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Issue 35

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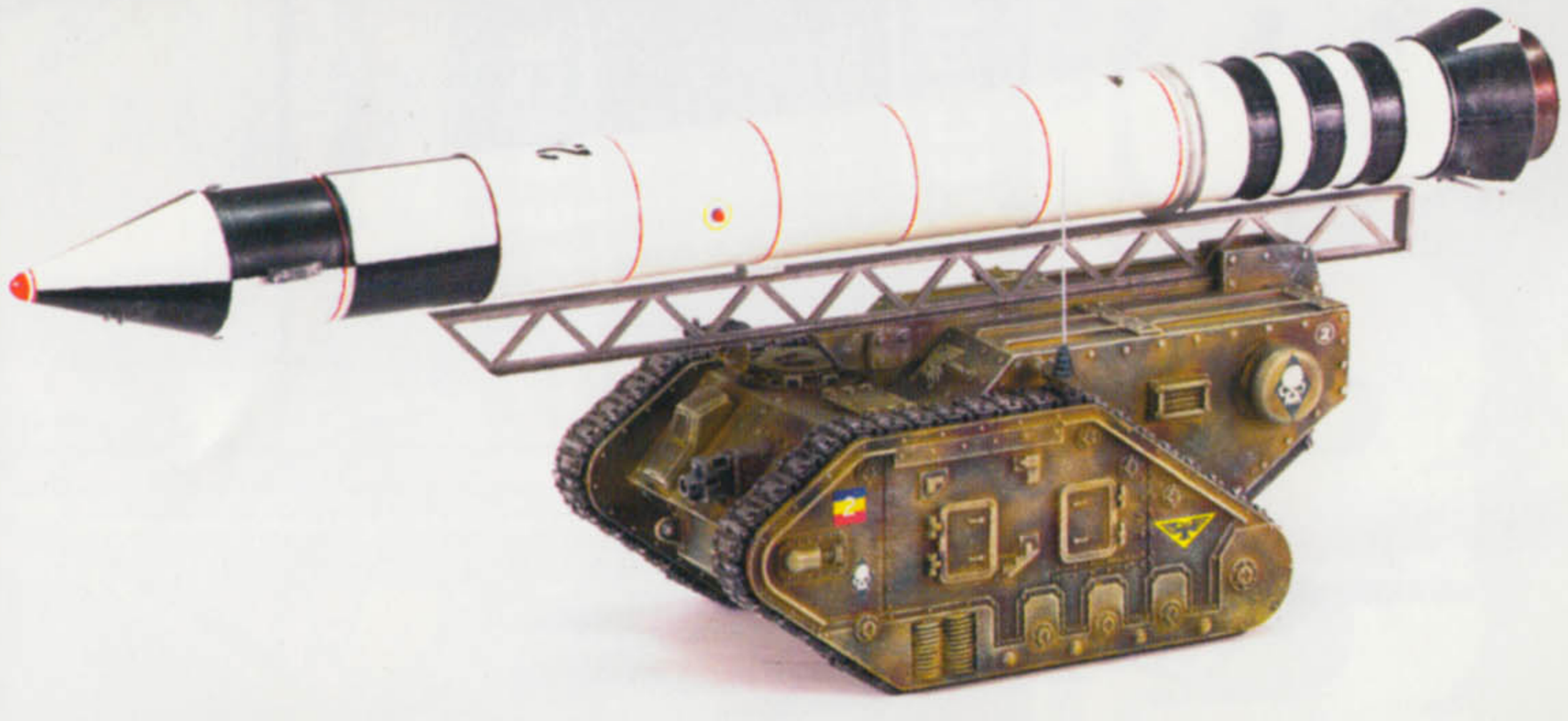
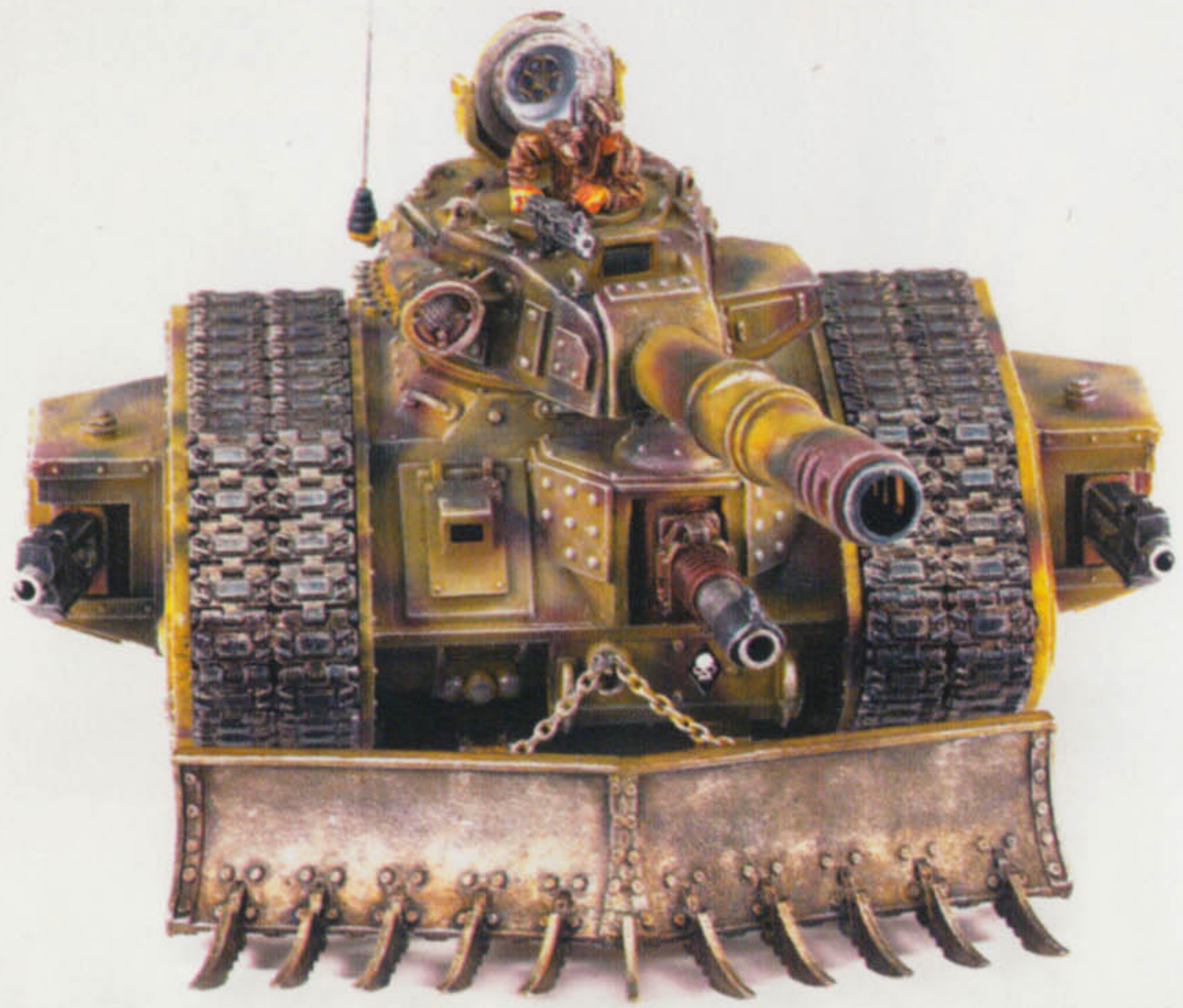
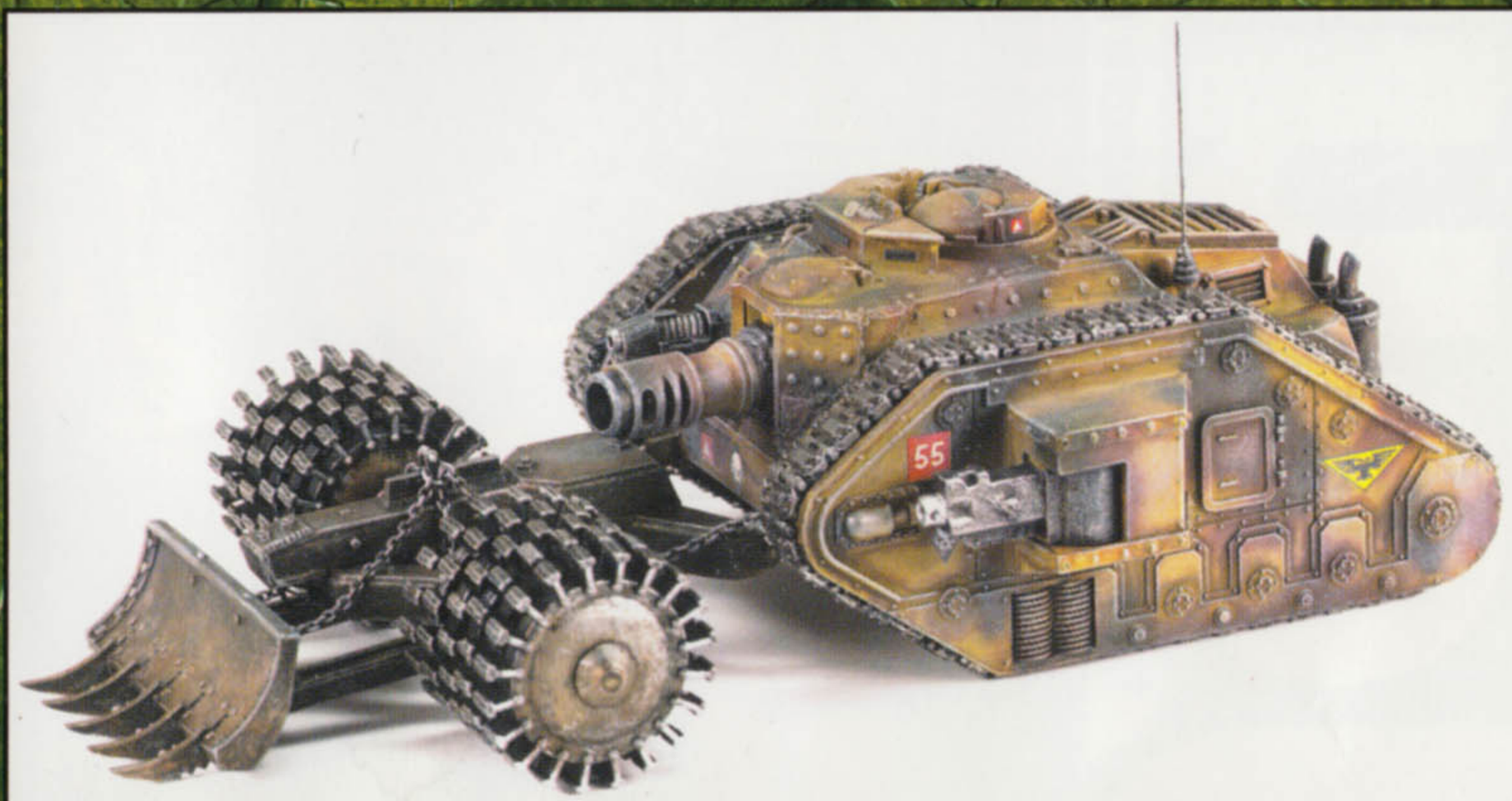
TANKS GALORE!

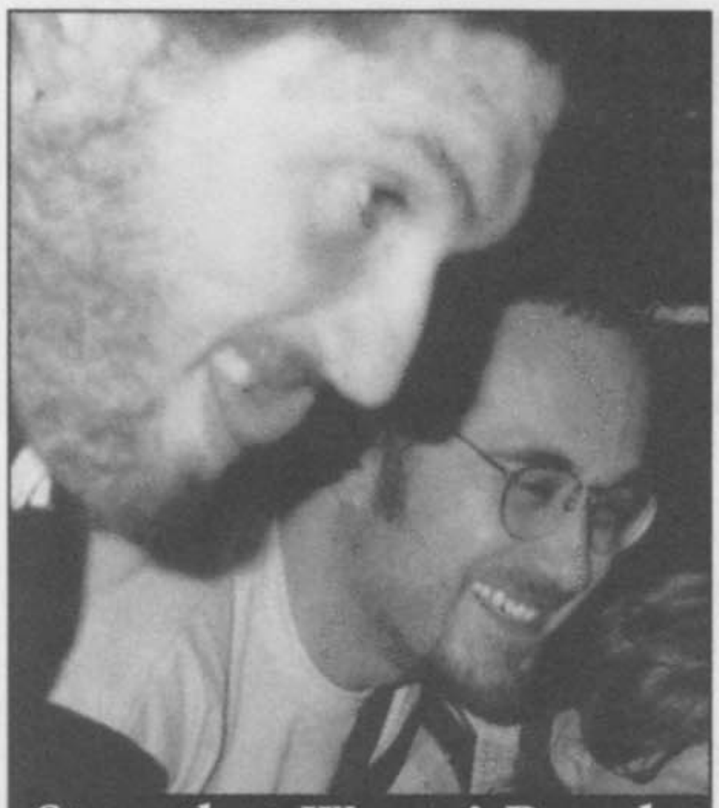
By Paul Andrews (see Dok Butcha's Klinik)







Steve's Slot...



Stop that Wazza! People will talk...

Unbelievable and as shocking as it may sound I have received a few complaints just recently (Gasp! Sigh! Scream! or whatever). Apparently some people were somewhat taken aback (which is a polite way of saying nearly driven to suicide!) by experiencing the visual delights of my face blown-up to huge proportions in recent issues of White Dwarf.

'Why do we have to see your ugly mug, grinning like a caveman, at that size – and in full colour!?!' They, quite rightly, stammered. Now bearing in mind that you've probably already suffered irreparable brain damage from seeing Fatbloke's lardy, pie-eating form and probably been driven half-insane by Gordon Davidson's horrendous porcine image, I wouldn't have thought you'd have noticed the intrusion of 'ol' sideburns'. That said though, I realise what an unremittingly awful thing it was to inflict upon you all and do unreservedly apologise for any cases of blindness or trauma it may have caused!

Right, half-truths and lame excuses out of the way what have we got in store for you this issue? Well, apart from a smaller and (hopefully) less offensive piccy of me mug I think that you're going to be quite astounded by the copious amount of weird and wonderful stuff awaiting your eager eyes. We have put off the tremendous and long awaited Halfling army list to next issue partly because of a lack of space in this issue and partly through spite because we do like to keep you in suspense! There's the cracking 'Invasion of Yvresse' campaign which allows you to fight the battles inspired by Bill King's story from the High Elf book. We have a full Forgeworld and Imperial Armour catalogue exclusive and the rules for the Hydra Anti-Aircraft gun and so much more that you'll have to read the contents page 'cos I can't fit it all in here...

Steve

• COMING NEXT ISSUE...

• If you thought that the Moot was just populated by lazy, overfed, 'short people', you're sorely mistaken, for the Halflings are going to war with a vengeance in this Warhammer Halfling army list (and we do promise to put it in this one!).

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The Trading Post

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

UK

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

Painting Service (Oxbridge) Stu – 07801 286139.

Steve's Painting Service (St Ives) £3 standard size, £5 monsters.
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Write in with your opinions to:

Mailbag

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

Mailbag: have a rant about the hobby, you know you want to...

OPEN FIRE!
Firepower, what a great mag! I hope you do another one soon with a few of the articles that were missed out first time around. I really hope that this becomes a regular magazine.

– Adrian White, Suffolk

Issue 2 is already out Adrian and issue 3 is on it's way – Ed

RETURN OF THE BEARD
After years of the Beardy/ Not Beardy debate, I must throw a few of my own ideas into the fray. The first bone of contention is colour magic in Warhammer. I feel that it is a vital part of the game. These spells are no more-or-less powerful than other magic, just themed. If you want really abusive spells, look to Plague, Curse of Years, and Fiery *of Ashur*. (High Elves with three Skaven spells? Puhlease!)

Another so-called beardy item is the *Black Gem of Gnar*. If losing one character for part of the battle is a major problem for you, who is the really beardy one? A balanced army should continue to function no matter which one piece is missing. In many cases, the *Black Gem* is the only thing to keep a mega-character from mopping up your whole army. (I was recently in a 2000 point tourney where a Bloodthirster was an army general. Yikes!)

I also dislike this trend towards armies with little choice of troop types. Bretonnians are quite limited and that is O.k. It's their thing. But now Chaos has been hacked

What do Wood Elves do? Put on perfume and dress up in girl's clothes...

things. I would really hate to see you cave in to people moaning about unfairness. The proposed point limits on magic items per character is one such potential pitfall. If you tool up a 900 point character or an Emperor Dragon, then don't complain when my Frostblade wipes it out. That check is what balances the 'eggs in one basket' syndrome.

The system is excellent. It is vulnerable to abuse, but it is still the best one in the world. It is like free market capitalism. Left alone, it will regulate itself. Please don't legislate 'fixes' that will destroy the delicate balance that exists here.

– Jason 'Warboss 'Ardkase' Honhera, US

CONGRATS FOR GANG WAR...
Congratulations on a terrific mag – my mates and I been playing Necromunda fervently ever since it came out and all

can anyone who needs troops with a missile range of 36", is able to move through forests without penalty and need to be camouflaged beyond all recognition call anyone a wimp? I mean, I ask you? Elves are the wimpiest race in the entire universe! In the six years I have been gaming I have only seen Chaos loose twice! *(I don't think that anyone in their right mind's going to claim that the almighty forces of Chaos are wimpy, as for the people who play them... well, that's another matter entirely! – Ed)* Chaos are so hard that they spend their spare time duffing each other up and what do Wood Elves do? Put on perfume and dress up in girl's clothes! Well dodgy. Right, well that's enough ranting, I think I have kept my lord Khorne happy.

In all fairness *(fairness from a Chaos general? Blimey whatever next? – Ed)* I must agree with

respect for each army's background imagery. I've heard beardy cried at the sight of Durthu leading a unit of Dryads who are carrying a magic standard, at a Halfing commanding a Steam Tank, a player using the Sky Arrow of Naloer to shoot at ground targets and at a Dark Elf Sorceress flying about on a broomstick *(cool! do send us piccies – Ed)*. Durthu and the Sorceress were both deployed by myself and the reasoning behind this I shall tell you. In one of the stories in the Wood Elf book Durthu is raised from his slumber by Dryads that awaken him to do battle with the invaders of the Loren. This was my basis for his deployment with the Dryads. As for the Dryad's standard I used Ariel's wand and incorporated it as a fallen branch from the Oak of Ages itself. The Sorceress I converted to ride the broomstick I gave the Cloak of Mists and Shadows magic item to

Convocation. These spells are particularly nasty because they hit you twice before you get a second (or first if it was cast with Total Power) chance to dispel them (Even these would not be too bad without Total Power. With a high casting cost , you won't have much left to reinforce them versus dispels.).

Themed armies are a cool novelty. They should not be mandatory.

I feel that it is important that an Empire player can plan on his Amethyst Wizard being a hand-to-hand specialist, or a Bright Wizard as magical artillery. In addition, Wood Elf magic is much more flavourful as Jade or Amber magic. These spells fit in with the background of the army. I also miss the 'mix-and-match' wizard who took spells from different decks. This is especially important with the *Book* into three and it looks like Undead is going the same way. Stop It! Themed armies are a cool novelty. They should not be mandatory. These lists are able to use allies from within the same army. Wait a minute! Allies are beardy and no tourney, and very few players will let you use them.

The largest single section in many Codices and Army Books are the Special Characters. People are screaming, 'I want to see more Special Characters for...', yet everyone agrees it's beardy to field them. The models look great and are often the only general-worthy models in the line. (Think Elves of any flavour.) Why waste time and money on them if I can't use them?

I love the games and I appreciate all the work you guys do to improve the hobby. I feel an excellent job has been done setting high points values for powerful agree it's a brilliant game. I especially like the way that it lends itself to campaign games with shed-loads of gangs taking part.

– Chris Marlow, Somerset

BLOOD BOWL, I LOVE IT!

Oh, where can I find the rules for referees?

– Dave Wilson, Bristol

The rules for Referees can be found in Journal 12 and the 1st Blood Bowl Compendium, though keep your eyes open for the 2nd Compendium out soon. – Ed.

CHAOS IS FOR WIMPS?

Oi! You! What are you talking about? Eh? Eh? (in reference to Jesse's letter from issue 33) I consider myself to be more of an honourable Chaos player than most so in all honesty the comments made by Jesse 'the angry goat' didn't bother me too much. However, how Jesse's comments about the Daemon army and the *Daemon Animosity* rule. This kind of behaviour is wholly unacceptable and should be dealt with by a suitably large, blunt, hurty stick!

Now remember folks, any more anti-Chaos letters and I'M GONNA PULVERISE Y'ASSES!!

– Fraser Green, The Chaos Wastes

CRY BEARDY?

Before I begin I have just one word to say to James Draper (issue 30)
– Bravo!

It's true that Beardy is becoming a well overused word, not just in the hallowed pages of the Journal and White Dwarf but also in the greater gaming community. Half of the time this accusation is wholly unjustified and this is entirely down to a person's perspective or lack of it and this often revolves around the understanding and simulate this effect so I wasn't changing or adding rules, just changing the name and description of an item. So, not everything that is a little strange and out of the ordinary in the world of wargaming is necessarily beardy it may be someone's imagination working overtime and so long as your opponent is aware of what you are doing where's the problem?

It's true that beardy is becoming a well overused word...

Nigel Stillman believes in naming characters and I wholeheartedly agree with him. One of the most obvious examples was shown in the battle report in White Dwarf 228. While Champions are exceptional warriors they are often dead meat when facing Heroes and Generals. This does not detract from their status within a regiment as they are still warriors of skill

e-mail us with your opinions to:

Mailbag

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and have a right to be named and even have histories written about them. By giving a Champion a *Back Gem of Gnar* or a *Heart of Woe*

Try not to judge an opponent's army selection before you know his reasons for doing so...

you are making him a weapon and not a warrior. Using a Champion as such demeans both the character and the purpose for magic items. Naming a character can be great fun and can open a whole world of how you perceive and paint your chosen army. One of my mates has even named and engraved all of his Empire Great cannons.

So, in closing, try not to judge an opponent's selection and deployment before you know his reasons for doing so, they may well fit with the

admittedly be quite scary) or a unit of Dwarfs giving ground because the enemy was on a hill?

If you've never experienced anything like this, then you're either luckier than me (which must be quite a lot actually) or are making far two much use of the *Crown of Command*. Besides, in real life there is no simple line between troop's holding their ground or turning tail and running, (though Skaven do have tails, and they run all the time) but a complex grey area in which troops fall back and retreat slowly, making the enemy fight for every inch of ground. This was a topic which had been in much discussion recently at our club after a Daemon Prince broke from combat with a Cannon battery because it was accompanied by a Battle Standard Bearer and thus winning me the final of our Warhammer tournament. After much discussion with other

so on how much they fail by. Calculate combat resolutions as normal, and then the losing side takes a Break Test as normal. If they fail, cross reference their Leadership with the amount that they failed by on the table below. You may still take the Leadership of any characters in the unit, but not any magical bonuses or penalties from spells or items.

Psychology: Just a quick note on different Psychological effects. If beaten in combat by a *Fear* causing enemy that outnumbers them, troops still automatically *Flee*, unless they failed their Break Test by five or more, in which case they rout. Troops suffering from *Hatred* still use a Leadership of 10 on this table. Troops suffering from *Stupidity* are a little unreliable but this is already taken in to account in the rules, they act as normal on this table.

because of the tremendous push of bodies. If the winning side is in combat with more than one enemy unit they may change formation to follow the one that is *Falling Back*, or simply let the unit go. If a unit *Falling Back* is not followed then it may act as normal from it's next turn and can even Charge back into the fray.

Demoralised: Seeing the enemy's superior numbers and their own casualties mounting up, the troop's moral is dealt a severe blow, though the unit remains in place. The unit now suffers a -1 Ld penalty until it wins a round of combat. This penalty is cumulative and so can mount up over several turns. If one or more characters is killed in a demoralised unit then they suffer a further -1 Ld penalty, and a further -1 if the General or Battle Standard Bearer is killed within 12". The Ld penalty applies to all Psychology tests, as well

O' War).

Although I do appreciate that in some stores table space may be limited and that you must stick to promoting the main games of the time (like 40K at the moment), I would like to see a bit more positive feedback to the idea of being able to play Necromunda games in your shops. One store manager told me that

I do appreciate that in some stores table space may be limited and that you must stick to promoting the games of the moment...

Necromunda should not be played in your stores at all, while another told me that we don't do campaigns any more even though he had put in a lot of his own time and effort to promote and develop one.

– Ian Wright, Glos

Right, well I'm glad to

flavour of his army. Crying Beardy at a Wood Elf player casting the old Amber magic is just sad and rules-lawyerish.

Live long and butcher.

– T. Slaine O'Brennan, New Zealand

RUN AWAY!
Ok, here's a question for all Warhammer players. Have you ever had a key unit or some important character flee after losing a Break Test by only a few points? Worse still if your mighty hero ran away because the enemy had a musician (though people playing the Bagpipes can

players and with Doncaster Wargames Club (who have written their own game system) at our convention, Sabre, I sat down and knocked up a new system to replace the Flee and Pursue rules for the current edition of Warhammer. I must state that these rules haven't been play tested as extensively as I would have liked, but by sending them in to the Journal, I can reach more players than I can count. (Which would be any number over four!)

This system is still dependent on testing your Leadership but more

The results: A *Rout* is every general's nightmare. His troops simply take such a pounding that they turn and run for all they are worth. Use the normal rules for Fleeing and Pursuing.

In *Fallback,* both sides clash in a bitter struggle, but the determination or superior numbers of one side forces the other to give ground. The losing side is moved D6" backwards whilst remaining in base-to-base contact with their foes in addition, in their following turn they will strike last in combat

as Break tests and is used on the table.

Well, that's it for now. If you have any feedback do write in.

– Ian Roberts, Harrogate

MORE CONGRATS FOR GANG WAR!
Gang War is the best thing to come out of the Black Library ever! I have every issue so far and am awaiting the next one, keep it up guys. I play an Orlock gang as well as a cultist coven and Ork warband all because of Gang war.

– Neil Peter@tattersall29.freeserve.co.uk

WOT NO NECROMUNDA?
I have just got into Necromunda, having been a long time player of 40K and I think it's a great game. Please do not let it tail off like so many of your games have done before (Quest,. Blood Bowl, Gorkamorka, Man

tell you Ian that we haven't let all those systems die since Fanatic Press have started releasing stuff like Gang War for Necromunda, Blood Bowl Compendium, Firepower for Epic, Deathblow etc. The situation as regards in-

Have you ever had an important character flee after losing a Break test by only a few points?

store gaming is quite different however, because you see the stores are primarily there to promote as you said the games of the moment and haven't the time nor space for the older games. Our club are a different matter entirely and are open to any of our games being played, past and present. So get yourself along to one of the clubs and see if you can start up a Necromunda campaign of your own – Ed.

	Break Test Failed by					
Ld	1	2	3	4	5	6+
1	Rout	Rout	Rout	Rout	Rout	Rout
2	Rout	Rout	Rout	Rout	Rout	Rout
3	Rout	Rout	Rout	Rout	Rout	Rout
4	Rout	Rout	Rout	Rout	Rout	Rout
5	Rout	Rout	Rout	Rout	Rout	Rout
6	Fallback	Rout	Rout	Rout	Rout	–
7	Demoralised	Fallback	Rout	Rout	Rout	–
8	Demoralised	Demoralised	Fallback	Rout	–	–
9	Demoralised	Demoralised	Demoralised	–	–	–
10	Demoralised	Demoralised	–	–	–	–

WARHAMMER 40,000

Angels of Death

By Tim Barton

It's been a while since we last heard from Tim, of Wolverhampton, but here he is with another homage to his beloved Space Marines. Tim's been bogged down lately with A level maths, physics and chemistry and so welcomes the opportunity to escape all that with the help of Warhammer 40,000 and a few Space Marines...

Being an examination of the noble warriors of the Emperor's most esteemed Chapters. Wherein are their sundry and diverse weapons and other equipment chronicled and examined and the methods and tactics of the battle brethren discussed that the whole of the Imperium's commanders may benefit. And that also the alien, heretic and mutant might be driven out and the glorious Age of Mankind come to pass.

'Give me a hundred Space Marines. Or, failing that, give me a thousand other troops'

– Rogal Dorn, Imperial Fists Primarch (attributed).

Space Marine Armoury

Bolter: The standard Space Marine weapon. Bolters hit hard against light and medium infantry of all types but the kill ratio drops off sharply if the target has an armour save of 4+ or better. That it is a *Rapid Fire* type weapon doesn't help the situation but this weakness is overcome by the 'Zulu' manoeuvre outlined later. These comments also apply to the bolter half of a combi-weapon. Usually deployed by Devastator and Tactical squads, it is also at its most effective in the hands of these units who can afford to stay stationary and aim properly. A Strength of 4 means that it is useless against attack skimmers. Ignore vehicles with this weapon.

Bolt Pistol: The stock sidearm for characters, Bolt Pistols are also found with assault infantry. The lack of range limits it to close point defence and attack against infantry and like its bigger brother, it is helpless against all but the lightest vehicles. However it can be used in close assaults, so assault infantry do quite nicely equipped with these.

Storm Bolter: Much the same as a Boltgun, but the shift to an Assault 2 grading, make it a far deadlier weapon. Most of the other comments apply but remember that you can keep troops armed with this on the move and still fire at full effect.

Close Combat Weapon: Only if you can't get a power weapon. Enough said...

Chainfist: Hits as hard as a Power Fist against infantry and harder against vehicles (the extra D6 makes a lot of difference), but confining it to Terminators means it does best in Terminator Assault squads or given to characters leading such squads. Combining this with a Storm Bolter is a good all-round combination for a character in Terminator armour.

Force Weapons: Restricted to Librarians and not worth 40 points unless you anticipate some seriously hard characters in the enemy army (Greater Daemon level and the like). The catch is that your Librarian won't last long enough to get a blow in against such creatures, wasting the points. Get a power weapon instead and save 25 points.

Lightning Claws: Power weapons with a re-roll to wound are worth every point in armies with Weapon skills of 4 or 5 where hitting isn't usually a problem. The single Lightning Claw is only available to characters and, if taken, precludes the use of other assault weapons – get something with a bit of ranged punch instead as a second weapon. The dual Lightning Claw might prevent the use of guns, but is normally used only in Terminator assault squads, where it doesn't matter too much. Lightning Claws are normally confined to Terminators as lighter assault troops have access to a far wider range of weapons.

Plasma Pistol: The heavier of the two pistols, the Plasma Pistol will ALWAYS overheat at the worst moment, but Marine armour can usually be relied upon to minimise the effects of such an accident. The increased punch of the Plasma Pistol over the Bolt Pistol makes it the weapon of choice for characters who are going to be leading assaults, despite the fact it costs 15 times as much. This weapon will happily hammer any infantry it comes across, not to mention any armour up to about 12. It is especially lethal against skimmers, allowing heavy weapons to focus on harder targets.

Power Fist: The heaviest common assault weapon and one frequently found in the hands of veteran Sergeants. It's also the stock assault weapon for Terminator and Terminator assault squads. Strength 8, no armour save means that a single hit from this weapon usually means instant death for anything and will make a mess out of most vehicles. The catch is that you always strike last, which may make a power weapon a better all-round investment, but the 2+ save of Terminator armour largely counters this. Don't use the Power Fist if you're facing enemies with lower Initiative and Power weapons. Opt to strike first instead.

Power Weapon: The close combat weapon of choice for Marine characters, Veteran Sergeants are often given these in place of their close combat weapon and the investment is frequently worth it when the squad gets into close combat. In the hands of a Marine character, this weapon is deadly against most enemy infantry. Librarians should seriously consider this weapon against a Force Weapon since it is considerably cheaper and has the most critical benefit of ignoring the armour save. Chaplains get a Power Weapon as standard in the Crozius Arcanum, so there's no need to duplicate it.

Storm Shield: A 4+ Invulnerable Save in close combat only means that this is best left in the Terminator Assault squads and combined with Thunder Hammers. That said, the combination of Terminator armour, Chainfist and Storm Shield for a character (who can then be attached to a Terminator squad of any description) is quite an effective weapon if the character lasts into Close Assault. Definitely worth considering if your opponent has many Power weapons (and the like). It's wasted if you take an *Iron Halo* for that character, so can't.

Tactical squad preparing to do the Zulu manoeuvre

Thunder Hammer: A Power Fist that also stuns an opponent it doesn't kill. VERY useful if you're taking on a hard multi-wound character or vehicle. Such characters won't be killed in a single turn, even by a Strength 8 weapon, so preventing them from attacking in the next Assault Phase will save a lot of trouble. The equivalent effect on vehicles means that you can hold up a large battle tank in this way once you hit it for the first time. Note that this also functions against Dreadnoughts, preventing them from attacking.

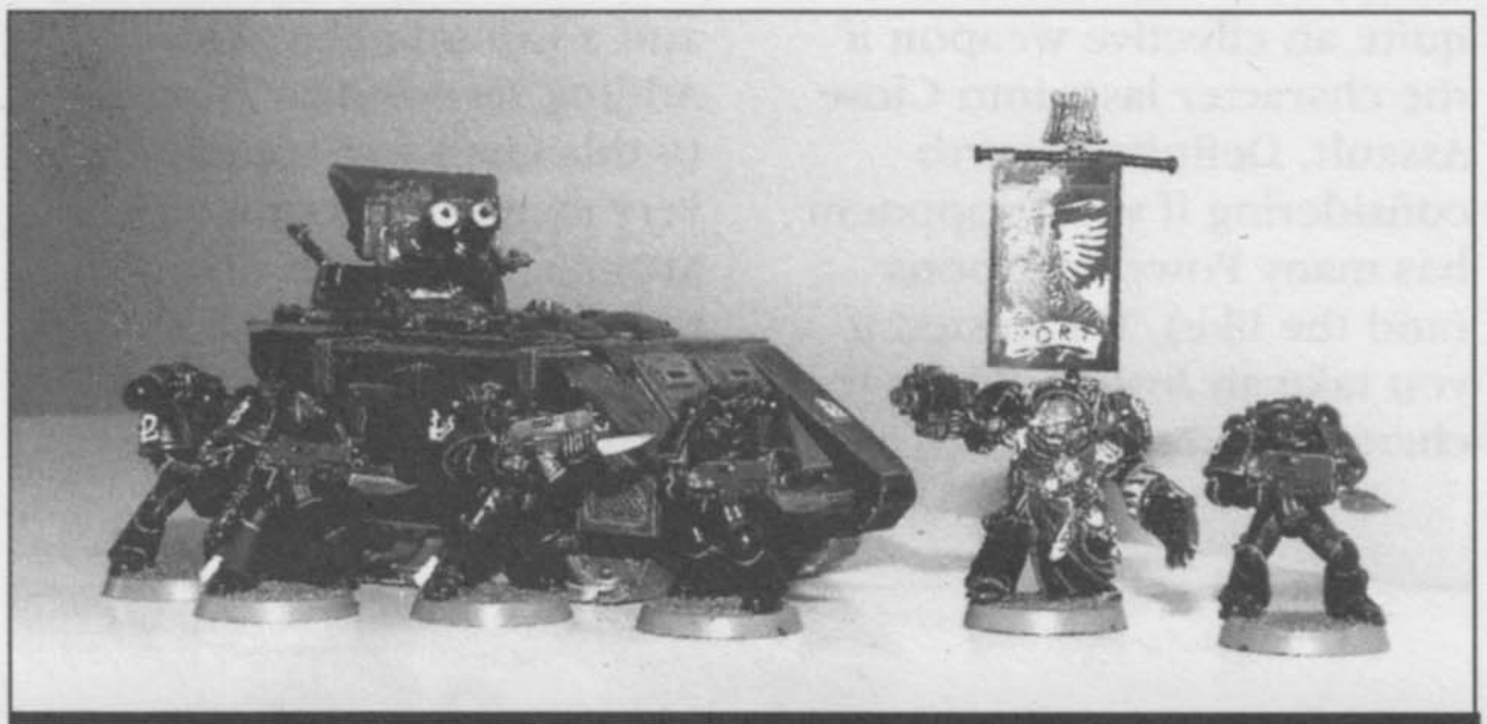
The Thunder Hammer works best in combination with a Storm Shield and Terminator armour though Power armoured characters can carry it (there's a great Space Wolf Iron Priest (Techmarine) model like this). As a result, it does well in Terminator assault squads.

Artificer Armour: Pretty much standard equipment for independent Marine characters these days. Note that you cannot combine this and a Command squad. Adding *Terminator Honours* to this gives you something very similar to Terminator armour – you won't be able to teleport in or use a Chainfist but you can take grenades and pursue an enemy.

Auspex Scanner: Useful in the hands of Scout squads, these devices do more by the threat of bringing down a volley of weapons fire on enemy infiltrators than by what is actually achieved. Giving one to a Devastator Sergeant is bearding it and should not be allowed. Scanners only really fit with a recon or tactical role, not fire support.

Bionics: The 6+ recovery roll really isn't worth it. If a Marine character is hit hard enough to go down in the first place, then he'll probably be hit just as hard again when he stands back up. Besides, no character should be so crucial to your plans that he requires this sort of protection.

Chapter Banner: The combination of a *Sacred Standard* and *Holy Relic* should only be used in games of Company size or larger and then confined to the Command Squad of a Force Commander. Other than that, see the entries for *Holy Relics* and *Sacred Standards*.



A Razorback lends fire support

Frag Grenades: Assault troops only. Nobody else will have any use for them. Just remember that Power Fists, Chain Fists and Thunder Hammers will still strike last.

Holy Relics: Never use these. Never need to. If you're careful, you should be able to plan any assault, so you don't need the extra attacks. That said, the extra help can easily push that decisive assault in your favour... and the art of good tactics consists mostly of stacking the odds as far as possible in your favour.

Chaplain leads the Assault squad to battle

Iron Halo: You can only have one of these in your army and there's no point giving it to a Chaplain. They already have something similar in their *Rosarius*. Giving this to a Commander prohibits the use of Terminator armour and heavily discourages the use of Artificer armour or a bike on grounds of beardiness. The benefits of a 4+ Invulnerable save should be immediately apparent to anybody who's had their Commander faced with half a dozen hostile tank killers.

Jump Pack: Partial skimmer ability along with a massive hike to a character's mobility makes this a very nice upgrade for anyone you want to get into melee. The main problem is that you can't take a Command squad, but this is easily remedied by attaching your character to an Assault squad bought as Fast Attack.

Krak Grenades: For my part, I'd rather have the Melta Bombs, but if you're short on points, these are a passable substitute against light armour at about half the cost.

Melta Bombs: The preferred anti-tank grenades of Space Marine Assault squads. Issue these and you can largely guarantee the death of any vehicle hit. Expensive at 5 points per model, but worth it.

Narthecium: Of use only because it cancels out those annoying 'oh it's only a Grot blastaaaargh!' results. Odds are your Command squad will frequently get hit so hard by so much heavy weaponry that it won't make a difference. That said, if you take an Apothecary, then you just have to give him this piece of wargear... whoever heard of a medic without his medical kit? Note that it isn't a reroll – you will automatically pass the first failed saving throw in each turn. And it has to be used on the first. You can't save it for later in the turn.

Master-crafted Weapons: Very nice. Very desirable. Very expensive. Should not be allowed for Lightning claws on grounds of beardiness. Upgrading Plasma Pistols in this fashion equally, dodgy. Enough written.

Psychic Hood: Of dubious value unless you're facing Craftworld Eldar or Chaos Marines. No doubt it'll become more useful as more deviant psychic scum emerge to pollute the galaxy with their foul, Chaos-spawned heresy... Ahem. Sorry, don't know what came over me there.

Purity Seals: Retreat? RETREAT? Marines never retreat. Who needs 'em.

Reductor: You shouldn't be losing enough Marines for this to make a difference. If you are, something's wrong. You really shouldn't need this. But take it anyway if you're desperate for every edge.

Sacred Standard: I'm sure it's worth it if you use a lot of

assaults, but since I like to keep melees small, short and neat I don't usually bother. The chance of it winding up in the enemy's hands and giving them the advantage seems to render it worse than useless against an enemy strong in assault, the very sort of heretic you would take such an item against in the first place.

Servo-arm: This is actually quite a desirable upgrade for a Techmarine, for two reasons. You get it represented on the miniature as standard and an extra attack from a Power Fist that always hits on a 4+ is most desirable. Your Techmarine can make his attacks normally or with a Power weapon, then use the Servo-arm to kill anything left standing in base contact at the end.

Signum: A reroll to hit is essentially the same as Master-crafting a ranged weapon, though this allows you to swap the benefits between the various weapons in the command squad. Best used with Plasma weaponry since you can then reroll if the hit dice comes up a one, significantly cutting the odds of Mr. Space Marine being introduced to Mr. Overloading Plasma weapon and Mr. Failed Armour saves. Not to mention Mr. Casualty box... However, this is quite beardy if done too often.

Bike: One of the more desirable upgrades for an independent character but very hard to justify unless your army has a bike squad or the game is being stretched over a large area. What it gives your character is a massive upgrade to his mobility and firepower (twin-linked Bolters that always count as stationary), so you can spend the points on some decent close combat weapons. Note that the combination of Bike, Artificer armour and *Iron Halo* is considered a heinous crime and should not be attempted except under dire circumstances. One of the more devious uses is to rapidly get a Teleport Homer into an advanced position.

Teleport Homer: Only useful if you have Terminators in your army, the homer is the most strategic piece of wargear in your army, allowing reinforcements to arrive at a guaranteed spot. Very effective if given to a Scout Sergeant, who can then infiltrate closer to the enemy and beam in the Terminators.

Terminator armour: 2+ save, access to Chainfists and teleporting, but you can't pursue wearing this. Best given to a character whom you intend to join a Terminator or Terminator assault squad.

Terminator Honours: The extra attack is so useful, it has become virtually prerequisite for any Marine character expected to get into an assault. Note that it can't be combined with Terminator armour, as the armour already includes the honours.

Space Marine units

The next section forms most of this work and deals with each of the units and characters in turn. For each troop type the entry is divided into the following sections:

Name: Obvious

Minimum unit cost: Obvious

Usual unit cost: Equally obvious

Frequent upgrades: Need I really say?

Frequency: How often this unit seems to show up in a Marine army

Units: The amount of, erm, 'Squig courage' needed before a mob of 10 Ork boyz with sluggaz and choppaz would take this lot on.

Role: Very obvious.

Tactics: The cunning bit!

Conclusion

That covers pretty much every trick I know with the Marines. At least, everything I'm going to tell you... I want some surprises left after all!

A hulking Dreadnought joins the fray

HQ

Name: Space Marine Hero.

Minimum unit cost: 30 points

Usual unit cost: 220 points

Frequent upgrades: Power weapon, *Terminator Honours*, Storm Bolter, 5 man Command squad.

Frequency: Common.

Units: 0-10 (Sober to slightly inebriated).

Role: Assault, Anti-personnel fire.

Tactics:

The Marine hero, like all the characters, is essentially a very hard assault unit. The Command squad can be heavily upgraded with Power weapons, making them a fearsome prospect for any that get in their way. The main problem here is getting to grips with the enemy, though a Razorback or Rhino soon solves this problem.

HQ

Name: Chaplain

Minimum unit cost: 70 points

Usual unit cost: 150 points

Frequent upgrades: Plasma pistol, Jump pack, *Artificer Armour*, various grenades, *Terminator Honours*.

Frequency: Common.

Units: 7 (slightly drunk) if unaccompanied. Increases to 20-30 (exshtremey pished to comatose) if leading an Assault squad.

Role: Shock Assault.

Tactics:

CHAAARGE! Just be careful – you may be biting off more than you can chew with heavy elite infantry. The rest of the heretics should give you no trouble at all. Provided you don't get caught in a sucker trap.

HQ

Name: Librarian.

Minimum unit cost: 60 points

Usual unit cost: 250 points

Frequent upgrades: 5 man Command squad, Force weapon, Bolt weapon, Terminator honours.

Frequency: Uncommon.

Units: 5-12 (slightly inebriated).

Role: Assault, Anti-personnel fire

Tactics:

Much the same as the Marine Hero, but the *Smite* power gives an advantage against heavily armoured foes. I don't consider the Force Weapon worth it, but if you need to despatch a multi-wound character quickly, it makes for a good investment.

ELITE

Name: Terminator squad

Minimum unit cost: 240 points

Usual unit cost: 280 points

Frequent upgrades: 1 Assault Cannon, 1 Cyclone launcher.

Frequency: Rare.

Units: 30 (Talking to the fairies!)

Role: Heavy fire support, Heavy assault

Tactics:

Deep Strike capability gives a Terminator squad a massive tactical advantage if you use it to get behind the enemy. In this role, they normally act as a potent anti-personnel squad, since the Assault Cannon will make a mess of most enemy infantry. Adding a Cyclone as the second heavy weapon allows the unit some tank-busting capability, but compromises its heavy assault role.

ELITE

Name: Terminator Assault squad

Minimum unit cost: 240 points

Usual unit cost: 250 points

Frequent upgrades: Chainfists.

Frequency: Rare.

Units: 32 (away with the fairies!)

Role: Heavy Assault.

Tactics:

Much the same as normal Terminator squads, but the dominance of assault weapons makes for a very aggressive squad. I would recommend giving two other Marines beside the Sergeant, Storm Bolters, then upgrading to Chainfists. This does at least give you some ranged ability for when you run out of targets in close assault. *Deep Strike* straight into assault if you can.

ELITE

Name: Dreadnought

Minimum unit cost: 105 points

Usual unit cost: 105 points

Frequent upgrades: Varies depending on role.

Frequency: Common.

Units: 0 (Need to be sober to run away and get sumfink harder!)

Role: Anything, usually Heavy Assault.

Tactics:

The Dreadnought isn't subtle, but it is flexible since the single heavy weapon can be tailored to just about any role. Whatever you intend it do, expect enemy heavy weapons to focus on it with frightening speed, so keep it away from threats.

TROOPS

Name: Tactical squad

Minimum unit cost: 75 points

Usual unit cost: 180 points

Frequent upgrades: Veteran Sergeant, Missile Launcher.

Frequency: Inevitable

Units: 8-15 (slightly drunk to mildly pished)

Role: Just about anything.

Tactics:

The Tactical squad is the lifeblood of any Marine army. The standard equipment of the Bolter allows them to deal with light to medium infantry of most races, whilst optional Missile Launchers and Plasma Guns give an excellent punch against vehicles. Alternately, you can equip them with Flamers and Meltaguns, then use them in a close assault role. The danger is trying to upgrade a single squad so it could take on anything – this will inevitably waste points in all but the smallest games, where your units need to be that flexible. Instead, take several squads and equip them for subtly different roles. Transport vehicles are inevitably useful, not merely as transport but also as mobile cover.

TROOPS

Name: Scout squad

Minimum unit cost: 65 points

Usual unit cost: 120 points

Frequent upgrades: Sniper rifles or Veteran Sergeant.

Frequency: Extremely common.

Units: 6-15 (reasonably sober to mildly pished)

Role: Anti-personnel fire, light assault, Infiltrators.

Tactics:

The lightest Marine infantry and the fastest, the main role for the Scouts is as either snipers or assault infantry. Their armour save of 4+ is significantly weaker against most weapons, but in all other respects they are full Space Marines. When acting as snipers, they should find a piece of cover with an excellent field of fire and deploy there. When acting in the light assault role, there should always be other assault infantry around to back them up. An absence of transport – borrow somebody else's APC or start near the action. This is one of the units where a deployment is essential.

FAST ATTACK

Name: Land speeders (Normal, Tornado, Typhoon).

Minimum unit cost: 50, 75, 75 points

Usual unit cost: 65, 85, 90 points

Frequent upgrades: Multi-Melta.

Frequency: Common, Rare, Very Rare

Units: 10-20, 15-20, 15-20.

Role: Strike

Tactics:

Hit and run. These units operate in much the same way as Attack Bikes but are even faster and ignore terrain. The Tornado and Typhoon work extremely well as gunships, moving up to 6 inches so they can still bring both weapons to bear on soft targets. The normal speeder works best if equipped with a Multi-Melta and allowed to strafe the sides and back of enemy armour. Since it only has one weapon, it should always be moving at least 12 inches.

FAST ATTACK

Name: Bike squadron.

Minimum unit cost: 105 points

Usual unit cost: 200 points

Frequent upgrades: Veteran Sergeant, flamers.

Frequency: Uncommon.

Units: 15-20 (mildlytofairlypished)

Role: Shock Assault, harassment, medium and close range fire support, mobile reserve.

Tactics:

These are expensive, but worth every point. Their sheer speed gives them the flexibility to respond to several threats over the course of a battle, but you can also turn them to just about any task. They are, however, best suited to clearing areas of enemy infantry, since they can easily get close enough to make best use of flamers. Twin-linked bolters that always count as stationary give them enough ranged punch, but they still need to get close to be useful against tanks.

FAST ATTACK

Name: Attack Bike squadron.

Minimum unit cost: 50 points

Usual unit cost: 65 points

Frequent upgrades: Multi-Melta.

Frequency: Rare.

Units: 15-20 (somewhat drunk)

Role: Strike

Tactics:

Hit and run. Stay clear of enemy assault units and heavy firepower whilst simultaneously hitting those targets. Emerge only when you're reasonably certain of a kill and always make sure to stay out of range of most reprisals. It's the only way to stay alive. Attack Bikes are cheap but don't let them get caught in an assault.

FAST ATTACK

Name: Assault squad.

Minimum unit cost: 75 points

Usual unit cost: 200 points

Frequent upgrades: Melta Bombs, Plasma Pistols, Veteran Sergeant.

Frequency: Common.

Units: 20-35 (Extremely pished to hearing fairies telling you to do bad things...)

Role: Shock Assault.

Tactics:

Read 'CHAAARGE!' from WD231. Failing that, just mug as many people as you can in close combat. Use *Deep Strike* if it means that you can get to some choice targets quickly and with the minimum of effort. Removing the Jump packs isn't worth it unless you're short on points.

HEAVY SUPPORT

An explanation is in order here. I never bother with Heavy support units these days, preferring to keep my firepower mobile. As a result, I have just one piece of advice that applies to all units. Stand and shoot, then run away before the enemy get to you! Very simple really.

Adeptus Astartes Tactical Doctrine

The plans in the Marine Codex are well enough, but they have their limits. Here are a few alternatives, as well as a few basic principles:

Rule 1: Create fireteams.

On the 40K battlefield, a lone infantryman will soon be picked off. The same thing applies to squads. A squad that goes its own sweet way with no reference to the rest of your army will quickly be caught and destroyed. Your squads should organise themselves into fireteams of two or three squads. Teams are normally opitimised for one role and usually have a similar speed. Thus Land speeders of all types operate well together as do battle tanks. Things get a little more subtle with the infantry.

Tactical squads work well in pairs, whilst Devastator squads are often best teamed with heavy armour such as Vindicators or Predators. If your squads co-operate they will last longer and you will have a better chance of winning on the battlefield.

Rule 2: Co-ordinate your assaults.

When launching any assault, several units should strike at the same target or at least targets in the immediate area. That way, if one squad breaks, you won't lose the entire assault, you get extra attacks and your opponent has to deal with the psychological problems of having several assault units attacking instead of just one. Most people can handle one Marine assaulting a given point at one time. Having two or three units doing the same job generally overwhelms both them and their troops, with a downturn in the effectiveness of any counterattack.

Rule 3: Stay out of sight.

Your Marines are armoured, but there's no sense in tempting fate. If you must cross open ground, make sure everybody does it at once. That way you might overwhelm their fire support instead of getting picked off one-by-one. Always end a move out of sight of heavy weaponry unless you're going to shoot or assault them that turn. The consequences of not doing so are too hideous to contemplate.

Rule 4: Front armour forwards.

It is, after all, the thickest on most vehicles. As before, there's no sense in tempting fate.

Rule 5: Don't hesitate or dither.

If you've made a plan stick to it! Certainly never change it in the middle of a battle unless you are very certain about what you're doing. Indecision kills your Marines faster than any other form of command error.

Rule 6: Stack the odds in your favour.

If you outgun your enemy, then turn it into a shooting match. If you outclass them in assault, then get as close as you can. Attack with overwhelming force and run from superior forces. To withdraw in disgust is not cowardice. Nobody won a battle who played to their opponent's strengths.

Rule 7: Remember your mission.

Don't be a berk and forget why you're on the battlefield in the first place!

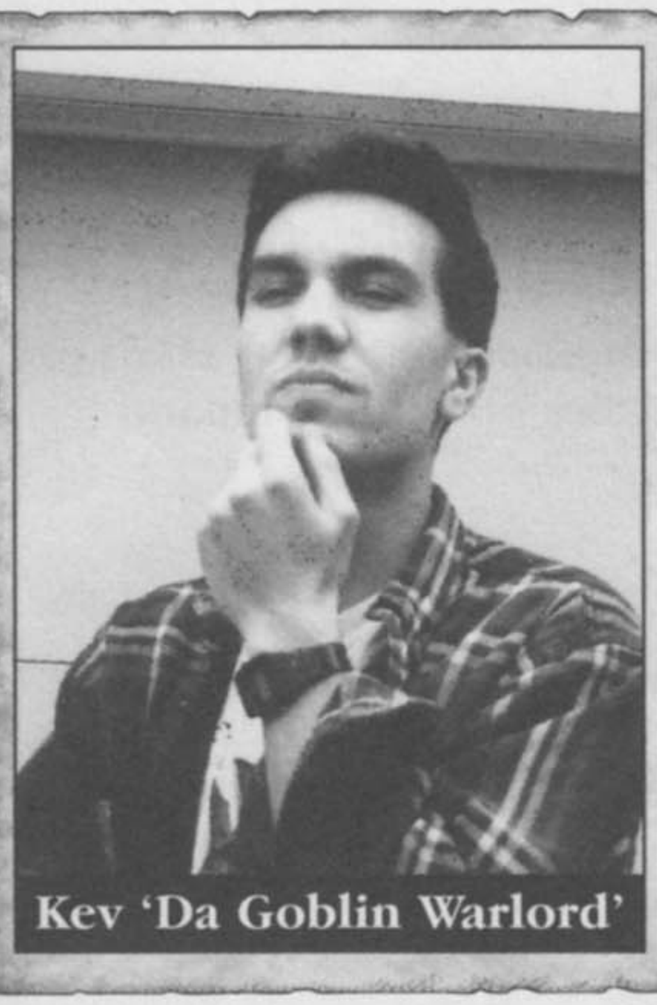
Tip 1: Pairing Tactical squads allows you to move whilst the other stands and fires at maximum effect. You lose speed, but gain a lot in firepower and range. This has been tagged as the 'Zulu' manoeuvre (Rear rank... FIRE!). Note that locking the Chaplain in the outhouse is certainly not recommended here.

Tip 2: During Vietnam, it was common practice for the infantry to advance behind tanks when faced with small arms that telephonetto were fitted to the back of some tanks. Much the same applies to Marines, whose squads can fit behind a Rhino. After all, who wants 'well protected' when 'invulnerable' is available? But if you get flanked, hit the deck and start shooting. The catch with this is that the tank is cut down to a speed of 6 inches unless you're doing this with an Assault squad (recommended, just borrow somebody's Rhino), so it is best used when you know where the enemy is going to be and packs a lot of low strength weapons that could harm the Marines, but not the AFVs.

The Invasion of Yvresse

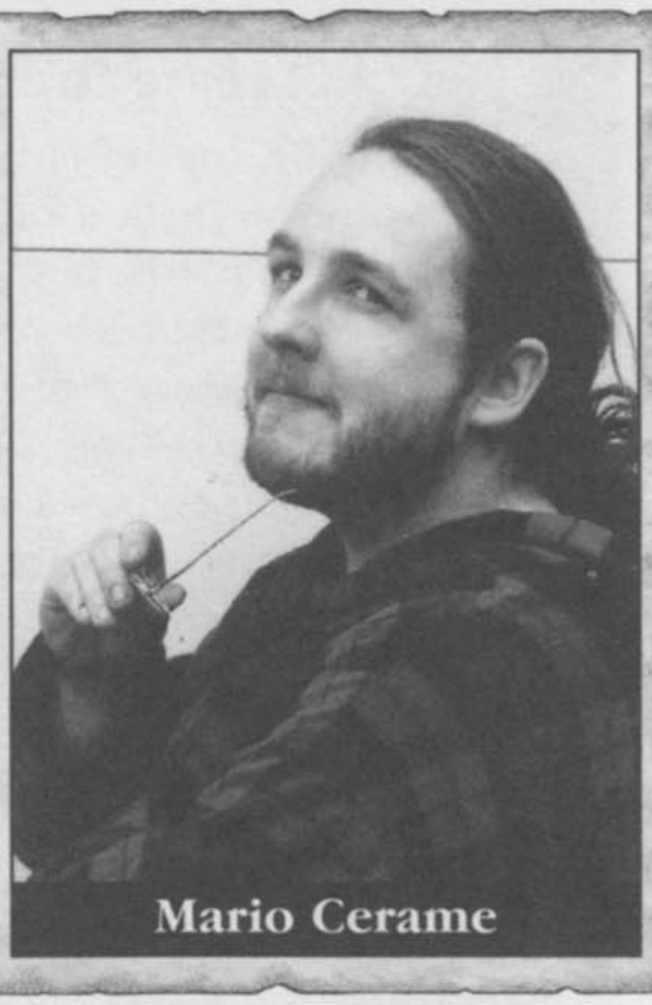
A Campaign for Warhammer

By Kevin J. Coleman (story by Bill King)



Kev 'Da Goblin Warlord'

This is Kevin, from Rochester, New York (left). This is his fourth outing in the Journal. Kev's been a GW Outrider for about eight years and part of his responsibility is to organise tournaments and scenarios for his fellow gamers. Warhammer is his favourite game and he was duly inspired to write this sprawling epic campaign by Bill King's excellent story in the High Elf army book. His old mate Mario Cerame took on the role of the hard-pressed High Elves while Kev himself took on the mantle of Grom the Paunch.



Mario Cerame

The Invasion of Yvresse is a campaign based series of four linked battles that tells the tale of the historical Goblin invasion of the High Elf city, Tor Yvresse led by Grom the Paunch.

Several of the battles describe new special characters and Magic Items created specifically for this campaign setting, these are described at the end of the particular scenario they are in. Feel free to use these characters and Items in other battles as long as your opponent agrees.

Many of the battles in this campaign may seem one-sided or unfair. This was intentional, not only for historical accuracy, but also so that players could test their true generalship by fighting as an underdog. According to Warhammer history, and our own, many battles were one sided yet smaller forces still managed to pull off some great victories. As a Warhammer general I believe it is important to play unbalanced games every now and then to feel the forces of overwhelming odds and to test your generalship.

Waaagh Grom

After ravaging the realms of Men and Dwarfs, the massive Goblin Waaagh led by the notorious Goblin Warlord Grom the Paunch, built an enormous fleet of crude vessels on the cost of Middenland and in the Imperial year 2424 and the massive armada set sail westward leaving much of the Empire in ruins.

After a long and dangerous voyage through the Sea of Chaos and, as if guided by some divine light, the Goblin fleet made landfall on the distant High Elf realm of Ulthuan two long years later.

FROM OUT OF THE EAST, borne by storm, the Goblins came. They rode the waves in a vast fleet of crudely made ships, each crewed by hundreds of cruel green-skinned warriors. They arrived on the stony beach, their ships battered by the wind, their sails in tatters. Over half the teeming horde had been lost. They had perished at sea, splintered against the sharp-fanged rocks and reefs of the Sea of Dread, their minds shattered by the illusions entwined around the Shifting Isles. Over half their number had been lost but they were undismayed. Twice ten thousand still lived and their eyes glittered with undimmed malice.

The Battle of Athel Tamarha

A new Land to Conquer

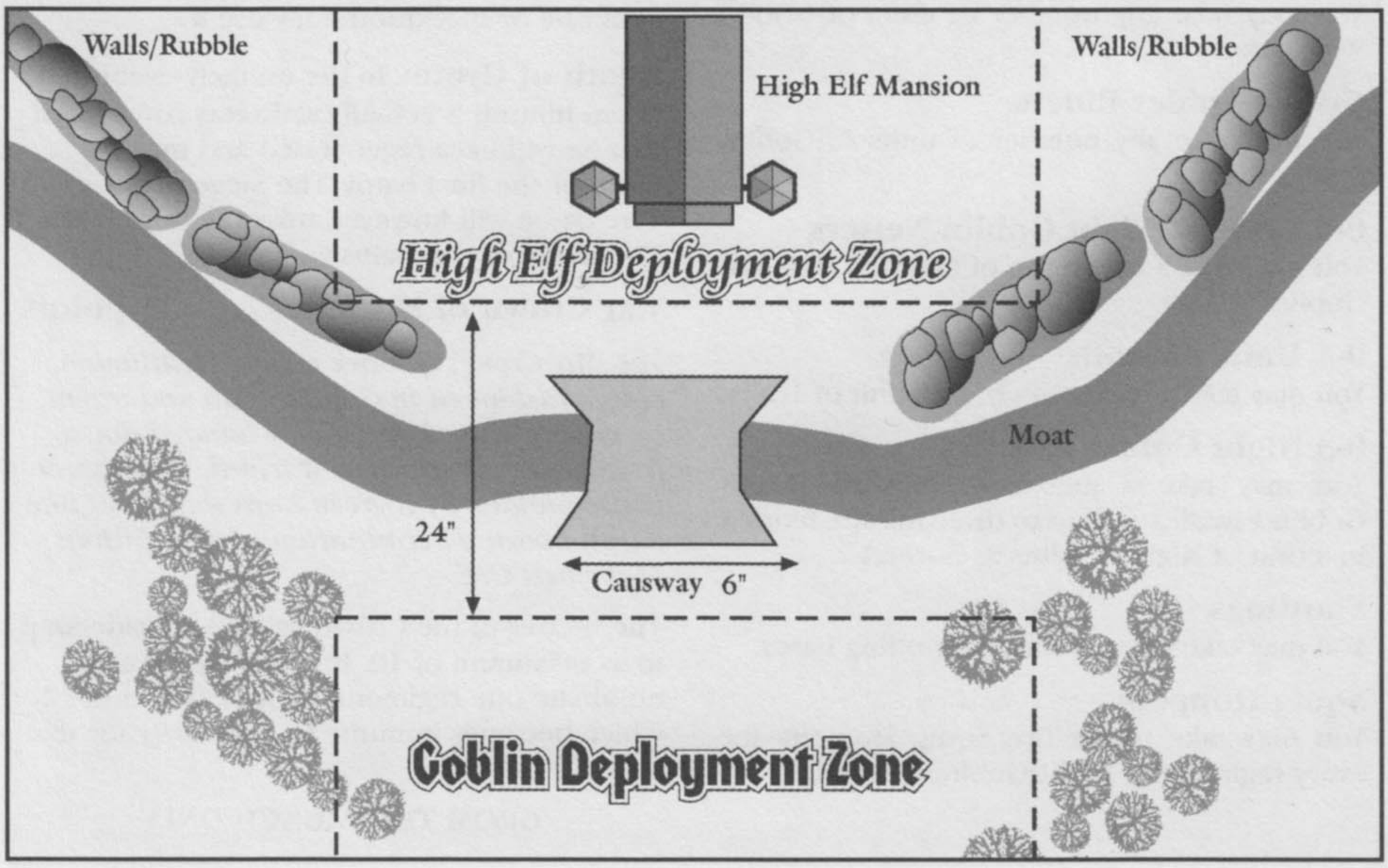
Following the divine instructions of his gods Grom lead his host through the strange new lands, burning and pillaging as they went. Grom began to think that these new lands offered him no challenge until a dying Elf revealed the existence of a mighty city, Tor Yvresse. Grom was pleased he now had an immediate goal: a beautiful city to conquer that would act as the capital of his new savage kingdom. With malice aforethought, Grom's Waaagh continued southward.

Grom's friend, the Goblin Shaman, Black Tooth, discovered a raw source of power within one of the Elven watchstones. Exploiting this power, Black Tooth discovered a way of harnessing the energy within, little knowing that his destructive actions could threaten the equilibrity of the whole world.

Soon the terrible tide of greenskins had made its way to the ancient fortress of Athel Tamarha the seat of the Lord of Yvresse, Moranion. Mistaking Athel Tamarha for Tor Yvresse, Grom immediately ordered the attack. The old Elf Lord of Athel Tamarha, Moranion had been advised of the Goblin's advance by his whiley Elven Rangers and watched as the Goblins approached his keep. He knew that the Goblins threatened more than just the realm of Yvresse through their unthinking actions but was well aware that the vast majority of his kingdom's soldiery were away on the Shadowlands fighting the dark Elves. Moranion sent messenger birds to the Yvresse company, camped in the Shadowlands under the command of his own son Eltharion, bidding them to return with

MORANION LOOKED OUT from his tower on the sea of green faces and knew he was doomed. The scout's report had not prepared him for the sheer size of the advancing army. It covered all the nearby ridge and flowed like a green tide across the plain towards his ancestral home.

THE BATTLE OF ATHEL TAMARHA – SCENARIO I



THE BATTLE FOR ATHEL TAMARHA – GOBLIN FORCES

Grom's Goblin Horde

This army represents only the vanguard of Grom's vast horde and a maximum of 2,000 points can be used. These are chosen from the Orc and Goblins army book. Choice is limited to the troops listed below.

CHARACTERS

Grom the Paunch
The army must be lead by the special character Grom the Paunch from page 97 of the Orc and Goblins army book. In addition to the *Axe of Grom* magic item Grom is also equipped with the *War Crown of Mork* (see special rules).

Blacktooth
The army may include the Goblin Shaman Blacktooth on his Wyvern Doomserpent.

Boss
You may choose one Boss for each unit in your army, armed and equipped in the same way as the rest of the unit. One Boss may carry a single magic item worth up to 50 points.

REGIMENTS

1+ Units of Goblins
You must include a minimum of one regiment of Goblins (these may be of any tribe).

Goblin Wolf Riders
You may take any number of units of Goblin Wolf Riders.

Goblin Spider Riders
You may take any number of units of Goblin Spider Riders.

0-1 Units of Night Goblin Netters
You may take a maximum of one unit of Night Goblin Netters.

0-1 Units of Trolls
You may take a maximum of one unit of Trolls.

0-3 Night Goblin Fanatics
You may take a maximum of three Night Goblin Fanatics and up to three may be hidden in a unit of Night Goblins as normal.

Snotlings
You may take any number of Snotling bases.

Squig Hoppers
You may take up to five Squig Hoppers for every regiment of Night Goblins you take.

WAR MACHINES

0-1 Goblin Doom Divers
You may take a maximum of one Goblin Doom Diver.

Goblin Wolf Chariots
You may take any number of Goblin Wolf Chariots provided you have at least one mob of ordinary Goblins.

Snotling Pump Wagons
You may take any number of Snotling Pump Wagons provided you have at least one mob of ordinary Goblins.

VICTORY GAINS

If the Goblins win the battle they will have captured and looted the Citadel of Athel Tamarha and Black Tooth will have drained the Waystone.

SPECIAL RULES

Death of Moranion: If Moranion is slain then Grom will steal the *Wolfskin Cloak* and either he or Blacktooth may use it.

Death of Grom: In the unlikely event that Grom himself is actually slain it is considered that he will have regenerated and may be used for the final battle The Siege of Tor Yvresse he will however, miss the third battle, The Battle of the Plains.

War Crown of Mork..... 35 points

The War Crown of Mork is an antediluvian crown fashioned in Goblin myth.and legend by mighty Mork himself and handed down from Goblin Warlord to Warlord. The wearer is surrounded by a green aura that gives him the stubborn determination and ambitions of the best Orc.

The wearer of the Crown gains +2 Leadership to as maximum of 10. In addition, he may nominate one regiment of Goblins within 12" which becomes immune to *Animosity* for that turn.

GROM THE PAUNCH ONLY

all speed. As for himself, he knew that he would have to sell his life and the lives of his companions dearly in order to give the troops time to arrive.

As the highly outnumbered Elves readied themselves for battle the Goblins came crushing through the fortress gates. Grom sneered upon the Elves, most of whom looked like old men and boys. How puny these skinnies looked to Grom the conquest of this land would be easy he thought...

GROM WAS THE VOICE OF THE WAAAGH. Touched by the gods, he was the living embodiment of his people's spirit of conquest. Standing on that cursed shore he had promised the horde new lands to conquer, new foes to slay, new treasures to loot. Grom had spoken and the horde believed him, for Grom spoke the thoughts their gods had placed in all their black hearts.

Fighting the Battle

This battle is fought as a Breakthrough scenario (page 31 Battle Book). This represents the Goblins having just broken through the main gates and storming the fortress.

The Battlefield

The setting for this battle is the causeway and courtyard of the ancient Elven citadel. Scenery should be placed according to the map.

Special Rules

The Causeway: This is the

BLACKTOOTH

Goblin Master Shaman..... 250 pts

Black Tooth was a cunning Shaman in the service of Grom the Paunch and it was his particularly vicious nature that first brought him to Grom's attention. Upon landing in Ulthuan Blacktooth discovered the Elven Watchstones and through divine intervention tapped into the power contained within. The effect the power of the watchstones had on Blacktooth was considerable enabling him to use tremendous power that didn't rely on the Waaagh. This power acted like a highly addictive drug that Blacktooth couldn't get enough, and little did he know how close his ignorant actions had brought Ulthuan and indeed the entire world to the brink of destruction.

	M	WS	BS	S	T	W	I	A	Ld
Shaman	4	2	3	4	4	3	4	2	5
Wyvern	6	5	0	5	6	4	4	3	5

EQUIPMENT: Blacktooth is armed with a sword and rides Doomserpent his Wyvern.

SAVE: 6+

MAGIC

Blacktooth is a Master Shaman and therefore entitled to three spells from the Waaagh Magic deck.

MAGIC ITEMS

Staff of Lightning..... 50 points

For details of this item see the Battle Magic book.

Black Amulet..... 50 points

For details of this item see the Battle Magic book.

SPECIAL RULES

Arcane Power: When Blacktooth interfered with the vortex contained within the Elven Watchstones a change came over him as he wrestled with the considerable power he had consumed. Blacktooth no longer had to draw upon the Waaagh energy as before, now he was so suffused with energy he contained all the power he needed directly from himself.

In games terms Blacktooth is treated as any other wizard, he needs not make any Waaagh tests and doesn't need to be within 12" of any boyz in order to cast spells. In addition, to represent his considerable power he may draw an extra card from the Winds of Magic.

Knowledge of the Ancients: Since tapping into the ultimate power of the Elven watchstones, Blacktooth has seen a thousand visions no other Goblin could possibly comprehend. So confident is he of his 'divine' mission that he is immune to all psychology including Break Tests.

THE BATTLE FOR ATHEL TAMARHA – HIGH ELF FORCES

Moranion's Defenders

The High force is made up of the household retainers and guards of Lord Moranion, ruling Prince of Yvresse. It is not a large force, so a maximum of 1,000 points can be used. These are chosen from the army list in the High Elf army book. Choice is limited to the troops listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

CHARACTERS

Lord Moranion, Prince of Yvresse
The High Elf force must be lead by Lord Moranion.

Champions
You may choose one Champion for each unit in your army, armed and equipped in the same way as the rest of the unit. One Champion may carry a single magic item worth up to 50 points.

REGIMENTS

1+ Units of Elven Spearmen
Your army must include at least one regiment of citizen spearmen. You may field more regiments if you wish.

Elven Archers
You may take any number of units of Archers.

0-1 Unit of Ellyrian Reavers
You may take a maximum of one unit of Ellyrian Reavers.

0-1 Unit of Lothern Seaguard
You may take a maximum of one unit of Lothern Seaguard.

WAR MACHINES

0-1 Repeater Bolt Thrower
You may take a maximum of one Repeater Bolt Thrower.

VICTORY GAINS

If the High Elves win the battle (they've done incredibly well!) then any surviving characters may be used in the final battle 'The Siege of Tor Yvresse'. In addition, the High player may add +1 to Eltharion's dice roll when testing for the turn in which he arrives.

If Moranion survives then obviously none of his items may be taken up by any other characters and the special rules A *Son's Fury* and *Sickened Grief* will not apply.

only access for the Goblins across the moat and into the citadel. This causeway is 6" wide and does not impede movement in any way. Note that the gates of Athel Tamarha have already been destroyed so that troops may cross the causeway straight into the courtyard unhindered.

The Moat: Any troops that end up moving into the moat for any reason are dragged down by the weight of their armour and removed as casualties.

Deploying for Battle

This battle uses standard deployment as indicated on the map.

Who Has First Turn?

The game represents the Goblins just breaking through the gates into the ancient fortress, therefore the Goblins get the first turn.

How Long does the Battle Last?

The battle was more of a massacre than a proper conflict due to the High Elves getting caught in the confines of the citadel courtyard by overwhelming odds. The battle lasts Four Turns

Victory Points

At the end of the fourth turn add up Victory Points as normal.

These additional victory points apply:

High Elves

+2 Vps Moranion slays either Grom or Blacktooth.

+1 Vp For each High Elf regiment that is more than 25% strong and not fleeing at the end of the battle.

Goblins

+2 Vp if Grom slays Moranion.

+1 Vp if anyone else slays Moranion.

LORD MORANION

Prince of Yvresse..... 205 points

Lord Moranion was the Prince of Yvresse and resided in the ancient palace of Athel Tamarha. Moranion was a very old man by the time of the Goblin invasion and most of his household troops were away with his son Eltharion fighting in the Shadowlands. Moranion knew that he was doomed and had to try and buy some time for his subjects at Tor Yvresse.

	M	WS	BS	S	T	W	I	A	Ld
Lord	5	5	5	3	3	2	8	3	10

EQUIPMENT: Ithilmar Heavy Armour and Shield and carries the *Fangsword*.

SAVE: 2+.

SPECIAL RULES

Doomed Resignation: Moranion is well aware that he cannot escape the Goblin horde and must stay and fight them in order to give his son Eltharion time to sail his forces back from the Shadowlands. Therefore, Moranion cannot be broken and is never required to take a Leadership test.

Bodyguard: One regiment may be assigned as Moranion's bodyguard. This regiment will benefit from his Leadership and all the time he is alive will not have to make any Leadership based tests.

MAGIC ITEMS

Wolfskin Cloak..... 50 points

Fashioned from the hide of some exotic white wolf and enchanted by the Warden of Tor Yvresse, the Wolfskin Cloak offers considerable protection to the wearer.

The cloak offers +2 to the wearer's armour save. In addition it offers a special save of 5+ against hits from any war machine.

MORANION, GROM THE PAUNCH OR BLACKTOOTH ONLY

Fangsword..... 50 points

For details of this item see page 83 of the High Elf army book.

Ambush in the Forest

Goblins, Goblins, everywhere...

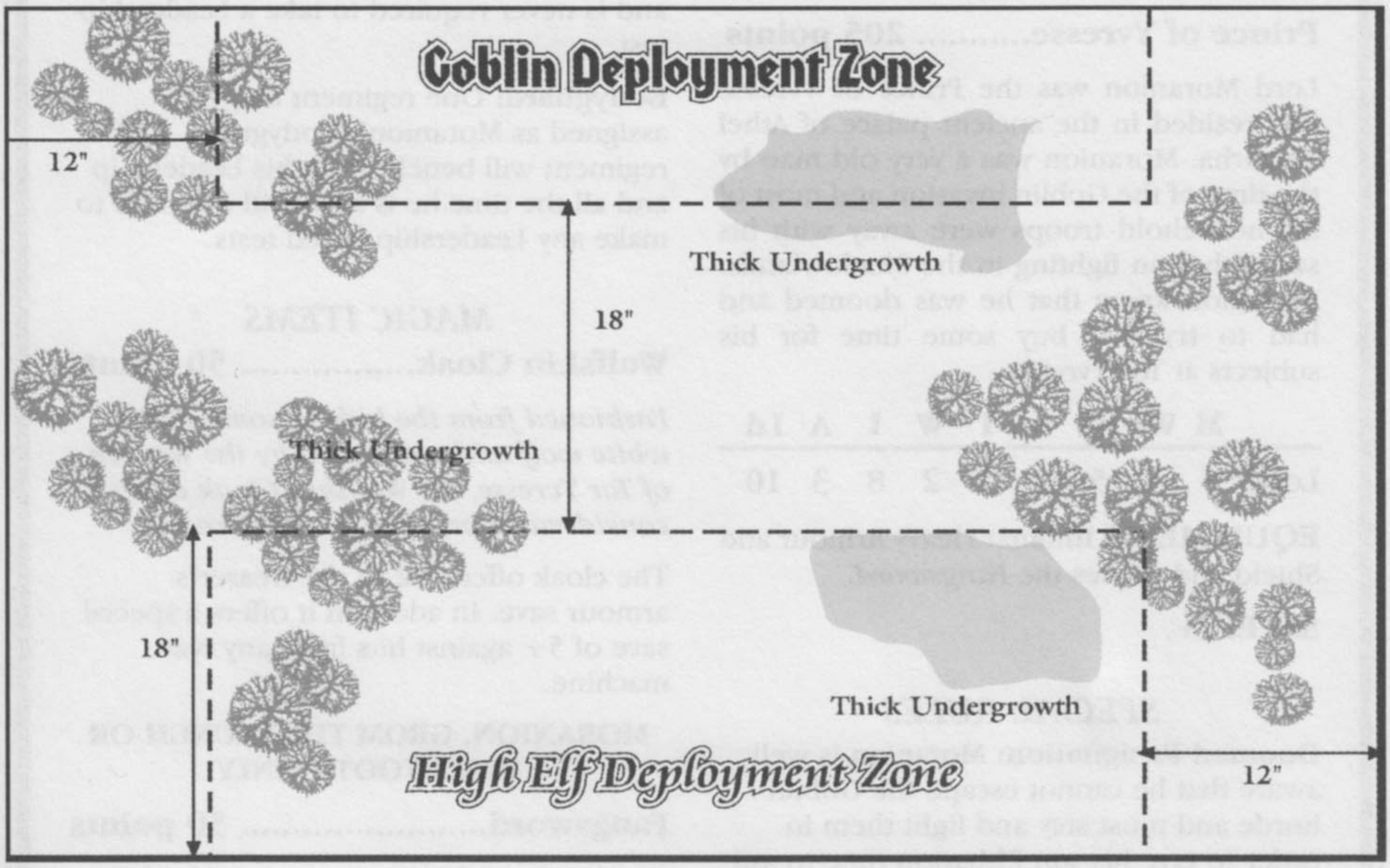
Following the defeat of Lord Moranion at the Battle of Athel Tamarha, Moranion awakened in his keep to see the enormous Goblin king seated in his throne and wearing his Wolfskin cloak. Gloating at his triumph, Grom bragged how puny the Elves were and how easily Tor Yvresse was taken.

Mocking back, Moranion explained that his keep was in fact not the great city of Tor Yvresse, but only a mere outpost. Grom hid his initial feeling of outrage and roared with laughter explicating that Elves were hardly a challenge and how he looked forward to sacking Tor Yvresse. Grom ordered Moranion strapped to the front of his chariot and the horde began to continue its march of carnage southward.

The Goblin horde, being so huge, was broken up into several forces with Wolf riders patrolling the flanks and scouting ahead as the vanguard. Small groups of Elven Rangers launched ambushes on the smaller forces of Grom's horde. These assaults failed to stop the horde, but caused massive casualties and did slow down the Goblin's march.

AS GROM'S FORCE proceeded south they began to meet more resistance. Parties of Rangers from Tor Yvresse launched lightning raids on the column's flanks. At night they saw strange lights flickering in the woods and when they woke in the mornings sentries had vanished. The land itself sometimes quivered beneath their feet like a whipped beast. They took some losses but Grom's steady presence and stout leadership reassured them.

AMBUSH IN THE FOREST – SCENARIO II



THE AMBUSH IN THE FOREST – GOBLIN FORCES

Gorgog's Goblin Vanguard

This army represents the vanguard of Grom's vast horde, personally lead by his trusted chieftain Gorgog. It is not a large force and a maximum of 1,000 points can be used. These are chosen from the Orc and Goblins army book. Choice is limited to the troops listed below.

CHARACTERS

Big Boss Gorgog
The army must be lead by the special character Big Boss Gorgog.

Boss
You may choose one Boss for each unit in your army, armed and equipped in the same way as the rest of the unit. One Boss may carry a single magic item worth up to 50 points.

REGIMENTS

Goblin Wolf Riders
You may take any number of units of Goblin Wolf Riders.

Goblin Spider Riders
You may take any number of units of Goblin Spider Riders.

0-2 Units of Trolls
You may take a maximum of one unit of Trolls.

WAR MACHINES

Goblin Wolf Chariots
You may take any number of Goblin Wolf Chariots provided you have at least one mob of ordinary Goblins.

VICTORY GAINS

If the Goblins win the battle they have cleared the way of all opposition and are fast approaching the city of Tor Yvresse.

GORGOG

Goblin Big Boss..... 90 points

Gorgog was the Chief of the Red Nose Goblin tribe from the Dark Lands. In 2410 (Imperial reckoning) the Red Nose tribe were conquered by the Broken Axe tribe and they joined the Waaagh-Grom. Gorgog quickly rose through the ranks of Bosses through his near mindless obedience of Grom the Paunch.

	M	WS	BS	S	T	W	I	A	Ld
BigBoss	4	4	5	4	4	2	5	3	7
Wolf	9	4	0	3	3	1	3	1	3

EQUIPMENT: Gorgog wears Light Armour, carries a Sword and Shield and rides a Giant Wolf.

SAVE: 4+

MAGIC ITEMS

Tormentor Sword..... 40 points

For details of this item see the Battle Magic book.

SPECIAL RULES

Unsettling Snigger: Gorgog is renowned for his malevolent sounding snigger whenever anything unfortunate befalls his foes. If Gorgog wins a round of combat he may attempt to snigger at his hapless enemies. He must test his Leadership and if successful an additional -1 modifier is applied to the Break test.

Deep in the surrounding forests of Yvresse Enador Thaintor and his Rangers had tracked the Goblin vanguard and where preparing to ambush it whilst attempting to disperse the inexorable advance of the Waaagh.

Fighting the Battle

The Elven Ambush uses the rules for the Ambush scenario as described on page 29 of the Warhammer Battle Book. This engagement represents the ambush by Enador and his Elves that led to a one week delay of the Goblin march to Tor Yvresse. The High Elves are the attackers and the Goblins are the defenders.

The Battlefield

This battle takes place deep in the sprawling forests of Yvresse and scenery should be set up as per the map.

Deploying for Battle

This battle uses standard deployment as indicated on the map.

Who Has First Turn?

The game represents the Elven ambush of the Goblin Outriders, therefore the Elves get the first turn.

How Long does the Battle Last?

The battle was a quick and bloody affair which didn't last too long. This battle lasts for four turns.

Victory Points

At the end of the fourth turn add up Victory Points as normal.

These additional victory points apply:

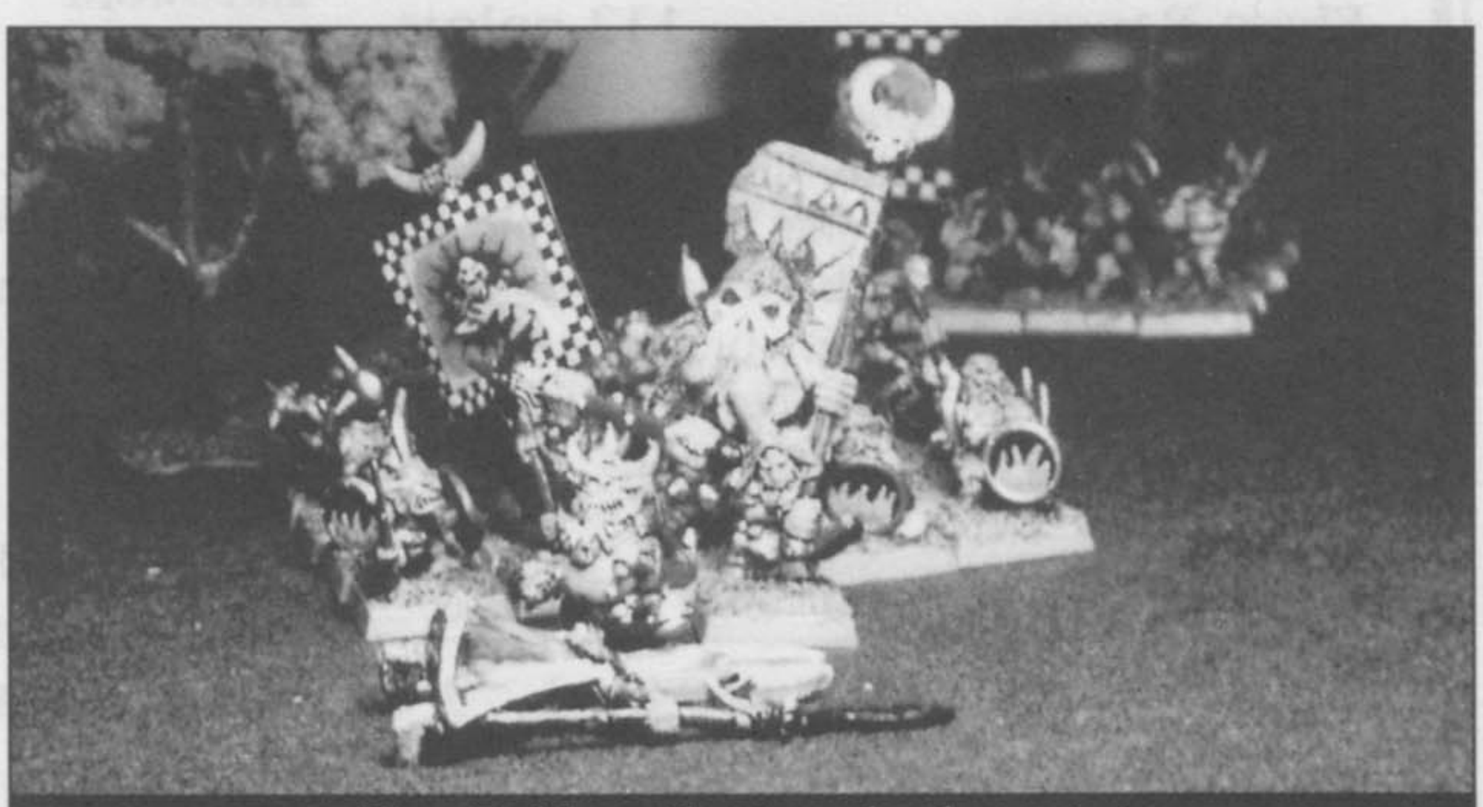
High Elves

+1 additional Vp For every three Goblin units that are broken/destroyed.

Goblins

+1 Vp For every three Goblin regiments more than 25% strong and not fleeing at the end of the battle.

+1 Vp if Gorgog survives the battle and is not fleeing.



The Gobbos 'laying the boot in'

THE AMBUSH IN THE FOREST – HIGH ELF FORCES

Enador's Rangers

The High Elf force is made up of the expert forest Rangers of the famed Elven hero Enador Thaintor. It is not a large force, so a maximum of 750 points can be used. These are chosen from the army list in the High Elf army book. Choice is limited to the troops listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

CHARACTERS

Enador Thaintor
The High Elf force must be lead by the special character Enador Thaintor.

Champions
You may choose one Champion for each unit in your army, armed and equipped in the same way as the rest of the unit. One Champion may carry a single magic item worth up to 50 points.

REGIMENTS

Elven Archers
You may take any number of units of Archers.

Ellyrian Reavers
You may take any number of Ellyrian Reavers.

0-1 Unit of Elven Rangers
You may take a maximum of one unit of High Elven Rangers.

VICTORY GAINS

If the High Elves win the battle then they have succeeded in destroying Grom's vanguard force and have considerably slowed down the Goblin horde's advance upon the city of Tor Yvresse. If Enador survives the battle he may be used in the final battle 'The Siege of Tor Yvresse'. In addition, the High Elf player may add +1 to Eltharion's dice roll when testing for the turn in which he arrives (this is cumulative to the Victory gain from Battle for Athel Tamarha.

SPECIAL RULES

The High Elf Rangers are expert woodsmen with more akin to Wood Elves. They have the following special abilities:

Skirmish: Rangers are used to scouting the great forests. They may therefore *Skirmish*.

Deployment: Rangers may deploy anywhere out of sight of the enemy after they have deployed.

Furious Anger: The Rangers were outraged by the uncouth Goblins who have chopped down the forests and defiled the natural beauty of Yvresse. In close combat they may add +1 to hit and to wound for the first round only.

Forester: Rangers may move through woods without penalty.

ENADOR THAINTOR

Elven Ranger..... 112 points

Enador was the leader of an expert group of Elven Rangers at the time of the Goblin invasion. Being more akin to his Wood Elf cousins, Enador and his companions lived and worked in the great sprawling forests of Yvresse, living as hunters and trappers and guarding the approaches to Tor Yvresse.

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

EQUIPMENT: Light Armour, Longbow and Sword

SAVE: 6+.

MAGIC ITEMS

Magic Warpaint..... 5 points

For details of this item see the Battle Magic book.

SPECIAL RULES

Ranger: Enador is a Ranger and can use all of the Rangers special skills above.

The Battle of the Plains

The proud Elven Host Rides to War

Grom's horde continued to march southwards toward the city of Tor Yvresse. Meanwhile, news had got to the Nobles of Tor Yvresse who thought that Elven weapons and superior tactics was all that would be needed to defeat the horde of savage Goblins. The young, untested Noble, Ferghal of the Iron Spear, was appointed army commander by the intrigue obsessed ruling council and he was dispatched at the head of the city's army to drive the unruly horde into the sea. If only the High Elves had taken Waaagh-Grom seriously and appreciated the danger that they were in.

Among Ferghal's army was the youngest son of Moranion, Argalen, who was studying the lore of magic under the supervision of the Warden of Tor Yvresse. He attended as the army's mage but was heavily affected from grief by the death of his father. Despite their legendary culture and intellect the Elves had made disastrous decisions.

Fighting the Battle

The Battle of the Plains represents both Grom's and Ferghal's armies clashing on the plain of Yvraine. This is a standard *Meeting Engagement* as described on page 26 of the Warhammer Battle Book.

The Battlefield

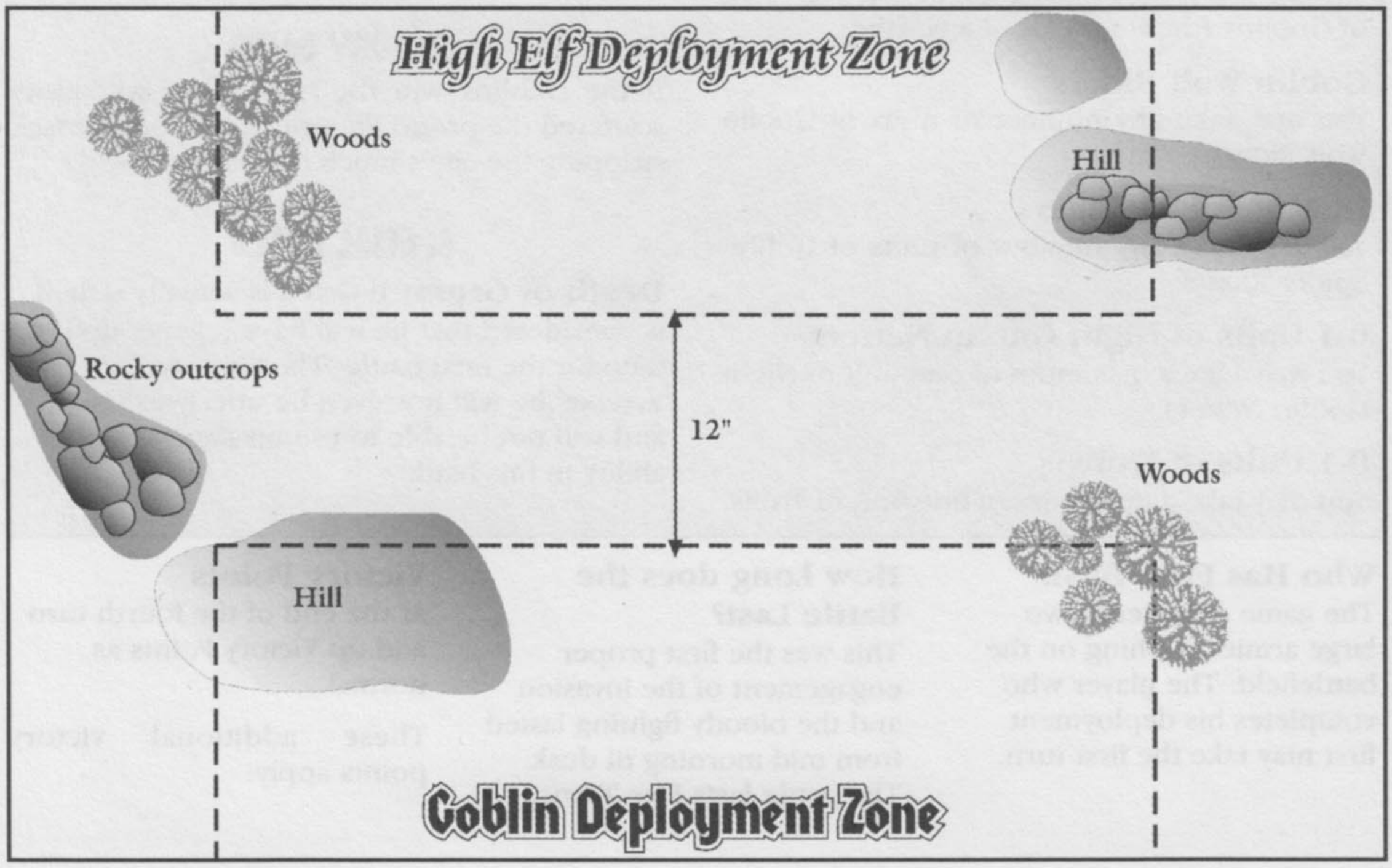
This battle takes place on the wide open plains before the city and the scenery should be set up as per the map.

Deploying for Battle

This battle uses standard deployment as indicated on the map.

IN THE MIDDLE OF THE MADNESS Argalen, son of Moranion, confronted Grom. The young Elf was mad with grief and rage. The sight of his father's cloak, all splattered with blood drove all thoughts of anything save revenge from his mind. Red rage drove all thought of using magic from his mind. He hewed his way through the Goblins and vaulted onto the back of Grom's chariot.

THE BATTLE OF THE PLAINS – SCENARIO III



THE BATTLE OF THE PLAINS – GOBLIN FORCES

Grom's Goblin Horde

This army represents the majority of Grom's vast horde and a maximum of 2,500 points can be used. These are chosen from the Orc and Goblins army book. Choice is limited to the troops listed below.

CHARACTERS

Grom the Paunch
The army must be lead by Grom the Paunch. In addition to the *Axe of Grom* magic item, Grom is also equipped with the *War Crown of Mork* (see special rules).

Blacktooth
Provided he survived the previous battles, the army may include the Goblin Shaman Blacktooth on his Wyvern Doomserpent.

Big Boss Gorgog
Provided he survived the previous battles, the army may include Big Boss Gorgog.

Boss
You may choose one Boss for each unit in your army, armed and equipped in the same way as the rest of the unit. One Boss may carry a single magic item worth up to 50 points.

REGIMENTS

1+ Units of Goblins
You must include a minimum of one regiment of Goblins (these may be of any tribe).

Goblin Wolf Riders
You may take any number of units of Goblin Wolf Riders.

Goblin Spider Riders
You may take any number of units of Goblin Spider Riders.

0-1 Units of Night Goblin Netters
You may take a maximum of one unit of Night Goblin Netters.

0-1 Units of Trolls
You may take a maximum of one unit of Trolls.

0-3 Night Goblin Fanatics
You may take a maximum of three Night Goblin Fanatics and up to three may be hidden in a unit of Night Goblins as normal.

Snotlings
You may take any number of Snotling bases.

Squig Hoppers
You may take up to five Squig Hoppers for every regiment of Night Goblins you take.

WAR MACHINES

0-1 Goblin Doom Divers
You may take a maximum of one Goblin Doom Diver.

Goblin Wolf Chariots
You may take any number of Goblin Wolf Chariots provided you have at least one mob of ordinary Goblins.

Snotling Pump Wagons
You may take any number of Snotling Pump Wagons provided you have at least one mob of ordinary Goblins.

VICTORY GAINS

If the Goblins win the battle they will have scattered the proud Elf army from Tor Yvresse, stripping the city's much needed defences.

SPECIAL RULES

Death of Grom: If Grom is actually slain it is considered that he will have regenerated in time for the final battle 'The Siege of Tor Yvresse' he will however, be utterly exhausted and will not be able to use his *Regeneration* ability in this battle.

Who Has First Turn?
The game represents two large armies clashing on the battlefield. The player who completes his deployment first may take the first turn.

How Long does the Battle Last?
This was the first proper engagement of the invasion and the bloody fighting lasted from mid-morning til dusk. The battle lasts Five Turns.

Victory Points
At the end of the fourth turn add up Victory Points as normal.

These additional victory points apply:

THE BATTLE OF THE PLAINS – HIGH ELF FORCES

The War-Host of Tor Yvresse

The High Elf force is made up of the proud Elven soldiery of Tor Yvresse, lead by the untried Ferghal of the Iron Spear. It is a moderately sized force, so a maximum of 2,000 points can be used. These are chosen from the army list in the High Elf army book. Choice is limited to the troops listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

CHARACTERS

Ferghal of the Iron Spear
The High Elf force must be lead by Ferghal of the Iron Spear.

Argalen
The High Elf force must include the Mage Champion Argalen.

0-1 Battle Standard Bearer
You may have a battle Standard Bearer. He may take the War banner for 25 points.

Champions
You may choose one Champion for each unit in your army, armed and equipped in the same way as the rest of the unit. One Champion may carry a single magic item worth up to 50 points.

REGIMENTS

1+Units of Elven Spearmen
Your army must include at least one regiment of citizen spearmen. You may field more regiments if you wish.

0-1 Unit of Silver Helms
You may take a maximum of one unit of Silver Helms.

Elven Archers
You may take any number of units of Archers.

Ellyrian Reavers
You may take any number of units of Ellyrian Reavers.

0-1 Unit of Lothern Seaguard
You may take a maximum of one unit of Lothern Seaguard.

WAR MACHINES

0-1 Repeater Bolt Thrower
You may take a maximum of one Repeater Bolt Thrower.

Tiranoc Charioteers
You may take any number of Tiranoc Chariots.

VICTORY GAINS

If the High Elves win the battle they have defeated a large part of Grom's horde and further delayed the Goblin's advance upon Tor Yvresse. Any surviving characters may be used in the final battle 'The Siege of Tor Yvresse'. In addition, the High Elf player may add +1 to Eltharion's dice roll when testing for the turn in which he arrives.

High Elves

+2 Vps If Ferghal slays either Grom or Blacktooth in a challenge.

+3 Vps If Argallen slays Grom in a challenge.

Goblins

+2 Vp if Grom slays either Ferghal or Argalen in a challenge.

IN TOR YVRESSE that night there was much mourning. The population huddled in fear round the temple of Liadrielle. Black storm clouds hovered over the city, dark with the threat of torrential rain. A great tremor made the city shudder and caused part of the sea wall to tumble into the waves. Palaces collapsed and old monuments fell. In the city's highest tower the Warden observed the stars and drew his charts and consulted the runes then drew a conclusion that sent stark terror through him. He knew that the web of spells holding the vortex together was starting to unravel. In their ignorance the invaders had tampered with forces that could destroy them all. If they were not stopped soon first Yvresse then all of the Elf-lands would slide beneath the sea and tides of evil magic would drown the world.

FERGHAL OF THE IRON SPEAR

Elven General ..... 232 points

Ferghal was a young Elven warrior-noble in Tor Yvresse at the time of the Goblin invasion. He was appointed general of the Elven army that went out to destroy Grom's army on the plain of Yvraine. This was a sad mistake that was to highlight one of the weaknesses of Elven society because he was a poor leader and an untried general and only chosen because of his family's political wranglings.

	M	WS	BS	S	T	W	I	A	Ld
Lord	5	7	7	4	4	3	9	4	10
Steed	9	3	0	3	3	1	4	1	5

EQUIPMENT: Ithilmar Heavy Armour, Shield, Lance, Sword and rides a Barded Elven steed.

SAVE: 2+.

MAGIC ITEMS

Dragon Blade..... 40 points

For details of this item see the Battle Magic book.

Baneshield..... 25 points

For details of this item see the Battle Magic book.

SPECIAL RULES

Poor Generalship: Ferghal is a terrible leader with little tactical sense. For this reason none of the general's abilities apply to him (this includes the death of the general rules).

Haughty Warrior: Although he was an abysmal general, Ferghal was still a skillful fighter and was well aware of this fact. Ferghal cannot help but challenge any opposing enemy character he comes into contact with to prove his prowess.

ARGALEN

Champion Mage ..... 186 points

Argalen was the youngest son of Moranion and brother of Eltharion. He was studying under the Warden of Tor Yvresse at the time of the Goblin invasion. He accompanied Ferghal's army to the Battle of the Plains but was overcome by his grief and rage after seeing his father's bloodied cloak draped around Grom the Paunch's shoulders and forgot to use his spells.

	M	WS	BS	S	T	W	I	A	Ld
Lord	5	4	4	4	4	2	7	2	8

EQUIPMENT: Sword.

SAVE: None.

MAGIC ITEMS

Staff of Yvresse..... 40 points

This ancient artifact was gifted to Argalen by the Warden of Tor Yvresse as a potent aid in casting spells.

The Staff allows the user to draw an additional card in the Winds of Magic phase. A single card may also be stored in the Staff at the end of the phase.

In addition the Staff is heavy but balanced and may be used as an additional had weapon.

Dispel Scroll..... 25 points

For details of this item see the Battle Magic book.

MAGIC

Argalen is a Champion Mage and therefore entitled to two spells from the High and Battle Magic decks.

SPECIAL RULES

Sickened Grief: Argalen was overcome with grief when he saw his father's cloak on the Goblin Warlord, Grom, and lost all sense of magic.

If Argalen is within 12" of Grom the Paunch or Blacktooth wearing the Woflskin Cloak he will immediately become subject to *Frenzy*, lose his ability to cast magic and must move towards his foe as quickly as possible. Whilst in this state, Argalen will always strike first in combat

The Siege of Tor Yvresse

Grom's Final Destination

Four days after the disastrous Battle of the Plains, the Goblins had at last reached the mighty city of Tor Yvresse.

The pitifully few Elven defenders knew that they had nowhere to run and prepared to sell their lives as dearly as possible. Loranrol Glorenmar, the Warden of the city, had told the people that they had to prevent the Goblins from capturing the Waystone of the city for it could spell doom for the whole of Ulthuan.

Eltharion's fleet battled through storm-lashed seas as it raced home to save Tor Yvresse from the clutches of the foul Goblins. Eltharion himself had a score to settle...

THEN, FOUR DAYS after the Battle of the Plains, it happened. The citizens woke to find an army at their gates and the fire-scorched skulls of their kinsmen being lobbed over the walls by the great arms of Goblin stonechukkas. This ceased when Grom drove his chariot forward, halting just outside ballista range. In fractured manspeech he told the Elves that they were all doomed unless they surrendered instantly and acknowledged him as their master. Those Elves who understood the speech of men called back taunts in the common tongue. Grom shrugged and ordered the siege to begin.

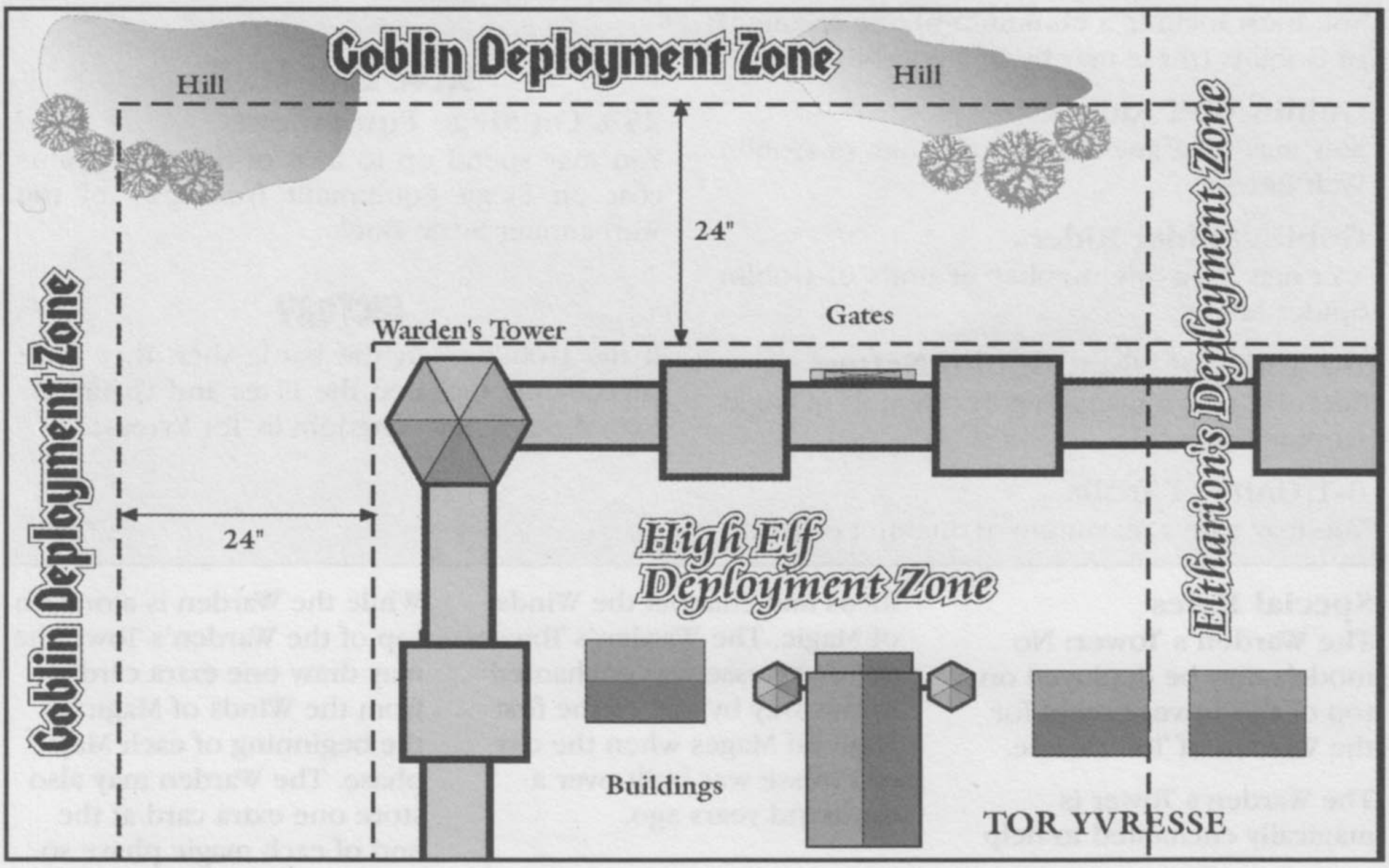
Fighting the Battle

The Siege of Yvresse is, unsurprisingly enough, a siege battle and uses all the rules as described in the *Final Assault* scenario on page 74 of Warhammer Siege. Ignore the rules for the battle roster, the armies are made from the lists that follow. This scenario represents the actual Goblin assault on Tor Yvresse and Eltharion's landing.

The Battlefield

This battle is for the Elven city of Tor Yvresse and the scenery should be set up as per the map.

THE SIEGE OF TOR YVRESSE – SCENARIO IV



THE SIEGE OF TOR YVRESSE – GOBLIN FORCES

Grom's Goblin Horde

This army represents the remains of Grom's vast horde after taking part in all of the previous battles and a maximum of 3,000 points can be used. These are chosen from the Orc and Goblins army book. Choice is limited to the troops listed below.

CHARACTERS

Grom the Paunch
The army must be lead by Grom the Paunch. In addition to the *Axe of Grom* magic item Grom is also equipped with the *War Crown of Mork* (see special rules).

Blacktooth
Provided he survived the previous battles the army may include the Goblin Shaman Blacktooth on his Wyvern Doomserpent.

Big Boss Gorgog
Provided he survived the previous battles the army may include Big Boss Gorgog.

Boss
You may choose one Boss for each unit in your army, armed and equipped in the same way as the rest of the unit. One Boss may carry a single magic item worth up to 50 points.

REGIMENTS

1+ Units of Goblins
You must include a minimum of one regiment of Goblins (these may be of any tribe).

Goblin Wolf Riders
You may take any number of units of Goblin Wolf Riders.

Goblin Spider Riders
You may take any number of units of Goblin Spider Riders.

0-1 Units of Night Goblin Netters
You may take a maximum of one unit of Night Goblin Netters.

0-1 Units of Trolls
You may take a maximum of one unit of Trolls.

0-3 Night Goblin Fanatics
You may take a maximum of three Night Goblin Fanatics and up to three may be hidden in a unit of Night Goblins as normal.

Snotlings
You may take any number of Snotling bases.

Squig Hoppers
You may take up to five Squig Hoppers for every regiment of Night Goblins you take.

WAR MACHINES

0-1 Goblin Doom Divers
You may take a maximum of one Goblin Doom Diver.

Goblin Wolf Chariots
You may take any number of Goblin Wolf Chariots provided you have at least one mob of ordinary Goblins.

Snotling Pump Wagons
You may take any number of Snotling Pump Wagons provided you have at least one mob of ordinary Goblins.

SIEGE EQUIPMENT

25% On Siege Equipment
You may spend up to 25% of the total points cost on Siege Equipment from p27 of the Warhammer Siege Book

VICTORY

If the Goblins win the battle then they have successfully defeated the Elves and Grom has carved out a new kingdom in Tor Yvresse.

Special Rules
The Warden's Tower: No models may be deployed on top of this tower except for the Warden of Tor Yvresse.

The Warden's Tower is magically enchanted to help focus and channel the Winds of Magic. The Warden's Tower of Tor Yvresse was enchanted in this way by one of the first High Elf Mages when the city of Yvresse was built over a thousand years ago.

While the Warden is alone on top of the Warden's Tower he may draw one extra card from the Winds of Magic at the beginning of each Magic phase. The Warden may also store one extra card at the end of each magic phase so

THE SIEGE OF TOR YVRESSE – HIGH ELF FORCES

The City Defenders

The High Elf force is made up of the handful of Elves that remain in the vast, near empty metropolis. It is a moderate sized force, so a maximum of 1,500 points can be used. These are chosen from the army list in the High Elf army book. Choice is limited to the troops listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

CHARACTERS

Loranrol Glorenmar
The High Elf force must be lead by the Master Mage Lorenrol Glorenmar, the Warden of the city.

Any surviving characters
You may include any of the characters that survived the previous battles.

Champions
You may choose one Champion for each unit in your army, armed and equipped in the same way as the rest of the unit. One Champion may carry a single magic item worth up to 50 points.

REGIMENTS

1+ Units of Elven Spearmen
Your army must include at least one regiment of citizen spearmen. You may field more regiments if you wish.

Elven Archers
You may take any number of units of Archers.

0-1 Unit of Ellyrian Reavers
You may take a maximum of one unit of Ellyrian Reavers.

0-1 Unit of Lothern Seaguard
You may take a maximum of one unit of Lothern Seaguard.

WAR MACHINES

0-4 Repeater Bolt Throwers
You may take a maximum of four Repeater Bolt Throwers (this is halved if the Elves lost the Battle of the Plains).

SIEGE EQUIPMENT

25% On Siege Equipment
You may spend up to 25% of the total points cost on Siege Equipment from p27 of the Warhammer Siege Book

VICTORY

If the High Elves win the battle, they have saved Tor Yvresse from destruction at the hands of the uncouth Goblins and driven the barbarians into the sea. The destructive Waaagh is over and the Elves may concentrate on the difficult task of recovering their realm from the devastation that has been caused to it.

long as he is alone on the Tower. In addition any spell cast by the Wizard has unlimited range and the Wizard is assumed to automatically have line of sight to every model on the table, even models flying high.

The tower is enchanted to protect those in it. It offers a special save of 4+ against all missile fire and war machine attacks.

Eltharion and Blacktooth battle it out...

LORANROL GLORENMAR

Warden of Tor Yvresse ..... 314 pts

Loranrol was the sage Warden of Tor Yvresse and ruled wisely in the absence of Moranion or Eltharion. He lived in the Warden's tower, a magical library, also containing the key Waystone of Yvresse through which ran the magical energies of the Vortex binding Ulthuan together. Loranrol quickly understood the damage that was being done by Grom's Shaman, Blacktooth, and tried at all costs to prevent his disruption of the Vortex.

	M	WS	BS	S	T	W	I	A	Ld
Master Mage	5	4	4	4	4	2	7	2	8

EQUIPMENT: Sword.

SAVE: None.

MAGIC

Loranrol is a Master Mage and therefore entitled to three spells from the High and Battle Magic decks.

MAGIC ITEMS

Helm of Tor Yvresse..... 10 points

For details of this item see page 83 of the High Elves book.

Goblin Smiter Sword..... 85 points

This potent weapon was forged by Loranrol during the early days of Grom's invasion. Originally intended for Ferghal it was not ready when he hastily rode off to his doom.

This newly forged blade inflicts double damage on all greenskins and causes a panic test to be taken if any wounds are caused.

The Elven Watchstone: Perhaps, more importantly, the tower houses the Watchstone of the city. This is one of the corner stones of the Vortex of Ulthuan and vital to maintaining the eldritch magic that holds together the Vortex. Should Blacktooth spend an entire round doing nothing (obviously not in combat, etc.) he may tap into the power of the stone. This of course will damage the Vortex spell and it will start to unravel.

If the Watchstone is tapped by Blacktooth this is a major disaster for the Elves and they must attempt to make the *Invocation of Ending* upon the stone. To do so an Elf must spend an entire turn in the tower doing nothing and test against his Leadership to control the wild energies of the Watchstone and halt them. If he manages to do so Blacktooth will immediately lose his powers and the ability to cast spells (not to mention preventing all of Ulthuan sliding beneath the waves!).

Deploying for Battle

This battle uses the deployment zones as indicated on the map. The High Elves are peculiar in that they are fielding two seperate forces The City Defenders and Eltharion's relief force. It is important to remember that Eltharion is the General of the whole of the High Elf army even though he may not join the battle until later on.

SUDDENLY, FROM OUT OF THE STORM, the Elves came. Eltharion's fleet rode the turbulent sea into the harbour. In a feat of insanely skillful seamanship they crashed through the swells into the calm water near the docks. Hundreds of battle-hardened Elf veterans raced ashore. Eltharion himself took to the sky on the back of Stormwing, seeking the slayer of his father. The Griffon's challenging shriek rang out over the city. The Elf army coming ashore smashed through the weary rain-soaked Goblin horde and made its way towards the great square in the centre of the city. The Goblins fell back before them.

The Warden of Tor Yvresse

THE SIEGE OF TOR YVRESSE – HIGH ELF FORCES

Eltharion's Crusaders

The High Elf force is made up of the Eltharion's veterans returning hastily from their wars with the Dark Elves in the Shadowlands. It is a moderate sized force, so a maximum of 1,500 points can be used. These are chosen from the army list in the High Elf army book. Choice is limited to the troops listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

CHARACTERS

Eltharion the Grim
The High Elf force must be lead by the special character Eltharion the Grim from page 83 of the High Elf army book. Eltharion may only take the *Fangsword* magic item and be subject to the rules for *A Son's Fury* if Moranion died in the Battle of Athel Tamarha. Also, because Eltharion has yet to become the Warden of Tor Yvresse he will not be equipped with the *Talisman of Hoeth* or the *Helm of Yvresse*.

Champions
You may choose one Champion for each unit in your army, armed and equipped in the same way as the rest of the unit. One Champion may carry a single magic item worth up to 50 points.

REGIMENTS

0-1 Unit of Silver Helms
You may take a maximum of one unit of Silver Helms.

0-1 Unit of Swordmasters of Hoeth
You may take a maximum of one unit of Swordmasters of Hoeth.

Elven Spearmen
You may take any number of units of citizen spearmen.

Elven Archers
You may take any number of units of Archers.

Ellyrian Reavers
You may take a maximum of one unit of Ellyrian Reavers.

0-1 Unit of Lothern Seaguard
You may take a maximum of one unit of Lothern Seaguard.

WAR MACHINES

Tiranoc Charioteers
You may take any number of Tiranoc Chariots.

VICTORY GAINS

If the High Elves win the battle they have saved Tor Yvresse from destruction at the hands of the uncouth Goblins and driven the barbarians into the sea. The destructive Waaagh is over and the Elves may concentrate on the difficult task of recovering their realm from the devastation that has been caused to it.

SPECIAL RULES

A Son's Fury: In addition to his Hatred of Goblins Eltharion will be affected by this in the (most likely) event that his father Moranion is killed in scenario II. Enraged by his father's brutal murder Eltharion swore to avenge his death.

To represent this, Eltharion receives a special saving throw of 4+. This is a special save and is not affected by armour modifiers etc. In addition, the spirit of Moranion illuminates a magical aura that protects him from hostile magic. He receives a 4+ save against magic.

Eltharion's Arrival:
Eltharion's forces start the battle en route from the Shadowlands. Each turn the High Elf player must roll a dice to see whether Eltharion turns up for the battle. This dice roll may be affected by modifiers gained from winning previous scenarios. On the first turn, Eltharion will arrive on the D6 score of 8, this will obviously mean that he cannot arrive unless the High Elf player has won some of the previous scenarios and gained modifiers. On subsequent turns the score needed will be one less than before (therefore Eltharion will automatically arrive on the eighth turn if all previous tests have failed – Doh!)

Who Has First Turn?
The game represents the climactic struggle for Tor Yvresse. The besieged High Elves have the first turn.

How Long does the Battle Last?

The Battle for Tor Yvresse raged from the early hours of the morning and well into the night. The battle lasts for eight Turns.

Victory!

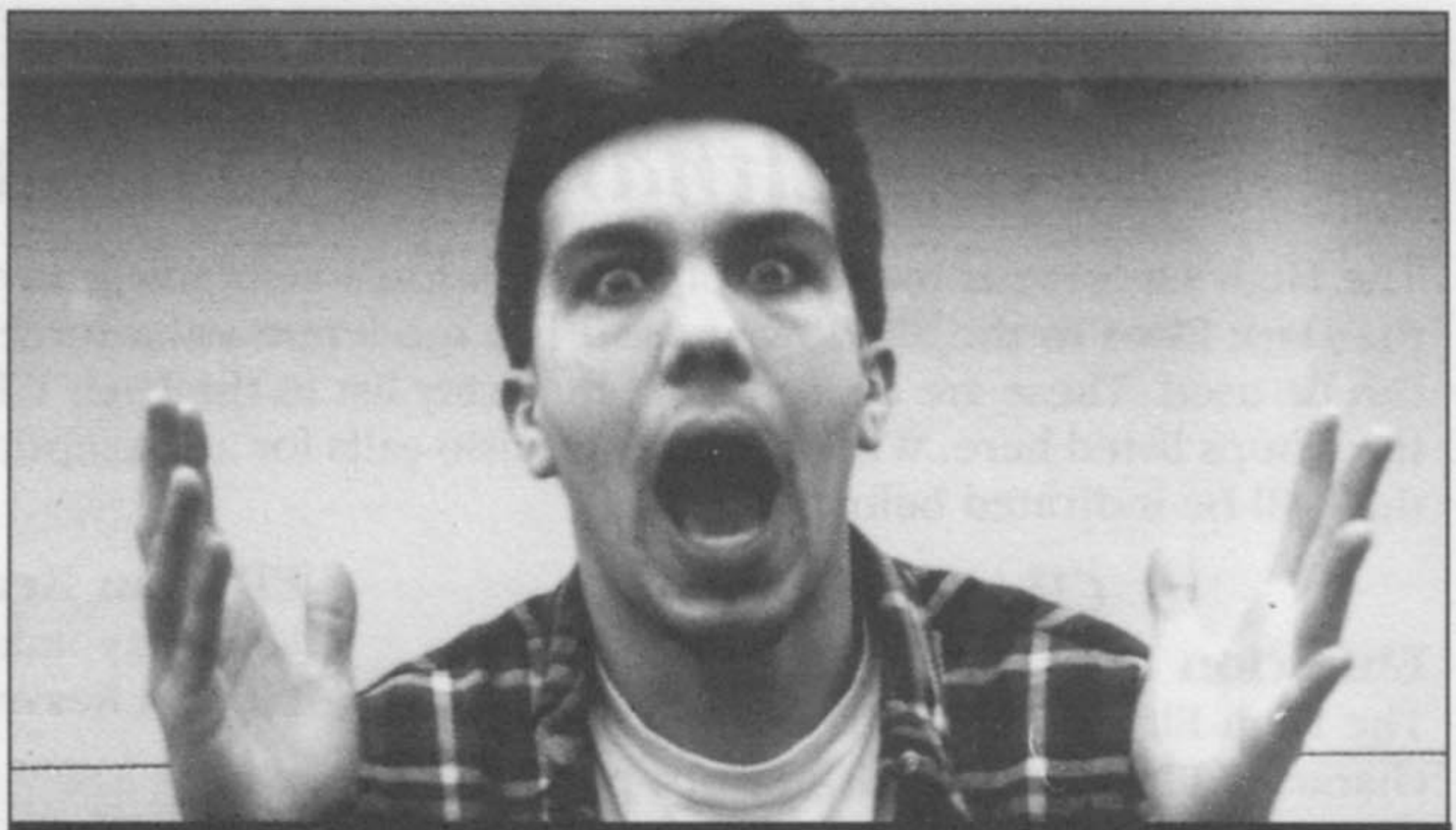
If the Goblins manage to move one unit of at least five models (not flyers though) off of the Elves table edge in Tor Yvresse before eight turns are up they are victorious otherwise the Elves win.

If Blacktooth has tapped into the power of the watchstone in the Warden's tower and the Elves have not made the invocation of ending upon it by the end of the game but the Goblins haven't fulfiled their victory conditions the game ends as a draw.

The High Elves can win the game immediately if they slay Grom the Paunch although they must still perform the *Invocation of Ending* if Blacktooth has tapped the Watchstone.

A Few Wise Words

We found playing this scenario a most enjoyable experience. It is very strange playing against an army consisting of almost entirely Goblins (see Kev's Goblin tactics from issue 27). You may think of Gobbos being cheap and rubbish but never underestimate the amount of them that are going to get fielded, especially against High Elves who are very expensive troop types. This factor helped to create the illusion of the High Elves being horribly outnumbered. The Elves really have to watch their flanks closely and are very unlikely to be in a position to cause *Fear* to the Gobbos because of their vast numbers. The Gobbos best trick is to fight a campaign of attrition and attempt to wear down the High Elves' numbers because, at the end of the day, they can afford to lose a lot more than the High Elves can.



'Aargh! it's all gone horribly wrong!'

NO-ONE KNOWS WHAT happened to Grom. Some say he died of wounds inflicted by Eltharion when they met in the centre of the battle's maelstrom. Others say he lived and made his way to the haunted, magic-tainted mountains. Tales are told that he flew all the way back to the Old World mounted on Doomserpent. No-one knows for sure. He was never heard of again. Eltharion was acknowledged as the new Warden of Tor Yvresse, and he has ruled fairly and wisely for may years. Although on stormy nights he can often be seen on the balconies of the Warden's tower, brooding and shaking his fist at the uncaring sky.

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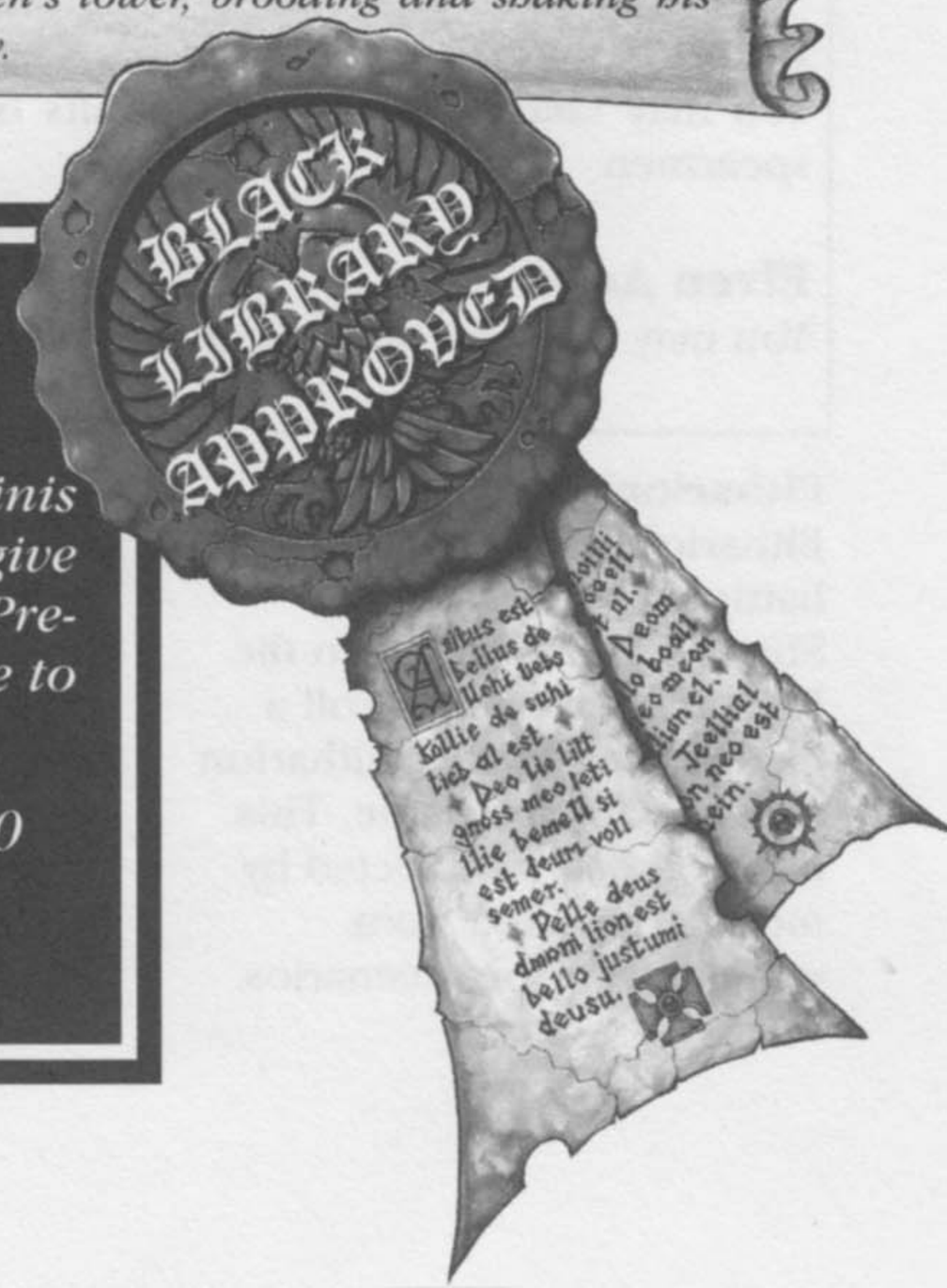

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The third episode of the brilliant new Titan story sees Hekate and his crew finally coming face-to-face with the dread alien hordes of the Tyranids, with terrifying consequences.

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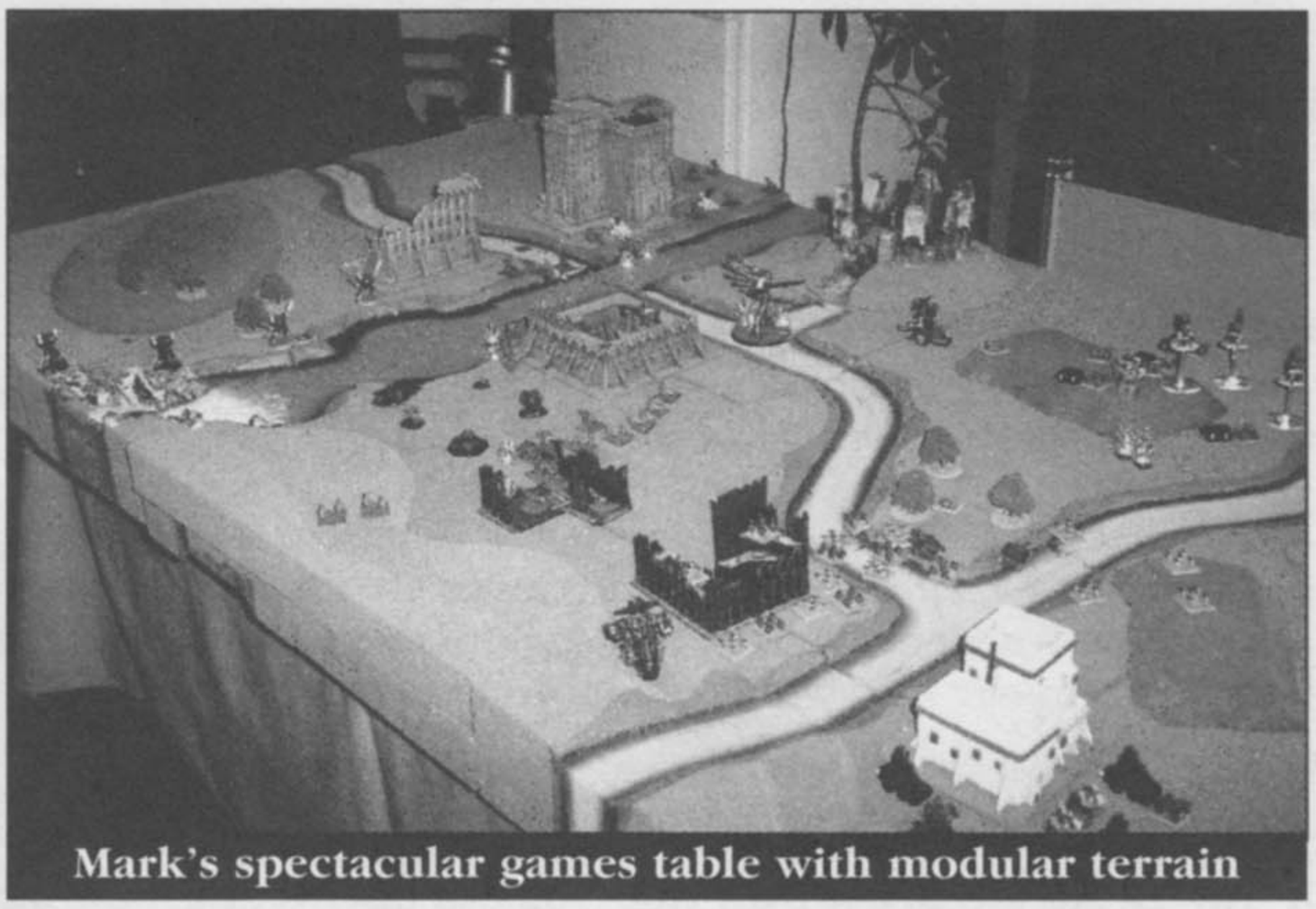
Knights & Dragons

by Mark Norfolk

Mark is a pleasantly deranged chap from Woking in Surrey and has been a subscriber to the Journal since issue 1. He has survived the changes in format and image not to mention Editors a good few times – now that's what we call a dedicated follower. Mark has been following Games Workshop for longer than he can remember and Epic has remained his stalwart favourite game. So, without further ado, take it away Mark...

It's starting to sound like a cliché these days, but I've been an Epic player right back from Adeptus Titanicus (Six plastic Titans and six polystyrene buildings was a wargame in those days back then). I avidly devoured White Dwarf articles as they emerged: new Titans, infantry, Eldar (those Pulsars, arrgh!), Orks (with their Gargants that required a completely different way of resolving fire). I loved it. Epic was great - whole detachments would die at the role of a dice. Over the years the game has evolved into the version it is today. For large engagements and sweeping battles Epic is the game. If you haven't played it, I recommend it.



Mark's spectacular games table with modular terrain

Many moons ago, during the first incarnation of the game, White Dwarf published rules for Imperial and Eldar Knights. Smaller than a Titan, these large walkers were used to control the megasaur herds on Imperial agri-worlds and Eldar Exodite settlements. After several comebacks Imperial Knights are alive and well in Gav Thorpe's Adeptus Mechanicus army list. The Eldar Knights however have faded into memory.

Strangely enough, I have never collected an Eldar army for the Epic system. I was content to wage war using clumsier, more heavily armoured armies, predominantly the dark forces of Chaos. When the new version of the game emerged I decided time was right to add this declining power to my collection. To set my army apart from my regular opponent's vast Eldar army, (and because I thought they were cool) I thought it was high time to resurrect the Eldar Knight.

The presence of an Eldar Knight force isn't too hard to justify in the background. As the millennia roll by, the Craftworlds of the Eldar would come into contact with their Exodite kin who had separated themselves from the majority of their race to escape the approaching fall. Some colonies would want to be left in isolation but others may be glad of the contact and webway portals may be set up between the Exodites and the ever travelling Craftworld. In times of trouble and when military aid is required, troops and vehicles could pass from one to another as the Eldar come together to preserve their dying race…

ELDAR KNIGHTS

The inspiration for the Imperial Knights came from human and Eldar settlers uneasily co-habiting the same world. However, the Eldar Knight was faster, more deadly, and just as tough. They take many forms and all of the variants are armed with the deadly Maelstrom cannon – a heavy laser weapon which is equally at home strafing infantry or vehicles.

A detachment of Fire Gales and Towering Destroyers

THE FIRE GALE

This is the basic Eldar Knight and the workhorse of Exodite Knight armies. This knight is a deadly combination of heavy firepower and close combat assault.

THE BRIGHT STALLION

A much faster variant, requiring great skill to manage the centauroid form. This knight's greater speed allows it to be used for heavy support for the rapid moving jetbike squads. 'Stallion only' squadrons can be used to rush forward and use their weaponry to wear down an enemy's tougher units.

THE TOWERING DESTROYER

The most powerful of the Eldar knights, this four-armed machine is a nightmare for the enemies of the Eldar. It's presence in an assault can be decisive.

Note: Although using legs, their size means that the Knights are vehicles for terrain purposes.

ELDAR EXODITE DRAGON RIDERS

With the arrival of the Eldar codex for the second edition of Warhammer 40,000 the Eldar Exodite obtained a new form of transportation: the Dragon! For WH40K this meant: converted cold ones, but for Epic something more substantial would be required. With technology at a premium, it seemed only natural that Eldar colonies on worlds or a more 'Jurassic' nature would make use of these giant lizards in warfare.

CONVERTING THE MODELS

Some models of some dino-riding Eldar did appear briefly at a Games Day long ago but never since. Luckily, replacements can be found lurking in various toy shops.

THE TROOPS

Dragons to the Exodites are either food to be herded or

Knights	Speed	Range	Firepower	Assault	Armour	Special
Fire Gale	25	30	D3 Anti-tank	3	5+	Save
Towering Destroyer	25	30	D3 Anti-tank	7	5+	Save
Bright Stallion	35	30	D3 Anti-tank	5	5+	Save

Exodites	Speed	Range	Firepower	Assault	Armour	Special
Gigantisaur	15	30	3	3	6+	Rampage
Carnosaur	20	30	2	4	5+	Rampage
Pterosaur	30	30	0	2	3+	Skimmer

ELDAR KNIGHT DETACHMENT

Command

You may choose up to one commander

1 Detachment HQ.....+25 pts

Main Force

Up to 5 Knights from the following list:

Fire Gale..... 35 pts
Towering Destroyer..... 45 pts
Bright Stallion..... 40 pts

Support

Make up to 5 choices from the following list, but not more than you made on the Main Force list

Eldar Guardian Squad..... 8 pts per unit
Consists of 1 or 2 Guardian units
Extra Cost to:
Upgrade to Jetbikes..... +7pt per unit
Mount in a Wave Serpent..... +28 pts
Include a Warlock (*Psyker*)..... +10 pts
Upgrade to Vyper Jetbikes..... +22 pts

Chain of Command:
Detachment HQ>Any Knight>Any unit with a Warlock> Any unit

ELDAR DRAGON RIDER DETACHMENT

Command

You may choose up to one commander

1 Detachment HQ.....+25 pts

Main Force

Up to 5 Dragons from the following list:

Gigantisaur..... 20 pts
Carnosaur..... 25 pts
Pterosaur..... 15 pts

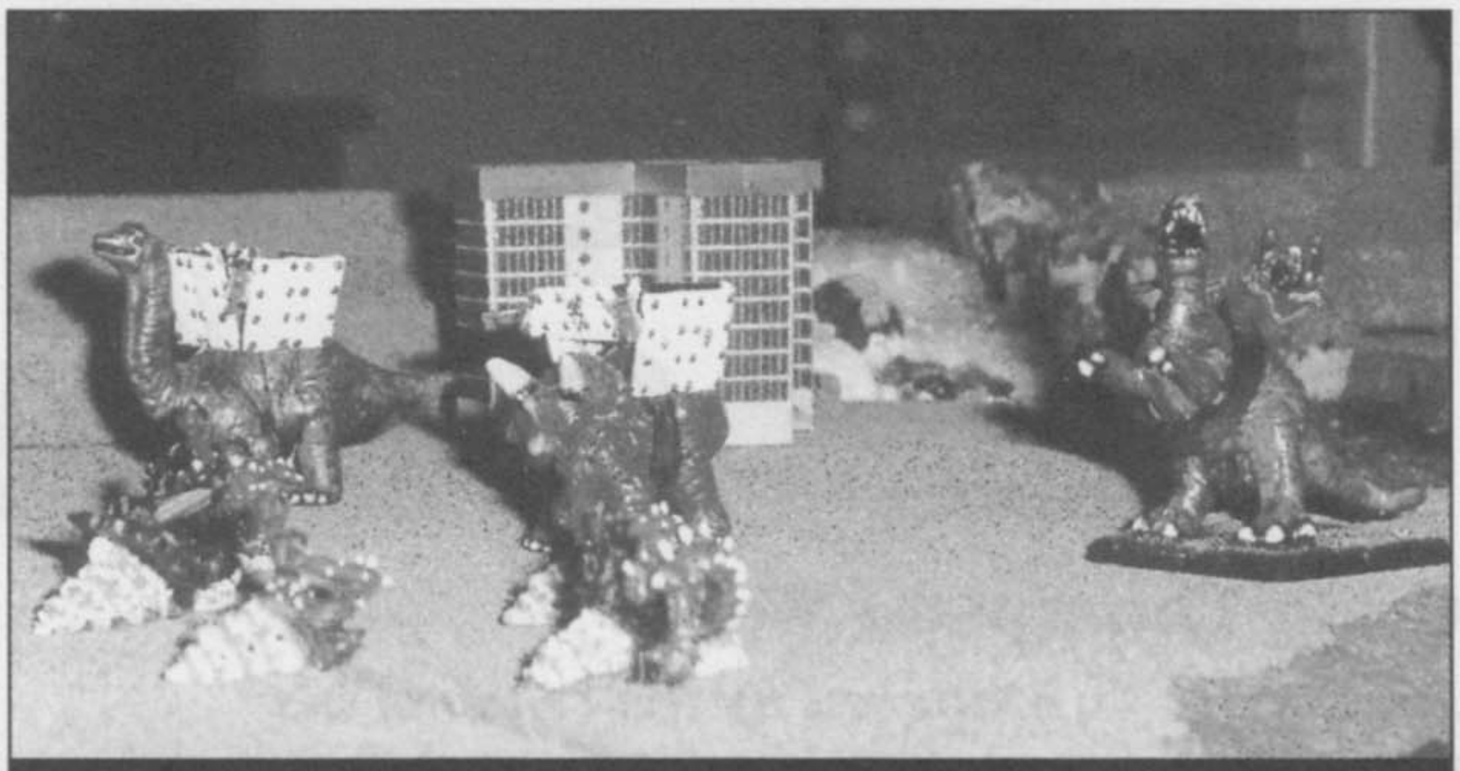
Support

Make up to 5 choices from the following list, but not more than you made on the Main Force list

Eldar Guardian Squad..... 8 pts per unit
Consists of 1 or 2 Guardian units
Extra Cost to:
Upgrade to Jetbikes..... +7pt per unit
Mount in a Wave Serpent..... +28 pts
Include a Warlock (*Psyker*)..... +10 pts
Upgrade to Vyper Jetbikes..... +22 pts

Chain of Command:
Detachment HQ>Any Dragon>Any unit with a Warlock> Any unit

predators to be avoided. Their forms are in many and varied. For battlefield purposes they can broken down into three broad categories: giant herbivores, vicious predators and flyers, or Gigantisaur, Carnosaur and Pterosaur. They tend to be large and heavy, and with a primitive nervous system, impervious to all but the most overwhelming attacks. Eldar Exodites ride the backs of these monsters usually with weapons to enhance their abilities or to protect their weaknesses.



Eldar Carnosaurs and Gigantisaur spearhead an attack

DESIGN NOTES

Although the driving force of this article was nostalgia, and a desire to bring back the old models to the table, I was also attempting to add something to the Eldar army other than a profile you pay points for and then deploy. This meant looking at the Eldar army as a whole fighting force as well as considering the background.

The Knights themselves were based in part on the Imperial Knights in Firepower magazine (for which I hope there are more issues to come). The Bright Stallion can be used with jetbike support to make a small but tough rapid response or scouting force capable of damaging tough or dug in forces. The Fire Gale provides some short ranged but mobile anti-tank ability. The Towering Destroyer beefs up the close combat ability of a knight force, the guardian support can stop the knights being swamped by numerically larger detachments and allows the formation of a small self-contained Exodite army.

For the Dragon Riders a more 'feral' theme was required, easily done via the *Rampage* ability. No other Eldar unit, bar the Avatar, has the ability, but it suits the savage but slow-brained megasaurs. The Dragon Riders do seem to be fairly good all-rounders but *Rampage* is a double-edged sword and they will suffer if they lose an assault.

Since both detachment types represent isolated Eldar who had given up on the traditional trappings of their race and probably short on resources, only guardians and bikes were given as support options. The backbone of the detachments needs to be provided by the 'big guys' themselves.

In battles both detachment types developed into a support role. The dragons were held back over an objective ready to strike back at a deep incursion by the enemy. The Knights would either keep areas of the table clear by standing on overwatch with their Maelstrom Cannon, or move from trouble spot to trouble spot aiding fellow troops with their anti-tank or (with Towering Destroyers) their Assault scores. The most common cause for fatalities for either troop types was heavy barrages from mass artillery or (for the knights) assaults from more expensive detachments with a larger assault score.

It's fun designing troop types for my favourite GW game, filling in some of the blanks, as it were. The next plan is to design another army from scratch like Necrons perhaps, where the most fun will be designing and modelling the War Engines.

Epic's a great game with a great background so if you don't play it, give it a go. If you do play it why not add to it, design something, don't just hang around waiting for the next issue of *Firepower*.

A Phantom Titan prepares to get its coat!

'Eet Seekaz

GORKAMORKA™ **Gorkamorka Gubbinz** GORKAMORKA™

By Craig Thompson Wood

Craig is from Edmonton, Canada and is a fantical Gorkamorka player. This is the first time that he has got off of his 'duff' and sent in an article, although he assures us it certainly won't be his last. Unfortunately he has been greatly hindered by the crash of his computer recently and that may have an ill effect on his submissions. Craig has put his 'Eet Seekas through rigorous playtesting which he admits was the most fun part.

House Rules

Eet Seeka Missiles

Firing: The 'Eet Seeka Missile is fired in the player's shooting phase as normal. The initial range of the missile is 10+ the score of an artillery dice. If this roll equals or exceeds the distance to the target then roll to hit as normal – note that the Eet Seeka is unusual in that it has a better chance to hit targets at long range as oppose to short range, due to the time it takes for the missile's instruments to come on line. If the missile hits, then determine damage as normal and carry on with no further effects.

Should the missile miss or be short on range then move it to its maximum distance pointing in the direction fired. You should now turn the missile 45 degrees (use gubbinz) in the direction of its target vehicle (see choosing targets below). Should the distance show that the missile is on top of the vehicle, move it so that it is on the opposite side of it from the firing position and then turn as normal.

If the artillery dice comes up as a misfire then the missile has exploded in the breach. Roll for damage on the shooting vehicle table as though hit in the fixed weapon and for obvious reasons, armour plating is not allowed to be used.

Choosing Targets:

The Eet Seeka Missile locks onto sources of heat and uses this to guide itself to a target. Even the largest of Boyz doesn't produce enough natural body heat to attract the most sensitive of 'Eet Seekas. However, boyz with implants that produce gas emissions and other heat sources may do. As such, the following are considered to be targets:

Trukks, traks, bikes, boyz with – gyro stabilised monowheels, traks or wheels for legs, kustom thrusta boostas (which have been used) and hot squigglies (see rules later).

Trukks and vehicles which are immobilized do not count, as it is partially the gas emissions which attract the 'Eet Seeka. However, a vehicle which is burning as a result of its damage, will attract the 'Eet seekas attention. (This does not mean to say that an 'Eet Seeka cannot be fired directly at a regular boy, it just won't lock onto him after its been fired. From the above list of potential targets the 'Eet Seeka will choose its target from whichever is the closest and will now be considered to be chasing its target (see rules for

chasing below). If there are any doubts as to which vehicle is closer then use a random dice roll to determine.

Chasing vehicles:

During the targeted vehicle's movement phase, the Eet Seeka will move everytime its target moves.

The 'Eet Seeka will move in a straight line a number of inches equal to the roll of an artillery dice, even if this carries it beyond the relative position of the target vehicle (but remember if it makes contact with anything it is considered to have exploded). After moving the 'Eet Seeka may turn up to 45 degrees in order to bring it into line with the vehicle's direction of movement. Also, consider that if it comes closer to a different target then it will select the closer vehicle as its new target.

Once a target vehicle has ended its movement, for whatever reason or if the 'Eet Seeka locks onto a new target, then it will make one more movement before stopping until the next turn. However, should any vehicle come closer to the 'Eet Seeka, even after it has been activated and played, it will become re-activated and pursue as normal.

If at any point in its movement a *Misfire* is rolled, then the missile crashes to the ground, exploding on impact and is removed from play.

Boyz on Foot

Although they cannot be chased under normal conditions, it possible for Boyz caught on foot to get in the way of a speeding missile.

If the 'Eet Seeka should happen to pass over a Boy on foot during the course of its movement, then he should make an Initiative test to get out of the way, rolling equal to or under.

A failed test means that the model has been struck and suffers a S3 hit from the impact of the missile. They should then roll a D6 and on a 1-3 the missile carries on as normal, on a 4-6 the missile explodes and the boy suffers the full force of the missile – the missile (and probably boy?) are removed from play.

Other

An Eet Seeka missile can be removed from play in several ways. As previously mentioned it may run out of steam and crash to the ground. It might move off the table, in which case it is removed from play. Or it could collide with something which causes it to detonate (vehicle, Boyz on foot, scenery) – any outcropping, rock, dune or barrel will intervene with the 'Eet Seeka's path and cause it to explode.

If an 'Eet Seeka ever finishes its movement more than 12" away from any targetable vehicle/heat source then it will crash harmlessly to the ground and be removed from play.

Finally, an 'Eet Seeka may be shot down. Shooters suffer a -1 penalty to hit in addition to any other penalties. This is because of the 'Eet Seeka's erratic movement. The missile has a Toughness of 5, and 1 wound.

Summary

1. Firing vehicle selects target vehicle.

2. Firing vehicle rolls artillery dice to determine range.

3. Determine to hit modifiers and roll to hit.

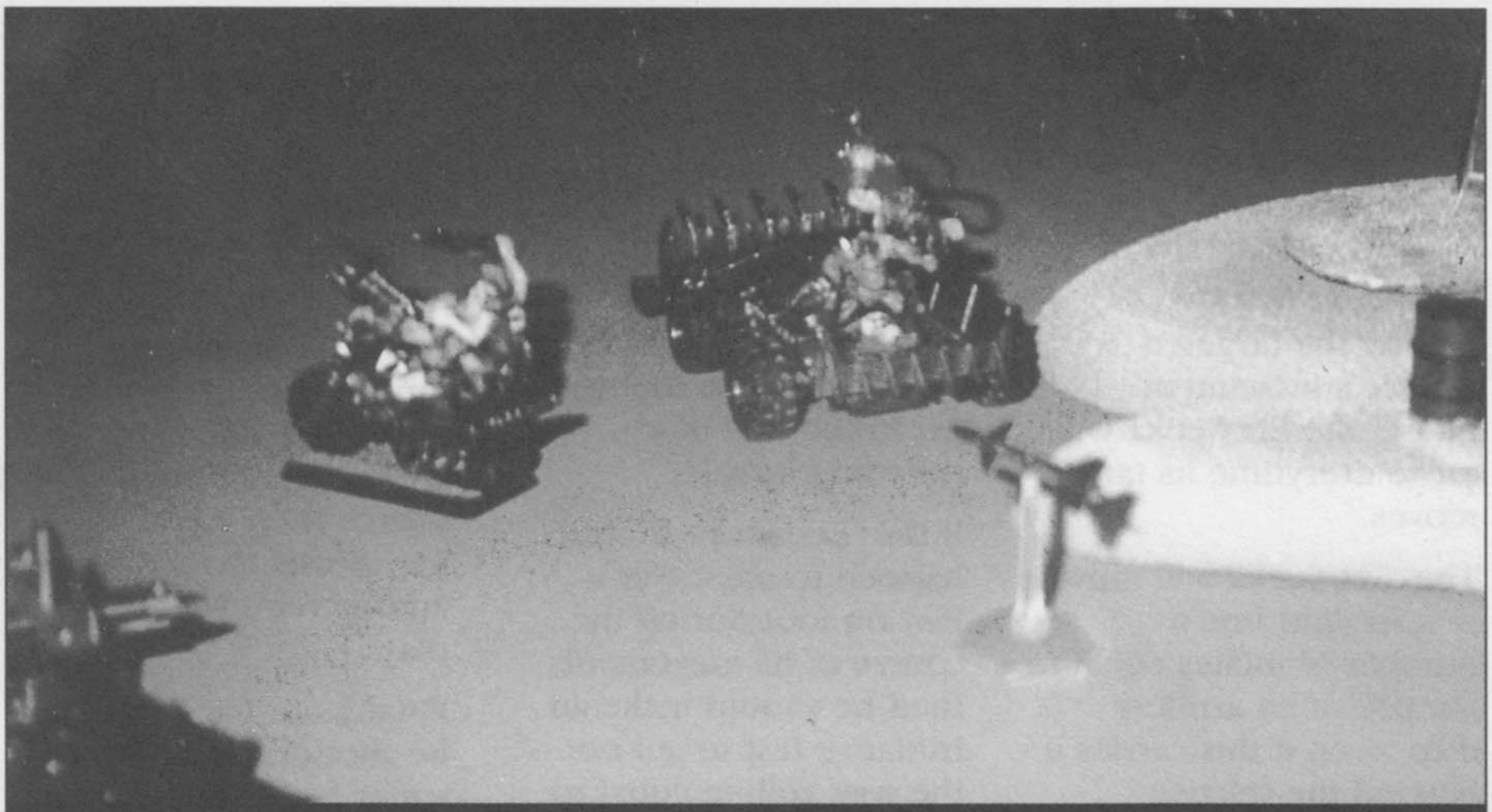
4. If hit, determine damage as normal.

If it misses, move the missile to maximum range rolled, facing in the direction fired.

5. Missile selects closest vehicle as its target and makes an immediate turn towards the selected

Eet Seeka

Range		To Hit					
Short	Long	Short	Long	Str	Dam	Sav	Ammo
0-10	11-20	-1	+1	5	1	-2	Auto



An Eet Seeka missile giving chase to a trukk and bike

vehicle's direction of movement.

6. As the selected vehicle moves, the 'Eet seeka rolls artillery dice to determine distance travelled in a straight line and then turns.

This continues until either the 'Eet Seeka is removed from play somehow (colliding with something, running out of steam, etc.) either its target stops or it chooses a new target. In the latter two respects the 'Eet Seeka will make one final move towards its (new) target and if it fails to reach it, will be considered to be chasing it in the target's next turn as well.

Purchasing

'Eet Seeka missiles are treated as an upgrade at the Meks for your Rokkit Launcher. So roll as normal and pay the 1D6 teef as normal.

Modelling

During playtesting a hunter-killer missile from a Warhammer 40,000 tank kit mounted on a flying base was used. This was highly effective and works well for play purposes.

Hot Squigglies!

A Hot Squiggly starts out its life as a Joose Squig, a small, slug-like beast that the Orks farm. The Joose Squig excretes an oily, flammable substance which the Orks use for fuel, weapons, and dead 'ard drinks! The Joose Squig also serves a role in distracting the unwanted attention of 'Eet Seeka missiles.

When an 'Eet Seeka locks onto its target, some of the more prepared Ork crews set fire to their Joose Squigs and throw them overboard. The oily skin of the Joose Squig produces an intense heat and with any luck will divert the 'Eet Seeka away from the vehicle.

When: Before each gas move or thrust, a vehicle may elect to throw off some, none, or all of its Hot Squigglies. Mark the spot where the Squigglies are dropped as they continue to burn even after the initial drop.

Targeting: You may now treat the Squigglies as a vehicle for the purposes of targeting the 'Eet Seeka. However, whether the Hot Squigglies will hold the attention of the 'Eet Seeka depends on how many Squigglies are sacrificed, as more Squigglies means more heat.

Distracting: If one Squiggly is thrown overboard, then the 'Eet

Seeka will be attracted on a D6 roll of 6+, for each additional Squiggly thrown over, it will increase the chances by +1 to a maximum of 2+.

If an 'Eet Seeka is attracted to a Hot Squiggly, then it will move towards it unless another vehicle comes closer to the missile than the Hot Squiggly, and draws its attention away. When the 'Eet Seeka reaches the Squigglies, it crashes to the ground and the Eet Seeka and squigglies are removed from play.

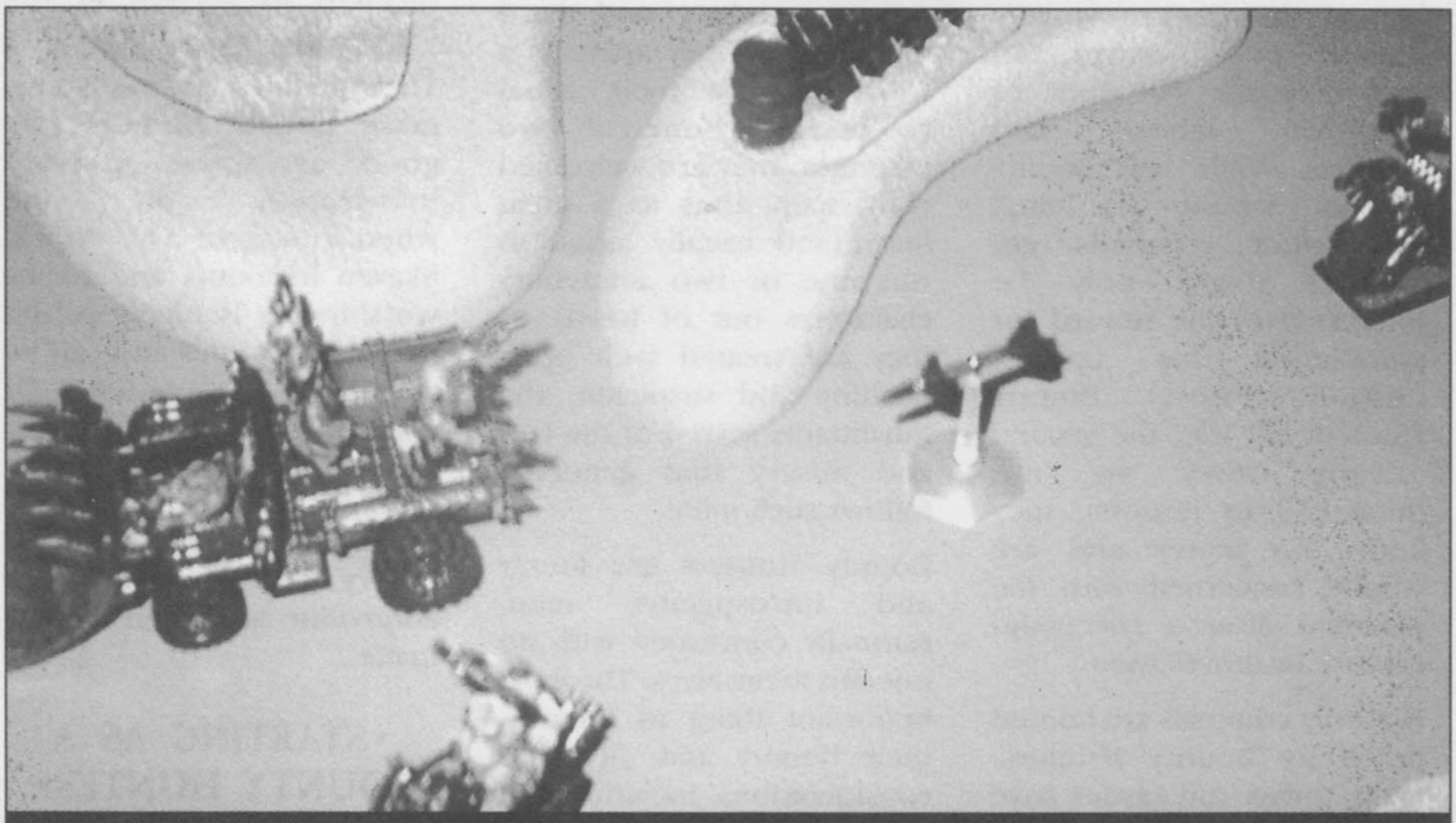
Jettisoned Squigglies will continue to burn as a flamer hit – test at the start of every turn (of the player who threw the Squigglies) – and they will go out on a roll of 6+. Test individually for each Squiggly.

Provided that the 'Eet Seeka is not fooled by the Hot Squigglies, it will continue on its course towards the target vehicle passing over the Hot Squigglies if necessary (they're too small to get in the way). Of course there is nothing to stop a vehicle from throwing out more than one lot of Hot Squigglies during its movement phase!

If a missile is not drawn to the Hot Squigglies, that does not mean to say that it shouldn't pass by them again at a later time, or a different 'Eet Seeka for that matter, won't be attracted then. Roll for attraction every time the Squigglies are the closest possible target, remembering to take into account how many Squigglies there are.

Gubbinz: Hot Squigglies count as gubbinz and if destroyed (on a roll of 4+), then the bucket of Joose Squigs is spilt and all the remaining Squigs are lost. On the roll of 6 (when testing to see if the Squigs are destroyed) the Joose Squigs have caught fire and all mobsters on the crew compartment (or anybody on a bike) must roll a d6 – on a roll of 4+ they have caught fire (as a flamer hit) and will take a hit with a Strength equal to the number of Squigglies that were still in the bucket at the time. Test for being set on fire, etc. exactly as a flamer hit.

Purchasing: Hot Squigglies may be purchased between games at a cost of one Toof for every three Squigs. For obvious reasons they are a one-use item.



On a cramped battlefield things could really start to get dangerous...

•BOUNTY HUNTER•

A new character for Warhammer Quest
By Gav Thorpe

Gav's back on the case following the successes of the Halfling Thief and Kislevite Shaman with a cigar-chompin, icy staring Bounty Hunter hot on the trail of the Outlaw character from issue 33.

Gav's got a few more characters up his sleeve that we're going to feature in the next issue of Deathblow magazine – so keep your eyes peeled. We haven't developed any special rules for when you have a party that includes both the Bounty Hunter and the Outlaw characters because we thought that you would take wicked pleasure in doing that yourselves!

•INTRODUCTION•

Where there are people, there is always crime. Where there is crime, there is always a Bounty Hunter. These grim stalkers of the criminal elements in society earn their money hunting down wrongdoers and bringing them to justice, often with a crossbow bolt or a knife. The law of the Empire is very regional and disjointed, and many people fall foul of unknown taboos and customs. While one Bounty Hunter would let such inadvertent criminals go, another might only be interested in the reward for completing his current mission. Most Bounty Hunters fall into the second category, they are not interested in reasons, they know no mercy and are wholly concerned with the payment after a successful capture or termination.

Not only criminals are hunted down by Bounty Hunters, many towns and castles have a standing reward for proof of slain Goblins, Beastmen, Chaos worshippers and other threats. A Bounty Hunter in between missions will often venture into the wilds and ambush scattered groups of such creatures and take their ears, heads or thumbs as proof for his reward.

Bounty Hunters gain a reputation for themselves by completing missions, being utterly ruthless and hard bitten. When they arrive in a town or city their usual reception is one of two extremes; they are welcomed with open arms as a great hero (and usually asked to run one or two unsavoury characters out of town) or they are treated with open hostility and suspicion, the inhabitants scared of the fear and misery that generally follows such men.

Bounty Hunters are lonely and introspective men, normally concerned with no one but themselves. The most important thing to them is their bounty and all other considerations, including self comfort and preservation, take second place. A lot of Old Worlders are under the impression that Bounty Hunters are shallow and callous men and only care about gold, and this is indeed true in some cases. Other Bounty Hunters have very personal reasons for choosing their career, such as vengeance for the loss of a loved one or personal torment or torture at the hands of those he hunts.

Their abilities and skills also make Bounty Hunters very good as spies. Accurate information on the whereabouts of Orc tribes, Skaven hide-outs and Chaos worshippers is highly prized by the authorities and can be very well rewarded. Of course, the majority of Bounty Hunters prefer nothing better than the feel of the hunt, the chase of the quarry and the surge of adrenaline as another mark is made...

•STARTING AS A BOUNTY HUNTER•

You may choose to start as a Battle-level 1 Bounty Hunter

instead of one of the Warriors in the Warhammer Quest game.

Equipment

The Bounty Hunter starts the game armed with a special repeating crossbow and equipped with some Iron Rations.

Repeating Crossbow: This has a range of 8 squares and fires three shots each time it is fired. It has a magazine of three bolts and takes a turn to reload. The Bounty Hunter may not move or attack while he reloads the Repeating Crossbow.

Iron Rations: The Bounty Hunter carries a pack of food to sustain him on his mission. He starts the adventure with D6+2 iron rations, each of which will heal 2 wounds when eaten. Once all of the iron rations have been eaten, discard this card. Any Warrior may eat Iron rations (providing the Bounty Hunter is alive and wants to!).

Special Skill

The Bounty Hunter does not always have to act in the Warriors' phase according to his Initiative. Roll 1D6 at the start of the turn, after Power has been rolled. On a roll of 5 or 6 you may choose when you take your turn. You may not Interrupt another Warrior's action once he has started, but you may take your turn before the Warrior with the Lantern. If you roll a 4 or less you must take your turn according to your Initiative.

OUTLAW EVENT CARD

Most important to the Bounty Hunter Warrior character is the Outlaw Event card. You make this using a spare event card and then this should be shuffled into the Event deck like any other Event card. If the Outlaw is drawn he will attack the Bounty Hunter, there is no need to use the Warrior counters. In addition, turn over the next Event card and play that as normal. The Outlaw is only worth gold to the Bounty Hunter, other Warriors gain nothing for killing him. The Outlaw is not worth any Treasure on his own, though the Event card drawn with him may be.

•ADVANCED RULES•

Reputation

A Bounty Hunter must always seem to be above mere men. He cannot show weakness or emotion and must be determined to see things through to the end, no matter what the outcome will be. A Bounty Hunter that is famous for his hard-bitten attitude and total lack of remorse is feared by ordinary folk, but has few friends. Most Bounty Hunters prefer it this way.

In certain situations a Bounty Hunter will gain a point of Reputation. Reputation affects the welcome a Bounty Hunter will gain in settlements, and the way people will treat a Bounty Hunter in Stores and Ale Houses.

The most common circumstances that lead to an increase in Reputation are to successfully collect a Bounty, by demonstrating his combat skills in public (such as a duel or brawl) and bringing in the heads, ears or feet of powerful and dangerous Monsters.

You will lose Reputation if the Bounty Hunter does the following things; fails to collect a Bounty, loses face in public or returns from an adventure with little evidence of killing Monsters.

A Bounty Hunter starts his career with 1 point of Reputation

See the Bounty Hunters in Settlements and Bounty Hunters and Events sections for more details.

EVENTS

Bounty Hunters pride themselves on their unbiased attitude and their ruthlessness. They cannot be seen to back down from a challenge or they will 'lose face' and their authority will not be respected. A Bounty Hunter may never avoid a confrontation such as a duel.

Because of his contacts, a Bounty Hunter can cash in on encounters with bandits, thieves and the like. If the Bounty Hunter is involved in the 'Reward' Settlement Event or 'Prisoner', 'Ambush' and 'Brigands' results on the Hazards Table he gains 2D6x10 gold if he concludes the Event successfully.

On the Events and Hazards mentioned above, and on the 'Duel' settlement Event, there is a chance that the Bounty Hunter can scare off the attackers simply by being who he is. Roll 1D6 and add Bounty Hunter's Reputation. On a roll of 10 or more the opponents are scared off, treat the event as if you had rolled a 6 on the dice.

On all of the above Events the Bounty Hunter gains +1 Reputation if he concludes the event successfully, and loses -1 Reputation if he fails to defeat his opponents.

SETTLEMENTS

Whenever a Bounty Hunter reaches a settlement he should roll 1D6 and add the Bounty Hunter's Reputation the the score. Look up the result on the following chart.

WELCOME TABLE

Roll 1D6+Reputation

5 or less – The townsfolk don't recognise the Bounty Hunter, no special rules apply.

6-8 – A few people of the settlement know the Bounty Hunter and tell others. Whenever the Bounty Hunter enters a shop, roll 1D6. On a roll of 1-5 any items bought cost the Bounty Hunter their normal price. On a roll of 6 any items bought are at half-price. Roll once now for all items the Bounty Hunter buys.

9-10 – A small welcoming committee meets the Bounty Hunter at the town's outskirts. Roll 1D6 and add the Bounty Hunter's Reputation. On a roll of 7 or more the townsfolk are scared of him and the Bounty Hunter does not need to pay living expenses while in the settlement. On an unmodified roll of 1 the inhabitants chase the Bounty Hunter out as a troublemaker and a war-bringer.

11-12 – The inhabitants openly stare at the Bounty Hunter as he walks past. The Bounty Hunter does not have to pay living expenses while he is here, and any shops the Bounty Hunter enters will sell him equipment at half price if the Bounty Hunter can score 9 or more on 1D6+ his Reputation, rolled once for each shop.

13 or more – When news of the Bounty Hunter's arrival spreads a large part of the criminal fraternity flees the settlement. The Bounty Hunter does not have to pay living expenses while here, and the grateful inhabitants pay the Bounty Hunter 1D6x50 gold for his services.

The Bounty Hunter may visit the following Locations; General Store, Gunsmith, Weaponsmith, Armourer, Animal Trader, Temple, Gambling Den, Fighting School and Pit Fighter Armoury (if a Bounty Hunter has the Pit Fighter Warrior pack), Alchemist and the Fletcher. If a Bounty Hunter visits the Alehouse roll on the table opposite instead of the one in the Warhammer Quest rulebook.

The Watch House

The Bounty Hunter must visit the Watch House to claim his bounties and find wanted posters for future quarries. The first thing a Bounty Hunter must do (unless he is training) is visit the Watch House when he reaches a settlement. The Watch house has a location roll of 7.

Claiming bounties

If the Bounty Hunter has killed or captured an Outlaw from the previous dungeon, he must roll on the following table to collect his money.

BOUNTY TABLE

Roll 1D6

1. Unfortunately, the Outlaw the Bounty Hunter has brought to justice is not the man who is wanted, and the Bounty Hunter must pay him 1D6x100 gold to shut him up (or his family if the Bounty Hunter terminated the Outlaw in the line of duty). The Bounty Hunter does not get any money for this Outlaw and you should keep the Wanted poster, for obvious reasons.

2. The Outlaw has been found innocent for some of his crimes while the Bounty Hunter was hunting him, reduce the number of crimes he is wanted for by 1D6 (randomly generate which ones are removed), and adjust his Bounty value accordingly. If the Outlaw was found innocent of all of his crimes see result 1 above.

3-4. You get paid for a job well done.

5. Another D3 crimes have been added to the bounty since the Bounty Hunter left, work them out as usual and adjust the Outlaw's Bounty value accordingly.

6. Another D6 crimes have been added to the bounty since the Bounty Hunter left, work them out as usual and adjust the Outlaw's Bounty value accordingly.

Wanted Posters

After he has any Bounties the Bounty Hunter looks around for any more Wanted posters that he hasn't seen yet. Roll 1D6 on the following table:

WANTED TABLE

Roll 1D6

1. Someone else has brought in one of the Bounty Hunter's Outlaw's. Draw an Outlaw counter and remove him from Bounty Hunter's wanted list.

2. There are no new wanted posters.

3-5. The Bounty Hunter finds another Wanted poster, generate the Outlaw as normal

6. There are D3 more Wanted posters, generated as normal.

Arms Merchant

The Bounty Hunter may also visit the Arms Merchant location to buy supplies and equipment. The Bounty Hunter may not sell items back to the Arms Merchant.

•ALEHOUSE TABLE•

2D6	RESULTS
2	A shadowy figure makes a dash for it as the Bounty Hunter enters and he gives chase. Create an Outlaw using the rules given later. Outside, the Bounty Hunter finds the Outlaw accompanied by D6 henchmen and the Bounty Hunter must fight them all. Place a corridor section on the table and suitable models, no model can leave the board section. Fight out the action as normal. The Thugs have the following profile:

M	WS	BS	S	T	W	I	A	AR	DAM	GOLD
4	3	6+	3	3	4	4	1	0	1	60

If the Bounty Hunter defeats them all then he gains the Bounty and Reputation as if he had brought the Outlaw in (alive if the Outlaw is wanted dead or alive). If the criminals knock the Bounty Hunter to zero wounds they rob him of 2D6x50 gold and the Bounty Hunter loses -1 wound permanently. If this happens the Bounty Hunter also loses 1 point of Reputation. When the Bounty Hunter rolls the Power dice consult the following table:

Power Roll	Event
1	D6 more thugs arrive to help the Outlaw
2	The Watch arrives and arrest everybody who must pay 1D6x200 gold fine or spend 2D6 days in jail during which time the Bounty Hunter does not pay living expenses but cannot do anything else (this applies to the Bounty Hunter and any other Warriors involved in the fray).
3-5	No event
6	One of the other Warriors turns up to help the Bounty Hunter. Draw a Warrior counter to see who it is and place them randomly at one end of the alley.

3	As the Bounty Hunter steps into the Ale House a burly man rises from the smoke by the fireplace and calls him by name. The Bounty Hunter recognises him as an old foe who has escaped justice many times before. Roll up an Outlaw as shown later in this Warrior pack. The Outlaw offers the Bounty Hunter a chance to fight him in single combat. Roll 1D6 and add the Bounty Hunter's Initiative. If the Bounty Hunter scores 7 or more he reaches to his belt, unslings his Repeating Crossbow and shoots the thug between the eyes. If the Bounty Hunter rolls a 6 or less he is grabbed and disarmed before he can react. Roll 1D6 and add the Bounty Hunter's Weapon skill, this is the Bounty Hunter's total for the combat.. Now roll 1D6 and add the Outlaw's Weapon skill to find out the total of the Bounty Hunter's enemy. If the Bounty Hunter scores higher he has won, and methodically takes the Outlaw apart with telling blows from his fists. If the Bounty Hunter's total is equal the combat is drawn and the felon manages to escape the Bounty Hunter again. If the Bounty Hunter scores less he is pummelled by the Outlaw's huge fists and left unconscious in a back alley and loses 1 Wound permanently. If he is defeated the Bounty Hunter loses 2D6x 50 gold and 1 point of Reputation.
4	As the Bounty Hunter stalks into the ale House he notices a young, keen eyed boy staring at him through the haze. As the Bounty Hunter settles down in a shadowy corner the boy approaches the Bounty Hunter and sits down opposite. He introduces himself as an orphan who's parents were recently killed in a bandit raid and he pleads the Bounty Hunter to hunt down the offenders. Roll 1D6 and add the Bounty Hunter's Initiative. If he scores 6 or less the Bounty Hunter does not notice the boy stealing a pouch of money from his belt. Lose 2D6x20 gold. If the Bounty Hunter rolls 7 or more he catches the 'orphan' trying to steal from him and flings him into the street. The barman apologises and offers the Bounty Hunter free drinks for the trouble. *(continued over)*

•ALEHOUSE TABLE (cont)•

2D6	RESULTS
5-9	Roll on the ordinary Ale House chart, with no modifier.
10	As the Bounty Hunter sits in the corner out of anybody's way, he spies a tough looking man enter. The newcomer demands wine in a loud Bretonnian voice. Recognising the accent the Bounty Hunter sneaks up behind the man and places his sword in the small of the Outlaw's back. The man turns round slowly and the Bounty Hunter's first suspicions are confirmed. The Bretonnian is a famous thief, wanted all over the Old World for a long list of crimes, and notoriously good at escaping from prisons. Work out his profile as detailed later in this Warrior pack, and gain the bounty as usual (if the Outlaw is wanted Dead or Alive the Bounty Hunter takes him in Alive).
11	As the Bounty Hunter settles down to a pleasant tankard of ale he hears shouts and the sounds of a fight from outside. Slamming the door open the Bounty Hunter is confronted with the sight of two men brawling in the street. In a low, menacing voice the Bounty Hunter tells them to cease their quarrel or he will take them to the watch on charges of Breaking the Peace and Assault. Roll 1D6 and add the Bounty Hunter's Reputation. On a roll of 8 or more they stop fighting, dust themselves off and depart. The owner of the Ale House thanks the Bounty Hunter for his intervention and gives him 2D6x40 gold for keeping things under control. If the Bounty Hunter rolls 7 or less the fighters ignore him and the Bounty Hunter is forced to intervene physically. When the watch arrive everybody is arrested for Disorderly Behaviour and the Bounty Hunter must pay a 2D6x 10 gold fine and lose one point of Reputation.
12	The Bounty Hunter walks into the Ale House as a brawl is in full swing. The Bounty Hunter is stopped in his tracks when he notices an Ogre standing in the middle of the room swinging a bench , while happily singing a Smashin' song in a loud, tone-deaf bellow. Calmly stepping in to the fray the Bounty Hunter clubs a man over the head with the hilt of his sword. He then proceeds to punch, kick and throw everybody out. At the end of it all only the Bounty Hunter and the Ogre are left standing. The Bounty Hunter looks at him and the Ogre smiles sheepishly and puts his hands up. During the fight the Bounty Hunter managed to knock out some wanted criminals who had been stirring up trouble. Gain one point of Reputation and 3D6x 200 gold.

•BOUNTY HUNTER TRAINING & SKILLS•

A Bounty Hunter trains like any other Warrior, spending a week being taught by more experienced men, and paying them for their time. When the Bounty Hunter gains a skill roll 2D6 on the following chart, just like the Warriors' in the Warhammer Quest boxed game.

2 Fast Draw

(As Imperial Noble)

3 Evade

(As Elf)

4 Marksman

The Bounty Hunter is an expert at finding weaknesses in an opponent, using his knowledge to fire crippling shots at his enemies.

When the Bounty Hunter rolls a natural 6 to hit with his Repeating Crossbow he may fire the next shot into exactly the same spot. If he does this then do not work out damage immediately, but roll to hit again straight away. If this also hits add the damage together before making any deductions for Toughness, armour, etc. If the Bounty Hunter rolls several sixes in a row keep adding the damage together until he fails to roll a six or runs our of shots for the turn.

5 First Aid

The Bounty Hunter has learnt how to best stitch up wounds, apply tourniquets and other field medicine. When the Bounty Hunter heals himself or another Warrior with Bandages roll 1D6. If the score is equal to or greater than that shown on the table below he manages to heal an

·THE ARMS MERCHANT·

ITEM	STOCK	COST(BUY)	SPECIAL RULES
Repeating Crossbow Magazines			
Normal	3	25	Lasts one adventure.
Six-shooter	8	200	May fire 6 shots before reloading (3 bolts per shot). Lasts one adventure
Nine-shooter	10	500	May fire 9 shots before reloading (3 bolts per shot) Lasts one adventure
Kwikfire Repeating Crossbow	11	5000	This Repeating Crossbow may be fired twice per turn if the Bounty Hunter does not move. Count each shot as separate. May not be re-loaded, so special six-shooter magazine is required (see above)
Concealed Blade	9	500	If the Bounty Hunter is knocked to zero Wounds, roll 1D6. On a roll of 6 the Bounty Hunter gains an immediate attack against the Monster that just attacked.
Dark cloak	10	750	Monsters are at -1 to hit the Bounty Hunter.
Manacles	9	600	A captured Outlaw does not escape if the Bounty Hunter can roll 3 or more on 1D6 when he defeats the Outlaw.

additional number of wounds, as shown below.

Title	Success roll	Effect
Novice	N/A	N/A
Champ	4+	+2 Wounds
Hero	4+	+3 Wounds
Lord	3+	+3 Wounds

6 Killing Blow

(As Dwarf skill)

7 Crack Shot

The Bounty Hunter is a great shot with missile weapons, timing his shooting with a pin point accuracy. The Bounty Hunter does an extra number of wounds with missile weapons, as shown on the table below

Title	Effect
Novice	N/A
Champ	+1D6 Wounds
Hero	+1D6+3 Wounds
Lord	+2D6 Wounds

8 Dirty Blow

(As Pit Fighter skill)

9 Attitude

The Bounty Hunter drives a hard bargain and has no qualms about arguing over rewards and Bounties. You may add +1 to rolls on the Bounty and Wanted Posters tables, but a roll of 1 is still a result of 1 on the table.

10 Sureshot

(As Elf skill)

11 Magic Resistance.

The Bounty hunter is unaffected by magic (friendly or hostile) on a D6 roll of 5+. For more information see the Magic Resist monster ability in the Bestiary..

12 Rapid Reload

The Bounty Hunter has learnt how to change the magazine in his Repeating Crossbow with little thought or effort, his hand blurring between his belt and weapon with astonishing speed. The Bounty Hunter does not need to spend a turn to reload his Repeating Crossbow. (with the Kwikfire Crossbow he can fire twice per turn even with a 3-bolt magazine!)

•OUTLAWS•

The Bounty Hunter goes down dungeons to root out felons and criminals who have taken refuge there. When he starts his career the Bounty Hunter is already chasing one Outlaw. His Wanted poster and Outlaw counter have been covered already.

During the course of the Bounty Hunter's adventures he will gain more Wanted posters, and will be after a larger number of Outlaws as he go up through the levels. Whenever the Bounty Hunter is asked to generate an Outlaw or Wanted poster follow the procedure given below, and write out the Outlaw's name on one of the Outlaw counters provided. All of the Outlaw counters should be placed in a cup in the same way as the Warrior counters.

When the Bounty Hunter draws the Outlaw Event card, or runs into an Outlaw in a different situation, the Bounty Hunter should follow these rules. Draw an Outlaw counter from the cup to see who the Bounty Hunter has managed to track down. Place the Outlaw like any other monster, if he has a missile weapon he will be placed like missile armed Monsters. Draw the next Event card immediately and carry on as normal.

Claiming Bounties

Sometimes a Bounty Hunter may wish to take an Outlaw alive, either to get more money or because the authorities want to put him on trial for his crimes. If a Bounty Hunter wishes to do this then when he reduces an Outlaw to zero wounds roll a D6. On a roll of 1 the last blow really was fatal and the Outlaw is dead, on a 2 or more the Outlaw is unconscious but alive.

The Bounty Hunter then has a choice of tying up the Outlaw and coming back for him, or dragging him through the dungeon with him. If the Bounty Hunter decides to leave the Outlaw then place his counter in the board section where he was encountered. When the Bounty Hunter has completed the adventure (or changes his mind and decides to go back for him) the Bounty Hunter must go back to that room to collect him and then escape the dungeon as normal. However, roll 1D6 when he gets to the room the Outlaw is in, on a roll of 1 the Outlaw has escaped.

If the Bounty Hunter takes the Outlaw with him the Outlaw cannot escape, but he does take up the Bounty Hunter's attention as he has to keep an eye on him. While dragging an Outlaw with him the Bounty Hunter loses his ability to try and interrupt the normal Initiative order.

Once the Bounty Hunter leaves the dungeon he must get the Outlaw back to a settlement. Once again roll 1D6 and add the Bounty Hunter's Initiative, on a roll of 6 or less the Outlaw manages to escape from the Bounty Hunter during the long journey.

If the Bounty Hunter ever has an Outlaw escape (in the dungeon or while travelling to a settlement) the Bounty Hunter immediately loses 1D3 points of Reputation, and should place the Outlaw counter back in the cup.

Generating Outlaws

1. Find the level on the table. Look up your Warrior's battle-level on the following table to find out which profiles are possible.

2. Roll for profile. Roll 1D6 for the Outlaw's profile and fill in a Wanted poster with the details. Also roll for the Outlaw's weapons and equipment now. The Outlaw has 1D6 rolls on the following table. He will always use the highest strength weapon he owns, and the toughest armour. If you do not roll a hand-to-hand weapon you may assume that the Outlaw is armed with a normal sword. The Bounty Hunter will combine a piece of armour, a shield and a helmet to make his Toughness as high as possible.

EQUIPMENT TABLE

Roll 1D6

1-2. Armour. Roll 1D6 on the armour table.

3-4. Hand-to-Hand Weapon. Roll 1D6 on the Hand-to-Hand Weapons table.

5. Missile Weapon .Roll 1D6 on the Missile Weapons table.

6. Special. Roll 1D6 on the Special equipment table.

ARMOUR TABLE

Roll 1D6

1. Helmet, +1 Toughness

2. Great Helm, +2 Toughness

3. Shield, +2 Toughness

4. Leather armour, +2 Toughness

5. Mail armour, +3 Toughness

6. Plate armour, -1 Movement, +4 Toughness

·OUTLAW ABILITIES TABLE·

D66	ABILITY
11	*Ambush*, 4+. See The Bestiary section of the Warhammer Quest rulebook. If rolled again this ability adds +1 to the Outlaw's ambush roll.
12	*Ambush,* Magic 4+. See The Bestiary section of the Warhammer Quest rulebook. If rolled again this ability adds +1 to the Outlaw's ambush roll.
13	*Armed with Bow* (Str 4). If rolled again increase the Bow's strength by 1.
14	*Dodge* 6+. See The Bestiary section of the Warhammer Quest rulebook. Subsequent results of this ability add +1 to the Outlaw's Dodge roll.
15	*Magic Weapon*. See The Bestiary section of the Warhammer Quest rulebook.
16	*Frenzy* 5+. See The Bestiary section of the Warhammer Quest rulebook.
21	*Slippery character*. The Outlaw is adept at escaping. If the Bounty Hunter leaves him to collect later, he will have escaped on a 1 or 2, instead of a roll of 1. If the Bounty Hunter takes him with him, roll 1D6 for each subsequent combat the Bounty Hunter is in. On a roll of 1 he manages to use the noise and distraction of combat to slip away. If he escapes, follow the normal rules given earlier.
22	*Fear* (Bounty Hunter's battle-level +3).See The Bestiary section of the Warhammer Quest rulebook.
23	*Dodge* 6+. See The Bestiary section of the Warhammer Quest rulebook. Subsequent results of this ability add +1 to the Outlaw's Dodge roll.
24	*Magic Item*. See The Bestiary section of the Warhammer Quest rulebook.
25	*Partner*. The Outlaw is accompanied by his partner in crime. Roll another Outlaw, they will both be found together.
26	*Hate*. The Outlaw Hates the Bounty Hunter. See The Bestiary section of the Warhammer Quest rulebook.
31	*Hypnotise* 5+. See The Bestiary section of the Warhammer Quest rulebook.
32	*Ignore Blows* 6+. See The Bestiary section of the Warhammer Quest rulebook. Subsequent rolls of this result add +1 to the dice roll.
33	*Dodge* 6+. See The Bestiary section of the Warhammer Quest rulebook. Subsequent rolls of this ability add +1 to the Outlaw's Dodge roll.
34	*Magic Item*. See The Bestiary section of the Warhammer Quest rulebook.
35	*Henchmen*. The Outlaw is accompanied by his band of D6 henchmen. These Henchmen have the profile shown on the Outlaw table, and act as Guards for the Outlaw. See The Bestiary section of the Warhammer Quest rulebook for details of Guards.
36	*Magic Weapon*. See The Bestiary section of the Warhammer Quest rulebook.
41-42	*Magic 1*. See The Bestiary section of the Warhammer Quest rulebook. Roll on this table to see which type of Magic he uses: 1-2 Chaos 3-5 Necromantic 6 Chaos Dwarf The Outlaw is treated like a Magic User for all purposes. Subsequent rolls of this ability increases the level of the Outlaw (Necromantic Magic 1 becomes Necromantic Magic 2, for example)
43	*Magic Dispel* 5+, See The Bestiary section of the Warhammer Quest rulebook. Subsequent rolls of this ability add +1 to the Outlaw's dispel roll.
44	*Magic Resist* 5+. See The Bestiary section of the Warhammer Quest rulebook. If Bounty Hunter roll this result again, add +1 to the Outlaw's Magic Resist roll.

(continued over)

•OUTLAW ABILITIES TABLE (cont)•

D66	ABILITY
45	*Special deal* The Outlaw is currently negotiating a deal between two rival factions, who both have representatives with him. Draw 2 Event cards to see who is with the Outlaw.
46	The Outlaw has *+1 Attack.*
51	*Parry* 5+. See The Bestiary section of the Warhammer Quest rulebook. Subsequent results of this ability add +1 to the Outlaw's Parry roll.
52	*Henchmen*. The Outlaw is accompanied by his partners, drinking cronies, or other associates. Draw 2 Even cards instead of one to see who is with the Outlaw.
53	*Dodge* 6+. See The Bestiary section of the Warhammer Quest rulebook. Subsequent rolls of this ability add +1 to the Outlaw's Dodge roll.
54	*Never Pinned*. See The Bestiary section of the Warhammer Quest rulebook.
55	*Poison.* See The Bestiary section of the Warhammer Quest rulebook.56
61	*Ignore Blows* 6+. See The Bestiary section of the Warhammer Quest rulebook. Subsequent rolls of this result add +1 to the dice roll.
62	*Magic Item*. See The Bestiary section of the Warhammer Quest rulebook.
63	*Protection Ring*. See The Bestiary section of the Warhammer Quest rulebook.
64	The Outlaw has *+1 Weapon skill*, adjust his profile accordingly.
65	*Magic 1*. See The Bestiary section of the Warhammer Quest rulebook. Roll on this table to see which type of Magic he uses: 1-2 Chaos 3-5 Necromantic 6 Chaos Dwarf The Outlaw is treated like a Magic User full all purposes. Subsequent rolls of this ability increases the level of the Outlaw (Necromantic Magic 1 becomes Necromantic Magic 2, for example)
66	*Magic Item*. See The Bestiary section of the Warhammer Quest rulebook for full details.

HAND-TO-HAND TABLE

Roll 1D6

1-3. Sword

4. Battle axe, +1 Strength

5. Warhammer, +2 Strength, Re-roll if he has a shield

6. Two handed sword, -1 to hit, +3 Strength, re-roll if he has a shield.

MISSILE WPN TABLE

Roll 1D6

1-2. Bow (strength 3)

3. Crossbow (strength 4)

4. Repeater crossbow (S 4, fires twice per turn)

5-6. Throwing Spear (Strength 6, see Bestiary section of Warhammer Quest Roleplay Book)

SPECIAL EQUIPMENT TABLE

Roll 1D6

1-2. Ring of protection, +1 Toughness

3-4. Enchanted blade., 1 hand to hand weapon does an extra 1D6 wounds.

5. Runes of warding, gains Magic Resist (6). See Bestiary section of Warhammer Quest Roleplay Book.

6. Crown of Death, does Fatal Damage (1D3). See Bestiary section of Warhammer Quest Roleplay Book.

3. Roll abilities. Some Outlaw's at higher levels have special abilities, the number of them is indicated on their profile. Roll a D66 and look up the special rule on the chart. Do this for each special ability.

4. Other details. Using the charts provided, find out what the Outlaw's name is,

and what crimes he is wanted for.

5. Calculate Bounty. Using the chart at the end of this section work out how much gold the Outlaw is worth to the Bounty Hunter Warrior. Times the Bounty Hunter's Battle-level by 1,000. When Bounty Hunter earn this much gold from bounties, possibly carried over from several Outlaws, the Bounty Hunter Reputation goes up by +1.

If an Outlaw rolls more than one result of Hate, Henchmen, Magic Armour, Magic Weapon, Never Pinned, Poison, Protection Ring, Special Deal or Slippery Character re-roll the result.

Outlaw Names

Roll D66 for the Outlaw's first name and then for what nickname he has taken to himself or been dubbed with by the authorities.

Outlaw's crimes

To find out how many crimes the Outlaw is wanted for, roll 1D6. If the first roll is a 1, the Bounty Hunter may roll again. If the second roll is a one the Bounty Hunter is stuck with it. Add the number shown on the table below to the score. The final total is the number of rolls on the Crimes table below.

CRIMES TABLE

Bounty Hunter	Crimes
Novice	+1
Champion	+2
Hero	+4
Lord	+6

You must now find out if the Outlaw is wanted Alive, Dead or the authorities don't mind what state he is in. To find this out simply add up the Wanted modifiers for the crime, shown on the table below, and look up the result on the Wanted table. If he is wanted Alive, the Bounty Hunter must take the Outlaw back to the settlement as detailed earlier. If the Outlaw is wanted Dead or Alive the Bounty Hunter gains an additional 10% of the bounty for going to the trouble of taking them in alive.

You must also add up the additional bounty the Outlaw is worth because of the crimes he has committed. This is added to the Outlaw's gold value when the Bounty Hunter collects the bounty.

WANTED HOW? TABLE

Wanted points	State
2 or less	Alive
3-5	Dead or Alive
6 or more	Dead!

•ROLEPLAYING BOUNTY HUNTERS•

Bounty Hunters are usually grim, forbidding men, with cynical humour and cold ruthlessness. Mercy and compassion are concepts that are unknown to them, and their only consideration is the next bounty.

Bounty Hunters are adept at stalking and hiding, using the shadows to mask their approach. They are often mildly paranoid, and have heightened reflexes to danger and unexpected occurrences.

A Bounty Hunter's usual solution to a problem is to kill something, hoping that this will bring about the desired solution. However, they do have a logical streak of mentality, and are good at practical answers to problems, though theoretical dilemmas leave them helpless.

OUTLAW NAMES

D66	NAME	'TITLE'
11	Damion	Red-hand
12	Sven	Head Stealer
13	Alberto	The Lizard
14	Konrad	The Bloodthirsty
15	Erik	The Hook
16	Heinrich	The Snake
21	Kadrak	Red Axe
22	Pierre	The Insane
23	Angelo	The Despoiler
24	Yashmir	The Foul
25	Dietrich	The Doomed
26	Carl	The Strong
31	Boris	The Damned
32	Ivan	The Black-hearted
33	Gunter	The Demented
34	Fabio	The Hooded
35	Henri	The Mighty
36	Ernst	The Pestilent
41	Jarl	The Twisted
42	Konstantine	The Crazed
43	Ulric	The Wolf
44	Mikhail	The Grim
45	Niall	The Savage
46	Orpheus	The Cruel
51	Turgen	The Monstrous
52	Ranaldo	One-eye
53	Xavier	The Weasel
54	Pablo	The Mad
55	Leonardo	The Inhuman
56	Vladimir	The Abhorred
61	Wilhelm	The Sly
62	Siegfried	Deathbringer
63	Horst	Scar Face
64	Zagreb	The Daemon-hearted
65	Erlich	Peg Leg
66	Elthwe	Daemonsson

·CRIMES TABLE·

D66 ROLL	CRIME	WANTED POINTS	ADDITIONAL BOUNTY
11	Spreading dissent	0	200 gold
12	Raiding	1	450 gold
13	Murder-roll 1D6		
	1-2 Peasant	0	250 gold
	3-4 Merchant	1	500 gold
	5 Minor noble	2	750 gold
	6 High noble	3	1000 gold
14	Robbery	0	250 gold
15	Treason	4	1500 gold
16	Arson	1	350 gold
21	Burglary	0	150 gold
22	Cattle theft	0	200 gold
23	Extortion	0	300 gold
24	Chaos follower	3	750 gold
25	Subversion	1	350 gold
26	Heresy	1	400 gold
31	Necromancy	2	750 gold
32	Piracy	1	250 gold
33	Slave trading	1	200 gold
34	Highway robbery	0	150 gold
35	Handling stolen goods	0	75 gold
36	Kidnapping- Roll 1D6		
	1-2 Noble's son/ daughter	1	500 gold
	3-5 Elector's son/ daughter	2	750 gold
	6 Emperor's son/ daughter	3	1000 gold
41	Blackmail	1	400 gold
42	Looting	1	250 gold
43	Treachery	1	250 gold
44	Spying	1	500 gold
45	Forgery	0	300 gold
46	Worshipping false gods	1	150 gold
51	Sabotage	1	250 gold
52	Genocide	4	1250 gold
53	Assassination	1	300 gold
54	Grand Larceny	1	250 gold
55	Horse theft	0	200 gold
56	Cut-purse	0	100 gold
61	Sedition	1	150 gold
62	Sorcery	2	500 gold
63	Cut-throat	1	100 gold
64	Smuggling	0	50 gold
65	Anarchist	0	150 gold
66	Jailbreaking	1	100 gold

'SO GASTON DE LA LIBRE, I have caught you once again!' Adel 'Black Knife' Kurzte leapt from the balcony, his dark green cloak fluttering around him. The other Warriors strode from the doors at the far end of the guard room.

The felon looked aghast at the approaching Bounty Hunter, then shouted at the Skaven milling around him confusion.

'Don't just stand there you cheese-beaded morons! Kill them!'

Adel's Repeating Crossbow juddered in his hand and three of the Skaven assassins fell writhing to the ground. Casting aside the empty magazine he slotted another into place and leapt to one side. The Assassin lurking in the shadows sprawled at Adel's feet, its killing lunge casually avoided. Adel snapped its neck with a swift kick and brought down three more Skaven with his Repeating Crossbow.

While the other Warriors battled the remaining Skaven, Adel advanced upon the outlaw, who leapt to a table and drew a savage looking axe from a scabbard across his back.

'Taking me in again? I'm sure my wrists will be really aching after I have had them slapped!'

Adel drew a long poniard with his left hand and slung his Repeating Crossbow onto his belt. Advancing slowly, he drew a glittering sabre and leapt up to the table, next to Gaston. The hilt guard rammed into the outlaw's face and a steel toed boot landed a blow in the Bretonnian's groin, sending him flying off the table top to land face down in a pile of straw bedding.

Adel turned the Outlaw over with his foot, and Gaston offered up his wrists for the manacles. Adel raised his cutlass and smiled grimly.

'Sorry to disappoint you, Gaston!' Adel dropped the parchment Bounty poster and Gaston only saw the words 'Wanted Dead!' before Adel brought the sword down and severed his neck...

•BOUNTY HUNTER BATTLE-LEVEL TABLE•

Level	Gold	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skills	Escape Pinning
1	0	Novice	3	4+	3	1	3	1D6+8	3	1	0	4	0	4+
2	2000	Hunter	3	4+	3	1	3	2D6+8	4	1	1	4	1	4+
3	4000	Hunter	4	4+	4	1	3	3D6+8	4	2	1	4	2	4+
4	8000	Hunter	4	3+	4	1	3	3D6+8	4	2	2	5	3	4+
5	12000	Stalker	4	3+	4	2	4	4D6+8	5	2	2	5	4	3+
6	18000	Stalker	5	3+	4	2	4	5D6+8	5	3	2	5	5	3+
7	24000	Stalker	5	3+	4	2	4	5D6+8	5	3	3	6	6	3+
8	32000	Stalker	6	3+	4	2	4	6D6+8	5	4	3	6	6	2+
9	45000	Killer	6	3+	4	3	4	6D6+8	6	4	4	6	7	2+
10	50000	Killer	6	2+	4	3	4	6D6+8	6	5	4	6	7	2+

(The Bounty Hunter's Move characteristic is 4 and remains at 4 throughout his Battle-Levels.)

WANTED

Dead/Alive/Both

Name:

Wanted For:

Crime	Points	Extra Bounty

Bounty:

M	WS	BS	S	T	W	I	A	ARM	DAM

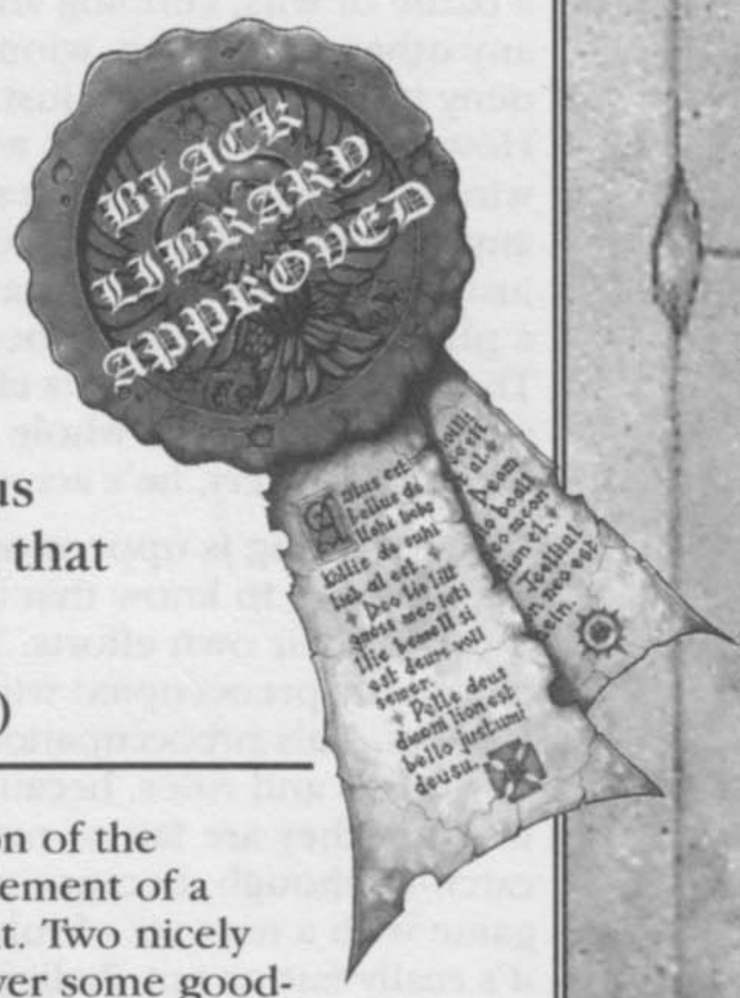
Equipment

Abilities

(Permission to photocopy for own personal use)

'I've seen the Light' Certificate

Issued by the Black Library



Present this certificate when other gamers refuse to allow you to use so-called 'unofficial house rules' in your games. This way they too can see the light and get down to the serious business of actually enjoying the hobby rather than restricting that said enjoyment.

(Disclaimer: If this still fails to work then 'Sod 'Em'!)

+++RANT WARNING+++RANT WARNING+++

IT'S ONLY A GAME...

By Gav Thorpe

As I sit here typing, I am full of evangelical zeal, so be warned. Before I start raving, first a bit of a backdrop to why my blood's up at the moment. It started as a discussion with Jervis about Journal articles, and how much control we should exert over their content. It's Jervis' opinion that anything published in the Journal, as with any other Games Workshop product, should be reasonably fair and balanced, and that we (the games developers) are confident that players could happily use the rules, scenarios and so on without reservation. Of course, I agree with that up to a point, but my main contention is that most players, particularly veteran Journal readers, are experienced enough to be able to use their own judgement on what is fair and what isn't, you certainly don't need us 'holding your hands' (and you certainly don't stop yourselves making an in-depth critique of a new game or army book!). Jervis's counter to this is that many players are unwilling to try out something that they're not sure of, that they like to know beforehand if the rules they're using will give an even match. Whether this is true or not, I'd hesitate to say one way or the other, but it was the spur for this article.

Okay, with the preamble over, you're probably still wondering what the hell I'm going on about. In brief, I'm talking about trying things that are different and, in the wider scope, why people play games. Dealing with the last of these first (you'll see why later), I'd like to look at why people play games. As I don't know each and every gamer personally, all of these conclusions are based entirely upon my own 'meandering experience'.

For me, the result of a game (whether I win or lose) is almost entirely irrelevant to my enjoyment of a game, whether it be a wargame, boardgame, roleplaying game or whatever. To deal with games like Warhammer and Warhammer 40,000 specifically, there are a number of things which make a wargame fun – the visual spectacle, the social interaction, the stimulation of the imagination. The visual element of a wargame is very important. Two nicely painted armies fighting over some good-looking terrain is something worth watching, while looking at two bare metal forces scrapping over a flat battlefield isn't inspiring at all. It's why our tournaments include a painting score, to remind players of this.

Since you normally have at least two players in a wargame, it is by definition a social activity. However, this aspect of gaming goes far beyond standing on opposite sides of a wargames table. For a start, whenever I play a game, there's an inevitable de-briefing at the end; just chatting about what went on in the game, things you'd do differently next time and so on. A lot of this has come about because I have to do this for my job – when you playtest an army or fight a battle report you need to carefully examine a game to see what went on – but I find myself doing this all the time. There is also the almost mandatory swapping of stories in the pub, at work and so on. People ask you how your game went at the weekend, they compare their experiences with yours, and you just chew the fat. Also we only have to look at this austere volume and the wealth of homepages and newsgroups on the Internet to see that debate and discussion is as important to many gamers as the actual experience of playing the game itself.

Finally, there's the stimulation of the imagination. When a squad of Space Marines opens fire, you can almost hear the bolters roaring and seeing the bolts tearing across the battlefield on trails of fire. When your Howling Banshees disembark from a Wave Serpent you can imagine them leaping nimbly from its back as it skims across the ground, weapons ready for the attack. Now, you might say that I'm in the privileged position of being amongst the people responsible for the continuation and expansion of the strong imagery and background of Games Workshop's games, so I have to think about these things. So why do I have the same experience when I'm playing other sorts of games? Why can my mind's eye see the shocked elation of a surprised Sherman crew when their lucky first shot takes out a Jagdpanther?

Of course, there's one other thing about gaming that I haven't mentioned yet. The competitive element, the desire to win. There's two things at work here. Firstly, gamers greatly enjoy the tactical challenge presented to them. After all, a wargame is a battle of wits, cunning and concentration, just like any other game. Also, winning feels good. I can't deny it, I like winning, just like everybody else. However, problems arise when the desire for winning the game becomes more important than any of the other factors I've just discussed. I don't just mean beardiness, because it's quite easy to spot a player who has more cheese than a deli counter. There's a more insidious effect for this desire for victory, which is the whole reason for this article (hooray, they cry, he's actually got a point to make!).

When winning is uppermost in your thoughts, most people want to know that their victory was achieved through their own efforts. This means players are constantly preoccupied with ideas of balance and fairness. This preoccupation excludes trying out new ideas and rules, because the players aren't sure whether they are fair or not. This is something of a catch-22 though, because until you've actually had a game with a new set of rules, you can't determine if it's really fair or not (believe me, plenty of things that looked good on paper have turned out to be less balanced than an elephant on a see-saw!). So what do you do? Take the risk and use the new rules, with the danger that the ensuing game might not be fair? Or go with what you know is okay, limiting yourself to rules that have some kind of mystic seal of approval?

Well, as you may have guessed, my answer would be the former. Try it out! What's going to happen if the rules are a bit off the mark (or even a lot off the mark)? Is the sky going to crash down upon your head? Are tidal waves going to scour mankind off the face of the planet? Will plagues of locusts descend upon Eastbourne, ravaging old age pensioners? *(Now that would be funny! – Ed.)* I don't think so, well not unless you're a dedicated devotee of Chaos Theory. You may play for a couple of turns and then say 'this just isn't working out, is it?', or perhaps you'll actually reach the end of the game and have a sit down with your opponent, talking about the rules you used. And if the rules aren't working right, what do you do? Do you say 'bloody rules don't work, don't know why we bothered' or do you say 'hmm, why didn't the rules work...?' Or even, heaven forfend, the rules might actually be balanced, enjoyable and entertaining! Shock horror probe! Suddenly, you've got this new set of rules which you can use in your games, safe in the knowledge that they're fair and even-handed.

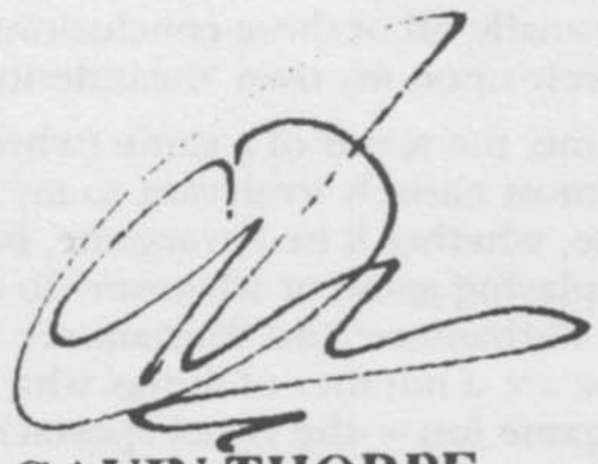
Even with that said, what does it really matter if the rules aren't 100% balanced? There are many entertaining games I've played where it has been quite obviously one-sided. There is still the challenge of doing better than you did last time, and also how fun the battle was. Uneven battles can have some of the strongest narrative to them – that is to say the situation conjures up very classic images of last stands or forlorn hope assaults, and so on. As long as both players are having a good time playing, does it really matter one bit whether they started off with an equal chance of winning.

Let me put it another way, just to ram my point home. Does the fact that the game is unbalanced totally negate the enjoyment of the other aspects of the hobby? Do the miniatures and terrain look duller and more scrappy? Are you less likely to have a lively discussion with your friends about the battle? Are you going to employ your imagination and suspension of disbelief any less? If anything, making sure that the competitive element is not superior ensures that all of these other aspects become more important.

It's also interesting to note that players are a lot more willing to invent and use new rules for some game systems and not others. Players in Necromunda, Blood Bowl, Gorkamorka and Warhammer Quest campaigns seem much more willing to monkey about with the rules and change things around. I think this is the case because of the players' perception of the game they are playing. There is a much more official/unofficial attitude to Warhammer and Warhammer 40,000, because the rules system we present is much more 'straight'. By straight I mean that there are strict limitations on army lists, very clearly defined scenarios and victory conditions, and so on. These are designed to ensure the 'fair' game I was talking about earlier, to provide the level playing field. As ever, this style of gaming is only a starting point, and you must remember that we generally try to write rules that are equally entertaining and accessible to new gamers as they are to more experienced players. I strongly believe it is up to the experienced gamers (you lot!) to take those basic building bricks and push the hobby in whichever direction you prefer. If you want to throw the army lists out of the window, you'll get no argument from me. If you want to devise a system for buying experience and battle honours for a one-off game, go right ahead.

With the other games mentioned above, much more of the emphasis is on campaign play, and games between mis-matched gangs and teams are commonplace. Here the players are much more willing to risk 'uneven' games, because the nature of a campaign can be inherently uneven. This is sad really, because Warhammer and Warhammer 40,000 should be just as entertaining, and there's no reason why the competitive element within these games should be more important than with the others.

So the moral of the tale is TRY IT OUT. Monkey around with the rules, try different armies, make up your own scenarios, write them into the Journal for the amusement and/or horror of your fellow gamers. In twenty years from now, is it going to matter that you won or lost the battle next Saturday? Will that Warhammer battle be a truly life-changing experience? Or is this just an enjoyable and rewarding hobby that increases its potential fun-factor the more you put into it? Call me crazy, send in letters denouncing me as an instrument of Chaos if you wish. But think about it, just a little bit...



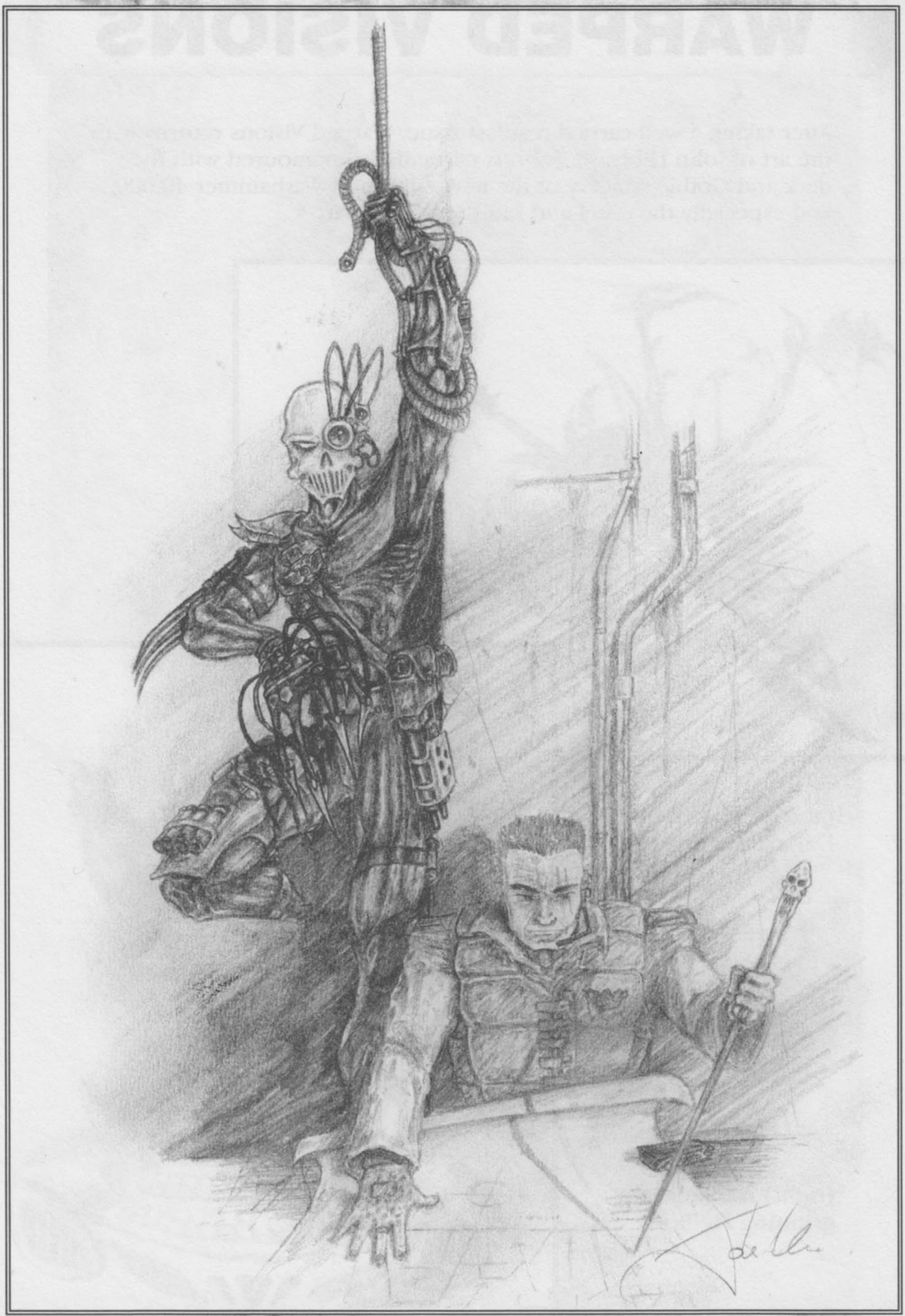
GAVIN THORPE

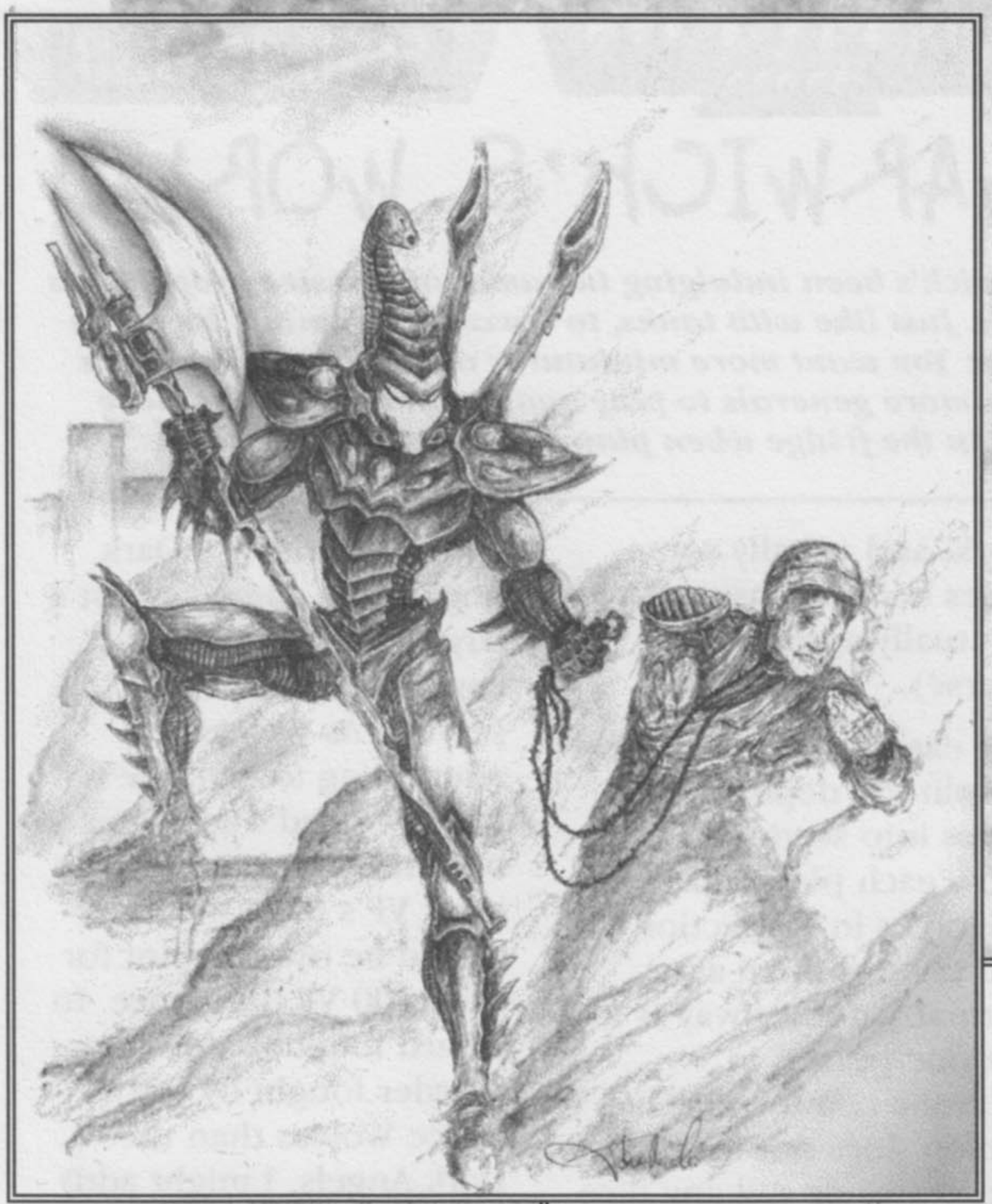
WARPED VISIONS

After taking a well-earned rest last issue, Warped Visions returns with the art of John Hildyard. John is particularly enamoured with the dark and Gothic imagery of the new edition of Warhammer 40,000, and especially the cruel and sadistic Dark Eldar.

(above) A sketch of a Dark Eldar Scourge.

(right) A maniacally grinning Hellion.





(left) An Incubi with Imperial Guardsman captive.

(below) A Sybarite moves swiftly to battle

(previous page) An Eversor drops in on an enemy Commander.

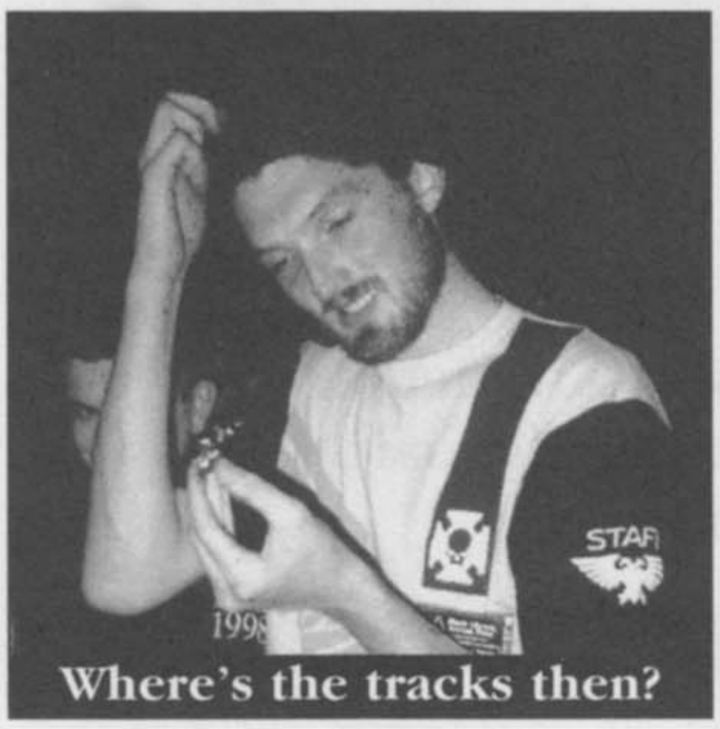
WARHAMMER®

WARHAMMER® 40,000

WARHAMMER EPIC 40,000™

WARWICK'S WORLD

Warwick's been indulging in games of massive proportions lately. Just like with tanks, to Wazza, in gaming, bigger is better. You want more miniatures on that battlefield, you want more generals to play against and you want more beer in the fridge when planning one of these events...



Where's the tracks then?

For this glimpse into Warwick's World I had to get away from the usual modelling/converting advice and talk about one of the other aspects of wargaming that I enjoy; big multi-player games.

Over the past few months I've been fortunate to be involved in several multi-player games, and I've enjoyed them all immensely. This is because gaming for me is more of a social activity than a competitive one. I never really game to win, although I start out with a plan and do try to win, and, on balance, would rather win than lose. But in the long run it doesn't really matter. I don't think of wargaming as a competitive sport; I'd rather play football instead.

Multi-player games are probably my favourite type. Two or more generals a side with loads of miniatures fighting over a big table. Lots of beer and munchies generally help the fun as well. In my experience multi-player games do require some work, and usually some 'rules bending' as well (mutually agreed of course).

The easiest way to play is to split the deployment zones into sections and allow each player to place his forces in his section and control them as normal. Another way is to put one person in supreme command. This person does not move any miniatures or roll any dice, he just tells his sub-commanders what he wants them to do. The sub-commanders move the miniatures, roll dice etc. Setting little objectives can be fun, writing them on a piece of paper and handing them to the commander with orders like 'clear the woods', or 'destroy the enemy tank', each commander then gets a personal VP if he does it that turn, and the commander with the most personal VP's is the best general for that battle.

Competition between commanders on the same side also adds extra spice to the game, especially if it fits with the background. In one big battle, my Space Wolves were allied with my brother's Dark Angels in a game against a large Eldar warhost, commanded by three players. As well as attempting to beat the Eldar we had our own side bet; the player to take the most VP's from the Eldar would be owed a pint for each 100 VP difference. In a hard fought battle (harder fought by the Space Wolves than the Dark Angels, I might add) the result was a draw. Some further maths showed the Dark Angels had the advantage 1800 to 1700 over my Space Wolves. So it was off to the pub to buy Azrael his pint. We've done similar things between Khorne and Slaanesh commanders on the same side as well.

Another way to make multi-player games more unpredictable is to randomise forces. Forces can be split in many ways. In one game everybody picked their armies before the battle as normal, and then we rolled randomly for which force you would play. This way everybody ends up playing a force they are unfamiliar with. In this particular game I

ended up co-commanding the Orks with an Eldar player whilst a Space Marine commander was given the Imperial Guard, resulting in a sound thrashing for some very green Orks. In a recent game whilst playing the Imperial Guard all the artillery and mortars were put under the command of one player, 'Bombardier Russ.' We then had to trust our bombardier to pick and hit the right targets, making for some tense moments.

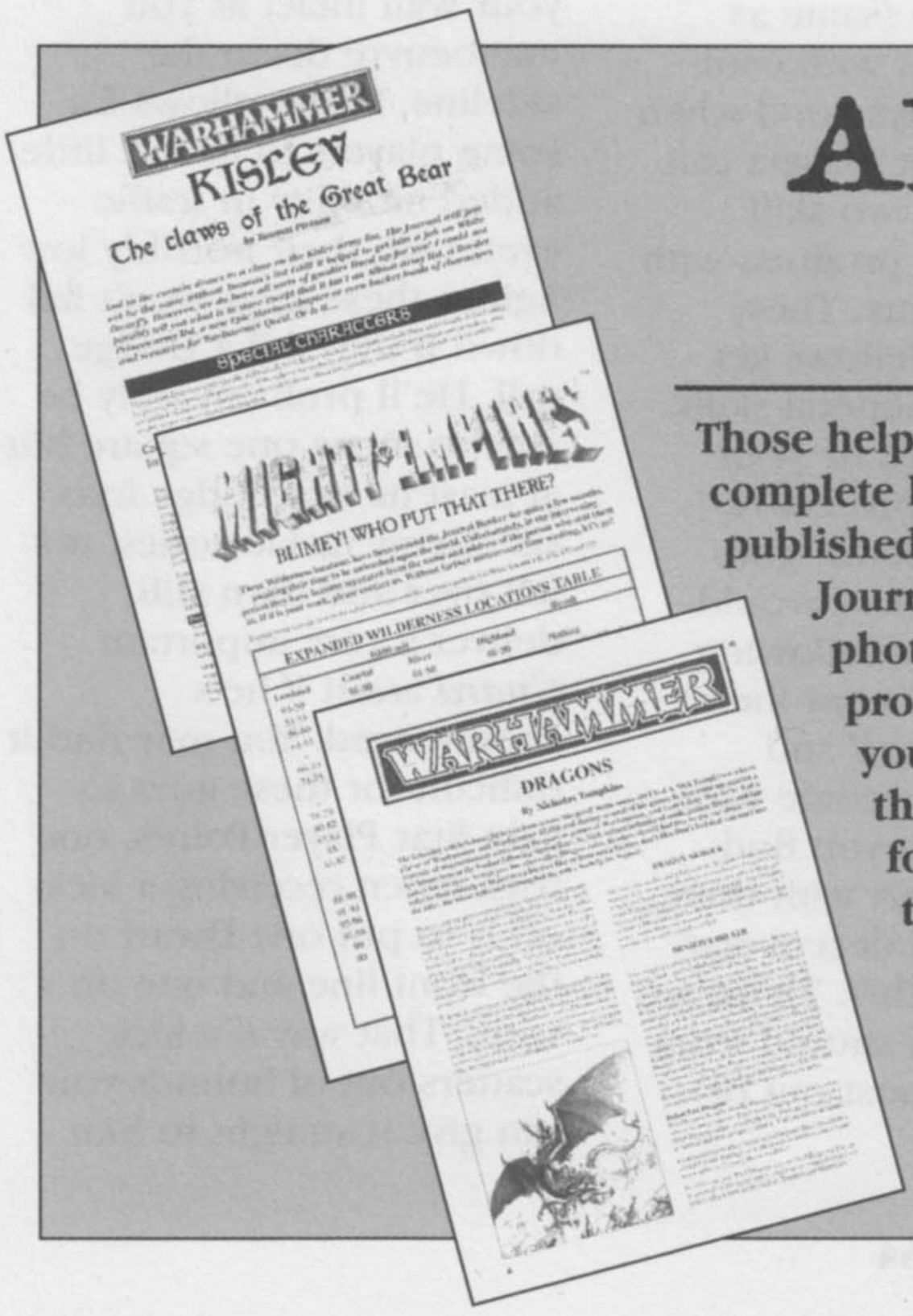
In my experience, scenarios for multi-player games need to be handled with care. Many of the scenarios are too complex, and the tactical subtleties are lost (I know, I wrote them). Sentries, hidden set up and the like are not going to work when there are four players a side, and with loads of miniatures you really don't need to play a sustained attack. The game is slowed down by the sheer number of miniatures to move, so it is best not make it worse by using too many special rules. It is best to stick to straight fights. Battles like Meat Grinders or Bunker Assaults fit the bill. Even better – write your own!

Setting each player a clear objective before starting helps cut down the tactical thinking time during the game. A simple 'You take that hill by the end of the game' gives a commander one clear objective to direct all his attention to rather than being lost without a focus in the morass of battle.

If you have a games club, try playing one battle simultaneously on two tables, with forces allowed to move between the tables, but don't let the players see the other table until their forces swap. You might let ordnance weapons and mortars fire from one table to the next, directed by a HQ group.

These are just a few examples to hopefully inspire you or your games club into trying some different multi-player games, they are great fun and as you can see I can still remember all of mine very well, some of the best games I've ever played. Try mixing it up a bit, swapping forces, putting someone in overall command etc, the things you can't do with a single player aside.

Warwick.



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BLOOD BOWL®

GIDDY-UP...

How to win in Blood Bowl with your Chaos Dwarfs

By C. Matt. Billman

Matt is a twenty-five year-old from Mt Vernon in the US. He is a cartoonist/artist by trade but despite this describes himself as a Blood Bowl Legend from back in the days of Ker-Runch!. Blood Bowl is naturally his favourite game and worships a life-sized picture of Jervis Johnson on his wall!

FROM THE LAND OF SILLY HATS...

For the true competitor, if you've ever played in a Blood Bowl league before you'll know that competitiveness radiates from every BB player. I see this in BB more than any other GW game. Maybe it's because you only control eleven or so pieces (each even with their own name!) and one tends to get attached to them as they increase their skills throughout the league play. The best, well-rounded, team out there is the Chaos Dwarf team. Ah, ah, ah... now let me explain, Elf-lovers, let me explain...

there are three reasons why this is true. Now, I know you're saying they don't have a thrower or a catcher. Well, that's true but in league play durability and survivability play a bigger role in being competitive than finesse any day Elfy!

LINEMEN

Everybody knows that Dwarf linemen are the best linemen in the game. Well, you can have six Chaos Dwarf linemen (same as Longbeards but with cool hats!). It's always good when a group of your players can have access to two skill groups as they progress with Star Player Points. These mighty-hatted fellows get Strength and General skills. They're going to be your front line and protective wall as your offence goes down the field so I would recommend the following skills to compliment their *Block, Thick Skull* and *Tackle* that they come with (where else can you find players who start with three great skills and decent stat line to start with?). There are three skills you should work on to get the most out of these guys: *Stand Firm, Mighty Blow* and *Guard*. These can be in any order but *Mighty Blow* might be considered first. This will help you to start inflicting casualties which is the Dwarf prime means of advancement. *Guard* will help you to get the two Blocking Dice that you often need to get the other guy down. This automatic assist will help in the mightiest of scrums. *Stand Firm* keeps your wall intact as you manoeuvre down the sideline. It also allows for some players to have a little added mobility in traffic even with their horribly low Agility, these guys won't fall down if they fail a Dodge roll. He'll probably only be able to move one square but at least he can dodge into six enemy tackle zones, not fall over and then still deliver a very important *Guard* assist if he's experienced. You may find it difficult for these guys to gain Star Player Points, one trick when receiving a kick-off is to put one Dwarf on the front line and one on a wing. That way if a kick scatters out of bounds you can give it straight to him

instead of him trying to pick it up or catch it, which in the best of situations requires a 4+.

BULL CENTAUR

Now there are a lot of good Star Players and each has its own thing but the Bull Centaur, Hthark the Unstoppable is in the top three you can get. Hthark has greater mobility than any other Bigun and combined with his Strength means he's nigh-on unstoppable. With his *Sprint* and *Sure Feet* he essentially will be going nine squares when he wants to. He has *Block* which is very important and *Thick Skull* which keeps him on the field with *Break Tackle* which sets him apart from the rest. By using his awesome Strength for any dodge rolls he needs to make he'll make any Elf green with envy. Granted, he will technically be bulling his way through those tackle zones rather than dancing through them like Elves and Gutter Runners who can go a lot further if they Go For It but none of them will be packing 6 Strength and ten Armour, I promise you that! Hthark will be the work horse (or workbull!) for this team on offence. Start with him on a wing of your choice next to a Chaos Dwarf to start a nice wall deep down the field. When kicking the ball don't always start with your Bull Centaur on the front line necessarily, your Chaos Dwarfs can handle that. Let him roam about picking his spot with some choice Blitzing work.

CHEAP, CHEAP HOBBOS

Actually, in all honesty, the entire team is cheap (you can field a sixteen man team of Chaos Dwarfs and Hobbos, eight Fan Factor and two rerolls for a million!). For a mere 40,000 gcs these little guys are the cheapest with three Strength and six Movement out there. Granted, their Armour of seven is a bit thin but if these guys are used properly (carrying the ball on offence and assisting with tackles in defence) they shouldn't get into too much trouble. You will want to give them *Block* to start with. *Pass Block* and *Strip Ball* will give you a good defensive minded Hobbo. If you roll a double when rolling for skills a selection from the Passing skill category is always a good idea, such as *Accurate* or *Strong Arm*. This should give you a good Thrower and add a new dimension to your already stout offense.

Don't be afraid to give one of you Hobbos *Dirty Player*. This will help thin out your opponent and since you should have a deep bench if he gets sent off you should still be able to field eleven players *(not to mention being very apt for a low down sneaky Hobgoblin – Ed)*. *Sure Hands* is also good for your Hobbos to ensure that they aren't too clumsy with the ball.

IN CONCLUSION

Power and mobility is what you'll find with Chaos Dwarfs. With six Chaos Dwarfs up and around, the front line will give you the feel of a Dwarf team. You can even add to this with the Blunderbuss Star Player. The Blunderbuss secret weapon works great by itself but with a 10+ to get penalised you should have another lineman for most of the games giving you the same depth up front.

The key to a Chaos Dwarf team's success is the Bull Centaur, the hardest working man-thing in the Blood Bowl business. Just as soon as you get the money up for another centaur they'd all better look the hell out, it'll be a cattle stampede in you favour!

Try out this team for size and you'll be riding off into the sunset and the end-zone saying happy trails to your opponent.

SAMPLE CHAOS DWARF TEAM

1 Bull Centaur	180,000
6 Chaos Dwarf Linemen	420,000
4 Hobgoblins	160,000
3 Rerolls	150,000
9 Fan Factor	90,000
	1,000,000

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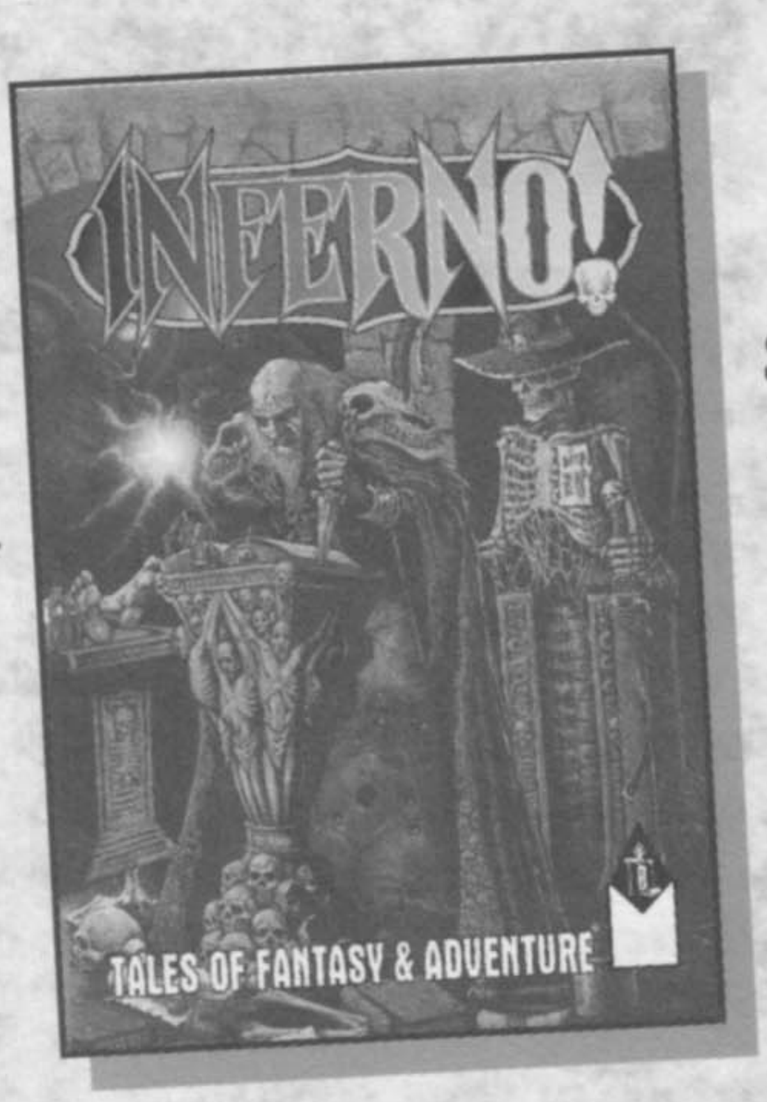

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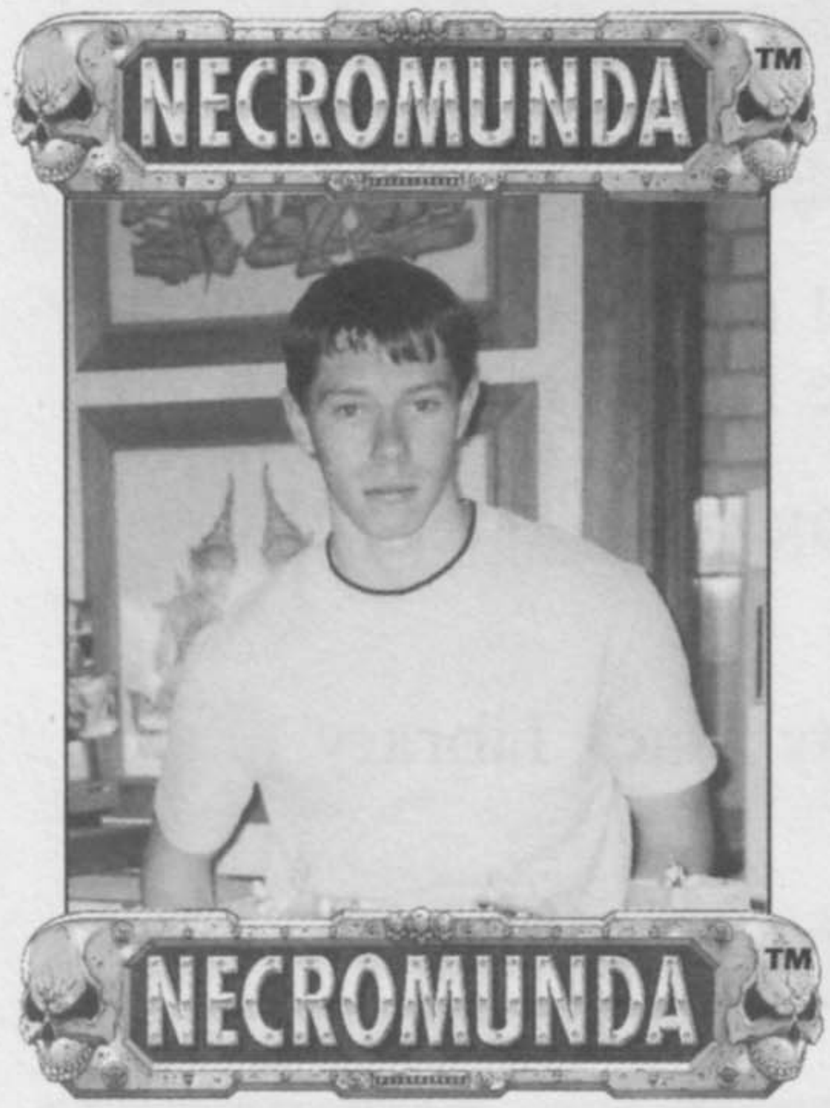


Bounty Hunting

By Tom 'I don't even have timeto sleep!' Merrigan

Tom works in our Sydney store in Oz, and seems to be taking on the mantle of supporting Necromunda almost single handedly! He's one of our most regular contributors now and given a few years will probably be editing the Journal himself (hang on a minute – Ed). But until then he's content with sharing his unique views with the rest of us. If you want to give him any feedback or write through with ideas of your own, try e-mailing:

tlm@start.com.au.

Men with no Names

These rules allow players to track down and attempt to capture some of the most dangerous Underhive Scum and Outlaws ever to tread the detritus filled paths of the Hive Bottom. These Outlaws rest uneasily because in this, you are the law.

In the great Hives of Necromunda there are literally thousands of unclaimed bounties and hundreds more are posted every day. In many instances the Guilders give up on ever capturing the multitude of scum that lurks around every corner. In fact, the Guilders spend most of their time hunting down only the most notorious of criminals, preferring instead to leave the scum to be tracked down by freelancers. Many a cunning gang leader will see that there is a small fortune to be made in freelance bounty hunting and more than a few have made a quick cred out of offering their services to the Guilds as Bounty Hunters.

HOW TO FIND THE QUARRY

After fighting a scenario a gang leader can choose to send any of his gangers off into the dark depths of the Underhive with some of the latest wanted posters to do a little investigating in an attempt to pick up the trail of an outlaw wanted by the Guilders.

Any ganger that is sent out for this purpose must have survived the last battle without being injured. In addition, all such fighters will be unavailable for the next game that the gang in question plays. For obvious reasons Outlawed gangs can not attempt the part-time profession of Bounty Hunting.

After your next game roll a D6 for each ganger that went tracking and consult the table below to see if they have picked any clues on the whereabouts of any outlaws. Add +1 to the result if your gang includes a Ratskin Scout.

It is possible if you send out more than one tracker, that you may well have several options available to you. Your gangers may have picked up the trail of a scum, a Wyrd and a famous Outlaw. In this case you must choose which lead you wish to pursue as there will be only enough time to act on one.

'Come an' get it if you think you're hard enough!'

Bounty Hunting Table

1D6	Result
1	***Urgh!*** – The ganger has managed to pick up the trail of a notorious outlaw in these parts but has failed to remain inconspicuous in his actions as the very person he was tracking attacks him in the dark. The last thing he feels is his life slowly ebbing away as a dagger is thrust into him from behind in a dark alley. Cross this ganger off of your roster.
2	***Argh!*** – The ganger is attacked by ferocious sump-beasts whilst out investigating. He manages to fend off the beasts and crawl back to the gang's hideout but has suffered Serious Injuries from his ordeal. Make a roll on the Serious Injury table for him. Treat *Captured* as a *Full Recovery.* As would be expected the tracker is unable to pick up the trail of anyone.
3	***Nothing*** – The ganger does not manage to pick up the trail of any Outlaw scum.
4	***I got ya!*** – The ganger has picked up the trail of an unfortunate outlaw. If you want you can choose to attempt to bring him to justice. Generate the Outlaw randomly from the Outlanders or Necromunda Source books and then play the Bounty Hunter scenario. Roll a D6: 1-2 – Scum 3-4 – Pit Slave 5-6 – Wyrd
5	***I know where you live...*** – The ganger has picked up the trail of an infamous Outlaw. Decide randomly which one of the special characters from the Outlanders book you have picked up the trail of and then play the Bounty Hunter scenario.
6	***There's lots of 'em*** – The ganger has picked up the trail of an Outlawed gang. Decide randomly which gang in your campaign is the gang in question (apply result no. 4 if there are no Outlaw gangs). If you wish you can choose to fight your next game against this gang and you get to choose the scenario played.

A Fistful of Creds...

This is a special arbitrator scenario which should be played in between games. A gang has tracked down a known outlaw and intend on bringing him in to the Guilders in order to collect the bounty on his head.

GANGS

Ideally this should be a fast n' dirty 'High Noon' style of gunfight just involving a few hand-picked members of one gang versus the Arbitrator controlled outlaw. The player may use his leader, plus D6 other gang members who weren't injured in the previous fight. To spice things up a little, especially if you are in the middle of a particularly competitive campaign, if several players have discovered the same outlaw/outlaw gang in between fights they may all take part creating the basis for a mad free-for-all.

SETTING UP

Starting with the Arbitrator, each player takes it in turns to place a piece of terrain, either a ruined building structure, or a connecting walkway. It is suggested that the terrain is set up in an area roughly 4' by 4'. The Arbitrator places the Outlaw in the centre of the set-up and he may be in cover.

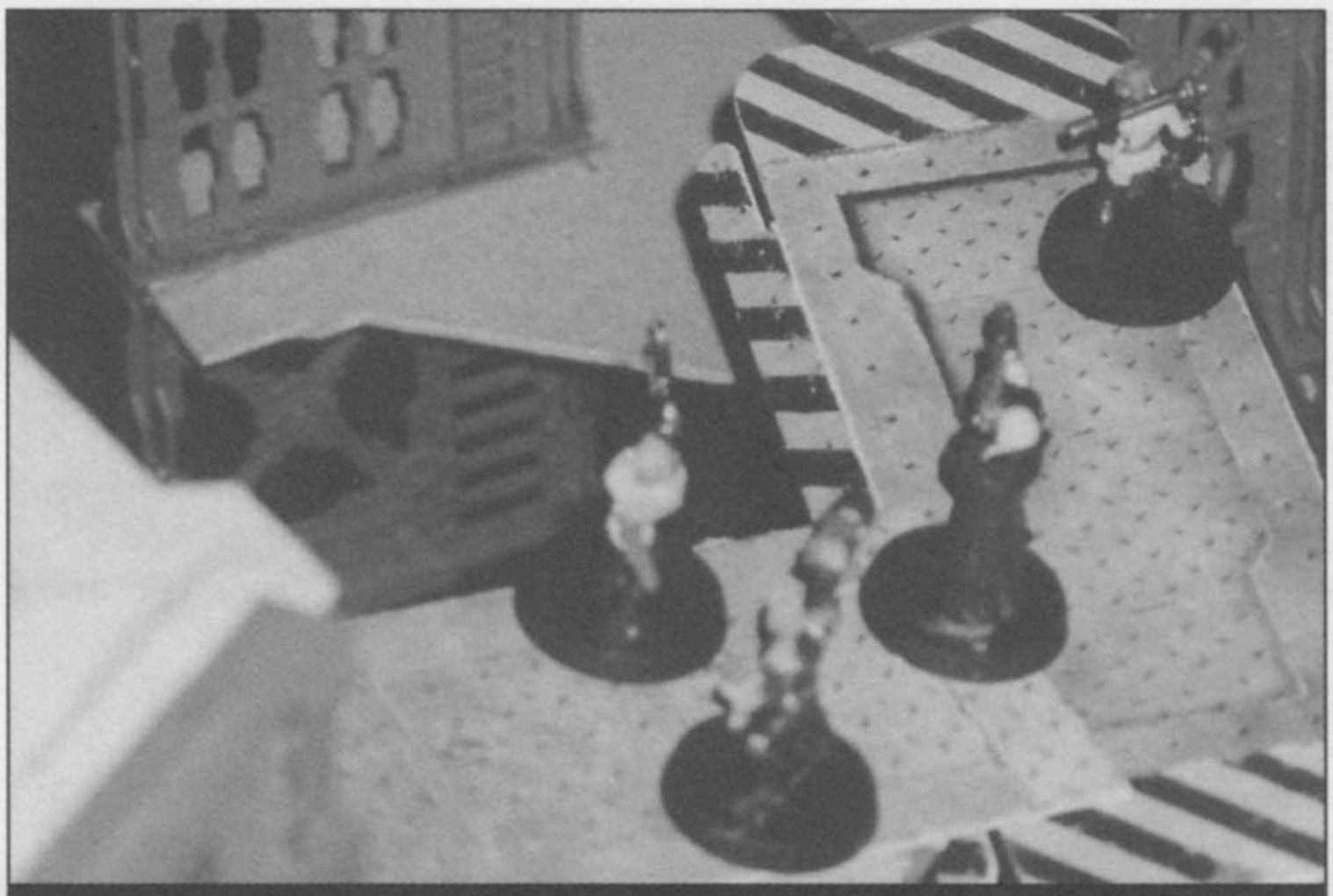
In this scenario, the gang trying to bring in the Outlaw are the attackers. The Arbitrator controls the Outlaw.

SEQUENCE OF PLAY

Once both (or all!) sides have deployed, each player should roll a D6. Whoever rolls highest gets the first turn. In a multi-player game the player with the highest score goes first, followed by the player to his right and so on.

ENDING THE GAME

The attackers are trying to stop the Outlaw from getting off of the table. Should the Outlaw move off the table then the game ends and the attackers have failed to bring the Outlaw to justice. The same is true if all of the attackers are either down or out-of-action. The attackers win if they cause the Outlaw to go out-of-action (from shooting or close



'Don't worry lads, there's only one of him'

combat). In this event they have captured the Outlaw. In the multi-player version the gang which carries off the prone form of the outlaw wins and the game ends immediately.

EXPERIENCE

Each fighter who takes part in the fight earns experience points as noted below:

+D6 Survives. If the fighter survives the battle then he earns D6 points. Fighters who are wounded and taken out-of-action do not receive experience.

+5 Per Wounding Hit. A fighter earns 5 points for each wounding hit that he inflicts. You get +5 points for successfully wounding the Outlaw, not for the number of wounds caused.

+10 Capturing The Outlaw. The gang member responsible for taking the Outlaw out of action (or dragging him off of the table) earns 10 points.

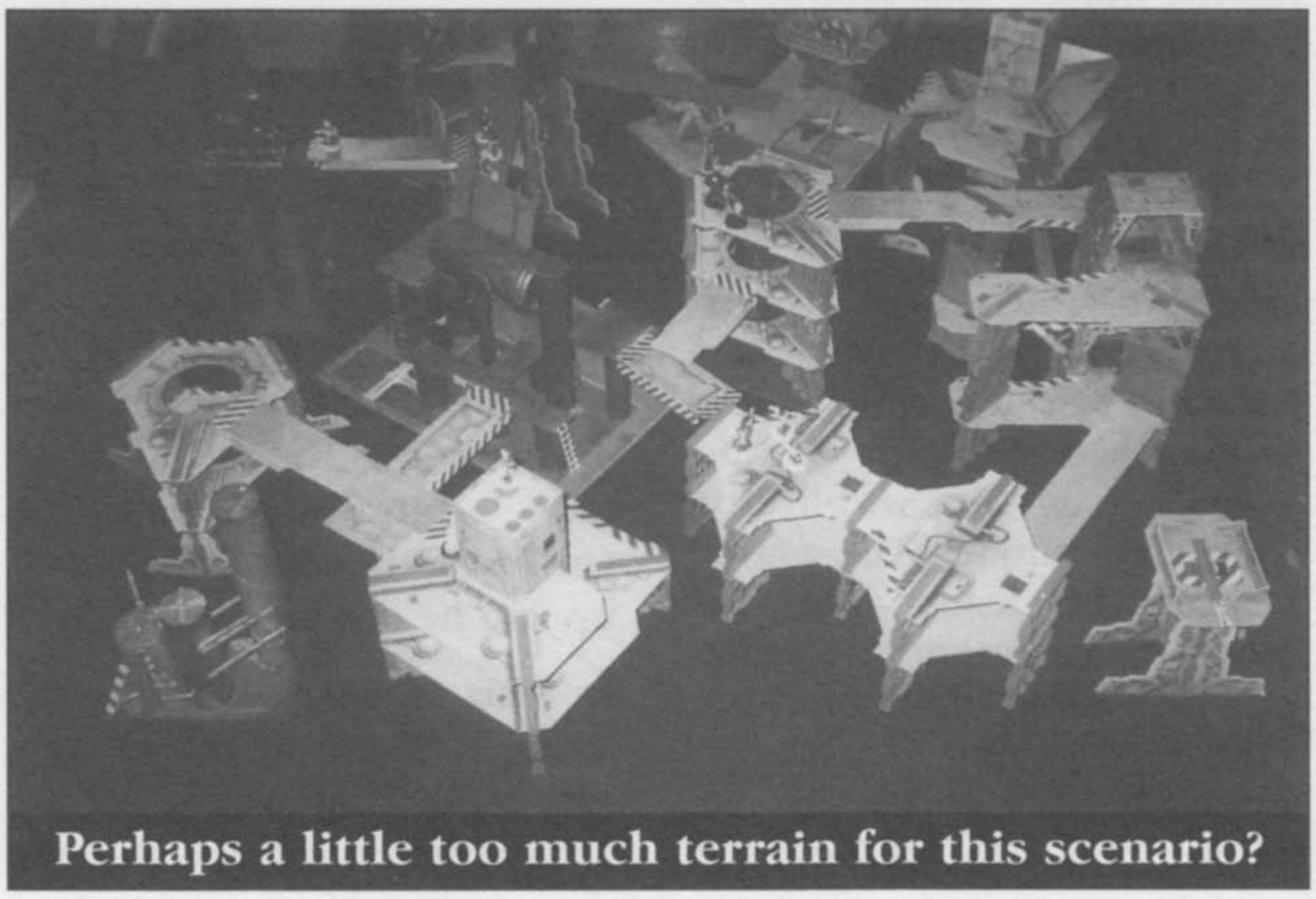
SPECIAL RULES

This fight takes place between the normal run of the mill games. As such no territories are worked and know one has to be fed (you've already stocked up on provisions). If the attackers are successful in capturing the Outlaw then they gain a bounty equal to the Outlaw's total rating (total cost plus experience). This money is added directly to the gang's stash.

If a special character is captured roll a dice for them after the battle. On the roll of a 1-5 they manage to somehow escape from the guilders and return to their life of crime and mischief (they're not special characters for nothing!). On the roll of a 6 they are publicly executed by the Guilders as a warning to other Outlaws and are thus no longer available for hire in the campaign.

HAVING A LAUGH!

This scenario is a perfect opportunity for the Arbitrator to have a little fun with his players. Make up some special characters of your own to use in the scenario. Or better yet, make it so any Underhive Scum or Pit slaves or Wyrds your players go after and which escape gain experience. Before long they will have a background and history all of their own. This is what I did and it proved to be heaps of fun. The Arbitrator can also introduce other special events like the Watch or even some Adeptus Arbites turning up at the same time as the attacking gang. Maybe they tracked the attacking gang to the Outlaw and will attempt to arrest them all, not realising the attackers are trying to apprehend the Outlaw themselves. Or maybe



Perhaps a little too much terrain for this scenario?

the Outlaw in question is holed up with another gang and a large fire-fight will ensue. The possibilities are endless. The only limit is your imagination.

Here follows the rules for the special character Mad Dog McGregor, who has played a cameo part in the various campaigns I have played in. He makes an ideal target for any unscrupulous Bounty Hunter.

So what are you waiting for? Get out there and get hunting. There are plenty of creds to be made with a little luck and a whole lot of courage. Now where did I put my web pistol...

Mad Dog McGregor

Mad Dog (originally Kitarn) ran with a Delaque gang known as the Black Dragons. Under his leadership the Black Dragons rose to fame and fortune and swept all before them. As a result they acquired a lot of enemies, from lowly scum to Guilders and noble houses. During an ambush McGreggor was captured and handed over to the Guilders. He escaped, but instead of returning to the Black Dragons he decided to become a freelance Bounty Hunter. He roamed all over Necromunda offering his services to anyone (except the Guild) willing to pay his price. Then one day a Van Saar gang butchered his two younger brothers over a pile of slag. and McGreggor declared war on all Van Saars initiating a punitive retaliation on those he deemed responsible. He soon became famous for his uncompromising nature and his mad behaviour in the face of superior odds. He became Known as Mad Dog McGreggor, a fearsome outlaw that resided around the area known as Filth Creek.

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

WEAPONS: Boltgun with Red-dot laser sight, Bolt Pistol, Chainsword, Sword and Knife.

SKILLS: *Crack Shot* (Shooting), *Killer Rep, Beserk Charge* (Ferocity).

PSYCHOLOGY: *Hates* all Van Saars.

SAVE: Carapace Armour (4+).

RATING: 350 points.

FEE: 1D6 x 10 credits (1D6 x 5 credits if the

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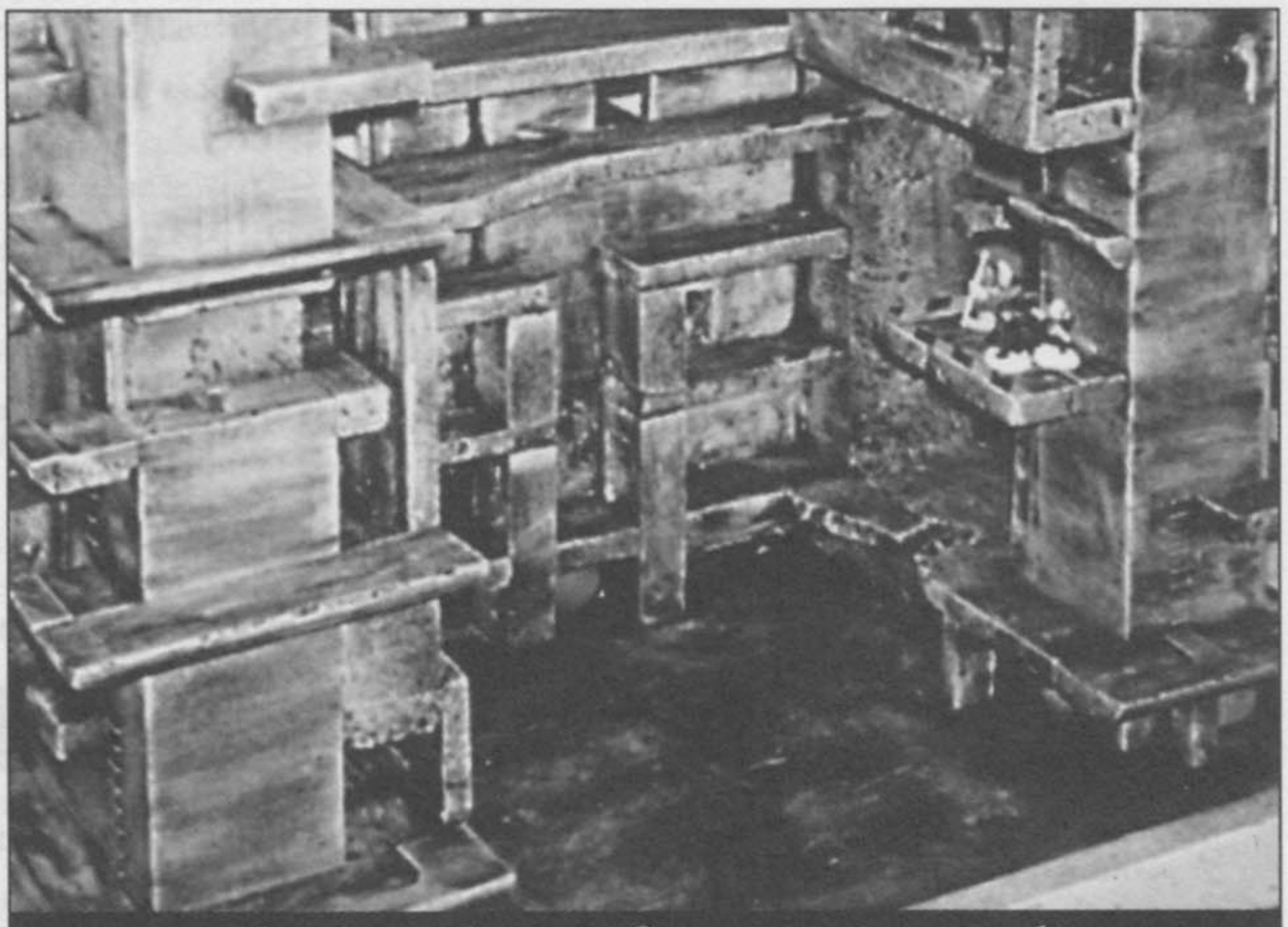

Ah, that's better, far more cramped!

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

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

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For example:

- **A scenario for one of our game systems**
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- **A review of a tournament/convention you have attended**
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Whatever your article is about, you should have **playtested** it at least once. Always send in **photographs**, of yourself, your miniatures, your terrain, your games club, your mates testing out your hot new rules, etc. If necessary, you can send in your miniatures to us, here in the bunker, to photograph and return to you!

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

3. Get writing!

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

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

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

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

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

- **Special Characters and Army Lists.**

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

Things to keep in mind are:

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

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

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

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

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

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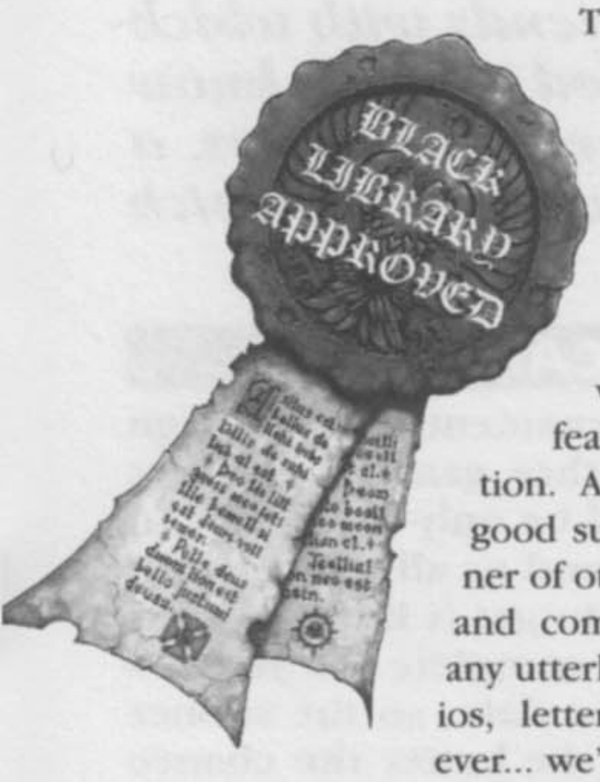

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GAMING CONTACTS

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

CONVENTIONS

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

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

TOURNAMENTS/CAMPAIGNS

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

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

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

GAMING CONTACTS APPLICATION FORM

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

Name of club: _____

Games played at the club: _____

_____

_____

Club venue: _____

_____

_____

Date & time of meetings: _____

Contact name: _____

Contact tel: _____

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

_____

_____

UK	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Bexleyheath	***South London Warlords****	John Merritt 0181 778 6578	16 Gainsborough Square, Crook Log, Bexleyheath, Kent	GW plus others
Bournemouth	***Battlescar***	Paul (01202 293 054)	Talbot view Community Centre Alder Park, Alder Road, Parkstone	*ALL*, 12 noon til 5pm every Sat, £2.00 entry,, refreshments.
Birmingham	***East Birmingham Marauders***	Jon (0121 783 0935) Paul (0121 783 3246)	261st Scout Hut, Yardley Fields Rd	*ALL*, 5.30pm to 10pm Sat.
Bristol	**Games Workshop Club Bristol**	0117 9251533	Patchway Community Centre, Patchway, Bristol.	£1 1st eve, £2.50 mon 6pm to 10.45
Burnley	***Burnley Wargames club***	Simon Peyton (01282 698175)	Burnley Boys Club, Barden Lane, Burnley	*ALL*, Historical, £1 to juniors, £2 to adults, 14+
Bury	***Circle of Blood***	Paul Waring (0161 7974858) pwaring@postmaster.co.uk		??? Help is required as we are just starting up!
Cambridge	***Elite Games Club****	Sam Wallace 01763 838311		40K, E, SH
Cardiff	***Cardiff University Roleplaying and Wargames Society***	Martin e-mail NEALMJ@cardiff ac.uk	Crwys Pub, Crwys road	*ALL* + RPGs, weds 7.45pm fee £2 per annum, open to all Cardiff students
Carlisle	***Carlisle Games Club****	Chris Mountford 016974 73610	Newman Scholl, Cumbria	
Cheltenham	***Cheltenham War Chiefs****	Heath Barnes 01242 700157	St Marks Community Centre, Hesters Way, Cheltenham, Glos.	
Cheshire	***The Second Legion***	Sam Dale 01625 574435 e-mail beardy-weirdy@hotmail.com	Nags Head, Waters Green, Macclesfield	*ALL*, + RPGs and Historical, £1 per week , age 16+
Cheshire	***The Killing Field***	Martin (01270) 665153	MGN Studio Crewe, Cheshire.	40K, age 16+.
Essex	***The Heretics club***	Gary Lovell 0467 887345	Leisure Centre, Northlands park	*ALL*, Sun 12 til 7.00, £4 fee.
Glasgow	**Games Workshop Club Glasgow**	0141 2263762	66 Queen Street.	
Guildford Club	**Games Workshop Club Guildford**	Kieran 0148 451793		
Hanick	***Hanick Games club****	Alex 01450 3723026		Wednesday from 6pm
Harrogate	***The Harrogate Wargames Club***	Ian Roberts 01423 540610	Rafa Club east Parade Harrogate	*ALL* 7.00pm Thursday to 11.00, 1st night free £1.50 thereafter
Inverness	***Da Klub****	John 01463 242644	Spectrum Centre	
Kingston on Thames	**Games Workshop Club**		0181 5495524	33 Fife Road.
Kings Lynn	***Kings Lynn Roleplay Club***	Paul Evans (01553 775947)	Hospital Community Centre	Sun 2.30-6.30, £1.00 fees
Leeds	***Leeds Chapter***	Laurie Stewart 01405 860653 (Leeds shop)	Wellesley Hotel, Wellington st, Leeds	*ALL* (some very old GW games), sun 1pm til 6., £2 fee.
Letchworth	***Warhammer and 40K club****	Rod 01462 677369	St Chris School, Letchworth, Herts	
Lincoln	**Games Workshop Club Lincoln**	Gary James (01522 548027)	United Reform Church St Martins Lane.	*ALL* 6pm to 10pm Thurs, £2 (first free).
London	***Dragon's Inn Club***	Sahir Hangoebl 130 The vale, Golders Green, London, NW11 8SL	Christ's College, Finchley	*ALL* 3.30-6.30 Tuesdays Members of the school only!
Macclesfield	***2nd Legion****	Sam 01625 574435	Nags Head, Waters Green	Weds 7pm to 11 pm age 16+
Middlesbrough	***Middlesbrough Warlords****	Arthur Dixon 01429 429474	St Mary's Centre, Corporation road.	*ALL* Thurs eves, £2 per session, refreshments available

UK	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Nottingham	**Games Workshop Club Nottingham (HQ)**	0115 9168410	GW HQ Lenton, Willow Road, Lenton.	*ALL* 6pm to 10pm Weds, £2 (first free).
Nottingham	**Games Workshop Club Nottingham (Central)**	0115 9480651	34a Friar lane.	*ALL* 6pm to 10pm Weds, £2 (first free).
Penrith	***Penrith Games Club****	Dan Barham 01768 483319 Robert McNaught 01768 892085	St Andrews Parish Hall	7pm to 11pm
Portsmouth	**Games Workshop Club Portsmouth**	01705 876266	34 Arundel Street.	
Royston	***The Rapturous Standard***	Steve Renwick 01223 207095	1st Royston Scout HQ, Barkway road	*ALL* Thurs 7-10 pm
Scarborough	***The Orc's Lair***	Kelvin Pickup	76 Moorland Rd, Scarborough	*ALL*, Historical, RPG's, 5.30-8 Mon, 7-9pm Weds, £1
Sheppey	***The Sheppey Games Club***	Graham 01795 875393 Dave 01795 667394	Sheerness, Methodist Church, Broadway, Sheerness, Isle of Sheppey	*ALL* age 12+, Mon 5pm til 10pm, £1.50 per night
Stoke on Trent	***The Sunday Gamer's Club***	Nick 01538 361409	The Fiction Factory, Town Rd, Hanley, Stoke on Trent	*ALL*+ Ancients, Sun 11am-5pm
Thurrock	**Games Workshop Club Thurrock**	01708 867133	Unit 415, Level 3/Food Court, Thurrock Lakeside	
Watford	**Games Workshop Club Watford**	01923 245388	Unit Q1A, Harlequin Centre Queens Road.	

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

EUROPE	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Netherlands	***Alternative Reality****	Richard van Veen 0031 (0)164 614199	Wijkcentrum Ons Bergen, Goudenbloemstraat 17, Bergen op Zoom	*ALL*, plus RPGs, noon – 6 pm Sundays, 2,50 a time.
Slovak Republik	***Club of the Green Table****	Mike Novak 00421782238 (weekends) Svabinskehu 85101 Bratislava.		

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

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

GIANT FANATIC... Denmark's finest games event.

Here are some pictures taken from the Giant Fanatic Tournaments that were held in March and October this year in Denmark. As you can see they are certainly incredible events. They include both Warhammer and Warhammer 40,000 tournaments plus participation games for Necromunda, Mordheim, Siege and many others.

Should you want to know more about an up-and-coming Fanatic event then drop the Giant's club a bell on (45) 35 42 96 40 for more details.

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

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

NOTE: we are only providing this feature as a notice board for players and can make no promises that these clubs exist, or continue to exist, at the addresses given.

Apart from those specifically mentioned as being GW clubs there is no connection between these clubs and Games Workshop Ltd.

NGC
Newmarket Games Club
Don Barnett (905) 953-0573

3rd Annual 40K Tournament Winter 2000

At the Newmarket ON

Contact the Newmarket Games Club (Canada) for further details...

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

THE HYDRA FLAK TANK & FLAK PLATFORM

Models designed by Tony Cottrell, rules by Warwick Kinrade

The Armoured Might of the Imperial Guard

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

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

A COMPLETE HYDRA FLAK TANK
(remember, you'll need to buy the Basilisk tank kit separately as well)

SEND TO: IMPERIAL ARMOUR, GAMES WORKSHOP, WILLOW ROAD, LENTON, NOTTINGHAM, NG7 2WS • UK

ORDER FORM	Price (UK£)	Price(US$)	Qty	Total
Hydra Vehicle tank kit	£28.00	$49.00	____	_____
Hydra Flak Platform kit	£37.00	$64.00	____	_____

(Prices include secure post and packaging to anywhere in the world [£2.00 UK, $4.00 US].)

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

Name: ..... Age: .....

Address: .....

.....

.....

Postcode/Zip ..... Country: .....

Telephone no: .....

- *Remember: these models are **only** available from the Black Library or Games Workshop-held events!*
- *The Hydra Flak Tank is **not** a complete kit; you will need the regular Basilisk kit to convert!*
- *These conversion kits are recommended for experienced modellers.*

ANOTHER JOURNAL EXCLUSIVE KIT + RULES DEAL

Watch this space for more kickin' unique tank variants like the awesome Baneblade, super-heavy tank...

If you want to know more, send an SAE (or two IRCs) to:

Imperial Armour
The Black Library,
Games Workshop Ltd,
Willow Rd,
Lenton,
Nottingham,
NG7 2WS. UK

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

http://www.blacklibrary.co.uk

A COMPLETE HYDRA FLAK PLATFORM
(Forgeworld also produce these resin cast roads)

HYDRA FLAK TANK

	Points	Front Armour	Side Armour	Rear Armour	Bs
Hydra	120	12	10	10	3

The Hydra Flak tank is a specialised vehicle, based on the Chimera chassis and used for mobile air defence. The Flak tank can often be seen defending Imperial Guard columns and artillery positions from aerial attacks, it's four long barrelled autocannons sweeping the skies to unleash a wall of explosive shells.

Unofficially, the flak tank is often pressed into front line service to engage ground targets, its long range and high firepower making it useful against infantry assaults and lightly armoured vehicles. The Hydra has proved so effective in this role that Imperial Guard commanders overlook this breach of official regulations.

Type: Tank

Crew: Imperial Guard

Weapons: The Hydra mounts two twin-linked long barrelled autocannons and a hull mounted heavy bolter.

Options: A Hydra may have a smoke launcher for +3 points. It may also take any other vehicle upgrades from the Imperial Guard Codex.

HEAVY SUPPORT: HYDRA FLAK TANK
A Hydra is a heavy support choice for the Imperial Guard.

SPECIAL RULES

Long Barrelled Autocannon: *The Hydra is primarily an anti-aircraft vehicle although its main weaponry is equally effective against infantry and lightly armoured targets.*

	Range	Strength	AP	Shots	Notes
L.B. Autocannon	72"	7	4	1	Heavy 2

Quad Mounting: Whilst stationary the Hydra can fire all four autocannons, rolling 4 dice with a re-roll for being twin linked. Whilst moving up to 6" the Hydra can fire 2 autocannons, rolling 2 dice with re-rolls. If moving over 6" it cannot fire any weapons.

HYDRA FLAK BATTERY

	Points	Front Armour	Side Armour	Rear Armour	Bs
Flak Platform	60	10	10	10	3

Mobility is not always required and flak platforms are used to defend static positions, command bunkers, artillery batteries and other important positions from aerial attack, leaving the Hydra tanks free to be deployed in support of Armoured units and assaults.

Type: Immobile.

Crew: Imperial Guard

Weapons: Two twin-linked long barrelled autocannons.

HEAVY SUPPORT: FLAK PLATFORM BATTERY
The Battery consists of 1-3 Flak platforms.

SPECIAL RULES

Long Barrelled Autocannon: *The Hydra is primarily an anti-aircraft weapon although its main weaponry is equally effective against infantry and lightly armoured targets.*

	Range	Strength	AP	Shots	Notes
L.B. Autocannon	72"	7	4	1	Heavy 2

Quad Mounting: As the platform is always stationary the Hydra can fire all four autocannons, rolling 4 dice with a re-roll for being twin linked.

SCENARIO IDEAS USING YOUR HYDRAS
Like the Basilisk Platform the Hydra platform is a rather specialised piece of equipment and you'll need to put in a bit of effort before using it.

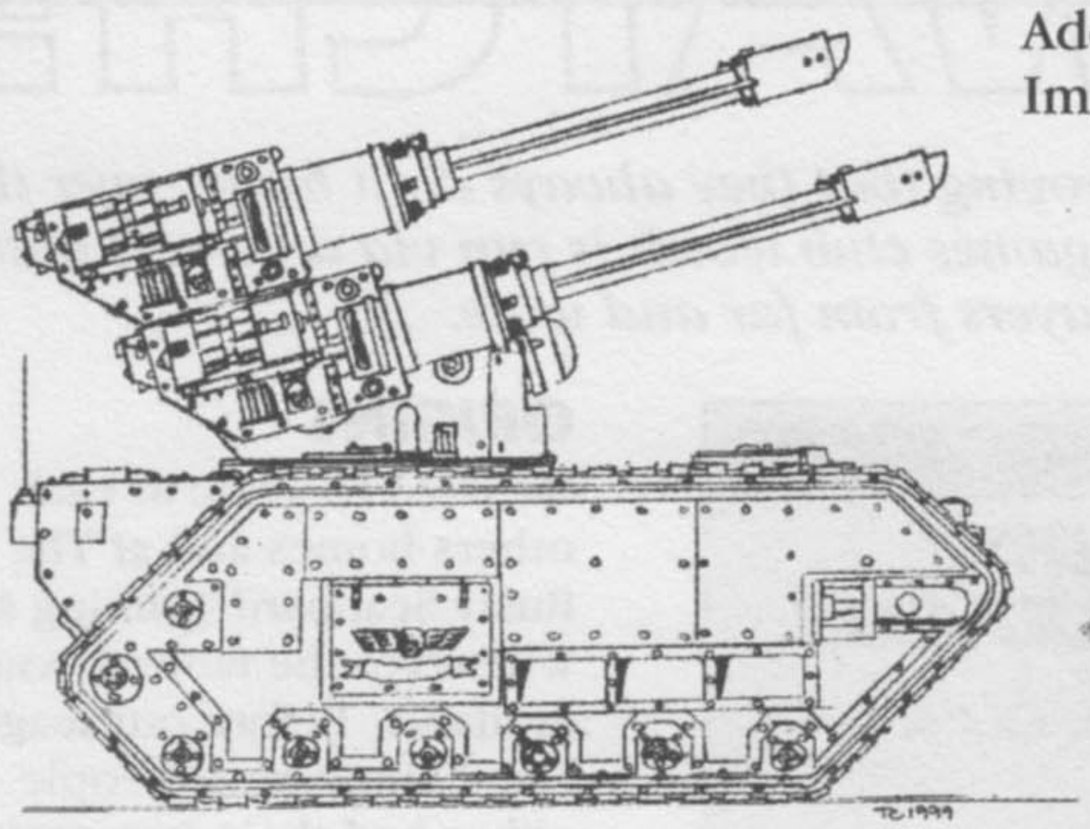
Of course the main role of the Hydra is to shoot down aircraft. As aircraft are beyond the scope of normal Warhammer 40,000 games we'll include rules for shooting at aircraft when we release aircraft models at a later date.

OUT NOW!

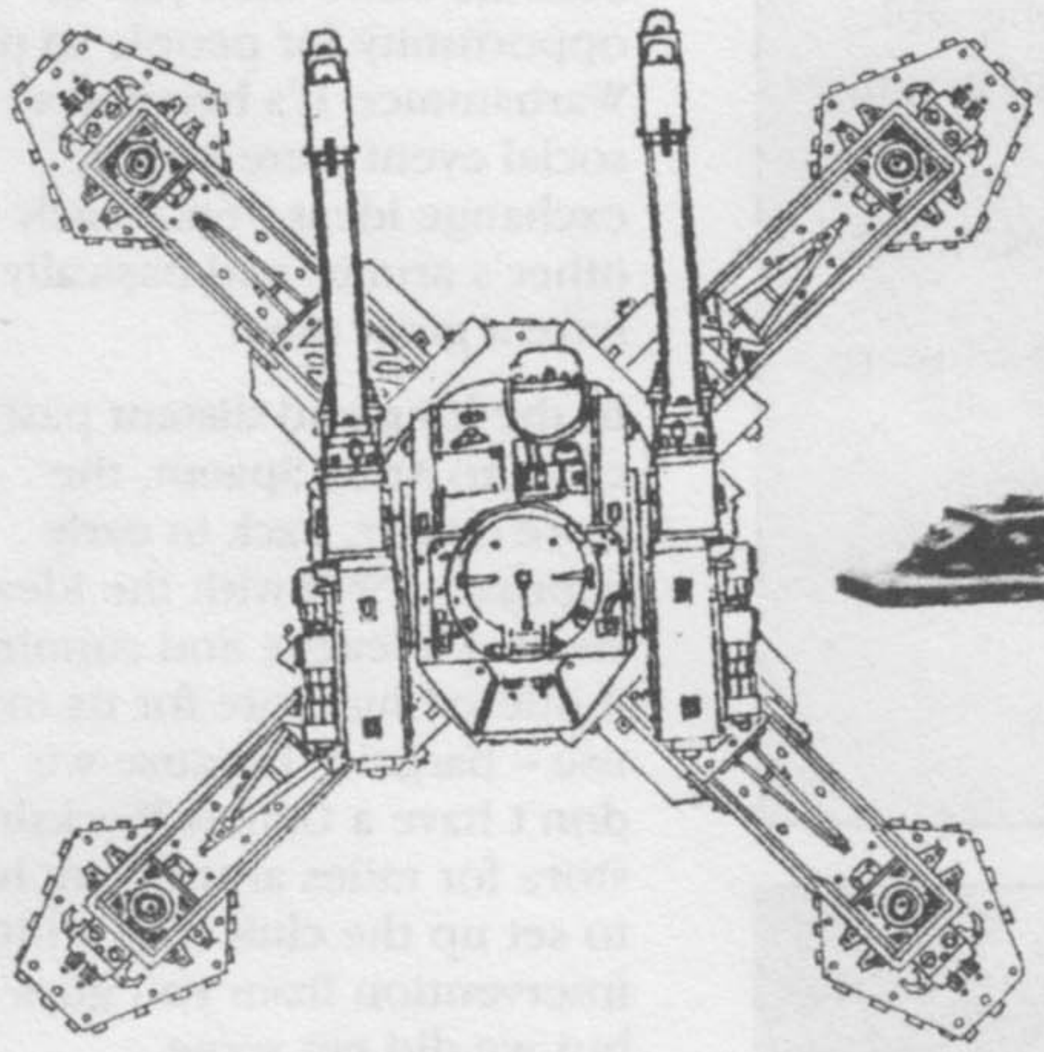
THE LEMAN RUSS VANQUISHER CONVERSION KIT
The full rules for this vehicle can be found in the Imperial Guard Codex.

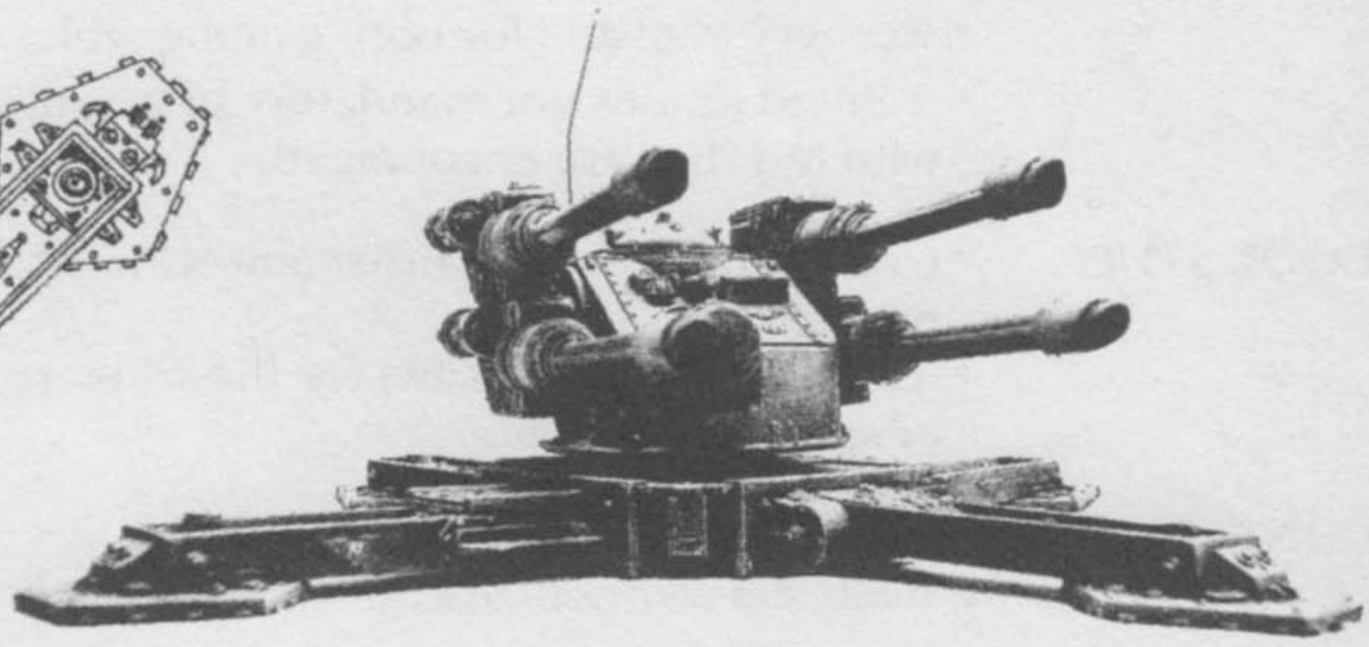
(check out the fabulous free Imperial Armour catalogue at the back of this issue!)

Adeptus Codis Ref: 63557/L
Imperium Administratum File 15534/IK



STYGIES VIII PATTERN Mk IV
HYDRA FLAK TANK





STYGIES VIII PATTERN Mk I
HYDRA FLAK PLATFORM

Strike fast and suddenly. Attack without warning. Secure victory before the foe is aware of his danger. Remember always, a war is easily won if your enemy doesn't know he is fighting.

Maxims of Macharius II, Lord General Solar, as quoted in the macharian Heresy by Lord Inquisitor Kryptman

OVERWATCH!

Once again our American cousins are proving that they always do it bigger over there as we take a look at the Rusty Scabbard games club which is run via an email mailing list and involves players from far and wide.

DATAFAX

THE RUSTY SCABBARD WARHAMMER BATTLES LEAGUE

LOCATION: 820 Lane Allen Rd, Lexington, Ky, USA ¥40504.

TIMES: 3.00pm til 9.00 pm weekdays and open til close all weekends (it's in a store).

AGE LIMITS: Twelve and upwards.

FEES: $5.00 entry fee.

GAMES PLAYED: Warhammer.

- Free parking available.
- Soft drinks and vending machines.
- Scenery available for both gaming tables.
- Painted armies not mandatory to begin with but they are encouraged.

COOL STUFF:

- Grand Champion's tournament with big prizes.
- Gift certificates available for the winners of special scenarios.

CONTACT: **Steve Cornette** Tel (606) 278-6634
E-mail: stevecornette@hotmail.com

Or **Andy Spaeth**
E-mail: Andy@RustyScabbard.com

Gaming at the Rusty Scabbard store...

ORIGINS

We used to game at each others homes and at The Rusty Scabbard (gaming store) whenever the tables became available. Before our league came along most people either had their own campaign going or just 'floated' from place to place to play a game.

It occurred to us to organise a games club to give everyone within the gaming group an opportunity to play against others that they'd never played before. Our league has become more than just an opportunity for people to play Warhammer, it's become a social event were people exchange ideas, 'razz' each other's armies and basically have a great time!

In the long and distant past I came to Andy Spaeth, the store owner, back in early February 1999 with the idea of starting a league and running it offered his store for us to use – bargain! Because we don't have a Games Workshop store for miles around we had to set up the club with a little intervention from you guys but we did get some suggestions and helpful pointers from a few of the folks at the GW headquarters in Baltimore.

It only took us three weeks to accumulate over forty enthusiastic people for our league! We have a large gaming community here in Lexington (Much larger than most cities our size.) After we got all the names together I started making a scheduling

format and we added late-comers too. Getting a solid schedule down was quite easier than I expected. As far as unforeseen difficulties are concerned we are still in the early stages of development. We're handling matters as they come but we've got a great group of people to work with and for the most part everybody has the same goals within the league.

GAMING

I originally set forth a league principle of 'non-beardy' play; that if you were a new player to the game and didn't know about the spirit of the game then the other players in the league would 'subtly' influence and direct you to the path of salvation... (really it is a 'fun-loving' subtle influence. – BIG EVIL GRIN!)

The council is currently voting on amending some of the rules that might govern cheesy army construction. As far as popular games go, it seems that every game played so far has attracted a large crowd. Our scenarios definitely attract a lot of attention because of the prizes at stake.

The tables at Scabbard are constantly in use by various members of the gaming community. They provide painting demos, conversion exhibitions and new game demos such as the cracking new Battlefleet Gothic game.

We are planning on getting a group together, renting a van and coming to Games Day all decked out in our Rusty Scabbard t-shirts! And as for publishing, we hope to get into the Rogue Trader section of US White Dwarf soon and would love to invite some GW staff to visit our store and see why they call Lexington the horse capital of the world (Honestly, the Ellyrian Reavers get their horses from us!)

You see him? He can have you in a fight, he can!

MEMBERS

At present we have forty-five regular members and many irregulars. The league is split into two divisions:

1. 'Upstarts' – which are 16 and under or the novices having thirteen members separated into two sub-divisions of Good and Evil.

2. 'Elder' – which are 17 and older or experienced having thirty-two members again separated into two sub-divisions of Good and Evil.

The league members are represented by a player council consisting of a player representative from each subdivision. The function of the council is to decide upon rule amendments, grievances and any business related to the league. The members of the council are appointed by the league director.

Upstart players play a twelve game season against each other with the elders playing a sixteen game season using a Good vs Evil scheduling format. The players set up their own games and the dates and times are allotted by the Scabbard staff members.

Players also set their own limitations for each game within a set of guidelines approved by the league director. Steve Cornette sends out updates via email to the members that have email (currently about half) and I post updates on a bulletin board at the Rusty Scabbard every week.

EVENTS

Special scenarios are played throughout the duration of the league with winners receiving gift certificates. These gift certificates are paid for by the $5.00 entry fee.

A Grand Champions Tournament for both divisions will be held at the end of league play with the winners getting BIG prizes!

We would like to meet with some GW staff members at Games Day to share with them our league principles and

basically shoot the bull! (With apologies to the beastmen..)

In closing I would like to say that I am so impressed with the way that everyone has come together in this league and it's been one of the most enjoyable social experiences I've ever had!

TO BEARD OR NOT TO BEARD?

Here are some of the discussions and valid points the Rusty Scabbard group have compiled all on that controversial subject of Beardiness:

'Beardy (verb): to be allowed to do something with your army that someone else can't do with theirs, Examples:

1. Taking 5 High Elf Repeater Bolt Throwers in a 2000 point army.

2. Using the *Cloak of Mists and Shadows* with the *Amber Amulet* and the *Forbidden Rod* (In any army).

3. The use of putting characters in every Goblin unit in order to avoid taking animosity tests.

The Upstarts dominate the games table

4. Using nothing but elite rank and file troops in an Undead army.

5. Giving a Slann Mage Lord magic items to make it 'nearly' invincible.'

– Steve Cornette

'I will not apologise for using three Savage Orc Shamans nor will I stop bringing them, they are the best models in my army and as a result are the only Orcs I would ever dream of playing with. I will also not apologise for using *Hand of Gork.* It is a spell that my army gets. I don't get to set people on fire or always pass my Leadership tests, I can't make mountains stroll across the table and I can't raise my Savage Orc Shaman on a pillar of fire. I will not apologise for drawing more cards during the magic phase than you get to – it's part of what makes my army unique.

Scream 'balanced' to the high heavens I for one have had enough.'

– Matt Williams

Just one of the many cool armies used in the league

'If you feel that you have to bring 3 savage orc shamans to get extra cards in order to win the game that's fine..It somehow reminds me of a situation were a fellow took 5 dispel scrolls and a destroy magic scroll just to keep me from casting any spells. I won the game because I felt that I had a more balanced army. Had that fellow used that 175 points in say another regiment the outcome might have been totally different. So I say, go right ahead and take those 3 savage shamans, someone will find a way to win against that

strategy and you may have to rely on a different one in the next game.'
– Anon

'To me it's not a question of getting to do something with your army that other's can't. I think it's more a question of armies that are more in tune with the spirit of their army list. However, each of us will (by human nature of competition) subjugate the rules to our advantage whether subconsciously or otherwise. It's a fact of gaming.'

'Many people view race only benefits as cheesy in and of themselves. I've never seen more than one steam tank in a game but bystanders are always heard to say it's cheesy.

People need to understand that some things are just race only benefits while the same can be beardy and abused. A single giant is very in character for an orc army but I can legally field an army of them. While this is legal it is an abuse of the army lists and that is where being beardy lies.

Abusing the spirit and loopholes of your army list to make an all-powerful army is the essence of beardy. Also making all-killing magic item combos to win the game is in itself cheesy.'
– Mike

'Why are there different levels of play in baseball? *(That's rounders to us over the pond! – Ed.)* Is it more enjoyable to watch the Reds just slaughter UK's team? Is that fun? Who is that fun for?

My point is, if that game came up every weekend, I believe that baseball would no longer be a sport to watch. There would be no tension. No need to have the game. Therefore, the first thing we are looking for in Warhammer is a level playing field.

Some people believe that the strategy begins when building the army. But if we are trying to create a storyline that seems plausible then maybe, the generals wouldn't have access to all that they wanted from the army list. This isn't a tournament. This is a story that is interactive and being told as it progresses. The second thing we are looking for is the story.

There is another element here. It isn't just about the individual fun of one of the people playing. It is about the fun of both people. So if it is necessary for your fun to always have the very best your army has to offer, then Ok but isn't there any consideration going to the opponent? Our third objective is for both players to have fun.

I also understand that each army has its strengths and weaknesses. Is this game about always taking advantage of your strengths? Or does this game have a basis in reality when you don't always get to do that? And does it require fast and hard rules that can once again be lawyered and taken advantage of, so we are in the same cycle? No, it is all about philosophy of play.

Our fourth objective is the philosophy we are trying to create. Would ten chariots for your army be beardy? There should be some sort of judgement call that limits our choices. It isn't easy because it is such a subjective topic.

This is our fifth goal, to come up with a realm of quality armies. Quality being non-beardy. Quality being an army that is fun to use and fun to play against, no matter what the level of play of the opponent. Some of the best fun I have had is fighting and losing. So in my opinion it doesn't have to do with winning or losing which is not a determining factor for labelling an army beardy or not.'
– Patrick

The Motley crew assembled...

UK 0115 91-40-000
US 1-800-394-GAME

WARHAMMER EPIC 40,000 Warhammer Quest™

Hot from the Forges

The Trolls of Mail Order have really excelled themselves this time, they've dug-out those cool old Epic Eldar Knights for you to use with your Exodites, there's some conversions for when you play the 'Invasion of Yvresse' campaign and even a few model ideas for your Quest Bounty Hunter. Phew! Now you can't ask for more than that, eh?

ELDAR KNIGHTS – £1.75 each

FIRE GALE 1
076470/1

BRIGHT STALLION 1
076470/8

TOWERING DESTROYER 1
076470/3

Mail Order have a whole range of Eldar Knights based on these three variants above. For further details give the Trolls a ring or if you have one, check out the 86-91 catalogue, page 131.

THE INVASION OF YVRESSE

Special Characters

ARGALEN

CHAMPION MAGE

£3.50 for the full conversion kit
(Lothern Standard/Wood Elf
Banner Top 2/Asurman banner)

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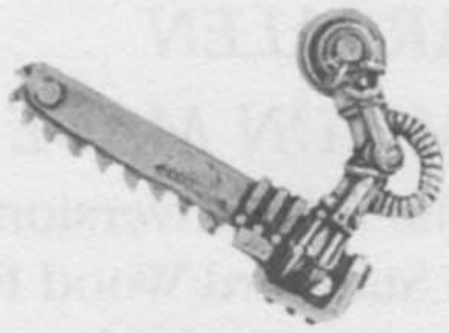

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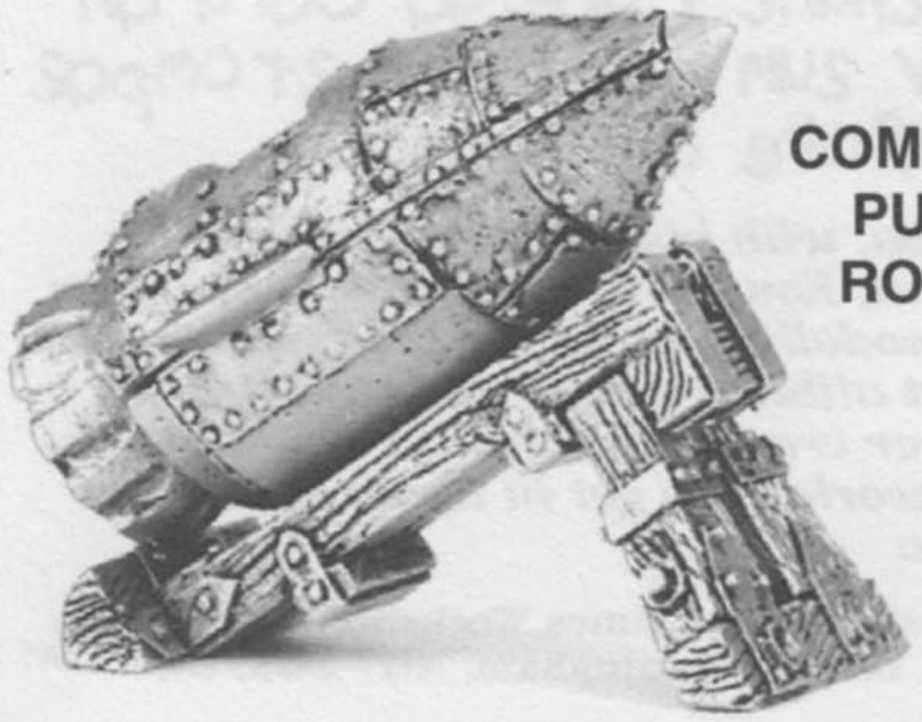

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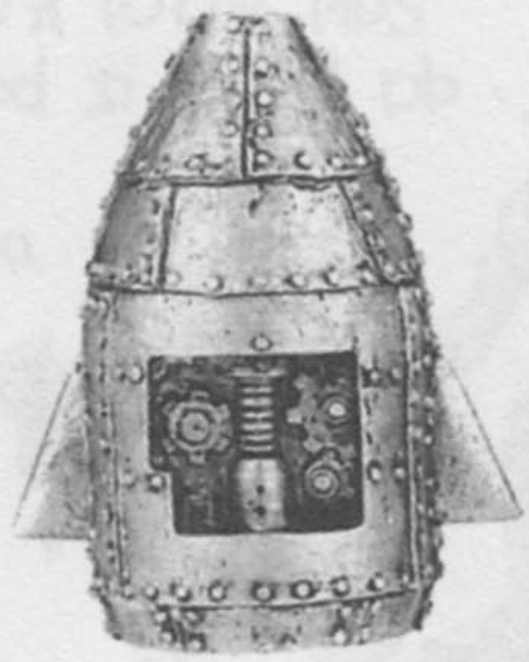

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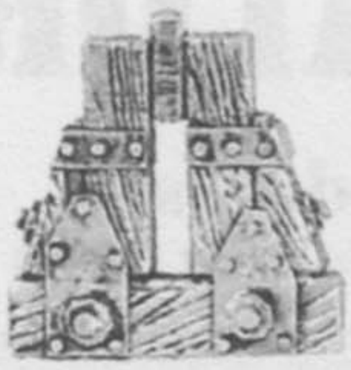

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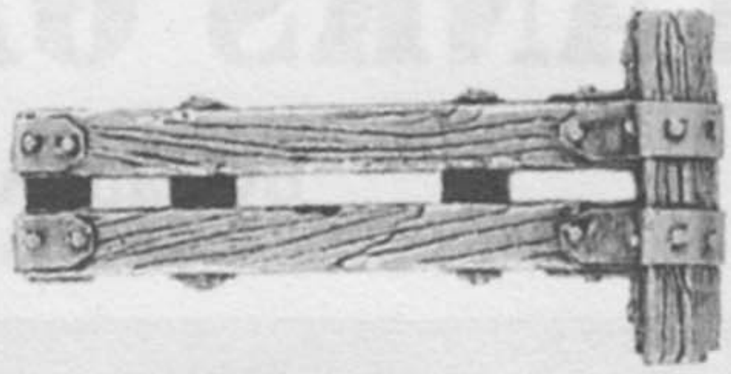

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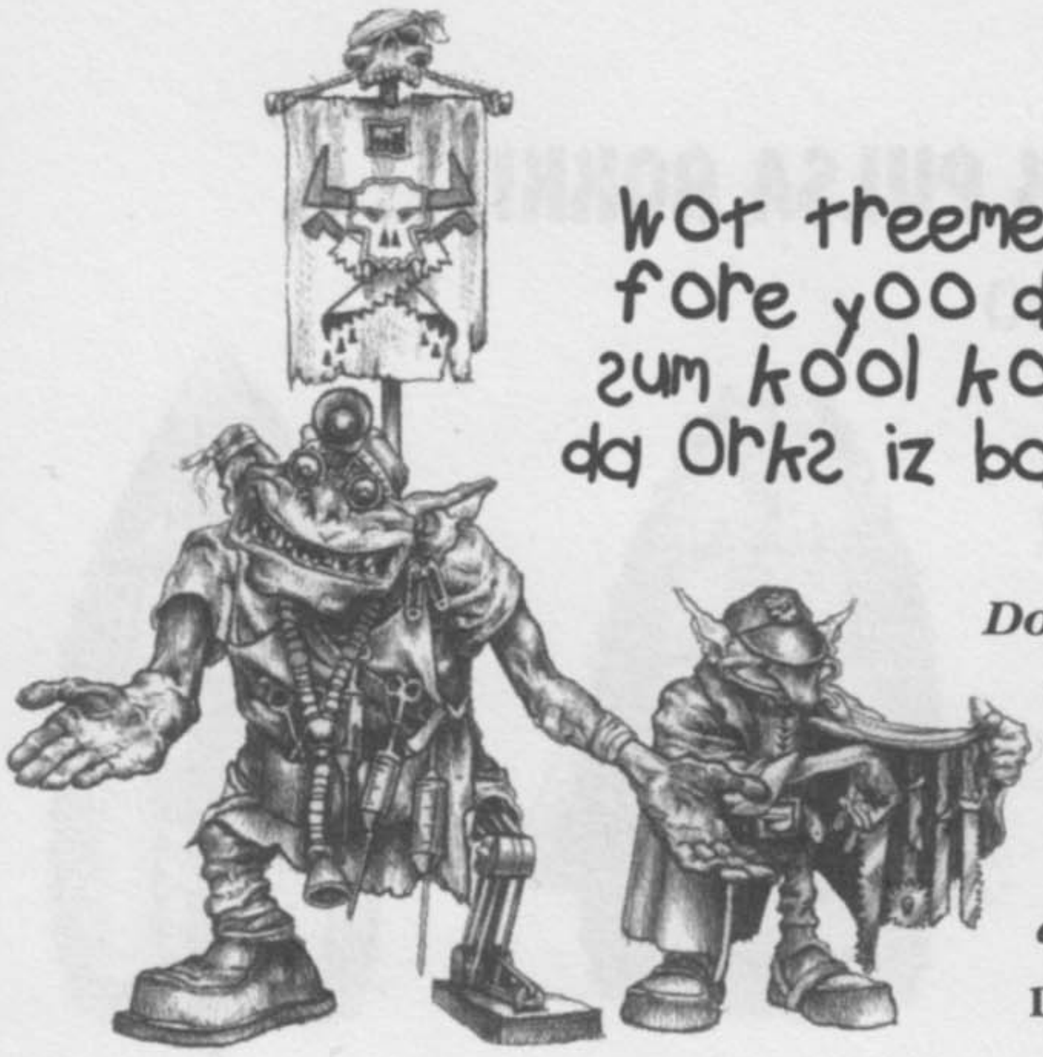


Wot treemendus stuff we av in stoor fore yoo diz izhoo. Sum Oomie az dun sum kool konvershuns fore da Gard an da Orks iz bak wiv sum exsellunt stompas fore da Waaagh

Dok Butcha, with his faithful Gretchin assistant, Konvertit, bring you conversion and modelling ideas for the novice and expert alike. If you've got any ideas – however crazy – that would appeal to the hobby worldwide get in touch at this address:

Da Journal Bunker, Games Workshop Ltd., Willow Road, Lenton, Nottingham, NG7 2WS, UK

TANKS GALORE...

by Paul Andrews

(check out the inside front cover)

Paul is from Chatham, Kent (the pleasant and civilised part of the world from where the Editor originates) and so naturally is a consummate scholar and a gentleman. Paul is a bit on the old side as he likes to say and has been modelling, converting and scratchbuilding for a number of years now. He originally started with plastic kits of modern era tanks and then on to constructing them almost entirely from plasticard and other materials. Paul has entered numerous modelling competitions where the basis of excellence is on an accurate scaled depiction of an existing armoured vehicle. It's not surprising then that he considers modelling with our fictional vehicles a sheer relaxing delight where he isn't restricted by the vagaries of precision and realism. Paul recently took first place in the vehicle category of the painting competition held at the Black Library Open Day in July. Since then he has been hard at work making a whole host of innovative tank conversions and we're sure you'll agree that they are most inspiring – not bad for an old'un!

This covers the general ideas and some of the methods that have been used to construct a range of Imperial Guard vehicles that are all slightly different from the norm. Full instructions are included for the construction of a Light Support Vehicle like the one that took first place in the vehicle conversion competition at the recent Black Library open day.

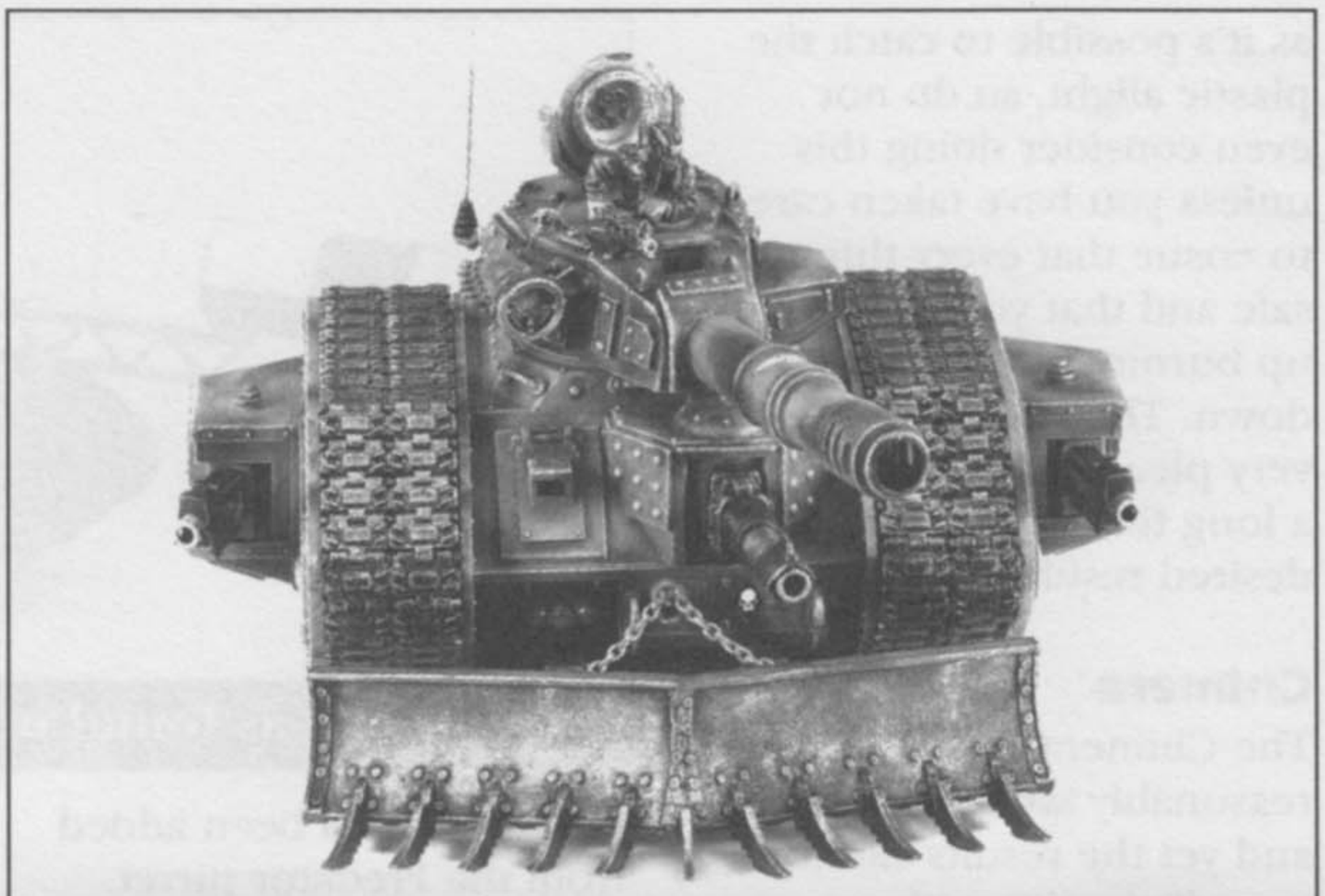
My first contact with the world of Games Workshop was at the Cardiff store a couple of years ago. They were running a competition to convert an Ork Buggy.

After a little persuasion, I ended up buying a buggy and bike then I set to work converting. Before I knew it the buggy had grown to well over 300mm long, it had a turret with cannon, a crew consisting of about half a dozen Orks, 3 or 4 Gretchin and numerous Snotlings. The engine alone, was now bigger than the original buggy and the vehicle was armed with an array of weapons. To finish off the job a tow hitch was added to the back so that the beast could tow a Splatter Cannon. Everything was then finished in red, coz everyone knows; 'Red ones go faster'.

This was just the start of what has proved to become an addictive hobby and my latest project is the formation of a vast mechanised Imperial Guard army.

The army was to have a range of vehicles with different abilities. I had read that field modifications are often made to Imperial vehicles and local commanders sometimes have to improvise hybrid

machines from spare parts. If the fighting is taking part on an Imperial planet, then the world's own locally produced fighting machines may also be available, which can take almost any form from primitive landclads to sand crawlers and ultra-fast speeders. From this I had a basis to start work and my first project which was an oversized Leman Russ.



Super King-Russ!

Leman Russ

The Russ is a wonderful vehicle and I started by adding an extended engine bay at the back of the tank. Once this was complete it looked as if the whole thing would look too long so I added a thin strip of plastic, 2.5mm wide, to each side of the hull. The sponsons received the same treatment with more of the plastic strip being used between them and the sides of the tank. Finally, I decided to go right over the top and use double width tracks along with a double plough formed into a V at the front of the whole affair.

barrel of the cannon and extend it with some plastic tube. The back of the turret was reinforced with additional armour plates and when this was complete everything looked in proportion.

The whole conversion included a number of other changes, together with the replacement of the mesh over the engine bay so that it was possible to see into the engine compartment. This meant that the next thing to do was to add an engine just below the cover. Many other minor modifications were made and when the whole thing was complete the tank didn't appear to be as vast as it really was. The only thing for it was to make a Leman Russ of a standard size to go along side. This would then give an idea of just how big the modified version was. (Even this had the weapons on the side sponsons replaced with Lascannons).

The Mini-Baneblade or is it the Bayonet?

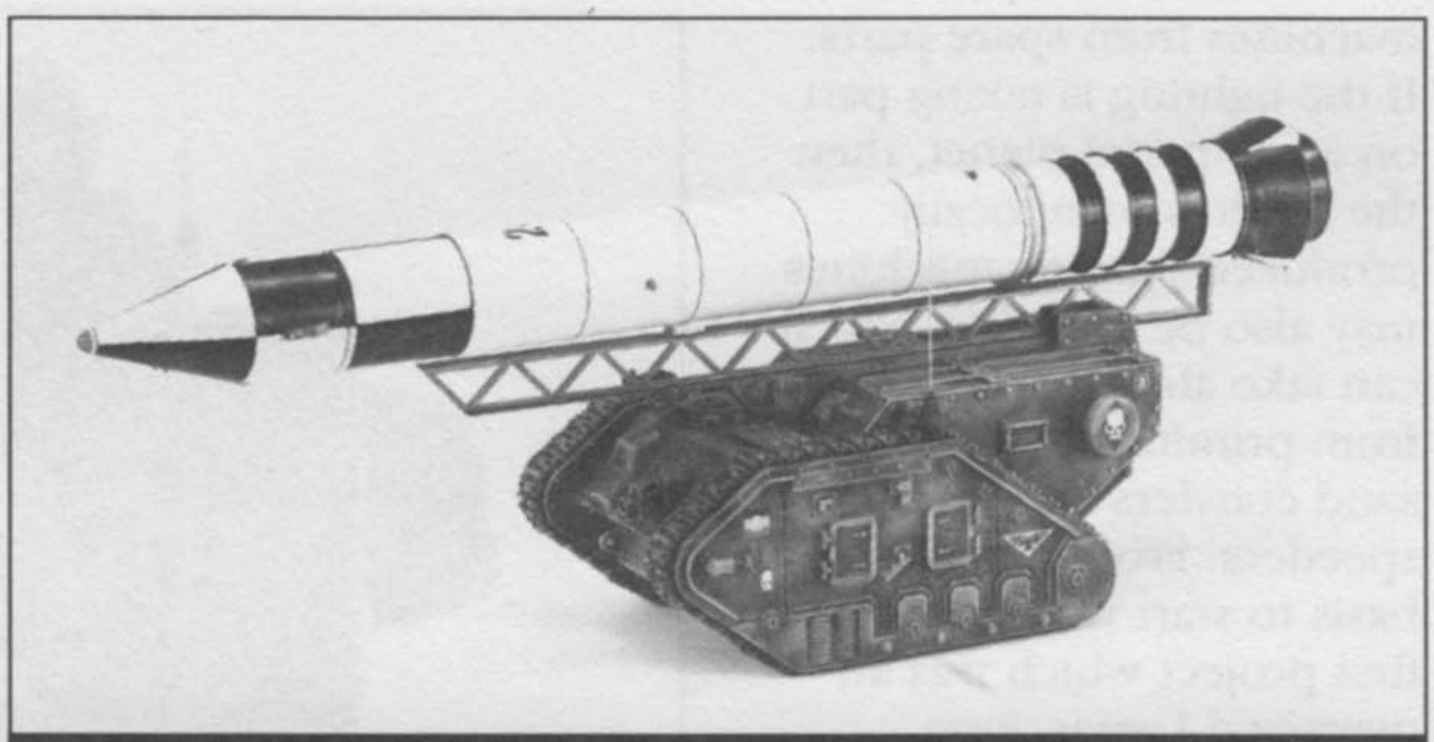
Sentinel

The next conversion was the Sentinel. This had the legs spaced out with two small pieces of plastic tube added between them and the body. The engine was moved back a little and the cockpit raised with the addition of small strips of plastic. A Heavy Flamer was added under the body and the back of one of the old metal seats from a Land Speeder was used behind the driver.

The finishing touch was given by drilling out the headlamps and then forming some lenses from a sheet of clear plastic. This is achieved by heating the plastic and then pushing a wooden former into it, (which is the shape of the headlamp). To do this takes some practice and it can prove to be very dangerous,

When this was complete the turret was put into position and looked much too small. The only thing for it was to take a knife to the standard

as it's possible to catch the plastic alight, so do not even consider doing this unless you have taken care to ensue that every thing is safe and that you don't end up burning the house down. The effect can be very pleasing, but it can take a long time to get the desired results.



Deathstrike as found in Operation Desert Storm!

Chimera

The Chimera conversion is reasonably straight forward and yet the results can look very distinctive without having to spend hours of work to get any results.

The Chimera is the Imperial Guard's most numerous armoured troop-carrier and infantry support vehicle. It's designed to carry a full squad with room for one additional man, plus its own crew. The mobility of the Chimera is essential to the fast moving warfare which typifies the Imperial Guard attack.

The Super Hellhound – blindin'

To convert the chimera all that's needed is to modify the turret. The turret has been raised approximately 2mm around it's middle by adding a strip of plastic. The multi-laser from the kit is not used, instead, a Lascannon has been added from the Predator turret. (part no. 010105412). This is all that is needed to make something that looks a little different and will surprise your opponent, when you go into combat.

Super Hellhound

The standard Hellhound is an example of a highly specialised variant on the Chimera chassis. It has a close assault flamer and is designed to flush out enemy infantry from dense terrain and urban combat zones. It is normally equipped with a powerful flamer which discharges a lethal self-igniting chemical.

I decided to make a more powerful version of this and decided to add additional chemical storage and extend the chassis to allow the inclusion of a bigger engine. This particular vehicle is only equipped with flamers as armament. This includes the flamer in the turret with the standard heavy bolter removed from its position in the hull and a replacement Flamer from the accessory sprue put in its place. Finally, a small flamer has been positioned above the hatch at the front of the vehicle in place of the standard Storm bolter. A widened plough has been added at the front to clear obstructions and give greater protection to the crew.

The body was made from two Chimera chassis. One had the front section removed and the other had the rear removed. When this was done the two were joined together making a vehicle that was about 50% longer than a standard Hellhound. This process is a little harder that it may first appear but when you have completed it you will find that you are left with the basic components you need to produce the light support vehicle.

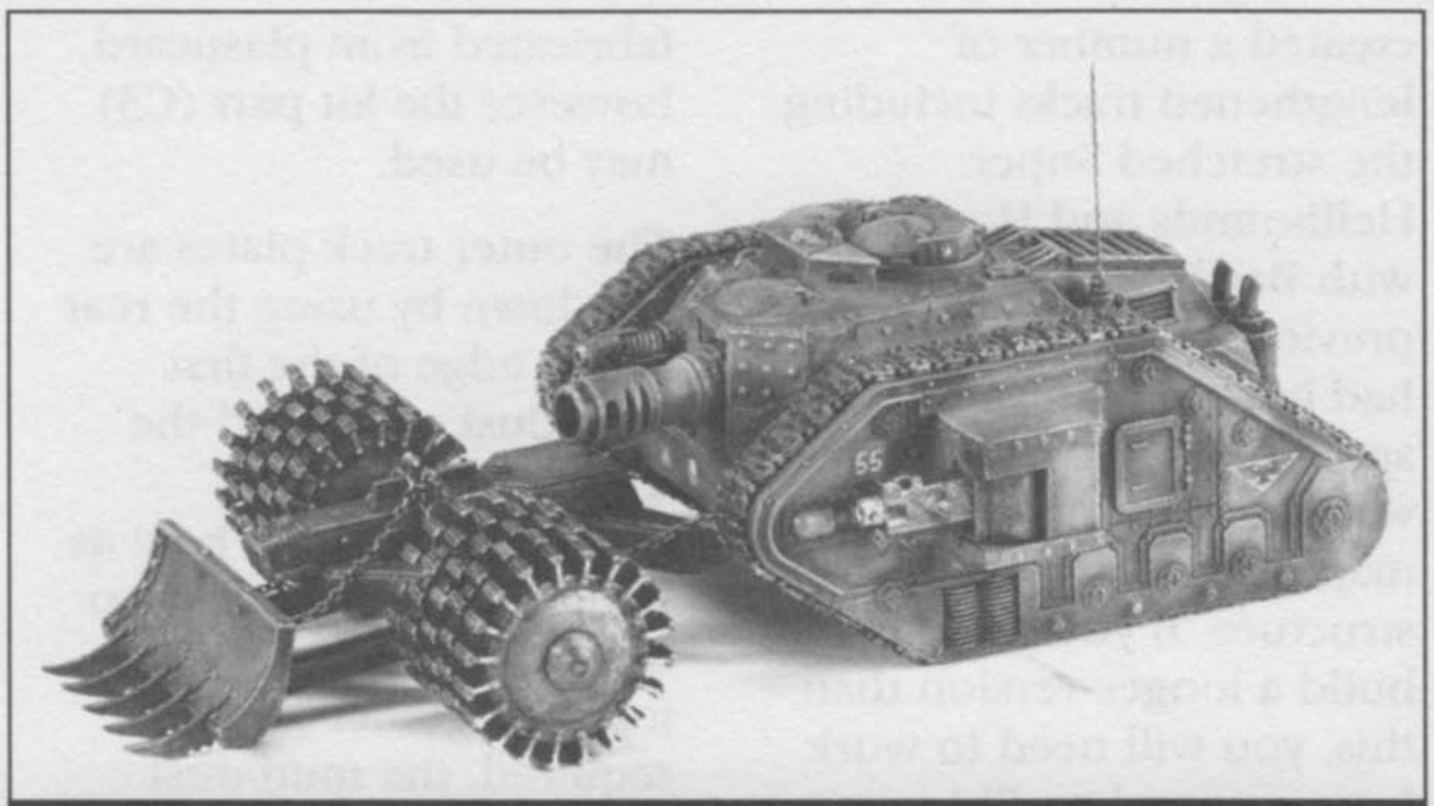
Other Special Equipment

I have continued with many other conversions. These include a mine clearer made

from a Leman Russ with the turret removed and the main cannon replaced in the front of the hull. A Deathstike Missile has been mounted on a modified Russ hull, with a launching ramp that can be raised and lowered.

One of the most lethal tanks that I have produced consists of a the cannon from a Basilisk which has been fitted into a totally enclosed turret, made from plastic card. This has then been mounted on the same chases as the Super Hellhound with two sponsons with Lascannons which have been fitted to the side of the hull. This has produced a vicious looking howitzer type vehicle that can transport enormous firepower into the middle of a battle, the next step up from this can only be a Baneblade (so perhaps this makes it a Bayonet!).

With the introduction of the Imperial Armour resin conversion kits, designed by Tony Cottrell, The Black Library's modifications are now also finding there way into the company. I find it virtually impossible to make anything straight out of the box, even the Black Library resin conversions have been modified with the tremendous Earthshaker Cannon being made from



An elaborate form of minesweeper...

two of these great guns, fitted, side by side on a fixed, resin base.

The latest additions are a command vehicle, a twin mortar Griffon and a modified Chimera chassis designed to carry a robot probe. The probe can either be located in its transport position on the Chimera or it can be removed to roam freely around the battlefield.

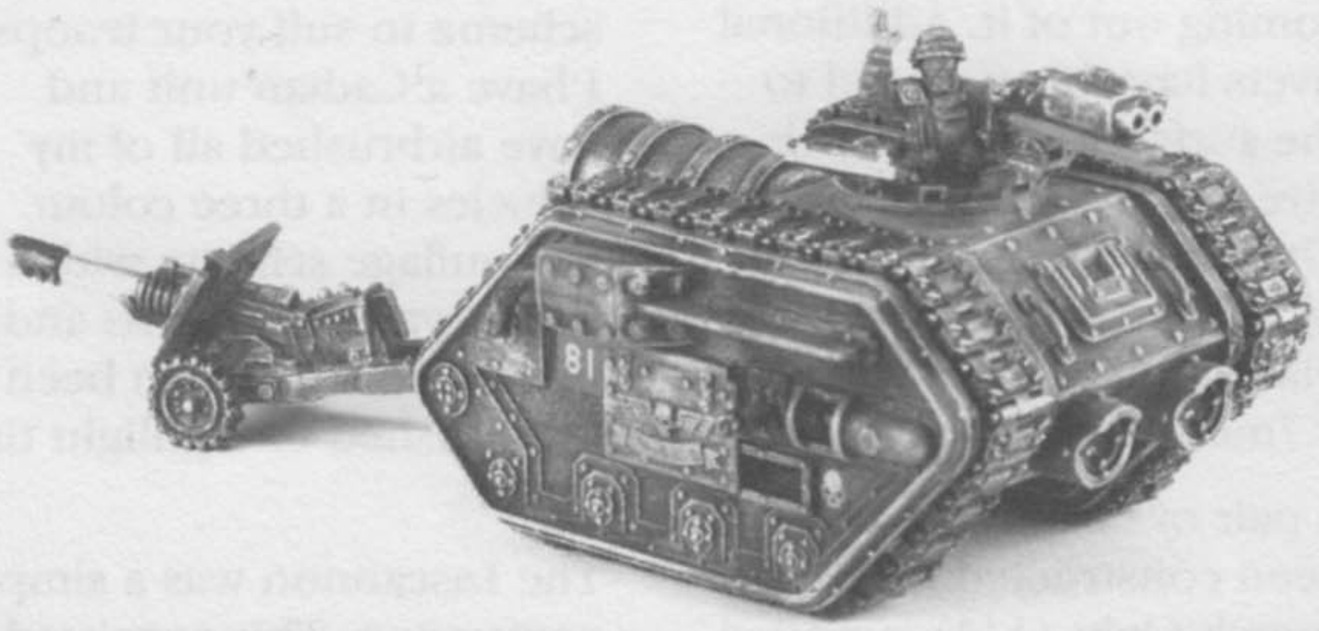
Light Support Vehicle

The Light Support Vehicle came about after producing the many modified Imperial Guard vehicles mentioned earlier. I felt that with all of this mechanised power my Imperial army needed some method of transporting small artillery and other similar equipment across the battlefield quickly and without the need for vehicles as large as the Chimera. From this the Light Support Vehicle was born.

It was important to keep it small but it should also be versatile, so it was able to carry a range of apparatus and supplies. I decided that a small covered cab with a slightly raised cupola was required. Behind this an open back was to be constructed. This would allow various items to be fitted including the small mortar, (part nos. 010505009 & 010505010), to be mounted on it making it into a small version of the Griffon. Heavy weapons such as the resin Twin, Heavy Flamer available from Imperial Armour, can also be attached allowing rapid transportation around the battlefield. It is even possible to build an enclosed rear compartment to carry troops into the field of battle. My first variant was made to tow a Lascanon and carry additional fuel or chemical supplies.

In addition to the various options mentioned above I have included an additional Lasgun each side to repel adversaries.

Before I set about the construction of this particular tracked vehicle, I



Light Support Vehicle towing Lascannon

created a number of lengthened tracks including, the stretched Super Hellhounds and Howitzers with Basilisk cannon previously mentioned. This had left me with various spare parts and from these I was able to produce the majority of the vehicle's structure. If you wish to build a longer version than this, you will need to work from a complete Chimera kit.

The construction of the model was achieved with the minimum of tools. These consisted of a razor saw, 6" rule, scalpel, snips and sandpaper. General assembly was completed with the use of liquid plastic cement and the finished model has a three colour, airbrushed, camouflage scheme.

For construction you will need some plasticard, plastic strips of various sizes and some plastic rod (0.7mm). The rod is used for rivets and will give a much improved finish to any Imperial conversions. All that is required is to cut small slices from the end of the rod and you then have as many rivets as you could possibly need, stick these in place on your vehicles to beef up their looks.

The concept of this model was to produce a small lightly armoured vehicle that would match the style of the existing Imperial Guard mechanised equipment. The vehicle was to be capable of carrying loads and towing additional equipment if required.

The body was first made by cutting the side from the Chimera driver's section (B3). A floor plate and front lower section was then fabricated from plasticard, however the kit part (C3) may be used.

The outer track plates are cut down by using the rear inside edge of the first mud/dust chute and the forward edge of the maintenance hatch hole as reference points. The two remaining parts are then joined together and if required, the mud/dust chute is made with plasticard. This assembly may then be used as a template for the inner track plates to ensure they are the same size. Wheels are added to join the plates together and the assemblies are then added to the sides of the body.

Additional plasticard is now added to form a slightly raised platform behind the driver's section. The visible, inward facing surfaces of the Inner Track Plates are then covered with plasticard. The basic chassis is now complete and you should have something that looks like a scaled down Griffon.

Support beams from underneath the platform of a Basilisk have been placed along the sides of the vehicle to indicate a form of exhaust discharge. At the end of each beam, some armoured plates have been used to make a small box with the exhaust pipe coming out of it. Additional rivets have been added to the surfaces of the vehicle to give a more stylised finish. These have been produced by cutting small slices from a plastic rod of approximately 0.7mm.

A pair of headlights have been constructed from the Search Light (A11) supplied on the accessory sprue. These have been placed at low level on the front of the vehicle. Some 9mm plastic rod has been positioned between the lights and the body of the vehicle. If you wish you could use the search light body parts, (A5 & A60) in place of the tube.

The fuel tank has been constructed on a scratch built base, with a scale life-raft canister, (obtained from a range of model boat accessories), positioned on top of it. Once again the canister has been covered in rivets to give it the correct look.

Additional items that have been added include a pair of guns from the Chimera, protruding from the sides of the vehicle, a tow hook from a Leman Russ, a raised cupola has been created using a small ring, approximately 2mm high and fabricated from a thin plastic strip below the accessory sprue's Storm Bolter and Hatch assembly.

A slightly modified Cadian Shock Troop Sergeant has been used as the commander, however it would be possible to use the Gunner Body of any appropriate regiment, if required or better still try modifying some of the new plastic troops.

Now that the vehicle is finished it should be painted in an appropriate colour scheme to suit your troops. I have a Cadian unit and have airbrushed all of my vehicles in a three colour camouflage scheme with a heavy wash of browns and blacks. This has then been dry brushed to highlight the details.

The Lascannon was a simple conversion. This consisted of cutting the legs free from the original Lascannon

stand, (part no. 010500411) and then repositioning them back together side-by-side. In addition to this, a small loop made from the end of a wire paperclip placed between them and used to go over the tow hook on the vehicle. The Lascannon, and shield, (part nos. 010500412 & 010500410), is then positioned on top of the assembly and finally: the wheels, (parts no. 010500413), are added. An alternative to the normal Lascannon may be made by not including the shield and substituting the normal wheels with a set of small plastic wheels (parts no. 102791).

The design of the Light Support Vehicle allows various loads to be added to the rear of the unit. The intention was to allow for a number of options, including, a small mortar, radar, (Hi-Abb type) articulated arm, fuel tank (as with this example) or even a fully enclosed version. The tow hook is included to allow attachment of items such as a small trailer, Lascannon or similar.

Stompas N' Stuff

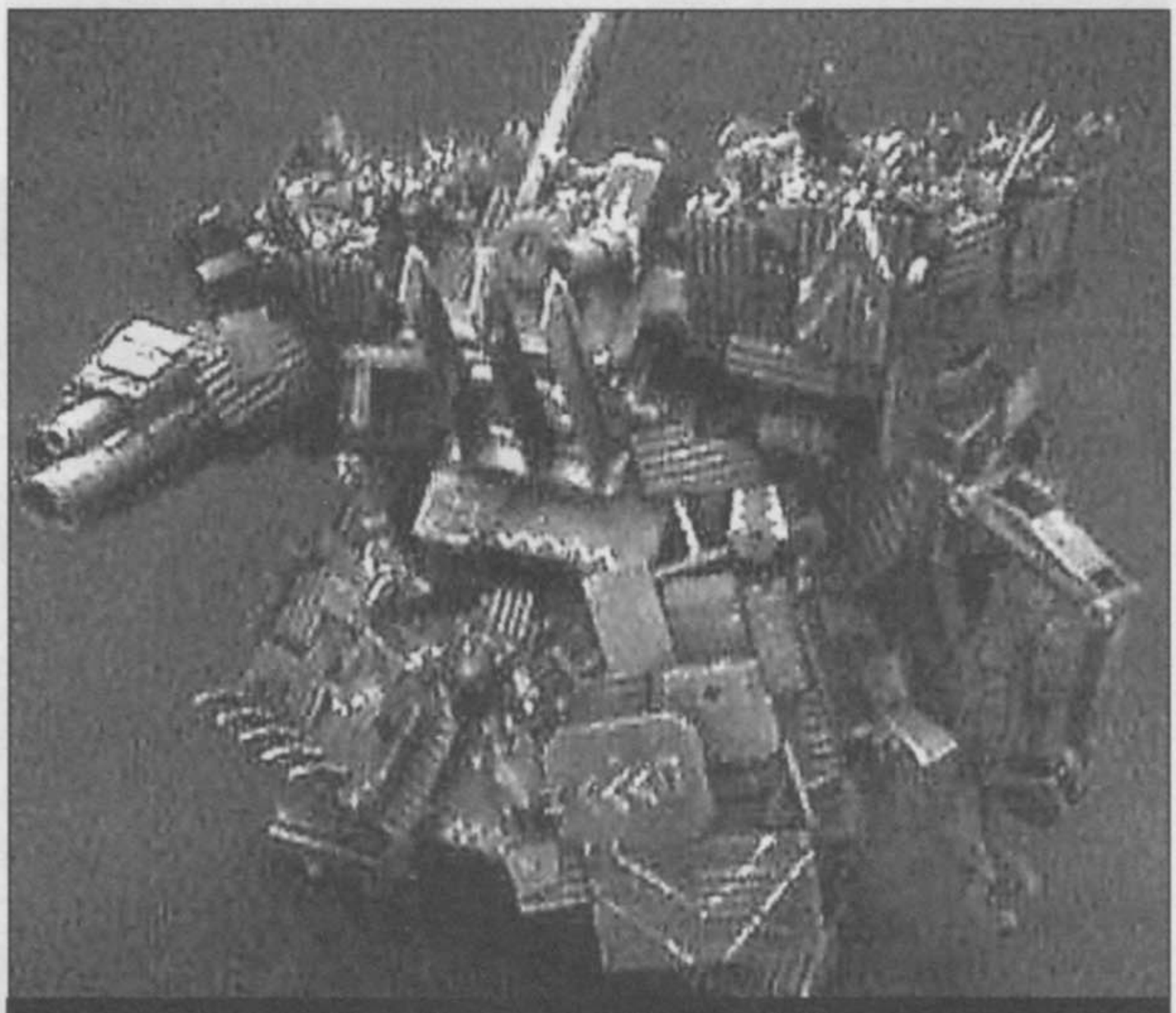
by Isaac Tobin

Here's something we managed to poach from Isaac's website. Isaac is from Hawaii and is studying to become Magnum P.I. You may remember him from his ace article in CJ 27 'Get Yer Motor Runnin' about gangs of bikers in the Underhive of Necromunda. So if you want to know more why not drop him an e-mail on: ***isaac@aloha.com***

I don't use clans – my Orks are just a strange lot of mutants, called Da Pasty Boyz. Spawned on a high-radiation world, the symbiote algae that makes Orks the green we know and love has mutated, leaving Da Pasty Boyz, well pasty. In game terms they are Goffs really, and when I get around to it, they become Deathskulls. I've never actually used 'em in 40K yet, only Gorkamorka thus far, where they've had their fair share of success and disaster.

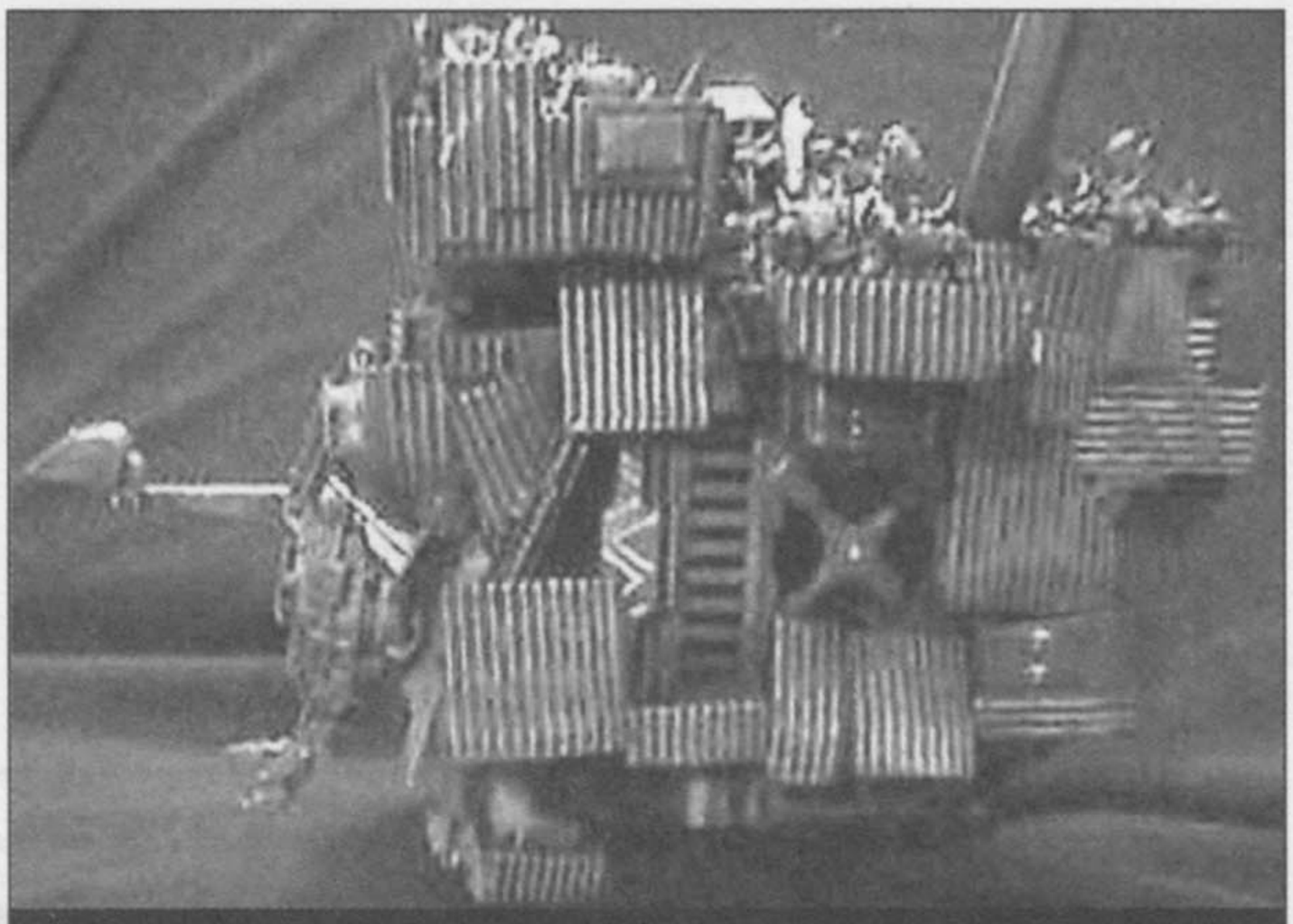
This is the centrepiece of my small Orkish horde; my scratch built Stompa. I cobbled it together from various bits and pieces of junk – the basic shape is made from thick corrugated cardboard and Necromunda bulk-heads, while his legs come from a robotech toy (a Radar X). All the corrugated metal pieces are in reality corrugated paper, available from art stores. Well, available from Hawaii Graphics, a local art store *(I'm sure that we'll all bear that in mind the next time we're walking the streets of Honolulu, Isaac! – Ed)*. You can probably figure out where the rest of the bits came from – although I will tell you that I used an old X-Acto knife handle and pen caps for the various exhaust pipes and gun barrels.

On the back view; notice the exposed bulkhead and

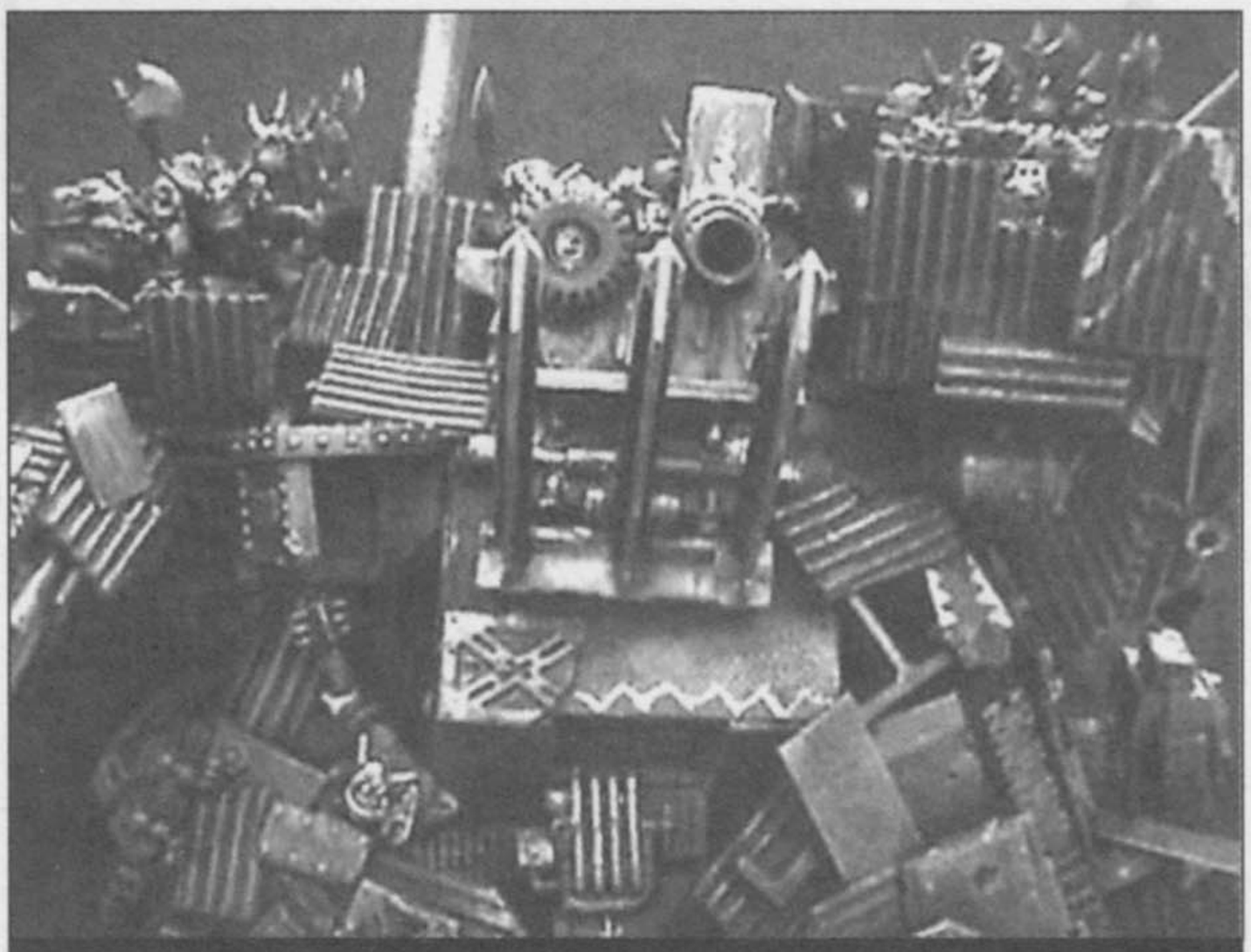


Da Stompa, Waaargh!!!

room for da Boyz. I envisage Stompas as giant battlewagons with legs. They don't transport troops in Epic but they do have very high Assault and Firepower values which could be explained by the hordes of Boyz that they carry. At least that's how I justify it. Speaking of rules, I haven't had time to write any up yet what with studying and all. Maybe I will and maybe I won't. I'd be inclined to keep it kinda weak though – just one gun (triple-linked Battlecannon? Battlecannon with sustained fire?), some type of grab attack (maybe two, one for each claw-arm), and the ability to carry as many orks as you can fit on it (around fifteen to eighteen at least, I think).



A side view of da Stompa



Da Ead, just like an' Ork, innit?

Pieces of GW vehicles, some swiss model kit, and a tank trap featured prominently in this conversion. The cavalry base on the back swivels around which is just ideal as its a boarding plank. Many of my scratchbuilt trukks couldn't have been built without those handy gubbinz bags.

Gargakarta, based on a toy semi-truck. The wheels still move (even though they've been chopped off of their original pieces, so this is my favourite wagon if only because I get to push it around and make 'vroom!' noises when moving it!

A close-up of the Stompa's head (above). I tried to get a nice crude Orky representation of an Ork head. But is it Gork or Mork?

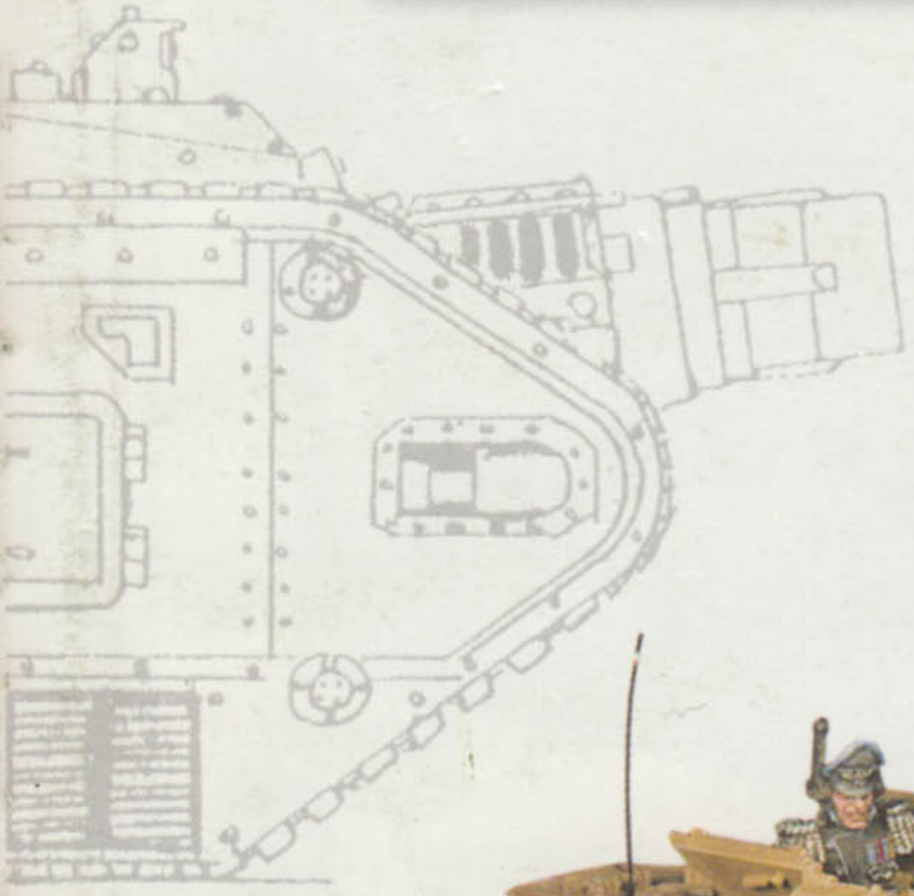
I've also constructed the Nobkart, so named because it carries my Nob, Gaznob Lockjaw, in Gorkamorka.

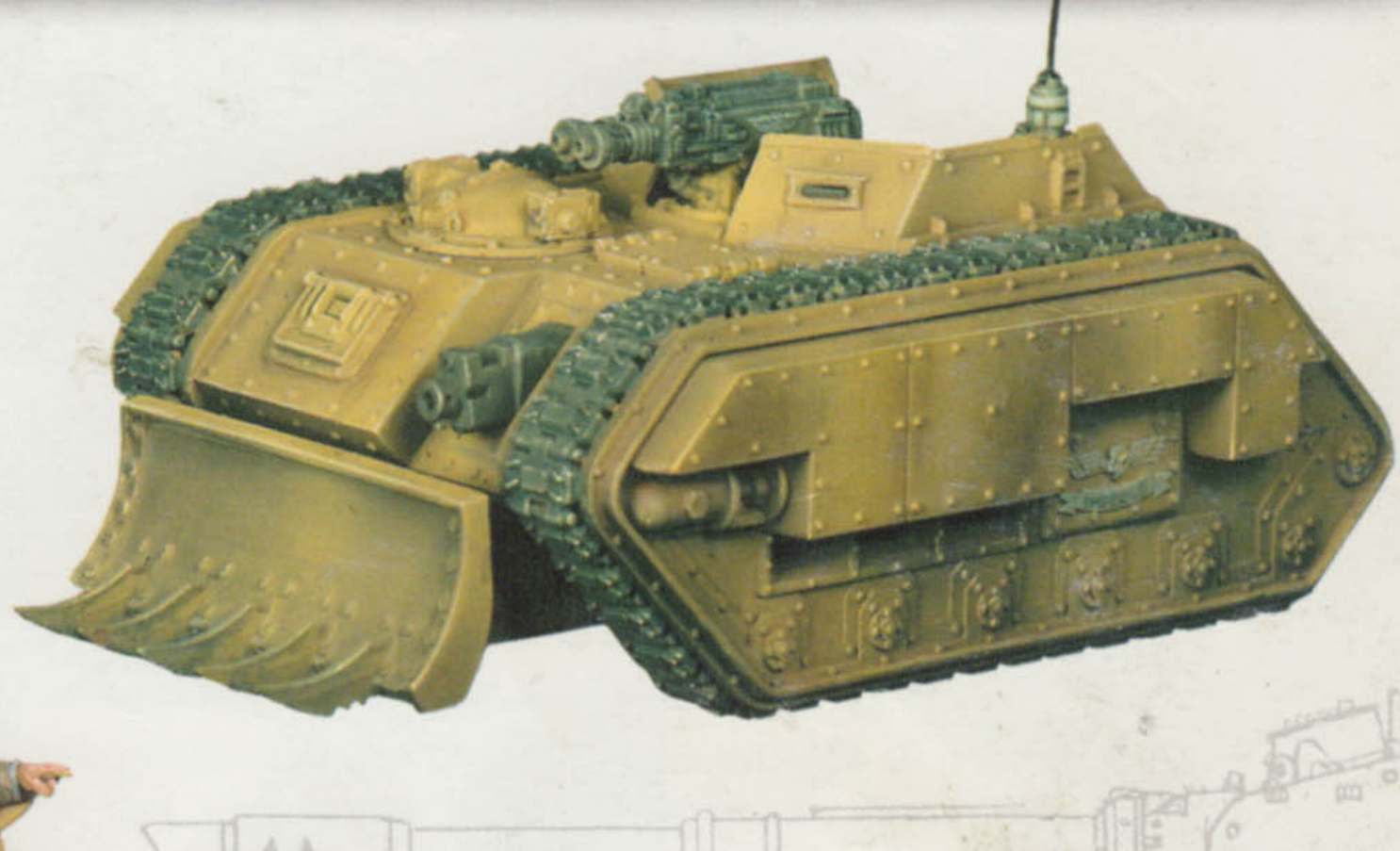
Behold the Gargakarta – Vroom! Vroom!

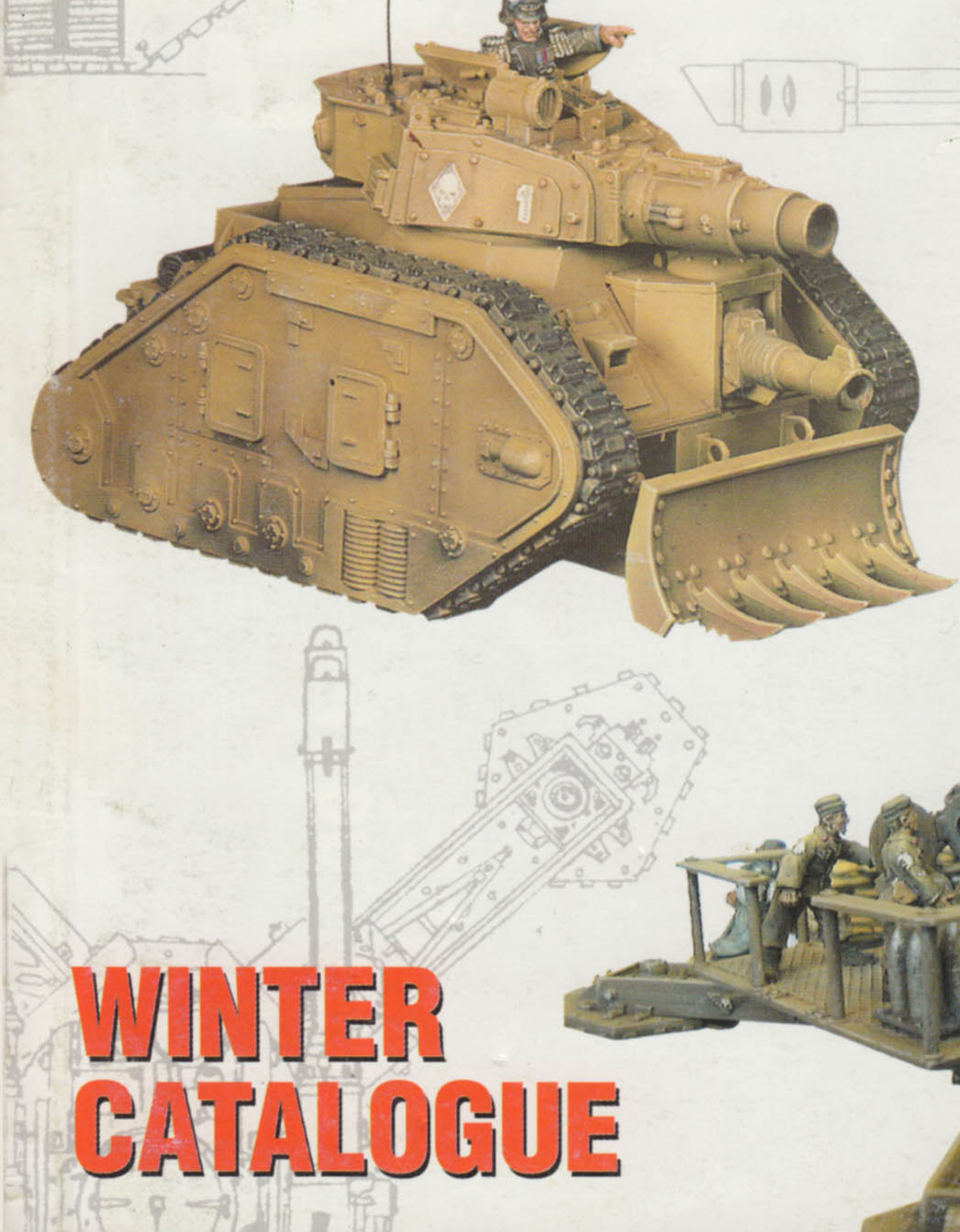
Issue 35

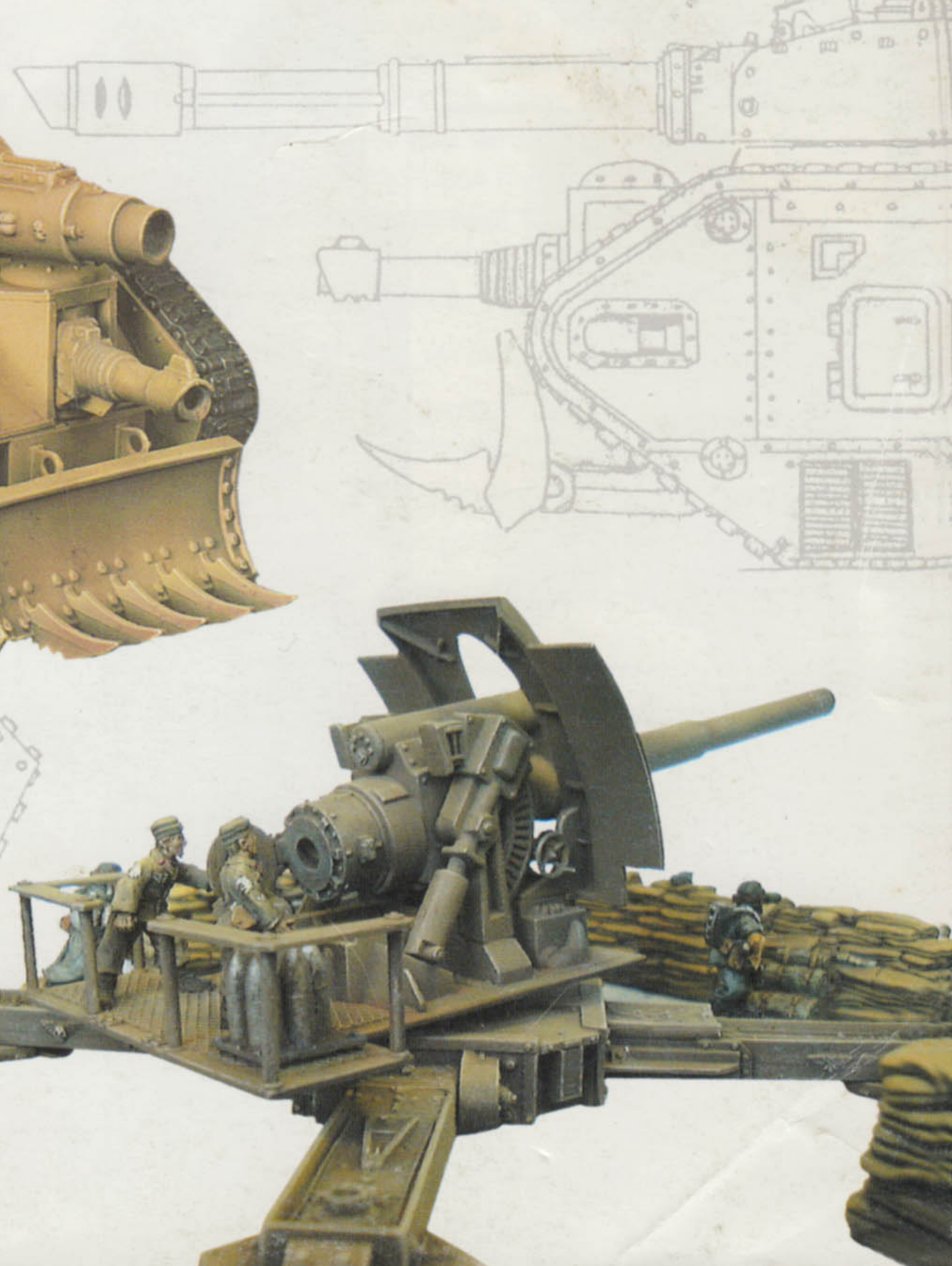
the citadel Journal

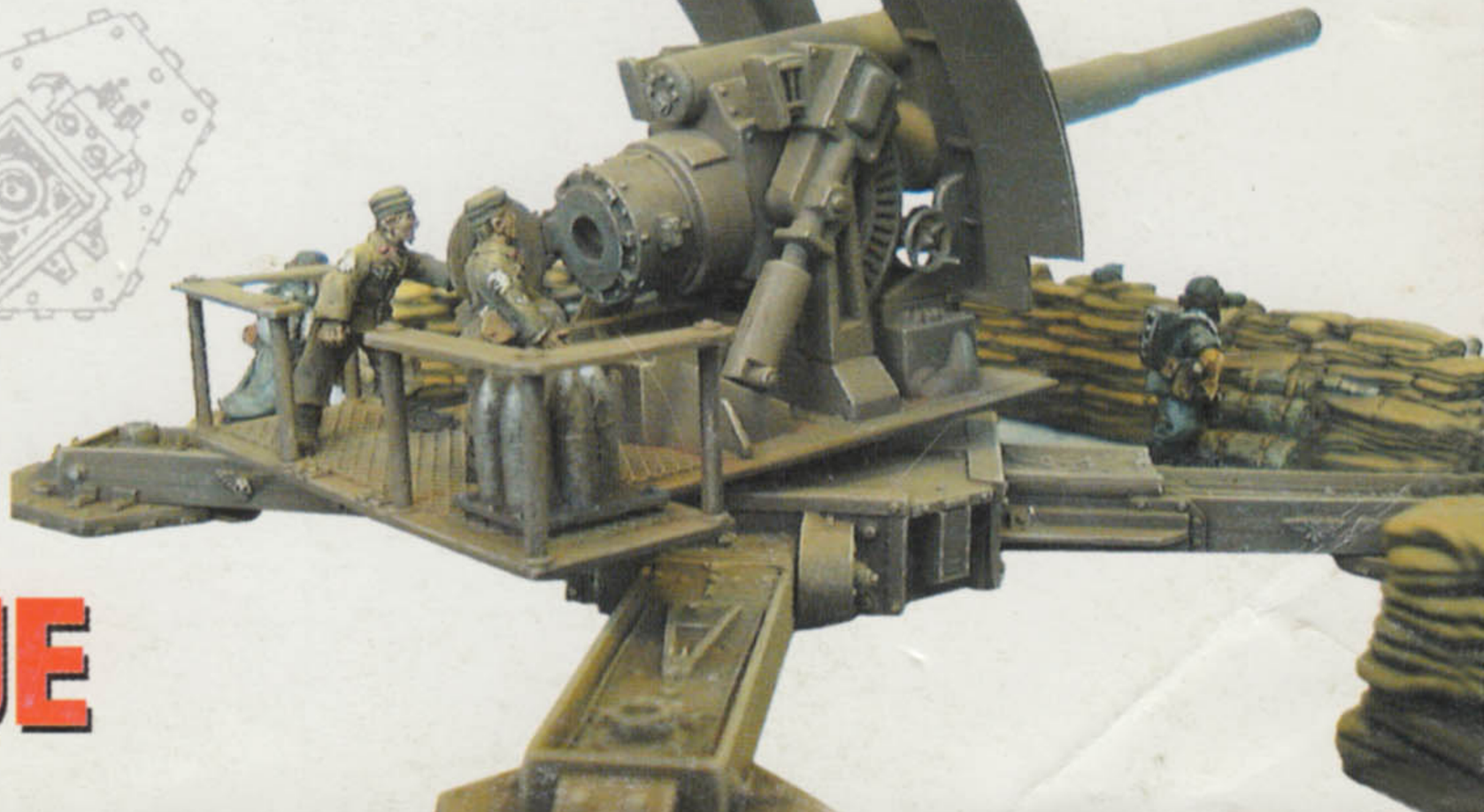
IMPERIAL ARMOUR™



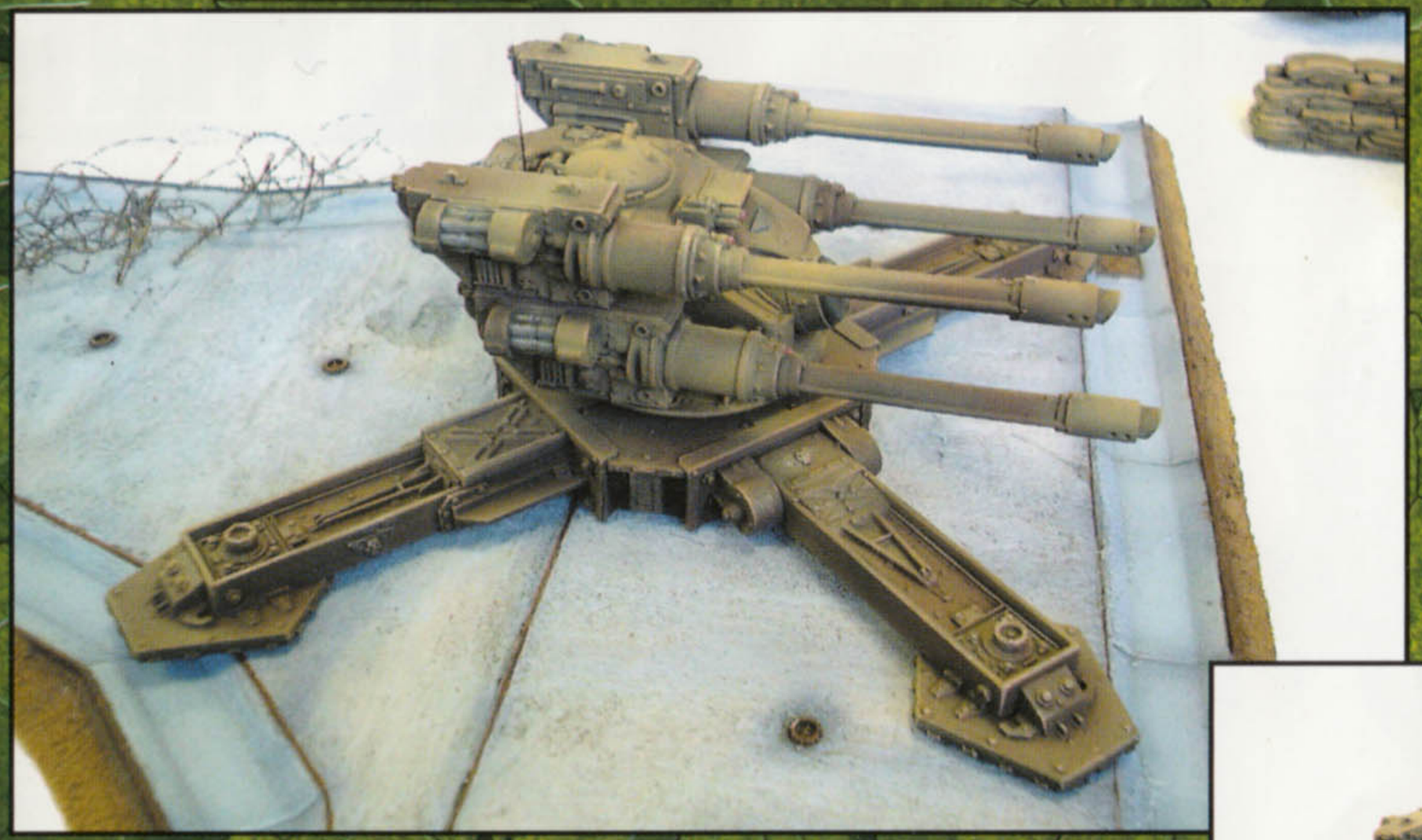








WINTER CATALOGUE



IMPERIAL ARMOUR™

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CATALOGUE

WINTER 1999

Welcome to the Winter IMPERIAL ARMOUR and FORGE WORLD catalogue, showing the range of large resin figures and terrain from the worlds of Warhammer and Warhammer 40,000 and resin kits and accessories specifically designed for use with the Citadel Miniatures range of Warhammer 40,000 vehicle kits. Imperial Armour is a range of exciting and highly detailed models for the dedicated gamer and modeller. Due to the fact that each item is skillfully hand cast the models are only produced in small quantities and are therefore currently available through the Forge World Mail Order service (not Games Workshop Mail Order) and from the Forge World stand at Games Workshop shows.

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We have released a new kit this month in the massive shape of the new Baneblade Super-heavy tank. More stuff is on the way. Phone us for more details...

See Forge World on the Internet at **http://www.blacklibrary.co.uk**

IMPORTANT INFORMATION

ALL MODELS SUPPLIED UNPAINTED & UNASSEMBLED

To glue the resin pieces together or to bond plastic components use Citadel Super Glue.
NOTE: We have cast these kits using the most advanced techniques and the best quality resin but due to the nature of the casting process, your model may contain slight air bubbles. These can easily be filled with model filler or super glue. Any slight warpage of thin parts can be easily be corrected by immersing the part in hot tap water for about one minute, then carefully bending it back into shape.

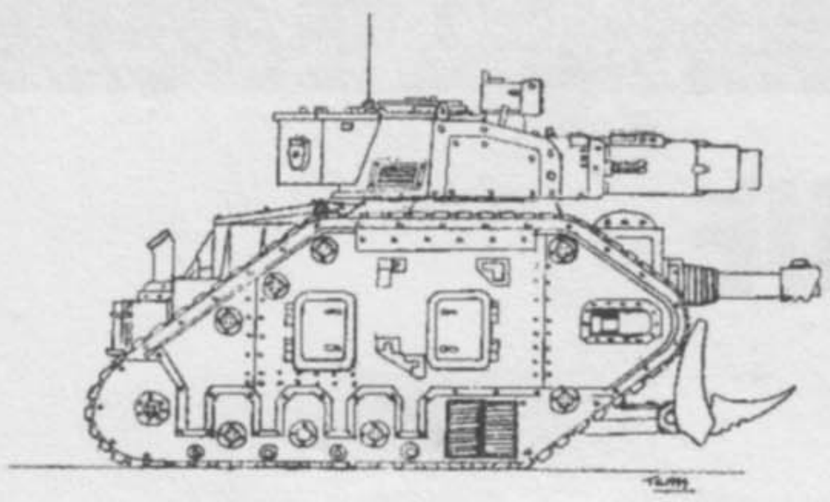
THESE MODELS ARE NOT TOYS

and are therefore unsuitable for children under the age of 15 years
WARNING: Resin dust can be harmful if inhaled. Always wear a dust mask or respirator when sanding or sawing parts.

RESIN CONVERSION KITS

LEMAN RUSS CONQUEROR

GRYPHONNE IV PATTERN



Assault version of Leman Russ Tank with larger turret and new gun

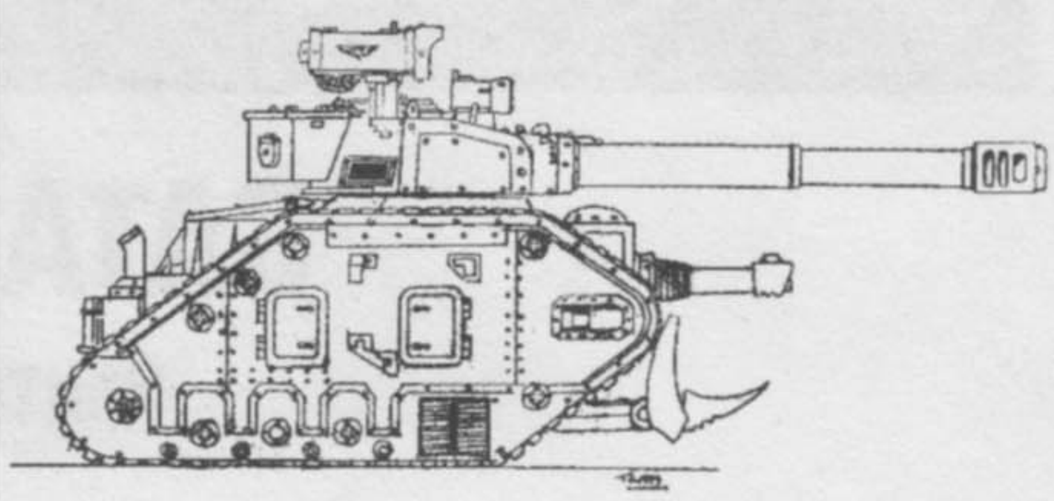
Conversion kit includes:
2 pieces (Turret & Gun)

Kit required to complete model:
Leman Russ

Code: IA001
Price: £10.00
(US $18.00)

LEMAN RUSS VANQUISHER

GRYPHONNE IV PATTERN

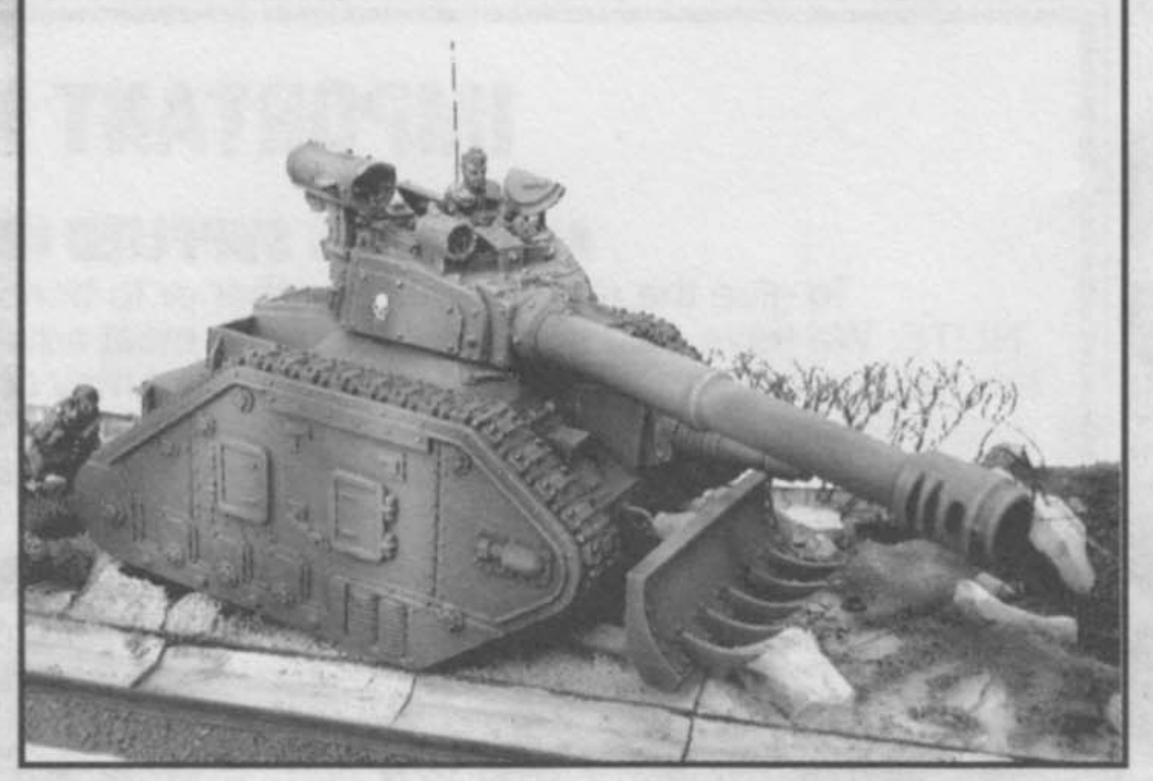


Long gun version of Leman Russ Tank with larger turret

Conversion kit includes:
3 pieces (Turret, Gun & Searchlight)

Kit required to complete model:
Leman Russ

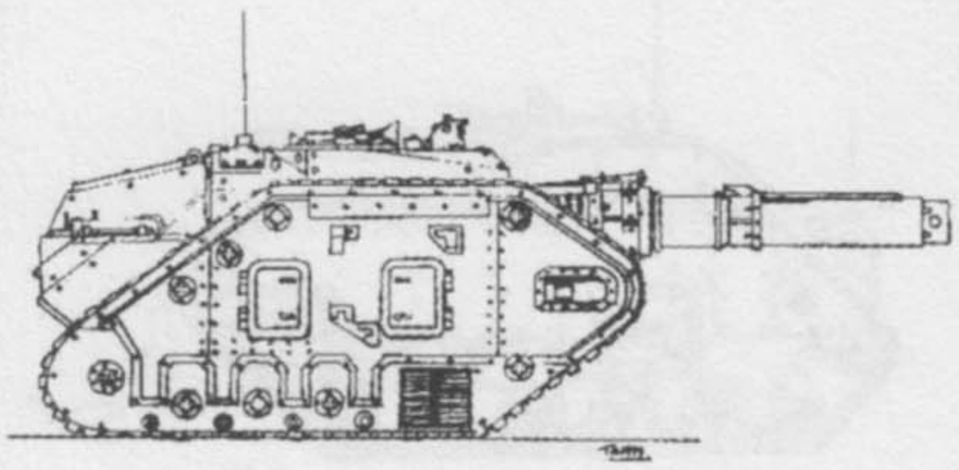
Code: IA002
Price: £12.00
(US $21.00)



RESIN CONVERSION KITS

DESTROYER TANK HUNTER

MARS PATTERN



Tank Hunter on Leman Russ chassis

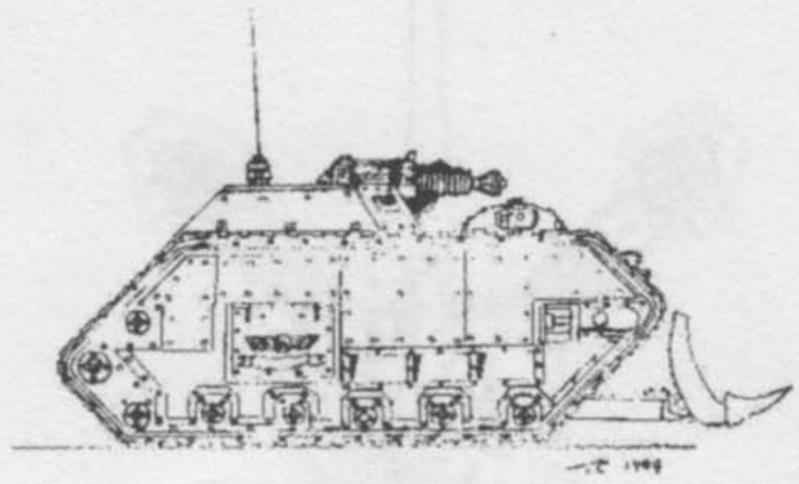
Conversion kit includes:
4 pieces (Hull top, Front Plate, Gun & Hull rear)

Kit required to complete model:
Leman Russ

Code: IA003
Price: £15.00
(US $25.00)

SALAMANDER COMMAND VEHICLE

VANAHEIM PATTERN



Command vehicle with Heavy Flamer

Conversion kit includes:
6 pieces (Rear compartment, Sighting turret, Heavy flamer, Ammo cratesx2, Lasgunsx2)

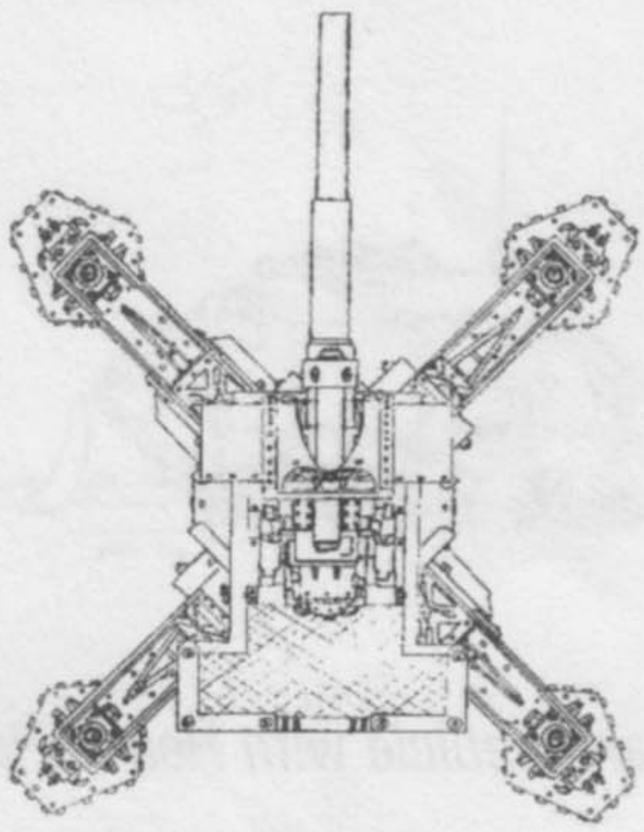
Kit required to complete model:
Basilisk

Code: IA004
Price: £16.00
(US $26.00)

RESIN CONVERSION KITS

EARTHSHAKER CANNON PLATFORM

TRIPLEX PHALL PATTERN

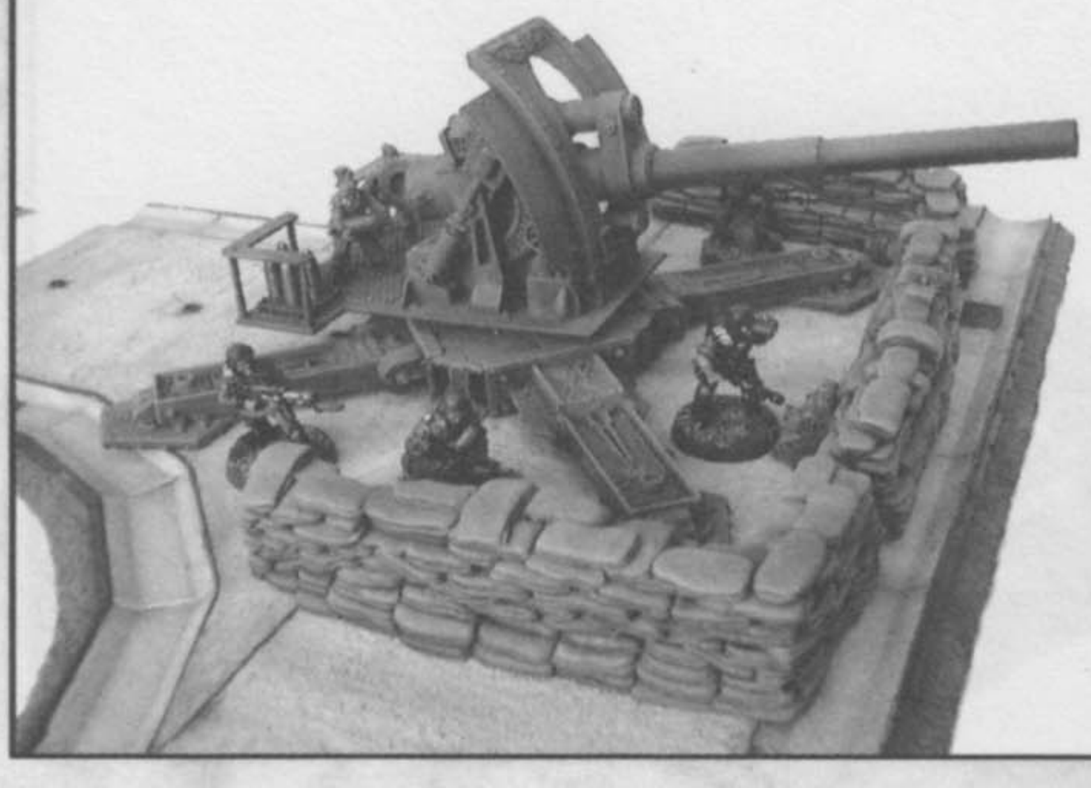


Static platform for Earthshaker cannon

Conversion kit includes:
11 pieces (Main Platform with legs, Side legsx2, Feetx4, Breech, Breech door, Swivel mount, & shell pallet)

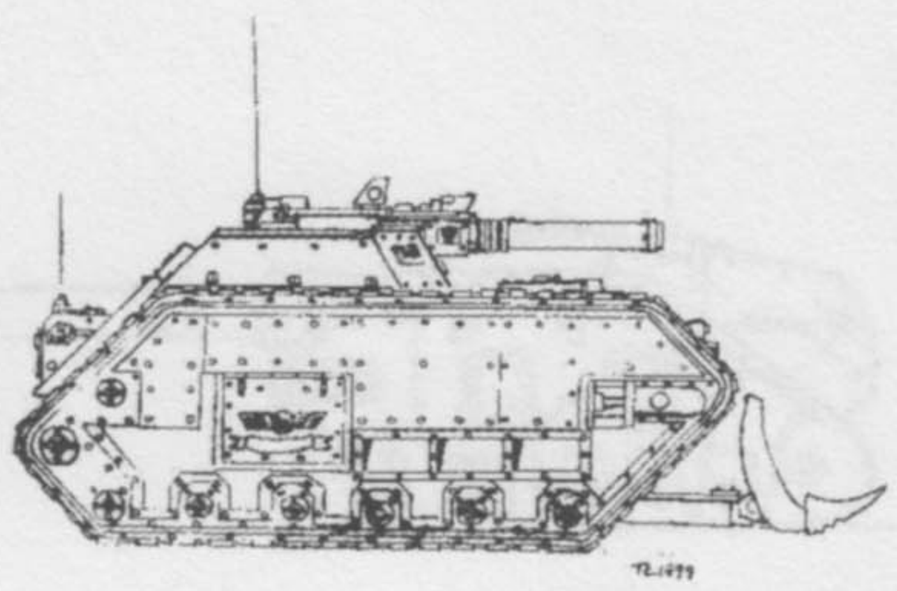
Kit required to complete model:
Basilisk

Code: IA005
Price: £17.00
(US $28.00)



SALAMANDER SCOUT VEHICLE

VANAHEIM PATTERN



Reconnaissance vehicle with Autocannon

Conversion kit includes:
5 pieces (Rear compartment, Autocannon, Rear plate, Ammo crate, Sight)

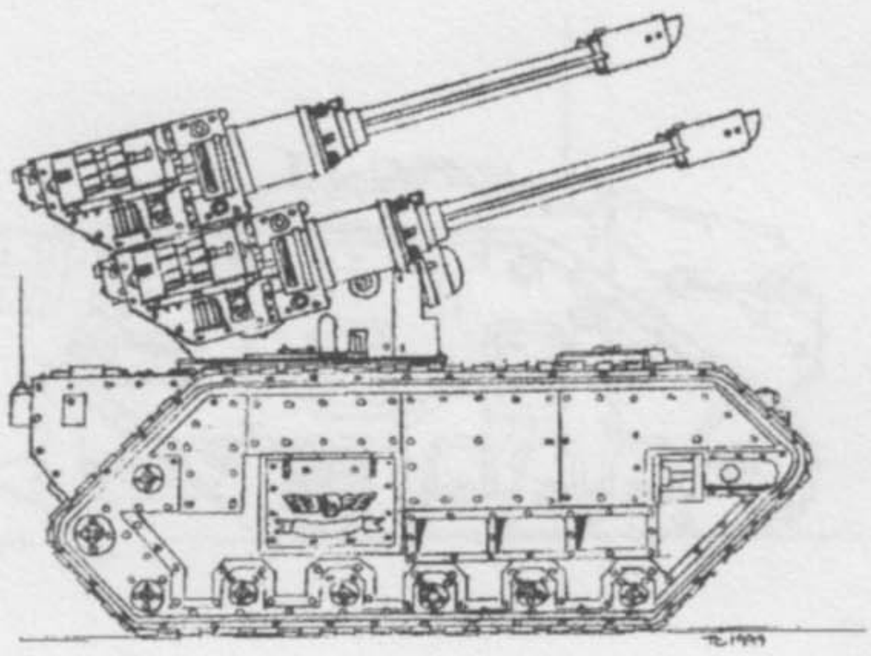
Kit required to complete model:
Basilisk

Code: IA006
Price: £17.00
(US $28.00)

RESIN CONVERSION KITS

HYDRA FLAK TANK

STYGIES VIII PATTERN



Flak tank with quad Autocannons

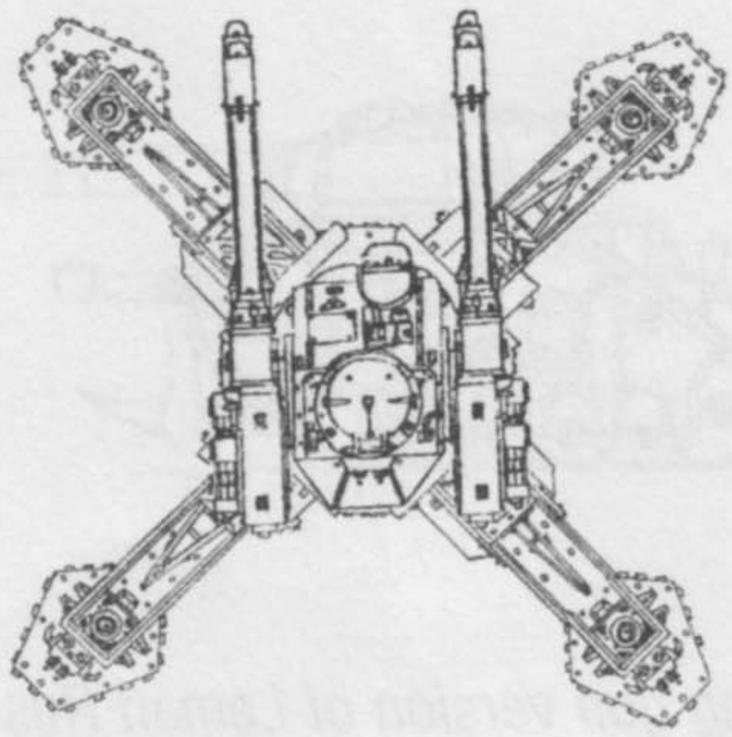
Conversion kit includes:
6 pieces (Left & right dual cannons, turret, hatch, hull top, hull back)

Kit required to complete model:
Basilisk

Code: IA007
Price: £26.00
(US $45.00)

HYDRA FLAK PLATFORM

STYGIES VIII PATTERN

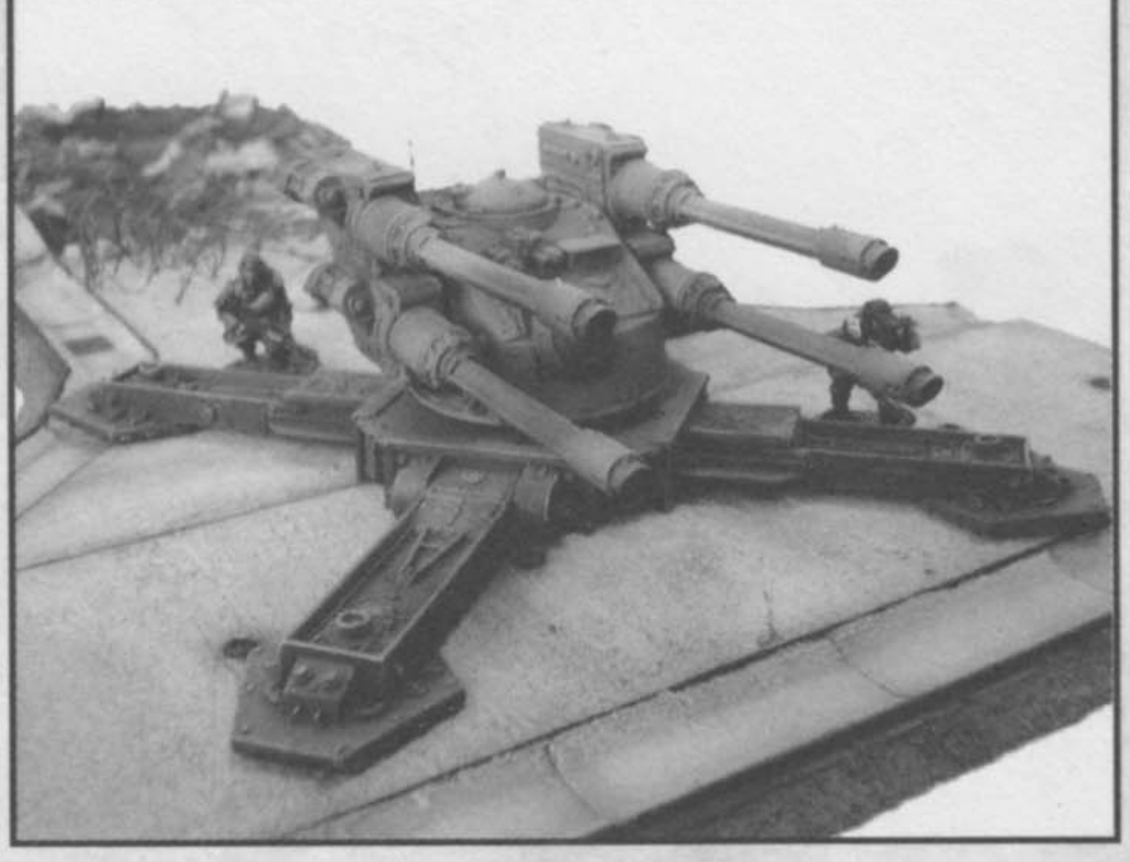


Flak platform with quad autocannons

Kit includes:
11 pieces (Left & right dual cannons, turret, hatch, platform with legs, side legsx2, feetx4)

This model is a complete kit

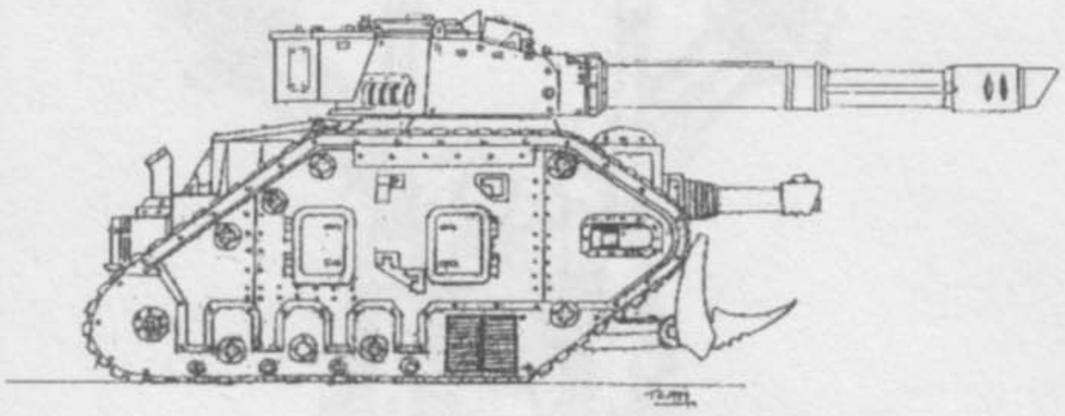
Code: IA008
Price: £35.00
(US $60.00)



RESIN CONVERSION KITS

LEMAN RUSS VANQUISHER

STYGIES VIII PATTERN



Long gun version of Leman Russ tank with larger turret

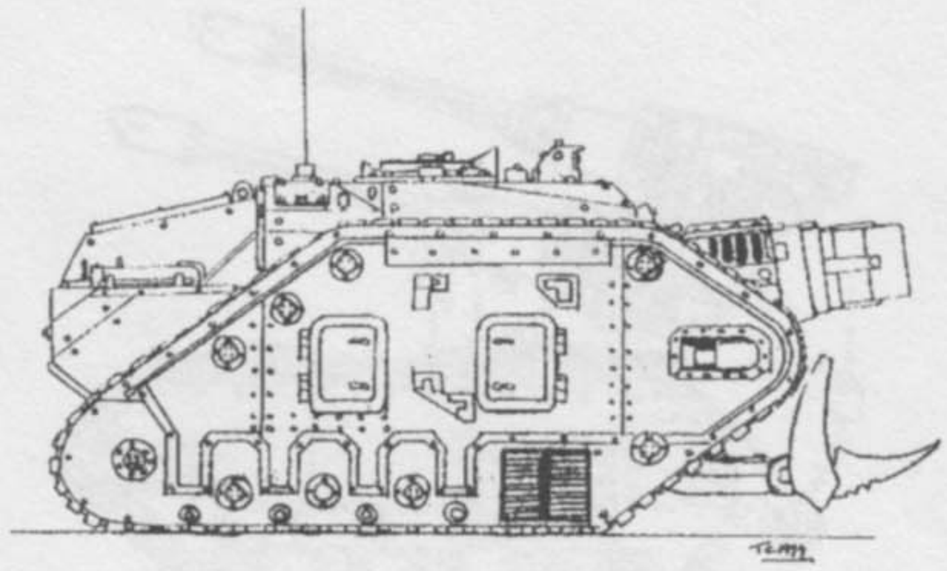
Conversion kit includes:
2 pieces (turret and gun)

Kit required to complete model:
Leman Russ

Code: IA010
Price: £11.00
(US $20.00)

THUNDERER SIEGE TANK

MARS PATTERN



Siege tank on Leman Russ chassis

Conversion kit includes:
3 pieces (Hull top, Hull rear & front plate with gun)

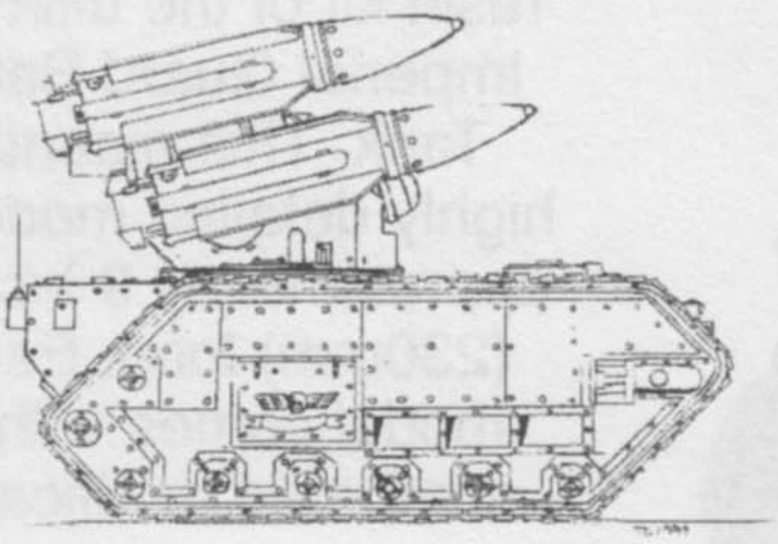
Kit required to complete model:
Leman Russ

Code: IA011
Price: £15.00
(US $25.00)

RESIN CONVERSION KITS

MANTICORE MISSILE TANK

STYGIES VIII PATTERN



Missile tank with four missiles

Conversion kit includes:
10 pieces (Turret, Hull top, Hull back, missile racks x2, missiles x4)

Kit required to complete model:
Basilisk

Code: IA013
Price: £26.00
(US $45.00)

IA009 Imperial Turret Emplacement
(Conversion kit includes 1 piece)
UK£8.00/US$14.00

RESIN ACCESSORIES

(All accessory packs £2.50 (US $4.50) each)

IAA001 Open Ammunition Crates (x4)

IAA002 Heavy Flamers (x2)

IAA003 Lasguns (x4)

IAA004 Closed Ammunition Crates (x4)

IAA005 Earthshaker Upgrade
(includes breech & door & shell pallet)

IAA006 Auto-cannon (x1)

IAA007 Searchlights (x2)
(will fit Leman Russ/Conqueror)

IAA008 Tank Chain small
(Metal. 20cm approx)

IAA009 Tank Chain medium
(Metal. 20cm approx)

IAA010 Tank Chain large
(Metal. 20cm approx)

IAA011 Space Marine Ammo Crates (x4)

NEW! FROM IMPERIAL ARMOUR

BANEBLADE SUPER HEAVY TANK

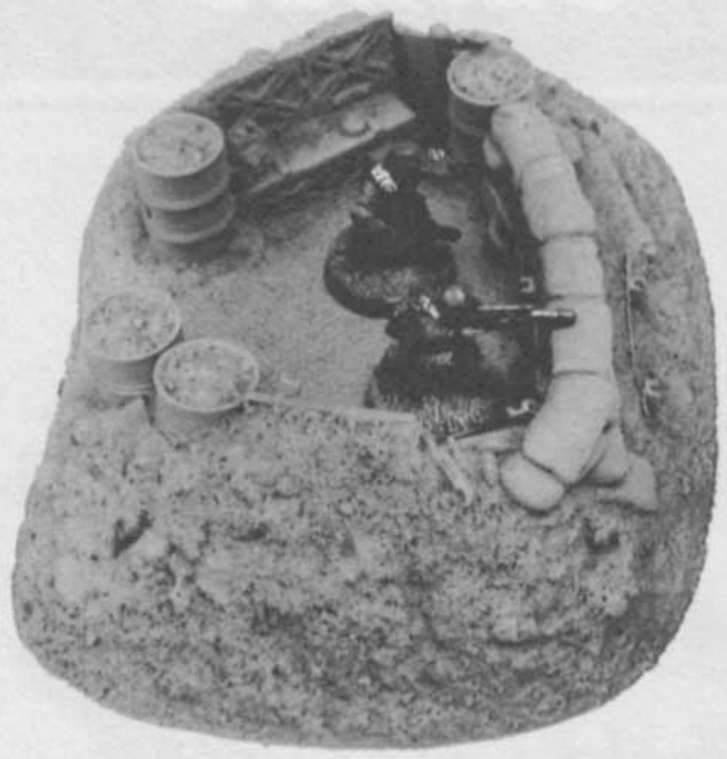
MARS PATTERN

Complete multi-part resin kit of the ultimate Imperial Guard Battle Tank. This gigantic highly detailed model is approximately 9 inches (230mm) long. Each model comes with a numbered certificate.

Code: IA012
Price: £125.00
(US $210.00)

P&P : £5.00 UK/Euro, £10.00 (US$17.00) ROW

NEW! FROM FORGEWORLD



IMPERIAL COMMAND DUGOUT

One piece model with moulded on Imperial Guard Equipment.
Designed by Simon Harris.
Code: FWK008 Price: £12.00 (US$ 21.00)
P&P : £2.50 (US$4.50) Worldwide

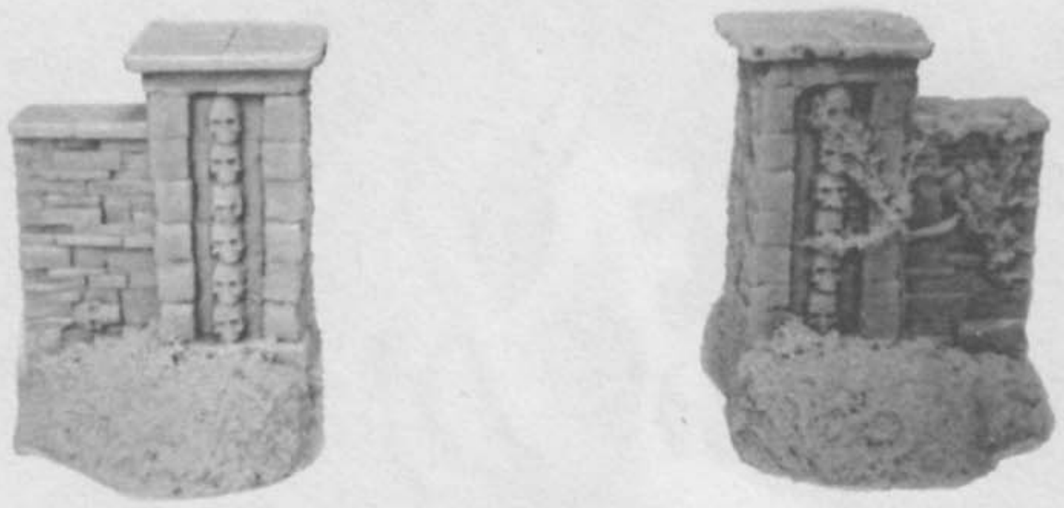
LARGE JUNGLE TREE

Two piece resin tree trunk.
Citadel jungle trees required to complete model as shown on the right.

Code: FWK006 Price: £9.00 (US$ 15.00)
P&P : £2.00 (US$4.00) Worldwide

GOTHIC ALTAR

Designed by Simon Harris.
Code: FWW0014 Price: £3.00 (US$ 5.00)
P&P £6UK & Euro, £1.50 (US$5) Worldwide



GOTHIC WALLS GATE POSTS

Set of two posts to fit with the Gothic Walls range
Designed by Simon Harris.
Code: FWW013 Price: £7.50 (US$ 12.50)
P&P £2UK & Euro, £6 (US$4) Worldwide

SHOWCASE SERIES

IMPERIAL SPACE MARINE

Superbly detailed 145mm tall Multi-part kit with Ultramarine transfer sheet

Code: FWL001 Price: £90.00 (US$ 150.00)
P&P £4UK/Euro, £8(US$14) ROW

IMPERIAL SPACE MARINE VETERAN

Superbly detailed 145mm tall three piece model
Designed by Simon Egan

Code: FWL003 Price: £90.00 (US$ 150.00)
P&P £4UK/Euro, £8(US$14) ROW

The ultimate range of resin character models from the worlds of Warhammer and Warhammer 40,000

GROTFANG ORC WARLORD

Gigantic 180mm tall six part model
Designed by Simon Egan

Code: FWL002 Price: £150.00 (US$ 250.00)
P&P £6.50 UK/Euro, £13(US$22) ROW

COLLECTOR'S SERIES

An exciting new range of collectable constant scale resin character models from the worlds of Warhammer and Warhammer 40,000

BLOOD ANGEL DEATH COMPANY SPACE MARINE

Superbly detailed 85mm tall two piece model
Designed by Simon Egan
Code: FWC001 Price: £30.00
(US$ 50.00)
P&P £4 (US$7) Worldwide

CHARACTERS BUSTS

ORC WARLORD BUST

Finely detailed 110mm tall single part model
Code: FWB001 Price: £25.00 (US$42.00)
P&P £4 (US$7) Worldwide

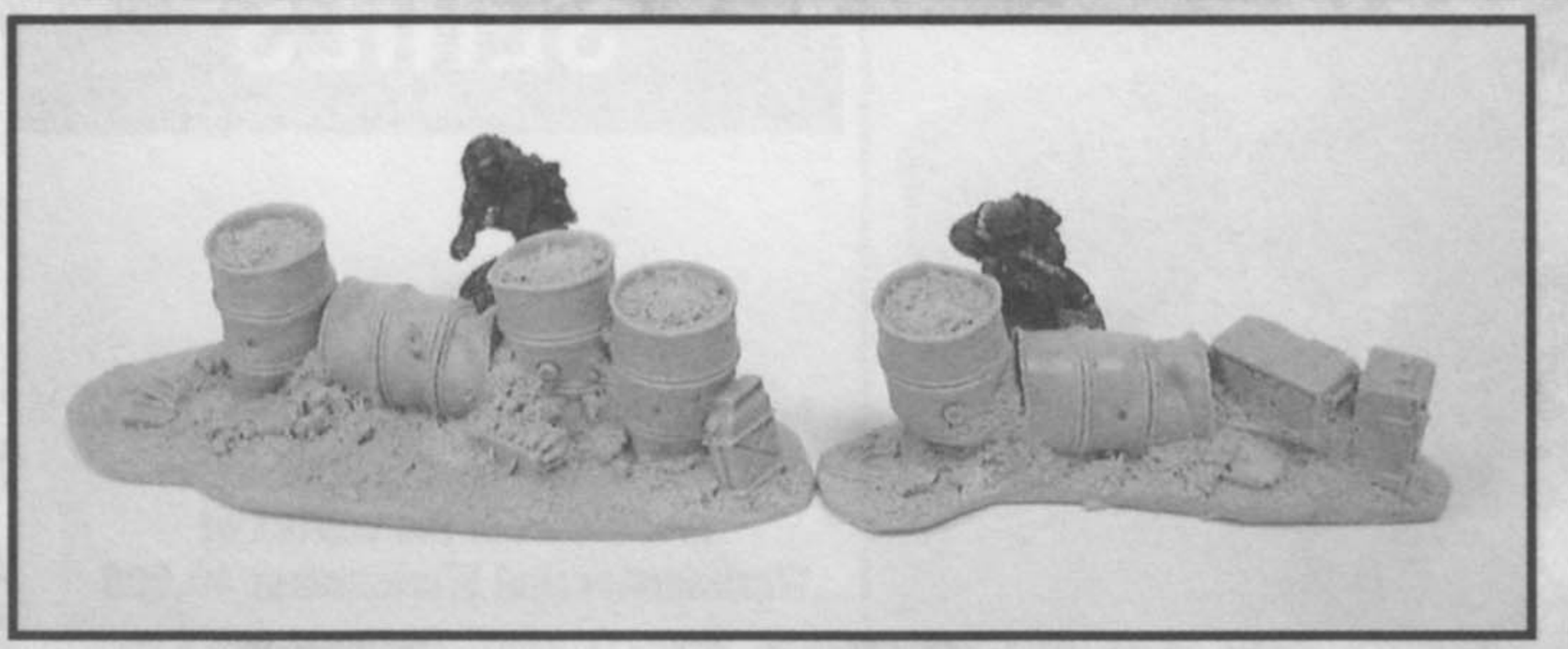
SPACE ORK BUST

Finely detailed 80mm tall
single part model
Designed by Simon Egan
Code: FWB002 Price: £12.00
(US $21.00)
P&P £2 (US$4) Worldwide

SPACE WOLF TERMINATOR CAPTAIN BUST

Finely detailed single part model
Designed by Simon Egan
Code: FWB003 Price: £25.00 (US$ 42.00)
P&P £4 (US$7) Worldwide

WARHAMMER 40,000 TERRAIN

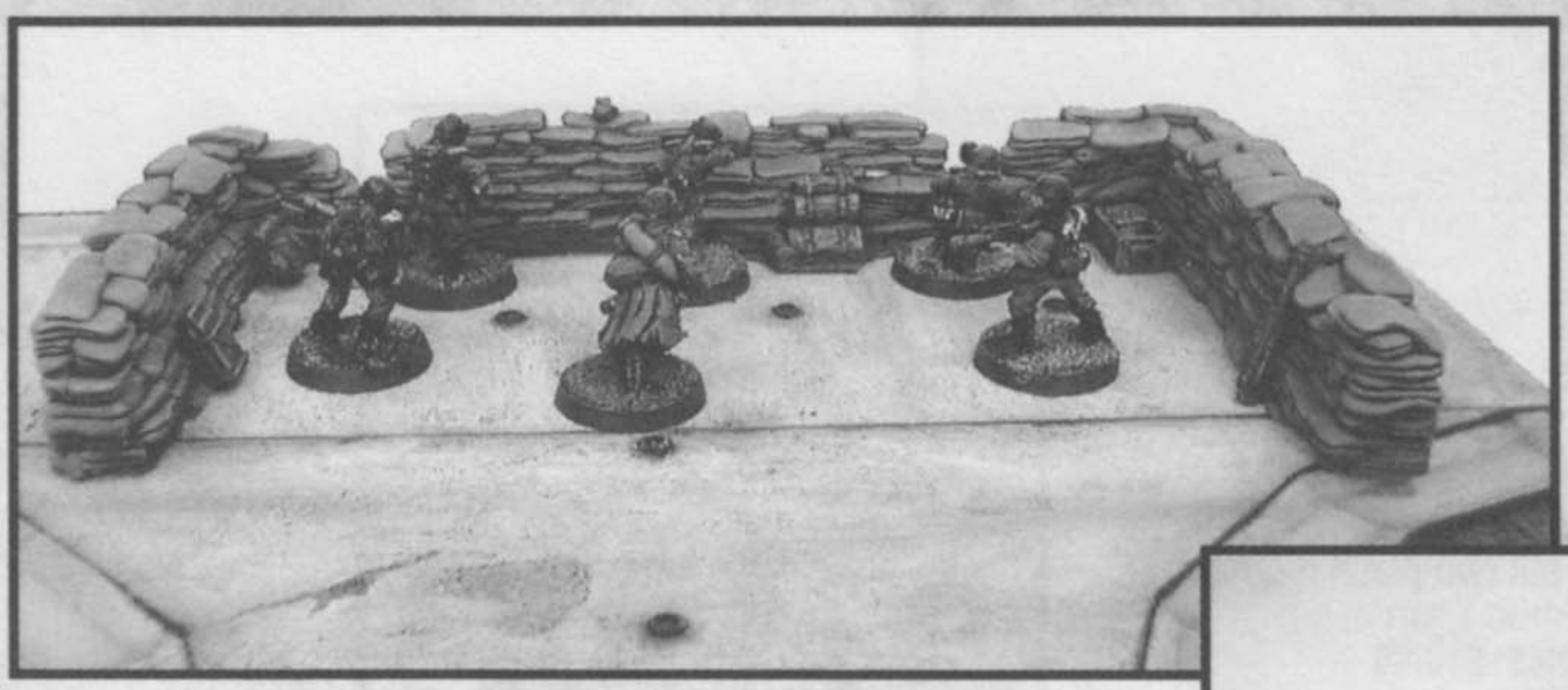


WARHAMMER 40,000 BARRICADES

Two barricades made from oil drums and crates

Code: FWF007 Price: £7.50 (US$ 12.50)

P&P £2 (US$4) Worldwide



WARHAMMER 40,000 CRATERS

Set contains 6 crater pieces. Designed by Simon Harris.

Code: FWK004 Price: £16.00 (US$ 26.00)

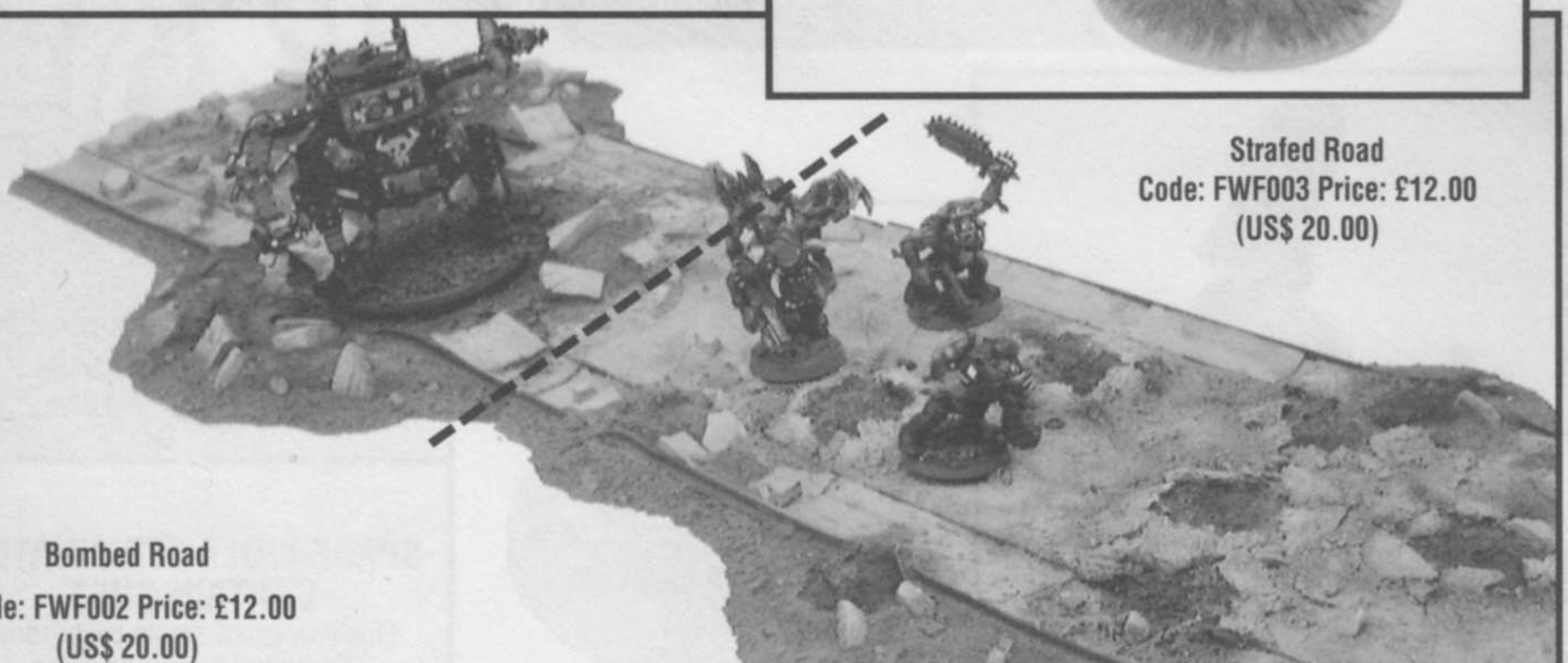
P&P £4 & Euro, £6 (US$10) ROW

IMPERIAL GUARD SAND BAG EMPLACEMENT

Three sections with moulded on weapons and equipment.

Code: FWF001 Price: £11.00 (US$ 18.00)

P&P £2 (US$4) Worldwide



Strafed Road

Code: FWF003 Price: £12.00 (US$ 20.00)

Bombed Road

Code: FWF002 Price: £12.00 (US$ 20.00)

NEW WARHAMMER 40,000 ROADS

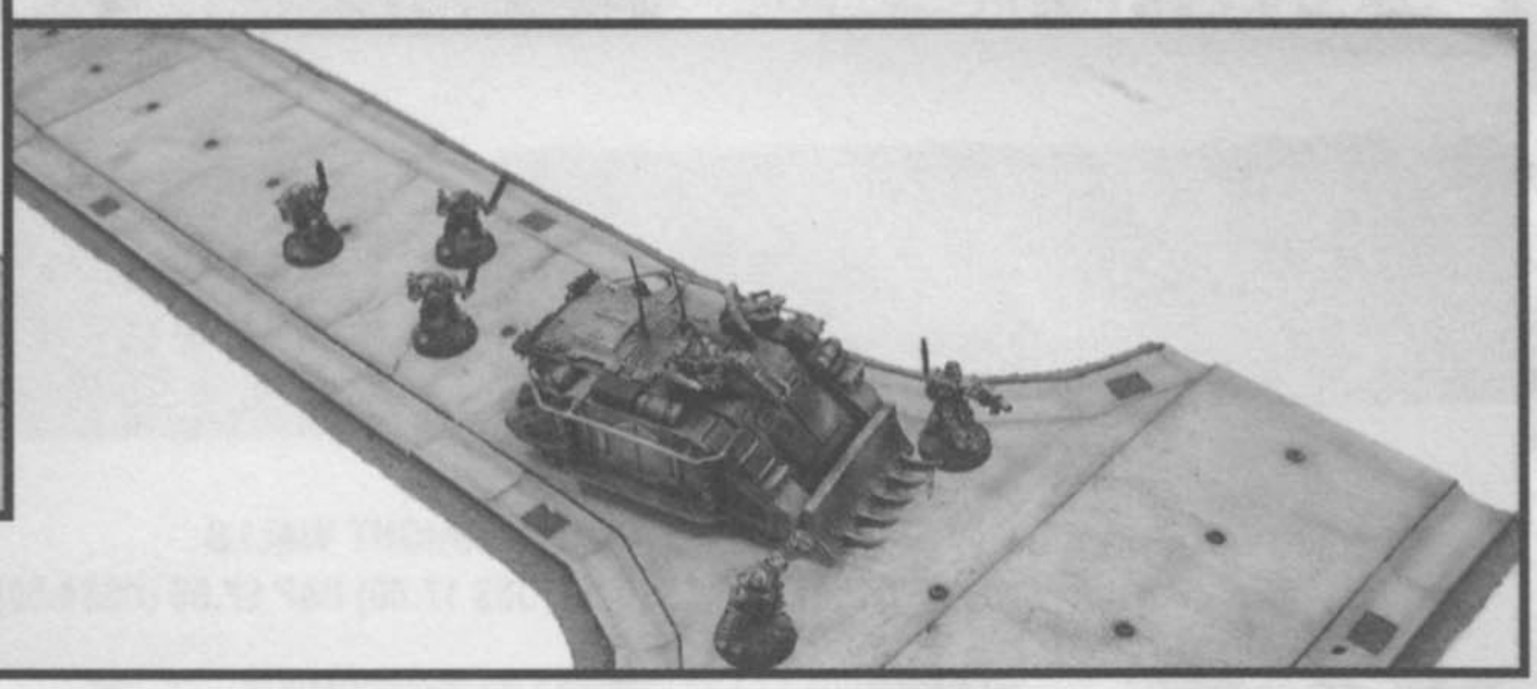
Destroyed roads are ideal for use with our Warhammer 40,000 Road set or as diorama bases. Designed by Simon Harris.

P&P £4.50UK & Euro, £6.50 (US$11) ROW

WARHAMMER 40,000 TERRAIN

WARHAMMER 40,000 ROADS

Set contains 3 straights, a curve and a T-section. This is enough to make five feet of road.
Designed by Simon Harris.
Code: FWK002 Price: £30.00 (US$ 55.00)
P&P Please Phone

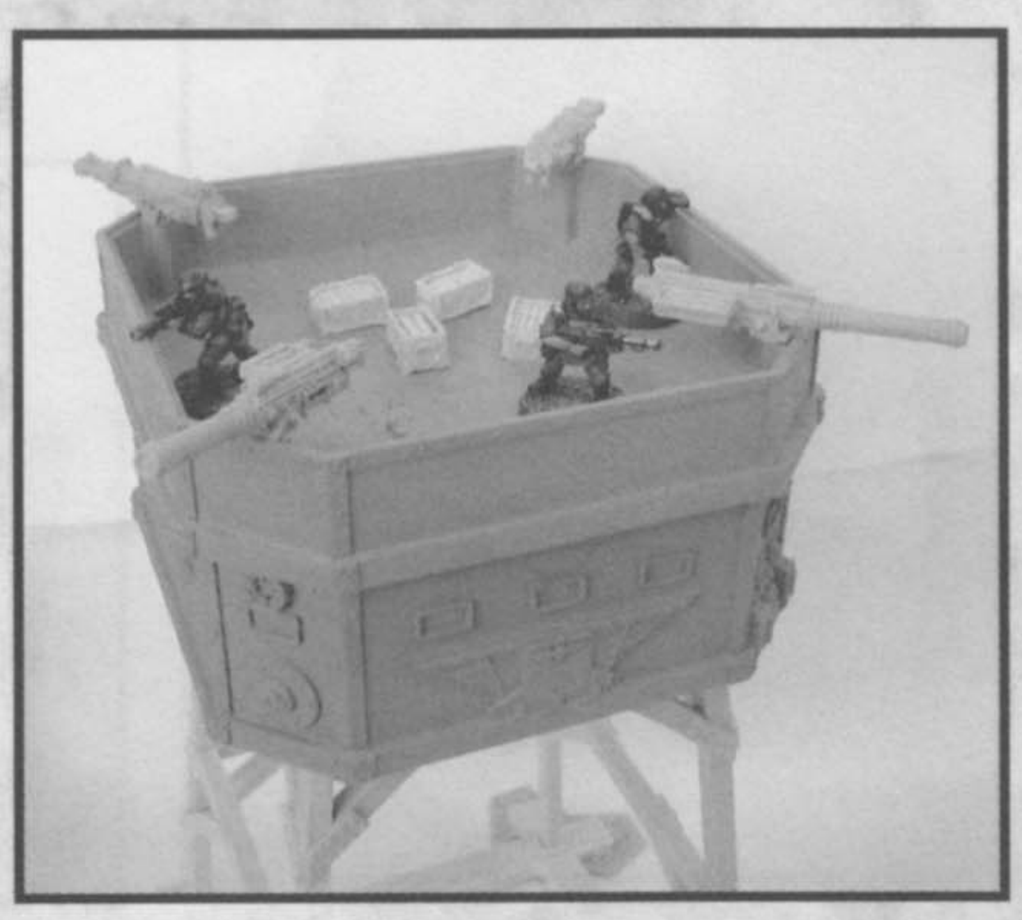


WARHAMMER 40,000 IMPERIAL OUTPOST

Designed by Mark Jones and Tony Cottrell.
The outpost can be land based or mounted on the tower supplied separately. The top of the bunker is reversible to create the firebase shown below

BUNKER

12 piece kit including guns
and ammo crates
Code: FWF004 Price: £65.00 (US$ 110.00)
P&P £6UK & Euro, £12 (US$20) ROW



TOWER

9 piece kit to produce girder tower.
Code: FWF005 Price: £35.00
(US$ 60.00)
P&P £6UK & Euro, £12 (US$20) ROW

WARHAMMER 40,000 BARBED WIRE

Etched brass barbed wire. Over twelve feet in length.
Code: FWA001 Price: £5.00 (US$ 8.50) P&P £2UK (US$4) Worldwide

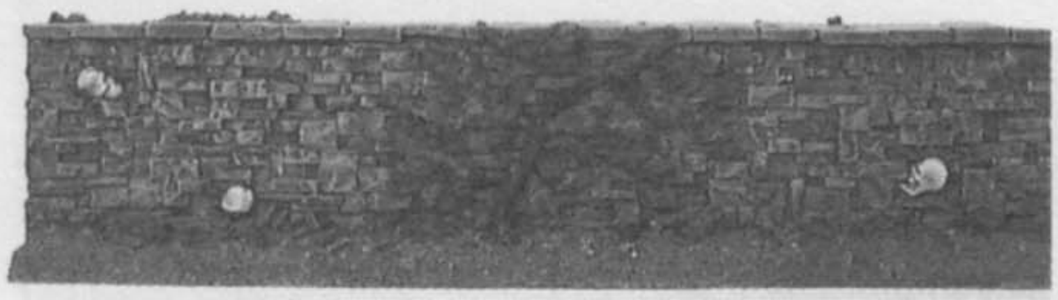
Figures are shown for scale purposes only. They are not included with the models

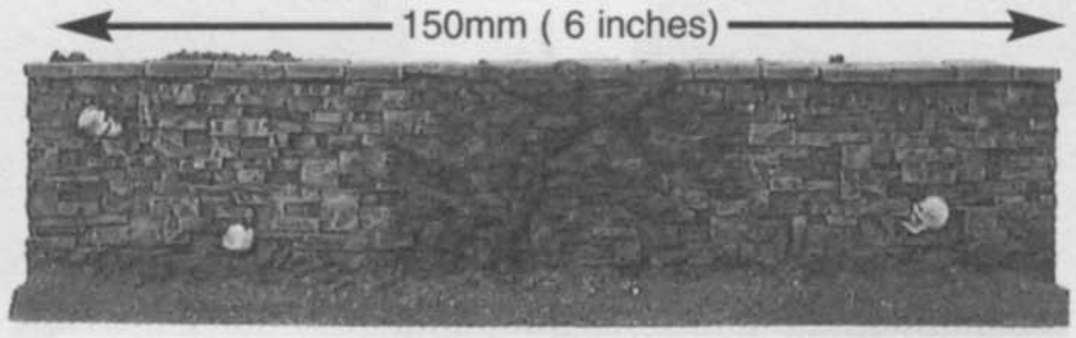
WARHAMMER TERRAIN

GOTHIC WALLS

Finely detailed resin walls with inset skulls.
Designed by Simon Harris.
P&P £2 (US$4) Worldwide on each except where noted

WALL WITH SMALL GATEWAY
Code: FWW003 Price: £6.00 (US$ 10.00)

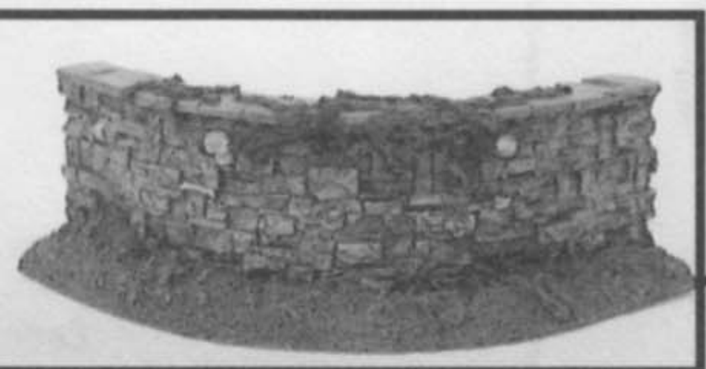




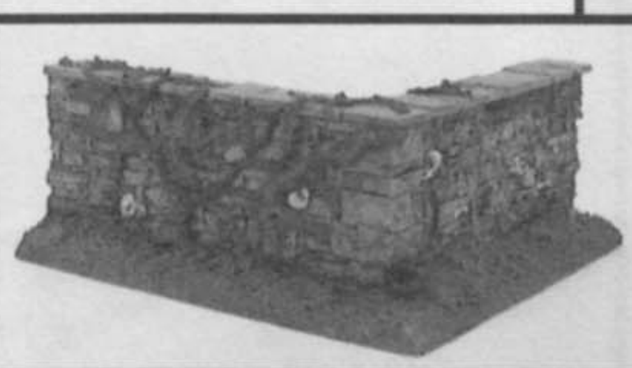
TWO STRAIGHT WALLS
Code: FWW001 Price: £10.00 (US$ 17.00) P&P £2.50 (US$4.50) Worldwide

RUINED SECTIONS (Set includes two ruined end sections)
Code: FWW002 Price: £12.00 (US$ 20.00)

PLINTH OF SKULLS
Code: FWW006 Price: £6.00 (US$ 10.00)

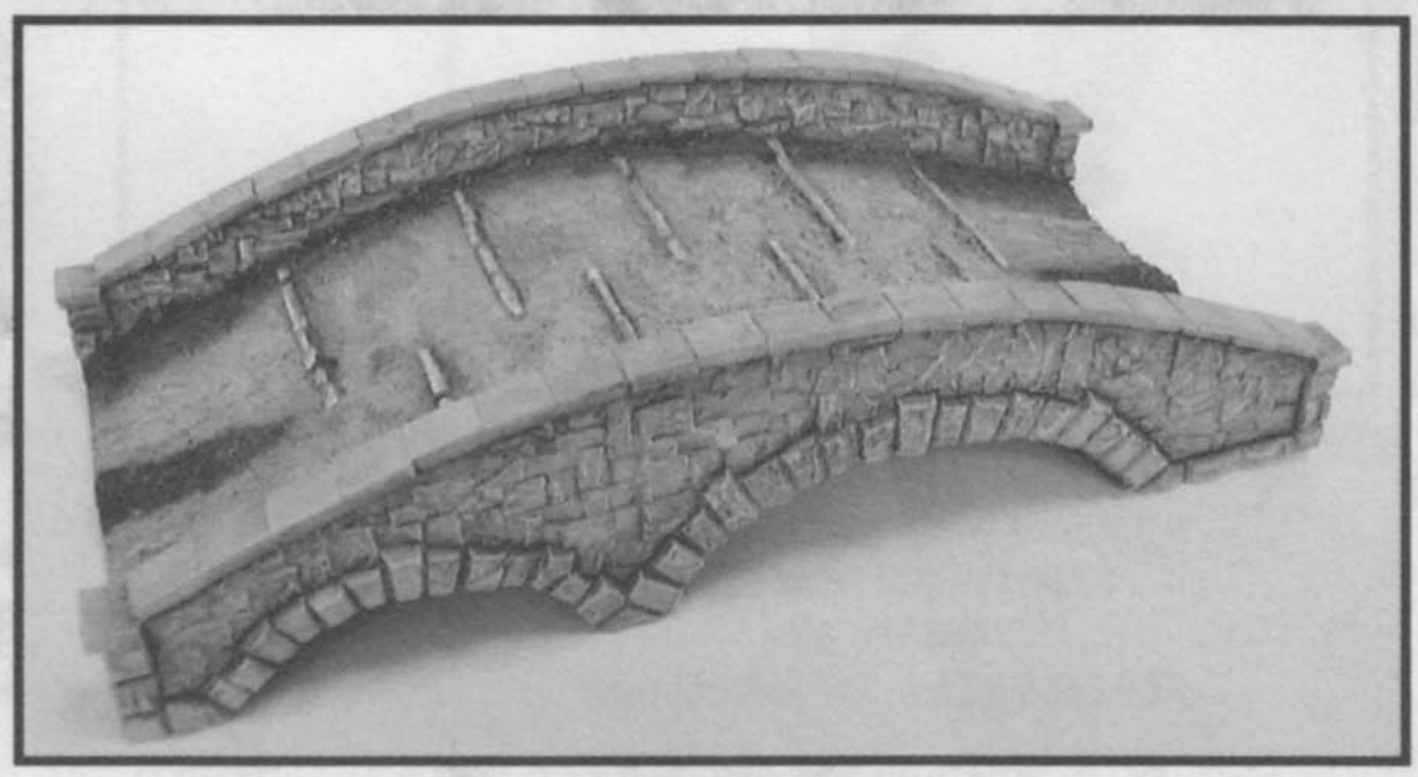


CURVED CORNER
Code: FWW005 Price: £6.00 (US$ 10.00)



90 DEGREE CORNER
Code: FWW004 Price: £6.00 (US$ 10.00)

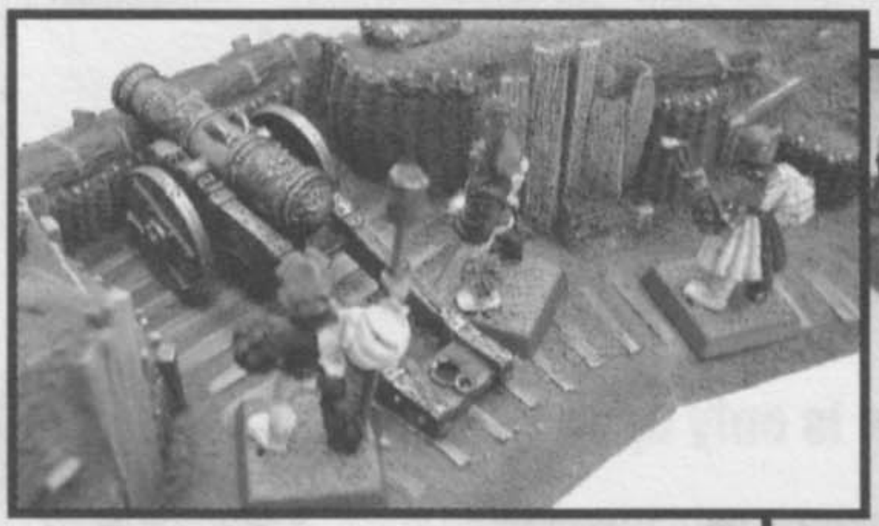
GOTHIC MAUSOLEUM
Over nine inches tall!
Designed Simon Harris
Code: FWW011 Price: £75.00 (US$ 125.00)
P&P £7.50UK & Euro, £15 (US$25) ROW



WARHAMMER STONE BRIDGE
Eight inches long. Will join to Warhammer lanes
Designed by Simon Harris.
Code: FWW007 Price: £15.00 (US$ 25.00)
P&P £4UK & Euro, £6 (US$10) ROW

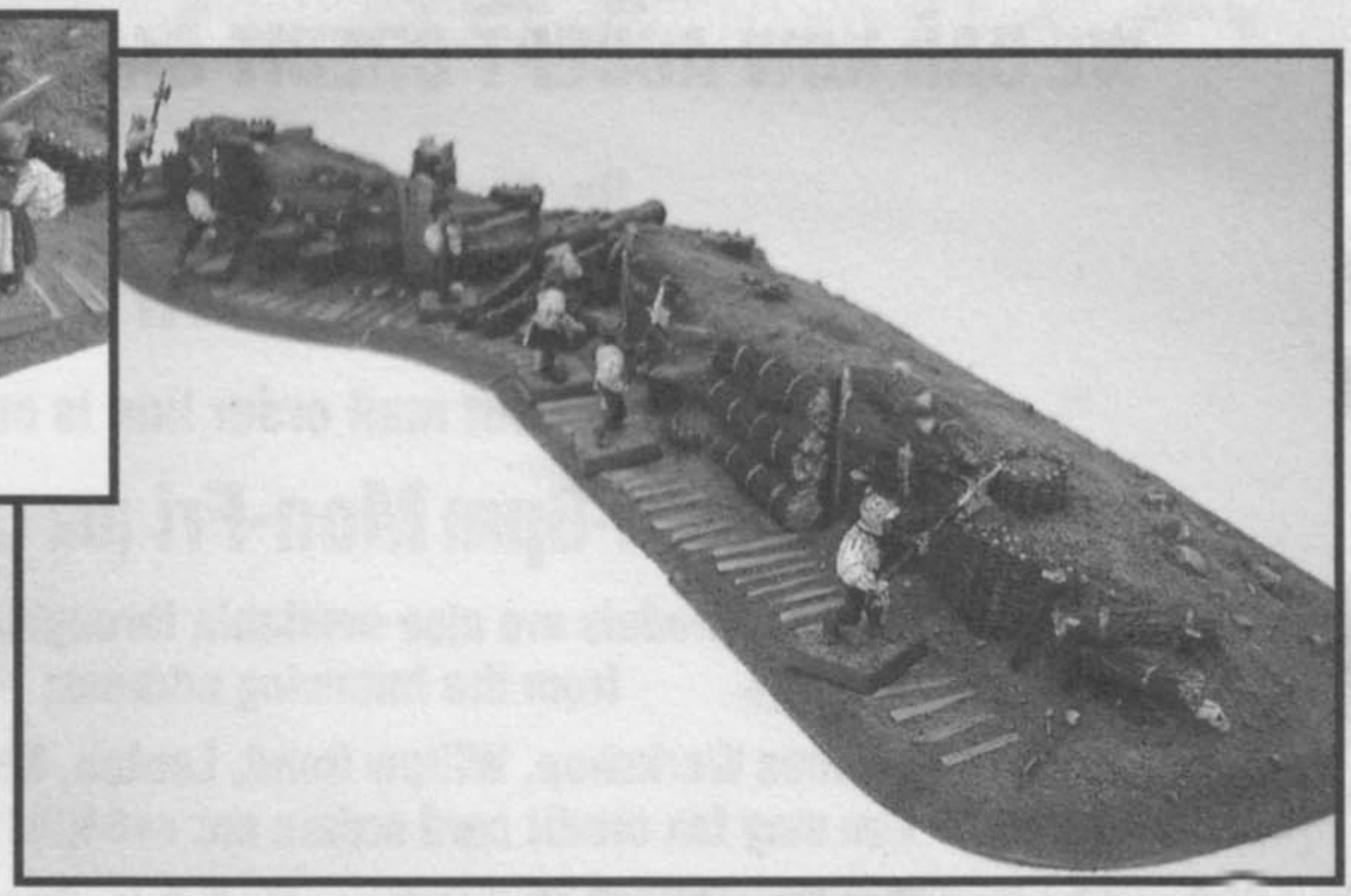
Figures are shown for scale purposes only. They are not included with the models

WARHAMMER TERRAIN



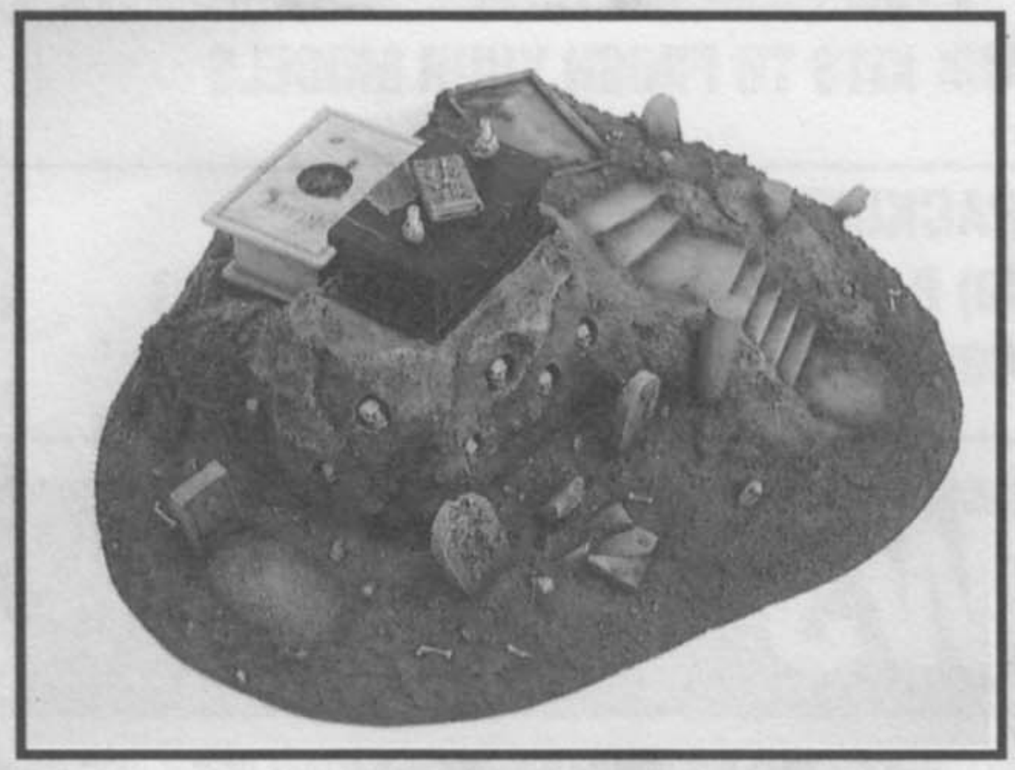
WARHAMMER EARTHWORKS

Set contains five detailed parts to make two feet of Earthworks.
Designed by Simon Harris.
Code: FWK001 Price: £30.00 (US$ 55.00)
P&P Please Phone



WARHAMMER LANES

Set contains four straight sections, a curve, a culvert and a T-junction to give six feet of lane.
Designed by Simon Harris.
Code: FWK003 Price: £30.00 (US$ 55.00)
P&P Please Phone



TOMB & ALTAR

Set contains altar piece & tomb lid which lifts off to reveal crypt stairs and skeleton.
Designed by Simon Harris.
Code: FWW009 Price: £25.00 (US$ 42.00)
P&P £6UK & Euro, £12 (US$20) ROW

ROAD SIDE SHRINE

Designed by Simon Harris.
Code: FWW010 Price: £7.50 (US$ 12.50)
P&P £2 (US$4) Worldwide

GOTHIC GRAVEYARD

GRAVES

Requires Citadel Skeleton plastic figures to complete model.
Designed by Simon Harris.
Code: FWW008 Price: £15.00 (US$ 25.00)
P&P £4UK & Euro, £6 (US$10) ROW

HOW TO ORDER

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