the citadel
Journal
issue 39
The Games Workshop magazine for dedicated Warhammer and 40K players.
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Eldar Special Issue

Gav Thorpe's Harlequin Army List

Rules for the Scorpion super heavy grav-tank

Trouper with Harlequin's Kiss

Shadow Seer

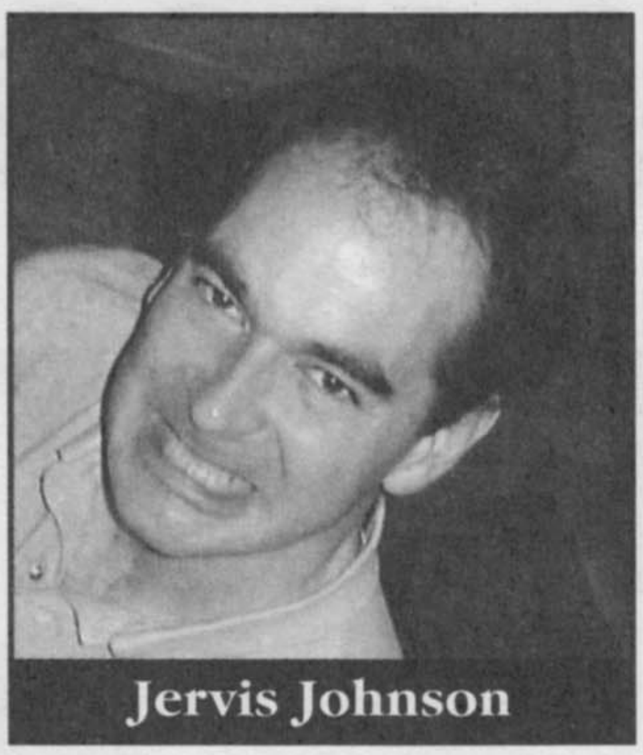
Great Harlequin

Troupe Leader

Death Jester and Trouper with powerfist

A selection of beautifully painted Harlequin models by former GW artist Richard Wright

Jervis's (guest) Slot...


Jervis Johnson

As you may already know, there are big things afoot at Fanatic (check out pages 2-3 for details), and I think it is highly appropriate that the Journal should be the Fanatic magazine that heralds in this new era. After all, the Journal was the first of Fanatic's magazines, and it will the figure-head title in the range.

So, what effect will the changes to Fanatic have on the Journal? Well, the most noticeable change will be that the Journal will now concentrate on the games that Fanatic doesn't make dedicated magazines for – in other words Warhammer and 40K. Of course, Fat Bloke's Magazine (AKA White Dwarf) also covers these games, but we'll be concentrating on less 'mainstream' articles than those that appear in WD, and we also have the luxury of being able to print articles that don't just use miniatures from the Citadel main range. In other words, where as all the articles in WD really need to work with models you can get 'off the shelf' in your local GW store, we can run articles that draw on Citadel's extensive 'Mail Order Only' back catalogue (like the Harlequins army list in this issue) or that require some conversion work in order for them to be used. In future we're also hoping to be able to print more discursive articles, addressing things like tactics with different armies, methods of dealing with rules problems and other 'game etiquette' issues, and all kinds of other interesting topics too. And, of course, we'll keep on running articles which focus on new scenarios or campaign ideas for Warhammer and 40K.

And who will be writing these articles? Well, I'm hoping that a lot of them will be written by you lot out there, just like they always have been in the past. The main difference is that from now on the Warhammer and 40K development teams will be more involved in the process, either by checking over the stuff we print and giving it their 'seal of approval', or (occasionally) by writing stuff for us to use. The Fanatic crew (that's Warwick, Steve, new member Andy Hall, and myself) will also be taking the time to write articles for the Journal, so expect to see more of Warwick's World and the J-Files in these pages.

All in all these changes mark an important change in the philosophy of the Journal. While it will still be magazine 'by gamers for gamers', starting with this very issue it will only contain material that you can use with confidence in any of your games of Warhammer and 40K. If you see something and like it then you can use it, it's up to you. 'By gamers, for gamers, used by gamers' that will be our aim from now on.

Have fun!

Jervis Johnson

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WELCOME to FANATIC!

New material for Blood Bowl, Mordheim, Necromunda, Battlefleet Gothic, Warhammer Quest, Warmaster & Epic 40,000

* * * *

Regularly produced magazines for each game!

* * * *

New gaming supplements!

* * * *

New miniatures!

If you thought Warlord Titans were big, wait until you see the Emperor Titan! A re-release of the original Emperor Titan model, but with brand new metal 'add-on bits' that will convert it into the War Monger version.

Sounds rather exciting doesn't it? And believe me, it is. My name's Jervis Johnson, and for the last few months I've been working with Andy Jones on a top secret project codenamed 'Fanatic'. The aim of this project has been to set up a little bit of Games Workshop that is dedicated to looking after some of the great games GW has already produced, but which have been side-lined after release because of the overwhelming success of Warhammer and Warhammer 40,000. Games like Warhammer Quest, Blood Bowl, Necromunda and Epic, and more recently Battlefleet Gothic, Mordheim and Warmaster. None of these games deserve to drift into the ether, and Fanatic Games has been set up to make sure that that doesn't happen. So, starting this month, we'll be bringing out new magazines, new supplements, and, most important of all, new miniatures for you to use with these games. A new era has begun – the age of Fanatic – and things will never be quite the same again.

How will this all work? Don't worry, all is explained below...

FANATIC QUESTIONS & ANSWERS...

Why was Fanatic set up?
Fanatic was set up because we were unhappy with the level of support we could generate for games other than Warhammer and 40K. These games deserved proper support, but the success of our two main games made it very hard for us to provide it. So we decided to set up a separate venture whose only job is supporting the games other than Warhammer and 40K.

Which games will Fanatic cover?
It will cover Blood Bowl, Warhammer Quest, Necromunda, Epic 40,000, Battlefleet Gothic, Mordheim and Warmaster. If the Studio produces any new games then Fanatic will provide on-going support for these as well.

What will Fanatic do?
Fanatic will bring out magazines, gaming supplements and new miniatures for all of the games it supports. In addition Fanatic will act as a 'champion' for the games, making sure that they are available all of the time, all round the world. If you have difficulty getting hold of any of the games or miniatures that Fanatic supports, then get in touch with us and we'll tell you where you can find them or we'll supply them ourselves. If a game ever goes out of print, we'll make sure that the rules and other things you need to play remain available, either by re-printing them ourselves in a new 'Fanatic Edition', or by making the rules available to download off the internet.

Will you keep making new stuff for these games forever?
As long as you guys are playing then we'll keep on supporting the games and bringing out new material for them. We will, however, have to 'cut the cloth to fit', because when all is said and done, Fanatic is a small operation running on a shoe-string budget. All of the material we produce will be made on short runs, in some cases literally to order (i.e. when you place an order we'll go off and spin the mould to make the miniature!). All of our resources will be concentrated on making sure we can get you the best support we can – in other words, as long as the content is fantastic we'll be willing to cut corners on the usually high standard of presentation.

Can you tell us more about the magazines?
Each of the games that Fanatic covers will have its own magazine. These will come out on a regular basis, though the frequency will vary from between two and six issues per year depending on the popularity of the game. Each issue of a magazine will provide new rules, articles, details of new releases, news and gossip, designers' notes, a contact section and an events calendar. Our aim is to make the magazines a 'must-have' item for dedicated players of the game that the magazine covers.

What about the magazines Fanatic currently produces, like Firepower and Gang War?
Don't worry, they haven't gone! Instead they will all be incorporated into the new magazines we'll be producing. So, for example, the new Epic 40,000 magazine will carry on in the footsteps of Firepower magazine, and will carry on the traditions set by it. We just wanted to start all of the magazines off at issue 1 to make it clear that a new era has begun, and to underline that the material which appears in the magazines from now on is all official support material approved by GW for use with their games.

Tell me more about the supplements!
From time to time we plan to bring out supplemental material for the games that Fanatic covers. These will vary widely in terms of size and content, but to give you some idea of what we have in mind, things

WEB: www.fanatic-games.com

The Fanatic fanatics!

anned for the first year are: a new cenario pack for Warhammer uest, a rule supplement for Epic dding super-detailed Titan rules, n army pack for Warmaster overing the new armies we'll be eleasing for the game, a upplement for Battlefleet Gothic dding the Tyranids to the game, nd new buildings for Necromunda nd Mordheim.

'an you tell me more about the niniatures?

anatic will produce new metal niniatures and resin models for all f the games that it covers. In the ipe-line are three new armies for Varmaster, two new fleets for attlefleet Gothic, a new Blood owl team, new gangs for Mordheim and Necromunda, new itans for Epic and new characters or Warhammer Quest. Those nice orge World people have also romised to make us some resin errain pieces and resin 'add-on its' to convert existing miniatures nto exciting new models.

Will the stuff Fanatic produces be official'?

lthough I really hate the term, es, all of the stuff Fanatic roduces will be 'official' additions or the games we cover. The Studio ames development team will be ully involved in the project, so layers can know that the original esigner has either written or pproved all of the material that anatic produces.

Iow do I get hold of Fanatic tuff?

Ve thought you'd never ask! One vay or another, if you want Fanatic tuff, then we will get it to you. irst port of call should be your ocal GW Mail Order service (see their address and phone number at the back of this issue of this issue). If that doesn't work then you can get in touch with us direct at the address, phone number or e-mail address shown at the bottom of this page. Alternatively you can order 'on-line' via the Fanatic web site, see below for the URL.

What's that about web sites?

You can order on-line and find out about new releases by visiting our website at http://www.fanatic-games.com We're (slowly) adding community sites for each of the games that Fanatic supports, which will include archives, links to cool fan sites and other bits and pieces.

I haven't got internet access. Is there a postal mailing list I can join to be kept up to date as to what is going on?

Write to the address below and we'll bombard you with regular postings keeping you fully up to date on what we're up to at Fanatic. Just fill in the form below!

Do you want feedback?

We certainly do! If you have any thoughts, comments, ideas or criticisms about Fanatic, then please write to us at Fanatic Games, Games Workshop Ltd, Willow Road, Nottingham, NG7 2WS, UK, or e-mail us at fanatic@games-workshop. co.uk. All we ask is that you don't expect a personal reply, as we just get too much mail to be able to try and answer it all. However we do read every single letter and e-mail we receive, and everything that's said will be added to the melting pot.

JOIN OUR MAILING LIST...

If you want to be kept up to date on all of the stuff that Fanatic is bringing out, you really need to join our mailing list. Just fill in the form below and send it to **Fanatic Mailing List, Games Workshop Ltd, Willow Road, Nottingham, NG7 2WS, UK** and we'll start bombarding you with news and details of all our new releases.

Name: ..... Age: ....
Address: .....
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.....
Postcode: .....
Phone: .....
E-mail: .....

Please send me news by:
☐ Post
☐ E-mail

COMING THIS MONTH FROM FANATIC...

Epic 40,000 Magazine • Issue 1

The new incarnation of Firepower, the magazine for serious Epic 40,000 players everywhere, includes part one of Adeptus Titanicus Revisited by Gav Thorpe & Jervis Johnson, an official rules supplement for Epic that adds more detailed rules for Titans and War Machines. The issue also includes rules for the new Emperor Titan model released this month.

Battlefleet Magazine • Issue 1

The first issue of Fanatic's magazine for Battlefleet Gothic players is something of a 'Tyranid Special'. Included are rules by Andy Chambers for using the new Tyranid ships released this month, and John Lambshead provides background, fleet lists and ship details for the Imperial battlefleets which fought against Hive Fleet Kraken.

Warmaster Magazine • Issue 1

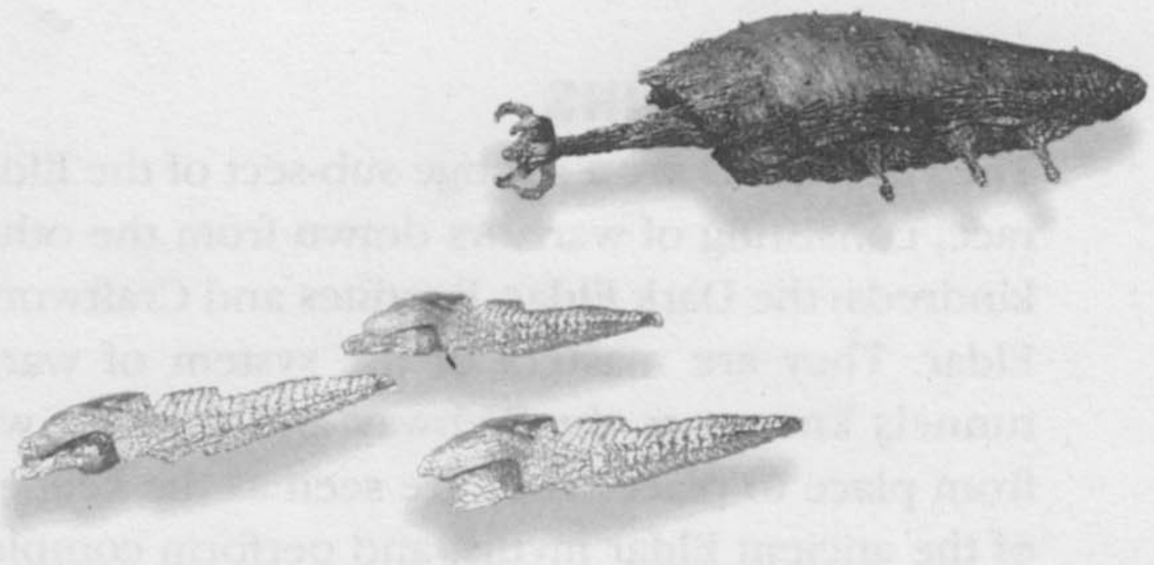
Rick Priestley has been burning the midnight oil ensuring that the first issue of Fanatic's Warmaster Magazine is very special. Included are scenarios, questions and answers, experimental rules and details of the official Warmaster website, plus rules, army lists and background for the new Warmaster Kislev army.

Warhammer Quest – Traps & Pitfalls

An expansion for Warhammer Quest that adds all kinds of nasty traps and pitfalls to kill off unwary adventurers. All-new floor plans and templates are included, along with all the rules you'll need to add these to your games.

IN THE PIPELINE...

- **Warmaster Seige Equipment**
- **Warmaster Kislev Army**
- **Battlefleet Gothic Tyranid Hive Fleet**
- **War Monger Titan**
- **Averland Mordheim Warband**
- **Amazon Blood Bowl Team**


Work in progress: part of the Hive Fleet takes shape!

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EXPERIMENTAL CODEX

HARLEQUINS

BETA TEST V3.2

INQUISITOR EYES ONLY

By Gav Thorpe

Greetings followers of The Path. What you hold in your hands is the latest version of Gav Thorpe's Harlequin army list. Gav has secretly been working away on this for the last six months or so, changing things here, tweaking things there, and generally pulling the army list into shape.

The good news is that Gav is now confident that the army list is in a playable state, so we've decided to unleash the current version to a wider audience by printing it in the Journal. What we'd like you guys to do is use this experimental version of the army list, and then write to us telling us what you think of it. We'd also like to know what you think of the Harlequins in general, what new miniatures you'd like to see, what new background – in short if you've anything to say that relates to this list we want to hear about it! Sadly we won't be able to reply to the mail we receive, but all the letters will be read and the ideas in them 'added to the melting pot'. In the fullness of time we'll be producing a Harlequin Codex (though not for quite a while yet!) so this is a real opportunity to influence what goes in a published GW Codex.

Until then feel free to use the list in any games of 40K that you play, though if you're playing in a tournament you should make sure that the tournament organisers are cool with you using a list that hasn't been published in a Codex. For what it's worth you can tell them that the 40K development team would appreciate it receiving a 'field test' in tournament conditions!

Have fun, and remember to write us with our comments,

Jervis Johnson – 13th June 2000

Prepare yourself to step beyond the threshold of space, to delve into the innermost secrets of the Eldar race.

THE HARLEQUINS

The Harlequins are a strange sub-sect of the Eldar race, consisting of warriors drawn from the other kindreds; the Dark Eldar, Exodites and Craftworld Eldar. They are masters of the system of warp-tunnels known as the Webway and roam at will from place to place. They are seen as the keepers of the ancient Eldar myths, and perform complex dances and plays to recreate these allegorical tales, covering such events as the War in Heaven, the Fall and the Birth of the Great Enemy.

The Harlequins are held in a mixture of fear, awe and respect by all other Eldar. Their knowledge of the Webway is unmatched, and they can appear and disappear almost at will; at an Exodite Maiden World, in the dark city of Comorragh or on a Craftworld. The Harlequins have even been known to appear unexpectedly alongside the forces of other races, particularly if they are fighting against the hosts of Chaos, the sworn foes of the Harlequins. The Harlequins see themselves as the saviours of the Eldar, a uniting force which will one day bring together the fragmented race so that they can regain their position as the most powerful force in the galaxy. They have a great plan, unknown to all but themselves and a privileged few, which is both far reaching and horrifying.

The Harlequins' superb acrobatic skills make them highly accomplished close combat fighters, and they are aided by arcane items of technology, such as anti-grav flip belts and many specialist hand-to-hand weapons. Like all Eldar they are elusive foes, preferring to use swiftness and devastating attacks rather than massed armour and brute force.

WHY COLLECT A HARLEQUIN ARMY

Like other Eldar armies, the Harlequins are for the connoisseur gamer. They have many special rules to remember; complex wargear, abilities and psychic powers which must be used to best advantage for victory. They require subtle tactics on the battlefield – gamers who prefer a straight stand-up-and-fight army would do better with Space Marines or Imperial Guard! Painting a Harlequins army also requires a reasonable degree of skill. However, Harlequin armies are relatively small in terms of the number of models needed, so painting an army is not so much of an endeavour as it would first appear.

All of these things mean that the Harlequins are quite unlike any other army in the Warhammer 40,000 game and as such make an interesting choice for those of you looking for a new gaming challenge to overcome. Most tempting of all is the fact that there is probably no sight more spectacular than a well-painted Harlequin army dashing across the battlefield, tearing apart its enemies with ruthless efficiency!

HARLEQUINS CODEX ARMY LIST

On the pages that follow you'll find an army list which will allow you to field a Harlequin army in games of Warhammer 40,000. The army list allows you to fight battles using the scenarios included in the Warhammer 40,000 rulebook, but it also provides you with the basic information you'll require in order to field a Harlequin army in scenarios you've devised yourself, or as part of a campaign series of games.

The army list is split into five distinct sections. All of the squads, vehicles and characters in an army list are placed in one of the five sections depending upon their role on the battlefield. In addition every model included in the army list is given a points value, which varies depending upon how effective that model is on the battlefield. Before you can choose an army for a game you will need to agree with your opponent upon a scenario and upon the total number of points each of you will spend on your army. Having done this you can proceed to pick an army as described below.

HARLEQUINS IN OTHER ARMIES

Harlequins have been known to fight alongside other Eldar, and even in armies of other races. Any Craftworld Eldar, Dark Eldar or Exodites army may include units of Harlequins. All Harlequin units count as Elites in this case, regardless of which category they are normally taken from. Any other army (except Chaos) that is fighting against a Chaos army may take one unit of from the following army list as an Elites choice. This does include such strange races as the Necrons and Tyranids – think of it as the Harlequins launching an attack at the same time as their 'allies' rather than being allied with them in any true sense.

Alternatively, a Craftworld Eldar, Dark Eldar or Exodites army can take an allied detachment of Harlequins (or the Harlequins can take the allies, depending on which way around you want to look at it...). The rules for detachments can be found on page 131 of the Warhammer 40,000 book.

In both of these circumstances its more preferable for the Harlequins to be controlled by a different player, just for the increased confusion and quarrel factor if nothing else!

USING FORCE ORGANISATION CHARTS & THE ARMY LISTS

We realise that most of you, well at least we hope you are, hoary old hardened veterans of many games and campaigns and really don't need to be told how to use the army lists or the force organisation charts. However, just in case your mum/kid brother/visiting cousin has recently hit you over the head with your Thunderhawk gunship (40K scale), here's those rules again, in really teeny-weeny print of course!

The army lists are used in conjunction with the Force Organisation chart from a scenario. Each Force Organisation chart is split into five categories that correspond to the sections in the army list, and each catagory has one or more boxes. Each box indicates that you may make one choice from that section of the army list, while a dark toned box means that you must make a choice from that section.

To make a choice, look in the relevant section in the army list and decide what unit you wish to have in your army, how many models there will be in the unit, and which upgrades that you want (if any). Remember that you can not field models that are equipped with weapons and wargear that is not shown on the model. Once this is done subtract the points value of the unit from your total points, and then go back and make another choice. Continue doing this until you have spent all your points. You're then ready to lead your Harlequins.

Each army list entry consists of the following:

Unit Name: The type of unit, which may also show a limitation on the maximum number of choices you can make of that unit type (0-1, for example).

Profile: These are the characteristics of that unit type, including its points cost. Where the unit can have different warriors, there may be more than one profile.

Number/Squad: This shows the number of models in the unit, or the number of models you may take for one choice from the Force Organisation chart. Often this is a variable amount, in which case it shows the minimum and maximum unit size.

Weapons: These are the unit's standard weapons.

Options: This lists the different weapon and equipment options for the unit and any additional points cost for taking these options. It may also include an option to upgrade one squad member to a character. If a squad is allowed to have models with upgraded weaponry (such as special weapons), then these must be given to ordinary squad members, not the character.

Special Rules: This is where you'll find any special rules that apply to the unit.

HARLEQUINS ARMOURY

Harlequin characters may pick up to two single-handed weapons from the list below. In addition, each character may be given up to 125 points worth of items of wargear, unless otherwise noted in their army list entry. You may not take duplicate items of wargear for the same model.

Single Handed Weapons

Fusion Pistol	18 pts
Harlequin's kiss	10 pts
Neuro-disruptor	20 pts
Plasma Pistol	15 pts
Power weapon	10 pts
Riveblades	15 pts
Shuriken pistol	1 pt

Wargear

Bio-explosive ammunition	5 pts
D-field	25 pts
Dread mask	30 pts
Jetbike (Gt Harlequin & Shadowseer only)	35pts
Hallucinogen grenades	2 pts
Haywire grenades	3 pts
Plasma grenades	2 pts
Phase field (ind. characters only)	15 pts
Powerblades	15 pts
Rictus mask	25 pts
Tanglefoot grenades	4 pts

HARLEQUIN SPECIAL RULES

Unless otherwise noted in the army list, all Harlequin units and characters benefit from the following special rules.

Holo suit

Rather than physical armour designed to absorb shots and blows, Harlequins rely on a sophisticated holo-suit to misdirect the enemy. In game terms this means that Harlequins have no armour save as such, but always count as if they were in cover with a 4+ save. They get no additional benefit if they really are in cover and weapons which normally ignore cover will ignore their special save. This also applies in close combat and so they always gain the benefits of a defended obstacle unless assaulted by an enemy with grenades which negate cover. As it is a cover save the Harlequins receive no normal armour save in close combat. A holo-suit save cannot be used against an attack that uses a template or blast markers (such as a battle cannon or flamer) nor can it be used to save a model if it is being transported in a vehicle that is destroyed.

Models fighting a Harlequin in close combat can become confused and disorientated by the ever-shifting colours and patterns of a holo-suit. Any model fighting a Harlequin in an assault halves their Weapon Skill (rounding up).

Flip Belts

Flip belts are compact anti-grav devices which generate a short range negative-gravity field which, when combined with the Harlequins already prodigous acrobatic abilities, allows the Harlequins to make all manner of gravity-defying leaps and bounds. Harlequins can ignore difficult terrain – treat difficult terrain as open ground for the purposes of movement. When advancing after winning an assault, or Harlequins can move 3D6 inches instead of 2D6 inches (note that they fall back 2D6 inches as normal). In addition, a Harlequin model may use their full number of Attacks and any specialist close combat weapons they have when within 2" of an enemy in an assault – this is instead of the 1 Attack with no special rules that other models have in this situation. Remember though that models which assault the enemy must try to get into base contact if possible.

Mask of Fear

A Harlequin's mask incorpates a holographic generator that projects images of monstrous faces and demonic visages, intensified by a short-range psychic field which increases their opponent's sensitivity to fear and despair. Any enemy unit fighting in an assault against a Harlequin reduces their Leadership by -1.

Fleet of Foot

Instead of shooting in the shooting phase, a Harlequin unit may run instead. The unit moves D6", which is not modified by difficult terrain.

Dispersed Formation

Harlequins fight almost as individuals, and rely less upon the coherency of their unit to defeat the enemy. A Harlequin model must stay within 4" of another model in the unit, rather 2" as is normally the case. See page 43 of the Warhammer 40,000 book for details of unit coherency.

HQ

0-1 GREAT HARLEQUIN

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Great Harlequin	60	7	5	3	3	3	8	4	10	-

Options: The Great Harlequin may be given any equipment allowed by the Harlequins Armoury.

SPECIAL RULES

Independent Character: The Great Harlequin is an Independent Character and follows the independent character special rules in the Warhammer 40,000 rulebook.

The Great Harlequin is the overall leader of the Harlequins. A Harlequin band only ever has one Great Harlequin; if another Harlequin becomes sufficiently skilful, he or she will leave and found a new Harlequin band. Thus the number of Harlequin bands travelling the Webway is slowly but surely increasing. During a Masque, the Great Harlequin plays the part of the Laughing God.

0-1 SHADOWSEER

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Shadowseer	70	6	5	3	3	2	7	3	10	-

Options: The Shadowseer may be given any equipment allowed by the Harlequins Armoury.

SPECIAL RULES

Independent Character: The Shadowseer is an Independent Character and follows the independent character special rules in the Warhammer 40,000 rulebook.

Psychic powers: The Shadowseer has the following psychic powers (see page 74 of Warhammer 40,000):

Misdirection: The Shadowseer reaches into the minds of the enemy, baffling them with psychic messages. This psychic power is used at the start of the enemy's assault phase and lasts until the start of the next Harlequins' turn. Any enemy unit wishing to charge the Shadowseer or unit they are with must first pass a Leadership test on 3D6. If the test is failed the enemy unit may do nothing in that assault phase.

Veil of Tears: The Shadowseer uses his or her powers to remove their presence from the enemy's thoughts – their eyes may see the Harlequins, but this never actually registers in their mind. This psychic power is used at the start of the enemy's shooting phase and lasts until the start of the next Harlequins' turn. Any enemy unit wishing to shoot at the Shadowseer or a unit they are with must test using the night-fighting scenario special rules on page 134 of Warhammer 40,000 (ie they must roll 2D6x3 to see if the Harlequins can be seen). If the target unit cannot see the Shadowseer's unit, they may target another visible unit instead. If the night-fighting rules are being used as part of the mission being played, then the Shadowseer can only be seen at half the normal range (for example if a unit can see 20" that turn then they can only target the Shadowseer's unit if they are within 10").

A Shadowseer does not have the prophetic powers associated with other Eldar psykers. However, they still have highly effective empathic and telepathic abilities which they use to confuse and disorient their foes – literally placing false images and contradictory thoughts into their minds. The Shadowseer uses this ability during a performance to create stunning visual effects and influence the emotions of the audience.

ELITES

Little is known about the Solitaires, even amongst the Eldar. They have passed the sacred Ritual which all Harlequins must undertake, yet they live apart from other Harlequins. The Solitaires roam the Webway seeking out Eldar they believe can survive the Ritual, and take them to the Harlequin bands. It is said that the oldest and most powerful Solitaires become the dreaded guardians of the Black Library. On the extremely rare occasions when a Solitaire performs, he or she takes the part of Slaanesh and the Harlequin band will perform the legendary tale of the Birth of the Great Enemy – the most dangerous of all Harlequin masques. It is claimed that others have tried to take on the role of the Great Enemy and died or been driven insane!

0-1 SOLITAIRE

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Solitaire	90	8	5	3	3	3	8	4	-	-

Options: A Solitaire may be given any equipment allowed by the Harlequins armoury.

SPECIAL RULES

Individual: A Solitaire is an independent character and follows all the special rules for indepedent characters given in the Warhammer 40,000 rulebook. In addition, a Solitaire can never join any other unit.

Spiritless: It is postulated by Imperial scholars that a Solitaire has no soul to speak of, and this may be true. They show no evidence of emotions and psychic powers which attack the mind have no effect on them whatsoever. A Solitaire does not have to take any Leadership tests of any kind (morale checks, pinning, etc.). In addition, any attack which relies upon the Solitaire's Leadership value (for example a neuro-disruptor or the Farseer psychic power Mind War) have no effect and automatically fail.

Blitz Attack: When a Solitaire moves at full speed they are a blur of light, faster than any other living creature. A Solitaire can assault 12" instead of the normal 6". Rather than gaining +1 Attack for charging into an assault, a Solitaire gains +1 Attack for each inch of unused charge distance up to a maximum of +6 Attacks. For example, if a Solitaire charges into an enemy 8" away then they gain +4 Attacks.

Death Jesters are the heavy specialists of the Harlequin army, able to carry a variety of exotic and deadly armaments. However, Death Jesters are just as skilled in combat as any Harlequin, and many a foe has charged into combat with a Death Jester and been cut down for their ignorance. When the Harlequins stage a performance, Death Jesters take the part of Death, and are noted by other Eldar for their ironic, some would say downright morbid, sense of humour.

DEATH JESTERS

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Death Jester	47	6	4	3	3	1	4	2	9	-

Number: You may include between 1 and 3 Death Jesters for each Elites choice allowed by the Force Organisation chart.

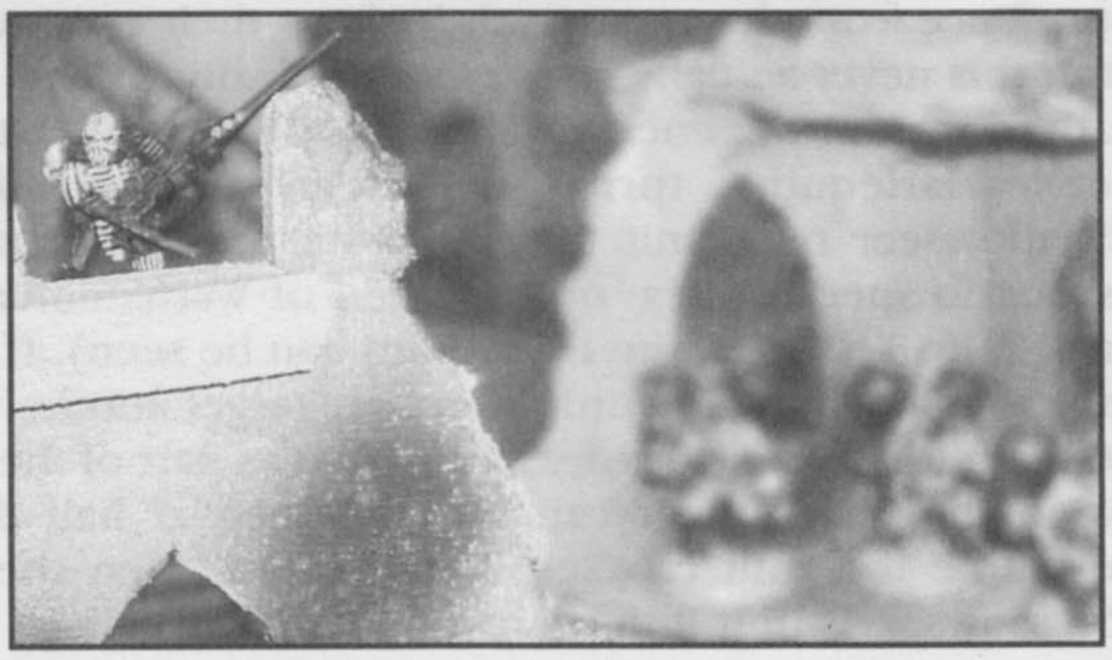
Weapons: Shrieker cannon and power blades.

Options: A Death Jester may exchange their Shrieker Cannon for one of the following: Shuriken cannon at +5 points; Eldar missile launcher at +15 pts; Brightlance at +10 pts.

A Death Jester may be given additional wargear (not weapons) from the Harlequins armoury.

SPECIAL RULES

Independent Character: Each Death Jester is an independent character and follows all the special rules for independent characters given in the Warhammer 40,000 rulebook. Note that all Death Jesters from the same choice on the Force Organisation chart must be deployed at the same time, however they may be deployed separately on the battlefield.



TROUPES

HARLEQUIN TROUPE

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Harlequin	25	5	3	3	3	1	6	2	9	-
Troupe leader	+12	6	4	3	3	1	6	2	9	-

Squad: The troupe consists of between 5 and 10 Harlequins

Weapons: Shuriken pistol and close combat weapon.

Options: Up to 2 models in the squad may exchange their close combat weapon for a Harlequin's Kiss at +5 points per model, or a power weapon for +6 points per model. Up to two models in the squad may exchange their shuriken pistol for either a plasma pistol at +5 points, or a fusion pistol for +8 points.

The Harlequins can be armed with hallucinogen grenades for +2 points per model, plasma grenades for +2pts per model, tanglefoot grenades for +4 pts per model and haywire grenades for +3 points per model.

Character: One model in the squad may be upgraded to a Troupe leader for +12 points. A Troupe Leader has the improved profile given above and may take additional equipment allowed by the Harlequins armoury.

All Harlequins must undertake a mysterious trial, known only as the Ritual. The Ritual is said to free them from the Great Enemy, which is why Harlequins have no fear of her, and need not wear a waystone. This is also why the Harlequins can roam the Webway at will without enduring the soul-draining which afflicts the other Eldar who spend too long exposed to the warp. Due to their extremely athletic nature and acrobatic skill, Harlequins are fearsome warriors in an assault, aided by their highly specilaised weaponry.

FAST ATTACK

HARLEQUIN JETBIKE SQUAD

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Harlequin Jetbike	45	5	3	3	3(4)	1	6	2	9	-/3+
Troupe leader	+15	6	4	3	3(4)	1	6	2	9	-/3+

Squad: The squad consists of 3 and 10 Harlequins mounted on Eldar jetbikes.

Weapons: Close combat weapon. The Jetbike is fitted with twin-linked shuriken catapults.

Options: Any model in the squad may be armed with a shuriken pistol in addition to their close combat weapon for +2 pts per model. Up to one in three models in the squad may exchange the jetbike's shuriken catapults for a fusion gun for +5 pts, or a shuriken cannon for +10 pts.

Up to 2 models in the squad may exchange their close combat weapon for a Harlequin's Kiss at +10 points per model, or a power weapon for +12 points per model.

Character: One model in the squad may be upgraded to a Troupe leader for +15 points. A Troupe Leader has the improved profile given above and may take additional equipment allowed by the Harlequins armoury.

The most extravagant Harlequins ride to battle on highly decorated Jetbikes. Decked in flowing pennants and ornamented with symbols of the Laughing God, they are the most lavish and colourful unit in a Harlequin force.

SPECIAL RULES

Mounted on jetbikes: The following Harlequin special rules do not apply to a Harlequins jetbike squads: flip belt, fleet of foot.

Holofields: Harlequin jetbikes carry a holofield generator powerful enough to shield the entire jetbike. A Harlequin jetbiker can therefore use their holofield save or their 3+ armour save against a hit, but not both.

HEAVY SUPPORT

Much of the Webway cannot be traversed by large vehicles, and so the Harlequins make wide use of the Venom. The Venom is a modified version of the Vyper war machine used by the Craftworld Eldar, incorporating an open transport deck instead of a gun cradle. Such is the skill of every Harlequin that the small numbers of warriors that can be transported by this vehicle is still enough to overcome enemy units many times their size.

VENOM

	Pts/Model	Front Armour	Side Armour	Rear Armour	BS
Venom	45	10	10	10	3

Type: Fast, Skimmer, open-topped.

Crew: Harlequins.

Transport: 6 Harlequins plus one independent character.

Weapons: The Venom is armed with twin-linked shuriken catapults.

Options: The Venom may upgrade its shuriken catacpults to a single fusion gun for +10pts or a single shuriken cannon for +20 pts.

The Venom can be protected by a holo-field for +20 points. The Venom is surrounded by a shimmering holo-field, that distorts its shape and prevents the enemy from targeting its most vulnerable locations. Whenever your opponent rolls on the damage table for the vehicle, they must roll two dice and apply the lowest result.

A Death Jester hails fire from above!

A Solitaire stalks his Tyranid Quarry

A Troupe of Eldar Harlequins assail an Ork position

ELDAR HARLEQUIN WARGEAR

This section describes how all Harlequins specialised wargear works in the game. These rules tend to be more detailed than those included in the WH40K rulebooks, and supercede them if they are different. Any items not listed here function exactly as described in the WH 40K rulebook.

Note 1: The Harlequins can carry several different types of grenades that are used when they charge into an assault (hallucinogen, tanglefoot and plasma). A unit may only use one grenade type at a time, and you must declare which you are using before moving the charging unit. Note, that if two or more Harlequin units charge the same enemy, they may use different grenade types (a rather devastating tactic if you can manage it!).

Note 2: It is possible for a Harlequin to combine the effects of several different masks (the Mask of Fear, Dread Mask and Rictus Mask). Having more than one mask type means that the character's mask is programmed to cycle through a wider range of images and psychic manipulations, each of which is designed to illicit a different type of horror from the enemy!

Note 3: Some Harlequin characters may be armed with two special close combat weapons, for example a Harlequins' Kiss and a power weapon. You may only use the special rules for one close combat weapon (in this example either wound on a 2+ or ignore armour saves) though you still gain +1 attack for a second close combat weapon.

Bio-explosive Ammunition

These specially modified shurikens contain a potent venom which overloads the target's circulatory system, causing blood vessels to violently erupt. Bio-explosive ammunition may only be used with a shuriken pistol (and is paid for in addition to the pistol). Except where noted, the normal rules for a shuriken pistol apply. The weapon does not have a Strength as such, and always wounds a victim on a D6 roll of 2+. Targets slain by the bio-explosive ammunition explode! Place a blast marker centred on the exploding model and roll to hit other models under the template using the rules for blast weapons. The attacks have a Strength equal to the exploding model's Toughness, and an AP value equal to the victim's saving throw (i.e. models hit by an exploding Space Marine would take a S4 hit with AP 3). Any squad which suffers a casualty from a bio-explosive ammunition must pass a morale check at the end of the shooting phase.

Brightlance

The brightlance is used by the Eldar to destroy heavily armoured targets, using a highly focused beam of laser energy. A brightlance has the profile below. In addition, a brightlance treats any armour value higher than 12 as 12.

Rng: 36" S: 8 AP: 2 Assault 1

D-field

A domino field, or D-field as it is commonly known, creates an even more complex distortion pattern than a normal Harelquin holo-suit, shattering the wearer's image into a cloud of blindingly bright shards of multi-coloured light. A model wearing a D-field gets a 4+ cover save, just like a holo-suit. In addition, any enemy attacking the model in close combat always needs a roll of a six to hit, regardless of the models' comparative weapon skills. If the enemy has a fixed to hit roll which is not affected by Weapon Skill (Khârn the Betrayer, for example) then roll a D6. On a roll of 1-3 they are affected by the d-field and need sixes, on a 4-6 they are unaffected and use their normal to hit roll.

Dread Mask

The Dread mask contains a psychic pickup which detects the worst fears of the wearer's opponent and amplifies them ten-fold, sending them running in terror. Any unit losing an assault against a Harlequin with a Dread mask must take their morale check on 1D6 more than usual (normally 3D6 instead of 2D6). Obviously the Dread mask has no effect against units which do not have to take morale checks.

Eldar Jetbike

The Jetbikes of the Eldar are designed for extreme manoeuvrability, able to turn on the spot and rapidly accelerate or decelerate. This enables the rider to make swift hit-and-run attacks, emerging from cover to attack before slipping away again. An Eldar jetbike uses all the rules for jetbikes given in Warhammer 40,000. In addition, a model on an Eldar Jetbike which is not falling back may always move 6" in the assault phase, whether they are within 6" of an enemy or not. This move can be made in any direction, it does not have to be a charge towards the enemy, even if the model is within 6" of an opposing model.

Eldar Missile Launcher

The Eldar have a grasp of many forms of technology which far surpasses that of other races, and it is this knowledge that allows them to make wide use of plasma missiles. Eldar missile launchers may fire krak or plasma missiles, with the profiles given below. A squad that takes casualties from a plasma missile must test for pinning (page 58 of the Warhammer 40,000 rules).

Krak	*Rng: 48"*	*S: 8*	*AP: 3*	*Hvy 1*
Plas.	*Rng: 48"*	*S: 4*	*AP: 4*	*Hvy 1, blast*

Fusion Pistol

The fusion pistol is the pinnacle of Eldar melta technology, being compact yet powerful enough to destroy a battle tank. A fusion pistol has the following profile, and like other melta weapons has an additional D6 armour penetration at half range of less.

Rng: 6" S: 6 AP: 1 Pistol

Hallucinogen Grenades

In battle, the Harlequins use hallucinogen grenades to disorientate their enemies just before they attack. The grenades induce hallucination, paranoia and delirium in their victims, causing them to cower in fear, stare into open space or rant and rave at creatures only they can see. A Harlequin model with hallucinogen grenades uses them when it charges into combat. The paranoia and confusion caused by the hallucinations makes it impossible for the enemy to discern exactly how many warriors they are fighting. When working out if one side outnumbers the other after an assault, the ratio of models is shifted one 'grade' in favour of the Harlequins. This is best shown by the following chart.

Morale checks are taken using the modified ratio by the losers of the assault.

Hallucinogen grenades have no effect against any kind of daemonic creature (including Nurglings, Avatars), Wraithlords, Wraithguard, Dark Eldar Talos and Warp Beasts, Thousand Sons Chaos Space Marines or Necrons; any model with an armour value rather than a saving throw. Tyranid creatures ignore the effects of hallucinogen grenades unless the Tyranid player scores a 1 on a D6 roll.

Designer's note: Basically a creature has to be truly alive to be affected by hallucinogen grenades. Doubtless at some time in the far distant future we'll introduce some hideous monstrosity that should be immune to hallucinogen grenades, so this list is by no means totally exhaustive and I ask you to use some common sense concerning whether a model should be affected by these weapons. If you are in any doubt, roll a D6; on a 1-3 the model is affected, on a 4-6 it is not (roll every time it is attacked with hallucinogen grenades).

Harlequins' Kiss

This vicious weapon is unique to the Harlequins. It takes the form of a sharpened tube attached to the forearm, inside which is lengths of monofilament wire. The Harlequin's Kiss is punched into the enemy and the wires are then quickly uncoiled, slicing the foe apart from the inside. A model with a Harlequins' Kiss wounds on a roll of 2+ in close combat,. Against a target with multiple wounds, a to wound roll of a 6 with a Harlequins' Kiss means that the enemy model will be killed outright if it fails its saving throw, regardless of the number of wounds it has remaining. A Harlequin's Kiss cannot be used against vehicles.

Haywire Grenades

The Eldar use haywire grenades for disabling enemy vehicles. A haywire grenade sends out a powerful, short-range electromagnetic pulse which shorts out electrical wiring and disrupts the energy systems of its target. Haywire grenades may only be used against vehicles. A model attacking with a haywire grenade may only make a single attack, regardless of their Attacks characteristic or whether they charged. If the attack hits, roll a dice to determine the effect of the haywire grenade: 1= no effect, 2-5= glancing hit, 6= penetrating hit. A haywire grenade may only be used against a Dreadnought if it has already been immobilised.

Neuro-disruptor

A neuro-disruptor uses intricate psycho-crystalline circuitry to emit a wave of particles that disrupt the brain's neural pathways, turning the target into a drooling imbecile or killing them outright. The Neuro-disruptor uses the flame template and is fired like any other flame weapon. However, do not roll to wound as normal. The neuro-disruptor has a Strength of 8, but rather than using the targets' Toughness values, their Leadership is used. Other than this, the To Wound chart is used as normal. For example, a Leadership 9 model is wounded on a 5+. A roll of a 1 always fails to inflict a wound. If a Neuro-disruptor

template touches a vehicle, roll a D3 on the glancing hits table as the crew's brains are partially protected by the vehicle's armour (there is no need for an armour penetration roll). The Neuro-disruptor has the following profile:

Rng: Flame S: (8) AP: 1 Assault 1

Plasma Grenades
Rather than the crude fragmentation grenades used by other races, the Eldar employ advanced plasma grenades to stun their enemies when they charge into close combat. Plasma grenades negate the effect of cover in close combat, so that all attacks are worked out in Initiative order.

Plasma Pistol
Eldar technology is far more efficient and reliable than the crude mechanics of the Imperium. An Eldar plasma pistol does not get hot on a to hit roll of a 1.

Phase Field
Using the Eldar's most advanced warp technology, a phase field allows the wearer to shift between realspace and the webway, 'phasing' in and out of reality. This means the wearer can make short teleportations across the battlefield. The phase field is used instead of moving normally. Nominate a direction for the model to move in. The model moves 3D6" in that direction, ignoring any intervening terrain or models. A model using a phase field may not use fleet of foot on the same turn, but may shoot and assault as normal.

Powerblades
Powerblades are fitted to the forearm, enabling the wearer to use both hands freely. A well trained warrior can use sweeping strikes with the powerblades in addition to their other weapons. A model equipped with powerblades gets +1 Attack. This can be in addition to +1 Attack for being armed with two other close combat weapons for a total of +2 Attacks. A model with powerblades ignores armour saves.

Rictus Mask
The Rictus mask projects an aura of death, filling those nearby with an almost uncontrollable urge for morbid self-preservation ("We're all doomed!"). Any enemy unit with a model within 6" and line of sight of the model with the Rictus mask must take a Leadership test at the start of their turn. If the test is failed the unit may do nothing that turn. If the unit is fighting in close combat then the more immediate threat of being diced overcomes their horror and so units that are in an assault are not affected by a Rictus mask. Models that are immune to morale checks are unaffected by a Rictus Mask.

Riveblades
Fitted to the back of the hand or worn as a glove, a Riveblade is covered in a shimmering energy field which can punch through the thickest armour. In the hands of a Harlequin a set of Riveblades can be used to behead or disembowel the target with a single sweep. A Harlequin with Riveblades ignores normal armour saves in an assault. There is an additional effect against target's with multiple wounds. If such a model is wounded with a roll of a 6 the Riveblades have penetrated deep into their body and they are killed outright (unless the model has an invulnerable saving throw which is passed). Riveblades cannot be combined with power blades.

Shrieker Cannon
The Shrieker Cannon is similar in design to the shuriken cannon used by the Craftworld Eldar. However, rather than firing a hail of razor-sharp discs, a Shrieker fires only a single shot. Its ammunition is impregnated with virulent toxins which overload the victim's nervous system, causing their blood vessels and internal organs to burst in a spectacular fashion. The shrieker cannon does not have a Strength as such, and always wounds a victim on a D6 roll of 2+. Targets slain by the shrieker cannon explode! Place a blast marker centred on the exploding model and roll to hit other models under the template using the rules for blast weapons. The attacks have a Strength equal to the exploding model's Toughness, and an AP value equal to the victim's saving throw (i.e. models hit by an exploding Space Marine would take a S4 hit with AP 3). Any squad which suffers a casualty from a shrieker cannon must pass a morale check at the end of the shooting phase. Shrieker cannons count as having Strength 5 if fired at a vehicle. The shrieker cannon has the following profile:

Rng: 24" S: X AP: 5 Assault 1

Tanglefoot Grenades
When a tanglefoot grenade detonates it creates a gravitic disruption field, causing its targets to stumble, fall over and generally stagger around. Tanglefoot grenades are used when the Harlequin unit charges into an assault and their effects last for the duration of that first round of combat. If the unit attacked by tanglefoot grenades loses the combat and fails its morale check, its fall back move is D6 less than normal (ie units that normally fall back 2D6" only fall back 1D6"). If it is the Harlequins that break then their enemy may only consolidate, they may not advance. In the event of a drawn combat (on a tie-breaker roll or because neither side fails its morale check) then the unit fighting the Harlequins may not move any unengaged models into the combat – the Harlequins can still move up to 6" to get into base contact as normal. See page 69 of Warhammer 40,000 for more details of drawn combats.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Gt Harlequin	7	5	3	3	3	8	4	10	-
Shadowseer	6	5	3	3	2	7	3	10	-
Solitaire	8	5	4	3	3	8	4	-	-
Death Jester	6	4	3	3	1	4	2	9	-
Harlequin	5	3	3	3	1	6	2	9	-
Troupe Ld	6	4	3	3	1	6	2	10	-
Harl. Jetbike	5	3	3	4	1	6	2	10	-/3+
Harl. Jetbike Ld	6	4	3	4	1	6	2	10	-/3+

	Armour Front	Armour Side	Armour Rear	BS
Venom	10	10	10	3

RANGED WEAPONS

Weapon	Range	Str	AP	Type
Shuriken Cat.	12"	4	5	*Assault 2*
Shuriken Pistol	12"	4	5	*Pistol*
Shuriken Can	24"	6	5	*Heavy 3*
Shrieker Can	24"	X	5	*Assault 1*
Brightlance	36"	8	2	*Assault 1*
Mis. Plasma	48"	4	4	*Heavy 1/Blast*
Mis. Krak	48"	8	3	*Heavy 1*
Fusion Gun	12"	6	1	*Assault 1*
Fusion Pistol	6"	6	1	*Pistol*
Neuro-disrupter	Flame	(8)	1	*Assault 1*

CREDITS

Army List & Rules: **Gav Thorpe**

Artwork: **Jes Goodwin & John Blanche**

Painted Miniatures: **Mark Owen**

The Dance Without End by Graeme Davis

(originally printed in White Dwarf 105)

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

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

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

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

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

But in the laugh there was another voice. A clearer laugh, an ironic laugh. A laugh which laughs because it chooses not to weep. Then. at one side of the stage, the Great Harlequin entered. His suit projected the ever-shifting multicoloured lozenges of the Laughing god as he strolled casually onstage, still laughing at the cosmic folly of the Fallen. He looked at the triumphant form of Slaanesh atop the mound of writhing dancers, and he laughed. He looked at the Mime-Daemons and the Death Jesters as they bore down upon him. And he laughed.

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

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

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

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

IGOR'S SCULPTING CLINIC

by Igor Karpov

Well, I'm 26 years old, I'm a great fan of model making - for 15 years, as far as I can remember. My grandfather could paint and sculpt very well so he taught me some techniques. At first I was interested in 54 mm historical soldiers especial American Civil War and Napoleonic wars. But one day I received some 25 mm figures as presents - and the show began... Several years ago - 5 or 6 I think - my friends introduced me to Games Workshop's fantasy figures and I was immediately hooked!

I began working in the same style. Copies at first and then sculpting my own designs, because I have been a big fan of Tolkien's Lord of the Rings since my childhood.

Now I make models for private orders and for myself. As for me - I'm a historian/archivist (I'm very interested in military costumes - especially of the Napoleonic Wars) and today I'm employed in one of the Russian Commercial Banks - I'm a Bank archivist!

In the photograph I'm the one on the left!

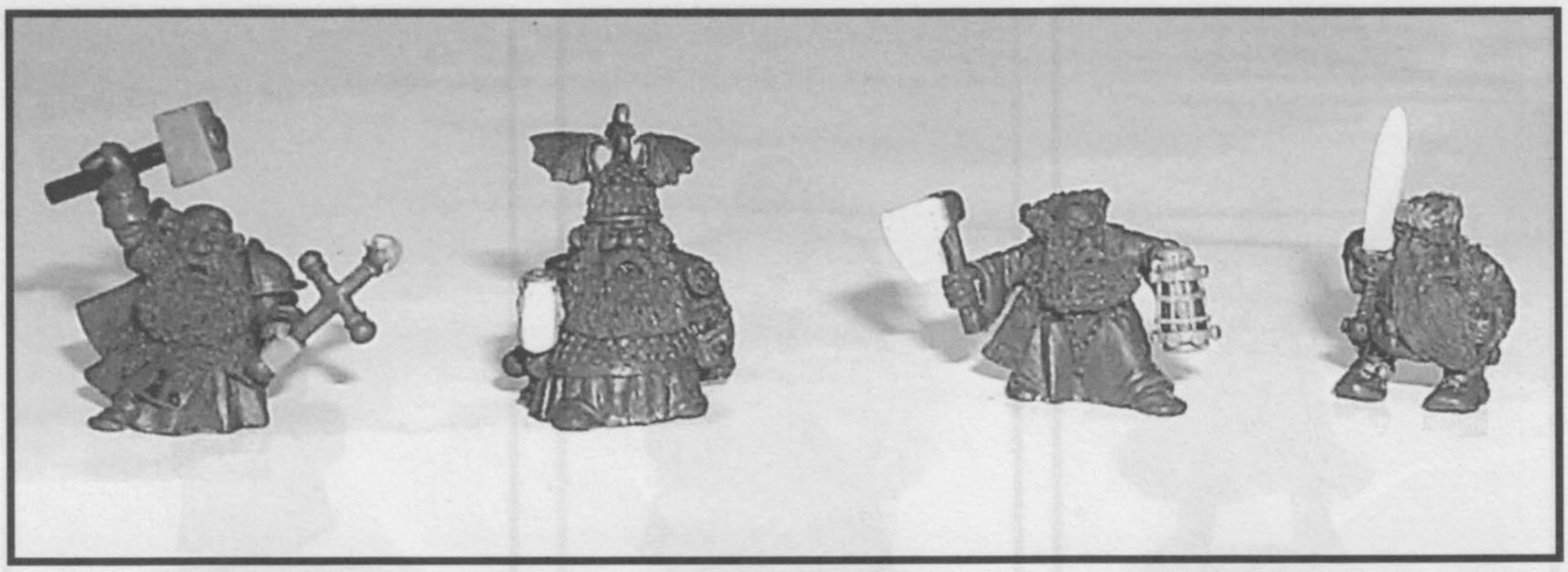
Oh and sorry for my English... (hey it's better than our Russian!)

I'm a great fan of Dwarfs - that's why the largest part of my models are these bearded creatures - I've made, as far as I remember 50 or 60 of them. But I like the Orcish style of wargaming in Warhammer 40, 000 and when Brian Nelson's plastic Orcs appeared I became really mad for it!

Now I'm creating my own army of greenskins - they all are conversions of the plastic and metal ones. Because of my recent interest in the German army of WW2 I'm making my army to look like German troops at the end of the second world war, using several bits and parts from 1:35 scale models and loads of Green Stuff. I have "Gretchinugend" mob, "Das Mordor" burna boys, "Grossorcland" shoota boys and stormboys from the "Grishnac Georing" regiment.

When my friend saw my Orcs he decided to make

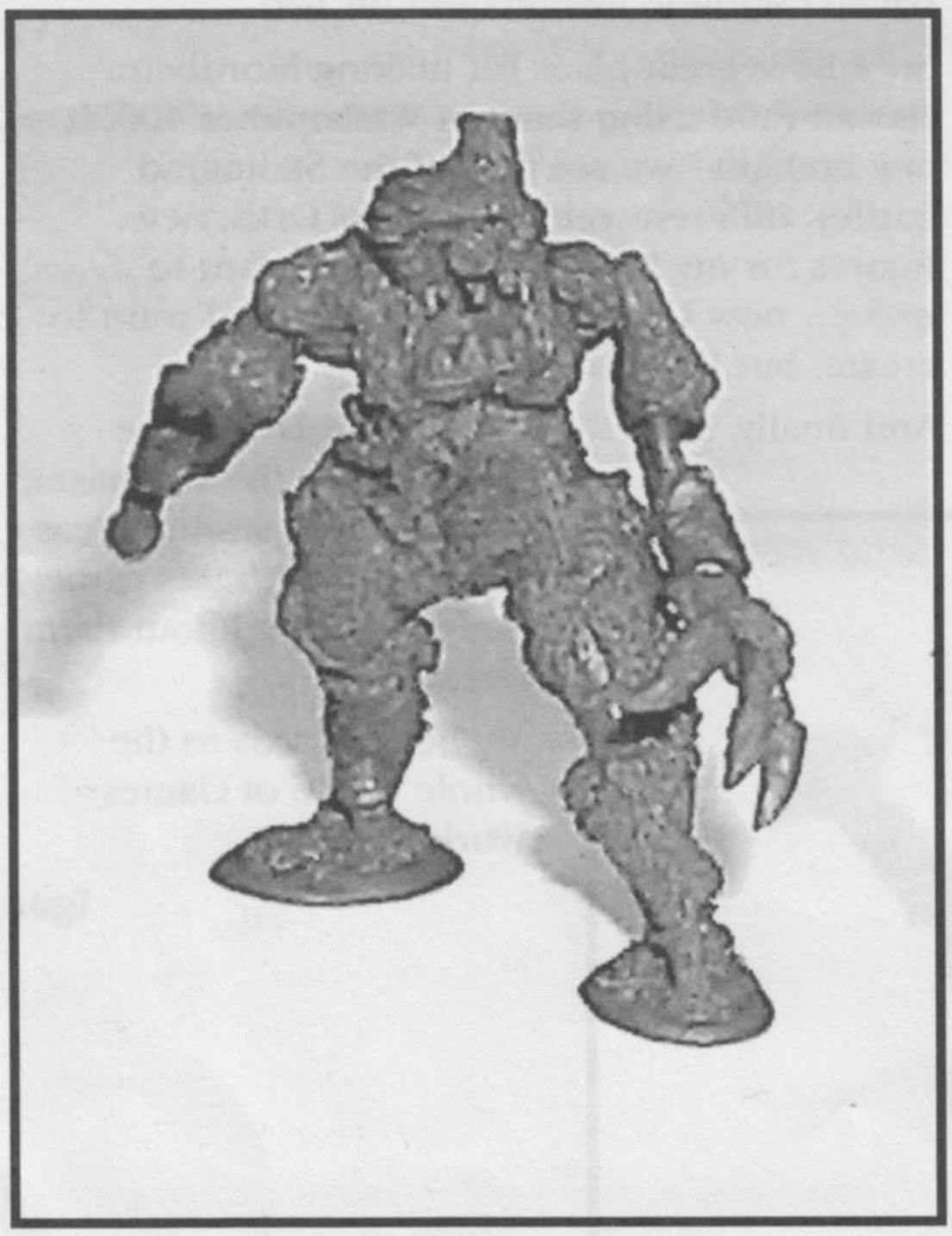
Igor's own Dwarf captain (recognise him?) and giant wolf.



Igor's Mordheim Dwarfs, including his Dragonslayer.

his own Imperial Guard army according to the British and USA WW2 troops... Now I'm making a looted Leman Russ for my greenskins...Besides it I want to convert a landspeeder for my orcs, and I'm waiting for the Games Workshop new plastic Sentinels, because I have some interesting ideas of converting them in to really cruel greenskin's beasts!

When I've made them, I'll send the photos of them to the Journal. And I'm thinking now about making my own Boss for my army - he must be not an ordinary greenskin's Boss but a really special one. The main problem in my army is in using mega-armored Orks - the figures are great but how can they work in my theme army?



Treeman

ABOUT MY OWN MINIATURES...

I make all my miniatures from the special one component plastic called "Plastica" and produced in Latvia (former part of the USSR). This material looks and works like Green Stuff or German Zuralin putty, if you know such materials. After sculpting on the frame (I use gem clips, covered with copper - it works better), the Plastica must be heated in an oven at 250 C° for 15-20 minutes. After that, the material looks like real plastic. Plastica is a gray-white material, so I use oil paints to color it by mixing them together. I can see more details when the material is red, and certainly 'da red ones go fasta', you know.

The frame of my models is based on the plastic corks-stoppers from Coca Cola or Pepsi plastic bottles. You will not believe it, but I have hundreds of them. This may sound strange but these corks can sustain up to 300 C° for 20-25 minutes, which is enough for heating the model. They are round and can easily be held in the hand whilst sculpting.

Also I use "Green stuff" or "Milliput" but mostly for the conversions or little separate bits like weapons, rings, beards etc. For the actual work I use several dentist instruments for sculpting the minatures, but I'm afriad I don't know their actual names. Besides them I use several different needles and wood cocktail sticks.

When Mordheim appeared I was so impressed, that I decided to make own warband, not really a special characters or heroes but ordinary warriors and captains.

First were Dwarfs (Dwarfs forever!) - I wanted my captain to look just the same as the White Dwarf himself from the cover of WD magazine. I kept different sketches of this hero in mind when sculpting it, and I think that now he looks like the real one.

My next Dwarf captain was inspired by Viking sagas. He is a dragon-killer with a heavy bronze helmet and scale shirt, richly ornamented shield

Mordheim Nurgle champion

Commander Dante from WHM

A German Goblin!

and axe - he is a real warrior.

The Treeman was made by copying a picture in the GW 1997 Annual.

According to Warhammer 40,000 - where are the Squats? Where they are?

I don't have the answer... That's why I made several Squat warriors for myself, using sketches from the 1994 Annual and back issues of White Dwarf magazine.

I have collected some of your Warhammer Monthly comics, and in one I found a very interesting character - he is a Blood Angel Space Marine character, but I don't know his name, sorry. (*Commander Dante from Bloodquest I think - ed*) I made him only as a training excerise but I may use him as a special character.

Right now I'm converting a 5 man squad of plastic Space Marines into Nurgle Plague Marines, using loads of "Green stuff". When they are complete, I'll send photos of them to you as well.

When I read the old Codex Imperialis and saw the new sketches in new Warhammer 40000 rules book I became really inspired about the Administorum and want to make some different models of it's members and I want to make a crew for the Imperial Titan, using designs from your 'Titan' comic strip.

Once again about Mordheim, as I need a really cool Chaos champion for my warband, that's why I made my Nurgle champion for this game. Is he rotten enough or isn't he? I'm a fan of this character - may be you'll design some special rules for him or think about his name, because I haven't enough imagination for it???

So, I have great plans for making Mordheim terrain (and using them in Warhammer 40000 city firefight - we are fans of the Stalingrad battle), different vehicles for my Orks, new figures for my Mordheim bands, I want to make... now I don't really know what I want to create, but I'll do it.

And finally, from the latest White Dwarf I've heard about the Warmaster range. I have several ideas connected with this game, but you'll hear about them later...

My best regards to the whole world of Games Workshop.

Igor

Goblins (this time not Germans)

WARHAMMER 40,000

IMPERIAL ARMOUR

JOURNAL SPECIAL KIT + RULES DEAL

SCORPION

RULES FOR THE ELDAR SUPER HEAVY GRAV-TANK

Model designed by Brian Fawcett.

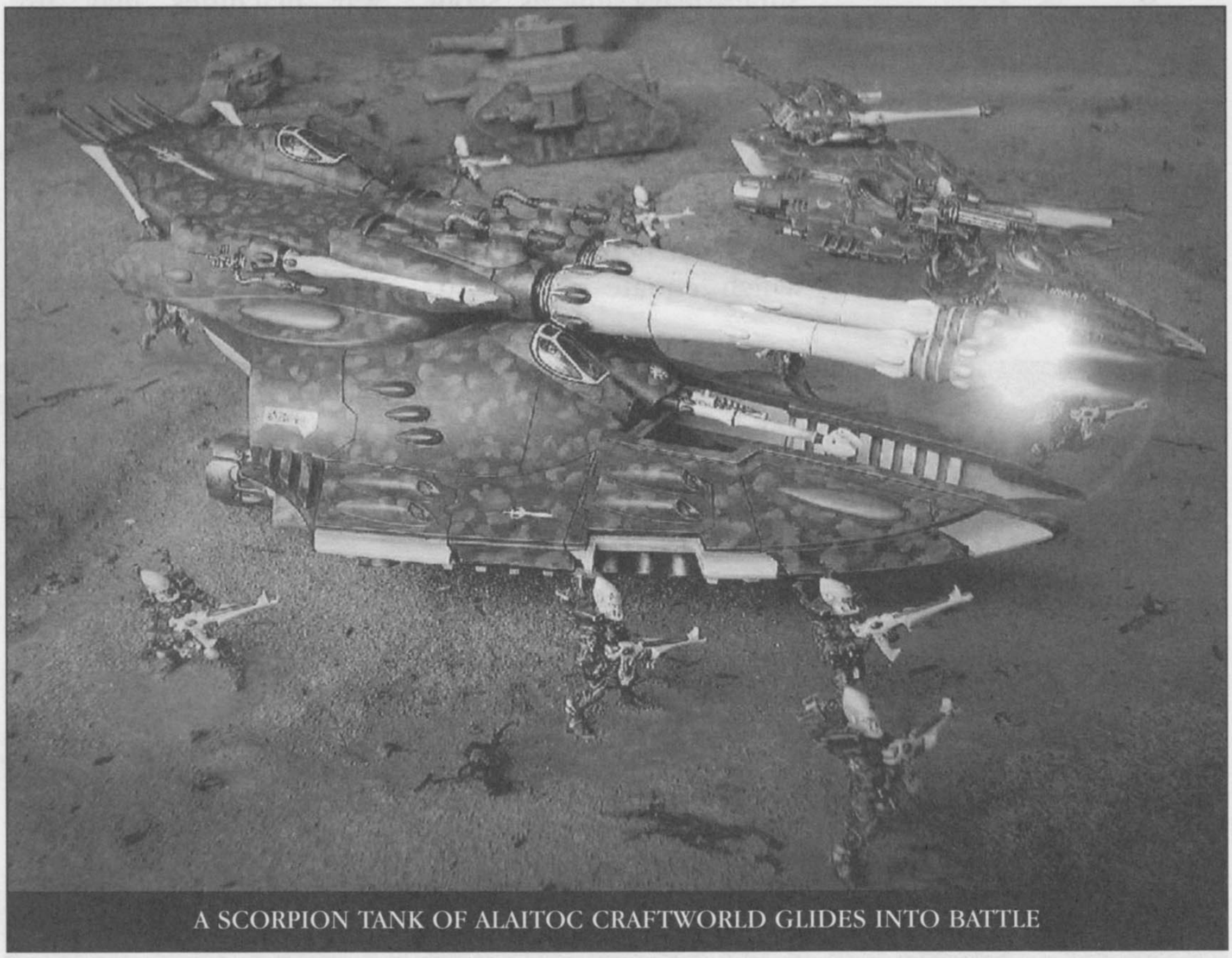
Rules by Jervis Johnson and Warwick Kinrade

This month sees the release of the latest vehicle kit from Imperial Armour, and what a stonker it is!

The Scorpion grav-tank gives the Eldar some serious heavy firepower and should make all Imperial tank commanders quake before the power of its twin linked Pulsars.

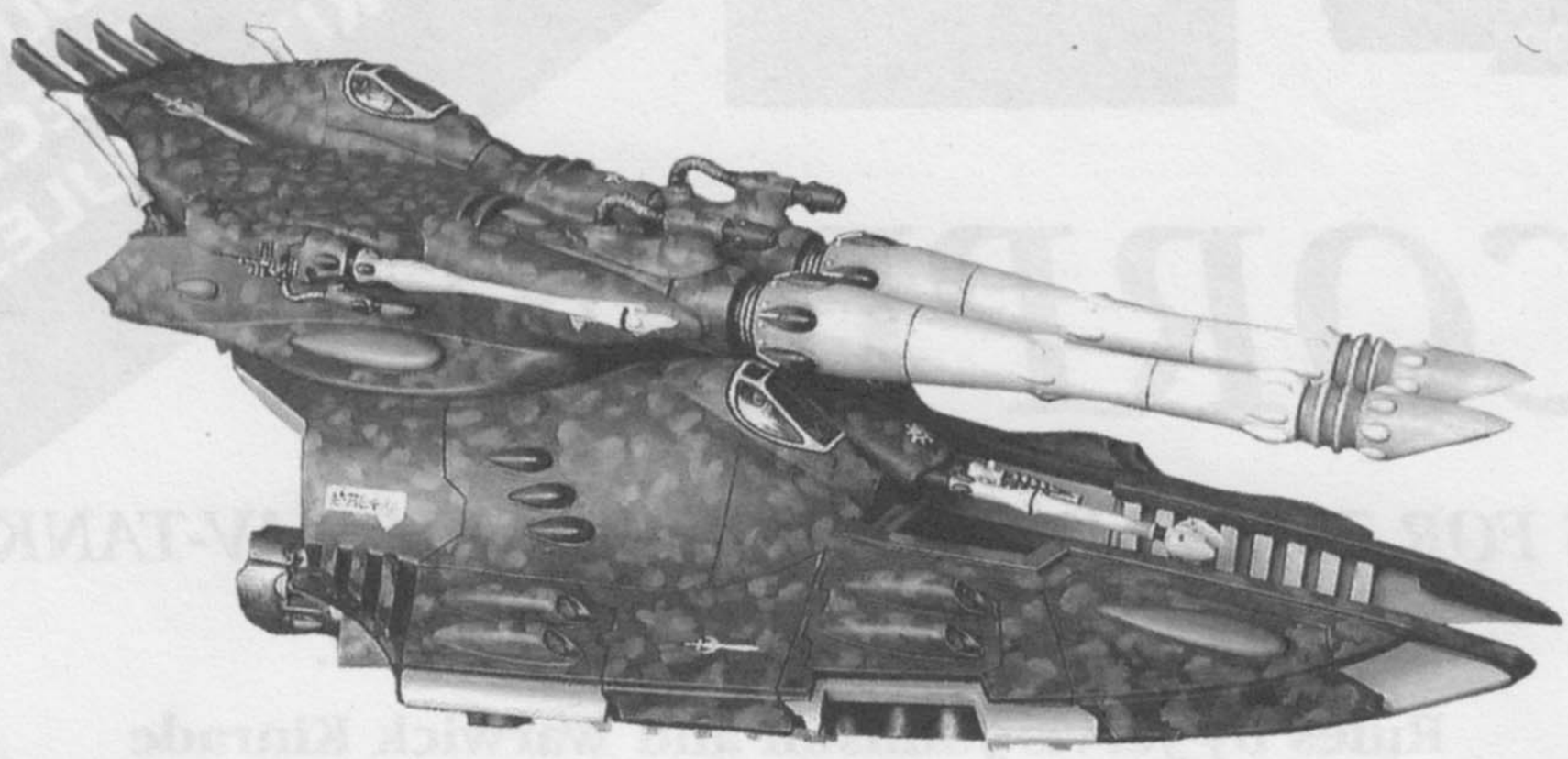
If the Baneblade is king of the Warhammer 40,000 battlefield then the Scorpion is queen!

Here Jervis gives us his rules for using War Engines in Warhammer 40,000 games as well as the rules for the Scorpion itself.



A SCORPION TANK OF ALAITOC CRAFTWORLD GLIDES INTO BATTLE

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



SCORPION SUPER HEAVY GRAV-TANK

saved up for special occasions, rather than being wheeled out willy-nilly for every game that is played.

Using the Scorpion

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

Structure Points

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

Ordnance

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

Targeting

War machines can engage more than one target unit if

A SCORPION SPEARHEADS AN ELDAR ADVANCE.

SCORPION SUPER HEAVY GRAV-TANK

	Points	Front Armour	Side Armour	Rear Armour	Bs
Scorpion	650	12	12	11	4

Engine of Vaul

The Scorpion super heavy grav-tank is amongst the largest vehicles capable of anti-gravitic movement. Their sophisticated and powerful weaponry is combined with manoeuvrability unmatched by super heavy tanks of other races. They are a unique combination of firepower and speed. The huge machines of the Imperium or Orks are crude and ungainly when compared with the smooth grace of a Scorpion as it skims into battle.

The Scorpion's wraithbone hull is unnaturally resilient to damage but its main defence lies in its speed, manoeuvrability and the mysterious powers of its protective holo-field. The holo-field uses image distortion to protect its wraithbone hull from direct hits.

A holo-field factures the image of a moving Scorpion. To the naked eye an active holo-field will appear as a sudden starburst of colours. It is very hard to target a holo-field protected target with any degree of certainty of knowing if or where a shot will hit. Even the most advanced targeting and tracking devices can be fooled by the disruptive energies.

The Scorpions Pulsars are huge weapons, using similar technology to that of a Bright Lance, but each weapon is 4 or 5 times the size. Each blast from a pulsar is easily capable of cutting through the thickest armour, of slicing a battle tank clean in two, or destroying a building with a single shot. Imperial tank commanders rightly fear the weapon. They have many nick-names for the Scorpion, like the Grave-maker or Death's Sled.

This fearsome firepower is enhanced by the Scorpions advanced sensory and targeting equipment. Even whilst flying at high speeds, jinxing and weaving, popping up from cover for only the briefest second, the Scorpion can still lock onto a target and fire with lethal accuracy.

The Eldar will use the Scorpion to spearhead an all out attack, especially against strongly defended positions where its Pulsars can destroy bunkers and hard points. Or it can be deployed as long range support to a lightning raid, where the Scorpion will use its weapons range and hitting power to eliminate the main enemy threats from a distance before the main Eldar forces move in.

Type: Tank, Skimmer

Size: War Machine

Speed: Agile

Structure Points: 3

Crew: Eldar

Weapons: The Scorpion mounts twin-linked Pulsars, and a turret mounted Bright Lance

	Range	Str	AP	Special
Pulsar	60"	9	1	heavy, D3 blast

Special: Holo-field (provides a 4+ invunerable save against penetrating and glancing hits, all facings)

WAR MACHINES:
SCORPION SUPER HEAVY GRAV-TANK
Scorpion's fight in their own detachments of up to three vehicles. Only Eldar armies of 2000+ points may include detachments of Super Heavy Grav-Tanks.

SPECIAL RULES

(see text for full details)

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

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

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

Agile Vehicle: Scorpion's are quite fast and manoeuvrable, but don't have the straight-line speed of a fast vehicle. It can move up to 6" and fire all weapons, or up to 12" and fire one weapon. It may not move more than 12". It can turn freely as it moves, like most other vehicles.

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

GLANCING HIT

(S+D6 ROLL EQUALS ARMOUR VALUE)

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

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

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

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

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

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

PENETRATING HIT

(S+D6 ROLL BEATS ARMOUR VALUE)

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

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

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

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

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

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

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

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

Agile Vehicles
Agile vehicles are quite fast and manoeuvrable, but don't have the straight-line speed of a fast vehicle. They can move up to 6" and fire all weapons, or up to 12" and fire one. They may not move more than 12". They can turn freely as they move, like most other vehicles.

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

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

New weapon rules
Co-Axel Weapons: A 'co-axel' weapon is one that is fixed beside another weapon of a different type, a bit like a twin-linked weapon but where two different types of weapon

are used. For example, a tank might have a turret mounted autocannon with a co-axel heavy bolter mounted beside it. Any type of weapons may be fitted into a 'co-axel' mount. Both weapons must fire at the same target unit, even if fitted to a war machine.

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

CATASTROPHIC DAMAGE HIT

(S+D6 ROLL BEATS ARMOUR VALUE)

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

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

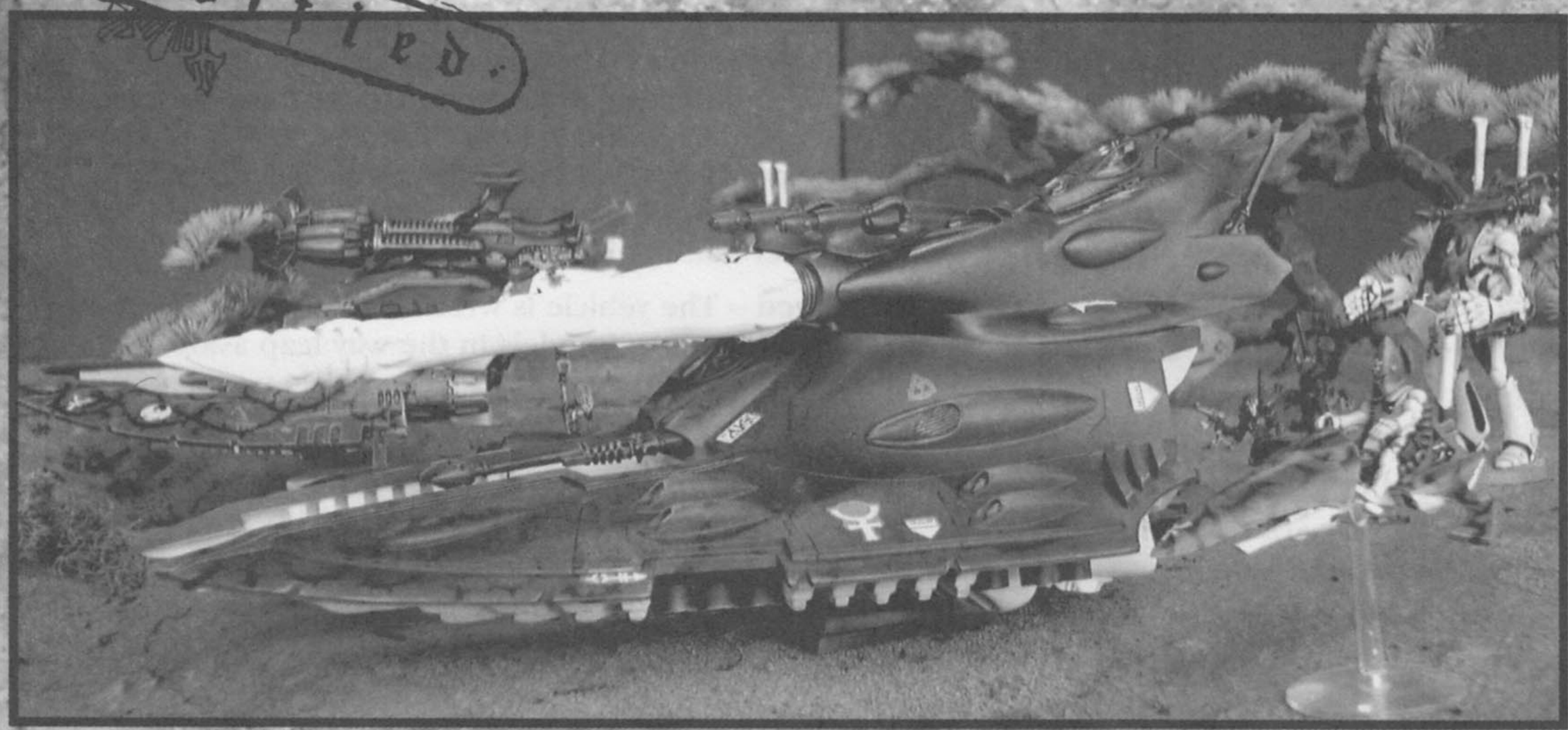
4-5 **Explosion** – Models within D6" suffer one wound on a D6 roll of 4+ (saving throws allowed). Vehicles are unaffected. Otherwise, as above.

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

CLOSE UP OF A BIEL-TAN SCORPION.

SCORPION

Classified.



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

Watch this space for more kickin' unique tanks like the awesome Eldar Night Spinner.

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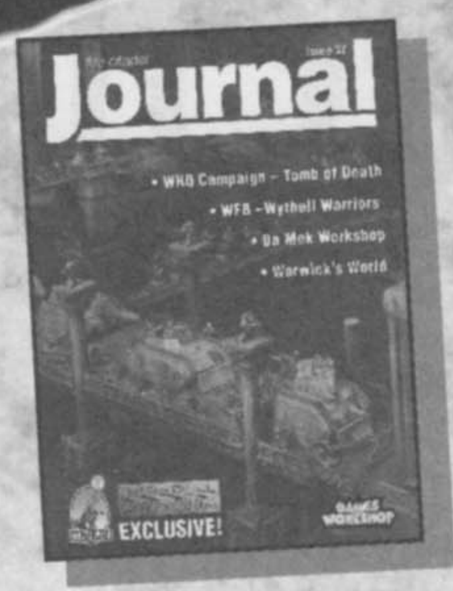

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GOING UNDERGROUND

Fighting Warhammer underground

By Ian Roberts

Hi. My name is Ian Roberts, though I'm collectively known as Mad Ian. Some of you may have seen the Overwatch I did for Harrogate Wargames Club several issues ago. One of the things I do for the club is organise the campaigns. I came up with the following set of underground rules to cover a gap in the rulebook.

Below the surface of the Warhammer World lies a labyrinth of tunnels. Some are natural caverns formed by underground streams, others were dug by the Dwarfs centuries ago, while many more were made by the Skaven as they seek to infiltrate every corner of the World.

Battles in this subterranean realm are common. Dwarfs clash with Skaven and Goblins as they defend their homelands or reclaim the lost holds of their ancestors. Lizardmen guard their spawning pools against raids by the servants of the Horned One, while Undead guard their master's crypts against those who would steal their treasure.

The following rules allow battles to be fought in the tunnels beneath the Warhammer World. Since certain races (such as Dwarfs) suffer less or no penalties for fighting in-the total darkness of the Underground, you may wish to allow one side slightly more points to compensate. Alternatively you could simply say that this section of the Underground is illuminated by glowing fungus or some ancient Dwarf device. Though this makes the game a lot more balanced it does cut down on the claustrophobic feel of the game.

REPRESENTING THE UNDERGROUND

The first thing you need to do when playing a game Underground is mark out a playing area. Ideally you will need several large caverns where the majority of fighting will take place, and then some corridors to link them up. Collapsed passages and dead ends are also useful to help create the claustrophobic feel of the Underground. There are several ways to represent your battlefield, and I'm sure dedicated players will come up with many more.

The simplest way is to mark out your caverns and passages with chalk or pieces of string. Though this is quick and easy it isn't much good for those of us who play on a kitchen table.

The best way to get quick and good looking results is to use the Warhammer Quest floor plans. If you're playing larger games (2000 points or more) you will need at least two sets, otherwise your units will be far bigger than any of the terrain pieces. I suggest that you make all major corridors two sections wide, while many of the rooms can be linked together to form vast caverns.

The third option is mainly for those dedicated gamers, and involves making your own terrain. This isn't as hard as it sounds, and I've included some photographs of the cave walls we made as examples.

When setting up your battle field it's important to remember that you still have to play games over it. Corridors need to be wide enough to move a unit that is between three and five models wide through, while the major caverns should be able to take three or four units abreast. Remember, some of the caves of the Underground are massive, and are able to hold entire cities of Dwarfs.

SPECIAL RULES

Unless otherwise stated, all armies suffer from the following penalties when fighting underground:

Lanterns

For most races, lanterns are the only way to see in darkness. Whether they be simple burning torches, large candles, or oil powered lamps they all provide a degree of comfort and some much needed illumination.

Any unit may be bought lanterns at the cost of +1 point per model. If you decide to do this you must give lanterns to the whole unit, you cannot have some members with lanterns and some without.

Lanterns will be fixed to weapons, attached to shields

and hung from standards, so they do not affect the units fighting of movement in any way.

Any unit with a lantern can see any models within 8", providing they are in the usual line of sight.

This distance is cumulative, so two units with lanterns can see each other at up to 16" apart. Units which are within this distance, even if they aren't actually carrying the lanterns, can Charge, Shoot and Fight in combat as normal.

They can also use their General's Leadership and Army Standard as normal, and will have to take *Terror* tests should a *Terror* causing enemy enter the zone of light.

Shooting at Lanterns

The main draw back to lanterns is that they give away a unit's position. Even though a distant enemy may not be able to make out exactly what is approaching them they can clearly see the lanterns bobbing up and down as their bearers move.

Models may shoot at targets carrying lanterns, even if the targets are outside the distance illuminated by their own lanterns.

Such shots are wild, aimed in the general direction rather than at a specific target, and as such suffer a -2 to hit penalty.

This is instead of the penalty for shooting at long range, but other modifiers, such as moving, skirmishing and cover still apply.

If a unit wishes to charge an enemy when all it can see is it's lanterns, it must first pass an Ld test. However it does not have to take any *Fear* or *Terror* tests because it can't see the nature of it's enemy.

Flaming Arrows

Any unit with Bows, Long Bows or Crossbows (though not characters in unit's not equipped with missile weapons) may be armed with Flaming arrows. These are special arrows which can be set alight right before they are fired, and will illuminate the area they hit, making it easier to target foes hidden by shadow.

A unit with Flaming Arrows must also be equipped with lanterns (though they will almost certainly be flaming torches) only suffers a -1 to hit penalty when shooting at opponents with the usual -2. This penalty is instead of the Long Range penalty, but other modifiers, such as moving, skirmishing or cover still apply. Flaming arrows will also cause double damage on flammable targets.

War Machines

Due to the low level of the ceiling, no models are allowed to fly high. In addition, War Machines which fire over a high trajectory, such as Mortars, Earthshaker Cannons, Stone Throwers, Doom Divers, etc, may not be used underground since they would bring the ceiling down, burying both sides under tons of rock.

Troop Restrictions

Few entrances to the Underground are easy to traverse. Troops must often march stooped over, or wade through waste deep water. For this reason no Chariots, War Wagons, Steam Tanks, Giants, Stegadons and other large beasts cannot be taken.

It is up to the individual players if they apply this to all large monsters, but I recommend that you do, though Swarms can still be taken normally.

Horses generally don't like to be underground, and will stubbornly resist being taken into a dark tunnel. Cavalry units may not be taken except for Squig Hoppers and Cold One Riders/ Knights. Both of these units ride beasts native to the Underground realm.

Leadership

The underground is not man's native environment. Deep in an alien realm, far from home and trapped by tons of rock on all sides, many troops lose their nerve, fleeing for the safety of the surface.

Unless otherwise noted, all Psychology tests are taken with a -1 penalty. Troops do not take *Terror* tests, and may not use their General's Leadership or re-roll break tests because due to an Army Standard unless they can see it. Note they have to be able to see the General/ Standard bearer/ *Terror* causing whatever, seeing the glow from it's lantern is not enough. See the rules for Lanterns below.

Skirmishers

The Underground is a twisting network of tunnels littered with rubble or blocked off with stalagmites and stalactites. Many are impassable to units in regular formation. For this reason any unit may adopt Skirmish formation when underground.

Shooting

I also recommend you use the '7+ to hit' shooting system. Basically, if you need to roll a 7, 8 or 9 to hit when shooting, then roll to hit as normal, but for each 6 you get, roll again on the table below to see if you hit.

Hit No.	8	9	10
Roll required	4+	5+	6

Fleeing Troops

Troops who break and flee in the Underground are as good as dead. In the narrow confines there is often no where to go, and no way to escape a pursuing enemy.

Units which break when playing underground do not flee towards the nearest table edge, instead they head for the nearest tunnel, cave entrance, or other exit from the chamber they are in. Note it is possible to turn corners when fleeing and pursuing in the Underground.

However, if a fleeing unit is pursued and is unable to flee its full distance (because there is another unit in the way, or the passage they are in is a dead end) they are wiped out, even if the enemy are still unable to catch them. It's assumed they scatter, hide or fall victim to one of the many hideous predators native to the Underground.

War Machines

Troops without lanterns or any sort of Night Vision are completely blind and generally in grave danger. If a unit should find itsself in such a predicament then it must take a Leadership test in the compulsory movement phase of each turn. If they pass they stay where they are, but if they fail they move 1D6" in a random direction, stopping if they move into contact with an model or cave wall.

If they collide with an enemy then they will require 6's to hit unless the enemy has a lantern. If they collide with a friendly unit, then neither unit may move that turn while they sort themselves out.

Traps

In the dark corners of the Underground lie many deadly traps. Deep, spike filled pits, spring mounted blades, tripwires rigged to send tons of rock falling onto the intruder.

Any army may buy a number of traps for their army, though you may not spend more than 10% of your armies total points cost on them.

Traps can be placed anywhere in your half of the board, and should be represented by a numbered counter, or a small dice. Each player should write down the number on a scrap of paper, along with what sort of trap it represents. When a model goes within 3" of a trap marker, the player who placed it should reveal what kind of trap it is, and apply the effects.

Traps make no distinction between friends and foes, and will effect both sides equally.

PIT TRAPS.....10 points
A series of deep pits filled with sharpened stakes, which are often poisoned. The unit that reveals the pits will take 1D6 S4 hits, and will have it's movement halted for the rest of the turn. Any other unit moving within 3" of the trap marker will suffer the hits on a D6 roll of a 1. Roll once for each movement phase they spend crossing the pits.

BLADES OR DARTS.....25 points
Spring mounted blades slash across the unit from hidden cracks in the floor, or poison tipped darts shooting from carved faces in walls. Whatever the source, this kind of trap is especially nasty because it re-sets its self, and will effect every unit that moves near it.

Any unit or single model which moves within 3" of the trap marker will take 1D6 S3 hits, with a -1 save.

DEADFALL TRAPS.....50 points
Dwarfs and Lizardmen make frequent use of this trap to deter invaders. When triggered a massive boulder rolls from a hidden shaft in the ceiling, rolling a short distance and crushing every thing in its path.

The first time a unit comes within 3" of this trap it is

triggered. Place the large explosion template over the centre of the trap marker, and move it 2D6" towards the unit which triggered the trap. Any model touched by the template must roll equal or under its I (a 6 always fails) or take a S6 hit with no armour saves allowed. Any unit which is touched by the template must make a *Panic* test, even if they suffer no hits. Once triggered this trap has no further effect, and the marker should be removed. If possible, leave a polystyrene ball to mark the position of the bolder, since it makes a useful piece of cover.

Racial Rules

Several races have special rules when fighting underground, such as Night Vision, or a good knowledge of cavern lay outs.

Elves: All Elves of every kindred have far better vision than any human, enabling them to see in great detail even when there is very little light. However, even they are lost and blind in the pitch darkness of the Underground.

Elven units can extend the distance they can see with lanterns from 8" to 12". However, an enemy does not benefit from this extra distance. So, Elves can see a unit with lanterns from up to 20", while their opponents have to be within 16" to see them.

Elves with special deployment rules, such as Shadow Hunters, may still use their special deployment rules, and you may set up trap counters any where within 12" of them, even if this is in your opponents half of the board.

Note: Wood Elf Waywatchers do not set traps or get their camouflage ability when underground.

Dwarfs: Dwarfs are one of the few races capable of living comfortably Underground. They know the dangers of the subterranean realm and are more at home below ground than on the surface. Dwarfs can see 6" without the need for any light source. If equipped with lanterns then a Dwarf unit can see 12" in the same way as Elves can.

In addition, Dwarfs may spend up to 25% of their total points value on traps, and they may use their Stone Throwers in the Underground.

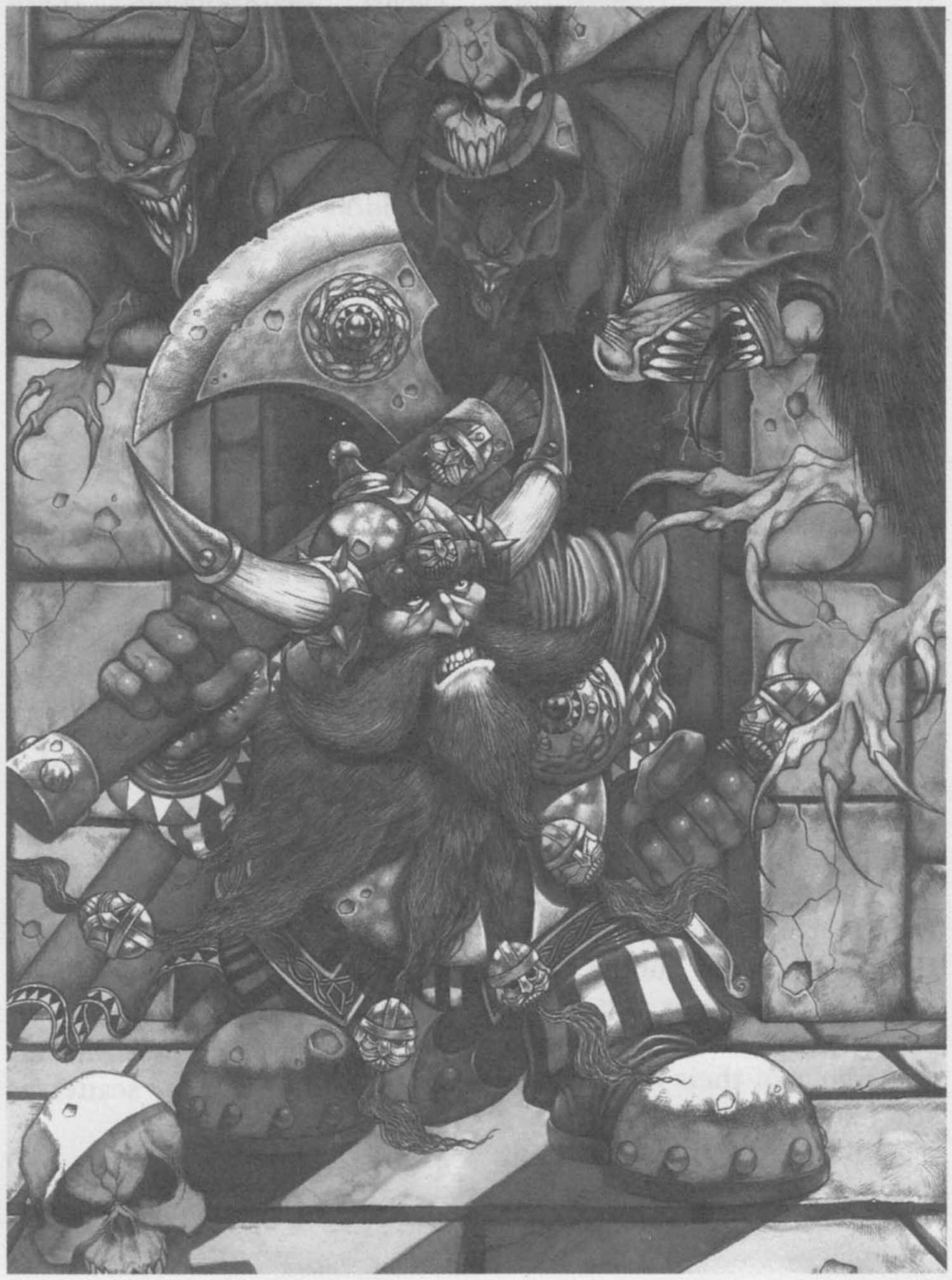
Night Goblins: Of all the Greenskinned races, Night Goblins are the most at home in the Underground. Here they raise their armies and battle with their hated foes, the Dwarfs.

Night Goblins can see 6" with no lanterns, and 12" with them. In addition, they are immune to the effects of any kind of fungus, see the terrain section for more details.

Skaven: Skaven are a race ideal to dwell in the darkness of the Underground. Here they gnaw at the roots of the world, toppling the Dwarf fortresses one by one, and working their way slowly into the sewers of all the great cities. Skaven can see 12" in the Underground, without the need for lanterns.

Dwarfs, Night Goblins and Skaven suffer no Leadership penalties for psychology tests taken Underground.

Undead and Daemons: Undead do not truly 'see' their foes, but use some magical sense to determine where they are. Even Ghouls and Vampires can smell their prey and hear their beating hearts. Undead, including Ghouls and Vampires and all kinds of Demon can see in the Underground as if it were day light. Necromancers use the rules for Wizards over.



Wizards: Wizards of all races can see the winds of magic. They see in two worlds. Ours, and the dark realm of magic. Here spell casters and magic items glow with brilliant light while the fleeting souls of the average soldier are simply dark shades fleeing for safety.

Wizards must take a Ld test at the start of each magic phase. If they pass they can see as if it was day light, otherwise they are limited to what they could see normally, though they may target opponents with lanterns in the same way archers can.

TERRAIN

Each or the Underground races have their own style of lair. Dwarfs have massive chambers that can withstand the pressure of Earthquakes, Undead have massed burial chambers, Skaven have labyrinths of winding tunnels which are prone to collapse whilst Goblins dwell in dank, fungus filled caves.

The following rules add a little extra detail to your games, allowing a Goblin army to raid a Dwarf city, or a group of vengeful Bretonnians to storm a Khemrian Necropolis. Note that it isn't necessary for one army to be of the race that built the complex, so you could have Goblins fighting Skaven in an abandoned Dwarf hold if you want.

Dwarfholds

Dwarf buildings are the finest, and nowhere is this more evident than in their underground holds. Far below the surface stand huge domed chambers that have stood since the golden age. It was the Dwarfs who created the Underway, a vast subterranean highway that spans the length of the Worlds Edge Mountains, and much of their architecture still stands to this day, a testament to their skill as engineers.

Dwarf Chambers are so high that it's possible for creatures to fly high, and armies may use War Machines such as Mortars and Earthshaker Cannons in Dwarf Chambers. In addition, roll 1D6 for each cavern and passage at the start of the game. On a roll of a 6 the passage is illuminated by magical stones or light refracted from the surface. Any army may see as clear as daylight in here, and for the first 8" in any adjacent room. Dwarfs fighting in one of their holds gain a +1 Ld bonus, up to a maximum of 10.

Ruined Holds

Despite their valiant efforts, much of the great Dwarf Empire now lies in the hands of their enemies. Ruined holds such as Karak Ungor and Karak Eight Peaks are now renowned breeding places for foul beasts such as Skaven. Lacking proper Dwarf maintenance these places quickly become unstable and are likely to collapse.

At the start of each turn, roll 1D6 for each cavern and corridor. On a 1 a piece of rock dislodges itself from the roof and falls to the ground. Place the small explosion template in the centre of the room and roll for Scatter, as for a Stone Thrower. The model under the centre of the template takes an S6 hit with no save, and any other models touched by the template take a S6 hit on a 4+.

If a 'Misfire' comes up on the Artillery dice, then another boulder has been dislodged. Work out damage from the first, then place a second template when the first landed, and roll for scatter again.

Every time a War Machine fires inside a ruined hold roll 1D6 and on a 1 the noise or recoil will also shake a boulder lose. Place the template over the War Machine and roll for scatter as above.

Fungus Grotto

Night Goblins make their lairs in the twisting tunnels below the Dwarven cities. Here huge mushrooms grow to the size of trees and provide food for the Goblins and their kin.

Before setting up, the Goblin player is allowed to place D6 mushroom patches any where on the board except his opponents deployment zone. To determine the effects of each patch, roll 1D3 on the table below.

1. The Mushrooms glow with their own light, and illuminate an 8" radius in the same way as a lantern.

2. The Mushrooms release toxic spores when people get too close. Every time a unit comes within 3" of the Mushroom stand, it will take 1D6 S3 hits with no armour save allowed.

3. This is a very rare kind of fungus which shoots out spores when it senses magic. No magic items or spells may be used by models within 3" of the Mushroom patch, though spells may still be targeted at them.

Flooded Tunnels

Some parts of the Underground are flooded. These are especially dangerous since the uneven floors of many chambers mean that water can go from waist deep to being over your head with a single step.

When using flooded tunnel rules you should first roll 1D6 for each cavern and corridor on the board, On a 1, 2 or 3 it is flooded. On a 4+ it is dry.

Gunpowder weapons may not be used in flooded tunnels. Any unit except Ethereal Undead and aquatic Skinks and Kroxigors must roll a D6 every time they move.

On the roll of a 1 they take D3 S4 hits with no armour save.

Volcanoes

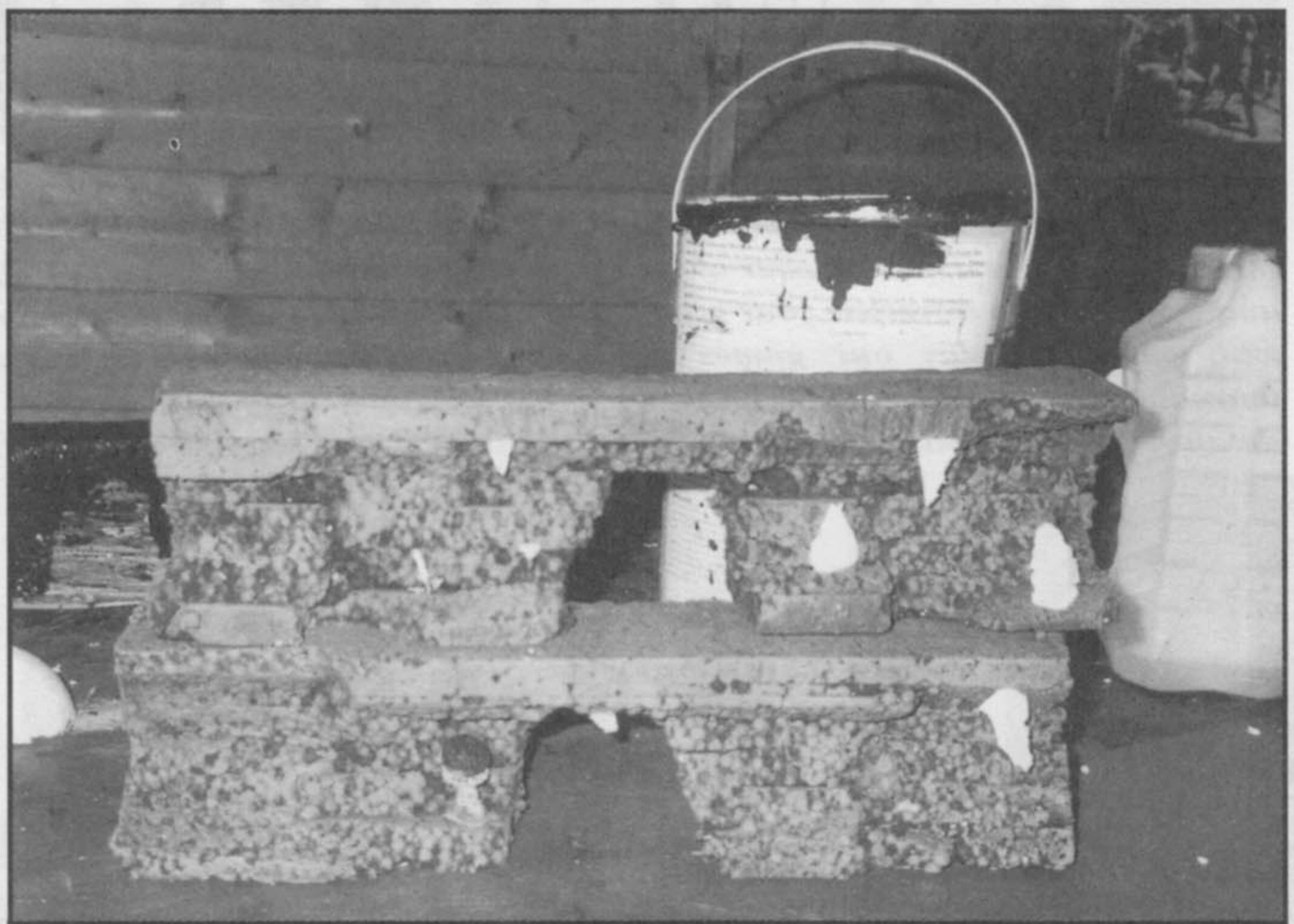
Volcanoes are the favourite haunt of Chaos Dwarfs. Due to the obscuring smoke, troops may not shoot at distant foes who have lanterns. The only exceptions to this are Chaos Dwarfs, who are immune to the smoke, and Elves, whose accurate vision allows them pick out the beams of light. However, both do so with an additional -1 to hit penalty.

In addition, roll 1D6 for each cavern and corridor at the start of the game. On a 1 the room is choked with poisonous gas. Units which end their movement phase inside an area effected by poisonous gas will take D6 S4 hits with no armour save unless it can roll equal or under it's toughness on 1D6. (Use the lowest toughness in the unit.)

Undead and Demons are immune to the poison, as are Chaos Dwarfs. Note that both Chaos Dwarfs and their Slaves (but not allies) can see through smoke, only Chaos Dwarfs are immune to poisonous gas.

MAKING UNDERGROUND TERRAIN

Making underground terrain isn't really that difficult. We made ours by gluing layers of Polystyrene together to form a block about 8" thick and 12" long. Three sides were sanded to be flat, and the other was cut in a moon shape to represent the curving wall of the cave. The whole block was them undercoated black and drybrushed with a combination of browns. When this was dry, we added details, such as skeletons, mushrooms and bats. Stalactites and stalagmites were made from small shapes of polystyrene and attached to the cave wall with cocktail sticks. These were then undercoated and painted separately to avoid making a mess on the cave wall.



Polystyrene walls

Several sections are then placed end to end to create a cave wall. Sections can be placed back to back if you wish, but make sure all your doors match up or it will look silly.

Mushroom Patches

There are no forests in the Underground, but there are plenty of mushroom patches, some of gigantic proportions. These patches were made from polystyrene balls cut in half and glued to some doweling. The Mushrooms were made at a variety of different heights to make it look more natural.

Rivers

Underground rivers are made the same way as on the surface, but you can paint them red to represent lava, black for tar or just the usual Blue. (Boring!!!)

Well, I think I'm about out of space, but there's plenty more you could come up with. If nothing else then to you can combine several of the terrain types above to make truly characterful dungeons. (Fungus Grottos and Ruined Holds work well together.)

It's also possible to adapt the scenarios from the Battle book, such as Ambushes on the Underway or Capture for Dwarf tombs.

Yummy mushroom patch!

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.

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

UK	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Bournemouth	***Battlescar****	Paul (01202 293 054) www.battlescar.co.uk	Talbot view Community Centre Alder Park, Alder Road, Parkstone	*ALL*, 12 noon til 5pm every Sat, £2.00 entry,, refreshments.
Birmingham	***East Birmingham Marauders****	Jon (0121 783 0935) Paul (0121 783 3246)	261st Scout Hut, Yardley Fields Rd	*ALL*, 5.30pm to 10pm Sat.
Bristol	**Games Workshop Club Bristol***	0117 9251533	Patchway Community Centre, Patchway, Bristol.	£1 1st eve, £2.50 mon 6pm to 10.45
Burnley	***Burnley Wargames club****	Simon Peyton (01282 698175)	Burnley Boys Club, Barden Lane, Burnley	*ALL*, Historical, £1 to juniors, £2 to adults, 14+
Bury	***Circle of Blood****	Paul Waring(0161 7974858) pwaring@postmaster.co.uk		??? Help is required as we are just starting up!
Cardiff	***Cardiff University Roleplaying and Wargames Society****	Martin e-mail NEALMJ@cardiff ac.uk	Crwys Pub, Crwys road	*ALL* + RPGs, weds 7.45pm fee £2 pa, open to all Cardiff students
Cumbria	***Cockermouth Warhammer Club****	Paul Bridle 01946 523224	Lorton St, Methodist church rooms Cockermouth.	W, 40K, £1, every Sunday.
Cheshire	***The Second Legion****	Sam Dale 01625 574435 e-mail beardy-weirdy@hotmail.com	Nags Head, Waters Green, Macclesfield	*ALL*, + RPGs and Historical, £1 per week , age 16+
Cheshire	***The Killing Field****	Martin (01270) 665153	MGN Studio Crewe, Cheshire.	40K, age 16+.
Essex	***The Heretics club****	Gary Lovell 0467 887345	Leisure Centre, Northlands park	*ALL*, Sun 12 til 7.00, £4 fee.
Forbeshill	***Creatures of the Night****	Andy Ellis (01309) 674043	Forres UK, 28 Forbeshill	W, 40K, BB, 16+_
Glasgow	**Games Workshop Club Glasgow ***	0141 2263762	66 Queen Street.	
Glasgow	***Glasgow Games Group G3****	John or Gavin 0141 332 6474 & 423 7351	Mid hall, Woodside Halls, Clarendon st St Georges Cross, G20, Glasgow	£2 an eve (£1 for under 16's must be accompanied by an adult)
Guildford Club	**Games Workshop Club Guildford***		Kieran 0148 451793	
Hamilton	***Hamilton Howlers****	Scott Wallace 0831 5006559	St Anns Chapel Hall, Jack St, Low Waters, Hamilton	*ALL*, Thurs 7-10pm, £2.50.per session.
Harrogate	***The Harrogate Wargames Club***	Ian Roberts 01423 540610	R.A.F.A. Club, East Parade Harrogate	*ALL* 6.45pm Thursday to 11.00, £1 admission, £1.50 for 18+
Haverhill	***Haverhill Warhammer Club***	Ron Phipps 01440 703100	Chalkstone Middle School Millfields Way, Haverhill, Suffolk	*ALL*, Mon 7-9pm, 9+, £1 under 15's & £1.50 adults.
High Wycombe	***Wycombe Wargames Club****	Nick 01494 471 339	Guildhall, High Wycombe, Bucks	*ALL* £3.50 Tues 6-10pm, 16+
St Ives	***St Ives Wargames Society****	Steve 'Madman' Tibbs 01480 469092	Upstairs at the Corn Exchange	£1.50 for 15, £2.00 16+, refreshments and free parking
Kernow	***Kernow Dragons****	Neill Pethick 01566 772011	Launceston, Cornwall	*ALL*, Sun 2-6 pm, 50p fee
Kings Lynn	***Kings Lynn Roleplay Club****	Paul Evans (01553 775947)	Hospital Community Centre	Sun 2.30-6.30, £1.00 fees
Kingston on Thames	**Games Workshop Club***		0181 5495524	33 Fife Road.
Leeds	***Leeds Chapter****	Laurie Stewart 01405 860653 (Leeds shop)	Wellesley Hotel, Wellington st, Leeds	*ALL* (some very old GW games), sun 1pm til 6., £2 fee.
Lincoln	**Games Workshop Club Lincoln***	Gary James (01522 548027)	United Reform Church St Martins Lane.	*ALL* 6pm to 10pm Thurs, £2 (first free).
London	***Game Point Games Club****	Daryl Moore 0181 789 1126 GamePiont@telinco.co.uk	Game Point store, 208 Upper Richmond Rd, Putney, SW15 6TD.	*ALL*, Mon 6pm
London	***Dragon's Inn Club****	Sahir Hangoebl	Christ's College, Finchley 130 The vale, Golders Green, London, NW11 8SL	*ALL* 3.30-6.30 Tuesdays Members of the school only!
Merseyside	***St Anselm's College Club****	Mr Witham 0151 652 1408	St Anselms College	*ALL*, Tues.
Newtownards	***North Down Warlords****	Richard McClean 01247 821493	Young Farmers club, Victoris av	*ALL*, Historical, annual fee £5.
Nottingham	**Games Workshop Club***	0115 9480651	34a Friar lane.	*ALL* 6pm to 10pm Weds, £2

Nottingham	**Games Workshop Club* Nottingham (HQ)**	0115 9168410	GW HQ Lenton, Willow Road, Lenton.	*ALL* 6pm to 10pm Weds, £2 (first free).
Nottingham	**Warhounds of the Red Sun**	Adrian 0115 9161580 A.ARNOLD@VIRGIN.NET	Sherwood Community Centre, Mansfield Road, Sherwood,Notts	*40K, WFB, time and price TBC
Oxford	**Games Workshop Club***	01865 242182	Wesley Mem church, New Inn Hall st, Oxford	*ALL* 7pm Mon, £2.50
Portishead	**Portishead Gaming Club**	Steve Weekes 1275 856824	Folk Hall, High Street, Portishead	*ALL* + tournaments. Wed 6 - 8.30+, £2.
Portsmouth	**Games Workshop Club***	01705 876266	34 Arundel Street.	
Quinton	***Quinton Games Club***	Matthew Oakley 0121 421 3096	Venue TBC Quinton, South Birmingham area.	*ALL* Mid-week and weekends. Looking to start new club
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
Shrewsbury	**Lair of the Red Dragon**	James 01737 369605	The Gateway Centre, Shrewsbury	*ALL* + RPG's. Fridays 5.30 -10pm. £2.50. 12+ Scenery and Refreshemnts available.
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
Indiana	***Da Basement Boyz****	Dan Georges (812) 7534197	The War room, Ft Branch, In	*ALL* 25c a game, most weekends.

EUROPE	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Holland	**Haarlem Fanatics**	Lex Weermeyers 023 5291848	Fantasy Fanatics Store Kleine Houtweg 9, Haarlem	*ALL*,+RPG's. Fri 7-11pm. Sun 1-5pm. f25.- entree Yearly subs. 8-14 f50, 14-18 f75, 18+ f100,
Ireland	***Dublin Games Club****	David 0872034781	Ierne Ballroom, Parnell Square East.	*ALL*, Weds, 6.15-11.30pm.
Isle of Man	**The Manx Battlegroup**	Graham Brooks 01624 616143	Venue TBC	*ALL*, New club

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

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.

CONVENTIONS

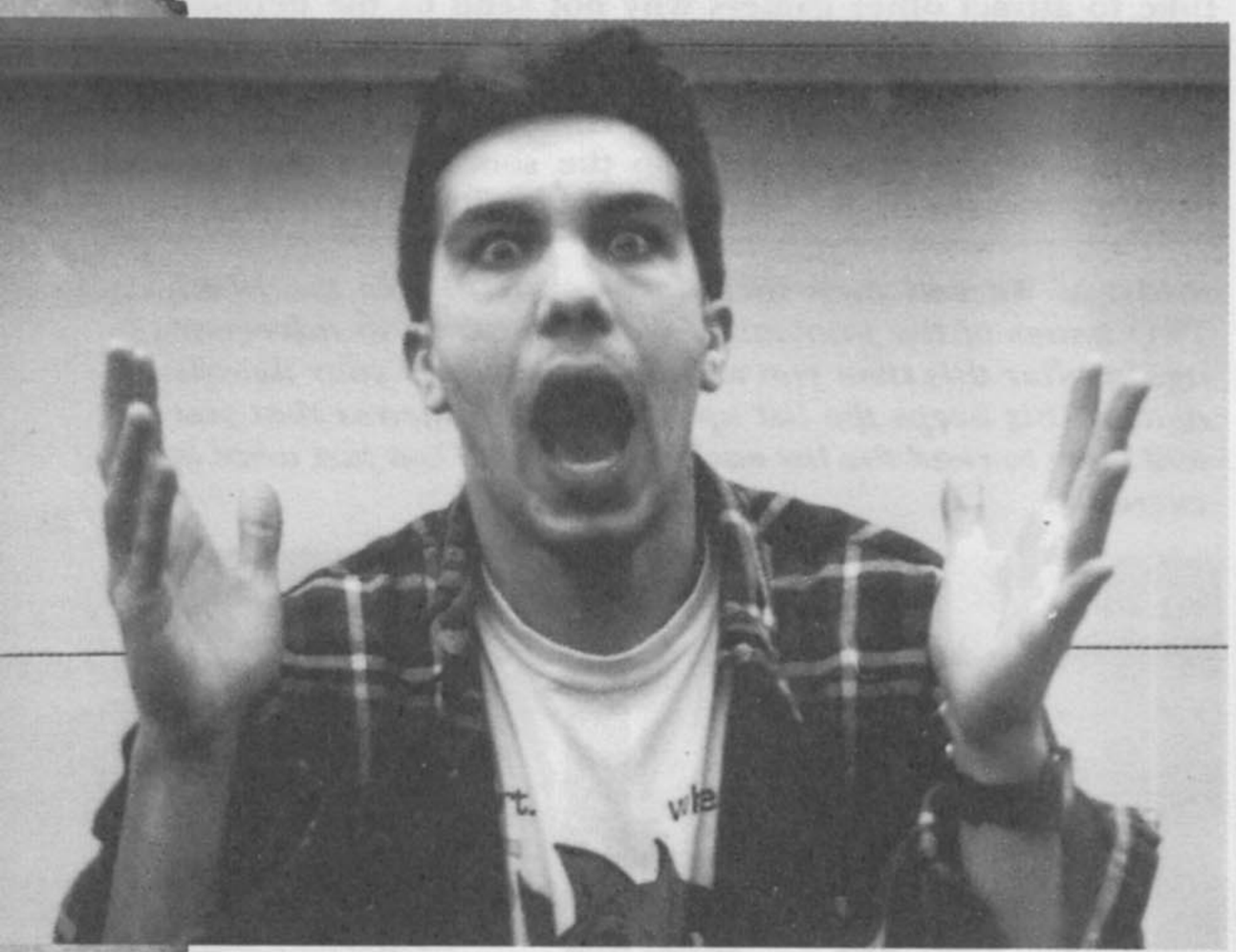
Why not advertise your convention in the Journal? Simply send us all the relevant information and we will try to get it into the next issue.
(Please get the information to us as soon as possible or we may not be able to print it in the relevant issue!

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 usu7al 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...

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!)



Yeap, its the return of everyone's favourite mad American, Kevin J Coleman (the photo says it all) with his large bag o' Warhammer scenarios.

Kevin comes from the US east coast, the state of New York no less, where I hear tell that some people are so rich that they build 35 mile long canals just so that they ride backwards and forwards in English narrow-boats that they have bought...

WARHAMMER

Fortune Favours the Bold

A Warhammer Scenario by Kevin J Coleman esq

For nearly a century the legend of the infamous sorcerer Elim Crain has been whispered throughout the Old World. Through decades of storytelling the myths of Elim Crain have varied in variety, but the one fact that remains certain is that Crain was bent on creating the most potent artifacts in the world. Much to the delight of the Dwarfs, it is even rumoured that a Dwarf Runesmith found one of the black journals of Crain, steeling Crain's secrets of forging magical runes.

The legend of Crain, his castle Blackstone and the untold monstrosities and artifacts he created for his own evil purposes has become a tradition of story telling in the City States of the Empire and Provinces of Bretonnia. One of the most intriguing of the Crain legends tells how Crain and his citadel were completely destroyed by one of Crain's most ambitious projects. Many have ventured to find the remains of Blackstone castle, but all who have set out on such a quest have most certainly failed. Even the Sir Edmund, have been by a horrible Gorgon which protects the ruins of Blackstone castle.

In more recent times, merchants in Tilea have been selling maps which they claim lead to the hidden ruins of Blackstone castle. This sudden outburst of a location that contains unimaginable power and wealth has caused quite a stir in Miragliano and Trantio in particular. No doubt the question of whether the maps are genuine or not is a major topic of Tilean gossip, but most mercenaries bands are not concerned with such petty discussion as they have all convinced themselves that the map they bought is, of course, the authentic one. Only Thansortor's Charioteers, an arrogant band of chariot riding Elves, mockingly ignored the overpriced maps, believing the entire legend to be nothing more the a clever ruse conceived by the Merchant Prince of Mirgliano.

In any case, mercenary bands from around the globe have set other business aside as they search for the ruins of the mythical Blackstone castle, where they plan to find a treasure trove of gold and powerful artifacts.

The Scenario Rules

ARMIES AND PLAYERS

The scenario may include any number of players (7+ is best, though) each controlling one regiment of renown chosen from Warhammer Armies: Dogs of War and/or White Dwarf magazine. Each player has up to 300 points that they may spend on their Regiments of Renown. Players may not use the same Regiment of Renown, there can only be one! Because of this, players may not freely choose any Regiment of Renown they would like. Instead they must bid on the regiment they want, as described below.

THE HIGHEST BIDDER

As mentioned above players must bid on the regiments they want to use for this scenario, this works as follows.

First off, right down the names of each regiment of renown on separate pieces of scrape paper and place them all in a hat or other suitable container. Draw one piece of paper at a time from the hat and reveal the name to all players. Each player now has the option to bid on the particular regiment of renown. Resolve each regiment drawn before moving on to the next.

All players involved in the scenario get 100 gold pieces to bid for the regiment they want to use in the scenario. When a regiment is drawn, each player interested in the regiment secretly bids how many gold pieces they are willing to spend in order to use the regiment for the scenario. Each player writes down the number of gold pieces they are going to bid then, once everyone is finished, reveals their number. The player with the highest bid of gold pieces wins the regiment and must subtract the number of gold crowns from there treasury (of 100 gold pieces). In the result of a tie both (or all) players roll a D6, the player that rolls the highest wins the bid.

GOLD PIECES AND POINTS

After all players have regiments, they have up to 300 points to pay for the minimum size of the regiment plus any additional troops, upgrades, and/or options the regiment may have. Any left over gold pieces (left over from the biding process) may be used as an equal amount of points as well. For example if you had 21 gold pieces left over from the bid, you could use them as points, making a total of 321 points to spend on your unit.

Players may end up with some left over points or may simply choose not to use all of their points. Players may choose to use these extra points as gold pieces (which determines the winner of the game) as described below. If they choose to do this, when setting up the regiment, players must place a small coin or counter in base contact with the unit to represent the gold pieces the unit has. Note that these extra gold pieces can be stolen by other players as explained below.

BIG GUYS

Some Regiments of Renown may be too expensive to pay for, however these regiments can still be used. After bidding for the particular regiment as described above, the player gets the unit as it comes (i.e. no upgrading equipment or adding extra models) but will start the game with 25 gold pieces.

NO FLYERS

Any regiments that may normally fly (i.e. The Birdmen of Catrazza) may not be used in this scenario.

MAGIC

The Winds of Magic cards are not used in this scenario even if a player controls a regiment that includes a spell caster. The magic user may still cast spells, however, in the following manner.

The Wizard is dealt a single spell from the appropriate spell deck at the beginning of the game. Only one spell is drawn, regardless of the spell casters magic level. Once in his own turn the Wizard may cast the spell after the hand-to-hand combat phase. The spell is cast for free, no power cards are required to power the spell.

All regiments involved in the game have a 4+ natural dispel roll against any spell cast at them. All 'Remain in Play' spells count as being 'Last one Turn' spells for this scenario.

Table & Terrain Set-up

The scenario is played on a 6' x 6' table. Scenery is set up by using the Terrain Generator Table on page 39 of the Warhammer Battle Book; results of 5 and 7 should be changed to difficult Ground representing the ruins of Blackstone castle. Once terrain is set up, players alternate in placing up to 3 coins or similar counters throughout the table. The coins represent treasure – either a certain amount of gold pieces and/or a magic items. All coins must be placed no closer then 20" from each table edge.

TERRAIN CHART SUMMARY	
2D6	**Result**
2	A Deep River or Lake
3	A Shallow River or Stream
4	Difficult Ground
5	Difficult Ground (Blackstone ruins)
6	A Wood
7	Difficult Ground (Blackstone ruins)
8	A Hill
9	Walls/Hedges or Fencing
10	A House or Tower
11	A Village
12	Very Difficult Ground

Playing the Scenario

DEPLOYMENT

Each player rolls a D6. Starting with the player who rolled the highest, each player deploys there Regiment of Renown anywhere on the table as long as they are not within 20" of any treasure counter or within Charge distance/Line Of Sight of another regiment.

OBJECTIVE

The object of the game is to get your Regiments of Renown to gain the most treasure. That is capture the most gold pieces and magic items you can! As described under the set up rules, gold pieces and magic items will be spread throughout the battlefield in the form of counters.

If any regiment ends there movement phase in base-contact with a treasure counter, roll 3D6 on the Treasure Table at the end of the movement phase to determine what magic item and/or amount of gold the unit gains. Any magic items found my be used by the regiment's Captain/Standard Bearer or Musician.

At the end of 20 turns, the game ends and each player adds up the total amount of gold pieces their regiment has captured during the game. The points listed on the magic item cards equals the same amount in gold pieces. For example the Sword of Swift Slaying (25 points) would be worth 25 gold pieces, The player with the most gold pieces wins!

CAPTURING TREASURE

If a unit brakes from hand-to-hand combat, their treasure may be captured or lost in the same way as for a standard. See page 87 in the Warhammer rulebook for further details.

RALLYING

Any unit may attempt to rally even if they are under 25% of their starting number of models.

TURNS

Each player involved in the game will have their own turn in which their unit may move, shoot, etc. However hand-to-hand is not worked out in every turn. Instead a unit only fights in combat during their own turn and in the turns in which other regiments involved in the same combat fight.

For example, Rick's regiment of Voland's Venators are in combat with both Nigel's Tichi-Buichi's Raiders and Tuomas' Bearmen of Urslo. While Jervis's Marksmen of Miragliano are not involved in any combat. Rick's Venators will fight in his own turn, Nigel's turn and Tuomas's turn, but not in Jervis, turn. If Jervis's Marksmen were to charge in on the combat, then Rick would fight during Jervis's turn as well.

INITIATIVE

At the start of each turn, each player rolls a D12. Starting with the player that rolled the highest, each player will take their turn as described above. This means that every round the initiative order of who goes first will be different adding an extra unpredictable element to the scenario.

CROSS-BOARDING

In this scenario it is perfectly acceptable for players to team up together to stop another

player from winning. For example, if a player is controlling Golgfag's Ogres with a large amount of treasure, this combination may be a bit difficult to beat in combat with out the help of other regiments.

Though Cross-boarding is allowed, players may not talk about their tactical plans or about teaming up with another player, unless the Captain of their regiment is within 8" of another player's regimental Captain. The same goes for hand signals and jesters as well. Players caught violating this rule should be considered cheats and so should be scorned at and severely beaten with a wooden mallet.

Acquiring the Treasure

At the end of any movement phase where a player has acquired a treasure counter, roll 3D6:

3D6	Result
3	TRAP! Your regiment has found an ancient trap created by Elim Crain himself. The unit suffer 2D6 S4 hits or 2D6 S6 hits on large sized models.
4	75 Gold Pieces + The Jade Amulet
5	50 Gold Pieces + Dark Sword
6	50 Gold Pieces + Relic Sword
7	60 Gold Pieces + Parrying Blade
8	45 Gold Pieces
9	25 Gold Pieces
10	20 Gold Pieces
11	70 Gold Pieces
12	50 Gold Pieces
13	35 Gold Pieces
14	Healing Potion
15	45 Gold Pieces + Warpstone Charm
16	Roll of this chart twice
17	100 Gold Pieces
18	Daemon Gate

DAEMON GATE: If an 18 is rolled on the treasure chart, a Daemon portal will open leading directly to the insufferable Realm of Chaos. The portal opens 6" away from the front of the unit which opened it

At the end of each players turn roll a D6, on the result of a 5 or 6, 1D6 lesser Daemons appear. The Daemons will have there own turn in which to move, shoot and fight. The Daemons will always move and attack the closest regiment that is not already in combat with other Daemons. If the scenario is being run by a referee, he may control the Daemons completely. Any Daemons which normally cast magic will not use any spells in this scenario and are not considered magic users for any reason. Note that the Daemons benefit from the 4+ natural dispel rolls, like all other units in the scenario.

If a 5 or 6 is rolled at then end of any player's turn roll an addition D6 to see what type of lesser Daemon(s) enter the battle field:

3D6	Result
1	Flesh Hounds of Khorne
2	Flamers of Tzeentch
3	Plaguebearers of Nurgle
4	Daemonettes of Slaanesh
5	Pink Horrors of Tzeentch
6	Bloodletters of Xhorne

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A VERY DRY BRUSH

To set the scene, I was sitting there, a pot of Mithril Silver in front of me, my latest project (a converted Ork Warboss in Mega-Armour) in one hand, a brush with about 4 hairs on it in the other. The intention, to place a minuscule amount of the said paint on one of those tiny details that the Studio designers tease us with. Now you know that a few months ago this was a piece of Green stuff, but you have no idea how they got it in place without the use of an Electron microscope.

Now, how to make contact without adding extra shiny highlights to all the sorrounding areas? Sound familiar? The normal dilemna wasn't helped this time by my reflection on what a weird bunch we are. A few days before I was busy covering up, with paint and washes, the shiny for those few spare minutes when getting all the paints ready is a chore too far. Of course this technique suits painting Orks particularly well but I will be using it elsewhere whenever Boltgun is painted over a metal figure.

Try it, it sounds stupid I know, but it works.

Simon Ellis. (Hastings)

WISE WORDS ON 40K

I am responding to a letter by Jonathon Metz that appeared in CJ37 and quite frankly I strongly disagree!

Firstly, the 3rd edition of 4OK was intended to increase the use of troops and tactics, not the use of powered-up "Super Generals". The whole point of warfare is to gain a tactical advantage through deployment and manoeuvring. So what if your general cannot be escorted by a rock-hard bodyguard that can only be killed by a close range favour or ruin you completely.

3rd edition is better suited to big battles and large scale actions. After all, if you have to take an enemy command post, use all the force you can muster.

Also, you do not have to spend huge amounts of money in creating a new army, with a little time patience and even-less cash you can bulk out your existing army. The squad boxes don't cost much, with only two of these boxed sets you can have a small army in no time!

Finally, if you don't like the legal stuff, then don't send your letter in! The Journal's "modifications" are often spelling corrections, column changes and the editor comments without which many letters would be quite dull.

Now, back to the maps, after all the big guns never tire, why should we.

Christopher Evans

wiffdis!

Allies and d'ere uses.

Sumtimes when yus go on

Orks are a 'ighly advanced race wiff kustoms and traditions

a Waaagh yus getz caught a bit short wiffyer troops so yus mite have to see if yus can get some uvva gitz to help yus out. Dese uvva gitz are called Allies by da Oomies (note dat dere is no corruspondin word in Ork for dis). Usually yus can only trust uvva Orks (and even sum of dem are dead weedy) but yus gotta do what yus gotta do sumtimes and as such yus gotta take whatz dere.

Oomies: Oomies come in all shapes and sizes so for yer ease of readin I'll split em up.

Muties: Dese gitz are fightin a good kickin.

Da wunz who worship Slash are like madboyz. Da make a hell of a racket, bit like a GoffRokk Band now dat I think on it, and dey neva bug out. Good 'eavy weaponz but, useful if weird. Da wunz who worship Sheesh are mostly like weirdboyz, lotz of spellz and uvva weird stuff. Personally I don't like dat stuff. I prefer da good old Orky way ov stomper dere heads off but dese gitz are useful if yus want dat sort of ting. Da last lot worship Gurgle, dese ladz are disgustin, even by snotling standards. No wunda dey are hard ta hurt, da smell would probably hold a dead body up all by itself. Like da Korny wunz dey is a bit slow so send dem in a truck but yus is gunna have ta burn da truck later if yus do.

metallic effect I now wanted to restore! A peculiar thought crept into my mind and I sought out my thinest needle file. One quick and EASY flick across the barely recognisable pimple and a shiny bolthead appeared!

For those of us without 'Eavy Metal skills manipulating a fine file is a lot easier than a paint brush. Hidden details appeared from the background of Boltgun Metal. Getting carried away now, I started drawing the file along edges of metal plates and wonderfully fine highlights appeared, far better than I have ever achieved with a brush. Never having seen a reference to this new "brushwork" technique, I thought there may be others who might want to try this out.

One unexpected bonus, this paintbrush never drys out and can be picked up lascannon! If this is a problem, then don't spend so many points on your commanders and buy more troops to soak up the fire.

I have been playing both 2nd and 3rd edition of 40K and I prefer the latter' both my Space Marines and Guard armies have benefited quite nicely thank you. 2nd edition still has its place (the ability to split fire is a must for a last stand!). I believe that 2nd edition can be used for "commando" raids, cunning ambushes on armoured convoys, minefield-clearing and many other daring actions so vital in warfare.

don't spend so many points on your commanders and buy more troops to soak up the fire.

In campaigns such activities can tip the balance in your

Birmingham

ORKS DUM?

It has come to our attention dat yus lot treats uz Orks as complete dummies in most, if not all, of yus articles.

Dis is, of course, a total ~~misintep~~, ~~musinteep mosunter,~~ Iie. It is well known dat uz Orks are a 'ighly advanced race wiff kustoms and traditions goin' back to da mists of time. Just coz we dontz write 'em down mostly dontz mean anyfing! Dats just coz most of da ladz can't read, no time for dat naff Oomie stuff see!

Yus lot just ain't got yer priorities right! Furst yus learnz how to duff fings over den yus learnz how ta write about it!

Fer example, 'erez a paper by da great Ork Warboss NazDreg Ug UrdGrub. I darez yus ta find fault called Slaves of Chaos by da uvva oomies but da differences escape me. Wun lot worship da Empara, da uvvaz worship uvva useless gitz of gods. Letz face it oomies are dumb gitz and dey oughtta know Mork and Gork are da best but for sum reason dey don't. Anyway dese wunz here, da muties dat is, are da weirdest bunch of gitz yus evva seen. But dey at least are dead 'arc!

Dependin on what weedy git dese dropkicks worship depends on what yus is gonna end up wiff. Da wunz who worship Korn are good up close and usually go in ta hand ta hand yellin sumfin like "Blood for da Blood God". Dere problem is dey is too slow most of da time so yus might have ta supply sum transport for dem ta get dem dere in time ta give da gitz ya is Wun of da tingz dat all dese gitz can do is summon demonz. If yus reckon da oomies is weird yus gotta see dese crittaz. I've seen sum strange sings in dis ooniverse but dis takes da biscuit. Dey can only be described as Fings cuz dats what dey is, dead 'ard Fings mind you but Fings never da less.

Conclusion: Dead 'Ard but weird. Don't trust em but dat goes wiffout sayin really.

Beekies: Da good oomies or so dey says anywayz. Normally dey doesn't want anyfin ta do wiff Orks except ta fight wiffem but sumtimes it can happen. It'z a big ooniverse, anyfin can happen. I remember once scrappin wiff dose red beekies on some planet and a truckload ov bugeyes interrupted our scrap. Da red oomie boss

Write in with your opinions to:

Mailbag

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

sent a message asking if we "Wished to ally in the noble cause eradicating this menace to our beloved galaxy". It took da Yellerz a while to work out what in Mork he wanted but in da end we got togevver and cuffed over da bugeyes and den got back to our scrap. Da oomie boss seemed surprised we wanted to get back to our scrap so quick but da git was bitin inta my drinkin time!

So it can happen. Not often mind yus but it can. Personally I reckon dey is full of demselves. All posh and stuck up. Makes it extra good when yus kick da gitz in da teef!

Conclusion: Dead 'Ard but too stuck up for dere own good.

Inperil Guard: Dese are da 'normal' oomies... if dey was normal dey'd be green right? Anywayz dey ain't as 'ard as da Beekies or da Muties but dere is a lot more of dem. A bit like Grotz really. When yus fight em yus'll see why dey is called Inperil Guard, dey is always getting stomped... hur hur hur! Da one good ting wiff dem is dere dead 'ard tankz. Deys have lotz of dem and dey is dead shooty!

Da best way ta use dese gitz is like grotz. Let dem get shot up and you go in after ta clean up da mess.

Makes dem feel all noble and uvva stupid stuffwhen dey does dat. From an uvva point o' view ya might leave dem in da lurch a bit and den nick dere tankz later.

Conclusion: Weedy but a lot of dem. Dead shooty tankz.

Panzees: Did I say beekies was stuck up gitz? Dese ladz make beekies look positively friendly. Dere useta be a lot more of dis lot but den most of dere worldz blew up.

Dead 'Ard but too stuck up for dere own good.

Makes ya wonder on why dey is so snooty don't it?

Individually deys look pretty weedy and once yus getz ya mittz on dem dey are BUT yus gotz ta catch dem first. Dey is fast even tho dey ain't painted red. Anywayz da advantage if you can get some panzees is dat dey is very good at what dey do. Yus'll find dat each different type of panzee really only does one ting well but if datz wet yus wantz dem to do ya is laughin.

Da only problem is dat dey is so stuck up dey isn't likely ta want anyfin ta do wif yus, if yus find dat dis is da case den give em a taste a leather and move on.

Conclusion: Very snooty, good at one ting. Duff dem over first is probably best.

Stunties: Fergit trying to ally wiffdese gitz. Dey won't and yuz don't want to. Just duffdem over and move on.

Conclusion: Nasty little gitz, duff dem over hard.

Bugeyez: Strange crittaz dese. Most of dem it's pointless ta try ta talk to, dey just keep tryin ta eat yuz. Mind you dey is dead 'ard in hand ta hand and quick ta go wiffit. Ya know yuz try ta be nice to some tingz and it just doesn't work. Wiff dese crittaz I reckun ya just shootz dem, itz a betta use of ya time.

Conclusion: Dakka, dakka, dakka! Den yuz don't have ta talk to dem.

Overall Conclusion: As I said at da start havin Allies is not sumfin yuz normally wantz ta do but if yuz have to, hope dis helpz. For dose of ya gitz dat can't read den it won't help but dat ain't my problem. From a personal point o view I don't use dem myself. I've generally found dat my own ladz are more than enough ta duffover whoever I wantz. I have however allied on occasion an' got together wiff a Mutie or two when dey has paid me enough (when dey didn't I took it anywayz).

P.S. As yus can see uz Orks are as learned as you gitz are so start printin' some stuff where we DON'T get cuffed over or da ladz might begin ta take exception!

by Nazdreg Ug Urderub

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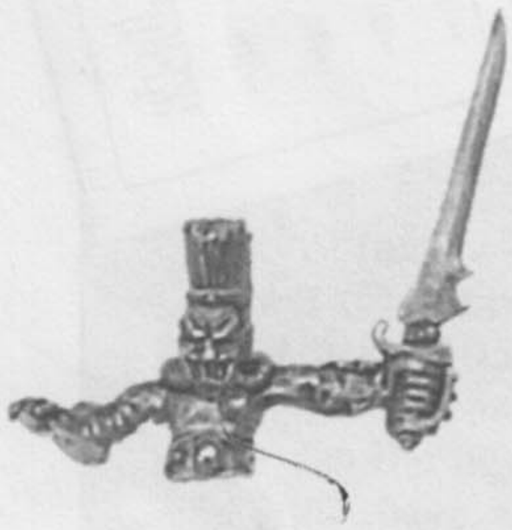

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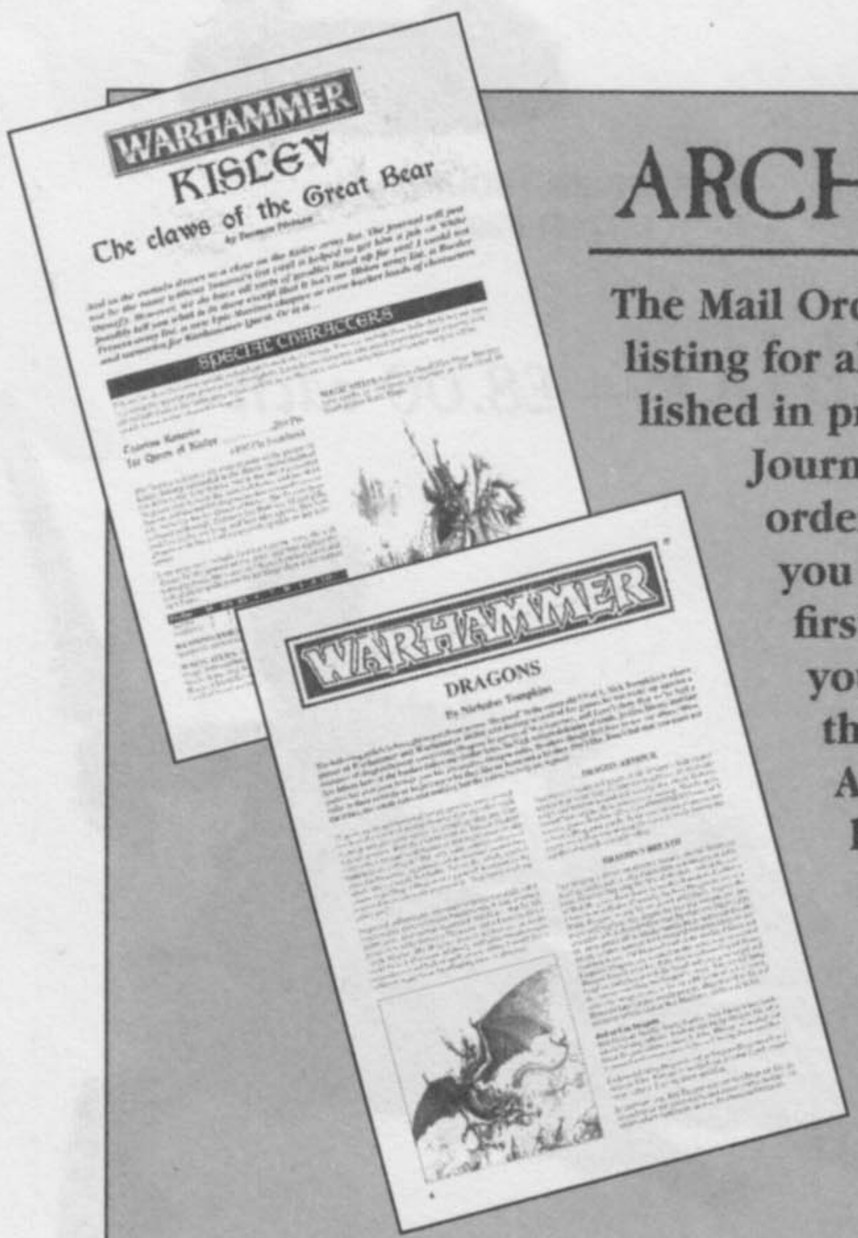

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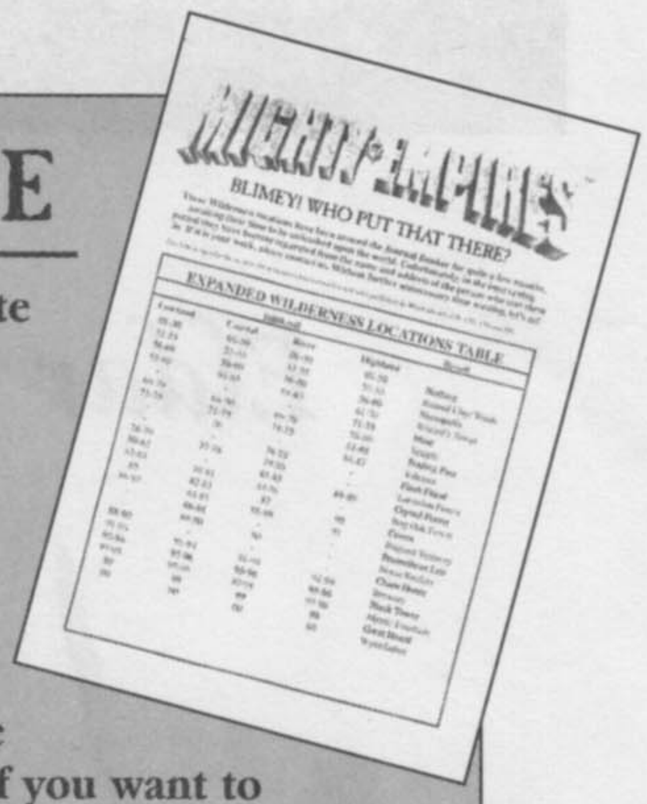


Eldar Conversions

By Tim Kohlmetz

I began my foray into Games Workshop games in the mid-80's, with Bloodbowl. I only played a few times before my gaming group broke up, and didn't play any other GW games for a long time. Since then, I have been seriously been playing for about three years now. I started with a Fantasy Chaos army, and quickly expanded to a Dark Elf Army. After watching a few games of 40K, I chose to play Eldar. I quickly grew bored of the standard Eldar models, and began to convert them into Dark Eldar – complete with tentacles and claws from Daemonettes. After a short while, my Dark Elves expanded to a massive 12,000 pt+ sized army, and my Eldar to 9000 pts +. I quickly realised that I didn't need this many models in any army, so I began to sell them over the internet, and to friends. I took my money, and began a High Elf and Chaos 40K army to help me while the time. I have been to two Games Days in Baltimore to date, and have yet to place in the painting competitions, but I have high hopes for this year.

Banshee Exarch: This model uses a standard Howling Banshee Exarch, a Marine Jump Pack, Korhil the Hunter's Axe, a Chainsword and a Flying Base. I cut the Exarch's head off, and repositioned it, facing forward. I also cut off both of her arms, and repositioned them downwards. I bent her legs as well, and put them in a more dynamic 'flying' pose. Korhil's Axe was next on the chopping block. I cut off the arms, and filed down the shaft. I then rebuilt the Exarch's forearms and hands using putty (the infamous Green Stuff). The last two things on the list are the Jump Pack, which fit on nicely without any major work, and the flying base. I drilled a small hole in the joint of the jump pack and the Exarch's back, into which I inserted the base – finished.

Chaos Lord: This is my personal favourite of the bunch, as well as one of the most simple to convert. I took Ahriman's body, the head of a Saurus Warrior, Yeld Wings and a Nemesis Force Weapon. I used almost every piece of Ahriman in some way. For starters, I took Ahriman's head, and cut off all of his horns and tassles. I then took the Saurus head, and attached it to the body, building up a neck with putty. Ahriman's large horns were puttied into place on the Saurus head, pointing forward, reminiscent of a Triceratops. I then took the smaller horns, and put them near the jaw of the Saurus head. The next step involved the Nemesis Force Weapon. I puttied up a new hand to hold the sword, and puttied a new strap for the skull tassles originally on Ahriman's Head. I took a pair of Yeld wings (played as a jump pack) and put them on his back instead of a normal backpack.

Cypher: Cypher is a relatively simple model. I used Ezekial's body, Queek Head-Takers Trophy Rack, a Nemesis Force Weapon, a Plasma Pistol, a Chaos Veteran Shoulder Pad and putty. For starters, I cut off Ezekial's right arm, and positioned it in a raised position. This took some time to accomplish, because the arm is cast touching his body. I had to putty up a new hand and elbow joint to make it look proper. I then took a bolter, puttied up a new hand for it, and placed it across his chest, in his left arm. When this was all dry and hardened, I attached the Trophy Rack to his back in place of the standard backpack. Again, I took more putty, and sculpted a new cloak, which looks all tattered and torn. The final step of the conversion was attaching the Nemesis Force Weapon. I glued the weapon to his hip, and finally I puttied up straps to hold it in place.

Harlequin Dreadnought: (see the back inside cover) My Dreadnought uses 1 standard Dreadnought, a Harlequin Jetbike canopy, a

Chaos Lord

Heavy Plasma Cannon and a pair of Epic Phantom Titan wings. This piece is my favourite war machine in my collection. I took the standard Dreadnought body, and attached a Harlequin Jetbike Canopy to it. The next step involved the arms. I attached two arms as normal, and then attached two more, mounted slightly behind and above the first. I had to use putty at this point to fill in some of the gaps, and make it appear smoother. I attached the Phantom wings next. Again, I had to make extensive use of the putty to fill in the gaps, and make it appear smooth. I bent and twisted the legs next, into the position that they are now in. The last step was the Heavy Plasma Cannon. I didn't really have any place to attach it, so I puttied up a pistol grip. I had to cut off the Dreadnought's fingers on one hand, and rebuilt them, clenched around the gun's grip – marvellous!

Exodite Champion: (see the back inside cover) This model uses the following pieces: Cold One, Dragon Prince Horse Head, Serpentine Dragon Tail, Rough Rider Legs, Eldar Ranger Torso, Cold One Knight Lance, Chaos Terminator Shoulder Spikes. This is my first conversion of a Dragon Knight. I started with the Cold One itself. I ground down much of his head joint so that the Dragon Prince Horse Head would fit properly. I had to putty up some armour plates extending down the back of the Cold One's neck to keep in character with the new head. I pinned part of a Serpentine Dragon's tail in place instead of the standard cold one tail. For the next step I cut an Eldar Ranger in half, and glued it to the Rough Rider legs. I had to break out the putty again to build up some robes that partially covered the legs. I cut off the scout's right arm, and attached the Cold One Knight's lance. I took a standard Marine shoulder pad, and covered the shoulder joint with it (after all, they are scavengers, right?). I then attached the Chaos Terminator Shoulder spikes behind the Ranger's head. The final step was puttying up a fur cloak, as to make him appear more primitive.

Cypher

Malekith: This model is probably my all time favourite (and most complicated) conversion of mine. I used an old Undead Chariot (metal), Yoke and Skull from Grom the Paunch's chariot, a Juggenaut head, horns from a High Elf Dragon, 2 Cold Ones, Plastic Wings of a Dragon and, lastly, a Chaos Sorcerer from 40K. I started by putting the chariot together. I attached the Juggernaut's head to the front of the neck. Secondly I attached the Yokes from Grom's chariot, followed by the Dragon Horns (There was a slight gap between the back of the Juggenaut head and the yoke neck, so I had to put something in there to make it look more ominous). I then attached the wings to the chariot. This took some doing (pins and epoxy) to get them to stay in place. I used putty to smooth the chariot body and wing joint. I glued the skull from Grom's yoke in place at the back of the chariot's floorboards (not seen in photo). I assembled the cold ones, and placed them in the yokes at this point. The final conversion steps involved cunning off the sorceror's pistol, and attaching a shield, then puttying up a fur cloak to help cover the high-tech machineries of the backpack.

Malekith the Witch King

More Chaos Spiky Bits...

Chaos Dreadnoughts and pushing back the boundaries of going off on one!

By Giles Warhurst

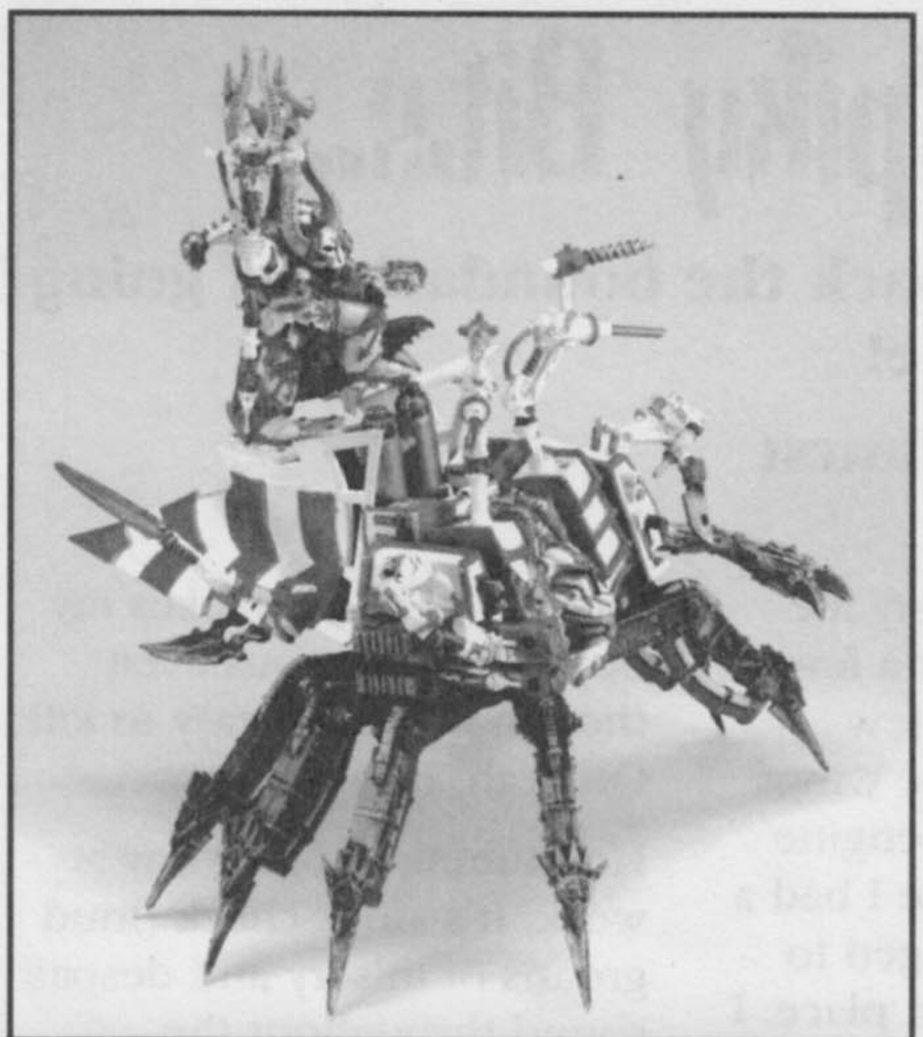
It was just another boring day at work, nothing special, just an average, non-descript sort of a day when suddenly it hit me. I don't know what planted the idea in my head but suddenly from nowhere I gained an irresistible desire to slap wings on a Chaos dreadnought. Dinosaurs are cool, Dragons (dinosaurs with wings) are even cooler so surely bolting a great big set of wings on a mechanised, half crazed, killing machine would make it even better. They all said I was mad, of course.

But my mind was made up. I had an idea, nay, a mission and no damn sceptic with their boring logic and common sense was going to stop me. To put it quite simply, I was off on one!

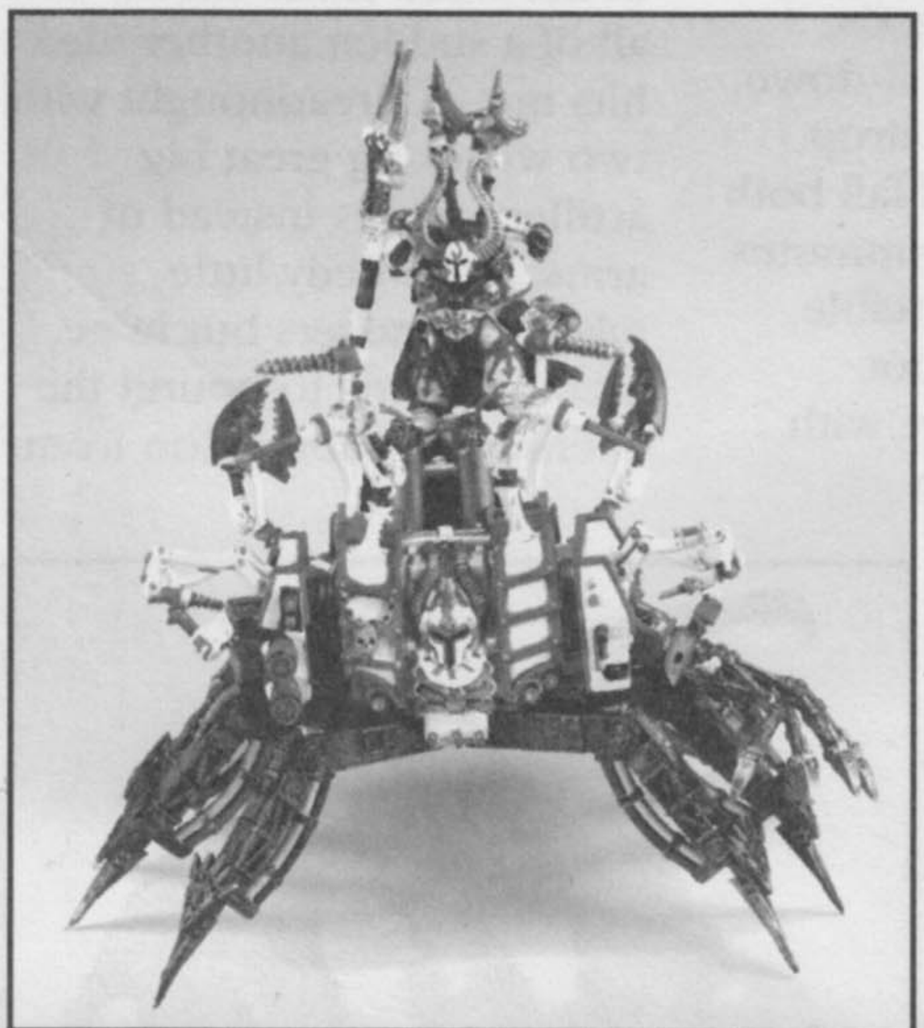
I dug out an Annual or two (or was it five or six?) and had a quick flick through to see what I could find. My starting point was easy, a bog standard Chaos Dreadnought with a Plasma cannon and a Power Scourge. The only other essential was a pair of wings. Obviously I didn't want feathered wings, I wanted something leathered, battered and scarred, like a bats, or maybe, yes, that's it, like a Bloodthirster. Perfect. (Its about time these wings got attached to something hard and scary, instead of that weedy little demon). With the essentials covered all that was left was to find some other bits and pieces to spice it up (out with the annuals again) and before long I had a couple of other odds and sods and never pinned anything in my life and no intention of starting so out came the trusty file and superglue. After a few seconds (well OK a few minutes) of filing the wings and the back of the engine with a half round file I had a decent fit and managed to glue the first wing in place. I put it down, gently, very gently. O.K. time for the second wing, on it goes, hold it in place, put it down, gently, gentlyyyyyy, drop, thud, ping, ping, off fall both wings. The next few minutes of my life are unprintable, suffice to say I was not amused as I sat there with fingertips covered in superglue and metal filings with my broken, wingless demon dreadnought in bits on the carpet in front of me. Still, nevermind eh, all part of the fun (yeah right). Pick it up, start again. Carefully. This time I got both wings on and left it alone for a very long time before I even touched it again. Then I slapped green stuff all over the back of the engine where the wings come out to represent the new growth of tissue and to make damn sure those bloody wings don't ever come off again. Job done! Slap on a paint job and off to terrify my opponents! He he he. It never survives past turn two and at 165 points (with daemonic possession which I feel I have to give it) its horribly expensive for what it actually achieves. But it looks cool and it makes my opponents nervous even though it is dead easy to kill. Oh yeah, it can't fly.

Ho, humm, another day at work. It's stock-check (loud groans of misery and despair sound throughout the factory at the merest whisper of the word stock-check) and all of a sudden another idea hits me. A dreadnought with two whacking great big artillery pieces instead of arms. Not weedy little missile launchers but huge, great big guns to pound the enemy into submission from range 'Hayes, Lawrence, find the annuals, Im off on one again!' (more groans of despair echo around the building). After flicking through for ages I rule out all the fantasy cannons, Leman Russ barrels and everything else I see until I turn the page and there it is, the Griffon Mortar (Cue mad scientist chuckling). Of course there is no way that the legs of a standard dreadnought would be able

Aargh! Winged nastie...



'Spider' Dreadnought



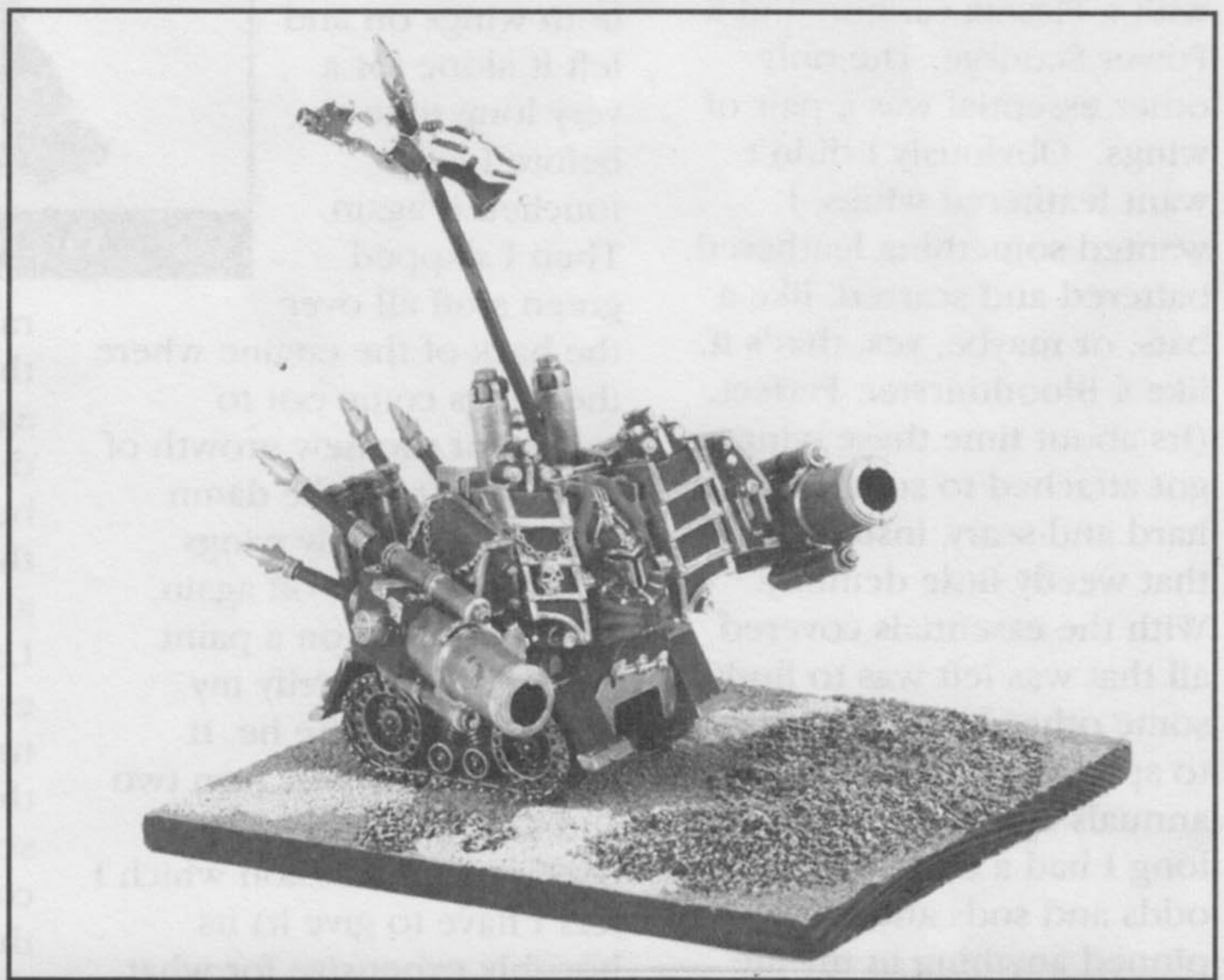
'Spider' Dreadnought – face-on!

to take the strain of all that heavy artillery so it will have to be on tracks. One Ork wartrak sprue takes care of that and provides an increased engine section to provide the extra motive power. A few spiky bits liven it up and Im away. I used the Plasma Cannon arm again and just lopped off the tip of the gun and glued a griffon mortar in place and on the other side just used the standard Chaos dreadnought shoulder without the close combat weapon in place.

Then came the real masterpiece, having got the hang of this converting Dreadnoughts lark I felt it was time to really go for it. Dreadnoughts are scary anyway but I wanted to make something really over the top. Now any sane person will tell you what the scariest animal on earth is. Not Sharks, not Lions or Snakes, not even a drunk Glaswegian! No, there is one creature that rises above all of these in the terror inducing stakes and that's quite simply a Spider! (Anyone who tells you they aren't scared of spiders is either a liar or a freak but either way is not to be trusted) So anyway what all this got to do with Scary Dreadnoughts? Well its obvious isn't it? Just give a Dreadnought 8 legs and a bit of an abdomen and no one will even stay in the same room let alone try to stick around and beat it in battle. I used Ork Big Grabber Cranes for the legs, bits from a Dark Eldar Talos and Fabius Bile's Chirchugeon for the sort of antennae bits and the front of a Dark Eldar Raider for the Abdomen. Upon completion I noticed a large flat area on top of the abdomen and couldn't waste the opportunity! Convert the wonderful new Chaos Lord by simply giving him Ahrimans Staff (I'm sure Ahriman wouldn't object, Steve Hayes idea anyway) and stick him to the top, job done. I haven't made any rules up for it yet, I think I am going to have to but that can wait. For now I have three of the scariest Dreadnoughts in the 40K universe and the only question is what to build next?

The main thing with modelling to remember is that if you have an idea, go for it! Somewhere, amongst all our bits and pieces, past and present we will have the bits you need to make your madness a reality.

Yours in Chaotic Darkness.



'Big shooty' Dreadnought

Eldar Conversions

by Tim Kohlmetz

Harlequin Dreadnought

Banshee Exarch

Eldar Exodite Dragon Lord

A Scorpion grav-tank leads the host of Alaitoc Craftworld into battle during the Cleansing of Krayak's Moon.
Photograph by Tony 'lens-flare' Cottrell.

"...and the Engines of Vaul will smite them, and bring down fire upon them, and in agony they will depart this realm, their souls screaming into the black void that awaits their pitiful race. And with their banishment there will be peace in this place, and we will be one step further along the path we must tread..."

Farseer Ulthos of Alaitoc Craftworld, before the Cleansing Of Krayak's Moon

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