

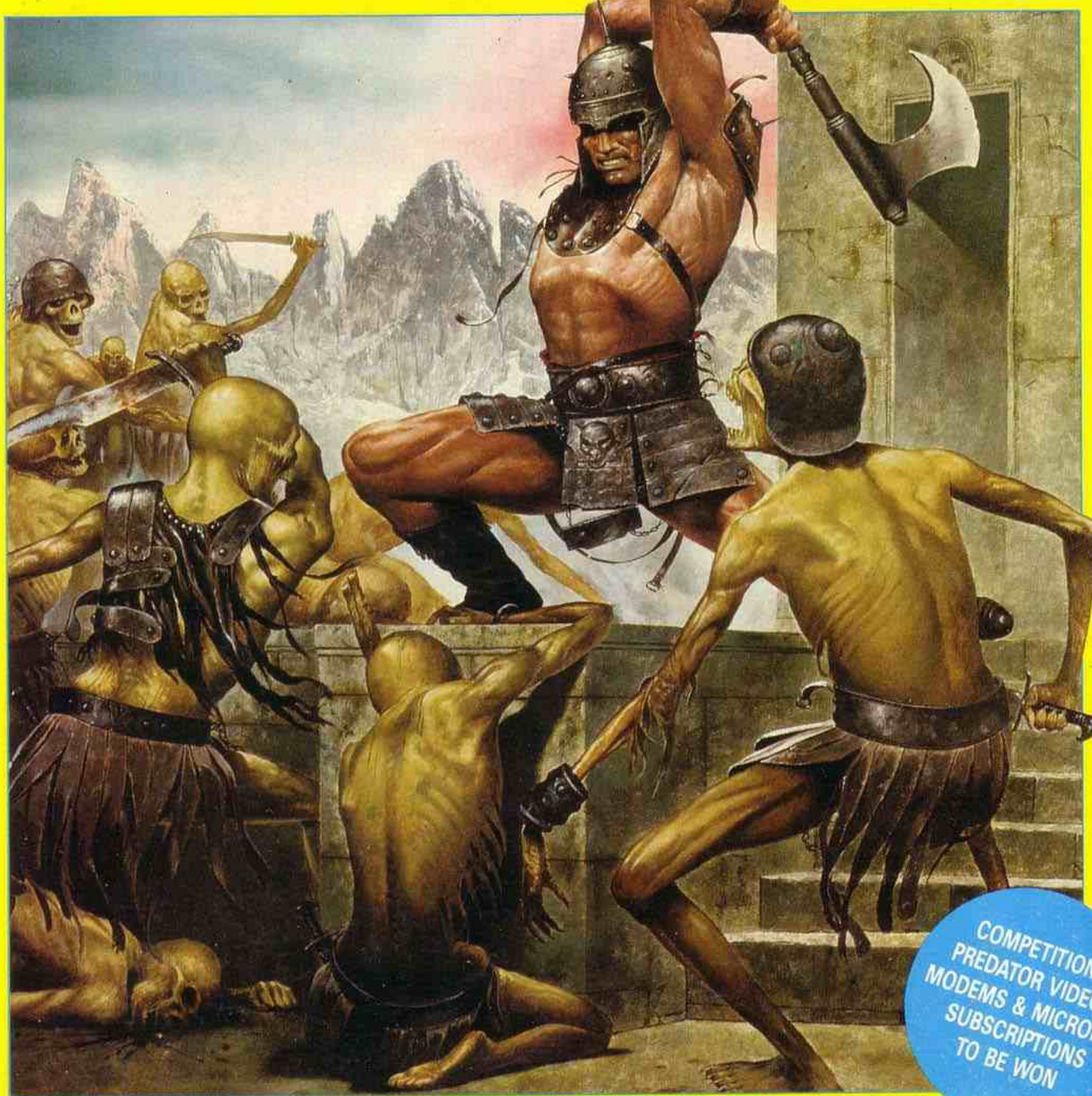
GAMES WORKSHOP™

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WHITE DWARF

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completes the terrifying vision of Chaos and its dread followers introduced in **Slaves to Darkness**.

Focusing on Nurgle and Tzeentch, two of the great

Powers of Chaos, the second part of **Realm of Chaos** covers:

- Followers and magic of the Plague Lord and the Changer of the Ways.
- Chaos in the 41st Millennium - Covens, Sensei and the Illuminati.
- **Warhammer Fantasy Battle** and **Warhammer 40,000** army lists for Nurgle and Tzeentch, plus Chaos Cultist and Renegade armies.
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A 248-page hardback book for all players of **Warhammer Fantasy Battle**, **Warhammer 40,000** and **Warhammer Fantasy Roleplay**.



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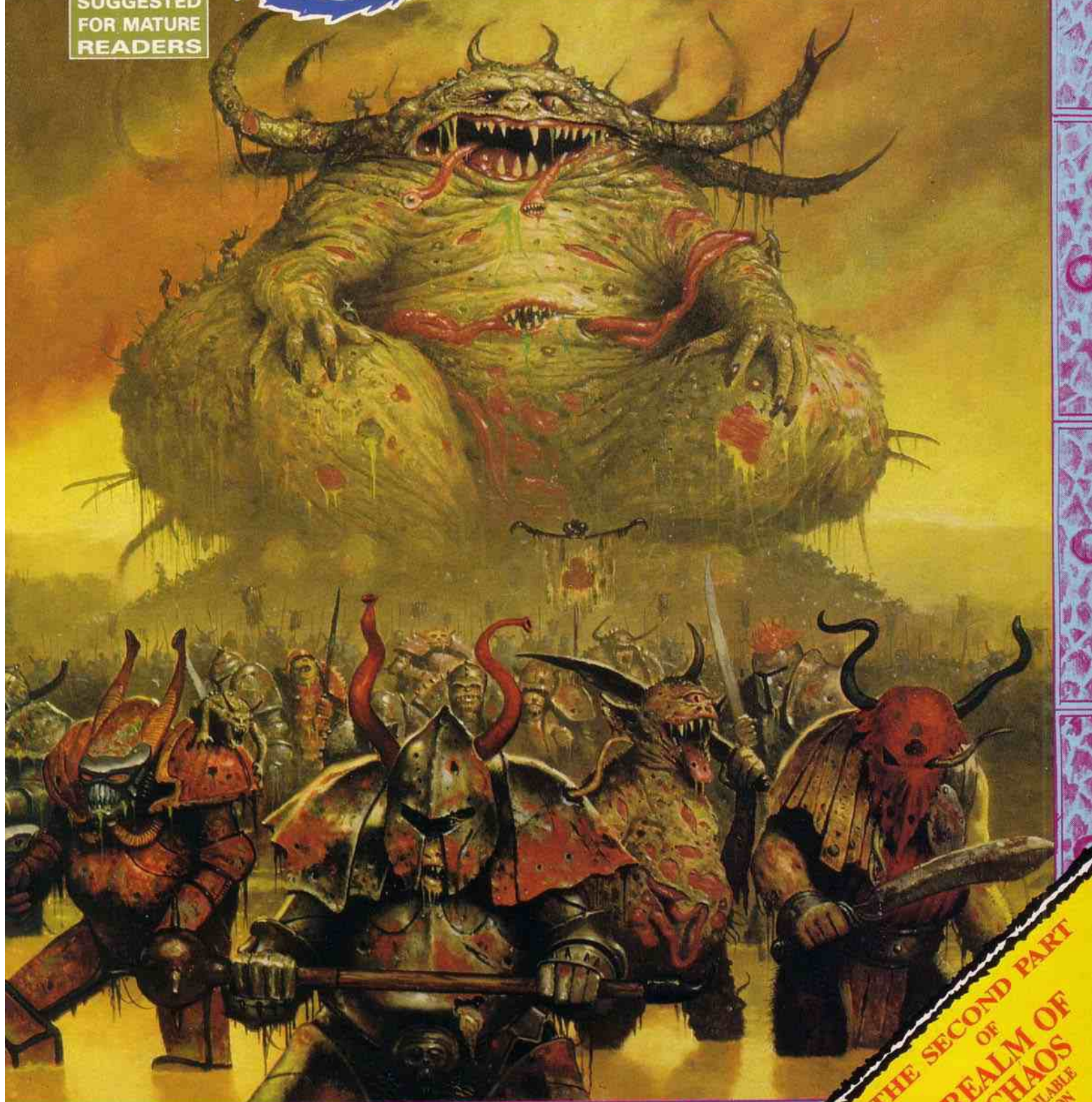
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CITADEL™
MINIATURES

REALM OF CHAOS

THE LOST AND THE DAMNED

SUGGESTED
FOR MATURE
READERS



THE SECOND PART
OF
REALM OF
CHAOS
AVAILABLE
SOON

CULTURE SHOCK

As you have no doubt already noticed, *White Dwarf* has shrunk a little - no fewer pages, no less material, but the magazine is definitely more compact. The observant among you will have realized that the new format *Dwarf* is the same size as the *Blood Bowl* and *Dark Future* rulebooks. This is no mere coincidence.

In the future, more GW games will have rulebooks designed to be placed in ring-binders. Experience has shown that this makes the games simpler to play and allows you to easily place notes and new rules (not to mention the very occasional errata sheet) in the appropriate section.

But why the change in *Dwarf*? Many gamers now buy two copies of the magazine: one to keep in their collection and the other to cut up for reference. The only problem was the different size pages - corners became dog-eared and pages ripped too easily. So to allow you to slot new material from *Dwarf* straight into your games, we've brought the magazine into line with our rulebooks.

Punch-holes have been marked on the pages and articles arranged so that it is easy to remove them for immediate use. No more searching through a huge stack of back-issues to find the article you're looking for - everything will be there with the rest of the rules. And your other copy will be just as collectible as ever.

GAMES DAY NOTTINGHAM

The first Nottingham Games Day is currently at the planning stage, scheduled for the Easter holidays next year. The main events will be the national finals of *Blood Bowl*, *Dark Future*, *Warhammer* and, of course, the **Golden Demon Awards 1989**. Plus all the usual seminars, displays, stands, celebrities...

As Citadel Miniature painters will have realized, this doesn't leave too much time for preparing entries to the Golden Demon Awards. If this year's high standards are to be surpassed, you'd better sharpen your brushes and get to work straight away (take a look at the *Fantasy Miniatures* book out this month for some of 1988's best examples). The categories for Golden Demon 1989 will be much the same as those for 1988.



The first Nottingham Games Day is going to be the event of 1989 - so watch this space for more details of the date, venue and competitions.

NEW FACES

Paul Murphy, whose arrival from the States was heralded last month, has begun working on *The Horned Rat*, a *Realm of Chaos* supplement for *Warhammer Fantasy Roleplay*. For those who don't know of Paul, he has been with West End Games for the last three years. He worked as editor and developer on many games, including *Paranoia* and *Ghostbusters*. Most recently, he edited *With a Little Help from my Friends*, written by Carl Sargent.

Dave Pringle, editor of *Interzone* and the new *White Dwarf* book reviewer, has also just started working for GW. Dave's experience of the fantasy and science fiction world is going to be put to good use, and he's already pushing ahead with a number of interesting projects. More news of these as soon as we get the full details.

Ian Miller, one of GW's favourite artists, is in the process of setting up an art publishing department. Ian is currently talking to several of the world's foremost fantasy and science fiction artists with a view to producing some lavish books of their very best work. First off the presses will be a collection of art by John Blanche and Ian himself.

FUTURE PRODUCTS

Predicting the future is always dangerous, but here's a glimpse of what you might be seeing on the shelves of your local Games Workshop over the next 12 months.

Following *White Line Fever*, expansions to Richard Halliwell's **Dark Future** are currently planned to include pedestrians, trucks, saloons, junctions and freeways.

With the imminent release of Jervis Johnson's **Adeptus Titanicus**, work is under way on infantry, juggernauts and zeppelins, all to the same epic scale as the mighty Titan war machines.

And *Warhammer Fantasy Battle* is also to be fought on an epic scale with the new **Empires** campaign system being designed by Rick Priestley and Nigel Stillman. This lets you manoeuvre armies across continents and fight your wars on the board or on the tabletop with Citadel Miniatures.

WFRP is not forgotten with several major supplements on the horizon, including a complete and revitalized magic system by Ken Rolston, plus new rulebooks dealing with the ancient civilizations of the east and the jungles of Lustria.

And last but not least Rick and Nigel's detailed and fast-paced skirmish-level game **Confrontation**. Set on a Hive World in the 41st Millennium, it deals with gang warfare on a planetary scale.

OOOPS...

In his last column, **Dave Langford** mentioned the financial distress of the organizing body for the 1987 World SF Convention, asking any well-wishers to express their support by forwarding the price of a paperback. Unfortunately, at the end of the plug we printed the wrong address. For those readers with charitable inclinations, the correct address is "Conspiracy", c/o 7a Lawrence Road, South Ealing, London, W5 4XJ.

Sorry, Dave.

STOP PRESS

The Osprey World Championships were held at Derby on the 8th and 9th of October. This major wargaming event was as busy as ever, with a strong showing by the 20 *Warhammer* finalists. The **Warhammer Trophy** was won after 48 hard-fought hours by John Blow with his Dark Elf army.

FIRST IMPRESSIONS

Stuffed with Goodies

S Dave Langford, science-fiction novelist, physicist, Hugo-winning fanzine editor, software designer, trenchant critic and all-round great brain, is no longer writing reviews for *White Dwarf*. Alas! But he does have a good story in *Interzone: The 3rd Anthology* (Simon & Schuster, £10.95), the latest collection of the best from Britain's only sf short-story magazine. Langford's "Cube Root" is about the reactions of a group of soldiers who suffer appalling stress when their radioactivity monitors begin to darken - as an apparently routine military exercise becomes a real-time emergency. It's a sharp piece, as you would expect, and it has a decidedly nasty edge.

Besides Dave's story, this volume is stuffed with goodies... But I must declare an interest here, for I am the editor of the bimonthly *Interzone* magazine and, of course, I had a hand in compiling the anthology (with co-editors John Clute and Simon Ounsley). Naturally, I think it's all wonderful, especially the wise, witty and inventive tales by David



Brin, Eric Brown, Karen Joy Fowler, Richard Kadrey, Paul J McAuley, Kim Newman, Pat Murphy - and Brian Stableford, whose sly, upbeat tale with the come-on title, "Sexual Chemistry", is perhaps the best of the lot. This last is about a shy and pimply young man who is a whizz at biochemistry but a walking disaster area in his relations with the opposite sex. He bends his mighty intellect to the manufacture of a technological fix for his problem, and inadvertently succeeds in changing the whole world for the better. A lovely story, with a cheerful lift at the end.

Brian Stableford published his first novel in 1969, at the age of twenty-one. Over the following dozen years he wrote almost thirty more - hasty potboilers, for the most part, which tended to be strong on scientific content but weak on the essentials of characterization, plot and style. *The Walking Shadow* (1979), a rather terrifying vision of the ultimate fate of life on this planet, was perhaps the best of them, but it went out of

print after a few months and has never been re-issued. By the early 1980s it seemed that Stableford was finished as an sf writer, and that henceforth he would concentrate on nonfiction (of which he has also written a great deal). Then, a year or two ago, he began to make a comeback, with magazine stories such as "Sexual Chemistry". Now Stableford's return to fiction is magnificently justified by his first new novel in more than five years: *The Empire of Fear* (Simon & Schuster, £11.95).

It's a vampire story, an alternative-historical romance, a yarn about pirates and African exploration, a biological mystery tale, and an sf novel of ideas - all combined in one grand 400-page package. The premise is that the mysterious disease of vampirism was first brought to Europe by Attila the Hun some fifteen hundred years ago. Attila and his fellow-vampires (who, in Stableford's cunningly devised alternative history, include Vlad the Impaler and Richard the Lionheart) are extremely long-lived and almost totally immune to pain and physical hurt. However, they fall into a coma if they are long deprived of human blood. These handsome, pallid-skinned people have established their rule over all Europe and much of Asia, and ordinary men and women go in terror of the vampire lords and ladies. Stableford's tale, which opens in the sixteenth century, concerns a rebellion of ordinary mortals against this blood-drinking aristocracy, and his hero's principal weapon is... scientific knowledge. Yes, despite its horror-story trappings this is a logically-extrapolated work of science fiction. In fact, it's the best new sf novel by a British writer that we're likely to see this year.

On to the Americans - and let's begin with a novel which is very American indeed. Orson Scott Card's touching fantasy, *Seventh Son* (Legend, £10.95 hc, £5.95 pb) is another tale of alternative history. Imagine a world where the War of Independence never quite happened: nineteenth-century North America is split between the British, the French, the Dutch (who still rule in New Amsterdam), the Red Men and a few free states such as Pennsylvania. Pioneers, mostly of pious British stock, are pushing westward, carrying with them not only their official religion but their ancient superstitions and folklore. This is a frontier world of "hexes" and "beseechings", of magical charms and wards and knacks. And these traditional spells all work, even if the villain of the novel, a rather bone-headed preacher fresh from the University of Edinburgh, takes a great deal of convincing. On this raw frontier is born a child called Alvin, seventh son of a seventh son...

The episode of the hero's birth, which fills the first thirty-odd pages of the book, was originally published as a separate short story entitled "Hatrack River" (1986). With its child's-eye view of a mementous "birthing", it is one of the best things Orson Scott Card has written - very stylish in its folksy way, and genuinely moving. The rest of the novel comes close to sustaining the level of that opening, although certain scenes involving

the foolish preacher and his allies do lurch too far into melodrama. Card is strong on family sentiment; above all, his eye for realistic detail and his knowledge of folk-magic traditions make this a highly original and flavoursome fantasy. If you are weary of elves, dragons and sword-wielding barbarians you may find that this novel will reawaken your sense of wonder. It is the first of a series, to be known collectively as "The Tales of Alvin Maker", which is likely to build into a major work.

Scott Bradfield is a young American writer now resident in Britain. His slim volume of nine stories, *The Secret Life of Houses* (Unwin Hyman, £11.95), deserves to be widely read. Three pieces, "The Dream of the Wolf", "Unmistakably the Finest" and "The Flash! Kid," first appeared in *Interzone*, where they received a great deal of praise. Most of these tales are psychological fantasies, though a couple could be claimed as science fiction. I doubt they were conceived as a series, but they are all thematically linked: they are intense, ironic studies in loneliness and alienation, mostly seen from the point of view of children or young women, and all are set in a contemporary American landscape of consumer-goods fetishism. They are beautifully written, amusing, disturbing and emotionally affecting.

Much more traditional are the short stories of Clifford D Simak, many of which gave me enormous pleasure when I first read them at the age of thirteen or fourteen. *Off-Planet*, edited by Francis Lyall (Methuen, £10.95), is a "new" collection of Simak's work containing seven longish pieces, six of which have never been collected before. As the title suggests, these are extraterrestrial tales about alien encounters. They range from "Ogre" (1944) to "Construction Shack" (1972). Even if they are not quite the best of Simak - he was always at his most effective when he stuck to his home territory, the bluff-tops of rural Wisconsin - they are nevertheless enjoyable. Simak, who died earlier this year, at the age of eighty-three, was the finest of American sf's plain tellers of far-out tales. Let us remember him.

I seem to be singing the praises of short-story writers in this column, so I shall conclude with a brief mention of another worthwhile volume. *Best New SF 2*, edited by Gardner Dozois (Robinson, £5.95), is the UK edition of *The Year's Best SF, 5th Annual Collection*. A massive paperback, about three times the length of the *Interzone* anthology. It contains the most reliable selection of 1987's sf and fantasy that you're likely to find between one set of covers. Mainly by US writers, including Ursula Le Guin, Lucius Shepard and Kim Stanley Robinson, it also has offerings from British authors: Paul J McAuley and Ian Watson. The story which is likely to be most popular is Pat Murphy's tear-jerking "Rachel in Love", a Nebula Award-winner about a young girl whose mind is trapped in the body of a chimpanzee.

That's this month's space well and truly stuffed with goodies. David Pringle returns next month.

ELDAR HARLEQUIN

Jet bikes can be used by any Harlequin model. Troupers within a Harlequin troupe must be identically equipped; equipping only part of a troupe with jet bikes is not allowed. The Avatar of a troupe is exempt from this rule.

Being of Eldar design, jet bikes tend to be more reliable than other vehicles used by Harlequins. Roll for a malfunction normally (WD106 p13), but do *not* re-roll malfunction results which are not appropriate for the jet bike. Instead, assume that no malfunction has occurred.

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max Speed	Acc/Dec	Max Speed	Min Speed	Acc/Dec							
40	20	350	0	30	½	1	4	1	6	4	4

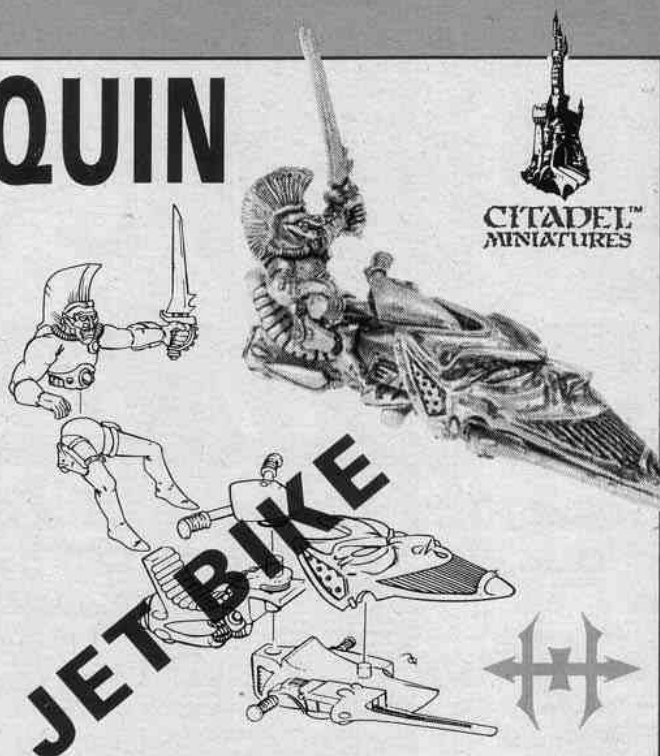
Equipment: Targeter, holo-field.

Weapons: Forward-firing shuriken cannon (WD105, p44).

Crew: 1

PV: 163

Holo-field: The holo-field works in exactly the same way as the Harlequins' holo-suit (WD105, p44); all shots fired at the jet bike and its rider suffer a -1 to hit modifier.



The battle was over. Sathbuinn Surefire stood outside the Humans' ruined command bunker, facing the High Avatar of the Shadow Weavers Harlequins.

"Your dance has gladdened the Talahain Reavers," he said. "Will you accept a *diolath*?" He used the word for a gift to a musician or artist; he dared not risk offending the Harlequins with implications of payment.

The High Avatar's impassively half-smiling mask inclined once, and one of the Reavers' technicians led a hovering jetcycle forward, as one might lead a horse on a feral world.

"Some changes have been made," said Sathbuinn. The fairings at the front of the machine bore the face of the Laughing God, like an oversized Harlequin mask, and the cycle mounted a single shuriken cannon in place of its normal armament. At the push of a button inside the fairing, a *dathedi* holo-field sprang brightly into life.

A low chuckle sounded from behind the High Avatar's mask.

"Your *diolath* is welcome," he said. "It will be most amusing, while it lasts."

DARK FUTURE™

WHITE LINE FEVER

THIS PREVIEW OF *WHITE LINE FEVER* EXPLAINS HOW TO PULL OFF THE MOST DARING MOVES YOU CAN MAKE WHILE YOU'RE ON THE TARMAC.

RICHARD HALLIWELL IS YOUR TEACHER.

When you're flappin' an Op, you wanna move straight in and get the job over with. It's a natural reaction, instinctive. You can't let it take over or the next time you get a gut feeling could be when a hundred rounds of 6mm ammo smacks into your body.

See, there was this slick-ass Op out of Tuvana, once. He came into my territory and told a loada TV jerks that he was gonna 'flush me out'. I'd never heard of this guy, no agency I knew of. But there he was, eatin' up the prime time, makin' sure every mujo on the net remembered his ugly face. He loved it. He couldn't see the road for dollar signs. He was a glory boy, easy meat.

I caught up with him a week later, on Route 66. It wasn't easy enough to give me a feeling, but

just enough to convince me that I could burn off his V8 and take him apart, back end first. I was arming a HiVap when he pulled off the kind of bootlegger I'd only seen in *Jonny Salvo* re-runs. He'd taken it faster than anything I'd ever seen. The HiVap kicked off just as his MGs perforated the hood and filled my legs with hot lead.

The state picked me up while I was bleedin' to death. Took me a whole week to remember the *Jonny Salvo* Op, but when I asked what'd happened, they said I was the only one on the road. When it was their turn to ask questions, I gave 'em answers they didn't believe.

There are some smooth movers out there, I'm tellin' ya.



CC

▶ ADVANCED MANOEUVRES ◀

This section expands the range of actions open to drivers. It introduces some new manoeuvres, modifies the basic *drift* rules (DF, p13), and explains how, in certain circumstances, drivers may attempt two actions in one phase.

The complete range of actions (new ones in italics) thus becomes:

Manoeuvre - drivers may perform any one of:

drift (DF, p13),
bootlegger turn (ie, a fast U-turn - *not* available to Bikes),
bulldozer move (ie, push a stationary vehicle out of the way), *swerve* (effectively, a double drift), or U-turn (DF, p14).

Accelerate (DF, p15)

Brake (DF, p16)

Dual Action. Any of the following combinations may be attempted in the same phase:

Drift & shoot
 Brake & manoeuvre
 Accelerate & shoot
 Accelerate & manoeuvre
 Brake & shoot

Reverse, Regain Control, Ram (DF, p17), **Shoot** (DF, p22).

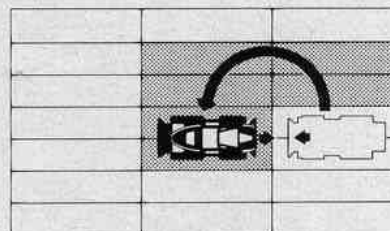


BOOTLEGGER TURNS

In a bootlegger turn, the driver of the vehicle turns the car in such a way, and at such speed, that the back wheels spin out, turning the car right round on itself while still in motion.

The controlling player must make a special *bootlegger test* to complete the manoeuvre successfully. Only cars may attempt bootlegger turns. Bikes may *never* perform this manoeuvre.

A successful bootlegger move is illustrated on the diagram below. The vehicle is moved straight ahead, into the square in front. The car is then turned through 180 degrees and has its speed reduced to zero.



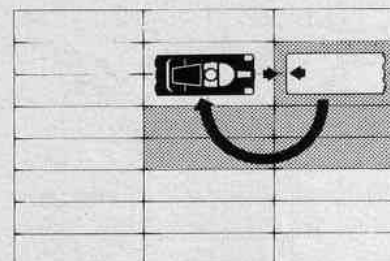
BOOTLEGGER

A bootlegger may only be attempted when the vehicle has enough room. The shaded area on the above diagram shows the area required for a bootlegger. This is the manoeuvre's *contact zone*. A bootlegger may not be attempted if there is another vehicle or the edge of the road in the contact zone.

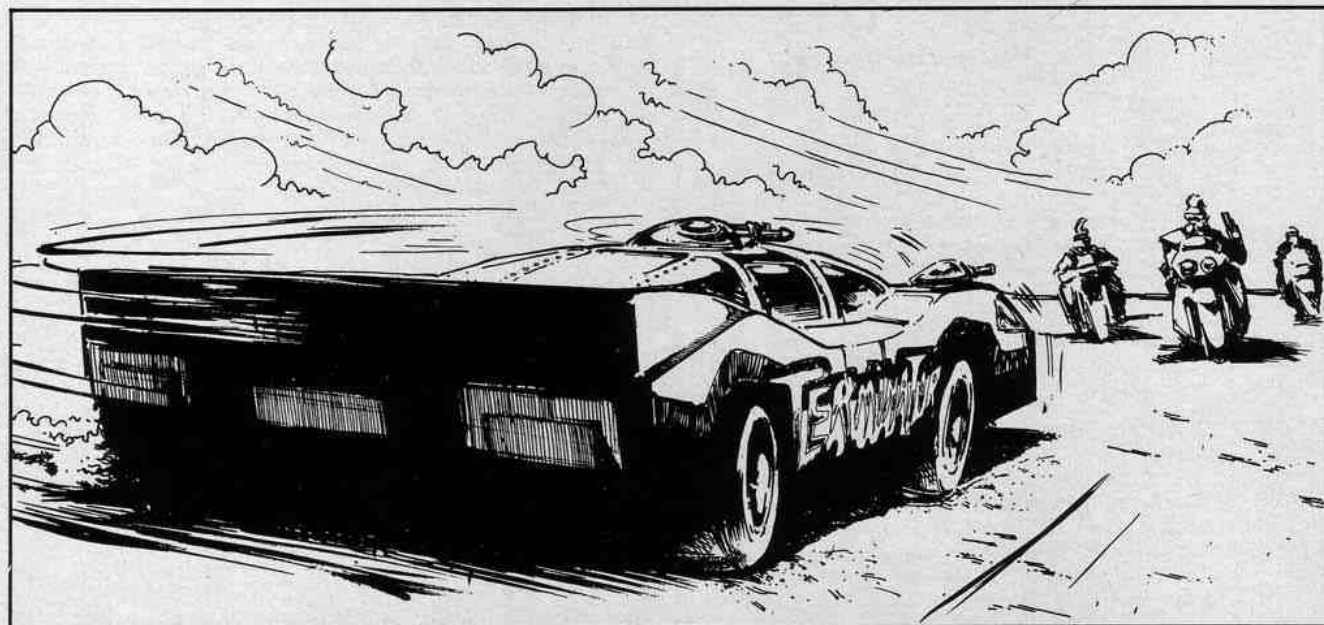
If there are any passive weapons in the shaded area, the manoeuvre may be attempted but the vehicle must roll for damage and control loss for each weapon *after* the move. If there are two or more weapons in the contact zone, roll for damage for all weapons and then take hazard rolls, starting with the lowest safety limit and working up to the highest one. As always, however, tests for oil are taken last, against the lower safety limit of 30mph.

Just like U-turns, bootleggers can only be attempted on straight track sections.

The manoeuvre shown on the diagram above is a *right-hand bootlegger*. A *left-hand bootlegger* is an exact mirror image, with the contact zone area on the left hand side of the vehicle. This is shown below.



LEFT-HAND BOOTLEGGER



CC

Bootlegger Test

In making most other manoeuvres, a vehicle's final position is guaranteed. Although a car may *lose control* as a result of failing an associated *hazard test*, it always completes the manoeuvre. But because cars end bootleggers stationary, there is no need to take a hazard roll - stationary cars are always assumed to be under control! To complete a bootlegger, therefore, the player must take a special *bootlegger test* before moving the model.

A driver attempting a bootlegger must first state whether it's a left or a right hander and then make a *bootlegger test* as follows:

Roll a dice

Subtract the vehicle's *adverse control*

Add 1 for each oil or mine counter in the contact zone

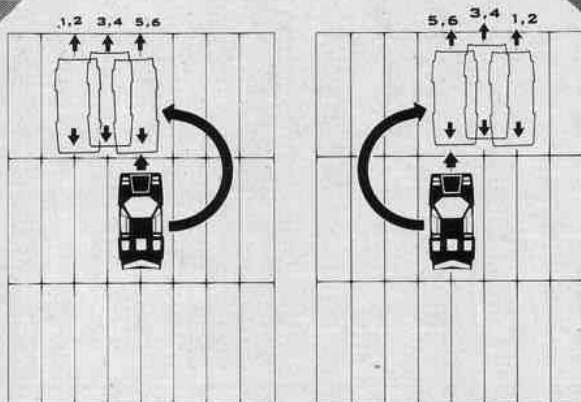
Add 1 if there is any debris anywhere inside the contact zone

Add 1 if there is any sand inside the contact zone.

Calculate the result and consult the *Bootlegger Test Table*, below:

Bootlegger Test Table

1 or less	Success! Move the vehicle to the intended position.
2,3	Failure. The driver rolls a dice, consults the diagram below and then moves the car to the position shown for the corresponding score.



LEFT + RIGHT-HAND BOOTLEGGERS

The car is still moving, but at speed factor 1, and takes a tyre critical at 0 damage. On its next move, the car must make a straight-ahead reverse move in the same direction as it was travelling *before* the bootlegger. Because the car is now at speed factor 1, this next move will be in phase 1 of the next turn. This move is automatic, there is no need to take a control loss test. The car is assumed to be moving backwards at 10mph and will end the move stationary.

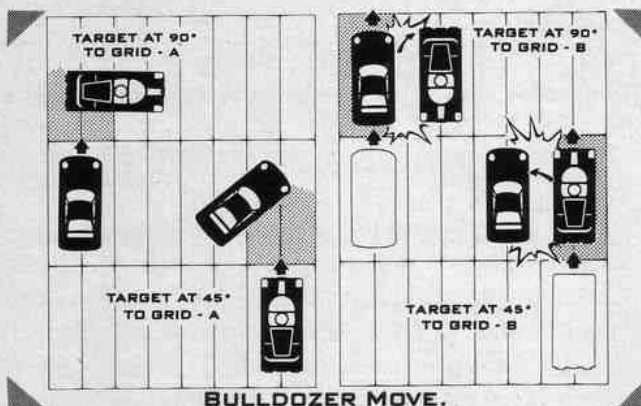
4+ Oversteer. Instead of making the intended move, the car goes out of control and takes a tyre critical at 0 damage (DF, p34). The driver must take an immediate control loss test (DF, p42), adding two to the total. The vehicle makes the move indicated by the test, instead of the intended bootlegger. The +2 modifier makes it far more likely that the car will spin or even roll.

Safety Limits

Cars must be travelling at between 31 and 60 miles an hour in order to attempt a bootlegger. A driver who attempts a bootlegger at 61mph or faster (speed factor 4+) automatically loses control. Instead of the bootlegger move the car stays in place, tests for control loss and makes the move indicated by the control loss test (DF, p42). Cars travelling at less than 31mph may not attempt a bootlegger - they simply don't have the required momentum.

BULLDOZER MOVE

Sometimes the road can get partially (or even completely) blocked by a car which has spun, as shown in the diagram on the next page. The special *bulldozer move* lets slow-moving vehicles push stationary ones out of the way without risking serious damage.



BULLDOZER MOVE.

A bulldozer move allows the moving vehicle to enter the space and displace the target so its is aligned with the grid and only occupying two lanes, as illustrated in the diagram below.

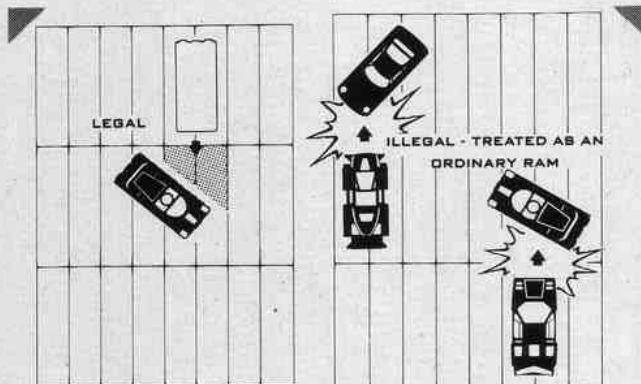
Both vehicles suffer a single hit at -1 damage, which is very unlikely to hurt either of them. Critical hits (ie scores of six on the damage dice) are ignored.

Bulldozer moves *cannot* be used against cars which are still aligned on the grid. These are treated as ordinary shunt or head-on rams (see DF, p52).

Bulldozer moves can only be made against stationary vehicles. If the target vehicle is still moving, treat the collision as a ram.

Safety Limits

To make a bulldozer move, the rammer must be travelling at 20mph or slower (cars *can* bulldoze as part of a reverse move). If the rammer is travelling at 21mph or faster, the collision must be treated as an ordinary ram. The target must be at an angle to the grid, and the rammer must be either left or right of the centre, as shown in the diagram below. A car hitting the stationary car in the two centre lanes can't bulldoze, it treats the move as an ordinary ram.



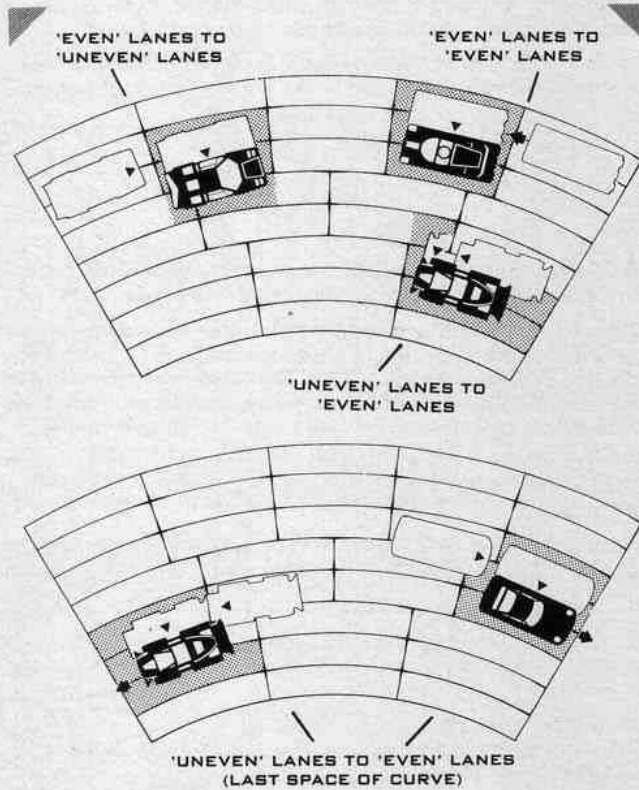
BULLDOZER MOVES.

DRIFTING INWARDS ON CURVES

In the basic rules, cars are prohibited from drifting inwards on a curve, the advanced rules allow such a manoeuvre as detailed below.

Cars drifting inwards on curves execute their straight-ahead move and then shift in by one lane. This is illustrated in the diagram below.

When a car is drifting inwards, the extent of the straight-ahead move should be determined by the nearest lane dividers to the *outer* side of the car's final position.



DRIFTING INWARDS ON CURVES



The lone Outlaw known as the Man With No Face, who preys on Interstate 70 west of Denver from the abandoned mines in and around the ghost towns of Black Hawk and Central City. The many abandoned 19th century mining towns in the eastern foothills of the Rockies provide secure bases for a growing number of gangs and lone Outlaws; abandoned mine workings and railroad tunnels provide cover from skyball satellites, and the steep gorges with their narrow, winding roads present difficult conditions for a pursuing Op.

This may sound more complicated than it actually is! The diagrams should explain the rule. When drifting from 'even' lanes, a vehicle will advance just as far as if it had moved straight ahead in the same lanes. When drifting from 'uneven' lanes, the vehicle's forward move is greatly reduced - except when moving onto the last space of the curve.

Cars drifting inwards on curves take hazard rolls against the safety limits printed on the outside lane of the final position - not against the 80mph safety limit for a drift (which is what they would test against if they were drifting outwards).





Artist's impression of the Outlaw known as Manitou, compiled from the reports of victims in and around Manitou Springs. Ratcatchers analysis of incident distribution and modus operandi suggests that this mysterious figure may be using the Cave of the Winds or the abandoned Indian cliff dwellings north of Manitou Springs, but so far he has eluded detection. Total bounties as at December 1995: \$120,000.

PK

DUAL ACTIONS

Dual actions allow drivers to do two things at once. The following dual actions are permitted:

- Accelerate & Drift
- Brake & Drift
- Accelerate & Shoot
- Brake & Shoot
- Drift & Shoot

Both actions have exactly the same effect as if they were being performed independently.

The two actions are assumed to be taking place simultaneously, and in the above sequence.

For example: A driver using a brake and shoot action will have adjusted the vehicle's speed by the time it comes to shooting.

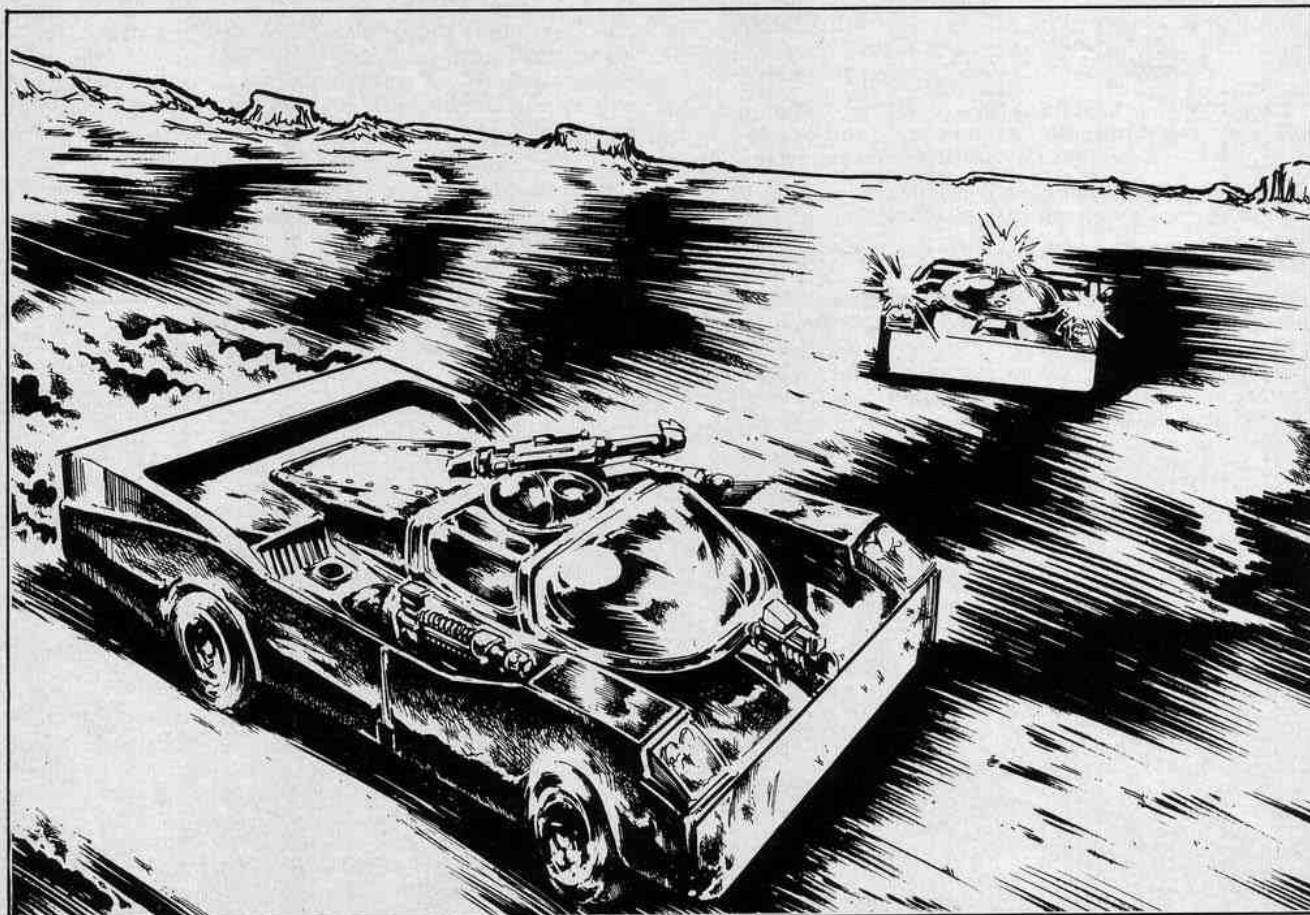


A driver performing an accelerate and drift will take any hazard roll against its speed **after** the acceleration.

When a shoot action is combined with an accelerate, brake, or drift action, the driver's shots are subject to a -1 hit roll penalty. The applies even if the shot is being fired with the assistance of, or even automatically by, a fire control computer (see **White Line Fever**).

Drivers forced to take a hazard roll during a phase in which they've performed a dual action are subject to a -1 *hazard roll* penalty.

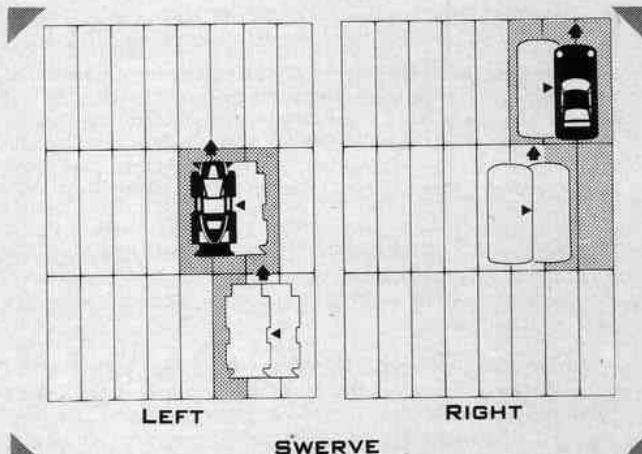
A hazard roll with a -1 penalty can be surprisingly dangerous, and upset all manner of careful optimum speed calculations.



CC

SWERVES

A swerve manoeuvre is the only one where a vehicle does *not* make a straight ahead move first. When a car uses a *swerve* manoeuvre, it first shifts one lane to the left or right, then it completes a straight ahead move, and finally drifts another lane. This second drift must be in the same direction as the first.

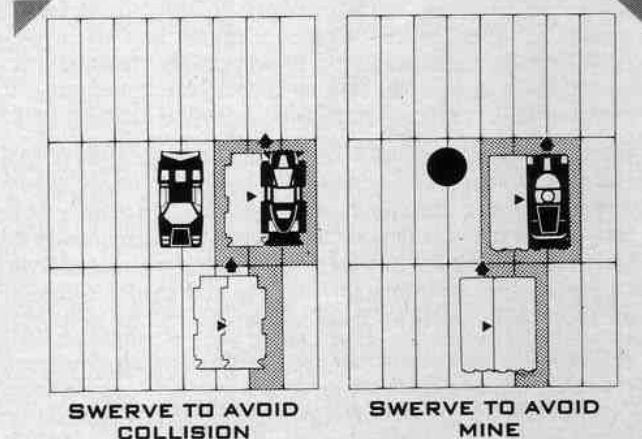


Swerve moves have three stages - the first lane shift, the straight-ahead move, and the second lane shift. The effects of passive weapon and hazard rolls resulting from each stage of the move are applied immediately, before the next stage. If the vehicle loses control after the first shift, or the straight-ahead move, it doesn't make the final shift.

Once the manoeuvre is started, it must be completed in its entirety. Drivers cannot, for example, take the first drift and the straight-ahead move, and then opt not to take the second lane shift.

Swerves may only be used when moving onto, along or off straight sections of track. Drivers cannot swerve while on curves.

Because a swerving car is allowed to shift lanes *before* the straight-ahead move, it may be able to dodge something which it would otherwise have been forced to hit. The following diagram shows a couple of examples of this - in the first one the car swerves and manages to avoid a ram, in the second one the swerve is used to avoid hitting a passive weapon.



Safety Limits

After the manoeuvre has been completed, the driver must take a standard hazard roll, against a safety limit of 40mph.

The shaded area on the diagram above shows the *contact zone* for a *swerve*. However, unlike all other manoeuvres,

swerves are not necessarily prohibited whenever another vehicle or the edge of the road overlaps with the manoeuvre's contact zone. Drivers *are*, in certain circumstances, allowed to swerve, even if the manoeuvre involves running over a passive weapon, or will cause another collision or a crash.

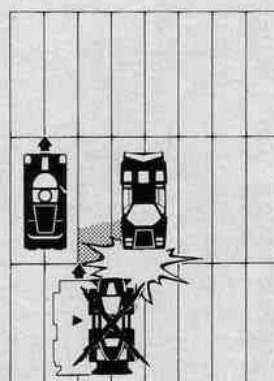
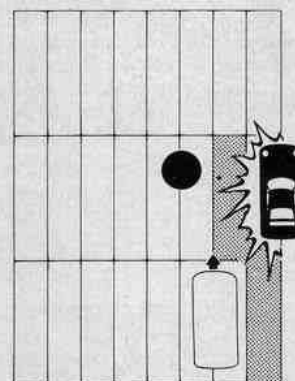
Put simply, the rule is that swerves risking rams or crashes may only be made to avoid more serious rams or crashes. Drivers aren't allowed to swerve to avoid a collision, a passive weapon, or a hazard, if the swerve move would lead to an equally, or more, dangerous accident. The hierarchy of danger is as follows:

Least dangerous	Smoke
	Sand
	Debris
	Spikes
	Oil
	Mines
	Shunts
	Sideswipes
	Crashes
Most dangerous	Head-On Rams

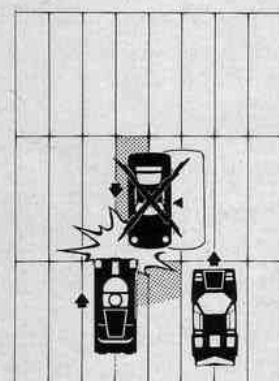
For example: A driver can't swerve to avoid a shunt if this would cause another shunt, a sideswipe, a crash, or a head-on ram. A driver may swerve to avoid a crash if this would result in a shunt ram. A driver can swerve and crash rather than make a head-on ram. A drive can't swerve to avoid a head-on ram if this would cause another head-on ram. Examples of these illegal swerves are shown below.

ILLEGAL SWERVE MOVES. THESE MOVES CANNOT BE MADE BECAUSE IN EACH CASE THE SWERVE WOULD CAUSE ANOTHER ACCIDENT EQUALLY OR MORE DANGEROUS.

DRIVERS CANNOT CRASH RATHER THAN HIT MINES.



DRIVERS CANNOT HIT AN ON-COMING CAR TO AVOID A SHUNT-RAM.



SWERVING AND CAUSING AN EQUALLY DANGEROUS HEAD-ON RAM IS ALSO PROHIBITED.

Note that the priority of danger ignores whether secondary collisions are with friendly or enemy vehicles. Thus it is possible to swerve to avoid a head-on ram and, as a result, sideswipe or shunt ram a friend.

SLAVES TO DARKNESS

Realm of Chaos has been five years in the making, as the finished product shows. But, in the cold light of print, we got this horrible sinking feeling that some of the rules for generating Chaos Champions might be just a teensy bit confusing. And so, perfectionists that we are, we've decided to provide the following 'errata' by way of clarification. Note that all this information has been cunningly formatted so that you can cut it (or a photocopy) up and stick it over the offending paragraphs in the book.

By way of an example, here's how we created the dreaded Garvan Dreadaxe - Champion of Khorne.

Starting Profile - Having declared an allegiance, the first step is always to roll on the *Starting Profiles Table*. A 74 on D100 gives a Human. Rolling again to determine character, we get 95 - a level 15 wizard. Garvan's profile at this stage is:

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	3	4	4	3	4	1	9+2	9+2	9+2	9+2

Each starting Champion receives two rewards: a *Chaos attribute* and a special *Chaos gift*. Khorne's gift is a suit of Chaos Armour but the attribute must be rolled on the *Personal Attributes Table*. A 563 on D1000 (three 10-sided dice) is *Long Legs*, increasing Garvan's *Movement* by 1 (M 5) and giving him 1 *fear point*. I need to keep a running total of *fear points* received from attributes, since the more Garvan has, the greater his chance of causing *fear* in his opponents.

As a wizard following Khorne, Garvan immediately loses his highest *magic level* and all its associated spells and *magic points*. This means that Garvan now only has level 1 spells.

I now get a chance to see if Garvan begins with any followers, as described in *Retinue of a Chaos Champion*. Each pair of rewards allows me one D6 roll for followers. A roll of 4 means I can have one roll on the *Retinue Table*. A 27 on D100 results in 2D6 *Beastmen*. The 2D6 roll comes up 6. Great. A unit of six *beastmen* of Khorne armed with light armour, shields and hand weapons. Checking *Warhammer Battle*, I find that *Beastmen* have D6-3 Chaos attributes; I roll a 4 which means that this unit has only one (as a unit in a warband they are all given the same personal attribute). I roll a result of 779 - *Resilient*, adding 1 to their *Toughness* (T 5).

In his first battle, Garvan Dreadaxe and his warband of 6 *Beastmen* line up with the rest of my Chaos Army and march on The Empire. The battle goes well; much blood is spilt in Khorne's name and Garvan more than proves

his worth, killing several Imperial warriors and an Imperial wizard. Unfortunately, however, four of the six *Beastmen* have been killed.

Checking the *Rewards in Campaigns* list in *Champions of Chaos and Campaigns*, I find that Garvan gains one reward for surviving the battle and one reward for killing a wizard. These two rewards must be rolled on the *Chaos Rewards Table*. The first roll is 34, a *Chaos attribute*. I can't refuse this reward (only gifts can be refused), and this time Garvan gains a *Pointed Head*. This alteration reduces Garvan's *Intelligence* by 1 (Int 8+1).

The second roll on the *Chaos Rewards Table* is 77 - *Gift of the Gods*. I must roll again on the *Rewards of Khorne* table. The D100 roll comes up 14, giving Garvan the *Face of a Fleshhound* - a Daemonic Hunting Beast of Khorne. Garvan's appearance is instantly transformed and he also gains the *Fleshhound's poisonous bite attack* (A 2).

Having gained another two rewards, Garvan can now make a second roll for followers. A D6 roll of 3 indicates that I may make one roll on the *Retinue Table*. This time I get 85 - D6 *Orcs*. The D6 roll comes up 4. So now Garvan's retinue stands at 2 *Beastmen* and 4 *Orcs*. The latter are armed with light armour, shields, hand weapons and bows.

As Garvan received two Chaos rewards, his retinue are due for a similar number, rolled on the *Follower's Rewards Table*. The first roll is given to the remaining pair of *Beastmen*. A 23 means an attribute. The *Beastmen* have both gained *Warty Skin* (roll of 962), increasing their *armour saving throw* by +1. The other reward goes to the *Orc unit* - 83 is a *Characteristic Increase* that adds +1 to their *Strength* and *Toughness* (S 4 and T 5).

Garvan and his warband are now ready for their next battle. If he survives it, he should receive more rewards and more followers (rolling again for followers when he gains another two rewards). This process continues from game to game until the Champion finally attracts the *Eye of the God* on the *Chaos Rewards Table*, and becomes a *Chaos Spawn* (if he has 6 or more attributes) or a *Daemon Prince* (if he has 6 or more gifts and less than 6 attributes).

ERRATA PAGE 39

HOW THE SYSTEM WORKS

The following summary outlines the way a Champion of Chaos is created and advances in the service of his patron Chaos Power.

1. Generate a random starting profile for the Champion using the *Starting Profile Table*.
2. The Champion receives one *Chaos attribute* rolled on the *Personal Attributes Table* and a special *Chaos gift* from his patron Power (see *The Mark of the Gods*).
3. The Champion may choose to roll once for followers - lesser minions of Chaos that accept the leadership of the Champion.
4. The Champion begins to serve his Chaos Power, fighting against his master's enemies as proof of his allegiance. If the Champion fights well and survives a battle, he may receive one or more *Chaos rewards* in recognition of his service (see *Champions of Chaos and Campaigns*).
5. Chaos rewards are generated randomly on the *Chaos Rewards Table* and fall into two categories: *Chaos attributes* rolled on the *Personal Attributes Table* in *The Mark of Chaos*; and *Chaos gifts*, which may be, for example, armour, weaponry, daemonic creatures or special rewards specific to the Champion's patron Power (rewards specific to the patron Chaos Power are rolled on the tables in *Rewards of the Gods*).

The system described here for *Champions of Chaos* works in the same way for *Chaos Renegades*, except *Chaos Renegades* use the *Renegade Starting Profile Table* and the *Renegade Follower Table* in *Dark Millennium*.

6. As the Champion gains rewards, he also gets the chance to gain more followers, thus building up his warband retinue as his personal might increases (see *Retinue of a Chaos Champion*).
7. Eventually the Champion of Chaos will be judged by his Chaos Power, according to the number of *gifts* and *attributes* he has received. Most Champions continue as they are. Those who have served well are elevated to the ranks of *Daemonhood* as *Daemon Princes*. Those who have become too mutated with Chaos attributes are judged unworthy and condemned to a mindless existence as a *Chaos Spawn*.
8. A Champion that becomes a *Daemon Prince* or *Chaos Spawn* is usually removed from the game and progresses no further. Other Champions continue to fight in the service of their Chaos Power, gaining more followers and rewards, until they too are finally judged.

The full details of how a Champion of Chaos is generated and then gains his rewards and followers are given throughout the remainder of this chapter. The flowchart following this section shows the entire process in visual form and should serve as a quick reminder once you have read the rules in full.

THE MARK OF THE GODS

Once the starting profile of a Champion of Chaos has been determined he is marked as a servant of his Chaos Power. The Champion immediately receives two *Chaos rewards*: a *Chaos attribute* rolled on the *Personal Attributes Table* in *The Mark of Chaos*, and a special *Chaos gift* of his patron Chaos Power.

The Champion's initial Chaos attribute is rolled on the *Personal Attribute Table* in *The Mark of Chaos*. If this starting attribute turns the Champion into a Chaos Spawn (eg the attributes *Chaos Spawn* or *Mindless*), you should re-roll the result.

The Champion also receives a special Chaos gift from his patron Chaos Power. These are different from the gifts rolled using the *Chaos Rewards Table* and are *only* received by starting Champions.

Khorne: A Champion of Khorne receives a suit of Chaos Armour (see *The Magic of Chaos*). If the Champion is able to use magic, he immediately loses his highest *magic level* and its spells, *power level* and *magic points*.

Slaanesh: A Champion of Slaanesh receives a bonus of +1/+10 to his *Will Power*.

The initial gifts given to Champions of Chaos who follow either of the other two great Powers of Chaos, Nurgle and Tzeentch, are described in *The Lost and the Damned*, the companion volume to *Slaves to Darkness*. For their initial two Chaos rewards, Champions of lesser Chaos Powers receive a Chaos attribute and a reward rolled on the *Chaos Rewards Table*.

Once a Champion has received this initial pair of rewards, further rewards can be gained, for example, as a result of victories on the battlefield. These rewards are generated randomly using the *Chaos Rewards Table*.

It is possible for a Champion of Chaos to receive followers as he gains rewards. After every two rewards, there is a chance that the Champion attracts more followers (see *Retinue of a Chaos Champion*). The initial pair of rewards (Chaos attribute and special Chaos gift) count in this calculation, allowing the starting Champion an immediate roll for followers.



REWARDS OF CHAOS

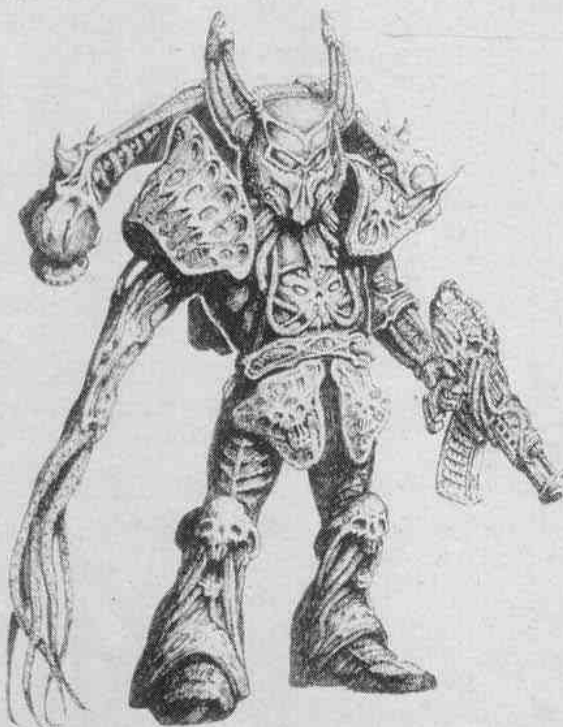
Once a Champion has been created and given a *Chaos attribute* and a special *Chaos gift* from his patron Power, further rewards are generated randomly using the *Chaos Rewards Table*.

Chaos rewards are received by the Champion as a result of actions in the service of his Chaos Power, usually on the field of combat. Slaying the sworn enemies of his Power and other heroic actions may gain the Champion several rewards at the end of a single battle (see *Champions of Chaos and Campaigns*). As the Champion continues to serve his master, he becomes more powerful, gaining followers as he gains prestige (see *Retinue of a Chaos Champion*). Fighting for the cause of his Power is therefore not only a means of showing his true allegiance, but the only route for the Champion of Chaos to personal might and the command of a warband.

Chaos rewards are divided into two categories: *Chaos attributes* and *Chaos gifts*. *Chaos attributes* are rolled on the *Personal Attributes Table* in *The Mark of Chaos* (eg *Additional Eye*, *Irrational Fear* or *Regeneration*). All other rewards are *Chaos gifts* (ie rolls of 41-00 on the *Chaos Rewards Table* and any roll on one of the *Rewards of the Gods* tables that is not labelled as an attribute). It is important to keep separate track of the numbers of *attributes* and *gifts* a Champion receives. These affect his chance of becoming a Daemon Prince or a Chaos Spawn.

NB. The paragraph beginning "The Rewards of Khorne/Slaanesh Tables cannot be used to determine a reward twice in succession" should be deleted and ignored.

Regardless of the Chaos attributes they have gained, *all* Chaos Spawn are subject to *stupidity*. Those Spawn which gained (or started out with) *magic levels* may still cast spells. However, each turn, they must randomly select which of their spells they can cast.



CHAOS REWARDS TABLE

Chaos rewards are either *Chaos attributes* (rolled from the *Personal Attributes Table* in *The Mark of Chaos*) or *Chaos gifts* (which covers all the rewards that are not attributes, including those gained from *The Rewards of the Gods* tables). Roll a D100 to determine the type of Chaos reward received:

01-40 CHAOS ATTRIBUTE

The Champion receives one randomly determined Chaos attribute. This is generated using the *Personal Attributes Table* in *The Mark of Chaos*. All the effects of an attribute apply. Duplicated Chaos attribute results are applied a second time.

41-00 CHAOS GIFT

The Champion receives a Chaos gift from the list below (use the number already rolled).

41-43 FRENZY

The Champion and any followers he possesses become subject to *frenzy*. Second and subsequent gifts of *frenzy* reduce CI by 1/10 each (to a minimum *Cool* of 2/20).

44-48 DAEMON WEAPON

The Champion is gifted with a Daemon Weapon. A second Daemon Weapon, with different abilities, can also be obtained. If this gift is granted a third time the first two Daemon Weapons (and their bound Daemons) are forged into one mighty blade.

The Champion may take this reward as a randomly generated magic item instead. Champions of Khorne must take a Daemon Weapon. See *The Magic of Chaos* for further details of Daemon Weapons and magic items.

49-53 CHAOS ARMOUR

The Champion is gifted with Chaos Armour. If the Champion already has a suit of Chaos Armour it is endowed with additional powers. Its *armour saving throw* is improved by one, although this save may never be better than 2, 3, 4, 5 or 6. Chaos Armour does not affect spellcasting in any way, and can be worn by Chaos Sorcerer Champions without penalty.

Furthermore, on each occasion that a Champion is granted more Chaos Armour there is a chance that he and his armour will become bonded into a single inseparable entity. On a result of 4, 5 or 6 on a D6 the Champion and his armour fuse. Increase the Champion's *Toughness* by two. This bonding can only occur once.

54-58 DAEMONIC STEED

The Champion gains the Daemonic Steed of his Chaos Power. Champions of Khorne receive a Juggernaut; Champions of Slaanesh receive a Mount of Slaanesh; Champions of Nurgle receive a *Palanquin of Nurgle*; and Champions of Tzeentch receive a Floating Disc (the last two are dealt with in *The Lost and the Damned*).

Regardless of its type, the Daemonic Steed may have up to D6 Chaos attributes. Once an attribute has been generated it must be applied to the Steed, but the maximum number of attributes need not be generated.

Second and subsequent Steeds may be given to followers of the Champion, used to pull a chariot, or held for the day that the Champion's first Daemonic Steed is dead.

A Champion may choose to receive a Chaos Steed (see *Warhammer Fantasy Battle*) instead of a Daemonic Steed.

59-63 CHAOS SPAWN

The Champion is given D6 randomly generated Chaos Spawn, to use in whatever manner he chooses: as servants, beasts of burden, bodyguards, mounts, to pull chariots, etc. The Spawn can be generated on an individual basis, or treated as a single unit.

The starting profiles for the Chaos Spawn are rolled on either the *Chaos Spawn Creatures Table* (see 'Instant' Chaos Spawn) or on the *Universal Creatures Table* (see *The Lost and the Damned*) - the player may choose which table is used. A Chaos Spawn's attributes are generated using the *Personal Attributes Table* in *The Mark of Chaos*. If a unit of Spawn is being generated, roll for each attribute once and apply it equally to every model.

The Spawn will obey every command that the Champion gives them. However, should the Champion die they will immediately attack the nearest creatures within charge distance. If there are no other creatures within charge distance they will fall upon each other.

There are no limits to the number of Chaos Spawn that a Champion may have in his entourage.

64-69 STRENGTH

Add three to the Champion's *Strength*. This gift may take the characteristic beyond normal racial limits but may not take it beyond a maximum of 10.

70-85 GIFT OF THE GODS

The Champion has come to the attention of his patron Chaos Power, who rewards him in a special fashion. Roll again on the appropriate *Rewards Table* from *The Rewards of the Gods* (eg *Rewards of Slaanesh Table* for Slaaneshi Champions). The Chaos gift generated on that table cannot be refused by the Champion.

86-90 DAEMONIC CREATURES

The Champion receives the Daemonic Creature of his Chaos Power. Champions of Khorne receive a Fleshhound; Champions of Slaanesh receive a Fiend; Champions of Nurgle receive a Beast of Nurgle; Champions of Tzeentch receive a Flamer (the last two are dealt with in *The Lost and the Damned*).

Regardless of its type, the Daemonic Creature may have up to D6 Chaos attributes. Once an attribute has been generated it must be applied to the Daemonic Creature, but the maximum number of attributes need not be generated.

A Champion may choose to receive D6 Chaos Hounds (see *Warhammer Fantasy Battle*) instead of a Daemonic Creature.

91-00 THE EYE OF GOD

The Power of Chaos that the Champion serves takes an interest in the Champion and his doings. The Champion's progress as a servant of Chaos is weighed in the balance, and his future is decided.

If the Champion has received six Chaos gifts and fewer than six Chaos attributes (or fewer than ten attributes if a follower of Tzeentch) he is deemed to have served Chaos well. The Champion is transformed into a Daemon Prince and can be removed from play as a Champion of Chaos. See *Becoming a Daemon* for details.

If the Champion has six or more Chaos attributes (more than nine if a follower of Tzeentch) he is deemed to have become too corrupted to continue as a Champion of Chaos. The Champion is declared to be a Chaos Spawn, and is immediately given a further D6 attributes. See *Becoming a Chaos Spawn* for further information.

If the Champion has fewer than six Chaos gifts and fewer than six Chaos attributes (up to nine for Tzeentchian Champions) he continues to serve his Power in his current capacity and is rewarded with a special Chaos gift as described below.

The Champion receives a Chaos Weapon with a single randomly generated property (see *Chaos Weapons*). Additional *Eye of God* rewards may be taken as a second Chaos Weapon which can be passed on to a follower, or as another property for the Champion's own weapon.

Champions who began as wizards also receive a bonus of +1 to *Attacks* and *Wounds*. Other Champions receive one *magic level*, plus the associated spells, *magic points* and *power level*. However, non-wizard Champions of Khorne never receive such heretical magic powers. Khorne grants them a *Collar of Khorne* (see *The Magic of Chaos*) and a single Fleshhound. If the Champion already has a *Collar of Khorne* this may be given to one of Champion's followers.

DARK FUTURE™

► THREE-WHEELERS ◀

Rules for motorcycle-sidecar combinations and trikes in Dark Future

by Richard Halliwell

TRIKES

The basic characteristics for a trike are:

	Damage	Armour	Speed	Acc	Braking	Handling
Trike	12/8/4	2	110	35	35	3

MOVING

Manoeuvres

Trikes are treated as cars for the purpose of determining their contact zones, the driver's choice of actions and manoeuvres, but they're treated as bikes for collisions - which means that they aren't allowed to deliberately sideswipe cars, bikes or trikes going in the opposite direction.

This trike? Nothing fancy. New engine, had to fit a precision gyro to counter the torque. Oh yeah, I upgraded the passives to a Hannoman, don't jam as often as the old Modulas. That all started weighin' the thing down, so I got some robotics on the suspension. 'Course, the important thing to remember is keepin' it all simple...

Taken from *Runner: An interview with Cy Kruger*
© Lifestyle Magazine 1996.
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Hazard Rolls and Control Loss

Trikes have an ordinary handling characteristic - they're never forced to test against *reduced handling*, unlike motorbikes.

Up to a point, trikes which have lost control behave like cars. However, trikes are slightly less stable than cars. To simulate this, when trikes suffer *spin* results at speeds of 81mph or more, they automatically *roll* instead. Trikes which roll are treated as wrecks. They can't be righted.

When trikes roll or crash, any crew take *road damage* - see DF p68.



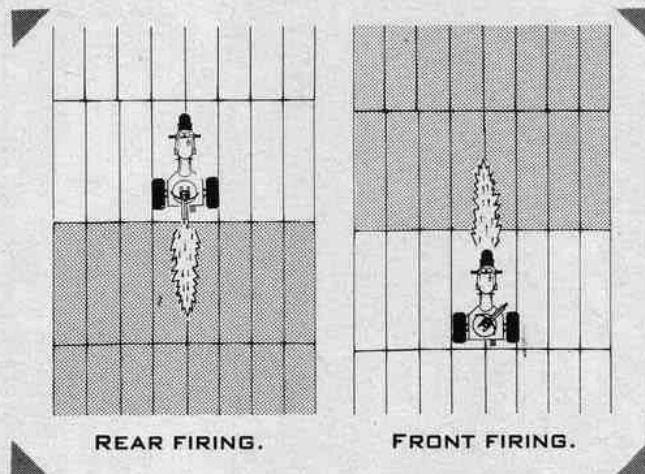
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SHOOTING

Any fire directed at a trike is subject to a -1 to hit modifier. This applies whether the trike occupies only one or both the lanes of the fire corridor.

Trikes may have a pintel mounted weapon for a tail gunner. If the trike has a tail gunner, the pintel-mounted weapon may be either forward or rear firing. The fire corridors are shown on the diagram.



If the trike doesn't have a tail-gunner, any pintel mounted weapon must be fixed and forward firing, giving it the normal fire corridor for a hood-mounted weapon.



TRIKE TARGET MATRIX

D6 Roll	FRONT FACING	
1,2 3	Bodywork Wheels roll again:	1,2 Front 3,4 Rear Left 5,6 Rear Right
4,5	Roll again:	1,2 Weapons roll again: 1,2 Front Left 3,4 Front Right 5,6 Pintel
6	Rider	3,4 Engine 5,6 Fuel

D6 Roll	SIDE FACING	
1,2 3	Bodywork Wheels roll again: odd numbers front, even numbers rear	
4	Roll again:	1,2,3 Weapons , roll again: 1,2 Front 3,4 Passive 5,6 Pintel
5,6	Roll again:	4,5,6 Engine 1,2 Fuel 3,4 Tail Gunner 5,6 Rider

D6 Roll	REAR FACING	
1,2 3	Bodywork Rear Wheels roll again: odd numbers left, even numbers right.	
4	Weapons roll again:	1,2 Passive Left 3,4 Passive Right 5,6 Pintel
5,6	Roll again:	1,2 Engine 3 Fuel 4,5,6 Tail Gunner (if none, roll again: 1,2 Bodywork , 3,4,5,6 Rider)

D6 Roll	FLOOR FACING	
1,2 3,4	Bodywork Wheels roll again:	1,2 Front 3,4 Rear Left 5,6 Rear Right
5	Weapons roll again:	1 Front Left 2 Front Right 3,4 Passive Left 5,6 Passive Right
6	Roll again:	1 Engine 2 Fuel 3,4 Tail Gunner 5,6 Rider

D6 Roll	ROOF FACING	
1,2,3 4,5,6	Bodywork Roll again:	1,2 Pintel (if none, Rider) 3,4 Gunner (if none, Rider) 5,6 Rider

Critical hit results are usually the same as for bikes - see DF p69. As stated above, trikes never test against *reduced handling*. On Bodywork result number 5 - *severed weapons link* - passive results should be re-randomised. Roll one dice: odds are left, evens right.

VEHICLE DESIGN

	Cost	Maximum Payload
Trike	\$20,000	350

Hard Points

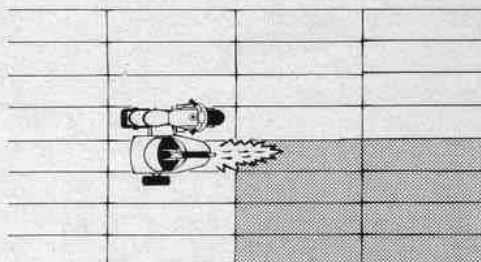
Trikes have two front points which can accommodate one lightweight weapon each. They have two rear points, which may take lightweight or full sized passives.

Trikes may also have a pintel mount for a tail gunner. The pintel can mount a lightweight or medium weapon.

MOTORCYCLE COMBINATIONS

A bike with a sidecar is treated as a trike in all respects. It has the same characteristics and uses all the Moving and Firing rules given above.

The only difference between a trike and a bike with a sidecar is the position of the gunner. The gunner is referred to as a side-gunner. The side-gunner operates a swivel mounted weapon on the front of the sidecar. This has a fairly limited fire corridor, as shown on the diagram.



FIRE CORRIDOR FOR SIDE GUNNER.

As with a trike, this weapons mount may be occupied by a fixed, forward-firing weapon controlled by the rider. The weapon has the usual fire corridor for a side-mounted weapon.

Motorcycle combinations use the target matrix given below:

MOTORCYCLE COMBINATION TARGET MATRIX

D6 Roll	FRONT FACING
1,2 3	Bodywork Wheels roll again: 1,2,3 Front 4,5,6 Side
4	Weapons roll again: 1,2 Front Left 3,4 Front Right 5,6 Side Mount
5,6	Roll again: 1 Engine 2 Fuel 3,4 Side Gunner 5,6 Rider

D6 Roll	RIGHT FACING
1,2 3	Bodywork Wheels roll again: odd numbers front, even numbers side
4	Roll again: 1,2,3 Weapons roll again: 1,2 Front 3,4,5,6 Side
5,6	5,6 Engine Roll again: 1 Fuel 2,3,4 Side Gunner 5,6 Rider

D6 Roll	LEFT FACING
1,2 3	Bodywork Wheels roll again: odd numbers front, even numbers rear
4	Roll again: 1,2,3 Weapons roll again: 1,2,3 Front 4,5,6 Passive
5,6	4,5,6 Engine Roll again: 1,2,3 Fuel 4,5,6 Rider

D6 Roll	REAR FACING
1,2 3	Bodywork Wheels roll again: odd numbers rear, even numbers side
4	Weapons roll again: 1,2,3,4 Passive 5,6 Side
5,6	Roll again: 1 Engine 2 Fuel 3,4 Side Gunner 5,6 Rider

D6 Roll	FLOOR FACING
1,2 3,4	Bodywork Wheels roll again: 1,2 Front 3,4 Rear 5,6 Side
5	Weapons roll again: 1 Front Left 2 Front Right 3,4 Passive 5,6 Side
6	Roll again: 1 Engine 2 Fuel 3,4 Side Gunner 5,6 Rider

D6 Roll	ROOF FACING
1,2,3 4,5,6	Bodywork Roll again: 1,2 Side Gunner 3,4,5,6 Rider



BLOOD BOWL™

EXTRA TIME

This month's Blood Bowl feature focuses on new rules for Blood Bowl by both the game's inventor and, more importantly, by you, the Coaches. If you have invented any new rules for Blood Bowl which you think should be published, send them to: Blood Bowl, Games Workshop Design Studio, Enfield Chambers, 14-16 Low Pavement, Nottingham NG1 7DL. Oh, and don't feel that you should only send rules. If you've got a great Star Player or Freebooter, a new race, or even a Did You Know, send it in, too!

Compiled by Jervis Johnson

CHEERLEADERS

based on original rules by Tom Scutt

The rules would not be complete without something on those darlings of the fans, the Cheerleaders! Cheerleaders don't have a purely cosmetic role, however, as they play an active part in the game. Any Blood Bowl team can have a squad of Cheerleaders, who are rated in Cheering Ability from 1 (lowest) to 10 (highest).

Cheering Ability

The squad's Cheering Ability is based on the number of Citadel Cheerleader miniatures each coach has in their possession:

Number of Cheerleaders	Cheering Ability
0	1
1	3
2	4
3	5
4	6
5+	7

Add 2 to the Cheerleaders' Cheering Ability if they are painted.

When making a *chant* roll (see below), add the Cheering Ability to the score.

Chanting

At the start of the game, both Coaches should roll 2D6 and add their Cheerleader squad's *Cheering Ability* to find the *chant* score. The Coach with the higher *chant* score receives one *Team Re-roll* (see opposite).

After a Touchdown has been scored, both Coaches make another *chant* roll. However, this time the team in the lead may add 2 to the score.



Team Re-rolls

Team Re-rolls may be used to re-roll a dice roll made by either coach. The result of the new dice roll must be accepted, unless the opposing coach has a re-roll option, in which case it could be used to force a second re-roll.

Maximum Number of Re-rolls

A dice roll may only be re-rolled once by *each* coach.



FOUL!



FOUL!

by Jervis Johnson

It is, in fact, against the NAF rules to attack a player who has been knocked over, though this rule is not too strictly enforced. This is why players are allowed to make blocks against prone players. To represent the situation more realistically, use the following new rules.

Players are no longer allowed to make a block against a prone player. Instead, they may try to foul the player (otherwise known as 'kicking a player when he's down'). Declare if the player is going to make a *sneaky foul* or a *blatant foul*, and then roll 1D6 on the table below:

Foul Table		
Dice roll	Sneaky Foul	Blatant Foul
1 or less	Whoops!	Whoops!
2	Sent Off	Sent Off
3	No Effect	Sent Off
4	Ooooooph!	Krunch!
5	Ooooooph!	Krunch!
6 or more	Krunch!	Krunch!

The dice roll is increased by 1 if the attacker has a higher ST than the target, or decreased by 1 if the target has a higher ST than the attacker. Note that the score can only be modified by + or - 1, *not* the difference between the 2 players ST's.

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

Sent Off - The player making the foul is sent off by the referee. Roll 1D6 on the Penalty Table below, and place the player in the appropriate Dug-Out box. A player who has been sent off may be substituted for as normal.

Ooooooph! - If the player being fouled was face-up, place him face-down. If he was face-down, the attack has no effect. The player does *not* have to make an Armour Roll to avoid injury.



Krunch! - If the player being fouled was face-up, place him face-down. If he was face-down, he remains face-down. The player *must* make an Armour Roll to avoid injury.

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

Add 1 to the dice roll if the player made a *blatant foul*. The player is, of course, not really injured. The box he's placed in simply represents the amount of time the referee has determined he must spend off the pitch.





SNOTLING MEDICS

by Robert Bassett and Ashley Goodall

Hymie Snivel, world famous coach of the Lowdown Rats brought his fist down violently on one of the half-time oranges.

"Yoo stoopid yooless gits! Wot 'appenend owt there?"

"Us can't 'elp it, boss," whined one of his worthy team members, as he wiped orange juice off his face. "Us guyz spend more time in da Dug-Owt than on da pitch."

"Brogoz!" cursed Hymie, bringing his fist down once more, this time on the head of a small Snotling autograph hunter. He looked down on the prostrate little creature and an evil grin spread across his face. "Do yoo wonna job?"

The first Blood Bowl medic had been hired...

Snotling Medics have the following characteristics:

Snotling Medic

MA	SP	ST	AG	TS	CL	AV
4	+5	0	5	NA	NA	5

Teams may include up to two Medics *in addition* to their normal complement of 16 players. The Medic may not be brought on to the pitch (unless there is an injured player on it), and may not carry the ball, block or tackle. If the ball ever ends up in the Medic's square, roll for scatter to see where it goes.

When a player is stunned or KO'd his coach may decide to send on a Medic instead of placing the player in the Dug-Out. The injured player remains face down on the pitch until treatment arrives, and counts as having a ST of 0 for blocks or fouls. A substitute may not be brought in to play while the injured player remains on the pitch.

The Medic is brought on at the start of the team's next turn. When (or if) the Medic reaches a square adjacent to the injured player, roll 2D6 and refer to the *Medic Table* below. Only one roll may be made per injured player per turn. The Medic may only remain on the pitch while there is still an injured player to be treated. If none remain, the Medic must return to the Dug-Out as quickly as possible.

Medic Table

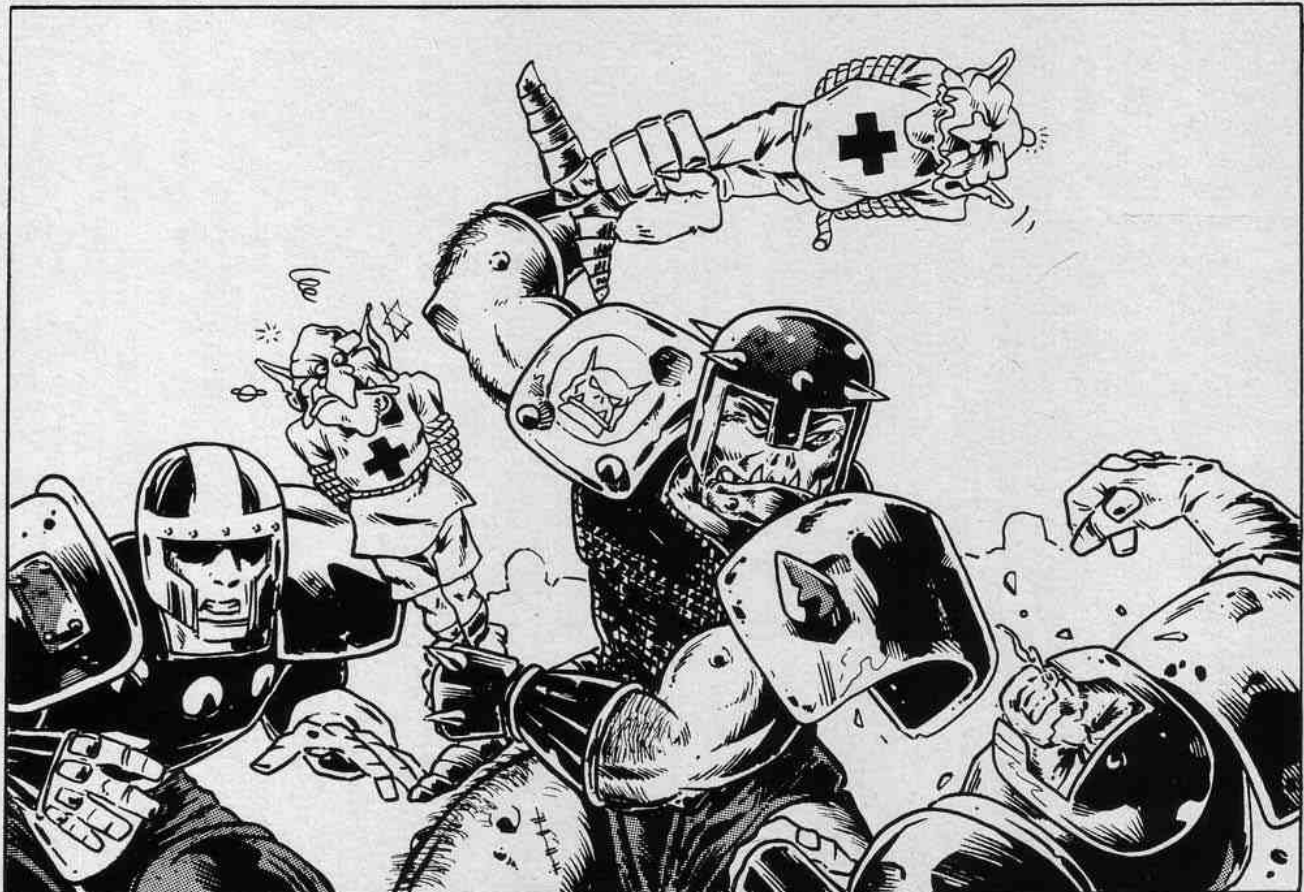
Dice Roll	Result
2	Accident! The Medic makes a mistake and the player suffers a <i>Serious Injury</i> . Remove the player and place him in the Dug-Out.
3-4	No effect. The player remains face-down on the pitch.
5-7	Cure Stun. A player who was stunned may be placed face-up on the pitch. The player may stand up as normal next turn.
8-12	Cure KO. A player who was stunned or KO'd, may be placed face-up. The player may stand up next turn.

Halfling Medics

Coaches may decide to use Halflings as Medics, instead of Snotlings. They must obey all the rules for Snotling Medics, and have the following characteristics:

Halfling Medic

MA	SP	ST	AG	TS	CL	AV
4	+4	0	5	NA	NA	6



NORSE

BY RICK PRIESTLEY AND NIGEL STILLMAN

The northern regions of the Old World suffer from extremes of climate and geography unlike anywhere else. The dense dark forests, high barren mountains, icy seas, and long winter nights conspire to make life both hard and short. The men that live here are as fierce and brutal as the landscape itself. Because little grows upon the rocky soil of the north, the Norse have traditionally turned to the sea as a way of life. Their famous Dragon Ships set out towards Albion, the coasts of the Old World, and even further afield, bringing warriors to pillage, extort, ravage and occasionally to trade or hire out as mercenaries. The Norse love battle, song and ale; but most of all they love battle.

The sedentary Old Worlders tell horrifying tales of the Norse, attributing to them all manner of magical powers and barbaric practices. From the point of view of an Old Worlder, a typical Norseman is a huge bristle-bearded warrior, wild with ale, swinging a huge blood-dripping axe, and clad only in rough furs torn from some ferocious beast. The Norse themselves would certainly approve of this image, and go a long way towards trying to uphold

it. Those that try hardest are the members of the Berserker bands. These frenzied madmen become virtually uncontrollable in battle, their eagerness to die rendering them almost indifferent to their opponent's blows.

The Norse army is known as the *Warhird*, or warhoard, and its warriors as *Hirdmen*. Tall, blond, blue-eyed and largely brainless (a result of the popular Norse sport of head-butting) the warrior elite are the *Huscarls*. These warriors epitomise the Norse code of warfare. Poorer Norse can only emulate them - but they do a pretty good job.

The North is also populated by the Norse Dwarfs, a race of Dwarfs tied very closely to Norse society and culture. The Norse Dwarf settlements function almost exactly like those of the Norse themselves, continually fighting or allying with other Human and Dwarf realms in the pursuit of battle. Norse and Norse Dwarfs often fight on the same side against their common enemies, or against other Norse.

THE WARHIRD OF THE NORSE

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Human	4	3	3	3	3	1	3	1	7	7	7	7	5
5 Hero	4	4	4	4	3	1	4	2	7	7	7	7	30
10 Hero	4	5	4	4	4	2	4	3	8+1	7	7	7	55
15 Hero	4	5	4	4	4	3	5	3	9+2	7	8+1	8+1	80
20 Hero	4	6	4	4	4	4	6	4	10+3	7	8+1	8+1	105
25 Hero	4	6	5	4	4	4	6	4	10+3	9+2	9+2	9+2	130
5 Wizard	4	4	3	4	3	1	3	1	7	8+1	8+1	8+1	60
10 Wizard	4	4	3	4	3	2	4	1	8+1	9+2	8+1	9+2	85
15 Wizard	4	5	3	4	4	3	4	1	9+2	9+2	9+2	9+2	155
20 Wizard	4	5	4	4	4	4	5	1	9+2	10+3	9+2	10+3	240
25 Wizard	4	6	5	4	4	4	6	1	10+3	10+3	10+3	10+3	340

The points values of Weres and their profiles in Wolfman form are given below. If players wish to use Weres in Human form, they have the same profile as Humans shown above.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Wolfman	4	4	3	4	4	1	4	1	8	6	8	8	15
5 Hero	4	5	4	5	4	1	5	2	8	6	8	8	65
10 Hero	4	6	4	5	5	2	5	3	9+1	6	8	8	115
15 Hero	4	6	4	5	5	3	6	3	10+3	6	9+1	9+1	165
20 Hero	4	7	4	5	5	4	7	4	10+3	6	9+1	9+1	215
25 Hero	4	7	5	5	5	4	7	4	10+3	8+2	10+2	10+2	265

The profile for a Were character in full Giant Wolf form is given below. This profile is used irrespective of the character's level and the character's PV does not change.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Giant Wolf	9	6	0	4	4	1	6	2	6	4	6	6	

Base size: Infantry 20mm x 20mm; cavalry and Giant Wolf 25mm x 50mm



	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Dwarf	3	4	3	3	4	1	2	1	9	7	9	9	9
5 Hero	3	5	4	4	4	1	3	2	9	7	9	9	48
10 Hero	3	6	4	4	5	2	3	3	10+1	7	9	9	88
15 Hero	3	6	4	4	5	3	4	3	10+2	7	10+1	10+1	128
20 Hero	3	7	4	4	5	4	5	4	10+3	7	10+1	10+1	168
25 Hero	3	7	5	4	5	4	5	4	10+3	9+2	10+2	10+2	208
5 Wizard	3	5	3	4	4	1	2	1	9	8+1	10+1	10+1	78
10 Wizard	3	5	3	4	4	2	3	1	10+1	9+2	10+1	10+2	118
15 Wizard	3	6	3	4	5	3	3	1	10+2	9+2	10+2	10+2	203
20 Wizard	3	6	4	4	5	4	4	1	10+2	10+3	10+2	10+3	303
25 Wizard	3	7	5	4	5	4	5	1	10+3	10+3	10+3	10+3	418

Base size: Infantry 20mm x 20mm.

Alignment: Norse armies are Neutral

Psychology: Norse armies are bound by several of the special *psychology* rules. For this reason the Norse army should be considered as a 'expert' army, suitable for players familiar with the additional rules. Ulfwerenar (see below) are subject to *automatic frenzy* in Wolf-Man form. Were characters are also subject to *hatred* in Giant Wolf form (see **WFB** p223-5). Berserkers are subject to *automatic frenzy* and all other rules given on p96 of **WFB**. Troll and Giant Slayers are subject to the special rules as summarised in each entry and given in full on p213 of **WFB**. Norse are subject to *saga animosity* against other Norse. Norse Dwarfs are subject to *saga animosity* against other Norse Dwarfs. *Saga animosity* is explained on **WFB** p205-6.

ULFWERENAR

Norse armies may include units of Weres called Ulfwerenar or 'wolf warriors'. Ulfwerenar units cannot be led by ordinary heroes, although they can be led by their own Were heroes. Like other units, Ulfwerenar do not have to be led by characters, in which case one of the models is automatically assumed to be the leader. Players who wish to employ Were characters must bear in mind their annoying tendency to change unexpectedly into Giant Wolf form and sometimes to lose control altogether (see **WFB** p224).

Ulfwerenar may enter a battle in either Human or Wolf-Man form, but once changed to Wolf-Men they remain this way for the rest of the battle. The tactical advantage of a unit changing suddenly into Wolf-Men must be weighed against the chance of a unit not changing at all! Players may also wish to dispose of the necessity to provide alternative models, and so may prefer to deploy their Ulfwerenar already changed. Note that in practice it is enough to tell the opposing player a unit is composed of Ulfwerenar - it is not strictly necessary to have duplicate models.

ARMY SELECTION

Force	Minimum	Maximum
Rank & File models	½ army's total PV	Whole army less 1 hero
Character models	1 hero	½ army's total PV
Heroes	1 model	½ army's total PV
Wizards	0	4 models
Allies	0	¼ army's total PV
Mercenaries	0	¼ army's total PV
Monstrous Host	0	¼ army's total PV



CHARACTER MODELS

Character models are heroes and wizards. The player may spend up to a half of the army's total points value on character models.

General: The army must be led by a General who will be the character model with the highest *Leadership* characteristic.

Army Standard: The army is allowed one army standard, known as the Reafan or Raven Banner. This must be carried by a character model and paid for from the character model points allowance. Army standards cost 50 points.

Points: The points costs given for a character is for a basic unarmoured model with a hand weapon. Characters should be provided with armament as depicted on the model and selected from the following list. If the model is carrying a piece of equipment *not* mentioned on the table, it may be ignored. Note that were characters pay **double** points cost for their equipment.

Item	Points cost per character model
Close Combat Weapons	
Double-handed weapon	2
Spear	1
Missile Weapons	
Bow	2
Javelin	1
Throwing spear	1
Throwing axe	1
Armour	
Shield	1
Light armour	2
Heavy armour	3
Horse or Warhorse barding	4
Riding Animals	
Horse	3
Warhorse	6

Heroes

The army may have up to a half of its total points value in heroes, and must have at least one (the General). The maximum number of heroes available at each level and their points costs are given below.

Maximum	Pts per model	
	Human Norse	Norse Dwarf
6 Karls (lvl 5 heroes)	30	48
4 Drengs (lvl 10 heroes)	55	88
3 Thegns (lvl 15 heroes)	80	128
2 Jarls (lvl 20 heroes)	105	168
1 Kyning (lvl 25 hero)	130	208
2 Ulfcarl (lvl 5 Were hero)	65	-
1 Lupendreng (lvl 10 Were hero)	115	-
1 Ulfthegn (lvl 15 Were hero)	165	-
1 Ulfjarl (lvl 20 Were hero)	215	-
1 Beowulf (lvl 25 Were hero)	265	-

Champions

Level 5 heroes must be assigned to specific units as leaders. These 'hero-leaders' are referred to as champions. Champions are part of the unit they are assigned to and cannot leave it (see **WFB**, p93). Other characters may be assigned as champions or left as independent models, free to associate with, and lead, any unit in the normal manner.

Were characters, where present, must be assigned to Ulfwerenar units as champions. Were characters may not operate independently, but always act as unit leaders of their kind. An Ulfwerenar unit may have only 1 champion, so the number of Were characters will always be limited by the number of Ulfwerenar units in the army.

Wizards

The army may contain a maximum of 4 wizards of which up to 3 may be Human Norse and up to 2 may be Norse Dwarfs. Dwarf wizards have only **half** the power level of normal wizards (see **WFB** p214). Wizards may join and take over command of units, but are never unit champions and can always leave a unit if they wish. The maximum number of wizards and their magic level is given below.

Maximum	Points per model	
	Human Norse	Norse Dwarf
3 Volas (lvl 5 wizards)	60	78
3 Runeskryres (lvl 10 wizards)	85	118
2 Skalds (lvl 15 wizards)	155	203
1 Helrun (lvl 20 wizards)	240	303
1 Wyrdskryre (lvl 25 wizard)	340	418

Generating Spells

The number of spells available to each level of wizard is as follows.

Character Level	Magic Level	Number of spells of level			
		1	2	3	4
5	1	3	0	0	0
10	1	6	0	0	0
15	2	6	3	0	0
20	3	6	3	3	0
25	4	6	3	3	3

All spells are generated randomly from the appropriate Battle Magic chart. A wizard may also use other sorts of magic if the player chooses. A Norse Human wizard may substitute Illusionist or Elemental spells for any or all Battle Magic spells. He may also substitute one Necromantic spell and/or one Daemonic spell for equivalent level Battle Magic spells. A Norse Dwarf wizard may generate up to one Elemental, one Necromantic and one Daemonic spell per level instead of a Battle Magic spell of the same level.

Magic Items for Characters

Characters (wizards *and* heroes) can carry magical items paying the points indicated on the *Magic Items Charts* (**Warhammer Armies** p13). These are paid for from the character model points allowance and selected from the following list.

Any character model may carry one magic weapon with up to one magic attribute for every five 'levels' of the character (ie a level 5 character may carry a weapon with one attribute, a level 15 character may carry a weapon with three, etc).

Any character model may wear a single ring with a spell of level 1. One character model may wear a single ring with a spell of any level. Three character models may be equipped with magic armour.

The army standard, Raefen or Raven Banner, may have one magical ability.



RANK & FILE

At least half of the army's total points value must be spent on rank & file troops. All units are automatically assumed to have a *leader* with the same profile as the rest of the unit. Any unit may be given a unit standard bearer and/or a musician. Standard bearers and musicians are equipped in exactly the same way as the rest of the unit, but cost double the points value of a basic trooper.

Any unit indicated may convert an ordinary standard into a magic standard with a single ability. The ability may have a points value up to the amount shown. The specific ability must be chosen and noted down before the game (see WFB, p186).

Any unit indicated may convert an ordinary musical instrument into a magic instrument with a single ability. The specific ability must be noted down before the game.



20-120 WARRIOR BONDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7



MODELS PER UNIT: 10-30

POINTS PER MODEL: 6

WEAPONS: HAND WEAPON

ARMOUR: SHIELD

ANY UNIT MAY HAVE:

DOUBLE-HANDED WEAPONS	2
SPEARS	1
LIGHT ARMOUR	2
THROWING AXES	1
THROWING SPEARS	1

The Norse are hard fighters and hard drinkers. True to their racial ideals, warriors aspire to a bloody death in battle, thereby ascending to an afterlife of perpetual fighting and boozing. Such are the attractions presented by an eternity of drunken violence that the Norse hold few qualms when it comes to laying down their lives in battle.

0-40 BONDSMEN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7



MODELS PER UNIT: 10-20

POINTS PER MODEL: 7

WEAPONS: BOW & HAND WEAPON

ARMOUR: NONE

ANY UNIT MAY HAVE:

LONG BOWS INSTEAD OF BOWS	1
LIGHT ARMOUR	2
SHIELDS	1

The Norse place great store in a warrior's ability with a bow. Bowmen are often recruited from the poorer warriors, as well as from those who are particularly good shots.

0-40 BERSERKERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7



MODELS PER UNIT: 5-10

POINTS PER MODEL: 10

WEAPONS: HAND WEAPON

ARMOUR: NONE

ANY UNIT MAY HAVE:

ADDITIONAL HAND-WEAPONS	1
DOUBLE-HANDED WEAPONS	2
SPEARS	1
LIGHT ARMOUR	2
SHIELDS	1

Given the Norse predilection for drunkenness and violence, it is horrifying to think that the lawless minority of Berserkers are considered maladjusted even by other Norse. Before a fight, these powerful warriors work themselves into a battle-frenzy, ripping and biting their clothes and war-gear. In this state they are dangerous - not only to the enemy but sometimes to their own side! See WFB p96.

0-20 THRALLS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7



MODELS PER UNIT: 10-20

POINTS PER MODEL: 6

WEAPONS: JAVELIN & HAND WEAPON

ARMOUR: NONE

ANY UNIT MAY HAVE:

SLINGS INSTEAD OF JAVELINS	0
SHIELDS	1

Thralls are the slave class of the Norse. They are recruited into armed bands in times of trouble. Such times are common and the Thralls are often armed to fight off neighbouring Norse kingdoms or rampaging Goblins. Despite their lowly status, Thralls are really as bloodthirsty as the rest of Norse society, and thoroughly enjoy the chance to suspend the monotony of drudgery for the excitement of battle.

0-40 ULFWERENAR

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN FORM	4	3	3	3	3	1	3	1	7	7	7	7
WOLFMAN FORM	4	4	3	4	4	1	4	1	8	6	8	8



MODELS PER UNIT: 10-20

POINTS PER MODEL: 15

WEAPONS: HAND WEAPON

ARMOUR: NONE

ANY UNIT MAY HAVE:

ADDITIONAL HAND WEAPONS	2
DOUBLE HANDED WEAPONS	4
SPEARS	2
SHIELDS	2
LIGHT ARMOUR	4
MAGICAL STANDARD	25
MAGICAL INSTRUMENT	25

Ulfwerenar means 'wolf-warriors' and is the word used by the Norse to describe those able to transform their shape into a grotesque half-man half-wolf. Such individuals are quite common in the north, where whole families of these Weres live in forest settlements. Ulfwerenar must be led by one of their own kind

0-60 NORSE DWARFS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
NORSE DWARF	3	4	3	3	4	1	2	1	9	7	9	9



MODELS PER UNIT: 10-40

POINTS PER MODEL: 10

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR

ANY UNIT MAY HAVE:

DOUBLE HANDED WEAPONS	2
SPEARS	1
SHIELDS	1

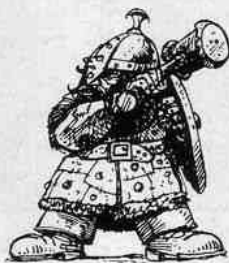
ONE UNIT MAY HAVE:

HEAVY ARMOUR	1
MAGICAL STANDARD	25
MAGICAL INSTRUMENT	25

The Norse Dwarfs form a distinct Dwarven community different from their more southerly Dwarven kin. They have a great deal in common with the Human Norse, enjoying drinking, fighting, brawling, more drinking, and so on.

0-40 BONDSWARFS

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



MODELS PER UNIT: 10-40

POINTS PER MODEL: 8

WEAPONS: HAND WEAPON

ARMOUR: NONE

ANY UNIT MAY HAVE:

DOUBLE HANDED WEAPONS	2
SPEARS	1
LIGHT ARMOUR	2
SHIELDS	1

ONE UNIT MAY HAVE:

BOWS	2
CROSSBOWS	3

Faithful Dwarf retainers fight in their own units of Bonds Dwarfs, rather like the Human Bondsmen. They may be armed in a similar manner to their master, and may also carry shooting weapons such as a bow or crossbow.

0-20 NORSE DWARF BERSERKERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
NORSE DWARF BERSERKERS	3	4	3	3	4	1	2	1	9	7	9	9



MODELS PER UNIT: 10-20

POINTS PER MODEL: 13

WEAPONS: HAND WEAPON

ARMOUR: NONE

ANY UNIT MAY HAVE:

ADDITIONAL HAND WEAPONS	1
DOUBLE HANDED WEAPONS	2
THROWING AXES OR SPEARS	1
SHIELDS	1

The Norse Dwarfs form a distinct Dwarven community different from their more southerly Dwarven kin. They have a great deal in common with the Human Norse, enjoying drinking, fighting, brawling, more drinking, and so on.

0-20 NORSE DWARF TROLL SLAYERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
NORSE DWARF TROLL SLAYER	3	4	3	3	4	1	2	1	9	7	9	9



MODELS PER UNIT: 10-20

POINTS PER MODEL: 8

WEAPONS: HAND WEAPON

ARMOUR: NONE

ANY UNIT MAY HAVE:

ADDITIONAL HAND WEAPONS	1
DOUBLE HANDED WEAPONS	2
SHIELDS	1
LIGHT ARMOUR	2

The Dwarven cult of Troll Slayers is more popular in the north than in the south. This is because the Norse Dwarfs are more unbibing than their southerly brethren. Fortunately, Trolls are fairly common in the cold wastelands of Norsca - this helps to keep the number of Troll Slayers down. These Dwarfs follow the cult styles of the Troll Slayers, with orange spiky hair and tattoos. They are immune to fear caused by living creatures and are subject to frenzy.

0-10 NORSE DWARF GIANT SLAYERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
NORSE DWARF GIANT SLAYER	3	4	3	3	4	1	2	1	9	7	9	9



MODELS PER UNIT: 5-10

POINTS PER MODEL: 8

WEAPONS: HAND WEAPON

ARMOUR: NONE

ANY UNIT MAY HAVE:

ADDITIONAL HAND WEAPONS	1
DOUBLE HANDED WEAPONS	2
SHIELDS	1
LIGHT ARMOUR	2

A Troll Slayer lucky enough to survive the attentions of Trolls becomes greatly respected by his fellow Slayers. Such individuals are known as Giant Slayers because they often seek out Giants and do battle with them. They are immune to fear caused by living creatures and are subject to frenzy. In addition they cannot be routed from hand-to-hand combat.





SKIRMISHERS

The following units may operate as skirmishers (see **WFB**, p100) if the player wishes. Skirmishing units must be noted down before the battle. The maximum size for a skirmishing unit is 15 for foot troops and 10 for mounted troops.

Unit type	Maximum number of skirmishing units
Bondsmen Archers	Any
Bondsdwarfs	Any armed with bows

BAGGAGE (see **WFB**, p102)

Norse armies tend to accumulate huge baggage trains full of loot, captives and whole herds of animals liberated from the enemy.

A Norse baggage train is represented by one wagon and 5 camp followers per 1000 points worth of rank & file troops in the army. Baggage followers are unarmoured and use improvised weapons.

ALLIES

Few people will ally with the Norse owing to their rowdy and untrustworthy nature. This is reflected in the comparatively small size of the Norse allied contingents. No more than a quarter of the army's points value may be spent on allies. The allies must be assembled from the *Allies Section* of **Warhammer Armies**, using any of the following lists:

Old World Allies

Fimir

MERCENARIES

The majority of mercenaries in a Norse army are often other Norse! Norse Dwarfs and Norsemen from one area or Kingdom will often hire out to another Kingdom or roving adventurer, depending on where the best bloodletting is at the time. Other interesting allies include Giants, as many of these large and dim-witted creatures live in the northlands. The player may spend up to a quarter of the army's total points on mercenaries, assembled from any of the following lists (detailed in the *Mercenary Section* of **Warhammer Armies**):

Old World Mercenaries
Ogres

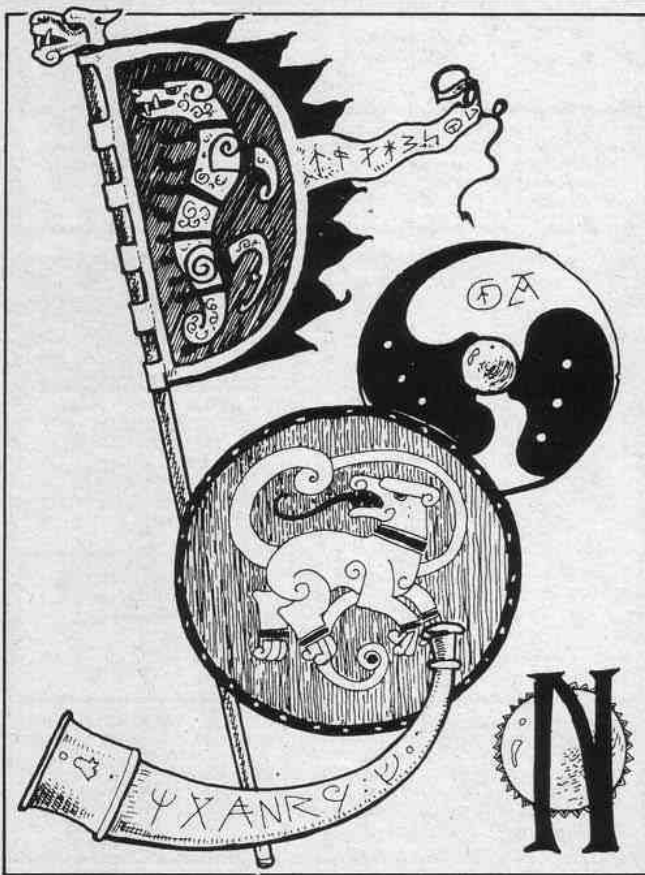
Norse
Giants

HOSTS

Any wizard of the Warhird may bind a monstrous host (see **WFB** p240). Norse magicians are adept at manipulating the runic magic which controls the animals of their forests and wastes. Not least amongst these are the ferocious *wyrms*, or Dragons. The player may spend up to one quarter of the army's total points on a *host*. The types and numbers of creatures allowed in the host are given in the list below.

The monstrous host may contain:

Number	Creature	Point cost per model
0-3	Dragons	250-800
0-20	Giant Wolves	8
0-5	Bears	20
0-5	Eagles	75



KEN ROLSTON'S

ELEMENT OF RISK

Hochpointe is a place of power, a point where the elemental lines of energy converge. Thousands of years ago, followers of the Earth Mother held this bald ridge-top sacred. Now, in the waning of the Old Faith, the stone circle stands forgotten beneath bleak skyline.

Well, perhaps not altogether forgotten...

This Compleat Encounter takes a closer look at Elementalists and the elemental beings that are the source of their power.

"Why blinkin' 'eck! A little pup..."

"aye, an' yappin' its 'ead off."

"Eeeh (kick) Great. hows 'bout whacking its 'ead off?"

"look! It's signalling for us to follow it!"

"Oh aye... Grand idea. let's follow a yapping dog up a ridge, through t'undergrowth, in

t'pouring rain. Really smart."

(Crash, crash, thrash, crash)

"Trollspit! Rat-damned animal lovers."

"Oh, c'mon, Stunts. All for one - and, and - all that."

"I dunno, lofty. (Shrugs, yanks out his axe, and plunges into the brush) Eh lads, any of you lot ever cooked dog?"



WHERE TO FIND HOCHPOINTE

You can set Hochpointe anywhere in the Old World that meets the following conditions. Hochpointe is an exposed knob of granite at the top of a ridge that overlooks a minor mountain road. The road crosses highlands between two trade centers. For example, an ideal location for Hochpointe would be on the road through the Grey Mountains at Axe-Bite Pass, between Bögenhafen, the Empire, and the Gisoreux-Paravon road, Bretonnia. Helmgart, a small village sitting along the road in an upland valley, would be a suitable local village where travellers might hear local legends about the mountain, and hear about more recent, strange events there.

Rumours

The tiny population of the mountainous region around Hochpointe is concentrated in the narrow, level valley floors between the major ridges that run northeast-southwest. The valley forests around Helmgart produce timber and charcoal in modest quantities.

Only one in twenty local residents would even recognise the name "Hochpointe".

"Yes, that's a bald on Sorglos Ridge, along the Bretonnia Road. Highest point hereabouts, they say. Old stone circle there."

One in a hundred locals might have visited the spot in their youth, and might know something of its legend and history.

"Spectacular view! On a clear day you can see southwest to Bretonnia and northeast to Bögenhafen. A bald dome of rock, about forty yards around, with eight great stones, each about chest-high, in a circle around the summit. A Druid circle, sacred ground and high magic, in centuries past. Still feel a bit of the old mystery there - makes the hair tingle - but nobody goes up there any more, except kids with nothing better to do. There's an old track leading to the ridge top, pretty overgrown and tough to follow in spots. It was used as a watchpoint during the border disputes between the Reikwalk and Bretonnia about 300 years ago, you know."

To one who inquired about Hochpointe, villagers might have two useful items of information:

"Funny you should ask. There's another fellow came by here, just a couple weeks ago, him and his servant, and he's askin' questions about Hochpointe, too. Old guy, old to be travelling out here, and his horses loaded with supplies, like he might be planning to do some camping.

"And then, last week, there's a little tremor - real small, got 'em all the time up here - but Father Weims got up and went outside to calm the cattle, and saw the clouds lit up down by Hochpointe, like a thunderstorm, though there's no storm anywhere else. Then, about fifteen minutes later, it starts to rain, and hasn't stopped since. Funny business, and I've a bet it's to do with that strange old man."

The Old Track

Fifteen miles southwest of Helmgart, Sorglos Ridge rises steeply to one thousand feet above the Bretonnia Road. Sorglos Ridge, and the rest of the Grey Mountains, are quite steep, and covered with dense undergrowth tangled with thick strands of pine and fir. The bald granite dome is not visible from the road, or from any other valley vantage point, because of the ridge's contours and the obscuring forest on the ridge's flanks.

From the main road there is no sign of the old track, but a careful search of the forest along the edge of the road will reveal the much-deteriorated and overgrown foundation of an old road, leading in a series of switchbacks to the crest of the ridge.

The brush and earth on the old track show signs of recent passage by two horses, led by two persons on foot, headed toward the ridge crest. There is no sign of this group's return.

A small dog appears from the brush near the trail and begins yapping furiously, darting up the track, waiting expectantly for the PCs to follow, then darting back to scold them for dawdling.

The Stone Circle

The brush and trees along the track reduce range of vision to 5-10 yards, and in the steady rain, visibility is poor. However, the grade is gentle, and the track free of major obstacles.

When the track reaches the top of the ridge, it enters an open, level area of low, hardy shrubs about 150 yards long and 80 yards wide.

FIRST GLANCE: The view would be spectacular if it weren't for the low clouds and the constant downpour. You can look down over the tops of the trees to the southwest and northeast, while to the northwest and southeast the ridge seems to continue beyond this clearing.

In the center of this open area the bare bedrock is exposed in a dome about forty yards in diameter and rising to a bulbous knob about 50 feet above the level of the clearing. The dog dashes across the clearing toward this knob, yapping furiously.

"The colour of the element of Earth is black, its number four, and its symbol the triangle, inverted.

The qualities of Earth are dryness and coldness. In dryness it is brother to Fire, in coldness to Water. Its enemy is the element of Air, which is neither dry nor cold.

The nature of the Elemental of Earth derives from Earth's properties. It is dry and cold, as the rock of the mountain. Great is its strength, and great its fortitude, like the rock which is its parent. When the matter at hand concerns earthy substance, or demands the virtues of strength and fortitude, then the Elemental of Earth shall serve best of all others.

Steel - being of earth - cannot harm it, and only enchanted weapons may prevail. Walls of stone, brick or metal - being of the Earth - cannot exclude it, and only another Element may form a barrier."

- from De Natura Materiae

WARHAMMER 40,000 ELDAR HARLEQUINS

BLISTER PACKS



430601

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DESIGNED BY JES GOODWIN

TECHMARINE
SEE PAGE 30 FOR FULL RANGE OF TECHMARINES.



410501

DESIGNED BY MARK COPPLESTONE

**IMPERIAL
ASSASSIN**



DESIGNED BY JES GOODWIN

**SPACE MARINE
SCOUT**



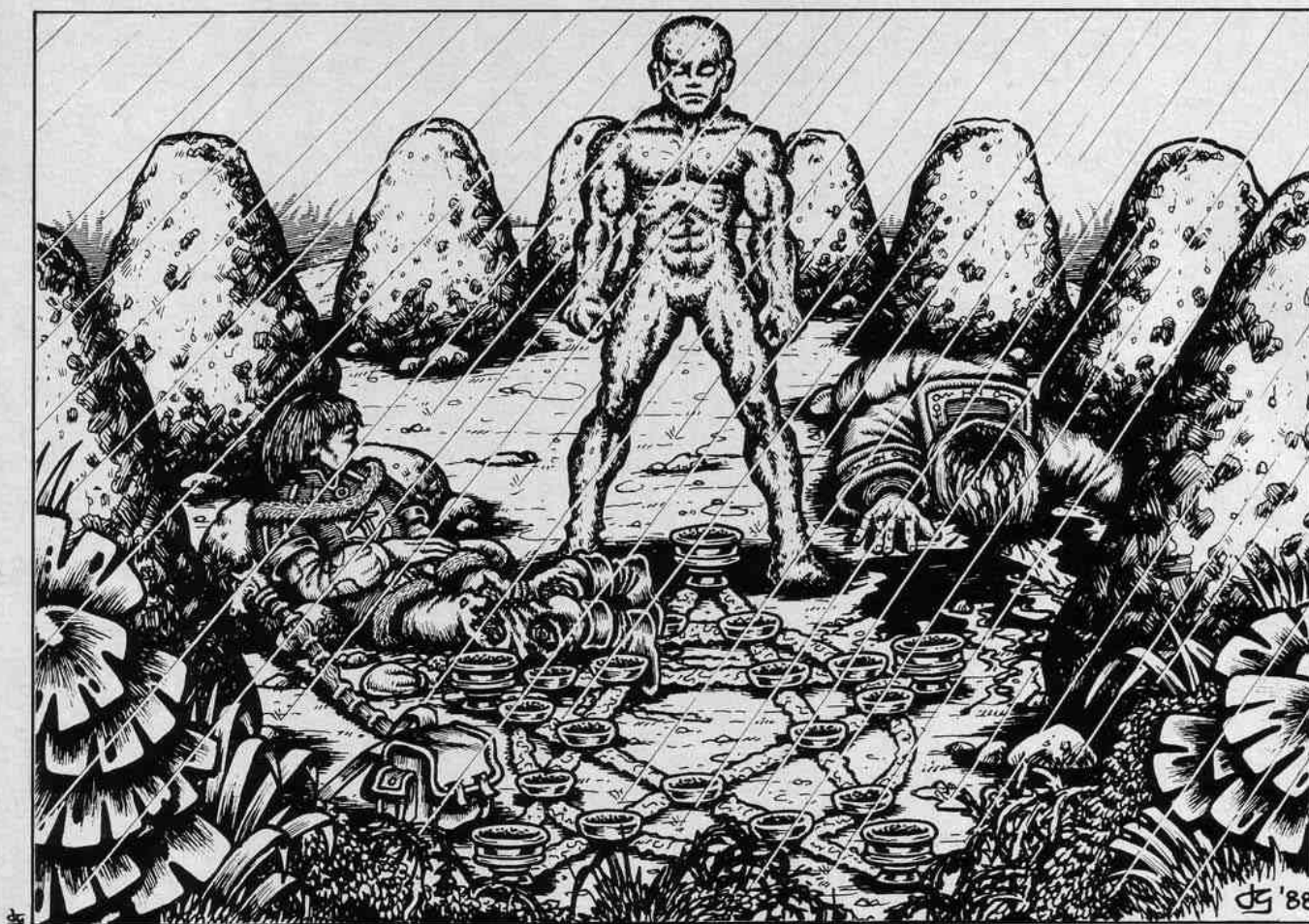
DESIGNED BY BOB NAISMITH



**CITADEL
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**NEW
RELEASES**



Around the knob in a regular circle about 10 yards wide are eight stones, with bases about 5 feet in diameter, roughly conical, with broad, rounded tops. In the center is a statue of a man. At the foot of the statue are two motionless prone figures clothed in robes. The dog runs to one of these figures and stands over it, yapping. At the foot of the dome lies a motionless brown body of a large animal, mostly obscured by the low brush.

(Magical Awareness reveals that magic-using creatures or characters are in the stone circle, sure enough, but gives *no* indication what or who the magic-using beings are.)

CLOSER LOOK: (From outside the stone circle. When someone enters the circle, go to *The Stones Awake* below).

The animal body is that of a dead horse. Its skull, chest, and hindquarters have been crushed by a blunt object. Numerous kettle-sized granite boulders lie scattered near the horse's corpse. Two large empty saddle bags are still lashed to the harness; other empty straps suggest that other gear has been removed.

An elderly man and a young man both lie still in the rain. The elderly man is apparently dead - probably killed by a crushing blow to the head, which is misshapen and bloody. On the ground before him lies a leather-bound manuscript, open to the rain, and apparently dropped when the man fell.

The young man is unconscious but alive. His legs are twisted at an unnatural angle beneath him. The dog is yapping and tugging at his garments.

A pentagram five feet across has been marked in the center of the stone circle with long strips of melted wax. At regular points along the lines of the pentagram, arcane symbols have been stamped into the wax and painted with tarry substances in various hues. At the points of the star and at the junctions of the various lines sit small golden braziers filled with rain-soaked ash and embers.

Next to the pentagram is a man-sized stone statue of a humanoid form. The stone is like the granite beneath, rough-textured with big crystals, but bright and unweathered, as though it had been freshly chipped clean.

The eight monoliths are of eight entirely different kinds of stone - completely unlike the granite dome beneath them.

At the edge of the clearing, opposite the old track, hidden in the trees, is a campsite - a small tent, a fire circle, and a hungry horse tethered to a tree.

THE STONES AWAKEN

Sooner or later someone will step inside the circumference of the stone circle. Maybe they want to help the boy. Maybe they want to loot the golden braziers, or get a look at the tome.

Won't they be surprised when the eight stones lurch forward, rumbling slowly along the exposed rock toward them? And when the stone statue comes to life, turning and shaking a fist at them, menacingly.

The Eight Fathers

So, how did these eight monoliths of foreign stone get to the top of this mountain, and settle in such a neat, circular arrangement?

They walked. Of course.

Some two thousand four hundred years ago the Druids bid these Elementals to rise and follow, and led them to the top of this mountain, where they were to stand guard over this ancient place of power, this ancient site sacred to the Earth Mother. From time to time, during certain rituals of the Old Faith, these stones were awakened, for reasons of little relevance to our purpose here. During the centuries thereafter, the Eight Fathers slept. Until another Elemental came along and started making such a racket...

(The Eight Fathers are Standard Elementals, Size 10, see **WFRP**, p254.)

The Wisentlich

None of the villagers mentioned a statue at the top of the mountain, come to think of it. (If the players catch this detail, good for them - sharp thinking, perhaps sharp enough to alert them to their peril.)

Actually, it's not a statue at all. It's a Wisentlich - an intelligent elemental being. If Elementals are the dumb animals of the elemental domain of Earth, Wisentliches are the higher life forms, roughly equivalent in intelligence and personality to a human being.

(For the Wisentlich's profile, see below in *Campaign Tips*.)

How the Wisentlich and the Eight Fathers greet their Guests

When a character enters the stone circle, or disturbs anything within the stone circle, the Eight Fathers and the Wisentlich come to life.

It's special effects time! Put on your cinematic thinking caps, GMs, and give your players a chilling rendition of rocks waking up and looking unpleasant. Here's a brief example of atmospheric description, upon which you should improvise and embellish to your heart's content.

GM: "Goodness gracious! That rock you're leaning on, Hans. Well, blow me if it hasn't suddenly grown a mouth - which is uncomfortably close to your hand.

"And the other rocks in the circle - they're creaking and popping like ancient kneecaps and knuckle joints.

"And little cracks - long lines of cracks - are forming on the rock surface - and splintering forth as arms and legs.

"Whoops! They all lurched forward. Now... Well, they're turning, in your direction, and lurching, step by step...

"No, no, no - you guys can't do anything yet. Relax while I finish describing the full extent of your desperate situation.

"Oh yes, and that statue I told you about? Well, it's limbering up as though it were getting ready for a marathon - or a prize fight.

"Staring at you all the while, though - really intensely, through glittering crystal eyes. If it were human, you'd bet it was unhappy about something.

"Now, anyone want to panic?"

The Statue Speaks

As the eight great stones scoot ponderously toward the PCs at a yard per round, the statue speaks:

"Welcome, Fleshlings. You may address me as Master. Identify yourselves, and make known your reasons for visiting this hallowed ground."

WHAT'S GOING ON HERE?

So far, GM, we've kept you pretty much in the dark, so you can appreciate how weirded out your players will be by what happens on top of old Hochpointe. But now it's time to give you a little background.

Here's a brief chronology of the events leading to the present scene on Hochpointe.



SIX MONTHS AGO: The Elemental Magus Heinz Diehl discovered three identical references to the name of an elemental higher being in three different sources; one on elemental magic, another on the Old Faith, and a third in an illegally purchased volume on Daemon Summoning. The Old Faith reference mentioned Hochpointe as a site sacred to the named elemental being. With the aid of a Magic Guild cartographer, Diehl located Hochpointe and planned an expedition there.

THREE WEEKS AGO: Diehl and his apprentice Axel Udo travelled through Helmgart, pausing only one evening to inquire about the exact location of Hochpointe. The next day they set out at dawn, reaching the old track by early afternoon, and had climbed to the top of the ridge and made camp before dark fell.

For the next two weeks Magus Diehl studied his references, examined the stone circle, made measurements of the lines, tangents, and nodes of elemental force at the site. He reviewed his notes, and made preparations for the summoning ritual.

TWO WEEKS AGO: (The day of the tremor and the light show witnessed by Father Wiems - see *Adventure Books* below) Diehl and his apprentice laid out the wax pentagram, marking it with protective symbols and the name of the elemental being Diehl intended to summon, as well as various other general wards intended to discourage any other Elementals that might arrive unbidden during the summoning.

THE SUMMONING: Diehl and his apprentice entered the pentagram, lit the braziers, and began the ritual. When Diehl completed the ritual with the name of the Wisentlich - Iz-Zat-Tres-Ayle - he braced himself for the anticipated test of will power with the Elemental. Udo prepared for a test of wills with any lesser Elementals that might appear as an accidental side-effect of the ritual.



The earth shook, and the stone within the circle rippled, then flowed like clay to form the shape of a man. Then, the unanticipated occurred. As Diehl prepared for the test of will power, the stone form gestured to each of the circle's stones in rapid succession - and they each came instantly to life! Then Iz-Zat gestured to the sky, spoke in an unintelligible language - and clouds began to swirl, lightning forked, and heavy raindrops struck the rocks - and splattered hissing into the braziers.

Diehl glanced around. The circle stones lurched toward him. The raindrops threatened to extinguish the braziers, cancelling the pentagram's protection. Diehl panicked and tried to run from the pentagram. In a fury, Iz-Zat hurled a mass of stone from his arm at the fleeing Elemental, and slew him instantly. Udo froze in terror for an instant, then also tried to flee. Iz-Zat hurled stone from his other arm, sweeping Udo's legs out from under him and shattering them.

Iz-Zat Tres-Ayle's Predicament

Having slain his summoner, Iz-Zat realized he had made a mistake. Now he would have to wait until the power of the summonation had dissipated

before he could return to his element. Unfortunately, because of the immense magical power associated with this site, that could be a very long time indeed - centuries perhaps.

Iz-Zat tried to rouse Udo, promising him a fine reward if Udo would release him, but Udo, delirious with pain, insisted he couldn't perform the ritual, and kept passing out.

Iz-Zat also tried to promise the dog a fine reward for its service, but it just yapped at him.

Iz-Zat's Personality

Iz-Zat is infuriated at being summoned by a human being. "Humans have no business summoning Elementals and ordering them around - it's immoral, greedy, exploitative, power-grabbing. Order each other around if you have to, but leave us alone."

But the height of insult is summoning an *intelligent* Elemental, a higher creature of free will. "Why, it's despicable! Interrupting my privacy, and

ordering me to appear. Not even a polite invitation! Gods, did Humans learn their manners from Orcs?"

Iz-Zat wishes he hadn't killed Diehl, but not because he's sympathetic. "Like to grind a few inches of that floppy flesh off the b****d, right after he'd released me from summons." Udo's earned the same hatred, with a touch less acrimony, since Udo obviously hasn't the ability to do Iz-Zat any harm, and since he was apparently just following orders.

In personality, Iz-Zat is just like an arch-mage who has been interrupted by a loutish fighter, as crude and brutal as can be, contemptuously demanding immediate service without a moment's consideration for the poor arch-mage's personal rights.

Iz-Zat's mad, bitter, and vengeful - but not so mad that he can't put on a sweet act to persuade the PCs to help him, and not so bitter and vengeful that he won't stick to a bargain with them if he can get what he wants - his freedom, and a guarantee of his privacy.

Note: Iz-Zat never refers to himself by his proper name - a wise practice for a being wishing to avoid effective magical summonation. He prefers to be addressed as Master.

Elementalist Magus Heinz Diehl

Since Diehl's skull is cracked like an eggshell, we needn't go into his personality in detail. However, since good adventurers will be looking forward to looting his body, we need a detailed inventory of his possessions and their significance. As the given values suggest, Diehl was a man of wealth and taste. (For sizes of items of clothing, note that Diehl was 5'2", about 145 pounds.)

1. Floppy woollen hat: rather nasty at present.
2. Pince-nez spectacles: worth 20-30 GC to the right person.
3. Leather boots lined with sheepskin: worth 15 GC.
4. Fine woollen robes, modestly ornamented on the outside, with elaborately embroidered elemental symbols on the inside: 40 GC if gory stains are removed.
5. Shirt and breeches: worth 10 GC.
6. A backpack (2GC) containing:

- a Healing potion (boy would Udo enjoy this!).
- plenty of incense for the braziers (a magical component - 25 GC).
- writing equipment (10GC).
- maps of the route from Bögenhafen to Bretonnia through the Grey Mountains, with the village of Helmgart circled and the location of Hochpointe marked with an "X".
- odds and ends (bits of paper, scribbled notes, dry socks, brandy flask - full).
- 7. Walking staff: Carved from a gnarled root, hand grip is ivory, and carved with a profusion of abstract symbols. Apparently decorative, but to one with knowledge of elemental magic, many of the symbols are of magical significance. Diehl used this staff as a focus for his spellcasting. It also casts a *Cloud of Smoke* spell when invoked with the bogus magical phrase "Shazam!" (Diehl used this to make quick getaways from unfriendly hayseeds. Udo knows the invoking phrase, and that the staff is not boobytrapped; he's used it before). Value: unknown.
- 8. Magic Tome: Diehl's travelling tome - lightweight, durable and water-proofed - somewhat, anyway. Here's a list of the spells. Diehl didn't cast the spells often, and preferred to read them from the tome when possible.



(Note: Any spell you don't want your players to get? No problem. "Sorry. That page seems irreparably water-damaged. Yup. All the ink just washed away. Pity.")

Petty Spells: *Glowing Light, Magic Flame, Marsh Light, Protection from Rain, Zone of Cold, Zone of Warmth.*

Battle Spells, Level 1: *Fireball, Immunity from Poison, Wind Blast.*

Elemental Spells, Level 1: *Blinding Flash, Cloud of Smoke, Summon Petty Elemental* (new spell, see below).

Elemental Spell, Level 3: *Summon Wisentlich* (new spell, see below). Diehl did not know the level of this spell, and the level of the spell is nowhere indicated in the text. He presumed it was a higher level spell, but from his research, Diehl felt the spell should be exceptionally easy if cast in this specific location, and if the name of the Wisentlich was known. Diehl was correct in figuring he could complete the spell and ritual, given time and meticulous caution. He did, however, under-estimate the difficulty of controlling the Wisentlich, once summoned.

9. The Golden Braziers: The five golden braziers at the junctions of the pentagram are worth 100 GC each - quite a haul.

Apprentice Axel Udo

If not healed, Udo's corpse presents disappointing prospects for looting. His shirt, tunic, and boots are worth about 10 GC total - the pants are spoiled, I'm afraid.

If rescued and healed (he has two broken legs), Udo could be useful. For example, he's familiar with Diehl's magical walking staff. He also understands the basics of elemental magic, and can read the titles of the Elemental spells in Diehl's tome.

Udo also knows a little about the *Summon Wisentlich* spell, from having discussed the preparations over and over again with Diehl. Udo knows the importance of knowing Iz-Zat's name in dealing with the Wisentlich, and knows that the name is written in Diehl's tome. Since Iz-Zat greatly desires to restrict worldly knowledge of his name, and since it hasn't occurred to Iz-Zat that his name is recorded in the tome (Elementals don't need magic books to cast spells), this bit of knowledge might come in handy as leverage in bargaining with Iz-

Zat (see below).

Phido

This is the yapping dog. Use the rat profile (*WFRP*, p242). Phido has the magical power to yap piteously and induce adventurers to follow him to certain death. All Humans, Elves, and Halflings are subject to the psychological trait *Sucker for Cute, Pathetic Animals*. Dwarfs do not comprehend the concept of "cute" and are not affected.

Diehl's Camp

Udo's spell reference book is here, with the following spells: *Magic Flame, Zone of Warmth.*

The camp gear, including tent, blankets, cooking kit, packs, rations etc, is worth about 100 GC. The surviving horse is Udo's and is worth about 160 GC.



"SO WHAT DO YOU EXPECT US TO DO?"

Unless you've got manic superheroes up there, hack-and-slash solutions are out of the question. Iz-Zat and the Eight Fathers should be able to pulp a small regiment.

On the other hand, rescuing Udo, and getting away with Diehl's magic tome and staff (just righteous salvage, for sure...) seems like a worthwhile endeavour, and one with a chance of success for shrewd and cheeky characters. Here are some plausible strategies.

Offer the Worship and Aid the Rock Spirit.

A religious ploy here is not out of place, particularly if your players have never met an intelligent Elemental before.

"Oh, Great Rock Spirit, how may we serve you? And, by any chance, do you offer your loyal servants any sort of - well, you know - loot?"

Iz-Zat's ego is soothed by adoration, and if the PCs can, by chance, be so kind as to release him from the summonation, well, he'd be ever so grateful. Really. He doesn't bear a grudge, he just wants to be left alone.

Initially, the PCs shouldn't know how to release Iz-Zat, and Iz-Zat doesn't mind telling them the *be* hasn't the vaguest idea. "I should know about flesh magicks? Pfeh."

However, if Udo gets revived, he can explain about the *Summon Wisentlich* spell in the tome. "How do you release him from the summonation? Just reverse the ritual, I expect. Isn't that the usual thing?"

Ask Nicely

Having realized that the stones and the statue are sentient and awake, polite characters might strike up a pleasant conversation.

"I say... erm, your Elemental Lordship, begging your pardon - uh, wouldst thou mindst if we rescued one of our fragile species who seems to have had an unfortunate accident here?"

Iz-Zat will almost certainly go along with this idea, using Udo as a bargaining aid to get the services of the PCs.

Diddle from a Distance

Having discovered that entering the stone circle results in unwanted attention from the Elementals, the PCs may decide to poke around at a distance, using sticks and ropes to drag objects and victims from the circle.

The moment someone fools with anything within the stone circle, Iz-Zat politely addresses the characters.

"Excuse me. Stop what you are doing at once. Who are you, and what are you doing here?"



Here, a polite, respectful, or worshipful tone is very appropriate. Snappy or surly answers are greeted by an impolite *Assault of Stone* (Elemental Spell, Level One). Survivors are again invited to answer Iz-Zat's questions.

Once Iz-Zat's curiosity is satisfied, he will hint that he might entertain offers of worship or service. "How fortunate that you happened by. I'm greatly inconvenienced by this fool's magical dabbling, and would be most grateful if you could dispel this confounded summonation."



Zone of Sanctuary

A great spell, guaranteed to protect the characters from Elementals. Iz-Zat's quite familiar with the spell, and observes pleasantly to one who casts it:

"Oh, how predictable. A Zone of Sanctuary. That will keep you safe for an hour - and for as long as you can keep casting it. However, if you do not immediately desist, I warn you that I shall set an Elemental to follow you when you leave, which, when you are no longer able to maintain the spell, will batter your fleshy parts into the damp soil. Now, pray, do not offend me further with your pathetic tricks."

Bargaining with Iz-Zat

What Iz-Zat Wants:

1. To be released from the summons.
2. Not to be pestered and insulted by any further summons from pipsqueak fleshy spellcasters.

What Iz-Zat Offers:

1. To let the PCs escape with their lives. A generous offer, considering Iz-Zat's lofty status and heavy artillery.
2. The life of Udo. Iz-Zat generously assumes Udo is just a servant, and not responsible for the actions of his master.

3. The body and possessions of Diehl. Iz-Zat assumes possession of Diehl and his possessions as guilt-payment for Diehl's presumptuous offense in summoning an Elemental. Iz-Zat has no use for these things, of course, but he knows fleshy ones set great store by possessions, and Iz-Zat expects to use them as bargaining chips.

Making a Deal

Iz-Zat is not a particularly hard bargainer. As long as he gets what he wants, he's willing to be generous. He has no magical powers that he can give to mortals, but he could offer, in the spirit of matching obligation, to return a favour for the PCs, under the following conditions:

1. That the request and favour take place here in the stone circle on Hochpointe, and -
2. That the PCs never reveal Iz-Zat's name to any other mortal.

Iz-Zat will agree to return once to this spot when summoned by name by the PCs, and to do any favour, physical or magical, within his power.



Keeping Their Part of a Bargain

The PCs can only release Iz-Zat by reversing the *Summon Wisentlich* spell. If Udo is revived, he knows enough to direct another magician in a reversal of the ritual. Normally, only one who knew the spell well could hope to succeed, but here the magical conditions are perfect, and the major risk of failure - offending the summoned elemental - is not a problem, since Iz-Zat has consented to the ritual. In fact, if the spell is botched, the PCs can just keep trying until they get it right.

The best way to ensure that Iz-Zat isn't pestered by further summonings is to make sure that no one knows his name. Unfortunately, in reversing the ritual, someone is going to have to read Iz-Zat's name. Udo is clever enough to lie, insisting that he has no idea which of the words in the spell is the Wisentlich's name. If the PCs play along, there's no problem.

If the PCs do admit to knowing Iz-Zat's name, Iz-Zat requires a solemn oath never to reveal it. He cordially reminds the PCs that if they should violate their oath, the curse of a powerful Elemental is an unpleasant fate to contemplate. "You would be safe on the Great Oceans. For a while, anyway."

CAMPAIGN TIPS

This Compleat Encounter features Elementals, Elementalists, and elemental magic - fantasy themes not much developed in *WFRP* as yet. Here are some of the underlying assumptions behind the plot and setting.

1. The Old Faith and Elemental Magic have common roots in history. Modern Elemental magic may have once been a form of divine magic, practiced primarily by the Druids. Further, the elemental presences (all the sundry intelligent and semi-intelligent beings) are possibly only lesser manifestations of the deity worshipped as the Great Mother.

2. In the Elemental Domains, as in the Mundane Domain of Human existence, there is a hierarchy of beings of varying intelligence and ability.

The lowest form is the Elemental node - analogous to plant life - animate, but unintelligent. It is these Nodes that are manipulated to produce most of the spell effects of the Elementalists' magical discipline.

The next highest form is the Elemental as described in *WFRP*, p254. These are roughly equivalent to animals, though the larger the Elemental, the more intelligent the being.



The next highest form is the Wisentlich - analogous to mortal spellcasters, in that they have various spellcasting abilities.

The highest form is the Elemental Lord - a being with daemonic intelligence, broad rulership over elemental beings, and great magical power to manipulate the elemental substances of their respective domains.

3. It seemed logical - and entertaining - to assume that Elementalists would have more modest versions of *Summon Elemental* at each of the lower Power Levels. The current spell lists do not permit *Summon*

Elemental until 4th level. I also felt that adding trappings like protective pentagrams and summoning rituals would add colour to the Elementalists' trade.

Proposed game mechanics based on certain of these assumptions are presented below. Other details - like the nature and powers of Elemental Lords, and the summoning of such beings - are left for a broader treatment at a later date.

Your comments are earnestly solicited. These ideas, and other notions about the magics of the Warhammer World, could even be presented in future Compleat Encounters, possibly finding their way into future Compendium of *WFRP* Magic. We often find the insights and fevered imagining of gamers illuminating and are eager to plunder them for inspiration as we expand the Warhammer system.

Adventure Hooks

Once the PCs are up on Hochpointe and get a glimpse of a dead mage they can strip, the plot is exceptionally straightforward: how can the PCs loot Diehl (or, for noble types, how can they rescue Udo) without getting pulverized by Iz-Zat?

The only trick is conning the PCs into climbing up a forsaken ridge in the pouring rain. Here are some suggestions:

1. The Phido Gambit: As presented in the introduction, a dog comes up and yaps a lot. Anyone who's seen or read *Lassie* is sure to rush right up the mountain, following the dear pooch.

2. The Cry for Help: Sound carries really well in the damp weather in the wilderness. Maybe Iz-Zat pokes Udo a couple of times and enquires further into Udo's ability to dispel the summonation. Udo howls deliriously, and the PCs are off in a flash to rescue the poor fellow.

3. The Concerned Relative: The PCs are lounging around Bögenhafen, waiting for it to go up like a Roman candle. Diehl's brother/sister/maiden aunt approaches the adventurers and hires them to go and look for him. Boy, are they lucky to be out of town. (For details, see *Shadows over Bögenhafen, The Enemy Within*.)

4. Rumours at the Tavern: The PCs are tossing darts and a few brews at the Helmgart Inn when Father Weims wanders in and tells his tale of weird lights on Hochpointe. Other local wags expound extensively and imaginatively on the ancient and magical history of Hochpointe. "Why, I hear there's a heap of Daemon gold up on that rock, yessir." The PCs stumble over one another in order to be the first to scramble up and collect the treasure.

And, if the PCs ignore your bait, relax. Wouldn't want to railroad them, would we? Always respect the Freedom of Choice, I say.

Put this little encounter away for a while, then drop it down in the centre of the road to the next place they really *have* to get to.

"You can't cheat destiny," my old man used to say.

NEW ELEMENTAL SPELLS

Summon Petty Elemental

Level 1

Magic Points: 1 to summon, 1 to maintain control

Range: Personal Duration: Varies

Effect: Summons a Size 1 Elemental of the chosen type (earth, air, fire, or water). If the *Will Power* test is



successful, the Elemental will do the summoner's bidding.

Procedure

Step 1: Summon Elemental ritual costs 1 point. Elemental arrives in 1D6 rounds.

Step 2: Test *Will Power* to control Elemental. Costs 1 magic point.

If the summoner is inside a pentagram, failure means the Elemental disappears. If not in pentagram, or if the pentagram is improperly drawn, the Elemental attacks the summoner. If the test is successful, the Elemental is controlled for one turn.

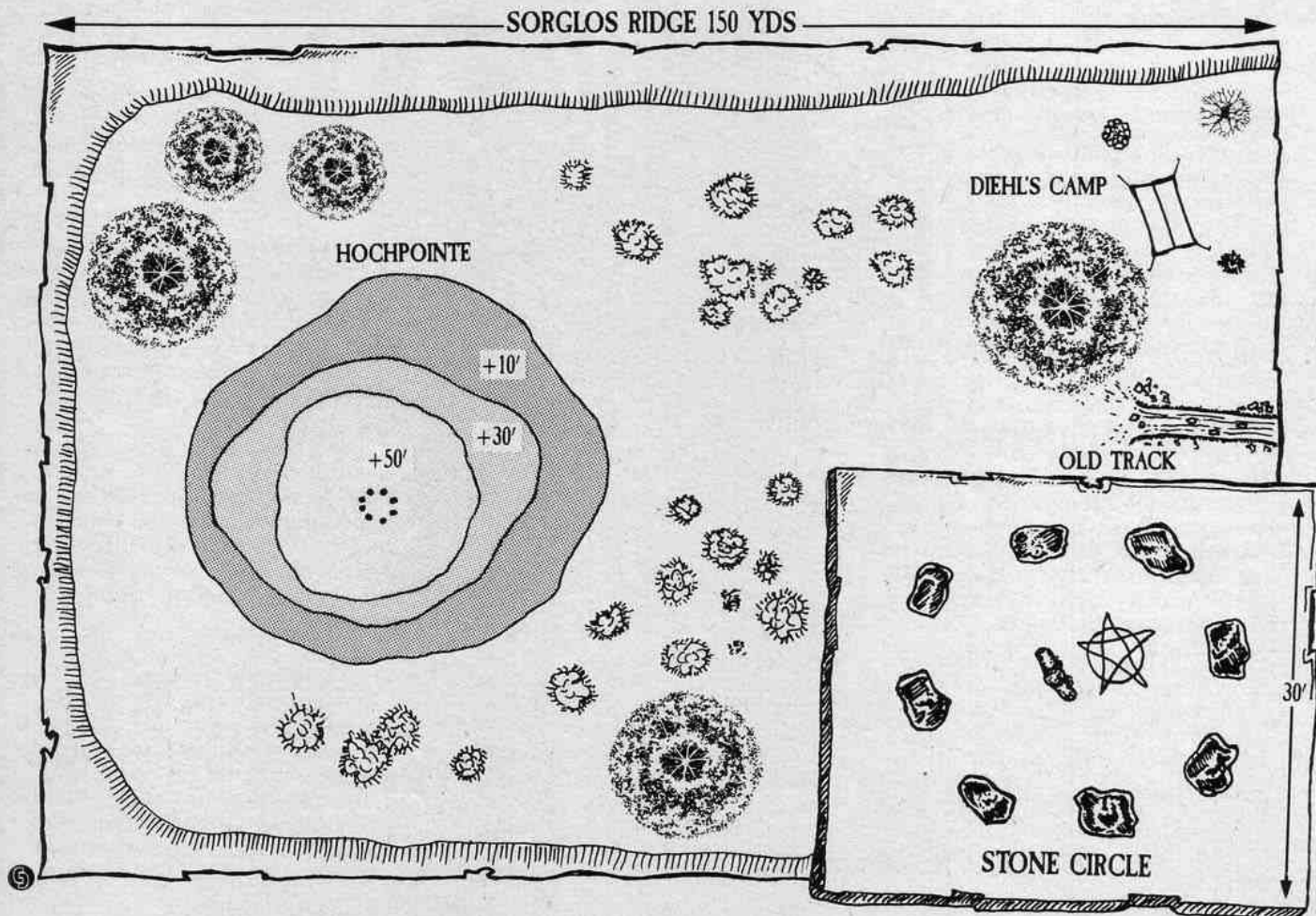
Step 3: At the end of the turn, the Elemental is no longer controlled. The summoner may either *release* the Elemental, or try to *retain control*.

To *release* the Elemental from summons, the Elementalists speaks the Ending Incantation. If the summoner is in a pentagram, the Elemental simply disappears. If the summoner is not in a pentagram or in an improperly drawn pentagram, the Elemental attacks the summoner.

To *retain control* after the first turn, test *Will Power* again as in step 2. Costs 1 magic point.

If summoner is in a pentagram, failure means the Elemental disappears. If the test is failed and the summoner is not in pentagram, the Elemental attacks the summoner. (If the pentagram is not properly drawn, tough luck.)

If the test is successful, the Elemental is controlled for another turn.



Retaining Control in Subsequent Turns The summoner may continue controlling the Elemental until he fails a *retain control* check or runs out of magic points.

Other Elemental Spells

Summon Lesser Elemental: As *Summon Petty Elemental*, except Level 2, Magic Points costs are 3 to summon, 2 to maintain control, and a Size 3 Elemental is summoned.

Summon Intermediate Elemental: As *Summon Petty Elemental*, except Level 3, Magic Points costs are 6 to summon, 3 to maintain control, and a Size 6 Elemental is summoned.

Summon Greater Elemental: As *Summon Petty Elemental*, except Level 4, Magic Points costs are 10 to summon, 4 to maintain control, and a Size 10 elemental is summoned.

Summon Wisentlich: As *Summon Petty Elemental*, except Level 3, Magic Points costs are 6 to summon, 3 to maintain control, and a Wisentlich (Higher Elemental) is summoned. To summon a Wisentlich, one must know the Wisentlich's complete name; otherwise, the spell may simply fail, or may summon an anonymous intermediate Elemental, size 6.

Wisentlich

Wisentlich are magical beings of elemental substance, with powers and intelligence comparable to a Level 3 Wizard. They have magical abilities comparable to Elementalist spells, Levels 1-3, and may have any other special spell abilities of similar potency appropriate to their element, at the GM's discretion. (Iz-Zat hurling his arms at Diehl and Udo is an example of an appropriate magical ability, comparable to an *Assault of Stones* in power, but more colourful and distinctive). For *Summon Elemental* spells, Wisentlich fail *Will Power* checks only on a roll of 00.

Wisentlich Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	60	60	6	6	60	60	6	60	60	60	60	60	60

So, why did Diehl risk summoning something as powerful as a Wisentlich? Because, once bound, a Wisentlich can command a host of Elementals for his master. The military and engineering applications of such a power are numerous. How long would it take a squad of earth Elementals to shatter the charge of a line of mounted knights? Or how long would it take to clear an acre of forest, or dig a mine shaft?

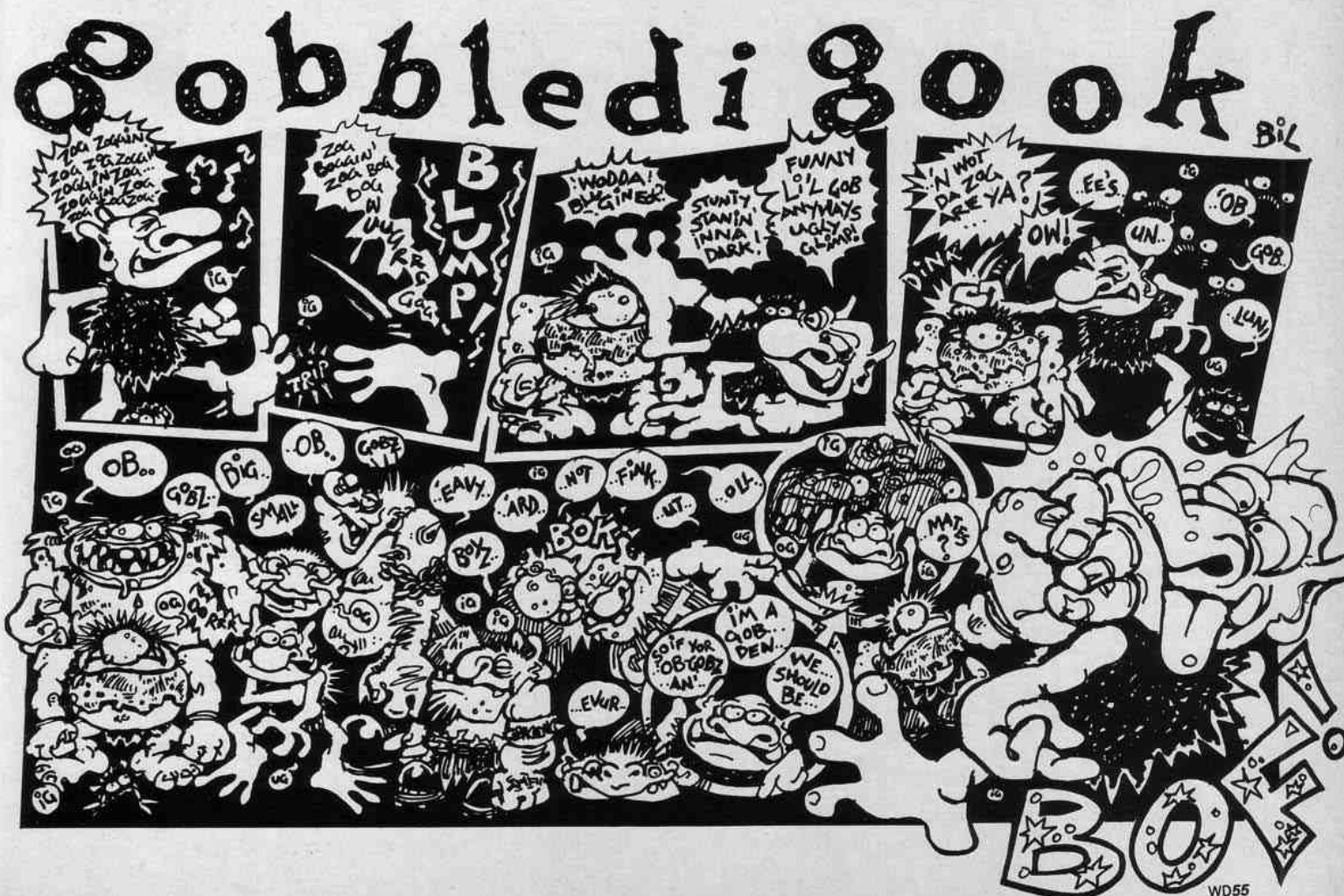
Protective Pentagrams

Protective pentagrams are designed to protect the summoner from the being he attempts to summon.

There are dozens of schools of thought on the most effective way to inscribe a pentagram. Magus Diehl was of the melted wax marked pentagram school, with magical signs pressed into the wax with engraved stamps and coated with various magical concoctions to assure greater efficacy. An incense composed of arcane elemental substances is burned in golden braziers and set at the junctions of the lines. How much of this is effective, and how much is conventional mumbo-jumbo, is anyone's guess.

To determine if a summoner has properly inscribed his pentagram, the GM secretly checks *Intelligence* +15% per level. If the test is successful, the pentagram is flawless. If the test is failed, the pentagram is flawed.

If a pentagram is flawed, the summoner may not be protected. The summoner cannot determine when a pentagram is flawed - except when it fails to protect him. Fortunately, however, many elemental, undead, and daemonic beings neglect to test the summoner's pentagram, out of fear of punishment by the summoner if they fail, or from lack of wit.



Realm of Chaos

THE LOST AND THE DAMNED

"Three of Bolters. The Spaceship. The Warrior. The Emperor, reversed."

Fread gazed down at the cards and shook his head. His voice was sad. He picked up the worn Tarot plasdeck and pressed the shuffle icon once more.

"The Spaceship. Luna. Seven of Ships, reversed. And once more the Emperor, and still reversed! Each time the deck has said much the same: we are in danger. Look at the signs - a journey, or those who have travelled far, a great change, acts of violence and the darkness of the Emperor Reversed. That is most important. The Emperor himself warns us!"

"Rubbish, Fread, as well you know. I doubt if the Emperor knows we exist." Talbor thought himself a practical man. "Look, it's been an excellent year. The harvest is gathered, and the Governor's man has already set our quota. Life goes on as it always has done."

Fread carefully cradled the plasdeck and in one hand. He turned and gazed out of the window at the setting moons above the hill. Full night was coming, and he shivered. As he watched there was a small flash.

"The Emperor knows everything, Talbor, but... There! Did you see that?"

"See what?" Talbor opened the door and looked into the night. "There's absolutely nothing there, nothing at..."

Talbor fell backwards into the room, his legs kicking out in a sudden spasm. His face was a ragged and bloody hole. There was a wet, slithering sound in the darkness outside and then a scream.

As the armoured shadow crossed the threshold, Fread suddenly knew what the Emperor Card had been trying to tell him. It was not just the darkness, but the Emperor's enemies that had come. The figure raised his fist, bolter and flesh bonded together in one unclean mass.

The blast lifted Fread off his feet and through the window. The Tarot deck dropped from his hand, shuffling cards playing across its tiny screen.

Fread's killer bent to examine the machine. The shuffling routine had stopped, and one card was on the screen: the Warrior, reversed. A boot smashed down.

The prophecy was fulfilled. The Renegade had come.

From the pages of *The Lost and the Damned*, the second part of *Realm of Chaos*, we present the Chaos Renegade Army List, a force of raiders, reavers, pirates and despoilers for *Warhammer 40,000*. Now all you need is an unsuspecting planet to plunder, with perhaps just a few Imperial Guard for some sport along the way...



HAOS RENEGADE ARMY LIST

Appearing from the heart of warpstorms, out of the dark of deep space, come the vast, crumbling Renegade spacehulks. Cruising ponderously from planet to planet, these craft are almost invulnerable, their massive bulk engineered with the insane creativity of Chaos from the debris of a hundred smaller vessels.

From their hulks, the Chaos Renegades raid the planets of the Imperium. They strike with devastating speed, stealing whatever they require and murdering those who stand in their way. Each death is a gift for their dark masters, each raid another blow against the hated rule of Humanity's Emperor.

Chaos Renegades are the Chaos Champions of the 41st Millennium, the mortals most favoured by the Dark Powers. Each Renegade declares his allegiance to a particular Power, swearing a binding oath of loyalty in return for the gifts and rewards that only Chaos can offer. And as the Renegade advances in the favour of his Lord, lesser followers of Chaos, those too weak to command, join him, forming an elite bodyguard or retinue with which he can implement his will

and that of his master. The strongest Renegades may choose to build upon their warbands, gathering into a single force Human mutants, Beastmen, Orks, Chaos Spawn and other creatures subservient to the Dark Powers. It is these armies, landing upon a planet with murderous surprise, that are most feared by the citizens of the Imperium - even the elite Space Marines may meet their match in a Renegade army.

CHAOS RENEGADE ARMY LIST

Chaos Renegade hulks drift across the galaxy, dropping in and out of warp space as they go. A Chaos Renegade and his followers can appear on almost any planet. They teleport down from their drifting hulk to steal and plunder, spreading death and terror, and then vanish before defence forces can be mustered - or so they plan. Often the Renegade and his forces are forced to fight...

The following army list can be used to generate a Chaos Renegade force. This can be matched against any other WH40K army drawn from the lists presented in *Realm of Chaos* or elsewhere. A battle between, for example, two Renegade warbands or a warband and a Traitor Legion detachment can prove particularly interesting.

A Chaos Renegade army is made up of one or more Chaos Renegades, their warband retinues, Daemons and additional forces. In every Renegade army one Chaos Renegade is a Renegade Warlord, the commander of the force. The other Renegades are always lesser servants of Chaos who have pledged themselves to the Warlord.

If used, a lesser Renegade may not have more rewards than the Warlord, though he may have the same number. Lesser Renegades need not follow the same Chaos Power as the Warlord. Renegades will never follow a Warlord of an opposing Power (eg Khornate Renegades will not follow a Slaaneshi Warlord, nor will Tzeentchian Renegades follow a Warlord of Nurgle). However, there is no restriction on oppositions between the lesser Renegades themselves - the Warlord's charisma overcomes their usual rivalries. For example, Renegades of Khorne and Slaanesh may be found together under a Warlord of Nurgle.

Finally, Daemons and additional forces may be purchased from the list below with any remaining points. These are the allies, troops and hangers-on who are not part of the Warlord's immediate retinue, but choose to fight alongside him in the service of Chaos.

GENERATING CHAOS

RENEGADES

If you have played a series of games using a Chaos Renegade you may already have a warband. You may even have several of these, generated as the retinues of different Renegades. With the agreement of your opponent these can be used for future games, saving you the time and effort of generating a new force for each game. The points cost of such warbands are calculated using the normal method explained in *Chaos Renegades* (SD p231). You may also find it interesting to retain the survivors of one game and use them as the central part of a new force, purchasing new troops to make up the value of the Renegade army that you field.

Alternatively, you may decide to create new Renegades and retinues for the coming battle. You should decide how many rewards you want a Renegade to receive, up to a maximum of 12. The number of rewards determines both the potential power of the Renegade and the size and power of his retinue.

For every two rewards that a Renegade receives he may also have attracted some creatures to his retinue. Remember that subservient Chaos Renegades may not have more rewards than the Warlord they serve.

You must decide upon the number of rewards before randomly determining the nature of those rewards or any followers. The points cost is paid regardless of the final nature of the rewards or followers, and is even paid if the Renegade gains no followers at all. The points cost is paid for the chance of gaining a reward; only the whim of a Chaos Power determines the nature of that reward. A summary of the points costs for Renegades is given in the chart below. The first two rewards of a Renegade are received as soon as he turns to Chaos.

Renegade's Rewards	Rolls for Followers	Points Cost	Followers' Rewards
2	1	105	1
3	1	145	2
4	2	230	3
5	2	270	4
6	3	355	5
7	3	395	6
8	4	480	7
9	4	520	8
10	5	605	9
11	5	645	10
12	6	730	11

The Renegade's rewards and followers are determined in the usual fashion, as described in the *Chaos Renegades* section of *Slaves to Darkness*. When using this 'instant warband' method re-roll any result which turns the Renegade into a Chaos Spawn or a Daemon Prince. Remember that there is a chance that no creatures will join a Renegade's retinue even if he is entitled to some new followers.

RENEGADE WARLORDS

AND POSSESSION

You may choose to have the Renegade Warlord possessed by a Daemon. In addition, the army may contain up to three (D6-3) other Possesseees - you may choose which models are possessed. Add 700 points to the cost of any possessed model. Roll D8 to determine the possessing Daemon:

D8	Possessing Daemon
1-4	Greater Daemon
5	Daemon Prince
6-8	Lesser Daemon

The Daemon used to create the Possessee always serves the same Chaos Power as the possessed model. Use the rules in the *Possession* section to determine the effects on the Possessee.

EQUIPMENT FOR WARBANDS

Chaos Renegades may have some equipment from their starting profile and as a result of the random generation process. In addition, each Renegade may receive the following items at no extra cost:

Powered Armour with Communicator,
Respirator and Auto-senses
Knife or Combat Accessory
Teleport Homer
Frag Grenades

He may also make the following rolls on the appropriate *Special Equipment Charts* at the listed points cost (see *Slaves to Darkness*).

Rolls	Chart	Points per Roll
0-1	Standard Weapons	3
0-4	Close Combat Weapons	3
0-1	Heavy Weapons	50
0-6	Grenades/Missiles	7
0-4	Equipment & Bionics	5

These rolls are modified by +30 for the Warlord and +10 for lesser Renegades.

The equipment available to a Renegade's followers is discussed in *Chaos Renegades* (*Slaves to Darkness* p231). Additional teleport homers for the Renegade's forces may be purchased at 20 points each.



VEHICLES

Chaos Renegade hulks rarely have dropships or landing pods. This limits the heavy equipment, and in particular vehicles, that a Renegade warband has at its disposal. Once landed on a planet, mobility becomes vital. Only by moving swiftly and striking where least expected can a raiding force hope to succeed and survive.

Many Chaos Renegades overcome this problem by plundering whatever native transport is available. On primitive worlds this is often little more than horses or horse-type creatures. On more advanced worlds bikes, trucks, off-road vehicles and cars are available. These can also be pressed into service by a Renegade.

The transport available to a Renegade army is determined randomly before the game starts. Roll a D6 and consult the table below to determine the world type that the Renegades have raided. This limits the type of transport that can be 'liberated' by the Renegade's army:

D6 World Type

1-2 Medieval/Feral World

These are new colonies, or worlds which have reverted to a primitive condition through Imperial neglect or indifference. On such planets an unlimited number of horse-like creatures are available to the Warlord and his troops. These may be ridden only by Humans and Chaos Renegades.

Profile	M	WS	BS	S	T	W	I	A*	Ld	Int	Cl	WP
Horse	8	3	0	4	3	1	3	0/1	2	2	2	2

* Riding/Warhorse attacks. For each animal roll a D6; on a roll of 1 the beast is a trained Warhorse, with a *stomp* attack of its own.

Each animal is worth 5 points.

3-4 Frontier World

The Imperium has many semi-developed planets within it. Such planets often present a startling mixture of technologies: complex technologies are available to the nobility, while the peasantry still walks behind horse-drawn ploughs. On such planets Renegades may choose from either horses (as listed above) or from a random number of vehicles (as listed below) or from a mixture of both.

5-6 Developed World

On industrialized worlds where technology is freely available Chaos Renegades may be able to liberate a variety of vehicles. Select a vehicle type from the list below, pay the appropriate points cost, and roll to see how many examples are available to the Renegade force. The points cost is fixed, regardless of the final number of available vehicles. All the available vehicles need not be taken. Any Human or Chaos Renegade can act as a vehicle driver.

Vehicle Type	Points Cost	Number Available
Bike	35	D6
Bike and Sidecar	50	D6
City Car	75	D6+1
Jet Bike	180	D6
Road-wheeler*	120	D6+1
Trike	35	D6

* or Tracked Vehicle

See below for details of the vehicle profiles.

For example, by paying 35 points 1-6 (D6) bikes are available. If the result of the die roll is 5, up to five bikes may be given to members of the Renegade force. Regardless of the number of bikes used, the points cost is always 35.

*Kill them all, I do not want their
loyalty, their service, their hearts,
their arms or their goods.*

I want to hear their screams.

*- Derod Nermi, Despoiler of
Abon IV (attributed)*



VEHICLE PROFILES

None of the vehicles listed below carry any equipment or armament as standard fittings. The space/stowage for such gear is included on the vehicle and may be used if equipment is available. The player may choose whether he picks a standard vehicle or rolls a random vehicle.

STANDARD VEHICLES

	Land		Air		TRR	Cp	T	D	Sv	Eq	W
	Max	Acc/Dec	Max	Min							
Bike & Sidecar	24	12	-	-	-	1	2	5	2	5-6	6
Jet Bike	30	10	300	10	30	1/2	1	4	1	6	4
City Car	25	11	-	-	-	1	10	5	25	-	6

RANDOM VEHICLES

	Land		Air		TRR	Cp	T	D	Sv	Eq	W
	Max	Acc/Dec	Max	Min							
Bike	2D6 +20	2D6 +4	-	-	-	1/2	1	D3 +2	1	D6 +4	D6 -2
Road Wheeler	2D6 +20	2D4 +4	-	-	-	1	2D6	D4 +4	4D6 +10	D3 +4	2D6 -6
Tracked Vehicle	2D6 +12	D4 +2	-	-	-	1	2D6	D4 +5	6D6 +10	D3 +3	2D6 2D12
Trike	2D6 +20	2D6 +4	-	-	-	1/2	1	D3 +2	1	D6 +4	D6 -2



UNITS AND CREATURE TYPES

Warhammer 40,000 units usually include only one type of creature. Within a Chaos Renegade's warband, however, nothing is so straightforward. Any combination of troops and races is possible. Some of a retinue can obviously act as independent personalities: for example, psykers and assassins. In other cases it is more convenient to group different creatures into mixed units.

Once different creatures from a warband are formed into a single unit they are subject to the normal rules concerning units. No model, for example, may be more than 2" away from another model in the unit. The unit may be split on the battlefield during the battle.

Creatures in a unit do not suffer any *psychological* effects from their comrades in the unit (eg Squats are not subject to *hatred* of Orks in the same unit). However, all other *psychological* effects are shared by the unit. Even if only one creature is affected all the members of the unit suffer the effects. For example, only one model is subject to *fear* or *hatred* of an enemy, but the effects are applied to the whole unit. All tests required by the unit (such as *rout* tests) are made using the lowest characteristic value to be found among the unit's members.

SLAVES

During raids Chaos Renegades take captives as a matter of course. Some of these wretches are sacrificed to the Powers of Chaos, used for 'sport' by the Renegades and his followers or simply eaten. The unlucky ones are fitted with explosive collars, given a weapon and expended, often merely for amusement, as slave warriors.

A Renegade force may include up to 100 slaves organized into a single group. A single objective for this group should be noted down. Once the objective has been chosen, it cannot be changed. No new orders for the group are allowed. The slaves will then move across the table towards their set objective attacking everything in their path as they do so. The slave unit may never be split on the battlefield.

Should the slaves be routed for any reason, any personality on the same side who can trace a line of sight to them may not fire during the turn. He is assumed to be operating his communicator, issuing the command that detonates the explosive collars. This is a compulsory action for Renegade personalities, as slaves must never be allowed to escape the consequences of cowardice. The collars detonate at the start of the next *combat phase*.

The slaves' collars can also be detonated at the start of any *combat phase* by any personality model on the same side. See *Explosive Collars* (SD p252) for the effects of the detonation. All slave collars are detonated at the same instant.

Slave troops are considered to be expendable by Renegades, and they are never taken back to a Renegade hulk once landed on a world. Often a timed command transmitter is left behind by the retreating warband. As they pull back to their hulk, it broadcasts the detonation command, killing any remaining slaves (and possibly killing enemy forces at the same time). Even when such a transmitter isn't used, surviving slaves are abandoned to the mercy (such as it is) of the Renegades' victims. As a result of this callous attitude on the part of Chaos Renegades, slave troops are never treated as surviving models at the end of the battle. The points spent on purchasing them are lost, whether they are alive or not!

SURVIVORS

Any Renegade forces which survive one battle can be used as the core around which the next Renegade army is constructed. Lack of regular replacements means that a Warlord must husband some of his troops for future battles.

At the end of each battle you should keep a record of any surviving troops. Some or all of these can then be used next time you fight with a Renegade force. Additional troops can be added, up to the total points value of your army, choosing from the army list in the normal way. This allows you to preserve good character models from one game to the next, developing them as they gain rewards in the normal manner.

A Renegade army that wins a battle often remains on the battlefield and strips the dead and wounded of equipment. Damaged vehicles are also stripped, and their heavy weaponry and equipment is taken and placed upon the Renegades' stolen vehicle fleet or transported back to the Renegade hulk. By plundering everything in his path a Warlord can manage to maintain and strengthen his forces. If you win, you should therefore note down any heavy weapons and so forth left on the battlefield at the end of the game. These can be included as part of your next Renegade army. Keeping equipment from previous games is especially useful if you are using converted models, allowing you to continue playing with your favourite conversions.

See *Narrative Campaigns* for suggestions on using the same Renegades and warbands over the course of several games.

CHAOS RENEGADES

These are generated as described in the introduction, and have a PV dependent upon the number of rewards given to the Renegade. The numerical strength of the warband is determined randomly. Any Renegade with psychic powers may have a Daemonic Familiar at no points cost.

1 CHAOS RENEGADE WARLORD AND WARBAND

CHAOS RENEGADE WARLORD 105-730 (PLUS POSSESSION)



Every Chaos Renegade army is led by a Renegade Warlord and warband. You may choose to have the Warlord as a Possessee at an additional cost of 700 points. Roll a D8 for the possessing Daemon: 1-4 Greater Daemon, 5 Daemon Prince, 6-8 Lesser Daemon.

SPECIAL EQUIPMENT CHARTS

BONUS OF +20 TO ANY ROLL

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-4	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-4	7
EQUIPMENT/BIONICS	0-4	5
ARMS OF CHAOS	0-4	50

ADDITIONAL EQUIPMENT

(PSYKER WARLORDS ONLY)

FORCE SWORD	40
FORCE ROD	40
FAMILIAR	FREE

0-3 CHAOS RENEGADES AND WARBAND

CHAOS RENEGADE 105-730



In addition to the Warlord, a Renegade army may include up to 3 lesser Chaos Renegades with their warbands. Remember that a lesser Renegade may not have more rewards than the Warlord.

SPECIAL EQUIPMENT CHARTS

BONUS OF +10 TO ANY ROLL

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-4	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-6	7
EQUIPMENT & BIONICS	0-4	5
ARMS OF CHAOS	0-3	50

ADDITIONAL EQUIPMENT

(PSYKER RENEGADE ONLY)

FORCE SWORD	40
FORCE ROD	40
FAMILIAR	FREE

DAEMONIC PERSONALITIES & SQUADS

In addition to Chaos Renegades and warbands, a Chaos Renegade army can also include a variety of daemonic personalities and units. These Daemons are always of the same alignment as the Chaos Renegade Warlord. If you want to include Daemons in the army, roll for their availability as indicated below. This is the maximum number of Daemons or squads available.

0-3 (D6-3) POSSESSEES



A Renegade force may include D6-3 Possessee. The hosts for the possessing Daemons may be chosen from any of the models in the Renegade army.

A standard points cost of 700 points is paid for a possessing Daemon - this is added to the points cost of the possessed model to give a total points cost for the Possessee. Roll a D8 to determine the type of the possessing Daemon:

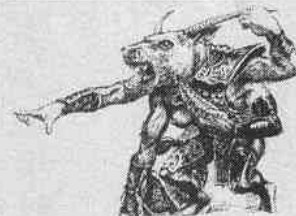
D8	Daemon
1-4	Greater Daemon
5	Daemon Prince
6-8	Lesser Daemon

The Daemon always follows the same Chaos Power as the possessed model.

0-1 (D4-3) SUMMONED GREATER DAEMONS

The Greater Daemon follows the same Chaos Power as the Warlord. It costs the following points:

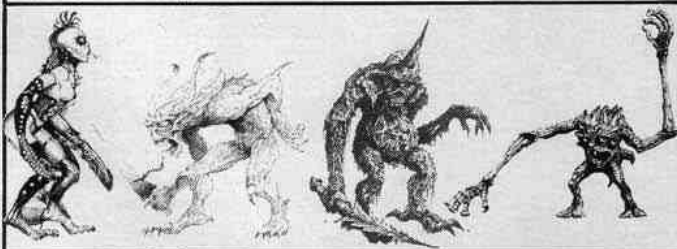
Power	Daemon	PV	Power	Daemon	PV
Khorne	Bloodthirster	1150	Slaanesh	Keeper of Secrets	900
Nurgle	Great Unclean One	1100	Tzeentch	Lord of Change	1400



0-2 (D6-4) Squads of SUMMONED LESSER DAEMONS

A Chaos Renegade force may include D6-4 Lesser Daemon Squads. The Daemons follow the same Chaos Power as the Warlord. They should be chosen from the appropriate Daemonic Personalities and Squads section of the Traitor Legion army lists:

Legion	Daemons	PV	Legion	Daemon	PV
World Eaters	8 Bloodletters	600	Emperor's Children	6 Daemonettes	600
Death Guards	7 Plaguebearers	600	Thousand Sons	9 Pink Horrors	1260



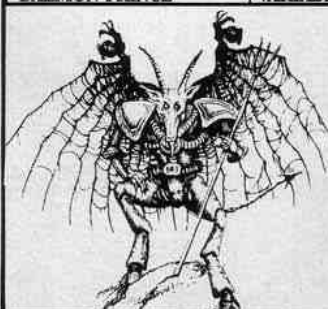
0-1 (D6-5) SUMMONED DAEMON PRINCES

DAEMON PRINCE 810

PROFILE:

DAEMON PRINCE

VARIABLE - AS RANDOMLY GENERATED



Daemon Princes are the most varied servants of Chaos, united only by their desire for power. No two are the same and once the points have been spent on purchasing a Daemon Prince the system given under 'Instant' Daemon Princes (SD p65) should be used. This will generate appropriate profiles and equipment. Each Daemon Prince serves the same Chaos Power as the Warlord.

CHAOS ATTRIBUTES

As determined during generation process.

BASIC/STANDARD EQUIPMENT

As determined during generation process.

OPTIONS:

None

DAEMONIC FAMILIARS

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
COMBAT FAMILIAR	4	6	0	5	5	1	6	2	10	2	10	10
OTHER FAMILIAR	4	4	4	4	3	1	6	1	8	8	8	8



Any psychic character may be given a Daemonic Familiar at no points cost. The Familiar will be one of five types, determined by rolling a D100:

D100	Familiar
01-12	Combat
13-34	Focus
35-56	Power
57-78	Psi-Ability
79-00	Storage

See Familiars in Slaves to Darkness for details of the abilities of the various types.

In Warhammer 40K, psi-points are used instead of magic points and psi-abilities in the place of spells. A Psi-Ability Familiar is therefore the equivalent of WFB Spell Familiar.

Familiars cost no points (provided a separate model is used for the Familiar) because of the penalties that are applied to the psychic character if the Familiar is killed (eg the death of a Combat Familiar halves the psychic's WS, the death of a Focus Familiar means the psychic has to use double the usual number of psi-points).

ADDITIONAL FORCES

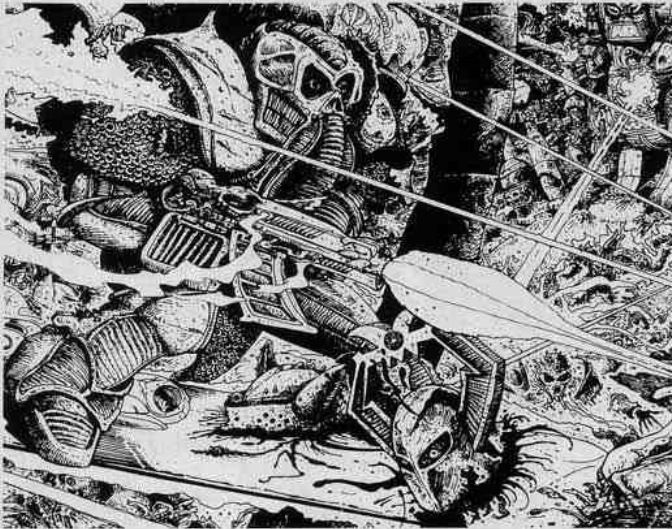
After determining the forces available to a Renegade Warlord as part of his own warband or those of his subservient Renegades, additional mortal forces may be chosen from the list presented below. These are the 'hangers-on' and temporary allies of the Renegade. If using a Traitor Legion Detachment, this must be chosen first so that you can work out the number of points left for the rest of the army.

0-1 TRAITOR LEGION DETACHMENT

Traitor Legions often lend small detachments, usually no more than a single squad, to successful Chaos Renegades. Aboard a Renegade hulk the Traitor Legionnaires can spread the misery of Chaos, prove their loyalty to the Legion, and gather information for full-blown Legion assaults.

Each detachment includes one random personality and one random squad. Their loyalty is to the same Chaos Power as the Warlord, and the details of the Legionnaires should be taken from the appropriate Traitor Legion army list (see *Slaves to Darkness* for World Eaters and Emperor's Children army lists).

D10	Personality	D10	Squad
1-2	Lieutenant Commander	1-3	Tactical
3-4	Captain	4-5	Devastator
5-6	Lieutenant	6-9	Assault
7	Field Medic	10	Slave (including Techmarine)
8	Epistolary (Librarian)		
9	Codicier (Librarian)		
10	Chaplain		



0-D6 RENEGADE PSYCHICS

RENEGADE PSYKER 39

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

Despite its best efforts, the Inquisition is unable to detect and control every psyker. Those that escape an Inquisitor's clutches can be seduced by the apparent freedom that Chaos offers, and then broken by the stresses of Chaos. The Renegade army may have up to D6 psykers. Any psyker may have a Daemonic Familiar at no points cost.



BASIC EQUIPMENT

COMMUNICATOR
RESPIRATOR
VISOR

OPTIONS

STANDARD EQUIPMENT: 1 point

LAS PISTOL SWORD

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
EQUIPMENT & BIONICS	0-4	5
ARMS OF CHAOS	0-3	50

ADDITIONAL EQUIPMENT

FORCE SWORD	40
FORCE ROD	40
FAMILIAR	FREE

CHAOS ATTRIBUTES

Up to D6-2 personal attributes at no points cost.

CHAOS REWARDS

None.

PSYCHIC POWERS

Renegade psykers always have a mastery level of 1, and a psi-level of 4D6. Roll a D10 three times to determine the psi-abilities known by the psyker:

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

0-6 HUMAN DEGENERATE SQUADS at 75 points per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DEGENERATE (x5)	4	3	3	3	3	1	3	1	7	7	7	7

Many who turn to Chaos lack the willpower and drive to become part of a Renegade's inner retinue. Denied such importance they fight with a fanaticism born of desperation, uncaring that they are little better than cannon fodder.



BASIC EQUIPMENT

FLAK ARMOUR WITH COMMUNICATOR,
RESPIRATOR AND VISOR
KNIFE OR COMBAT ACCESSORY CHAINWORD
LASPISTOL FRAG GRENADES

STANDARD EQUIPMENT

LEADER GRENADE LAUNCHER
(INCLUDING SUSPENSOR).
FRAG GRENADES
4 DEGENERATES AUTOGUN

Chaos Attributes

D6-4 personal attributes at no points cost. You may choose to roll for each model individually, or make one set of rolls and apply the same results to each member of the unit.

OPTIONAL UPGRADES: (additional points cost is per squad)

SUBSTITUTE GRENADE LAUNCHER WITH:		SUBSTITUTE ALL AUTOGUNS WITH:	
HEAVY BOLTER	1	LASGUNS	FREE
HEAVY PLASMA GUN	65	SHOTGUNS	FREE
HEAVY WEBBER	10	BOLTGUN	10
MISSILE LAUNCHER	17		
(WITH FRAG MISSILES)			
(POINTS COSTS INCLUDE SUSPENSORS)			

EQUIP ALL LEADERS WITH ADDITIONAL:

POWER AXE	6	POWER SWORD	7
POWER GLOVE	15		

EQUIP ALL GRENADE (OR MISSILE) LAUNCHERS WITH:

ANTI-PLANT	1/2	HAYWIRE	4	STASIS	4
BLIND	1	KNOCK-OUT	1/2	STUMM	1/2
CHOKER	1/2	PHOTON	1	TANGLEFOOT	1
CRACK GRENADE	2	RAD	4	TOXIN GAS	1/2
CRACK MISSILE	20	SCARE GAS	1		
HALLUCINOGEN	2	SMOKE	1/2		

0-4 ORK HENCHMAN SQUADS at 90 points per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK (x5)	4	3	3	3	4	1	2	1	7	6	7	7

Orks can be found wherever the opportunity for a fight and plunder presents itself. Although few serve Chaos directly, their love of violence and plunder is often harnessed by Chaos Renegades.



BASIC EQUIPMENT

MESH ARMOUR WITH COMMUNICATOR,
RESPIRATOR AND VISOR
KNIFE OR COMBAT ACCESSORY CHAINWORD
BOLT PISTOL FRAG GRENADES

STANDARD EQUIPMENT

LEADER POWER AXE
3 ORKS ADDITIONAL BOLT PISTOL
1 ORK HEAVY BOLTER (INCLUDING
SUSPENSORS)

Chaos Attributes

D10-9 personal attributes at no points cost. You may choose to roll for each model individually, or make one set of rolls and apply the same results to each member of the unit.

OPTIONAL UPGRADES: (additional points cost is per squad)

SUBSTITUTE ALL HEAVY BOLTERS WITH:		SUBSTITUTE ALL ADDITIONAL BOLT PISTOLS WITH:	
GRENADE LAUNCHER	FREE	BOLTGUN	FREE
HEAVY PLASMA GUN	64		
HEAVY WEBBER	9		
MISSILE LAUNCHER	16		
(WITH FRAG MISSILES & SUSPENSORS)			

SUBSTITUTE LEADER'S POWER AXE WITH:

POWER GLOVE	9
-------------	---

EQUIP ALL GRENADE (OR MISSILE) LAUNCHERS WITH:

ANTI-PLANT	1/2	HAYWIRE	4	STASIS	4
BLIND	1	KNOCK-OUT	1/2	STUMM	1/2
CHOKER	1/2	PHOTON	1	TANGLEFOOT	1
CRACK GRENADE	2	RAD	4	TOXIN GAS	1/2
CRACK MISSILE	20	SCARE GAS	1		
HALLUCINOGEN	2	SMOKE	1/2		

0-8 MUTANT BEASTMAN SQUADS at 70 points per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
BEASTMAN (x5)	4	4	3	3	4	1	3	1	7	6	7	6

Beastmen are much favoured by Chaos Renegades as their mutations and foul habits are well suited to Chaos. Their savagery and lack of human compassion for enemies is also well regarded.



BASIC EQUIPMENT

FLAK ARMOUR WITH COMMUNICATOR,
RESPIRATOR AND VISOR
KNIFE OR COMBAT ACCESSORY
CHAINWORD
LASPISTOL
FRAG GRENADES

STANDARD EQUIPMENT

PACK LEADER POWER SWORD
4 BEASTMEN SWORD

Chaos Attributes

D6-2 personal attributes at no points cost. You may choose to roll for each model individually, or make one set of rolls and apply the same results to each member of the unit.

OPTIONAL UPGRADES: (additional points cost is per squad)

SUBSTITUTE ONE SWORD PER MODEL WITH:

POWER SHIELD.....5	SAWN-OFF SHOTGUN.....FREE
CHAINWORD.....5	HAND FLAMER.....8
POWER SWORD.....33	PLASMA PISTOL.....20
BOLT PISTOL.....5	

EQUIP ALL SERGEANTS WITH ADDITIONAL:

HAFTED WEAPON.....3	GRENADES.....1/2	RAD.....4
MESH ARMOUR.....5	CHOKE.....1/2	SMOKE.....1/2
	CRACK.....2	TOXIN GAS.....1/2
	FRAG.....1	

0-1 OGRYN SQUADS at 125 points per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
OGRYN (x4)	6	3	2	4	5	3	3	2	5	4	5	7
CHAMPION	6	4	3	5	5	3	4	2	5	4	5	7

Ogryns care little for such abstractions as Chaos. They fight only for their own pleasure. This, however, makes them no less deadly in combat.



BASIC/STANDARD EQUIPMENT

OGRYN MESH ARMOUR, HAFTED
CHAMPION WEAPON (CLUB)
4 OGRYNS MESH ARMOUR, HAFTED
WEAPON (CLUB)

OPTIONAL UPGRADES:

None

0-6 GRETCHIN SQUADS at 14 points per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
GRETCHIN	4	2	3	3	3	1	2	1	5	5	5	5

Mean-spirited and petty, Gretchin are the perfect servants of Chaos. They are often cowardly and, as a result, are eager to obey any instructions from a superior creature. Conversely, they can quickly become dispirited in battle.



BASIC EQUIPMENT

HAFTED WEAPON

STANDARD EQUIPMENT

LEADER SAWN-OFF SHOTGUN
4 GRETCHIN BASIC EQUIPMENT ONLY

OPTIONAL UPGRADES: (additional points cost is per squad)

EQUIP ALL SQUADS WITH:

POWER SHIELDS.....5
MESH ARMOUR.....5

0-100 SLAVE TROOPS at 4 points each

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
SLAVE	4	2	0	3	3	1	3	1	7	4	7	4

Doomed, but desperate enough to believe otherwise, slaves are herded into a single unit and given an objective to take or destroy. An armed mob, they are often released ahead of a Renegade unit where their despairing ferocity can do the most damage to an enemy. The slaves know that those who falter in the attack are instantly destroyed.



BASIC EQUIPMENT

HAFTED WEAPON
EXPLOSIVE COLLAR
(EXPLODE AS FRAG GRENADE - SEE
NEW WEAPONS AND EQUIPMENT IN
SLAVES TO DARKNESS).

OPTIONAL UPGRADES:

None.



Marathon gaming sessions are becoming an increasingly popular part of our hobby. On Friday May 6th this year, a marathon **Warhammer Fantasy Battle** began; designed to raise money as part of ITV's own marathon - Telethon '88. Robin Dews of the Roundabout Youth Club reports on...

24 HOURS AT CARIK MOUND



***T**he sun sank below the horizon, casting deep shadows across the valley. Warriors drank, sang of glorious wars, and sharpened their weapons for the coming battle. Since early that evening, Empire commanders in the southern camp had been welding the disparate groups of Humans, Dwarfs and Halflings into shape. To the North, the grim face of The Lord of the Undead turned once more to the horizon.*

The moon slid behind a cloud. In the enveloping darkness, still silence was broken by the howl of a wolf. From across the valley, a slow steady drum-beat began to sound... boom!.. doom!... boom!... doom!... The battle had begun.

This was 24 hour **Gamesplay**! From 7.00 pm to 7.00 pm, Friday the 6th 'till Saturday the 7th May 1988, a group of young people from the Roundabout Youth Club - who meet regularly at the club, to play a number of roleplaying and adventure games - adventured and fought in order to raise money for the Thames TV Telethon '88 Appeal.

The public often perceive people into our hobby as slightly crazed and obsessed with violent death. We wanted to show that Fantasy Gaming, was a fun, sociable, creative way for young people to spend their time, and that we could use it to help out others.

The ten young gamers decided that they would like to use their group, and the games they played, to help out other young people less fortunate than themselves, so the idea of the **Gamesplay** was born, consisting of 24 hours of roleplay and battle gaming.

Since they began meeting in March last year, as well as playing games, they have constructed large numbers of 12" x 12" battle squares, which can be fitted together to create an endless variety of landscapes for **Warhammer Fantasy Battle**. These are built up using rough plaster over

polystyrene tiles, which are then painted and sealed with PVA before adding model grass and other scenic details. Roads and rivers are cut out of the wet plaster and designed so that they always join up, no matter how the squares are laid. Normally these are laid out on a table-tennis table which gives us an impressive playing area of 9' x 5', but for smaller skirmishes, campaign play, or multiple games, we are also able to use a more regular sized table.

For the battle, we chose a 9' x 5' playing area, from our campaign map, which seemed to suit a single titanic encounter between the forces of Good (The Empire Allies; Humans, Dwarfs and Halflings), and the forces of Chaotic Evil (Dark Elves, Orcs, Chaos Dwarfs, Skeletons, and Human Chaos Mutants). We had originally begun with the idea of using about 10,000 points per side, but as the armies assembled, it became clear that both sides wanted to throw everything they had into an all or nothing confrontation. We decided to just 'go for it' on the basis that this was all for fun, and 'armies were never equal anyway.' This resulted in a final points value of about 15,000 for the Chaos Commanders, John and Max, and 18,000 for the Empire Allies, myself, Leon and Tristan.

Having sorted out the points, we rolled for our start lines on the table, the Empire winning the roll. They chose the southern edge, and were nominated by the Chaos forces to move first, thus giving up crucial information as to their dispositions.

These opening moves came really slowly. Having started at 7.00 pm, they took until about eleven, but with spirits high on toasted cheese sandwiches and strong coffee, all the players felt that we had time to burn. It was also the first time any of us had played with armies on this scale, and this resulted in a great deal of early confusion and frantic leafing through the rule book.

Continued on page 69

Old enemies from previous encounters, the Dark Elves, took up position opposite the Humans who held the Empire right flank. Into the wood that straddled the north-south road came thirty Dark Elf Lords mounted on Cold Ones. Flanked on the left, by a repeating bolt-thrower, and on the right, by another unit of Dark Elves with crossbows and halberds and a second repeating bolt-thrower, they came to a halt, gazing out across the plain. As the lines formed, they were joined by a regiment of Orc archers, two Chaos Dwarf petards and two rocket launcher crews.

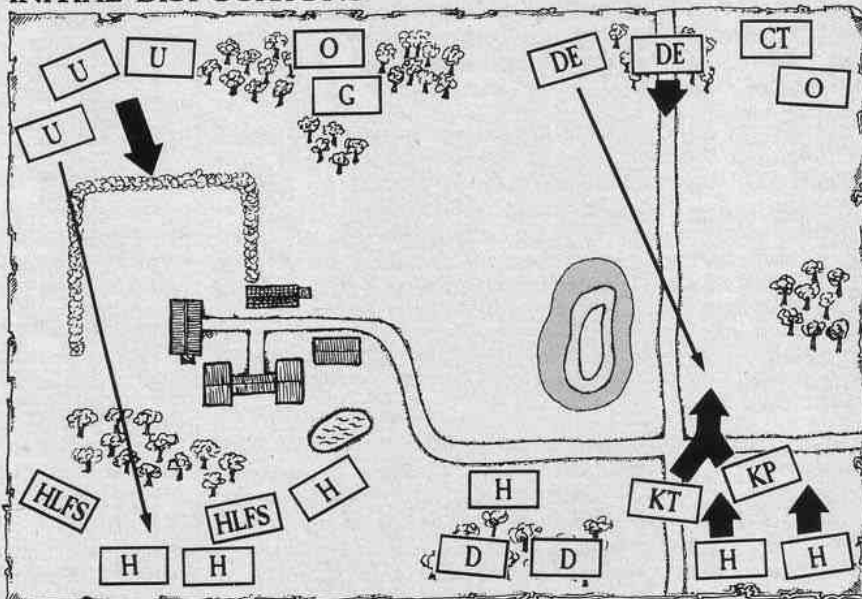
On the right, a 100 strong column of skeletons, led by a regiment of Skeleton Guards in full plate mail, together with a regiment of Undead cavalry, advanced across the fields. One of the 'secrets', a huge Undead War Mammoth carrying a skull chucker, moved forward in line. Flanked on the left by two Orc War Parties, they crunched unceasingly towards the village, to the fear and consternation of the Humans and Halflings holding the Empire left.

A figure appeared from the woods across the plains. Mounted upon a black horse, the figure moved slowly forward, reaching the crossroads, speaking out to the Empire lines.

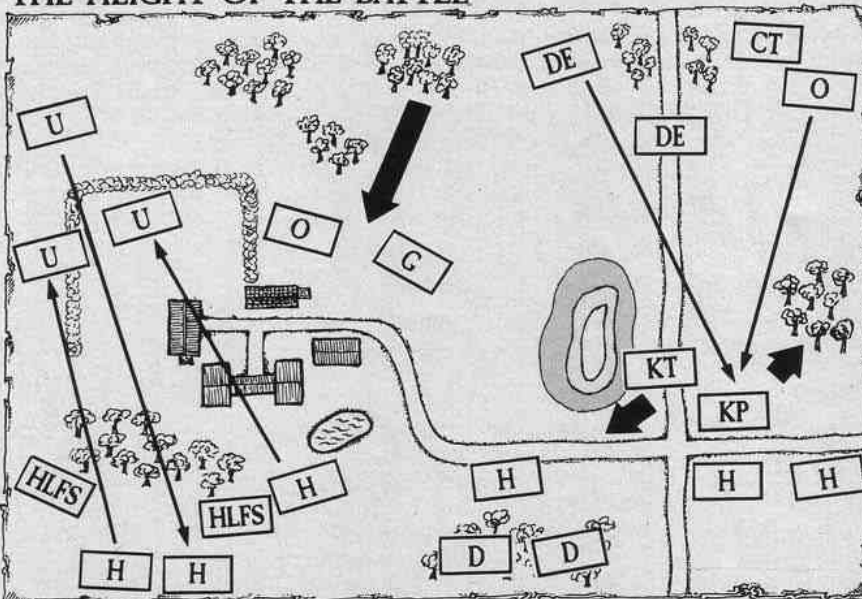
"Humans! Empire Lords! My Dearest Mortal Enemy Lord Robin! We offer you your honour. Send forth your bravest knights, and our Elf Lords will meet them one to one. 'Till death!'"

The psychological battle had just begun. The Chaos forces would not cross the plain in the face of artillery and massed archers. And the Humans had to buy time - and prey for instability. Amidst jeers from the Chaos side, they refused the challenge, and hid their faces in some detail of the **Warhammer** Third Edition rules!

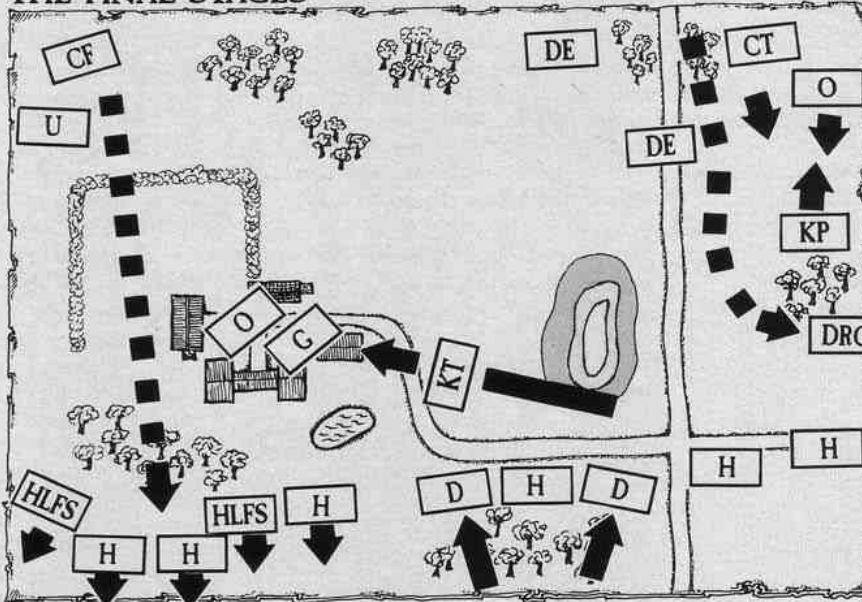
INITIAL DISPOSITIONS



THE HEIGHT OF THE BATTLE



THE FINAL STAGES



KEY

MOVEMENT FLYING
ARTILLERY BOMBARDMENT

H = HUMANS	U = UNDEAD
KP = KNIGHTS PANTHER	KT = KNIGHTS TEMPLAR
CT = CHAOS THUGS	DE = DARK ELVES
O = ORCS	G = GOBLINS
DRG = DRAGON	D = DWARVES
CF = CARRION FLYERS	HLFS = HALFLINGS

The Cold War heated up. A Skullchucker on the northernmost edge of the board opened up with speculative fire onto the area concealed behind the woods...

Perrin looked about him. About 50 yards away stood a line of the trees. Slightly over to the right, partly obscured behind them, he could make out the rooftops of the hamlet. Directly to the right, he could see the dark shapes of artillery moving slowly forward behind infantry, as Human crews sweated and cursed them into position. Beyond the guns he could see the forest that separated the left flank from the right.

He began to walk back to his troop. He could make out Gimbod, second in command, who had served at the Battle of the Ford.

"Gimb - " he called, but his shout was silenced by another noise. Beyond the trees he heard it. A sharp thwack! He froze as he heard it come, spinning, wheeling, whistling through the air - shhhheeeeeeeeeee! CRUMPI He tried to move but fear had gripped him. The skull and entrails hit the regiment just to the right of mid-man. "Hold steady....!" he yelled, but his voice came to him as if through a fog, and he knew no-one could hear.

Another thwack! The same screeching, and another skull, bloodied and still attached to a part-torso, crashed into the second rank. Gimbod saw the Halfling next to him fall in fear as the gory mess hurled overhead. "On your feet! ON YOUR FEET AND CLOSE RANKS!" he yelled, but he could already feel the ripples of movement around him, "HOLD STEA....!" he screamed. His voice was lost as a thighbone crashed into the back of his skull, and he fell into the dark.

Another thwack! and the regiment broke.

Shaken but intact (on the whole), the Empire left reformed itself to close the gap, as the Death Columns, headed now by the cavalry and War Mammoth, came, ever onward!

On the right, things were a mess!

Still taunted by the Chaos hordes for their refusal of the challenge, the Empire forces, archers, cavalry and Men-at-Arms had begun to move forward to close the range between themselves and the enemy. In doing so, they blocked the lines of fire of their supporting artillery. Trembling with fear, they crept forward, waiting for the Cold ones to charge. What they didn't know - and only the GM and the Elf Lord did - was that the Cold Ones, having failed a *stupidity* test, were munching grass in the midst of the woods.

Meanwhile, as the skeletons drew forward on the right, fate played its hand. A trio of stone throwing catapults opened up with speculative fire (25% chance of a hit, double deviation, house rules!) A hail of debris crashed into the Undead cavalry, and in closely packed mass, the D4 wounds per hit smashed the bone riders to dust.



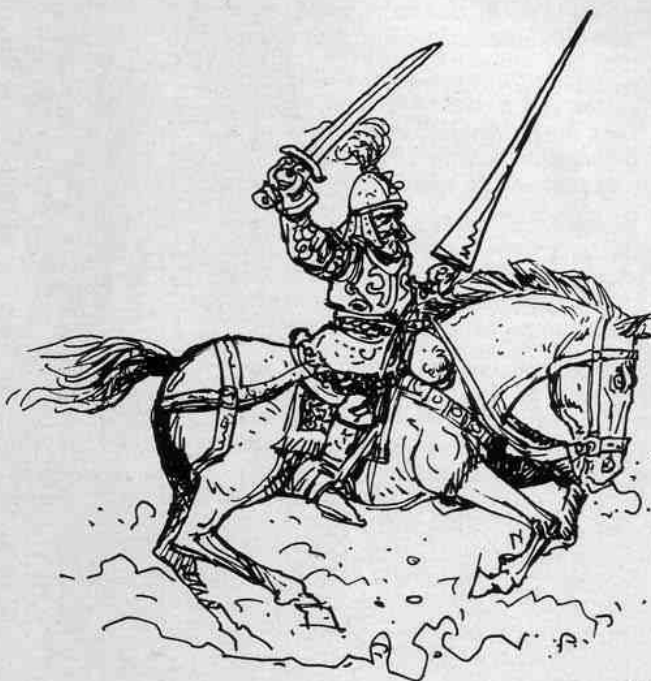
Across the field, as the Empire right advanced, attempting to leave clear lines of sight for the cannon, the Dark Elf engineers serviced their repeating bolt throwers, and checked their sights and range. In a hail of destruction, they let fly! Orc archers, bolt throwers, Chaos Dwarfs with mortars and rocket launchers all spewed their missiles into the Empire lines.

The effect was catastrophic. Holes appeared where men had stood seconds before. A regiment of archers, ripped apart, broke and ran. Panic was only halted by the intervention of the gods and some extremely low dice rolls!

Repeating bolt throwers found their target in a unit of Knights Templar who, fled in disorder to the cover of the Carik Mound. The Empire advance stopped, shocked, stunned, standing in the middle of the open plain.

Over on the left (at about 9.00 am Saturday morning) a new disaster struck the Skeleton Hordes. Under another rain of debris from the stone throwers, the crew of the War Mammoth was reduced to bonemeal. The riderless behemoth crashed through the woods, out of control, and off the table's edge.

As the news of this victory spread down the line, the general advance was sounded. Out of the woods in the Empire centre, Dwarfs appeared, and sighting a unit of Orcs, ploughed (well, at 3" per move, ambled) towards them accompanied by a unit of Crossbows.



Fearful of Cold Ones and bolt throwers, the Empire forces on the right had opened their lines to give fire to the cannon placed behind, and a murderous duel developed.

Archers, bolt throwers, rocket launcher (one hapless crew had blown themselves to oblivion by this point!), mortars and cannon ripped and tore at each other. Missiles and screams filled the air, and only by sheer weight of numbers, leadership, and those low dice rolls, did the line stay intact. With casualties increasing, and still hesitating to move closer lest the Cold Ones attack, Empire commanders ordered the Siege Mortar be brought forward to pound the woods. But, unbeknown to them, the Lord of Death had unlocked his last casket, and cast forth its contents upon the world. From the sky to the north, huge, black, winged shapes appeared.

The Carrion came!

Bearing Wraiths, they swooped down upon the stone throwers, whose crews, stout but simple fellows all, took fear and fled their machines. A ripple of panic spread along the line. Halflings broke and fled from the terrible sight as Carrion wheeled and screamed above.

Out above the plain, the sky grew darker still. Leathery wings bearing as it tore through the air, poisonous vapour spewing from its nostrils, the Blue Dragon swooped low over the frozen Empire lines. It circled once, then flying low, engulfed the Knights Panther in a cloud of choking sulphurous fire.

With the woods alight, the surviving Knights charged forth in a complete frenzy, desperate to bury their lances into the line of Chaos Thugs now flanking the decimated Orc Archers.

The Dragon wheeled again in an attempt to gain height, and passing low over the plain, was pierced by a storm of arrows from the massed archers. Missile after missile struck into it's soft underbelly, and with a screech that froze the blood of those below, it crashed into the Carik Mound, writhing and smoking, until the fires inside it died. As the creature still twisted, trumpets and horns sounded the length of the Empire line as the cry, "Death or Victory!" filled the air.

The army advanced, and fate took it's final turn. The single remaining massed column of Skeletons dissolved from the field, and disappeared once more into the ether. The battle was coming to an end. News of the death of the Dragon and the Skeletons' demise spread along the line, and the Empire attacked with renewed vigour.



Oblivious to the casualties from the Orc archers and bolt throwers that were still active, the Knights Panther crashed into the Chaos Thugs, as Imperial Guards and Men-at-Arms rushed forward to join the fray.

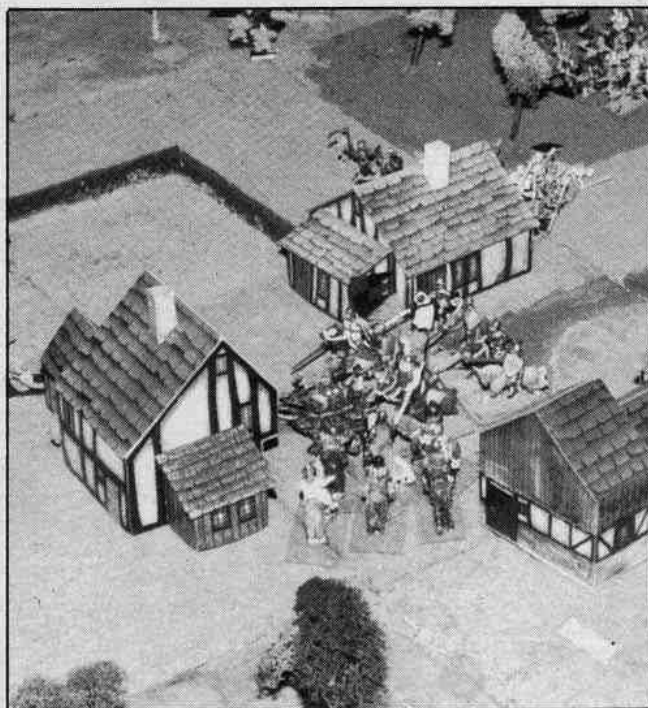
In the center of the field the crossbow units paused to fire volleys of bolts into circling Carrion, killing three, and causing the last of them to flee.

The Dwarfs, now out on their own, rushed towards the Orcs and were met with a hail of missiles from Dark Elf crossbows, and the release of three drug-crazed Goblin Fanatics. These suicidal maniacs ripped holes in the Dwarfs before changing direction and ploughing into their own lines to dispatch the same Orcs the Dwarfs were attacking.

It was 5.00 pm on Saturday afternoon. We had been playing for 22 hours non-stop! Anything still standing attacked the nearest enemy force. The Panthers were ripped to shreds by Chaos Thugs who, in turn, were beaten by the combined weight of the Imperial Guards and Men-at-Arms. The remaining Templars rushed the woods to engage the Cold Ones who had wandered there in confusion, hours ago. Orc War Parties still in the village after the disintegration of the Skeletons, sold their lives dearly, blow for blow with the onrushing Empire waves.

Our brains were numb. Our mouths were parched. We could play no more. We were exhausted and delighted at the same time. Has anyone ever noticed, the best anagram of 'Cold Ones' is 'Clod Nose'? The game was over, and we could go home to sleep! The atmosphere was tremendous.

Without the support of parents, friends and other helpers, the group could not have kept going throughout the night and day. We raised about £300 for the Telethon, and would like to say a big thank you to every one who sponsored us and donated money. The game was amazing and we would do it all over again. We would also like to thank Orcs Nest and Gamers in Exile who gave us a lot of support before the game, donated money, and helped us to find visiting GMs. Thanks too, to GW for several copies of **WFB III** and about 200 figures.



Finally, we must say a great thank you to Phil Exon who, at two days notice, responded to a phone call from a total stranger (me!), and agreed to give up his weekend to GM the role playing game. This says a lot for the love and commitment people have for this hobby, and I'm told the adventure was great.

Any fantasy gamer or roleplayers in south-east London who would like to get in touch with the club, should contact Robin or Max, 01-928-7377, or write to: 'Just Games', Roundabout Youth Club, Webber Street, London. SE1 0RS.

We'd like to see you.

Robin Dews
2nd June 1988

SHADES

PLAY SHADES... THE UK'S LEADING MULTI-USER GAME... KEY \$ NOW

Helen Sullivan, Downloads the Data

Over Christmas 1985, in a sleepy little village in East Sussex, a new multi-user computer game was born. The game's inventor was Neil Newell, a man with a varied background, but not one that would have had you guessing his next move. Previously, Newell had worked in the film industry where he designed the flying rig which made Superman appear to fly, as well as hardware for *Aliens*.

At the time, Essex University's *MUD* (Multi-user Dungeon) was the only multi-user computer adventure game around. Neil was a regular player of the game, and partly out of frustration at

the game's closure over the Christmas season, and partly because of *MUD*'s limitations - "it was very slow, didn't accept many commands, and had a cold atmosphere," says Neil - he started to write the software for *Shades*, with the benefit of learning from *MUD*'s mistakes.

People were soon dialling up his game in preference to *MUD*, and the reputation of *Shades* began to grow among adventure game players. About nine months after first writing the game software, Telemap Group, the publishers of *Micronet* (the on-line service for home computer users) joined forces with Neil and *Shades* was launched onto the *Micronet* screen. *Shades* is now the most popular on-line multi-user adventure game in Europe and goes from strength to strength with Shadists clocking up over 4,000 hours of play every week.

To play *Shades* you need a computer, a modem, communications software and a subscription to *Micronet*. The stated object of the game is to accumulate enough points to progress to the status of Wizard. The points themselves are gained by collecting treasure and killing other characters. Few Shadists, however, would confine their definition and enjoyment of the game to this.

Roleplaying is a very important element of *Shades*, though the computer provides certain important differences between this and other roleplaying adventure games. As the game is played using a computer at home, Shadists have total control over the character they choose to project. It will not be hampered by anyone's preconceptions of physical appearance.

Another advantage of the computer run game is convenience. You can play *Shades* with, and against, lots of other people whenever you choose, without the bother of arranging a meeting place and setting aside an evening or day. You won't be killed off while you're away from the screen.

The game world is furnished with castles and buried treasure. It contains over a thousand locations which are described to players who roam around using the 8 points of the compass plus commands such as IN, OUT, UP and DOWN.

The descriptions you receive as you move round may thus contain hints about the best route to take next, describe any treasure laying around, or tell you if any other characters are in the area. In addition to other people playing the game there are a number of 'mobiles' - computer-generated characters - such as the castle guard, bats or thieves.

Three main attributes are used in *Shades* fights: Stamina, Power and Fight Skill (FS). Stamina starts at 100 for novices and rises to 230 for Warlocks: reduced below zero and you're dead. Blows are automatically exchanged, with your hand power added to your weapon (if any). This figure is deducted from your opponent's Stamina if you score a hit.

Whether or not you score a hit depends on the relative difference in level of the two players, and Fight Skill affects the number of blows you get in during a round of combat. The fight continues automatically until a player dies, FLEES or QUILTS.

Fleeing and quitting incur points loss for cowardice, but if you started the fight, and you're killed, all your points are lost. You lose only half if you were the victim. Players who elect to be pacifists do not incur points loss for fleeing, but can't start fights for themselves. The rewards for fighting are 1/16 the of a victim's points or 1/4 of an aggressor's points. Fight Skill also goes up or down depending on how difficult the fight was.

One of the most popular aspects of the game is undoubtedly its interactive nature. Apart from enabling you to move around, fight or hunt for treasure, it allows you to meet people. You can conduct conversations via your computer keyboard.

Novices find other characters frequently coming up to ask them if they want any help, and there is a formalised helper system designed to introduce you to your new environment.

Some characters form alliances in *Shades*: some do it in order to ambush other players, while others make friends through the game. Characters have met and married. In fact, through the game, one couple (whose personas were Jhary the Trouserless Wizard and the Incandescent Shark) recently married in real life (see *Culture Shock* WD104).

Shades is available to anyone with a computer and modem, either through open access (on 0898 10 0890 charged at 25p a minute cheap rate or by subscribing to *Micronet* (this costs £79.95 a year, and includes a free modem). If you subscribe to *Micronet* the time charge of 2p per minute, plus a local call (50.6p per hour) will apply if you play between 6pm and 8am (peak time has the Prestel charge of 6p a minute on top of this).

For further information, please contact Helen Sullivan at Telemap Group on 01-278 3143.

THE COMPETITION

Now you're totally enthralled by this digital dungeon bash, how about earning yourself everything you need (well not quite everything - you'll still need to own a home computer) to get into the world of SHADES and begin your own perilous journey to fame and fortune?

Can't wait, huh? Well, Shadist Helen Sullivan has got some prizes for anyone who can solve the puzzle below. First prize is a year's subscription to *Micronet*, a GEC Datachat modem and 10 hours of free SHADES play. Two runners-up will each receive a free quarterly *Micronet* subscription and modem. For the winner and runners-up, we'll throw in a year's subscription to *White Dwarf*.

All you have to do is read the text below...

"What happened?" asked Qadile the wizard, as he surveyed the battered mortals.

"We've all been fighting," explained Keddy. "Everybody got killed in the end, but at least we all got a kill to our credit along the way."

"I killed the Enchanter," said Deathmonk, sniggering evilly. "I jumped him at the moats with the rusty longsword."

"I'm pleased to hear it," growled Nanjusi. "That Enchanter got me just a moment before! And I also hear Midnight killed the Necromancer."

"Good stuff!" exclaimed Keddy. "And the fourth kill was when the Gallant carved up the Mystical when he summoned her to the Leech Pond. Bit unfair, I thought!"

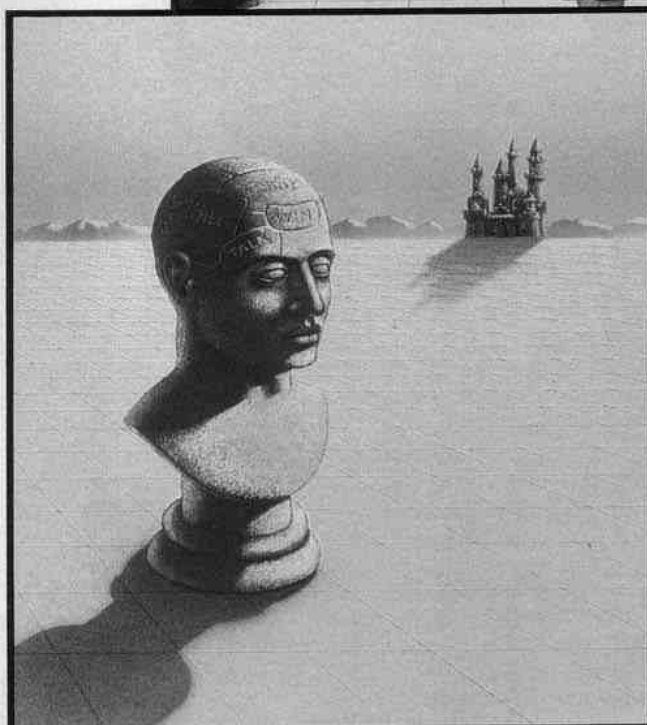
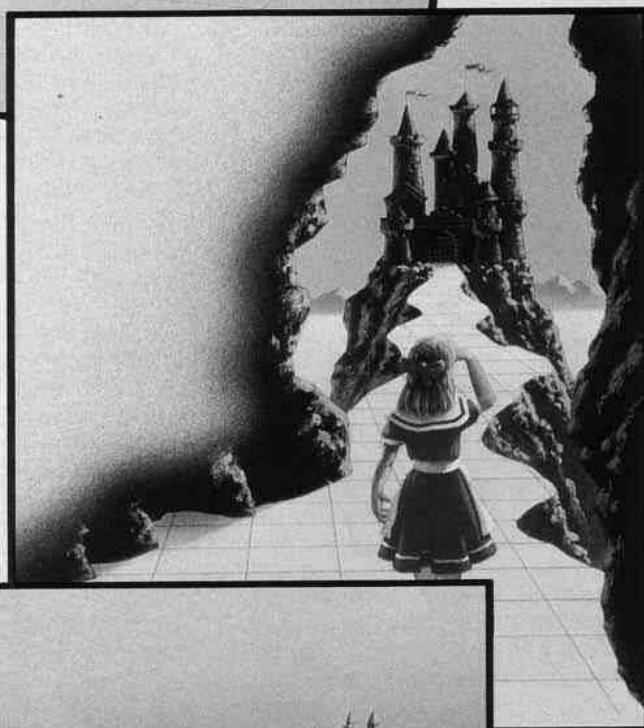
"What can you expect from scuzzy little Gallants?" observed Qadile, toying with his hat. "Be thankful you're not one, Keddy!"

...and answer a simple question.

What rank are the four players, Midnight, Keddy, Nanjusi and the Deathmonk?

All answers on a postcard please to:
*SHADES Competition, Telemap Group Ltd,
Durrant House, 8 Herbal Hill, London EC1R 5EJ.*

The closing date is December 1st 1988 and the competition is only open to residents of the UK. The judge's decision is final; no correspondence will be entered into regarding the competition; winners will be notified by post. The competition is not open to employees of Games Workshop Ltd and Telemap Group Ltd, or members of their families.





LETTERS PAGE
WHITE DWARF
ENFIELD CHAMBERS
14-16 LOW PAVEMENT
NOTTINGHAM
NG1 7DL

WHITE DWARF

One or two of you have noticed that the Letters Pages haven't been as regular a feature as usual over the last few issues. All right, all right, already. You can stop sending the protests/hate mail/death threats. It's nothing personal, chaps. It's just that each issue only has 80 pages (what am I saying, 'only'!?), and sometimes, to make room for all the reams of material the designers keep thrusting at us, something has to go. Still, we're going have to get rid of all the mail sacks cluttering up reception somehow. So let's plunge right in.

We begin, suitably enough, with a "Thought for the Day"

Praise the humble plant, for it is clean, aids terraforming and makes damn good camouflage.

**Lt C Walsh,
Green Marines, Solihull**

Wise words indeed. And speaking of wisdom...

A Jones, Barnsley Hawk the Prestigitator, Halfling magician extraordinaire, sat at the back of the Sick Parrot inn, his sorcerous trappings hidden beneath a black cloak, a cowl pulled forward to hide his face. His comrades were bargaining for the release of Princess Leyland, and it would have greatly served their cause if Marina, that little blonde girl in the green tights and skimpy top, wasn't quite so sharp. So, Hawk made the gestures for a Stupidity spell, secretly, under the table, and casually poured out the ingredients for the spell out of his backpack.

THUDD! Fifteen pounds of blancmange-like Giant's brain tissue lay in front of the Hawk. All eyes turned to the little magician. Thinking quickly, he looked up, as if some great bird had just dumped on his table. He heard the scrape of weapons being drawn... Perhaps they suspected...

Come on, guys. Trying to explain away something the size of a large pumpkin in a situation like that wasn't easy. How about the ingredients being scaled down a bit (like, by a factor of 1000) to, say, one ounce of dried brain?

Well, yes, carrying Giants' brains around in a sack could cause a few problems. You're lucky he wasn't lynched earlier for causing such a stench.

Besides, spell-casting in public is decidedly anti-social. Your average regular at the local tavern is never going to take lightly to being ensorcelled. The fact that some spells require cumbersome or very rare ingredients is meant to remind PC wizards that half the battle in is getting the spell safely cast!

But anyway, what on earth makes you think a giant's brain is going to weigh 15 pounds?! Giants in the Warhammer world are not exactly noted for their vast intellectual capacity. In fact, they're downright dumb. Fifteen ounces might be nearer the mark!

But now, a cry for help...

David Graham, Leicester Oldar

Tane's Chaos army has just marched right through my Elven force and has now forced my Dwarf army into a siege. Powerful Elves and Dwarfs may be, but they're no match for a Chaos army of the same points value which includes Bloodletters, Daemons and horribly mutated Beastmen with plague (and ears on the soles of their feet). Even my

Gyrocopters were wiped out long ago by a misleading magician by the name of Messington.

If this continues I shall be humiliated, beaten by my baby brother. I wasn't too surprised when my Elves collapsed at the Battle of Belamar Bridge but what did surprise me was the power of a fairly small Chaos army. Though I never doubted the power of Khorne, I did underestimate the power of his armies.

Surely the Dwarfs and the rest of the Old Worlders are to be crushed - unless - is there a glimmer of hope? If you possess a worthy hero and have him challenge the leader of the Chaos army, you may distract the hideous hordes long enough to do some damage, though you will surely lose the hero.

Another good tactic might be to have a wizard with a Change Allegiance spell. Alas my Dwarfs have little hope of success here, as my only wizard is about as effective as a cup of tea to an alcoholic.

Happy Chaos bashing and please, please invent a Chaos beating machine...

Powerful machines won't win your battles for you. It takes a skillful general and a hand-picked army to face the Chaos hordes. Is there anyone out there with some good, solid tactical advice for dealing with the forces of Chaos? In the meantime we recommend you build the walls high, sit tight, and let your enemy come to you.

Next, a voice crying aloud in the wilderness -

Euan McLaren, Fife I don't know if anyone has noticed, but we Scots are without the stores of paradise, the trading posts of pure delight. Need I go on? Well I'm going to. America has one in Baltimore and Scotland isn't nearly as far away. Please let one materialise up here, for the sake of a poor, old Halfling (who manages a Blood Bowl team in his spare time). You do know where Scotland is, don't you?

Och aye, Jimmy! O' course we ken where bonny Scotland is, the noo. Bob Naismith and Aly and Trish Morrison would never let us forget. So fear not, laddy, the invasion of Scotland has begun, starting with Glasgow, boots mon (see the ad elsewhere in this issue).

That should put an end to the piles of letters from irate Scots.

Unfortunately, there are no plans to cross the Irish Sea to Northern Ireland, so I guess we'll be bombarded by complaints from Belfast and Londonderry for some time to come.

Now, what's this? A complaint about Games Day?

Paul Johnson, London What has happened to Games Day? The end of the year looms near and still there is no sign of it. Surely this great and extremely popular event hasn't met an untimely end?

Games Day was, and I sincerely hope it still is, a unique event in the gaming calendar. It attracts thousands of people each year like some sort of gamers' Mecca. If it hadn't been for my first Games Day in 1984, I probably wouldn't have become interested in roleplaying games. This being the case, I look upon the event as something report back to each year, to review my progress. But not this year. Games Day 1988 - missing, presumed dead?

Games Day 1987 was a big event for everyone. It lasted three days and involved moving over fifty GW staffers down to London for the whole period, putting a great strain on both the factory and the studio. Besides which, we've all slowly come to hate the standard venue at the Royal Horticultural Hall. The roof leaks when it rains, and when the weather's good it's like a steam bath. Not to mention the dreadful acoustics. But even as I write, plans are underway for Games Day '89! News of this has just filtered through to Culture Shock, elsewhere in this issue. It will be in a new (more centrally located) venue, and will include the 1989 Golden Demon Awards and, to coin a phrase, much much more!

And speaking of the Golden Demon Awards -

Lee Wells, Whitley Can you tell me if there will be age categories in next year's Golden Demon Awards? I was a little upset when I found that I came 4th in the regional heats and was beaten by three adults.

Sorry, Lee. The Golden Demon Awards are meant to be a quest for perfection. The competition is completely open to all-comers, regardless of age, sex, colour or creed. It might seem unfair to pit 13 year olds against adults, but we're looking for the finest miniatures in the land.

We want the Golden Demon Awards to mean something, to be the ultimate accolade, to be the figure painter's Oscar - and you don't see any age categories in the Oscars, now do you?

And while I'm dealing with complaints, I'd better try to forestall the inevitable deluge of mail concerning the continued absence of a certain, mighty-thewed, peanut-brained barbarian...

The Great Tooc, Dunoon Living deep within a land of awesome, rugged beauty; having been suckled on warm blood and weaned on cold flesh, it is my duty to obey the code of the highland warrior.

Unfortunately, I must therefore deliver to you an ultimatum, **before** I proceed in the ritual dismemberment of those responsible for the omission of "Thrud the Barbarian" from the last issue of White Dwarf.

Make good your attempt at redeeming yourselves in the eyes of the clans, or I shall find great pleasure in myself leading the rending of limbs, the spilling of blood, and the creation of destruction. None shall be spared, save the meagre handful of Scots among you.

Erm... Yes. Well, in that case it's a good job there's tartan blood in my veins.

I can assure the Great Tooc, and Robert McGlew, and all the others, that your gentle admonitions have been passed onto The Great Blanche who deals with such matters. He made some muttered excuse about Carl Critchlow having been tied up with illustrating Dark Future supplements, and being in need of some original script ideas. So perhaps all you Thrud fans had better get writing and send some ideas in.

And speaking of ideas...

A. Crawley, Bradford I just wanted to let you know that I think Dark Future is the greatest game you've ever published.

Well, thanks. But we've got enough problems with Hal's ego as it is.

It's terrific fun, but -

There's always a 'but', isn't there?

Why haven't you covered trucks and convoys? These would surely make for great games. Sanctioned Ops could be hired to ride shotgun, and Renegade gangs could mount spectacular attacks. You could even set up decoy

convoys with trailers stuffed full of armed guards.

It's funny you should mention trucks. Even as I compile this page, Richard Halliwell is beaver away at a set of rules covering just the sort of encounters you mention. Keep reading Dwarf for news of the latest developments.

T. Shaw, Nottingham What on earth is "Adeptus Titanicus"?

A good question! Quite a few readers were suitably intrigued by the ad we ran last issue. This obviously isn't the place for an in-depth preview of Jervis Johnson's latest epic rules system, but suffice it to say that Adeptus Titanicus features colossal conflicts between gargantuan, robot-like machines in the 41st millennium. Don't miss next month's issue - it's going to have a special 'Titans' feature.

Michael Biddulph, Barnsley Having seen other rpg mags, I can't help noticing the presence of fanzines. Scanning through them, I notice there aren't any containing WFRP or WFB. Is there one with just the slightest smidge of any WFRP or WFB material?

What other rpg mags? Very strange. Anyway, as it happens, a certain Darren Edwards of 63, Norton Leys, Rugby, Warwicks., CV22 5RT publishes a 'zine called Making Movies which is packed with Warhammer material...

But enough of the free plugs

S Cliffe, Mablethorpe In issue 105's Illuminations, the picture by Tony Roberts of the Massacre of the Blood Angels by Orks has one vital mistake. The team's heavy weapon operator must have lost his head (or perhaps he's an Ork in disguise). Whatever the reason, he's holding his missile launcher the wrong way round! Pity the poor chaplain standing behind him! I thought Marines were supposed to be highly trained in the use of their equipment, maybe he just doesn't like chaplains!

Well spotted. We like to throw the odd thing like this in from time to time. Just to see if you're on your mettle. A box of Space Marines is on its way (with all missile launchers in the correct orientation!)

Letters edited this month
by Phil Gallagher.



EASY METAL

In the grim world of *Dark Future*, you have to make the most of what you've got. Sid does just that with a handful of game models and diecast cars.



Customised Interceptor with large capacity V12 blown engine.



Big rear tyres give added traction. The stripped body allows for more rapid acceleration and top speed.



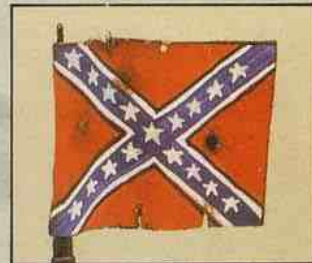
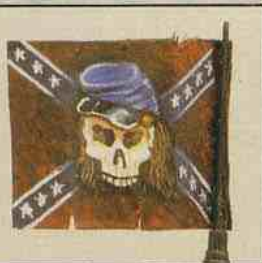
The unconventional Outlaw Sprint Car style is applied to a Renegade belonging to the Maniax gang.



Los Angeles Police Department all terrain vehicle, ideal for off-road pursuit and engagement.



A Souped-up Classic: Dodge Challenger from Sweet Home Alabama.





Pro-street style '57 T-Bird with hood mounted chain gun.



Police Interceptor with blown engine and twin mounted MGs.



Heavily armoured Chicano gang buses patrol NoGo.



Armoured mobile headquarters are often used by gangs to co-ordinate large scale attacks.



Cops shoot it out with members of the Maniax gang on a deserted stretch of Interstate.

DARK FUTURE CONVERSIONS

GW's resident highway gypsy, Sid, describes how you can supplement your **Dark Future** Battlecars collection by utilising some of the wealth of die-cast car models available from any toyshop, and by simple conversions of the game models themselves.



SPECIAL PAINT TECHNIQUES

Grubby Renegades and Tanks can be painted quickly, with an effective finish being relatively easy to obtain. Put lots of drybrushing and rust into the paint job. Citadel Brown and orange inks can create a realistic rust effect. Graffiti looks good too - scrawl on the model with a Rotring pen or brush. Let the paint run a little and give letters rounded edges to make them look as though they have been sprayed on with an aerosol.

Flash custom paint schemes need a lot of work. I do it much like a full size car would be sprayed, rubbing down the model with fine wet and dry paper, undercoating it and giving the car another rub down. Colours are then sprayed on. You can use car aerosols but an airbrush is much better. The more preparation you put into the model before you get to the spraying stage, the better the finish. If you do decide to use aerosols, read and follow the instructions on the can!

For a good metallic effect, spray ink over a silver or gold base colour - it looks just like the real 'candy' effect paint. Spray a few thin coats rather than one thick one. The airbrush is ideal for those atmospheric dust effects as well (though these can be achieved by drybrushing). If you own an airbrush, you will already be familiar with the techniques involved. If you can't afford one of these expensive tools, and want to avoid using aerosols, you should still rub down the model and apply several thin coats with a good brush. Try to apply the layers of paint without leaving brush strokes, and remember to allow time for each layer to dry.

On the flashy models I used a polyurethane gloss varnish top coat, applied by paintbrush. Use a good brush and it won't leave brush marks, and nothing shines quite like it. Aerosol varnish isn't half as good. Decals are handy - Formula 1 car kits, jet fighters - anything really.

GENERAL MODELLING AND CONVERSION

Use a scalpel heated in a candle flame for structural work - carving large areas of plastic away and making hatches etc. The heated blade makes use of the scalpel safer, but do take the utmost care. Use sharp, clean blades and make cuts away from yourself. Clean up rough edges with a second scalpel and/or a file.

To strip die-cast cars down for painting you have to remove the rivets that hold the body to the chassis. I used a grinding wheel in a Dremel motor tool. A large hand drill would also do the trick (you'd need to support the model in a vice). Alternatively, mask the areas over which you don't want to paint. This is bit fiddly, though.

Collect a bits box from old plastic kits - never throw anything away. Other bits can be made from Milliput or another modelling putty. Shape it approximately and let it dry. Then use a file to clean it up. Bits of tubing, wire and brass mesh also come in handy. They're available from most model shops and shouldn't strain the finances.

Cheap, small scale Formula 1 plastic car kits are a good source of large, back wheels and other bits. Look at custom car mags for ideas. For extra armour, use plastic card or even cardboard. *Land Raider* bits could also be useful.

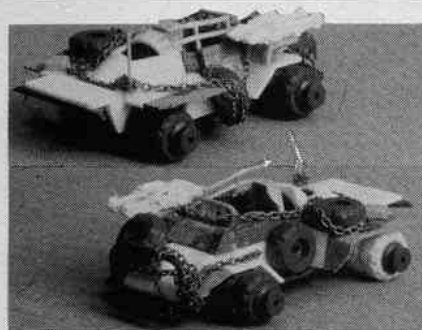
Tools: Equip yourself with superglue (keep this stuff off your fingers), epoxy, a file, scalpel and any other tools you can get your paws on. Remember to wash your hands after using modelling substances.

Here's a brief summary of the specific treatment given to some of the models shown on the colour pages.



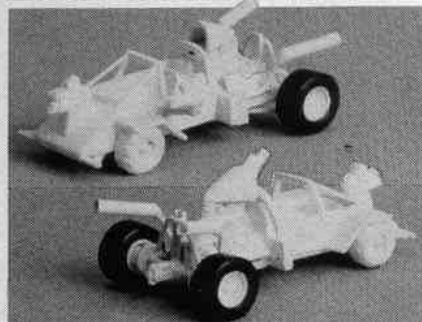
Renegade 1 (Camouflaged)

The chains are a model shop accessory (the type that often come with wooden ship models). Four extra wheels are also added to give the model a 'tranny van' look, along with an engine grill made from brass mesh. Extra tyres serve as armour. The remaining components come out of the parts box. The Renegade is then airbrushed with Citadel greens and browns and ink in camouflage patterns. Incidentally, the driver is part of the new Citadel **Dark Future** release.



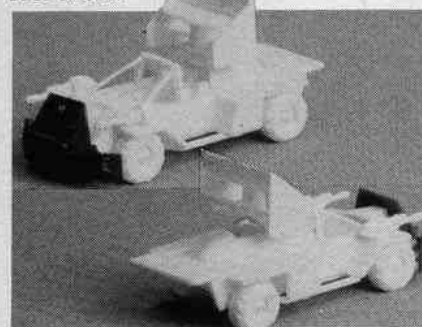
Renegade 2 (Stripped)

This one is stripped down for speed. The rear body and roof are carved away and a rear chassis is made from plastic strip. The engine and gear box are constructed from putty and lots of plastic odds and ends. Rear wheels are taken from a racing car kit. The side gun mount is the result of another visit to the spares box. The colour scheme is black plus Mithril Silver, topped with an airbrushed dust effect.



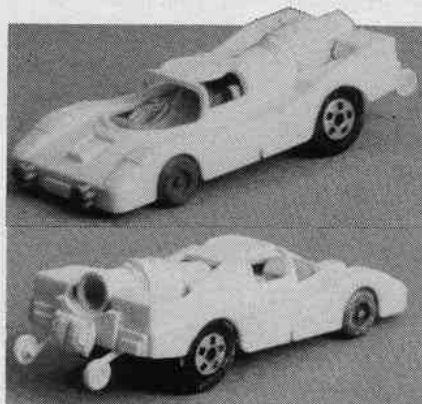
Renegade 3 (Maniax)

The roof spoiler comes from the Formula 1 car kit, giving the model a Yank 'outlaw sprint' car style. The front armour plates are taken from tank kits. The paint job consists of a mix of Swamp Brown, red+brown inks and silver for the rust effect.



Interceptor 1 (Jet-Intercept)

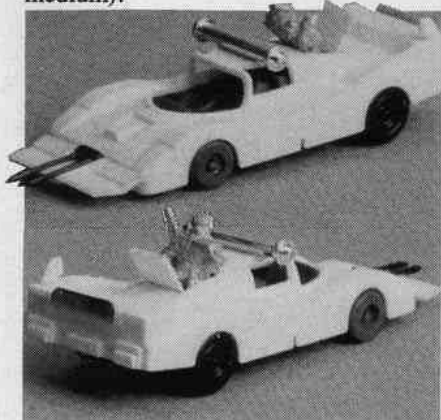
To give the car its jet fighter look the body is carved away to accept an engine from the parts box (it's actually a Rotring pen top, which goes to show that even old bits of pens, bottles and broken toys can be useful to keep hold of). Wheelie bars, a parachute and big wheels built on the rear complete the effect. Gatling guns come from the ever-useful parts box; the remains of a helicopter kit, in this case. The car is airbrushed silver over black undercoat. Different metal panels are then hand painted in a silver + black or white mix with decals taken from jet fighter kits.



Interceptor 2 (Cop Car)

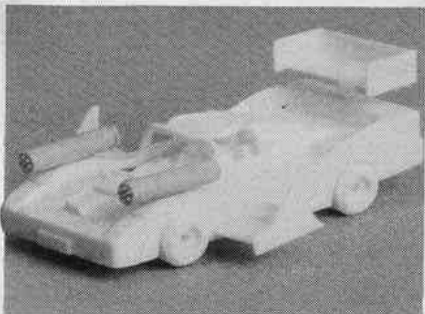
This stylised cop car gets rear wheels from the parts box, a spoiler from a race car kit and guns from a B17! The lights are made from a modified chrome part from a gun kit. The blower scoop is sculpted from putty with bits added from the spares box. A black and white colour scheme, with additional technical drawing pen detail, is given an overall dust effect by airbrushing brown plus white. Lights are given a coat of gloss varnish to give them that shiny effect.

If you're restricted to using a brush rather than a pen for the detail work, use the finest point you have and apply the detail with Citadel black (using ink as the diluting medium).



Interceptor 3 ('USAF')

This Interceptor has its axles removed and body lowered. Spoilers and aerofoils are added from a Formula 1 car kit, missile launchers from a helicopter kit. Green and yellow ink (over a gold base coat) provide a brilliant finish. Transfers from bits box are added before applying the polyurethane varnish top coat.



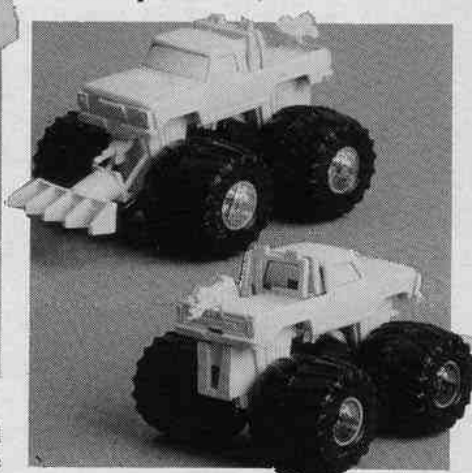
Die-cast 1 (Graffiti Van)

Before painting the van, it has to be stripped down. The body is undercoated and then sprayed multi-coloured patterns for a graffiti street gang look. The added turret comes from a German armoured car kit, the guns themselves from the **Dark Future** gun sprue. (Turret gunners are now available as part of the **Dark Future** range, and are the ideal figures for this kind of vehicle.) The grills are made from wire and assorted bits.



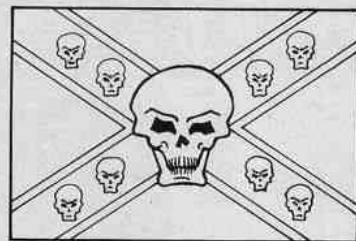
Die-cast 2 (Big Foot)

Big Foot is left pretty much in its original form. Two guns (front and rear) are added, along with a ramming bar from a *Land Raider* (customised to fit with bits box bits). The painting scheme is similar to that used on Interceptor 2.



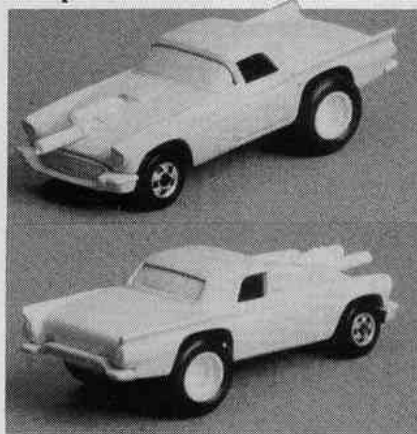
Die-cast 3 (Challenger)

The Dodge conversion begins with a complete strip down. The interior is cut down and detailed. A hood mounted blower is made from putty, and a gun is mounted under the chassis front. Red ink is airbrushed over gold undercoat and then given a polyurethane varnish top coat.



Die-cast 4 (T-Bird)

This '57 T-Bird is stripped down first. The rear end is then cut to accept 'pro-street' style wheels from what's left of the Formula 1 car kit mentioned earlier, and a gun is moulded into the hood. The whole vehicle is airbrushed in two shades of electric blue and ink. Polyurethane varnish is added. The dust effect is airbrushed on top.



Die-cast 5 (Hidden Weapons)

This is the simplest conversion of the lot. The car is stripped down and given bigger rear wheels from another model. Various shades of inks over a silver base coat are finished off with a polyurethane top coat, producing a simple but elegant looking model.



As you can see, cars may not be quite as easy to paint effectively as they appear at first glance. There are routes for both novices and experienced modellers and painters to take. Whichever technique you choose, good results should be well within your grasp. Materials are easily available, as is reference material; magazines, TV, film - and, of course, the streets themselves!



Experimental Jet-Intercept with twin-firing gatling guns. Note air intakes on either side of cockpit.



Rear view of the same vehicle reveals wheelie bars and drag-chute.



An ex-USAF veteran turned Sanctioned Op.



Street-rod style Op's car with concealed weapons.



This Renegade is modified for an ATV role by the addition of extra wheels and improved armour.

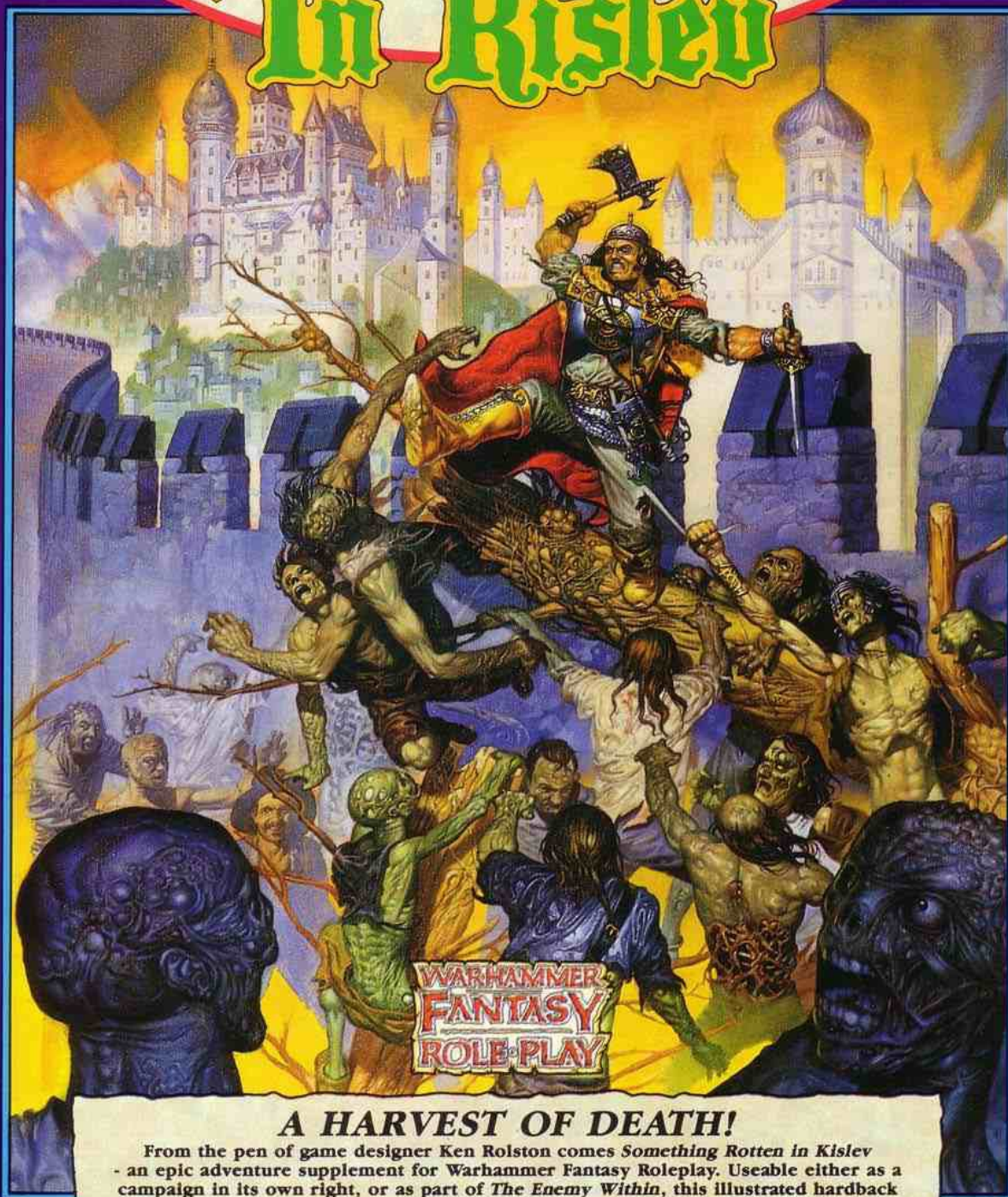


Cunning gang members lure a Sanctioned Op out of his vehicle and into an ambush. ▼



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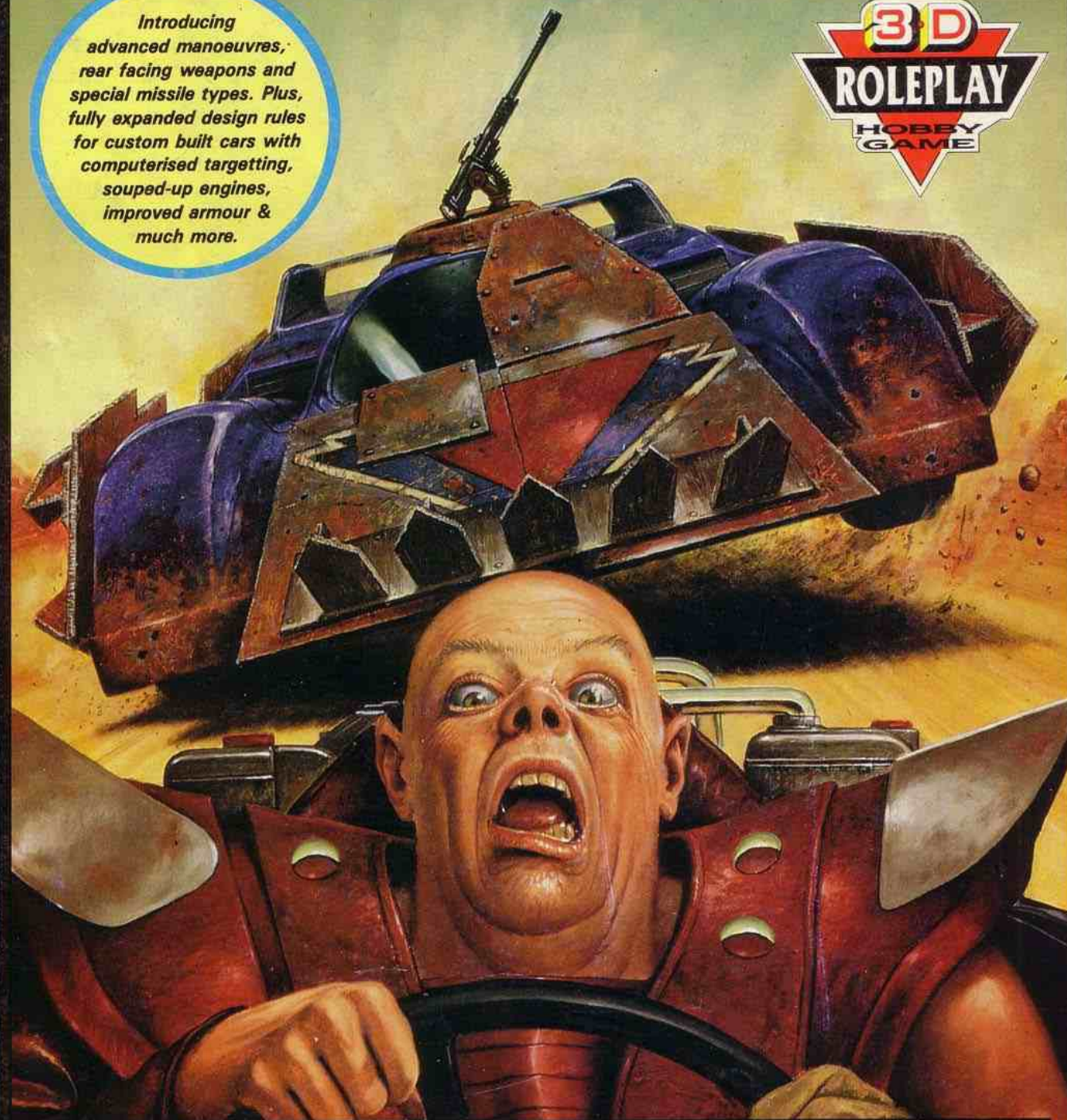
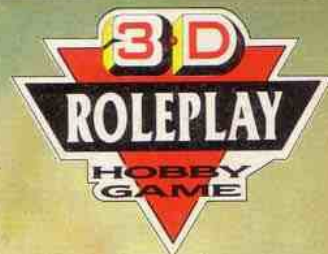
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