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Inside This Issue:

Iron Hands Conversions &
New Releases

Warmaster & Inquisitor Blitz
Necron Raid Scenario

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TROLL

#73 MARCH 2004



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CONVERSION RATING SYSTEM

CONVERSION RATING



1 SKULL - EASY

Minor cutting.

2 SKULLS - MODERATE

Moderate cutting & minor putty work.

3 SKULLS - DIFFICULT

Extensive cutting &
moderate putty work.

4 SKULLS - MASTER

Extensive cutting & putty work!

CONVERSION CORNER

Iron Hands by Sean Forbes

Note: Deal contents may vary from those shown in
squad. Iron Hands squad shown at 65% actual size.



CONVERSION RATING



One of the things that I've always loved about Warhammer 40,000 is the proliferation of cyborgs. There are servitors, guardsmen with bionic limbs, and best of all, Space Marines with bionic parts. The release of the Iron Hands was the clarion call I needed to begin my latest mad conversion project - an army of bionic Space Marines! So, I decided to delve into the bitz box to see what bionic parts I could come up with.

The bionic arms from the Necromunda Pit Slaves were the first bionic parts I found, and I immediately thought - Iron Hands Assault Squad! I decided to use Tactical Squad bodies, because I wanted a more stiff and machine-like pose, reminiscent of countless movie cyborg warriors.

I simply glued the Pit Slave arms onto the Space Marine bodies and put a shoulder pad over the shoulder joint (there are some spiky bitz on each shoulder that you might need to remove in order for the shoulder pad to fit properly). The only parts I chose not to use (because I really like chainswords) were the hammer and rockdrill, so I clipped them off and replaced them with the chainsword hands from the Space Marine close combat sprue.

I used Veteran Sergeant 3 with bionic arm (left) and added a jump pack.



The veteran squad leader was the most extensive conversion and involved removing the leg from a standard Space Marine body with clippers (leave the thigh joint piping) and then filing the piping to fit the replacement leg. I then clipped the leg from the Iron Warriors Warsmith, glued it in place, and used the bionic arm from the Necromunda Bounty Hunter.

The other Space Marine was given a bionic leg that was cut off of a Pit Slave Techop (059906901). Since the leg was very short, I had to improvise and create a knee joint from the plug of an Engineeer servo arm (010517505).

**VETERAN SERGEANT 3
W/ BIONIC ARM**
010107101
\$8.00

Iron Hands Assault Squad Conversion Pack MO 0152

\$10.00

Offer Good Through June 2004

IRON HANDS CONVERSION PACK

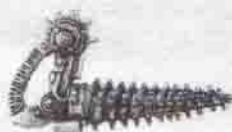
Use an Assault or Tactical Squad
with these bionic bitz to create your
own Iron Hands Squad! Please
note that the Veteran Sergeant 3
with bionic arm is not included
with this conversion pack.



WARSMITH CLAW BLADE



WARSMITH CLAW ARM



PIT FIGHTER ROCK DRILL



PIT FIGHTER HAMMER



PIT FIGHTER CHAINSAW



PIT FIGHTER SHEARS



PIT FIGHTER CLAW



PIT FIGHTER BUZZ SAW

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Ralling, Ravenwing, Sea of Blood, Slaven, Stannesh,

Serra, Snorting, Space Hulk, Space Wolves, Spawner,
Squid, Squid, Swarming Hawk, Swoosh, Swoosh,
Talein, Temnetat, Thunder Hammer, Troll Slayer,
Tzeentzi, Ultramarines, Valhalla, Warhammer Quest,
Wainboy, White Dwarf, and the White Dwarf figure,
Knights of the White Wolf, Woodhouse, Yael.
The Citadel logo is a UK registered design No. 2003220.
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TROLL is created by Matt Bokes, Jeff "Mikael" Casley,
Sean Forbes, Eric Sarlin, Nicole "Chainsaw" Shewchuk,
and Russ Wharton.

"The Ideal of March are come." - William Shakespeare

IRON HANDS

Space Marines of the Iron Hands Chapter gradually eliminate the weakness inherent in their bodies by making themselves increasingly mechanized. This practice helped to form a central principle of the Iron Hands: the unyielding mind and the unyielding body.



COMPLETE IRON HANDS IRON FATHER
99-28
\$9.00



IRON FATHER SERVO ARM
010129802
\$2.00



IRON FATHER SHOULDER PAD
010129803
\$2.00



IRON FATHER BACKPACK
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IRON FATHER BODY
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IRON HANDS ARM SPRUE 1
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010129708
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IRON HANDS THUNDER HAMMER
010129709
\$1.50



SPACE MARINE ASSAULT SQUAD BOXED SET
48-09
\$25.00



SPACE MARINE DEVASTATORS BOXED SET
48-15
\$35.00

Both the Space Marine Assault Squad and Space Marine Devastator Boxed Sets pictured above are ideal to begin your Iron Hands army. The Iron Hands Squad Upgrade Pack is perfect to transform your existing Space Marine force into the enduring Iron Hands Chapter.

Iron Hands Squad Upgrade Pack
MO 0151

\$15.00

Offer Good Through June 2004

IRON HANDS SQUAD UPGRADE PACK

You will receive two of the Iron Hands Shoulder Pad Sprue 1, and one of each of the other bitz.



IRON HANDS TORSO 1
010129703
\$1.00



IRON HANDS SHOULDER PAD SPRUE 1
010129705
\$2.00



IRON HANDS SHOULDER PAD SPRUE 2
010129706
\$2.00



IRON HANDS LEGS 1
010129710
\$3.00



IRON HANDS TORSO 2
010129704
\$1.00



IRON HANDS HEAD SPRUE 1
010129701
\$1.50



IRON HANDS HEAD SPRUE 2
010129702
\$1.50



IRON HANDS LEGS 2
010129711
\$3.00

INQUISITOR

CRIME LORD



**CRIME LORD
HEAD/ARM SPRUE**
139906001
\$4.00



CRIME LORD CLOAK TOP
139906003
\$3.00



CRIME LORD BODY
139906002
\$6.00



**CRIME LORD
CLOAK PART 1**
139906004
\$4.00



**CRIME LORD
CLOAK PART 2**
139906005
\$4.00

CONVERSIONS



Inquisitor Nurgle Psyker
MO 0448

\$28.00

Offer Good Through June 2004



INQUISITOR NURGLE PSYKER

The Inquisitor Nurgle Psyker is a fun and quick conversion made from Jena Orschel. The Psyker is a complete Jena model,

except her head has been swapped with the Dark Emissary head, her shuriken pistol has been removed with a chaos pistol in its place, and finally, a mark of Nurgle replaces her Inquisitional symbol.

TAU WATER CASTE

This very simple conversion adds a unique touch straight out of the Tau Codex! Take a Tau Gun Drone's upper dome, file the bottom of it smooth, and then trim down the antenna and attach the upper dome to the "hat."

For the Drone, take a Shield Drone Antenna bit and pin it to the Drone's top. Use a long brass rod to attach the Drone to the base of the Water Caste model, and you are all set to go.

**Inquisitor Tau
Water Caste Conversion**
MO 0449

\$28.00

Offer Good Through June 2004



WARMASTER



KNIGHTS ERRANT
W102
\$10.00

Knights Errant project an air of bravado and deal with peasants and fellow knights alike with a brash self-confidence and haughty manner. Eager to prove their quality and thus attain status and renown, these young nobles are bold and enthusiastic to the point of recklessness.

The largest and mightiest Dragon of the Old World, the Great Emperor Dragon leaves naught but terror and devastation in its wake. Even the sacrifice of fair maidens cannot contain the fire of this mighty beast.



EMPEROR'S DRAGON
W089
\$40.00



RAID ON KELIROM III

ATTACKER'S OVERVIEW

On the dead world of Kelirom III, your forces are to launch a devastating raid on a Necrontyr tomb to gather up xenos technology and information. You must break through the enemy's forces and head for the tomb.

DEFENDER'S OVERVIEW

They come. The enemy searches for answers in our perfection. Let them come. We will destroy them.

SCENARIO SPECIAL RULES

Assault on Kelirom III is a Raid Scenario for the 40K in a Flash rules listed in *White Dwarf 288*. The size of the table for the game is 48" x 48".

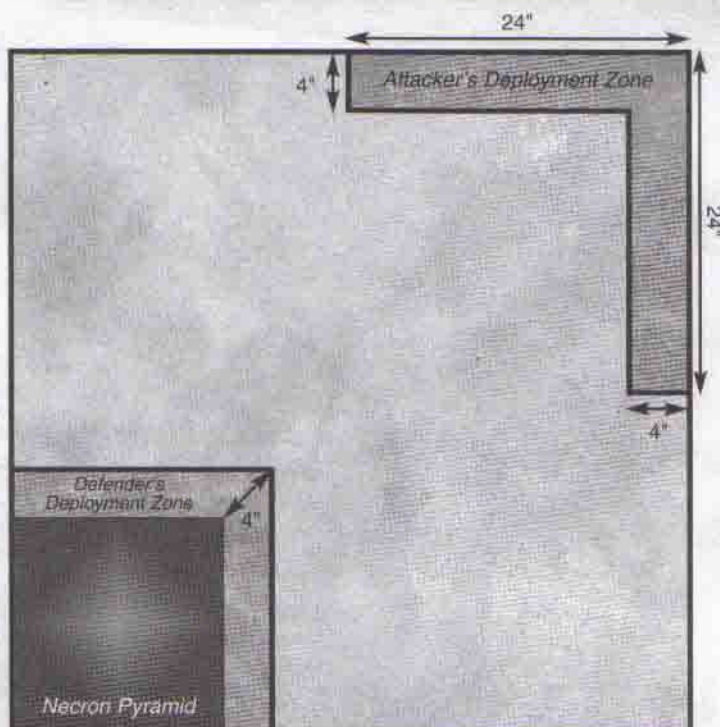
SET-UP

1 Place the objective for the raid in a far corner of the table. We are using a Necron Tomb, but feel free to use any cool terrain building you might have. This objective could be a communications bunker, a wrecked ship, or so on.

2 The Defender must set up all of his troops within 4" of the objective.

3 The Attacker sets up all of his troops in the 24" area along the table edge as shown on the map.

4 The Attacker takes the first turn.



MISSION OBJECTIVE

For this mission, the attacking forces are looking to recover materials (such as schematics, xenos tech, or anything else that will further their knowledge of the enemy). To find materials, a model in the Attacker's forces must assault the building in its Assault Phase and remain in contact until its next Assault Phase. At this point, the Attacker's forces have the materials they are looking for and teleport them away. The Attacker wins if he finds the materials before the game ends. Otherwise, the defenders win.

RESERVES

None.

GAME LENGTH

The game will last for 6 turns.

LINE OF RETREAT

Units which fall back will do so towards their Deployment Zone via the shortest route possible.

BATTLE REPORT

We present two battle reports, two chances to defeat the Necrons on Aria III and gain knowledge of the enemy. Sean Forbes and Jeff Cauley each take a turn with their forces against the Necrons.

NECRON TOMB GUARDIANS OF KELIROM III

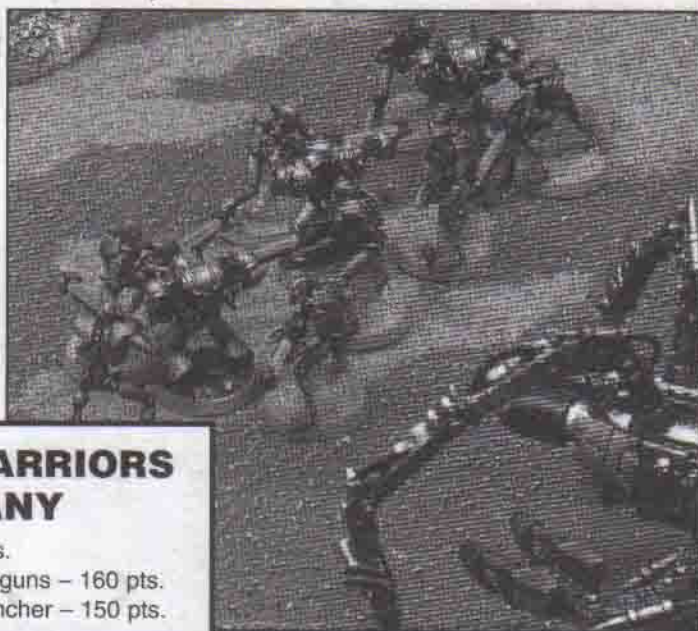
01001011: 10 Necron Warriors w/ gauss flayers – 180 pts.

00001101: 10 Necron Warriors w/ gauss flayers – 180 pts.

11001101: 5 Immortals w/ gauss blaster – 140 pts.

GAME 1 – IRON WITHIN, IRON WITHOUT

The Iron Warriors methodically assaulted the Necron forces, blasting away turn after turn with rapid fire bolter rounds and plasma shots. The dread Defiler Skittar was a fearsome foe, killing seven Necron Warriors and three Immortals. This rampage nearly forced the Necrons to phase out (only eight models remained on the final turn of the game), but the Iron Warriors lost sight of their mission objective. Distracted by the Defiler's symphony of destruction, the sons of Perturabo never came closer than 6" to the Necron tomb. The Warsemith is not pleased, and the entire 7th company is sure to feel his wrath.



JEFF CAULEY'S IRON WARRIORS 7TH GREAT COMPANY

Skittar: Defiler w/ parasitic possession – 190 pts.

Ferrus Dominus: 10 Iron Warriors w/ 2 plasma guns – 160 pts.

Ferrus Malus: 10 Iron Warriors w/ 1 missile launcher – 150 pts.

GAME 2 – THE IRON HAND OF FATE

A rapid assault on the Necron tomb nearly ended in tragedy for the Iron Hands assault force. Space Marine after Space Marine was flayed by the enemy's gauss weapons before Sgt. Viticus of Metallus Firmus was able to interface with the Necron tomb. Faced with imminent destruction from five gauss flayer Wounds, Sgt. Viticus's armor held together long enough for him to extract a wealth of information from the tomb before being teleported to safety. Unfortunately for the Iron Hands, Sgt. Viticus was the only survivor. Hopefully, the information he acquired was worth the sacrifice of so many.



SEAN FORBES'S IRON HANDS STRIKE FORCE METALLUS GRAVUS

Ferrus Rex: 4 Tactical Marines w/ a heavy bolter, Vet. Sergeant with bionics & stormbolter – 180 pts.

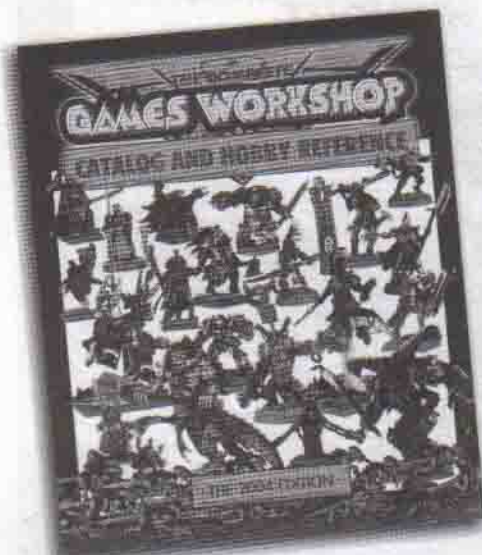
Metallus Firmus: 4 Assault Marines w/ Vet. Sergeant with bionics & plasma pistol – 160 pts.

Ferrus Victus: 4 Assault Marines w/ Vet. Sergeant with bionics & plasma pistol – 160pts.

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WARHAMMER
40,000

WARHAMMER

LORD OF THE RINGS
STRATEGY BATTLE GAME

BATTLEFLEET
GOthic

INQUISITOR

BLOOD BOWL

MORDHEIM



Want a bit of inspiration to make your army stand out from the rest of the pack? This book has got all the answers you're looking for to convert your army! The sky's the limit, as shown by this Golden Demon-winning entry by Tim Lison (below)!

RANGE LISTINGS

For Warhammer and Necromunda, the catalog contains a complete range listing with codes and prices as well as color pictures of as many models as we could fit on the pages.

WARMASTER

NECROMUNDA

