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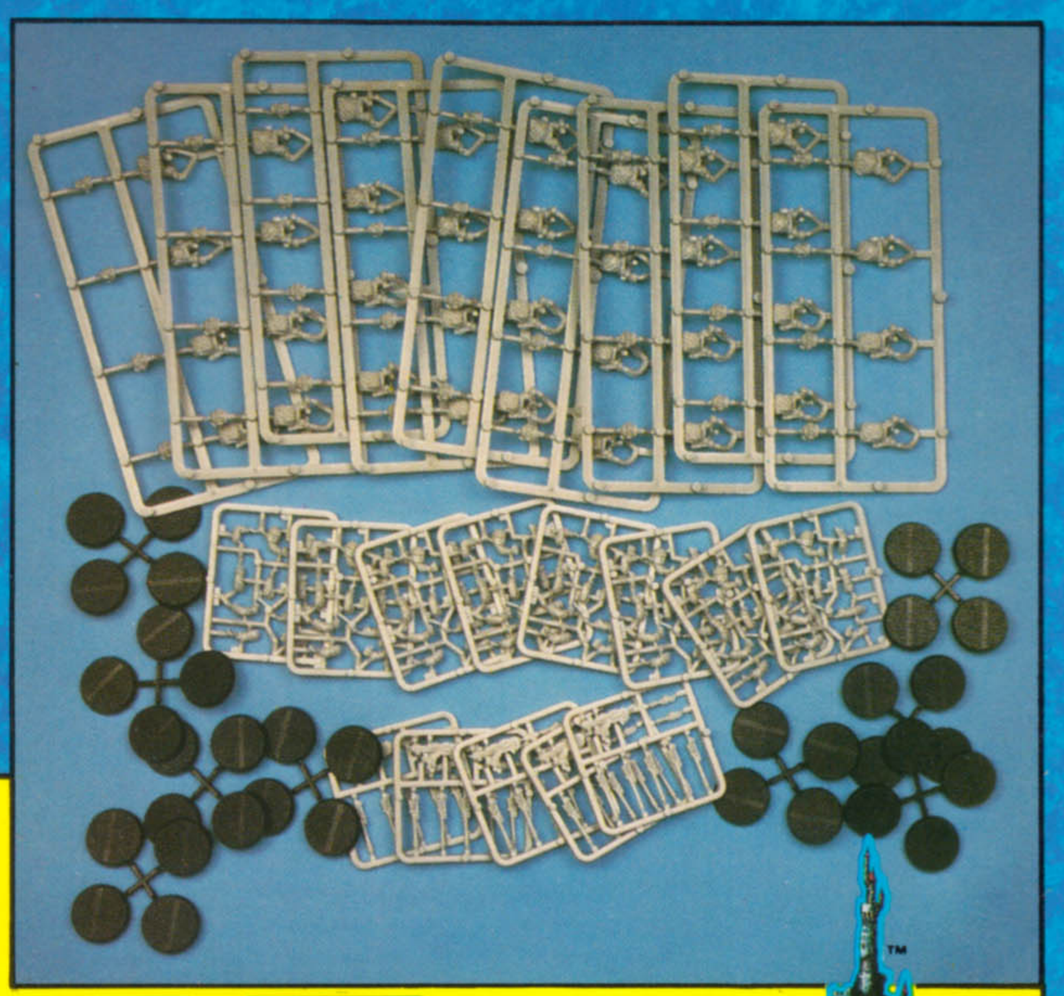
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CONTENTS

CULTURE SHOCK
Games Workshop and Citadel Miniatures news — 4

CRITICAL MASS - *David Pringle*
Reviews of the latest fantasy and science fiction books — 10

ROUGH RIDERS AND WHITESHIELDS - *Graeme Davis*
From the equestrian skills of mounted Guardsmen to the fearless courage of the Guard's rawest recruits - more information on the Imperial Guard in **Warhammer 40,000** — 12

REFEREES - *Paul Murphy*
Keeping order on the astrogranite with rules for Refs in **Blood Bowl** — 20

SQUATS - *Bryan Ansell and Nigel Stillman*
Fighting alongside the Imperium as mercenaries, or in their own wars, the Space Dwarfs of **Warhammer 40,000** are honourable warriors and skilful mechanics. Information on the Squat Brotherhoods and the Engineers Guild, plus the Squat army list — 27

CHAIN FIST! - *Jervis Johnson*
New **Adeptus Titanicus** rules for close combat between Titans — 51

WARDANCERS - *Matt Connell*
Introducing the Wardancer to **Warhammer Fantasy Roleplay**: athletic and deadly Elf warriors — 57

TURNING THE TIDE - *Alex Cheek*
A tabletop guide to fighting Chaos — 64

CRATERS - *Graeme Davis*
Rules for using craters on the war-torn battlefields of **Adeptus Titanicus** — 67

'EAVY METAL - *John Blanche*
Looking at some of Pete Taylor's Chaos conversions, plus the latest Titans from the Studio Staff — 74

COVER - *David Gallagher*
Detail from David's **Space Dwarfs** painting showing F Company of the Mjolnir Brotherhood

BACK COVER - *Mike McVey*
Orks assault a Squat stronghold, with heavy fighting in the upper tunnels


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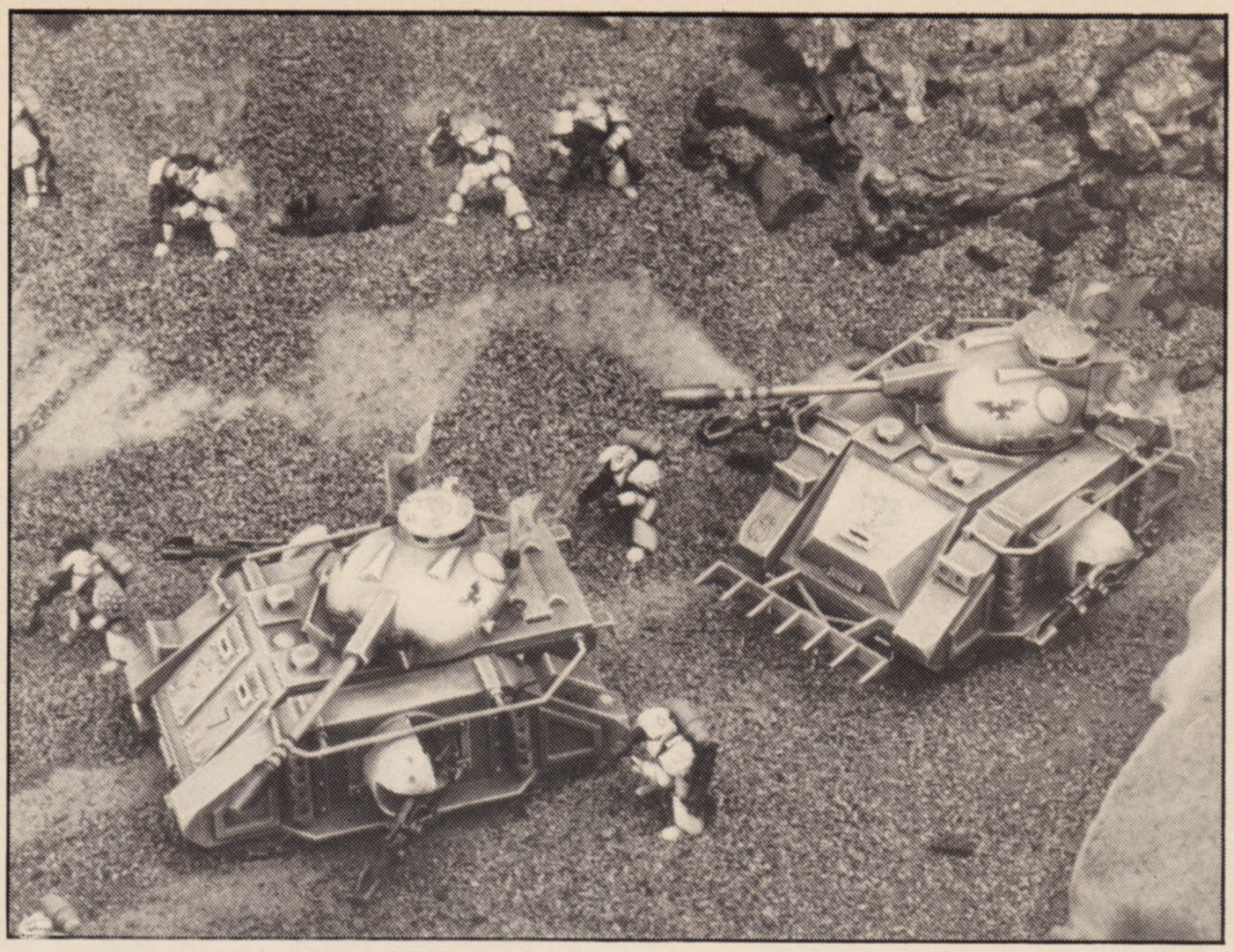
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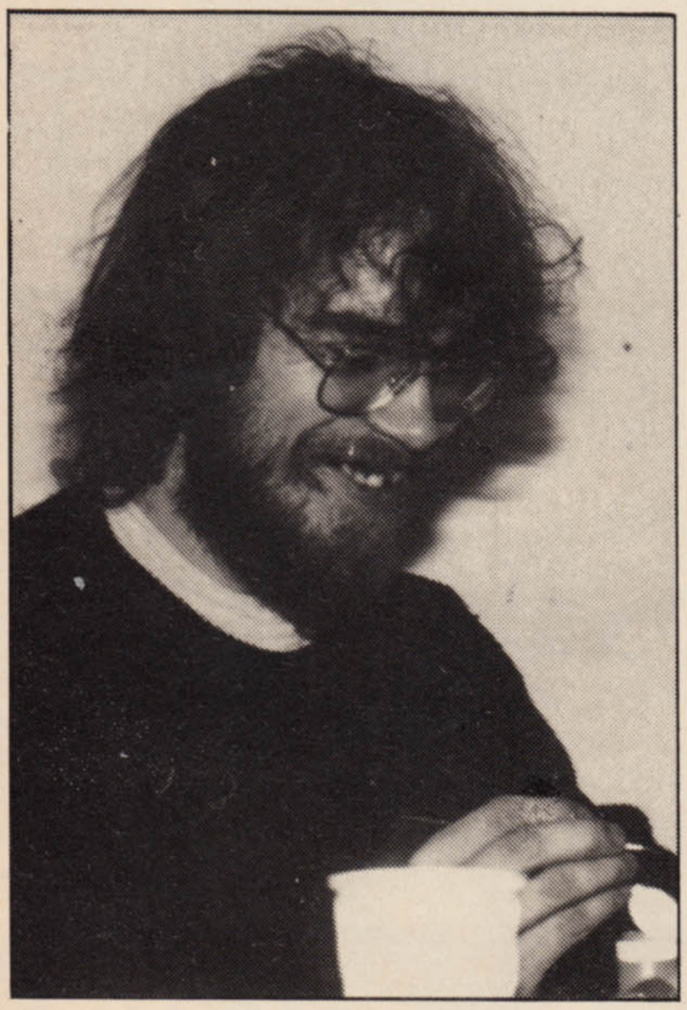
Predator tanks of the Space Wolves chapter.

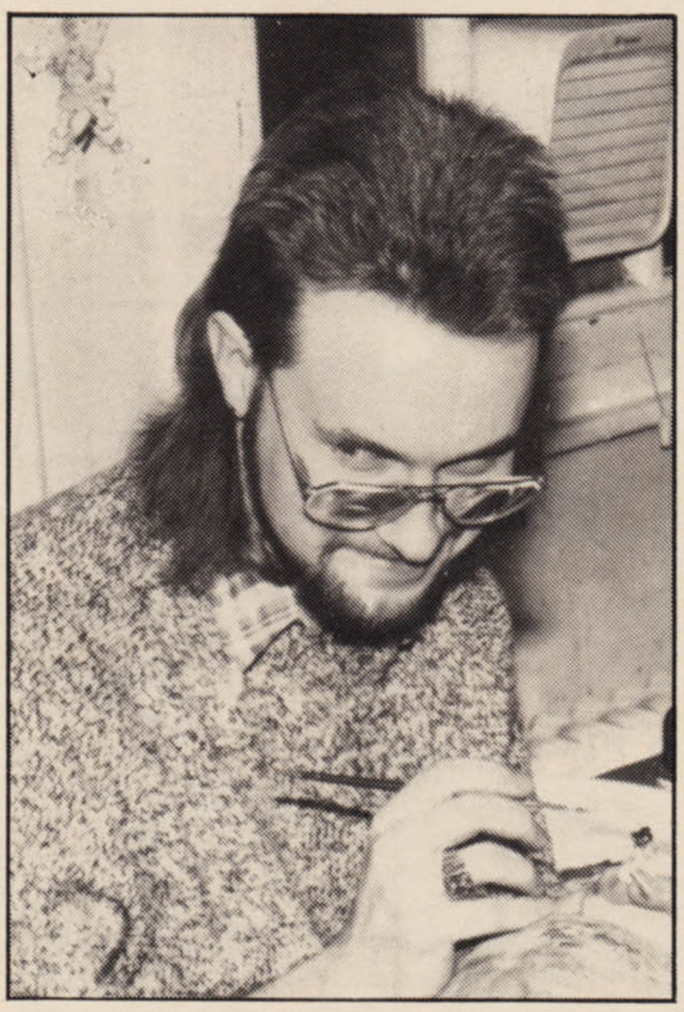
STUDIO ARTISTS

Another two miniatures painters have just joined the Design Studio staff. **Rich Hodgkinson** has painted models on and off for GW for some time, and has now decided to permanently trade his welding torch for a paint brush. Rich is a *Warhammer 40,000* gamer, fighting with a Space Marine army - some of his work on Traitor Marines can be seen in *Realm of Chaos*.

Ivan Bartleet was the overall winner of Golden Demon '88 with his splendid barbarian war mammoth carrying a scratch-built howdah. After three years of training as an industrial model-maker, Ivan worked as a freelance miniature painter, supplying collectors with his finely-painted models. Among his own miniature collection is an Undead army for *Warhammer Fantasy Battle* games - Skeletons are a favourite with Ivan.

We look forward to seeing their first work for GW appearing in next month's *White Dwarf*.





Rich Hodgkinson and Ivan Bartleet.

CAMPAIGN '89

Milton Keynes Wargames Society is holding a convention at Woughton Campus in Milton Keynes on the 6th and 7th of May.

The convention will feature competitions for *Warhammer Fantasy Battle*, including a special *Warhammer Siege* game, *Warhammer 40,000*, *Dark Future* and *Blood Bowl*, plus a number of sf/fantasy boardgames.

Entry details and more information can obtained from **Dean Bass**, 14 Skeats Wharf, Pennyland, Milton Keynes MK15 8AY.

Dean is currently working on a number of *Dark Future* articles for *White Dwarf*, so keep an eye out for his name in future issues.

BATTLE TANK

The next *Warhammer 40,000* vehicle due for release is the **Predator**, a Rhino variant with a large turret-mounted auto cannon and a pair of side-mounted las-cannon. The Predator will come as a kit, moulded in the same hard plastic as the Rhino and Land Raider.

The Predator will be released after Easter, and we'll be giving full details of its armaments, its battlefield role and various Predator paint schemes in issue 112.

HEROQUEST

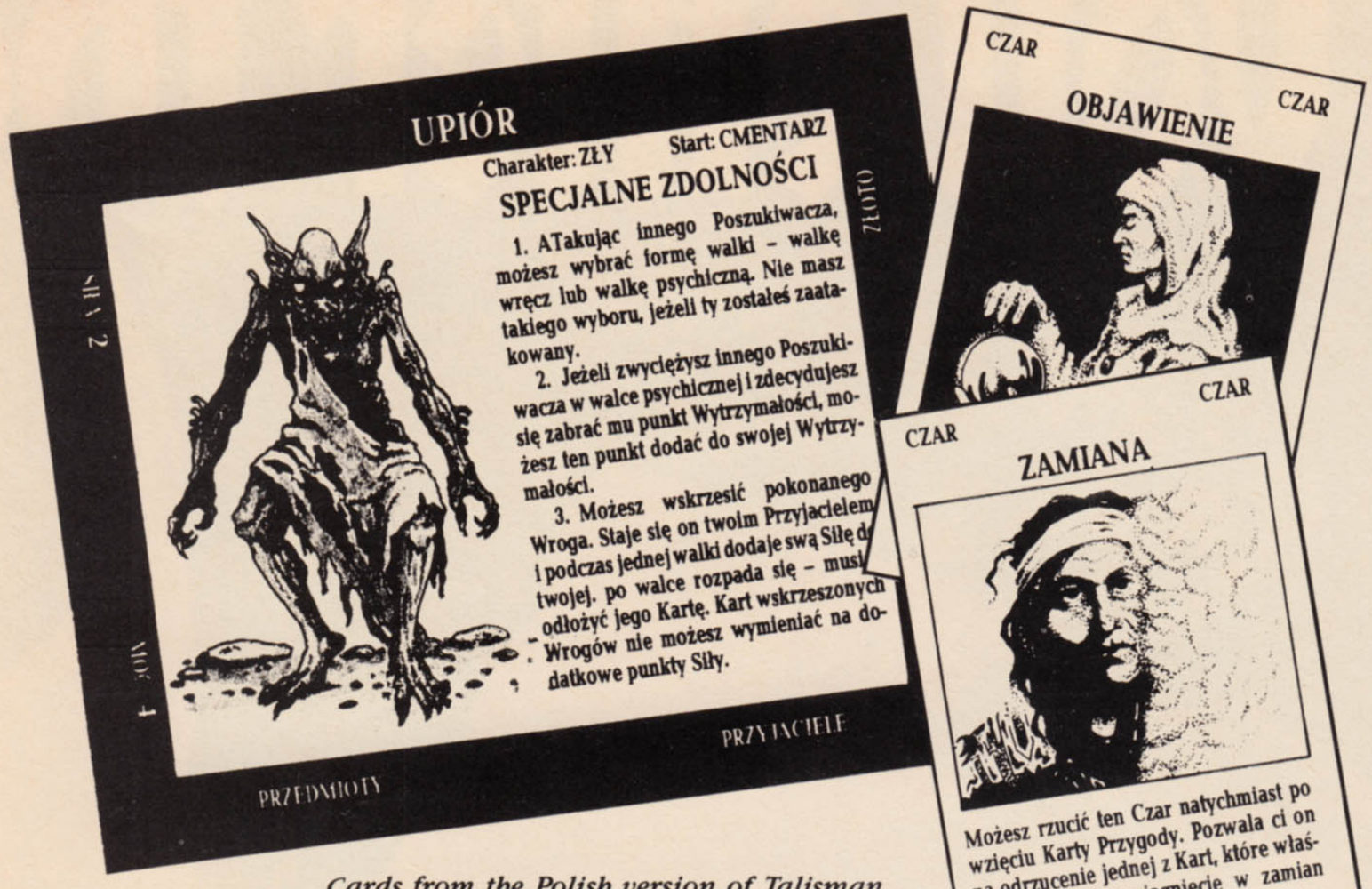
We can finally release details of a new fantasy boardgame that has been developed in connection with **Milton Bradley**. GW have not only co-written the rules, but the game contains a host of plastic Citadel Miniatures and the artwork is by old GW favourites Gary Chalk and Les Edwards.

Heroquest made its first appearance at the recent Toy Fair in London, and is due to go on sale ready for Christmas '89.

GW BIRMINGHAM

Games Workshop Birmingham has moved. The shop can now be found at 519 Bridge Link, Bull Ring Centre, Birmingham - see the advert elsewhere in this issue for full details of the new location.

As usual, there will be a Grand Reopening Day with innumerable special offers and irresistible discounts.



Cards from the Polish version of Talisman.

MAGIA I MIECZ

Magia i Miecz is not an invocation to one of the Chaos Powers, but the title of a Polish edition of **Talisman**. Published by Sfera under license, this is the first time that a GW game has been released on the far side of the Iron Curtain (and quite probably the first time any western fantasy game has been published in the Eastern Bloc).

The Polish version, by Krzysztof Sokolowski and Daroslaw Jerzy Torun, contains some easily translatable locations such as *Oaza* (Oasis) and *Wieza Wampira* (Vampire's Tower) - but what about *Przekleta Polana* and *Dolina Ognia*? And no-one could confuse the cards *Barbarzynca, Amazonka, Teleportacja* or the *Talizman* itself, but any guesses for the characters *Rzezimieszek, Wojownik* or *Czarnoksieznik*? Or the adventure cards *Miecz, Niedzwiedz or Niewidzialnosc?*

EMPIRE BUILDING

Nigel Stillman and **Rick Priestley** are in the final stages of developing **Empires**, their new *Warhammer* campaign system. *Empires* lets players create new countries, build up their armies, and fight wars to expand their territory and conquer the surrounding kingdoms. The game is designed primarily to serve as a *Warhammer* campaign - when armies meet, the battles are played out on the tabletop using the *Warhammer Fantasy Battle* rules. There is also a simplified system for resolving the outcome of battles (especially useful for long sieges), making *Empires* a fascinating boardgame.

BATTLE LINES

We receive a lot of post at *White Dwarf* and we read every letter with interest. Many of you have commented on the absence of the Letters Page in recent issues. Fear not - we've not abandoned readers' letters, we've just moved over to a new format. Called **Battle Lines**, the new letters page offers you the chance to share your ideas on games and modelling at some length.

We are throwing the *Battle Lines* pages open as a forum for readers' ideas. We'd like entertaining, informative and well-written letters on any aspect of the Games Workshop hobby: strategy and tactics, new rules suggestions, painting and modelling tips, or anything else that you think will interest other readers. More details can be found on page 64 with the first offering from *Battle Lines*, Alex Cheek's *Turning the Tide,* a letter dealing with the sometimes awkward problem of trying to defeat a Chaos army in *Warhammer Fantasy Battle.*



Rick and Nigel playtesting Empires.

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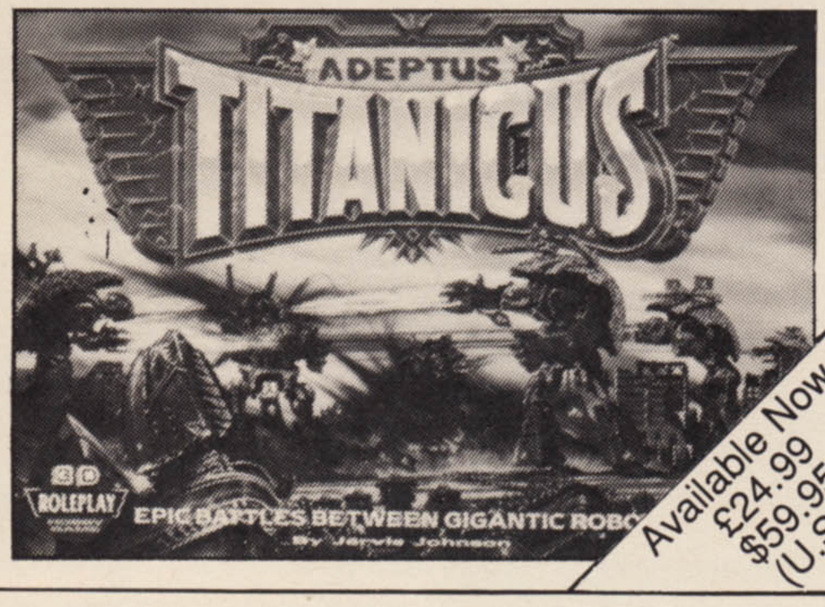
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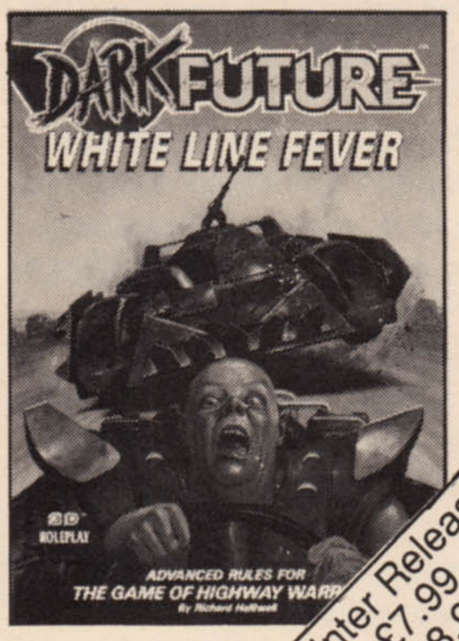


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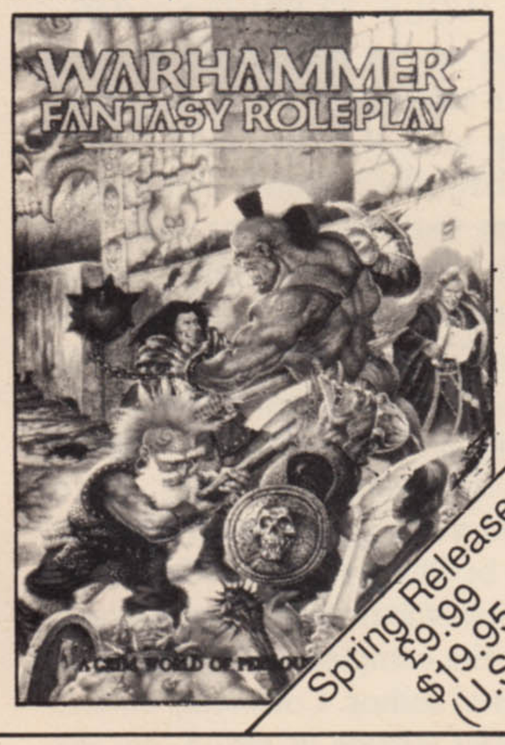
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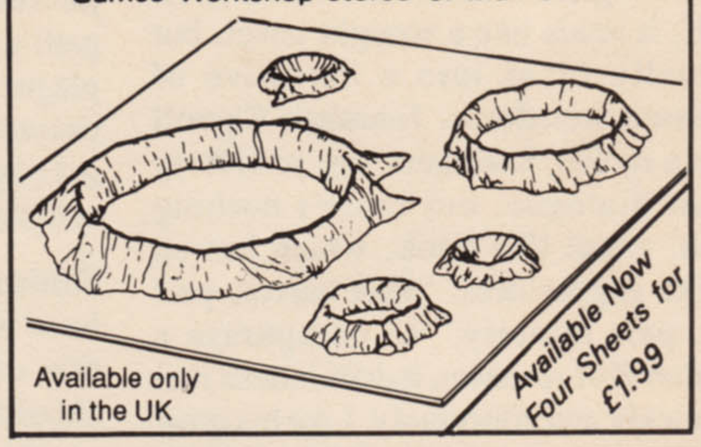
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CRITICAL MASS

By DAVID PRINGLE

Do you fancy trying a fantasy novel which has no Dwarfs (though it does have a murderous midget) and no Dragons (although there's a brief appearance by a beautiful, purple-eyed sea-serpent) and, above all, no sword-toting, muscle-bound hero? Something utterly original and different, even if it is based on an old fairy tale out of the Brothers Grimm? Then take a look at **Sleeping in Flame** by Jonathan Carroll (Century/Legend, £10.95). This oddly engaging yarn is about an American movie scriptwriter living in Vienna who meets the woman of his dreams, then discovers that all manner of supernatural menaces are out to prevent them from consummating their affair. For much of its first half, it reads like a straight novel, but it gradually turns into a narrative of unsurpassed weirdness. Jonathan Carroll writes in a stylish, intelligent way, producing excellent dialogue, but there's nothing 'difficult' about this book, which has an oyster-like slipperiness. "Part horror, part fantasy, part mystery," to paraphrase a *Washington Post* reviewer, it does indeed reel you in quickly and effortlessly. Like his great nineteenth-century namesake, Carroll is a sly, paradoxical and magical writer. Try him. And if you can't afford this new one in hardcover, look out for his earlier titles *The Land of Laughs* and *Bones of the Moon*, presently available in Arrow paperback editions.

Hard on the heels of *Modern Fantasy: The Hundred Best Novels* (Grafton) and *Fantasy: The 100 Best Books* (Xanadu) - for details of which see my last two columns - comes **Horror: 100 Best Books** edited by Stephen Jones and Kim Newman (Xanadu, £11.99). Each of these recent critical works consists of a hundred mini-essays on carefully-chosen pieces of fiction. And this volume is perhaps the best of the lot, since it doesn't give us the opinions of just one self-appointed genre expert but rather the massed opinions of scores of practitioners in the field of horror. Jones and Newman's book has essays by Clive Barker, Gene Wolfe, Terry Pratchett, Brian Aldiss, Stephen King, Michael Moorcock and of course the ubiquitous Ramsey Campbell, among many lesser lights. Thomas M. Disch tells us why he rates so highly *The Wandering Jew* by Eugene Sue; Colin Wilson tackles Stoker's *Dracula*; Harlan Ellison rhapsodizes over Clark Ashton Smith; and Suzy McKee Charnas provides an interesting feminist perspective on *The Sound of His Horn* by Sarban. A most browse-worthy volume.

Kim Newman, co-editor of the above, is rapidly emerging as one of Britain's liveliest film critics (he's also an accomplished writer of fiction - see his stories in *Interzone* magazine). His **Nightmare Movies: A Critical History of the Horror Film, 1968-88** (Bloomsbury, £12.95) is authoritative in a way which so many of those coffee-table, movie-tasters' books are not. Newman has seen more films than anyone else (I feel confident in saying that since the sad death of supreme *cinéaste* Leslie Halliwell), and he has *thought* about them. Here, he intelligently rearranges all the horror movies of the past twenty years into strong thematic patterns - including not only the Hammer horrors and the copious Hollywood product but loads of more obscure items from Italy and Spain. And he writes about these films and the patterns they form with a formidable wit. Until somebody younger and angrier comes along to upset his applecart, a prospect which Newman modestly foresees in his own introduction, this will surely stand as the essential work on its subject.

So many books! The long upsurge in sf's commercial fortunes shows no sign of waning. The last few months have brought a flood of science fiction and fantasy from British publishers - but perhaps the authors are getting a mite tired, for there seems to be a plague of 'sequelitis' going around with its characteristic symptoms of tail-biting and in-jokery. Here's a quick round-up of symptomatic novels.

Fantastic Voyage II: Destination Brain by Isaac Asimov (Grafton, £3.99) has a ludicrous title; even so, the talky adventure story within should satisfy this author's vast army of regular readers. (It is of course a sequel, twenty years on, to a novelization of the script of a fairly lousy movie. Round and round we go...) **Philip K. Dick is Dead, Alas** by Michael Bishop (Grafton, £3.99) is a pseudo-PKD novel written with all Bishop's customary skill; here the anxious, paranoid Phil Dick is the hero, and the villain is none other than President Richard M. Nixon. An entertaining read. Arthur C. Clarke's **2061: Odyssey Three** (Grafton, £2.99) is, as its title only partially reveals, a sequel to a sequel to the original novelization of a film which was based on a short story first published in 1951. And this time round the adventures of Clarke's cardboard heroes seem decidedly thin. Then we have something called **Isaac Asimov's Robot City Book One: Odyssey** (that word again) by Michael P. Kube-McDowell (what a mouthful) - a 'shared-world' sf novel which is, moreover, a 'Byron Preiss Visual Publication' (Futura/Orbit, £2.99). The ageing Dr Asimov and schlock-master Preiss have a lot to answer for, even if young Mr Kube-McDowell does his not inconsiderable best with this old, old material.

The merry-go-round continues to spin... **The Nautilus Sanction** by Simon Hawke (Headline, £2.99) is the fifth in a time-travel series which features the entanglements of a squad of future commandos with famous characters from the past (Ivanhoe, D'Artagnan, the Scarlet Pimpernel, the Prisoner of Zenda, you name it): in this latest incestuous instalment our heroes meet Jules Verne. **Countersolar!** by Richard A. Lupoff (Grafton, £3.50), an alternative-world 'scientific romance' which has Albert Einstein as a character, is a loony companion-piece to Lupoff's earlier comedy *Circumpolar!* The fact that Philip K. Dick, Jules Verne and Albert Einstein all crop up as 'fictional characters' in the same season confirms the thought that sf must be getting decadent; the genre is feeding off its own fat in these books. Further proof of that can be found in **Plasm** by Charles Platt (Grafton, £2.99), a competently-written sequel to Piers Anthony's weird sf novels *Chthon* and *Phthor*. As with Michael P. Kube McDowell, it's a pity that the not untalented Mr Platt should have to lean on another author's creations, but I daresay all Piers Anthony fans will be willing to give his rather tasteless effort a try.

Other, more original, items which seem worthy of passing mention include James P. Blaylock's offbeat, stylish fantasy **The Elfin Ship** (Grafton, £2.99). This is an early one of his, dating from 1982. **Abandonati** by Garry Kilworth (Unwin Hyman, £12.95) is a commendable sf parable about street people, the abandoned ones. Christopher Priest's **The Affirmation** (VGSF, £2.99) is a subtle, indirect fantasy on the reality-and-illusion theme; at first it seems slow, but if you persist it should grip you. **Brother and Other Stories** by Clifford D. Simak (Methuen, £2.95) contains four down-home tales, the best of which, *Kindergarten* (1953), will already be familiar to readers of Simak's *Strangers in the Universe*. Ian Watson's **Meat** (Headline, £2.99) has a cover which shows a hand wielding a bloody cleaver - but the horror story it adorns is rather more thoughtful than you might expect. **Beyond Lies the Wub** by Philip K. Dick (Gollancz, £12.95) is the first of four mighty tomes which bring together the complete short fiction of this much-missed author. Consisting almost entirely of stories written in 1951-52 (at the very beginning of Dick's career), it's a fair old hodge-podge of quirkily promising pieces, occasionally flashing into brilliance, and workmanlike pot-boilers. It's nice to have them all in the order in which they were written, but only PKD fanatics (of which there are quite a number) will want to re-read every word.

David Pringle is editor of *Interzone*, the magazine of science fiction and fantasy short stories, reviews and interviews. Subscriptions for one year (six issues) are £11.00 (£12.50 overseas) - send cheques or postal orders payable to *Interzone* to 124 Osborne Road, Brighton, BN1 6LU.

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IMPERIAL GUARD

ROUGH RIDERS AND WHITESHIELDS

by Graeme Davis

The Imperial Guard draws on many different worlds and many different cultures for its troops: some are feral worlds, knowing only the axe and spear; others fight their wars with lasgun and bolter. This diversity brings a wide range of customs and rituals into the Guard and various unusual types of warrior. Among these are the Rough Riders, horse-mounted Guardsmen armed with powerful explosive lances, and Whiteshields, young inexperienced warriors courageously trying to prove their valour.



● ROUGH RIDERS

There are many worlds in the Imperium where the horse is still widely used. Not all of these are feral or mediaeval worlds. Some, like Avar III, have a privileged class which spends a great deal of time on horseback, whiling away their leisured hours with equestrian sports and hunting. Others, like New Klondike, have rough terrain and low native fuel resources, which make the horse a more practical form of transport than a motorised vehicle.

Even among the feral and mediaeval worlds, there is an enormous range of cultural types which may give rise to elite cavalry forces. There are the outriders of nomadic herding cultures, as on Dolgan IV and Temujin's World; there are mounted raiders such as the Horse Lodges of Cochise and the *kozaki* of Novgorod; and there are formalised horse-warrior aristocracies such as the Holy Orders of Avalon and the *badokai* of Epsilon Tokugawa III.

Common to all these planets with diverse cultures and customs is their equestrian elite, a warrior class that has accumulated generations of experience and tactical wisdom in the use of cavalry on the battlefield. These horse-warriors are always subject to close inspection by the Imperium, and they are frequently drafted by the Imperial Guard when a regiment is raised from their homeworld. On the more advanced worlds, cavalry units are always incorporated into the Planetary Defence Force and it is from this that the Guard recruits. On some of the more primitive worlds, the Guard recruits directly from tribes and clans of horse-warriors - legends and great epics are born at these times, and tales of undying heroes joining the Star Riders to battle on the Fields of the Night are commonplace.

The bond between a rider and his mount is not easily broken, and the horse-warriors are not recruited merely for their courage or skill at arms. The Guard does not overlook their specialised skills, and riders are always accompanied by their mounts when they are drafted into a regiment. After retraining with the weapons and tactics of the Imperium, these horse-warriors are formed into mounted platoons, universally known as Rough Riders.

I have seen war in all its forms. I have seen feral world savages braining each other with stones, and I have monitored the death of a whole planet at the hands of a virus bomb. I have seen Space Marines drop to certain death, and win. I have seen Titans crush whole platoons underfoot. But there is no more stirring sight in war than the charge of massed cavalry.

- Dravin Gratz,
14th Tharinga Regiment, Imperial Guard

● TRAINING

During the long period of transit to their regiment's posting, Rough Riders are trained in the use of Imperial Guard weapons and tactics, just like their infantry counterparts. They are also trained in the use of the Imperial Guard hunting lance with its shaped-explosive head, and in advanced cavalry techniques. Imperial Guard transit ships are large enough to provide extensive training areas even for mounted units, as well as the stabling and accommodation needed for the horses and their riders.

It is not only the riders who learn new skills - their mounts are given biochem treatment and extensive training to prepare them for modern battlefield conditions. Once they arrive at the combat zone, months or years after leaving the familiar terrain of their homeworld, Rough Rider horses will not panic under fire, or shy away from unusual sights and smells such as Orks and Dreadnoughts.

Over the cratered terrain of a battlefield that has suffered a heavy bombardment, horses have often proved superior to motorbikes or armoured vehicles. A platoon of skilled Rough Riders can be an effective assault and skirmishing force, able to move rapidly over the broken ground, and equally able to climb steep slopes as to gallop along narrow ravines. And when they finally confront the enemy, Rough Riders can charge into the opposing lines with their explosive lances, quickly changing to lasguns and laspistols after the initial onslaught.

They had never expected an easy job, but they had never expected this. The drop on Hellion V had placed the 14th Domman Regiment right in the middle of two Ork armies. The Orks had stopped their civil war almost instantly, and united against the common enemy. The drop zone had turned into a killing ground.

Commander Skean issued his orders with cool precision.

"One through Five Platoons, hold the centre. Custodian in charge of Robots," - the many-tubed mask of a Mechanicus tech-adept nodded once - "test their line on the east flank, break out if you can. Eight and Nine Platoons, follow up and support. A Captain bearing the facial tattoos of the Milspans saluted and hurried away with the tech-adept.

"Grothrogg." The huge Ogryn shambled closer.

"The Emperor wants you to go to that hill over there." He pointed to a low ridge to the south. "Kill any Orks that get in your way, and stay there. Got that?"

"Yerr."

"Caradan - get your Beastmen over to the west as far as you can. If you find a flank, start chewing on it."

"Sir."

"Krodar - head southwest, where they're advancing. See if you can punch a hole through their line and get behind them. Six and Ten Platoons, follow the Rough Riders. If they break through, hold and encircle the Orks and widen the gap."

Krodar ran over to his riders. Despite nearly three years training on the journey to Hellion, he felt a flutter of excitement as he loosened his chainsword in its saddle-mount. The horses were quieter than he would have thought possible, given the smoke and noise; but they too had been trained. Krodar gave the order to mount, and noticed with a smile that his Orderly was flying the Totha war-pennant from his lance, below the platoon standard.

"Southwest!" he yelled above the noise, standing in his stirrups, "Punch through and encircle! Hammer and anvil! Buadir Totha!" His men echoed the warcry and spurred their horses forward into the smoke.

IMPERIAL GUARD ROUGH RIDERS

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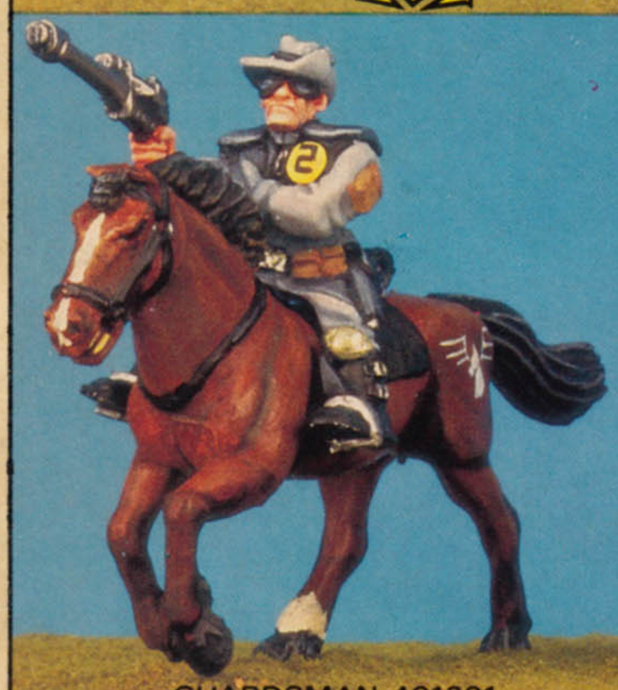
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The Totha riders - now Seven (Rough Rider) Platoon, D Company, 14th Domman Regiment, Imperial Guard - advanced quickly but cautiously over the broken ground. For part of the way, the smoke was on their side, and when they sighted the advancing Orks they were almost upon them.

The Orks were spread out in a line, advancing steadily. Across to Krodar's left, a red-painted Dreadnought was stamping forward behind a screen of Gretchin slaves. Its upper section began to grind round, bringing its heavy bolter to bear.

Almost before Krodar had given the command, his Riders had spurred their horses to a charge. The Dreadnought's heavy bolter rattled, churning the mud behind them as they lunged forward with lances levelled.

Perhaps one in ten Riders went down before the charge reached the Orks. The squad on Krodar's right was lost briefly in smoke and flame as one of the Totha warriors went over a long-forgotten Orkish mine, but the platoon struck the Orks like a thunderbolt.

Krodar picked his target as he led the charge - a huge and heavily-scarred Ork, bellowing commands and gesturing with a power axe. The Ork was fast, and the power axe sheared the lance in two as he struck. Instinctively, he brought the butt-end forward in an underarm swing that caught the Ork just under the chin, carrying it off its feet. The second swing of the power axe was scant inches away from cutting his horse in two.

Around him, he heard the explosions and the screams as the other Riders made contact. They carried on through the line and wheeled to the left, throwing away charred and splintered lance-butts and making their laser weapons ready. Beams from five las-cannon stabbed out at the Dreadnought, and smoke erupted from its back as it staggered for a few moments, mowing down Orks and Gretchins with its heavy bolter before collapsing.

The Riders crouched over their horse's necks as they charged again, laser fire creating a web of bright death before them. Krodar's horse was shot from under him, and he hit the ground rolling. His chainsword was gone, but he still had his laspistol. An Ork charged at him, brandishing a poweraxe, but fell back with a look of puzzlement on its face and a neat black hole between its eyes. Then the rest of the platoon was around him, riding Orks down as they tried to grapple Riders from their mounts, slashing with chainswords and the close-combat blades on their lasguns, gouging and trampling in a furious melee.

The Orderly shouted something to Krodar and pointed with the platoon standard. In the air, Human shapes shot forward through the smoke, and the scream of their jump packs grew louder above the sounds of fighting. Number Six Assault Platoon had caught up with the Riders, and Ten Platoon would not be far behind. The breakout zone was established.

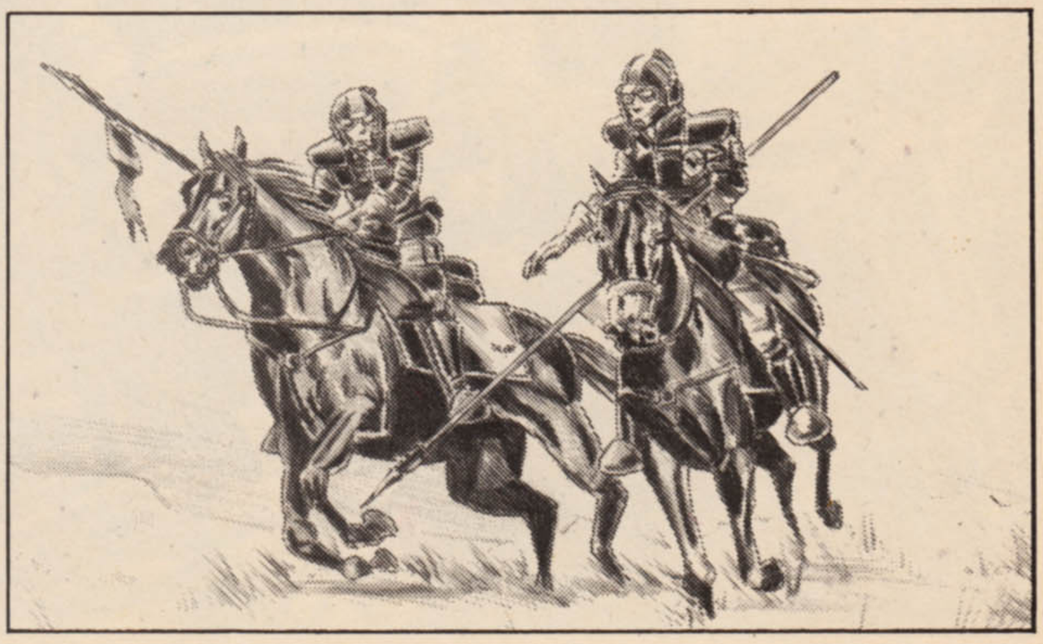
• CUSTOMS AND RITUALS

Like other members of the Imperial Guard, Rough Riders retain many of the customs of their homeworlds. The use of tattoos, ritual scarring, unofficial uniforms and tribal symbols is widespread amongst the Riders, and many platoons retain the pennants of their old tribe or unit, flying them from their lances below an official Guard banner.

The horses of the Rough Riders are freeze-marked on the rump with Imperial Guard insignia: the freezing brand painlessly destroys the pigmentation of the hair and leaves a permanent mark in the shape of a stylised eagle surrounding the head of a horse. Many horses also retain the brands and markings they carried before recruitment to the Guard; among some of the Riders drawn from more barbaric cultures it is even the custom to ritually scar or tattoo the mount along with its rider, leaving raised welts or colourful markings to commemorate the platoon's most heroic actions.

In many regiments, the officers of the Rough Riders are drawn from a long-established ruling elite. Despite their recruitment into the Guard and their official ranks, these nobles are regarded by both themselves and the other troops of the regiment as natural leaders, able to command the service and respect of their homeworld inferiors beyond the call of duty. It is common for these noble Riders to pass their leisure time in the hunt, using infantrymen as beaters to flush out the exotic wildlife of the planets on which they are stationed. Their training and the use of explosive lances hardly makes for a fair competition between hunter and hunted, and it is usually considered poor sportsmanship to arm the lance unless the prey is especially large and ferocious.

Other customs are upheld even on the battlefield, and the Guard may condone unusual tactics by Rough Rider platoons if the skills of their homeworlds are shown to be effective against the Imperium's foes. The most common Rough Rider tactic is to charge the enemy with explsoive lances, switching to lasguns or laspistols once the platoon have made their initial breakthrough. Some Rough Riders, especially those who were accustomed to fighting with cavalry sabres, prefer to arm themselves with chainswords, slashing fiercely to either side as they contact the enemy. Other units tend to stand off, firing at their opponents with lasguns, often galloping past and making themselves hard targets to hit. Whatever their tactics, the mobility and speed of Rough Riders always make them a potent force on the battlefield, able to spearhead an attack as easily as run a flanking manoeuvre, thus keeping enemy commanders on their toes watching for unexpected attacks by the mounted Guardsmen.



The air was bright with laser fire above Three Platoon's position. The Whiteshields watched as four Ork Dreadnoughts lumbered through the smoke - an armoured spearhead, trying to break through the Imperial Guard line.

Super-attack Onslaughter, Yarren thought automatically: two power claws, one las-cannon, one heavy bolter. And they were heading straight for Three Platoon.

Six las-cannon fired almost together. Two Dreadnoughts fell amid crimson sheets of flame, but the other two kept coming. A deadly curtain of bolter fire wiped out half of A and B Squads.

Yarren darted out from behind a heap of rubble, zigzagging through the smoke and fire to the wreckage of the Command Section. Captain Murdin was dead, and Commissar Traidir was seriously wounded. Yarren prised the platoon's standard from the dead fingers of the Orderly, and knelt over the Commissar.

"Permission to advance, Commissar?" he asked. His eyes were bright - here was his chance to prove himself.

The Commissar raised his head a little, and smiled weakly.

"The Emperor guard you." he whispered hoarsely. Then he died.

• WHITESHIELDS

Children, you call them? They can pull a trigger just as well as veterans, and they have the spirit of a bull narthax. Call them children if you wish - I call them troops. Good troops.

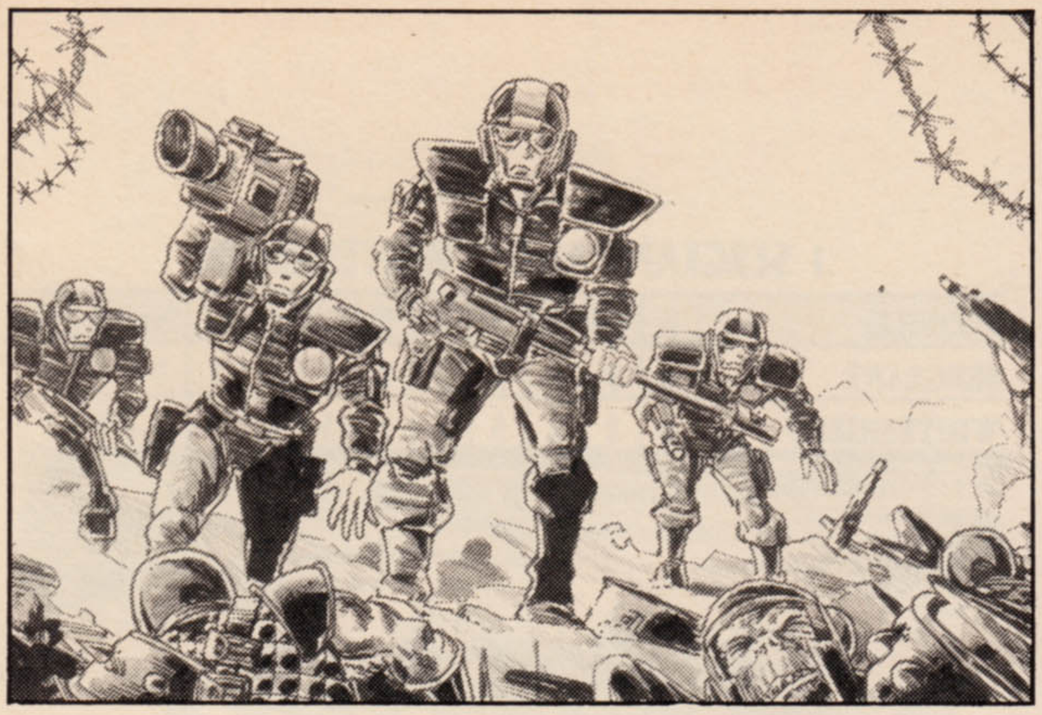
- Colonel Marus Cullen,
5th Pannonia Regiment

When the youngsters come of age - the precise age varies according to the regiment's homeworld culture - they begin their training as Guardsmen. During their training period they are officially designated as *probitors*; in practice, they are given names from the regiment's homeworld culture, such as Cadets, Probationers or Gun Babies. But by far the most common name for probitors, especially in regiments from feral or mediaeval homeworlds, is ***Whiteshields***. On these worlds, the young warriors carry shields with no markings - not until they have proved themselves in battle can they claim the right to display the tribe's colours or the heraldry of their fathers. This practice has been continued in the Guard, and all probitors have blank insignia: they show neither regimental, company nor platoon symbols until they earn the right on the battlefield.

In most regiments, recruitment to the Whiteshields represents the first phase of the youngsters' passage into adulthood, and is accompanied by appropriate rituals from the regiment's home culture. Whiteshields continue to perform menial and support duties, but combat training takes up an increasing proportion of their time, until they are judged to be ready for action. Finally, they get a chance to prove their mettle in combat and to demonstrate that they are worthy of becoming true warriors in the Guard.



Whiteshields Sergeant orders his troops to attack - unlike the young troopers, the Sergeant wears regimental insignia



Regiments of the Imperial Guard are generally posted to combat zones immense distances from their homeworlds, and it is rarely practical to recruit from the homeworld to make up for combat losses. The Guard therefore uses various other methods of bringing regiments up to strength, depending on the circumstances: amalgamating depleted regiments into a single fighting force is common practice, especially when the regiments are being constantly transported to new battle zones. Regiments that are left to garrison a world they have conquered, on the other hand, recruit from local sources - the most common method (and by far the safest on hostile planets) is to draft the sons of the regiment into the Guard when they come of age.

The children fathered by members of an Imperial Guard regiment are usually brought up completely within the regiment itself. It acts as a kind of extended family, infusing the youngsters with the culture of the homeworld they have never seen, and assigns them menial and support duties which would otherwise eat into the regiment's fighting strength.

● RITES OF PASSAGE

It is often observed that Whiteshields work faster, train harder and fight more fiercely than most experienced Guardsmen. For a Whiteshield, passing from probitor to true Guardsman is far more than a simple promotion: it is their entry into adulthood - this gives them the status and respect due a Guardsman and, most important, the right to bear the regimental insignia and the ritual markings of a warrior.

When a Whiteshield takes to the battlefield, he is driven by a desire to prove his courage and skills that borders on the fanatical. Whiteshields are fearless in the face of enemies that older, and wiser, Guardsmen treat with caution. For a Whiteshield, failure to win his colours is a terrible blow - showing cowardice is unforgivable, and an honourable death is certainly to be preferred to the dishonour and ridicule heaped upon the weak-hearted.

Whiteshields serve alongside the other squads in their regiment, distinguished only by their bravery and the white badges and helmet stripes on their uniforms. Each Whiteshield squad has an experienced sergeant to guide it through training and in its first battles. The squads are usually put into a normal platoon to learn from the example of the troopers around them - occasionally a company will form up a platoon solely of Whiteshield squads, trusting that their courage will compensate for lack of experience.

Every man in the regiment who could stand was in the assembly hall. Yarren stood at rigid attention in front of the dais, along with the other two survivors of the Whiteshields. His body felt like one huge bullet-hole, and he was dizzy from loss of blood, but elation forced everyhing else to the back of his mind. He hardly heard Colonel Tarvit's words.

"...Because of Probitor Yarren's courage and quick thinking, and the dedication of the Whiteshields following his example, the Ork spearhead was destroyed. It is my judgement that the Whiteshields have proved themselves worthy of full Guard status. I order that the survivors be assigned to One Platoon to replace losses, and the others buried with full regimental honours. Does any man here know of any reason why this order should not be carried out?"

Silence.

"Then let it be done." The Colonel's orderly came forward, and removed the blank white badges from the chests of the three Whiteshields. Yarren found himself holding his breath as the Regimental colours were affixed to his flak tunic.

"When they are judged to be fit, these three men shall receive the scars they won today. And Guardsman Yarren shall be inducted into the High Eagle Lodge, under my own patronage."

The hall resounded with cheering as the three were led away to the med-bay. Yarren thought of the rituals of full manhood that awaited him, and of the mysteries of the High Eagle Lodge, most respected of the regiment's warrior lodges. He had proved himself today.

But now he was tired. More tired than he had ever been.

Only those who distinguish themselves in battle are allowed to become Guardsmen proper. Some regiments merely demand that a Whiteshield take part in a battle without giving way to fear. Many only accept those who have drawn blood or killed an enemy, sometimes requiring the young warrior to collect a trophy to prove his claims: an opponent's back banner or weapon perhaps, or a more gruesome and bloody memento taken from the body of a fallen enemy.

At the end of his training, after he has shown his skill, a Whiteshield is ceremonially awarded his colours: his blank, white badge is replaced with the regimental number and the colours of his platoon; he takes the sholder motif of his company, and the helmet markings of the squad to which he is assigned. More important than this, however, are the unofficial rituals in which the new Guardsmen is welcomed by his fellows into the regiment. These rituals are taken from the regiment's homeworld culture and vary widely throughout the Guard; tattoos and ritual scars are common and receiving these marks without a cry of pain is as much a test of the youngster's courage as his bravery on the battlefield.

At last the Whiteshield emerges from his training as a full member of the Guard, wearing his scars and tattoos with as much pride as the uniform of his regiment, ready to return to the battlefield with his new experience and, perhaps, a little more caution.

Only in the Space Marines of the Legiones Astartes are courage and expertise perfectly blended. In other troops they are present in varying degrees and proportions, and many scholars have debated their relative merits.

For my own part, I come down on the side of courage. For courage can sometimes make a virtue of inexperience. I myself have commanded Imperial Guard troops whose probitor units have achieved great things, because their courage was infinite and because they were too inexperienced to realise that their goal was impossible.

- Leman Russ, De Natura Belli, Book XIV

● ON THE BATTLEFIELD

Whiteshields may be fielded with any Imperial Guard force; the appropriate army list addition is given below. All the normal rules for Imperial Guard organisation apply to Whiteshield Squads: ie they must be attached to a Command Section, observe platoon coherency rules and so on.

Psychology: Because of their determination to prove themselves worthy of full membership of the Regiment, Whiteshields are immune to all *psychological* effects, whatever their source. The youngsters' resolve to succeed and become full members of the regiment overcomes all other considerations.

Equipment: Whiteshields Squads are issued with the same basic equipment as full Guarsdmen. The sergeant carries a laspistol and chainsword, eight of the trainees carry lasguns and the remaining squad member is armed with a las-cannon, the only heavy weapon available to Whiteshields. Unlike other Guard squads, Whiteshields must retain the equipment they are issued with - they may not replace any of their weapons with *Alternative Armament* or take *Additional Equipment* or extra *Grenades and Missiles*. Being green recruits and trainees, the Whiteshields are not permitted to draw on the full resources of the regiment.

The only exception are Whiteshield Squads that are included in a platoon of Rough Riders. These squads may have horses and explosive lances to match the other members of the platoon.

Uniforms: Whiteshields wear the normal official Guard uniform, but this is stripped of any insignia, including the unofficial gang or tribal symbols worn by many full Guardsmen. Whiteshields must prove themselves in battle before they are allowed to display the insignia of their regiment and their homeworld culture.

The unit badges are plain white, with neither platoon colours nor regimental number. They have white helmet stripes to indicate the status of their squad, but no other helmet markings.

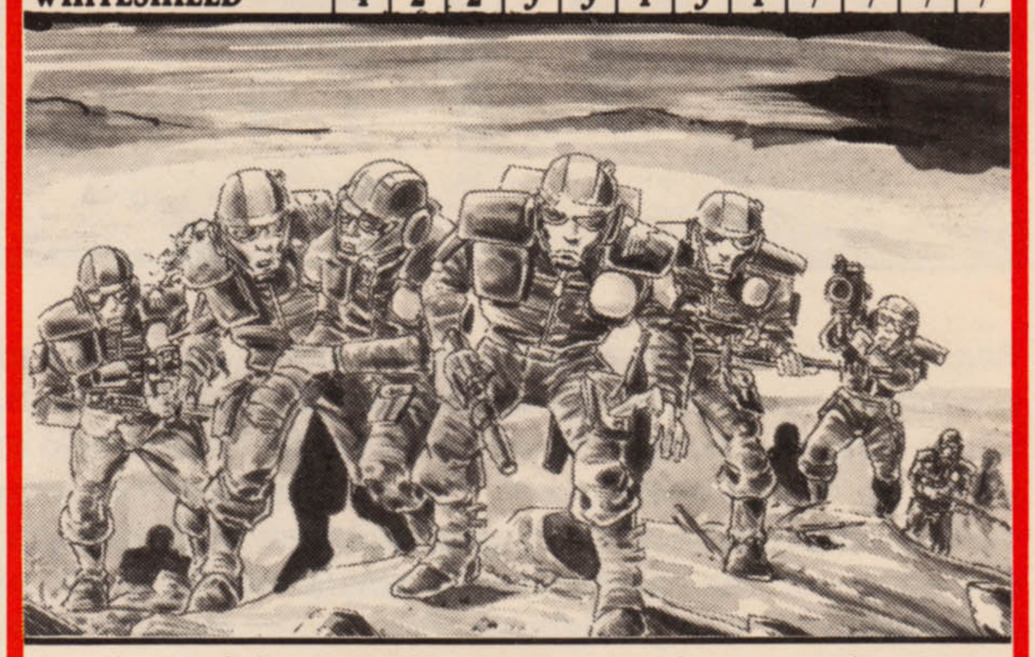
Although trained Guardsmen, sergeants wear the white badge and helmet stripe of their squad. They may, however, also wear the Imperial Eagle and various homeworld tribal or gang markings - unlike the novices they accompany, sergeants have earned the right to these prestigious insignia.

There are severe disciplinary measures for any Whiteshield who decorates his uniform with extra badges or slogans - such presumption is despised by those who have earned in battle the right to call themselves Warriors.

0-4 WHITESHIELD SQUADS at 200 points per squad

1 SERGEANT AND 9 WHITESHIELDS

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SERGEANT	4	3	3	3	3	1	3	1	7	7	7	7
WHITESHIELD	4	2	2	3	3	1	3	1	7	7	7	7



Squads must fight in complete 10 man units - they may not be split up.

BASIC EQUIPMENT

KNIFE OR COMBAT ACCESSORY
FLAK ARMOUR
PHOTO VISOR
FRAG GRENADES

STANDARD EQUIPMENT

SERGEANT	LASPISTOL AND CHAINSWORD
8 WHITESHIELDS	LASGUN
1 WHITESHIELD	LAS-CANNON

Yarren gritted his teeth against the pain and concentrated on staying perfectly still. Not only was it a disgrace to flinch or cry out, it was also dangerous - and he didn't want to end up with a severed artery instead of the first scars of manhood.

At last, Adjudant Morth straightened up, wiping his Torathim hunting knife. Yarren relaxed - and then yelped in pain as the two sergeants rubbed a black powder into the cuts.

"This will sting a little." said Sergeant Raddon in his deadpan voice, and Sergeant Ferth laughed. Yarren reddened.

"Don't worry, little warrior." said Ferth cheerfully. "They all jump a bit - I did - but the powder makes you scar well."

'Well," said Morth, stepping back, "You're no longer a child, Yarren. You have your uniform, you have your lasgun, and when those cuts heal you'll have your first scars." He sheathed his knife and stood at attention. "Report for training, Guardsman."

Guardsman. The word echoed round Yarren's head as he marched down the corridor, flanked by the two sergeants. From now on, there would be no more kitchen duties. He had proved himself in the field - he was now a Warrior.

IMPERIAL GUARD ROUGH RIDERS

Designed by
Mark Copplestone



401201
GUARDSMAN



401202
GUARDSMAN



401203
MEDIC



401204
SERGEANT



401205
ORDERLY



401207
COMMISSAR



401206
COMMISSAR



401208
COMMANDER



401209
CAPTAIN



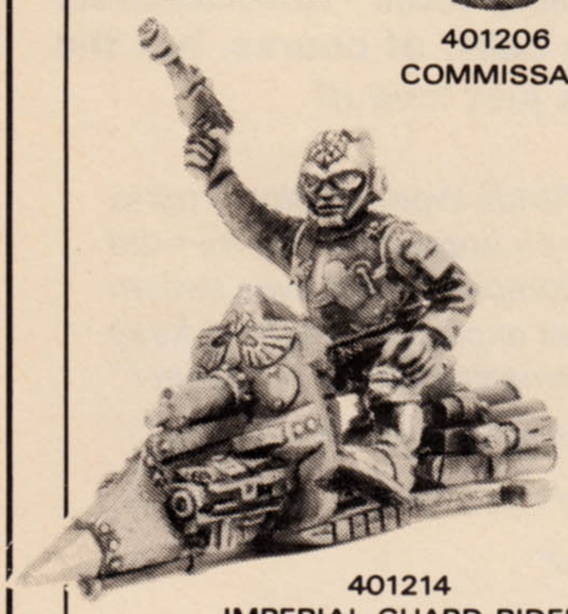
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LIEUTENANT



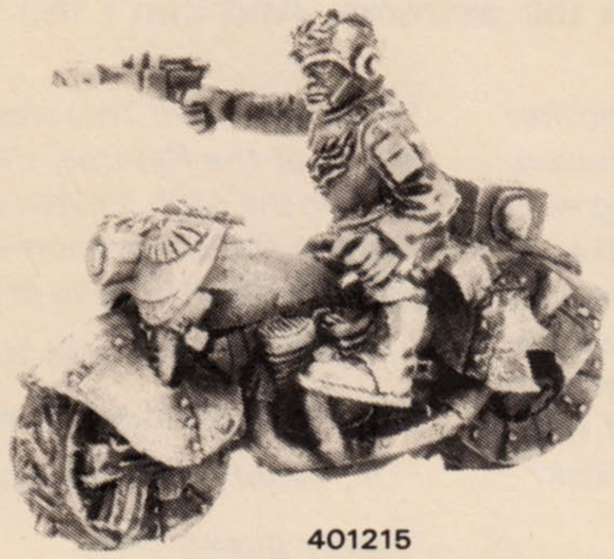
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GRENADE
LAUNCHER



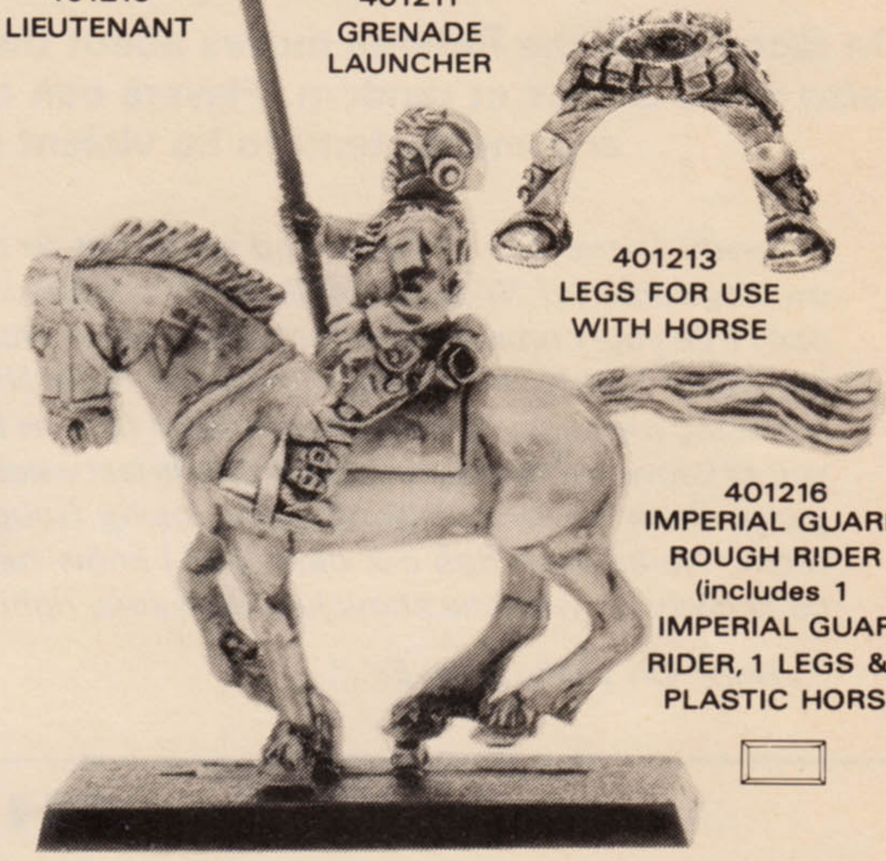
401212
LEGS FOR USE
WITH BIKES



401214
IMPERIAL GUARD RIDER
ON JET BIKE
(Includes IMPERIAL GUARD
RIDER, LEGS & JET BIKE)



401215
IMPERIAL GUARD RIDER
ON MOTORBIKE
(Includes IMPERIAL GUARD
RIDER, LEGS & MOTORBIKE)



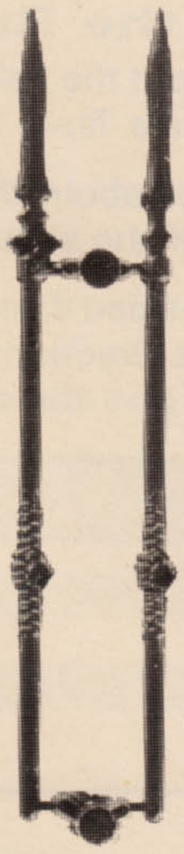
401213
LEGS FOR USE
WITH HORSE

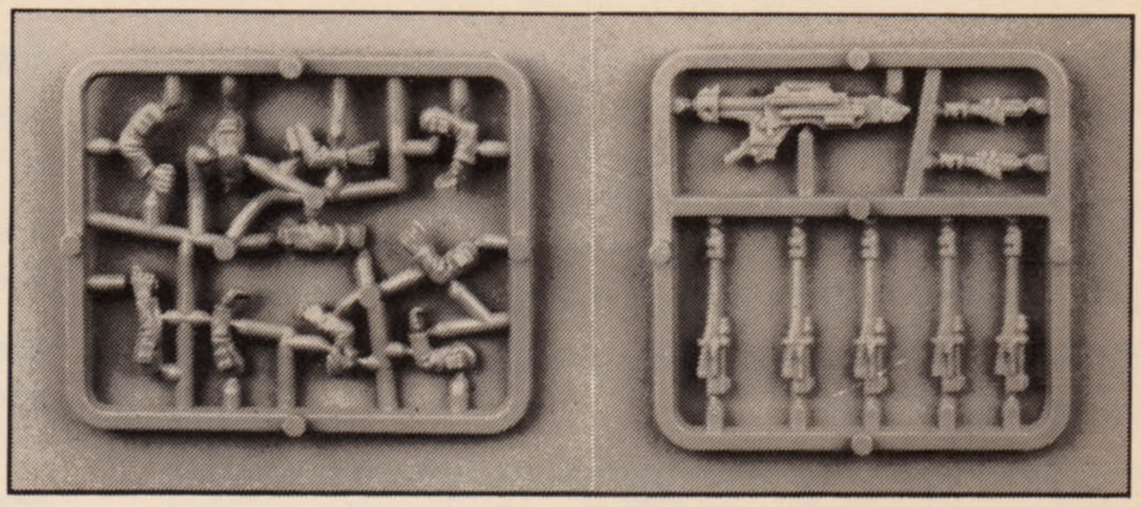
401216
IMPERIAL GUARD
ROUGH RIDER
(includes 1
IMPERIAL GUARD
RIDER, 1 LEGS & 1
PLASTIC HORSE)



401217



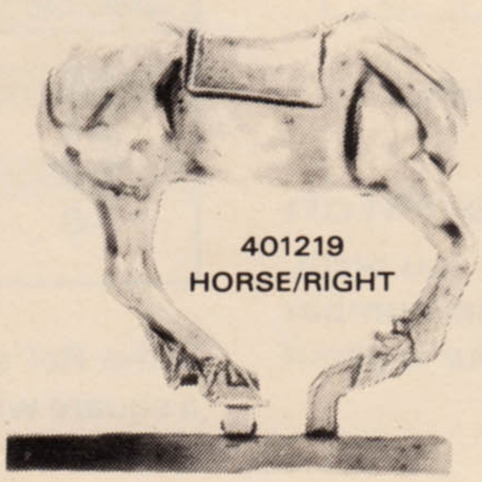




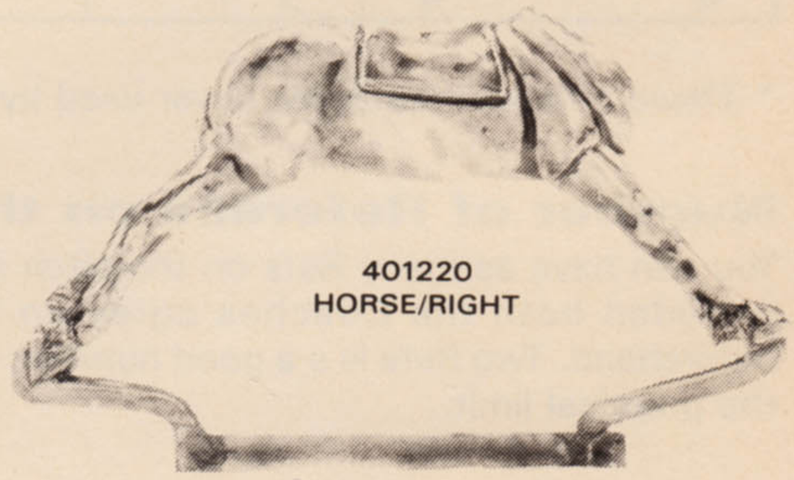


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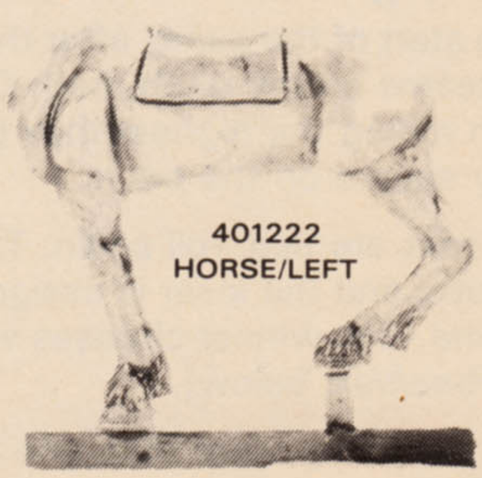
401219
HORSE/RIGHT



401220
HORSE/RIGHT



401221
HORSE/LEFT



401222
HORSE/LEFT

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BLOOD BOWL™

REFEREES

by Paul Murphy

In *Blood Bowl* the Referee moves about the pitch more or less at random, calling fouls - unfortunately *also* more or less at random. Players can always argue with the Ref over his calls, of course, but the arguments tend to be violent in the extreme. And don't the fans just love it!

"Howdy there, sports fans, and welcome to another exciting edition of 'Wide World of Blood!' I'm Jim Johnson, and I'll be your commentator for today's show, along with my good buddy, ex-Bloodbowl great Nick Nickson, replacing my usual co-host, Bob Bifford! Bob, as I'm sure you all know, suffered an unusual injury in last week's post-game show while interviewing the losing Gouged Eye team. We all send Bob our best, and I know he'd want us to carry on with the show just the same, right Nick?"

"...Huh? Oh yeah, sure. Er..."

"Sure he would! This week's 'Wide World of Blood' takes a look at the Referee, the oh so important twenty-third man on the pitch. Beaten up, stomped on, run over, thrown into the stands and sometimes exploded - yet they keep right on reffin! They're pretty amazing guys, aren't they?"

"...Huh? Er, what was the question again?"

"You were a Lineman, weren't you Nick?"

"Uh, yeah! How'd you know?"

"Lucky guess, Nick!

THE REFEREE

Stomped by the players, maligned by the coaches and constantly harangued by the fans, the life of a Referee is never easy. But these doughty officials, often one-time Blood Bowl players themselves, can't keep away from the astrogranite, and put up with all the insults and injuries just to get out there and be a part of the game.

Referees have the following characteristics, regardless of the Ref's race:

MA	SP	ST	AG	TS	CL	AV
4	*	4	3	*	*	9

* These characteristics are never used by Refs.

Number of Referees on the Pitch

You can have as many Refs on the pitch as you want, provided both the Coaches agree on the number beforehand. Two Refs is s a good number; four is about the practical limit.

Placing the Referee

At the start of the game, after the Coaches have placed their teams on the pitch, both Coaches roll a dice: the Coach rolling the highest may place a Referee on any empty square on the pitch.

If the rolls are tied, roll again. The winner places a Ref as above, and the loser is assigned a *penalty* for *Delay of Game* - the winner chooses which player to penalize (see *Penalties*, below).

If you are using more than one Ref, roll individually for each Ref's placement.

Moving the Referee

Refs move about the field at random, moving at the start of the Offensive Team Turn.

The Ref moves about the field at random, according to two throws of the eight-sided dice.

Roll the eight-sided dice and use the *Scatter Template* to determine the direction of the Ref's move. Then roll the dice again to give the distance moved:

D8 Roll	*Ref's Move*
1-2	1 square
3-4	2 squares
5-6	3 squares
7-8	4 squares

If the Ref's move would take him off the pitch, or into a square with the ball, a pit trap, another Ref or a downed player, the Ref stops in the adjacent square.

If his move would take him into a square with an upright player, the Ref stops in the adjacent square and assigns the player a penalty for *Unsportsmanlike Conduct*.

If you are using more than one Ref, you can either roll individually for each Ref's movement or roll once and move them all the same.

Downed Refs

If a Ref is face-down on the pitch, turn him face-up. If he is face-up, he stands up and immediately assigns a penalty to the nearest player of either side.

FOULS

The Referee is supposed to spot and penalize players for fouls. Unfortunately, when something nasty happens on the pitch, which it does with amusing frequency in **Blood Bowl**, the Refs are sometimes looking in exactly the wrong direction and miss the foul altogether. To make matters worse, when they *do* see a foul, they often get the whole thing backwards and penalize the wrong player.

But that's all part of the fun, isn't it?

How To Foul

It is in fact against the NAF rules to attack a player who has been knocked over, though this rule is not too strictly enforced - look at how often players make blocks against prone opponents. But just because players do something all the time, doesn't make it legal...

When playing with Refs on the pitch, use the following new rules for fouls.

Players are no longer allowed to block a prone opponent. Instead, if they wish, they may try to foul the other player. You must declare if your player is making a *Sneaky Foul* or a *Blatant Foul*, then roll a D6 and consult the table below. Apply the results, then roll on the *Ref Awareness Table* to see if the Ref spots the foul.

FOUL TABLE

Dice Roll	*Sneaky Foul*	*Blatant Foul*
1 or less	Whoops!	Whoops!
2	No Effect	No Effect
3	No Effect	No Effect
4	Oooooph!	Oooooph!
5	Oooooph!	Krunch!
6 or more	Krunch!	Krunch!

The dice roll is increased by +1 if the attacker has a higher **ST** than his victim, and decreased by -1 if the victim's **ST** is higher. Note that the score is only modified by +1 or -1, *not* by the difference between the players' **ST** scores.

Whoops! - The player making the foul ends up flat on his back and must make an *Armour* roll to avoid injury.

No Effect - No effect.

Oooooph! - If the player being fouled was face-up, place him face-down. He must make an *Armour* roll to avoid injury.

Krunch! - The player being fouled is injured. Roll on the *Veterans Injury Table* and place the player in the Dugout.

Spotting the Foul

If the Ref is on the pitch and standing upright, he may spot the foul. However, to do so he has to have a clear line of sight (LOS) to the fouling player. Trace a straight line from the centre of the Ref's square to the center of the fouling player's square; if the line crosses any squares containing upright players, the LOS is blocked and he doesn't see the foul.

If he has a clear LOS, roll on the *Ref Alertness Table* table to see if he was paying attention.

Ref Alertness Table

Dice Roll	*Alertness*
1	Oops!
2	No Effect
3	No Effect
4 or more	Tweeeeeet!

Add +1 to the roll if the foul was *blatant.*

Oops! - Bad call! The *fouled* player gets penalized instead of the player making the foul. Roll on the *Penalty Table*. If the player was injured by the foul, he suffers the injury *or* the result from the Penalty, whichever is worse.

No Effect - No effect.

Tweeeet! - The player making the foul gets penalized. Roll on the *Penalty Table.*



DID YOU KNOW...

*The official record for the **Most Players Dismembered by a Referee** is held by ex-Reaver's Blitzer, Max 'Kneecap' Mittelmann? Kneecap refused to follow the NAF **Referees: Guidelines** ("Never read 'em, 'ave I?"). and dispensed summary justice on the pitch with the aid of a pair of pliers, a branding iron and a chainsaw (the latter was only used for **Arguing with the Ref** calls). Kneecap was sacked after three games, but the NAF were forced to reinstate him due to pressure from the fans. The official NAF press release ended " ... and Kneecap says we're to tell you that he never frettened us wiv 'is 'saw - honest!"*

PENALTIES

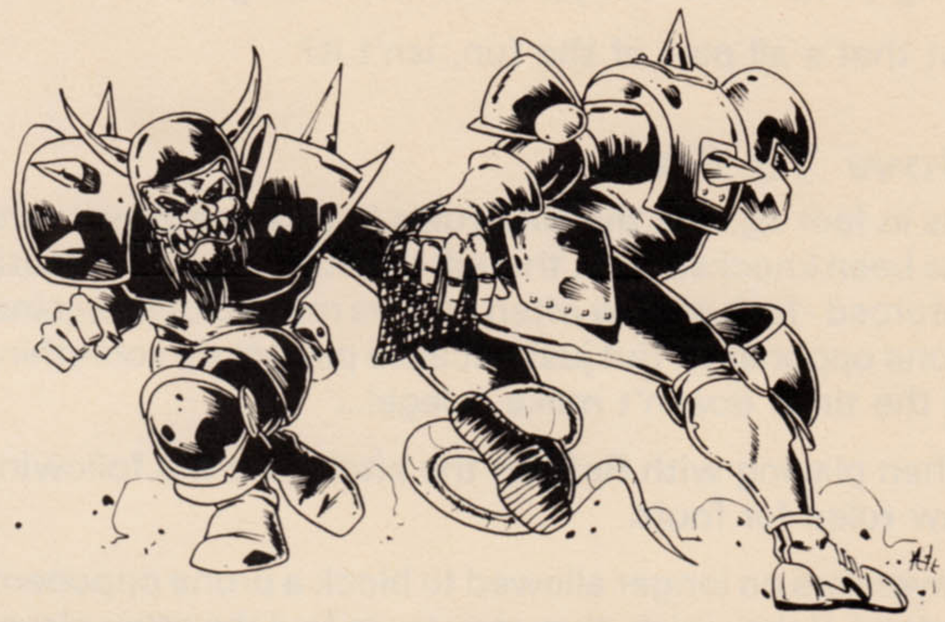
Roll on the *Penalty Table* whenever a player is penalized. This will show which box of the Dug-Out the penalising player should be placed in.

The Penalty Table	
Die Roll	*Dug-Out Destination*
1-3	Stunned Box
4-5	KO'd Box
6	Injured Box

Add +1 if the penalty was for *Arguing with the Referee* (see below).

The player is, of course, not really injured; the box he's placed in simply represents the amount of time the Referee has determined he must spend off the pitch. Therefore Skeleton and Dwarf players (or any other race with unusual recovery rules) who are penalized should use the standard recovery rules for their penalized players, not the special rules for that race.

If you're the kind of Coach who ends up with a lot of penalized players, it's best to keep track of which players are penalized and which are injured on a scrap of paper.



ARGUING THE CALL

Any player can argue with the Ref over a call - or argue with a Ref when there is no call, for that matter. A player can even argue with a Ref when the Ref is face-down in the mud as a result of earlier arguments!

Actually, there's no chance of getting a Ref to change his mind over a bad call, but the players still often like to argue the call just to let off steam - and, of course, to put the Ref out of action so they can perform further acts of mayhem without interference!



To argue with the Ref, players make blocks, tackles, or fouls against him as if he were another player. Apply the results to both sides as normal.

If the Ref remains standing, he immediately penalizes the player for *Arguing with the Referee*.

If any other Ref have LOS to the arguing player, check on the *Ref Alertness Table* to see if they spot the argument. If so, they immediately penalize the player (or the nearest opposing player on an *Oops!* result) for *Arguing with the Referee.*

Returning Refs to Play

Refs who are taken out of the game due to arguments come back into play in exactly the same way as injured or penalized players.

Note that there are no back-up Referees at games; once the players have damaged all the starting Refs beyond repair, there are no replacements (and the players are free to cause as much damage as they like without fear of retribution).

NAF FACTS

Gort Kindersnap is the longest-serving Ref currently active. The 'Grand Old Man of Blood Bowl,' as he is affectionately known, has reffed over *four* complete games!

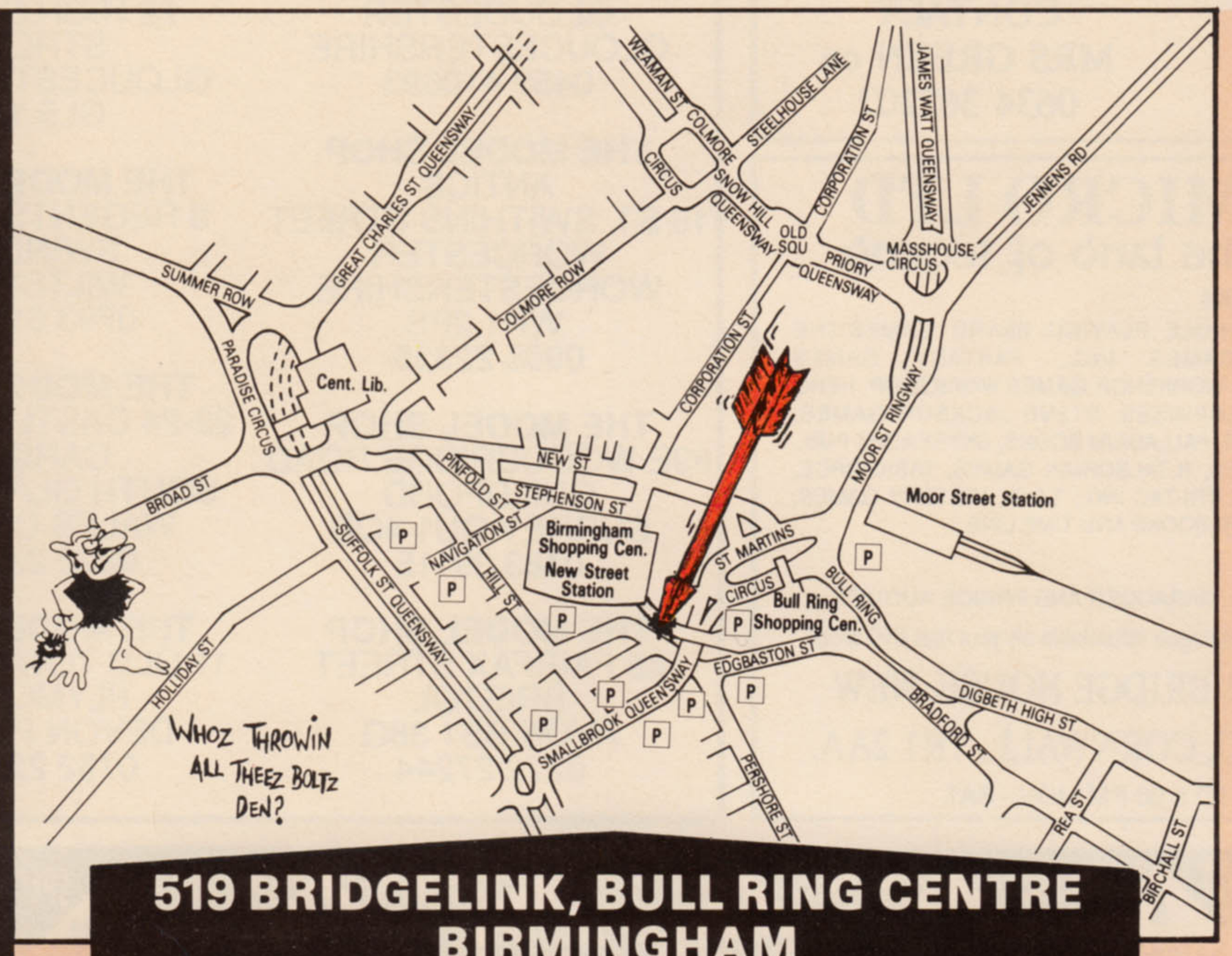
During that time, Gort has sustained three concussions, two fractures, and one conviction for attempted murder.

Keep up the good work, Gort!

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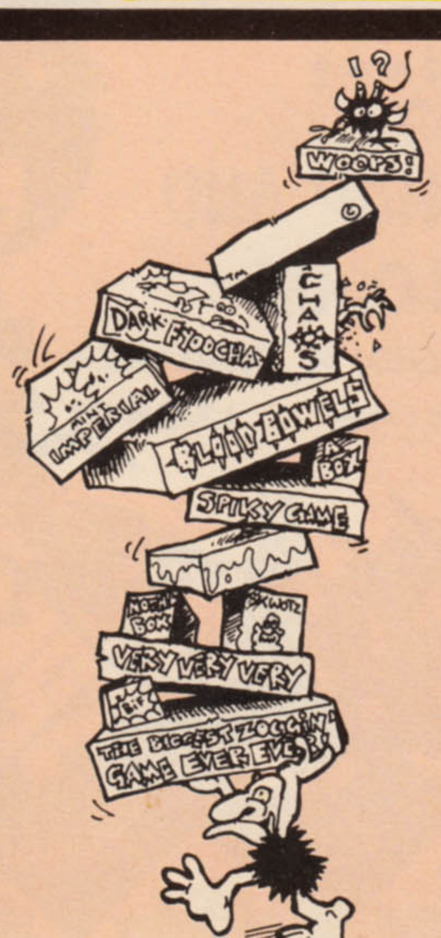
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AVON BS1 38G
0272 27244

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11 OLD TOWN STREET
PLYMOUTH
DEVON PL1 1OA
0752 221851



GREATER DAEMON OF TZEENTCH

Designed by Michael Perry

40

Contains 1 HEAD, 1 BODY, TAIL & WINGS



HEADS
022901



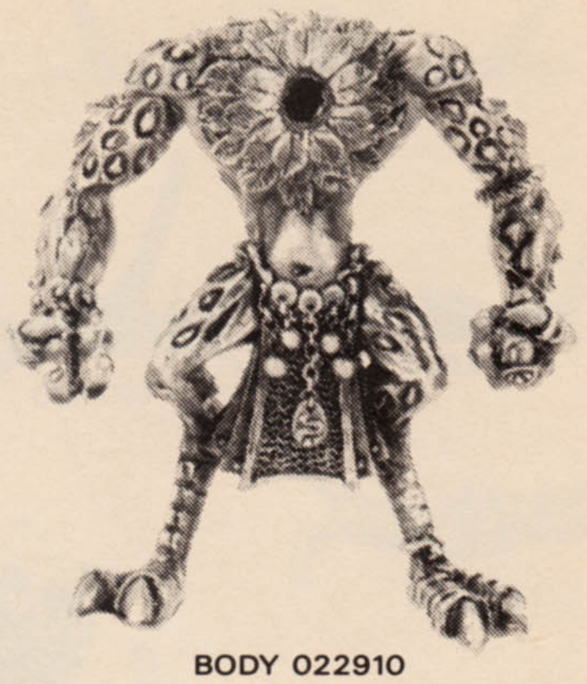
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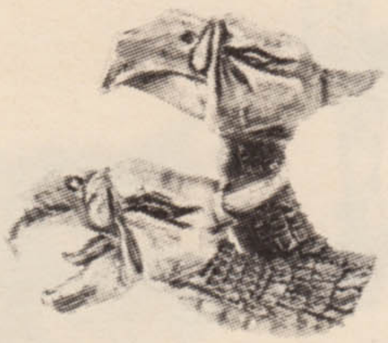
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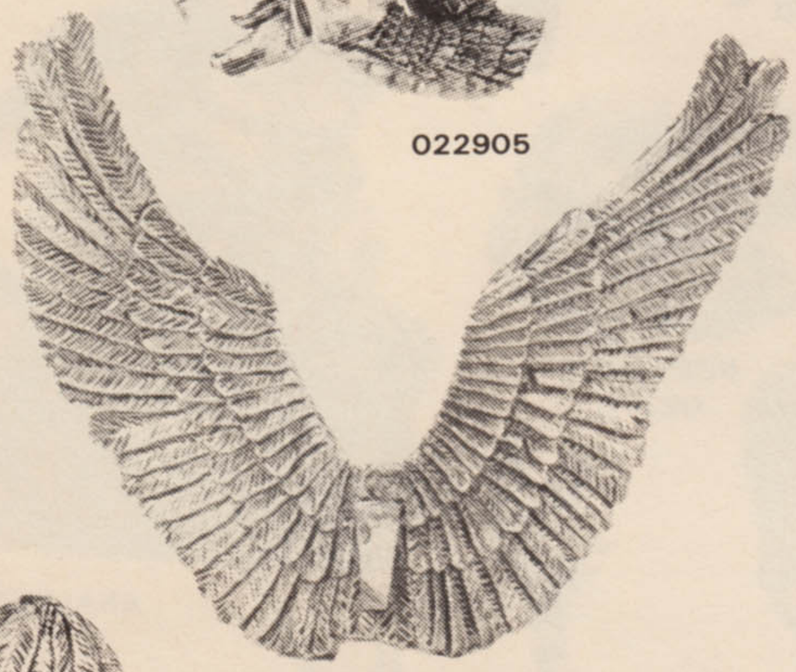
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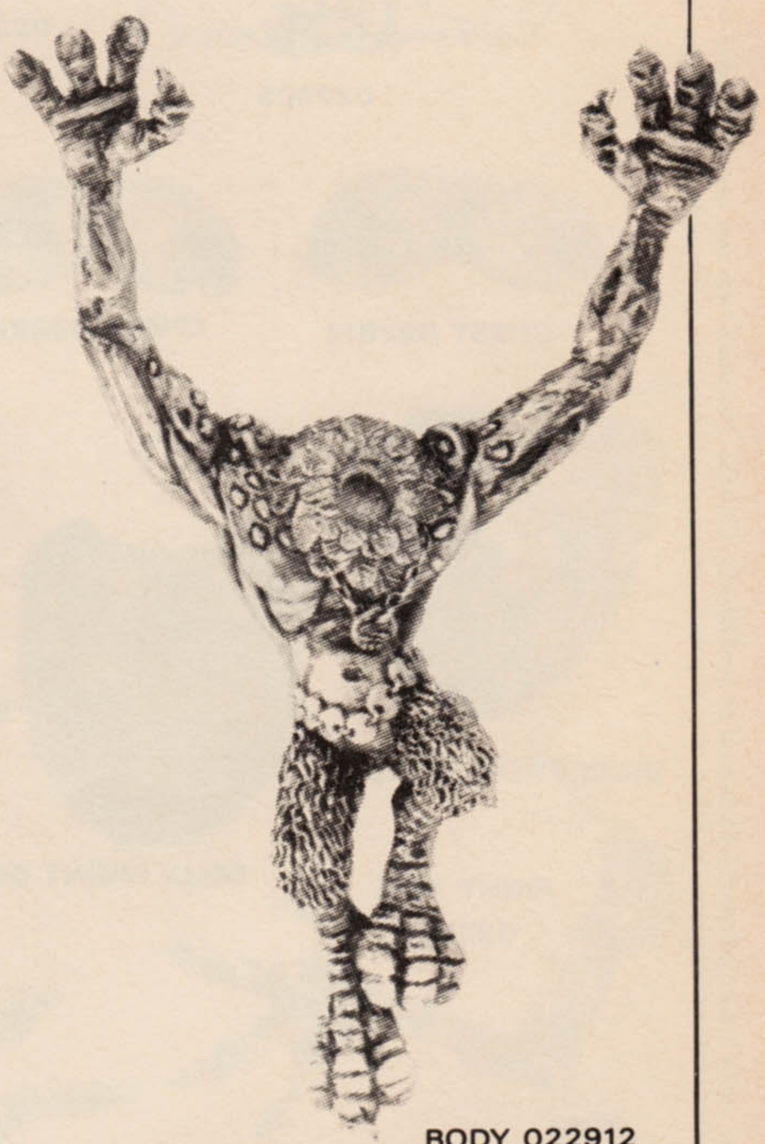
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WINGS 022907



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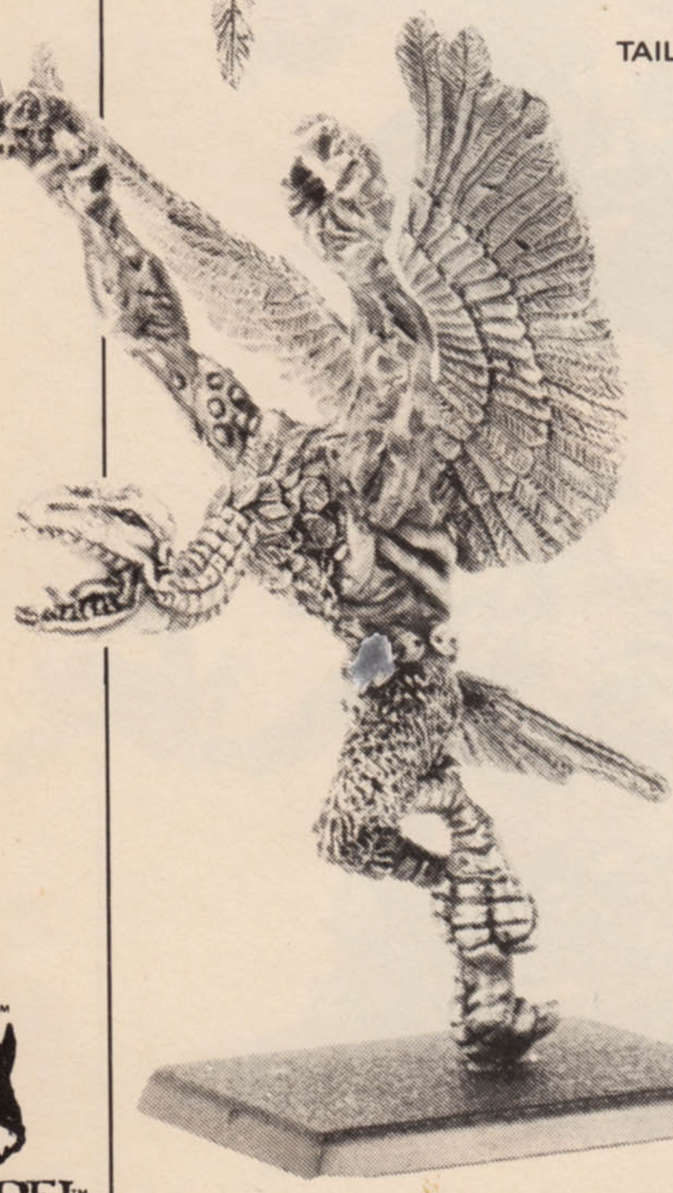


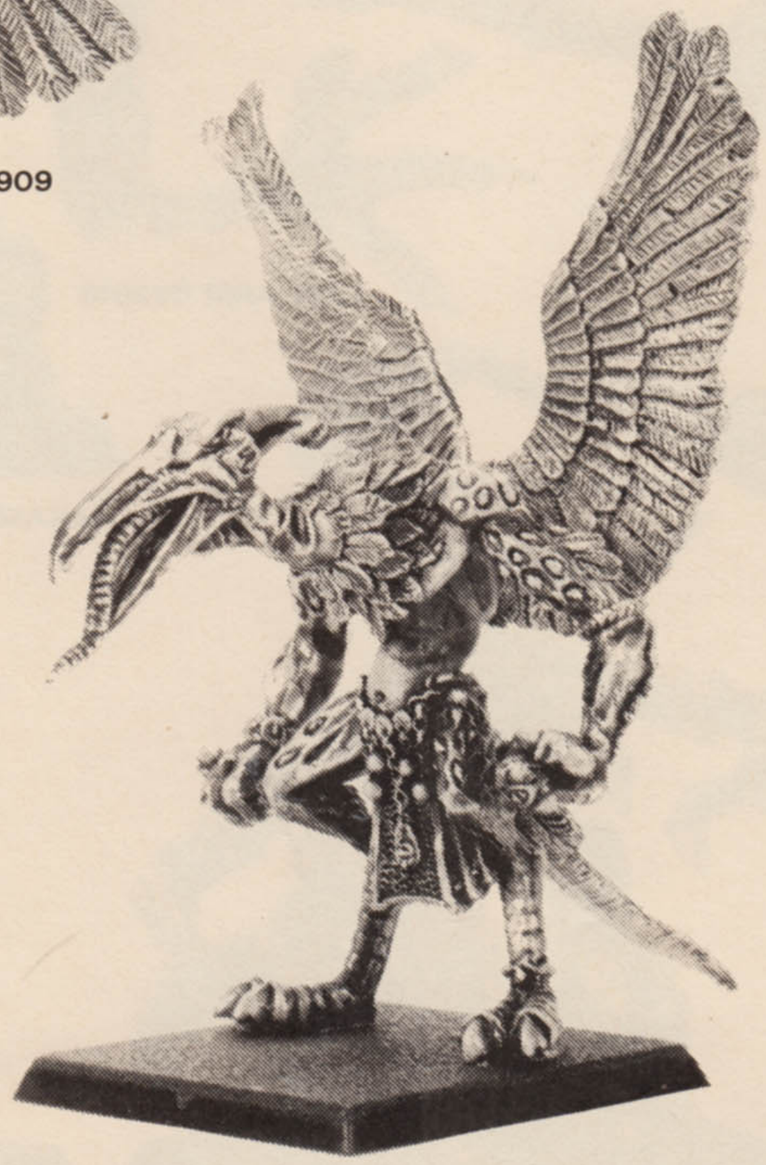
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TAIL 022908



TAIL 022909







EXAMPLES

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GREATER DAEMON OF NURGLE

Designed by Aly Morrison

40

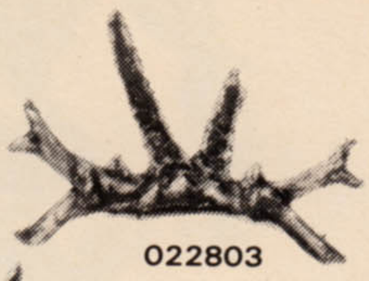
Contains: 1 HEAD, 1 BODY BACK
1 BELLY, 1 CHEST
1 RIGHT ARM, 1 LEFT ARM,
1 SET OF LEGS & 1 SET OF HORNS



HORNS 022801



022802



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HEADS
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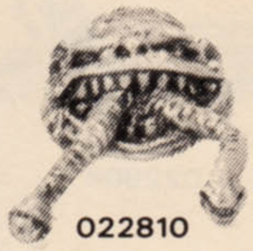


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CHEST 022813





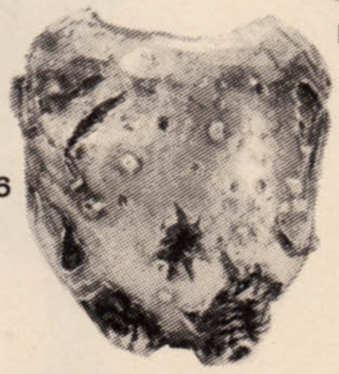
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BELLY FRONT 022816



BELLY FRONT 022817



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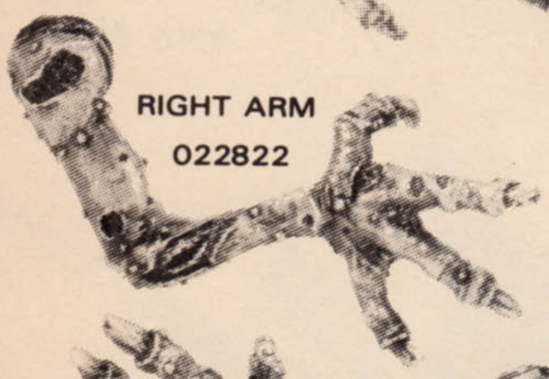
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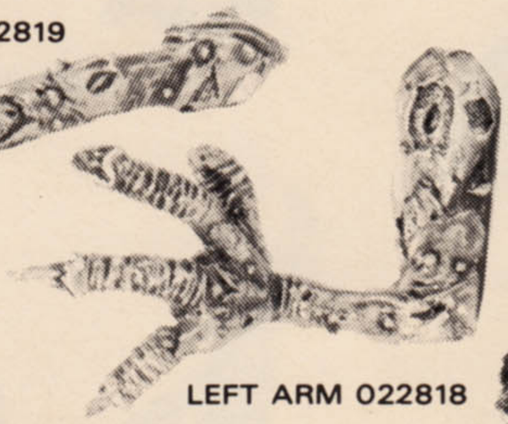
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LEFT ARM 022819



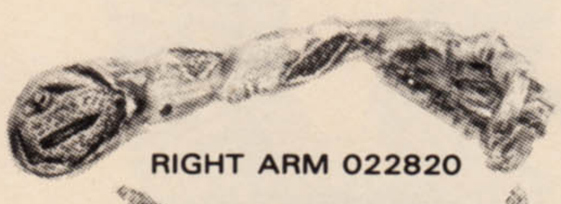
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LEFT ARM 022823



RIGHT ARM 022820



EXAMPLE



LEGS 022824



LEGS 022825



EXAMPLE



EXAMPLE

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WARHAMMER™ 40,000

SQUATS

SPACE DWARF WARRIORS AND MERCENARIES

By Bryan Ansell, Nigel Stillman and Graeme Davis

Of all the Abhuman strains, Squats are perhaps the closest to normal Humans in physiological terms. They are allowed great freedom by the Imperium, supplying warriors and machine crews for the Imperial Guard in exchange for the comparative autonomy of their Home Worlds. This article introduces the Squat Brotherhoods and gives details of their armies for *Warhammer 40,000* battles.

THE HOME WORLDS

The origins of the Squats, like those of other Abhuman strains, lie in the Age of Strife, when warpstorms cut off many areas of the Imperium. Even Terra itself was isolated for a time, and the group of star systems known as the Home Worlds were cut off from the rest of the Imperium for several millennia.

The Home Worlds are in one of the oldest areas of Human expansion. The planets have a surprising number of common features - notably high gravity and a bleak, inhospitable environment - which some scholars have claimed are responsible for the development of the set of mutations which define the Squat Abhuman strain.

The surfaces of the Home Worlds are invariably rocky and barren, with few if any native life forms. Atmosphere is either thin or non-existent, and where an atmosphere is present the surface is lashed by violent storms.

Despite (or perhaps because of) their bleak, forbidding nature, the Home Worlds are rich in mineral deposits - these were the main factor behind the early colonisation of the planets. The richness of deep lodes, coupled with frequent magnetic and radioactive storms, led the miners to develop an underground culture. These underground settlements were dependent on vast arrays of machinery to keep them alive and to work their mines, and while physical strength and resilience were still important, a compact, stocky build was more practical than the normal Human frame in the low tunnels and cramped machine-rooms. Thus developed the two main features which distinguish Squats from normal Humans: their mechanical aptitude and their short, powerful build.

> On one side of me stand my Homeworld, Stronghold and Brotherhood; on the other, my ancestors. I cannot behave otherwise than honourably.
>
> - Warlord Kettri son of Egil, Grindel Stronghold



Guild Heavy Weapons Trike and Guild Biker

THE HISTORY OF THE SQUATS

Despite the fact that the Home Worlds were cut off for millennia, an almost complete history of the Squats survives, thanks to the painstakingly-maintained records and chronicles of each Squat stronghold. Scholars of the Administratum are still engaged in analysing the millions of individual records from the Squat Home Worlds and assessing their significance to the Imperium, but the broad history of the Squats, divided into five ages, is common knowledge.

The earliest of the Squat ages is the *Age of Founding*, which corresponds roughly to the Imperial Dark Age of Technology. During this period, the Squats had not emerged as a distinct race, and indeed some scholars argue that the Age of Founding should not be counted as part of Squat history. This is the age, some twenty millennia before the present day, when the first mining colonies were established on the Home Worlds. Contact with Terra was almost constant, and the Home Worlds were well-supplied for their task of winning mineral wealth from the bleak planets.

> The Squats have advanced our cause considerably over the millennia. On no other group of worlds has so much Dark Age technology survived, nor so much expertise been preserved.
>
> - Morgin Harad, Adeptus Mechanicus

The first age of Squat history proper is the *Age of Isolation*, which corresponds to the earlier phase of the Imperial Age of Strife, some eighteen millennia before the present. The mining colonies which would later become the Squat Home Worlds were isolated from the rest of the Imperium by terrible warpstorms. So close, indeed, did these storms come to the mining colonies that some planets and small systems were sucked into the seething Chaos and never seen again. The severing of contact with Terra led to continual shortages of fuel and foodstuffs, and the miners were forced to become self-sufficient, developing considerable technical expertise in the process. The mining colonies became independent strongholds, trading amongst themselves and sharing resources and discoveries. It was during the Age of Isolation that the Engineers Guild first developed as a social and political power within Squat society, and strongholds began to group together in *Leagues* formed by complex political and trading agreements.

A slight abating in the warp storms led to encounters with alien races in the *Age of Trade*. While the rest of the Imperium was still locked in the wars of the Age of Strife, the Squats made contact with both Orks and Eldar. At the beginning of the Age of Trade, some strongholds were attacked, but the aliens quickly realised that the Squats were determined and tenacious fighters, and that trade was a more practical arrangement. The Squats took full advantage of their tremendous mineral wealth, which they traded for weapons, foodstuffs and high-technology systems. To this day, Squat hydroponic plants, developed with Eldar help, are among the most efficient food sources in the Imperium. The Squats remained carefully neutral in the numerous conflicts between Eldar and Orks, maintaining trade links with both sides. There were inevitably small wars from time to time, but for the most part the Squats' complex structure of treaties and trade agreements maintained a stable peace.



Defending a stronghold against the Ork invasion

Warlord and Hearthguard making a heroic stand against the Eldar



The Age of Trade lasted for nearly three millennia, but finally collapsed when an enormous Ork battle-fleet, under the command of Grunhag the Flayer, attempted a full-scale invasion of the Home Worlds. Losses on both sides were astronomical, with vicious tunnel-fights through the mine workings and bloody pitched battles in the Squats' underground settlements. The Squats appealed to their Eldar trading partners for help against the invading Orks, but none was received.

The *Age of Wars*, as it became known, is regarded by the Squats as the blackest chapter in their history, and the double betrayal by Orks and Eldar gave rise to a cultural enmity which still persists. Many strongholds were wiped out by the Orks, and the traditional epic ballad known as *The Fall of Imbach* commemorates one such destruction. Even today, expeditions are mounted from the Squat Home Worlds in search of lost strongholds, and these expeditions are often accompanied by Adeptus Mechanicus personnel, eager to rediscover lost Squat technology.

The final phase of Squat history is the *Age of Rediscovery*, which continues during the present day. As the Imperium recovered from the Age of Strife and began to re-unite the scattered worlds of Humanity, the Squat Home Worlds were rediscovered and contact with the Imperium was re-established.

The Imperium found that a distinct culture had developed on the Home Worlds, and that the Squats had moved outwards through the galaxy, extending their domains. Often they settled harsh planets similar to their own Home Worlds, but they also occupied more conventional worlds able to support normal Human civilization.

So Grunbag led his host to Wyss,
Encamped upon the plain of Swend.
Proud Hargan and rich Erlach fell,
Destroyed and ravaged and defiled.
"You see my power" Grunbag quoth,
"Let Imbach see and quake in fear,
"And pay me treasure, wealth and slaves."
He added with a sneer.

Lord Uri sat in Imbach's hall,
His brow as hard as knotted flint.
"No Ork shall take our folk as slaves,
"Nor what we win from laden rock,
"While one in Imbach still draws breath."
He told proud Grunbag "Nothing here
"Is yours except an Ork-shaped hole,
"And headstone with your name."

Called Imbach to the vain Eldar,
"Your enemy is at our gates.
"Come to our aid against your foes,
"Together let us lay them low."
The Eldar never made reply,
But left fair Imbach to the Orks.
"We fight alone, then." Uri said,
"Our friends leave us to die."

- from The Fall of Imbach

SQUATS AND THE IMPERIUM

The Squat Home Worlds are almost unique in the Imperium, as they are not directly controlled by the Administratum. Instead, they are allowed a certain amount of autonomy, being ruled by their strongholds and Leagues just as they were before the Age of Rediscovery. The experiences of the previous millennia has left the Squats with a strong sense of cultural unity and a fiercely independent nature, and instead of rejoining the Imperium as subject worlds, the Home Worlds negotiated a series of treaties which enabled them to keep their independence. The racial character of the Squats - hard-working, tenacious, honourable, and inimical to alien races - is almost perfect from the Imperial point of view, and the Imperium is content to allow them a great degree of self-government.

In exchange for their comparative freedom, the Home Worlds provide troops for the Imperial forces, and trade their mineral wealth exclusively with the Imperium - trade that has made the Squats a wealthy race. They also undertook at the start of the Age of Rediscovery to allow the Adeptus Mechanicus unrestricted access to their technology; it is significant that the Squat Home Worlds have a higher incidence of working Standard Template Construct equipment from the Dark Age of Technology than any other group of worlds known to Humanity.

The Squats rule themselves in all internal affairs, but are expected to follow Imperial policy on wider matters. There has never been any conflict on this point, largely because Squats as a race are not greatly interested in what goes on beyond their strongholds and Home Worlds - their long period of isolation has made them an inward-looking race.

Perhaps the most surprising aspect of the relationship between Squats and the Imperium is that Squats do not follow the Imperial cult. Instead, they practise a form of ancestor-worship, venerating the dead of their clan and their family. Every Squat joins his ancestors on his death, adding his honour to that of his forebears, but a part of his name and his honour remains with his living descendants, forming a constant link between the living and the dead. Squats are very careful to ensure that their deeds in life will add to the glory of the clan and its ancestors; they guard their reputation fiercely, and will go to great lengths to blot out a disgrace to their honour or the honour of their clan.

When Squats serve alongside the Imperial Guard, they adopt certain aspects of the Imperial cult, incorporating them into their own ancestor-worship. The Imperial line, as preached by the Imperial Guard Commissars who come into contact with Squat forces, is that the ancestor-spirits of the Squats are watched over by the Emperor, and Squats are happy to accept this idea and participate in the rituals of Emperor-worship on those terms.

Do not underestimate the Squats. They survived for millennia cut off from the Imperium and assailed from all sides. Their determination and resilience is an example to all.

- Leman Russ,
Meditations on Imperial Command, Book XVI

Commit to: Imperial Record SQW17/251
Inquisition INR 42/309
Cross file to: Early Colonies AE
Human Mutation RC
Lost Technology AM
Planetary Ref: Terlaken B3 Svyz sytem
Input Ref: Inquisitor Keeler 32/4701
Input dated: 5709722.M34
Input clearance: Rogue Trader Dausen
Thought for the Day: *Watch for the Mutant*

We have made contact with descendants of Human mining colonies lost in the Age of Strife. The whole population shows mutation, namely reduced height and powerful build. Orders for termination are suspended pending your reply. I respectfully submit the following points for consideration:

1 The colonies have, and continue to produce, considerable mineral wealth. Detailed turnover reports are enclosed: ref 32/4711.
2 Local records mention several other systems nearby and identically populated. Astrographical data and facsimile records: ref 32/4722.
3 Widespread survival of Dark Age technology; indications are that this is a general trend. Recovered STC material: ref 32/4737.
4 Mutation is stable and breeding is true. Interim assessments of genetic damage: ref 32/4766.

Request a full Inquisition reserach team to evaluate these worlds and advise on what is to be done with them.

- the historic communication which heralded the rediscovery of the Squat Homeworlds.

SQUATS AND CHAOS

To the shame of the Squat race, there are many strongholds and Brotherhoods who have sided with Chaos. During the wars of the Horus Heresy, Squat forces fought on both sides, and inevitably some fell prey to the corruption of Chaos. Like the other followers of Horus, these have now largely been banished to the Eye of Terror, but there are always rumours of isolated groups of Chaos Squat raiders in various parts of the Imperium.

It has even been rumoured that some of the strongholds which were lost to the warpstorms in the Age of Isolation may have survived, their horribly-mutated inhabitants raiding into the Imperium from time to time.

SQUAT PHYSIOLOGY

The Squats are the most Human-like of the Abhuman races, standing about two-thirds the height of a normal Human with a stocky, powerful build. Their hair is very strong and fast-growing, and most Squats cultivate short-pointed beards, or at least moustaches and sideburns. Despite their short, thick-fingered hands, Squats have a very high degree of manual dexterity, and are able to operate the most intricate machinery with ease.

Squats are extraordinarily long-lived by normal Human standards. A lifespan of three hundred years is normal, and some Squats, known as Living Ancestors, are often so ancient that their true age can only be guessed at.

In character, Squats are an honourable race, but they are also irascible and often short-tempered. In battle they are renowned for their doughty resolve and tenacity as warriors. Coupled with their amazing abilites as miners and workers of metals, this has made them a valuable asset for the Imperium.

SQUAT SOCIETY

Squat society is based on the *stronghold*. A stronghold may be a surviving mining community from the original colonisation, or a so-called *newhold*, founded when the race expanded during the latter part of the Age of Isolation and the early part of the Age of Trade.

Strongholds are self-contained, autonomous communities, ruled by a hereditary Squat Lord and an aristocratic class known as the *Hearthguard*. They are comparable to the city-states of early Terran cultures, and a great number of strongholds may coexist close together.

Strongholds join together into *Leagues* for mutual defence, trade and other dealings with the Imperium. A League may vary in size considerably; the League of Emberg, for instance, consists of four strongholds, while the powerful Kapellan League is made up of over three thousand. Each League is ruled by a High Council, comprising the Lords of each member stronghold. The High Council debates all matters which affect the League as a whole, and ratifies trade and other agreements on behalf of its member strongholds; it also serves as a court of appeal for cases which involve the death sentence.

There is no formal organisation between the Leagues on any Home World, although they maintain constant communications and act together in time of war.

STRONGHOLDS

Traditionally, each stronghold centres around a mine and the underground settlement associated with it, although as the race expanded in the Ages of Isolation and Trade, different types of world were colonised by the Squats and some strongholds are not associated with mining activity.

Each stronghold is ruled by a hereditary Lord, who is supported by a powerful body of retainers known as the *Hearthguard*. It is the Hearthguard which provides the elite core of a Squat military force, as well as providing servants and advisors to the Lord himself. When the Lord takes to the battlefield in person, the Hearthguard fights as a unit under his command. In most strongholds, the Hearthguard has become an aristocracy, composed of a limited number of families or clans.

The prinicpal military force of a Squat stronghold is its *Brotherhood* or *War-Brethren*. Each Squat has an obligation of military service to his stronghold, and can be called to serve for a period of 30-70 years in the Brotherhood. However, because Squats live long and breed slowly, a tradition requires that a Squat may not be called to the Brotherhood until he has sired and raised two sons to maturity, which in Squat terms is the age of 70 Terran Standard years. Thus, the continuity of the race is not threatened by its military activities.

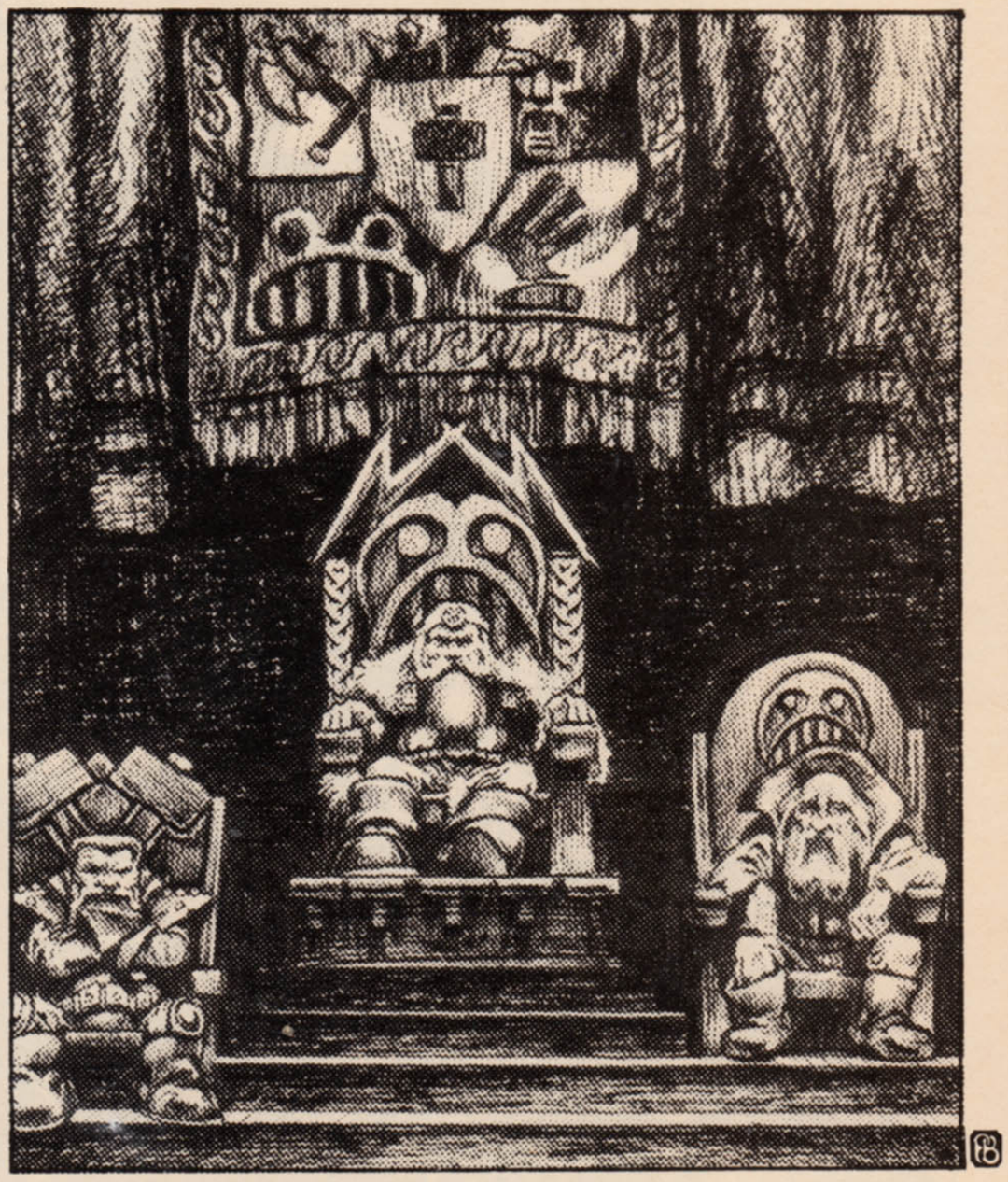
When his period of service has expired, a Squat returns to his stronghold with honour (and hopefully not a little wealth). He then takes up a position of responsibility in his family's business, having reached full adulthood by virtue of his military experience.

Although the Brotherhoods are the main defence forces of the strongholds, they are far better known for their mercenary activities. In time of peace a stronghold's military forces are traded in the same way as its other resources, either to fight for the Imperium or to other strongholds. As war is an honourable profession for a Squat, these mercenary adventures are rarely resented - indeed, they are regarded as an integral part of every Squat's life.

On occasion, unscrupulous or incompetent Squat Lords have sent Brotherhoods into impossible situations, especially in the inter-League squabbles which were widespread during the Ages of Isolation and Trade. This problem has been largely resolved by the practice of placing one of the Lord's close relatives - known as a Warlord - in command of the Brotherhood, ensuring that no undue risk is taken and that the honour of the stronghold is not compromised.

Some particularly adventurous Lords may send out their stronghold's Brotherhood on expeditions, regarding these as little more than an extension of their other business activities. The term 'expedition' is rather loosely defined, and these ventures can range from a search for a stronghold that was wiped out in the Age of Wars, to an expansionist action against alien races, to a full-blown campaign of piracy. Some Brotherhoods have turned to buccaneering as a profession, amassing wealth for an honourable return home, the booty being distributed between the pirates themselves and the Lord of their stronghold. Squat Reavers, as they are known, are strange by normal Human standards - their single-minded attention is directed purely on financial gain, and they will attack any worthwhile target with grim and implacable resolve, but completely without prejudice or malice.

In the Age of Rediscovery, the Squat Home Worlds have undertaken to provide the Imperium with a tithe, which takes the form of Brotherhoods being sent to serve with the Imperial Guard, or indeed as complete Squat forces under the Imperial banner. Space Marines are noted for their intolerance to Abhuman races, whom they see as tainted and genetically impure, and the Administratum will not generally post Squat troops to areas where they will be in close contact with Marines.



Squat Lord flanked by Warlord and Living Ancestor

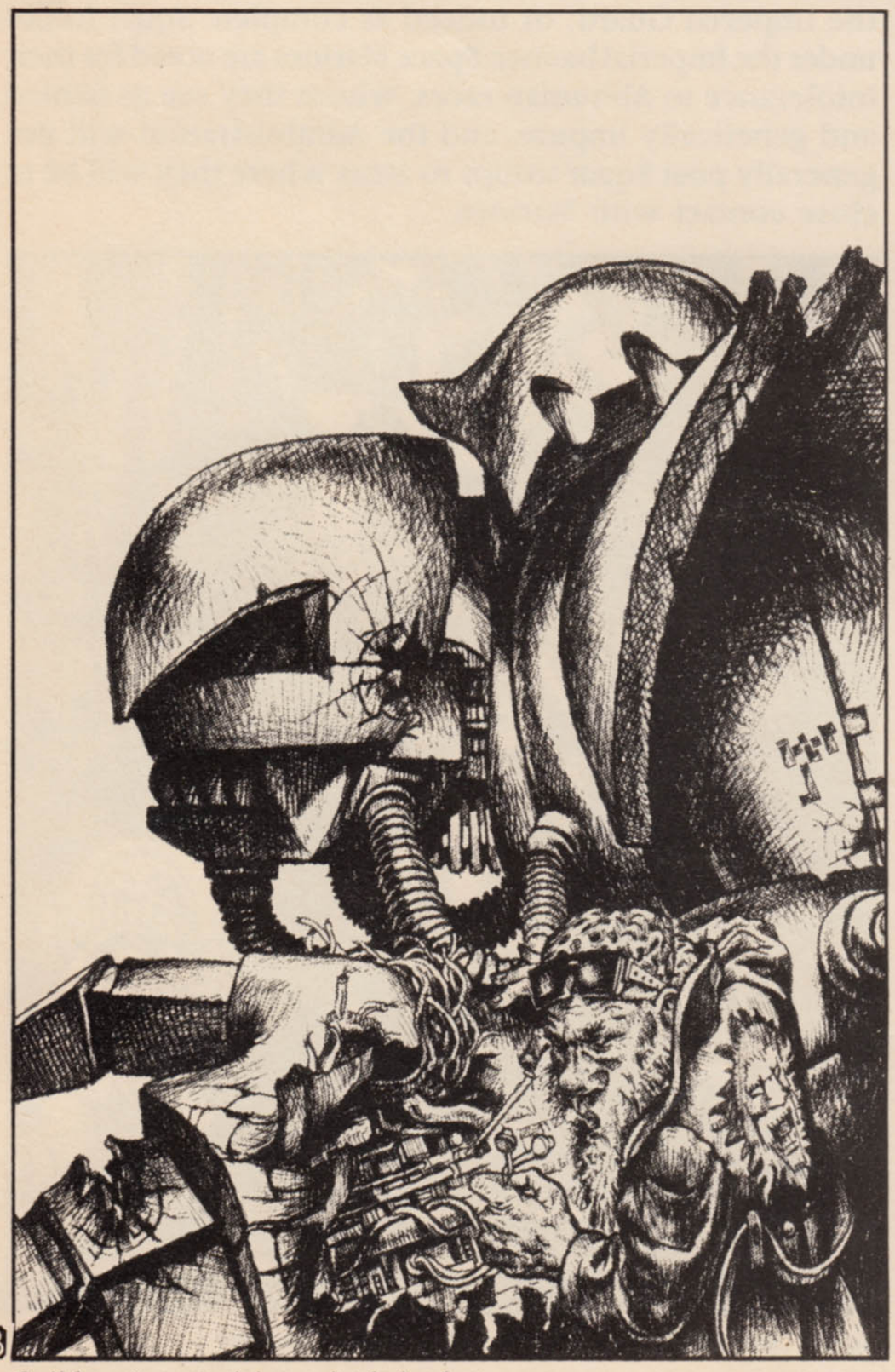
THE ENGINEERS GUILD

Like so much of Squat culture, the Engineers Guild traces its origins back to the Age of Isolation. Squats as a whole developed a considerable technical expertise in order to survive without support from Terra, and there was a regular traffic between strongholds in mechanical supplies and techniques. From this traffic arose a distinct class of travelling engineer, moving constantly between strongholds, spreading knowledge and solving technical problems. The Guild arose to protect these individuals, who often found themselves caught up in inter-League wars a long way from their native strongholds.

The Guild soon developed into a real power throughout Squat society, and Engineers enjoy a considerable prestige. The most gifted offspring of each stronghold are inducted into the Guild at an early age, and intensively trained in all aspects of technology, engineering and machine maintenance. Although a Squat is not deemed to have reached maturity until the age of 70, gifted youngsters may join the Guild at 40 or even 30 years of age, though in doing so they must renounce all family ties and rights to inheritance.

The Guild is by no means as rigidly structured as the mainstream of Squat society. Ability counts for everything, and age, birth and background are of no account. The Engineers see themselves as unencumbered by petty traditions, while most stronghold Squats would describe them as disorganised and anarchic.

The Engineers Guild is sub-divided into a number of *Lodges*, each with its own leadership, symbols, customs and rituals.



Guildmaster repairing crippled robot

The Tech-adept rewound the tendrils into the stump of his wrist.

"The nature of this device is not clear to me," he said mournfully. The short figure at his side bustled up to the console.

"Well, shift your spanners and let's have a look at the thing." The Tech-Adept sidled uncomfortably away, and the Squat peered into the casing.

"Now, then," continued the Squat, as much to himself as to the Adept, "Hydroplastic power transmission, controls attached to a timer and what looks like an encoder, a pressure chamber at the centre, surrounded by..." The Tech-adept, who was looking over the Squat's shoulder by this time, shot a manipulative tendril into the machine, siezing a frayed and broken end of cable.

"If we remake this join..." he began, enthusiatically. The Squat laid a restraining hand on his arm.

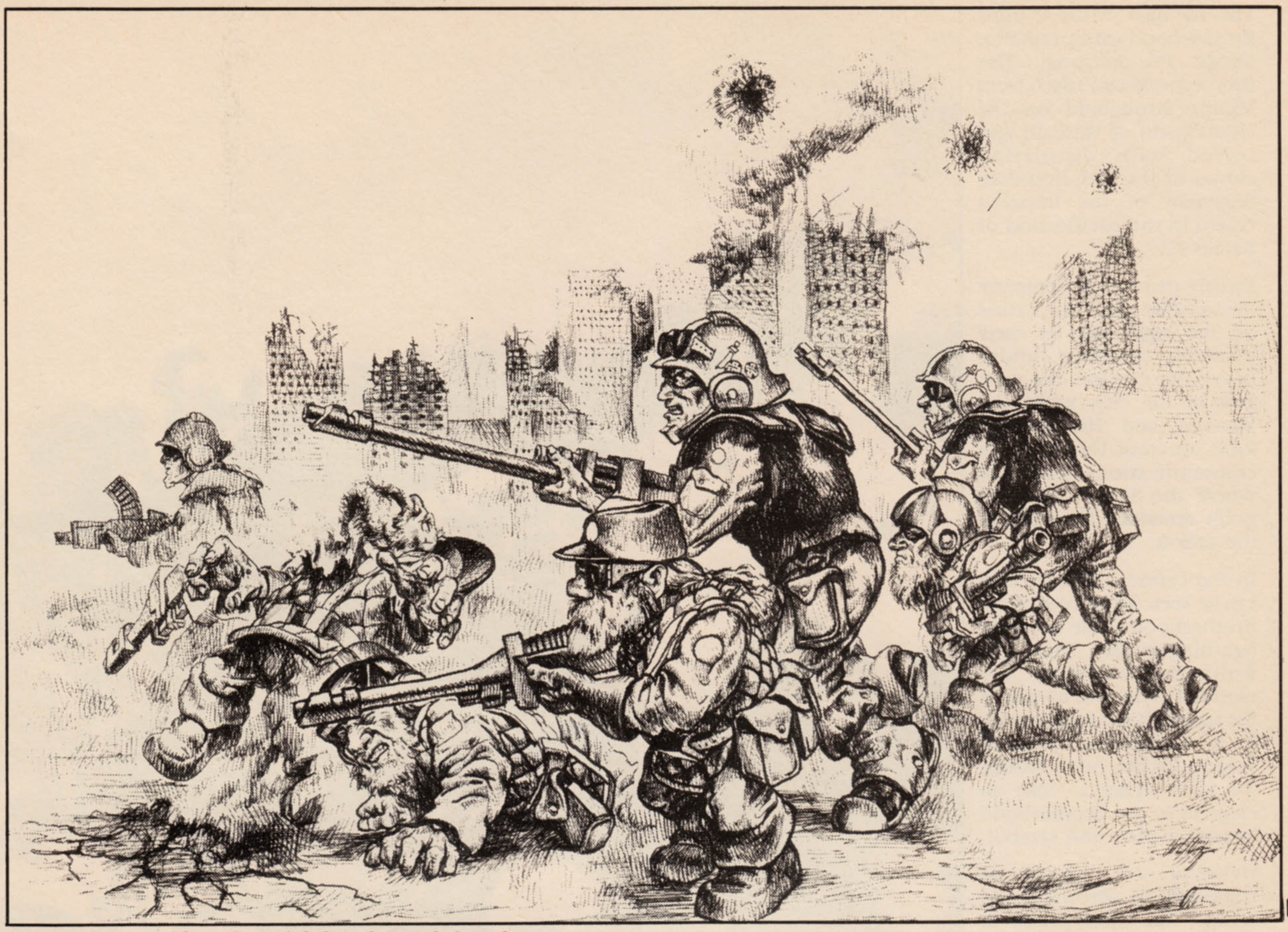
"I really wouldn't recommend it." he said. "You see, I interpret this device as an unusually complex plasma bomb, and that cable you're holding goes direct to the arming mechanism."

Clothing, equipment and vehicles tend to be marked with the symbol of the Lodge rather than that of the Guild, although all Squat Engineers wear the Guild symbol of a hammer as a pendant. The technical jargon of the Engineers Guild varies slightly from Lodge to Lodge; an Engineer from one Lodge can make himself understood by a member of another Lodge if he wishes, or can make use of his Lodge dialect so that an outsider cannot understand him when he discusses technical matters.

Each Squat stronghold has an enclave of Guildsmen, even though individual Engineers come and go as they please or as the Guild orders. The Engineers renounce all stronghold allegiances on joining the Guild, and do not mix a great deal with the other Squats of a stronghold. Sometimes, an Engineer may leave the Guild and join a stronghold through marriage - even so, his sons will almost certainly join the Guild in their turn. And while Guild members may attach themselves to a particular stronghold for years or even generations, they move on at will, and owe their true allegiance to the Guild alone.

Squat Engineers have a very characteristic appearance, which to Human eyes seems to contradict the high esteem in which they are held by the rest of their race. They wear no helmets and their hair is grown long, being either tied or greased back. They favour well-worn leathers and other hard-wearing working clothes, with tough monkey boots, usually scuffed by the constant knocks and battering they take. Many Engineers add bandanas and mirror shades or goggles to their outfit, often jauntily pushing their goggles up onto their foreheads. They travel light, not generally bothering with anything they cannot carry on the bikes and trikes which are as much a status symbol as a means of transport.

Because of their wandering lifestyle, Engineers are more adventurous than the bulk of Squats, are often found serving with Brotherhoods on the battlefield, or even hiring themselves and their machines out on a mercenary basis, working throughout Imperial space and beyond. Individual Squat Engineers with impressive reputations may be directly recruited by the Imperium, and some have been known to reach senior positions within the Adeptus Mechanicus.



Squats advance with an Imperial Guard Assault Squad

● LIVING ANCESTORS

The typical lifespan for a Squat is about 300 years. A small proportion of the population, however, reaches the age of 400, and once a Squat has lived this long, his chance of longevity is drastically increased - lifespans of 800 years are common among this group, and there are some individuals whose true age can only be guessed at.

This small proportion of the Squat population which lives to great old age is treated with enormous respect, being known as *Living Ancestors* or *Spirit Lords*; they are treated as living members of the ancestor group which forms the basis of Squat religion. Their long lives have filled them with wisdom, and they are their Lord's most respected and trusted advisors.

Also, at about the age of 500, certain physiological changes begin to occur. As age begins to sap their speed and strength, they develop an incredible degree of mental and physical resilience, along with certain psychic powers. The fact that psychic powers are practically unknown amongst other Squats makes the Living Ancestors doubly venerated. These psychic powers come from their spiritual closeness to the dead ancestors of their clan, which they tap as a source of psychic energy. Their strength as psykers is directly related to the prestige and honour of the stronghold's ancestors, and the higher the status of the ancestors the more powerful are the Living Ancestors.

When a Squat reaches Living Ancestor status, he surrenders his name and his goods to his descendants, just as if he had actually passed on. A funeral ritual is held by his clan, and the new Living Ancestor goes to live with others of his kind.

As well as advising the Lord of their stronghold, the Living Ancestors often accompany the Brotherhood in battle, providing defensive psychic support and advising the Warlord.

The young Warlord turned to the ancient Squat beside him.

"Revered Ancestor," he said, "What is our best course in this situation?" The Living Ancestor half-closed his rheumy eyes.

"I have seen this but once before," he began. "Six hundred years before your birth, your revered ancestor Lord Thyngrim, whose name you bear in your turn, was on the world of Dioscis Theta. I was younger then, undistinguished amongst the mass of the Brotherhood."

"And how did Lord Thyngrim win the day?" asked the Warlord, with some impatience. The Orks were getting closer.

The Living Ancestor shook as he chuckled, a sound like pebbles clacking together.

"I cannot tell you how to win as he did," he said, "But if you don't mind uncomfortable truths, I can tell you how to avoid losing as he did."

The advance of the Mjolnir Brotherhood on Stronheim, Betalis IV campaign. The Brotherhood was raised from Mjolna Stronghold on the HomeWorld of Valskalf, and served with distinction alongside the 14th Borodian Regiment of the Imperial Guard in the pacification of Betalis IV.

In this picture, F Company (denoted by the Squat F-rune on the right side of their helmets) advances under heavy fire towards the west gate of the city, while the Warlord and Hearthguard look on from the captured communications complex where the Squat command point remained for most of the action.

In the centre of the picutre can be seen the banner of the Brotherhood. Note how the lightning-strokes from the Brotherhood banner are repeated in the unit badges of the squad in the foreground; it is a common practice among Brotherhood troops for each squad to take an element of the Brotherhood banner as their unit symbol.

Helmets are issued as standard to Brotherhood troops, but some prefer to wear soft caps, or no headgear at all. As with most Squat Brotherhoods, there are no strictly-enforced uniform rules and personal decoration of equipment is common. Personal motifs can be seen on most of the helmets in the picture, and the squad leader in the centre foreground has had his head tattooed - a common practice among veteran Squats.

The red flak jackets and dark green coveralls with yellow piping are the standard uniform of the Mjolnir Brotherhood - note the cuff detail on those figures who are not wearing gauntlets - but again, personal details such as gauntlets and knee and elbow pads vary from Squat to Squat.





• ON THE BATTLEFIELD

Squat forces may be found on the battlefield in a number of circumstances.

They may be serving with Imperial Guard forces or the forces of a Rogue Trader, to take part in an Imperial conflict as part of their Home Worlds' tithe of service to the Imperium. As well as using single Brotherhoods to fight alongside other Human and Abhuman troops, the Imperium uses complete Squat armies to impose its will.

Squats may be fighting on their own account, defending their stronghold or taking part in an inter-League dispute or other local conflict - given the volatile temperament of most Squats, it is not unusual for Brotherhoods of adjacent strongholds to go to war, fighting for territory, mineral wealth or over some slight to the honour of the stronghold.

They may have been hired out by their Lord as a mercenary force to serve in some foreign conflict, although they will not generally serve alongside Orkoids or Eldar unless they have turned to Chaos. Squat mercenaries can also be found serving with Imperial forces, or with other Squats - it is traditional for Lords to hire their forces back and forth to serve in each others' conflicts.

They may have been sent out as Reavers by their Lord, or may have taken to buccaneering of their own accord.

Regardless of the circumstances, the Brotherhod organisation remains the same.

There are four main troop types in any Squat force: the Hearthguard, the Brotherhood, the Engineers Guild and Living Ancestors.



Brotherhood Weapons Team supporting Imperial Guardsmen

• WARLORD AND HEARTHGUARD

To guard against the misuse of Brotherhood troops by unscrupulous stronghold Lords, a Brotherhood force is always led by a close relative of the Lord, known as the Warlord. Under his personal command is a unit of the Hearthguard, drawn from the Lord's loyal retainers, who form an aristocratic class in the stronghold.

The Hearthguard is a warrior elite, and their status is reflected in their fondness for lavishly-ornamented gold jewellery. Belts, buckles, chains, pieces of armour and even weapons are decorated with traditional designs in gold and other precious metals, and a Hearthguard's prowess is displayed in the form of these decorative items.

It is traditional for a Lord to present a Hearthguard with a gift in recognition of valour and loyalty, which is nearly always specially made - sometimes by the hand of the Lord himself, the highest of honours - and is often decorated with scenes of the event which it commemorates. These trophies are handed down from father to son, and a leading member of a long-established Hearthguard family can be expected to take the field resplendent with priceless antique jewellery. Unlike the normal Squat principle of succession, where everything passes to the heirs on a Squat's death, a Hearthguard cannot inherit his dead father's jewellery and trophies until he has won his first trophy on his own account; he then inherits his father's name, along with his full panoply of jewellery and equipment. The adopted name of a Hearthguard commemorates the greatest deed of his father, and will remind him and his companions of his ancestor's fame.

Because of their richly decorated equipment and other trophies, the Hearthguard are very individual in their appearance, and do not wear any kind of uniform. Each Squat's equipment and jewellery tells of his own deeds and those of his forebears, and the Hearthguard vie with each other in the distinctiveness and splendour of their appearance. Archaic and mediaeval styles are very popular, with lavish decoration in traditional patterns. It has often been remarked that a Warlord and his Hearthguard on their motorbikes bear more than a passing resemblance to the armoured knights on horseback who may be found in many mediaeval cultures.

Rather like the knights of mediaeval worlds, Warlords and Hearthguard often have magnificent suits of *exo-armour*, all-enclosing, sealed and self-powered environment suits built for them by the Engineers Guild. Like other Hearthguard equipment, exo-armour is handed down from father to son, and is perhaps the proudest status symbol of the Squat military aristocracy.

One detail which is common to the whole of the Hearthguard is the stylised image of a Squat face, which appears on armour, helmets, pendants and other pieces of jewellery. This is an image associated with Squat ancestor-worship, representing the spirits of the ancestors watching over their descendants.

You people do well at war because you treat it as a religion. We do well because we treat it as a business. It is just a matter of outlook.

- Warlord Hargir son of Brond, Gruben Stronghold.

BROTHERHOOD

The bulk of a Brotherhood's troops are those who are referred to simply as 'Brotherhood'. These troops lack the individuality of the Hearthguard, wearing the colours and insignia of the Brotherhood as a uniform. Squats prefer muted colours reminiscent of the rocks and sands of their Home Worlds: browns, greys and greens are popular in varying shades and mixtures, as are black, white and deep red - it is common for seams and piping to be picked out in a contrasting colour.

Those Brotherhoods who are sent out reaving tend to be more individual in their dress; in most cases they wear their own clothing rather than a uniform, so that their home stronghold cannot be identified. However, Squats who have made a career out of piracy are as flamboyant, in their own way, as the most ostentatious Hearthguard. Often they will adopt distinctive uniforms and colours, so that they are immediately recognisable; in this way, their fearsome reputation does half their work for them.

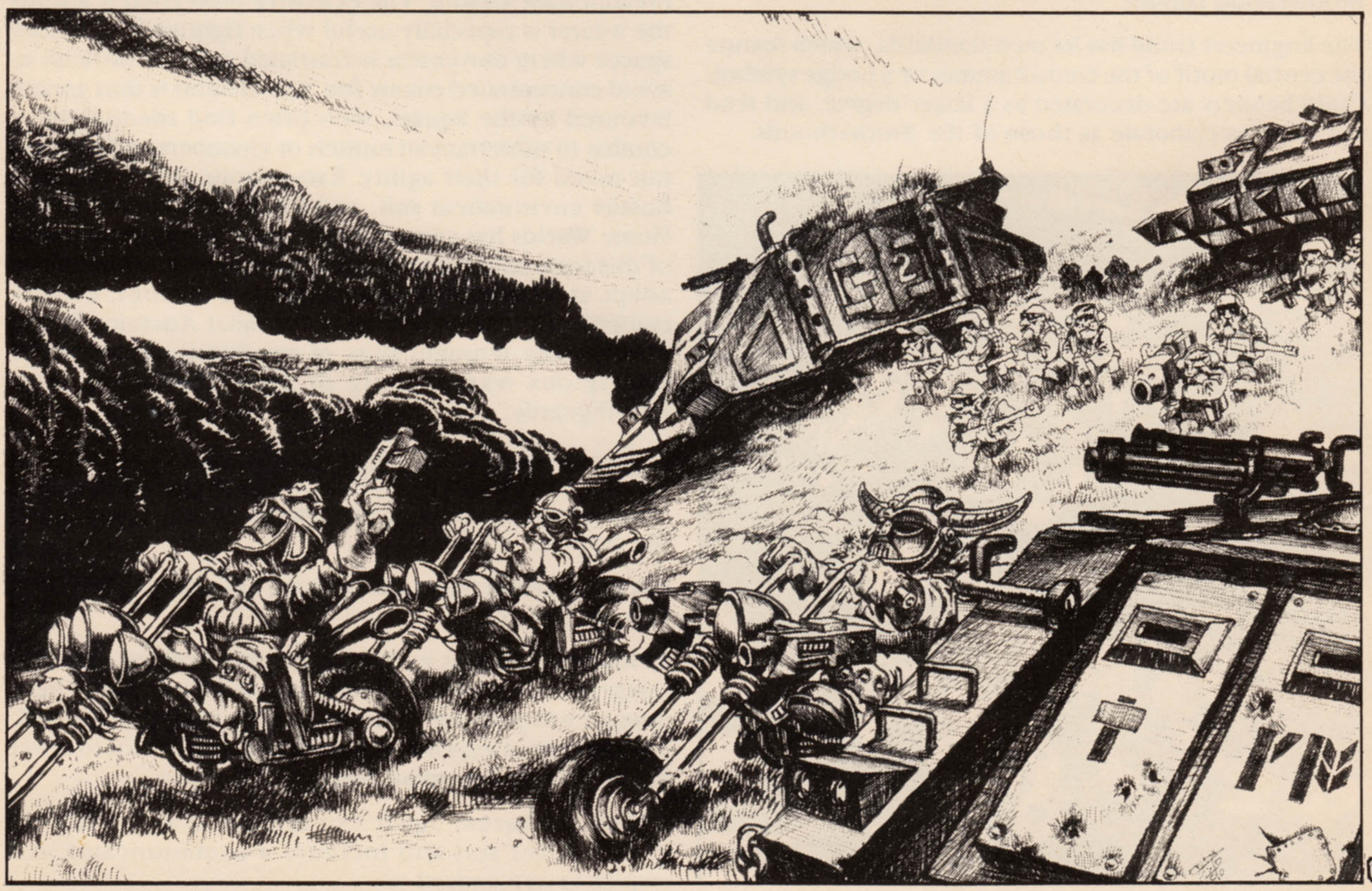
Brotherhood troops are generally armed with lasguns, but the Squats have a characteristic fondness for heavy firepower, and heavy bolters are a favourite weapon. Most squads will have at least one heavy weapon, and sometimes an entire squad may be equipped with heavy weapons. Since no Squat would consider himself fully dressed without at least one sidearm, it is not unusual for Squats to go about armed to the teeth as a matter of course. Most citizens of the Imperium carry a sidearm and a blade weapon as part of their standard dress, but Squats are renowned as particularly fond of weaponry. This fondness is reinforced by the hostile environments in which they are usually raised, where dangerous flora and fauna, and the constant threat of Ork and Eldar raids, encourages even the youngest of Squats to pack a few hand guns and something loud and heavy on his bike.

> We have always been a race of traders. It is natural to us that we should trade the fighting skills of our Brotherhoods. As well as bringing us a profit, it also allows our youngsters to gain experience and honour, and to keep alive the skills which our strongholds may one day need for their own defence.
>
> - Lord Grumni, Bruggen Stronghold

ENGINEERS GUILD

Just as the Engineers Guild has a constant, if shifting, presence in each Squat stronghold, so most Brotherhoods are accompanied by some Engineers Guild troops. Engineers wear a personalised 'uniform' of leathers over T-shirts or singlets, with individual decoration such as fringes and studs. Lodge symbols, and the universal hammer symbol of the Engineers Guild, are worn instead of stronghold and Brotherhood badges. Guildmasters are more elaborately dressed, usually wearing heavy and ornate chains of office.

Apart from their dress, the other most distinctive feature of Squat Engineers is their motorbike and trikes. These are universally favoured by Engineers as a personal transport, and some have been adapted for battlefield use by the addition of weapon mounts. The Engineers make more extensive use of bikes on the battlefield than almost any other troop type.



Warlord and Hearthguard attack at the head of a Brotherhood

LIVING ANCESTORS

Living Ancestors take the field in small numbers with Squat forces, drawn from either the stronghold or from the Engineers Guild, to provide sage advice for the leaders and psychic support for the warriors. Their psychic abilities concentrate on defence, but they are by not entirely incapable of attack. Living Ancestors are distinguished by their high-collared robes, with collars rising above their heads, and their ornate neck-chains.

Living Ancestors from the same stronghold always have the same level of power. Their psychic energy is directly tapped from the stronghold's ancestor spirits, and their power varies with the prestige and status of these spirits.

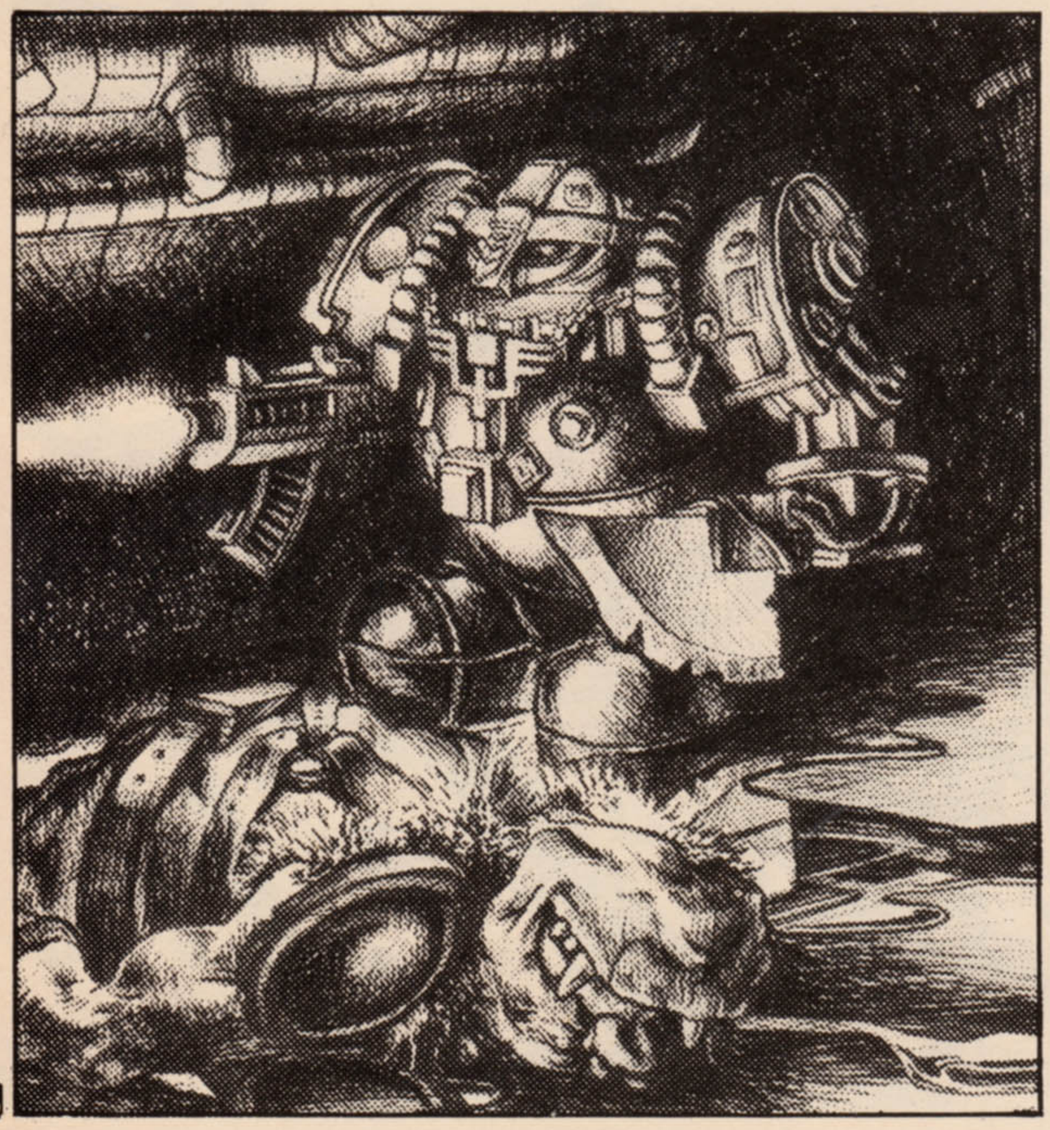
STANDARDS

Squat Brotherhoods vary widely in the styles of banners and standards they employ, but a Brotherhood will almost always carry its own banner into battle, and sometimes the banner of its home stronghold as well. It is a common practice to mount these standards on bikes.

Stronghold banners are largely heraldic, bearing the symbol of the stronghold and sometimes a motto or slogan. Brotherhood banners tend to be more elaborate, with a central picture surrounded by ornate borders containing battle honours and slogans. The picture may be of the Brotherhood's most famous exploit, or a design such as a Squat braining an Ork or Eldar with a hammer.

Brotherhoods in Imperial service may be presented with Imperial banners like those of the Imperial Guard. They may use the Imperial banner instead of, or as well as, their stronghold banner - but are unwilling to part with their Brotherhood banner.

The Engineers Guild has its own standards, which feature the central motif of the Guild hammer or a Lodge symbol. Guild banners are decorated to a lesser degree, and tend not to be as elaborate as those of the Brotherhoods.



Exo-armoured Hearthguard tunnel-fighting with Orks

EQUIPMENT

SUSPENSORS AND TARGETERS

Squats are extremely tough, strong-boned and resilient, and they able to carry a considerable weight. A Squat can carry up to 2'' movement penalty's worth of *heavy* equipment without penalty. Despite this, the difficulties of life on the high gravity Home Worlds has influenced the design of Squat equipment and they always build in the normal full requirement of suspensors to offset movement penalties simply by force of habit. The points value of these has been taken into account in the lists. Targeters, however are not widely used by Squats.

SQUAT BREASTPLATES

Squat Warlords and their Hearthguards have from time immemorial worn finely-wrought breastplates and helms, decorated with ancestoral faces. In ancient times, breastplates would have been crafted from simple beaten metal plate. These much-cherished items of war panoply have continued in favour in the more technically advanced form of *carapace breastplates*, still decorated with traditional ancestor images.

Carapace breastplates and helms give a basic *saving throw* of 5 or 6 on a D6. Wealthier Warlords and Hearthguards tend to replace their carapace armour for exo-armour.

SQUAT EXO-ARMOUR

Exo-armour combines features of both power armour and dreadnought armour. The extensive protection it affords the wearer is especially useful when fighting in confined spaces where movement is restricted and it is difficult to avoid concentrated enemy fire. Exo-armour is thus greatly favoured by the Squats, who often find themselves in combat in subterranean tunnels or chambers and who are not noted for their agility. Exo-armour also serves as a hostile environment suit, and the barren surface of the Home Worlds has certainly stimulated the developement of this form of armour by the Squats. Squat armourers are adept at forging rather striking exo-armour, usually embellished with the visage of a Squat Ancestor Spirit. These finely wrought suits of exo-armour become the prestigious war panoply of great Lords and their Hearthguards.

Special Rules for Squat Exo-Armour

Movement: There is no movement penalty for wearing the armour.

Saving Throw: Squat exo-armour has a *saving throw* of 2, 3, 4, 5 or 6.

Armament: Squat exo-armour incorporates standard integral armament of *power axe* and *bolt gun*. These integral weapons are fitted so as to be used one-handed. The bolt gun always has a targeter, and a suspensor to offset the targeter's movement penalty.

Other Features: Squat exo-armour is also a hostile environment suit and includes a communicator and respirator as standard

SPACE DWARF BANNERS





A selection of Squat banners. Top row: stronghold banners, with typical Squat heraldic devices. Middle row: Engineers' Guild Lodge banners, note the frequent use of the Guild's hammer symbol. Bottom row: Brotherhood banners, with a central picture surrounded by mottoes and other decoration.

WARHAMMER 40,000™

SQUATS

These Space Dwarf metal minitures are supplied with separate plastic arms and weapon. These allow a wide variety of finished models to be built, with many possible variations on each body.



420210 WOUNDED

420201 BIKER



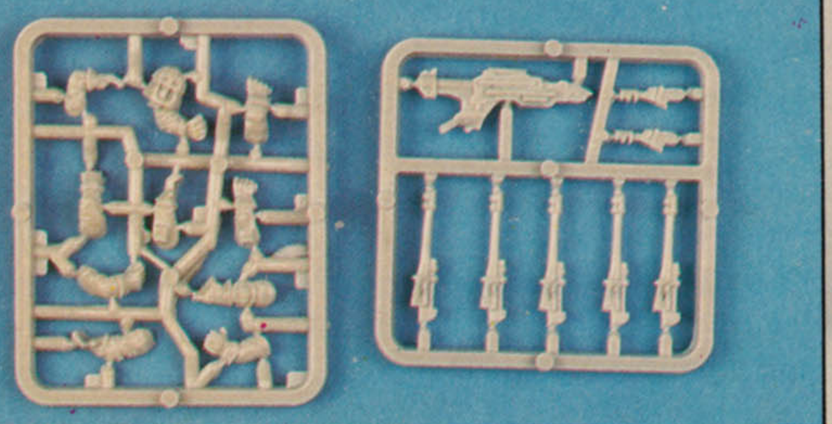
420202 BIKER

420205 GUILD MASTER

420208 GUARDSMAN

420209 GUARDSMAN

420203 BIKER





420204 BIKER

420206 GUILD MASTER

420207 GUARDSMAN

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● SQUAT VEHICLES

The following profiles should be used for Squat bikes and trikes:

	LAND								
	Max	Acc/Dec	TRR	Cp	T	D	Sv	Eq	W
BIKE/TRIKE	32	16	½	1	4	1	5	1	2
GUILD TRIKE*	32	16	½	2	4	1	5	2	6

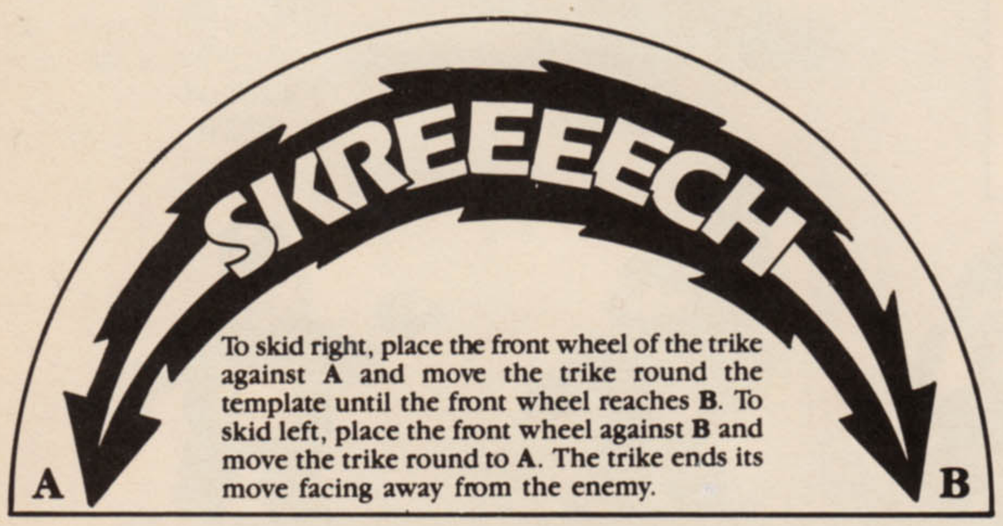
* This profile is only used for Guild Heavy Weapon Trikes - other Squat trikes use the normal bike profile.

Other Squat vehicles (eg Land Raiders and Rhinos) use the normal profiles.

● GUILD TRIKE HIT AND RUN TACTICS

Guild Heavy Weapon Trike Teams have a well-deserved reputation for highly mobile hard-hitting tactics. Their favored method of going into action is reminiscent of Napoleonic horse artillery: the trikes advance at speed towards the enemy and skid turn in a semi-circular arc to present the rear of the trike to the enemy. The gunner then opens fire and the trike remains ready to move off in another direction without delay. The exceptional skill and bike control required for this manouvre is typical of the Trikers of the Guild of Engineers. Enemies and allies alike have observed and reported this tactic in action with incredulity and amazement.

To represent this manoeuvre, the trike may move towards the enemy up to its maximum *Movement* allowance. At the point at which the crew wish to fire, or at the end of the full move distance, the trike is immediately swung around using the *skid turn template* so that the rear of the trike faces the target. This manoeuvre imposes no *to hit* penalty. The gunner may fire from this position and the trike may then continue to the end of its move. It may even repeat the same manoeuvre next turn if desired.



SKID TURN TEMPLATE

Photocopy the template, stick to card and cut out.

The skid turn is an extremely difficult manoeuvre which involves spinning the wheels in reverse during the few seconds of the turn, while the gunner lets off a shot. There is a definite element of risk to this action even when practised by the skilled Guild Trikers and each trike must make a *control test* on attempting the skid turn. Roll a D10 for the trike before it makes the turn. If the score is 1, the trike overturns at full speed without completing the turn or firing - the team are thrown off and slain. Any other score means that the manoeuvre is successfully carried out.



Field-stripping a faulty plasma gun

● SQUAT TECHNICAL PROFICIENCY

Squats have natural aptitude with technology and machinery. All Squats are technically proficient and able to adequately maintain their own equipment. Unlike other forces of the Imperium, Squats are not dependant on Adeptus Mechanicus Techpriests because Squat Engineers are able to repair damaged equipment and fulfil the same role as Techmarines in Marine forces.

When a vehicle has received special damage resulting from a critical hit, a Squat Engineer may attempt to restore the vehicle's functions. Engineers cannot deal with damage to a vehicle's crew or the complete destruction of a vehicle, but may deal with any other damage. To represent this, roll a D6 when the Engineer 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 damahged beyond repair and the Engineer will content himself with salvaging a few small mechanical items of interest. On a score of 2-5, roll again next turn - the Engineer is engrossed in attempting to repair the machine.

● ADVISORS

Commissars and Adeptus Mechanicus Techpriests sometimes accompany Squat forces into battle, always associating with the leader of the force on the battlefield. The Imperium continues to observe and collect data on the Squats and often uses Commissars for this role. Since the Commissar is present in a purely advisory role and not to enforce discipline, he does not shoot Squat personnel for retreating. Similarly, the Adeptus Mechanicus is fascinated by the apparently natural technical expertise of the Squats and the Techpriest is present as an observer to learn more about Squat skills on behalf of the Imperium.

● ARMY COMPOSITION

Squat forces are composed according to the following conditions:

1. A Squat force must consist of one or more complete Brotherhoods.
2. A Squat force always consists of complete Brotherhoods whether it represents a Squat army or a Squat ally contingent in another army.
3. A Squat force may include a complete Engineers Guild Expeditionary Force as an alternative to a Brotherhood.

● BROTHERHOOD

A Squat Brotherhood consists of the following units and personalities:

Units/Personalities	Minimum Cost per Unit
1 Warlord with his Hearthguard	120
3-4 Combat Squads	215 each
0-1 Guildmaster*	20
0-2 Guild Bike Squads	555 each
0-2 Weapon Teams chosen from:	
Brotherhood Weapon Teams	20 + weapon
Guild Weapon Teams	70 + weapon
0-3 Living Ancestors	190 each

* Only available if at least 1 Guild Bike Squad present.

The minimum points value of a Squat Brotherhood is 765 points. This includes the Warlord, Hearthguard and 3 Combat Squads without any additional equipment or optional upgrades, and with the Warlord and Heartguard as Champions.

● ENGINEERS GUILD EXPEDITIONARY FORCE

An Engineers Guild Expeditionary Force, consists of the following units and personalities:

Units/Personalities	Minimum Cost per Unit
1 Guildmaster	20
2-4 Guild Bike Squads	555
0-2 Guild Weapon Teams	70 + weapon
0-1 Living Ancestor	190

The minimum points value of a Squat Engineers Guild Expeditionary Force is 1130 points. This includes the Guildmaster and 2 Guild Bike Squads without any additional equipment or optional upgrades, and with the Guildmaster as a Champion.

An Engineer travels light because it's easier. Instead of lugging several thousand tools around with you, get where you're going, look at the job, decide what tools you need, and make them on the spot. Far more practical.

- Engineer Sindri
Massunich Lodge, Engineers' Guild

● SPECIAL EQUIPMENT CHART MODIFIES

Personalities may add the following bonuses to their D100 rolls on the *Special Equipment Charts* to increase their choice of items and bring the more unusual items within their range. They use the same *Special Equipment Charts* as Space Marines and the Imperial Guard.

Personality	Bonus
Warlord	-10, +10, +20 or +30
Guildmaster	-10, +10, +20 or +30
Spiritmaster	+10
Hearthguard	+5

A personality may add any one of the listed bonuses, or may take the weapon as rolled without any bonus at all.

● ADVISORS

Squat forces in Imperial Service may have:

1 Human Commissar per Brotherhood at 45 points each

1 Techpriest per Brotherhood at 10 points each

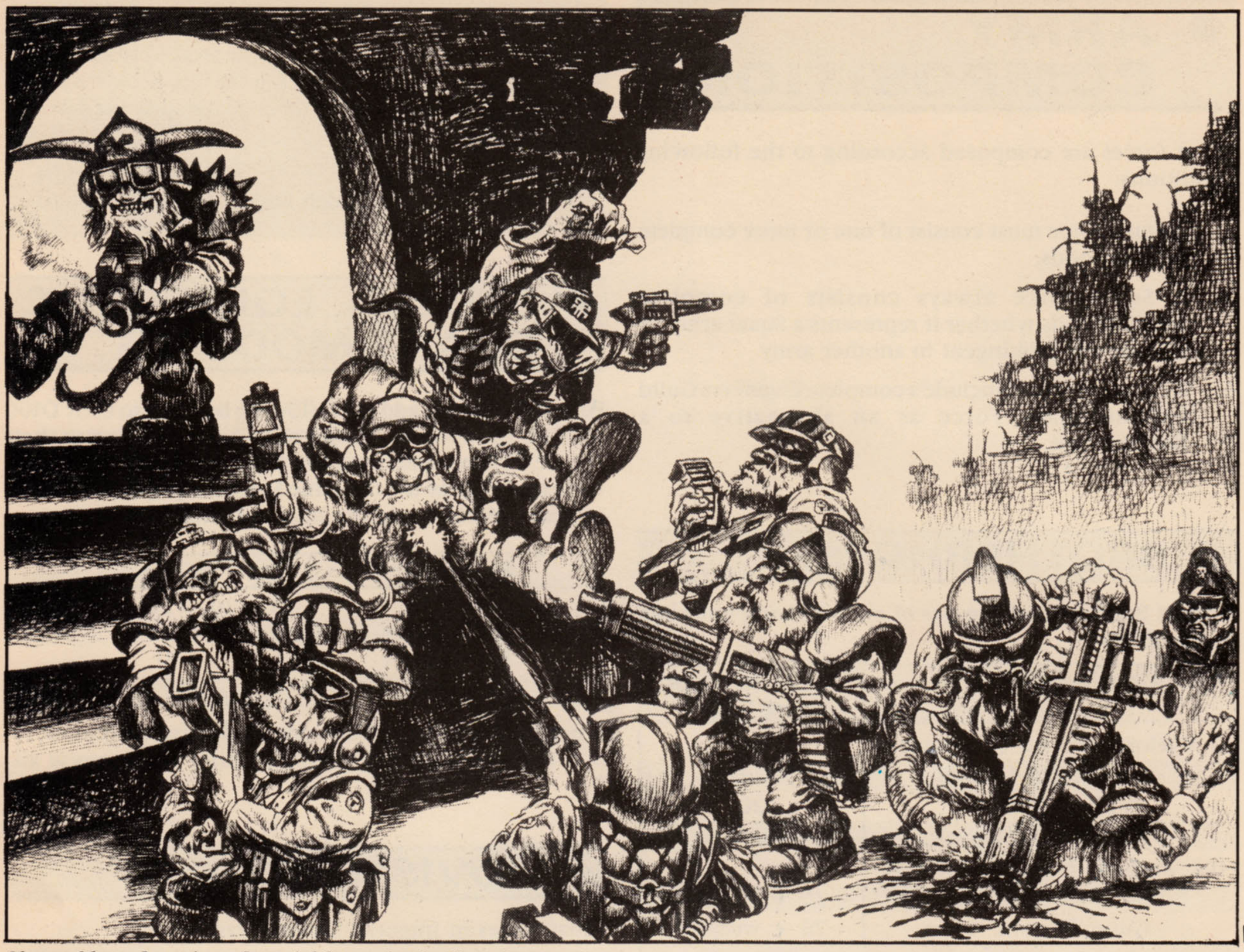
The Techpriest can either be a Human or a Squat Adeptus Mechanicus.

● ALLIES

Although the Legiones Aststartes shun serving with Abhumans wherever possible, the Imperial Guard are quite prepared to serve alongside Squats. In return, Squat forces can often count on Imperial Guard contingents being available to support them. Indeed, of all the Abhuman troops that the Imperial Guard may find themselves serving with, Squats are certainly perferred by most commanders because the Guard can count on their reliability, determination and technical expertise to make life on campaign a lot easier.

It is these very same qualities that impress many Rogue Traders. Rogue Traders were among the first agents of the Imperium to re-establish contact with the Home Worlds. Ever since that time, many Rogue Trader contingents have given valuable assistance to the Squat Brotherhoods and the Guild.

Squats in the service of the Imperium may spend 25% of their points value on forces chosen from the Imperial Guard or the Rogue Trader army lists.



Observed by a Commissar, Imperial Squats battle Chaos Squats

● TRAITOR SQUATS

Traitor Squats are regarded with disdain and loathing by other Squats for bringing shame on the whole of the proud Squat kindred.

Squats may be converted into Traitor Squats serving one of the Chaos Powers by simply applying the following provisions to the standard Squat list.

Profiles

Due to their association with Chaos and its degenerating influence on the otherwise impeccable Squat mentality, Traitor Squats suffer reduced characteristics. *Leadership*, *Intelligence*, *Cool* and *Will Power* are all reduced by -1. These reduced characteristics are not optional and profiles given in the lists should be amended accordingly for all Traitor Squats. An amended Traitor Squat basic profile is given below.

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
TRAITOR SQUAT	3	4	3	3	4	1	2	1	8	6	8	8

Chaos Attributes

Traitor Squat Squads may choose to have up to D6-4 *personal Chaos attributes* per squad.

Traitor Squat personalities may choose to have up to D6-3 *personal Chaos attributes* per character model

Chaos Rewards

Traitor Squat Warlords and Guildmasters may have up to D6-4 *Chaos rewards* each.

These may be generated from the general *Chaos Rewards Table* or from the *Rewards Table* of their patron Chaos Power (see **Slave to Darkness** and **The Lost and the Damned**).

Equipment

Traitor Squat Warlords or Guildmasters may have up to 3 rolls on the *Arms of Chaos Chart* at 50 points per roll.

Traitor Squat Allies

Traitor Squats may spend up to 25% of their points on allies from any of the following army lists:

Any Traitor Legion
Chaos Renegades
Chaos Cultists
Orks

Do not think we bear you any ill-will. You were simply in the right place at the right time - or the wrong time from your point of view.

- Warlord Thargrim 'the red'
Traitor Squat Commander



No 1 (Rough Rider) Platoon, 2nd Yussa Regiment, better known as Ruzvuld's Rough Riders, launch their fateful charge at the Battle of Sanuan Hill during the pacification of Tothpawr III.

Under cover of supporting fire from the rest of the Regiment, including a contingent from the Squat stronghold of Grimlund, the Rough Riders punched a hole in the enemy lines, which was widened by the Beastmen Assault Platoon and Human Bombs (visible in middle picture) who advanced under cover of the charge.

The Regiment was able to establish a successful breakout, and Captain Ruzvuld received a posthumous citation for valour.

Note the Rough Rider symbol on the left flank of each horse, clearly visible in the bottom picture. Rough Rider horses are marked using a process of *freeze-branding*; the quick and painless application of a very low-temperature marking agent permanently destroys the pigmentation of the hide and hair, leaving a patch of pure white.

Next month's *'Eavy Metal* will look in detail at techniques for painting horses.



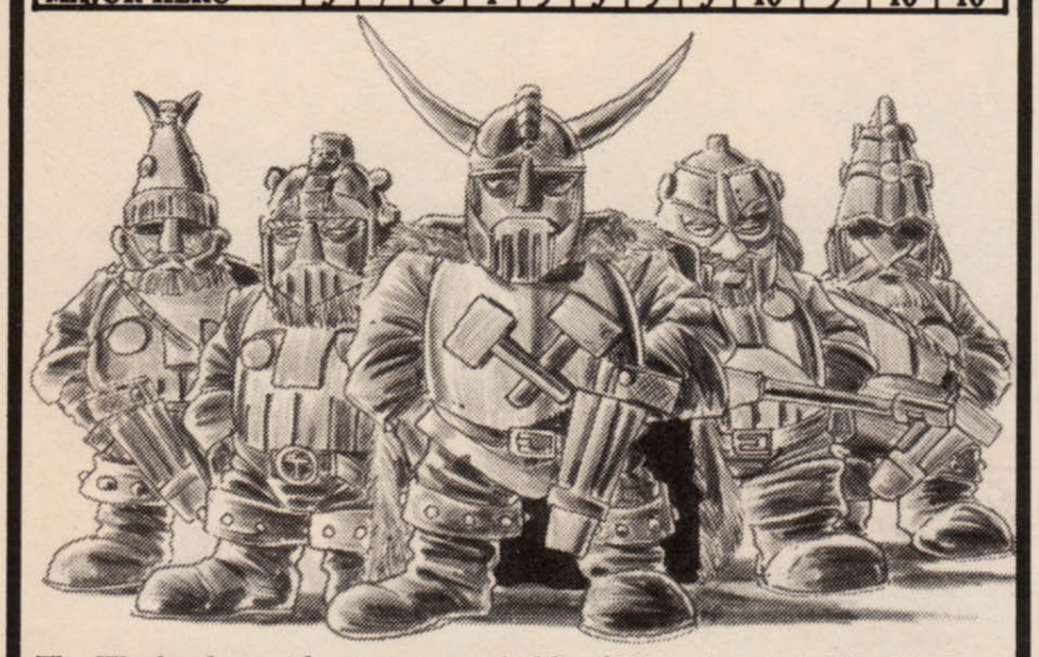
Models painted by Darren Mattheus, Mike McVey, Phil Lewis, John Blanche & Sid.



WARLORD AND 4 HEARTHGUARDS
at 120 points

WARLORD

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	3	5	4	4	4	1	3	1	9	7	9	9
HERO	3	6	5	4	5	2	4	2	10	9	10	10
MAJOR HERO	3	7	6	4	5	3	5	3	10	9	10	10



The Warlord must be accompanied by 4 Hearthguard. The Warlord and his Hearthguards can be of whatever level the player wishes. This means that the unit may include a mixed group of personalities of various levels.

The basic points value includes the points value of a Champion Warlord. Add +50 points to the basic value to upgrade him to **Hero**, *or +80 points to upgrade him to* **Major Hero**.

BASIC EQUIPMENT

CARAPACE BREASTPLATE & HELM
PHOTO/INFRA VISOR/GOGGLES
KNIFE
FRAG GRENADES
CRACK GRENADES
MELTA BOMBS

ADDITIONAL EQUIPMENT

EXO ARMOUR 75

SPECIAL EQUIPMENT CHARTS

The Warlord has a wide choice of equipment; his privileged status and wealth allows him to acquire virtually any equipment he likes. He cannot use this privilege to supply other members of his force - he may only choose items he intends to use himself. The Warlord can apply a -10, +10, +20 or +30 modifier to his rolls on the 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 AND BIONICS	0-4	5

OPTIONS

BIKE OR TRIKE FOR WARLORD 70
If the Warlord is mounted then all the Hearthguard must be mounted.

POWER FIELD FOR BIKE/TRIKE 20
Power field (1" radius) protects bike or trike and its rider, and includes a power field synchroniser.

4 HEARTHGUARDS

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	3	5	4	4	4	1	3	1	9	7	9	9
HERO	3	6	5	4	5	2	4	2	10	9	10	10
MAJOR HERO	3	7	6	4	5	3	5	3	10	9	10	10

The Hearthguards must *accompany the Warlord. This means that the 5 models are treated as a single indivisible unit with regard to unit coherency rules. The Hearthguards can be of any level the player wishes. This means that the unit may include a mixed group of personalities of various levels.*

The basic points value includes the points values of Champion Hearthguards. Add +50 points to the basic value for each **Hero** *chosen, and +80 points for each* **Major Hero** *chosen.*

BASIC EQUIPMENT

CARAPACE BREASTPLATE & HELM
PHOTO/INFRA VISOR/GOGGLES
2 LASPISTOLS
KNIFE
FRAG GRENADES
CRACK GRENADES
MELTA BOMBS

ADDITIONAL EQUIPMENT

EQUIPMENT	PTS/MODEL	EQUIPMENT	PTS/MODEL
EXO ARMOUR	75	POWER SHIELDS	1
POWER AXES	6		

GRENADES

GRENADE TYPE	COST	GRENADE TYPE	COST
ANTI-PLANT	½	SCARE GAS	1
BLIND	1	SMOKE	½
CHOKE	½	STASIS	½
HALLUCINOGEN	2	STUMM	½
HAYWIRE	4	TANGLEFOOT	1
KNOCKOUT	½	TOXIN	½
PHOTON	1	VIRUS (1)	4
PLASMA (1)	1	VORTEX (1)	25
RAD	4		

As an alternative to the Additional Equipment listed above, Hearthguards may roll on the Special Equipment Charts (each Hearthguard makes separate rolls and each may take up to the number of rolls listed below):

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 AND BIONICS	0-4	5

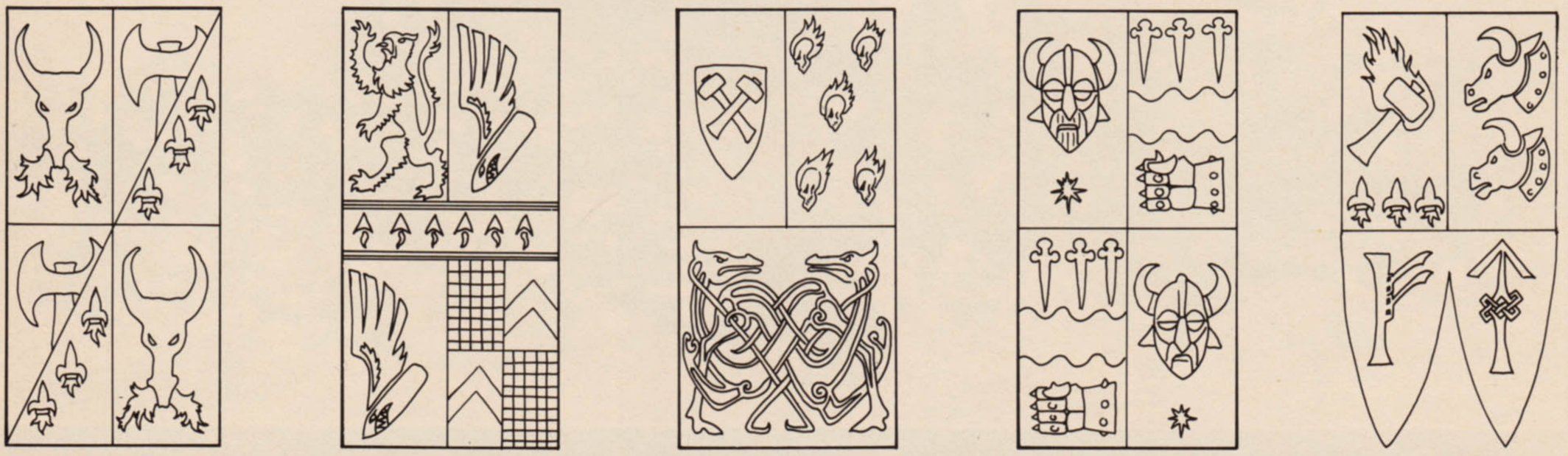
OPTIONS

SUBSTITUTE 2 BOLT PISTOLS FOR 2 LASPISTOLS ..... FREE
BIKES OR TRIKES FOR 4 HEARTHGUARDS 280

If The Warlord is mounted; all the Hearthguard must be mounted. If the Hearthguard are mounted; the Warlord must be mounted.

POWER FIELD FOR BIKE/TRIKE ..... 20 EACH

Power field (1" radius) protects bike or trike and its rider, and includes a power field synchroniser.



Stronghold banners, these may be photocopied and painted using Citadel paints and inks for use on your miniatures.

COMBAT SQUADS at 215 points per Squad
SQUAD LEADER AND 7 TROOPERS

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SQUAT	3	4	3	3	4	1	2	1	9	7	9	9



The most notable aspect of Squat Combat Squads is their ability to deploy any number of heavy weapons. In this respect they are unique among the basic tactical forces of the Imperium.

BASIC EQUIPMENT

FLAK ARMOUR
PHOTO/INFRA VISOR/GOGGLES
KNIFE
FRAG GRENADES
CRACK GRENADES
MELTA BOMBS

STANDARD EQUIPMENT

1 LEADER — LAS PISTOL, COMMUNICATOR
7 TROOPERS — LAS GUNS

ADDITIONAL EQUIPMENT

EQUIP ENTIRE SQUAD WITH ANY OF THE FOLLOWING GRENADE TYPES:

GRENADES	PTS/SQUAD	GRENADES	PTS/SQUAD
ANTI-PLANT	4	SCARE GAS	8
BLIND	8	SMOKE	4
CHOKE	4	STASIS	4
HALLUCINOGEN	16	STUMM	4
HAYWIRE	32	TANGLEFOOT	8
KNOCKOUT	4	TOXIN	4
PHOTON	8	VIRUS (1 EACH)	32
PLASMA (1 EACH)	8	VORTEX (LEADER - 1 ONLY)	25
RAD	32		

OPTIONS

EQUIP ANY OR ALL TROOPERS WITH:

EQUIPMENT	PTS/MODEL	EQUIPMENT	PTS/MODEL
HEAVY BOLTERS INSTEAD OF LASGUN	15	2 BOLT PISTOLS INSTEAD OF LASGUN	0
2 LASPISTOLS INSTEAD OF LASGUN	0	CHAINSWORD	2

EQUIP ENTIRE SQUAD WITH:

EQUIPMENT	PTS/SQUAD
REPLACE LASGUNS WITH BOLT GUNS	3½

EQUIP 1 TROOPER WITH 1 OF THE FOLLOWING HEAVY WEAPONS INSTEAD OF A LASGUN:

EQUIPMENT	PTS/MODEL	EQUIPMENT	PTS/MODEL
AUTO CANNON	45	HEAVY WEBBER	30
CONVERSION BEAMER	55	LAS-CANNON	100
D-CANNON	50	MISSILE LAUNCHER (WITH FRAG, CRACK AND MELTA MISSILES)	65
GRENADE LAUNCHER (WITH FRAG, CRACK AND MELTA GRENADES)	25	MULTI-LASER	50
HEAVY PLASMA GUN	85	MULTI-MELTA	60
HEAVY STUB	15		

EQUIP LEADER WITH 1 OF THE FOLLOWING:

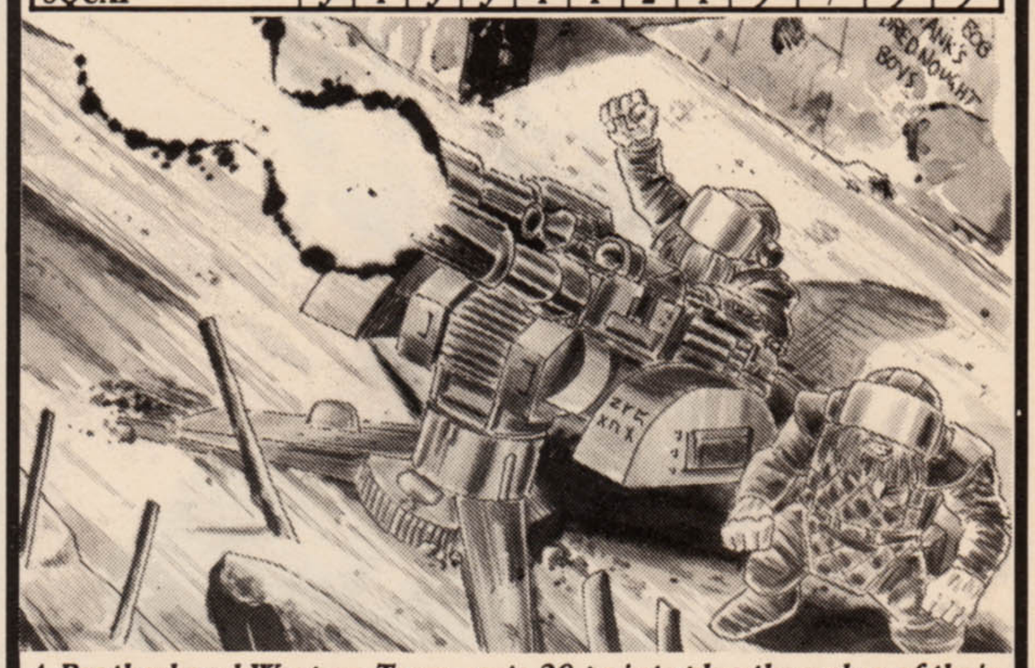
EQUIPMENT	PTS	EQUIPMENT	PTS
CHAINSWORD	3	POWER GLOVE	15
POWER AXE	6	COMBI-WEAPON	5
POWER SHIELD	1	SAWN-OFF SHOTGUN	½
POWER SWORD	7	AUTO-PISTOL	1

EQUIP LEADER WITH 1 OF THE FOLLOWING INSTEAD OF LASPISTOL AT NO EXTRA COST:

BOLT PISTOL
NEEDLE PISTOL
PLASMA PISTOL
SWORD
HAND FLAMER
SHURIKEN PISTOL
STUB GUN
WEB GUN

BROTHERHOOD WEAPON TEAMS
BROTHERHOOD SUPPORT WEAPON WITH TEAM OF 2 SQUATS

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SQUAT	3	4	3	3	4	1	2	1	9	7	9	9



A Brotherhood Weapon Team costs 20 points plus the value of their weapon. The costs of a team plus weapon are listed by weapon type below.

BASIC EQUIPMENT

PHOTO/INFRA VISOR/GOGGLES

ONE OF THE FOLLOWING PER TEAM (POINTS COST INCLUDES TEAM):

SUPPORT WEAPONS	PTS/WEAPON
MOLE MORTAR	80
THUDD GUN	70

RAPIERS	PTS/WEAPON
MULTI-LASER	200
MULTI-MELTA	210
LAS-CANNON	240

TACTICAL EQUIPMENT	PTS/WPN
BOMBOT (10 MAX)	25
LAS-CUTTER	55
PHASE FIELD GENERATOR	70

TARANTULAS	PTS/WEAPON
A Tarantula has two weapons of identical type.	
GRENADE LAUNCHER (WITH FRAG, CRACK AND MELTA GRENADES)	100
HEAVY PLASMA GUN	220
HEAVY BOLTER	100
LAS-CANNON	250
MISSILE LAUNCHER (WITH FRAG, CRACK AND MELTA MISSILES)	130
MULTI-MELTA	170
CONVERSION BEAMER	170

ADDITIONAL GRENADE/MISSILE LAUNCHER AMMUNITION:

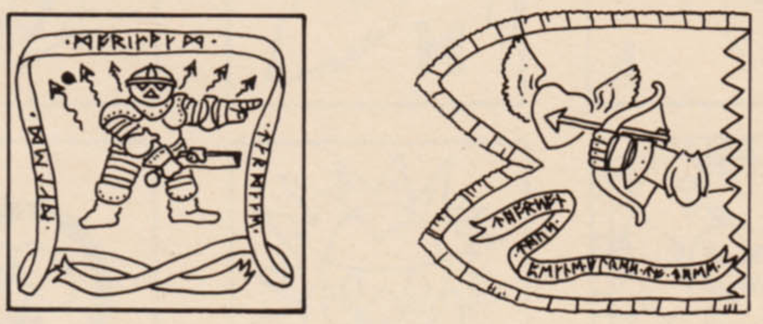
You can make up to 2 rolls per Tarantula on the Grenades/Missiles Special Equipment Chart for extra Grenade Launcher or Missile Launcher ammunition.

CHART	ROLLS	PTS/ROLL
GRENADES/MISSILES	2	7

ADDITIONAL EQUIPMENT

EQUIPMENT	PTS	
POWER FIELD (1" RADIUS)	20	*To protect weapon and team members; includes power field synchroniser.*





Brotherhood banners, these may be photocopied and painted using Citadel paints and inks for use on your miniatures.

GUILDMASTER at 20 points

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	3	5	4	4	4	1	3	1	9	7	9	9
HERO	3	6	5	4	5	2	4	2	10	9	10	10
MAJOR HERO	3	7	6	4	5	3	5	3	10	9	10	10



A Squat Brotherhood may only contain a Guildmaster if at least 1 Guild Bike Squad is included in the force. A Squat Engineers Guild Expeditionary Force always includes a Guildmaster.

The basic points value is for a Champion Guildmaster. Add +50 points to the basic points value to upgrade him to **Hero**, *or +80 points to upgrade him to* **Major Hero**.

BASIC EQUIPMENT

FLAK ARMOUR
PHOTO/INFRA VISOR/GOGGLES
KNIFE
FRAG GRENADES
CRACK GRENADES
MELTA BOMBS

ADDITIONAL EQUIPMENT

EQUIPMENT	PTS
EXO ARMOUR	75
PLATE ARMOUR	1

ONE OF THE FOLLOWING:	
DISPLACER FIELD	2
REFRACTOR FIELD	1½
CONVERSION FIELD	3
STASIS FIELD	25
POWER SHIELD	1

SPECIAL EQUIPMENT CHARTS

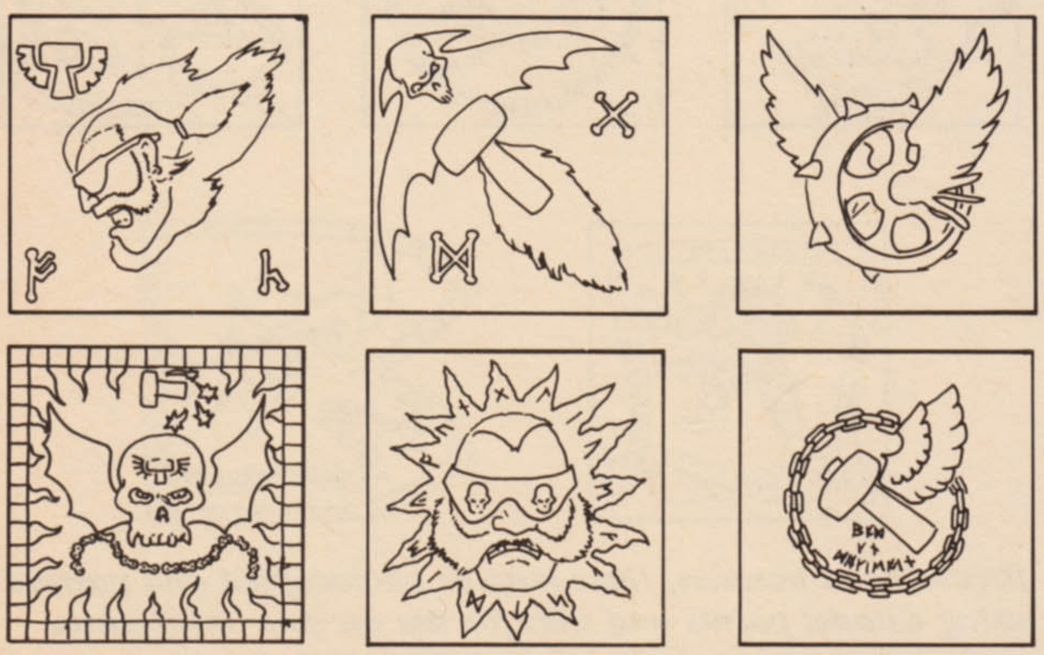
The Guildmaster has a wide choice of equipment; his important status within the Guild allows him to acquire virtually any equipment he likes. He cannot use this privilege to supply other members of his force, and he may only choose items he intends to use himself. To represent this the Guildmaster can make the following rolls on the Special Equipment Charts, in addition to taking any of the above equipment. He may apply a -10, +10, +20 or +30 modifier to these rolls on the Special Equipment Charts.

CHART	ROLLS	PTS/ROLL
CLOSE COMBAT WEAPONS	0-2	3
GRENADES/MISSILES	0-2	7
EQUIPMENT AND BIONICS	0-4	5

OPTIONS

BIKE OR TRIKE FOR GUILDMASTER 70
POWER FIELD FOR BIKE/TRIKE 20

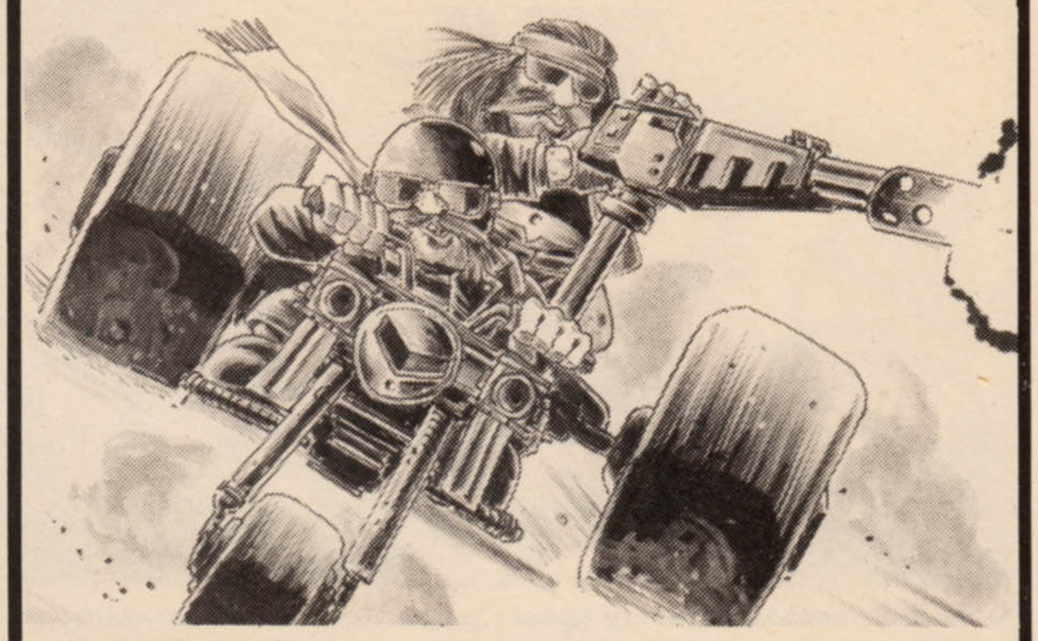
Power field (1" radius) protects bike or trike and its rider, and includes a power field synchroniser.



Engineer's Guild Lodge banners, these may be photocopied and painted using Citadel paints and inks for use on your miniatures.

GUILD WEAPON TEAMS
GUILD TRIKE-MOUNTED SUPPORT WEAPON WITH TEAM OF 2 SQUATS

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SQUAT	3	4	3	3	4	1	2	1	9	7	9	9



A Guild Weapon Team costs 70 points plus the value of their weapon. The costs of a team, plus their trike and weapon, are listed by weapon type below.

BASIC EQUIPMENT

PHOTO/INFRA VISOR/GOGGLES

ONE OF THE FOLLOWING PER TEAM (POINTS COST INCLUDES TEAM AND TRIKE):

WEAPON	PTS/WEAPON
AUTO CANNON	105
CONVERSION BEAMER	120
D-CANNON	110
HEAVY PLASMA GUN	145
HEAVY STUB	80
HEAVY WEBBER	90
LAS-CANNON	160
MISSILE LAUNCHER (WITH FRAG, CRACK AND MELTA MISSILES)	130
MULTI-LASER	110
MULTI-MELTA	120

ADDITIONAL MISSILE LAUNCHER AMMUNITION:

You can make up to 2 rolls per Missile Launcher on the Grenades/Missiles Special Equipment Chart for extra ammunition.

CHART	ROLLS	PTS/ROLL
GRENADES/MISSILES	2	7

ADDITIONAL EQUIPMENT

EQUIPMENT	POINTS
POWER FIELD (1" RADIUS)	20

To protect weapon, trike and team members; includes power field synchroniser.

The Guardsmen kept their heads down and concentrated on staying alive. Surrounded on three sides by the advancing Orks, their every move was rewarded by a hail of bolter and plasma fire. Lieutenant Mortix and Commissar Grinden were both dead, and the survivors of the Second Platoon huddled into a group, using what cover there was and preparing to sell their lives dearly.

Sergeant Torvin looked up from his communicator.

"Command's sending some reinforcement!" he bellowed above the noise. "We've just got to sit tight for a few more minutes, then we start an advance!" Trooper Bredon looked up wearily.

"What have they got left to send us?" he asked. "Land Raiders? We'll need some real firepower to cut through these greenskins." The Sergeant smiled.

"Not quite Land Raiders, no," he said. "Squats."

"Squats? We'll need half a company to get out of this alive, let alone push forward!"

Even as Bredon spoke, over to the right there was noise like a dozen thunderstorms at once. Four squads of Orks went down like wheat in a hurricane, and the others instictively turned and dug in against this new threat.

Sergeant Torvin smiled again as the snarl of half a dozen two-stroke motors grew louder. Through the smoke, the silhouettes of a formation of heavy weapons trikes raced toward the Second Platoon, raining death on the Ork positions.

"We've got our firepower."

ADEPTUS MECHANICUS

DESIGNED BY BOB OLLEY

The Techpriests of the Adeptus Mechanicus and their surgically - adapted Servitors are required by Imperial Guard regiments to service and field vehicles such as Land Raiders or Rhinos.



401105 SERVITOR (SQUAT)



401104 SERVITOR



401103 ADEPTUS



401107 SERVITOR



401106 SERVITOR



401101 ADEPTUS



401102 ADEPTUS

RATLING SNIPERS

DESIGNED BY ALAN PERRY



401108 401109 401110

WARHAMMER 40,000™

CITADEL™ MINIATURES

OGRE

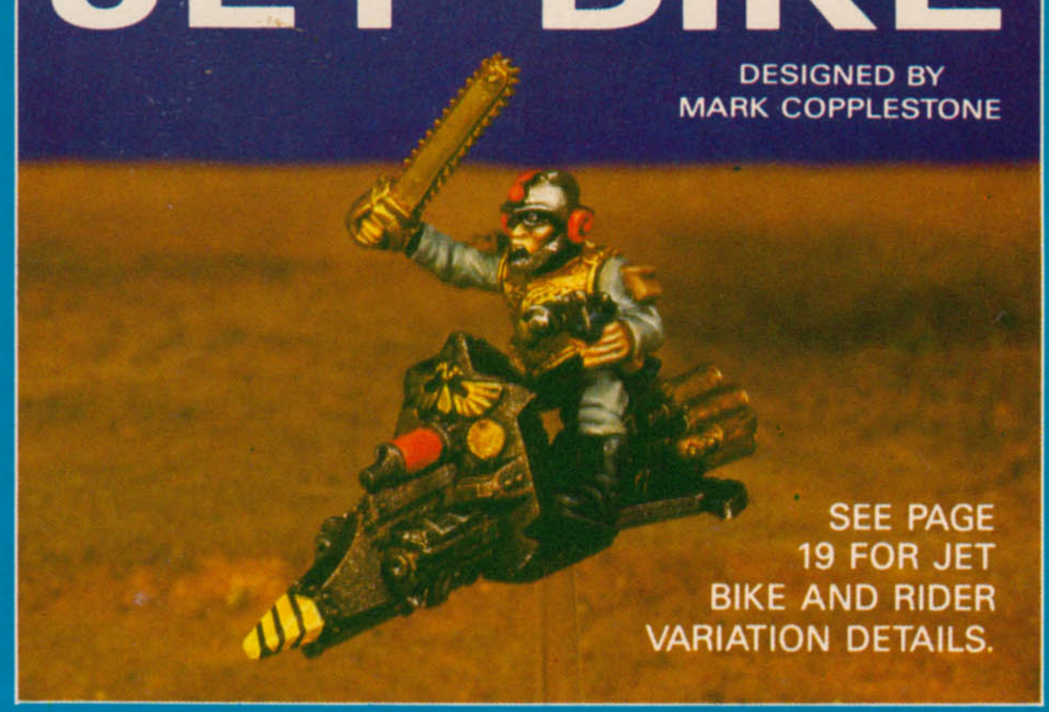
DESIGNED BY BOB OLLEY



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IMPERIAL GUARD JET BIKE

DESIGNED BY MARK COPPLESTONE



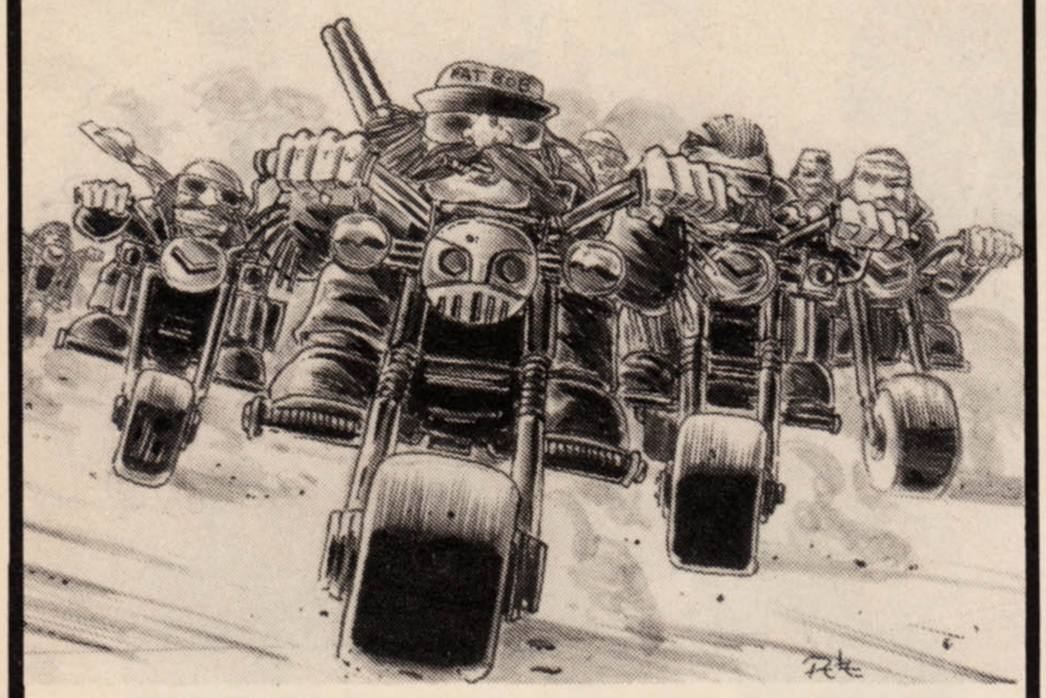
SEE PAGE 19 FOR JET BIKE AND RIDER VARIATION DETAILS.

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GUILD BIKE SQUADS at 555 points per Squad
LEADER AND 7 BIKERS

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SQUAT	3	4	3	3	4	1	2	1	9	7	9	9



Guild bikers can ride either bikes or trikes. These trikes use the same profile as bikes (see Squat Vehicles) - they are not the same as the Guild's Heavy Weapon Trikes.

BASIC EQUIPMENT

PHOTO/INFRA VISOR/GOGGLES, 2 LASPISTOLS

ADDITIONAL EQUIPMENT

SQUAD MAY BE UNIFORMLY EQUIPPED WITH ONE OF THE FOLLOWING WEAPONS AT 15 POINTS PER SQUAD:

NEEDLE PISTOL
LASPISTOL
AUTO-PISTOL
BOLT PISTOL
HAND FLAMER
PLASMA PISTOL
SHURIKEN PISTOL
PAIR OF SAWN OFF SHOTGUNS
CHAINSWORD

EQUIP ENTIRE SQUAD WITH ANY OF THE FOLLOWING GRENADE TYPES:

GRENADES	PTS/SQUAD	GRENADES	PTS/SQUAD
ANTI-PLANT	4	SCARE GAS	8
BLIND	8	SMOKE	4
CHOKE	4	STASIS	4
HALLUCINOGEN	16	STUMM	4
HAYWIRE	32	TANGLEFOOT	8
KNOCKOUT	4	TOXIN	4
PHOTON	8	VIRUS (1 EACH)	32
PLASMA (1 EACH)	8	VORTEX (LEADER - 1 ONLY)	25
RAD	32		

LIVING ANCESTORS at 190 points

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ANCESTOR	2	3	2	3	6	1	2	1	10	9	10	10



Living Ancestors have the same abilities to heal wounded troops as Marine Medics.

BASIC EQUIPMENT

KNIFE, MEDIPACK

ONE OF THE FOLLOWING:
CONVERSION FIELD, DISPLACER FIELD, REFRACTOR FIELD, STASIS FIELD

ADDITIONAL EQUIPMENT

WEAPON	PTS	WEAPON	PTS
SWORD	½	HAND FLAMER	2
POWER SWORD	7	LAS PISTOL	½
CHAINSWORD	1½	NEEDLE PISTOL	5
FORCE SWORD	40	NEURO DISRUPTOR	4
FORCE ROD	40	PLASMA PISTOL	4
AUTO PISTOL	1	STUB GUN	½
BOLT PISTOL	1½	SIDECAR ATTACHMENT	FREE

The Living Ancestor may ride in a sidecar attached to any bike in the force.

PSYCHIC ABILITIES

Living Ancestors have psychic abilities but these are special to Squats and mainly defensive in nature.

Mastery	Level 4
Psi Level	12D6
Abilities	2D6

Generate the Living Ancestor's psychic abilities by D100 roll from the following list:

D100	Ability	D100	Ability
1-10	Aura of Resistance	56-65	Aura of Recalcitrance
11-15	Cure Injury	66-70	Transfer Aura
16-25	Immunity from Poison	71-80	Aura of Invulnerability
26-35	Aura of Protection	81-85	Cure Wounds
36-40	Jinx	86-90	Stasis
41-45	Rally	91-95	Strength of Mind
46-50	Smash	96-00	Temporal Distort
51-55	Sense Prescence		

ADDITIONAL EQUIPMENT AND WEAPONRY

VEHICLES

In addition to their bikes, trikes and support weapons, a Squat force may include any of the following:

VEHICLE	NUMBER	PTS/VEHICLE
RHINO	1 per Squad	370
LAND RAIDER	D6-3	750

OFF-TABLE SUPPORT: 0-1000 points

*0-1000 points may be allocated to supporting fire from beyond the battle zone. Warlords, Guildmasters or Techpriests may act as spotters and call down supporting fire. The model must remain stationary for the entire turn and the target must be visible to him. Roll 2D6 against the spotters' **Ld** before the **shooting phase** of his turn. If he rolls less than his **Ld** the requested type of supporting fire will fall during the **shooting phase** of that turn. If he rolls more than **Ld**, that type of fire is unavailable, and remains so for the rest of the battle.*

Points are allocated to supporting fire before the game, but are only spent when a call for fire succeeds. Only one model may try to call down supporting fire each turn.

ROBOTS: 0-4000 points

0-4 maniples of 4 robots at a cost of 0-1000 points per maniple (including program).

ROBOT	PTS/ROBOT
CRUSADER	170
COLOSSUS	110
CASTELLAN	140
CATAPHRACT	190
CONQUEROR	160

Robots may have programs selected from the following:

PROGRAM	PTS/ROBOT
GENERAL BATTLE	35
TAKE AND HOLD/DEFENSIVE	50
DEFENSIVE	45
BOMBOT	20

Robots must be controlled by a Guildmaster.

COMMISSAR at 45 points

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
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 Commissar is present as an advisor to the Warlord of a Squat Brotherhood, rather than to enforce Imperial discipline. The Commissar will not shoot any Squat personnel while acting in an advisory role.

BASIC EQUIPMENT

CONVERSION FIELD, LASPISTOL

STANDARD EQUIPMENT

WEAPON	PTS
CHAINSWORD	FREE

Alternatively, Commissars may roll on the Special Equipment Charts:

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 AND BIONICS	0-4	5

OPTIONS

BIKE OR TRIKE 70

Each Commissar must accompany the Warlord of the Brotherhood to which he is advisor. If the Warlord is mounted on a bike, the Commissar will also be mounted on a bike.

POWER FIELD FOR BIKE/TRIKE 20

Power field (1" radius) protects bike or trike and its rider, and includes a power field synchroniser.

TECHPRIEST at 10 points

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN AD. MCH	4	3	3	3	3	1	3	1	7	7	7	7
SQUAT ENGINEER	3	4	3	3	4	1	2	1	9	7	9	9



The Techpriest is present purely as an advisor and to observe how the Squats maintain and use their equipment, a matter which greatly interests the Imperium. All Squats can adequately maintain their own equipment and Squat Engineers are able to repair damaged equipment and vehicles. The Techpriest advisor can either be a Human or a Squat Adeptus Mechanicus.

BASIC EQUIPMENT

REFRACTOR FIELD

ADDITIONAL EQUIPMENT

EQUIPMENT	PTS/MODEL
POWER AXE	FREE
LAS PISTOL	FREE

Alternatively, Techpriests may roll on the Special Equipment Charts:

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 AND BIONICS	0-4	5

OPTIONS

POWER ARMOUR 6
TELEPORT HOMER 20
BIKES OR TRIKE 70

Each Techpriest must accompany the Warlord of the Brotherhood to which he is advisor. If the Warlord is mounted on a bike, the Techpriest will also be mounted on a bike.

POWER FIELD FOR BIKE/TRIKE 20

Power field (1" radius) protects bike or trike and its rider, and includes a power field synchroniser.

WARHAMMER 40,000 ARTICLES

The amount of new material for *Warhammer 40,000* has grown considerably since the game was first published in 1987 and it's sometimes hard to keep track of it all. So here's a list of various rules, charts, weapons and other new information that has been published for *WH40K*.

SUBJECT	LOCATION
Bikes and Trikes	WD 104
Chaos Attributes	Slaves To Darkness
Chaos Cultist Army List	The Lost and the Damned
Chaos Renegades (and retinues)	Slaves to Darkness
Chaos Renegades Army List	WD 107 and The Lost and the Damned
Chaos Rewards	Slaves to Darkness
Chaos Weapons	Slaves to Darkness
Chaplains and Commissars	WD 108
Craters	WD 106
Daemons in W40K	Slaves to Darkness
Daemon Weapons	Slaves to Darkness
Dreadnoughts	WD 100
Eldar Distortion Cannon	WD 100
Eldar Harlequins	WD 105
Eldar Harlequins Army List	WD 106
Eldar Spirit Warriors	WD 101
Eldar Walkers	WD 102
Imperial Guard Army List	WD 109
Jet-Cycles	WD 96
Land Raiders	WD 105
Land Speeders	WD 99 and WD 104
Medics	WD 102
Mole Mortars	WD 99
Ogryns	WD 110

SUBJECT	LOCATION
Ordo Malleus Army List	Slaves to Darkness
Rapiers	WD 100
Rhinos	WD 103
Robots	WD 104
Rough Riders	WD 111
Shuriken Pistols	WD 97
Sidecar Combinations	WD 99
Space Marines - Origins	WD 98
Space Marine Army List	WD 105
Special Equipment Charts and Vehicle Profiles	WD 105, WD 110 and Slaves to Darkness
Squat Army List	WD 111
Tarantulas	WD 99
Techmarines	WD 105 and Slaves to Darkness
Terminator Armour	WD 109
Traitor Legion Army Lists	
World Eaters	Slaves to Darkness
Emperor's Children	Slaves to Darkness
Black Legion	Slaves to Darkness
Death Guard	The Lost and the Damned
Thousand Sons	The Lost and the Damned
Thudd Guns	WD 104
Vehicles	WD 103
Whiteshields	WD111

SQUATS

DESIGNED BY
MICHAEL & ALAN PERRY



BIKER
420403



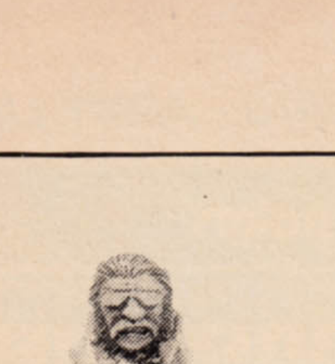
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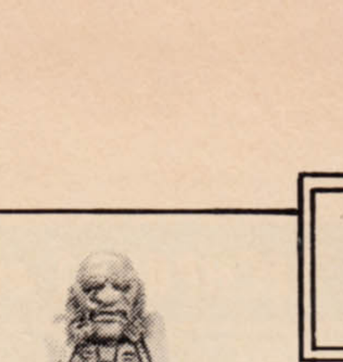
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WARRIOR
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BIKER
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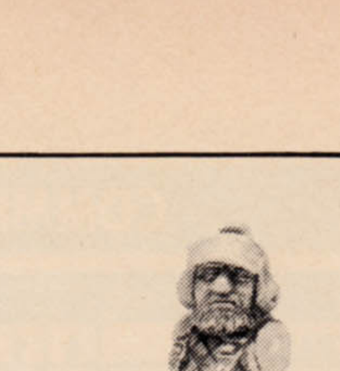
BIKER
420406



GUILDMASTER
420401



CASUALTY
420408



WARRIOR
420407



HEARTHGUARD
420413



GUILDMASTER
420402



LIVING ANCESTOR
420411



HEARTHGUARD
420415



HEARTHGUARD
420414



HEARTHGUARD
420416



WARLORD
420417



LIVING ANCESTOR
420412

EXAMPLES OF THE ABOVE MINIATURES USING PLASTIC ARMS & WEAPONS

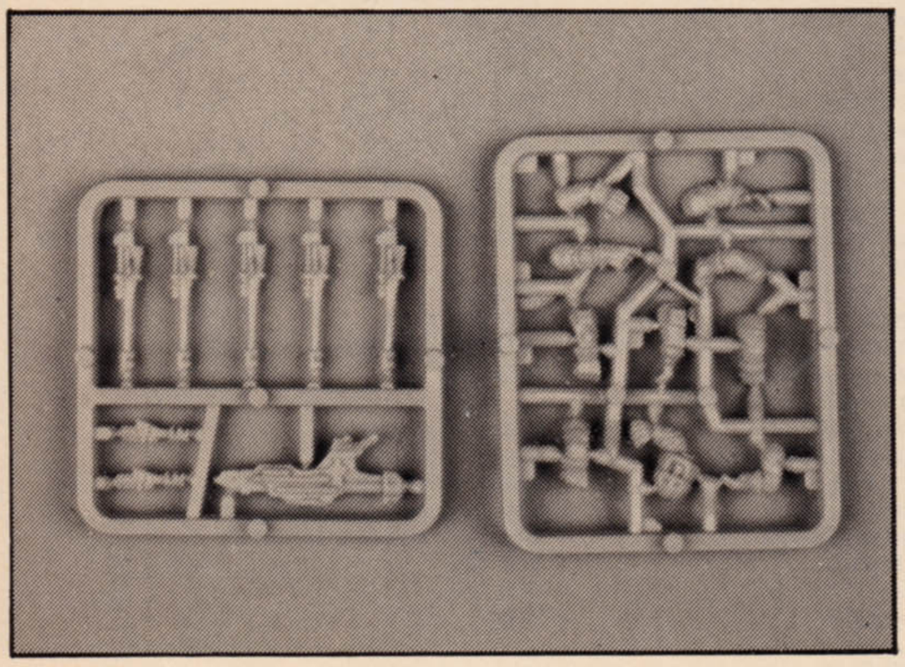












ADEPTUS MECHANICUS
SQUAT TECH PRIEST



SQUAT EXO-ARMOUR



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ADEPTUS

TITANICUS

CHAIN FIST!

ADVANCED CLOSE COMBAT FOR TITANS

by Jervis Johnson

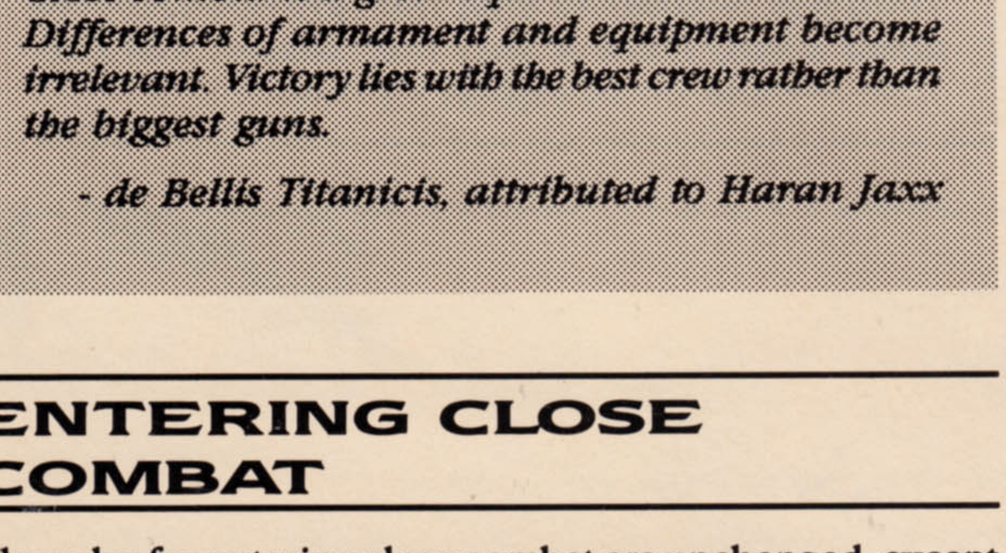
The *Adeptus Titanicus* rulebook allows a Titan two basic close combat options: it can stand and fight, or it can attempt to leave close combat. In this article, we present an easy-to-use system of advanced close combat rules, with more options and greater detail.

Close combat is a great equaliser in Titan battles. Differences of armament and equipment become irrelevant. Victory lies with the best crew rather than the biggest guns.

- de Bellis Titanicis, attributed to Haran Jaxx

ENTERING CLOSE COMBAT

The rules for entering close combat are unchanged, except that a Titan may *not* turn in place when another Titan moves into base-to-base contact with it, even if it has not yet moved.



Titan B moves as shown, and must stop as soon as it comes into contact with Titan A. Titan A loses its move, and may not turn in place.

SEQUENCE OF CLOSE COMBAT

Titans engaged in close combat may only attack in the *close combat segment* of the *combat phase.*

Listed below are seven *close combat options.* At the start of the *close combat segment*, each player chooses *one* option for each of his Titans that is engaged in close combat - just like choosing orders in the *order phase* of the turn.

Close combats are then dealt with one at a time. Players reveal the options they have chosen for each Titan involved in a particular close combat. This will determine which Titans can attack with which weapons, and in what order. Note that attacks in the *close combat segment* are no longer assumed to happen simultaneously.

CHOOSING COMBAT OPTIONS

The *Close Combat Option Cards* give you all the necessary information about each option. Photocopy the page and glue it to a sheet of thin card before cutting the individual cards out.

Each player should have one complete set of cards. When you choose your Titan's close combat option, choose a card secretly. When both players have chosen the Titan's option, they reveal their cards and the options are compared to find out who will attack first and which weapons (if any) either Titan may use. If there are several separate close combats taking place during the same turn, the First Player may decide in what order they are resolved.

Fear the iron first for its grip is Death.

- Grand Mater Ferromort, Ordo Sinister.

CLOSE COMBAT OPTIONS

All-out Attack: The Titan hurls itself at its opponent, attacking by every available means and throwing defence to the winds. It may attack once with each Close Combat Weapon; it may *also* make *two* Improvised Attacks. The Titan will generally get to attack first, but leaves itself vulnerable to any counter-attacks the opponent may make. This option is particularly devastating if the opponent is attempting to *disengage* or is damaged and unable to attack.

Attack: This is a more measured attack. While it is not as deadly and an *All-out Attack*, the Titan is less likely to be caught flat-footed by a counter-attack.

Defend: The Titan concentrates on parrying any attacks on it. This generally means that the Titan will attack second, but makes it much more difficult for opponents to hit with any Close Combat Weapons.

Side-step: This is a defensive option which is very effective if the opponent has chosen an *All-out Attack*. It also allows the Titan to turn up to 45° *before* it makes any attacks.

Step Back: The Titan takes a step or two back, in order to be able to fire its ranged weapons. This is a sensible choice for Titans with damaged close combat weapons, or no close combat wapons at all, or with a large number of ranged weapons. It also allows the Titan to turn up to 45° *before* it makes any attacks.

Turn Around: This option will usually only be chosen by Titans that have been blind-sided by an opponent. The Titan may make as many turns is it is permitted with *Advance* orders. It turns in place, and does not move.

Disengage: This option allows the Titan to move away from its opponent, and leave close combat. Disengaging can be risky, especially if your opponent chooses *All-out Attack* or *Attack* options.

RESTRICTIONS

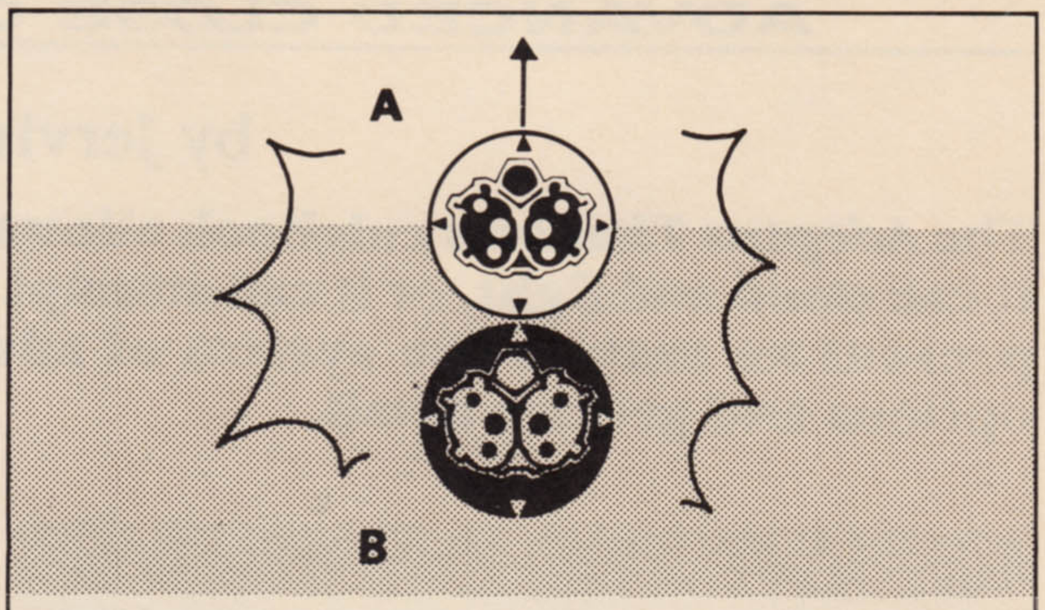
In some circumstances, a player may not be able to choose certain options:

Reactor Damaged: Titans with a damaged reactor may not choose any options; they may neither move nor attack. See *Attacking Opponents Without a Combat Option* below.

MIUs Damaged: Roll 1D6 for each Titan with damaged MIUs: 1-3 = may not choose an option, may neither move nor attack; 4-6 = may choose an option.

Legs Damaged: Titans with damaged legs may *not* choose *Side-step* or *Disengage* options.

Blind-sided: A Titan whose opponent (or *primary target* if outnumbered - see *Multiple Combats* below) is in its rear 180° arc may only choose *Side-step*, *Turn Around* or *Disengage* options.



Titan B is in Titan A's area 180° arc (shown by the toned area). Titan A may only choose Side-step, Turn Around or Disengage Options.



Traitor Titans attacking a squad of Ultramarines

USING CLOSE COMBAT OPTION CARDS

In the **Adeptus Titanicus** rulebook, close combat attacks are always simultaneous. These rules change that; according to the combat options either side chooses, you can attack before or after your opponent attacks. You can still attack simultaneously, under some circumstances.

Each combat option card has a list of results, according to the option chosen by your opponent. When combat options are revealed, look up your opponent's option to find out whether you attack first or second, and which weapons you may use. You may *only* use the weapons listed for the combination of options; in this context, the phrase *Close Combat Weapons* includes Improvised Attacks. Also listed on the card are any special rules that apply.

OPPONENTS WITHOUT A COMBAT OPTION

If your opponent is unable to choose a combat option card due to damage, you do not choose a card yourself. Instead, you may choose to do *one* of the following:

Attack with Close Combat Weapons
Attack with Ranged Weapons
Turn Around
Disengage

All weapons *automatically* hit if you decide to attack.

MULTIPLE COMBATS

If more than two Titans are involved in a close combat, you can make make enough copies of the combat option cards for each Titan if you wish, or simply write each Titan's close combat option on a piece of scrap paper.

A Titan engaged in close combat with multiple opponents must choose one opponent as its *primary target*. This is declared after close combat options are chosen, but before they are revealed. All of the remaining opponents are *secondary attackers*. The primary target must *always* be an operating Titan, in preference to a Titan which is not able to choose close combat options for any reason.

Compare the options chosen by the outnumbered Titan with that of its primary target to determine who will attack first, as normal. *All* of the Titan's attacks must be directed at the primary target.

Then compare options with any secondary attackers, to see if they make their attacks before or after the outnumbered Titan makes its attack on the primary target. When you are dealing with multiple close combats involving large numbers of Titans, you may find it useful to make a note of the order in which attacks are made. The attacks are then dealt with in sequence.

TARGET PRIORITY

A Titan in close combat must concentrate all available attacks on its close combat opponent.

WEAPON ARCS

The normal weapon arc rules apply in close combat - you can't use a weapon that which can't be brought to bear on the target. Note that Titans that have chosen the *Side-step* and *Step Back* options may make one 45° turn immediately before they attack. Titans that have chosen the *Turn Around* or *Disengage* options may turn, but not attack.

TO HIT MODIFIERS

The only *to hit* modifiers that are used are those listed on the combat option cards chosen by each player, and those listed on the *Close Combat Modifiers Table*. No other modifiers apply.

CLOSE COMBAT MODIFIERS TABLE

Close Combat Weapons	
Attacker is an Eldar Titan	+1
Attacker has the *Close Combat Attack* skill	1
Battle Titan attacking Scout Titan	+1
Scout Titan attacking Battle Titan	-1
Defender has Eldar Defensive Screens	-1
Defender has the *Close Combat Defence* skill	-1
Ranged Weapons	
Attacker has the *Accuracy* skill	+1
Defender has Eldar Defensive Screens	-1

VOID SHIELDS

All attacks take place inside the target's Void Shields and cause real damage, unless the combat option card says otherwise.

RANGED WEAPONS

Ranged weapons may now be used in close combat, depending on the combat options chosen by either side. If the close combat card allows the used of ranged weapons, the Titan may attack with any that can be brought to bear on the target.

In the **Adeptus Titanicus** rulebook, Titans entering close combat may fire ranged weapons in the normal segment, according to their orders. This is no longer the case.

Titans with *First Fire* orders may still *Snap Fire* during the *movement phase*, but such attacks will take place outside the opponent's Void Shields, and a Titan which has *Snap Fired* may not attack with ranged weapons in the *close combat segment.*

BURST CIRCLES

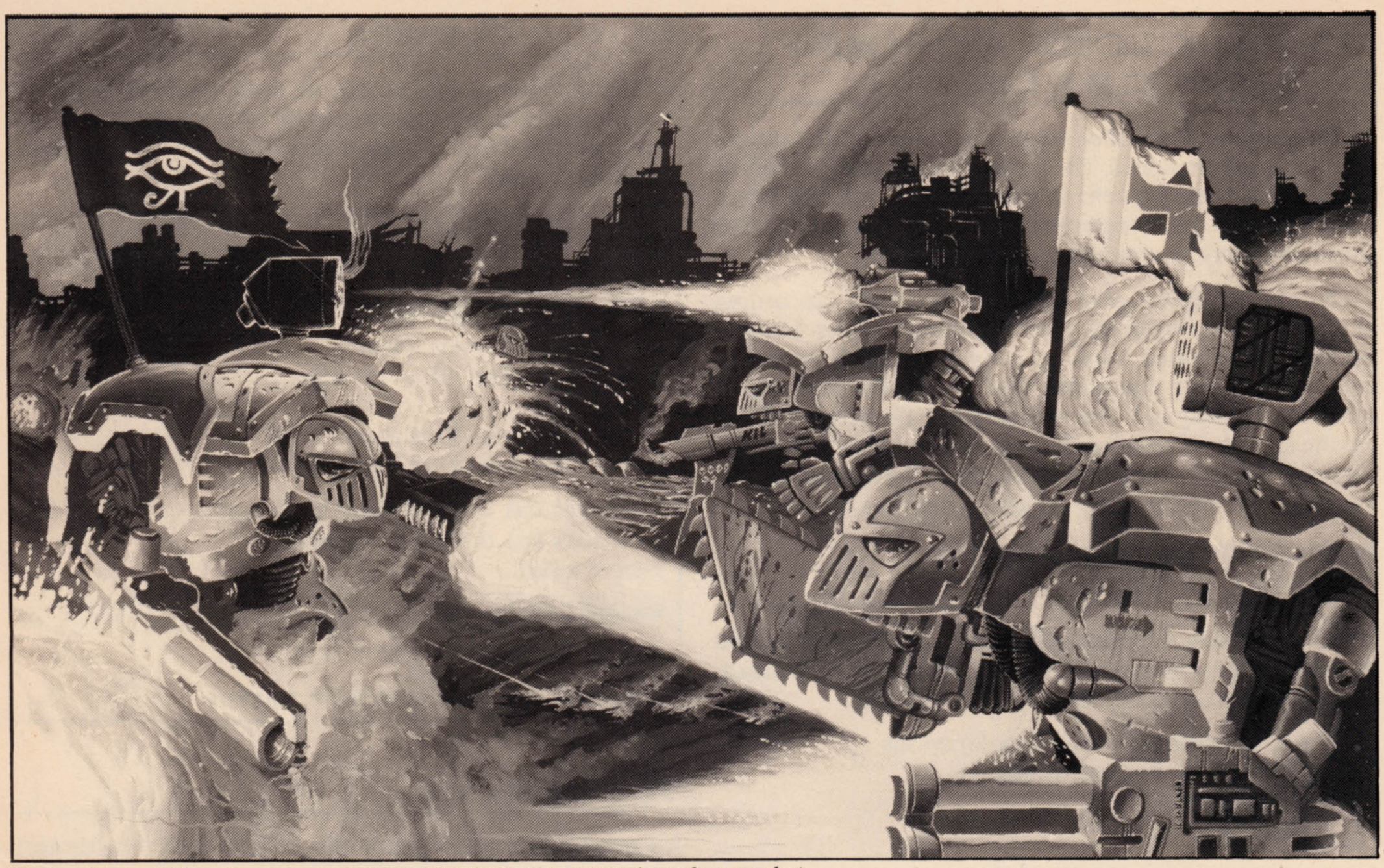
When a ranged weapon with a *Burst Circle* - marked (B) on the *Weapons Table* in the **Adeptus Titanicus** rulebook - is used in close combat, it will affect the firer as well as the target. Roll to hit the target as normal, and then roll to hit the firer, with a -1 penalty to hit.

When a weapon with a burst circle is used in a multiple close combat, roll to hit the primary target normally, and then roll at -1 to hit the firer. Also, roll at -1 to hit anything which is in base-to-base contact with the target. Make a separate roll to hit each eligible target.

CLOSE COMBAT WEAPONS

If the close combat option card allows the use of Close Combat Weapons, the Titan may attack with any that can be brought to bear on the target. Rolls to hit and damage are as given in the *Close Combat Weapons Table* in the **Adeptus Titanicus** rulebook.

CHAIN FIST!



Traitor Warlord Titan fires on an Imperial Warlord as it moves into close combat

IMPROVISED ATTACKS

If a Titan can attack with Close Combat Weapons, it is also allowed to make one or two Improvised Attacks - kicks, body-slams and the like. Titans with the *All-out Attack* option may make *two* Improvised Attacks in addition to using Close Combat Weapons; others may make one. Improvised Attacks have the same fire arc as carapace-mounted weapons.

FIRING INTO CLOSE COMBAT

The rules for firing into close combat are unchanged.

LEAVING CLOSE COMBAT

The only way a Titan can leave close combat is by choosing the *Disengage* combat option. Titans that choose to disengage may not attack. After resolving any attacks by the opponent, the disengaging Titan makes a normal *Charge* move, including turns as appropriate for its level of manoeuvrability. It must end the move out of base-to-base contact with its opponent, and may not move into base-to-base contact with *any* enemy units - not even vehicles or infantry. The *Disengage* option applies specifically to Titans getting out of contact with enemy forces, and may not be used simply to switch targets.

Titans with damaged reactors or legs may *not* disengage, because they lack either the power or the mobility to do so. Titans with damaged MIUs have a chance of being able to disengage, if the MIUs will hold together just enough. They must roll a 4 or more on a D6 before moving in order to disengage; if they fail the roll, they stay in place and may not make any attacks in that turn.

CLOSE COMBAT OPTION CARDS

Photocopy the *Close Combat Option Cards*, glue them to thin card and then cut them out.

Make sure that you photocopy all seven cards, and that each player has a complete set. If you often fight multiple close combats, it is a good idea to make several sets of cards. Otherwise, simply note down the Titan's options on a piece of scrap paper.

ALL-OUT ATTACK

Opponent's Choice	Order of Attack	Weapon Selection	Notes
All-out Attack	Simultaneous	Close Combat	
Attack	Attack First	Close Combat	
Defend	Attack First	Close Combat	
Side-step	May Not Attack	May Not Attack	
Step Back	Attack First	Close Combat	
Turn Around	Attack First	Close Combat	1
Disengage	Attack First	Close Combat	2

Special Rules

You may make *two* Improvised Attacks, and add +1 to the number of critical hits you inflict with any Close Combat Weapons or Improvised Attacks. All opponents attack you at +1 to hit with Close Combat Weapons and Improvised Attacks.

Notes

1. You attack before your opponent can turn. If you are in your opponent's rear 180° arc, you gain +1 to hit.

2. You catch your opponent as he attempts to turn around. All of your attacks *automatically* hit.

ATTACK

Opponents Choice	Order of Attack	Weapon Selection	Notes
All-out Attack	Attack Second	Close Combat	
Attack	Simultaneous	Close Combat	
Defend	Attack First	Close Combat	
Side-step	Attack First	Close Combat	
Step Back	Attack First	Ranged Weapons	
Turn Around	Attack First	Close Combat	1
Disengage	Attack First	Ranged Weapons	2

Special Rules

None.

Notes

1. You attack before your opponent can turn. If you are in your opponent's rear 180° arc, you gain +1 to hit.

2. You are able to fire your ranged weapons before your opponent has got too far away. All your attacks take place inside your opponent's Void Shields, and receive a +1 modifier to hit.

STEP BACK

Opponent's Choice	Order of Attack	Weapon Selection	Notes
All-out Attack	Attack Second	Close Combat	
Attack	Attack Second	Ranged Weapons	
Defend	Attack First	Ranged Weapons	
Side-step	Attack First	Ranged Weapons	
Step Back	Simultaneous	Ranged Weapons	
Turn Around	Attack Second	Ranged Weapons	1
Disengage	Attack First	Ranged Weapons	2

Special Rules

None.

Notes

1. Your opponent is allowed to turn *before* you can attack. If you are still in their rear 180° arc you gain +1 to hit with all your attacks.

2. Your opponent is able to get some way away before you fire, and all your attacks take place *outside* your opponent's Void Shields.

DEFEND

Opponent's Choice	Order of Attack	Weapon Selection	Notes
All-out Attack	Attack Second	Close Combat	
Attack	Attack Second	Close Combat	
Defend	Simultaneous	Close Combat	
Side-step	Attack Second	Close Combat	
Step Back	Attack Second	Ranged Weapons	
Turn Around	Attack Second	Close Combat	1
Disengage	Attack First	Ranged Weapons	2

Special Rules

All opponents using Close Combat Weapons and Improvised Attacks receive a -2 modifier to hit.

Notes

1. Your opponent is allowed to turn *before* you can attack. If you are still in your opponent's rear 180° arc you gain +1 to hit with all your attacks.

2. Your opponent is able to get some way away before you fire, and all your attacks take place *outside* your opponent's Void Shields.

TURN AROUND

Opponent's Choice	Order of Move	Weapon Selection	Notes
All-out Attack	Move Second	May Not Attack	
Attack	Move Second	May Not Attack	
Defend	Move First	May Not Attack	
Side-step	Move First	May Not Attack	
Step Back	Move First	May Not Attack	
Turn Around	See Notes	May Not Attack	1
Disengage	Move Second	May Not Attack	2

Special Rules

You may make as many 45° turns as if you had *Advance* orders, but you may *not* attack.

Notes

1. Both players roll a D6. Reroll any ties. The player with the lower score must move first.

2. Your opponent must make his disengaging move *before* you turn around.

SIDE-STEP

Opponent's Choice	Order of Attack	Weapon Selection	Notes
All-out Attack	Attack First	Close Combat	
Attack	Attack Second	Close Combat	
Defend	Attack First	Close Combat	
Side-step	Simultaneous	Close Combat	
Step Back	Attack Second	Ranged Weapons	
Turn Around	Attack Second	Close Combat	1
Disengage	Attack First	Ranged Weapons	2

Special Rules

You may make *one* 45° turn immediately before you attack.

Notes

1. Your opponent is allowed to turn *before* you can attack. If you are still in your opponent's rear 180° arc you gain +1 to hit with all your attacks.

2. Your opponent is able to get some way away before you fire, and all your attacks take place *outside* your opponent's Void Shields.

DISENGAGE

Opponent's Choice	Order of Move	Weapon Selection	Notes
All-out Attack	Move Second	May Not Attack	
Attack	Move Second	May Not Attack	
Defend	Move Second	May Not Attack	
Side-step	Move Second	May Not Attack	
Step Back	Move Second	May Not Attack	
Turn Around	Move First	May Not Attack	
Disengage	See Notes	May Not Attack	1

Special Rules

You may only leave close combat by using this option. You may make a normal *Charge* move, including as many turns as you are allowed. You may not finish the move in base-to-base contact with *any* enemy model.

You may *not* disengage if you have damaged *legs* or *reactor*. If you have damaged MIUs you must roll 4+ on a D6 in order to disengage. If you fail the roll you stay in place and may not attack.

Notes

1. Both players roll a D6. Reroll any ties. The player with the lower score must move first.

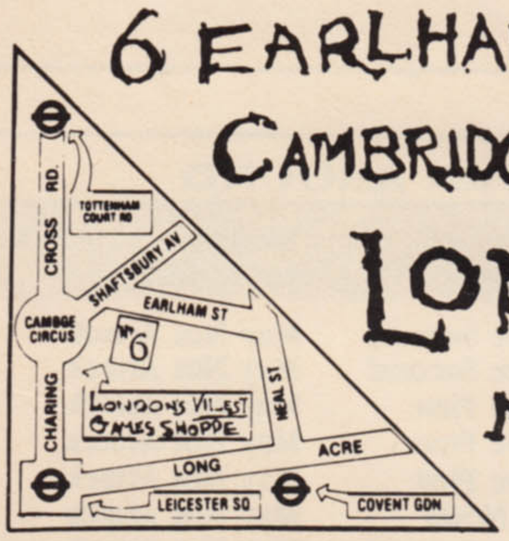
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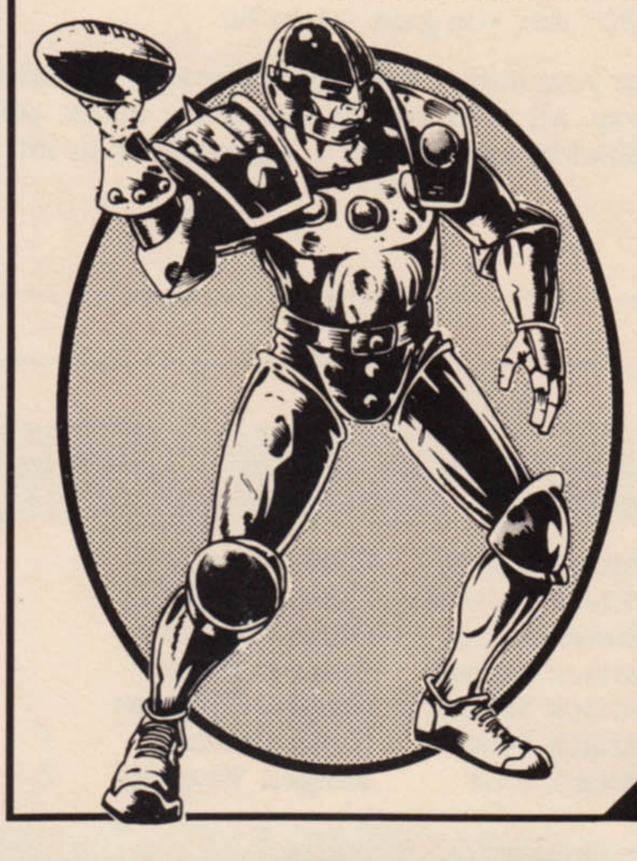
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WARDANCERS

A BRIEF ENCOUNTER FOR WFRP

by Matt Connell

Graceful and elegant in movement, ferocious and deadly in battle, Wardancers are elite Wood Elf warriors, dedicated to perfecting their athletic fighting skills. *Wardancers* introduces a new career for Elven characters and gives your players a rare look at the hidden ways of the Wood Elves.

This brief encounter is designed to introduce a new career, the *Wardancer*, into your campaign. The second part of the article, with details of the Wardancers' place in Elven society, their skills and training rituals, and of Adamnan-na-Brionha, the god worshipped by all Wardancers, will appear in next month's issue of *White Dwarf*.

The encounter is best used for a group including Elven characters, as they will be given the option of training with a troupe and becoming Wardancers themselves.

Before running the encounter, you should read the whole article carefully, taking special note of the sections that detail how Wardancers think and act. This will enable you to play the Wardancers in a convincing manner, encouraging good roleplaying from your players.

This encounter can take place in any large forested area a good way away from habitation. An ideal start is for the PCs to be lost in the woods, perhaps running out of of food and starting to wonder just where they are going to end up...



WARDANCERS

Some way from the forest settlement of her Wardancer troupe, Yavathol was enjoying the hunt. She slipped through the forest with the lithe grace of a big cat, her eyes flicking to each shadowy movement. Occasionally she paused to listen, crouching silently, ready to spring. Dappled sunlight glinted from the great sword that hung from her waist, and the light breeze ruffled her mane of dawn-red hair.

But this was no normal hunt, for the prey she sought was inedible and more dangerous than any deer or forest cat. Today she hunted Beastmen. Several of the Chaos-twisted creatures were nearby and the harsh sounds of their Dark Tongue drifted on the breeze towards her.

A fleeting thought slipped through her mind as she crept nearer.

"Perhaps I should have brought young Brightbranch along. He has been accepted into the troupe, and is keen to be tested. This would have been a fair chance to prove himself a true Wardancer."

She let the thought drift away - now was the time for concentrated action and the beauty of combat, not the worries of leadership. She valued these solo hunts for their feeling of solitary challenge - Brightbranch's time would come.

Just ahead of the Wardancer, a group of five Beastmen were squabbling over the mangled remains of some hapless forest creature. They were hideous, covered in rank fur and flaking scales, their limbs marked with oozing sores, their fanged maws dripping with blood. One had the bloated head of a huge toad, another steel-sharp talons and a long barbed tail. Yavathol found them abhorrent beyond words - even the most savage creatures of the forest had their natural place, their own raw beauty, but these were abominations to be destroyed without mercy.

Yavathol's amber eyes shone as she casually stepped out of her cover into full view of the creatures, her blade held loosely in her hand. A startled grunt came from the Beastmen as they dropped their meal and spun around to face the Wardancer. A dry chuckle oozed from the lips of Toad-head and a tentacle pushed from the mouth of one of its companions - at the tip of the tentacle was a single blinking eye, watching the Wardancer as Toad-head spoke.

"Ssssss only, kssssst, only one Elfss?"

The Beastman's lips pulled from its teeth, like raw liver sliding across a butcher's marble slab. Its gaze flickered with concern as Yavathol stared fearlessly, her eyes holding only death. Shrieking dark gibberish, the Beastmen rushed forward, certain that victory would be theirs.

As they neared her, Yavathol tensed and sprang, timing the moment with exquisite judgement. Her body left the ground effortlessly as she flipped over the Beastmen in a graceful arc, landing behind them even as her sword whirled in a blur of silver. The toad-like head fell and mouthed a final gurgling curse into the dust as the Beastman's headless body stumbled forward, pumping crimson as it collapsed. The remaining Beastmen whirled to face her. Yavathol lashed out with her feet, a series of whirling high-kicks that left another Beastman twitching on the forest floor, its face a bloody ruin.

Yavathol began to keen, her voice rising and falling with strange harmonies as her body wove a hypnotic pattern



Morfoin

through the web of sound. The Beastmen shook their heads, confused by the strange song and the shifting shape. Another fell, cleanly sliced by Yavathol's ever-moving, ever-whirling blade, an expression of pained surprise briefly crossing its face.

The last two broke and ran, terrified by the speed and ferocity of their foe. As they fled, Yavathol's arm moved in a blur and her hand-axe tumbled through the air, sunlight glinting from the blade and darting round the trees in a thousand broken patterns. A fourth Beastmen crashed to the ground, its skull shattered into a mess of bone and torn flesh.

Yavothol let the last Beastman run - he would have some grim tales to tell his kin about this area of the forest. Cleaning and polishing her sword on a soft bright cloth, she returned to the troupe, well pleased with the hunt.

As she entered the clearing, a young Elf rushed towards her. It was Brightbranch, his eyes alight with excitement.

"Yavathol, leader, the scouts report trespassers in the forest. Orcs have been sighted near the Brook of Many Colours, trailing another group from beyond the trees."

The young aspirant looked up at his leader, hope on his face. Yavathol smiled as she spoke.

"Come then. Fetch Morfoin. Now will be the time of your testing."

·IN THE FOREST·

You should start the ball rolling by filling the PCs with a sense of foreboding as they move through the thick woods. Read the following piece of text to your players...

> *It's dark in here, dark and wet, as the light of the miserable day fades and the rain continues to fall, dripping in massive drops from the branches of the moss-clad trees. Your nerves are on edge as the sound of scurrying creatures makes you reach for your weapons. But, as so many times before, the sounds dwindle as you listen. Who had the compass anyway, and where the hell are you?*

Go on, get 'em worried: dim the lights of the room you are playing in, have some shelves collapse behind them - anything to create a bit of atmosphere!

·ATTACK!·

Next on the menu for our hapless heroes is an attack by a rather large number of Orcs...

> *As you move on in the hope of finding a dry place to sleep you hear the chatter of harsh voices, coming from just up ahead. They are moving in your direction! Your steel is bright in your hands as more creatures than you can count sweep though the scrub toward you - big, green and screaming - ORCS!*

This encounter should be shamelessly staged to give the players the feeling that they are in deep trouble. Put them against as many Orcs as are needed to give a fight that starts matched, but rapidly gets worse as more of the Orcs pile into the fray. Profiles for Orcs of various powers are given below, and you should use as many of each type as you think are needed, but remember that the bulk of the Orc force should be made up of normal Orcs. Make it obvious that the Orcs are offering no quarter, and that the only option for the PCs is to fight on, selling their lives dearly. If you are feeling particually sadistic, you could have them defeat one group of Orcs after a hard fight, and just as they start to congratulate themselves, hit 'em with a load more of the nasty green things. Enjoy yourself!

Orc Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	25	3	4	7	20	1	30	30	20	30	30	20

Orcs are armed with hand weapons, and 50% of them have shields.

Orc Champion Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	35	3	4	7	30	1	30	30	20	30	30	20

Orc champions are armed with hand weapons and shields.

Orc Hero Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	45	4	5	11	40	2	40	40	30	40	40	20

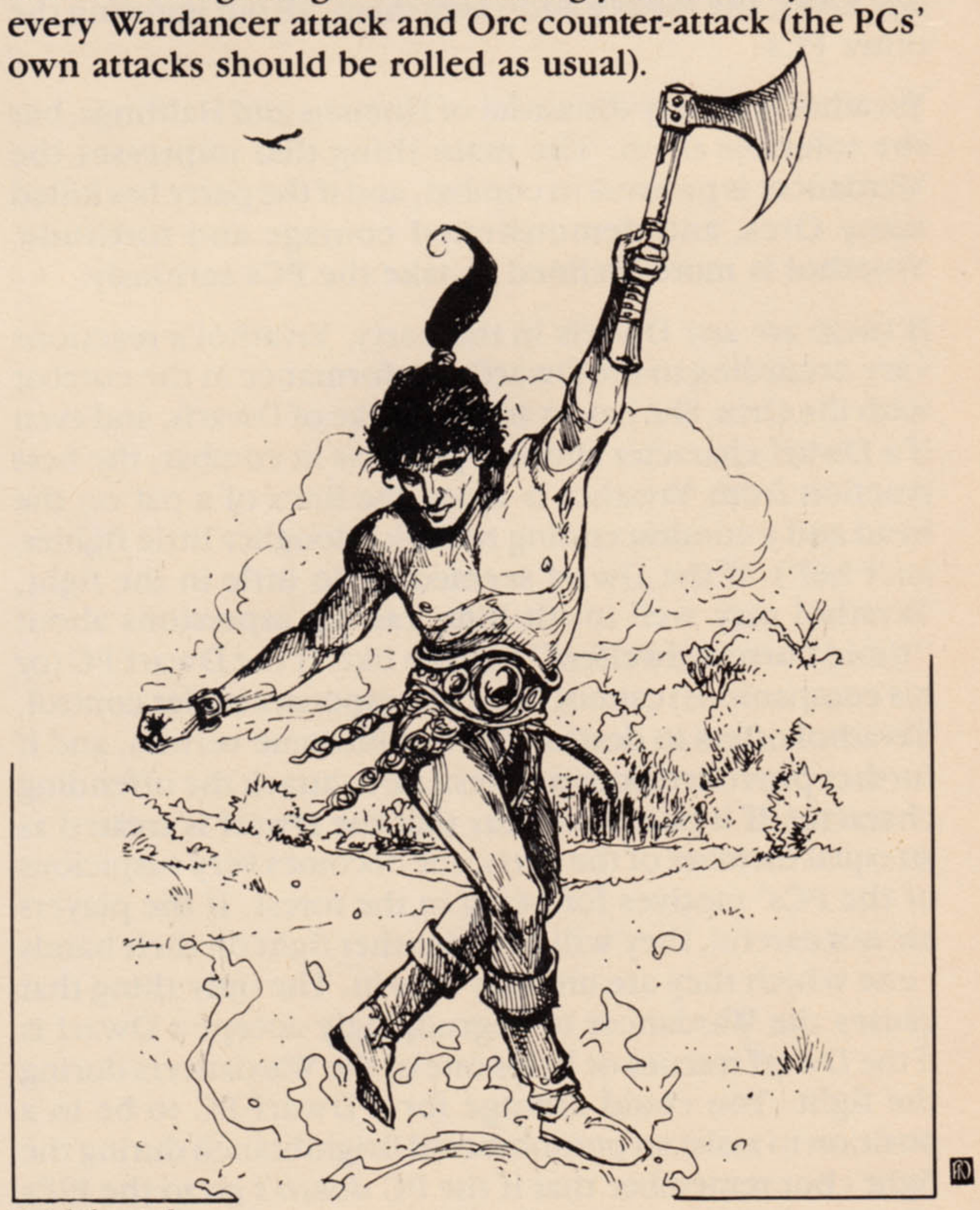
Orc Heroes are armed with double-handed weapons and have 1 point of armour on each location.

·HELP ARRIVES·

Just as things are getting really desperate, help arrives in the form of the Wardancers Yavathol and Morfoin, accompanied by Brightbranch (profiles below), and things look up for the PCs. As the whole encounter is staged, it is a little unfair to let your players spend *fate points* here - a good time to bring on the Wardancers is as a player is about to spend a *fate point*. Instead of expending a *fate point*, the PC should be rescued by one of the Wardancers cart-wheeling into the attack. You should make their entrance as dramatic as possible - let out a loud battle-yell and read the following...

> *A cry that splits the air freezes the Orcs for a moment, as two lithe Elven figures with splendid manes of red hair rush into the fray, surrounded by a blur of whirling steel. Closely following them is a younger Elf, who sports a more traditional haircut and also attacks the Orcs, all the while screaming an undulating battle-cry. The Orc's confusion lasts for but a moment, and they quickly move to defend themselves. Heartened by this changing of the tide, you also begin to fight with renewed vigour - the odds are still bad, but at least you have a chance.*

The Wardancers commence their attack using the *Whirling Death* special skill (see below). Thereafter, they will fight with great ferocity, using whatever special skills you think appropriate. You should try and balance the fight so that after a rousing combat it ends with the PCs and Wardancers victorious. It would be easy to overdo the Wardancers, letting them destroy the Orcs while the PCs stand and watch. Try to avoid this, making it clear that in order to be victorious, the PCs are going to have to fight. Feel perfectly free to roll a handful of dice for the Wardancers and their opponents, and then ignore the numbers, simply describing the course of the battle as you want it to go. This will speed up the fight - you don't want the players to sit around getting bored watching you carefully roll for every Wardancer attack and Orc counter-attack (the PCs' own attacks should be rolled as usual).



Brightbranch

·AFTER THE FIGHT·

When the fight is over, Yavathol will embrace Brightbranch, welcoming him to the brethren of her troupe. The young Elf will be proud and a touch embarrassed.

Even though the fight has ended, the PC's troubles are by no means over - the Wood Elves also regard the PCs as trespassers in their forest, and the PCs will have to do some fast talking to escape conflict with the Wardancers. Before attempting to run this pivotal roleplaying encounter, you should carefully read all the information in the second part of this article that details the Wardancers and their god, their positions in Elven society and their attitudes to the various races that may be present in the party. This will give you all the background you need.

·YAVATHOL·

Yavathol is the leader of the Wardancer troupe that lives with the Wood Elves in this forest. She is a mighty warrior, used to the respect that her abilities and position command. Her manner is abrasive, and the Wardancer trait of condescending arrogance reaches a peak with this individual!

Appearance: Yavathol's appearance is striking - lithe and graceful, clad in well cut leather, jewels sparkling at her throat with a cascading mane of dawn-red hair that sets off the strange amber of her piercing eyes. The mighty sword that she swings with such ease has the marks of many battles upon it, and shows the sheen that comes with great age and good care.

Reactions: Arrogant and self-assured, she demands to know what the PCs are doing in the forest. She is not impressed if the characters are over-apologetic, but nor does she react well to brash impoliteness. If the party contains any Elves, she mainly addresses them, all but ignoring the other PCs.

Yavathol is merely distainful of Humans and Halflings, but she tolerates them. The main thing that impresses the Wardancer is prowess in combat, and if the party has killed many Orcs, and demonstrated courage and fortitude, Yavothol is more inclined to take the PCs seriously.

If there are any Dwarfs in the party, Yavathol's reactions vary according to the Dwarf's performance in the combat with the Orcs. She has an active dislike of Dwarfs, and even if a Dwarf character showed prowess in combat, the best reaction from Yavathol is along the lines of a pat on the head and a condescending remark ('doughty little fighter, isn't he?'). If the Dwarf seemed to do little in the fight, Yavathol may well insult him, casting aspersions about "timid burrow dwellers" and the like. If the Dwarf PC (or his companions) cannot keep his responses under control, Yavathol offers to destroy the troublesome vermin, and if further provoked does not hesitate to attack the offending character. If it becomes clear that the Dwarf is treated as an equal member of the party, she becomes very suspicious of the PCs' motives for being in the forest. If the players are not careful, they will have another fight on their hands - one which they are unlikely to win. The only thing that causes the Wardancer to begrudgingly accept a Dwarf is if the Dwarf rescues or helps one of the Wardancers during the fight. You could arrange for a Dwarf PC to be in a position to assist an outnumbered Brightbranch during the fight - but remember that if the PC *doesn't* go to the Elf's aid, Yavathols reaction will be one of anger. This is a sticky situation for the player of a Dwarf, and you must strike a balance between giving the player a hard time and being unfair. Whatever you do, don't compromise Yavathol - she is not intimidated by the party and won't stand for threats or insults.

If the party manage to converse with Yavathol without annoying her to the point of attack (which would be rather bad news for the party!), she offers to escort them to the Elven settlement before night finally falls. Before she does this, however, any Dwarfs will have to be at least disarmed and at worst bound and gagged!

Yavathol's Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	70	45	5	5	10	75	3	45	40	55	60	45	40

Skills:
Acrobatics, Ambidextrous, Dance, Distract*, Dodge Blow, Excellent Vision, Marksmanship - Thrown Weapons, Ride - Horse, Specialist Weapon - Two-Handed Weapons, Sing, Strike Mighty Blow, Strike to Injure, Transfix*, Warchant*, Whirling Death*

* special Wardancer skills described at the end of the article

Trappings:
Hand Axe, Two-Handed Sword, Leather Armour (0/1 point on all body areas *except* the head), Jeweled Choker (tiger's eye gemstones, worth 100 Gold Crowns).



Yavathol



Yavathol leads Morfoin and Brightbranch in combat

·MORFOIN·

A valued member of the troupe, Morfoin is the chief musician and plays the drums and pipes with great virtuosity. Less arrogant than his leader, Morfoin will move to assist any wounded characters using his *Heal Wounds* skill. Morfoin sports a very flamboyant hairstyle, with much tree-resin supporting his magnificant sweep of locks. Morfoin will follow Yavathol's lead when it comes to dealing with the PCs, but he will point out that (the PCs) "...have no more love for Orcs than we do."

Morfoin's Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	60	40	4	4	8	70	2	50	40	50	50	45	40

Skills:
Acrobatics, Ambidextrous, Dance, Distract*, Dodge Blow, Excellent Vision, Heal Wounds, Marksmanship - Thrown Weapons, Musicianship, Specialist Weapon - Two-Handed Weapons, Sing, Strike Mighty Blow, Strike to Injure, Transfix*, Warchant*, Whirling Death*

* special Wardancer skills described at the end of the article

Trappings:
Two Swords, Two Throwing Axes, Sleeved Mail Shirt (1 point on body and arms)

·BRIGHTBRANCH·

Brightbranch is a young Elf, aspiring to become a Wardancer. He has been through all the rituals for acceptance into the troupe (explained below), bar one - his test. This battle with the Orcs is being used as Brightbranch's test - if he aquits himself well in the fight he is to become a Wardancer, and his special training will begin. He therefore fights with courage and determination, making a special effort to be seen performing some heroic action in sight of Yavathol. The youngster is totally in awe of his Wardancer companions, and acts in the same way that they do - remember, he is anxious to belong and may, in a rather irritating fashion, repeat the things they say.

Brightbranch's Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	40	4	3	7	6	2	40	40	50	50	45	45

Skills:
Animal Care, Concealment Rural, Excellent Vision, Dance, Follow Trail, Game Hunting, Silent Move Rural, Specialist Weapon - Two-Handed Weapons, Orientation, Ride - Horse, Secret Language - Ranger, Secret Signs - Scout and Woodsman

Trappings:
Two-Handed Sword, Mail Shirt (1 point on body)

·THE SETTLEMENT·

Assuming the Elves are well disposed to the party (if they aren't the PCs will be abandoned in the forest or killed, depending on the extent of any problems that arise), they lead them through the woods to the clearing that holds the Elven settlement. Read the following passage to your players...

The Elves motion for you to follow them, and move off at a rapid pace through the thick undergrowth. Before long you come to a cunningly concealed path, which you follow for about half an hour as the last light departs, leaving you in darkness.

The Elves have *Night Vision* and are not hampered by the darkness. All the characters without this advantage will have problems - keep having them stumble, possibly losing things on the forest floor. The Elves object if anyone lights a lamp, stating that the light will attract predators. If asked, they will slow down and help the characters, but will make tactless comments on the inferiority of Human eyes. After another hour the party finally reach the settlement...

At last you seem to have arrived - the path opens out into a large clearing, dimly lit by a communal fire that burns in the centre of the camp. A mighty oak tree dominates the clearing, and Yavathol moves toward it, telling you to wait. The other two Elves wait with you, and are joined by several others who move over from the fire. They watch you in silence, obviously waiting for something. After a few minutes the Wardancer returns, accompanied by a noble looking Elf of great stature.

"Welcome," the Elf says "Yavathol has told me of the events in the forest, and you who kill Orcs are given the guest-right here. I, Lord Erdil, decree it."

Yavathol snorts, and leaves the group, followed closely by her two companions.

"You must forgive Yavathol, she has many things to concern her - Brightbranch has today proved himself worthy of the name Wardancer. Come, warm yourselves by the fire, and avail yourselves of what food and drink we have to offer."



Lord Erdil

The PCs are wined and dined, and offered a hut for their night's rest. Any troublesome Dwarfs are confined to a hut with some meagre food and water. Those who succeeded in impressing the Wardancers are treated in the same way as the rest of the party, although they are not allowed to carry weapons within the settlement.

Many of the Wood Elves are curious about the ways of Men, and quiz the characters for some time. Few of the Elves have ever visited a town or city, and they are especially interested in descriptions of these, shaking their heads, not understanding how any sane creature could live under such conditions. With their stress on living in harmony with nature, the Elves start a lively debate on the merits of the different lifestyles. Some of them may even express an interest in trying out the alternative lifestyle (much to the baffled amusement of their companions). Wood Elves attach great importance to the skills of impassioned debate and they freely dispense fruit wines to lubricate the discussion.

This encounter is rich in roleplaying potential, giving the players the chance to recount past exploits in a stimulating environment. For their part, the Elves are glad to pass on general information about Wardancers, giving the PCs a different perspective on this strange caste of warriors (see *Wardancers and Elven Society*, in next month's conclusion to this article). As it gets late, the Elves play some music, inviting the PCs to do the same before gradually moving off, leaving the PCs to get some sleep.

·THE NEXT DAY·

If the party includes no Elves they are woken just after dawn and escorted to the edge of the woods. They are warned about venturing unbidden so deep into the forests of the World, and then their escort departs, leaving the characters to go about their business as though nothing had happened.

If the party contains one or more Elves they are invited to stay to watch Brightbranch's final acceptance into the Wardancer troupe. Read the following text to the players...

After a satisfying breakfast of nut porridge with berries and fresh fruit juices, Lord Erdil enters your hut.

"Good morning. I trust you slept well and that the breakfast has filled you. Before you leave us, I thought you might wish to witness Brightbranch's final acceptance into Yavathol's troupe. It will be a display of a most worthwhile nature. Outsiders are not normally be invited to such an event, but since your fates crossed the path of Brightbranch's test, Yavathol has agreed to let you watch"

The wry grin on the Elf's face shows that this agreement was not easily won.

"You may wonder why I make you this offer - the reason is simple. It can only strengthen our position for the world outside to have some knowledge of the power of our warriors. So come, keep silent and watch".

Lord Erdil leads you across the clearing to a large hut, set away from the rest of the settlement. Many other Elves are already standing in a wide circle around the hut, and your host gestures for you to take a place in the ring. As you do so, a compelling drum-beat begins and Morfoin appears from the hut entrance, beating a large drum that seems to be made from the skin of an Orc. Several other Wardancers appear, their bodies smeared with rainbow hues that match the bright colours of their hair. They all move to the beat of the drum, which speeds up as the dancing becomes more frenetic. A young Elf, who you recognise as Brightbranch, despite his newly spiked, dyed hair and body paint, moves from the hut. His eyes are glazed and he carries a sword.



Sword dance welcoming Brightbranch to the troupe

"He has been up all night" Lord Erdil whispers, "practising".

As the youngster moves into a whirling sword dance with the other Wardancers, you can well belive it. The display is incredible - the Elves seem to overcome gravity as they cavort and leap, turning somersaults in mid-air, back-flipping around the hut, while all the time keeping their blades under masterly control. The beat reaches a crescendo, and even as you are sure they must all collapse with exaustion, the dance comes to an end with a mighty crash. Silence falls and Yavathol, seemingly unaffected by the rigourous display, steps forward to speak.

"This dance serves two purposes. Firstly to remind us all of the power we have, here in the heart of our forest. And secondly to welcome Brightbranch to our troupe. He is now a Wardancer, elite among Elves, a warrior apart. Give him the respect he deserves."

A feral grin spreads across Yavathol's face as she turns to address you.

"I see that some of you are curious about just how good we Wardancers are. If your courage matches your curiosity, you are welcome to pit your skills against mine."

A murmur runs through the assembled Elves as Lord Erdil blinks. He is obviously startled at this developement. His gaze locks with that of the mighty Wardancer before he speaks.

"If any among you wish to test yourselves against Yavathol, that is your right. But I have bestowed the guest-right upon you, and your lives are now sacred. I suggest that those of you who wish to fight, fight together against Yavathol. As soon as you are wounded, you must drop out of the fight. Yavathol - you must yield before you die, for I do not wish to lose you. If Yavathol yields before all who oppose her are wounded, she will be judged the loser."

If any of the PCs wish to take up the challenge, the assembled Elves form a large circle, in which the fight takes place. Lord Erdil points out that no dishonor will come from declining the challenge, but the sneer on Yavathol's face is at odds with his words.

Yavathol fights to the best of her ability, holding nothing back. She only yields when brought down to 1 or less *Wounds*. If any PCs try to fight on when wounded, they are be dragged out of the ring by a group of Elves and berated for their lack of control. If Yavathol is defeated, she congratulates the PCs fighting ability, even praising any Dwarfs who fought. If she wins, she condescendingly praises the PCs' courage in facing up to her. The other Elves treat any who fought the Wardancer with new respect, regardless of how well they did. After the fight, refreshments will be served, and Morfoin treats any wounds using his *heal wounds* skill.

If any of the Elves in the party express an interest in learning the way of the Wardancer you should move onto the second part of the article, detailing *Training* and the Wardancer career (see next month's issue). If no such interest is expressed (and Lord Erdil will certainly not suggest it) the party are provided with some provisions and escorted to the edge of the forest, effectivly ending this adventure.

TO BE CONTINUED...

Wardancers is concluded in *White Dwarf 112*, with details of the Wardancer career, training to become a Wardancer, and Adamnan-na-Brionha, the Wardancers' god.

TURNING THE TIDE

A TABLETOP GUIDE TO FIGHTING CHAOS by Alex Cheek

We receive a lot of letters from readers with interesting ideas and suggestions, not all of which are suitable as new game rules. But some of these ideas are too good not to print. So we're going to use the letters' page as a forum to present some alternative views of our hobby, starting with Alex Cheek's tactical tips for anyone facing the hordes of Chaos and wondering what to do next.

The seething masses slouched obscenely forward to the base of the fortress wall and paused unsteadily, waiting for the unspoken command that would signal the release of base instincts held in check by the power of Chaos. Red glared and gold glittered as the last rays of hazy autumn sunshine pierced the dark clouds gathered overhead, revealing scenes of frenzied Thugs, vile tainted Beastmen, savage Fleshhounds...

"...hellish Bloodletters, seething slimy damned Chaos Spawn and more bloody fearsome Warriors of Chaos than I have either the time or inclination to shake a proverbial stick at." Gorum Vorstenkleiner shouted maniacally at the razor-sharp axe he was violently shaking around the battlements, causing several squires to duck unceremoniously.

"On second thoughts," he jabbered as he levelled his rune-covered war-mattock at the nearest squire, "maybe shaking a stick at them would be a better idea. Go and fetch me that damn fool conjurer, Molrik."

The unfortunate prestidigitator duly arrived, sporting a rather dubious wand and an equally moth-eaten pointy hat embroidered with various semi-cabalistic symbols in faded black silk.

Shuffling rather than stepping forward under Gorum's formidable gaze, he made a number of passes with his wand. Nothing. Not even a bunny rabbit.

"Er...it's the walls, see?" he desperately tried to explain to the advancing war-chief. "Magical protection inherent in the walls, that's what it is!" he ratified as he sailed backwards over the parapet.

"Aaarghh!" he contested on his way down. THUDD. End of argument.

"Right," affirmed Gorum as he turned to face what remained of his advisory staff. "Anyone else got any ideas?"

* * * * *

Indeed they have. The answer to the problem of fighting Chaos is, of course, both admirably simple and inconveniently abstruse: you've just got to have the right strategy. After all, **Warhammer Fantasy Battle** was designed expressly so that tactics and their execution would be the deciding factor in any given battle, not troop type and luck. It would take an inordinate amount of bad luck to lose a battle if your opponent just threw all of his forces forward and you had formulated a decisive strategy and handled your troops well.

These strategies vary with the troops available to implement them and the enemy to be fought. Against the armies of Chaos, it's always useful to have plenty of powerful magic. And what better race to battle the minions of the Dark Powers than Dwarfs.

MAGIC

When dealing with the forces of Chaos, magic is a prime concern and an area of which all generals must be wary. Although most Chaos armies have access to magical assistance of some description, magic may also be the most efficient way of combatting the malign creatures of Chaos. Chaos creatures tend to have high *Will Powers* and overall magic resistance, giving them considerable immunities to various spells, especially those of the mind-affecting type. So don't be afraid to expend an over-the-odds number of *magic points* on a spell to overcome any resistance to it, especially if it is of a particularly decisive nature.

If you are in command of very high level magic, you can almost certainly make it pay dividends if you can get your top spellcasters within range of powerful enemy troops. Spells like the level 4 *Change Allegiance* spell can have devastating results if used correctly. With all those points gathered into one unit (a unit of Chaos Warriors, for example), it is really worth enhancing a spell with extra *magic points* to ensure success; having that considerable troop investment turned against your opponent rather than against yourself is of more than just the obvious material benefit.

If the unit you neutralise was defending a vital strategic spot or weak point in the enemy's formations, you gain access to that 'forbidden zone' at (hopefully) little or no expense. It's also going to make the other player think twice about approaching that model again, especially if the wizard is then positioned safely behind a hill. It's these types of extra advantages that you need to glean from your spells (although, of course, your options are affected by the selection of spells that you randomly generate at the start of the game). Even at the lower levels there are plenty of spells that can be put to positive use, some of which will be discussed later.



Horde of Khornate Daemons

However, the potency of magic is a double-edged weapon: Chaos spellcasters abound and the sooner that you can get rid of them, the better. If you have good long-range capabilities, or, even better, war machines, focus these on enemy spellcasters before you proceed to take apart your opponent's rank and file or you may find yourself unable to do so at all. And if you've got them, keep a few daemonic dispelling and binding spells on hand, not to mention some of the relatively low-level necromantic spells which can decimate any Undead the opposition might decide to conjure up.

Magic items such as single-use scrolls should, generally speaking, be avoided as their efficiency cannot be enhanced by a spellcaster's own stock of *magic points*; as mentioned earlier, this can be vital if the spell is to be used on some of the more expensive acquisitions in your opponent's line-up.

CONCERNING DWARFS

Dwarfs, not being adept in the use of magic, will naturally find instigating the above measures somewhat difficult. In particular, their magicians' lack of *magic point* reserves means that if they start expending extra points to enhance their spell attacks, they'll end up being able to cast only one or two spells before being forced to rest. However, as with all other aspects of the game, you must consider what Dwarf wizards *are* capable of rather than what they *aren't* able to do.

There is a saying that goes: "If you want to defeat your enemy, sing his song." The answer to the Dwarf wizard dilemma rests in the enemy's hands with the daemonic spell *Summon Energy* - to defeat the daemonic minions of Chaos, turn the power of Daemonism against them. Obviously, for level 15 wizards, at a cost of three *magic points*, it's going to restrict you to only seven *magic points'* worth of spells before you have to recharge by drawing on the daemonic essence, but then at second level there aren't that many spells costing seven or more *magic points*, and this process is made all the easier by a Dwarf's naturally high *Will Power*. Wizards of less than level 15 are not totally useless (but almost), although they should be avoided as they are simply not worth the points you must pay for them.

As is stressed in **WFB**, Dwarfs are not a magically-inclined race, so of course Dwarf wizards are greatly disadvantaged, forcing you to pursue conquest along different lines. After all, if you've got a magically-inhibited race opposing a magically-resistant race, why waste your time with spellcasting, only one aspect of the game?

One of the big plus points with your average Dwarf army is the accessibility of war engines, which are just the things you want on your side when facing a heavily-armoured, and therefore probably slow-moving, enemy. It's worth spending a few points to bring in some of the more devastating weapons such as mortar, cannon and organ guns. And if you're willing to take the chance on them blowing up, a few flame cannon or firethrowers are certainly worth the points.

Dwarf armies can be very strong on crossbows too, a sound investment at short range, and here the aim (no pun intended - honest) is to gain yourself as much firing time as possible. If you've got the *Wind Blast* spell, the most common tactic for this is to start pinning down the enemy elites with *Wind Blasts* at short range, forcing them to retreat and regroup or take heavy losses from the crossbows.

On the subject of infantry, it is imperative to stay away from the enemy elites, leaving them to your archery units. No matter how good Imperial Dwarf Guardsmen are, throwing them into conflict with Chaos Warriors is tantamount to suicide (not a tactially sound action). Try to tie up the enemy's middle-value troops by outnumbering them with units of standard Dwarfs and send your elites against the Beastmen and Thug types. Given the admirable discipline of the average Dwarf warrior, the elites should have finished their task before your rank and file rout, and you can then outweigh your opponent's remaining troops by an even greater margin. Dwarfs have fairly low *Movement* though, and you may find it difficult to get the advantage of the charge in your favour when in conflict with something like Bloodletters. So it's a good idea to invest in a few sappers to build hard cover for defending troops - it's never easy to take a defended obstacle. Elevated terrain is another useful advantage which Dwarfs are good at taking and keeping. It's unlikely that you're going to outscout your opponent, so threatening enemy troops on hilltops with fire from those war machines may be just enough to persuade them to back down.

The Dwarfs of the Old World were the last of the races to succumb to the taint of Chaos. And it wasn't just by luck, either.

CONCERNING ALL THE REST

"What about the Elves at Belamar Bridge, then?" I hear the shout. Alas, there are limits to what one can write concerning tactics in a short article such as this. Precise details for every race explaining how to beat up every other race would take up a considerable amount of room (not to mention defeating the whole purpose of the game: the head to head challenge between generals). And besides, someone's always going to come up with something better. Your own tactics and your own generalship are, ultimately, the only thing that can win the battle for you.

* * * * *

Gorum Vorstenkleiner stood amidst the stinking carnage of mutilated limbs and mangled entrails, all that remained of the Chaos hordes, and wiped the mutlicoloured gore off his broad-bladed axe, grinning widely. A little too widely. The long struggle with the foul denizens of Khorne had undoubtedly taken its toll on his sanity. Trotting back to the castle gates on his stubby legs, ripped and dented armour a-clink, he hummed a merry funeral dirge and breathed in the somewhat stale air beneath the lifting stormclouds.

The first person to greet him was the new Chief Wizard Elect, who seemed more than a little surprised and almost ashamedly disappointed to find his liege lord with a full complement of appendages.

"Fat lot of good you did!" Vorstenkleiner barked at the semi-stunned young thaumaturgist.

"Why is it," he shouted up to the speechless troops still ensconced behind the battlements, "that when you want something done around here, you have to do it yourself?"

BATTLE LINES

We are inviting you to write to us with your ideas on just about any aspect of the Games Workshop hobby. Letters on strategy and tactics, the art of gamesmastering, alternative approaches to familiar games, optional rules suggestions, painting and modelling tips - all are welcome. The only criteria are that the article be well written, entertaining and informative, interesting to a wide range of readers, and relevant to Games Workshop games or Citadel Miniatures. The most suitable subjects are *Blood Bowl, Dark Future, Adeptus Titanicus,* and, of course, any of the *Warhammer* games.

If you want to write anything longer than a few paragraphs, it is always best to send us an outline first so that we can comment on your ideas and suggest any changes we feel are needed - this could save you a lot of unnecessary work.

Letters should be typed on A4 (double-spaced and with margins of at least an inch on both sides) and preferably be no longer than a couple of printed pages. Always send a copy of your work, never the original - manuscripts can and do get lost. Send your ideas, with a large SSAE for reply, to:

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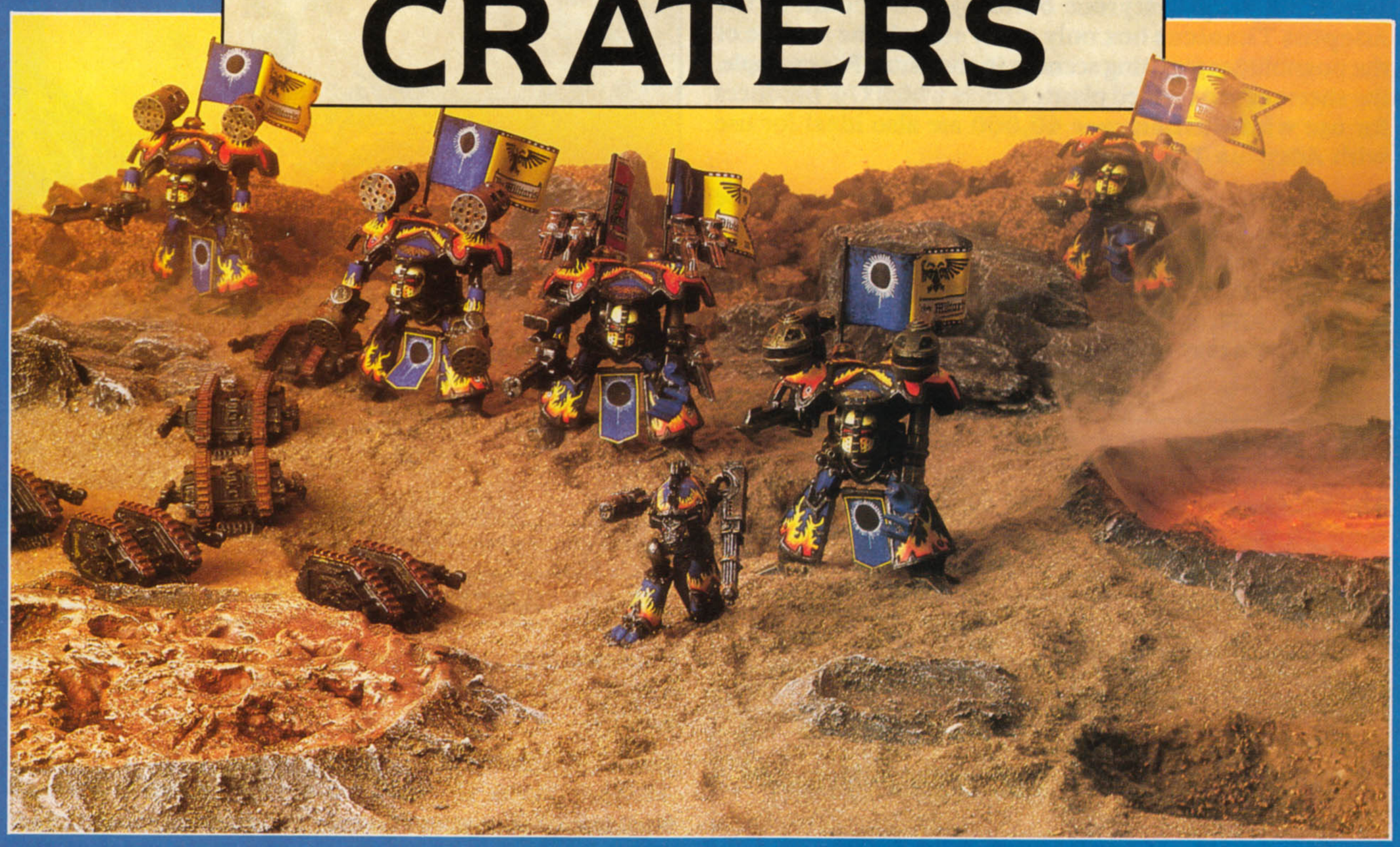
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CRATERS



Warp Runner Titans painted by Phil Lewis, Tiger Eyes and Emperor's Children painted by Tony Cottrell, Rhino tanks converted using Dark Future guns and modelling putty. Assault guns converted from modern micro AFV's. Terrain made by Chris Colston using Citadel Craters and stones, both textured with D.I.Y. filler.

The Warp Runners' offensive on the capital city of Borman IV was a major turning point in the Scouring of the Ollanz system. The crucial Titan battle took place in the volcanic desert of Yrevendi immediately to the north of the capital, as Sunburst Group, under the command of Senior Princeps Varr Harax launched a surprise thrust through rough terrain at a weak point in the Tiger Eye lines. The Titan force was accompanied by Three Company, Legio Astartes Iron Hands.

Above: Sunburst Group approaches the target, guided by a Warhound Class Scout Titan from the Warp Runners' Trailblazer Group. Notice the two specialist Titans, Sunburst Two and Three (second and third from left), which give this small task force tremendous firepower for its size.

Right: a small Tiger Eye force, supported by a Company of Emperor's Children Traitor Marines, reacts to a feint by the approaching Sunburst Group. The Warp Runners annihilated this Traitor force and reached the capital before Traitor reinforcements could arrive.



Terrain is everything on the battlefield. Far too many armchair tacticians assume that battles are fought across featureless plains.

- Grand Master Ferromort, Ordo Sinister

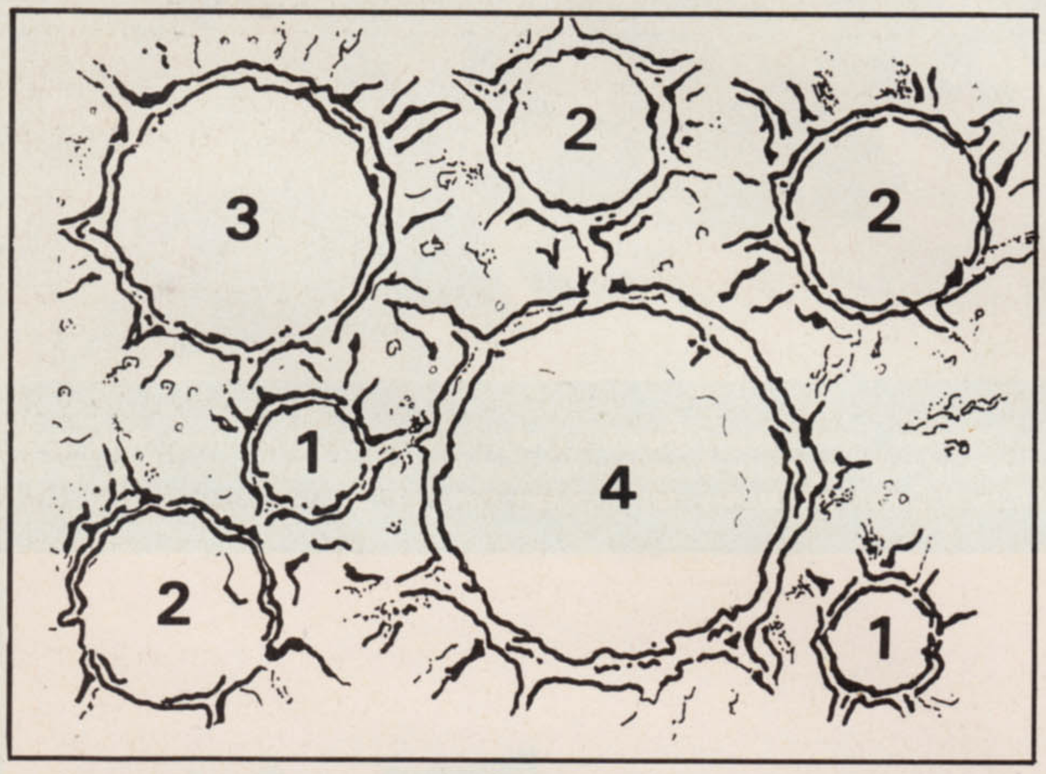
Once you've played a few games of **Adeptus Titanicus**, you'll know just how useful buildings can be. And irritating, too. Placing them on the table can be a real art - as much a part of the game as moving and shooting.

But the eight polystyrene buildings that come in the **Adeptus Titanicus** box only really scratch the surface of the possibilities for using scenery in the game. For example, the sheets of vac-formed plastic craters which GW produces for use with **Warhammer 40,000** are also ideal for use with **Adeptus Titanicus**.

Craters can be caused by a number of things in the universe of **Adeptus Titanicus**. They can be the remains of meteor strikes or crashed spaceships. They can be caused by volcanic activity, or by long-range bombardment before the battle. And, as you'll see, they can be caused by various things which may happen in the course of the game itself.

CRATER SIZES

The vac-formed craters come in four sizes, as shown on the following diagram. As you will see, some of the rules in this article depend on the size of the crater involved.



SETTING UP

Before the game, both players must agree on whether or not craters will be used. If the players decide to use craters, these are placed *before* buildings, but in the same way; players take turns to place a crater on the table, and when there are no more craters left, buildings are placed in the normal way.



Titan reactor meltdown creating lava crater

THE MOVEMENT PHASE

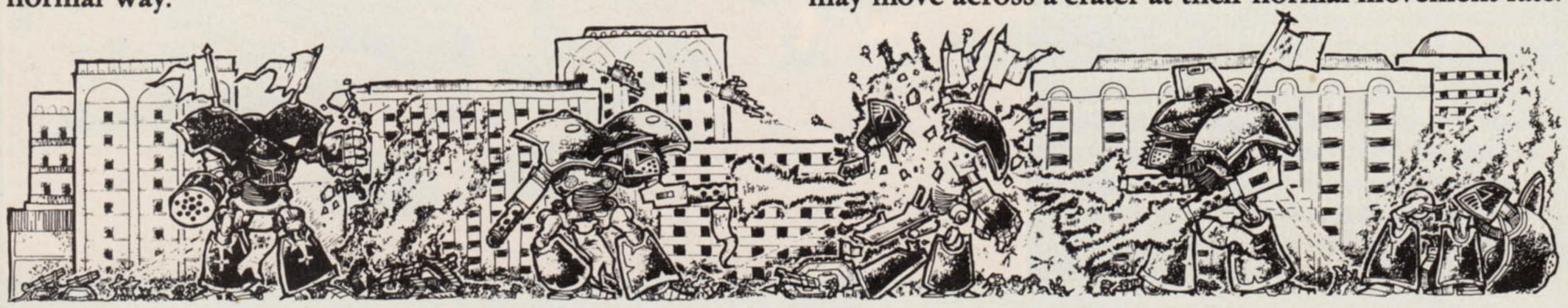
Craters count as *difficult terrain* (but see *Crater Sizes* below). The effects of this on various unit types are as follows:

Titans may move across a crater without risk if they have *Advance* orders. If a Titan has *Charge* or *Evade* orders, it must make a *dangerous terrain test* when crossing a crater. A Titan which is equipped with Jump Packs does not need to make a *dangerous terrain test* for *Charge* or *Evade* orders, unless it finishes its move in the crater.

Vehicles (including Light Vehicles, Dreadnoughts and War Walkers) may move across a crater without risk if they have *Advance* orders. If a vehicle has *Charge* or *Evade* orders, it must make a *dangerous terrain test* when crossing a crater. A Dreadnought which is equipped with Jump Packs does not need to make a *dangerous terrain test* for *Charge* or *Evade* orders, unless it finishes its move is the crater.

Jet Bikes may move across craters normally, and need never make a *dangerous terrain test*, regardless of their orders.

Infantry may move across a crater at half its normal movement rate. Infantry stands equipped with Jump Packs may move across a crater at their normal movement rate.



THE DANGEROUS TERRAIN TEST

When a Titan or vehicle has to make a *dangerous terrain test* as a result of crossing the rim of a crater with *Charge* or *Evade* orders, roll a D6 and consult the following table:

Unit Type	Fail Test	Pass Test
Titan		
Extremely Manoeuvrable	1	2-6
Highly Manoeuvrable	1	2-6
Normal Manoeuvrability	1-2	3-6
Limited Manoeuvrability	1-3	4-6
Dreadnought	1	2-6
Armoured Vehicle	1-2	3-6
Light Vehicle	1-2	3-6

If the test is *passed*, the unit may complete its move normally. If the test is failed, the effects are as follows:

Armoured Vehicles, Light Vehicles and Dreadnoughts: the model is *stuck*; leave it with its base touching the rim of the crater. It may not move or attack until it has freed itself. It may try to free itself in the *order phase* of each turn by rolling a D6: on a roll of 1-3 it remains trapped, and on a roll of 4-6 it frees itself and may move and fight normally.

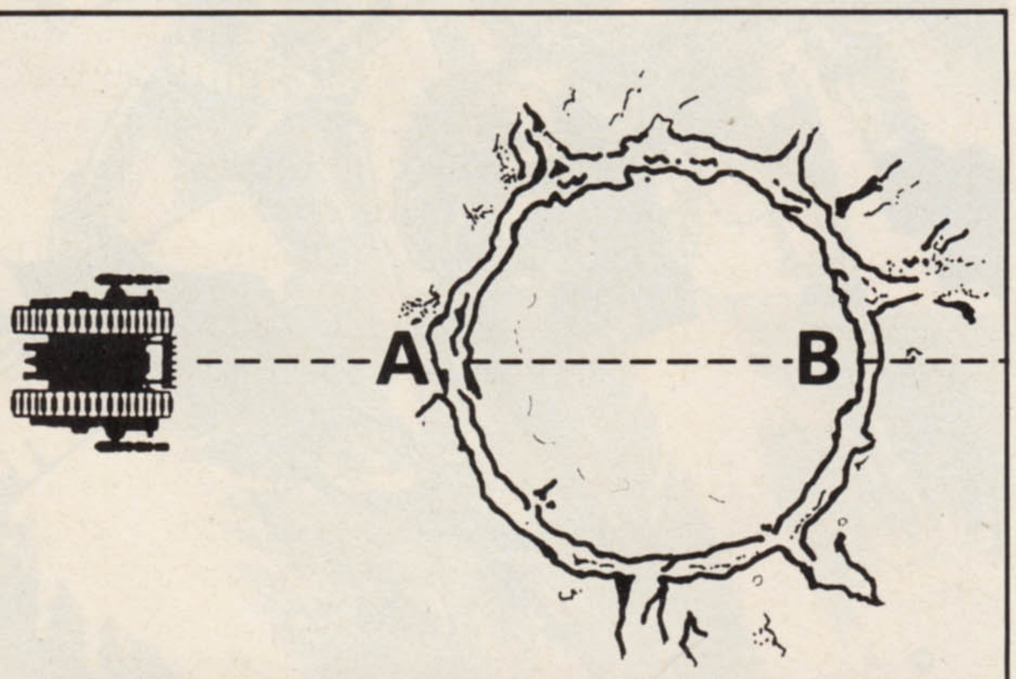
Titans: the Titan stumbles, and ends its move with its base touching the rim of the crater. It does not become stuck, and may fight and move normally.

CRATER SIZES

The three largest craters (sizes 2, 3 and 4) consist of an area of flat ground inside the crater rim; this flat ground is counted as being normal terrain, and only the rim itself counts as *difficult terrain*.

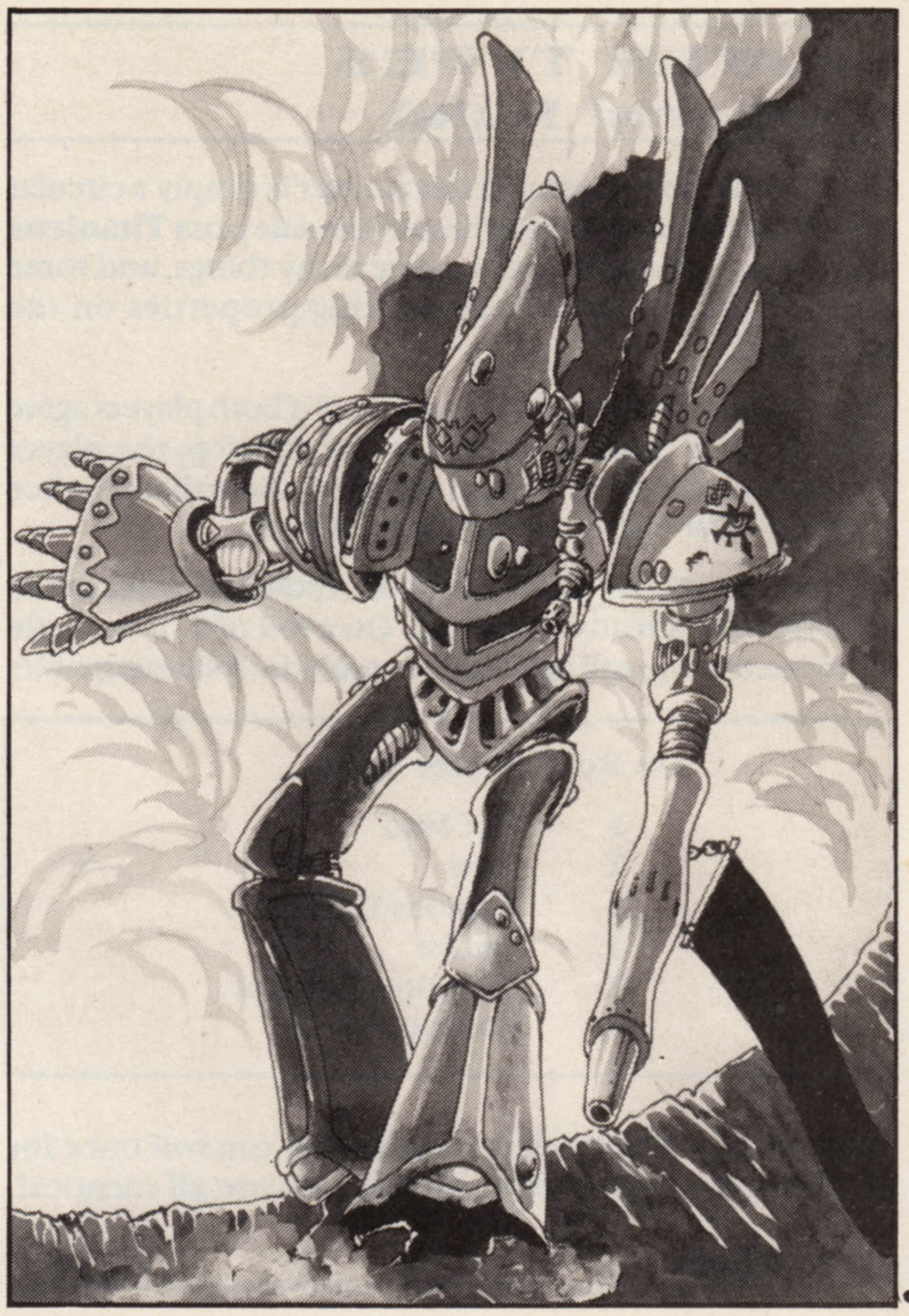
A model or infantry stand with Jump Packs which finishes a *Charge* or *Evade* move on the flat ground inside a crater does *not* have to make a *dangerous terrain test*.

A model or infantry stand which enters and leaves a large crater in the same movement phase crosses difficult terrain twice, and must therefore make two *dangerous terrain tests*.



If the first *dangerous terrain test* is failed, the Land Raider stops at point A. No second test is taken; it must free itself before it can move or fire.

If the first *dangerous terrain test* is passed and the second test failed, the Land Raider stops at point B.



Eldar Phantom Titan skirts the edge of a smoke crater

AM

THE COMBAT PHASE

As well as interfering with movement, craters can provide cover against enemy fire. Normal line of sight and cover rules apply.

Infantry stands only have a line of sight into or out of a crater if the stand is touching the crater rim; then the troops are assumed to be spread out on the crater rim itself.

Jet Bikes follow the same rules as infantry, *unless* they have *Charge* orders. A detachment of Jet Bikes with *Charge* orders is assumed to be flying above the crater rim; they cannot claim cover from the crater, and it does not block lines of sight drawn to or from them.

Craters never interfere with a line of sight drawn to or from a Titan; Titans are too big, and their weapons too high up, for something as low as a crater rim to get in the way.

HULL DOWN

A model is assumed to be *hull down* against a crater rim if it is touching the rim. In the case of the smallest craters (sizes 1 and 2), any model inside the crater is assumed to be hull down.

TITAN LEG HITS

Whenever a Titan takes a leg hit from a shot which has crossed the rim of a crater, roll a D6. Add 1 if the shot was fired by another Titan. If the result is less than or equal to the crater's size number, the shot has hit the crater rim rather than the Titan, and the Titan is undamaged.

If a shot crosses more than one crater, base this dice roll on the largest crater which the shot crosses.

CRATER TYPES (Optional Rule)

So far, we've been assuming that a crater is simply a circular wall of rock. But in the vastness of the **Adeptus Titanicus** universe, a crater can be caused by many things, and some types of crater can have interesting properties on the battlefield.

This optional rule should only be used if both players agree to it. As each crater is placed on the tabletop, the player who places the crater should roll a D6. Note that the dice is rolled *after* the crater has been placed.

On a roll of 1-5, the crater is a plain, ordinary crater of the kind we have already discussed. On a roll of 6, it is a little more interesting; roll again and consult the following table:

D6 Roll	Crater Type
1	Hot Mud
2	Lava
3	Noxious Gas
4	Smoke
5	Radiation Hotspot
6	Flashpoint

Alternatively, if both players agree, you can roll once for all the craters on the table, so that they are all identical.

HOT MUD

The crater is a pool of mud created by geothermally-heated water coming up from below. Mark the crater with an appropriate-sized circle of brown paper or card.

Any unit which becomes stuck there as a result of failing a *dangerous terrain test* begins to sink into the mud at an alarming rate, and non-Titans may only free themselves on a roll of 6 on a D6. If a non-Titan rolls a 1 while trying to free itself, it becomes permanently mired and is effectively destroyed. Titans are not affected.

If the largest crater (size 4) is found to be a hot mud pool, anything except a Titan which ventures inside the rim is automatically lost. Titans must make *dangerous terrain tests* while crossing the pool; if the test is failed, the Titan is *stuck*; leave it with its base touching the rim of the crater. It may not move or attack until it has freed itself. It may try to free itself in the *order phase* of each turn by rolling a D6: on a roll of 1-3 it remains trapped, and on a roll of 4-6 it frees itself and may move and fight normally.

LAVA

The crater is filled with lava - either the result of very recent volcanic activity, or because of a very recent plasma bombardment. Mark the crater with an appropriate-sized circle of red paper or card.

The crater is *impassable* to anything except a Titan, and any non-Titan which enters the crater is automatically destroyed. When a Titan crosses a lava pool, it takes automatic Superficial Damage to the legs each turn it remains in the lava. Its Void Shields only stop fast-moving projectiles, and afford no protection against the lava.

Jet Bikes, and units equipped with Jump Packs, may cross the crater without any difficulty, but are destroyed automatically if they come down inside the crater.

NOXIOUS GAS

The crater is filled with a corrosive gas produced by geothermal activity. Mark the crater with an appropriate-sized circle of green paper or card.

Treat the crater as normal for Titans, Dreadnoughts, and Robots (including Spirit Warriors); the gas has no effect.

Infantry stands and light vehicles must make a *saving roll* during each *order phase* while in a gas-filled crater. If the saving roll succeeds, they are unaffected by the gas, and may proceed normally this turn. If the saving roll is failed, the stand is overcome by the gas, and is treated as destroyed.

During each *order phase* that a vehicle is in a gas-filled crater, roll a D6 and add the vehicle's **AR**. On a roll of 4 or more, the vehicle carries on with its turn. On a roll of 3 or less, the crew (and any infantry stands carried) are overcome by the gas. The vehicle is treated as destroyed.

The gas does not affect Jet Bikes, unless they spend a turn in the crater with *First Fire* or *Damage Control* orders; then they are treated as infantry.

SMOKE

The crater is a bottomless pit, continually belching a column of thick, highly-corrosive smoke into the atmosphere. Mark the crater with an appropriate-sized circle of black paper or card.

The interior of the crater counts as *impassable terrain* for all models, and everything which enters the crater is lost. Jet bikes and models equipped with Jump Packs may fly over the crater as part of a *Charge* move, but if they end a move inside it they are destroyed.

The smoke from the crater is completely impenetrable, and no line of sight may be drawn across it.



Marines advancing over a crater rim

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- Before you step in a crater, be sure you know what caused it.

- proverb, Divisio Militaris

RADIATION HOTSPOT

The crater has been created by nuclear bombardment from orbit, and is still highly radioactive. Mark the crater with an appropriate-sized circle of blue paper or card.

Infantry stands and light vehicles in the crater must make a saving roll in their next *order phase* or die. This includes Jet Bikes *unless* they have *Charge* orders, in which case they are assumed to fly above the worst of the radiation.

Armoured vehicles and Dreadnoughts which enter the crater must roll a D6 in their next *order phase*. Add the **AR** of the vehicle or Dreadnought - if the result is 4 or more the radiation has no effect, otherwise the crew and any passengers succumb to radiation poisoning and are treated as destroyed.

Titans are unaffected by the radiation if they have at least one functioning Void Shield. If a Titan in a radiation hotspot does not have any operating Void Shields in the *end phase* of a turn roll 1D6; on a roll of 1 the Titan suffers Superficial Damage from the radiation.

FLASHPOINT

The crater is volcanic in origin, and lava bubbles beneath a thin crust. Mark the crater with an appropriate-sized circle of yellow paper or card.

In most circumstances, the crater is not treated as special. However, there is always the risk of the thin crust rupturing and allowing the lava to erupt through. The following events lead to a risk of eruption:

- if a Titan is destroyed within the crater;
- if a support missile comes down in the crater;
- if a plasma gun or plasma cannon is fired on *maximal* into the crater.

If there is a risk of eruption, roll a D6; on a roll of 5 or 6 the crater erupts.

The following events will *automatically* cause an eruption:

- if a Titan's plasma reactor explodes while it is inside the crater;
- if a Vortex Field enters the crater.

ERUPTION

When a hotspot crater erupts, everything in it is automatically destroyed.

It also throws out D6 gobbets of lava. Place the *Deviation Template* over the centre of the crater, and determine where each gobbet lands as follows:

1. Roll a D6 to determine direction.
2. Roll 2D6 for the distance in cms from the centre of the crater.

Once you have determined where a gobbet of lava lands, place the *Plasma Burst Circle Template* at the indicated point on the table. Any model wholly or partially under the template takes a single hit as if from a plasma gun firing on *maximal*.

Thereafter, the crater becomes a *lava* crater (see above).

CREATING CRATERS (Optional Rule)

It is possible for a Titan to use its Very Heavy Weapons to create small craters on the battlefield, either to hinder an enemy advance or to provide cover.

In order to create a crater, a Titan must have *First Fire* orders, and may not *snap fire* or turn in place. It remains still and fires a concentrated volley from one of its Very Heavy Weapons at open ground up to 36cm away, within the weapon's fire arc. There is no need to roll to hit, and the player places a size 1 crater at the desired point. Plasma Cannon must be fired on *maximal* in order to make a crater.

Plasma Cannon produce *lava* craters, while macro-cannon and defence lasers produce ordinary craters.

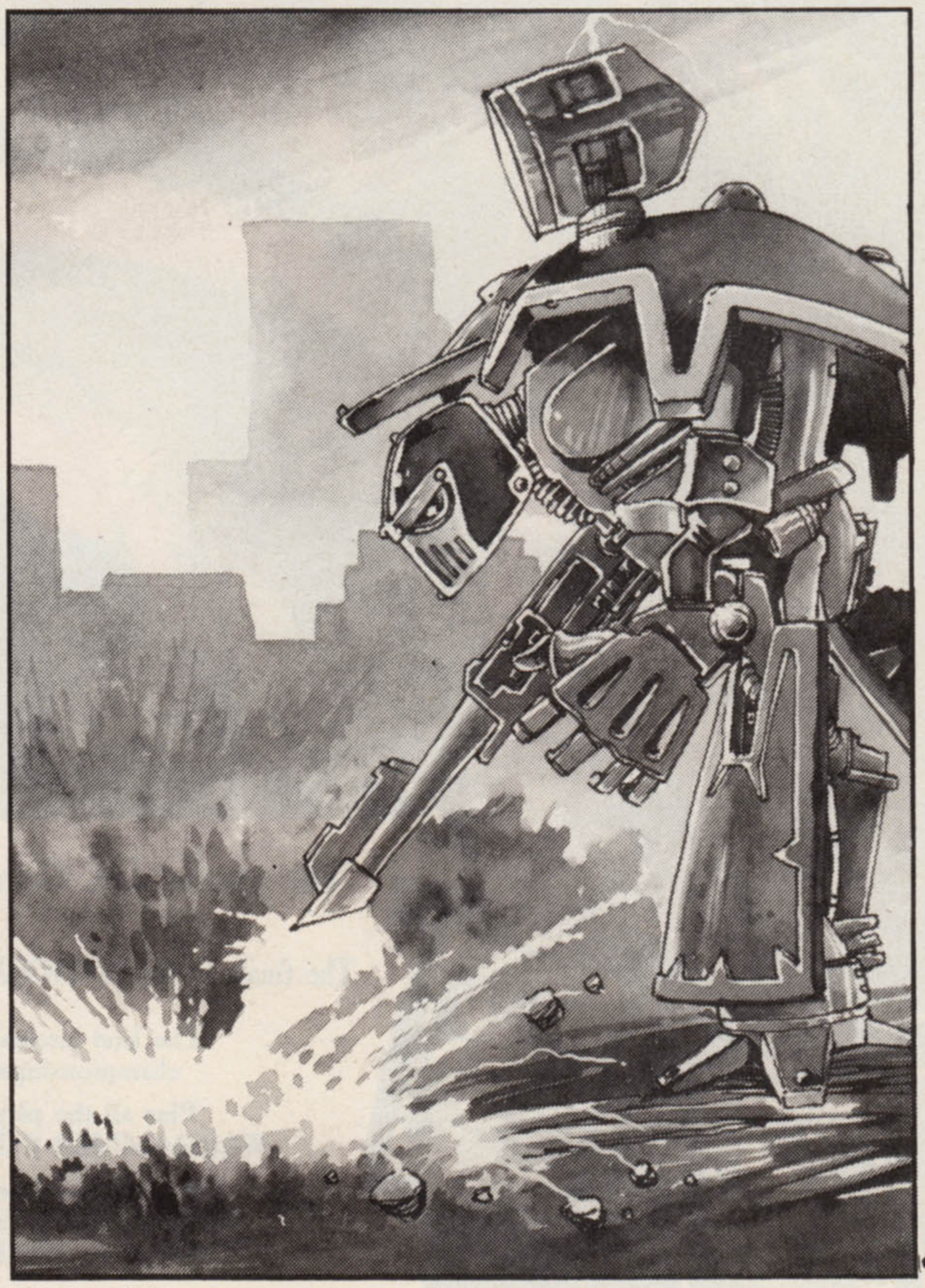
The Titan's other weapons may fire normally while it is making a crater. The Titan may not use any other weapons on the same location as the Very Heavy Weapon being used to make a crater.

Note that fire from Very Heavy Weapons which is directed against enemy models will *not* produce a crater. A Titan which is deliberately making a crater is pumping a steady volley of shots into the ground at the same point, rather than trying to hit the enemy.

REACTOR MELTDOWN

The violent meltdown from a destroyed plasma reactor causes appalling damage to anything nearby, and leaves a seething, plasma-filled crater in its wake.

When a Titan is destroyed as a result of *Catastrophic Damage* to its plasma reactor, remove the Titan model from the table and replace it with a size 3 *lava* crater.



Warlord Titan creating a crater with its defence laser

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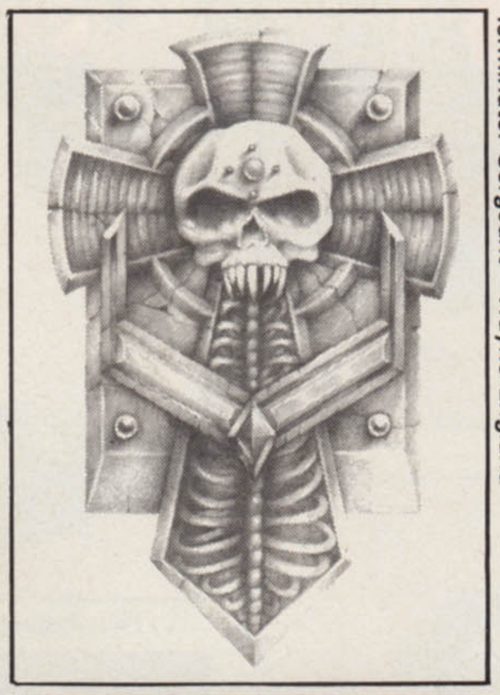
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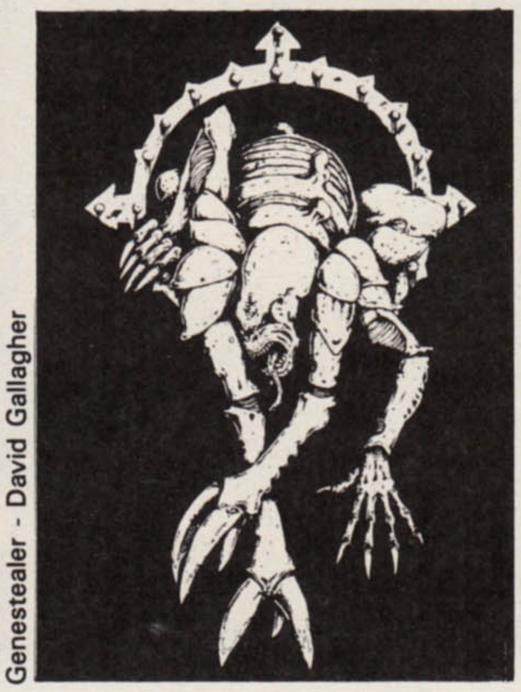
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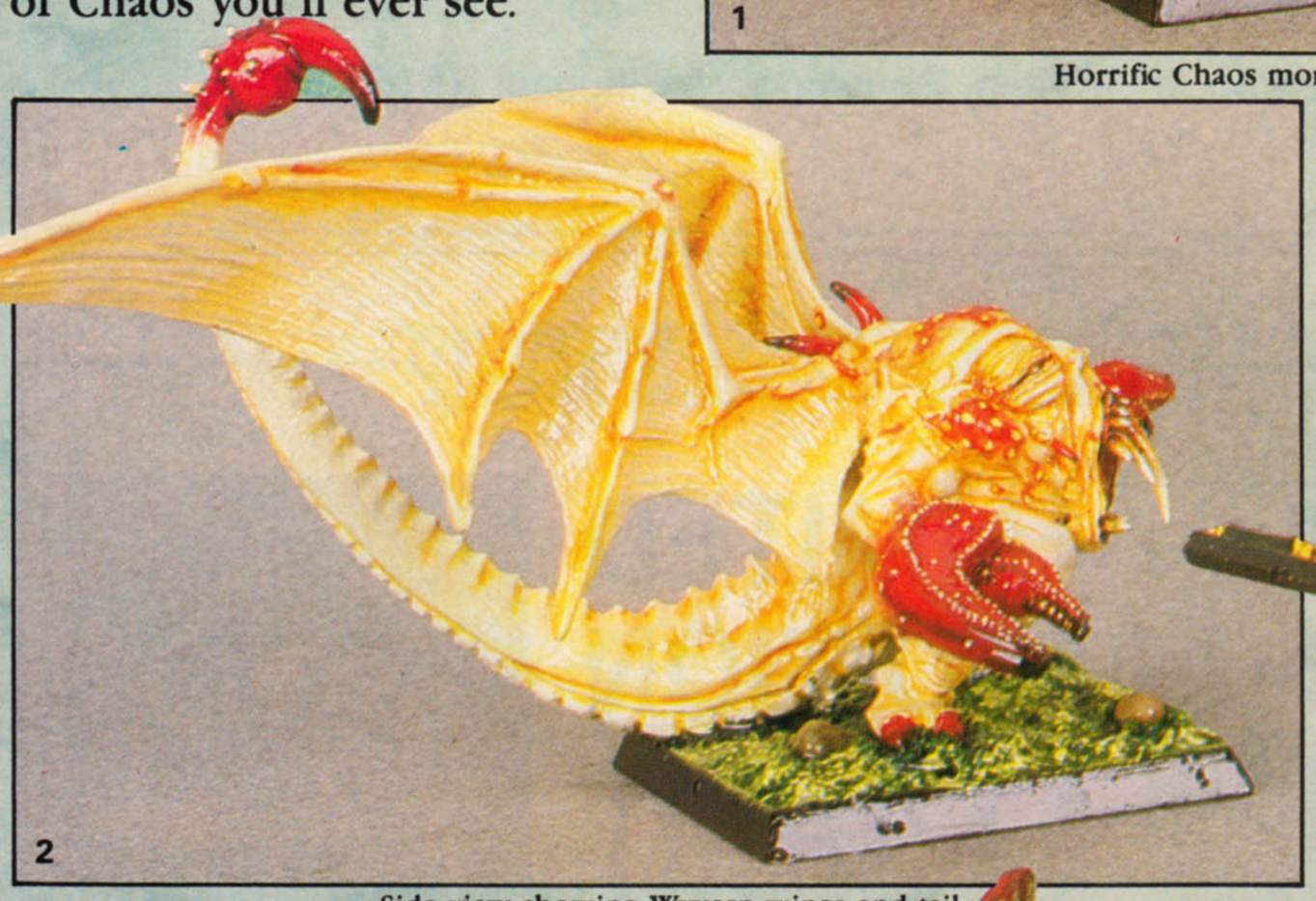
PETE TAYLOR

This page shows just a few of Pete Taylor's vast collection of miniatures. Regular visitors to Games Days will be familiar with Pete's display battles (his formidable Fimir army drew a lot of attention at Golden Demon last year). Pete has literally thousands of models, though not all are conversions like those shown here. Pete often sculpts new faces for his conversions, and he's managed to produce some of the most frighteningly ugly Creatures of Chaos you'll ever see.



1

Horrific Chaos monster with scratch-built face



2

Side view showing Wyvern wings and tail



3

Two-headed Greater Daemon conversion



4



5

Two more conversions: Chaos Daemon and Fimir



Pete Taylor

STUDIO STAFF

MIKE MCVEY, DARREN MATTHEWS, SID, LEE DUDLEY, TONY COTTRELL AND PHIL LEWIS



6

Great Unclean One with Nurglings



7



8

Nurglesque Traitor Marines



9



10

Nurglesque and Tzeentchian Traitor Marines



11



12

Tzeentchian Marines with *Face of Pink Horror*



13

Legion of the Damned Marines with skull and flame motifs



14



15

Fine detail work on the badges of these Space Marines



16

A pair of Squats painted in Imperial Guard colours



17

Dwarf Firethrower



18

Goblin Fanatic on Pogo Stick



19

Champion of Nurgle

THE COLLECTION OF PETE TAYLOR

You'll probably know Pete Taylor from the wonderful Skaven army shown in **Warhammer Armies**. The couple of hundred miniatures we photographed there are only a small part of a gigantic Skaven horde which Pete has collected. In fact, Pete's pretty famous in these parts for his colossal armies and the speed with which he puts them together - near blinding speed, considering he uses a lot of conversions in addition to the straight castings.

Pete is currently working on a typically huge project - a Chaos army for *each* of the four Chaos Powers featured in the two volumes of **Realm of Chaos**. We thought you might like a sneak preview of a few of his Chaos conversions (see page 74):

1 and **2** - This Chaos monster conversion uses a standard monster body, with the wings and tail from a Wyvern and a completely scratch-built head. Note the subtle colour mix and the shading of the yellow, which is offset by the contrasting yet harmonious red. Very simple, but very effective.

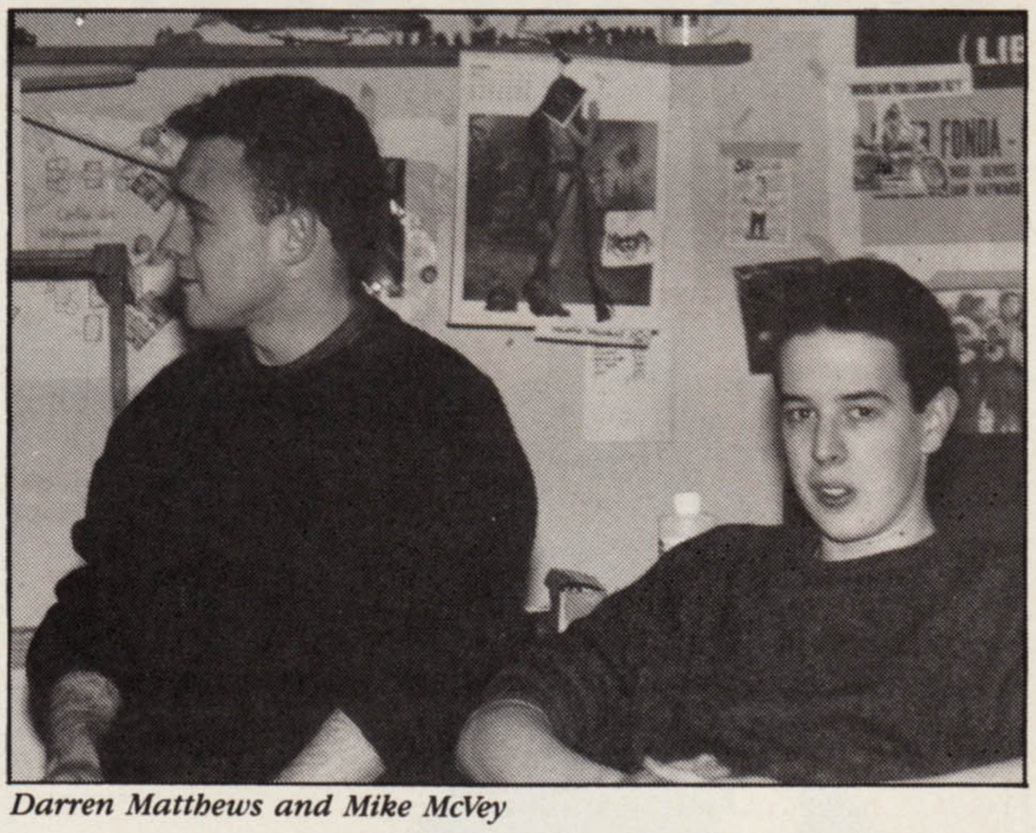
3 - Greater Daemon, using a Keeper of Secrets (Slaaneshi Greater Daemon) with heads from a Bloodthirster (Khornate Greater Daemon) and a heavily modified torso. A strange hybrid, this one - perhaps Slaanesh has given the Daemon Khornate heads in mockery of his hated enemy.

4 - And what did Pete do with the parts left over from the previous conversion? Here's your answer - a Greater Daemon with a completely scratch-built head. His natural colur sensitivity shows again here, with the monster's pale flesh beautifully offset by the green and metallic tone of the armour; a good coating of varnish really brings the armour colours out.

5 - Not quite so chaotic, but equally monstrous - a Fimir conversion. You sometimes get the feeling that Pete is never happy with a straight model; he obviously enjoys many hours of modelling, converting and painting to produce results like these.

You may like to know that Pete models his inventive face conversions from Loc-tite 'blue stuff' using a compass point set into a wooden handle. Teeth and spines are created simply by hand-rolling the blue stuff and allowing it to set before fixing to the model.

Pete is a very fast painter, fully capable of painting 20-30 miniatures in a single evening's work! He first blocks in base colours and shades with ink washes. Sometimes, if they look good enough, the miniatures are left at this stage, with just the details added. If Pete feels that they need highlights, then unit models are drybrushed, and single leader-type miniatures are blended. And he achieves these effects working with 000 brushes for both the detail and the area work. Keep your eye on these pages for more of Pete's eye-catching work.



Darren Matthews and Mike McVey

STUDIO STAFF

The Studio miniatures painters are always working hard on Citadel's new releases. Page 75 shows some recent work by Mike McVey, Sid, Darren Matthews, and part-timers Bruce Atley and Lee Dudley.

6 - A new casting of a Great Unclean One, Greater Daemon of Nurgle, modelled by Aly Morrison, complete with Nurglings popping out of some very unlikely places! A subtle paint job by Mike, who takes extreme care in building up highlights, gradually adding white to the base colour. This technique works particularly well on the face and the edges of the tears in the flesh.

7 to **12** - These colourful Traitor Marines, painted by art student Bruce during his winter break, ably demonstrate the use of bright colours without making the model look overworked or gaudy. This is done by shading without using black or other dark colours - for example, shading pale green with bright green ink.

13 - Two *Legion of the Damned* Marines from the collection of Phil Lewis, with carefully-painted black skull and flame motifs, very reminiscent of a Harley. Phil is now supervising the miniature painting department here at the Studio, and Chris Colston has moved into Phil's shoes (or viewfinder?) in the photographic department, to continue Phil's good work of the last 18 months.

14 and **15** - These are standard plastic Space Marines, with highly-polished paint jobs, as shown by their carefully-worked shoulder badges. You need determination and a steady hand for work like this, but remember to have the colour sufficiently dilute to flow away from the brush, even if it becomes translucent. You can build up the depth of colour, but you can't paint fine detail with thick pigment. The Space Wolf is painted by Darren, and the Blood Angel by Mike.

16 - Two plastic Squats from the new Space Dwarfs box, showing the crisp moulding of Citadel Miniatures. Painted in Imperial Guard colours, the bright piping on the uniforms creates a very attractive final look. The Squats' large heads and faces give the expert modeller and painter the opportunity to add a wealth of character - for example, it would be very easy to add ear-rings from fuse-wire, and to re-style hair and beards with modelling putty.

17 - Here, Darren has worked his magic on the new Dwarf Firethrower team. Note how the black and white chequered pattern and the bright red flame motif give the group a focal point and add contrast to the naturalistic colours of the Dwarfs' clothing and equipment.

18 - A Gobbo on a pogo stick by Lee, proving that you don't have to be a veteran to produce professional results - Lee is only 15.

19 - Champion of Nurgle, showing more of Mike's subtle shading. Experiments with mixing inks to make unusual colours and using them to shade a white base can create some interesting flesh tones.

ADEPTUS TITANICUS

Pages 78 and 79 have been devoted to **Adeptus Titanicus** Titans and epic scale models. Although these models are on a totally different scale to Citadel's other ranges, the assembly and painting techniques are just the same. Most of the banners, however, are photocopies from articles in *White Dwarf* which have been coloured in.

20 - Sid's dramatically-painted Warlord Class Death Bringer Titan of the Rebel Firemasters Order displays Traitor banners and yellow flame motifs on a black background. Sid has graduated the yellow into white to stop the flames from looking 'flat'. Rust on areas of bare metal can be painted on with orange/brown ink, or drybrushed on with acrylics.

21 - A Warlord Titan from the Loyalist Imperial Hunters Order, painted by Darren. For the base colour, green ink and Sunburst Yellow acrylic paint were washed over a white undercoat, the deeper tones being achieved by a build-up of pigment. Highlights were then blended in with a mix of Orc Brown and Skull White. The added 'dot' effect was done with green ink.

22 - Another Warlord Titan, this time a Nemesis Variant, from the Loyalist Imperial Fists Order. All the reds on the models in this article were achieved using a mixture of *Citadel Colour* Red Gore acrylic paint and red ink for the base colour, highlighted with a mixture of Red Gore and Hobgoblin Orange acrylics. The blending was done in several stages, working the paint while it was still wet. The blues were done in a similar way, using a mix of Moody Blue and Enchanted Blue for the base colour and Enchanted Blue and Skull White for the highlights.

23 - A Death Bringer of the Firebrands Order, painted by Phil Lewis. Phil generally leaves weapon assembly until after painting, for easier handling and better detail work. The green shading on the carapace was achieved with a green ink wash over the base colour, and the weapons were drybrushed silver over black. The chequered pattern was drawn on with a technical drawing pen.

I get a lot of enquiries about technical drawing pens. They are widely available from drawing-office and art suppliers, and they come under names like Marsomatic, Rapidograph, Micronorm, Varionorm and Faber-Castell Technical Pen. Prices vary, but they do cost a few pounds each. I recommend a 0.13mm nib - the smallest. Be careful with them, though, as they can block quite easily. You need a light touch to stop the ink flooding across the surface, and the paint you're working on must be absolutely dry - it's best to leave a model for 24 hours, to be sure that the paint is completely dry before beginning work with a pen. Some people find technical drawing pens absolutely indispensible, while others find them unusable - it's up to you to find the tools and techniques you get on with.

24 - A Death's Head Traitor Titan. The black base coat on this Night Gaunt was highlighted with grey-gold, and gold areas were done with a gold base washed with brown ink and then highlighted with more gold.

25 - Night Gaunt of the Warp Runners Order. This uses similar painting techniques to the other Titans, except where bright colours lay on top of dark colours - for example, the flames on the carapace. Here the area is painted white first, to give brightness to the top colours.

26 - Pete Taylor's 'wood effect' Reaver Class Titan. The wood grain effect was achieved using brown ink - an unusual effect, to be sure, but very attractive.

27 - A Firebrands Reaver Class Titan, painted by Mike McVey. Metal areas were given a black base coat, and drybrushed first with Chain Mail and then with Mithril Silver before being washed with a mix of blue and brown ink. Red areas were base-coated with a mix of Blood Red and Bestial Brown, and highlighted with a mix of Red Gore and Hobgoblin Orange. Gold areas were achieved by using a brown ink wash over a gold base coat. Finally, the carapace was given a base coat of Orc Brown, and highlighted with a mix of Orc Brown and Skull White, with Woodland Green blended in at the edges.

28 - An epic scale vehicle conversion by Tony Cottrell, made from a modern 1:200 scale Russian troop carrier, teamed with a metal dual las-cannon. Tony favours 'naturalistic' colour schemes, using the drybrush technique. The small triangular badge is a transfer from Tony's spares box.

29 - Another of Tony's conversions. At this scale, a spare **Dark Future** weapon looks even more menacing.

30 and **31** - Epic scale Eldar forces. You can have a lot of fun with these. They are painted in much the same way as a normal Citadel miniature, slightly simplified but using the same colours and techniques. Badges and banners may be a problem; simplified shapes could be the answer, or you might decide to leave them out altogether.

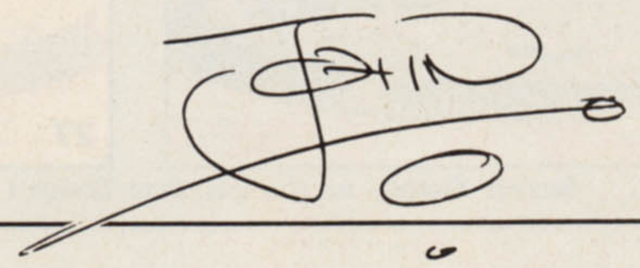
32 - Imposing Nemesis variant Warlord Battle Titan of the Imperial Warp Runners Order. The banners are painted on paper and then cut out to be attached to the model.

33 - Tony Cottrell's Phantom Class Eldar Titan. The model was undercoated black and then highlighted with Moody Blue. The metallic areas were finally given a wash with brown ink.

34 - An epic scale Support Missile Carrier made by Tony Cottrell. This is a good example of how to make 41st Millennium vehicles from traditional model kits. The missile carrier itself was made from JB Models' 1/76th scale Land Rover and M113 vehicle kits. The missiles are taken from an aircraft model.

35 - Mastiff variant Warhound Class Scout Titan. The flame patterns show that it belongs to the Warp Runners Order.

36 - Mike McVey's splendid Phantom Class Eldar Titan was painted with a base of Woodland Green and black paints, highlighted with Woodland Green and then given another coat of Woodland Green, this time with white paint. The gold areas were first coloured using gold paint and brown ink and then given an ink wash with a brown/yellow mix. The flames are Blood Red blended carefully into Sunburst Yellow. The banner is taken from *White Dwarf 110* and indicates that this is the Titan of Lord-Phoenix Fiallathandirel of the Iyanden craft world.





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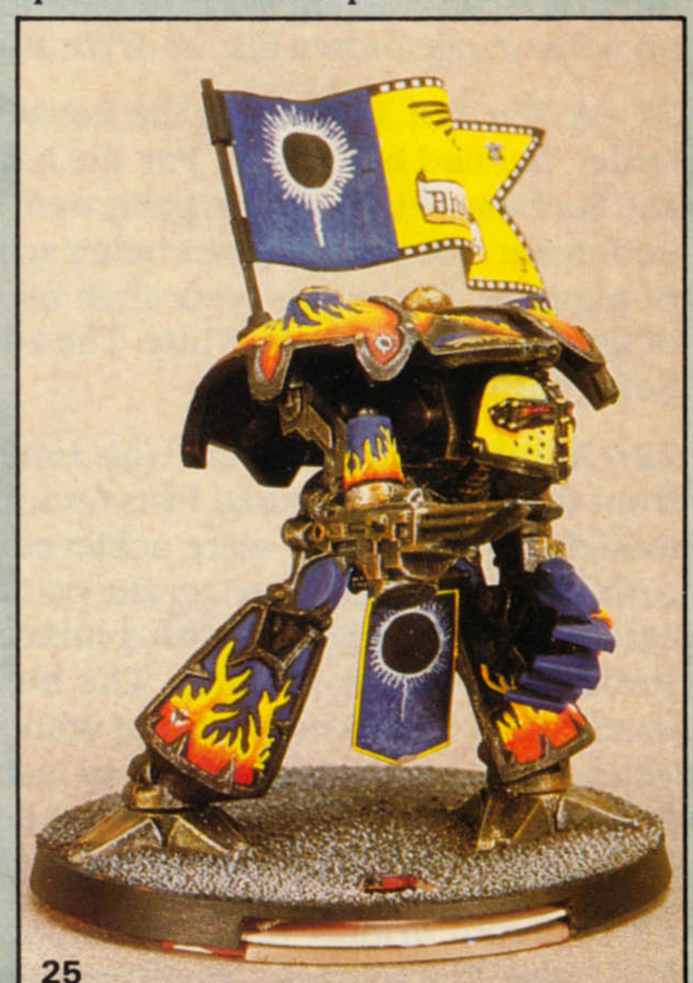
Warlord Class Battle Titans - their Orders (from the left) are: Firemasters (Rebel Order), Imperial Hunters and Imperial Fists



23

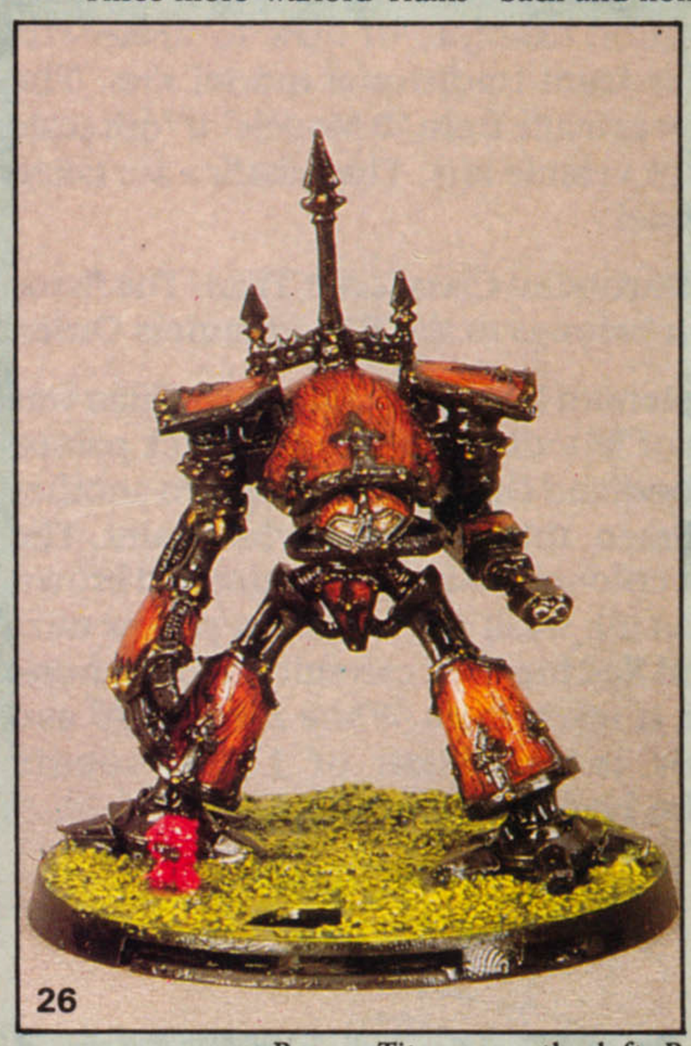


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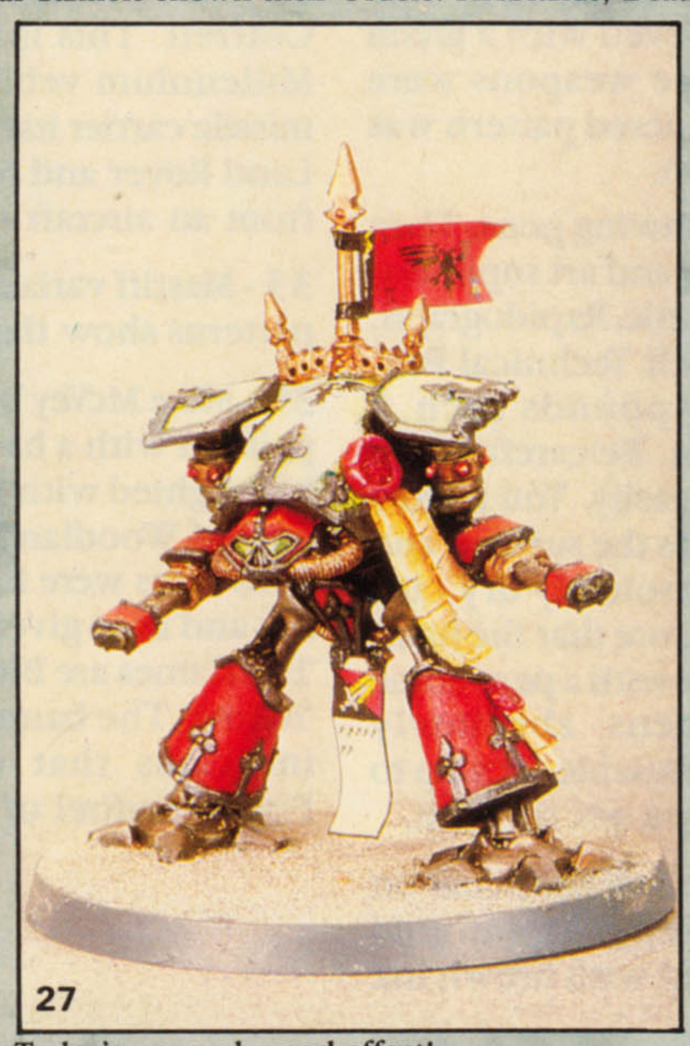


25

Three more Warlord Titans - back and honour banners shown their Orders: Firebrands, Deaths Heads (Rebel Order) and Warp Runners



26



27



28

Converted troop carrier with las-cannon



29

Converted epic Rhino with Dark Future gun

Reaver Titans - on the left, Pete Taylor's unusual wood effect!



Epic scale Eldar Dreadnoughts



War Walker and Spirit Warrior



Eldar Phantom Class Titan - Shade variant



Warhound Scout Titan of the Warp Runners



Nemesis variant Warlord Titan of the Warp Runners Order

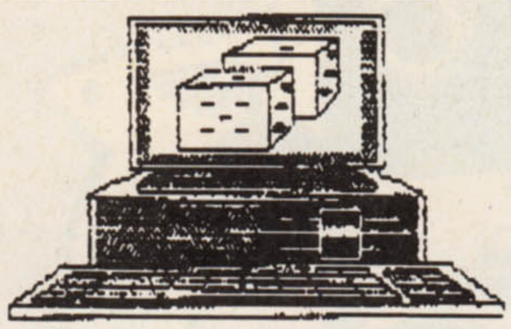


Converted epic scale Support Missile Carrier



Phantom Class Titan of the Lord-Phoenix Fiallathandirel





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