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# WHITE DWARF™

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HARLEQUINS

SPACE MARINES
OFFICIAL ARMY LIST

CHAOS IN BLOOD BOWL
PUTRESCENT PLAYERS

REALM OF CHAOS
COMPETITION

ISSUE 105 SEPTEMBER 1988

# WHITE DWARF

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We have seen the future of live roleplaying - and it's mega!!

At least it will be, if we can track down a suitable location. Maybe someone out there can help.

What are we looking for? Basically, just a disused bit of land with a few old buildings. An old industrial site would be ideal - the larger the better. And the more buildings there are, the smaller the grounds can be.

So keep your eyes peeled.

And if you spot anywhere that looks like it might make a good location for Dark Future live action roleplaying, drop us a line at the Design Studio. But don't bother telling us about anything owned by the Ministry of Defence.

Apparently they don't think *civilians* should be allowed to play wargames on their property.

**SEAN MASTERSON**

# CHAPTER APPROVED
# LAND RAIDER



From the beginning of time, man has believed that the stars control his fate. Through their movements, people have seen future events and intimations of the will of their gods. In the forty-first millennium, billions still watch the sky fearfully, searching for a portent of doom. But in this time, they have reason to fear. From the stars come ships, some to trade, many to wage war. Most feared of all are the ships of the Legiones Astartes, gravid with their cargo of death - the Land Raiders of the Space Marines, bursting upon the unsuspecting, roaring like thunder, burning all before them.

The Space Marines are rightly feared by ordinary folk, for their presence signifies death as surely as the plague bells of Phobos. The images of the Space Marines and the Land Raider Battle Tank are forever meshed in the popular imagination. In some cultures, the vehicles are portrayed as Chariots of Destruction ridden upon the solar winds by the Angels of Death, poised throughout the galaxy, ready to crush the serpent of Chaos.

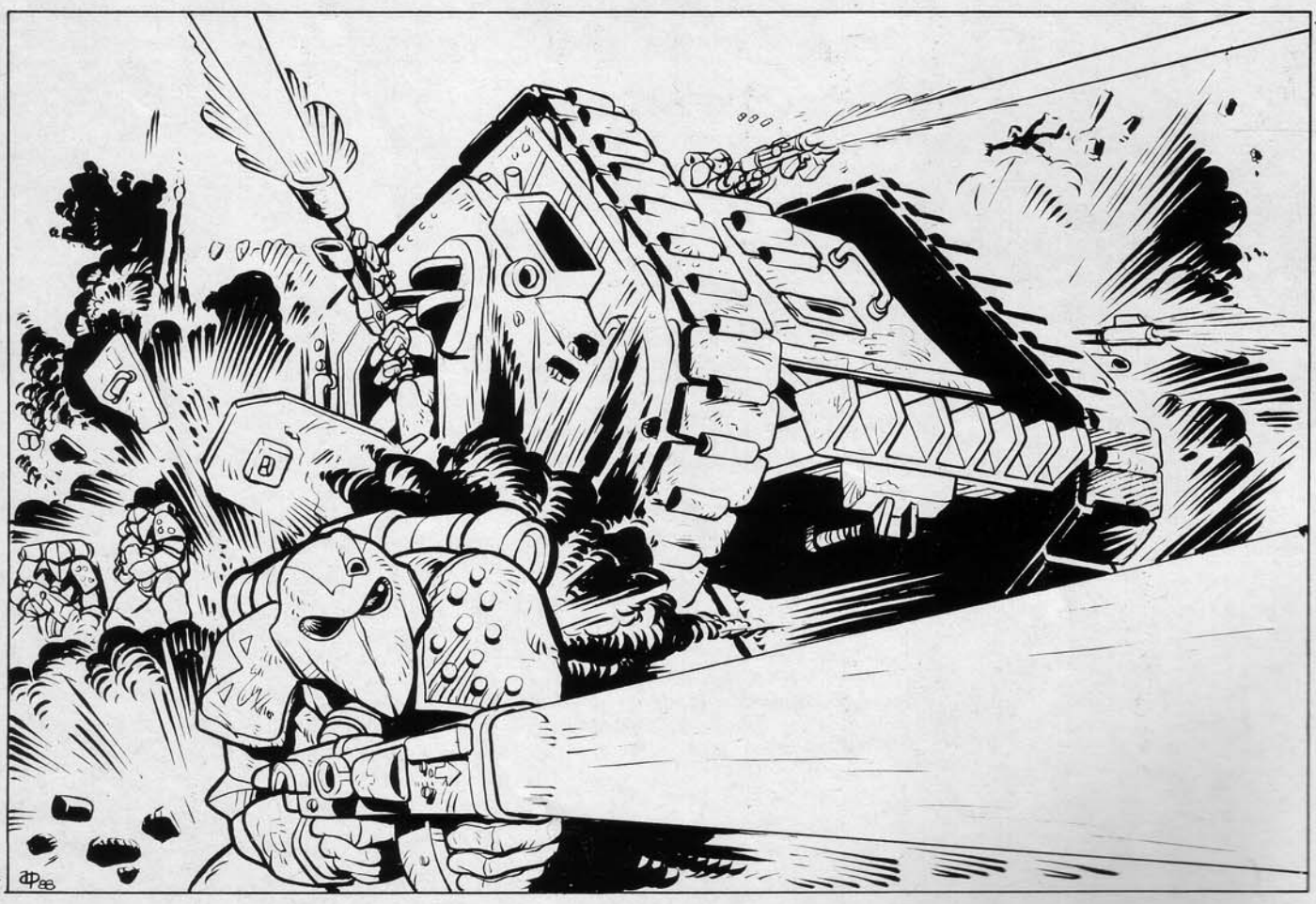
## MAN, MYSTICISM AND MECHANICS

Mysticism is an important part of everyday life in the Imperium. A twentieth century man might recognise in the Land Raider nothing more than a huge battle tank, a mere engine of war. But the men of the forty-first millennium are wiser. They know that every Land Raider has its own spirit, and its own destiny.

Whether a Land Raider is built in the Martian weapon-shops of the Adeptus Mechanicus or in the armouries of the Space Marines, its purity and spiritual welfare are given as much attention at every stage of construction as its mechanical aspects. A wildcat (or other locally-obtainable predator) is sacrificed within its ceramite framework. Armoured panels are inscribed with runes of protection as they are reverently bolted in place. Components are checked and blessed before assembly. As each Land Raider grinds towards the end of the production line, preparations are made for the Ceremony of Commission.

Land Raiders are delivered to the Space Marines, the Imperial Guard, the Inquisition, the Adeptus Arbites, to certain Rogue Traders and to other, more secret and obscure Imperial bodies. Space Marine Land Raiders are handed over to a Techmarine, or Frater Astrotechnicus to use the proper title. In other cases, it will be accompanied to its new home by an Adeptus Mechanicus Technomat - a human machine programmed with the knowledge required to service his charge. For many technicians, the commission represents the culmination of years of training; learning how to divine the runes of engineering, memorising the liturgy of maintenance, and studying the routine of service.

If a Marine Land Raider should be lost, its Techmarine offers prayers of mourning for its spirit. If a Techmarine is slain, his Land Raider must be reconsecrated by one of his technical brethren. In the field, this is often done simply by taking a ring bearing the vehicle's serial runes from the dead Techmarine, and the full reconsecration takes place later.



# IMPERIAL LAND RAIDERS

**IMPERIAL GUARD 8TH REGT 'THE SPIDERS'**
Codex Incept Pattern, used unmodified by 8 Company in the Gletcher Iceworld incident.

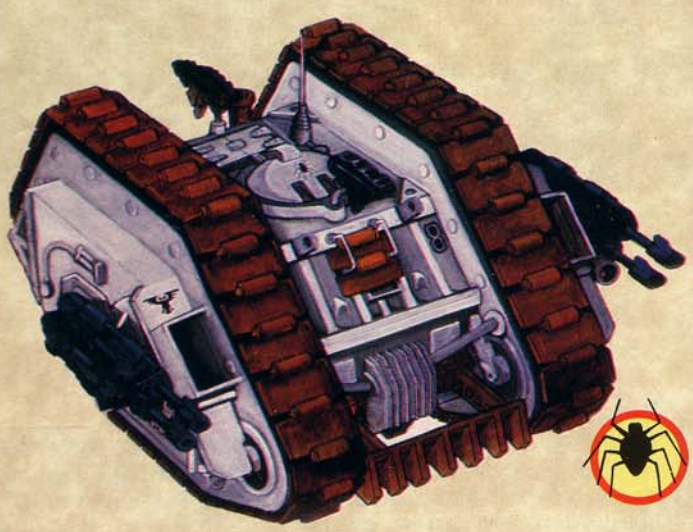
**IMPERIAL GUARD 7TH REGT 'LUCKY SEVENS'**
Codex Incept Pattern.

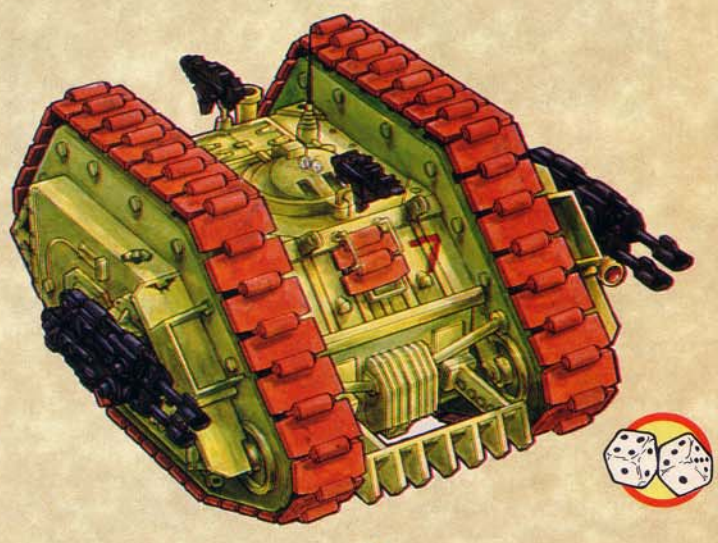
**LEGIONES ASTARTES - RED SCORPIONS**
Codex approved cobalt/ammonium desert camouflage, as used in the Galen V suppression.

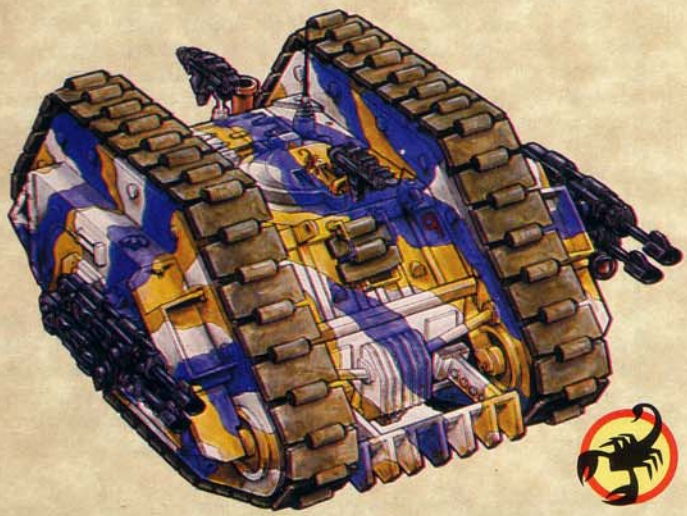
**LEGIONES ASTARTES - DARK ANGELS**
Temperate, variable terrain, as used in the defence of Straton, last Tyranic War.

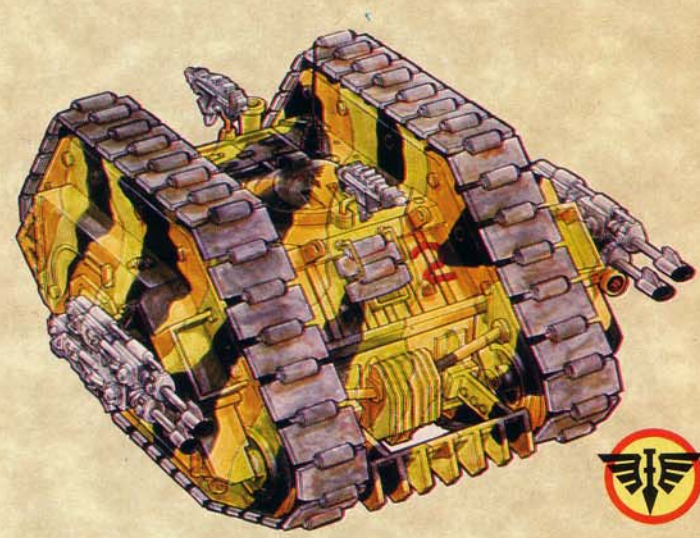
**LEGIONES ASTARTES - BLOOD ANGELS**
Desert camouflage as used in the assault on Bantax.

**LEGIONES ASTARTES - RAPTOR LEGION**
Temperate camouflage, winter variant, as used in the Egammonon Revolt, Fourth Quadrant Rebellion.









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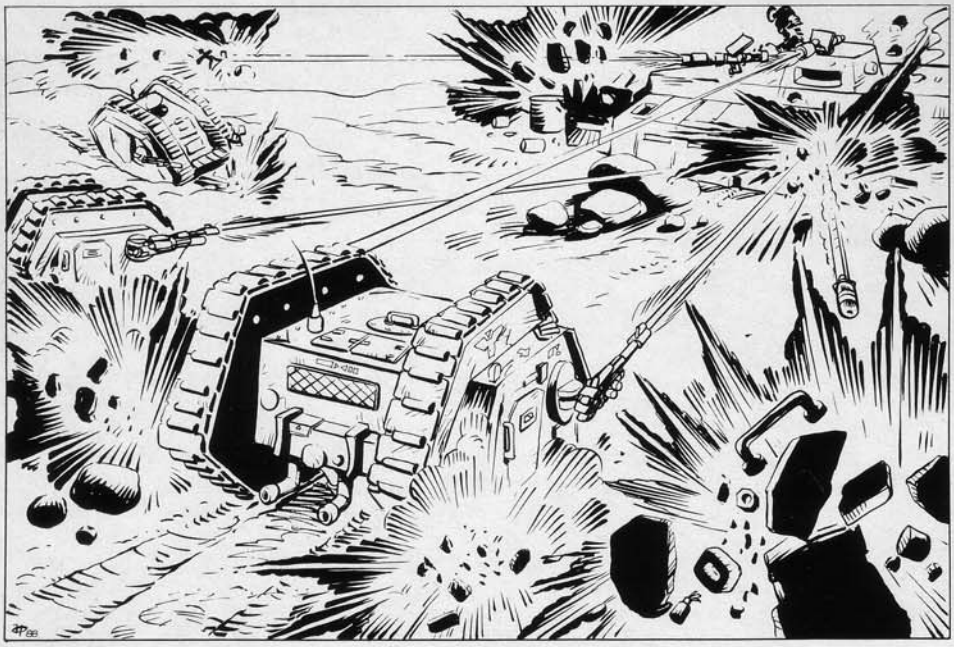


AW

Brother-Captain Fragman's eyes widened as the machine crested the rise behind the advancing Eldar. Once, it had clearly been a Land Raider, but now it was scarcely recognisable. Its codex-standard camouflage had been painted over with a garish array of stripes, dots and multicoloured lozenges, and gaily coloured bunting was festooned from every point. A huge banner bore the foul and decadent devices of a masque of Eldar Harlequins, and some of their blurred shapes could be seen dancing around the machine as is lumbered forward.

"Heresy!" he howled. "Abomination! Advance, Three Company, and take that vehicle! *Honour the battle-gear of the dead*, it is written! Avenge this insult!"

The four las-cannon began to fire as a hundred Star Leopards broke into a charge. Many died, but they knew they could not all be stopped. The battle might be lost, but the insult would be avenged.

## THE LAND RAIDER IN BATTLE

The Land Raider is ideally suited to the style of warfare favoured by Space Marines. Like the Marines themselves, the vehicle is capable of fighting in almost any environment. The Land Raider also offers protection and transport for a squad of troops, as well as carrying many of their supplies and back-up equipment. On Death Worlds and in other harsh environments, the Land Raider becomes a vital life-support unit as well as a fighting machine.

In battle, the squad normally disembark, leaving the Land Raider and its Techmarine crew to fight independently. Its adaptability allows it to fight in a variety of roles. Where appropriate, a single Land Raider or a small group will be sent forward with troops in order to provide covering fire and support. On other occasions, Land Raiders from several companies are brought together into huge armoured formations, ready to do battle with enemy vehicles or defences.

## LAND RAIDER CAMO SCHEMES

Marines are warriors of a wholly practical devotional order. Whilst their endless liturgies and prayer may appear, to the uninitiated, to be mere superstition, they serve an important and real function. For example, while preserving the accumulated experience of millennia, the doctrinal lore of camouflage schemes is not so dogmatic as to prevent the adoption of appropriate or innovative colours and patterns where appropriate. So, while there are innumerable *official* or *approved* colour schemes, there are also many which have been evolved by individual chapters to meet their particular requirements in certain situations.

Some Marine chapters adhere rigidly to the traditional patterns. The chapter of the Red Scorpions not only sticks strictly to the lore of camouflage handed down from their original founding and embodied in the Codex Imperialis, but views any deviance from this practice as tantamount to heresy. This has led to the Red Scorpions actually refusing to fight alongside other Marine chapters on a number of occasions - one of the reasons why they were mostly confined to space lane duties during the Badab War. The Commanders of the Imperial Guard are less stringent about such things than Marines, and will sometimes design their own schemes for a specific campaign.

Wherever they may be serving, Land Raiders may sometimes appear garish in comparison to the camouflage schemes evolved for use in the limited range of combat environments offered by twentieth-century Earth. A Land Raider camouflaged for use in the spectacular cobalt chromate deserts of Galen V, for instance, would be highly conspicuous in a yellow-brown silicone oxide desert beneath Earth's yellow sun. Many schemes show no attempt at camouflage as such, but consist of solid heraldic colours proclaiming the identity of the occupants as surely as the shield of a medieval knight. Indeed, there are some Marine chapters whose tradition actually forbids the use of camouflage on the grounds that "the colours of cowardice" are wholly inappropriate to a true warrior. This attitude, although by no means rare amongst the Legiones Astartes, is not officially recognised and is not embodied within the ancient Codex Imperialis.

Most strange of all are the fully pictorial designs painted onto Land Raiders both by Marines and by the Imperial Guard. These take the form of actual paintings of battle scenes or of famous events in the history of the unit concerned. Although this is a spectacular example of vehicle decoration, machines rarely enter the battle zone wearing such lavish paint schemes.

## TECHNICAL DATA

The profile given here is for a standard configuration Land Raider as manufactured by the Adeptus Mechanicus on Mars. The technical specifications can be varied somewhat, especially with regard to weaponry and equipment. The details given below are compatible with the new special damage charts given in *White Dwarf* 103, and take into account the increased weapon and equipment stowage available. A power field and synchroniser have also been added. This upgrades the vehicle from the specification given in the **WH40K** rulebook (pp 110-111), and the new specification replaces that given for Land Raiders elsewhere.

## 0-10 LAND RAIDERS

| LAND | | AIR | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Max | Acc/ Dec | Max | Min | Acc/ Dec | TRR | Cp | T | D | Sv | Eq | W |
| 20 | 7 | | | | 1 | 12 | 8 | 50 | 2-6 | 14 | 12 |

**Equipment**: 2 x 1'' radius power fields, power field synchroniser, auto-aim, auto-drive, auto-fac, targeter for starboard weapons sponson, targeter for port weapons sponson, communicator, sensor package (bio-scanner, energy-scanner, rad-counter), ejector seats, medi-pack.
**Weapons**: 4 las-cannon (2 synchronised las-cannon in each weapons sponson), 2 heavy bolt guns.
**Basic points value**: 261 + weapons and equipment
**Weapons points**: 390 **Equipment points**: 93½

**PV: 744½ each**

*This machine is discharged into your care.*

*Fight with this machine, and guard it from the shame of defeat.*

*Serve this machine, as you would have it serve you.*

*Fight for this machine, as you would have it fight for you.*

*(response) - I shall.*

*- from the Ceremony of Commission*

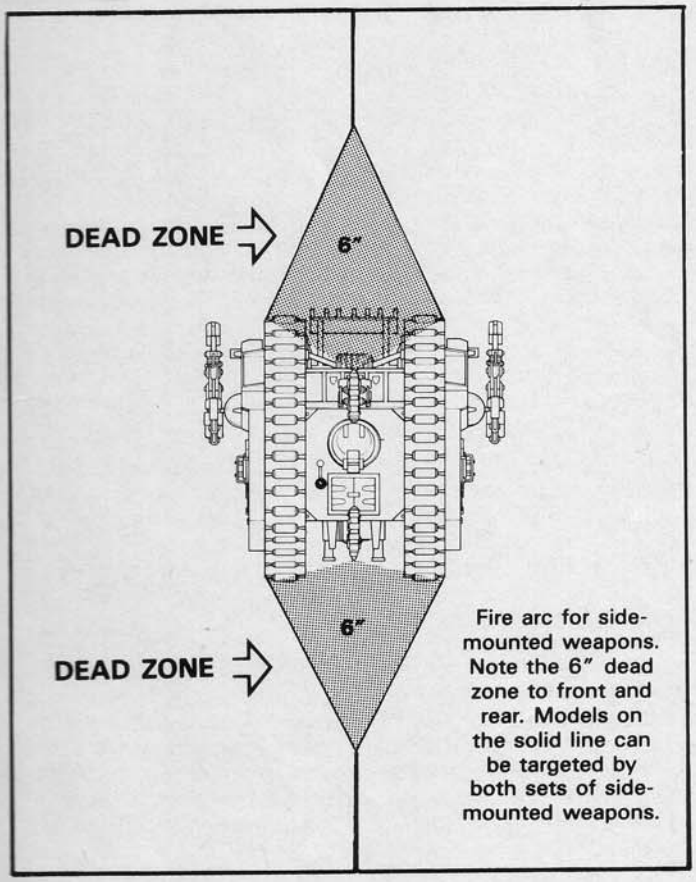


## FIRE ARCS

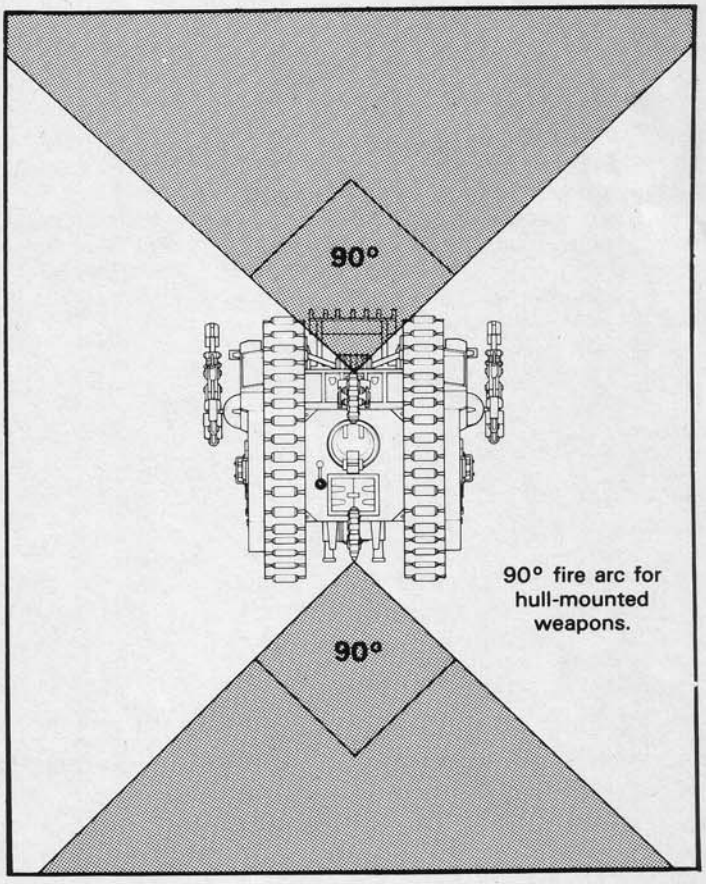
The Land Raider's main armament is mounted in two sponsons to the right and left of the vehicle. Each sponson can cover an arc of 180 degree to one side of the vehicle. Only a target directly in front of the vehicle - and 6" or more away - can be hit by both sponsons at once. Because of the mass of the vehicle in front of the sponsons, any target within 6" of the vehicle's front cannot be hit by the main armament.

Point defense armament consists of two heavy bolt guns; these may be mounted singly or paired, at the front and/or rear of the upper superstructure. The front mounting covers an arc of 90 degrees to the vehicle's front, the rear mounting covers and arc 90 degrees to the vehicle's rear.

The Land rider is also fitted with two special grenade launchers mounted on both sides of the hull. Each Launcher can fire its group of 3 smoke grenades *once* during the game, exactly like a normal grenade launcher.




Fire arc for side-mounted weapons. Note the 6" dead zone to front and rear. Models on the solid line can be targeted by both sets of side-mounted weapons.




90° fire arc for hull-mounted weapons.

Camouflage is the colour of fear... I have no need to hide from my foes... I have no fear of death. My colours I wear openly, they proclaim louder than any words, 'I am proud to live - I am proud to die.'

Commander Carab Culln, Red Scorpions

LES EDWARDS

# YOUNG ARTISTS

BRIAN SWEET

JIM BURNS

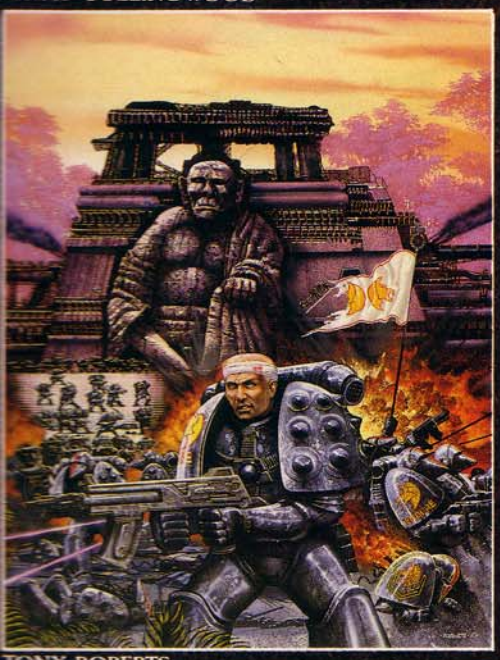
From illustrative work for White Dwarf to the cover art for Dark Future and beyond, Young Artists of every age and background play a vital role in presenting the imagery and atmosphere of Games Workshop's product line.

Whatever the subject matter - fantasy, SF, horror - there are some artists who evoke the atmosphere with apparent ease.

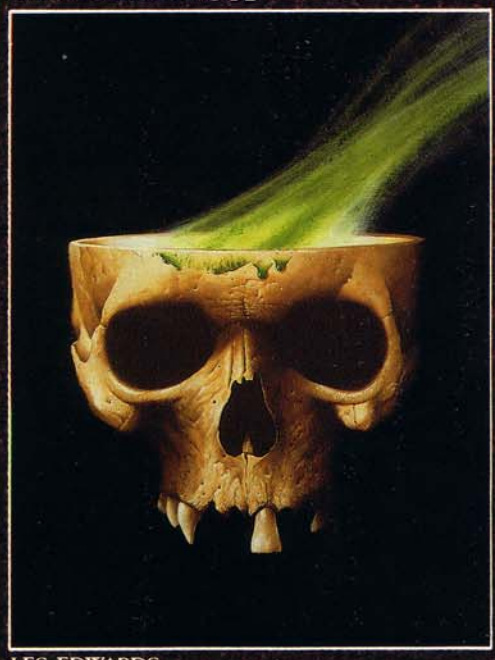
LES EDWARDS

CHRIS COLLINGWOOD

CHRIS COLLINGWOOD



TONY ROBERTS



LES EDWARDS

LES EDWARDS

TONY ROBERTS

Whether it's brooding menace to send a shiver down the spine or explosive action that leaps off the page, these artists never fail to stir the imagination. They say a good picture is worth a thousand words, so I reckon these examples could fill a volume or two!

Jim Burns, Les Edwards, Ian Miller, Chris Collingwood, Brian Sweet and Tony Roberts - just a few of the talented Young Artists bringing our new worlds to life. So here is a tributre to their skill, giving you (and us) another chance to drool over their work.

*John Blanche*

# CRITICAL MASS

## The Entropy Circuit

Imagine this mind-stretching thought experiment, guaranteed to explode your forebrain with galactic concepts and cause Sense-of Wonder to squirt in twin streams from your ears. X is a lifelong SF addict. X has read more SF novels than he's had hot dinners. The doorbell rings, and gosh wow, it's every SF fan's dream: a big parcel of new hardbacks, none of them yet in the bookshops, sent free of charge by a leading publisher! X looks at it jadedly, and puts off opening it until some other time... The reason for this bizarre and paradoxical behaviour is, alas, that after six years of such parcels and close on seventy *White Dwarf* columns, X feels bleary about the whole thing. He will not be doing it much longer. Try to have compassion. He is the product and victim of his environment. Not he but society stands condemned. We are all guilty.

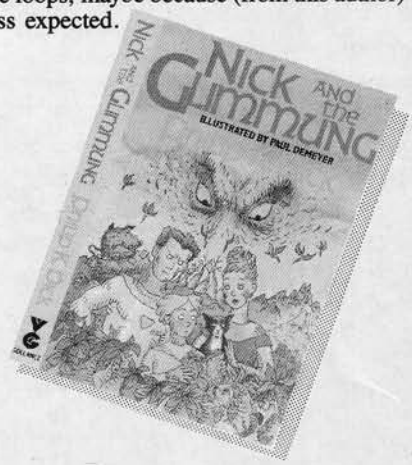
Meanwhile... **The Wave and the Flame** (Gollancz 358pp £11.95; VGSF £3.50) and **Reign of Fire** (Gollancz 382pp £11.95), by Marjorie Bradley Kellogg, form a complete SF story which begins promisingly. The flavour vaguely recalls *Dune* (lots of cave-dwelling "primitives" who are really mindbogglingly sophisticated and hi-tech), with a wider and fouler range of weather. Enter Earth's survey ship, carrying a majority of eco-conscious but ineffective scientists plus one exploitative bastard with lawyers, guns, and money, and things are bound to hit the fan. As a goodish read at dead centre of the hard SF mainstream, it kept me happy for several hundred pages.

But. Hard SF shares some fruitful constraints with the detective story; plenty of SF tales are detective stories in which the villain might be a recessive gene, a dimensionless constant or a gravitational quadrupole interaction. Here the frequently stated puzzle is the deadly weather of the planet Flix, which baffles scientific analysis and seems explicable only in terms of native myths about the eternal struggle between goddesses of fire and water. A creation myth offers tantalizing clues that this conflict might be a metaphor for some weird state of affairs grounded in celestial mechanics, and with a NASA atmospheric scientist - William B Rossow - collaborating on both books, I was ready for a brilliantly ingenious revelation. Wish I'd stopped before reading it.

What we get is a cop-out compromise which without vanishing wholly into mysticism goes halfway there for a preposterous "rational" solution whose mechanisms aren't even sketched out. Instead it's Forces Beyond The Comprehension of Mere Earthly Science (if said forces can't be detected by physical instruments, how on Flix do they affect that very physical thing the weather?), hyper-technology which can soak up nuclear explosions without turning a hair, etc. Boo, hiss.

Much attention and several stomachs were aroused by Ian Watson's *Interzone* story "Jingling Geordie's Hole", whose theme your editor would prefer I didn't dwell on here. Constructing a novel around it, the ingenious Watson came up with **The Fire Worm** (Gollancz 207pp £10.95), which presents the story as the narrative of someone hypnotically regressed to a "past life", moving through elegant mirror-mazes of lives within lives to the origin of the story's Something Nasty - involving the Great Art of Ramon Lull (?1232-1315) as practised by an alchemical imposter, and the conjuration of a legend-attested Worm in a "medieval Chernobyl" whose fallout still lingers. Very ingenious, but when we've toiled through all Watson's intellectual hoops, the finale returns us to within disappointingly close range of the short story's...

Almost simultaneously, Watson offers the richer and more cohesive **Whores of Babylon** (Paladin 302pp £3.95), with a reeking amalgam of all the cities that were Babylon recreated in the Arizona desert, full of volunteers role-playing a deadly serious game of ancient life which includes sacrifice, torture, branding and slavery. Borge's story "The Lottery in Babylon" showed Babylon as the universe as the board of an infinite game of chance: Watson embroiders on this in what looks like conscious homage, spicing it with offbeat philosophy and electronic trappings. The textured ambiguity of Babylon works rather better than *The Fire Worm*'s slick paradoxes and strange loops, maybe because (from this author) it's less expected.




Here's an oddity: Philip K Dick, whose output (like Tolkien's) has been steadily rising since his death, has at last published his 1966 children's book **Nick and the Glimmung** (Gollancz 141pp £7.95, ill. Paul Demeyer). It's quirkily funny and sinister in a mild way; it uses several of the author's patent ideas and aliens; no Dick fan can be without it. I have a suspicion that Dick wasn't quite sure of his "younger reader" audience, though: here he seems to be talking down to them, there writing over their heads, and at the end leaving a plot-thread unresolved. Fun, but if Dick were still around his editor would surely have asked him to polish this some more.

In **Far As Human Eye Can See** (Grafton 214pp £11.95), Isaac Asimov presents the 313th to 329th of his monthly essays for Fantasy & SF. (Yes, yes, I do envy his stamina, and what they pay him.) It's tempting to say this is exactly like every other Asimov science collection: actually, on inspection, it's a shade below average owing to many articles on chemistry. Polymath Asimov is highly qualified in this subject, and perhaps this encourages him to be - well, hardly less lucid but discernibly more tedious. He's still a good teacher, though never an inspired one. Example: essay 1 discusses synthetic elements; its final page and a half merely list such elements, and the resounding punchline at the very end goes, "Only the elements beyond atomic number 102, of which only a few isotopes are as yet known, have none with a longer half-life than francium-223." Not only an unusually dull and clumsy sentence for Asimov, but a hell of a flat way to end a popular-science essay: compare the last line of almost anything by J B S Haldane, Stephen Jay Gould or Carl Sagan.

Don't miss John Brunner's reissued **The Shockwave Rider** (Methuen 288pp £3.50), a 150-proof distillation of computerized future shock which anticipated trendy "cyberpunk" by nearly a decade, and trendier real-world virus programs by longer still. **The Darkest Road** by Guy Gavriel Kay (Unwin 420pp £3.50) concludes in paperback the trilogy which is about as good as you can get in its dubious genre of imitation Tolkien larded with great dollops of Arthurian and other legends. Jack Vance's strength and weakness, fine background invention plus feebleness of plot, are nowhere better shown than in **The Palace of Love** (Grafton 236pp £2.95): every bit of irrelevant detail sparkles - look at pp16-18 on the poison-planet Sarkovy, for example - while the storyline is limp and the Demon Prince's unmasking a distinct anticlimax.

Finally, my "Return of the Killer Breakfast" award for covers which convince one not to read the book was decisively won by Sphere for Guy N Smith's **Fiend** (diseinbowelled fatso hollowly grinning/bleeding at reader) and Robert R McCammon's 956pp **Swan Song** (Cthulhu-cum-Werewolf sticking out a flyblown tongue at you). To coin a better final line than Asimov's, Urrrgh.

Roger Zelazny's interminably open-minded Amber sequence continues in **Sign of Chaos** (Sphere 214pp £2.99). My old criticism still holds; if this were a roleplaying game, everyone would be loaded down with Bags of Holding, Pockets of Colossal Extension and Steamer Trunks of Universal Capacity just to carry all their plethora of magical powers, weapons, talismans, spells and disguises - not to mention the hefty *Who's Who in Amber and Chaos* required to keep track of the hero's numberless cousins, uncles, aunts, blood-foes, creations, demonic allies, etc. *Sign* opens with an amusing variation on Amber's gimmick of Shadow-travel, moves rapidly through expected mazes of intrigue, and ends with the socko revelation that so-and-so is really ... well, irritable thumbing through two previous books did at last confirm that the unmasked had previously been introduced and so probably isn't a misprint for the one whose name differs by exactly one letter. Sloppy work, Mr Zelazny.

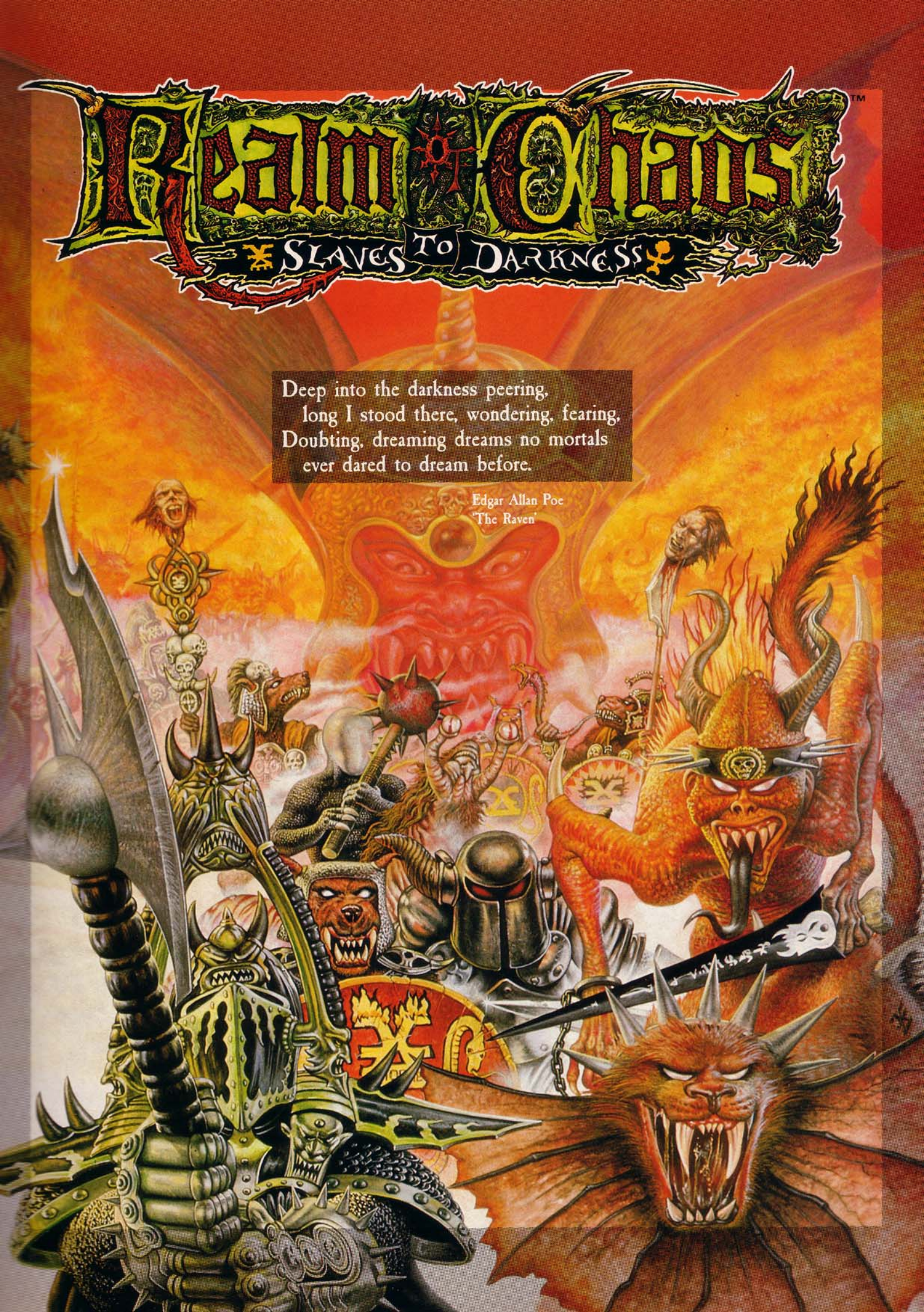
BY DAVE LANGFORD

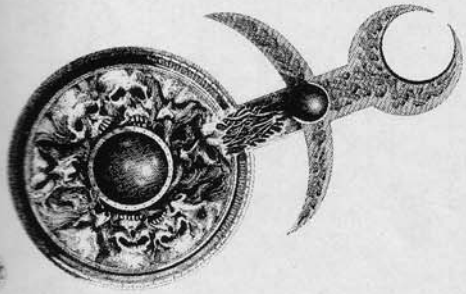
# Realm of Chaos™

## Slaves to Darkness

Deep into the darkness peering,
long I stood there, wondering, fearing,
Doubting, dreaming dreams no mortals
ever dared to dream before.

Edgar Allan Poe
'The Raven'





*And there was mounting in hot haste: the steed,*
*The mustering squadron, and the clattering car,*
*Went pouring forward with impetuous speed,*
*And swiftly forming in the ranks of war;*
*And the deep thunder peal on peal afar;*
*And near, the beat of the alarming drum*
*Roused up the soldier ere the morning star;*
*While throng'd the citizens with terror dumb,*
*Or whispering, with white lips -*
*'The foe! they come! they come!'*

*Lord Byron*
*Childe Harold's Pilgrimage*

# ROCKS AWAY!

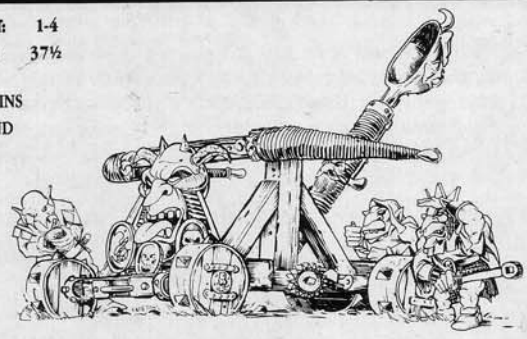
## 0-8 GOBLIN STONE THROWERS

| | M | WS | BS | S | T | W | I | A | Ld | Int | Cl | WP |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Goblin Crew (3) | 4 | 3 | 3 | 3 | 4 | 1 | 2 | 1 | 7 | 5 | 7 | 7 |

| | RANGE MIN | RANGE MAX | TEMPLATE | STR | SAVE MOD. | WNDS PER HIT |
|---|---|---|---|---|---|---|
| Bolt Thrower | 12" | 48" | 1" radius | 5 | -2 | 1D4 |

**MODELS PER UNIT:** 1-4
**POINTS PER UNIT:** 37½ (inc. Crew)
**CREW:** 3 GOBLINS
**WEAPONS:** HAND WEAPONS
**ARMOUR:** NONE

**OPTIONS**
**CREW MODELS MAY HAVE:**
Light armour . . . 1



*Things are stirring in Goblin society. Power and dominion are passing to those tribes which can field the most 'rock-chukkers', and one by one the strongholds are falling. Any Goblin warlord worthy of fear and dread would give his eye-teeth to acquire such a war-machine; not only a vital addition to the tribal arsenal, but also a symbol of status and prestige.*

"NEVER!"

Zogrod Gutsticker's fist crashed down on the head of a lackey to emphasise his point.

"But, boss..."

"NO!!" The Goblin chieftain felled the objector with a back-handed blow, and rose to pace around his cave. He was clearly in a towering rage.

"All this chuckin' fings from miles off - it ain't right! Not Gobliny!" he ranted. "Can't even see the blood." He turned abruptly to face his assembled sub-chiefs.

"Wot are we?" he asked, arms raised.

"GOBLINZ!"

"Wotz our tribe?"

"GUT RIPPERS!!"

"Wotter we do?"

"RIP GUTS!!!" Zogrod lowered his arms, clearly satisfied.

"Thas' right, and doncher fergerrit. We gerrin there an' we rip 'em. We don't stand there miles off an' chuck fings - thas' *gurly*! I mean, wot self-respectin' greenboyz'd do a fing like that?"

"There's them Broken Nose boyz," came a voice from the back.

"Yer," said another. "They done orright wiv that skull crusher an' that gun fing."

"An' that Notlob an' 'is spearchuckers," put in a third, "They'z Orcses, an' *they* ain't gurly."

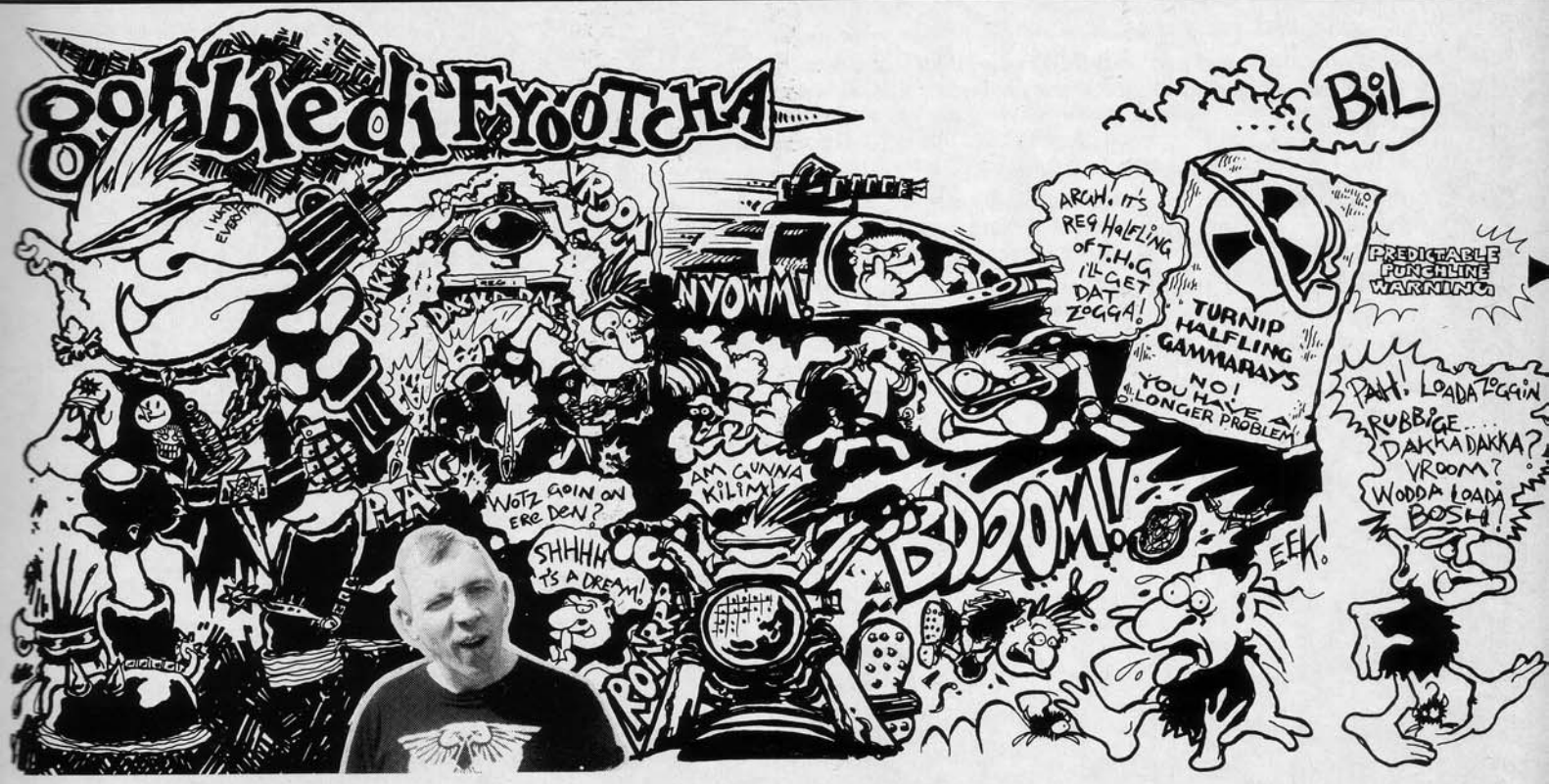
"An' them man-manglers."

"An' them 'Obgobs wiv their rockets."

"ORRIGHT, ORRIGHT!" Zogrod silenced the interruption with a sweep of his great war-club, scattering minions right and left.

"Doncher ever *lissen?*" he continued, "This is jus' wot I bin *sayin'*! We gotter 'ave some long-range caper-billity! S'wot war'z about these dayz! Gotter move wiv the times! *You*" - he pointed with his club at a particularly vocal sub-chief - "Seein'z yer so zoggin' clever, you can gerrus a rock chucker - or it's gizzard stew fer tea."

The Iron Claw Goblin Stone Thrower is an approved addition to the Orc and Goblin army list in **Warhammer Armies** (p96).



CULTURE SHOCK - SPECIAL

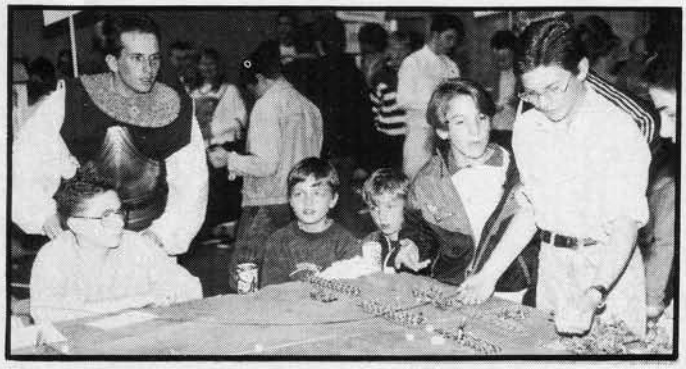
# GOLDEN DEMON
## GRAND FINAL

**The Golden Demon awards for paitning and modelling are fast becoming an institution within the gaming community. The 1988 event was only the second of its kind, and organiser A. Jones Esq took time off from sweeping the floor to file this report on the great occasion...**

Months of feverish preparation were over, it was too late to discover any mistakes now. The doors were about to open, and an expectant queue waited eagerly outside the Nottingham Victoria Leisure Centre for the finals of THE GOLDEN DEMON AWARDS 1988.

Strangely quiet, the gaming tables and trade stands in the main hall stood empty, the only sounds being the stirring strains of the atmospheric background music, and the clank of armour as the *Knights of Outremer* prepared themselves for the day's events. In the miniatures display room, Phil Lewis and his staff had been labouring valiantly since 8.30 in the morning to get the miniatures labelled, catalogued and on display in time for the grand opening. Finally, all was ready, and everyone waited, a little tense, for the proceedings to start.

At 10.00 o'clock sharp the doors were opened, and a stream of people flooded the hall. Within twenty minutes, the hall had filled with a throng of excited enthusiasts, and it soon became clear that the GOLDEN DEMON 1988 Grand Final was going to be a very busy day.

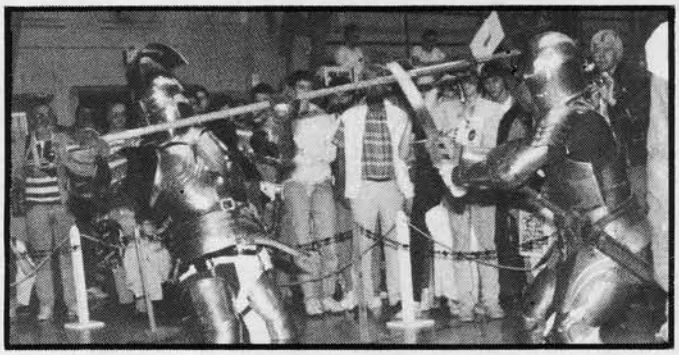


The gaming tables had a definite 'miniatures bias' to them, with WH40K demonstration competitions, a wonderful Blood Bowl arena, Warhammer Roleplay and Battle games, including a massive battle display between the armies of Slaanesh, Khorne and the Fimir, featuring over 500 painted Citadel Miniatures.

Bob Avery totally lost his voice whilst running his very own Warhammer 40K roleplay system, keeping the participants completely off balance with his characteristic blend of wit, tension and total mayhem.

The speed painting competition was a typically messy affair, with the contestants vying for the claim to have produced the best miniature in just 15 minutes. The seminars were massively oversubscribed, the trade stand besieged and the *'Eavy Metal* stand was constantly surrounded by boggle-eyed enthusiasts.

At the *Illuminations Live* display, the Games Workshop artists were buried beneath a deluge of happy fans, all cheerfully demanding signed sketches from their heroes.

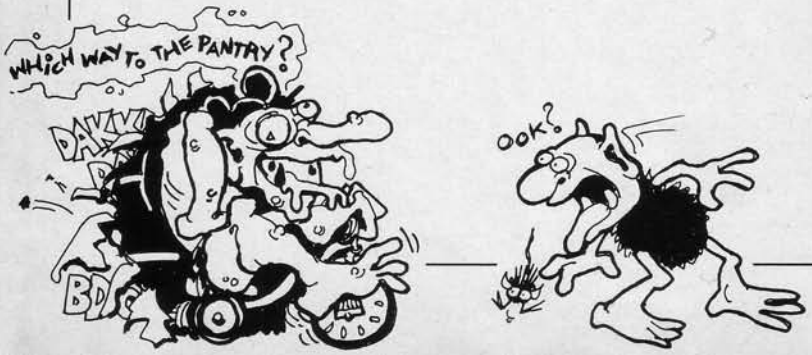


Costumes were very much in evidence. Sweating under the weight of their armour the Knights of Outremer held a series of extremely realistic medieval combats throughout the day. Also sweating, the superb Mythlore monsters spent most of the day distributing leaflets and programmes in the Nottingham City Centre, surprising many a Saturday Shopper.

Of course, all these exciting events were subsidiary to the miniatures themselves, and the quantity and quality of the entrants was almost worrying. Even with twice the number of cabinets available, we were none too sure that we would have enough space to display all the entries, particularly those on huge scenic bases. However, we managed to cope, though Phil Lewis was hard pressed to capture every entrant on film (the results of Phil's miniature photography are even now being collated into a colour hardback record of the event, Ed).

The climax of an extremely exciting day was the Golden Demon Awards ceremony at five o'clock, when everyone dropped what they were doing in order to watch the presentations, and to discover who had won. The judging was a near-impossible task, as there were so many entries, all painted to a very high standard. However, after hours of careful deliberation the task set for judges Bryan Ansell and John Blanche was complete. The results were announced, and the prizes presented by Gary Chalk, who had spent the day demonstrating the art of building and converting model castles from the Citadel Mighty Fortress.

The culmination of the ceremony was the presentation of the Golden Demon Slayer Sword to Ivan Bartleet, the overall show winner, and with that the Golden Demon Awards 1988 were brought to a close. All that remained was the monumental task of clearing away the debris ready for an even bigger and better event in 1989!



**This month's extract from the great book known as the Index Astartes deals with the official order of battle for all Space Marine Chapters - the Codex Imperialis.**

INDEX ASTARTES



# CODEX IMPERIALIS

*'My will be done'*
Codex Imperialis page 1.

The Legiones Astartes, commonly known as Space Marines or colloquially as *Angels of Death*, are the elite fighting forces of the Imperium. Marines are physically, mentally and spiritually superior to ordinary soldiers, a condition ensured by rigorous selection and training. These devout warriors exist to serve the Emperor of Humanity, and do so with religious zeal and cold efficiency.

## RECRUITMENT AND TRAINING

Recruits are taken mainly from feral or hive worlds, but occasionally civilised worlds produce suitable individuals. Above all, an aggressive fighting spirit is sought by the Legiones Astartes. To be accepted, individuals must show an almost inhuman capacity to fight, even though the chances of surviving the battle may be negligible.

Only young males are chosen for Marine training, during which time their minds and bodies are strengthened by bio-chem and psycho-surgery. Consequently, the most important resource of any Chapter is the ancient Gene-Seed required for the implants which transform an ordinary human being into a Space Marine.

Marine development is also conducted on a spiritual level. Throughout their arduous life as recruits, Marines are subject to constant indoctrination, imbuing them with an unquenchable respect for the Emperor, and a lifelong obedience to discipline.

## ORGANISATION

The Legiones Astartes are organised into 1000 Chapters, each led by an Imperial Commander. Chapters are autonomous units, each very much like a self-contained army with its own uniform, transport (including spaceships), specialist non-combatant support personnel and home base (usually a fleet or planet based *Fortress-Monastery*).

A Chapter's fighting force of around 1000 Marines is divided into 10 Companies, each commanded by a Captain assisted by a Lieutenant. The exception to this is the 1st Company which is composed of the most experienced combat veterans and led by the Lt Commander of the Chapter. Within a company, Marines are organised into 10 man squads, one of whom is a Sergeant.

## TACTICAL ORGANISATION

For any given battle, squads are equipped and organised according to operational requirements, and this results in three basic types of squad; *Tactical*, *Assault* and *Devastator*.

Tactical Squads are all-purpose units, capable of accomplishing most battlefield tasks. Assault and Devastator Squads are equipped for close-combat and heavy weapon support respectively.

## THE CODEX IMPERIALIS

The basis for the organisation of the Legiones Astartes was decided many thousands of years ago during the First Crusade, and takes the form of a mighty tome entitled the **Codex Imperialis**. The Codex deals with all aspects of Chapter and battlefield organisation. Some Chapters adhere rigidly to the instructions laid down in the Codex, almost as an article of faith, while many have diverged from the Codex due to local circumstances, tactical needs and continually evolving tradition.

*'So it was in the beginning; so ever it shall be'*
Credo of the Iron Hands

The Blood Angels and the Iron Hands (both Chapters of the First Founding) rigorously adhere to the ordinances of the Codex. These Chapters firmly believe that the Codex embodies the divine wisdom of the Emperor and as such is a sacred text. Many Chapters follow it rigidly, not only as a fundamental act of devotion, but to help to ensure victory by carrying the power of the Emperor within the very fabric of their organisation.

**Variation from the Codex**
A good example of organisational variation is provided by the 'Raven Wing' of the Dark Angels Chapter. This entire company is equipped with M14 Bullock jet cycles as appropriate to their high speed reconnaissance role. Further examples of divergeance from the strictures of the Codex can be seen in the many specialised scout units in Chapters throughout the Imperium. Future issues will present details of Marine organisations which vary from the Codex, together with the corresponding information boxes which, when used with the main army list, will allow you to field a force representative of the Chapter(s) in question.

# MARINE ARMY LIST

The Marine Army List below represents the organisation and equipment specified in the Codex Imperialis. Personalities (ie, high ranking or specialist Marine personnel) have access to rare and unusual equipment not normally available to ordinary Marine troopers.

The list allows for the assembly of a task force or 'detachment' of Space Marines, including any vehicles, support weaponry and special tactical equipment required. The overall composition of the force will depend on the nature of the task - assault, heavy weapon support or whatever the situation calls for.

## USING THE LIST

**Personality Models**
The senior officer chosen from Lt Commander, Captain and Lieutenant is designated as the *Detachment Commander.* He has ultimate authority on the battlefield. In the list, the characteristic profiles of these personality models are not necessarily indicative of rank. It is possible to have a very experienced Lieutenant (Major Hero) and a relatively less experienced Captain (Champion) in the same force (length of service and rate of attrition account for this). This represents both individual differences and the unique requirements of different ranks.

Special consideration needs to be given to the use of *Techmarines* (see below) and *Librarians*. Both these personality types have a random element to their generation (maximum number in the case of Techmarines; psychic ability in the case of Librarians). Consequently, if you wish to include these types in your force, you should make any decisions and die rolls *first*. You will then be in a position to know how many points you have left from your agreed total for picking the rest of the detachment.

**Basic Equipment**
This is mandatory equipment considered essential to the personality's function. The points value of all these items is included in the *Points per model* cost.

**Standard Equipment**
*Standard Equipment* has a pre-set points value. If this option is selected, then *all* of the hardware specified must be taken. Unwanted items can be given to other personality models. The pre-set points cost of *Standard Equipment* must be added to the *Points per model* cost.

**Special Equipment Charts**
Instead of *Standard Equipment*, a personality may have alternative equipment, determined by rolling on the *Special Equipment Charts*. Equipment randomly gained from the charts in this way must be taken (but may be discarded or given to other personality models if unwanted). The points are paid *per roll*. The appropriate charts, number of rolls and points cost per roll are indicated for each personality type. The charts appear at the end of the list.

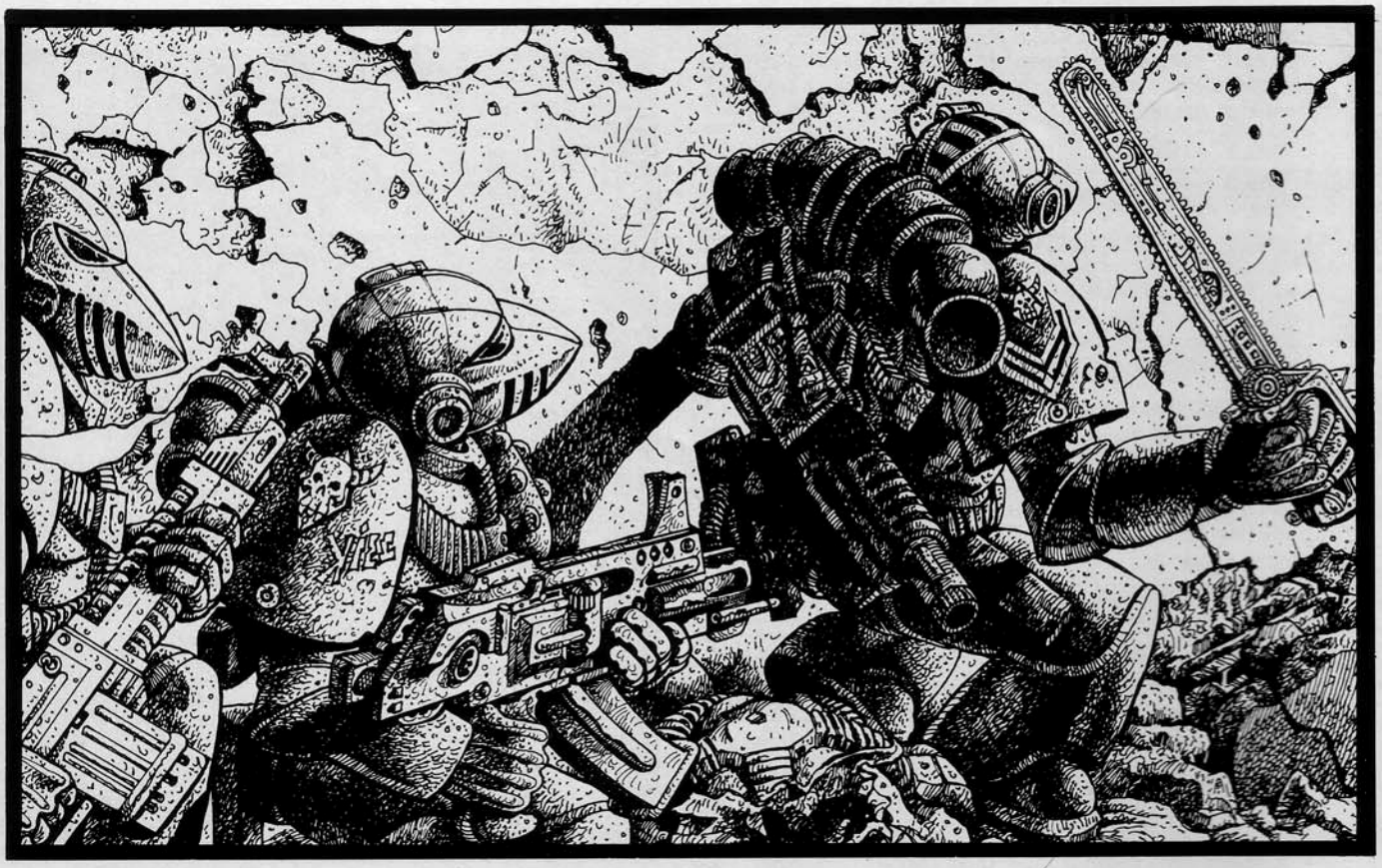
High ranking personalities may modify their rolls as follows:

Librarians and Chaplains may add 5 to each roll.
Lieutenants may add 10 to each roll.
Captains may add 15 to each roll.
Detachment Commander, Master of the Apothecarion and the Chief Librarian may add 20 to each roll.

They may either choose the equipment determined by the original roll, or by the roll plus the permitted modifier. Note that, if used, the modifier must be applied in full.

For example, a Captain takes a roll on the *Heavy Weapons* chart. A roll of 57 gives a Multi-laser, but alternatively he may add 15 to get a result of 72 - a Heavy plasma gun. He may not, however, take the Multi-melta which lies between these two options.

**Additional Equipment**
Regardless of whether a personality chooses *Standard* or *Special* equipment, the *Additional Equipment* listing gives details of other hardware that the personality may have by paying the points indicated.



## TECHMARINES

The list includes details of the specialist troopers known as *Techmarines*. These are battle-brothers (and therefore front-line fighting troops), but trained by the Adeptus Mechanicus for their tactical role as field engineers. Techmarines are essential for any action involving vehicles, support weapons or engineering work. Unlike normal Marine troopers Techmarines are trained to be able to operate individually.

### The Making of a Techmarine

Marines with experience in the handling and maintenance of vehicles or special equipment, often in battle conditions, and those who show exceptional aptitude with technology, will be considered for special instruction to become Techmarines (*Frater Astrotechnicus*). In an age when technology is revered and regarded with almost supernatural awe, such aptitudes are highly valued. Marines which display such ability to commune with machines are selected for thirty years instruction by the Adeptus Mechanicus. During this time they learn how to divine the Runes of Engineering and study the Liturgy of Maintenance. This great body of lore must be committed to memory and understood by the novice Techmarine, including the arcane Mechcantrips which give mystical power over the intricate workings of machinery. They are taught by their masters how to 'feel' the pain of their machine and heal it, according to the wisdom of the ancients.

### Examples of Liturgy

According to the ancient wisdom of the Adeptus Mecanicus, a support weapon or vehicle will only perform well if the correct rituals are observed during maintenance and use. Such rituals must be learned by heart. Since there are many intricate rites to be learned, with a variation for every conceivable circumstance in battle, it is not surprising that it takes thirty years fully to instruct a Techmarine.

*'With the blood of an enemy shall the marks be made upon the missile. Then bless the missile and present unto the mounting. Say the prayer of firing and curse the target. Do this rapidly lest the wrath of the weapon be wasted. Point the eye of the weapon so that it may see the object of its wrath. When the weapon has uttered its curse and eaten the soul of its victim, then shall you take up the next missile...'*

'Firing Rite' (old recension)

After thirty years of training is completed, the Techmarine is 'ordained' with great and sombre ceremony and he returns to his Chapter. Within the Chapter, Techmarines may be deployed in varying strength to accompany any detachment which includes vehicles or specialised equipment.

### Techmarines in the Army List

The number of Techmarines available to a player is decided randomly by rolling 6D6. This is the maximum number allowed - a player may have fewer Techmarines in the detachment if he so wishes, but the force may never have more vehicles, Dreadnoughts, or other machines than Techmarines (see below).

Techmarines are essential if vehicles and support weapons are to be included. Normally, the Detachment Commander would not contemplate sundering Techmarines from machinery, and will therefore ensure that each Techmarine is taken together with an associated piece of hardware. Consequently, it is not necessary to include all available Techmarines in a force, but there must be at least one for each vehicle (excluding bikes), support weapon, Dreadnought and maniple of robots (see *Additional Equipment and Weaponry* for further details).

A Techmarine 'knows the way' of all vehicles; their mysteries have been revealed to him and all his comrades look upon his deeds with admiration and wonder. Wisdom has been handed down for centuries and is contained both in oral and tradition and countless written works.

*'And when at last he came upon the vehicle, he perceived the distress of the engine therein and forthwith struck the rune and it was good. Thereupon the engine ignited and was filled with strength...'*

from 'Lord of the Engines' 16th Tome, verse 2001

An important aspect of much of the liturgy is that a physical action should be accompanied by an arcane utterance, as the following extract illustrates:

*'When uttering the incantation, mark well that the rod is upon and not within the intake. The second incantation should not be uttered until all the fumes have come forth, then the way shall be clear for the sacred words to penetrate unto the heart of the engine. If the mounting be hot say the third rune, if it be cold the fourth rune is more appropriate. For then the wrath of the engine will be aroused...'*

From 'The Book of Five Runes'

### Techmarines in Action

A Techmarine, though linked to a particular machine, does not have to remain with it during battle (*drivers* are an obvious exception to this). Techmarines can move and fight just like any other personality model, and it is useful to deploy them on the battlefield since, in addition to providing extra firepower, Techmarines are capable of fixing vehicles that have sustained critical hits.

When a vehicle has received special damage as a result of a critical hit, a Techmarine may attempt to restore functions. Special damage other than damage to occupants or complete destruction of the vehicle can conceivably be attended to by the Techmarine, whose technical expertise is profound. To represent this, roll a D6 when the Techmarine arrives at the vehicle. On a score of 6 the damage is repaired and the machine will function again next turn. On a score of 1, the vehicle is damaged beyond redemption and the Techmarine will spend the remainder of the turn reciting the last rites for it. On a score of 2-5, roll again next turn, because the Techmarine is engaged in deep 'communion' with the machine and restoration of function may yet be possible.

## SQUADS

The **Codex Imperialis** dictates the armament of each of the three types of squad, and this is reflected in the *Basic* and *Standard* equipment. All basic and standard equipment is included in the *Points per squad* value.

In addition, the Codex permits various *Optional Upgrades*. These upgrades are unusual in that they must be applied to every squad of that type present in a player's army - you cannot single out a specific squad and simply upgrade that one alone.

As a consequence, the total cost for any upgrade depends (in part) on the number of squads of that particular type. The costs for these upgrades are *per squad*, and this must be multiplied by the number of squads of that type to find the full cost to the player.

For example, Tactical Squads are normally armed with a Flamer, but the list allows you to substitute this for a Shuriken catapult. The additional cost for the Shuriken catapult is 8 points. This is the cost for a single squad, so if a player has choosen 3 Tactical Squads, the total cost is 8 x 3 = 24 points. Players have the option of splitting any 10-man squad into two 5-man squads. This should be done *after* the armament of the full (10-man) squad has been determined.

# DETACHMENT COMMANDER

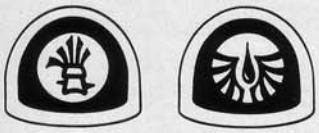
*This will be the highest ranking personality in the force, selected from the first 3 officers listed below.*

## 0-1 LIEUTENANT COMMANDER

CHAMPION 19 MINOR HERO 50 MAJOR HERO 94

| PROFILE: | M | WS | BS | S | T | W | I | A | Ld | Int | Cl | WP |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| CHAMPION | 4 | 5 | 5 | 4 | 3 | 1 | 5 | 1 | 8 | 8 | 8 | 8 |
| MINOR HERO | 4 | 6 | 6 | 4 | 4 | 2 | 6 | 2 | 9 | 9 | 9 | 9 |
| MAJOR HERO | 4 | 6 | 6 | 4 | 4 | 3 | 6 | 3 | 9 | 9 | 9 | 9 |

*Second in command and right hand man to the Commander of the Chapter, the Lieutenant Commander is often delegated command of important task forces.*



**BASIC EQUIPMENT**

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES.

### OPTIONS

**SPECIAL EQUIPMENT CHARTS**

| CHART | ROLLS | PTS/ROLL |
|---|---|---|
| STANDARD WEAPONS | 0-1 | 3 |
| CLOSE COMBAT WEAPONS | 0-2 | 3 |
| HEAVY WEAPONS | 0-1 | 50 |
| GRENADES/MISSILES | 0-2 | 7 |
| EQUIPMENT & BIONICS | 0-4 | 5 |

**STANDARD EQUIPMENT: 32 points**

BOLT GUN
POWER SWORD
CONVERSION FIELD
BIONIC EYE (WITH TARGETER, BIO AND ENERGY SCANNERS)

**ADDITIONAL EQUIPMENT**

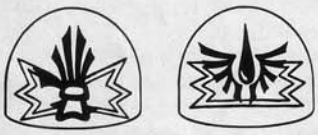
JUMP PACK.....2

## 0-1 CAPTAIN

CHAMPION 19 MINOR HERO 50 MAJOR HERO 94

| PROFILE: | M | WS | BS | S | T | W | I | A | Ld | Int | Cl | WP |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| CHAMPION | 4 | 5 | 5 | 4 | 3 | 1 | 5 | 1 | 8 | 8 | 8 | 8 |
| MINOR HERO | 4 | 6 | 6 | 4 | 4 | 2 | 6 | 2 | 9 | 9 | 9 | 9 |
| MAJOR HERO | 4 | 6 | 6 | 4 | 4 | 3 | 6 | 3 | 9 | 9 | 9 | 9 |

*Each Marine Company is commanded by a Captain. His battlefield role is to move among the squads of the Company lending his support where it is most needed.*



**BASIC EQUIPMENT**

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES

### OPTIONS

**SPECIAL EQUIPMENT CHARTS**

| CHART | ROLLS | PTS/ROLL |
|---|---|---|
| STANDARD WEAPONS | 0-1 | 3 |
| CLOSE COMBAT WEAPONS | 0-2 | 3 |
| HEAVY WEAPONS | 0-1 | 50 |
| GRENADES/MISSILES | 0-2 | 7 |
| EQUIPMENT & BIONICS | 0-4 | 5 |

**STANDARD EQUIPMENT: 21 points**

BOLT GUN
POWER SWORD
REFRACTOR FIELD
BIONIC EYE WITH TARGETER

**ADDITIONAL EQUIPMENT**

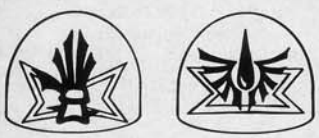
JUMP PACK.....2

## 1 LIEUTENANT

CHAMPION 19 MINOR HERO 50 MAJOR HERO 94

| PROFILE: | M | WS | BS | S | T | W | I | A | Ld | Int | Cl | WP |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| CHAMPION | 4 | 5 | 5 | 4 | 3 | 1 | 5 | 1 | 8 | 8 | 8 | 8 |
| MINOR HERO | 4 | 6 | 6 | 4 | 4 | 2 | 6 | 2 | 9 | 9 | 9 | 9 |
| MAJOR HERO | 4 | 6 | 6 | 4 | 4 | 3 | 6 | 3 | 9 | 9 | 9 | 9 |

*The Lieutenant is second in command to a company Captain and acts as his right hand man. His tactical role is similar to that of the Captain, exercised under the Captain's instruction. Should the Captain fall, the Lieutenant assumes command of the Company.*



**BASIC EQUIPMENT**

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES.

### OPTIONS

**SPECIAL EQUIPMENT CHARTS**

| CHART | ROLLS | PTS/ROLL |
|---|---|---|
| STANDARD WEAPONS | 0-1 | 3 |
| HEAVY WEAPONS | 0-1 | 50 |
| GRENADES/MISSILES | 0-2 | 7 |

**STANDARD EQUIPMENT: 19 points**

BOLT GUN
POWER SWORD
BIONIC EYE WITH TARGETER

**ADDITIONAL EQUIPMENT**

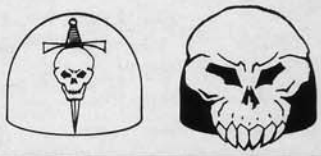
REFRACTOR FIELD.....2
JUMP PACK.....2

## 0-3 CHAPLAINS

MINOR HERO 50 CHAMPION 19 MAJOR HERO 94

| PROFILE: | M | WS | BS | S | T | W | I | A | Ld | Int | Cl | WP |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| CHAMPION | 4 | 5 | 5 | 4 | 3 | 1 | 5 | 1 | 8 | 8 | 8 | 8 |
| MINOR HERO | 4 | 6 | 6 | 4 | 4 | 2 | 6 | 2 | 9 | 9 | 9 | 9 |
| MAJOR HERO | 4 | 6 | 6 | 4 | 4 | 3 | 6 | 3 | 9 | 9 | 9 | 9 |

*Each company has a Marine Chaplain responsible for spiritual welfare. The Chaplain moves among the squads of his company inspiring Marines with Battle-Liturgy and by his heroic example.*



**BASIC EQUIPMENT**

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES.

### OPTIONS

**SPECIAL EQUIPMENT CHARTS**

| CHART | ROLLS | PTS/ROLL |
|---|---|---|
| CLOSE COMBAT WEAPONS | 0-1 | 3 |
| HEAVY WEAPONS | 0-1 | 50 |
| GRENADES/MISSILES | 0-2 | 7 |

**STANDARD EQUIPMENT: 16 points**

BOLT GUN
POWER SWORD
PLASMA PISTOL
CONVERSION FIELD

**ADDITIONAL EQUIPMENT**

CHAINSWORD.....2
JUMP PACK.....2

# 1-6 LIBRARIANS

0-1 CHIEF LIBRARIAN (MAJOR HERO) 0-1 CODICIER (CHAMPION)
0-1 EPISTOLARY (MINOR HERO) 1-6 LEXICANIAN (MARINE)

LEXICANIAN 18 CODICIER 19 EPISTOLARY 50 CHIEF LIBRARIAN 94

| PROFILE: | M | WS | BS | S | T | W | I | A | Ld | Int | Cl | WP |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| LEXICANIAN | 4 | 4 | 4 | 4 | 3 | 1 | 4 | 1 | 8 | 8 | 8 | 8 |
| CODICIER | 4 | 5 | 5 | 4 | 3 | 1 | 5 | 1 | 8 | 8 | 8 | 8 |
| EPISTOLARY | 4 | 6 | 6 | 4 | 4 | 2 | 6 | 2 | 9 | 9 | 9 | 9 |
| CHIEF LIBRARIAN | 4 | 6 | 6 | 4 | 4 | 3 | 6 | 3 | 9 | 9 | 9 | 9 |

*Librarians are battle-scribes with important communications and reconnaisance duties. The Library is the centre of psychic activity of the Chapter, and Marine Librarian Psykers provide valuable psychic support on the battlefield.*

**BASIC EQUIPMENT**

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES.

## OPTIONS

**SPECIAL EQUIPMENT CHARTS**

NONE

**STANDARD EQUIPMENT: 4 points**

BOLT GUN DISPLACER FIELD.

**ADDITIONAL EQUIPMENT**

FORCE SWORD.....40
FORCE ROD.....40
JUMP PACK.....2
REFRACTOR FIELD.....2

# 0-6D6 TECHMARINES

TECHMARINE 17

| PROFILE: | M | WS | BS | S | T | W | I | A | Ld | Int | Cl | WP |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| TECHMARINE | 4 | 4 | 4 | 4 | 3 | 1 | 4 | 1 | 8 | 8 | 8 | 8 |

*Techmarines are Marines with specialist technical knowledge. A varying number of Techmarines will be allocated to any detachment requiring support weapons, vehicles or other tactical equipment. The number of Techmarines available will determine the amount of such equipment available to the detachment.*

**BASIC EQUIPMENT**

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL

## OPTIONS

**SPECIAL EQUIPMENT CHARTS**

NONE

**STANDARD EQUIPMENT:**

NONE

**ADDITIONAL EQUIPMENT**

JUMP PACK.....2
BOLT GUN.....2
FRAG GRENADES.....1

# 1-4 MEDICS

0-1 MASTER OF THE APOTHACARION (MINOR HERO) 1-4 FIELD MEDICS (CHAMPIONS)
CHAMPION 34 MINOR HERO 65

| PROFILE: | M | WS | BS | S | T | W | I | A | Ld | Int | Cl | WP |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| FIELD MEDIC | 4 | 5 | 5 | 4 | 3 | 1 | 5 | 1 | 8 | 8 | 8 | 8 |
| MASTER | 4 | 6 | 6 | 4 | 4 | 2 | 6 | 2 | 9 | 9 | 9 | 9 |

*Medics are battle-brothers with special medical training. Their tactical role is to provide medical assistance to fellow Marines in combat, and to ensure retrieval of the gene-seed. For further details see White Dwarf 102.*

**BASIC EQUIPMENT**

**BASIC EQUIPMENT**
POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES ENERGY SCANNER
BIO-SCANNER MEDI-PACK.

## OPTIONS

**SPECIAL EQUIPMENT CHARTS**

*(MASTER OF THE APOTHACARION ONLY)*

| CHART | ROLLS | PTS/ROLL |
|---|---|---|
| STANDARD WEAPONS | 0-1 | 3 |
| CLOSE COMBAT WEAPONS | 0-2 | 3 |
| HEAVY WEAPONS | 0-1 | 50 |
| GRENADES/MISSILES | 0-2 | 7 |
| EQUIPMENT & BIONICS | 0-4 | 5 |

**STANDARD EQUIPMENT:**

BOLT GUN CHAINSWORD

**ADDITIONAL EQUIPMENT**

WEB SOLVENT (DOSE).....1
JUMP PACK.....2

The Mastery Level of the Librarian is determined by a roll on a D4. Randomly determine the appropriate Psi-Level and number of abilities as indicated for the Level of Mastery. The points value given includes the cost of abilities and is added to the basic points value quoted above.

| D4 | Mastery | Psi-Level | Abilities | Cost |
|---|---|---|---|---|
| 1 | 1 | 3D6 | 1D6 | 35 pts |
| 2 | 2 | 6D6 | 2D6 | 85 pts |
| 3 | 3 | 9D6 | 3D6 | 120 pts |
| 4 | 4 | 12D6 | 4D6 | 245 pts |

Randomly determine psychic abilities using a D10. Random determination between appropriate levels can be made using any appropriate dice (ie D2, D3 or D4).

**Level 1**
1 Aura of Resistance
2 Cure Injury
3 Hammerhand
4 Immunity from Poison
5 Mental Blow
6 Steal Mind
7 Telekinensis I
8 Telepathy I
9 Teleport I
10 Wind Blast

**Level 2**
1 Aura of Protection
2 Ectoplasmic Mist
3 Jinx
4 Mental Bolt
5 Rally
6 Sense Presence
7 Smash
8 Telekinensis 2
9 Telepathy 2
10 Teleport 2

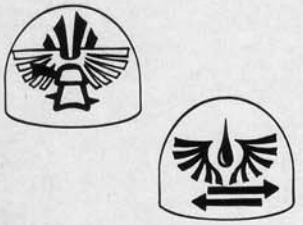
**Level 3**
1 Aura of Recalcitrance
2 Animate Weapon
3 Cause Confusion
4 Cause Fear
5 Destroy Aura
6 Mental Blitz
7 Rout
8 Telekinensis 3
9 Telepathy 3
10 Transfer Aura

**Level 4**
1 Aura of Invulnerability
2 Change Allegiance
3 Cure Wounds
4 Limbo
5 Mental Blast
6 Stasis
7 Strength of Mind
8 Telekinensis 4
9 Telepathy 4
10 Temporal Distort

## 0-8 TACTICAL SQUADS at 250 pts per Squad

| PROFILE: | M | WS | BS | S | T | W | I | A | Ld | Int | Cl | WP |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| MARINE | 4 | 4 | 4 | 4 | 3 | 1 | 4 | 1 | 8 | 8 | 8 | 8 |

*Tactical Squads are the basic fighting unit of the Chapter; armed, trained and equipped for a flexible role in battle.*



**BASIC EQUIPMENT**

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL — FRAG GRENADES

**STANDARD EQUIPMENT**

**SERGEANT:** BOLT GUN AND BIO-SCANNER
**7 MARINES:** BOLT GUN
**1 MARINE:** MISSILE LAUNCHER (INCLUDING TARGETER & SUSPENSORS) WITH FRAG AND MELTA MISSILES
**1 MARINE:** FLAMER (WITH TARGETER & SUSPENSORS)

### OPTIONAL UPGRADES: (additional points cost is *per squad*).

**SUBSTITUTE ALL FLAMERS WITH:**

GRAVITON GUN....0 (FREE)
MELTA-GUN....5
PLASMA GUN....4
SHURIKEN CATAPULT....8 (WITH TARGETER & SUSPENSOR)

**SUBSTITUTE ALL MISSILE LAUNCHERS WITH:**

BEAMER....20
HEAVY PLASMA GUN....45
LAS-CANNON....60
MULTI-MELTA....20

**EQUIP ALL SERGEANTS WITH ADDITIONAL:**

CHAINSWORD....2
POWER AXE....6
POWER GLOVE....15
POWER SWORD....7
WEB GUN....2
*GRENADES:*
PLASMA (1)....1
VIRUS (4)....4
VORTEX (1)....25

**EQUIP ALL SQUADS WITH:**

JUMP PACKS....20
*GRENADES:*
ANTI-PLANT....5
BLIND....10
CHOKE....5
CRACK....20
HALLUCINOGEN....20
HAYWIRE....40
KNOCK-OUT....5
MELTA-BOMB....40
PHOTON....10
RAD....40
SCARE GAS....10
SMOKE....5
STASIS....40
STUMM....5
TANGLEFOOT....10
TOXIN GAS....5

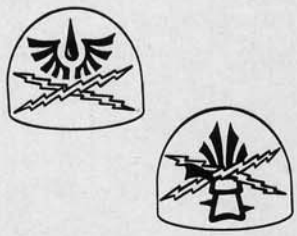
**EQUIP ALL MISSILE LAUNCHERS WITH:**

ANTI-PLANT....½
BLIND....1
CHOKE....½
CRACK....20
HALLUCINOGEN....2
HAYWIRE....4
KNOCK-OUT....½
PHOTON....1
RAD....4
SCARE GAS....1
SMOKE....½
STASIS....4
STUMM....½
TANGLEFOOT....1
TOXIN GAS....½

## 0-4 ASSAULT SQUADS at 235 points per Squad

| PROFILE: | M | WS | BS | S | T | W | I | A | Ld | Int | Cl | WP |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| MARINE | 4 | 4 | 4 | 4 | 3 | 1 | 4 | 1 | 8 | 8 | 8 | 8 |

*Assault Squads are armed, trained and equipped for storming actions. Their armament primarily features close combat weapons.*



**BASIC EQUIPMENT**

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL — BLIND GRENADES
CRACK GRENADES — FRAG GRENADES

**STANDARD EQUIPMENT**

**SERGEANT:** CHAINSWORD AND BIO-SCANNER
**7 MARINES:** ADDITIONAL BOLT PISTOL
**1 MARINE:** HAND FLAMER (WITH TARGETER & SUSPENSORS)
**1 MARINE:** PLASMA PISTOL (WITH TARGETER & SUSPENSORS)

### OPTIONAL UPGRADES: (additional points cost is *per squad*).

**SUBSTITUTE ALL HAND FLAMERS WITH:**

PLASMA PISTOL....3
POWER AXE....0 (FREE)
POWER SWORD....0 (FREE)
WEB GUN....0 (FREE) (WITH TARGETER & SUSPENSOR WHERE APPROPRIATE)

**EQUIP ALL SERGEANTS WITH ADDITIONAL:**

POWER AXE....6
POWER GLOVE....15
POWER SWORD....7
*GRENADES:*
PLASMA (1)....1
VIRUS (4)....4
VORTEX (1)....25

**EQUIP ALL SQUADS WITH:**

JUMP PACKS....20
POWER SHIELDS....10
CHAINSWORDS....15
*GRENADES:*
ANTI-PLANT....5
CHOKE....5
HALLUCINOGEN....20
HAYWIRE....40
KNOCK-OUT....5
MELTA....40
PHOTON....10
RAD....40
SCARE GAS....10
SMOKE....5
STASIS....40
STUMM....5
TANGLEFOOT....10
TOXIN GAS....5

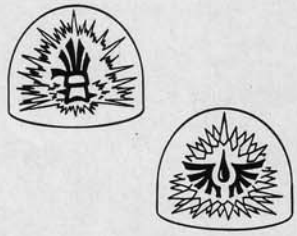
**SUBSTITUTE ALL STANDARD EQUIPMENT PLASMA PISTOLS WITH:**

POWER AXE....0 (FREE)
POWER SWORD....0 (FREE)

## 0-2 DEVASTATOR SQUADS at 330 points per Squad

| PROFILE: | M | WS | BS | S | T | W | I | A | Ld | Int | Cl | WP |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| MARINE | 4 | 4 | 4 | 4 | 3 | 1 | 4 | 1 | 8 | 8 | 8 | 8 |

*Devastator Squads are armed, trained and equipped for a close support role. Their armament primarily features heavy weaponry.*



**BASIC EQUIPMENT**

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL — FRAG GRENADES

**STANDARD EQUIPMENT**

**SERGEANT:** BOLT GUN
**5 MARINES:** BOLT GUN
**2 MARINES:** MISSILE LAUNCHERS (INCLUDING TARGETERS & SUSPENSORS) WITH FRAG AND CRACK MISSILES
**2 MARINES:** HEAVY BOLTER (INCLUDING SUSPENSORS)

### OPTIONAL UPGRADES: (additional points cost is *per squad*).

**SUBSTITUTE ONE OR BOTH HEAVY BOLTERS WITH:**

BEAMER....1 or 2
HEAVY PLASMA GUN....30 OR 60

**SUBSTITUTE ONE OR BOTH MISSILE LAUNCHERS (AND MISSILES) WITH:**

LAS-CANNON....45 OR 90
MULTI-MELTA....3 OR 6

**EQUIP ALL SERGEANTS WITH ADDITIONAL:**

POWER AXE....6
POWER GLOVE....15
POWER SWORD....7
WEB GUN....2
*GRENADES:*
PLASMA (1)....1
VIRUS (4)....4
VORTEX (1)....25

**EQUIP ALL SQUADS WITH:**

JUMP PACKS....20
*GRENADES:*
ANTI-PLANT....5
BLIND....10
CHOKE....5
CRACK....20
HALLUCINOGEN....20
HAYWIRE....40
KNOCK-OUT....5
MELTA-BOMB....40
PHOTON....10
RAD....40
SCARE GAS....10
SMOKE....5
STASIS....40
STUMM....5
TANGLEFOOT....10
TOXIN GAS....5

**EQUIP ALL MISSILE LAUNCHERS WITH:** (points cost per Launcher is per *Squad*)

ANTI-PLANT....½
BLIND....1
CHOKE....½
HALLUCINOGEN....2
HAYWIRE....4
KNOCK-OUT....½
MELTA-BOMB....4
PHOTON....1
RAD....4
SCARE GAS....1
SMOKE....½
STASIS....4
STUMM....½
TANGLEFOOT....1
TOXIN GAS....½

## NEW WEAPONS AND EQUIPMENT

**Power Shield**
Power Shields are commonly used by Marine Assault Squads where a decision has been made to sacrifice one hand-held weapon for additional close combat protection.

A Power Shield is a thin sheet of plasteel with a very small Power field generator incorporated into the design. The generator produces a small field sufficient to cover the surface of the shield.

The form of the Power Shield varies considerably from Chapter to Chapter. For example, the Crimson Fists favour coffin-shaped shields, while the Blood Angels use a cruciform shield and the Iron Fists bear shields moulded into the shape of a medieval armoured gauntlet. Often a cloth banner bearing Chapter insignia will be hung below the Power Shield, and on ceremonial occasions high ranking Chapter officials are often accompanied by a bearer with such a shield.

A model equipped with a Power Shield adds 1 to its saving throw against all shooting hits. At short range or in close combat, add 2 to the saving throw. No addition is made to the saving throw against explosions.

**Imperial Stasis Field**
The Imperial Stasis Field is a further development of the primitive Stasis field which is commonly available. The advantage of the Imperial Stasis Field is that the duration of its effect can be controlled. In the turn in which the model activates his field, he can nominate how many turns he will be 'in stasis', reappearing at the end of the final turn nominated.

**Combination Weapons**
'Combi-weapons' are custom built devices which incorporate two or more firearms in one unit. The component firearms are a mixture of *Standard* and *Close Combat* weapons, and the user may fire one, some or all of these weapons simultaneously.

Each combi-weapon is meticulously crafted according to the requirements of a particular individual. Consequently, each one is expensive and unique, and typically only used by high ranking Chapter personnel, wealthy adventurers and bounty-hunters.

Some combi-weapons can incorporate 3 or 4 component weapon types; various shields, smoke dischargers, micro-grenade launchers, Las-cutters, Phase field generators and any other features according to the individual's specification. Battlefield combi-weapons are usually less complex, rarely incorporating more than three component weapons.

Combination weapons are only available to Marine Officers by means of random generation from the *Special Equipment Chart*. If a combi-weapon is taken, its component firearms should be generated randomly as follows:

| D6 | Number of Barrels |
|---|---|
| 1-3 | Double-barrelled |
| 4-5 | Triple-barrelled |
| 6 | D6 barrels |

Once the number of barrels has been determined, the weapon type for each barrel is generated randomly by rolling on either the *Standard* or *Close Combat* equipment chart (player's choice for each barrel). These rolls do not cost any extra points, and non-firearm results are ignored (roll again).

Every weapon includes the appropriate number of suspensors and a targeter. Even so, for each 'barrel' fired simultaneously the model suffers a −1 on each 'to hit' roll (ie −1 if one barrel fired, −2 if two barrels fired and so on). If more than one barrel is fired the model cannot move on that turn.

**Customised Armour**
All Marines, regardless of rank, are issued with the standard panoply of their Chapter. Design details of this armour may vary according to the traditions of the Chapter and the materials and equipment available to them.

In many Chapters there is a tradition of allowing individuals to modify equipment according to their own tastes or that of their Imperial Commander. The most common manifestation of this is that personality models will often have shoulder plates, helmets or breastplates of distinctive design to distinguish their specialist role. For example, Chaplains favour skull-shaped shoulder plates and breastplates, Officers have skull and eagle motifs, Medics are distinguished by the snake emblem, and Techmarines with the claw emblem.

## STANDARDS

> By thy colour will he know thee,
> By thy banners will he fear thee,
> By thy standard will he dread thee,
> Cry Marine, and let spit the weapons of war.
>
> Anon

**Back Banners**
The display of back banners is a manifestation of many Chapters' conception of war. At no extra cost all Marines can be equipped with a telescopic aerial on their backpack, complete with integral Chapter or squad banner. These banners are used on ceremonial occasions, and are often displayed in battle to help identify Marine units. It is common practice for one member of each squad to display his banner, which acts as a focal point for the rest of the squad, and marking its progress on the battlefield. Volunteering to display the banner is considered an act of heroism and a privilege eagerly sought.

An outstanding example of this has been passed down in a legend dating back to the 30th millennium. Several Marine detachments from different Chapters had been assembled for the final assault on the enemy positions, but victory was by no means assured; the battle, and consequently the outcome of the war was held in the balance. It was as if the gods of war were witholding their judgement, and were waiting to see which side was most worthy of victory. Then the divine inspiration of the Emperor of Humanity descended upon the commander of the detachment, and he gave the order; 'Let the banners be flown, for this is the moment of destiny.' Thereupon, in each and every unit along the entire battle line the banners were unfurled, and it was like a great wave to behold. Then the commander gave out a cry saying, 'The gods of war are with us,' and the entire line advanced with weapons firing. The victory was won.

**Chapter Ceremonial Standards**
Any Detachment may have one of the Chapter's ceremonial standards at the discretion of the Detachment Commander. The standard may be carried by any Marine model or mounted on a vehicle. Most ceremonial standards are between 4 and 8 feet square and bear the insignia of the Chapter together with sacred motifs and battle honours acquired in former wars and campaigns. Ceremonial standards are also hung in the Reclusiam and revered as sacred embodiments of the fighting spirit of the Chapter. Many of these standards are ancient and venerable relics which have been carried into battle time and time again by generations of Marines. Old, tattered and fragile banners are devoutly restored, and new battle honours added to them.

Every Chapter has its own heroic tales and legends associated with its battle standards. One such story concerns the banner of the Lamentors. After their involvment in the Badab War, the banner was but a tattered remnant, having been in the very midst of the worst fighting. When the Lamentors were granted the Emperor's forgiveness for their part in the rebellion, the banner was given to the *Adeptus Sororitas* to be resorted and purified. Their handiwork was indeed inspired by the Emperor Deified, and it is said that they wept as they wove, contemplating the Emperor's great sacrifice for Humanity. The banner became known as the Banner of Tears and was taken with the Lamentors on their penitent crusade.

# ADDITIONAL EQUIPMENT AND WEAPONRY

Each Chapter has an extensive reserve of equipment, weapons and so forth which can be used by a detachment. In principle, the full range of hardware is available, but at any one time various operational and manning constraints limit the options open to the Detachment Commander, and this is reflected in the lists below.

Most of the equipment, support weaponry and vehicles used by a Marine Chapter will require Techmarine custodians, drivers or crew. Use of all this equipment assumes a sufficient number of Techmarines as generated by the Army List. The precise requirements are as follows:

## Vehicles

Apart from single-seat bikes, each vehicle requires a Techmarine custodian. Any listed vehicle may be substituted by a vehicle of the player's own design providing that the new vehicle does not exceed the points value of the vehicle being replaced. However, the mode of propulsion may be different (tracks, wheels, hover etc), as desired by the player.

**Personality models may be mounted on:**

Vincent Black Shadow motorcycle . . . . . 68 pts per model
Black Shadow sidecar combination . . . . . 159 pts per model
MK14 Bullock Jet Cycle . . . . . 100 pts per model
Imperial Land Speeders . . . . . 202 pts per model

A personality may drive his own vehicle or fit an auto-system for an additional 10 points. Where relevant, the Techmarine custodian (or another personality model) must be used as co-driver.

**One squad of Marines may be mounted on each of:**

10 Vincent Black Shadow motorcycles . . . . . 680 pts per squad
5 Black Shadow sidecar combinations . . . . . 795 pts per squad
10 MK14 Bullock Jet Cycles . . . . . 1000 pts per squad
5 Imperial Land Speeders . . . . . 1010 points per squad

1 Rhino is available per Marine squad at 373 points.

**Other vehicles available to the Marine detachment:**

Land Raiders . . . . . 745 points each
Grav-Attacks . . . . . 248 points each

Rhinos, Land Raiders and Grav-Attacks can only be driven by Techmarines or other personality models.

## Support Weapons

The allocation of *support weapons* to a detachment is limited only by the number of Techmarines available to crew them. One Techmarine is required for each of the following:

| Support Weapon | Cost (each) |
|---|---|
| Mole Mortar | 50 points |
| Thudd Gun | 50 points |
| **Rapier** | |
| Multi-laser | 172 points |
| Multi-melta | 182 points |
| Las-cannon | 222 points |
| **Tarantula** (2 weapons of identical type) | |
| Grenade launcher | 80 points |
| Heavy plasma gun | 200 points |
| Heavy bolter | 80 points |
| Las-cannon | 230 points |
| Missile launcher | 110 points |
| Multi-melta | 150 points |
| Conversion beam | 150 points |

Both the Rhino and Land Raider are capable of towing the Thudd Gun, Rapier and Tarantula around the battlefield without penalty (the Mole Mortar is normally stowed). Limbering (or stowing) the weapon must be performed by the weapon's crew, who then clamber on (or in) the vehicle. Limbering the weapon takes place during the Movement phase. On the first phase (the one in which the weapon was attached), the vehicle's rate is reduced by 50%, but on subsequent phases the vehicle may move normally. Unlimbering also takes place during Movement. If the vehicle has travelled less than half its permitted distance the weapon can be set up ready to fire in the Shooting phase.

## Dreadnoughts

0-2000 points of Dreadnoughts are available to the Detachment Commander (with 1 Techmarine required per Dreadnought). For full details on Dreadnoughts see *White Dwarf* 100.

| Dreadnought Class | Cost (each) |
|---|---|
| Contemptor | 201 points |
| Deredo | 216 points |
| Furibundus | 277 points |

## Robots

0-4 Maniples of 4 Robots (0-1000 points per Maniple including program) with 1 Techmarine required per Maniple. For full details on robots see *White Dwarf* 104.

| Robot Class (standard version) | Cost (each) |
|---|---|
| Crusader | 168 points |
| Colossus | 113 points |
| Castellan | 140 points |
| Cataphract | 187 points |
| Conqueror | 168 points |

The robots may have programs selected from the following:

| Program | Cost (each) |
|---|---|
| General Battle | 36 points |
| Take and Hold/Defensive | 51 points |
| Defensive | 45 points |
| Bombot | 21 points |

## Tactical Equipment

The Detachment Commander may also call upon the Chapter's reserve of equipment to help him win the battle. A single Techmarine can maintain up to 5 Bombots, all other items require one Techmarine each.

| Item | Cost (each) | Maximum |
|---|---|---|
| Bombots | 5 points | 10 |
| Las-cutter | 35 points | unlimited |
| Phase field generator | 50 points | unlimited |
| Teleporter | 50 points | unlimited |

## Off-Table Support

Up to 1000 points may be allocated supporting fire from beyond the battle-zone. The type of fire required is not specified by the player before the battle (see *Requesting Support Fire* below), but once these points have been set aside they cannot be used for anything else.

### Spotters

One Techmarine may be nominated as a *spotter* for the support fire. He may not then drive a vehicle or act as custodian for any other weapon or piece of equipment.

### Requesting Support Fire

Support fire may be called down by the spotter, Lieutenant Commander, Captain, Lieutenant, or any Chaplain or Librarian. The personality requesting support fire must remain stationary for his entire turn and the target of the supporting fire must be visible to him. See **WH40K** pp97-98 for the range of options available to a model.

Whoever makes the request for support fire must make a 2D6 roll against his *Leadership* before the Shooting phase of his turn. If successful, the supporting fire will be of the type requested by the model, and fall during the Shooting phase of his turn.

If the roll fails, it means that the type of supporting fire requested is not available (and remains unavailable for the rest of the battle). Supporting fire may be requested again in the player's next turn.

Points are only 'spent' when a request for fire succeeds. Support fire may be requested until the total points value allocated to support fire is expended. Only one individual may attempt to call down support fire per turn.

# EQUIPMENT PROFILES

All *points values* in the following list have been rounded to the nearest 10 points.

## VEHICLES

| Vehicle | Land Max | Land Acc/ Dec | Air Max | Air Min | Air Acc/ Dec | TRR | Cp | T | D | Sv | Eq | W | Equipment | Armament | Crew | PV |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| VINCENT BLACK SHADOW BIKE | 32 | 16 | | | | ½ | 1 | 5 | 1 | 5,6 | 4 | 4 | Targeter | Twin forward-firing Bolt guns (fire at same target) | 1 | 80 |
| BLACK SHADOW COMBINATION | 24 | 12 | | | | 1 | 2 | 5 | 2 | 5,6 | 6 | 8 | Auto-aim (Bolt guns), Targeter (Multi-melta) | Twin Bolt guns (fire at same target), Multi-melta | 2 | 140 |
| MK14 BULLOCK JET CYCLE | 30 | 10 | 300 | 10 | 30 | ½ | 1 | 4 | 1 | 6 | 4 | 4 | Targeter | Twin forward-firing Bolt guns (fire at same target) | 1 | 110 |
| IMPERIAL LAND SPEEDER | 24 | 8 | | | | 1 | 2 | 7 | 15 | 6 | 8 | 6 | Auto-aim, Targeters (2) | Swivel mounted Multi-melta (360° traverse), forward-firing Melta-gun | 2 | 200 |
| RHINO | 16 | 4 | | | | 1 | 12 | 8 | 40 | 4-6 | 12 | 10 | 1″ radius Power field and synchroniser, Auto-aim, Auto-fac, Auto-drive, Ejector seats, 2 Targeters (Bolt guns), Communicator, Bio-scanner, Energy scanner, Rad-counter, Medi-pack | 2 Bolt guns (provision for 8 weapons points) | 11 | 370 |
| LAND RAIDER | 20 | 7 | | | | 1 | 12 | 8 | 50 | 2-6 | 14 | 12 | 2 x 1″ radius Power fields & synchronisers, Auto-aim, Auto-fac, Targeters (sponsons), Communicator, Bio-scanner, Energy scanner, Rad-counter, Ejector seats, Medi-pack | 2 Las-cannons on each sponson (sychronised fire), 2 Heavy Bolt guns | 12 | 750 |
| GRAV-ATTACK | 20 | 6 | | | | 1 | 5 | 7 | 22 | 5,6 | 8 | 8 | Auto-aim, Targeter, Energy scanner | Multi-laser (turret mounted), 2 forward firing Bolt guns (fire at same target) | 5 | 240 |

## SUPPORT WEAPONS

| Weapon | Land Max | Land Acc/ Dec | Air Max | Air Min | Air Acc/ Dec | TRR | Cp | T | D | Sv | Eq | W | Equipment | Armament | Crew | PV |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| RAPIER | 24 | 6 | | | | ½ | 2 | 8 | 15 | 6 | 4 | 4 | Targeter | Multi-Laser | 2 | 180 |

| Weapon | M | BS | S | T | D | I | Equipment | Armament | Crew | PV |
|---|---|---|---|---|---|---|---|---|---|---|
| TARANTULA | 6 | 5 | 5 | 5 | 5 | 5 | Auto-aim (2), Targeters (2) | 2 Las-cannons | 1 | 230 |

| Weapon | Short Range | Long Range | Shooting to Hit Short | Shooting to Hit Long | S | D | Save Mod. | Type C | Type H | Type S | Type F | Area | Tech | Crew | PV |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| MOLE MORTAR | 6-24 | 24-48 | -1 | -2 | 6 | 1 | | | 2″ | X | | 3″ | 6 | 2 | 60 |
| THUDD GUN | 0-12 | 12-36 | | -1 | 6 | 1 | -2 | | 4″ | X | | 1″ | 5 | 1 | 50 |

## DREADNOUGHTS (All Dreadnoughts below have a *Spinal Link* control system and *Crystal Battery* power plant.

| Class | WS | BS | S | T | D | I | A | Sv | H | E | Equipment | Armament | PV |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| CONTEMPTOR | 6 | 6 | 8 | 8 | 11 | 5(6) | 3 | 4-6 | 4 | 6 | Standard sensor pack, Jump pack, Power field with Power field synchroniser | 4 synchronised Bolt guns (upper limb, with targeter program) | 200 |
| DEREDEO | 3 | 8 | 6 | 7 | 10 | 6(7) | 2 | 3-6 | 3 | 6 | Standard sensor package, 1″ radius Power field with Power field synchroniser | 1 Bolt Gun, 1 Missile Launcher (each limb has own targeter program), Crack & Frag missiles | 220 |
| FURIBUNDUS | 3 | 9 | 1 | 10 | 20 | 6(7) | 1 | 2-6 | 3 | 4 | Standard sensor package, 1″ Power field with Power field synchroniser | 2 synchronised Bolt guns, 1 Las-cannon (each limb has own targeter program) | 280 |

## ROBOTS (The cost of the selected program must be added to the Points value.)

| Class | M | WS | BS | S | T | D | I | A | Sv | HP | E | Equipment | Armament | PV |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| CRUSADER | 8 | 8 | 5 | 0 | 8 | 8 | 6 | 2 | 4-6 | 4 | 1 | Cortex | 2 Power swords, 1 Las-cannon | 170 |
| COLOSSUS | 4 | 4 | 8 | 0 | 10 | 17 | 4 | 1 | 2-6 | 4 | 4 | Cortex, Power field with Power field synchroniser | Siege Hammer, Bolt Gun, Melta gun | 110 |
| CASTELLAN | 4 | 8 | 6 | 0 | 10 | 15 | 6 | 2 | 3-6 | 4 | 4 | Cortex, Power field with Power field synchroniser | 2 Power gloves, 1 Heavy bolter | 140 |
| CATAPHRACT | 6 | 6 | 6 | 5 | 8 | 11 | 6 | 2 | 2-6 | 4 | 4 | Cortex, Power field with Power field synchroniser | Las-cannon, Bolt gun, Flamer | 190 |
| CONQUEROR | 6 | 3 | 6 | 5 | 8 | 13 | 6 | 1 | 2-6 | 5 | 4 | Cortex, Power field with Power field synchroniser | Heavy Bolter, Auto-cannon, Power Glove | 160 |

# SPECIAL EQUIPMENT CHARTS

The *Special Equipment* option presented in the army list indicates which of the following charts a personality is allowed to use (provided of course that the personality has not taken the *Standard Equipment* option).

A pre-set points cost is paid per D100 roll on a chart, and duplicate or unwanted equipment must be issued to other models or discarded - the personality may not re-roll.

Each chart allows a *maximum number* of rolls. If permitted to use the chart, a personality can have as many rolls as indicated by this number, although he can choose not to roll if he so wishes. Each roll must be paid for according to the cost for that particular chart. A personality not taking the maximum number of rolls for a specific chart cannot transfer 'unused' rolls to another chart.

Personality models may add a bonus to their D100 roll, to reflect their greater access to special and unusual equipment.

Librarians and Chaplains . . . . may add 5 to each D100 roll
Lieutenant . . . . . may add 10 to each D100 roll
Captain . . . . . may add 15 to each D100 roll
Chief Librarian . . . . . may add 20 to each D100 roll
Master of the
Apothecarion . . . . . may add 20 to each D100 roll
Lieutenant Commander . . . . may add 20 to each D100 roll

For example, a Captain rolling 48 on the *Standard Weapons Chart* may add 15 to take his score to 63. This allows him the choice of Bolt gun or Flamer. The bonus can result in scores over 100, and the charts have been extended to allow for this.

## STANDARD WEAPONS

**Cost**: 3 points per D100 roll
**Maximum number of rolls**: 1

| | |
|---|---|
| 01-05 | Shotgun |
| 06-10 | Needler |
| 11-20 | Auto-gun |
| 21-40 | Las-gun |
| 41-60 | Bolt gun |
| 61-80 | Flamer |
| 81-85 | Graviton gun |
| 86-95 | Plasma gun |
| 96-105 | Melta-gun |
| 106-112 | Shuriken catapult |
| 113-120 | Combi-weapon |

## CLOSE COMBAT WEAPONS

**Cost**: 3 points per D100 roll
**Maximum number of rolls**: 2

| | |
|---|---|
| 01-15 | Sword or combat accessory |
| 16-20 | Power shield |
| 21-25 | Stub gun |
| 26-30 | Sawn-off shotgun |
| 31-35 | Needle pistol |
| 36-45 | Las-pistol |
| 46-55 | Auto pistol |
| 56-65 | Bolt pistol |
| 66-70 | Chainsword |
| 71-75 | Hand flamer |
| 76-80 | Web gun |
| 81-85 | Plasma pistol |
| 86-90 | Power axe |
| 91-95 | Power sword |
| 96-100 | Power glove |
| 101-104 | Shuriken pistol |
| 105-110 | Jokaero digital weapon (D3 roll) |
| 111-114 | Neuro-disrupter |
| 115-120 | Combi-weapon |

## HEAVY WEAPONS

**Cost**: 50 points per D100 roll
**Maximum number of rolls**: 1

| | |
|---|---|
| 01-20 | Heavy bolter |
| 21-40 | Missile launcher (with Crack and 2 other random missile types) |
| 41-50 | Heavy webber |
| 51-55 | Auto-cannon |
| 56-60 | Multi-laser |
| 61-70 | Multi-melta |
| 71-80 | Heavy plasma gun |
| 81-90 | Las-cannon |
| 91-120 | D-Cannon |

All heavy weapons supplied with targeter and suspensors.

## GRENADES AND MISSILES

**Cost**: 7 points per D100 roll
**Maximum number of rolls**: 2

| | |
|---|---|
| 01-12 | Frag |
| 13-25 | Crack |
| 26-28 | Smoke |
| 29-31 | Anti-plant |
| 32-34 | Blind |
| 35-37 | Choke |
| 38-40 | Hallucinogen |
| 41-42 | Knock-out |
| 43-44 | Photon |
| 45-46 | Scare gas |
| 47-48 | Stumm |
| 49 | Tanglefoot |
| 50 | Toxin gas |
| 51-58 | Haywire |
| 59-65 | Melta-bomb |
| 66-72 | Plasma (1) |
| 80-86 | Rad |
| 87-92 | Stasis |
| 93-98 | Virus (4) |
| 99-120 | Vortex (1) |

Except for rare types (quantity specified in brackets), enough grenades/missiles are obtained to last for the entire battle.

## EQUIPMENT AND BIONICS

**Cost**: 5 points per D100 roll
**Maximum number of rolls**: 4

| | |
|---|---|
| 01-15 | Bio-scanner |
| 16-35 | Energy scanner |
| 36-45 | Displacer field |
| 46-60 | Refractor field |
| 61-75 | Conversion field |
| 76-85 | Upgrade Jump Pack to Flight Pack |
| 86-88 | Bionic arm |
| 89-91 | Bionic ears |
| 92-94 | Bionic eye (including targeter, bio and energy scanners) |
| 95-97 | Bionic legs |
| 98-100 | Bionic lungs |
| 101-105 | Imperial Stasis field |
| 106-110 | Frenzon (plus wrist control) |
| 111-120 | Powerboard |

*Compiled by Bryan Ansell, Derrick Norton and Nigel Stillman.*

# HARLEQUINS

"All their wars are merry, and all their songs are sad"
- G K Chesterton

Hrythar had seen a Harlequin troupe only once before - as a child several decades ago - but now he had been chosen as *lavair*, to welcome the Masque of the Dance Without End to Saim-Hann craft-world. He fought down tension as the warpgate opened and two dozen figures stepped out of the shifting, coruscating colours. It was said that Harlequins could smell fear, and as the spokesman for his craft-world, it was not seemly to show any.

The newcomers' appearance certainly lived up to the stories. Three little knots of troupers each manhandled a trunk like a garishly-coloured coffin, which hovered just above the deck on suspensors. Three skull-masked *margorach* Death Jesters glided forward with their great reapers and flame lances on their backs, moving automatically towards the chamber's cardinal defence points. Four *esdainn* Warlocks strolled forward in a group, their masks bobbing in an animated discussion that had evidently begun on the other side of the warpgate. The *athair* - the Avatars, who played the Laughing god in the masque - and led each troupe in battle - emerged last, the fixed ironic half-smiles on their masks seeming to comment on what had come before.

"*Lavair.*" said one of these. It was a statement, not a question. Hrythar struggled to seem relaxed and slightly offhand, as courtesy demanded.

"Hrythar Dreamweave," he answered. "Saim-Hann is gladdened by your presence."

"Dreamweave," the voice was rich and even, despite the mask's distortion. "A fortunate name." Unsure whether this was compliment or mockery, Hrythar held an expression of bland courtesy. Inclining his head to the Avatar, he turned to lead the Harlequins to the quarters set aside for them. Even though he concentrated on his movements as he walked, beside their fluid, gliding figures he felt clumsy as an Ork. He burned to ask if and when the masque would perform, but it was for them to say, and for none to ask.

The Harlequins (Eldar: *Rillietann)* are a uniquely Eldar social and military institution - a caste of fighters and entertainers who exist beyond conventional Eldar social structure. They owe no allegiance to any craft-world or other Eldar community and travel amongst Eldar - and other races - at will.

The Harlequins see no distinction between art and war, and their outlook can best be explained by reference to the legend of the Fall of the Eldar; one of their self-appointed duties is to keep this legend alive through their performances.

The central figure of Harlequin belief is the *Cegorach* - the Great Harlequin, also known as the Great Fool, the First Fool or the Laughing god. According to legend, this deity survived the Fall because his mocking nature distanced him from the corruption and decadence that became Slaanesh. The Great Harlequin is the only authority that the Harlequins recognise. There are stories about Harlequins and other Eldar who have met the Laughing god in the guise of a Harlequin without realising his identity until afterwards.

Harlequins travel constantly, presenting entertainments based on Eldar tradition and centred on the body of lore which has sprung up around the Laughing god. They have been known to stage their dance-dramas for Humans and other non-Eldar, since they believe that the Fall of the Eldar holds a lesson from which all races may benefit.

As well as being entertainers, Eldar Harlequins are the deadliest fighters of their race. In battle, they use their acrobatic skills and a range of specialist equipment to devastating effect. Among many of the less intelligent races they are regarded as wizards, malevolent warp entities, or worse.

Harlequins are thought to wear their masks at all times. Their clothing is tight-fitting and brightly-coloured, with bold stripes, zigzags, spots, checks and other colourful designs. Multiple belts, studs, straps, buckles, scarves and other adornments are common, and the symbol of the masque is often incorporated into the clothing design. Death Jesters are an exception to this practice, preferring to wear predominantly black clothing, often with white skull and bone designs.

A device known as a holo-suit, *dathedi* shield (*dathedi*: ''between colours''), or visual disruption field, is incorporated into each Harlequin's body-suit; projecting a holographic field around the wearer's body. This produces various costume effects in performance, and operates in battle like a programmable form of cameleoline, breaking up the Harlequin's outline. Refractor and conversion fields are also widely used as well. In addition the Death Jesters commonly wear carapace and other armour types.

To enhance their speed and agility, Harlequins are equipped with suspensor belts known as Flip Belts, Inertia Pivots or *geirgilath* (Eldar: ''belt of speed''). These devices allow the Harlequins to pivot effortlessly about hip-level, and permit undiminished use of their spectacular acrobatic abilities even when encumbered with battle-gear. Harlequins use a range of specialist equipment (described in detail below), as well as conventional kit.

Vehicles attached to a Harlequin force are brightly painted in the same patterns as the Harlequins themselves, and festooned with flags and bunting - a strangely cheerful sight on the battlefield. It is also common for Harlequin vehicles to be equipped with visual disruption fields.

A hush descended as the performance began.

The first work was performed by a single troupe. It was one of the many stories about the Great Harlequin, the Harlequins' only master. The Warlock stood to one side, his *dathedi* suit cycling through the shifting reds, greens and golds of the Storyteller as he wove a commentary with the projectors of light, sound, psychic impulse and programmed hallucinogen from the *creidann* unit on his back. The Avatar danced the part of the Laughing god, with his suit projecting the ever-changing lozenge pattern of the Great Harlequin.

Death entered, his suit cycling through the decomposition of a corpse from flesh to bone to dust to nothingness and back again. Troupers danced around him, falling at his touch. The Laughing god danced around the outside.

Suddenly, the performance stopped. The High Avatar of the Dance Without End walked to the front of the stage, and looked out into the audience. Then he bowed - a bow of courtesy to a superior.

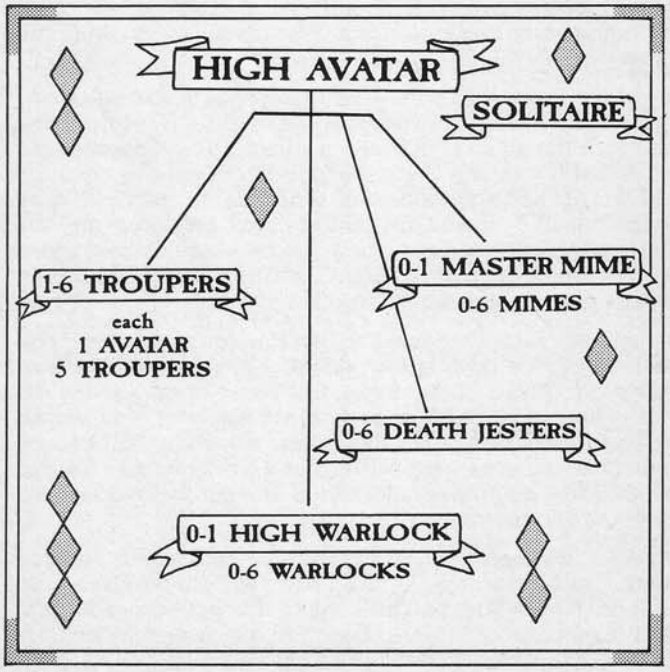
The audience sat in stunned silence. Then one figure rose.

Those few who recognised him knew him only as an undistinguished Infinity Matrix technician. He had lived on Saim-Hann for over a century, humbly tending the circuitry that maintained the countless Ancestors as the spirit in the body of the great ship. Now the High Avatar of a Harlequin masque had bowed to him. He nodded - curtly, as to a subordinate - and walked toward the stage.

"Saim-Hann is fortunate." The High Avatar's voice seemed uncomfortably loud after the silence. "We shall perform The Dance."

## Harlequin Organisation

Harlequins are organised into two basic units: the *troupe* and the *masque*. A masque is composed of a number of troupes plus certain additional personalities, as shown by the diagram.




**Avatars** (Eldar: *athair*) are the officers of the Harlequins; each troupe is led by an Avatar. In performance, the Avatar dances the part of the Laughing god.

Some Avatars wear long coats to indicate their rank. They are usually armed with two close combat weapons (one of which is often a shuriken pistol), and equipped with visual disruption and conversion fields. In addition, some Avatars may have psychic abilities. Occasionally, an Avatar may be armed with vortex grenades, delivering them by running forwards alone while the rest of the troupe supplies covering fire.

The Avatars of some Harlequin troupes carry a number of lightweight batons, which unfold into a flag bearing the symbol of their masque. This is commonly left as a 'calling card' after the destruction of enemy units and installations.

| | M | WS | BS | S | T | W | I | A | Ld | Int | Cl | WP |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| AVATAR | 6 | 6 | 6 | 4 | 4 | 2 | 8 | 2 | 9 | 10 | 10 | 9 |

**Troupers** (*rillietann*) form the backbone of a Harlequin force. In performance they dance the chorus roles, and in battle they form the rank and file of the Harlequin troupe - if such a term is appropriate to the unique structure of Harlequin troupes.

Typical equipment for a trouper consists of two close combat weapons (one of which is often the shuriken pistol), a visual disruption field and a refractor field.

| | M | WS | BS | S | T | W | I | A | Ld | Int | Cl | WP |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| HARLEQUIN | 6 | 4 | 4 | 3 | 3 | 1 | 6 | 1 | 8 | 9 | 9 | 8 |

**Warlocks** (*esdainn*) are specialist psykers. While other personalities may or may not have psychic powers, the Warlocks contribute most to the psychic capacity of a Harlequin force. Many Warlocks favour masks which do not feature a face design.

In performance, the Warlock takes the roles of the Wizard and the Storyteller, and adds to the performance by using his psychic powers and the release of programmed hallucinogens from the *creidann* mini grenade launcher strapped to his back. In battle, this is used as a conventional grenade launcher, laying down a pattern of grenade fire to cover the Harlequins' advance into close combat. Blind, hallucinogen, scare, smoke and stasis grenades are particularly favoured. Vortex grenades may be used in spectacular solo attacks.

Apart from the mini grenade launcher Warlocks and Avatars are equipped in similar fashion - with two close combat weapons, a visual disruption field and a conversion field. Some Warlocks have been known to have a Gyrinx for a companion.

| | M | WS | BS | S | T | W | I | A | Ld | Int | Cl | WP |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| WARLOCK | 6 | 6 | 6 | 4 | 4 | 2 | 8 | 2 | 9 | 10 | 10 | 9 |

**Death Jesters**, or Death-heads (*margorach*), are heavy weapons specialistsm who tend to stand somewhat aloof from other Harlequins - and even from each other. They are renowned for their morbid and ironic sense of humour, something not normally considered an Eldar trait. On the battlefield, they stand off from the rest of a Harlequin force, firing their heavy weapons in support. Their costumes and equipment nearly always feature skulls, bones and other symbols of death, and the death's-head mask has almost become a uniform for them.

In performance, the Death Jester dances the role of Death, and performs daring stunts of escapology and risk - 'dicing with Death', as they are fond of saying. In battle, the Death Jester delivers his punchline with las-cannon and shuriken cannon. Carapace armour, enhanced by visual disruption and conversion fields, is worn. The encumbrance of their equipment is countered by their Flip Belts. They have been known to use vortex grenades.

| | M | WS | BS | S | T | W | I | A | Ld | Int | Cl | WP |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| DEATH JESTER | 6 | 5 | 5 | 4 | 3 | 1 | 7 | 1 | 8 | 9 | 9 | 8 |

THE DANCE

The **High Avatar** (*ardathair*) is the leader of the masque. He takes the role of the Laughing god only when the whole masque is involved in a performance, while Avatars from the individual troupes play lesser deities and other mythological roles.

High Avatars dress and behave in the same way as lesser Avatars, but they show a distinct preference for face-designs on their masks, especially the smiling face of the Laughing god, a snarling face of daemonic aspect, or a beautiful but impassive Eldar face.

| HIGH AVATAR | M | WS | BS | S | T | W | I | A | Ld | Int | Cl | WP |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 6 | 7 | 7 | 4 | 4 | 3 | 9 | 3 | 10 | 10 | 10 | 10 |

The **High Warlock** (*athesdan*) is the overall commander of a masque's Warlocks, and may over-rule commands issued to Warlocks by their Avatars; this rarely happens in practice. It is not unknown for a High Warlock to take the Warlocks from the troupes and form them into a separate unit under his (or her) own command. The High Warlock advises the High Avatar on all psychic matters.

In performance, the High Warlock leads and co-ordinates the other Warlocks as they play the role of a supporting chorus to his Storyteller; in battle, the High Warlock may co-ordinate their grenade barrages, or act as a completely independent personality.

| HIGH WARLOCK | M | WS | BS | S | T | W | I | A | Ld | Int | Cl | WP |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 6 | 7 | 7 | 4 | 4 | 3 | 9 | 3 | 10 | 10 | 10 | 10 |

**Mimes** (*distaur*) are under the direct command of the Master Mime, instead of being allocated to individual troupes. In performance, the Mimes play mystical and daemonic roles, using movement and gesture only. Even in everyday life, the Mimes speak little, communicating among themselves by *lambruith*, their system of hand-signals.

It is customary for Mimes to go in advance of a masque or troupe to announce their arrival. Frequently they simply appear on a craft-world or elsewhere, without anyone knowing when or how they arrived. This skill is also used in warfare - the oft-repeated stories of enemy commanders suddenly and unaccountably finding a Harlequin 'calling card' in their command centres are typical examples of the tactics Mimes use to undermine enemy morale. Infiltration and assassination are their speciality.

| | M | WS | BS | S | T | W | I | A | Ld | Int | Cl | WP |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| MIME | 6 | 6 | 6 | 4 | 4 | 2 | 8 | 2 | 9 | 10 | 10 | 9 |

The **Master Mime** (*athistaur*) commands the Mimes of his or her masque, and advises the High Avatar on all matters of espionage, infiltration and politics. In performance, the Master Mime joins the other Mimes, generally playing the most prominent and demanding Daemon or mystic role.

| MASTER MIME | M | WS | BS | S | T | W | I | A | Ld | Int | Cl | WP |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 6 | 7 | 7 | 4 | 4 | 3 | 9 | 3 | 10 | 10 | 10 | 10 |

SOLITAIRE · MIME

**Solitaires** (*arebennian*) are outside the masque, and roam the universe alone, occasionally joining a masque for a single performance or battle as the fancy takes them. They are the only Harlequins who can play the role of Slaanesh in the great Harlequin masterwork known as The Dance; various stories exist of other Harlequins who have tried, and been driven mad by the experience. They almost always fight as individuals.

Among the Eldar it is said that Solitaires are Harlequins who have been touched directly by the Great Harlequin, and have his insight into the fall of the race and the nature of the universe. A Solitaire may live unknown among Eldar (or even members of another race) for years or decades, and there are many rumours and folk-tales telling of Eldar who have met a Solitaire, and realised later that this was the Great Harlequin himself. Solitaires represent the very pinnacle of the Harlequin ideal, and are formidable foes.

| | M | WS | BS | S | T | W | I | A | Ld | Int | Cl | WP |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| SOLITAIRE | 6 | 7 | 7 | 4 | 4 | 3 | 9 | 3 | 10 | 10 | 10 | 10 |

The message flashed around the craft-world at the speed of thought. All normal functions were suspended, and every Eldar on Saim-Hann came to the *talaclu* hall. Even the Ancestors in the Infinity Matrix watched through the craft-world's internal sensors. At least once in their lives, every Eldar should witness The Dance - the greatest of the Harlequins' works, retelling the story of the fall of the Old Race - and keep the lessons of the Fall alive in the spirits of the survivors. But The Dance is rarely performed, since the key part cannot be danced by any member of a masque. Only the mystic Solitaires - those touched by the Laughing god himself, who pass unrecognised as whim or design moves them - only these may dance the part of Slaanesh.

The nine troupers bounded into the centre of the stage, their *dathedi* suits projecting a weaving pattern of colours as they danced the part of the Old Race. The four Warlocks took up positions around the outside; emotions were monitored, amplified and returned by their equipment as the Eldar lived the fall of their ancestors: felt their joys, their prides, their petty rivalries and their driving passions. Three Avatars danced the parts of the Fallen gods, leaping, cartwheeling and somersaulting around and among the dancers of the Old Race.

The dancers of the Old Race became wilder, their passions stronger and their joys more extreme, more menacing. They came together like a whirlpool, and broke upon something unseen - hurled back as the Solitaire leaped into view, somersaulting from his unseen entrance to the centre of the dancers.

An involuntary shock ran through the audience at the sight of the allegorical figure of the Chaos god Slaanesh. His suit projected a constantly-writhing mass of figures in attitudes of decadent pleasure.

From behind Slaanesh, seven figures appeared one by one to mingle with the Old Race. First came the four Mimes, passing their sensual and disturbing movements to the other dancers as the Daemons they represented had spread the corruption of Slaanesh. One by one, the dancers of the Old Race began to project the pattern of writhing figures on their suits. Next came three dark figures; the Death Jesters' suits displayed skeletons as they leaped and slew, dragging the inert forms of the Fallen gods to the feet of Slaanesh. As the last fell, a psychic scream from the Warlocks echoed through the minds of the audience. It shifted and writhed like the patterns on the dancers' suits, gradually coalescing into a chilling, gibbering laugh of madness, corruption and depravity.

But in the laugh there was another voice. A clearer laugh, an ironic laugh. A laugh which laughs because it chooses not to weep.

THE BATTLE

Then, at one side of the stage, the High Avatar entered. His suit projected the ever-shifting multicoloured lozenges of the Laughing god as he strolled casually onstage, still laughing at the cosmic folly of the Fallen. He looked at the triumphant form of Slaanesh atop the mound of writhing dancers, and he laughed. He looked at the Mime-Daemons and the Death Jesters as they bore down upon him. And he laughed.

For a moment, he could not be seen among the press of Slaanesh's minions, but with a cry he flew above their heads, tumbling in flight to land facing them. As they turned he leaped again; two figures dropped as he touched them, and five more clawed the empty air as he somersaulted across the stage.

His laugh now was one of glee as he leaped and tumbled, evading the hunters and turning now and then to strike back. He picked up the body of a Death Jester and hurled it at the figure of Slaanesh, who reeled slightly at the impact. With a wild cry the Great Harlequin leaped forward, pulled a single dancer from the feet of Slaanesh, and withdrew. At his touch, the writhing figures on the dancer's suit dissolved into the lozenge pattern, and the dancer also began to laugh as he danced the dance of the Harlequin. The two of them put the remaining Daemons to flight, and as last fell, Slaanesh joined the battle.

The confrontation between Slaanesh and the Great Harlequin seemed to go on for ever. Other dancers melted from the stage as the two figures leaped, cartwheeled and somersaulted around each other. Slowly, in the background, the Mime-Daemons and the Harlequin troupers took up the dance, reflecting the movements of the two principals in perfect unison.

The Dance ended abruptly, with the struggle unresolved. It was indeed the Dance Without End. The hall was quiet. The dancers left the stage. The audience sat stunned.

THE HIGH AVATAR

# THE FALL OF THE ELDAR

| | |
|---|---|
| Imperial record | WD 01/008 |
| Cross file to | Nonhuman xenology NX/37<br>Morgen's Reach incident MR/263<br>Alien culture AC/02 |
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Thought for the day

The weapon slays where the hand wills
Serve the Emperor!

**Subject: Eldar Harlequins - cultural context**

Submitted for evaluation is the following document recovered from Eldar data banks after the capture of the pirate ship *Deilithair*. Data clearance continues. Side-reference connects this data with *Realm of Chaos*, a treatise on warpspace and warp entities.

Before the rise of the Imperium or even the emergence of Mankind into the galaxy, the Eldar had established a mighty civilisation that spanned many planetary systems. Their huge citiships and craft-worlds, vast ornate palaces floating between star systems, traded new knowledge and goods. Learning, enlightenment and reason flourished. The Eldar enriched the galaxy and looked for new worlds to make their own and new challenges to meet.

One challenge they took up was the complete mastery of warp-gate technology. The Eldar adopted, refined and perfected the ancient Slann knowledge of the warp and its movements. They established a network of wormhole tunnels through warp space, linking gates aboard their craft-worlds, planets and smaller spaceships. It was possible for an Eldar to walk from one planet to another, across hundreds or thousands of light-years of real space. The warp-gates bound the Eldar together as a single civilisation, stretching across space and, it was theorised, backwards and forwards in time. The Eldar, fearful of the consequences, never experimented with the temporal aspect of the warp-gates.

Their studies did, however, bring them an understanding of the link between the warp and psychic power. In making this conceptual leap the Eldar also discovered the power of Chaos, in all its seductive glory. The Eldar, for all their apparent culture, had never encountered its like. Some turned from the warp with disgust when the corrupting nature of Chaos and its effects on reality became evident, but others responded with new vigour. The manifestations of Chaos - insanity, wickedness, and depravity - spread like wildfire through the Eldar, and was carried further by tainted individuals with access to the warp-gates. In the space of a single generation, the Eldar paused in their quest for enlightenment and chose the darker path into the service of Chaos.

Eldar who remained untouched by Chaos, retreated to the citiships and the larger craft-worlds. The insanity of Chaos had no foothold or appeal aboard the vast ships. The warp-gates to the infected Eldar worlds were closed and locked. The citiships were absorbed into the larger craft-worlds, and all drifted into the depths of space, lifeboats and seedpods of civilisation.

The rest of their race sank wholeheartedly into the dark worship of the Chaos gods. A racial madness had taken hold throughout Eldar space, and the insanity had only one end. In a mindless psychic orgy every Eldar planet perished in a single night. The death screams of the Eldar echoed across the warp. On every planet Eldar corpses twitched in the mindless dance of Chaos and crumbled to dust. Worlds were laid waste in moments. The Eldar race were sucked into the warp.

The dead Eldar, however, were not gone. Their spirits had merged with the warp in a horrifying manner. Their death-shout became a howl of joy and release. Slaanesh, the Lord of Pleasure, god of unbridled depravity, was born from the dark side of the Eldar nature. The psychic pain of the Eldar's racial death and Slaanesh's birth convulsed the warp; the warp storms around Earth were blown away, and warpspace itself rippled into new patterns.

The last of the Eldar drifted into the long night between the stars. The racial memory of their former glory and nobility sustained them, while the downfall of the race filled them with bitterness. They had come face-to-face with their darkest desires and had been found wanting.

For them, Mankind is a reminder of what happened long ago. Humanity is treading the same path towards the darkness of Chaos, a crude mirror of the Eldar's own disgrace. They are burdened by racial shame for the weakness of their failed ancestors. The bright, hopeful universe is a place of stark, gibbering horror, and the Eldar fell when confronted with this truth. Surviving Eldar have grown since then, accepting and holding in check the Chaos that lurks within their hearts, a delicate balancing act that they seem to have mastered at last.

Mankind rushes towards the fate of the Eldar, but without the ability to preserve itself in any form. All the signs are there to be read: humanity's moral leprosy of Chaos worship, its rising number of emergent psykers, its lust for universal power, and its fragile, failing Emperor...

## The Black Library

Much of the Eldar's ancient knowledge and culture was lost during the flight from Chaos. The craft-worlds became the sole repository of Eldar wisdom, and this fragmented as the Eldar nations drifted apart. Craft-worlds were lost over the millennia, and knowledge vanished with them.

A single source of Eldar knowledge has remained untouched and inviolate since the Fall. Aboard a dark craft-world, far beyond the boundaries of the Imperium, is the Black Library of Chaos. Here are collected all the tomes, books and codices describing the Eldar studies of the warp. The forbidden lore of the Black Library describes the blandishments, influences, forms, creatures, perils, promises and horrors of Chaos. Enclosed within a nearly impenetrable psychic barrier, the Black Library is watched and maintained by its Guardian-Scribes; they collate and transcribe the knowledge of the Library, a task that they have carried since the Fall of the Eldar. They also maintain a hawk-like watch over their charges, the books; dreadful repositories of secret powers and must be monitored at all times.

The existence of the Library is known to only a few, and entry is allowed to even fewer individuals. The Library's 'mind' defends itself against the weak who would misuse its knowledge by refusing entry to all except those who have acknowledged and tempered the Chaos within themselves. The immature, who are still vulnerable to the promises and seductions of Chaos, find that they are unable to pass through its gateway. As a result few have seen within the Library or read any of its books. Only two groups come and go at will: the Human Illuminati and the Solitaires of the Eldar Harlequins. The Guardian-scribes rarely leave once they have entered.

## HARLEQUINS IN COMBAT

Sathbuinn Surefire stood over the holo, one hand stroking his chin reflectively. He was forced to admit that the Human commander was unusually imaginative for his race - counter-thrusts in three places with Dreadnoughts, robots and Ogryn power squads were complicating the pattern considerably. He knew that the longer this took, the greater the likelihood of Space Marine reinforcements arriving. He cursed the thought as a bright red spark winked into life on the orbital display.

"Make our visitors known," he said into his comlink, "that their welcome may be fitting."

"The Masque of the Shadow Weavers waits at your door."

Sathbuinn turned sharply. He had not even heard the stranger appear.

"The Talaihin Reavers are gladdened by your presence," he answered formally. He had seen Harlequins in performance twice before, but never had he been privileged to watch them in battle. And now an entire masque was placing itself under his command... he checked himself: Harlequins acknowledge no commander but the Laughing god. Rather, the masque was consenting to fight alongside his troops.

The stranger's *dathedi* mask projected a silently-laughing face as he pressed a sequence of buttons on his communicator. Then he left the command bunker as silently as he had entered. Sathbuinn followed him, not knowing quite what to expect.

Outside, heavy shelling had taken its toll. Sathbuinn saw - far more graphically than the holo could have told him - that the position was deteriorating. The Ogryns had been destroyed and the robots contained, but a few Dreadnoughts had broken through. Human troops had poured after them, and it looked like the tables might be turned on the attacking Eldar.

In the rough courtyard between the semi-ruined buildings, the air began to shimmer, as if from a heat-haze. The shimmering became a weaving, slightly sickening pattern of colour, and from out of the colours stepped the Masque of the Shadow Weavers. Sathbuinn had dificulty distinguishing them until they were well clear of the teleport zone, since their suits were already projecting the whirling, splintering disruptive camouflage programs that served the Harlequins as battle-array. He bowed as the High Avatar approached him, force-sword in hand.

"The Talaihin Reavers are gladdened," he repeated, "You will view the stage?" The impassively half-smiling mask nodded once, and Sathbuinn led the way to the control bunker.

## SPECIAL RULES

Harlequins may move past or over enemy models without becoming engaged in hand-to-hand combat, using their agility and acrobatic skills to dodge past, somersault over or otherwise evade the enemy. In order to do this, a Harlequin *must* be able to move into the space directly behind the enemy model; if another model, or an obstacle (eg, a wall), is immediately behind the enemy model, the Harlequin cannot use this ability.

All members of a Harlequin troupe must stay within 4" of each other unless the unit has been *split* (**WH40K** p16).

Harlequins have a 360° attack arc (**WH40K** pp24-25). They can attack hand-to-hand opponents in any direction, and have no *side* or *rear* facing.

Harlequins suffer no penalties for using more than one weapon at once (**WH40K** p26).

Once per combat engagement, a Harlequin may use the *Deathdance* special attack. The Harlequin's **A** score is doubled for that hand-to-hand combat phase as he or she explodes into a whirlwind of acrobatic mayhem.

Non-Harlequin personalities may never assume command of a Harlequin troupe.

Sergeant Farmer moved D squad forward behind the Dreadnoughts. The Eldar were effectively pinned down by a curtain of fire, but this advance across open ground wasn't going to be any picnic.

"Stay close. Use the Dreads - they're the only cover we've got."

"Brother Sergeant? I thought I saw something moving out there."

"What and where?"

"Three-ten. Maybe five hundred. Don't know what, just movement."

"Get a grip. What'd it *look* like?"

"I saw something, too, Brother Sergeant. Zero-fifteen, about four-fifty. Just a blur of colour, then it vanished."

"Must be halluc. Respirator check, sound off."

"Adley - check."

"Boldren - check."

"Dorridge - "

The lead Dreadnought disappeared briefly in a flash of energy. As Farmer's photochrom visor darkened in response, he saw it slew round drunkenly into one of its fellows.

"DOWN!"

"I saw it again! Just before the Dread got hit! It was - "

BRRADOOMM!!

"Saw *what*, Fielding?"

"Just for a moment - Eldar with some kind of heavy weapon, zero fifteen, about two-fifty! Then it blurred again!"

"There's more. Two hundred and closing!"

"Where? I don't see -
AAAAAAHHHGGGGHHHH!"

THE LAST TROOPER

# NEW EQUIPMENT

## Harlequin Mask

The Harlequins are distinguished by their face-masks or *agaith* (Eldar: "false face"), which they are said never to take off. Avatars generally have snarling or laughing masks, Warlocks often favour blank or abstract masks, Death Jesters invariably wear skull-faced masks and those worn by troupers can vary widely. The differences are purely superficial, however, since all Harlequin masks have a number of common functions, acting as a respirator with auto-sense and an infra-vision visor.

Avatars are equipped with the so-called *Rictus Mask* (Eldar: *marathag* "face of death"); this is fitted with a small holo-projector which is programmed to replay the death-throes of every opponent the Harlequin has ever killed, over and over again in a continuous cycle. This has the effect of making the Harlequin cause *fear* in all hand-to-hand combat opponents.

## Monofilament Injector - "The Harlequins' Kiss"

Also known as the *brathu-angau* (Eldar: "kiss of doom") or Sting, this terrifying weapon is the Harlequins' trademark. It consists of a slim tube, generally strapped to the back of the forearm, which fires a long stream of monofilament wire. After a successful hand-to-hand combat hit against an opponent, the wire streams out of the 'kiss' and into the victim's body, where its twisting and coiling quickly reduces bones and organs to the consistency of soup. Less intelligent races such as Orkoids often believe the Harlequins to be malevolent warp creatures or worse.

Normal to hit rolls and armour saving throws are made, there is no *Strength* vs *Toughness* roll with this weapon. A model which fails its armour saving throw is automatically killed. On the next turn, the Harlequin must make a successful check against *Initiative* on 2D6 in order to free himself from his victim. The check may be attempted at the beginning of each of the Harlequin's turns until successful.

This weapon is ineffective against Warp Creatures and Warp Entities, plants, vehicles, robots and buildings. It may be used against Dreadnoughts, but only hits against the pilot have any effect (see *Chapter Approved* in WD100). The pilot is automatically killed by any hit and the Dreadnought comes to a halt.

| Short Range | Long Range | Shooting To Hit Short | Shooting To Hit Long | Strength | Damage |
|---|---|---|---|---|---|
| Close Combat Only | | | | See Text | |

| Save Mod. | Type C | Type H | Type S | Type F | Area | Tech |
|---|---|---|---|---|---|---|
| | X | | | | | 7 |

| Points Cost |
|---|
| 50 |

## Shuriken Cannon

The shuriken cannon or *buanna* (Eldar: "reaper") is a heavy version of the devastating shuriken catapult, and is another heavy weapon favoured by the Death Jesters. Its enormous rate of fire makes it particularly feared.

In addition to normal shuriken ammunition, the shuriken cannon can fire the terrible bio-explosive shurikens (see below). The nature of these projectiles makes individual loading necessary. *The shuriken cannon loses its following-fire capability when using bio-shurikens.*

| Short Range | Long Range | Shooting to Hit Short | Shooting to Hit Long | Strength | Damage |
|---|---|---|---|---|---|
| 0-20" | 20-40" | +1 | | 5 | D4 |

| Save Mod. | Type C | Type H | Type S | Type F | Area | Tech |
|---|---|---|---|---|---|---|
| -3 | 2" | X | X | | | 7 |

| Points Cost |
|---|
| 50 |

## Mini-Grenade Launcher

The mini-grenade launcher or *creidann* (Eldar: "belief-maker") is a piece of special equipment used by Warlock characters. Essentially it is a light grenade launcher worn like a backpack. It projects grenades over the user's shoulders while leaving both hands free to use other weapons. Like other grenade launchers, it can fire *indirectly*.

In performance, it is used to provide special effects using a mixture of light, sound, and programmed hallucinogen grenades. In battle, it can fire grenades of any type. Unlike a normal grenade launcher, it does not count as a heavy weapon, and is not slow-firing.

| Short Range | Long Range | Shooting to Hit Short | Shooting to Hit Long | Strength | Damage |
|---|---|---|---|---|---|
| 0-20" | | | | As Ammo | |

| Save Mod. | Type C | Type H | Type S | Type F | Area | Tech |
|---|---|---|---|---|---|---|
| | | | | | | 7 |

| Points Cost |
|---|
| 30 |

## Holo-Suit

The holo-suit, *dathedi* (Eldar: "between colours"), visual disruption field, jigsaw shield or domino shield, is a form of programmable hologram field, used extensively by Harlequins both for themselves and their vehicles. Every Harlequin is equipped with a holo-suit, which projects costume effects in performance, and has a number of uses in battle.

When its wearer is in motion, the field breaks up the outline of the figure, using an enhanced form of disruptive camouflage. To the observer, the Harlequin appears to explode into a cloud of tiny, multicoloured fragments every time he moves, and when he remains stationary the fragments coalesce into a solid figure, like the pieces of a jigsaw. The greater the speed of movement, the greater the disruption of the image, and the wider the dispersion of the cloud-fragments. The suit also has a cameleoline emulation program, which is activated whenever the Harlequin is stationary: the total effect is of a blurring cloud of colour, fading to nothing when it stops.

Thus, all shots fired at a Harlequin suffer a -1 to hit modifier, and the spotting distance for a hidden Harlequin is reduced by -1".

In close combat, the holo-suit works to confuse hand-to-hand combat opponents. At the start of the combat phase of each turn, a model in hand-to-hand combat with one or more Harlequins must make a **WP** test. Models failing the test are *transfixed*: the Harlequin gains a +1 bonus to hit and wound a transfixed hand-to-hand opponent, while the transfixed opponent suffers a 'to hit' penalty of -1.

Tech level 7, points cost 3

## Bio-Explosive Shurikens

The bio-shuriken or *marsgrech* (Eldar: "screaming death") is a special ammunition type for the shuriken cannon. It has earned a terrible reputation among many races for its spectacular and deadly effect; among the many names it has been given are Screamers, Screaming Bug, Gut Blower and Bomb Serum.

Each bio-explosive shuriken consists of a shaped energy field containing a small amount of a genetically-tailored serum. They must be loaded individually, so a shuriken cannon loses its following-fire capability when using this type of ammunition.

When bio-explosive shurikens are being used, firing and hit determination are carried out normally. A model who is wounded does not die immediately; instead, the serum works its way into the brain where it begins to replicate itself at a terrible pace. Sensory nerves are overloaded with every imaginable sensation at once, and the victim staggers 2D6 inches in a randomly determined direction each turn, screaming and moaning. Normal unit coherency rules (**WH40K** p16) are suspended. When the 2D6 distance roll is a 7 or a 'double', the serum's activity has reached such a pitch that the victim's head explodes, causing D6 automatic *Strength* 3 hits over a 3" burst radius.

Bio-explosive shurikens are instantly recognisable by the whining noise they make in flight, and every time a model is struck by one of these projectiles, the unit must make an immediate rout test (**WH40K** p32).

Lathrangil stood beside the smoking wreckage, grinning broadly beneath his mask. The spirit of the Great Harlequin ran like fire through his veins, keening in his head with a wild and irresistible music.

The Humans had no chance. Their lumpen and unlovely Dreadnoughts had been destroyed by the Shadow Weavers' Death Jesters and their great shuriken cannon, and the troupers hadn't even been spotted until they were almost upon their quarry.

The first troupe had already destroyed one Human squad, and even he could barely see them as they leaped toward another, *dathedi* patterns breaking up their outlines until they looked like rainbow streaks of light.

The second troupe had just made contact - as he watched, the Avatar impaled their officer with his Harlequins' Kiss. The Human stared stupidly for a moment, and then collapsed, as boneless as a jellyfish, with only his skin to hold him together. One Human trooper stood his ground, desperately filling the air with laser-fire against the half-seen attackers. The approaching Harlequin seemed to flow over and around the bolts, stepping and bending as casually as a technician crosses a drive-room's pipes and cables. A final leaping somersault, the flash of a chainsword, and it was over.

The third troupe was a few dozen paces ahead, making for the low command bunker. He motioned the others forward - the High Warlock acknowledged with a flash-pattern from his faceless mask, and the three Mimes moved to the fore.

The *creidann* grenade launchers of the two Warlocks laid down patterns of smoke and hallucinogen as the Shadow Weavers broke into a loping run. A couple of the Humans began to wail and thrash as their respirators failed them. Lathrangil killed two others in passing - a kick sent one off-balance, and he fell into Lathrangil's force sword. His companion flew backwards under a hail of shuriken. He reached the bunker just as the third troupe's Death Jester finished vapourising the door. To one side, a trouper punched his Kiss through an observation slit, and he half-heard the scream, bubbling, and silence.

The Human commander had just begun to turn as Lathrangil felled the remaining guard and raised his shuriken pistol. The commander's las-pistol was half-drawn when Lathrangil's finger caressed the trigger.

Then he laughed and bounded back across the battlefield, somersaulting for the joy of it.

***Next Month: Harlequin Army List.***

# WITH A LITTLE HELP...

# ...FROM MY FRIENDS

## 'A COMPLETE ENCOUNTER FOR WFRP'

## by Carl Sargent

*Gitter and Gorbuckle crouched uncomfortably on the cold rooftop as their new employer pointed dramatically at the house across the alley.*

*"See zat 'ouse, mes amis? Zat ees where ze young Sigismund Orteli ees being 'eld 'ostage. Eet ees I, Alphonse 'ercules de Gascoigne, oo tells you so!"*

*Gitter studied the scene carefully.*

*"Ee bah gum, thas given us a reet good idea fur a plan. As reckon we leap across t'alley, nip in thru skylight, bash any longshanks ont second floor..."*

*"Tch, tch tch! Bash ze, 'ow you say, 'longshanks'? Mon Dieu, 'ow you Dwarfs speak. We must be quiet, no? Zat ees tres, tres important, nes pah? Eet ees I, Alphonse 'ercules de..."*

*"Reet then. So'uz we bash 'em quietly, git downstairs and then grab the lad. Sounds like a real cracker of plan to me does that. C'mon, Gorbuckle."*

*Gorbuckle peered thoughtfully at the cobblestoned road almost ten yards below.*

*"'Ere, hang on! Nowt were said about leapin' across no chuffin' alley... and that un's six feet wide if it's a whippet's tail length. Tha must be barmy if tha reckons I'm gonna risk me beard jumping that!"*

*Alphonse sprang to his feet and gesticulated wildly, nearly pitching head-first into the alley in his excitement.*

*"Hssst! Speak not so loud! Do you want ze criminals to 'ear us? Zoot alors! I will go across first. Zen you will see zat eet ees safe, no? Eet ees I, Alphonse 'ercules de Gascoigne oo promise you!"*

*(Run-run-run. Jump. Thud. Scrabble-scrabble. "Merde!" Long pause. THUDDDD.)*

*Gitter sighed and scratched his nose.*

*"Tha stupid begger! Worrareet lot o' good that were. Nip back an' fetch thas ladder, will ya Gorbuckle."*

KW

# Introduction

*With a Little Help From My Friends* is a compleat encounter for **Warhammer Fantasy Roleplay**, and is designed for a small party of PCs. A Wizard's Apprentice or Wizard will be useful, as will Rogue characters. The encounter locations use Middenheim as an example, though any medium or large-sized city in the Old World will do just as well. If you decide to set the encounter in Middenheim, you may like to use it as part of **Power Behind the Throne**, but be careful of giving the PCs too much to do.

The encounter is designed to give players a chance to think before they bash. There's been a kidnapping, and the PCs are hired to rescue the hostage. The characters should consider their rescue attempt carefully, but may have to improvise quickly if things don't go quite according to plan.

## Enter Alphonse

As the adventure opens, the PCs are approached by a rather thin Gnome with the improbable name of Alphonse Hercules de Gascoigne. The Gnome, dressed in well-tailored but old-fashioned clothing, has an almost perfectly-round head, and sports an enormous waxed moustache, which he pets and twiddles constantly. He hails from Breton, and speaks with the equivalent of an outrageous French accent - well, Belgian accent actually, but who knows how to do a Belgian accent? (Full details on Alphonse may be found at the end of the encounter).

Alphonse, a noted private detective, is working on a kidnapping case, and needs reliable, trustworthy help. He gives the PCs the information below. Either read this aloud, or feed it to the players as a series of answers to their questions:

"Mes amis, I am, as I am sure you know, the world's greatest detective. You 'ave 'eard of Alphonse, no?"

Gascoigne bows his head modestly. (If the PCs say that they haven't heard of him, he looks annoyed, but continues.)

KW

"I 'ave been employed to ensure ze safety of ze young son of Ludwig Orteli - an enfant named Sigismund - who 'as been abducted and ees being 'eld for ransom. Ze kidnappairs demand 5000 Gold Crowns for ze boy's safe return, and quel disastre, ze father 'as not ze funds! If zey do not receive ze money by midnight, three days from now, ze villains 'ave promised to return ze child in - 'ow you say - tiny little bits. So, Alphonse will rescue ze enfant before zen!

"I, Alphonse 'ercule de Gascoigne, 'ave brilliantly tracked ze villains to zeir lair, where I am sure zey are 'olding ze young Orteli. I need ze assistance of several 'eroic and discreet..."

He pauses and looks at the PCs doubtfully before continuing...

"...gentlemen such as yourselves to scout out ze enemy's position, and zen, when the time ees right, rescue Sigismund.

"Will you 'elp?"

If asked, Alphonse explains that the local authorities have not been called in because (though he puts it a little more delicately), they are a bunch of stupid louts who would probably mess the job up and get Sigismund killed. Alphonse offers to pay the PCs 100 Gold Crowns if they help him rescue the boy unharmed, 50 if the boy is mostly alive, but nothing should he die.

If the PCs agree to take the job, Alphonse tells them to meet him at a house he has rented near the kidnappers' hideout. He gives directions to *Number 12 Wendenbahn* in the Altquartier, a disreputable part of town. Alphonse insists the the PCs wear no armour better than leather, no helmets, and carry no large weapons that might be spotted by the kidnappers.

Broke PCs can wheedle an advance of 20 GCs out of Alphonse to purchase necessary equipment (or get it out of hock).

## Casing the Joint

The hideout should be deep within the seedy side of the GM's chosen city. For Middenheim this would be the Altquartier (see **Warhammer City**, pp37-38), and is home to a large portion of Middenheim's underworld population. It is a maze of winding streets and alleys lined with run-down houses and tenements. During the day the streets crawl with lowlife; during the night they crawl with even less reputable sorts. Watch patrols are infrequent but heavily armed.

As the PCs head towards their destination, they have to run a fairly heavy gauntlet of beggars and pickpockets. However, once they reach the street containing number 12 (see Map 1), the area becomes suspiciously empty. (The locals know something is going on at number 17 - they always know - and the grapevine says it's unhealthy to hang out in that neighbourhood.)

Once inside number 12, Alphonse takes the PCs upstairs and gives them their assignments. He tells them that the kidnappers are holed-up in number 17 across the street. One PC is to watch the front of the house through the telescope (carefully surrounded by drawn curtains), while the others are to find a vantage point from which they can spy on the back of the house. They are to carefully note down (or remember) any arrivals and departures, plus anything they can see going on inside. Under no circumstances are they to do anything to make the kidnappers suspicious.

Alphonse is off to check some other leads concerning the kidnappers' criminal associates, and will return at midnight to take their reports.

## The Telescope

The PC at the telescope has the easy job: all he has to do is stay awake and avoid falling out of the window.

Through the 'scope, he can see the front door, and into bedroom 1 and bedroom 3 on the first floor. On inspection the PC will note that all other windows he can see are shuttered, and the front door is in good condition. However, there is a skylight on the roof which appears warped and slightly cracked...

## The Rear

One or more of the PCs will have to find a good spot to watch the rear of number 17. Sensible precautions, such as *Silent Move/Concealment Urban* will be needed to avoid trouble. PCs who fail to take proper care, or who try to get too close to the house, should be chased off the Frau Koch from No 19, who wields a mean rolling pin!

There are several good places from which to spy on the back of the house, including an obviously abandoned tenement directly behind No 17. The tenement's privy - mere feet from No 17's own outhouse - is even better, although a lot less comfortable for the spyers.

From their vantge points, the PCs can see the front and back of the house, into the kitchen on the ground floor, and the three bedrooms on the second. All other rooms have curtains drawn apart from the broken skylight to the attic. Just what can be seen by keeping watch is covered in the *Surveillance* section below.

## The Inhabitants

There are six men, one ill-tempered dog, and one unhappy boy in the house. The mastermind of the operation, Claudio Carbonetti, is vicious, evil, and cunning. His right-hand thug, Paolo Gentile, is a mindless sadist who worships Claudio and unhesitatingly follows his orders to the letter. The remaining members of the gang (Knud, Bruno, Axel and Mikhail), are generic bully-boys, hired for this job. They follow Claudio's orders mainly because they're well-paid, and they know what Paolo will do to them if they don't, Even so, they have no particular desire to die for five Gold Crowns a day.

Guiseppe the dog, is Claudio's pet. A Tilean Manhound, Guiseppe is about as friendly and playful as a dyspeptic Doberman. The boy, Sigismund, is tied hand and foot in the basement, and wishes he were somewhere else.

All the thugs' descriptions and statistics may be found in the NPC section at the end of the adventure.

## The Kidnappers' Plan

After Claudio grabbed the kid, he and his band retired to the house. Then he sent the ransom note (by messenger) which gave Orteli 72 hours to raise 5000 GCs or the boy would be killed. Further, the note told Orteli to wait for instructions on how to hand over the money. Now Claudio is waiting for the deadline to expire, at which point he will send a message to Orteli telling him to go to a certain bar in the Altmarkt with the cash. There Paolo will take the money from him and return to the house.

If Orteli doesn't come up with the dosh, Claudio plans to remove a minor body part from Sigismund and send it to him in the belief this will encourage Orteli's co-operation. If Paulo comes back with the money, Claudio will kill the boy (no sense leaving witnesses, after all), then the band will disperse - Claudio is not a very nice person.

Fortunately for Sigismund, Claudio hasn't taken into account the brilliant Alphonse Hercules de Gascoigne, who performed the almost impossible task of tracing the ransom note paper back to a vendor in the Altmarkt. The stall's proprietor, eager to co-operate with the funny-looking Gnome who was waving Gold Crowns around, gave Alphonse an accurate description of the "greasy looking number with the big, mean dog" who bought the paper. For a detective of Alphonse's talents, tracing Claudio to his hideout was child's play.

Though he doesn't suspect that anyone knows where he is, Claudio is taking no chances. The boy is bound hand and foot and locked in the basement. Claudio, Paolo, and Guiseppe are stationed in the living room at all times; a guard is on duty in the hall, and another is in the kitchen. The remaining two off-duty guards stay upstairs in bedroom 1.

If anybody tries anything, Claudio expects the guards to buy him enough time to unlock the basement door, grab the kid, and threaten to kill him unless he and his band are allowed to escape unharmed. If things go really bad, he will make his dog attack the child, hoping to escape while the rescuers are saving Sigismund.

## The Surveillance

Following is a timetable of the events which transpire at No 17 during the PCs' watch. Note that NPCs are listed by name, but as the PCs have no way of initially knowing the villains' names, you should call them by their physical descriptions (see NPC Roster), *the brown-haired man, the tall, ugly-looking bloke,* etc.

### Start (noon)

Bedrooms 2 and 3 are empty, and remain that way. Bedroom 1 contains two men (Knud and Mikhail) playing cards. One man (Bruno) is in the kitchen, pottering around.

**12.30 pm**
A man (Axel) enters the kitchen and unbars the back door, letting Bruno pass through. The man then bars the door behind him again. Bruno is gingerly carrying a bucket (which contains Paolo's, Claudio's and Sigismund's waste). He takes the bucket into the outhouse, spends some time there on a personal matter, and returns to the back door.

Any PC within 6 yards of the back door may make a Listen test for soft sounds (30%, +10% if PC has *Acute Hearing*). If successful, the PC hears Bruno knock four times and say, "Let me in, it's Bruno." Then Bruno leaves the kitchen.

**1.00 pm**
Bruno returns to the kitchen, and Axel goes elsewhere in the house. The front door opens and Axel leaves; a big man (Paolo) closes and bars the door behind him. (If the PCs think to follow him, Axel heads to a local inn to pick up enough food for seven, plus a bloody haunch of raw meat.)

**2.00 pm**
Axel returns, carrying a large basket. He knocks four times on the front door and says something (the watching PC can't tell what). Paolo opens the door, Axel slips inside and the door closes. Several minutes pass, then the PCs at the rear see Axel enter the kitchen, toss Bruno some food and a bottle, proceed upstairs, and give Knud and Mikhail the same.

**3.00 - 11.30 pm**
Knud, Mikhail (bedroom 1) and Axel finish their meal, make trips to the privy (following the same procedure as Bruno which means nearby PCs can learn their names), and then lie down for some shuteye. In the kitchen, Bruno hangs around, playing mumblety-peg. He makes one more trip outside (this time accompanied by a big, mean-looking dog) on some personal business. The dog, also on personal business, sniffs around the garden etc. PCs hidden in the tenement or tenement's privy are safe from discovery; anybody else may be sniffed out!

**11.30 pm**
Axel enters the kitchen, and he and Bruno go upstairs to wake up Knud and Mikhail. The two pairs switch places: Axel and Bruno go to bed, Knud takes up watch in the kitchen, and Mikhail goes to some unknown post on the ground floor (the hall, actually).

**12.00 - 8.00 am**
Bedroom 1 is quiet and dark. A bored Knud sits staring out the kitchen window. Mikhail pops in from time to time, refilling 3 mugs at a small barrel, and poking Knud when he starts to doze off.

**8.00 am onwards**
The dog is let outside again while Knud and Mikhail have a bit of breakfast. The guards change shifts at 11.00; then everything proceeds as yesterday.

**Enter Alphonse (Refrain)**
Alphonse returns to No 17 at midnight that evening. He listens to the reports on the activities in the house, turns his head on one side, tweedles his moustache thoughtfully, and says,

*"Ah ha! Zat ees veery fascinating, no? Several zings present zemselves, do zey not? What do you zink, mes amis?"*

Now is the time for the players to show that all those years spent watching detective programmes on TV were not in vain. Alphonse coaxes, goads, and orders them to give their interpretation of the intelligence they have gathered, and asks for suggestions on how to rescue Sigismund. Of course, the world's greatest detective has already deduced everything that can be gained from the evidence, but wants to hear the PCs views anyway so that he can show them how clever he is by criticising their plans.

## Alphonse's Conclusions

**Sigismund's Location**
The boy isn't being held in the attic - there are no guards there - and if he was, the villains would have fixed the skylight.

Sightings indicate that he isn't in any of the bedrooms. It's possible he could be locked in a wardrobe, but if so, one guard would be ordered to stay awake at all times in case the lad got out or started a ruckus. By extension, he probably isn't on the first floor either.

Therefore, if still alive, the boy is somewhere on the ground floor or in the basement. Since the kidnappers 'live' on the ground floor it's more likely that he is imprisoned in the cellar.

**Number of Villains**
Six: two upstairs, one in the kitchen, plus three more somewhere else on the ground floor (Axel's three tankards, remember?).

## Lines of Attack

**Food**: Something could be introduced into the villains' grub at the inn, but with the drawback that poison might be noticed or the villains forewarned.

**Frontal Assault**: Alternatively, Axel could be bushwhacked during his trip to the pub, and someone else disguised as him could walk up to the front door. Chances are that the 'password' is simply his name (just like the back door). When the door opened, the other PCs, hidden nearby, could rush in and overpower the guards. Of course, the plan would fail if a different password is used, or if the imposter is spotted before the door is opened. Also, the imposter would have to hold the door alone until the other PCs got there.

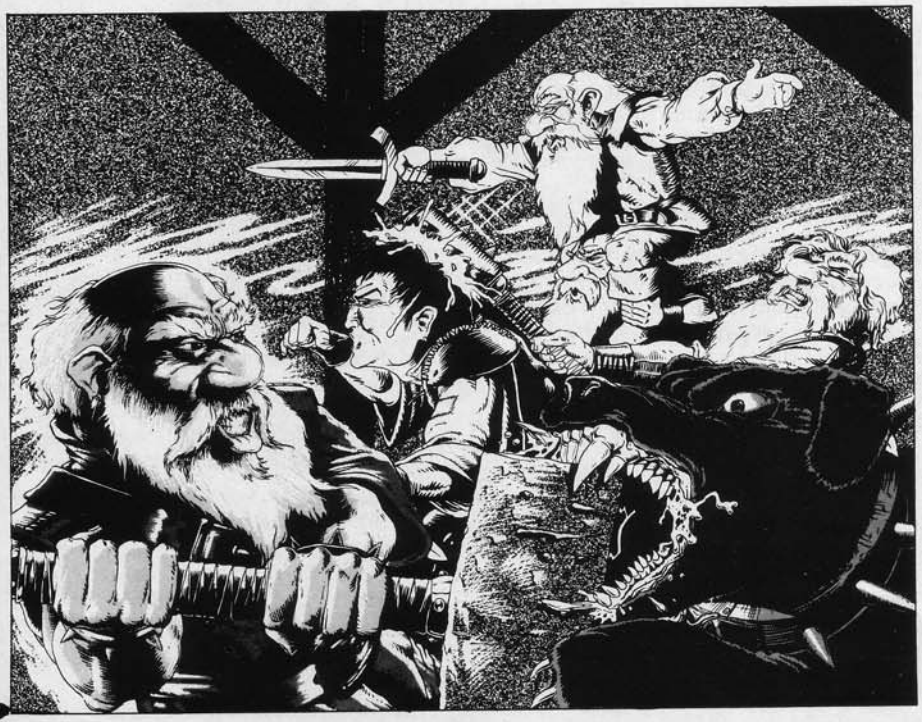
**Rear Assault**: A guard could be bushwhacked in the loo, and replaced by a party member. The drawbacks here are that the guard in the kitchen might hear the scuffle, and the substitution would have to be hurried not to arouse suspicion.

**Skylight Entry**: Apparently the least defended entrance, which may mean it is trapped. It's also a long way away from Sigismund's most likely location, and would involve a dangerous and possibly noisy trip across the rooftops.

## Planning the Rescue

Now the PCs must decide upon a plan of action. To do so they should take stock of their resources to see which might be of help in defeating their opponents. Through Alphonse you could remind the players of skills and special abilities they might have forgotten. Don't make their plan for them, but feel free to point out any obvious oversights or mistakes they are making.

You may be surprised at the brilliant plan your players concoct. In normal circumstances, combat comes upon PCs suddenly - usually somebody opens a door he shouldn't, and a bunch of annoyed Goblins try to take his head off. While loads of fun, this type of encounter provides little time for the PCs to think. Give players half an hour to exercise their fiendish imagination and they'll surprise you every time.



Whatever plan the players decide upon, play it straight. It is quite conceivable that they'll dream up something so devious that they'll win without a fight. If so, let them. Don't feel constrained to have a climactic melee at the end of the scenario if the situation doesn't warrant it. However, if their plan is slip-shod, so be it. If they can fight their way out of their mistakes, good for them. If not, well that's too bad for Sigismund, the PCs' lives, and Alphonse's reputation.

## Exit Alphonse

After the PCs have come up with a plan, it's time for Alphonse to disappear. If you look at his NPC roster, you'll note that he's a pretty decent fighter, and you don't want him getting directly involved and hogging all the glory.

If the PCs are outmatched, by all means let him stick around. But if not, there are a couple of easy ways for you to dump him before the Big Battle.

First of all, there's the method shown in the opening to this scenario. Have him fall from somewhere high, or have something heavy fall on him, leaving him emphatically unconscious. This is moderately sleazy and your players may gripe, but them's the breaks!

Alternatively, you can have something come up during the operation which threatens everything and Alphonse goes off to take care of it. For example, as the adventurers and Alphonse are crouched outside No. 17, ready to attack Bruno when he goes to the loo, a bunch of City Guards march onto the street and begin pounding on doors, obviously conducting a search. Alphonse tells the PCs that he'll distract them for as long as he can, hopefully giving the PCs time to finish the operation...

If things get out of hand later and the PCs are in deep trouble, Alphonse can always show up at the last minute to save the day.

As a final option you may like to have Alphonse waiting out in the street, so that he can follow one of the fleeing kidnappers: "...in ze 'ope zat ee will lead me to, 'ow you say, a much bigger fish." Again, this gives you the opportunity of involving the Gnome at a later time if needed.

## The Rescue

The actual break-in will be as easy or difficult as the PCs make it for themselves. Claudio's objective in the event of trouble is to unlock the door to the basement, get the boy (3 rounds) and get back upstairs (2 rounds), while Paolo and Guiseppe buy him time. Paolo will fire his blunderbuss and then rush; Guiseppe will just rush. Once Claudio is upstairs with Sigismund, he'll threaten the boy's life unless the PCs let him leave.

When all the whacking and yelling starts, the guards will attempt to rally to Claudio, but if they're badly outmatched, they will do their best to flee.

## No 17 Wendenbahn

**Attic**
Gaining entry to the house from here may result in a number of Listen rolls by the guards in bedroom 1. These are made at 30% if awake, 10% if asleep.

Unless oiled, the skylight will squeak on opening. The drop from skylight to floor is 3 yards (Listen check unless rope used). The place contains lots of (damp) old furniture, plates, rugs etc that can trip PCs up (Listen check) unless they have a light source/Night Vision. The trapdoor to the first floor is also squeaky (as skylight), and the ladder has a broken step. Unless examined, first PC down must make an *Initiative* roll or fall (double Listen chance).

**First Floor**
Combat here means that everyone in house has 60% chance every round to hear noise (40% if asleep). Only bedroom 1 is used, and this contains two guards (see timetable for shifts) who play cards when awake. Grabbing weapons takes 1 round, but if asleep they take 2 rounds to wake up, 1 round to weapons and 4 rounds to don armour.

**Ground Floor**
Combat here results in Listen rolls as above. Both the hall and kitchen have a guard (armoured and with weapon at hand, see timetable for shifts), and the living room contains Claudio, Paolo and the dog. The two men take it in turns to sleep (Paolo has the day shift). Whoever is asleep will take 1 round to wake, 1 round to grab weapons and 4 to don armour. The dog wakes and attacks in one round.

## Resolution

There are two possible endings to this encounter: either the PCs capture or kill Claudio before he gets to Sigismund, or Claudio gets a knife to the boy's throat and gives the classic "back off or the brat gets it" line.

This latter variant results in a traditional stand-off: Claudio can't escape, and the PCs can't get the boy. A tense bargaining session will ensue, as Claudio and the PCs attempt to come to terms. Claudio offers to hand over the boy for money and safe passage (100 Gold Crowns will do it), though if pressed the leader will accept just safe passage.

However, the PCs must convince Claudio that they'll let him pass safely. This is a real test of player ingenuity, and a possible solution is for one of the PCs to volunteer to take the boy's place. Exceedingly dangerous, but Claudio would gain little benefit from killing the PC, there's no money in it, and the last thing he needs right now is more enemies. If a PC does something this heroic, reward him by sparing his life - Claudio drags him a couple of blocks, and then conks him on the head and leaves.

Obviously, if Sigismund is killed or the kidnappers take him somewhere else, the PCs have failed. There will be no recriminations from the boy's father or from the authorities. Of course, Alphonse may not wish to associate with them again, unless the failure was due to bad luck (ie the plan was good).

## Spin-offs from the Encounter

* At your option, Claudio is a minor member of a small Tilean family criminal group. He pulled this kidnapping operation on his own, but his failure stains the honour of the family, and Claudio's brothers seek revenge by trying to kill Alphonse and the PCs.

* Alphonse (see his NPC profile) has obvious campaign play potential. He is very useful as a tutor, a source of contacts and jobs, and is loads of fun for you to roleplay.

* If the PCs have rescued young Siggy, his prosperous (but mean) father will be delighted. The PCs will get many dinner invitations, where they can mingle with the rich and famous and make good contacts, or as is more likely, make total jackasses out of themselves.

## Experience Awards

**Quality of planning**: 10-100 EPs each. Reward both common sense and ingenious (but not foolhardy!) ideas. The highest award should go to the PC who consistently came up with the smartest suggestions.

**Dealing with the villains**: 15 EPs each per villain they incapacitate - this includes the dog! Capturing Claudio alive and handing him over to the authorities will be worth an extra 20 points each, and will net the PCs 100 GCs in reward money - Claudio is wanted on a number of charges from extortion to arson.

**Rescuing Sigismund (more or less) intact**:30 EPs each.

**Sneaking About in People's Back Yard**

Day: 30% chance of being spotted by servant/housewife; 10% if using *Silent Move Urban*.

Night: 10% chance of being spotted by servant/housewife/husband; 5% if using *Silent Move Urban*.

**Messing About on Rooftops (night time only):**

2 storey houses are 6 yards tall
3 storey houses are 9 yards tall

Climbing: PCs with *Scale Sheer Surfaces* succeed automatically; PCs with *Night Vision* must make (30%+**Dex**) roll; others must be hauled up by rope.

Moving About: PCs with *Acrobatics* succeed automatically; PCs with *Night Vision* must make roll of (60%+**Dex**); others must make (30%+**Dex**) rolls.

Jumping (see p75 of **WFRP**). PCs in metal armour or carrying 2-handed weapons subtract 1 from move score when leaping. (Note: cannot jump for 2- to 3-storey rooftop).

Making Noise: Inhabitants have 30% chance to hear PCs climbing, moving, or jumping on rooftop (+10% if PC's wearing metal armour; −20% if inhabitants are drunk or asleep; +40% if PC fails a **Dex** roll).

## MAP 1: GENERAL AREA

### KEY

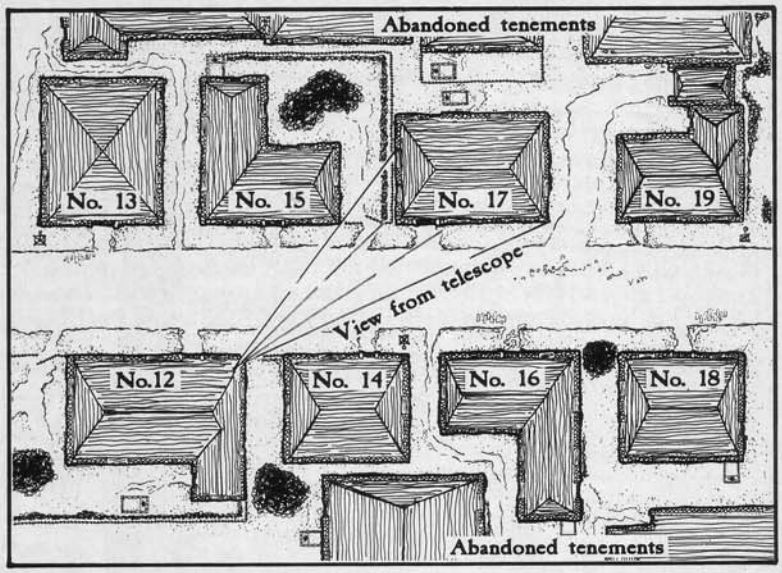
Tree Bush

Privy 3″ wooden fence 

Street lamp

SCALE: 5 yards

NB - Width of path to number 17 = 1 yard




## THE NEIGHBOURS

No. 12 (2 storeys): Alphonse Hercules de Gascoigne and company.

No. 13 (3 storeys): Empty.

No. 14 ( 3 storeys): Herr & Frau Meisner. Timid local shopkeepers. Don't want any trouble; easily intimidated or bribed.

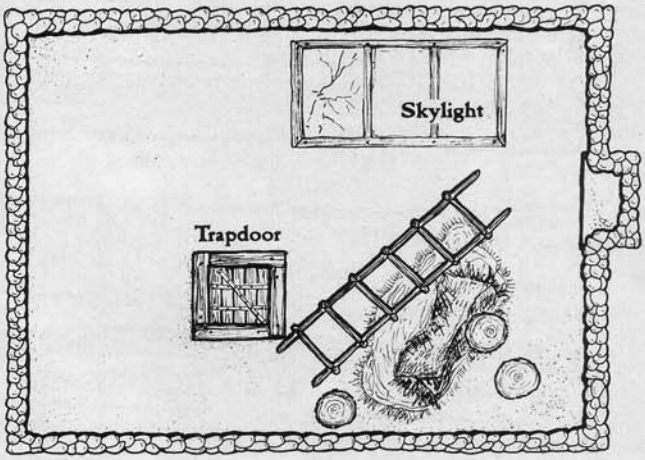
No. 15 (3 storeys): Kurt, Burt and Gert. Local labourers. Work all day, drink all night; easily bribed or conned. (Will probably sleep through all the excitement anyway.)

No. 16 (2 storeys): Herr Gundrich & Son. Coppersmiths. Suspicious and none too stupid. Tend to shoot prowlers first; never ask questions later. (25% with blunderbuss.)

No. 17 (3 storeys): Kidnappers.

No. 18 (3 storeys): Fraus Petra and Marie. Ladies of dubious virtue. Paying local Watch protection; won't hesitate to call them for help if threatened. Eminently bribable, though expensive.

No. 19 (2 storeys): Frau Else Koch and Vlad (her incredibly vicious Rottweiler dog). Suspicious, ill tempered, nasty old harridan. (48% with rolling pin).

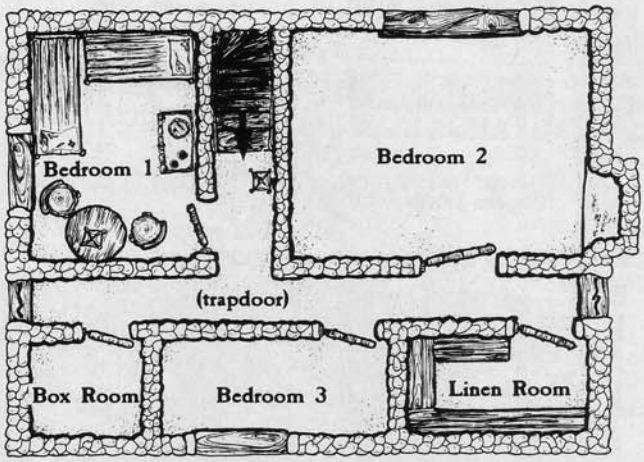



THE ATTIC

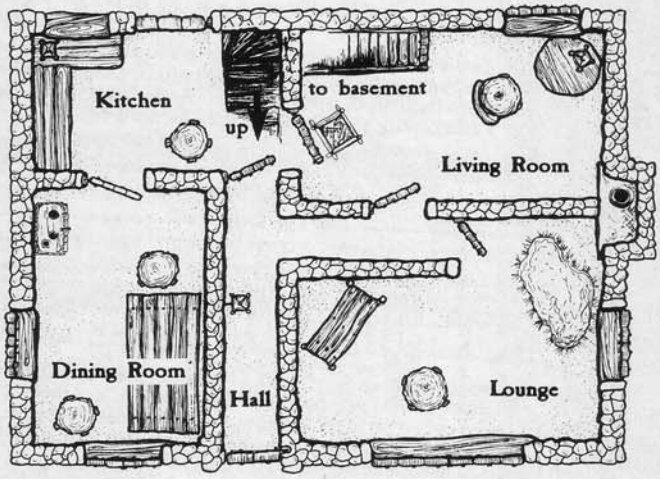
## Map 2: No. 17 Wendenbahn

Scale 1 yard

| Item | Toughness | Damage | Lock Rating |
|---|---|---|---|
| **Walls** | | | |
| Exterior | 5 | 10 | - |
| Interior | 7 | 7 | - |
| **Doors** | | | |
| External | 3 | 6 | 20% |
| Internal | 2 | 3 | 10% |
| **Windows** | | | |
| Shuttered | 2 | 3 | (nailed) |
| Unshuttered | 1 | 2 | 10% |




FIRST FLOOR (all windows unshuttered)




GROUND FLOOR (only Kitchen window unshuttered)

## ALPHONSE HERCULES DE GASCOIGNE

### Gnome Spy

#### DESCRIPTION AND PERSONALITY

Alphonse is a Gnome of indeterminate age (he's actually 96), with slicked black hair and a large waxed moustache. His green eyes glitter with amusement and an enviably vigorous intellect. Standing a miniscule 3' 7", and very thinly built it is impossible to take this funny little soul seriously, which is precisely the mistake so many criminals have made!

The truth is, Alphonse is a brilliant, inventive, observant and an incomparable private detective. Multi-skilled and supremely self-confident, he comes and goes as he pleases, he never misses a clue, and he always gets his man. Er, or Elf, or Dwarf. Whatever.

His sharp eyes and attention to detail allow him to learn an incredible amount in a short time. These abilities allow him to do lot of overt investigation, though when necessary, Alphonse is not too proud to don a disguise and employ his considerable thieving talents to discover more sensitive information.

Assuming the PCs were successful in their assignment, Alphonse is prepared to tutor agreeable characters who are willing to put up with his idiosyncracies. Gnomes and Halflings receive a +10 to any *Fellowship* test they need to make with him.

#### BACKGROUND

Alphonse has spent much time in Altdorf, Middenheim, Salzenmund and Marienburg as well as Bretonnia (the land of his birth). Despite being a master of disguise, his build and gnomish looks means he usually operates overtly, and as such is respected by quite a few high placed individuals who have had cause to hire him.

With a reputation second-to-none, Alphonse is in great demand as an investigator, especially by people in high society who value discretion as much as ability. He isn't greedy - he accepts or rejects cases on the basis of their merit - and he doesn't betray the confidence of his employers.

#### PROFILE

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel | Align |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 5 | 54 | 42 | 3 | 4 | 9 | 56 | 2 | 52 | 48 | 57 | 77 | 61 | 67 | Neutral |

#### SKILLS

Ambidextrous, Blather, Bribery, Charm, Concealment - Urban, Cryptography, Disguise, Evaluate, Flee!, Jest, Linguistics, Mimic, Night Vision, Palm Object, Pick Lock, Pick Pocket, Public Speaking, Read/Write, Secret Language - Thieves Tongue, Secret Signs - Thieves Signs, Seduction (Gnomes and Halflings only), Shadowing, Silent Move - Rural, Silent Move - Urban, Sixth Sense, Smithing, Wit.

#### POSSESSIONS

Leather jerkin; magical *Ring of Belstaff* (gives wearer the equivalent of 2 APs all locations except when wearing metal armour); magical *Ring of Subduction* (three times per day wearer may use *Magical Awareness* or *Magical Sense*); pouch with 24 GCs in small change plus 4 opals worth 25 GCs each; dagger (envenomed with manbane); 3 doses of Blade Venom (manbane).

Alphonse is also well-versed in the use and construction of weird and wonderful gizmos; telescoping tubes, top hats with secret compartments, marked cards, walnut shells, etc. He makes and carries these if and when the need arises.

## GUISEPPE

### The Dog

#### PROFILE

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel | Align |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 37 | - | 4 | 3 | 6 | 50 | 1 | 38 | - | 18 | 18 | 18 | - | Vicious |

Guiseppe is a Tilean Manhound, a vicious terrier-like brute bred for mayhem. It is completely loyal to Claudio and attacks in a frenzy when he gives a verbal or hand signal. Guiseppe is midnight black, wears a spiked collar and has ugly scars on its back gained from many previous combats.

## CLAUDIO CARBONETTI

### The Boss

#### DESCRIPTION AND PERSONALITY

Claudio is a vicious and evil brute, but he does have a certain native cunning. He hails from Miragliano, and together with his four younger brothers is currently setting up a branch of 'da business' in Middenheim. He is a paunchy, middle-aged man; swarthy of skin and lecherous.

#### PROFILE

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel | Align |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 47 | 38 | 4 | 4 | 7 | 49 | 2 | 35 | 46 | 36 | 42 | 38 | 33 | Evil |

#### SKILLS

Bribery, Chemistry, Disguise, Embezzling, Prepare Poisons, Read/Write, Seduction, Spaghetti Eating, Specialist Weapon - Rapier.

#### POSSESSIONS

Breastplate, rapier, dagger, gold bracelet with motifs of severed horses' heads (worth 6 Gold Crowns), bag of garlic toffee, purse with 28 GCs, very nifty suit, violin case (containing violin).

## PAOLO GENTILE

### The Henchman

#### DESCRIPTION AND PERSONALITY

Paolo came with Claudio to Middenheim. While completely loyal to Claudio, Paolo's pathological sadism sometimes causes problems for his boss. It is completely useless to ask Paolo to interrogate anyone, for example, since the victim usually dies before he has a chance to answer any questions.

#### PROFILE

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel | Align |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 3 | 43 | 41 | 4 | 5 | 9 | 47 | 2 | 49 | 31 | 22 | 38 | 44 | 22 | Evil |

#### SKILLS

Disarm, Dodge Blow, Specialist Weapon - Firearms, Strike to Injure, Strike Mighty Blow.

#### POSSESSIONS

Blunderbuss, sword, leather jerkin, pouch with 5 gold Crowns.

## KNUD, BRUNO, AXEL AND MIKHAIL

### Thugs

These men are freelance legbreakers for the loansharks which inhabit the Altquartier. None are particularly intelligent, and none would risk his neck to save another. Your basic vermin. Knud is 5' 10" and blonde; Bruno is 5' 9" and has brown hair; Axel is 6' 2" and Mikhail is 5' 5", both with black hair.

#### PROFILE

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel | Align |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 35 | 31 | 4 | 3 | 7 | 35 | 1 | 37 | 25 | 28 | 34 | 35 | 29 | Neutral |

#### SKILLS

Disarm, Dodge Blow, Scale Sheer Surface, Strike to Stun.

#### POSSESSIONS

Sword, knife, leather jerkin, D10 GCs and 3D10 SSs each.

# CHAOS ON THE PITCH

*In our third extract from the **Blood Bowl Companion**, Jervis Johnson introduces rules for chaotic Blood Bowl teams.*

The multitudinous minions of Chaos fall upon the civilised countries of the Old World, spreading destruction and terror in their wake and threatening the very fabric of society. Fortunately for all concerned, the activity of the zones of Chaos fluctuates, bringing periods of relative peace and tranquility. Anyway, it gives the foul creatures of Chaos time to organise their teams for the next game of Blood Bowl!

## SPECIAL RULES

### SKILLS

Many of the rules below will tell you that a player (or players) have a certain Skill. For example, all Dark Elf players have *Intercept* (Level 1) Skill. A description of how each Skill works is included below. While the use of most of these is straightforward, there are a couple of points worth noting:

1. Each Skill has a Level, for example *Block* (Level 3). The higher the Level, the more expert the player is with the Skill. This is the same for all Skills.

2. The *Intercept* and *Catch* Skills both offer the chance of changing the result rolled on the Throwing Table. If two players with these Skills want to affect the same throw, the *Intercept* Skill is used before the *Catch* Skill.

#### SKILL DESCRIPTIONS

**Catch:** If the ball is thrown to this player and *Misses*, roll 1D6 and add the player's *Catch* Level to the roll. If the total is 7 or more, the result is treated as *Caught* instead of *Missed*.

**Intercept:** This player can convert *Missed* throws by the opposing team into *Interceptions*. The player can only use this skill if they are eligible to *Intercept* the throw. To find out if a *Missed* throw is intercepted, roll 1D6 and add the player's *Intercept* Level to the score. If the total is 7 or more, treat the result as an *Interception* instead of *Missed*.

**Kick:** Add the player's *Kick* Level to any rolls on the Kicking Table.

**Luck:** This player gets 1 re-roll per match per *Luck* Level (see the section on *Re-rolls* below).

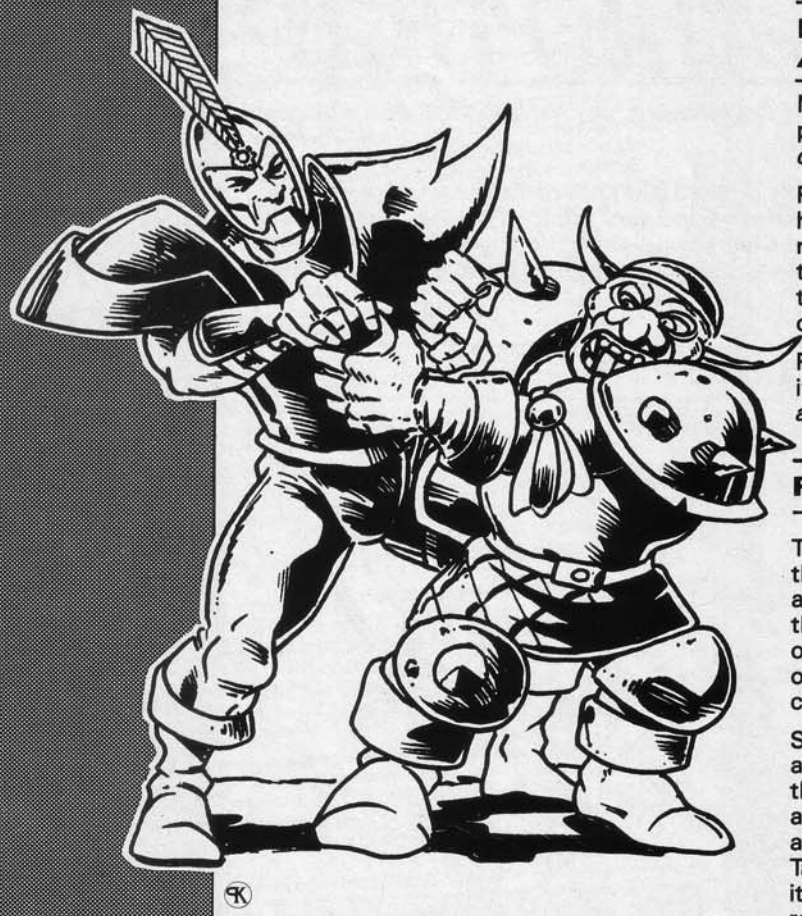
**Mighty Blow:** If this player successfully blocks another player (ie knocks them over), 1 is subtracted from the fallen player's **AV** for each *Mighty Blow* Level of the blocking player. If the Armour roll is failed, add 1 to the Injury Table roll for each Level in this Skill.

**Right Stuff:** This player may be thrown by any creatures on the same team with the *Throw Team-Mate* Skill.

**Tackle:** The player may add 1 to a Tackle dice roll, unless their opponent has the *Dodge* Skill to the same or higher level. Only one is added to the dice roll, *not* the difference between the Skills.

**Toughness:** Subtract 1 from the Injury Table roll for each *Toughness* Level the player has. If this brings the total to below 2, the injury has no effect. A roll of 12 before modification always results in the player being killed, however.

**Throw Team-Mate:** This player may throw any of his team-mates that have the *Right Stuff* Skill. Full instructions on how to use this Skill are included in the rules.



## DISLIKES AND ANIMOSITY

Many races suffer from racial hatreds. For the purposes of the rules these are known as *dislikes* and *animosity.*

Players who *dislike* another race may only hand-off or throw the ball to a player of that race if a 4 or more is first rolled on 1D6. If the test is failed the player must either hang on to the ball or hand-off or throw it to a player of a race who isn't *disliked.*

Players may not be used in a Mixed Race team if it includes a member of a race they suffer *animosity* towards.

## RE-ROLLS

The coach may force a re-roll of any throw of the dice that directly affected the player with a re-roll option, and it may be used to force the other coach to re-roll the dice. The result of the new roll must be accepted, unless the opposing coach has a re-roll option, in which case it could be used to force a second re-roll.

Some examples of things that directly affect a player are: Blocks or Tackles made on or by the player; any Throws made by the player; any Armour Rolls the player has to make; and any rolls the player has to make on the Injury Table. HINT: If a Star Player has a re-roll option, it's a good idea to try to save it in case a 'Killed' result is rolled on the Injury Table...

# CHAOTIC HUMAN TEAMS

Warriors of Chaos are humans who have sold their souls in return for super-human strength and courage. As servants of the gods of Chaos, successful warriors may be 'gifted' by their deities, though the reward may take strange (and frequently unwelcome) forms. A Warrior of Chaos enjoys a phenomenal rise to glory, followed, more often than not, by a swift collapse into bestiality and madness.

However, before they can become true Warriors of Chaos, initiates must prove their dedication to the Chaos god they worship - and what better way to do this than by playing in a team where every victory is devoted to the gods of Chaos themselves...

## CHAOTIC HUMAN CHARACTERISTICS

As Chaotic human teams are made up of aspiring Warriors of Chaos, they have the same characteristics and line-up as 'normal' human teams. Except in very rare cases, a true Warrior of Chaos would not waste his time appearing on the Blood Bowl pitch, as he'd have far more important things to worry about. However, players in chaotic teams are often favoured by the gods of Chaos (themselves often suspected of being secret Blood Bowl fans) with the *Mark of Chaos*. These strange physical mutations lead to chaotic teams having a rather strange appearance, and a few of these mutations (but by no means all) actually increase the player's effectiveness on the field.

## Special Rules

**Mutants**

Up to 2 players in a chaotic team may be Mutants, and can replace any two 'normal' members of the team. Mutant players must be placed on the pitch if at all possible, and may only be placed in the Dug-Out if they are Stunned, KO'd, Injured or Killed. Note that there may be other mutated players in the team, but only a maximum of two will have *useful* mutations.

Roll 2D6 on the Mutation Table for each Mutant in the team. Record the result beside the player's number on a piece of scrap paper. Mutants start off with the same characteristics as a Lineman...

## THE HUMAN MUTATION TABLE

*Roll Mutation*

2 **Spontaneous Combustion**
This player has a rather explosive personality... The *opposing* coach is allowed to roll during the match to see if the player *self-destructs*. However, once a 'self-destruct roll' has been made, a Touchdown must be scored before the roll can be made again.

Within these restrictions the roll may be made at any time, holding up the opponent's turn if necessary. The coach should roll 1D6 - on a roll of 1-4 nothing happens, but on a 5 or 6 the player blows up! The player is killed, and any players in adjacent squares are knocked over and must make an Armour Roll. If they fail the roll they have been injured in the explosion and must roll on the Injury Table. If the player was holding the ball it is destroyed too, and the match must be restarted just as if a Touchdown had been scored (with the team that scored the last Touchdown getting the new ball). If the player blows up in the Dug-Out, all the other players in the same Dug-Out section must make an Armour Roll to avoid being injured.

3 **Eye Stalks**
The player has Catch (Level 2) Skill and its **CL** is increased by 1.

4 **Long Legs**
The player's MA is increased by 1.

5 **Noisome Stench**
All opponents in adjacent squares (ie, the player's Tackle Zone) suffer a -1 modifier to any Block or Tackle rolls - no matter who they are attacking.

6 **Tentacle**
The player has one of its arms replaced with a long tentacle which it can use to help trip up opponents. The Chaos Thug counts as having *Tackle* (Level 3).

7 **Hideous Appearance**
The player looks so incredibly horrible that any player in the opposing team must roll a 3 or more on 1D6 before they can Tackle or Block this player. On a roll of 1 or 2, the opposing player may not Block or Tackle the player that turn.

8 **Regeneration**
Roll 1D6 after each Touchdown if the player has suffered a serious injury or been killed; on a roll of 5 or 6 the player has regenerated, and may be placed in the Reseves box of the Dug-out.

9 **Obese**
The player is extremly fat. His **MA** and **AG** are reduced by 1 each and he may never Sprint, but his **ST** is increased by 2 and he receives *Toughness* (Level 2) Skill.

10 **Hypnotic Gaze**
The player may use his gaze to transfix a single opposing player in an adjacent square instead of making a Block. Roll 1D6. On a 1-3 the attack fails and nothing happens. On a 4-6 the target remains motionless as long as the player continues to gaze at it and may do nothing at all. As long as the player is using his gaze he may not move, hand-off, throw or tackle. If the victim is blocked by another player, it is automatically knocked over (no dice roll is made) and must make an Armour Roll to avoid injury. If the Mutant is blocked the gaze is broken (no matter what the result) and the victim returns to normal.

11 **4 Arms**
The player's **AG** and **CL** are increased by 1 each and he receives *Catch* (Level 2) Skill.

12 **Temporal Instability**
The player suffers from a weird affliction that occasionally results in the player's 'slip' into another dimension and subsequent reappearance a second or two later, having moved several feet in a random direction. The player's coach must roll a dice for the player at the start of each turn. On a roll of 6 the player slips into a separate dimension; the coach should 'scatter' the player to an adjacent hex, just like a football. If the square the player reappears in is occupied, both players are killed instantly. The player scores a Touchdown if he is moved into his opponent's End Zone.

**Dislikes and Animosity**
Chaotic human players suffer *animosity* towards Dwarfs, Elfs and Treemen, and *dislike* all other races apart from Ogres, Trolls and Minotaurs.

# CHAOS DWARF TEAMS

Over 150 years ago, a major incursion of Chaos swept through the north, tainting the land and initiating the corruption of thousands of living creatures. In this way the race of Chaos Dwarfs was born. Since then the Chaos Dwarfs have multiplied and grown strong, building an empire in the northern part of the World's Edge Mountains. The ruthless and cruel Chaos Dwarfs have already swamped a large number of Dwarf settlements in the north, and now threaten the main Dwarf domain to the south. In one way, however, they haven't changed a bit - they still love playing Blood Bowl!

## CHAOS DWARF CHARACTERISTICS

Chaos Dwarf teams have the same characteristics and line-up as a Dwarf team, with the exception that they can include two Mutants in the team in the same way as chaotic Human teams. The Dwarf Mutants should be generated using the Human Mutant Generation Table above.

## Special Rules

**Dislikes and Animosity**
Chaos Dwarfs suffer *animosity* towards Dwarfs, Elves and Treemen, and *dislike* Humans, Dark Elves and all Goblinoids.

# SKAVEN TEAMS

Skaven society is stratified and bound up in complex rituals. But out there on the Blood Bowl pitch all barriers seem to drop away as player battles player to bring his team complete and utter victory. The game has become very popular in all areas of Skaven society. True to their warped nature, though, they have adapted the game to their own special ways, forming a new Clan to govern and control it - the Clan Rigens. The Clan Rigens consists of over 20 teams, of whom the most famous are the Skaven Scramblers, twice winners of the Blood Bowl trophy. Of course, their close association with Warpstone and its capacity to mutate helps, but the basic Skaven player has a lot going for him. It's only a matter of time before a Skaven team makes it to the top again.

*Did you know?...*
That Chaos Dwarf Pukka Urgulg was rewarded with the mutations of obesity, leprous flesh and a particularly pungent noisome stench. Not only was he promptly voted 'Most Yukky Player' of the year by the readers of *Spike!* magazine, but he was also fired from his team because none of the other players would go in the Dug-Out with him!

## SKAVEN PLAYER CHARACTERISTICS

| | *MA* | *SP* | *ST* | *AG* | *TS* | *CL* | *AV* |
|---|---|---|---|---|---|---|---|
| Lineman | 5 | +1 | 3 | 3 | 0 | -1 | 8 |
| Blitzer | 5 | +2 | 4 | 3 | 0 | -1 | 9 |
| Catcher | 5 | +3 | 2 | 4 | 0 | +1 | 7 |
| Thrower | 5 | +1 | 3 | 3 | +1 | -1 | 8 |

Most Skaven teams have 2 Blitzers, 4 Catchers, 2 Throwers, and 8 Linemen. Skaven teams don't have Blockers or Kickers as such, though they can include 2 Mutants instead of 2 of the team's Catchers (the rules for Mutants are below).

## Special Rules

**Mutants**
Thanks to their association with Warpstone, Skaven are often favoured with the *Mark of Chaos*. To take this into account teams made up only of Skaven are allowed to include up to 2 Mutants instead of 2 of the Catchers. If Mutants are included they must be used - they can't be replaced with Catchers after the coach has rolled on the Mutation Table. In addition, Mutant players must be placed on the pitch if at all possible, and may only be placed in the Dug-Out if they are Stunned, KO'd, Injured or Killed.

Roll 2D6 on the Skaven Mutation Table for each Mutant in the team. Record the result beside the player's number on a piece of scrap paper. Mutants start off with the same characteristics as Linemen.

## SKAVEN MUTATION TABLE

| Roll | Mutation | Effect |
|---|---|---|
| 2 | Spontaneous Combustion | See the Human Mutant Table above. |
| 3 | Two Heads | The Skaven has the *Catch* (Level 2) and its **CL** is increased by 1. |
| 4 | Three Legs | This Skaven is counted as being a Kicker with *Kick* (Level 3). It's **MA** is reduced by 1, and it may never Sprint. |
| 5 | Noisome Stench | See Human Mutant Table above. |
| 6 | Tail | The Skaven has a prehensile tail which it can use to help trip up opponents. The Skaven counts as having *Tackle* (Level 3). |
| 7 | Scaly | Scales completly cover the Skaven, increasing its **AV** by 1. |
| 8 | Leprous Flesh | Skin and flesh hang from the Skaven in sickening leprous folds. Any opponent is so disgusted that they may only try to block or tackle the Skaven if they first roll a 4 or more on 1D6. |
| 9 | Obese | See the Human Mutant Table above. |
| 10 | Carapace | Horny plates protect the Skaven's body. Its **AV** is increased by 2, but it may never Sprint. |
| 11 | 4 Arms | See the Human Mutant Table above. |
| 12 | Temporal Instability | See the Human Mutant Table above. |

**DISLIKES AND ANIMOSITY**
Skaven suffer *animosity* towards Dwarfs, Elves and Treemen, and *dislike* all other races.

# DARK ELF TEAMS

Over five thousand years ago the Elf Kingdoms underwent a costly civil war, brought about by a group of renegades who became known as the Dark Elves. Greedy for wordly power, the Dark Elves forsook their traditional deities to worship the darker gods of evil magic. The war lasted for two centuries, and resulted in the Dark Elves being banished from the Elf Kingdoms. Embittered by their enforced exile, the Dark Elves became even more decadent, and are now counted amongst the most useful of all servants of Chaos.

Dark Elf teams use tactics similar to those of their more reasonably behaved cousins, since they are most suited to a throwing game. But sheer spite makes the Dark Elves enjoy the running game, particularly when a side throws up a remarkable running player like Jeremiah Kool. In fact, it is hard to believe that the Flashing Blade won't be tempted out of retirement, if not by the Darkside Cowboys, then by some other team.

## DARK ELF PLAYER CHARACTERISTICS

| | *MA* | *SP* | *ST* | *AG* | *TS* | *CL* | *AV* |
|---|---|---|---|---|---|---|---|
| Lineman | 4 | +3 | 3 | 3 | +1 | +1 | 8 |
| Blitzer | 4 | +3 | 4 | 3 | +1 | +1 | 9 |
| Catcher | 4 | +4 | 2 | 4 | 0 | +2 | 8 |
| Thrower | 4 | +3 | 3 | 3 | +2 | 0 | 8 |

A standard Dark Elf team is made up of 8 Linemen, 4 Catchers, 2 Throwers and 2 Blitzers. Kickers (if you are using them) have the same characteristics as Linemen. Up to 2 can be included in the team, replacing Linemen on a 1 for 1 basis. Dark Elves may never be Blockers.

## Special Rules

**Interceptions**
In addition to their ability to pass the ball, Dark Elves are highly effective at *Interceptions*. To reflect this, Dark Elf players get *Intercept* (Level 1) for free.

**The Sun**
Dark Elves, more than any other chaotic race, find it unpleasant to play under the direct rays of the sun (which is why most of their own stadiums are built underground). Their passing game can be particularly badly affected on sunny days. If a Dark Elf team is playing, the opposing team's coach should roll a dice to see what the weather is like at the start of the game, and after each Touchdown is scored.

## THE SUN TABLE

| *Roll* | *Result* |
|---|---|
| 1 or less | Very sunny. Dark Elves must subtract 2 from any dice rolls on the Throwing Table. When rolling for the weather after the next Touchdown, subtract 1 from the roll. |
| 2 | Sunny. Dark Elves must subtract 1 from from any rolls on the Throwing Table. |
| 3-5 | Overcast. No effect. |
| 6 or more | Storm clouds gathering. Add 1 to the next weather roll. |

*Did you know?...*
That the most famous Skaven player of all was Tarsh Surehands. Tarsh had two heads and four arms, features which made him the leading pass receiver in the league. Sadly, in a crucial wild card game against the SSSchHtt V'gghUYth snakeman team, a missed pass led to his two heads having a violent argument, and before anyone could stop him he had strangled himself to death!

**Dislikes and Animosity**
Dark Elves are arrogant, cruel and xenophobic, making it difficult for them to play in mixed race teams. Dark Elves suffer *animosity* towards Dwarfs, Elves and Treemen. They *dislike* all other races.

## GOBLIN TEAMS

Goblins are generally smaller than Humans, averaging about five feet tall, with long arms and crooked legs, topped off by a bald, leering and surprisingly ugly head. Temperamentally they are cruel, callous and uncouth, with a juvenille sense of humour and an imagination that concentrates mainly on different ways of hurting someone else without getting hurt themselves. Goblin fans have a bad reputation throughout the Known World for turning up hours before the match, getting mindlessly drunk, starting fights and singing lewd and insulting songs at the tops of their voices. Subsequently they are banned from many Kingdoms (gosh, this all sounds vaguely familiar doesn't it...)

The gameplan of a Goblin team owes more to hope than potential. Many Goblins make superb Catchers, since they dart into clear spaces where their lack of height isn't a problem. However, the art of throwing is almost lost to them, and many Goblin Catchers - 'Handy' Slitsides, for example - have spent whole games waiting for one of their comrades to send something over the top. But ''da fite'z da fing'' with Goblins, and the ball is only ever an incidental consideration.

### GOBLIN PLAYER CHARACTERISTICS

| | *MA* | *SP* | *ST* | *AG* | *TS* | *CL* | *AV* |
|---|---|---|---|---|---|---|---|
| Lineman | 4 | +2 | 3 | 3 | 0 | -1 | 8 |
| Catcher | 4 | +3 | 2 | 4 | 0 | +1 | 7 |

Most Goblin teams have 4 Catchers and 12 Linemen. Goblins may never be Blitzers, Blockers, Throwers or Kickers.

*Did you know?...*
Handy Slit-Sides, ace catcher for the Low-Down Rats, became so fed-up with hardly ever being thrown a pass that he managed to arrange a transfer to the Darkside Cowboys, a Dark Elf team. His luck didn't change, however. Due to an administrative error, the Cowboys mistook Handy for their new team mascot and ritually sacrificed him before his first game!

### Special Rules

**Throwing**
When a Goblin throws the ball, use the *Goblin Throwing Table* instead of the one printed in Blood Bowl.

**Goblin Throwing Table**

| *Range* | *Interception* | *Missed* | *Caught* |
|---|---|---|---|
| Quick Pass | 2-3 | 4-5 | 6-12 |
| Short Pass | 2-4 | 5-6 | 7-12 |
| Long Pass | 2-5 | 6-7 | 8-12 |
| Long Bomb! | 2-6 | 7-8 | 9-12 |

**Interceptions**
Whenever a Goblin is used to *Intercept* a throw, roll a dice. On a 3-6 the Goblin manages to *Intercept* the ball as in the normal rules. On a 1 or 2, however, the Goblin was not able to jump high enough to catch the ball, and the result is treated as a *Missed* throw (even if there is another player who is also eligible to *Intercept* the throw).

**The Right Stuff**
All Goblin Catchers have the *Right Stuff* Skill.

**Dislikes and Animosity**
Goblins suffer *animosity* towards Dwarfs, Elves and Treemen. They *dislike* Dark Elves, who they find aloof and totally lacking in sense of humour, and Orcs, who tend to bully the Gobbos before, during and after the match.

# OTHER CHAOTIC TEAMS

The rules for Orcs can be found in the Blood Bowl rulebook. Ogres, Trolls, Minotaurs and Snotlings were dealt with in WD104.

## MIXED RACE TEAMS

Teams made up of mixed chaotic races are allowed, indeed they are fairly common. Basically, players can mix and match chaotic races to make up any team the desire, as long the rules for racial hatred and Large Monsters are not broken. Some examples of chaotic Mixed Race teams are:

## THE MONGREL HORDE

The Mongrel Horde are just about the most disorganised team in the league, with players constantly leaving the team for one reason or another. Nobody is ever quite sure what the Mongrel Horde line-up will be until right before the match starts, and they have never managed to field the same team two games in a row. To represent this, each of the players in the Mongrel Horde is generated randomly using the table below. To generate the number you will need to roll a *D36*. Assuming you don't have a 36 sided dice (not many people do, you know), roll two six-sided dice. Roll one for the 'tens' - so a score of 2 = 20, 4 = 40 etc - and one for the 'units' - so a score of 3 = 3, 5 = 5 etc. Then put the numbers together to get a score from 11 to 66.

For example:

'Tens' dice scores 4 = 40
'Units' dice scores 1 = 1.....TOTAL = 41

'Tens' dice scores 2 = 20
'Units' dice scores 5 = 5.....TOTAL = 25

### MONGREL HORDE PLAYER GENERATION TABLE

| *Dice Roll* | *Race* |
|---|---|
| 11-16 | Goblin |
| 21-26 | Orc |
| 31-36 | Chaotic Human |
| 41-45 | Chaos Dwarf |
| 46-52 | Snotling |
| 53-54 | Skaven |
| 55-56 | Dark Elf |
| 61 | Mutant Chaos Human |
| 62 | Mutant Chaos Dwarf |
| 63 | Mutant Skaven |
| 64-65 | Roll on the Large Monster Table (counts as 2 players) |
| 66 | The coach may choose any race |

**Large Monster Table**

| | |
|---|---|
| 11-34 | Ogre Blocker |
| 35-46 | Ogre Blitzer |
| 51-63 | Troll |
| 64-65 | Minotaur Blocker |
| 66 | Minotaur Blitzer |

The coach may decide which position each player plays in (within the limitations set out below), unless it is specified by the Race Table above. The rules for Ogres, Trolls and Minotaurs can be found in WD104, but note that each Large Monster counts as 2 players towards the squad's full complement of 16. Mutant players may only be used if they are rolled on the table above.

The Mongrel Horde can have *up to* 4 Blockers, 4 Catchers, 2 Throwers, 2 Blitzers and 16 Linemen, as long as there are no more than 16 players in total. If the Kicking rules are being used (see WD102) up to 2 Kickers can be included in the team.

## THE UNDERWORLD CREEPERS

An unusual mix of Goblins and Skaven, famed for their use of dirty tricks and the subsequent fights that break out in their own Dug-Out when the plan back-fires (as it almost invariably does). The Creepers' usual line-up is as follows:

4 Goblin Catchers
6 Goblin Linemen
2 Skaven Blitzers
2 Skaven Throwers
2 Skaven Mutants

## CHAOS ALL-STARS

Full background notes for the Chaos All-Stars, can be found in the Blood Bowl handbook. Without printing the rules from the Blood Bowl Companion for Star and Veteran Players, Team Re-rolls, Fame, the fans and Cheerleaders it is impossible to field the All-Stars in their full glory, but if a coach wishes to use them (and if their opponent agrees) they can be represented using the following guidlelines.

### THE PLAYERS

| *No.* | *Name* | *Position* | *Notes* |
|---|---|---|---|
| 1 | Morg'th N'hthrog | Ogre Blocker | See Below |
| 2 | Duke Luthor Von Hawkfire | Chaos Human Thrower | TS +1 |
| 3 | Garak Grigolson | Chaos Human Blitzer | None |
| 4 | Laxon Hrull | Dark Elf Catcher | None |
| 5 | Dirty Dan | Goblin Catcher | CL +1 |
| 6 | 'Constrictor' Atlanson | Chaos Human Mutant | Tentacle |
| 7 | Bork Bulge-Belly | Troll Blocker | None |
| 8 | Zy-Nox | Minotaur Blitzer | one |
| 9 | 'Snake' Sanders | Chaos Human Mutant | Hypnotic Gaze |
| 10 | Sark Four-Eyes | Skaven Mutant | Two Heads |
| 11 | Rex Farsight | Chaos Human Thrower | None |
| 12 | Walter Valender | Chaos Human Blitzer | None |
| 13 | Pabst 'The Box' Brook | Chaos Human Lineman | None |

## Special Rules

**Morg'th N'hthrog - The Howitzer**
Morg'th is without doubt the greatest Ogre player of all time. Full details of his career can be found on page 35 of the Blood Bowl Handbook. To represent his unique abilities, all of his characteristics *except* **MA** and **AV** are increased by 1, and all of his Skills by 1 Level. In addition to the normal Skills received by an Ogre, he also has *Luck* (Level 3).

**Mutants**
The Chaos All-Stars may ignore the rule that all of their Mutant players must start on the pitch. Instead, their coach can treat them just like any other player.

**Dislikes and Animosity**
All of the players in the Chaos All-Stars can ignore the rules for racial hatred, and can hand-off or throw the ball to any other member of the team.

# BLOOD

# BLOOD BOWL

## SKAVEN

### LINEMAN

| MA | SP | ST | AG | TS | CL | AV |
|---|---|---|---|---|---|---|
| 5 | +1 | 3 | 3 | 0 | -1 | 8 |

### BLITZER

| MA | SP | ST | AG | TS | CL | AV |
|---|---|---|---|---|---|---|
| 5 | +2 | 4 | 3 | 0 | -1 | 9 |

### THROWER

| MA | SP | ST | AG | TS | CL | AV |
|---|---|---|---|---|---|---|
| 5 | +1 | 3 | 3 | +1 | -1 | 8 |

### CATCHER

| MA | SP | ST | AG | TS | CL | AV |
|---|---|---|---|---|---|---|
| 5 | +3 | 2 | 4 | 0 | +1 | 7 |

### BLOCKER

**MORG'TH N'HTHROG**

| MA | SP | ST | AG | TS | CL | AV |
|---|---|---|---|---|---|---|
| 5 | +2 | 8 | 3 | 0 | 0 | 11 |

**Skills:**
Throw Team-Mate, Mighty Blow (Level 3), *Toughness* (Level 3), Luck (Level 3).

**TO USE THESE CHAOS ALL-STARS SIMPLY CUT THEM OUT AND STICK TO THIN CARDBOARD**

*Did you know?...*
The mutations bestowed on the members of chaotic Blood Bowl teams are a reward from the foul deities they worship.
Unfortunately, a Chaos god's idea of a great reward can sometimes leave a little bit to be desired, as mad Count Viktor von Dread of the Chaos All-Stars discovered to his cost. After scoring the winning Touchdown in a vital match against the Hobgoblin Team, the Count was suddenly transformed into a two mile long tape-worm, and then crushed to death as the Hobgoblin Team's stadium (along with 30,000 fans) collapsed on his writhing body!

## DARK ELVES

### BLITZER

| MA | SP | ST | AG | TS | CL | AV |
|---|---|---|---|---|---|---|
| 4 | +3 | 4 | 3 | +1 | +1 | 9 |

### LINEMAN

| MA | SP | ST | AG | TS | CL | AV |
|---|---|---|---|---|---|---|
| 4 | +3 | 3 | 3 | +1 | +1 | 8 |

### THROWER

| MA | SP | ST | AG | TS | CL | AV |
|---|---|---|---|---|---|---|
| 4 | +3 | 3 | 3 | +2 | 0 | 8 |

### CATCHER

| MA | SP | ST | AG | TS | CL | AV |
|---|---|---|---|---|---|---|
| 4 | +4 | 2 | 4 | 0 | +2 | 8 |

# THRUD THE BARBARIAN

THE GLEAMING SPIRES AND JEWELLED TOWERS OF THE FABLED EASTERN CITY OF SHAHARAZAR...

THIS BUSTLING CITY IS ONE VAST MARKET PLACE WHERE EAST MEETS WEST TO TRADE ITS WARES

THERE IS ONE COMMODITY, HOWEVER, THAT IS NOT IN EVIDENCE ON ANY MARKET STALL...

NO BEER!

THE FANATICAL RELIGIOUS LEADERS OF THE CITY ABSOLUTELY FORBID THE BUYING, SELLING OR POSSESSION OF ALCOHOL ON PAIN OF DEATH

THIS DOES NOT MEAN THAT STRONG DRINK IS ALTOGETHER UNAVAILABLE...

ILLEGAL DRINKING DENS RUN BY THE INFAMOUS 'RED HAND' THRIVE IN THE SEEDY BACK STREETS

WALKING A TIGHTROPE BETWEEN THE FANATICAL IMPERIAL GUARDS AND THE PSYCOPATHIC RED HAND THUGS ARE THE ALCOHOL SMUGGLERS

MILK

NO BEER!

THOUGH THE REWARDS ARE GREAT DISCOVERY BY THE AUTHORITIES, OR FAILURE TO FULFIL A RED HAND CONTRACT HAVE EQUALLY FATAL RESULTS!

IN ONE OF THE CITYS MANY COFFEE HOUSES...

WHAT WE NEED IS SOMEONE WHO ISN'T INVOLVED WITH THE RED HAND AND NOT SCARED OF THE IMPERIAL GUARD TO GUARD THE BE...ER THE 'MILK' WHILE WE FINALISE THE DEAL

BUT WHERE ARE WE GOING TO FIND - AHA!

WADDAYA MEAN NO BEER?! WHAT KIND OF A PUB IS THIS!

SOON

SO THAT'S THE DEAL - YOU LOOK AFTER OUR 'MILK' FOR THE NIGHT AND WE'LL GET YOU AS MUCH BEER AS YOU CAN DRINK!

DEAL!

AT A DESERTED WAREHOUSE BY THE DOCKS...

THIS IS IT - NO ONE COMES OR GOES 'TILL OUR RETURN

RIGHT!

MILK

BEER

LATER

THIRSTY WORK THIS GUARDING - THEY WON'T MISS ONE PINT OF MILK

MILK

NOT BEER!

NEXT MORNING

YOU HAVE DONE WELL - IF ALL YOU SAY IS TRUE MY FRIENDS - AND I HOPE IT IS FOR YOUR SAKES!

DON'T WORRY I'M SURE YOU'LL FIND EVERYTHING IN ORDER, SIR

ER - I DON'T THINK I'LL 'HIC! BOTHER WISH THA' BEER THANSH! ALL THISH MILK SEEMSH TO HAVE GONE TO ME 'ED HIC!...

MILK

*John Blanche enters the world of **Dark Future** ready for anything. 'Cos he's tough, he's mean and there ain't no-one who can tell him what yer archetypal mean biker should look like. So what are you worried about? You no longer have a problem.*

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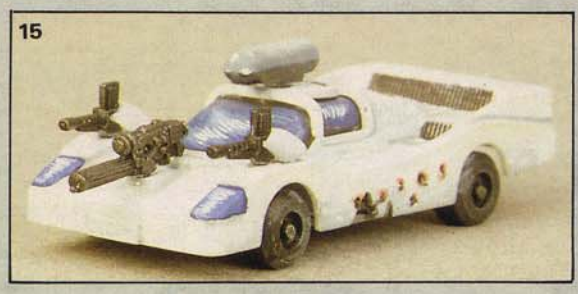


DAKKA DAKKA BDOOM! PHUTOOOM

**Key to Photographs**

**1** Gang members hit the street.

**2&3** Members of the *Terminal VIP* gang looking for trouble.

**4** Converted Renegade by Tony Cottrell utilizing mesh, plasticard, stretched sprue for aerials and plastic parts from his bits box.

**5** Well-armed cops and painted die cast car.

**6** SWAT team members.

**7** Operative Jonny 'Reb' Johnson and car.

**8** Chaos cultists intent on destruction.

**9** Typical biker ready for action.

**10** *G-Force* Operative and Interceptor.

**11** Heroes and Villains.

**12** Wreck converted by Dave Andrews from die cast car, card and cotton wool.

**13** Part of the *Maniax* road gang with biker escort. Fine scale brass mesh from railway shops, thick wire from high-voltage cable (conversion by Sid).

**14** *Nola Gay*: Redd Harvest's Interceptor.

**15** Plastic Interceptor, painted by Darren Matthews.

**16** Close-up of Darren's design.

**17** One of the few plastic trucks available to scale from model shops. Converted and painted by D. Matthews Esq.

**18** Die cast car, grimly painted by Sid.

**19** Light and fast: a *Sand Devils* Renegade.

**20** Well-armed Renegade.

**21** The distinctive colours of Cajun Jack de Boursin.

**22** Rear view of Cajun Jack's Interceptor.

**23** Early Studio prototype of Interceptor with twin rear-facing missile launchers.

**24** Paramilitary colours on this *Spiders from Mars* Renegade.

**25** The *Spiders from Mars* motto.

**26** Stylised skull and crossbones on this sleek looking Interceptor.

**27** Side view of the same Interceptor. Wheel flames are a favourite design of both Operatives and Outlaws.

**28** Another early lead prototype from the Studio, complete with machine gun damage.

# FUTURE THEMES

A new theme, a new scale, a new challenge, but nevertheless the same techniques for vehicles and figures that have been written about in these pages many times. Base colours, ink washes and drybrushed highlights are all the order of the day. Of course, some of you out there will develop state-of-the-art finishes on your vehicles, just like the real thing, and yes you could go out and buy car sprays and do it that way, but it's expensive and smelly.

Vehicles are relatively easy to paint, particularly if you're a dab hand at drybrushing, which is ideal for creating dusty road effects. The models illustrated are a combination of our new plastic kits, some early development lead models, commercial kits (the trucks) and toys (you know the sort - they zoom across the carpet). If you look at the *'Nola Gay* Interceptor and the Renegade with the camouflage scheme you will notice a transparent plastic wind shield on the former and open body structure on the latter. Interior detail is present and both have been designed to take model drivers (unfortunately, at the time of going to press, these were unavailable to me).

For the conversion fiend the plastic kit vehicles (cars and bikes will soon be available seperately) are a joy. Roll bars, aerials, window grilles and armament can all be added to suit your taste, and the flat surfaces are spot on for those gang badges and symbols.

Of course, Citadel would never offer such wondrous hardware without figures to match. Ops, Chainsaw Warriors, Bikers, Punks, Chicos, Cops, Chaos Cultists and Swat teams will all be available. These figures have been remarkably executed by Alan Perry (based to a large degree on the artwork of supremo Pete Knifton). They really do capture the street level feel of anarchic America. Don't be put off by their size either (approximately 24mm from foot to top of head). Okay, so they can't accommodate quite as much detail detail as their larger fantasy cousins, but their more simplistic design is wonderfully authentic.

Paint just like any other figure. The finer detail will evade many of you but that's no bad thing at this scale. An impression of a face with dark shading in the eye socket area may result in a better painted figure than one with overloaded detail, and that's going to be a boon for those of you who haven't yet mastered dotting the pupil.

Black features quite heavily (Punks, Bikers, Cultists and Swat teams), and from my *Blanchitsu* mail it has become evident that many of you are intimidated by black, as you can't shade it. I dealt with this subject in the Chaos article last month and described various techniques for avoiding 'flat' black. **Dark Future** figures need not be nearly as 'rich' as Chaos figures, though. A simple dusty, grim look is required and that is no problem. All you do is paint the base colour (black), allow it to dry and drybrush with greys, browns or biege. It's up to you how much pigment to apply and exactly which way to direct the colour. Very limited and subtle drybrushing leaves the figures virtually jet black. Heavy drybrushing, bringing the base colour into the browns and biege, can create the worn and dusty effects that you see on the average street 'Mohican' or *badass biker.* For cops, just drybrush up with dark blue - s'easy!

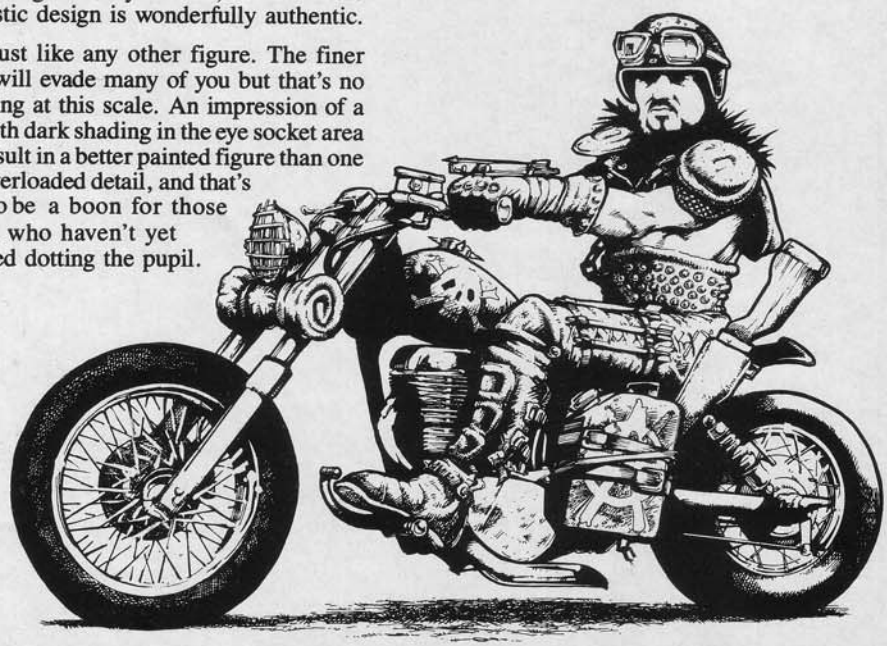
Other colours which feature a great deal are Kamo Green and Denim Blue. Again the effects are easily achieved with drybrushing techniques. Look at the photos. All these figures were painted with Citadel colours and inks. The hardest elements are bound to be back patches and other insignia but there's no easy answer to this. It's up to you and your experience of fine detail work.

With America's varied ethnic population, painting skin offers some interesting challenges. The Oriental look is easy. Just add a touch of yellow to flesh for the base colour and try not to shade too heavily. Keep them light. Sunburned or swarthy Puerto Rican or Mexican type figures should be somewhat darker than Caucasian, so a little brown or orange added to your base colour will do. Darker skinned characters and Negros are easier to paint because the base colour can be dark brown with the features drybrushed with anything from mid-brown to flesh for a realistic result.

There's lots of potential here, so get to it.

Ride free

*John Blanche*



# DARK FUTURE™

## STREET FIGHTER

### PEDESTRIANS AND SMALL-ARMS BY RICHARD HALLIWELL

## INTRODUCTION

**Dark Future** is first and foremost a game of road combat between armed cars. But there's a lot more to it than that. This article covers a few ideas to do with small arms - rifles, pistols and the like - which are hand-held rather than vehicle-mounted.

Now you can have passengers leaning out of car windows, blazing away with assault rifles. Roadblocks manned by armed pedestrians. Ops or outlaws getting out of their vehicles to fight on foot. NoGo street gangs fighting each other or anyone within reach.

## TERMINOLOGY

These rules use a variety of definitions. A vehicle's *crew* is everyone currently inside the vehicle. The *driver* is the person at the wheel of the car. *Passengers* are anyone inside the vehicle, other than the driver. The driver can temporarily count as a passenger if the vehicle is stationary. The term *pedestrian* describes anyone who isn't in a vehicle.

## UNITS

Pedestrian models must be organised into units of 1-15 models. A side can have as many units as the player likes. At the start of a game, all models must be a member of a particular unit, although there's no rule to prevent troops leaving units, forming new units, or switching between units during the game. You'll find it useful to keep track of unit composition during the game, so keep paper and pencils handy.

Every member of a unit must stay within 4cm of another member of the same unit throughout the game - this concept is called *unit coherency*. Models which break unit coherency are assumed to have left the unit; they may join another unit if one of its members is within 4cm, or they may form a one-man unit by themselves. Players are allowed voluntarily to split units, or to regroup individual models into new units.

## TURN SEQUENCE

The play sequence is altered so that each turn includes a separate *pedestrian phase*. This takes place before the normal, *vehicle* phases of the main game. So the sequence of a turn now goes:

**Pedestrian Phase**
**Vehicle Phase 1**
**Vehicle Phase 2**
**Vehicle Phase 3**
**...etc.**

At the beginning of the pedestrian phase, both players roll a dice. The player with the highest score then *activates* one of his units. That is to say, he indicates a unit and says which action it will use this turn. Actions are covered below. Any movement and shooting by the activated unit is dealt with, and then the other player is allowed to activate one of *his* units. The players take turns to do this until all units have been dealt with - when one player runs out of units to activate, the other deals with all his remaining units in sequence. Note that a unit may not be activated more than once in a turn.

## PEDESTRIAN ACTIONS

A pedestrian may take one action per pedestrian phase. Different members of a unit are allowed to use different actions if the player wishes. Possible actions are as follows:

| | |
|---|---|
| **Move** | Up to 8cm (one space on the range ruler) in any direction. |
| **Move and fire small arms** | Models may chose to shoot either *before* or *after* their move. |
| **Move and board a vehicle** | See below. |
| **Leave a vehicle and move** | See below. |
| **Leave a vehicle, move and fire small arms** | Firing takes place *after* movement. |
| **Fire small arms** | See below. |
| **Fire small arms from vehicle** | See below. |
| **Fire lightweight weapon** | Spend the pedestrian phase using the sequence outlined below. Then the model can fire in any of the vehicle movement phases this turn. |
| **Claim concealment** | See below. |

## MOVING

To give the models extra stability, players may wish to fix them onto square bases up to 20x20mm. 20mm Citadel slottabases are ideal for this.

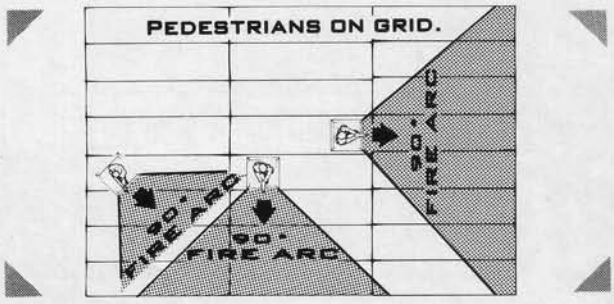
### Pedestrian Movement

Pedestrians are moved in the pedestrian phase. They may move up to one space on the range ruler (8cm), in any direction.

A move does not have to be in a straight line. A model can turn as much and as often as the player wishes, provided it moves no more than 8cm overall. After movement is completed, the model can be turned to face in any direction.

#### On-Road Movement

Pedestrians may be placed on the road surface - in which case they must be aligned so the figure occupies one lane, as shown in the diagram below.



## Pedestrians and Vehicles

**Disembarking**
If a vehicle starts the turn stationary, the crew can get out, using the *leave vehicle and move* or *leave vehicle, move and fire* actions. Crew members can only leave through the doors; only one crew member can use each door. Crew members riding on top of vehicles aren't restricted in this way, and they can all get off in the same pedestrian phase.

**Boarding**
Boarding vehicles is handled in exactly the same way as leaving them. Again, a vehicle must be stationary during the pedestrian phase for pedestrians to board it.

A pedestrian who boards a vehicle and takes the driving seat *isn't* automatically entitled to use actions in the vehicle movement phases. The player must roll a dice - if it scores an odd number the driver can't use actions this turn, but may start doing so in phase one of the next turn (assume he is desperately trying to get the car started in the meantime). If the dice scores an even number, the pedestrian is now considered to be the driver, and the vehicle can use actions normally.

**Passengers and Vehicle Design**
Each passenger occupies 100 weight points. If a vehicle starts the game with a crew of 2 or more, or picks up passengers during a game, the player must check to see whether these will exceed the maximum payload and start to slow the car down - see *Vehicle Design* on p81 of the **Dark Future** rulebook.

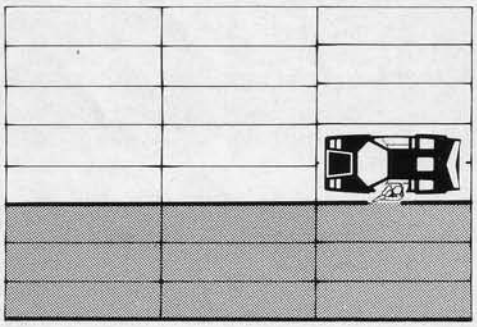
# SHOOTING

## Fire Arcs

The fire arc for a figure on foot is 90°, as in the diagram.

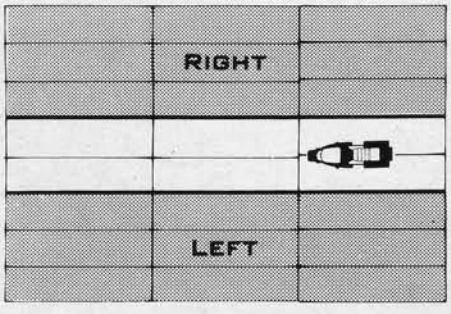
The fire corridor for a passenger depends on which side of the vehicle they are sitting on, as illustrated below. Changing sides on a vehicle counts as a move.

FIRE CORRIDORS FOR PASSENGERS.



Bike pillion passengers have a free choice of left or right-hand fire corridors, as in the diagram below.

FIRE CORRIDOR FOR PILLION RIDERS.



## Small Arms Fire

Pedestrians may carry up to two small arms, or a single lightweight medium weapon. The minigun outlined below is a new lightweight weapon, and can be fitted to cars and bikes using the normal rules.

Small arms can't be fitted to cars, although drivers are allowed to carry one small arm on their person, ready for fighting on foot.

Small arms fire takes place in the pedestrian phase only. This means small arms only get to fire once per turn - they can't fire in the vehicle phases.

## Shooting from Moving Vehicles

Passengers are allowed to shoot with small arms from inside a vehicle, provided the vehicle has room for them. The arc of fire will depend on the shooter's position. People riding on the outside of a vehicle will have a 360° arc of fire. Passengers actually inside the vehicle must be positioned on the left or right, in which case their fire arcs are as shown above.

Passengers firing small arms from a vehicle fire in the pedestrian phase, those with lightweight weapons have to use the *shoot lightweight weapon* action in the pedestrian phase, and fire in one vehicle phase.

The Renegades provided in the game are single-seaters. They may carry up to four passengers, however, hanging onto the sides and roof. These models may fire, but only in the pedestrian phase and only if the vehicle's current speed is 60mph or less - otherwise they'll be too busy just hanging on!

Bikes can carry one pillion passenger. The pillion passenger can fire small arms at any speed, but may not use *lightweight* weapons.

Interceptors can't carry passengers, other than a cupola gunner (see below).

## Firing Lightweight Weapons

Pedestrians armed with lightweight weapons have to use the *fire lightweight weapon* action - this means that they can't fire in the pedestrian phase, but they can fire in **one** of the vehicle phases of that turn. The player chooses which vehicle phase to fire in.

## Cupola Mounts

The miniatures range incorporates cupola gunners which may be placed on Renegades and Interceptors, in place of roof or turret mounted weapons. Cupolas can mount one *lightweight* or *medium* weapon, but can't take *heavy* weapons.

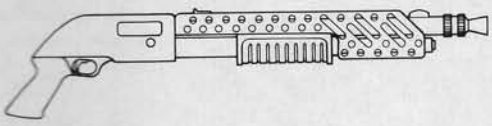
Cupola gunners have the same fire arc as a turret, and are hit on any roof/turret critical. When a critical hit is scored, the player should roll a dice - on odd scores the critical is on the gunner, on even scores it is on the weapon.

## NEW WEAPONS

Small arms use the same characteristics as ordinary weapons, although it is assumed for vehicle design purposes that each small arm is 5 weight points. The minigun is 70 weight points and counts as a lightweight weapon.

Numbers of shots are given for each weapon. However, particularly in larger games, recording ammunition is tedious, and the players may agree to assume that each weapon has unlimited ammunition. Alternatively, you might roll a dice each time a weapon fires - on a 1, the ammo runs out and the model must spend its next pedestrian action stationary and reloading.

### PUMP ACTION SHOTGUN



| | |
|---|---|
| Range | 6 |
| Accuracy | +2 |
| Damage | -1 |
| Shots | 6 |
| Cost | $500 |

FALWELL ENFORCER 12-GAUGE PUMP-ACTION SHOTGUN.

### ROCKET PROPELLED GRENADE LAUNCHER (RPG)

| | |
|---|---|
| Range | 12 |
| Accuracy | 0 |
| Damage | +6HE |
| Shots | 1 |
| Cost | $1,000 |

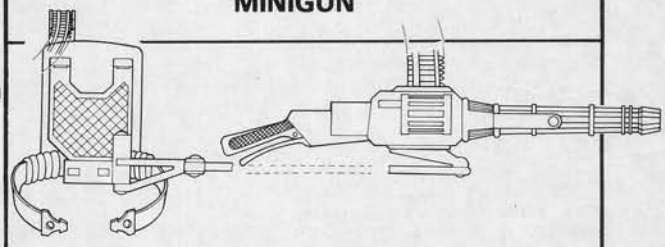
SABRE FREEDOM FIGHTER 3 ROCKET-PROPELLED GRENADE LAUNCHER.

### ASSAULT RIFLE

| | |
|---|---|
| Range | 12 |
| Accuracy | +1 |
| Damage | 0 |
| Shots | 6 |
| Cost | $750 |

SABRE-HAUSMANN EAGLE 7.62MM ASSAULT RIFLE.

### MINIGUN



| | |
|---|---|
| Range | 12 |
| Accuracy | +2 |
| Damage | +4 |
| Shots | 6 |
| Cost | $10,000 |
| Weight | 70 |

DRI REAPER 7.62MM MINIGUN WITH MANPAK BODYMOUNT.

### 20mm GRENADE LAUNCHER

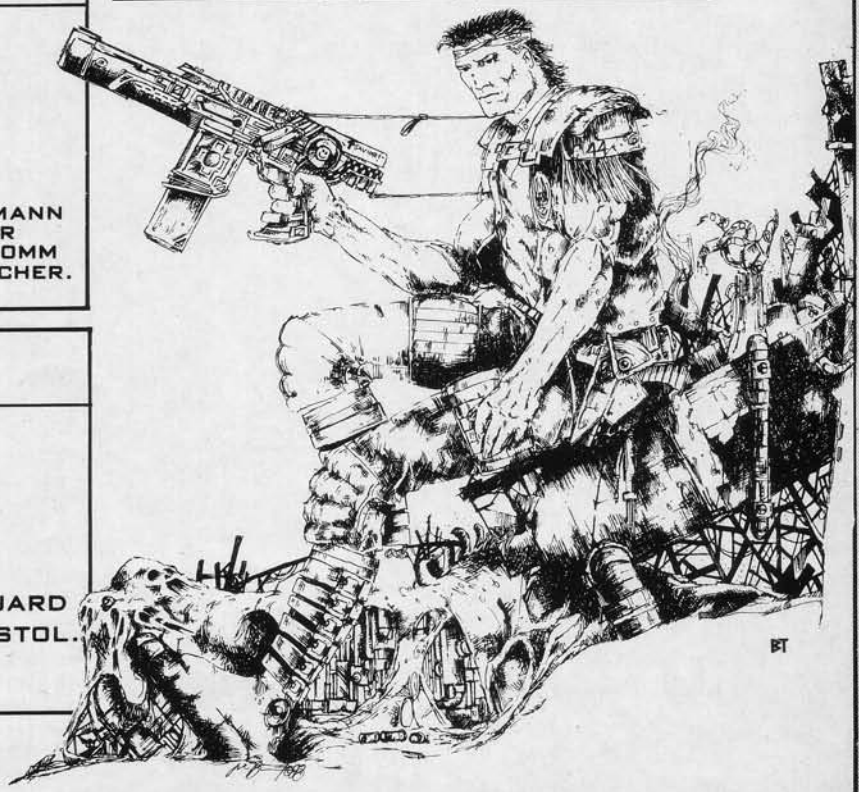
| | |
|---|---|
| Range | 12 |
| Accuracy | 0 |
| Damage | +1HE |
| Shots | 6 |
| Cost | $5,000 |

SABRE-HAUSMANN DOMINATOR DRUM-FEED 20MM GRENADE LAUNCHER.

### AUTOMATIC PISTOL

| | |
|---|---|
| Range | 6 |
| Accuracy | 0 |
| Damage | 0 |
| Shots | 12 |
| Cost | $250 |

DRI BODYGUARD 9MM AUTOPISTOL.



## CLOSE COMBAT

If a pedestrian model moves into base-to-base contact with an enemy model, both players roll a dice. If the scores are tied, roll again. The player with the lowest score loses - his model suffers a critical hit at base damage. Close combatants suffering *hurt* or *wounded* results are knocked over. They are 'pinned' until there is no enemy model in base-to-base contact, and can't do anything until the turn after the one in which the enemy model moves away.

## RANDOM HAZARDS

Roadblocks are placed whenever the dice rolled to generate a random hazard scores a double 3 or double 4. Roadblocks are never set up on curved tracks - they should be placed on the straight following the curve.

When a roadblock is generated, the players should roll the dice to see who's manning it. On even scores its a police roadblock, on odd numbers it's an Outlaw roadblock.

Outlaw roadblocks are set up and controlled by the player in charge of the target gang, police roadblocks are set up and controlled by an Op player. In gang vs gang encounters, the players roll the dice and the high scorer controls the roadblock.

To set up a roadblock, the controlling player takes all the available *obstacle* markers and places them on the track section. The obstacles can be placed at right angles to the road, so that they cover four lanes instead of the usual three. They can also be placed so that they are partially off the board.

The player placing the obstacles has a free choice of where to put them, but must leave a route which is two lanes wide, and which can be negotiated by ordinary *straight-ahead* or *drift* moves.

## OPEN GROUND

Pedestrians may be placed on the board surface as explained above, or they may be *off-road*.

Off-road pedestrians must be placed within 4cm of the board edge. Assume that the grid extends off the board itself; pedestrians must be placed so that their base does not overlap a space divider.

Off-board pedestrians may move, fire and claim concealment according to the rules already laid down.

If a vehicle crashes into the off-road space occupied by the pedestrians, roll a dice and add the vehicle's *speed factor*. Do this for each model on the off-road space. On scores of 7 or more the model takes a critical, again adding the car's speed factor.

Pedestrians who are off-road may move directly out of play if their player wishes. Models which have moved out of play cannot rejoin the game later on.

## CONCEALMENT

Pedestrian models can hide by using the *claim concealment* action during the pedestrian phase. Concealed models cannot be engaged until they lose concealment by shooting or moving.

Models on an open road cannot claim concealment - they are too obvious! However, models may claim concealment from obstacles or wrecks, but obviously this will only provide concealment from enemy models on the other side of the obstacle.

## TARGETS

Pedestrians directing fire at vehicle targets use the main to hit rules (score to hit equals range). The score to hit a pedestrian is 4 at ranges of up to 5 spaces, 6 at ranges of 6 or more spaces.

The scores to hit is modified by the weapon's accuracy and the usual tactical factors.

Target is a pedestrian in soft cover -1
(Any pedestrian on the road edge can claim to be in soft cover)

Target is a pedestrian in hard cover . . . . . -2
(This includes those behind obstacles or inside buildings)

Firer is a pedestrian using a dual move and fire action . . -1
(This doesn't apply when shooting from a moving vehicle)

Firer is a wounded pedestrain . . . . . -1

## DAMAGE

### Pedestrians and Passengers

Each hit on a pedestrian gives an automatic critical, rolling on the *driver* table in the main rules (p34). Models suffering a 'hurt' result aren't allowed to shoot or move until the start of the next turn. Wounded models move at half rate, and suffer a -1 modifier when firing.

Pedestrians, pillion riders and passengers on the outside of vehicles don't have the protection of a car. Critical hits on these types add the weapon's damage rating to the roll for effect.

### Multi-Crewed Vehicles

If a car has a crew of two or more the player must randomise 'driver' criticals amongst the crew.

Note that this system always makes cupola gunners very prone to damage - they will take randomised driver criticals as well as roof/turret criticals. But after all, they *are* fairly prominent targets.