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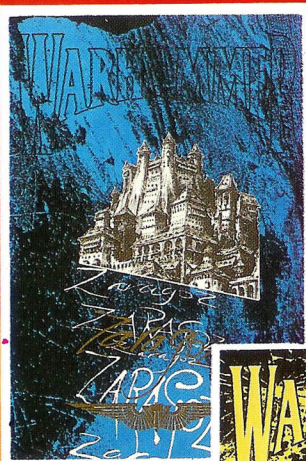


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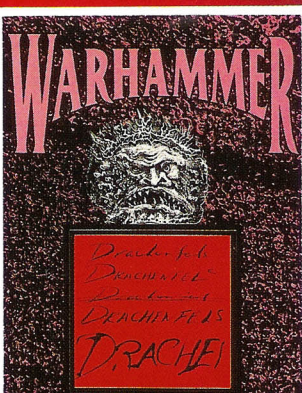
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WARHAMMER™

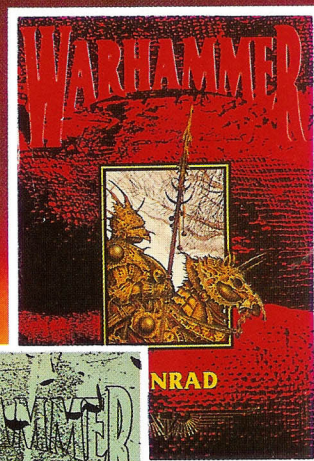
MACABRE FANTASY IN A GRIM WORLD OF PERILOUS ADVENTURE



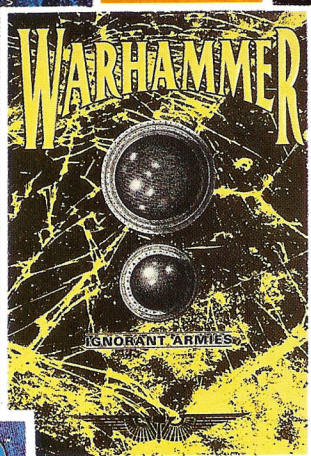
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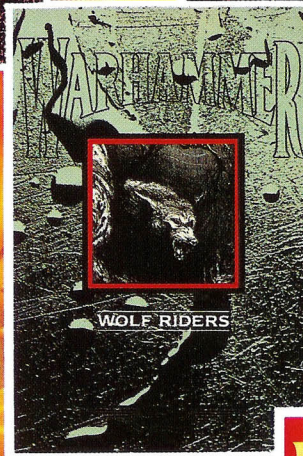
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Konrad by David Ferring



Ignorant Armies edited by David Pringle



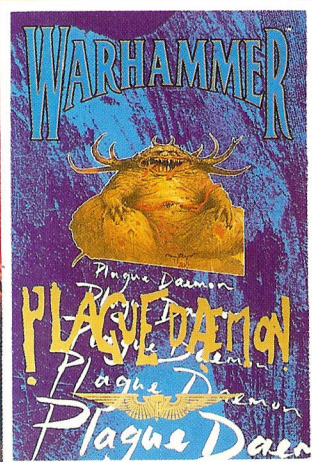
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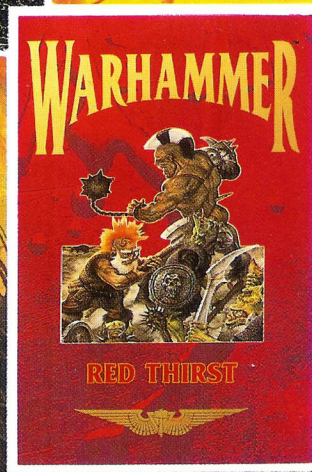
NEW FICTION FROM GW BOOKS

The Warhammer fantasy world already has a richly - imagined background with its panoramic history, epic wars and legendary exploits; its goblins, orcs, elves, dwarfs, heroes and wizards; its political intrigue, high adventure and dark magic. But there's so much more still to tell! And what better way to discover more about this unique and fascinating fantasy world than with the help of some of Britain's finest fantasy writers.

Edited by *Interzone's* David Pringle, this series brings together well-established authors and a host of new writing talents. Published in a deluxe large format, every book is lavishly illustrated with artwork by Games Workshop's leading fantasy artists.



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Red Thirst edited by David Pringle

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should be accompanied by an explanatory covering
letter and a stamped self-addressed envelope large
enough to return the submission. Hand-written
submissions will not be considered. Please state
clearly on the envelope which game the submission
is for.

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addressed envelope in order for us to reply and return
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For both articles and artwork, please allow at least
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WHITE DWARF™

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EPIC KNIGHTS - *Andy Chambers*

Rules, templates and counters for these fast and deadly war-machines in
Space Marine. Knight battle-suits are worn by both Human and Eldar
warriors. Originating on feudal agriworlds where they hunted giant
Carnosaurs, they now fight on the battlefields of the Horus Heresy.
Including a full-colour spread of Eldar and Human Knight colour schemes
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occasionally to other Orks!

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Metal and plastic Genestealer Hybrids and Terminators by the 'Eavy Metal team

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Tony
Ackland



Bryan
Ansell



Andy
Chambers



Graeme
Davis



Nigel
Stillman



Kevin
Walker

GAMES WORKSHOP™

DUDLEY

Dudley is one of our newest stores and is holding its **GRAND OPENING DAY** on **SATURDAY 16TH JUNE**. There will be loads of discounts and special offers on games and miniatures all day, as well as participation games, demonstration games and competitions with special prizes.

The Dudley store is in the Merry Hill Centre, Europe's premier shopping centre with hundreds of shops, including book shops, record shops, restaurants and a 10-screen cinema. There's a massive free carpark and regular bus services to and from Merry Hill, plus free buses around the Centre itself.



EVENTS FOR JUNE

At the Thursday evening Games Club (5pm to 8pm) we run a wide variety of participation games and painting demonstrations. There's something new happening every week, so keep in touch to find out what's going on. If you want to arrange a game at the store, let us know in advance and we'll make sure there's a table available and even find you other players to fight.

Here's a list of the main in-store events for June; come in and talk to us for more information or to find out what else is going on.

The Ziggurat of Doom

We're running a series of **Warhammer Fantasy Battle** and **Warhammer 40,000 Bring'n'Battles**, fought on the sides of an ancient stepped monument.

Saturday 2nd and **Tuesday 12th**: Legend speaks of the long-forgotten alien race who built the Ziggurat and the remnants of their strangely magical science. Your aim is to fight your way to the top of the monument and discover the secret prize hidden there. Bring along 500 points of painted miniatures chosen from any of the lists in Warhammer Armies.

Wednesday 6th and **Tuesday 26th**: The Chaos warp gates are getting wider, drawing on the mystical power of the Ziggurat - do you dare to stop Chaos taking over your planet? To take part, bring 500 points of painted miniatures chosen from any Warhammer 40,000 army list. Chaos armies must try to pass through the gates while their opponents attempt to stop this encroachment of the warp.

Warhammer Fantasy Battle Painting Clinic

Everything you wanted to know about painting your Warhammer Fantasy regiments (but were afraid to ask). Simon is running a painting clinic on **Saturday 9th**, so bring along your models and brushes and we'll supply the advice and the paints.

Deathworld Stand-Off

A small unit of Ultramarines have been stranded on the planet Faro V. Their base has come under attack before they can use their devastating missile defences. Defending against impossible odds, the Ultramarines must hold out until they can launch their missile salvo. Gary will be playing the Ultramarines in this Epic **Space Marine** battle, using 2000 points to defend the base. He's challenging all-comers to breach his defences with a combined force of 8000 points! If you want to take part, bring along some painted Epic miniatures on **Friday 15th**.

Grand Opening Day

Saturday 16th is our biggest event of the month - for full details of the unmissable offers, see the Opening Day advert elsewhere in this issue.

Run For Your Money

Simon is running a fearsome **Advanced Heroquest** adventure on **Thursday 21st** - you'll need all your speed and dexterity to escape from the Labyrinth alive. This quest is only for members of the Advanced Heroquest Guild, so join up now.

Conversions Workshop

Stuart will be showing you simple techniques for converting your Warhammer Fantasy and Warhammer 40,000 miniatures, using just a modelling knife, modelling putty and superglue. If you want to bring a miniature for some hands-on converting advice, feel free - we'll supply the expertise and the glue, but you'll need to bring your own tools.

Lost In Space

Emergency! Emergency! Teleporter malfunction! A Terminator force attacking a space hulk suffers a teleporter error; they are dragged through the twisting currents of the warp to emerge upon a world very different from their own. On **Saturday 30th** Stuart's running this mind-warping **Bring'n'Battle** game combining **Warhammer 40,000** with **Warhammer Fantasy Battle**. Bring along up to 1000 points of painted miniatures chosen from the Terminator list or any of the lists in Warhammer Armies.

DUDLEY STAFF



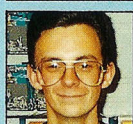
Simon Lolley, manager at Dudley, is the man behind the Dudley Advanced Heroquest Adventurers Guild, so if you want to take part, Simon's the chap to ask.



Stuart Willis, assistant manager, is our resident painting expert - bring your miniatures in and Stuart will give you the benefit of his experience. Stuart's also setting up a Chaos Warband competition - if you're interested, talk to him for more details.



Philip Mason is a keen Warhammer Fantasy Battle gamer; he's working on a Khorne army at the moment, ready to take on anyone who feels they can beat his awesome Chaos force.



Gary Poulton has an Epic Imperial force with which he'll fight any challengers in battles of Space Marine - if you want to see him in action, come along on Friday 15th June to see his Ultramarines fight huge odds in the Deathworld Stand-Off.



Steven Ricketts is in the store every Saturday playing demonstration games and answering questions on rules, tactics, or choosing and painting your armies.

DUDLEY AND BIRMINGHAM GAMING LEAGUES

The new season's just starting so it's time to get down to your local store and make sure you join up. Both stores are running Warhammer Fantasy, Warhammer 40,000, Space Hulk and Blood Bowl Leagues, plus the new **Epic Space Marine League** - if you want to know more about the Leagues, call in or give the store a ring.

Dudley and Birmingham are also running **Advanced Heroquest Adventurers Guilds** - this has really taken off and the numbers of players are growing each week. The Guilds run as unofficial Leagues with points to be won and Guild standings shown on the store noticeboards. The Guilds are open for anyone to join, so put your name down to play next time you're in the store.

BIRMINGHAM

Here at Birmingham we're running a wealth of demonstration and participation games right through the week, as well as in the Thursday evening Games Clubs. The events listed below give you an idea of what's going on, but there's nearly always something happening in the store. We're located in the Bull Ring Centre, right in the middle of Birmingham, with easy access from all the surrounding areas, so why don't you drop in and see what's in progress. If you want, bring along some painted miniatures and set up a quick game in the store (though it's best to call us first to make sure there's a table free).

Epic Day

On **Saturday 2nd June** we're launching the new **Epic Space Marine League** with a day of games and painting clinics. If you want to join the League, come along any time before the 2nd and register your forces. Those who register early will be able to fight their first battles in the store on Epic Day - there'll be a special prize for whoever's got the most points at the end of the day. And even if you're not playing, drop in to see how the League's going and pick up some painting tips for your Epic vehicles and infantry.



Painting Clinic

Golden Demon winners **Chris Haynes** and **Graham Apperley** will be demonstrating their miniature painting techniques on **Saturday 9th June**. If you want any help, Chris and Graham will be happy to pass on useful tips and hints. And if you bring in a miniature and a brush (we'll supply the paints), they'll be able to talk you through the details.

Space Marine Bring'n'Battle

This is your chance to pick up some points and take an early lead in the Epic League. Just bring your League army on **Saturday 16th June** and we'll set you up with an opponent. If you haven't joined the League by the 16th but still fancy a game, come along anyway and bring your forces in for a friendly - you can sign up for the League while you're here!

Space Hulk Challenge

Martin is going to be taking on all-comers on **Saturday 23rd June**. He will be playing a small beleaguered force of Imperial Terminators stranded on a drifting space hulk. How long can he hold out against the constant assaults by squads of Chaos Terminators? To challenge Martin, all you have to do is give him your name before the 23rd and turn up on the day with a squad of painted Chaos Terminators. As well as the joy of victory, there will be all-important League points for those who do well.

MegaBowl Knock-Out

Register your team now for a MegaBowl extravaganza - four Blood Bowl teams on the pitch at once for this all-day knock-out contest. There is a special MegaBowl prize for the winner, plus extra League points to pick up for all those who do well. See Ted for full details - and remember to make sure that your team's painted in time for the big day.

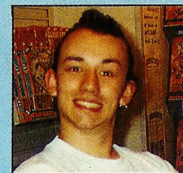
BIRMINGHAM STAFF



Ted Williams



Nick White



Martin Hutton

Ted Williams, the store manager, is a keen Warhammer 40,000 player and he converts and paints a lot of vehicles for the game, many of which are on display in the shop. If you want any advice on Warhammer 40,000 or on the finer points of vehicle conversions, talk to Ted, he'll be only too happy to help.

Nick White, the assistant manager, is currently playing a lot of Advanced Heroquest, so if you want a game, come along and see what you can arrange. In fact, he's so busy questing in dungeons that he's having trouble finishing the massive Dwarven army he's painting for Warhammer Fantasy Battle and is looking for help to complete it - talk to Nick if you're interested in lending a hand.

Martin Hutton is the store's Blood Bowl expert and a Coach of fearsome reputation. Martin will be happy to give you a game if you fancy your chances against his elves.

GAMES WORKSHOP

DUDLEY

KIOSK U,
UPPER LEVEL
MERRY HILL
CENTRE,
BRIERLY HILL,
DUDLEY
CONTACT:
SIMON
TEL:
(0384) 481818

GAMES WORKSHOP

BIRMINGHAM

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BRIDGELINK,
BULL RING
CENTRE,
BIRMINGHAM
CONTACT: TED
TEL:
021 632 4804

GAMES WORKSHOP AND CITADEL™ NEWS

US BATTLE PHOTO CONTEST

Attention all North American retailers! Games Workshop US is organizing a **battle photograph competition** to recognize the superb painting and modelling skills to be found in America.

Your photo may be on any Games Workshop theme, using any Citadel or Marauder Miniature and set in any of our game worlds. With your photo, send us a brief description of the action taking place, telling us what the sides are, why they're fighting and what the result of the battle was. All the photos will be judged by the Games Workshop US sales staff - we'll be looking for the following things: a) modelling, b) painting, c) photography and d) overall creativity. As well as a special prize, the winning entry and battle description will be published in *White Dwarf*.

The competition is open to all retailers in the US and Canada. If you want to enter the competition, go along to your local store - if yours is the best photo from that store, it'll be entered. Only one entry per retailer, please. All entries must be postmarked by July 31st 1990 to be eligible. All photos received will be considered the property of Games Workshop Inc.

Send your entries to: Battle Photo Contest, Games Workshop Inc, Sales Department, 3431 Benson Avenue, Baltimore, MD 21227.

GENESTEALER

We're just putting the final touches to Genestealer, the new **Space Hulk** expansion that you'll be seeing within a few weeks. The game contains 15 completely new Citadel Miniatures: 5 Librarian Terminators and 10 Genestealer Hybrids with heavy weapons such as conversion beamer, autocannon and missile launcher. There's also the complete rules system for psychic combat in Space Hulk, with 44 psychic combat cards and a dozen area effect templates. Extra Blips allow you to play psychic Genestealer Hybrids, with or without heavy weapons, and groups of up to six Purestrains. There are eight new wide corridor board sections and three

geotiles featuring the new boards to add to those in Deathwing.

The missions in the rulebook pit Marines and Librarians of the Deathwing against a Genestealer force employing heavy firepower and psychic assaults, and introduce a squad of the awesome Grey Knights to Space Hulk.

ELDAR ARMY LIST

Planned for *White Dwarf* 127 is Rick Priestley's **Warhammer 40,000 Eldar army list**. Rick's been working very closely with Jes Goodwin on the Eldar project and they've made sure that the new Eldar miniatures Jes is designing are covered by the list - this way, you'll have the rules for the miniatures as soon as they appear and can start fighting with them immediately.

The Aspect Warriors we showed last month are just the first of a whole new range of Eldar miniatures that will be coming out over the next few months. And, of course, you can use all your existing Eldar with the new army list.

COMING SOON...

Some other articles that you can look forward to over the next few issues include: *Modelling Workshops* on converting the new plastic **Ork Battlewagon** kit due for release in the summer; a brand-new **Warhammer 40,000 vehicles system** that covers all the 40K vehicles and allows you to choose which part of your target you aim for; army lists for **Epic scale Squats and Orks**; new **Advanced Heroquest** rules; a card-based hand-to-hand **Fantasy knights combat game**; and a stage-by-stage guide that takes you through all the ins and outs of **converting and modelling**.

And if you've been waiting for Tony Cottrell's *Modelling Workshop* on building the **Baneblade** at Warhammer 40,000 scale, don't despair - it's on its way! We just haven't had space to print it in the last couple of months.

SPACE CRUSADE

Following the success of *Heroquest*, Games Workshop have been working on another game in conjunction with Milton Bradley. This time the action takes place in deep space, with squads of Marines facing a deadly combination of Orks, Gretchin, Androids, Genestealers, Chaos Space Marines and an awesome Dreadnought.

Space Crusade will contain 50 brand new plastic Citadel Miniatures. For 2-4 players, one person takes the role of the invaders threatening the Imperium, and the others each control a squad of 5



Space Crusade Android, Marine Officer and Dreadnought

Marines. The Marine, Chaos Marine and Dreadnoughts come with interchangeable weapons - as the Marine player, arming your forces is a vital part of the game and can make the difference between success and failure.

Space Crusade should be available later this summer. We'll be bringing you more details nearer the release date.

WARHAMMER RECORDS

We're just about to go into the Studio with **Crash & Burn** to record the first album for the new Warhammer record label. We'll be giving you more details of this soon. In the meantime, we're keen to hear from any professional rock bands who are into the Games Workshop worlds and imagery. We've already worked with bands like *Sabbat* and *Bolt Thrower* and we'd like to expand our involvement with rock music. If you're in a professional band and think you'd like to be involved with Games Workshop, send demo tapes and photographs to Steve How at the Design Studio.

WARHAMMER MOVIE?

More rumour than news item at the moment, there's whispers about a possible **Deathwing film**. We've been talking to people in the movie business and there's a chance that Terminators and Genestealers could be making the transition to the big screen. Watch this space for more details.

NEW JES GOODWIN MINIATURE

Everyone at the Studio would like to offer their congratulations and best wishes to Jes and Jo Goodwin on the arrival of their daughter, Holly Ann.



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6						

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Experience the very first and best fantasy telephone adventure, by gamesmaster Steve Jackson.

Steve Jackson



CASTLE MAMMON

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You must return the Wizard Allion's magical rings, hidden in the newly excavated dungeons of Castle Mammon, by Kaddis-Ra's evil rapsallions.

Succeed and Allion will shower you with gold, fail and become a monster's feast.



Steve Jackson



The Rings of Allion.

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GAMES WORKSHOP STORE NEWS

There's so much going on at the Games Workshop stores this month that we haven't got room to tell you about all the demonstration and participation games, painting clinics, modelling workshops, tournaments, competitions, quizzes and auctions that have been arranged. So we've picked some highlights to give you an idea of what's happening around the country. For more information about any of these events, and to keep up to date on exactly what's happening in your local store, either pop in or give the store a call to ask what's new. Every store is staffed by keen gamers and miniature painters who are only too happy to talk to you about game rules, tactics, army lists, painting, modelling, building terrain - in fact, every aspect of the hobby.

GAMES CLUBS

Remember that all Games Workshop stores run an evening Games Club open to anyone who wants to come along. Most Clubs are run on Thursday evenings until 8pm. If you want to find out what's going on, or you want to arrange a game, just give the shop a call.

GAMING LEAGUES

With the finals of the first season's Gaming Leagues taking place at Golden Demon on Saturday 26th May, it's time to start looking forward to the new season. The new Leagues are going to be every bit as exciting and competitive as the first season, so make sure you register early and get your name at the head of the scoreboard.

As well as Warhammer Fantasy Battle, Warhammer 40,000, Space Hulk and Blood Bowl Leagues, we're going to be introducing a Space Marine League for Epic Battles during the Horus Heresy. For full details of this and all the other Leagues, talk to the manager of your local Games Workshop store - he'll tell you how to join, give you advice on picking your armies and teams, and even help you arrange games with other players.



BECKENHAM

The Sacred Battlefields of Khorne

Deep in the Chaos Wastes, warbands of Slaanesh have desecrated the sacred battlefields of Khorne. The only atonement for this sin is death. If you have a Slaanesh or Khorne army of 2,000 points and want to be involved in this mighty Warhammer Fantasy Battle conflict between Chaos Powers, to be fought on Saturday 2nd June, give your name to Paul.

Space Marine Renegades

After the failure of the Warmaster's rebellion, the Traitor Marine Chapters retreated to the Eye of Terror. On the worlds within this maelstrom of Chaos, the Chapters battle one another. On

Saturday 16th June we'll be fighting some of these wars in Epic scale with the Space Marine rules. If you'd like to take part, ask Paul for more details. And look out for the Greater Daemons!

BIRMINGHAM

For full details of our events in June, see Retail Spotlight. Here's a quick summary:

Saturday 2nd	Epic Battles Day
Saturday 9th	Painting Demonstration
Saturday 16th	Space Marine Bring 'n' Battle
Saturday 23rd	Space Hulk Challenge
Saturday 30th	Blood Bowl Knock-Out

Talk to Ted for more information.



BRIGHTON

Anniversary Special

Saturday 16th June is the first anniversary of the Brighton store's opening. In celebration, we'll be running a swap meet of mad megaphone mayhem. If you've got any games or miniatures that you want to exchange, bring them in and find yourself a good swap.

We'll also be running a Warhammer fancy dress competition on the 16th with prizes for all the winners. If you can make yourself a costume from the Warhammer 40,000 or Warhammer Fantasy worlds, you could win a Special Anniversary Prize - and perhaps even see your photo on this page.

BRISTOL

Space Hulk

We've some exciting Space Hulk events coming up soon. On Saturday 2nd June there's a Space Hulk Knock-Out competition - for full details, check the store noticeboard. Over the coming weeks we'll be running special playtest sessions of new missions before they're published. If you're interested in playing, talk to Shane.

Time of the Waa-Ork

Waaargh! The Orks are here! A dropship and landing pods bring detachments of Imperial troops to purge the besieged planet Kata III of Orks. If you'd like to take part in this Epic Space Marine game of the Imperium versus the Ork Hordes, contact Shane - the game is being played on Saturday 16th June.

Miniature Painting Extravaganza

On Saturday 30th June we'll be focusing on all aspects of the miniature painting hobby. There will be useful hints and tips from Golden Demon winners; expert advice as you paint in special workshops; speed painting competitions; and a display of miniatures by the 'Eavy Metal team. There will be something here to interest everyone whatever their painting skill, from complete beginners to past masters.



DERBY

Painting Demonstrations

Adrian Wild, winner of the 1989 Marauder Blade, will be sharing his secrets at a number of Warhammer Fantasy painting demonstrations on Saturdays the 2nd, 16th and 30th of June. Whether you're a novice or just out to refine your technique, these demonstrations will be helpful, especially if you're painting your Warhammer Fantasy Battle army.

Space Hulk Winner-Stays-On Competition

Every Saturday in June we'll be running a Space Hulk winner-stays-on competition: if you're victorious you keep playing, taking on the next opponent. Points from these games will go towards the new season's Space Hulk League and there will be extra prizes for the longest-surviving Marines and Genestealers.

Warhammer 40,000 Conversion Club

Every Thursday evening, as part of the Games Club, we'll be running a Warhammer 40,000 model conversion club. Just bring along a Citadel plastic kit with some parts of other old kits or suitable domestic odds and ends to use in your conversion - we'll provide the know-how, helpful advice and glue.

DUDLEY

Grand Opening Day

On Saturday 16th June we're holding our Grand Opening Day with loads of bargains, demonstrations, games and competitions. If you haven't been to the new Merry Hill Centre yet, here's your chance - if you already know where we are, make sure you don't miss out on the mega-discounts and special offers.

Games and Workshops

Here's a summary of what else we've got planned in June - for full details, see the Retail Spotlight page.

Saturday 2nd	Warhammer Fantasy Bring'n'Battle
Wednesday 6th	Warhammer 40,000 Bring'n'Battle
Tuesday 12th	Warhammer Fantasy Bring'n'Battle
Friday 15th	Space Marine Bring'n'Battle
Thursday 21st	Advanced Heroquest adventure
Saturday 23rd	Conversion Workshop
Tuesday 26th	Warhammer 40,000 Bring'n'Battle
Saturday 30th	Warhammer 40,000/ Warhammer Fantasy Bring'n'Battle

GAMES WORKSHOP™

RETAIL STORES

If you want to know what's going on at your local Games Workshop store, drop in and check the notice board or ask any of the staff who'll be happy to fill in the details and chat about games and Citadel Miniatures. If you can't make it in, give the store a call and ask when the next event is taking place. There's something happening most Saturdays at all the stores - and don't forget the Thursday evening Games Clubs.

LONDON

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CONTACT: SHANE
TEL: 0272 251533

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TORQUAY TQ 1AQ
CONTACT: GUY
TEL: 0803 201036

THE NORTH

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CONTACT: STEVE
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PRESTON,
CONTACT: IAN
TEL: 0772 28155

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CONTACT: RICHARD
TEL: 0742 750114

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CONTACT: EVAN
TEL: 0904 653575



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TEL: (703) 503 9284

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14858 BALTIMORE-
WASHINGTON BLVD,
LAUREL, MD 20707,
CONTACT: TIM
TEL: (301) 490 8853

GAMES WORKSHOP MARYLAND

UNIVERSITY OF MARYLAND
LEHIGH ROAD,
COLLEGE PARK, MD 20740
TEL: (301) 864 5668

PRESTON STORE
NOW OPEN

EDINBURGH

Dreadnought Mayhem

The last word in gladiatorial combat as mighty Dreadnoughts face each other across the arena. Bring in your painted Dreadnought model on Saturday 23rd June and demolish the opposition. You can spend up to 200 points on any Dreadnought of your choice - the only restriction is no heavy weapons. For more details of this unusual Warhammer 40,000 game, contact Simon.

Miniature Painting Workshops

Starting on Tuesday 26th June, we'll be running a series of miniature painting workshops, taking you from the absolute basics, through ink washes and drybrushing, right up to finishing your model off with varnishing and basing. The sessions will run from 5pm to 8pm. If you miss the first week or two, don't worry - you can join in at any time.

GLASGOW

Warhammer 40,000 Equipment Competition

Over the next couple of months we're running a competition to see who can build the best piece of full-scale Warhammer 40,000 equipment. You can build anything you like from the Warhammer 40,000 universe, from a full-size bolter right up to a suit of Terminator armour. We'll be judging the competition on Saturday 28th July, but bring in your entries before that and we'll put them on display in the shop for everyone to see. For more details, talk to Alasdair.

Terrain Building Workshop

On Saturday 2nd June we're running a workshop giving tips and advice on building terrain for your Warhammer 40,000, Warhammer Fantasy and Space Marine games, with suggestions of how to use old model kits to recreate the battered and war-torn Warhammer universe.



Warhammer Fantasy Painting Clinic

If you've been wanting to join the Warhammer Fantasy Battle Leagues but haven't got around to painting your army, here's your chance to get started. Compare ideas and techniques with other painters and get helpful advice from our resident experts. Bring in your regiments to paint at the shop on Saturday 9th June, or just turn up to listen and watch.

And on Saturday 16th June we'll be running a Speed Painting Competition. How fast do you think you can paint a miniature? Here's a chance to prove your skill - if you're lucky you could win yourself a whole regiment of painted miniatures.



Introduction to Warhammer Fantasy Battle

In preparation for the new season's League, Alasdair is running a special introductory Warhammer Fantasy Battle on Saturday 9th June. If you'd like to play Warhammer Fantasy Battle but wondered where to begin, Alasdair will be explaining the rules and showing you all the basic tactics.

HAMMERSMITH

Painting and Terrain Building Workshops

If you want some help with painting your armies, or you'd like to start building scenery for your games, why not come along to any of these special workshops. We'll be running regular Saturday sessions on Terrain Building starting 2nd June, and regular Thursday evening sessions on Beginners' Miniature Painting starting 7th June. There will also be a special Intermediate Miniature Painters' workshop on Saturday 21st June.

If you think your painting's already up to scratch, why not enter the Speed Painting Competition on Saturday 9th June? There'll be prizes for all the winners and the competition is running throughout the day. For more details of this and the workshops, contact Pete.

Waaargh the Orks Challenge

If you're in the Warhammer 40,000 Leagues (or your about to join) and want to earn some extra points to get a head-start in the new season, here's your chance. Pit your squad against a band of Orks in a furious skirmish against Pete the manager on Thursday 14th June. For full details, talk to Pete.

The Ork emphasis continues on Saturday 16th June with an Ork vehicle Scratch-Building Workshop - the perfect opportunity to build that Mek Kustom Kart to go in your Ork army.

HARROW

Don't forget that we're running our Games Club on Monday evenings until 8pm, not on Thursdays.

Painting Clinics

Beth Swain is running a regular introductory painting clinic on Thursday afternoons. Just bring along a brush and a miniature - we'll supply the paints. This is an ideal opportunity to get some advice on painting your armies for the new League season.

Also keep an eye open for the expert conversion displays being run on Saturdays by Simon Hall.

Warhammer Fantasy Battle Challenge

Every Friday you've got the chance to challenge our 1250 point Skaven army. Just bring along up to 750 points chosen from Warhammer Armies and find some allies on the day. If you're interested, give your name to Dave.

LEEDS

We're running our Games Club every Wednesday evening until 8pm, with different participation games each week and painting clinics offering expert advice and tuition.

Eldar Armies

As a special preview, we'll be fighting Warhammer 40,000 battles using the new Eldar army list - even before it's printed in White Dwarf! If you want to be involved, come in and talk to Phil and he'll give you all the information you need.

LIVERPOOL

Painting Clinic

Golden Demon winner Bill Hannah will be running a painting clinic on Saturday 16th June. Bill's going to be taking a close look at how to get the best out of your inks.

Games and Miniatures Auction

On Saturday 23rd June we'll be holding an auction of games and miniatures. If you want to sell anything, bring it along with a note of the minimum price and Steve will put it under the hammer. Even if you're not selling, it's a great chance to pick up a few bargains.

MANCHESTER

Warhammer 40,000 Street Fighting

'Ere we go! 'Ere we go! 'Ere we go! After drifting through space on a captured hulk, Nuzgond's Orkz have descended onto the Talior hiveworld, wreaking mayhem and destruction through the once-peaceful walkways. A small group of Marines are trying to win the city-spire back. If you're interested in taking part in this game of Warhammer 40,000 urban warfare, bring a painted Marine or a painted Ork. Games are taking place on Thursday 14th, 21st and 28th of June.

Miniature Painting

We've got a couple of painting events lined up for the next few weeks. On Saturday 16th June we'll be announcing the results of the Ork Clan Painting Competition. And on Saturday 30th June, Phil Pearson will be giving you the benefit of his experience with techniques for painting squads and armies. For full details of these and other painting events, contact Karl.



NEWCASTLE

Marauder Giant Painting Competition

Here's your chance to enter a not-so-miniature painting competition. We'll be judging all the entries at the end of August, but bring your model along before that and we'll display it in the store. A useful tip for painting these gargantuan models is to make some reference to their size by adding a few extra details - perhaps a horde of Goblins swarming around (or even over) the Giant, or maybe a tree for the Giant to lean upon.

Blood Bowl Painting Clinic

On Saturday 16th June we'll be giving you advice and helpful tips on how to paint up your Blood Bowl team for the new League season. Bring in your team and a brush and we'll provide the paints and step-by-step guidance.

NOTTINGHAM

Grand Auction

You can buy and sell games, miniatures and books in the **Grand Warhammer Auction** on Saturday 9th June. If you have anything to sell, bring it into the shop before the 9th - remember to attach a note giving the minimum selling price.

Beginners' Workshops

Would you like to play Space Marine, Blood Bowl, Warhammer 40,000 or Space Hulk but don't know the rules or where to start? If so, here's a chance to catch up on what you've been missing under the expert guidance of Karl, Russ, and Roger Gerrish. The dates of the workshops are:

Space Marine	Saturday 9th June
Blood Bowl	Saturday 16th June
Warhammer 40,000	Saturday 23rd June
Space Hulk	Saturday 30th June

We're also running a **Beginners' Painting Workshop** on Saturday 16th June, taking you right from the basics of miniature painting.

If you want to take part in any of these, give your name and the workshop you're interested in to Karl.

OXFORD STREET

The store at the Plaza, Oxford Street, is open from 10am to 8pm Monday to Friday and from 10am to 7pm on Saturdays - so if you're coming into town in the evening, why not pop in and see what's going on?

The Plains of Death

This **Warhammer Fantasy Battle** fight to the death is an excellent opportunity to win some League points right at the start of the new season. Bring along your painted Warhammer Fantasy Battle League army on Saturday 2nd June and see just how long you can last on the Plains of Death.

The Gauntlet

Can you run the gauntlet of robotic defence lasers through a steep-sided valley filled with extensive minefields? Only the most powerful fighting machines stand a chance. If you'd like to take part in this **Warhammer 40,000** battle on Saturday 9th June, give your name to Phil. All you have to do is bring along a painted Dreadnought of any type.

3-D Space Hulk

Look out for the new three-dimensional Space Hulk soon to be built here at the store. If you look closely, you'll notice that it's very similar to the Plaza Shopping Centre itself - so who are the Genestealers?

READING

We're now open late on both Wednesday and Thursday evenings, so there's double the club time for League games, demonstrations and workshops.

The Tydes of Chaos

The Tydes of Chaos is an introduction to the **Realm of Chaos in Warhammer Fantasy Battle**. If you're interested in learning how to build up a Chaos army, or you want to pick up some new tactics for using with Chaos, contact Richard for dates and more details.

Demonstrations

We'll be running a series of demonstration events throughout June:

Saturday 2nd	Warhammer Fantasy Battle
Saturday 9th	Space Marine
Saturday 16th	Painting demonstration by Matthew Gardner
Saturday 23rd	Warhammer 40,000

For more details, talk to Richard.

SHEFFIELD

Blood Bowl Knock-Out Tournament

We're kicking off the new League season to a flying start with this knock-out tournament on Saturday 16th June. Bring your painted Blood Bowl team along and see how long you can last out on the Astrogranite - the longer you last, the more League points you win.



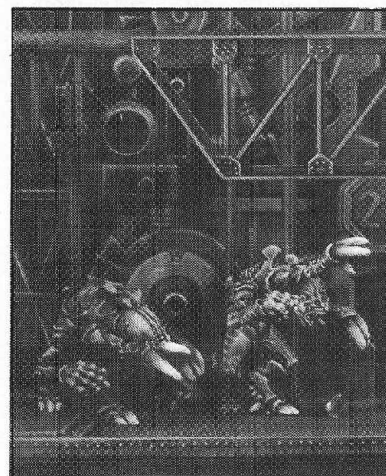
Warhammer Fantasy Sea Battle

On Saturday 30th June we'll be running a nautical confrontation based on the sea battle from 'The Voyage South' by Nicola Griffiths in the Warhammer *Red Thirst* anthology. You can field an Elven, Empire or Chaos army in this massive battle of dark magic. If you're interested, contact Richard - make sure you've read the story before the 30th.

SOUTHAMPTON

The Sanctuary of Darkness

In this **Space Hulk** mission by Guy Carpenter, a small Genestealer cult is en route to a partially-infected feral world aboard the hulk known as *The Sanctuary of Darkness*. Their aim is to reach the planet and join their kin in bringing about Genestealer rule. Opposing them are Terminators, desperate to prevent further infection of the doomed world. Can the Stealers survive the Imperium's onslaughts? If you'd like to play either side of this conflict, contact Chris for dates and more details.



Realm of Chaos Campaign

As a regular feature on Wednesday nights, we present a challenge to any **Warhammer Fantasy Battle** player whose forces oppose the advance of Chaos. If you'd like to see how you stand up to our mighty Chaos warbands, come in and talk to Richard about joining the campaign.

TORQUAY

Warhammer Fantasy Roleplay Telethon

On Monday 28th May, Warhammer Fantasy Roleplay adventurers will be playing a **marathon 12-hour game** in full costume to raise money for **Telethon '90**. If you want to offer your support, talk to Guy.

Space Hulk Knock-Out Competition

We'll be offering bonus points for the new season's Space Hulk League to those who do well in this knock-out competition on Saturday 2nd June. But to win the extra points, you've got to keep your squad of Terminators alive.

YORK

Painting Clinic

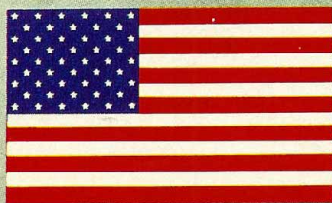
Golden Demon winner **John Strong** is demonstrating his skills on Saturday 2nd June. He'll be talking about painting techniques all day, so come along and get some helpful tips for painting squads and armies.

Terrain Building and Modelling Workshops

We run regular workshops every week that give you advice on **building terrain** and discuss ways of **modelling and converting** miniatures. If you want to know more, contact Evan.

At the moment, we're busy making some fantastic scenery for a huge **Warhammer 40,000** battle which will be happening in the near future (watch this space or keep an eye on the store noticeboard). Why not come in and give us a hand?

GAMES WORKSHOP™



US STAFF RECRUITMENT CAMPAIGN



Games Workshop is a rapidly expanding medium-sized company employing just over 250 staff in a relaxed but professional working environment. We need people with established skills and abilities to take positions of command and be willing to lead from the front.

The majority of people running our company are gamers but, regrettably, this in itself is not a sufficient qualification. We're looking for determined, flexible people with proven skills applicable to running a medium-sized company engaged in design, manufacturing, warehousing, distribution, international shipping, retail, mail order, sales and publishing.

Ideally, applicants should also have a background in some aspect of the gaming or modelling hobby, to give us the best of both worlds: competent, experienced staff, who have both an excellent perspective on and a genuine enthusiasm for our products and our achievements in the gaming hobby.

The list of opportunities which follows is not necessarily exclusive. If you think you genuinely have something special to offer us, you should get in touch!

Assistant to the General Manager

Our American operation is run by Richard Ellard, an Englishman who has been with Citadel Miniatures and Games Workshop for quite some years now. In his time in the industry, Richard has moved through retailing, design, casting, warehouse and studio management and sourcing and purchasing roles. He is now in command of our American operation and is in serious need of an assistant with whom he can work closely. This individual will have a training and familiarization period of some weeks during which he or she will move around the various departments of the American company. The individual will then be required to share some of Richard's burden and will be flung into involvement with sourcing and purchasing, various forms of simple contract work, factory administration, staff management, the paperwork involved with shipping and progress chasing and anything else that comes along.

Appropriate experience at middle management level or higher is required, preferably in a manufacturing and shipping environment.

Retail Management and Administration

Games Workshop currently has twenty one stores in England, with several more about to open. In the U.S. we currently have only three stores, with others under negotiation, but, over the next couple of years, we hope to even up the balance, increasing the number of US stores to equal those in the U.K.

We need an individual whose sole responsibility is managing the growth and development of our American retail chain. Such an individual will be responsible for acquiring premises, recruitment, discipline and motivation of staff, administration and record keeping, sales and cash control systems, and the organisation of marketing and promotion work in the stores.

This is a very open-ended role which will be both challenging and satisfying to the right person. We require real experience in multiple retailing, though not necessarily in a games or hobby related field, and inevitably a willingness to do a great deal of travelling.

Retail and Sales Staff

This is the one category that enthusiastic gamers with no relevant work experience are invited to apply for.

Although no previous experience is necessary, it is, of course, an asset. We also require commitment, energy and the ability to retain sufficient perspective to usefully apply your enthusiasm to your daily work.

Retail certainly isn't a cosy corner to hide in where you can browse through game products and chat to customers all day - it's a dynamic working environment with real potential for personal and career growth. It's also an ideal entry point into a career with Games Workshop, either continuing as a retail or sales professional or moving into other departments. Prospects are excellent for the right people; many of our existing managerial staff joined us at this level.

Games Workshop continues to expand in the United States and is now the dominant force in the American hobby games industry. Our intention is to recruit a strong cadre of American staff around which to build a bigger and better organisation. We need people with the right degree of expertise and enthusiasm to continue Games Workshop's growth through the '90s and beyond.

Successful applicants will take part in a short training program working on phone sales and in our Fairfax store to familiarize them with the company. Initially, they will be based in Baltimore but, in the case of retail staff, will then be relocated to one of our new stores. We are currently opening stores in Pennsylvania, Maryland and California.

Factory Management

We intend to start manufacturing our range of metal miniatures and possibly some of our plastic components in the United States at the earliest opportunity.

We already have casting equipment installed in our Baltimore warehouse, but this will stand idle until we can find someone to run this new department.

We require somebody who will initially start the manufacturing process at a hands-on level, working with molds and molten metal, training staff and gradually building the department.

We hope to find someone who will then be able to move on to manage and control the whole casting and molding process and the staff involved.

Supervisory experience in the solder or pewter casting industry is required and a prior interest in metal miniatures would be a definite advantage.

Management Trainees

This is a new scheme to induct people with maturity and relevant work experience who, over a period of some years, would

like to work their way up to middle management level with Games Workshop. Individuals are likely to be attached to all areas of the American company, working in sales, retail, and on the factory floor.

Essentially, we're looking for people who want an opportunity to prove themselves suitable to a management career with Games Workshop.

Games Designers, Editors and Miniatures Sculptors

Such is the massive demand for new Games Workshop miniatures and game systems that we can't recruit too many staff in this category. The gaming market is clamouring for new Games Workshop products, and we could certainly market and sell a great deal more than we do at the moment. We're very keen to recruit talented individuals to produce work of the high quality that we and our customers demand.

Regrettably, we're not able to train individuals in the United States, so it's no good talking to us unless you already have a strong track record and can demonstrate a considerable level of skill and ability in your chosen field.

We hope to build a US Design Studio in Maryland around energetic and self-motivated individuals. These people will work on existing Games Workshop systems and create brand new games tailored to the American market.

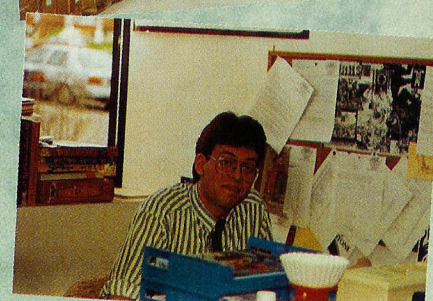
Working for Games Workshop can give you security and a career structure that you never expected to find in this industry.

If you're interested in any of the above positions, then we need to see a resume. You may wish to ring Richard Ellard (301-644-1400) to talk through your individual situation and qualifications. If you do ring, be sure you can leave a phone number at which Richard can get back to you, as he won't necessarily be available at the time of your call! Once he's seen your resume, we'll need you to come up to Baltimore for an interview by Richard and, in the case of more senior positions, also by our President, Bryan Ansell, who spends approximately half of his time in our American office.

Games Workshop Inc. is an Equal Opportunities Employer.

These positions are only open to individuals currently residing in the United States who are legally eligible for employment in the USA. We cannot transfer residents of the UK to America to work for us.

Games Workshop Inc., 3431 Benson Ave., Baltimore, Maryland, 21227.
Phone: (301) 644 1400



SPACE MARINE™

EPIC SPACE MARINES

HOW TO DESIGN MARINE REGIMENTS IN THE HORUS HERESY

BY ANDY CHAMBERS

The Legiones Astartes or Space Marines are the Emperor's elite fighting force. Marines are tougher, faster, stronger, more disciplined and more zealous than any other warriors in the Imperium. Only once have Marines ever betrayed the Emperor's trust when, to their eternal shame, fully half the Legiones Astartes pledged their loyalty to Warmaster Horus and plunged Humanity into the bloodiest civil war of all time - the Horus Heresy.

Within the Space Marines, the largest organization is the **chapter**. Each chapter includes enough men and material to form a complete field army including support troops, transport elements and Techmarines to allow the chapter to fight as a completely self-sufficient force. During the Horus Heresy, Space Marine chapters are of much greater size than those formed afterwards out of their shattered remnants. The chapters fighting the Heresy contain tens of thousands of Marines. Many of the most famous Marine chapters took part in the Heresy: chapters such as the Dark Angels, Space Wolves, Ultramarines and Blood Angels on the Loyalist side, and the World Eaters, Thousand Sons, Death Guard, Emperor's Children and Sons of Horus on the Traitor side.

In each chapter, Marines are formed into **regiments**. A regiment acts as a flexible battlefield organization capable of independently undertaking most tasks but more often forming part of a mixed battleforce for major campaigns. At the time of the Heresy, a Marine chapter contains up to twenty regiments often including specialized regiments such as drop and assault regiments to undertake planetary assaults or close assault regiments for clearing heavily-defended positions and fortified cities.

Each Marine regiment is organized according to the precepts laid down by the *Codex Imperialis*, the ancient tomes that are housed within a great library in the Emperor's Palace on Terra and which define the battle order for the Space Marines. The *Codex Imperialis* states that each regiment contains three battalions and that each battalion contains three companies, with special additional forces at battalion and regimental level. Although the type of Marines, their armament and their vehicles varies from chapter to chapter, this basic level of organization remains the same throughout the Legiones Astartes.

Marines are often fielded as one or more **battalions**. The battalion is a large enough force to give its commander a range of troop options with additional support at the battalion level, but small enough to act as a fast-moving, hard-hitting spearhead, employing the Marines' classic tactics of surprise attack to crush key defensive points and bring the enemy swiftly to its knees.

Within each battalion, there are three **companies**. The company is the basic battlefield group and individual companies often have quite specific roles to play, being assigned tactical objectives within the commander's overall battle strategy. Many companies specialize in a single type of equipment, for example Terminator companies, bike companies, recon companies all mounted on Land Speeders, and so forth. Other companies contain a range of equipment to allow a flexible response. Each regiment contains a mix of specialist and flexible companies within its three battalions.

This Marine army list enables you to create a Marine regiment from the time of the Horus Heresy. The actual regiment is uniquely designed and tailored by you: you decide exactly how the regiment is to be organized and equipped. Once designed your Marine regiment can be fully integrated into a complete battleforce of Titans, Imperial Guard and allied Squat forces for Epic battles. The **battleforce** is an army that has been assembled to fight a specific campaign, from battling for control of one continent to invading and subduing a whole star system. The battleforce you choose is your campaign army from which you can pick smaller forces to fight each game. You take the role of the battleforce commander in assembling the troops and weaponry you need and then in deciding what part of your total force you will field in each confrontation with the enemy.

USING THE MARINE ARMY LIST

Organization Templates

An organization template is a representation of the battle order of a Marine chapter. It's a good idea to take a look at the templates now, and keep referring to them as you read through what follows. When you come to design a regiment, you'll want to photocopy the templates for your own personal use. Make several copies so that you can design several different regiments - you'll need to have three battalion templates for each regimental template.

Each space on the template represents a single detachment, which can be infantry, vehicles, artillery or whatever. The numbers and types of detachment available to the Marines are described later in the *Space Marine Army List*.

A regiment is made up of three basic parts: a regimental template at the top, three battalion templates in the middle, three under each of the battalion templates. Later in the article, you'll find an example of a fully-worked-out regiment - take a look at this now so you can see how the different templates fit together.

The **regimental template** is a block of six detachment boxes plus the regimental transport pool topped by a regimental HQ box. These regimental level detachments are available for assignment to different battalions according to their tactical needs (see the *Special Rules* for details).

REGIMENTAL TEMPLATE

Shoulder Pad: draw the symbol that identifies your chapter here. If you've invented your own Marine chapter, you'll want to make up a badge that you can also paint onto the regiment's banners and vehicles, so keep it fairly simple.

Chapter: write the name of your Marine chapter here.

Regimental Number: all regiments have a number, usually from 1 to 20 (or I to XX). If you give the regiment a name, you can write that in here as well.

REGIMENT	
CHAPTER	
REGIMENTAL NUMBER	
REGIMENTAL BATTLE RATING	
REGIMENTAL HQ	BR 100 ☐



REGIMENTAL SUPPORT DETACHMENTS

Regimental Battle Rating: the total BR of every detachment in the regiment, including transport pools and the regimental HQ if these options are taken.

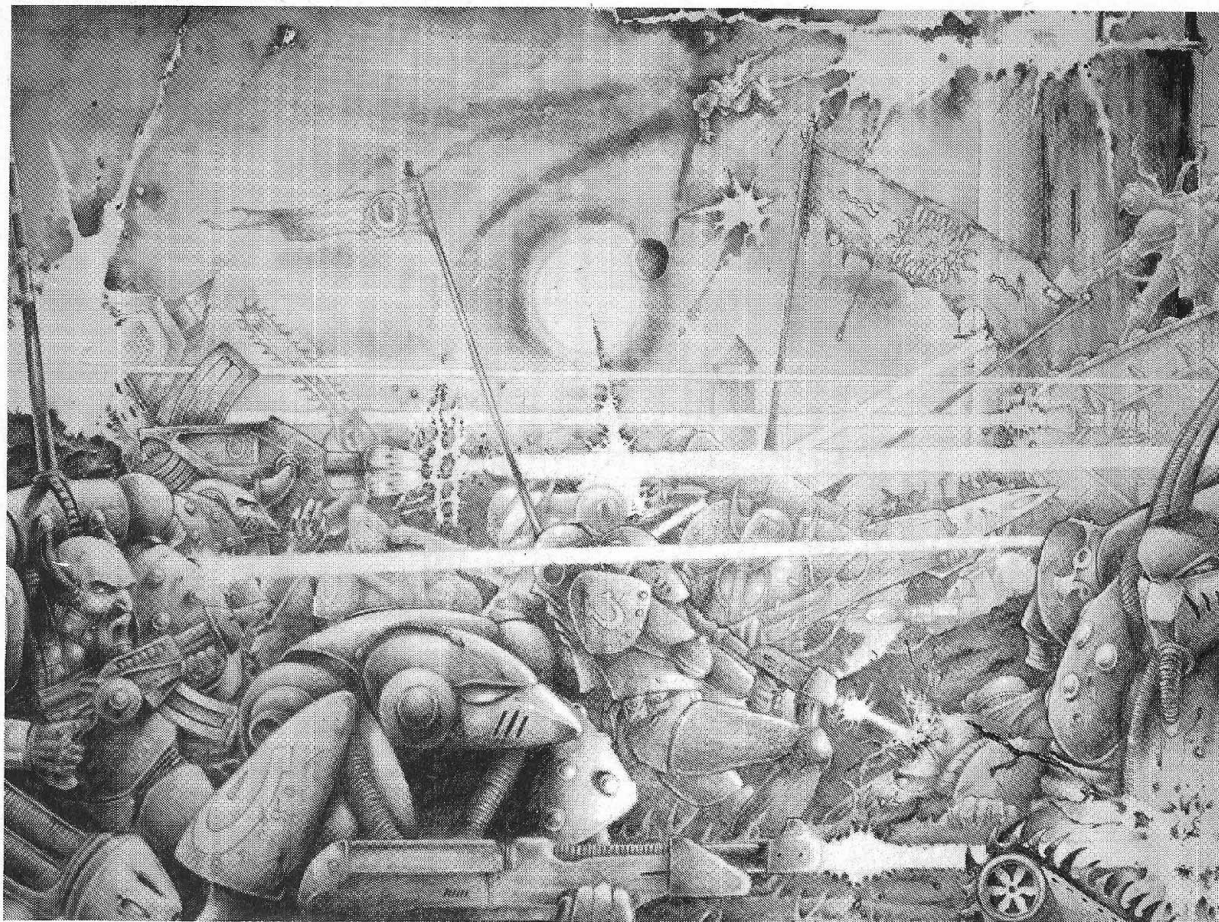
Regimental HQ: tick this box if you want to include the regimental commander and his personal Terminator bodyguard.

Regimental Support Detachments: you can place a detachment counter in each of the six boxes. You don't have to fill all six boxes if you don't want to.

REGIMENTAL SUPPORT DETACHMENTS		
DETACHMENT 1	DETACHMENT 2	DETACHMENT 3
DETACHMENT 4	DETACHMENT 5	DETACHMENT 6
REGIMENTAL TRANSPORT POOL		
LAND RAIDERS (BR 60)	NUMBER	BR
RHINOS (BR 100)	NUMBER	BR
TOTAL BATTLE RATING		

Regimental Transport Pool: you can choose to transport infantry at regimental level in Land Raiders or Rhinos. See the battalion transport pool for more details.

Total Battle Rating: add up the total battle ratings for all the detachments you've chosen, plus the total BRs for vehicles in the transport pool.



Adrian Smith

The **battalion template** is made up of the battalion HQ box and the battalion level detachments plus battalion transport pool at the top, with three **company templates**, each of three detachments, underneath.

You'll notice that the Marine templates are arranged differently from the Imperial Guard templates we published previously, with a larger number of smaller groups. This arrangement gives the Marines much greater flexibility in the field.

A fuller explanation of how to use the templates is given later. For now, simply remember that the regiment is made up in pyramid fashion with three companies in a battalion and three battalions in a regiment. Unlike the Imperial Guard, the Marines adhere strictly to this regimental structure regarding it as an article of faith to maintain the precepts laid down in the Codex Imperialis. Because of this, additional battalions may not be added onto the regimental template and additional companies can't be added to the battalion templates.

Detachment Counters

Later in this article you'll find a page of counters. Photocopy these, stick them onto a sheet of stiff card, and then cut them out. You can photocopy the counters as often as you like for your own personal use - depending on what forces you choose to include, you'll probably have to make two or three copies of the counters to fill out all of a regimental template.

Each counter represents a detachment of vehicles or infantry stands. The counters have an illustration of the unit type in the detachment and a number which tells you the battle rating of the whole detachment. The army list describes how many infantry stands or vehicles are in each detachment.

Filling the Organization Templates

The Marine organization templates are filled out by placing detachment counters in the boxes on the template. Unlike the Imperial Guard, the Marine army list does not break down the detachments into company, battalion and regimental level detachments. The limits given in the army list are for the regiment as a whole and the detachments may be placed in any detachment box at any level in the regiment. The detachments chosen must all be from the Marine army list and the maximum limits noted for the whole regiment must be adhered to.

You can either design your regiment from the top down, starting at the regimental level and working down to companies, or from the bottom up, starting with the companies and filling in the regimental level boxes last. Until you're used to designing a regiment, it's probably best to work up from the company level - this way, you design your basic front line formations first and then decide what additional forces you need to add at battalion and regimental level to fill any gaps.

The first company of the first battalion in the regiment traditionally contains the regiment's finest warriors. To reflect this you may upgrade the whole company to elite status by adding an extra 25% to the battle rating of the company. See the *Space Marine* rulebook for an explanation of the benefits of being elite (note that rule 5 is ignored for all elite Marine detachments, and rules 1 and 4 are ignored for elite vehicle detachments).

When you are happy with the arrangement of detachments in the regiment, add up the battle ratings of all the detachments and record the total values in the spaces provided. Then either secure the counters in place and photocopy the template to get a permanent record, or make a written copy onto a blank template.

BATTALION HQ

Battalion Number: there are three battalions in a regiment, so this will be 1st, 2nd or 3rd. As well as official numbers, battalions are often given individual names - if you name a battalion, you can write its name in after the number.

Battalion Battle Rating: the total BR of all the detachments in the battalion. Simply add up the BRs of the three companies and the battalion support detachments.

Battalion HQ: if you take the option of a battalion HQ, tick this box - the HQ is free.

BATTALION AND COMPANY TEMPLATES

COMPANY DETACHMENTS

Company Detachments: choose three detachments for each company and place the appropriate counters in these boxes. Unlike battalion and regimental support, you've got to choose three detachments for each company - these are the backbone of every Marine regiment and are the minimum forces you must include.

BATTALION HQ

BATTALION

BATTALION NUMBER.....

BATTALION BATTLE RATING.....

BATTALION HQ ☐ FREE ☐

BATTALION SUPPORT DETACHMENTS

DETACHMENT 1

DETACHMENT 2

DETACHMENT 3

BATTALION TRANSPORT POOL

LAND RAIDER (BR 600) NUMBER..... BR.....

RHINOS (BR 100) NUMBER..... BR.....

TOTAL BATTLE RATING

BATTALION SUPPORT DETACHMENTS

Battalion Support Detachments: you can choose up to three detachment counters as battalion support - you don't have to fill all three boxes if you don't want to.

Battalion Transport Pool: the pool supplies Land Raiders and Rhinos to transport infantry detachments from any of the three companies or the battalion support forces. Each detachment in the pool contains enough vehicles to transport one infantry detachment. You can have as many detachments in the transport pool as you want, provided there's enough infantry to go in the vehicles (ie you can't buy them separately from infantry detachments, although the infantry don't have to ride in them on the battlefield). Write the number of each type of detachment you've chosen after *Number*, then multiply this by the appropriate BR (600 for Land Raiders, 100 for Rhinos) and write the total in the *BR* space. You don't have to decide which infantry detachments get which vehicles until the battle itself.

Total Battle Rating: add up the BRs for battalion level detachments plus vehicles in the transport pool and write the total in here - don't include the company battle ratings.

COMPANY DETACHMENTS

1st COMPANY

DETACHMENT 1

DETACHMENT 2

DETACHMENT 3

TOTAL BATTLE RATING

2nd COMPANY

DETACHMENT 1

DETACHMENT 2

DETACHMENT 3

TOTAL BATTLE RATING

3rd COMPANY

DETACHMENT 1

DETACHMENT 2

DETACHMENT 3

TOTAL BATTLE RATING

Total Battle Rating: add up the BRs on the three detachment counters and write the total in here - this is the cost of the company. If any of the detachments are infantry riding in vehicles from the transport pool, make sure you don't add the vehicle BRs on as well, otherwise you'll end up paying for them twice!

WD 14

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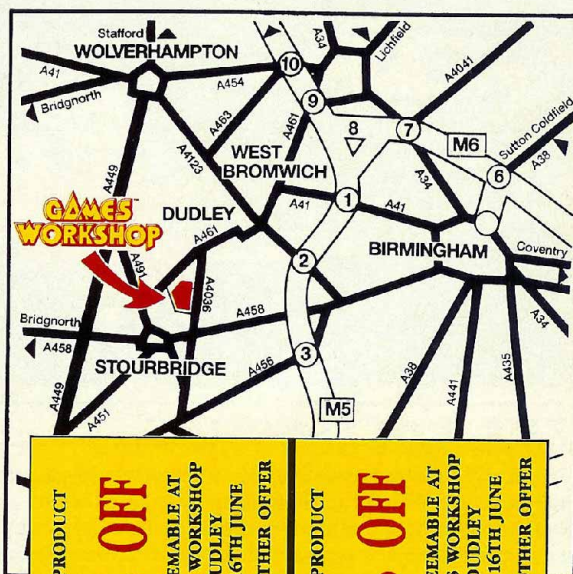


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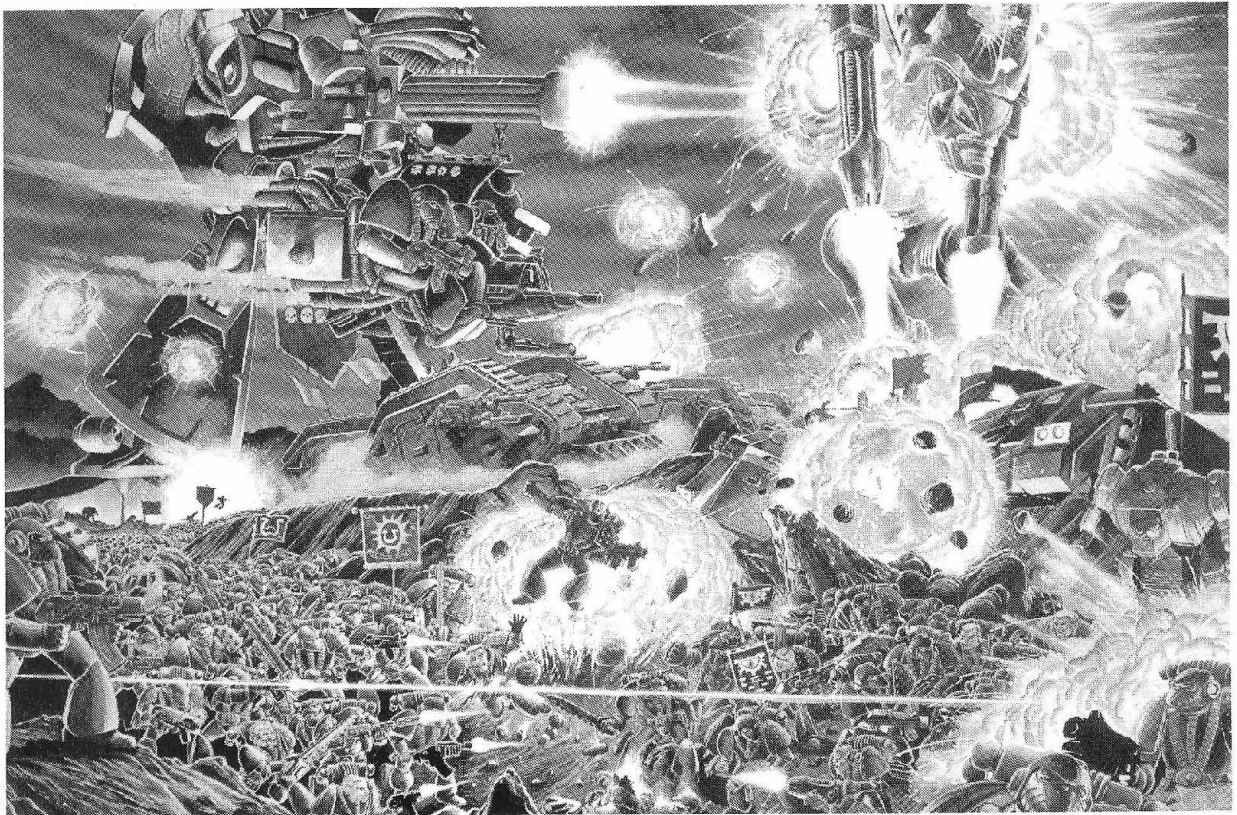
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Kevin Walker

THE BATTLEFORCE

Your battleforce can contain one or more Marine regiments, plus other forces such as Titans, Imperial Guard regiments, Squat brotherhoods and so forth. Whenever you play a game of Space Marine, you can choose the troops you'll use from your battleforce. It's a good idea to decide in advance with your opponent how big a battleforce can be. Remember, however, that the size of the battleforce only affects how much choice of troops and organisation you get regardless of the battle rating of the force you finally play with.

You can have as many Marine regiments in your battleforce as you want. They can come from different chapters, or all from the same chapter - it's up to you. You can also have as many regiments, or similar formations, of other troops as you want, such as Imperial Guard, Squats etc. These forces are the troops chosen by the Adeptus Terra to fight in a particular campaign - sometimes a battleforce may only be a single regiment plus a few allies, at other times it's dozens of regiments of different troop types fighting together as part of a major action (such as conquering a whole planet or solar system). The size of your battleforce is up to you; the more regiments you design, the greater choice you'll have when you make up a battleforce.

Main Battle Formation

Before a battle, one of the regiments in the battleforce is chosen as the **main battle formation**. These are the troops which undertake the brunt of the fighting, although they may be supported by various allied troops. The regiment that is the main battle formation can call on all of its resources for the battle. Any regiment in the battleforce can be chosen as the main battle formation (a Marine regiment, a Guard regiment, a Squat brotherhood etc).

Allied battalions may be used freely to support the main battle formation but their regimental level detachments may not be used - they are not committing their full resources to the battle, holding troops in reserve for use in other battles later in the campaign.

Marines may be in a battleforce with Imperial Guard, Squats and Titans. Loyalist battleforces can include Eldar if fighting Traitors or Chaos, and Traitors can include Orks.

Using the Battleforce

Firstly, you must agree with your opponent how many points of battle rating to use for the battle. Then select your forces from any of those available in the battleforce. Marines are subject to the following restrictions:

1. Individual Marine companies may be used freely. One detachment from battalion level may be chosen for each company fielded. Marine battalions may, of course, be used in full.
2. If no other detachments from a Marine battalion are being used, up to two detachments may be used from any part of the battalion without restrictions.
3. As long as at least three battalion level detachments are being used and the Marine regiment is acting as the main attack formation, any or all of the regimental level detachments may be fielded.
4. You may spend up to 25% of your points on purchasing support counters (see *Space Marine*).
5. Any of your points may be spent on other troops in the battleforce. Only the regiment that is the main battle formation can use its regimental level detachments. The special rules for choosing other troops are included in their own army lists.

SPECIAL RULES

The Legiones Astartes contain some specialized forces unavailable to other troop types: Terminators, recon detachments and drop pod detachments. The special rules for these detachments are detailed below.

Also, the Marine army list contains a number of organizations similar to those used by the Imperial Guard such as battalion and regimental HQs and transport pools. The superior equipment available to Marines makes it necessary to redefine these organizations for Marines.

Where no special rules are given, Marine forces follows the normal rules in *Space Marine* and *Codex Titanicus*.

Marine Battalion HQ

Marine battalion HQs despatch the overall commands sent down from the regimental HQ to the Marines in the field. Frequently, the battalion commander will take over control of leaderless detachments during battles via comm-link to direct their efforts efficiently. The battalion HQ also carries long-range communications equipment to call up support from distant batteries or orbiting ships.

Each Marine battalion has its own battalion HQ. Provided at least three detachments from any part of the battalion are in play, the battalion HQ may be included at no extra points cost.

Battalion HQs are represented on the table by three detachments:

Battalion Commander: The first detachment comprises the battalion commander and two elite assault stands (see the rules on elite detachments in *Space Marine*). The commander must be designated as attached to one of the two assault stands. Should the commanders' stand be destroyed, the battalion commander is also lost (the commander's special functions listed below are no longer available to the battalion).

Land Raider: The second detachment consists of a single Land Raider to transport the commander's detachment.

Recon: The third detachment is a reconnaissance detachment comprising two Land Speeders. See later for the special rules on recon detachments.

The commander's detachment, the Land Raider and the recon detachment may act completely independently of each other. The detachments act as normal detachments apart from the following special rules:

1. Enemy units may only attack an HQ detachment if it is the closest available target. In the heat of battle it would be virtually impossible to single out the battalion HQ amongst the other troops on the field.
2. In the orders phase a battalion commander can take command of up to two detachments in his battalion that are within 48cm and have lost all of their command stands. This means the detachments count as having a command stand for that turn and therefore do not need to take a morale check and may be ordered normally.
3. The battalion commander may act as an observer for indirect fire (see later for recon detachments as observers).
4. All the battalion HQ detachments receive +1 on the dice roll for support requests while the battalion commander is still alive.

Marine Regimental HQ

The regimental HQ acts to control and co-ordinate the actions of the entire regiment. Frequently the regimental commander and his personal bodyguard of Terminators will leave the rear area and advance or teleport into the thick of battle to inspire his Marines, leaving his subordinates to co-ordinate the regiment.

If the Marine regiment is acting as the main attack formation in a battleforce, the regimental commander and his bodyguard can be used on the tabletop. It is represented by a single Terminator stand with a BR of 100, known as the **regimental command stand**.

The following special rules apply to Marine regimental command stands:

1. The regimental command stand counts as a Terminator stand and it follows all the special rules for Terminators.
2. The regimental commander is revered by his troops with religious zeal and in his presence they will fight with the strength of righteousness. All Marines from his regiment within 24cm of the command stand gain +1 to their CAF and need not take morale tests for any reason.
3. Should the regimental command stand be destroyed, all Marine detachments from that regiment within 24cm must take a morale test in the following order phase. The results of the test apply for the following turn only.
4. If the regimental commander chooses to teleport onto the battlefield, add +3 to the 2D6 roll for deviation (this means the stand is never lost to teleporter malfunction) - see *Terminators* for details of teleporting. If you want, one detachment of Terminators from anywhere in the regiment may teleport on with the regimental command stand to take advantage of this +3 bonus.

Transport Pools

The transport pool is a permanent organization which is automatically included at battalion and regimental level to supply transportation for Marine infantry detachments. The transport pool allows the player to use enough Rhinos or Land Raiders to transport any or all of his Marine infantry detachments.

The Land Raiders detachments included in the army list are for use as tank hunters and for carrying assault and devastator detachments into battle. You will find using the transport pool for transporting assault and devastator detachments in Land Raiders is actually more expensive than purchasing them as separate detachments!

The number of vehicles a detachment receives is equal to the number of stands in the detachment divided by two, rounding up. If the infantry disembark, the vehicles may act as independent detachments and do not need to maintain formation with the Marines they carry.

The transport pool costs 100 points per detachment to be mounted in Rhinos and 600 points per detachment to be mounted in Land Raiders. Detachments drawn from the transport pool are never elite and the battalion or regimental HQs don't have to be used in order to use the transport pool.

Terminators

Terminators form an elite body within the regiment. They are the cream of the finest warriors the Imperium possesses, garbed in the finest armour the Adeptus Mechanicus is capable of manufacturing and armed with the best weapons available.

The following statistics apply to Terminator stands:

	Speed	Save	CAF	Weapons Basic Support		BR
Terminators	8/16	2+	+7	Storm Bolter	Multi-Launcher	175

Terminators are chosen only from veteran Marines who have fought and survived many battles. They are therefore subject to the following special rules:

1. They do not require command stands.
2. Their courage is unshakeable and they need never test morale.
3. Terminators are always elite. Note that the +2 CAF for elite troops has already been included in the statistics above.

The standard weapons carried by a Terminator stand in open battle are storm bolters plus one Cyclone multi-launcher as a support weapon:

Vs Infantry	Range		To Hit Roll		Save Mod
	Short	Long	Short	Long	
Storm Bolter	12cm	24cm	2+	4+	-1
Cyclone	72cm	-	5+(B)	-	-1
Vs Vehicles and Titans	Range		To Hit Roll		Critical Hit Roll
	Short	Long	Short	Long	
Cyclone	36cm	72cm	4+(b)	6+(B)	5+

Teleporting

Terminator detachments may teleport onto the battlefield during the game. Any detachments that are going to teleport should be kept off-table until used.

Detachments teleporting in are designated and moved in the order phase of any turn. The detachments count as on first fire orders on the turn they teleport.

To determine the arrival point of a teleporting detachment, place a 6cm template at the desired point of arrival then roll 2D6 and consult the following table:

Roll Result

- 2-4 **Malfunction!** There has been a problem with the teleporter and a number of stands in the detachment equal to the number on the dice have failed to arrive (for campaign purposes, stands are destroyed on a roll of 4 or more on one dice; roll separately for each stand). The remaining stands in the detachment arrive safely at the designated spot.

- 5-9 **Deviation:** All the stands arrive but they're not quite on target. The number rolled indicates how far in cm the teleport template has deviated from its target point (eg a roll of 8 means an 8cm deviation). Determine direction of deviation as normal. Once the arrival point has been found, the stands may deploy in any position on or touching the template (within normal detachment restrictions).

- 10+ **On Target:** The Terminators have arrived right on target. The template stays where it is and the stands deploy in any position on or touching the template.

You must roll separately for each detachment that teleports. If you want, one detachment may be accompanied by the regimental command stand, thereby gaining its +3 bonus to the teleporter malfunction roll.

Note that the teleporting Terminators may not appear inside buildings or vehicles; they may shoot and fight in close combat on the turn of arrival.

Terminators may also teleport out of a battle in the end phase of any turn if they are on first fire orders. There is no risk to teleporting out - simply remove the detachment from the table. Once they have left the table, the Terminators may not re-enter later in the battle.

Recon Detachments

Reconnaissance or recon detachments are used to scout enemy territory and positions, acting as outriders for the main force of Marines. Recon detachments are generally mounted on skimmers for increased mobility and carry superior communications and detection gear to seek out the enemy and report. The following special rules apply to recon detachments:

1. Recon detachments spot hidden troops at 24cm instead of the normal 12cm. They spot troops hidden in buildings at 6cm.
2. Recon detachments spot for indirect fire and may call up support counters using the rules in *Space Marine*. Unlike infantry commanders, recon detachments do not have to be on first fire orders to call up support. Support counters fired by recon detachments on orders other than first fire will deviate on a 5+. For a full explanation of off-table support see the *Space Marine* rulebook.

Because of their special reconnaissance skills, a recon detachment of 2 Land Speeders costs the same as a normal skimmer detachment of 5 Land Speeders.

Drop Pod Detachments

When a drop pod detachment is used it automatically supplies enough Assault Pods to drop two detachments. Deathwind and Support Pods are only available in specialized drop regiments (see the sample Space Wolves regimental organisation later for an example of a drop regiment).

The cost for drop pods doesn't include any Marines. The drop pod detachments are placed onto the template as usual and then you decide before each battle which Marines, chosen from elsewhere in the regiment, are going to be landed using them.

THE BLADE

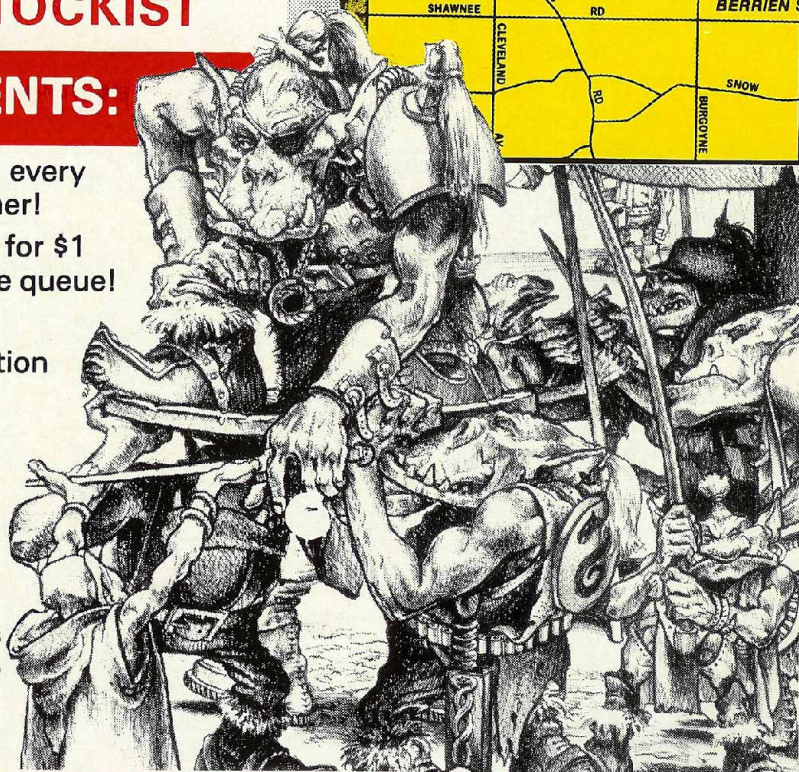
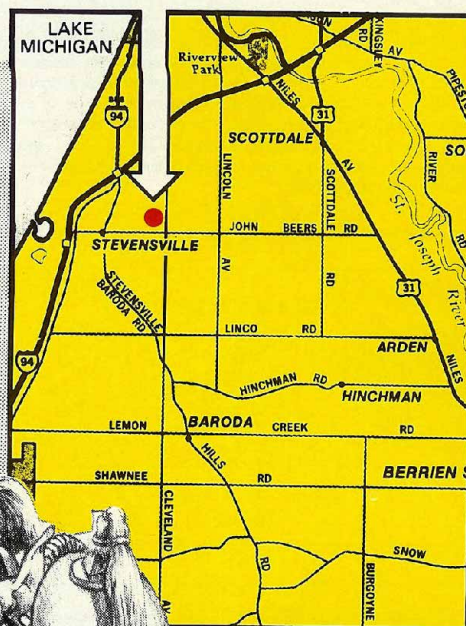
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EPIC SPACE MARINE ARMY LIST

Each army list box has three sections:

Number Available: the main header tells you how many counters may be chosen from that box for the whole of a regiment. For example, *0-12 Armoured Detachments* means that the regiment can have from none to twelve armoured detachments which may be made up of any combination of Land Raider and Predator detachments - say 8 Land Raider and 4 Predator detachments.

Counters: under the number available is an example of the counters that represent the detachments allowed by this box. The counters give the detachment type and its battle rating and have an illustration that allows easy identification. Some boxes only contain one type of counter, for example the tactical detachment box. Others, such as the support weapons box, allow several different types of counter. If you want, you can place your actual card counters onto these spaces so that you can find them easily as you're building a regiment.

Units in Detachment: under each counter is a list of the number and type of stands or vehicles in the detachment. For example, the assault detachment lists *4 Assault Stands, 1 Commander* - this tells you exactly what models you get on the tabletop whenever you field that detachment. You can't mix vehicles from different detachments even if they're in the same army list box. For example, an Ordinator detachment can be either three Whirlwinds or three Vindicators; you can't have two Whirlwinds and one Vindicator, or two Vindicators and one Whirlwind in the detachment.

Special Boxes

The only boxes that don't follow this format are the regimental and battalion HQs and the transport pool - these have special sections on the templates and don't get their own counters. They're included in the army list for quick reference; you should check the *Special Rules* section to see when you can field these units.

REGIMENTAL HQ



1 REGIMENTAL COMMAND STAND
(BR: 100)

ANY NUMBER OF TACTICAL DETACHMENTS

TACTICAL



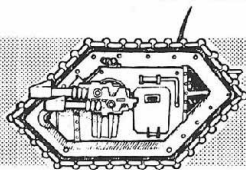
500

4 TACTICAL STANDS
4 SUPPORT STANDS
2 COMMANDERS

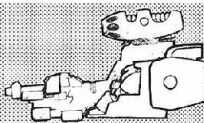
BATTALION HQ



2 ASSAULT STANDS
1 BATTALION COMMANDER



1 LAND RAIDER



2 LAND SPEEDERS

The battalion HQ contains all three of the above, at no points cost.

ANY NUMBER OF ASSAULT DETACHMENTS

ASSAULT



300

4 ASSAULT STANDS
1 COMMANDER

ANY NUMBER OF DEVASTATOR DETACHMENTS

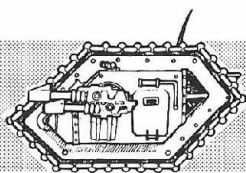
DEVASTATOR



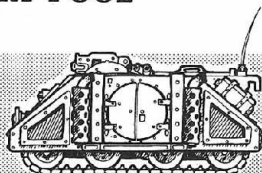
350

4 DEVASTATOR STANDS
1 COMMANDER

TRANSPORT POOL



1 LAND RAIDER PER
2 INFANTRY STANDS
(BR: 600 PER
DETACHMENT)



1 RHINO PER 2
INFANTRY STANDS
(BR: 100 PER
DETACHMENT)

The battle ratings are per detachment carried, not per vehicle.

0-12 TERMINATOR DETACHMENTS

TERMINATOR



600

4 TERMINATOR STANDS

ANY NUMBER OF SUPPORT WEAPONS DETACHMENTS

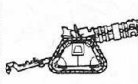
TARANTULA



200

5 TARANTULAS

RAPIER



200

5 RAPIERS

MOLE MORTAR



200

5 MOLE MORTARS

THUDD GUN



200

5 THUDD GUNS

ANY NUMBER OF BIKE DETACHMENTS

BIKE



100

5 BIKES

0-12 DREADNOUGHT DETACHMENTS

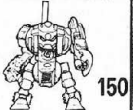
CONTEMPTOR



100

5 CONTEMPTOR
DREADNOUGHTS

DEREDEO



150

5 DEREDEO
DREADNOUGHTS

FURIBUNDUS



200

5 FURIBUNDUS
DREADNOUGHTS

0-9 ROBOT DETACHMENTS

ROBOT



150

5 CONQUEROR ROBOTS

ANY NUMBER OF SKIMMER DETACHMENTS

JET BIKE



150

5 JET BIKES

LAND SPEEDER

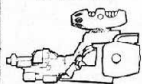


150

5 LAND SPEEDERS

0-4 RECON DETACHMENTS

RECON



150

2 LAND SPEEDERS

0-12 ARMoured DETACHMENTS

LAND RAIDER



400

2 LAND RAIDERS

PREDATOR

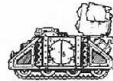


400

3 PREDATORS

0-12 ORDINATUS DETACHMENTS

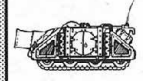
WHIRLWIND



250

3 WHIRLWINDS

VINDICATOR

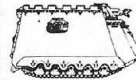


250

3 VINDICATORS

0-6 CAPITOL IMPERIALIS DETACHMENTS

CAPITOL IMPERIALIS



500

1 CAPITOL IMPERIALIS

0-6 DROP POD DETACHMENTS

DROP POD



500

1 ASSAULT POD PER 2 INFANTRY STANDS

Each drop pod detachment supplies enough pods to drop 2 infantry detachments - the cost covers all the pods needed for both detachments, but the Marines being dropped must be chosen and paid for separately.

EPIC SPACE MARINE TEMPLATES AND COUNTERS

COMPANY TEMPLATE

1st COMPANY

DETACHMENT 1

DETACHMENT 2

DETACHMENT 3

TOTAL BATTLE RATING

2nd COMPANY

DETACHMENT 1

DETACHMENT 2

DETACHMENT 3

TOTAL BATTLE RATING

3rd COMPANY

DETACHMENT 1

DETACHMENT 2

DETACHMENT 3

TOTAL BATTLE RATING

Photocopy these templates and counters to make up your Epic Space Marine regiments.

You'll need 3 copies of the company and battalion templates and 1 copy of the regimental template for each regiment. Stick these onto a large piece of paper in the same positions as shown by the sample army we picked.

Depending on what forces you choose, you'll probably need 2 or 3 copies of the counters to fill out a whole regimental template - photocopy these and stick them onto a sheet of stiff card before cutting them out.



REGIMENTAL TEMPLATE

REGIMENT

CHAPTER

REGIMENT NUMBER

REGIMENTAL BATTLE RATING

REGIMENTAL HQ  BR 100..... ☐

REGIMENTAL SUPPORT DETACHMENTS

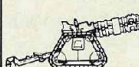
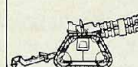
DETACHMENT 1	DETACHMENT 2	DETACHMENT 3
DETACHMENT 4	DETACHMENT 5	DETACHMENT 6

REGIMENTAL TRANSPORT POOL

LAND RAIDER (BR 600)  NUMBER..... BR.....

RHINOS (BR 100)  NUMBER..... BR.....

TOTAL BATTLE RATING

TACTICAL  500	TACTICAL  500	TACTICAL  500	TACTICAL  500	TACTICAL  500	TACTICAL  500	ASSAULT  300	ASSAULT  300	ASSAULT  300
ASSAULT  300	ASSAULT  300	ASSAULT  300	DEVASTATOR  350	DEVASTATOR  350	DEVASTATOR  350	DEVASTATOR  350	DEVASTATOR  350	DEVASTATOR  350
TERMINATOR  600	TERMINATOR  600	TERMINATOR  600	TARANTULA  200	TARANTULA  200	RAPIER  200	RAPIER  200	THUDD GUN  200	THUDD GUN  200
MOLE MORTAR  200	MOLE MORTAR  200	CONTEMPTOR  100	DEREDEO  150	FURIBUNDUS  200	ROBOT  150	ROBOT  150	BIKE  100	BIKE  100
BIKE  100	BIKE  100	BIKE  100	BIKE  100	JET BIKE  150	JET BIKE  150	JET BIKE  150	RECON  150	RECON  150

BATTALION TEMPLATE

BATTALION



BATTALION NUMBER.....

BATTALION BATTLE RATING.....

BATTALION HQ    FREE ☐

BATTALION SUPPORT DETACHMENTS



DETACHMENT
1

DETACHMENT
2

DETACHMENT
3

BATTALION TRANSPORT POOL

LAND RAIDER (BR 600)



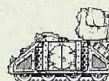
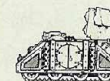
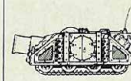
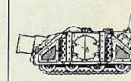
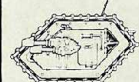
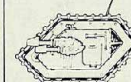
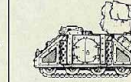
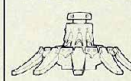
NUMBER..... BR.....

RHINOS (BR 100)



NUMBER..... BR.....

TOTAL BATTLE RATING

RECON  150	RECON  150	PREDATOR  400	PREDATOR  400
WHIRLWIND  250	WHIRLWIND  250	VINDICATOR  250	VINDICATOR  250
LAND RAIDER  400	LAND RAIDER  400	LAND RAIDER  400	WHIRLWIND  250
CAPITOL IMPERIALIS  500	CAPITOL IMPERIALIS  500	DROP POD  500	DROP POD  500
PREDATOR  400	VINDICATOR  250	TACTICAL  500	ASSAULT  300

CODIX TITANICUS RULE AMENDMENTS

In our eternal quest for perfection we have turned up some minor anomalies in *Codex Titanicus* which we feel need to be corrected. These amendments add a new level of tactics to the game but at the price of slightly more complexity, so you should treat them as optional (though we highly recommend them).

INDIRECT FIRE: only the following unit types are capable of spotting for indirect fire: Infantry command stands, any unit with RELAY and Battalion and Regimental HQs. The following unit types are now capable of firing indirect: Whirlwinds, Thudd Guns and Mole Mortars.

REVISED BATTLE RATINGS: the following weapon's BRs are changed to those shown below:

Thudd Gun 40, Mole Mortar 40, Rapier 40

SAMPLE MARINE REGIMENT

To help you see how to use the Space Marine army list, here's an example of a Marine regiment I've designed: the 3rd Regiment of the Valedictors Chapter. I've decided to use a chapter of my own so I can invent my own colour schemes and background. The Valedictors are based in the far eastern fringe of the Empire, fighting Ork and Eldar raiders as well as battling Traitor forces in the Horus Heresy.

I began collecting Epic miniatures some time ago and now I've decided to combine all the Marine stuff into a single regiment to include in my battleforce, *The Devourers*, which also includes a Guard regiment and a number of Titans. The Devourers have been assembled to clear Traitor forces from the city of Veastra and its surrounding area on the planet Kastion IV. Although at the moment I don't have enough models to represent the entire regiment, I can work out what extra units I'll have to collect as I go along.

FIRST BATTALION

The 1st Battalion is organized as a mobile spearhead to punch holes in the enemy line, and it therefore includes a large number of Rhino-mounted infantry and Land Raiders in the 1st and 2nd Companies, plus a detachment of Rapiers for support. Because I want the 1st Company to be a very tough unit to lead attacks and act as a mobile reserve in defence, I take the option to make the whole company elite for an extra 25% added to their cost. The 3rd Company is organised as a cheap mobile formation for pursuit and reconnaissance work.

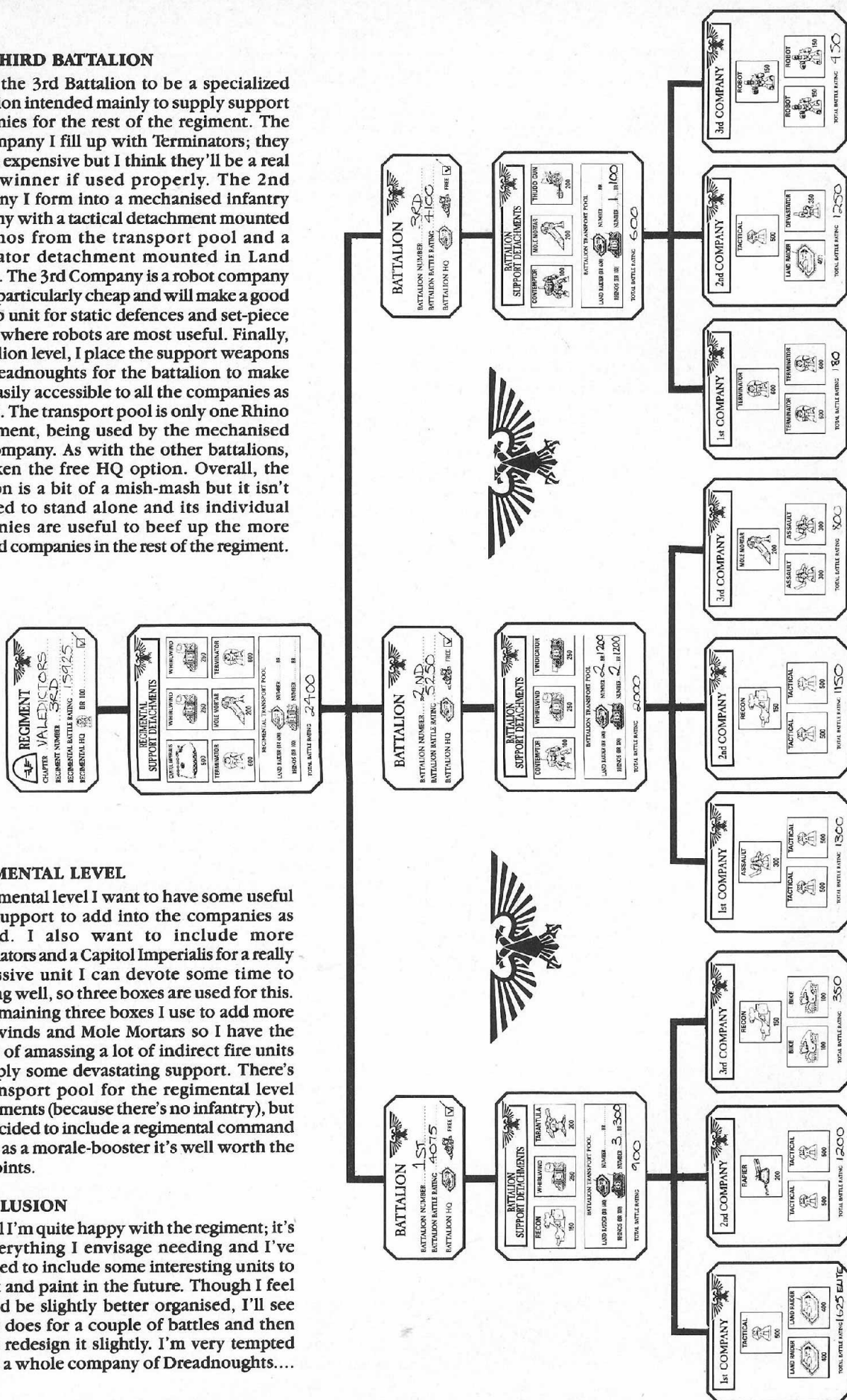
At battalion level I've included an extra recon detachment, mainly so it can be attached to the 3rd Company, some armoured support in the form of Whirlwinds and a detachment of Tarantula support artillery. I've taken the option of assault stands, Land Raider and recon detachment as battalion HQ - they're free, so there's no reason not to include them. And the transport pool is the three Rhino detachments which I've already decided to attach to the tactical detachments in 1st and 2nd Companies. The lack of assault troops in the 1st Battalion means it can't really clear out objectives but it's ideal for mobile actions both in attack and defence.

THE SECOND BATTALION

I want the 2nd Battalion to be a more standard formation to supply me with plenty of line troops, both for large-scale assaults and to form a strong defence. To this end, I place two tactical detachments in both the 1st and 2nd Companies, in each case mounting one detachment in Land Raiders and the other in Rhinos - this gives them the right mix of speed and firepower. To fill out the 1st and 2nd Companies, I include detachments of assault troops and Land Speeders to give them some units which can close with the enemy quickly. I make the 3rd Company an assault company supported by a detachment of Mole Mortars so I have troops to storm objectives. At battalion level I place Dreadnoughts and armoured support in the form of Whirlwinds and Vindicators. There's also the free battalion HQ, plus the transport pool of two detachments each of Land Raiders and Rhinos which I've assigned to the 1st and 2nd Companies. Although the 2nd Battalion is expensive in points, it is a useful formation in itself and a perfect core onto which I can add other elements from my battleforce.



I want the 3rd Battalion to be a specialized formation intended mainly to supply support companies for the rest of the regiment. The 1st Company I fill up with Terminators; they may be expensive but I think they'll be a real battle winner if used properly. The 2nd Company I form into a mechanised infantry company with a tactical detachment mounted in Rhinos from the transport pool and a devastator detachment mounted in Land Raiders. The 3rd Company is a robot company - this is particularly cheap and will make a good back-up unit for static defences and set-piece attacks where robots are most useful. Finally, at battalion level, I place the support weapons and Dreadnoughts for the battalion to make them easily accessible to all the companies as needed. The transport pool is only one Rhino detachment, being used by the mechanised 2nd Company. As with the other battalions, I've taken the free HQ option. Overall, the battalion is a bit of a mish-mash but it isn't intended to stand alone and its individual companies are useful to beef up the more standard companies in the rest of the regiment.



At regimental level I want to have some useful extra support to add into the companies as needed. I also want to include more Terminators and a Capitol Imperialis for a really impressive unit I can devote some time to painting well, so three boxes are used for this. The remaining three boxes I use to add more Whirlwinds and Mole Mortars so I have the option of amassing a lot of indirect fire units to supply some devastating support. There's no transport pool for the regimental level detachments (because there's no infantry), but I've decided to include a regimental command stand - as a morale-booster it's well worth the 100 points.

Overall I'm quite happy with the regiment; it's got everything I envisage needing and I've managed to include some interesting units to collect and paint in the future. Though I feel it could be slightly better organised, I'll see how it does for a couple of battles and then maybe redesign it slightly. I'm very tempted to take a whole company of Dreadnoughts....

REGIMENTAL ORGANIZATION OF THE FOUNDING CHAPTERS

The twenty First Founding chapters of the Legiones Astartes were all originally identically organised. However, they quickly diversified, introducing their own distinctive rituals and traditions, and this became a strong influence on their organizations. When you design regiments for your own Marine chapters, it's a good idea to characterise the different regiments by creating individual backgrounds and battlefield roles for them. If you want, you can then make a few variations to the organisation to reflect the regiment's character and origins. You can alter whatever you like, but it's best to only change a few things in any one regiment so that you keep the basic Marine structure - if you increase the number available of any troop or vehicle type, make sure you get your opponent's agreement before you field the regiment.

As an example of the sort of thing you can do, here are revised Horus Heresy organisations for certain regiments of the Space Wolves, Ultramarines, Blood Angels and Dark Angels. If you've got your Marines painted up as any of these chapters, feel free to use the revised lists - you can also use the normal list as each chapter has some companies that follow the Codex organisations.

THE SPACE WOLVES



The Space Wolves are frequently used as a planetary assault chapter, and they include several specialized drop regiments. The Space Wolves often make lightning raids against Traitor

forces, tearing into their foes and disappearing before the enemy has an opportunity to strike back. The drop regiments employed in such raids are swift and hard-hitting formations with a strong bias to close assault. The following rules allow you to create your own Space Wolf drop regiment.



Martin McKenna

The minimum and maximum numbers of detachments are revised as follows:

0-8 TACTICAL DETACHMENTS
ANY NUMBER OF ASSAULT DETACHMENTS
0-6 DEVASTATOR DETACHMENTS
0-12 TERMINATOR DETACHMENTS
0-6 SUPPORT WEAPONS DETACHMENTS
0-8 DREADNOUGHT DETACHMENTS
ANY NUMBER OF SKIMMER DETACHMENTS
0-4 RECON DETACHMENTS
0-6 BIKE DETACHMENTS
0-4 ARMoured DETACHMENTS
0-4 ORDINATUS DETACHMENTS
ANY NUMBER OF DROP POD DETACHMENTS

Because of the limited transport pool available for a drop regiment, a maximum of eight detachments may be given Land Raiders and Rhinos from the pool.

Drop pod detachments may either be taken as enough Assault Pods to drop two detachments, or four Support Pods, or six Deathwind Pods, or two Thunderbolt dropships. The cost remains 500 points in each case.

A drop regiment has better support from its orbiting motherships. In any game when the regiment drops its whole force, support counters may be bought at 80% of the standard cost.

THE BLOOD ANGELS



The Blood Angels are renowned for their ferocity and predilection for close combat. They are often at the forefront of the battle in sieges, ship-to-ship boarding actions and city fighting.

The following changes represent the codified organization used by many Blood Angel regiments for close quarter fighting. The minimum and maximum numbers of detachments are revised as follows:

0-12 TACTICAL DETACHMENTS
ANY NUMBER OF ASSAULT DETACHMENTS
0-6 DEVASTATOR DETACHMENTS
0-12 TERMINATOR DETACHMENTS
ANY NUMBER OF SUPPORT WEAPONS DETACHMENTS
ANY NUMBER OF DREADNOUGHT DETACHMENTS
0-12 ROBOT DETACHMENTS
0-4 SKIMMER DETACHMENTS
0-2 RECON DETACHMENTS
0-12 ARMoured DETACHMENTS
ANY NUMBER OF ORDINATUS DETACHMENTS
0-3 HELLBORE DETACHMENTS
0-6 CAPITOL IMPERIALIS DETACHMENTS

One assault detachment must be included in the organization for each devastator or tactical detachment. Blood Angel tactical and devastator stands have a +1 bonus on their CAF.

Blood Angel transport pools include a number of tunnellers. Up to six detachments in the regiment may be mounted in Moles or Termites at a cost of 250 points per detachment. The number of tunnellers received is equal to the number of stands in the detachment, divided by two for Termites or four for Moles, rounded up. Detachments of tunnellers may not be a mix of Moles and Termites.



Adrian Smith

THE DARK ANGELS

 The Dark Angels have a powerful attachment to the rituals and traditions of their homeworld. In honour of their ancestors, they apply the ancient precepts of battle to their forces: find your enemy's weakness, test your skills against him and then make the killing blow. To this end, a Dark Angel regiment often has the three companies of the 1st Battalion dedicated to this ideal: Death Wing, Iron Wing and Raven Wing. Sometimes the entire regiment is organized on these lines but this is rarer. The following lists allow you to create the Dark Angel company wings:

1ST COMPANY: THE DEATH WING

- 0-2 ASSAULT DETACHMENTS
- 0-2 DEVASTATOR DETACHMENTS
- 1-3 TERMINATOR DETACHMENTS

2ND COMPANY: THE IRON WING

- 0-3 TACTICAL DETACHMENTS
- 0-1 SUPPORT WEAPONS DETACHMENT
- 0-1 DREADNOUGHT DETACHMENT
- 0-1 ROBOT DETACHMENT
- 0-3 ARMoured DETACHMENTS
- 0-1 ORDINATUS DETACHMENTS

3RD COMPANY: THE RAVEN WING

- 0-3 SKIMMER DETACHMENTS
- 1 RECON DETACHMENT
- 0-2 BIKE DETACHMENTS

Terminators in the Death Wing do not count against the normal regimental maximum of twelve Terminator detachments. Devastator and assault detachments in the Death Wing may be made elite for a 20% increase in their BR.

The Raven Wing is always deployed in the lead of the Dark Angels' advance. To represent this, units from the Raven Wing may begin a game an extra free move forward of their set-up positions if desired.

THE ULTRAMARINES

 The Ultramarines possess the largest number of Techmarines of all the First Founding chapters. This gives some Ultramarine regiments access to superior numbers of support weapons which they use in devastating barrages to crush their enemies before closing in for the kill. The Ultramarine detachment list is changed as follows:

- 0-12 TACTICAL DETACHMENTS
- 0-6 ASSAULT DETACHMENTS
- 2-12 DEVASTATOR DETACHMENTS
- 0-12 TERMINATOR DETACHMENTS
- ANY NUMBER OF SUPPORT WEAPONS DETACHMENTS
- ANY NUMBER OF DREADNOUGHT DETACHMENTS
- ANY NUMBER OF ROBOT DETACHMENTS
- ANY NUMBER OF SKIMMER DETACHMENTS
- 0-6 RECON DETACHMENTS
- ANY NUMBER OF BIKE DETACHMENTS
- ANY NUMBER OF ARMoured DETACHMENTS
- ANY NUMBER OF ORDINATUS DETACHMENTS
- 0-2 HELLBORE DETACHMENTS
- 0-8 CAPITOL IMPERIALIS DETACHMENTS
- 0-6 DROP POD DETACHMENTS

Support counters called in by Ultramarine commanders are on target on a roll of 3+ instead of the normal 4+ (see *Space Marine* rules).

Ultramarine commanders may spot for indirect fire for up to two detachments instead of the normal one. Note, however, that both detachments must be fired at a single target.

SPACE MARINE™

KNIGHTS

NEW EPIC SCALE WAR MACHINES FOR ELДАР AND HUMAN FORCES

BY ANDY CHAMBERS

Knights are fast-moving powerful war machines, thirty to forty feet tall and controlled by a single warrior, that fight on the battlefields of the Horus Heresy in the service of both Eldar and Human armies. Recruited from feral worlds where lesser versions of these machines are used to herd mighty Megasaurs, Knights take to the field of war

alongside other members of their noble families. With their devastating vizor-mounted psychic and shock lances, the mere gaze of a Knight can bring death to its enemies.



Paul Campbell

THE BIRTH OF THE ELДАР KNIGHTS

Long before the Dark Age of Technology, numerous barren planets were visited by Eldar seed ships. These inhospitable worlds were prepared for the long process of terraforming and then seeded with the essential ingredients to sustain life. The Eldar plan was to create new worlds to colonize in thousands of years time. These worlds were known to the Eldar as *Lilaethan* or *Maiden Worlds*.

As their civilisation neared its collapse, a number of Eldar groups denounced the easy decadence offered by Chaos and abandoned the homeworlds in a series of migrations they called the *Exodus*, referring to themselves as *Exodites*. These groups travelled far away and colonized the *Lilaethan*, determined to escape the terrible fall of their race that they had foreseen. On their arrival, the *Exodites* split into individual clans each led by a warrior elite.

Those who joined the *Exodus* came from all levels of Eldar society but were united in their determination and powerful will to survive. The *Exodites* were a group which had long been aware of the dangers of indulgence and hedonism; by choice, they selected worlds where their life would be hard so as to avoid the trap of sloth. To a great extent, this suppressed the natural Eldar character of intense emotion and intellect, and did indeed save them from the Fall. Among the *Exodites*, the intensity of the Eldar nature is expressed as a powerful loyalty to their individual clans and a strong determination to achieve their objectives.

The struggle for survival on these worlds was indeed grim. To enable them to deal with the harsh conditions, the Exodites converted the sleek war machines they had brought with them into tall walkers which they piloted across their new planets, tending the virgin worlds. The ruling warrior Elite gradually developed a system of status and honour which brought about the society now known as the Eldar *Knights*. Dwelling in tall keeps, the Knights strove to hasten the planets' evolution and bring life and order out of the primeval maelstrom.

After the Eldar Fall, the craftworlds sought out the colonists to offer them a place on board. The Exodites coldly told their craftworld brethren that they preferred to stay where life was simple if harsh, and the dangers were obvious. Though the craftworlds and Exodite colonies trade with one another, the Exodites still maintain that the easy lifestyle on the craftworlds is dangerously close to that which brought the downfall of their race.

In order to produce the food necessary to trade with the craftworlds, the oceans of the planets were seeded with algae to form vast floating weed beds. These weed beds and the lush vegetation of the primitive jungles provided nourishment for docile brontosaurus-like herd beasts called *Megasaurs* created by the Knights through cloning and genetic engineering. The Megasaurs in turn provided protein-rich food for the craftworlds. The herds were shepherded by the Knights in their machine-bodies, protecting the Megasaurs from predators and moving them from place to place to feed. On occasion, the Knights of different clans would clash over watering rights or border disputes, though combat took an almost ritualized form intended more to hone the Knights' skills than bring about bloodshed.

THE COMING OF MEN

During the Dark Age of Technology, scouts from Earth travelled far through the galaxy seeking planets to be used as agricultural worlds to provide food for the huge hiveworlds of Humanity. They copied the farming techniques used by the Eldar Knights already living on some of the worlds discovered. In a period referred to by the Exodites as *The Coming of Men*, the Eldar and Human colonists clashed in a series of bloody wars as the Eldar Knights sought to protect their homes from the interlopers.

When these planets were cut off in the Age of Strife, they became feral worlds. A warrior aristocracy grew up on the Human worlds, mimicking the lifestyle of the Eldar clans. On many worlds, the Eldar clans resurged to win back the lands they had lost and settled into a pattern of battling and raiding both against the Humans and each other. The wealth of the noble Human houses and Eldar clans was based on their herds and much herd-raiding went on. The herds were greatly reduced in size, but, as the only readily available food source, were just as important.

While the Eldar shared their duties equally throughout the clan, the Human nobility enforced a feudal system on those below them. A sub-class of *Drovers* looked after the herds, as the nobles would not soil their hands with such work. The Drovers' walkers were not, by law, armed with weapons even though they lived in constant danger from raiders and predators. This ensured that the Drovers had to rely on the Knights of the nobility for protection and nullified any chance of revolt.

As well as the nobles, each house could field large numbers of men at arms, either mounted on horses or on foot. These were equipped much like Planetary Defence Force and Imperial Guard units elsewhere in the Imperium, though with not nearly as many heavy weapons. When the nobles grew too old to carry on fighting in the harry and slash of raiding or the swirling melee of battle they would give their armour to their eldest son and take instead the armour of a *Warden*. Wardens formed the steadiest element within the noble houses, usually found defending the keep or protecting the Drovers.

On many of the worlds, groups of artificers and technicians became the most important of the nobles' subjects. They initially simply maintained the Knights for the nobles but soon learnt to speak with one voice, threatening to withdraw their services from any Lord who failed to take heed. They styled themselves as a priesthood for the half forgotten mysteries of technology and were called *Sacristans*. As their power grew, they arbitrated between the different houses to ensure they did not wipe one another out in bitter feuds. The ever-present dangers of their worlds meant the Knights could not survive wars of attrition and genocide, and this necessitated the use of chivalric values to settle disputes. Eventually the Sacristans on many worlds ritualized the virtues of Honour, Duty and Valour and passed on these traditions from generation to generation. With the acceptance of these values the nobles became known as *The Chivalry*.

In addition to the threat posed by hostile houses, the Chivalry had to fight constant battles against swift Carnosaurs which preyed upon the herds. Hunting the Carnosaurs honed their fighting skills to a deadly art, preparing them for the periods of violent warp activity which created monstrous mutated beasts. When such a beast was sighted, all the Chivalry would go on quests to seek out and destroy the creature before it tainted the land.

THE REDISCOVERY

Thousands of years later, the planets were brought back into the Imperium. When Rogue Trader Jeffers rediscovered the agriworlds he referred to their inhabitants as Knights, pointing out their many Knightly virtues as he emphasised the worlds' value to the Empire both as a massive food resource and as a source of born and bred warriors. The Administratum agreed with Jeffers' findings and quickly set about rediscovering the rest of the long-lost agriworlds. To their delight, they found that two in three of the originally settled worlds were still occupied by Humans working along very similar social lines. The remaining worlds were either occupied by both Eldar and Human Knights or held exclusively by clans of Eldar Knights with strong links to the craftworlds, trading natural raw materials for technology.

Often, a Knight world would be affiliated to a Titan forgeworld, producing food for it, while the Sacristans would come under the control of the Adeptus Mechanicus. Other Knight worlds were left with a large degree of autonomy, required only to produce food and obey the call to arms when given.

The Imperial Cult was introduced in such a way that the Chivalry could be called on by the Empire to enter a *crusade*. Old rivalries forgotten, the Knights (especially younger ones) would form family units to fight with Titan Orders or the Imperial Guard.



Colin Howard

Young Knights sometimes don't have their own armour, but train on that of their father. When fighting in a crusade they are given their own armour, built on a Titan forgeworld. Once they return home they are able to keep the armour and form their own house.

Thus units of Knights are often fielded by Titan Orders and the Imperial Guard. During the Horus Heresy, Knights fought on both sides - many of the agriworlds declared allegiance to Warmaster Horus and were only brought back into the Imperium after decades, even centuries, of terrible armed struggle.

Knights usually fight as single units from each house which means they are usually seen in large groups. After a period of time on crusade, the Chivalry can return home, well-rewarded with loot and new armour. Normally the Wardens stay on the homeworld to protect the keep but occasionally they have taken the field when required, more than compensating for their age with stoic tenacity.

In some cases, Knights bring units of men-at-arms with them. These are re-equipped by the Order or Regiment, often having their horses replaced with bikes. They act in close support of the Knight formations and as scouts for the Order.

KNIGHT SUITS

Knight suits are similar to Titans in that they are controlled through a direct mind link. Imperial Titans are imprinted with a feral personality, which must be dominated by the Princeps in order to control the machine. The Titan's personality is there to handle all the mundane tasks in operating such a machine, like balancing and walking, leaving the Princeps free to concentrate on more important things.

Eldar Knight suits contain a spirit stone which supplies the personality for the machine. When linked to the lone Eldar pilot, this lends Eldar Knights a fluid grace lacked by Human Knights. The spirit stones in Eldar Knights are often ancient artifacts dating back to the time of the Fall and contain the souls of many long dead heroes. When an Eldar Knight links with his suit, he exchanges a portion of his consciousness with those in the stone. This makes Eldar Knights strange characters often speaking in archaic tongues and referring to past ages with unnerving familiarity.

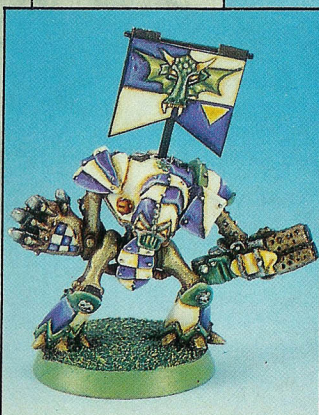
Human Knight suits do not have a permanently imprinted personality. Instead the Knight sits in a *throne*, which is imprinted with aspects of his own personality. The throne is plugged in to the armoured Knight suit and may be transferred from one Knight suit to another, though this is a rare occurrence usually only undertaken if the old suit is damaged beyond repair or the Knight wishes to become a Warden, passing on his old Knight suit to a younger relation. Imprinting your personality on a throne is a lengthy, sometimes dangerous, business. It has become a rite of passage for young nobles - this is how they become an adult. When he is old enough, a noble son who wishes to become a Squire undertakes a *vigil* in the family's chapel or sacristy, remaining seated in the throne throughout the long night. He is surrounded by the ancient thrones and battle banners of his forefathers which are kept in the sacristy, reminding him of the long traditions of honour and chivalry he is expected to maintain. The imprinting process tends to exaggerate dominant aspects of the young noble's personality, especially with regard to the way he is feeling during his vigil. If he is scared, the personality imprint will always be scared, making the suit difficult to control in combat. If the noble is angry with someone (say a brother who made fun of the noble before his vigil) the personality imprint will always hate that person, even if the noble has got over it.

When a noble dies, his throne retains some of his character. Nobody else can use it to control the suit until they have overlaid their personality onto the throne. It is still possible, however, to communicate with the personalities in the throne. Thus they are often kept and placed in the family's sacristy, a direct link with the ancestors of a noble house. It is the height of dishonour to deny a family the opportunity to salvage the thrones of Knights who have fallen in battle and the family will go to any lengths to get them back.

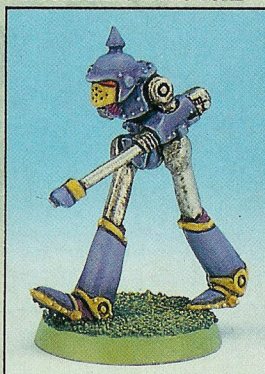
Note that the unarmed suits used by herdsman are not controlled in the same way. They have a simple mind-link like that used on a Dreadnought. This makes them slow, lumbering machines when compared to the sleek thoroughbreds used by the nobles. The Sentinel walker used by the Imperial Guard is in fact a copy of the tried and tested Drover suit adapted for combat with the addition of basic armament.

Though there are many different designs of Knight suit, a common feature to all except Warden suits is the *lance*. The lance is a short ranged area weapon developed from devices used for herding Megasaurs. To affect the dull nervous systems of Megasaurs, lances needed to be very powerful. The war lances used by Knights in battle discharge all their tremendous power in a single cataclysmic blast, making them a weapon much feared by their opponents. The lance is always mounted in the Knights' visor, a practice that has given Knights a reputation of being able to kill with a single glance.

KNIGHTS



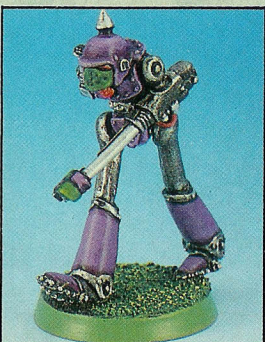
HOUSE BEAUMARIS LORD



HOUSE DUNSTAN SQUIRE



HOUSE WARWICK KNIGHT



HOUSE WARWICK SQUIRE



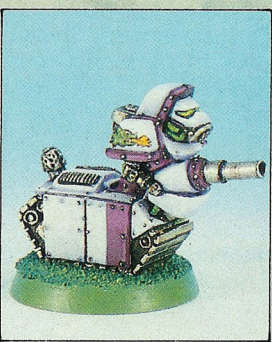
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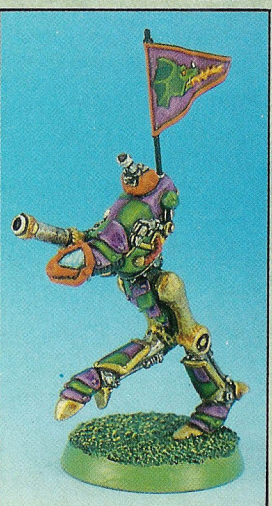
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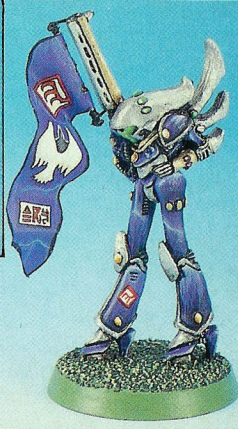
HOUSE ARUNDEL WARDEN



HOUSE WARWICK WARDEN



HOUSE WARWICK LORD



SEA-TALON CLAN LORD



SABLE-CLAW CLAN SQUIRE



SABLE-CLAW CLAN SQUIRE



SABLE-CLAW CLAN KNIGHT



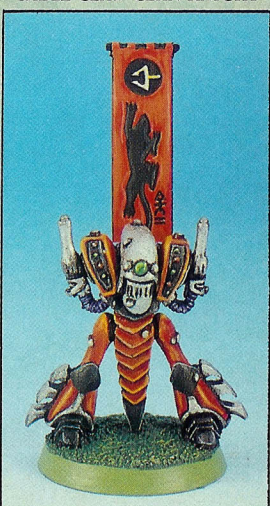
SEA-TALON CLAN SQUIRE



SABLE-CLAW CLAN SQUIRE



SABLE-CLAW CLAN KNIGHT



SABLE-CLAW CLAN LORD

EPIC RULES FOR KNIGHTS

Knights are rapidly-moving war machines, able to advance swiftly across the battlefield, deploying their heavy firepower to devastating effect. They are frequently used to forge ahead of the main formation to spearhead an attack or secure an important position. During a battle, these highly-mobile hard-hitting units may be ordered to make flanking attacks, out-maneuvring slower-moving enemy forces, and can be quickly redeployed whenever a new or unexpected threat is posed.

There are three levels of status for Knights: *Squire*, *Knight* and *Lord* (Wardens of this status are known as *Seneschals*) - these are fully explained later. All references to Knights in the rules include Squires, Lords, Wardens and Seneschals unless otherwise noted.

FORMATIONS

All Knights are organized into detachments of three or more machines. The Knights in each detachment belong to a single noble house, though it's possible that a large house may be represented by more than one detachment. In major battles it is not unknown for large houses to field up to thirty kinsmen, although six to eight is more usual. Though many of the houses have blood-ties extending back hundreds of years, there is much lingering distrust between the numerous houses. Thus, if Knights are fighting on both sides in a battle, all the Knights fighting together on one side will be allied or related houses battling out a bloodfeud against age-old enemies.



Human Knights are always fielded in detachments containing only one class of Knight. It is traditional for each household to use either Knight Paladins or Knight Lancers rather than a mix of the two, although large houses often fight with both classes in separate detachments. All the truly great noble houses, legendary names such as Hawkwood, Beaumaris, Arundel, Mortimer and Warwick, have the resources to call on Knights of any class: Paladins, Lancers and the stern, unflinching Wardens. Lesser families may only have a few Knight suits of a single class, worn by the finest of their warriors.

Eldar clans, on the other hand, frequently use a combination of two or three classes within the same detachment and aren't subject to the same restrictions as the Human households. The most common mix in Eldar detachments is Fire Gale and Towering Destroyer classes; if the detachment also includes Bright Stallion Knights, it means the Stallions can't make use of their superior speed.

Unlike vehicles, Knights do not have to remain within 6cm of one another. Instead, one Knight is designated as *banner bearer* for the house. This honour is usually bestowed on one of the senior knights. The banner bearer carries a large battle banner, distinct from the smaller personal banners carried by his kinsmen.

All members of the unit must remain within 12cm of the banner bearer. If separated for any reason, the unit must be given advance orders in the next order phase and reform as soon as possible. Should the banner bearer be killed, the unit must take a morale test in the end phase (see the *Knight Morale Table* in the *End Phase* section).

Wardens

Wardens (including Seneschals) are an exception to the normal rules for Knight formations. Instead of having a banner bearer, Wardens simply designate a *rallying point* at the beginning of each order phase and mark it with a rallying point counter.

If any of the Wardens in the unit are not within 12cm of the rallying point at the start of a turn, the unit must be given advance orders for that turn and must reform within range of the designated rallying point.

If all the Wardens in the detachment are within 12cm of the rallying point they may be given any orders for the turn and the rallying point counter is removed - the Wardens can, of course, now move away from this point during the turn.

SEQUENCE OF PLAY

Knights are moved in the vehicle segment appropriate to their orders.

However, because of the fast reactions of their mind-linked suits, they fire in the appropriate Titan fire phase, not the vehicle fire phase.

Knights do not take part in the repair phase. They cannot repair damage as they lack the complex auto repair systems of Titans.

ORDERS PHASE

An order counter must be given to each detachment of Knights; the order applies to all of the Knights in the detachment for that turn.

First Fire

The Knights may make up to one 45° turn but may not move. They receive +1 to hit rolls when they fire.

Advance

The Knights may move up to their advance rate and may make up to four 45° turns.

Charge

The Knights may move at up to their charge rate and they may make up two 45° turns. They receive a -1 modifier to hit when they fire.

Evade

Evade orders may only be used by Eldar Knights. They may only move up to their advance rate but otherwise count as being on charge orders. Evading does, however, make them harder to hit (see *Eldar Shields* for details).

Fall Back

Only Human Knights may use fall back orders. They may make up to four 45° turns and move up to their charge rate. They may make no attacks while on fall back orders but their shields are more effective (see *Human Shields* for details).



Paul Campbell

MOVEMENT PHASE

Terrain

Terrain is defined as being *difficult*, *dangerous* or *impassable* - the effects of terrain on Knights are detailed on the *Terrain Effects Table*.

TERRAIN EFFECTS TABLE	
Terrain Type	Effect
Buildings	Impassable
Rubble	Difficult
Walls	None*
Cliffs	Impassable
Steep Hills	Difficult
Woods	Difficult
River**	Dangerous
Lake**	Dangerous
Marsh	Dangerous

* Walls higher than a Knight's knees are impassable.
 ** Knights in rivers or lakes count as in cover.

Difficult Terrain

Difficult terrain covers areas which can be negotiated safely by Knights on advance orders but is treated as dangerous terrain by Knights with charge orders.

Dangerous Terrain

Dangerous terrain can only be entered by Knights on advance orders and even then may cause Knights to get stuck. Roll a dice for each Knight which enters dangerous terrain. On a result of 1 the Knight fails the dangerous terrain test and becomes stuck. It may not move or fire until it frees itself by rolling 4 or more on a single dice, checked in the order phase each turn.

Impassable Terrain

Impassable terrain cannot be entered by Knights under any circumstances.

Stomps and Rams

Knights may make stomp attacks against infantry stands they come into contact with during their movement phase. Each stomp attack reduces the Knight's movement by 2cm for that turn. A successful stomp destroys the infantry stand automatically.

KNIGHT STOMP TABLE	
	To Hit Roll
Stomp	5+
Stomp Modifiers	
Target has fall back orders	-1
Target has first fire orders	+1

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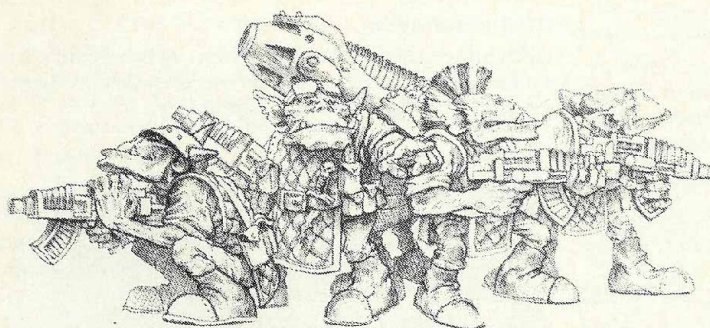
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Colin Howard

Vehicles may ram Knights providing they have charge orders. The Knight and the vehicle each roll one dice, adding their opponent's AR score to the dice roll.

- if the vehicle wins by three or more, the Knight is automatically destroyed.
- if the vehicle wins by one or two, the Knight must make a saving throw to survive.
- if the scores are drawn or the Knight wins by one or two, both must make a saving throw to survive.
- if the Knight wins by three or more, the vehicle is automatically destroyed.

The targets of stomp or ram attacks may snapfire if on first fire orders. This occurs before the attack is made. Knights may use their shields against snapfire attacks.

COMBAT PHASE

Knights take damage just like vehicles, being destroyed by a critical hit and requiring a saving throw to survive superficial damage. Both Eldar and Human Knights carry defensive systems known as *shields*.

Eldar Shields

Eldar Knights use a system of disruptive holo fields similar to those used by Phantom Class Eldar titans. The holo fields act to diffract a Knight's image as it moves; the faster it moves, the more widely spread the Knight's image and the harder it becomes to target. Look up the Knight's orders on the following table to find the hit modifier for fire against it.

Orders	Modifier
Evade	-3
Charge	-2
Advance	-1
First Fire	0

Human Shields

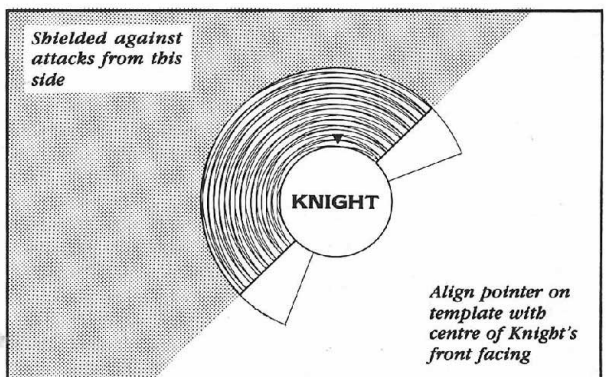
The shields carried by Human Knights are a derivative of power field technology. Human Knights carry a small but powerful directional generator. This works by creating a power field across a 180° arc at a point near a Knight's body.

To find out what parts of the Knight are shielded, place the shield template over the Knight's base with the arrow pointing to the centre of the Knight's front facing. To make it easy to work out the centre facing, it's a good idea to paint a small line or mark onto the front of the Knight's base at the appropriate point - you can then simply align the pointer on the template with this mark to correctly position the shield.

Shots which strike the Knight from an unshielded side are worked out as usual. Shots which hit the Knight from a shielded side entitle the Knight to an extra saving throw; the shot is stopped if the saving throw is made. Weapons with a burst (B) are considered to hit the Knight from the direction the weapon is fired from, not from where the burst template is placed (this represents the Knight's shield blocking the fire before it passes him). In the case of indirect fire, barrages and support missiles the hit is considered to come from the centre of the burst template.

The exact setting of the shield is essential as the power field is only designed to deflect and slow shots rather than absorb them like an ordinary power field. This means the effectiveness of the shield is partially dependent on the skill and experience of its operator, as shown on the following table.

Status	Orders			
	First Fire	Advance	Charge	Fall Back
Squire saves on	5+	5+	4+	4+
Knight saves on	4+	4+	3+	3+
Lord saves on	3+	3+	2+	2+
Warden saves on	4+	4+	3+	3+
Seneschal saves on	3+	3+	2+	2+







THE LANCE

Both Eldar and Human Knights carry short-range weapons developed from devices originally designed to herd and control the huge saurians of the Knights' homeworlds. The Human and Eldar lances have different effects, but both follow the same general rules.

General Rules for Lances

The effects of lance attacks are always resolved in the charge segment regardless of the orders of the Knight using it. When the decision is made to use the lance, the whole detachment must fire their lances together. Any Knights unable or unwilling to use their lance are considered to discharge it harmlessly. A lance used counter is placed by the detachment's order counter as a reminder that the Knights have discharged their lances.

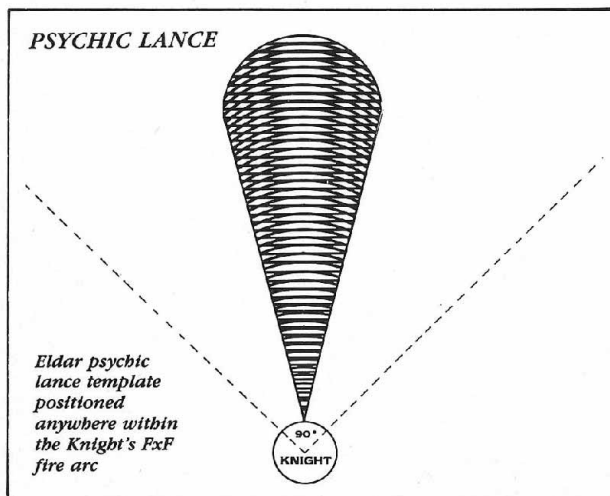
In order to regain their lances a detachment of Knights must spend two turns on no orders. On the first turn, flip the lance used counter face down; on the second turn, remove it altogether. The Knights' lances are now recharged. While on no orders, the Knights may not move but may turn up to 45°. Any firing they do occurs in the advance segment and does not receive the first fire bonus.

Eldar Psychic Lance

The Eldar psychic lance uses a short burst of psychic energy directed through a crystal mounted in the Knight's visor. The resonance set up in the crystal acts to wipe aggressive instincts from creatures in its area of effect. Though originally developed to pacify Megasaurs and stand repeated uses, the battlefield version of the psychic lance works on sentient creatures at the cost of the rapid draining of the crystal matrix, requiring the Knight to power down its movement systems to recharge.

The area of affect of the psychic lance is a cone placed in the FxF arc of the Knight.

Units partially or fully under one cone must make a saving throw; if successful the unit is affected for the following turn only and should be marked with a stunned counter. Stunned units may not move or fire but will recover automatically in the end phase; remove the stun counter at this point to show they have recovered.



Units which are affected by two or more cones or which fail their save suffer permanent brain damage, losing all aggressive instincts and all higher voluntary functions as well. Treat the drooling remnants as destroyed.

The effects of the psychic lance will not penetrate a target protected by operating void or power shields. A Titan or Gargant without functioning screens saves on a roll of 3 or more.

Titans affected by a psychic lance suffer the equivalent of an MIUs Damaged result as the crew succumb to its effects and the Titan's own personality takes control. This may not be repaired but will be temporary if the crew is only stunned.

Robots are completely immune to the psychic lance.

Human Shock Lance

The shock lance was invented to fulfil the same role as the Eldar psychic lance. Incapable of reproducing the complex Eldar device, the Humans came up with a more basic way of herding Megasaurs: the shock lance delivers a powerful electrical charge at short range, fusing electronic components and burning living tissue. The capacitors which deliver the shock require a considerable period to recharge after use necessitating a Knight to remain stationary to speed the process under battlefield conditions.

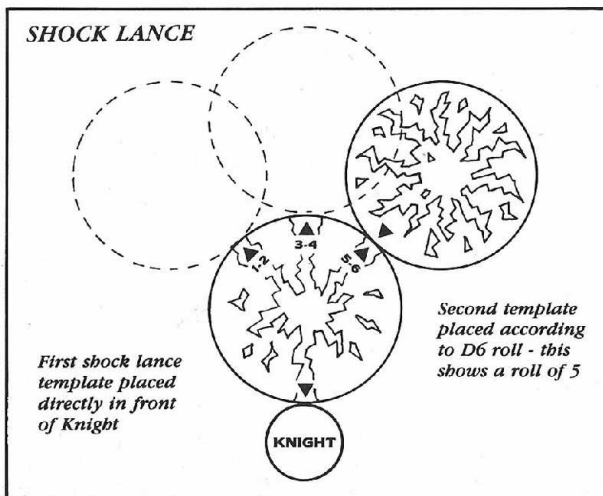
The area of effect of the shock lance comprises two 6cm diameter burst templates. The first is placed directly in front of the Knight, the second orientated to touch the first as indicated by the roll of a dice.

Infantry stands wholly or partially under a template must make an unmodified saving throw to survive the attack.

When a detachment of Knights fire their lances together the enhanced electromagnetic pulse increases the shock lance's effectiveness against vehicles. To reflect this, vehicles affected must make a saving throw modified by -1 for every three Knights in the detachment firing their lances. Vehicles which fail their save are destroyed.

Titans and Gargants lose one void shield or power field for each shock lance which touches their base. If unshielded, a Titan will suffer one critical hit for each lance hit scored against it.

Note that Wardens are not equipped with shock lances.



FIELDING YOUR KNIGHTS

IMPERIAL GUARD

Below are two additional army list boxes to add at regimental level to the Epic Imperial Guard army list in White Dwarf 125. Knights can be part of a Loyalist Imperial army or part of a Traitor army following the Warmaster Horus. Knights are fielded in detachments of varying numbers - the BR cost on the counter is per Knight, not per detachment, so multiply the cost by the number of Knights to get the total BR for the detachment. For example, a Knight Paladin costs 220 BR per model, so a detachment of 5 Knights of this class costs a total BR of 1100. Each box lists the minimum number of Knights in a detachment. There's no maximum limit on the number of Knights in a detachment - there are many tales of the stirring sight of 30 or 40 Knights bearing down on the enemy lines, weapons glinting and banners streaming behind them as they charge into battle.

ELDAR KNIGHTS

Eldar Knights are fielded in detachments of three or more machines. Unlike Imperial Knights, you can freely mix different classes of Knight within the same detachment. To calculate the battle rating of a detachment, simply add up the BRs of all the Knights present.

Class	Battle Rating
Fire Gale	300
Bright Stallion	300
Towering Destroyer	280

There's no maximum to the number of Knights within a detachment, provided they all belong to the same clan. You can field the Knights with any army containing Eldar troops.

0-4 KNIGHT DETACHMENTS



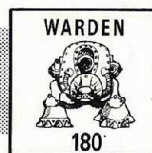
4 OR MORE KNIGHT
PALADINS PER
DETACHMENT



4 OR MORE KNIGHT
LANCERS PER
DETACHMENT

For total detachment BR, multiply number of Knights by 220 points. Each detachment contains either Knight Paladins or Knight Lancers, never a mixture of the two.

0-1 WARDEN DETACHMENTS



3 OR MORE WARDENS
PER DETACHMENT

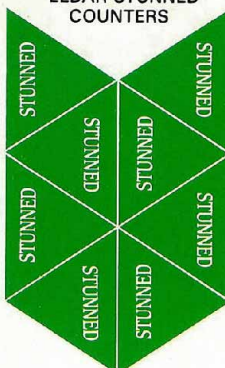
For total detachment BR, multiply number of Wardens by 180 points.

WARDEN 180	KNIGHT LANCER 220	KNIGHT PALADIN 220
KNIGHT LANCER 220	KNIGHT PALADIN 220	

WARDEN
RALLYING POINT
COUNTERS



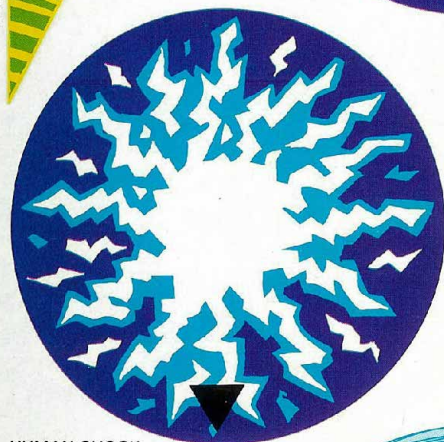
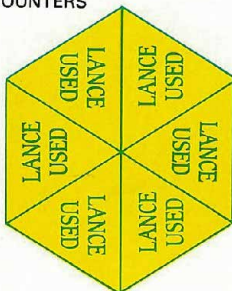
ELDAR STUNNED
COUNTERS



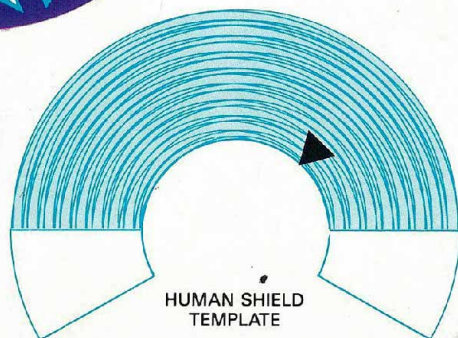
HUMAN SHOCK
LANCE TEMPLATE 1



ELDAR LANCE USED
COUNTERS



HUMAN SHOCK
LANCE TEMPLATE 2



HUMAN SHIELD
TEMPLATE

STICK THESE TEMPLATES AND COUNTERS TO
STURDY CARD AND CUT OUT READY FOR USE

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ELDAR PSYCHIC LANCE TEMPLATE

HUMAN LANCE USED COUNTERS

LANCE USED	LANCE USED
LANCE USED	LANCE USED
LANCE USED	LANCE USED



CLOSE COMBAT

Some Knights carry close combat weapons. These are generally scaled-down versions of those carried by Titans: power fists, lascutters, chainswords and the like. Because these weapons all have much the same effect, they have been grouped into a single category.

	To Hit	Damage
Knight Close Combat Weapon	3+	One critical hit

Normally a Knight has one attack in close combat for each close combat weapon carried, or a single improvised attack (5 or more required to hit, scoring superficial damage if successful). Due to their superior skill, Lords and Seneschals gain one extra attack (either weapon attack or improvised attack depending on whether they are armed or not).

Knights must have charge orders to enter close combat. When they engage in close combat they must move into base-to-base contact with their opponent and stay there until the close combat segment of the fire phase. If their opponents move away, the Knights may make a free set of close combat attacks against them.

Close combat involving Knights should be conducted in seven steps. Damage is applied as soon as it occurs, so it is possible that an opponent can be damaged or even destroyed before it gets an opportunity to fight back.

- 1) All Titans conduct close combat.
- 2) Close assaults by infantry are resolved
- 3) All vehicles and Knights may fire ranged weapons in close combat, all ranges counting as short, with no modifiers for firers orders (all other modifiers apply). Knights may still use their shields.
- 4) Lords attack with close combat weapons.
- 5) Knights attack with close combat weapons.
- 6) Squires and Wardens attack with close combat weapons.
- 7) All Knights make improvised attacks.

Infantry close assaulting roll one dice per stand attacking. On a result of 1-4 the stand is wiped out by the Knight before it attacks; on a result of 5-6 the stand successfully assaults the Knight. Modify the dice by +2 if the Knight is on first fire orders, -1 if it's on charge orders. A Knight may fight infantry and still an attack in close combat.

A successful assault means the infantry can either score a hit with a single heavy weapon that they are carrying or use grenades (a critical roll of 5 or more). The attack is made inside the Knights shields; roll for a critical and apply the result immediately.

END PHASE

In the end phase any unit of Knights without a banner bearer must take a morale check.

Roll a dice and apply the modifiers listed on the *Knight Morale Table* to find the detachment's orders for the next turn.

KNIGHT MORALE TABLE

Modified Roll	Orders Next Turn
6 or more	Charge (must charge nearest enemy)
4-5	Charge or advance
2-3	Evade/Fall Back or no orders
1 or less	Evade/Fall Back (must end turn further from enemy than at start of turn)
Knight Morale Modifiers	
Two or less Knights remaining in the detachment	-1
Warden detachment	+1
Lord or Seneschal present in the detachment	+1
Detachment carries close combat weapons	+1
Detachment has not used lances	+1

STATUS

In the noble houses of the Knight's homeworlds, there are several levels of Knightly accomplishment recognized. Each Knight begins his career as a *Squire* before he has earned the right in battle to the full title of Knight. Those Knights who survive a number of battles and conduct themselves heroically in combat can one day hope to rise to the status of *Lord*, possibly forming their own noble house in the future.

When using Knights in one-off games or for your first few battles involving Knights, it's easiest to ignore Squires and Lords altogether. If you want to run a noble house in a campaign or linked series of battles, you should use the experience rules detailed below. (In the future we hope to present you with a Knights campaign system, allowing you to battle out the progress of individual houses in the setting of their own homeworlds.)

Work out the beginning status of all the members of the house and then keep track of their achievements in battle. Elevate Knights when they have accomplished the acts of valour necessary to do so. Any replacements for those killed will begin as Squires, with a maximum of D6-2 available after each battle.

Wardens are always full Knights; those which progress to being Lords or are already Lords when they become Wardens are referred to as *Seneschals*.

Organisation

A normal house will be able to field detachments comprising 50% Squires and 50% Knights, plus a maximum of one detachment of Wardens.

Roll a dice for each Knight or Warden; on a six the Knight is a Lord or the Warden is a Seneschal. Each house contains at least one Lord, so if none are rolled up you may designate one Knight as a Lord.

In a campaign setting, a Squire becomes a Knight after one battle.

A Knight becomes a Lord or a Warden becomes a Seneschal after any one of the following occurs:

- the Knight or Warden survives five battles.
- the Knight or Warden destroys five foes of equal stature (ie equal battle rating).
- the Knight or Warden destroys one foe of superior stature (ie at least triple the Knight's or Warden's battle rating).

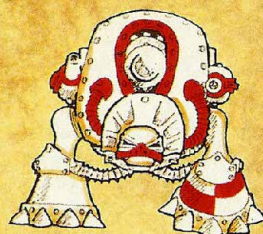
IMPERIAL KNIGHTS

Eldar from the Lilaethan or Maiden Worlds paint their Knights in their clan's colours. Clan motifs and runes are added to both the Knight and its banners according to individual taste. The motifs of the Exodite clans are based on animals, each of which has a deep spiritual significance within the clan that uses it. The rank of the Eldar is shown by a strict colouring code: Lords have silver heads, Knights have bronze heads and Squires have gold heads.

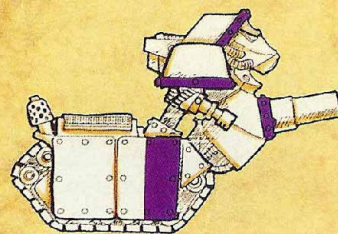
Each of the Imperial noble houses that field Knights have a livery of two colours. They use these, with adapted Imperial heraldry, to denote rank. Squires use the basic livery colour (usually the colour that is dominant on the household's banner), Knights use the basic colour halved with the secondary colour, and Lords use the two colours in a quartered pattern. The actual areas painted in different colours varies from house to house and between the different designs of Knight, but the basic pattern is always retained. Wardens are usually coloured all white, with a single panel in their household colours in a pattern appropriate to their rank. Emblems on the war machines and their banners are adapted from the main household banners. These banners usually show a heroic ancestor in battle with a mythological monster as their central image. Campaign banners and emblems are often added while the Knights are on crusade with Imperial forces.



**FAMILY BANNER
OF THE
HAWKWOOD
HOUSE**



**HOUSE ARUNDEL
WARDEN**

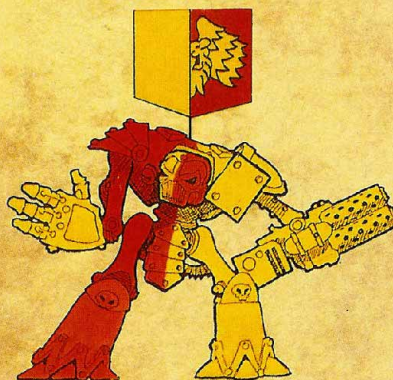


**HOUSE WARWICK
WARDEN**

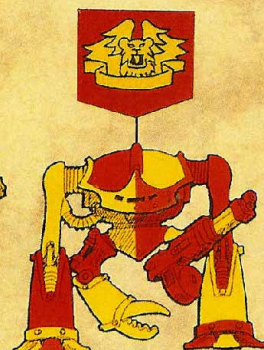
**HOUSE
HAWKWOOD**



SQUIRE

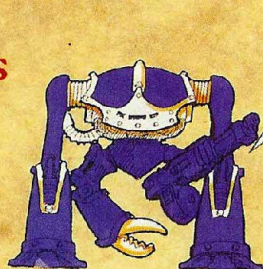


KNIGHT



LORD

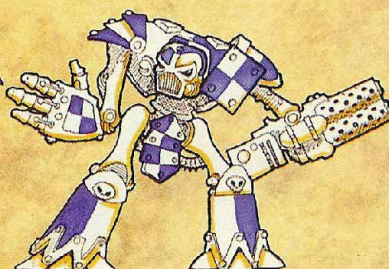
**HOUSE
BEAUMARIS**



SQUIRE

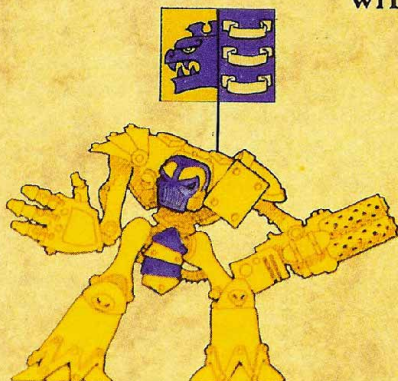


**KNIGHT
WITH CAMPAIGN
BANNER**

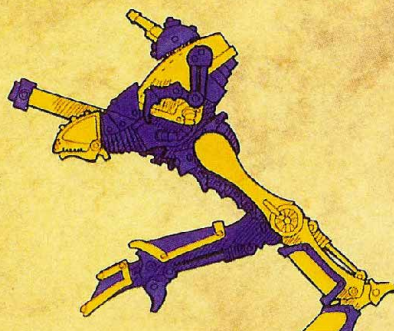


LORD

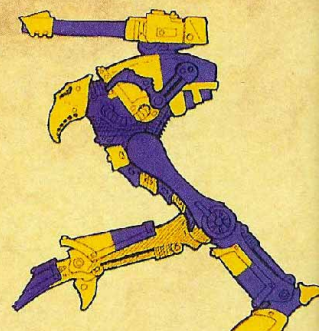
**HOUSE
MORTIMER**



SQUIRE



KNIGHT



LORD

ELDAR KNIGHTS

SABLE-CLAW CLAN



LORD



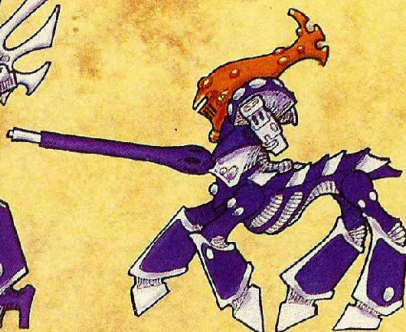
KNIGHT



SQUIRE



LORD



KNIGHT



SQUIRE

SEATALON CLAN



LORD

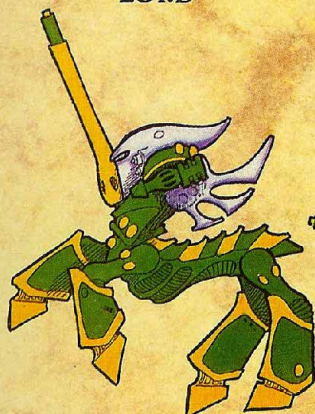


KNIGHT

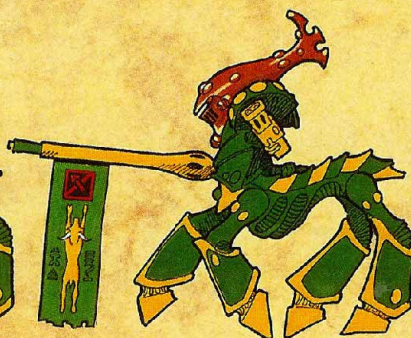


SQUIRE

NIGHT-FURY CLAN



LORD



KNIGHT



SQUIRE

SWIFTHORN CLAN



Lords and Seneschals

Lords (which includes Seneschals throughout this section) are exceptional individuals in many respects. There are innumerable tales and legends of their skills and martial prowess. Indeed, it is not unknown for Lords to escape the destruction of their fighting machines and make their way back to friendly territory on foot.

In the event of the destruction of a Lord's machine, his fate should be determined by rolling a dice and consulting the *Lord Escape Table*.

LORD ESCAPE TABLE	
1-3	The Lord is trapped in the wreckage of his machine; roll again on <i>Escape Table A</i>
4-6	The Lord escapes the destruction of his machine and attempts to exit the field on foot; roll again on <i>Escape Table B</i>

ESCAPE TABLE A	
1-2	The Lord dies of his wounds
3	The Lord is captured by enemy forces*
4-5	The Lord is found by friendly forces but must miss the next D6-1 games while he recovers from his injuries
6	The Lord is found by friendly forces unharmed

"Forward for the Emperor and the glory of House Trainor," Alaric shouted into the comm-link. He stalked forward with eight metre strides, swinging his massive chainsword above his head and bringing it down as a signal for the advance to begin. He felt invincible, truly at one with the ten-metre tall warmachine in which he rode.

Beside him the other Knights fell into step, each flanked, as he was, by their Squires. The earth shook under the giant warmachines' tread. Sporadic fire erupted from the enemy emplacements. The impact of Baneblade fire threw up showers of earth. Shrapnel pattered off Alaric's legs.

"Spread out," he commanded his men. "You won't be such easy targets."

The formation dispersed a little as they swept over the trenches of the Imperial Guard. The infantry rose up in their wake and followed them. The Trainor Lord recognised the banners of the Crimson Sun Regiment, a few tattered remnants of the Breach Hill massacre.

The exhilaration of battle coursed through Alaric. He felt the presence of his ancestors, knew that they were with him in his command throne. Words of advice and encouragement whispered through his mind.

Young Roget hurtled past him, battle cannon blazing at distant targets. Before this war-banner had been passed, the lad had been never been on crusade. He was desperate for combat and the chance to win honour in Imperial service. Alaric knew that this was a dangerous frame of mind in which to enter the fray.

"Hold your fire and get back in formation, noble Roget. We're not in range and there will be foes for all soon enough."

Chastened, the younger warrior slowed and re-took his position. As he did so, one of Roget's Squires was hit and

ESCAPE TABLE B

1	The Lord is killed while trying to escape
2	The Lord is captured by enemy forces while trying to escape*
3-4	The Lord escapes but is injured and misses the next game recovering from his wounds
5-6	The Lord escapes unharmed

* Captured Lords may be executed at the option of the opposing player. In Knights campaign they may be ransomed back to the owning player again at the opposing player's option (this will be fully explained in the forthcoming campaign rules).

KNIGHT STATISTICS

There are many different designs of Knight but the practical differences between some of them are mainly cosmetic. Therefore both Human and Eldar Knights can be categorised into three classes.

Human noble houses tend to use one type exclusively and detachments will always be made up of a single type.

Note that there are no Eldar Wardens; the practice of retiring from active service and taking up the status of Warden is exclusive to the Human nobility.

toppled in blazing ruin. His scream echoed over the comm-net. Alaric recognised the burning pennon of Ulfrik, a distant cousin who had only recently completed his vigil and earned the right to sit in a command.

Alaric did not have time to mourn his loss. A devastating rain of fire descended from Manticore multi-launchers situated on top of the nearby hills. Desperately he threw himself into an evasive pattern as plumes of shattered earth erupted around him.

All around, crippled Knights fell to earth, victims of the withering fire. The clouds of dust grew so intense that Alaric could hardly see, even with his machine's auto-senses.

As suddenly as it started, the barrage ended. While the dust settled he took a quick glance around to get his bearings. It seemed as if the whole Imperial army was on the march.

Massive Warp Runner Titans advanced, void shields shimmering, their huge weapons sweeping the hilltops clean of the enemy. In front of the metal giants, feral Warhounds loped. Shadow Sword tanks raced across the plain, tracks churning the torn soil. Around them, airborne assault troops hovered like giant flies. Beyond the Titans were ranks and ranks of Rhinos. The final push through Arida Gap had truly begun.

Alaric gave his attention back to the huge earthworks and emplacements within which the enemy lurked. Resolve hardened in his heart. According to the chivalric codes he must avenge his fallen kinsmen. Before he had been fighting for prestige and loyalty to the Emperor.

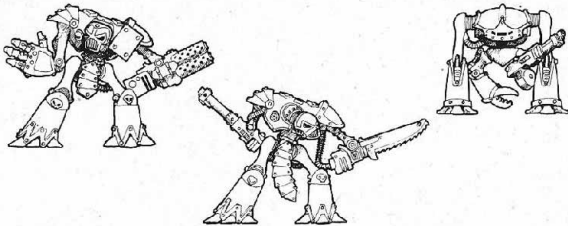
Now it was personal.

He manoeuvred his remaining Knights to the vanguard of the advance and led them into the charge, heart seething with rage.

HUMAN KNIGHTS

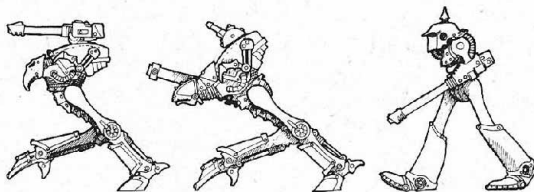
KNIGHT PALADIN

AR	SAVE	SPEED	BR	WEAPONS
+1	3+	20/40	220	Close Combat Weapon Battle Cannon (SwF1) Shock Lance



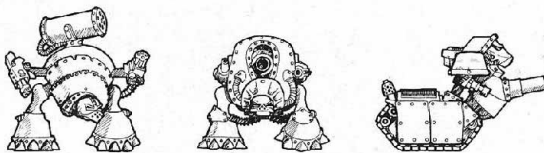
KNIGHT LANCER

AR	SAVE	SPEED	BR	WEAPONS
+1	4+	24/48	220	Lascannon (SwF2) Multi-Laser (SwF1) Shock Lance



WARDEN

AR	SAVE	SPEED	BR	WEAPONS
0	3+	12/24	180	Battle Cannon (SwF1) Multi-Lasers (SwL1, SwR1)



Epic Battle System

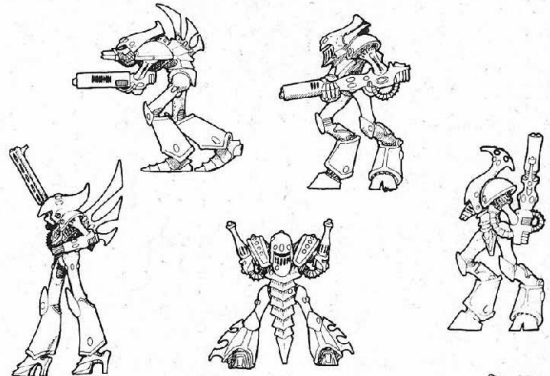
INFANTRY TARGETS WEAPONS TABLE

Attacker	Range		To Hit		Save Mod
	Short	Long	Short	Long	
Paladin	72	-	4+	-	-1
Lancer	20	60	3+	6+	-1
Warden	20	60	3+	5+	-1
Fire Gale	20	60	2+	4+	-1
Bright Stallion	20	60	3+(B)	5+(B)	-1
Towering Destroyer	20	60	3+	5+	-1

ELDAR KNIGHTS

FIRE GALE

AR	SAVE	SPEED	BR	WEAPONS
+1	4+	20/40	300	Lascannon (SwF3) Scatter Laser (SwF2) Psychic Lance



BRIGHT STALLION

AR	SAVE	SPEED	BR
+1	2+	24/48	300

WEAPONS

Pulse Laser (FxF1)
Scatter Laser (SwF1)
Psychic Lance

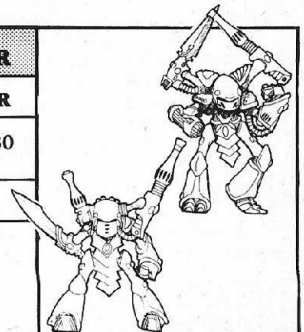


TOWERING DESTROYER

AR	SAVE	SPEED	BR
+1	3+	20/40	280

WEAPONS

Close Combat Weapon x2
Lascannon (SwF1)
Scatter Laser (SwF1)
Psychic Lance



VEHICLE AND TITAN TARGETS WEAPONS TABLE

Attacker	Range		To Hit		Save Mod
	Short	Long	Short	Long	
Paladin	36	72	3+	5+	-1
Lancer	30	60	2+	5+	-1
Warden	36	72	4+(B)	6+(B)	0
Fire Gale	30	60	2+	5+	-1
Bright Stallion	30	60	3+	5+	-1*
Towering Destroyer	30	60	4+	6+	-1

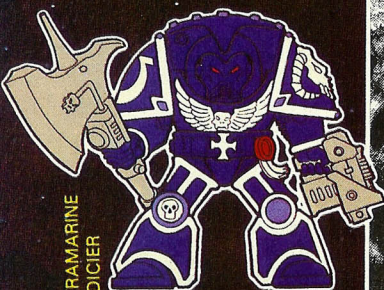
*causes 1D6 hits

GENESTEALER

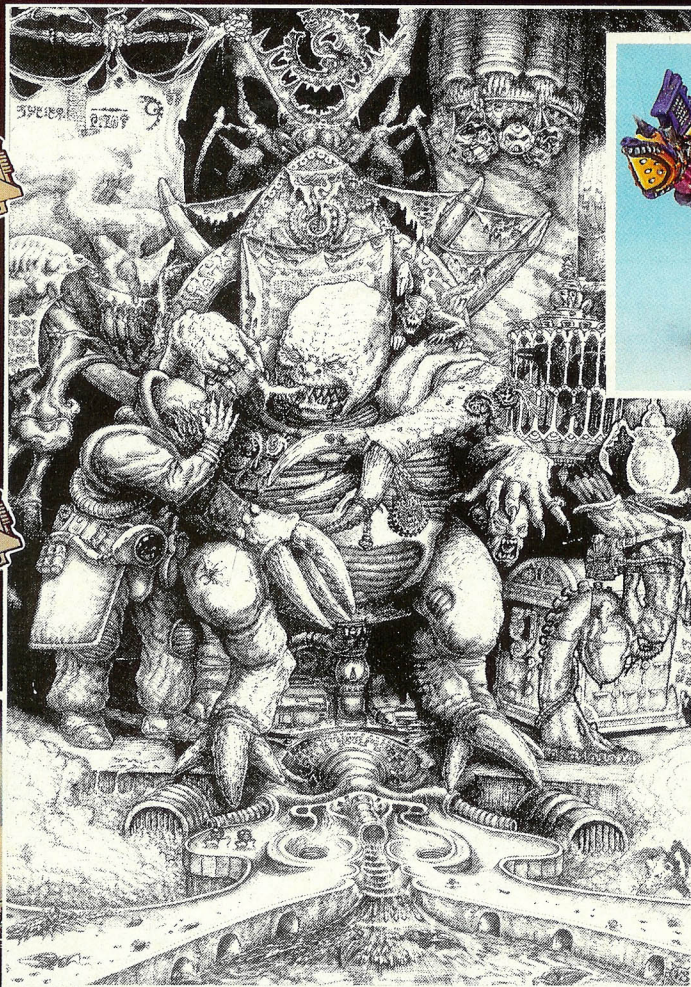
NEW MINIATURES AND PSYCHIC COMBAT RULES FOR SPACEHULK



DEATHWING
CHIEF LIBRARIAN



ULTRAMARINE
CODICIER



GENESTEALER HYBRID WITH
MISSILE LAUNCHER



BLOOD ANGELS CODICIER WITH
STORM BOLTER AND FORCE AXE



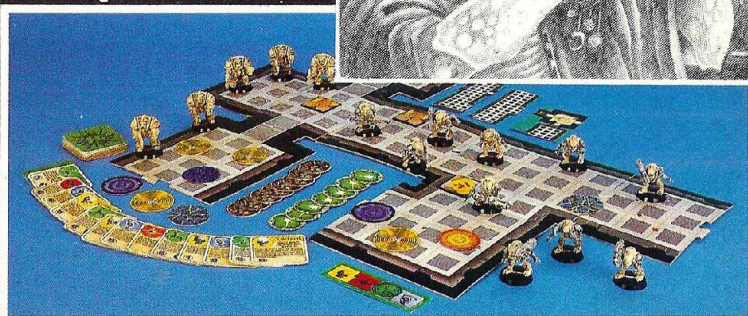


Genestealer contains 15 completely new finely-sculpted plastic Citadel Miniatures. There are 5 Marine Librarians in psychically-attuned Terminator Aegis suits armed with force axes and Nemesis force halberds, 10 Genestealer Hybrids with separate arms and weapons, including auto-cannon, conversion beamer and missile launcher.

Genestealer introduces psychic combat and the Space Hulk system. Terminator Librarians and Grey Knights battle against psychic Genestealer Hybrids. The 44 psychic combat cards give psykers devastating powers: they can strike their enemies with arcing bolts of lightning, summon awesome vortices of raw warp energy, teleport through the hulk and release roaring blasts of hellfire, freeze and accelerate time, control enemy models or jinx their weapons.

As well as rules for all the new weapons, there are 16 new Blips allowing you to include the Genestealer Hybrids and groups of up to 6 purestrain Genestealers.

The new floorplans include 8 new wide corridor sections and 3 new geotiles to expand the Mission Generator from Deathwing.



THIS IS NOT A COMPLETE GAME
YOU'LL NEED A COPY OF SPACE HULK TO PLAY GENESTEALER



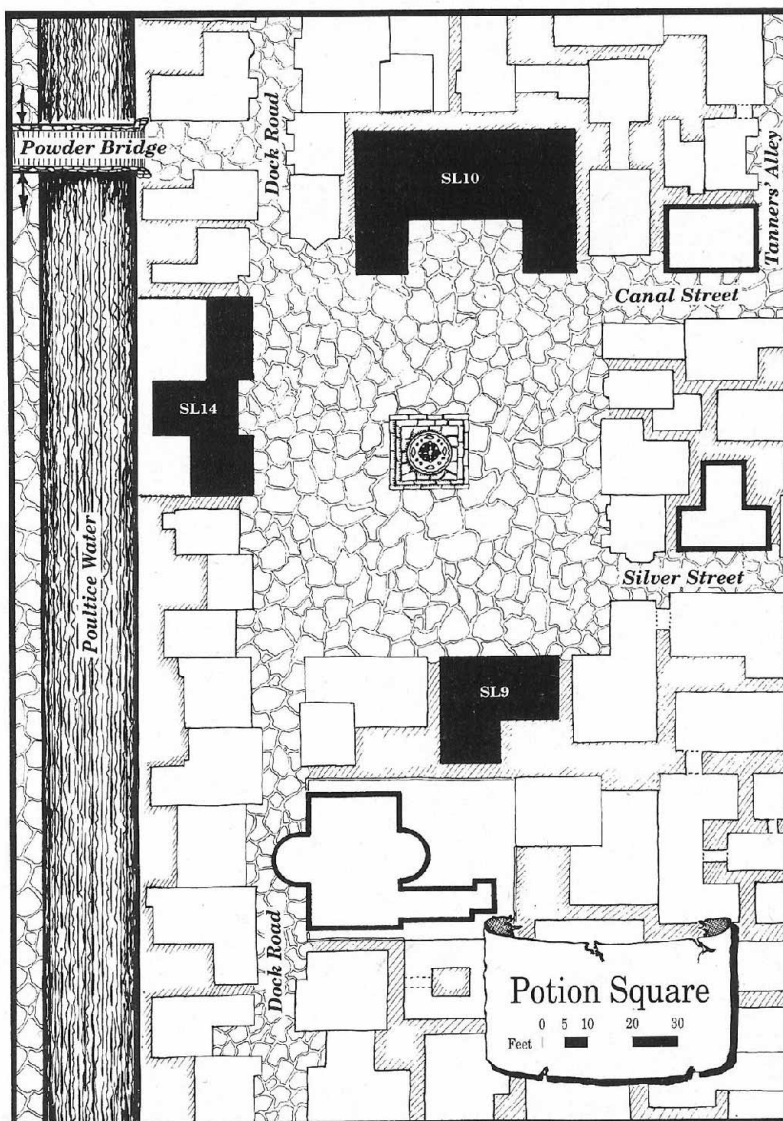
Welcome to Marienburg. This month we visit *Potion Square* on *Luydenhoek*, the largest island of the *Suiddock*.

City maps and ordinances call it 'Graf Anders Square', but this name is hardly ever used by *Suiddockers*. Ask for *Graf Anders Square* and you'll get a blank look, and be told that you want to head towards *Elftown*! Ask for *Potion Square* and you'll stand a good chance of getting the right directions.

The name comes from the fact that the Square is close to *Zegepraal Straat* – generally known as *Leech Street*, where a great many physicians and other healers live and work. The predominantly medical nature of the area is reflected in many unofficial local place-names: for example, locals know the small canal which separates *Potion Square* from *Leech Street* as the *Poultice Water*, rather than by its official name of the *Tussenkanal*.

This time, we'll visit three locations in *Potion Square*: the *Middenheim Home for Foundlings* (designed by Ken Walton), run by the formidable *Sister Marianne*; *van Arzneier's Floracopeia* (by Claus Ekstrom and Graeme Davis), where herbs and medicinal plants from all over the world can be found; and the *Edelmoed Temple* (by Anthony Ragan), one of the main temples to *Shallya* in the *Suiddock*. All three places are full of potential interest for adventurers, but for very different reasons.

We'll return to *Potion Square* in our next visit to Marienburg and look at *Kluger's Emporium*; *Lisette Leer*, from the short story *The Tilean Rat*; and *Wilhelm Rotkopf*, one of the Square's many alchemists.



THE MARIENBURG HOME FOR FOUNDLINGS SL14



Known throughout the city as 'Sister Marianne's', this large building is made up of three houses knocked into one. It is the small canal known as the Poultrice Water by Luydenhoekers.

Sister Marianne looks after children up to the age of ten, or until they can be apprenticed. She is always willing to show visitors around; her star pupils chant their thirteen times table, recite the lengths of all the major rivers in the Old World, and demonstrate other feats of learning.

Sister Marianne is well-known to be full of strange ideas, but the strangest to most Marienburgers is her notion that they should give money to help those less fortunate than themselves. The older and more trustworthy children are sent out, in distinctive blue and white uniforms which immediately set them apart from the average street urchin, accosting passers-by for donations. As far as anyone knows, this is the orphanage's only source of income, and the collectors can be remarkably persistent. Some Marienburgers have been known to take to their heels at the sound of coins rattling in a tin and the sight of a child in blue and white.

Common Knowledge

"Orphanages – never had 'em when I was a nipper. Had to make your own way in those days. Some of those brats would benefit from a spell sweeping chimneys!"

"Good thing, if you ask me. Keeps the kids off the streets, puts 'em into an apprenticeship – more than most families do for their kids, really. I just wish they wouldn't keep begging for money. I mean, what's the cult of Shallya for?"

"Sister Marianne might look like a feeble, dried-up old schoolteacher, but she's tough. Don't cross her – she's got a tongue as sharp as a dragon's teeth and she doesn't miss a trick. And then there's those two half-ogres that work for her – no-one gives them any trouble."

**"Sister" Marianne Liefeder (SL14a),
Initiate of Shallya, ex-Physician's
Student, ex-Trader**

"Ah, pleased to meet you. We've got a hole in the roof at the south end which looks like it'll take twenty Guilders to patch up. How much can you spare?"

"WILHELM! Stop that IMMEDIATELY!"

"If you catch a child early enough, you can instil some sense of values and give it a decent, useful life."

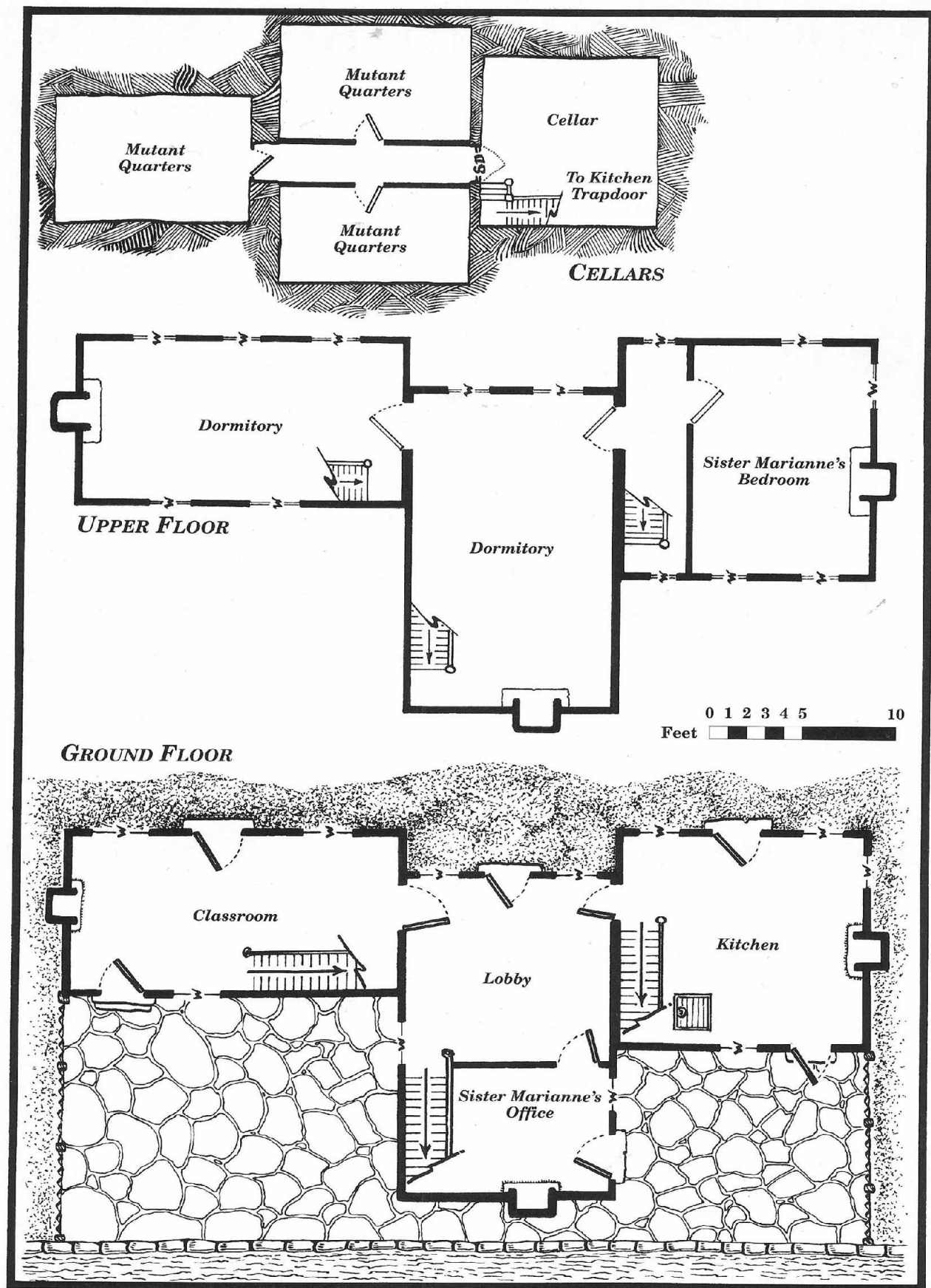
"We need support – and not just moral support. And it's not charity – it's an investment in the future. Every child I get into a trade means one more craftsman and one less thief. Which means more for everyone, more work to go round and less suffering for other children. Now I think that's worth paying for, don't you?"

An upright spinster in her sixties, Sister Marianne has a straightforward manner which brooks no resistance or interruption. She has work to do, which requires people to part with money, and that's all there is to it. In the past, she has obtained several sizeable donations simply because people weren't quite sure how to refuse.

Marianne spent many years as a shopkeeper on Riddra, and the squalor and suffering she saw there made a deep impression on her. Determined to help, she sold her shop and persuaded a Physician to give her a basic grounding in first aid and hygiene. She worked for a while in the slums, but came to the conclusion that she wasn't making much difference. It was then that she hit upon the idea of the orphanage – but how could it be done? She prayed at the Edelmoed Temple (SL10), promising to enter the cult of Shallya if she could find some way of founding an orphanage. Within the week, the Physician who had trained her died, leaving her three houses by the Poultrice Water and a comfortable sum in cash. True to her word, Marianne became an Initiate of Shallya – that was thirty years ago, and she shows no inclination to progress further in the cult.

Sister Marianne has an extensive network of contacts and benefactors. She is on good terms with nearly all her neighbours; some, like Jan van Arzneider the Herbalist (SL9a) and Wilhelm Rotkopf the Alchemist (SL12a), are trusted friends. Also in this category is the Physician Edvard van Geneeser (SL28a). Both Agnetha Zeetrouw of the Suiddock Temple (SB7a) and Granny Hetta (SB26a) "keep an eye out" as she puts it. As an Initiate of Shallya, Marianne is technically under the authority of Brother Marijkus at the Edelmoed Temple (SL10), but he leaves her to work in her own way, knowing it would be futile to do otherwise.

Her orphans may be found in every trade and craft, and some have achieved lofty positions in their guilds. This gives her a wide and ever-growing circle of contacts throughout Marienburg. Axel Huurder of the Rivermen's Guild (SB27a) was one of her orphans, as was the carpenter Bruno Snijermans (SS14a) and Paulus Edelsteen of the Jewellers' Guild (CF7b). Sister Marianne never mentions her failures, of course; she has remarkably few, but Jeremias Qualk (SL15a) is one of her orphans who has ended up on the wrong side of the law. Even now, she tries to convince herself that he will discover a true vocation in medicine one day.



M WS BS S T W I A Dex Ld Int Cl WP Fel
4 28 20 2 4 3 46 1 28 40 39 44 47 45

Age: 63

Alignment: Good (Shallya)

Skills: Acute Hearing; Blather; Cooking; Cure Disease; Etiquette; Evaluate; Haggle; Heal Wounds; Lip-Reading; Secret Language – Classical; Read/Write; Wit.

Possessions: gilt-bronze dove brooch (symbol of Shallya); light walking-cane (I +10, D -2).

Gunther and Anders Grimm, Servants, ex-Footpads (SL14b&c)



"Leave 'er an' the kids alone or we'll pull yer 'ead off. Right, Anders?"

"Right, Gunther."

"She sees us right, we see 'er right. All look after each other. Just like family."

"Yer. We wuz in dead trouble, an' Sister Marianne got us off an' gave us jobs. We used to be bad lads, robbin' people an' stuff, but she changed all that."

"Now we're reformed – an' that's what the Sister says we are – we don't do them things much."

"Anymore."

"Err. Yer. Don't do them anymore."

Gunther and Anders are twins – only Sister Marianne and the orphans can tell them apart. They are both tall and heavily built, with slow and deliberate speech.

Sister Marianne rescued the twins from jail, and now they work tirelessly at the orphanage, doing odd jobs. Every few days, one of them drives Sister Marianne to market in the orphanage's donkey-cart, and they accompany the tin-rattlers in areas where there is a risk of meeting footpads. They are completely reformed characters, and view Sister Marianne with reverence; however, this will not prevent them from taking a suitably painful revenge on any unprincipled characters who try to prey on the old woman or the orphans. The brothers used to know many 'bad lots' along the Suid-dock, although have put their past lives behind them. Still, it must be admitted that the orphanage is never troubled by burglaries or other underworld. The following profile applies to both twins.

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 45 32 5* 4 8 45 1 27 23 23 31 43 22

Age: 22

Alignment: Good (Shallya)

Skills: Consume Alcohol; Cook; Dodge Blow; Drive Cart; Silent Move Urban; Street Fighter; Strike Mighty Blow; Strike to Stun; Very Strong*.

Possessions: leather jacks (0/1 AP, body/arms; daggers (I +10, D -2, P -20); clubs.

The Children (SL14d etc)

There are about thirty children in the orphanage at any time, all between the ages of four and ten. Sister Marianne educates them as best she can, but more important in her eyes is instilling 'decent values': work hard, stay honest, and do a good turn when you can.

The children are all very well-behaved and polite, but may stick their tongues out and thumb their noses when they think no-one's looking. The following profile can be used for a typical orphan:

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 22 30 2 3 4 33 1 35 29 28 22 24 31

Age: 4-10

Alignment: (mostly) Good

Skills: Dodge Blow; Flee!; 50% chance of Read/Write; 10% chance of Super Numerate.

Possessions: the children have few personal possessions; a few have treasures such as shiny stones or dead beetles, but that is all. Sister Marianne enforces a ban on weapons – even pen-knives are handed out only for writing lessons, and counted back afterwards.

A DEADLY SECRET

The orphanage has a secret: some of its inmates are mutants. They are kept in a series of secret basement rooms, and the normal children are sworn to keep the existence of their 'less fortunate brothers and sisters' secret. The odd comment like "my best friend's a daddy-long-legs" is seen as the product of a young imagination.

Sister Marianne will have to know and trust someone completely before allowing them to see the mutant quarters. She firmly believes that mutant children, if properly brought up, can be made into perfectly respectable adults. She is even working to develop treatments for the less heavily mutated, so that they can be returned to society. She takes in mutants from across the city, and has a well-established intelligence network.

The covered donkey-cart can be seen leaving at odd hours of the day and night, returning in less than two hours with its cargo well-hidden. The following day, adventurers may hear about a mutant-raid on the slums by the Knights of Purity (C38). Astute characters may make a connection.

Adventurers attacking the cart have a 75% chance of finding only several hundredweight of mixed vegetables, unless they know when a raid is to take place.

At any time there are D6+6 mutant children in the orphanage, aged between three and fourteen. Sample mutants are presented below; if you need more for any reason, use the normal child's profile above and add 1-2 mutations. Use **Realm of Chaos – Slaves to Darkness**, or the list for Chaos Beastmen in the **WFRP** rulebook.

Hanna (SL14e)

Hanna is a beautiful five-year-old girl with long blonde hair and wide, trusting blue eyes. Her only defect is an extra finger on each hand. Sister Marianne lets her mix with the other children when no outsiders are about, and is considering a surgical cure for her condition.

Marienburg

If brutal adventurers decide to wipe out this colony of mutants and storm in with swords drawn, have Hanna wrap her arms about the leading warrior's leg, gaze up with her huge blue eyes and cry *"Oh please, Master Knight, Sir, don't kill us! I'll be good, I promise I'll be good!"* Wring out every last drop of guilt.

Tomas (SL14f)

Tomas is one of Sister Marianne's successes. He used to have the head of a giant spider and an extra two pairs of limbs, but thanks to a shape-changing potion he is almost normal. Apart, that is, from an extra pair of round, chitinous eyes set into his forehead. He brushes his hair forward, and wears a large floppy hat when outdoors. While he is almost normal, Tomas could never survive outside the orphanage, so he looks after the younger children. Some of them might be heard to say *"I wish I had four eyes like Uncle Tommy."*

Age: 17

Alignment: Shallya

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	40	3	4	4	40	1	30	27	35	29	23	31

Skills: Acrobatics; Ambidextrous; Carpentry; Clown; Excellent Vision; Night Vision; Scale Sheer Surface.

Alexander Kronstadt (SL14g)

Alexander is a personable young man in his late teens, with curly brown hair, freckles, and blue eyes. There is something slightly unnerving about his infrequent smile, but it's difficult to say why.

Close examination (if he is held down and his mouth forced open!) will reveal that both his upper canine teeth are unusually broad, and have been filed down. Originally, they were huge razor-sharp fangs reaching down to his chin.

Alexander is a regular visitor to the orphanage, and seems to be just another orphan made good. In fact, he is another arm of Marianne's intelligence network. He is not even an orphan – he comes from a moderately well-off family on the other side of Marienburg, and his brother has infiltrated the Knights of Purity in order to warn Sister Marianne about planned mutant-raids.

ADVENTURE PLOTS

Here are a few ideas for adventures featuring the Marienburg Home for Foundlings. Some arise from the secret mutant quarters, while others do not; you could use a seemingly innocent plot to have the adventurers discover the orphanage's secret, and then plunge them straight into a 'mutant' adventure!

Silent Witness

Late one night, a child is brought to the orphanage by a group of people – perhaps the adventurers themselves. The child is unhurt, but completely mute – the result of shock. He (or she) was found in the ruins of a house; everyone else – his family? – had been brutally slain, and only the withdrawn, silent child knows the truth.

Can Sister Marianne break through the wall of silence

and find out what happened? Who are the criminals? Racketeers, cultists, a hired assassin, or anything else you like. They may well try to silence the surviving witness to their crime – permanently.

Human Cargo

Although Marienburg officially ended the slave trade two centuries ago, there is still money to be made from it. Ships leave daily for all corners of the world, and in some of these places slaves are a legitimate and profitable commodity. An orphanage full of children, protected only by an old woman and a pair of dim-wits, would be a tempting target for a gang of slavers.

The slavers strike at night, relying on speed and darkness. A covered wagon draws up by one door; the lock is quickly picked or smashed; a dozen or so children are snatched from their beds; and the cart hurtles off into the night, bound for the docks and a waiting ship.

The adventurers might be in the right place to foil the raid before it happens, or they might see the speeding wagon as it heads for the docks, with piteous cries coming from within. Rescuing the would-be slaves will earn them the everlasting gratitude and friendship of Sister Marianne and the others at the orphanage.

The Chosen

Chaos cults are as active in Marienburg as they are in any city of The Empire, and such a concentration of mutants would draw them like a magnet. Some children might even have been rescued from cultists, who would see their mutations as a sign from the Powers of Chaos.

Cultists might mount a raid on the orphanage, similar to the slave-raid described above. Or they might try to break into the basement from the sewers – this part of Luydenhoek is well above the high water mark, and a proper sewer system has been dug here. The adventurers might be following the cultists for reasons of their own, or they might simply happen upon the raid. They might even disrupt a ritual and discover a mutant child who asks to be taken *"home to Sister Marianne"*. This is one way for the adventurers to discover the orphanage's secret, if you want them to do so.

Dead of Night

The donkey-cart sets out from the orphanage under cover of darkness, passing through the city collecting mutant children. It can be encountered almost anywhere in Marienburg at night-time.

If the adventurers are on the trail of cultists and mutants, they might run across the cart from time to time – just leaving an area as they enter it, and soon lost in the darkness. On the first couple of occasions, the adventurers will have no reason to be interested in the cart – it will just be part of city life that goes on all the time. But gradually they will notice that it has a habit of turning up before them in areas where there is cultist or mutant activity. They may decide to attack it there and then, or they might follow it back to the orphanage. This is a good way to introduce the orphanage to the adventurers, if you want them to be unsure about it. On the surface it seems like a normal home for orphans run by a charitable old woman – but there are mutants too. Is it the home of a cult? How can the adventurers find out?

VAN ARZNEIER'S FLORACOPOEIA SL9

This resounding title hangs on a board outside the small herbalist's emporium owned by Jan van Arzneider, on the south side of Potion Square. Despite being a two-storey building, the shop seems somehow low and cramped. It has two windows at the front, made of bullseye glass which makes it impossible to see anything inside. On entering the shop, one finds that it smells wonderful, that the ceiling is very low (the beams reduce this to only five feet in places) and that bunches of dried herbs hang everywhere.

Common Knowledge

"Herbs, eh? Best place I can think of is van Arzneider's. If he hasn't got it he'll know where to get it. Paddle over to Luydenhoek and ask for Potion Square – van Arzneider's the name, on the south side opposite the temple."

"Could be there's a better place to buy herbs somewhere in Marienburg, but I don't know where and they'd probably charge you five times the price."

"He knows what he's at, does van Arzneider – gets a lot of stuff straight off the docks as it comes in. Things you'd never find growing in the Old World."

Jan van Arzneider (SL9a), Herbalist, ex-Alchemist's Apprentice, ex-Pharmacist



"Hm. Now normally I'd recommend a brew of Tarra-beth for that, but... here, have a chew on this. One sprig a day, and rest as much as you can. And if that swelling hasn't cleared up in three or four days, come back and we'll try something else. I've just got a shipment of something new in from Cathay, and I'm dying to try some of it out."

Van Arzneider is a short, stringy man in his thirties, who looks tanned and weatherbeaten but fit – an excellent advertisement for his own products.

His short hair is light brown, and his eyes are the same colour. His present employment is the result of a life-long fascination for mixing things together to see what would happen, and many of his preparations combine pharmacy and alchemy with traditional herbalism.

He has a number of contacts among the ship's captains who are always in and out of Marienburg, and he corresponds (albeit irregularly) with fellow-Herbalists from Norsca to Nippon. As a result, he occasionally gets hold of rare and unusual herbs from all corners of the world, and he even has some stock from darkest Lustria!

His supplies of more common herbs are very reliable, as well, even out of season, and he does business with many of the physicians and other healers in the city. He is very friendly with Brother Marijkus of the Edelmoed Temple (SL10), and occasionally provides treatment for the orphans at the Home for Foundlings (SL14) when an illness is beyond Sister Marianne's ability to treat. Van Arzneider is a member of the Guild of Physicks (C12), and wears a ring with the guild symbol.

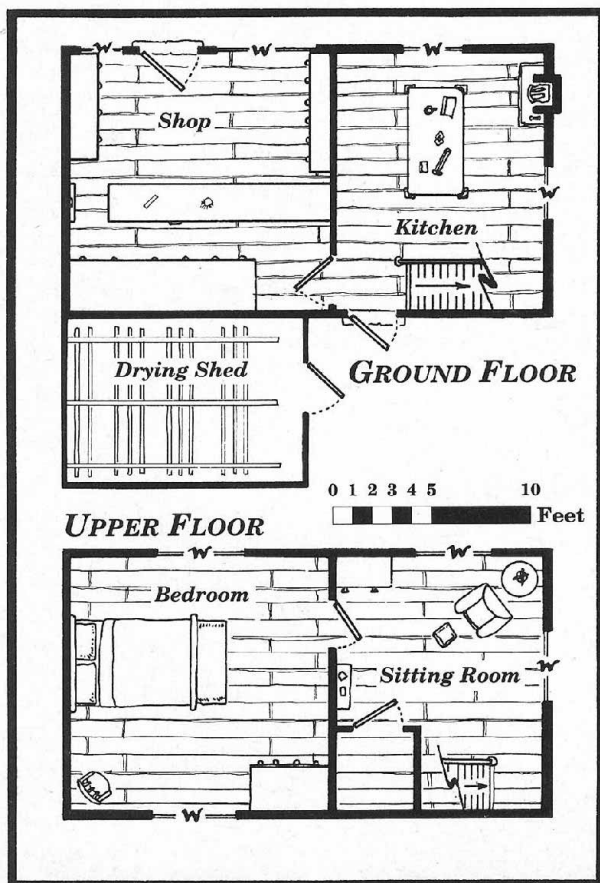
M	W	S	B	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	28	33	3	3	7	36	1	48	27	45	31	36	33	

Age: 35

Alignment: Neutral, no special deity

Skills: Arcane Language – Druidic; Brewing; Chemistry; Cure Disease; Evaluate; Heal Wounds; Herb Lore; Identify Plant; Manufacture Drugs; Read/Write; Secret Language – Classical; Secret Language – Guildier.

Possessions: shop and contents; leather jerkin (0/1 AP, body); dagger (I +20, D -2, P -20); gold ring with guild symbol (10 GC).



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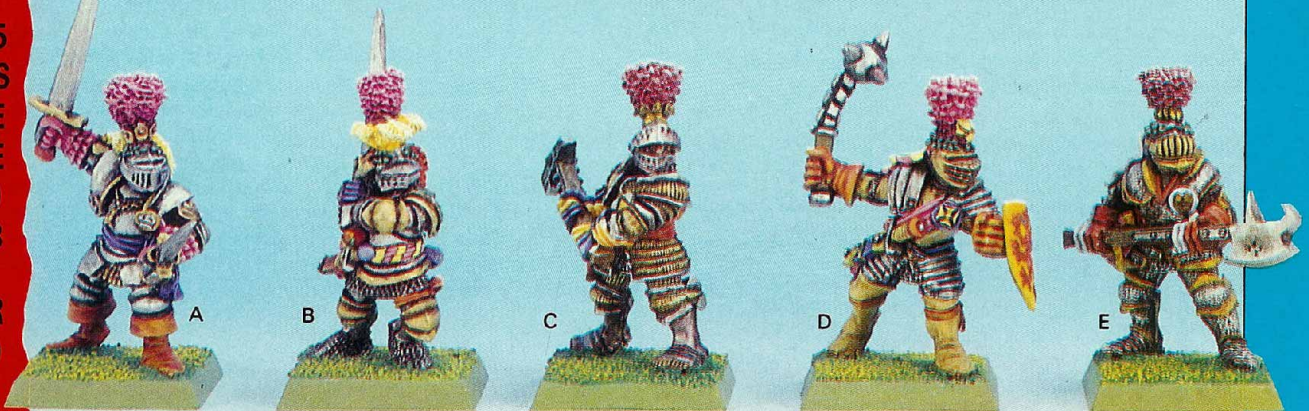
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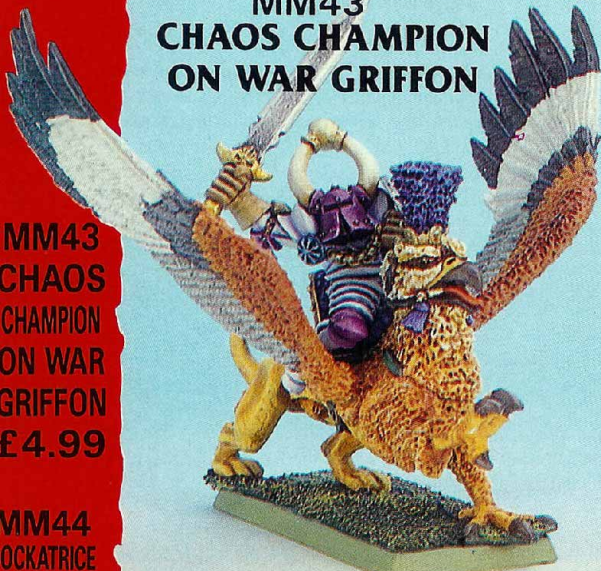
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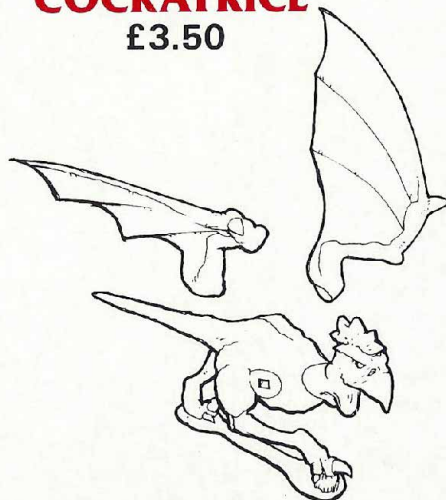
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Herbs

Van Artzneier stocks all the herbs described in **The Enemy Within**, but his prices are 5% lower. In addition, he stocks the following imported herbs:

Juck

Availability: Scarce. Spring. Forest.

Price: 1 GC and 13 GC

Method of Application: Smear

Preparation: 2 weeks

Dosage: 1 day

Skills: Chemistry

Tests: Int

Effects: D6+4 minutes after application, the treated area begins to itch horribly. The affect lasts for D20+40 minutes, and in that time the afflicted character suffers a -20 modifier to all tests (halved on a successful **WP** test) owing to the distraction.

Agurk

Availability: Rare. Autumn. Grasslands.

Price: 1 GC and 5 GC

Method of Application: Inhale

Preparation: 1 week

Dosage: 1 week

Skills: None

Tests: Int

Effects: inhaling the fumes from an infusion of Agurk causes mild shaking unless a successful **T** test is made (*Immunity to Poison* +10). If the test is failed, the fumes cause mild shaking (Dex -20) for D4 hours.

Mage-Leaf

Availability: Very Rare. Spring. Hills.

Price: 1 GC and 6 GC

Method of Application: Ingest

Preparation: None (see below)

Dosage: see below

Skills: None

Tests: None

Effects: Mage-Leaf is eaten raw, and remains effective for three weeks after picking. As its name suggests, it is used exclusively by spellcasters. Each dose of Mage-Leaf restores one Magic Point, up to the character's power level. Roll a D6 each time a dose is taken; if the score is less than the number of doses already taken that day, the dose has no effect.

Vigwort

Availability: Scarce. Summer. Grasslands.

Price: 1 GC and 5 GC

Method of Application: Brew

Preparation: 2 weeks

Dosage: 1 day

Skills: None

Tests: Int

Effects: this herb is a mild stimulant, and increases a character's I score by 10 for D6+4 turns (minutes). After this time, the character must make a **T** test (*Immunity to Poison* +10) or become drowsy (as the poison effect) for 2D6-T hours.

Slowmind

Availability: Rare. Autumn. Swamp.

Price: 10 GC and 15 GC

Method of Application: Brew

Preparation: 4 weeks

Dosage: 2 weeks

Skills: Chemistry or Prepare Poisons

Tests: Int

Effects: Slowmind is a very mild nerve toxin. The infusion has a bitter taste, and if it is added to a drink there is the normal chance to detect it. A character who drinks an infusion of Slow-

mind must make a successful **T** test (*Immunity to Poison* +10) or suffer a -10 penalty to both **Int** and **WP** for 2D10+4 hours. Only one dose may be administered at a time.

Vanera

Availability: Scarce. Spring. Hills.

Price: 2 GC and 4 GC

Method of Application: Ingest

Preparation: 2 weeks

Dosage: 3 weeks

Skills: Heal Wounds

Tests: Int

Effects: Vanera is a stimulant, which removes the need for rest. It is most commonly used for convalescence, where the patient cannot rest for some reason. For D8 hours after the dose is taken, the character is treated as resting, but may undertake any kind of activity. If the character rests, the benefits of rest are doubled. When the dose wears off, the user suffers from a headache for D4 hours, losing -10 from both **Int** and **Fel**.

Spellwort

Availability: Very Rare. Summer. Forest.

Price: 10 GC and 20 GC

Method of Application: Brew

Preparation: 4 weeks

Dosage: 3 days

Skills: None

Tests: Int

Effects: Spellwort is related to Mage-Leaf, but has a slightly different effect. Instead of increasing magical energy, it interferes with it. A spellcaster who drinks an infusion of Spellwort loses D4 Magic Points (which may be regained as normal), and anyone drinking the brew enjoys a +10 bonus to all **WP** tests against spells and magical effects for the next D4 hours.

Schlafenkraut

Availability: Rare. Spring. Grasslands.

Price: 10/- and 10 GC

Method of Application: Brew

Preparation: 2 days

Dosage: 3 days

Skills: None

Tests: Int

Effects: This is a mild sedative, and is used as a sleeping-draught by insomnia sufferers. It takes effect 10+2D10 minutes after drinking, bringing on a normal sleep; for the first four hours of this sleep, the patient's chances of being woken by noise are halved. If the patient wakes within this time he will be drowsy (as if poisoned) for 3D10 turns unless he makes a successful **T** test (*Immunity to Poison* +10). After 4 hours the herb's effect wears off, and the patient is now sleeping normally. A character who wishes to resist the effects of Schlafkraut must make a **WP** test (*Immunity to Poison* +10); if this is successful a **T** test (*Immunity to Poison* +10) is still required to avoid becoming drowsy. These tests are repeated every 30 minutes for the four hours of the herb's effect.

Trinkwort

Availability: Very Rare. Autumn. Forest.

Price: 1 GC and 3 GC

Method of Application: Ingest

Preparation: 1 week

Dosage: 3 days

Skills: None

Tests: None

Effects: Trinkwort is a bitter-tasting tuber, which has the strange property of neutralising the effects of alcohol. A character who eats one tuber will suffer half the normal characteristic reductions as a result of alcohol; this effect is cumulative with *Consume Alcohol* skill.

THE EDELMOED TEMPLE SL10

This small temple to Shallya stands on the north side of Potion Square. It is a plain but well-maintained structure, and like most temples and shrines of Shallya, it includes a small hospice and shelter for the sick and homeless.

Rasmus Edelmoed is a legendary figure. Opinions differ as to whether he was a trader captain or a privateer, but all the versions of his life agree that he was an exceptionally courageous sailor. However, it is his death that is truly notable. Shipwrecked in the Sea of Claws, he spent three weeks adrift on a raft with a fellow-survivor – a wealthy Marienburg trader. When it became clear that there was only enough food for one of them, Edelmoed, inspired by a vision, gallantly threw himself overboard so that his companion might live.

Edelmoed's companion was eventually picked up by another Marienburg ship. On his return to the city, he founded the Edelmoed Temple and entered the cult of Shallya. His experiences had left him a changed man: owing his life to an act of selflessness, he tried to spend the rest of it selflessly helping others. Such was his devotion to this ideal that his name is recorded nowhere in the temple's annals.

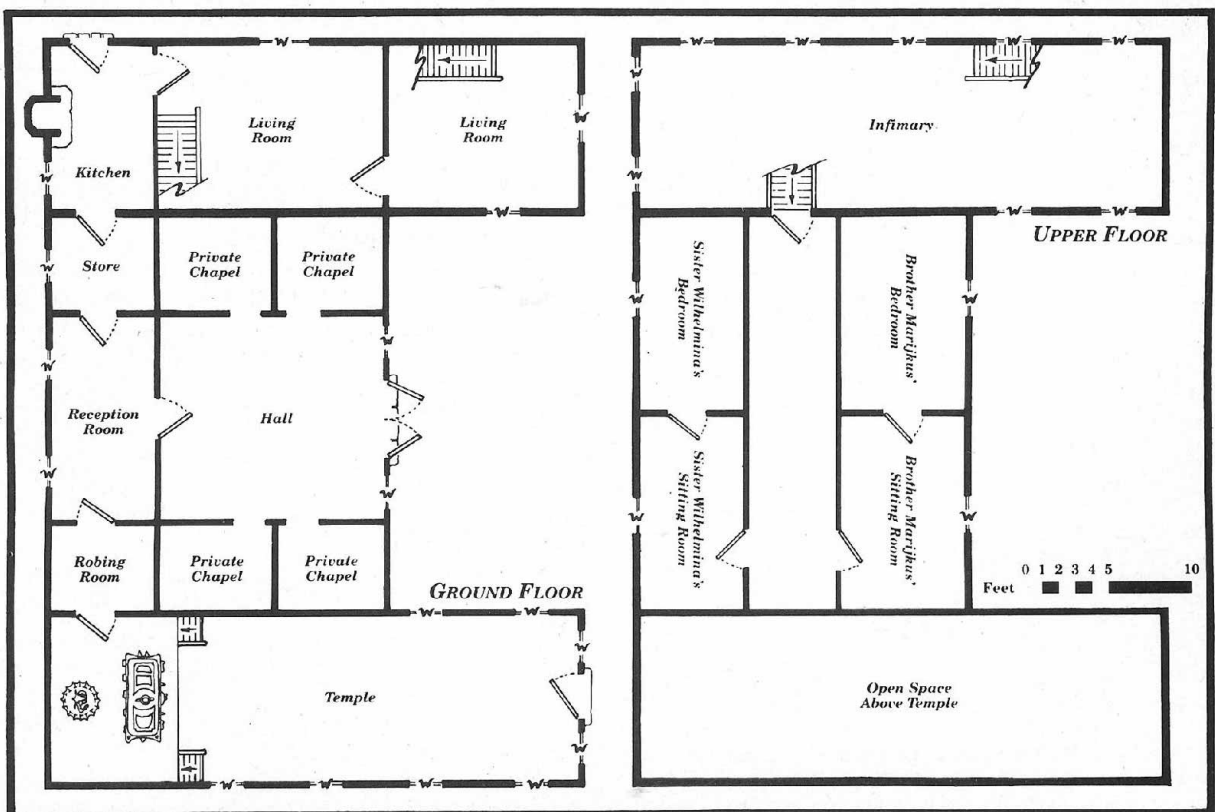
Common Knowledge

"The Edelmoed? Oh, that's the temple to Shallya on Potion Square, you mean. Named after a character from some old story, I think."

"It's run by a Brother and Sister – at least, I think they're brother and sister, as well as just by title, if you see what I mean. Good people, or so I hear. But then again, you can probably say that about all of Shallya's folk! There's an orphanage across the way, as well – I think that's something to do with the temple."

"They've got a hostel or flophouse or something built on, but they're very discreet about it. There were some worries that they'd bring drunks and tramps and who knows what else in from all over. After all, if they'd wanted to do that sort of thing they really should have built the temple on Riddra, not Luydenhoek. But they've been very good about it."

"They're a very pleasant couple – if couple's the right word. I think they're relatives rather than being married. A bit much sometimes, but then most priests can get that way. Mind you, they abide by their own sermons – one or other of them's always out among the Channel Rats, doing whatever it is they do for them."





"I'm privileged, in a way. I can mix with the highest and the lowest, being a priest. It's interesting."

"Technically, we're supposed to cover the whole of Suiddock. I don't think they know just how big the area is. Still, you do what you can – and there are some very good-spirited people helping in their various ways."

"You'll never remove poverty, illness and need, and you'll break your heart if you think you can. Our job is to reduce need, as much as we can with what we have available."

Brother Marijkus is in his late forties, about 5ft 9 in tall, and slightly pudgy, with thinning short grey hair, a short beard, and twinkling blue eyes. He is softly spoken, calm, cheerful, unflappable and understanding. But, that said, he is not blind to the harsh realities of life; his broken nose and the unwavering steadiness of his eyes give the impression that he can handle any real trouble if he has to.

Marijkus often discusses herbal medicine with Jan van Arzneider (SL9a) – it is the only form of treatment open to most ordinary people. Sister Marianne (SL14a) is technically his initiate, and he should take charge of her training and duties, but he knows this is impractical. "She has her own calling," he says, "and it's undoubtedly where she's best placed."

Marijkus is in regular contact with the main Temple of Shallya (C21), and knows of the work done by Agnetha Zeetrouw at the Suiddock Temple (SB7) and is full of admiration for her, although he cannot spare anything to help her. This inability to help is a source of personal anguish, even though it's not his fault. He regularly visits Granny Hetta (SB26a) on her boat, and is one of the few outsiders to be trusted by the Channel Rats.

He knows and dislikes Lea-Jan Cobbius of the Honourable Guild of Stevedores and Teamsters (SR5a), but is reluctant to anger Cobbius for fear of Big Piet's (SR5b) possible reprisals against his brother Bertholdt, who is a member of the guild.

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 39 31 4 5 9 48 2 35 46 45 39 44 48

Age: 47

Alignment: Good (Shallya)

Skills: Arcane Language – Druidic; Arcane Language – Magick; Cast Spells – see below; Cure Disease; Dodge Blow; Heal Wounds; Herb Lore; Identify Plant; Immunity to Disease; Magical Sense; Meditate; Public Speaking; Read/Write; Row; Sailing; Secret Language – Classical; Speak Additional Language – Norse; Street Fighting; Swim; Theology (cult of Shallya).

Spells: 28 Magic Points

Petty	Gift of Tongues, Glowing Light, Protection from Rain, Remove Cold, Zone of Warmth.
Battle 1	Aura of Resistance, Cure Light Injury.
Special 1	Cure Poison.
Battle 2	Aura of Protection, Zone of Steadfastness.
Special 2	Treat Illness.

Possessions: leather jerkin (0/1 AP, body) worn under robes; staff (D -1); dagger (I +10, D -2; P -20); silver dove pendant (symbol of Shallya); sling bag with basic first aid kit; small boat moored at Laading's Wharf (SL29).

"Sister" Wilhelmina Pleegester (SS10b), Initiate of Shallya, ex-Rat Catcher, ex-Physician's Student



Despite rumours (which they do nothing to dispel), Wilhelmina is neither sister nor wife to Brother Marijkus, and the two enjoy a friendly (but unromantic) professional relationship. Wilhelmina is a Suiddocker born and bred. Her parents and several brothers and sisters still live in a little house on one of the alleys behind Fisherman's Steps on Riddra. She is of average height and build, with a plain but pleasant face. She became a Rat Catcher from a desire to improve the life of the Suiddockers, but soon

realised that she was treating just a symptom rather than the disease as a whole.

She moved on to study medicine under Mats Geneezer (SR32a). Geneezer's teaching helped her to do more, but it still wasn't enough; she felt an increasing calling towards the cult of Shallya. She is fiercely dedicated to the cult and the poor, but suffers from a basic lack of confidence, and is generally shy and quiet.

Wilhelmina is acquainted with almost everyone Marijkus knows, but knows nothing of his brother in the Stevedore's Guild. She is inclined to be less critical of Cobbius and Big Piet, having grown up on Riddra and seen the benefits his protection brings to the poor. She is still in touch with her old mentor Geneezer, and knows and likes Captain Valk of the Watch (SB25a) from the days when she was a Rat Catcher and he was a patrol Sergeant on Riddra.

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 26 41 2 3 6 37 1 35 28 41 43 47 37

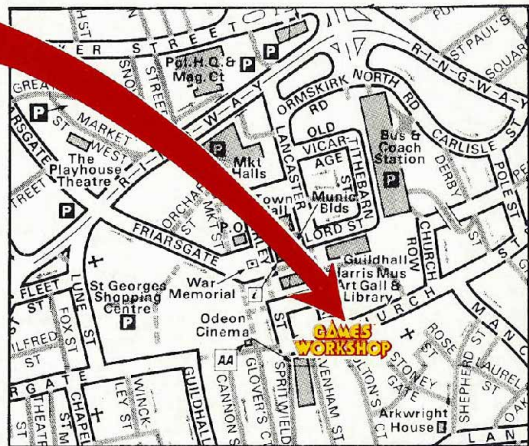
Skills: Animal Trainer – Dog; Concealment Urban; Cure Disease; Heal Wounds; Immunity to Disease; Immunity to Poison; Read/Write; Scroll Lore; Secret Language – Classical; Set Trap; Silent Move Urban; Specialist Weapon – Sling; Spot Trap; Theology (cult of Shallya).

Possessions: silver dove pendant (symbol of Shallya); dagger (I +20 D -2, P -20); sling bag with basic first aid kit; small animal trap for catching rats. ■■

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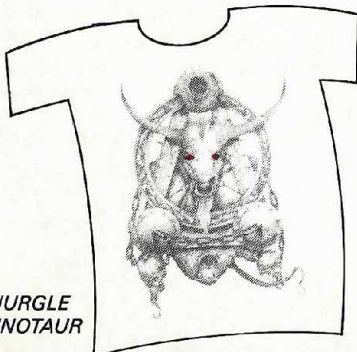
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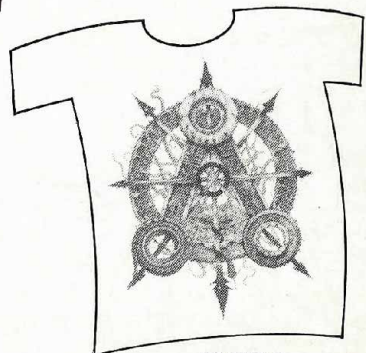
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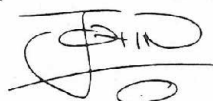


PRESENTED BY JOHN BLANCHE



This month the 'Eavy Metal team have been painting some of the new Epic scale Human and Eldar Knights, loads of Madboyz, and a selection of Genestealers and Terminators for their Space Hulk games. As usual, Mike is going to take you through painting and detailing the new models, with some expert tips on how to get a great result with simple techniques.

Before I hand you over to Mike, I'd like to welcome Frances Ellyard to 'Eavy Metal' - her excellent Terminators were sent to us from the Games Workshop store in York and impressed everybody here with their exciting and beautifully-painted colour schemes. I look forward to seeing more of Frances' work. Keep an eye out for her painting demos at York - they'll be well worth a visit.



KNIGHTS

Here we take a look at some of the new Human and Eldar Knights. These wonderful models are for use in Space Marine battles; because Knights are 30 to 40 feet tall, the models are large compared to Epic scale infantry and tanks, making them perfect for really good paint jobs. They'll give you a chance to show off all the techniques you normally use for Warhammer 40,000 and Warhammer Fantasy miniatures, making a colourful addition to Epic scale Imperial Guard armies.

As well as the colour schemes we've shown here, there are more examples you can use for inspiration on the colour spread in the Knight's article itself. These also show various badges and emblems featured on the Knights and especially on the banners they often carry into battle, from the great family banners carried by Lords to the back banners and weapon banners worn by many Knights.

HUMAN KNIGHTS

The Human Knights we've painted come from four of the most famous noble houses: Arundel, Beaumaris, Warwick and Dunstan. It's traditional for each house to use two colours in its livery: a main colour, usually the dominant colour in its banners, and a contrasting secondary colour. These two colours are used in three simple patterns to show the status of the Knight.

The basic colour scheme using the house's main colour is painted on Squires. For example, the livery of the Dunstan household has blue-grey as its basic colour, with yellow as the secondary colour. The Squire from House Dunstan is therefore painted mostly blue-grey with only the trim in yellow. To get this shade of blue-grey, paint on a base coat of Space Wolf Grey mixed with Chaos Black and then highlight with Space Wolf Grey and Ultramarine. A mix of Spearstaff Brown and Yellow Ink forms the base coat for the areas of yellow trim, which you then highlight with a Sunburst Yellow and Skull White mix.

As status increases, the colour schemes become more complex. Thus a Knight's colour scheme is a pattern with areas halved between the main livery colour and the secondary colour. On the Lord models, the colour scheme is taken a step further and quartered on as many areas as possible.

You can paint these halved and quartered schemes in two ways. One way is to paint different areas of the Knight in different colours; for example, paint the top of the left leg and the shin of the right leg in one colour, with the top of the right leg and the shin of the left leg in the other colour. Or you can paint the pattern onto individual areas so that, say, the shin plates are each halved or quartered - this is obviously a bit trickier but if done carefully can give you a really colourful result. Always paint the lighter colour first, finishing this area to the final highlights stage; then paint on the darker colour, using a fine brush to give you a good clean straight edge where the two colours meet.

The livery colours of House Beaumaris are blue with white. Use a base coat of Marine Dark Blue and then highlight with a mixture of Ultramarine and Skull White. For the white areas, use a base coat of Orc Brown and Skull White, highlighted with Skull White.

The green and purple colour scheme used by House Warwick is an attractive combination. The base coat for the main areas is Worm Purple which you highlight with a mix of Worm Purple and Skull White. For the green areas, paint a base coat of Goblin Green and use Bilious Green and Skull White for highlights.

Lords often carry their household's banner into battle, as shown on the Lords we've painted from House Warwick and House Beaumaris. The best way to paint banners like these is to draw out your design with a fine pen such as a technical pen and then reduce the banner to the correct size using a photocopier (this is easier than drawing the banner very small to begin with). You can now paint the banner, and then attach it to the model using a piece of Imm wire.

Wardens are the senior Knights of a household. After many years at the forefront of each battle, it is customary for Knights to pass on their battle-suits to their eldest son or nearest kinsman and don the armour of a Warden. The colour scheme for all Wardens, whatever their house, is basically white, with only the trim and perhaps one armour plate painted in the main livery colour of their house. The two Wardens shown here are from House Arundel and House Warwick. The latter also shows the traditional House Warwick emblem, a Wyvern's head, painted on one of its shoulder plates. The two Wardens were painted by Ivan who achieved a strong clean white finish by adding Ultramarine to Skull White for the shading.

ELDAR KNIGHTS

We've painted Knights from two of the Eldar Exodite clans: the Sable-Claw clan and the Sea-Talon clan. Whereas the status of an Imperial Knight is shown by the complexity of its colour scheme, an Eldar Knight's status is shown by its helmet colour. Squires have gold helmets, Knights bronze and Lords silver helmets.

For all three ranks, first give the helmet a coat of Chaos Black. For Squires, you then paint the helmet with Shining Gold and highlight by adding Mithril Silver to Shining Gold in order to achieve a metallic look. The second coat for Knights is a mixture of Shining Gold and Red and Brown Inks, which you highlight with more Shining Gold. For a Lord, you use Chainmail highlighted with Mithril Silver.

When painting Knights from the Sable-Claw clan, give them a base coat of Blood Red and Swamp Brown, highlighted with Blood Red and Hobgoblin Orange and then finished off with final highlights in Sunburst Yellow. For Sea-Talon Knights, use Moody Blue as a base coat and highlight with a mix of Ultramarine and Skull White.

FRANCES ELLYARD

Although a newcomer to the pages of 'Eavy Metal, Frances has been painting Citadel Miniatures for ten years; these superbly-painted Terminators are a recent addition to her collection. The most striking thing about them is her choice of colours: for example, the use of green and white creates a particularly attractive combination. For the green areas, Frances used a base coat of Goblin Green, highlighted with Bilious Green and then shaded with a mixture of Goblin Green and Moody Blue. When the models were dry, she gave them a thin wash of Green Ink to smooth the paint out.

The green and white areas are beautifully set off by the yellow and black stripes; this gives a hard industrial feel to the model and is quite easy to achieve. When I paint yellow and black stripes, I use a base colour of Spearstaff Brown mixed with a spot of Orange Ink. I then highlight this by adding Skull White to the base mix, followed by a glaze of Yellow Ink to unify the effect. Once this is dry, I paint on the stripes with thinned-down Chaos Black. Take your time when you're doing this, and be careful so that you get the lines straight and even. With a bit of practice, you'll find you can soon paint neat stripes without too many problems.

The addition of a rich purple to the green and white colour scheme works particularly well on the Inquisitor Terminator. You can get this effect by using Imperial Purple and Moody Blue as a base coat and then gradually adding Skull White to the base colour for the

highlights. When this is thoroughly dry, several glazes of a Purple and Red Ink mix will help to richen the colour. On this model, Frances has finally added a wash of Blue Ink to provide some extra deep shading which, as you can see, is extremely effective.

Another nice touch is the way that Frances has highlighted the storm bolters with dark grey rather than a metallic paint; this gives them a more realistic battle-worn look. The best way to do this is to use a base coat of Chaos Black and highlight with Ghou Grey followed by Skull White.

Frances has recently done a painting demonstration at the Games Workshop York store and she's planning another one for early July. Call in at the store or give them a ring for more details.

ORK MADBOYZ

Although Madboyz of different clans appear in the same Madmob, their styles and colours of dress still follow the general rules for the clans from which they originate. There are painting tips for six of the major Ork clans in *Waaargh the Orks*, but here's a quick summary of the main colours for the six clans:

Goffs: for most areas, use Chaos Black with a border of Blood Red or checked Chaos Black and Skull White trim. Bright colours, tattoos and warpaint are generally shunned by Goffs.

The Goff Paranoid shown here is foaming at the mouth. This is easily and effectively painted: use a base coat of Ghou Grey and Chaos Black, then highlight with Skull White.

Evil Sunz: this clan's colour is red - the more respected and wealthy an Ork from this clan is, the more items of red clothing he'll have. Paint Evil Sunz with a base coat of Blood Red and a mix of Red Gore and Hobgoblin Orange for highlights.

Snake-Bites: this primitive clan favour natural colours, which you can get by using Orc Brown and Spearstaff Brown. Some Snake-Bites decorate themselves with blue or red tattoos in the likeness of coiling snakes. To paint tattoos, use a fine brush and a mix of paint and ink - using Citadel Inks to thin your paint is an excellent way of improving the flow while still maintaining the strength of the colour. For these models we used a mix of Blood Red and Red Ink painted in swirling patterns to represent a snake's coils.

The Snake-Bite Moronik on this page has been painted in typical natural browns and yellows, but with the addition of a blue-grey mix for his trousers. You can get this by adding Elf Grey to Ultramarine and highlighting with Skull White.

Blood-Axes: these Orks mainly dress in militaristic drabs and camouflage colours. Woodland Green with Bestial Brown is a good mix for a base coat.

Bad Moons: the Bad Moons are a wealthy clan and their style of dress is very flamboyant; they show a preference for rich finery and extravagant clothes. The predominant colours for painting Bad Moons are Sunburst Yellow and Chaos Black.

Death Skulls: Orks from the Death Skull clan consider blue a lucky colour and they use it in their clothing and warpaint as much as possible. Ultramarine highlighted with Skull White will give you a good bright blue.

TERMINATORS AND GENESTEALERS

On the back cover this month is a selection of our favourite Space Hulk models which we're showing off to coincide with the release of *Genestealer*.

Terminators usually follow their chapter colour schemes, extensive painting instructions for which are given in the Space Marine Painting Guide (in the Space Marine Paint Set). Here, we'll take a closer look at a couple of the models we've shown.

The Traitor Terminator Captain was painted by Tim. He gave the green areas a base coat of Woodland Green and Chaos Black. When this was dry, he highlighted the Terminator with Woodland, Goblin and Bilious Greens, in that order. For the bone areas, Tim first painted them Ghou Grey and then highlighted them with a mix of Orc Brown, Bronzed Flesh and Skull White.

Dale gave the plastic Terminator from the Deathwing box a base coat of Orc Brown and Skull White. He highlighted this with Skull White over most of the panel areas, giving an overall white feel



rather than biege. He drew the flag out on paper with a technical pen and then painted it with Blood Red before attaching it to the model.

The Patriarch was painted by Ivan. He used a base colour of Moody Blue and Chaos Black for the carapace which he highlighted with Ultramarine. Bronzed Flesh and Skull White. He undercoated the throne with Skull White and then gave it a wash with a mix of Brown and Yellow Inks. He highlighted this by lightly drybrushing, first with Spearstaff Brown, then Sunburst Yellow and finally Skull White. If you're painting this model, or something similar, and it starts to appear too rough when you're drybrushing it, let the paint dry and then give the model a thin wash of Yellow Ink before continuing. This smooths out the finish and gets rid of any brush marks.

I painted the symbols onto the robe of the fourth generation Hybrid Magus using a fine Citadel brush - I made sure the brush was new so that it kept a good fine point. The symbols are based on the life cycle of the Genestealer with the seven-pointed star representing the limbs and tail of a Purestrain Stealer. I find the best way of adding symbols like these is first to work out the design on paper and then very carefully draw it onto the miniature with a sharp pencil. I then painted a silhouette of the design on the Magus' robe with Chaos Black thinned down with Black Ink. Once this had dried, I used Skull White to paint in the centre of the design and Chaos Black for the fine detail.

All the Genestealers shown, both Purestrain and Hybrid, follow the same basic formula: as they gradually change with each generation they become more Human, so you change their paint schemes slightly to match. The base coat for Purestrain skin is Worm Purple; when this is dry, give it a wash of Purple Ink for the shading and then highlight with a mixture of Worm Purple and Skull White. The closer a Hybrid gets to Human form, the more Bronzed Flesh you add to the base coat and the more Chestnut Ink you add to the shading wash. For the final highlights, mix Bronzed Flesh with a small amount of Worm Purple and then Skull White.



Ivan



Tim



Dale



Mike

Mike
McKee



Francis Ellyard is a newcomer to the pages of 'Eavy Metal. Here we take a look at a dozen of her beautifully-painted Terminators.



TRAITOR TERMINATOR WITH STORM BOLTER AND POWER FIST



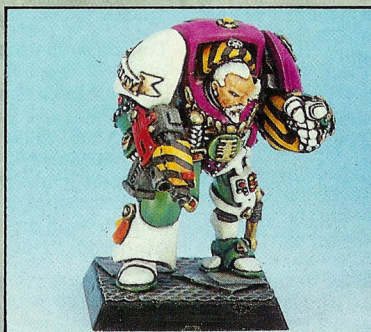
TERMINATOR LIBRARIAN WITH STORM BOLTER AND POWER AXE



GREY KNIGHT TERMINATOR WITH NEMESIS HALBERD



TRAITOR TERMINATOR WITH ASSAULT CANNON AND POWER FIST



INQUISITOR TERMINATOR WITH BOLTER AND NEEDLER COMBI-WEAPON



CLOSE COMBAT TERMINATOR WITH THUNDER HAMMER AND STORM SHIELD



TRAITOR TERMINATOR CAPTAIN WITH STORM BOLTER AND DAEMON SWORD



TERMINATOR WITH ASSAULT CANNON AND POWER FIST



TERMINATOR SERGEANT WITH STORM BOLTER AND POWER SWORD



TRAITOR TERMINATOR WITH STORM BOLTER AND CHAIN FIST



TERMINATOR CAPTAIN WITH STORM BOLTER AND GRENADE LAUNCHER



ORDO MALLEUS TERMINATOR WITH PSYCANNON AND FORCE ROD

MADBOYZ

Every clan in the tribe can provide a few Madboyz for the Madmob. Each Madboy suffers from a specific mania which influences the behaviour of the unit in battle.



BLOOD AXE
SAVANT



SNAKEBITE
MELANKOLIK



SNAKE-BITE MORONIK



EVIL SUNZ DELIRIAK



BAD MOON FRANTIK



GOFF PARANOID



BLOOD AXE PHOBIK



GOFF PHOBIK



GOFF SAVANT



GOFF DELIRIAK



BAD MOON MORONIK



DEATH SKULL MANIK



GOFF MANIK



GOFF SKITZO



DEATH SKULL FRANTIK



BAD MOON SKITZO



MADBOYZ



Continuing our serialisation of new rules and background for Orks in Warhammer 40,000, we take a long hard look at the eccentric and often dangerous Orks known as Madboyz. As described in *Waaagh the Orks* Madboyz are mentally unbalanced individuals with a wide assortment of interesting phobias and psychoses. Most of the time they are downright dangerous - even to their own side - as they are prone to sudden bouts of misdirected violence! Despite their outrageous antisocial behaviour Madboyz are considered a valuable asset in a fight. For some reason they display an uncanny knack for doing exactly the right thing at the right time, sometimes turning the whole course of a battle in favour of the Orks by some wrecklessly insane act of heroism such as storming an unassailable heavy weapon position or taking out an invulnerable stronghold all by themselves.

A Madmob includes lots of individual Madboyz with various manias such as frantiks, paranoids, phobiaks, maniks and skitzos. On his own, each deranged Ork displays eccentric behaviour which is characteristic of his particular mania, but a mob of Madboyz acts in an even more bizarre and unpredictable way. In the excitement of battle, the mania of one Madboy can suddenly spread to the others leading to an outburst of collective aberrant behaviour. When this subsides

it will be replaced by an equally erratic and unpredictable series of actions stirred up by the ravings of another Madboy in the mob. And so it goes on throughout the battle; the mob rampages around the battlefield causing untold amounts of worry to friend and foe alike, each action as bizarre as the next.

From time to time it just so happens that the Madboyz uncannily do something amazingly appropriate at exactly the right moment, causing all sorts of trouble for the enemy and saving some poor beleaguered Ork mob in the nick of time. On the other hand, they are just as likely to wander about the battlefield, frantically shouting and gesticulating in front of the enemy, attracting attention to themselves and the other Orks around them. With Madboyz, you never know what might happen.

MAD ANTICS AND MOOD CHANGES

A Madmob is not moved or operated as a normal unit and may only follow the behaviour determined for them on the Mania Charts with the exception that the unit may turn to face any direction the player wishes at the start of the turn. Madboyz only react according to their own manias and ignore all psychology which would affect 'sane' Orks.

At the start of the battle randomly determine the actions of the Madmob by rolling on the Mania Chart. This indicates which mania is currently prevailing among the Madmob. Then roll on the sub chart for that particular mania to see exactly what sort of behaviour breaks out among the Madboyz. The Madmob will behave in this way until they suddenly change mood again. Roll a D6 at the start of each new turn to see if a mood change occurs. A score of 1 means that the mood of the mob has changed, so roll again on the Mania Chart and the appropriate sub chart to determine their new behaviour.



KEVIN WALKER

Outside influences which upset or startle the Madboyz enough to cause a change in behaviour are listed below. If any of these circumstances occur a mood change takes place automatically. The new mood will replace any current behaviour even if it was generated earlier in the turn.

The following things will cause a sudden change of mood:

RALLIED BY A WEIRDBOY

If the Madmob is joined by a Weirdboy he will usually be able to induce a mood change, although he will be totally unable to dictate its outcome. One of the only ways that 'sane' Orks can attempt to stop rampaging Madboyz running amok among their own side is to confront them with a Weirdboy. If the unfortunate Weirdboy survives being shoved in their way he will desperately transmit psychic signals which will cause a sudden mood change. There is always a chance that this will induce less dangerous behaviour, or at least send the Madmob off towards the enemy where they can do something useful (such as getting in their way instead).

LOSSES

If the Madmob suffers 25% of its number as casualties in a single turn the shock of seeing so many of their comrades fall will cause a drastic change in behaviour.

PSIONIC ATTACK

The uncomfortable feeling of psychic energy infiltrating the Madboyz' minds is enough to induce a simultaneous change of behaviour. If the Madmob experiences psionic attack they are bound to be disturbed, causing a spontaneous mood change.

FRIENDS RUNNING AWAY

If any of the Madboyz see a friendly unit routing within 6" of them it will make the mob lose confidence in themselves leading to a marked change of mood.

FRIENDS CHARGING

If any of the Madboyz in the mob see a friendly unit charge into close combat within 6" of them it will certainly cause a few of them to think 'are we missing somefink?' and they will want to join in the fun. The effect of their ravings could induce any kind of reaction in the mob as a whole.

STRAYING OFF THE BATTLEFIELD

If the Madmob arrives at the table edge they will automatically halt while considering what to do next. They do not wander off the table, (realising that they are wandering away from the comforting sound of Orks enjoying a battle) instead they confer insanely among themselves for a few moments until a new mood takes hold.

MALFUNCTION

If an item of equipment being used by one of the Madboyz malfunctions this is a highly exasperating experience for him. His ravings are bound to lead to a new outburst of completely unpredictable behaviour.

CHARGED BY ENEMY

This would be a traumatic experience for anyone let alone the already deranged Madboyz. Their reaction may well depend entirely on the 'orders' yelled by the first Madboy to catch sight of the enemy coming, however inappropriate those commands might be.

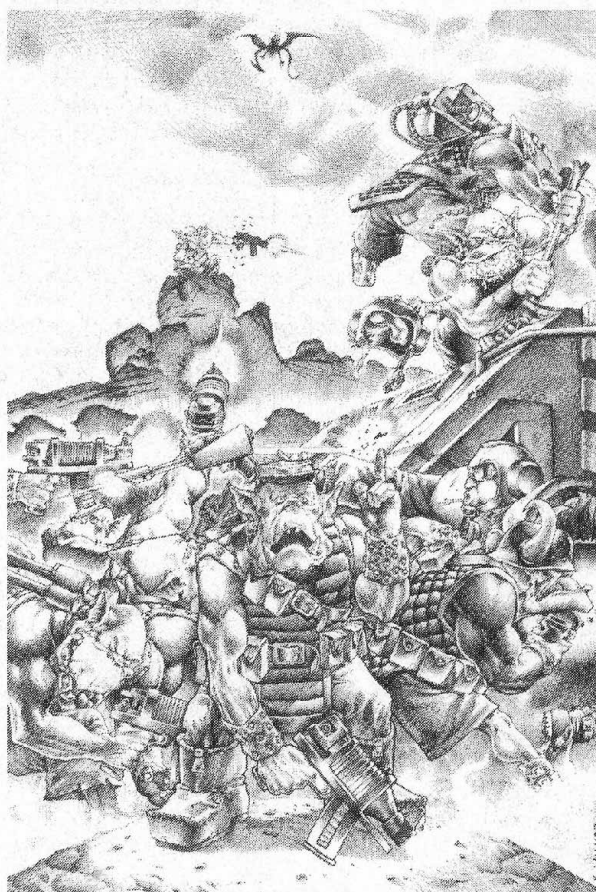
COMPLETED ACTION

When the Madmob has completed its current behaviour, eg, when they have captured their objective, or routed the enemy unit that was the object of their irrational dislike, they will gaze about in a daze scratching their heads for a few moments until a new state of mind takes hold of them. There is always at least one Madboy who knows what to do next who can shout loud enough to make the others listen to him.

MADBOY MANIAS

To determine the mania which is currently prevailing among the Madmob roll a D10. Once you have decided on the current dominant mania, roll again on the relevant sub-chart to determine the specific form the mania takes.

D10	MANIA	D10	MANIA
1	FRANTIK	5	SKITZO
2	PARANOID	6	MORONIK
3	PHOBIAK	7	DELIRIAK
4	MANIK	8	MELANKOLIK
		9-10	BLOODLUST



KEVIN WALKER

MANIA SUB CHARTS

Roll on the appropriate sub chart to determine how the mania expresses itself in the Madboyz.

FRANTIK BEHAVIOUR - Roll a D6

1 - 'Blast da gubbins, wallop da wassname'

Using a D12 and a clock-face determine a random point 3D6 inches from the centre of the mob. The entire mob opens fire at this point. Perhaps the object of their attention is a fly or a squig. Maybe it's an enemy sniper (sneakin' git) or perhaps it's Grotbag the Gretchin 'pikkin' iz nose an' not fetchin' an' carryin' like 'ee should be, da skumbo'.



2 - 'Waaargh, do 'em wiv yer 'eadz, boyz!'

The mob decide to headbutt whoever or whatever is directly ahead of them (including vehicles and inanimate objects). They charge it if within reach otherwise they move their full distance towards it. If they meet anything, they will engage it with a single headbutt attack per Madboy instead of close combat weapons (use the Madboyz own Strength to work out damage).

3 - 'Ere, my bolter's flown off!'

The mob have become so psychically disturbed that they are surrounded by poltergeist activity. Weapons, objects, and stones float around the mob. Most projectiles shot at them become caught in the air as if by a power field and do no damage, similarly blows in close combat are uncannily deflected. Count +2 on all saving throws.



4 - 'Da kunning plan'

Skabgrub has thought up a 'kunning plan', which he assures the mob is as effective as it is inscrutable. The plan to outwit the enemy and snatch victory involves many seemingly illogical and bizarre actions and movements about the battlefield. The plan is best represented by moving the Madmob in a random manner, by rolling each turn on the following chart:

D6	Random Movement
1	Advance directly ahead
2	About turn and retire
3	Turn left and move
4	Turn right and move
5	Stand still and shoot directly ahead
6	Stand still and keep absolutely quiet

The player retains the option to shoot or charge.

5 - 'Kapture da gear'

The mob become intent on capturing weapons. While the mania lasts, the mob can take weapons from any slain models belonging to enemy units they have engaged in close combat. These weapons can be used by the Madmob.

6 - 'We iz not associatin' wiv you lot any more'

A group of Madboyz in the mob, all suffering from the same mania, get together. Randomly determine the mania and which Madboyz suffer from it. Their gestures and ravings are similar and so they just reinforce each other's tendencies until they form a distinct detachment which splits off from the rest of the mob. This detachment will then operate on its own as a separate independent unit, but only act according to the mania from which they all suffer. For example, if the detachment are all Phobiaks, then roll only on the Phobiak subchart for their actions, there is no need to determine the prevailing mania.

PARANOID BEHAVIOUR - Roll a D10

1 - 'Waaargh, somefink nasty iz comin' ter get us'

The Madboys become convinced that a ghastly (and as yet unseen) lurking *thing* is hiding somewhere in front of them. Fearing it may leap out and attack them, the Madmob retreats back towards their own table edge or nearest cover, where they will halt.

2 - 'Waaargh, we iz not comin out fer nuffink'

The Madboyz are overcome by the horror of war, and huddle together in terror. If already behind cover, the Madboyz will not stick their heads up and shoot. If they are in the open they will scurry as fast as they can towards the nearest cover.

3 - 'Da Boyz will chase da nasty enemeez away'

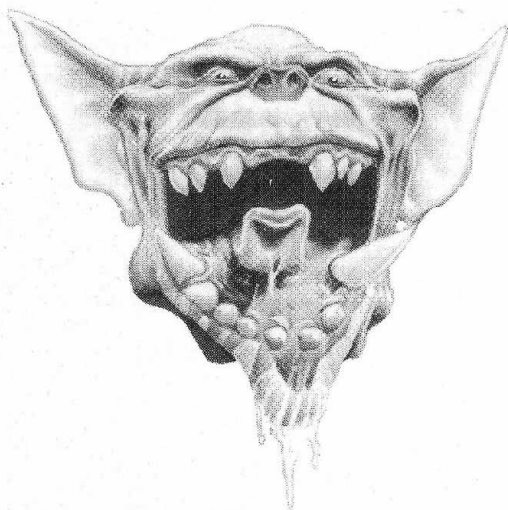
The best way to avoid getting hurt is obviously to find some dead 'ard Boyz to protect you. The mob latches on to the nearest friendly unit and lurks 4" behind them in an effort to hide from the enemy and avoid being shot at or attacked.

4 - 'Hit da deck ladz, somefink iz comin' over'

Convinced that a really large projectile is screaming towards them at head height, the entire mob lie face down clutching the ground and awaiting the dreadful impact. They stay down until their mood changes when they get up feeling a little embarrassed.

5 - 'Watch out ladz, we're in a minefield!'

One of the Madboyz trips over something buried in the ground and the entire mob believe that they have wandered into the middle of a minefield. They must now move carefully and very slowly (half rate) while they tiptoe along prodding the ground experimentally with their knives. If they want to shoot they must stand still.



6 - 'We are da boyz'

The mob are worried that other Orks do not regard them as 'proper Orkses'. Amid yells of 'look wot dey iz doin', 'follow da ovver boyz before dey give us da slip ladz' and 'letz do wot dey iz doin' the mob follow the nearest Boyzmob emulating their behaviour exactly like a Gretchin Mob would do, in order to prove that they are just like the rest of 'da boyz'.

7 - 'Wot's up Doc?'

The mob suffer from a sudden bout of hypochondria. Convinced that they have caught a gamut of horrible diseases, they rush off to consult the nearest Painboy. Move the mob directly towards the nearest Painboy. If he takes no notice they will just follow him about sneezing, coughing, holding their heads and demanding treatment for their imaginary ills.

8 - 'Teech da skumbos how to fight ladz!'

The mob are gripped by an irrational hatred of skulking, cowardly skumbos that lurk behind cover or keep shooting from more than 12" away. The mob will move directly towards the nearest enemy behaving in this despicable way and will charge them at the first opportunity.

9 - 'Big fing comin' dis way, run fer it!'

The mob are suddenly overcome by an irrational fear of vehicles and will not approach within 6" of any vehicle. If they are already this close to one, immediately shift the mob 6" away. If they are on a vehicle they immediately jump off.

10 - 'Dis fing iz bigger than all of us'

The mob take a sudden dislike to things which are bigger than an Ork. This manifests itself either as fear or hatred. Roll a D6, a score of 1-3 means that the mob reacts with terror and will keep at least 12" away from the object of their fear. A score of 4-6 means that the mob will attempt to charge and attack the object of their hatred at the first opportunity.

PHOBIAK BEHAVIOUR - Roll a D10

1 - 'Don't like da nasty noises'

The mob are terrified by the din of battle. If there is actually no din yet, it is the uncanny silence which unnerves them. They form into a quivering huddle and are unable to do anything at all. Move all the Madboyz into contact with each other.

2 - 'Shoot da fly, cos da skummy git bit me'

The mob become intent on shooting the fly that bit Nafdreg on the nether parts in case it comes back to bite anyone else. Use a D12 and a clockface to determine in which direction they fire.

3 - 'Everyone iz lookin' at us'

Convinced that the entire Ork army is watching them with a critical eye, and anxious to avoid ridicule, the mob decide to do something incredibly brave. They courageously advance to attack the most powerful enemy unit that they can see.

4 - 'Red, red! We hatez red!'

The mob see red, and they don't like it one bit. If they themselves are wearing red, that's different; its when the enemy wear it that it is not right.

The mob are determined to attack the nearest enemy unit displaying any red on banners or uniforms. If no such unit is visible; randomly determine some other colour which the mob hates and which the enemy are wearing.

D6	Hated Colour
1	Black
2	White
3	Blue
4	Yellow
5	Camouflage patterns
6	Purple

Orks always like green (even mad ones) so that colour is exempt.

5 - 'Oi, where's da pinz gone'

Gribnak checks his weapons and discovers that the pin seems to have dropped off the end of his stikkbomb (he was, of course, looking at the wrong end). When he points this out to his mates, they all find that their stikkbombs look the same. The entire Madmob become convinced that the pins have dropped out of the stikkbomz they are carrying and are about to explode. They hurl all their stikkbomz in a random direction to get rid of them quickly. Count each model hurling stikkbomz and double it (ie, a mob of 5 Madboyz would throw away 10 stikkbomz in one go). This represents the spare bombs being thrown away as well. The mob is then left without any stikkbomz for the rest of the battle.

6 - 'Waaargh, jibber, jibber'

The mob become totally catatonic, huddling where they are, unable to do anything except jibber to themselves. Perhaps they have suddenly realised just how dangerous a battle is, or they have forgotten whose side they are on and think that everybody is out to get them. Either way, it is very un-Orkish behaviour.

7 - 'Waaargh, keep da wurrin' teknikol bitz away'

Orks aren't particularly adept with the mechanics of technology at the best of times, and this normally hidden ineptitude suddenly erupts in a bout of virulent technophobia. They will not use any weapons except hand weapons and will not go within 6" of any vehicles or support weapons. If enemy vehicles move within this distance, the mob immediately recoil out of the way until they are at least 6" away.

8 - 'Waaarg, dere iz nuffink to hide behind'

The heat of the burning sun and the emptiness of clear skies over the Madboyz' heads combine to make them dizzy and rather nauseous. The greatness of space strikes their consciousness, and they are cowed by the immensity of it all. The mob suffer a sudden attack of agoraphobia. They will run for the nearest cover to hide from the bright light and the overwhelming emptiness.

9 - 'Keep movin' so dey can't get us'

The mob become afraid of staying in one place for too long, in case it attracts the attention of enemy snipers and artillery. They must keep moving at all costs, to confuse the enemy and stay alive. Move the mob randomly by rolling on the following chart:

D6	Movement
1	Move 4" forward
2	Step back 2"
3	Move to the left 4"
4	Move 4" to the right
5	Lay down and crawl 2" forward
6	Spread out; extend unit coherency distance to 4" between models.

Models can face any direction you like after moving, and can shoot and fight.

10 - 'Wot we needz iz a clear field of fire'

The mob take an instant dislike to things that get in the way on the battlefield. The mob stands still and blasts away at the nearest terrain feature in an effort to clear the terrain. This reaction has occasionally proved surprisingly useful when Ork armies have been ambushed in jungle regions.



PAUL BONNER

MANIK BEHAVIOUR - Roll a D10

1 - 'Oi, dats my bolter!'

The mob stay put and spend the turn squabbling among themselves over who really owns what weapon, unable to move, shoot, fight or do anything else useful at all

2 - 'Waaargh, find da squig!'

The entire mob becomes obsessed with retrieving Skabnark's pet squig, which is the unit's mascot. The mob stays put and does nothing this turn except grovel about looking for the little creature.

3 - 'Dere iz da key to da battle; we must kapture it'

Sound advice from a knowledgeable Madboy convinces the mob that a randomly determined terrain feature on the enemy side of the table must be captured if victory is to be won. The mob set off towards it intent on taking it from the enemy and holding it.

4 - 'Wonder wot iz in dem ruins'

The mob become obsessed with finding out what is in the buildings on the battlefield (if there aren't any buildings, other terrain features capable of concealing things will do). They will move towards the nearest building or ruins and make sure it is not concealing any hidden enemy, (or loot for that matter). They will attempt to clear any enemy out of the building by shooting or fighting, but their main objective is to get inside and mooch about 'lookin' fer fingz, if yer know wot I meen'.

5 - 'Who wants a ride den?'

The mob decide to hitch a ride on the nearest enemy vehicle (if no enemy vehicles a friendly one will do). They move towards, follow and clamber all over it over the vehicle thumping it with their fists and attacking any crew they can get at.

6 - 'Wait till yer seez da whites of dere eyez, ladz'

The mob decides it is time for some target practice. The nearest enemy unit is designated the target and the mob stands up in full view of it taking potshots as calm as you like, yelping with delight with each hit or near miss and oblivious of the consequences. If they are out of range, they still carry on in the hope that the practice will cure the problem of not hitting anything.

7 - 'Waaargh da Orks, da Orks, da Orks!'

Regardless of whether a Weirdboy is with them or not, the Madboys spontaneously begin ritual chanting, building up masses of psychic energy.

The amount of energy accumulated is determined in the same way as psychic energy generated for Weirdboy

attacks. The Madboyz cannot use this energy for attacks themselves, it just continues to build up. However, excessive energy can have the same effect on Madboyz as it does on Weirdboyz, causing their heads to explode. Determine the maximum amount of energy the Madboyz can withstand as you would for a Weirdboy, but determine this for the unit as a whole not each model in it. When the mob exceeds its limit, there is a 50% chance that a randomly selected Madboy experiences a head-explosion.

If a Weirdboy notices that the Madmob are chanting he can try and hurry across to them (or be dragged over by his Minderz) to tap this natural psychic 'battery' for his attacks. Since the Madboyz suffer the risk of head-banging in these circumstances, the extra power tapped from them does not count towards the Weirdboyz own limit, but does contribute to the power of his attacks. Madboy energy is thus perfectly safe for the Weirdboy to use, which means they are much sought after by Weirdboyz as a safe source of psychic energy.

8 - 'Rally round da Nob ladz!'

The mob decide that the highest ranking Nob within 18" is the very epitome of Orkishness - a character to be admired and slavishly followed. The mob will move towards him and follow him at a discreet distance of 6" wherever he goes, much to the annoyance of the unfortunate individual. They will only shoot at enemy who shoot at the object of their hero-worship and will not hesitate to attack enemy who attack him. The Nob can assume command of the Madmob, who will obey his every order.

9 - 'Da Oddboyz iz da source of all kultur'

One of the Madboyz makes a rousing speech about Oddboyz, praising them as the very foundation of Orkish civilisation - individuals who should loved and cared for by all true Orks. Wisdom and kultur simply ooze and drip from their mouths (along with the dribble). Deeply moved by this rhetoric, the Madboyz decide to split up into small roughly evenly sized groups (determined by the player) which wander off as separate units and attach themselves to Oddboyz as 'escorts' (whether they like it or not). In this way some of the Oddboyz in the warband suddenly acquire small retinues of Madboyz.

10 - 'We wantz to be in da retinue of a great Ork'

The Mob decide to offer their services as the retinue of a renowned Nob. This heroic character (nearest Nob to the Madmob) has earned their admiration. The Madmob will move over to join him and proclaim him as their 'leader'. They will then accompany him, whether he likes it or not, doubtless getting in his way, attracting attention and causing him much annoyance. However they will loyally protect him and shoot at or fight any enemy who shoot at or attack him.

SKITZO BEHAVIOUR - Roll a D10

1 - 'Ere, show dem some zoggin mannerz'

The mob stays put and opens fire on the nearest Ork unit in the mistaken belief that they are insulting them (maybe they are?). If no other Orks are visible, roll again.

2 - 'Waaargh, me brain 'urtz, fetch da doc'

By some uncanny chance the mob react logically to their circumstances. The mob may operate as the player wants for this turn.

3 - 'Fraternizashun wiv da enemee'

The mob decide that the war was all a terrible mistake and that Orks and Squats and Humans and pansy Eldar and bugeyez and everyone are not really skummy gitz after all. The mob will make for the nearest enemy unit shouting out cheerful greetings and good natured jokes or even offering a good squig in order to make friends with them. They refrain from shooting or fighting and are not put off by being shot at. The enemy unit will be too baffled to do anything except stand still and look astonished. They will not fire on the Madboyz due to being overcome by sheer gaping mouthed disbelief.

4 - 'Let's go an' tell 'im ladz'

The mob decide to congratulate one randomly determined enemy personality for his marksmanship, courage or leadership. Orks like a worthy enemy, and the Madboyz decide to go and tell him as much. They set off after the hero ignoring all danger, but can reply to enemy fire.

5 - 'Dey can't 'urt wot dey can't see'

The mob are convinced that they are now invisible. Maybe one of the boyz shouted to his mate in another mob and was ignored, so he drew the obvious conclusion: 'Cor, Nazbog didn't see me, dat meenz I must be invisible' and informed the rest of the Madmob of this fortuitous phenomenon. Their confidence emboldened by the news, the mob advance towards the enemy without a care. They feel totally invulnerable and make no attempt to seek cover or hide. The enemy are utterly baffled by this show of reckless bravado and are too surprised to fire on the mob, which only further convinces the Madboyz that they really are invisible. The mob can still shoot, move and fight as normal while under the impression that no one can see them.

6 - 'Shoot da show-off wiv da gold braid'

The mob decide to pick on a single enemy model as the target of all their shooting. Randomly determine an enemy personality to be the unfortunate object of their attention. If no suitable target is within range the Orks will fire towards nearest enemy personality model anyway.

7 - 'We iz gonna knock some sense into yer'

The mob start arguing about 'wot is wrong wiv Ork society today'. This intense political and philosophical debate soon gets out of hand as the Madboyz are soon reduced to hitting each other to make their point properly understood. Passions are fast inflamed to such an extent that the mob splits into two factions which immediately start fighting each other.

Randomly determine which Madboyz are in which faction with a D6 roll for each model. All the 'evens' fight all the 'odds'. Roll again to see whether the rival factions stand off to shoot and hurl stikkbomz or get stuck in to close combat. A 1-3 on a D6 means the factions separate by a distance of 6" and open fire on each other. A 4-6 means that hand-to-hand fighting breaks out. The mob will continue fighting to the death unless a change of mood occurs, in which case surviving factions become separate independent units.

8 - 'Yer don't know nuffink about squigs'

During a snack-stop, the Madboyz start arguing about which species of squig is best to eat as hors d'oeuvres, and which fungus wine goes best with it. Tempers are quickly inflamed as the Orks rifle through each other's squig-pouches and declaim the virtues of their Gretchin's cooking skills. While the argument rages the mob stand still and do nothing but shout, gesticulate, and wave squigs in the air. There is a 50% chance in each turn of heated dispute that the mob will split into two equal factions, unable to endure the company of such despicable squig-snobs. Each faction will go their own way as a separate, independent unit.

9 - 'Kapture dat bit of ground over dere'

Sudden resolve and determination grips the mob. They decide to take and hold a randomly determined terrain feature. They will move towards it shooting at and attacking any enemy occupying it. If the position is captured, the mob will remain there defending it.

10 - 'Eroik fings wot saved da tribe'

The mob make a sudden decisive action in an heroic attempt to turn the tide of the battle. Roll D6 to determine what they do.

D6	Action
1-2	Advance on, charge and knock out the nearest enemy support weapon.
3	Knock out the nearest enemy vehicle.
4	Advance to within short range of the enemy.
5	Seek out and attack a randomly determined enemy unit.
6	Advance capture and hold nearest terrain feature.

MORONIK BEHAVIOUR - Roll a D10

1 - 'Last one to hit da big fing iz a sissy'

The mob stay put and hurl grenades at the nearest object, whatever it may be (terrain feature, enemy vehicle, enemy model, friendly Ork minding his own business, skulking Gretchin and so on, they just don't care).

2 - 'Wot iz da meenin' of everyfink den?'

Skarbog asks the ultimate question and the mob immediately sit down where they are unable to do anything except scratch their heads and debate about the meaning of life, the universe and everything. After all, what is the point in fighting until this important matter has been resolved? Only totally insane Orks would worry about such things.

3 - 'We iz goin' on strike fer more teef'

The mob have come to the conclusion that they are going to get less than their fair share of loot after the battle unless they do something about it now. They sit down and go on strike, chanting rebellious slogans and shouting demands to the Warboss hoping he will get the message. They will not take part in the battle while the mania lasts.

4 - 'Boooooorrrrrriiinnng'

The Madmob are taken by an irrational bout of nonchalance and boredom. They stand still and lean on their weapons ignoring the battle and the enemy, not shooting or fighting, while they complain to each other about being bored.

5 - 'Attenshun'

It's drill parade again. A sudden outburst of deranged Stormboyism grips the mob. It emanates from the one with a loud mouth and swagger stick who thinks he is a Drillboss: 'Attenshun, atten-SHUN!... when I say jump YOU JUMP ... 'orrible little Orks wot are you! WHAT ARE YOU!' This barrage of words makes the entire Madmob jump to attention as if on parade. Immediately form the Madmob into a line with all models in contact, facing the enemy with total disregard for danger. They remain on parade while the mood lasts, meanwhile the noisy one makes his inspection.

6 - 'Ere, wotz dem lot up to?'

The mob fix their gaze on the nearest enemy unit and start to mimic their every move. In fact they copy their behaviour very much like a Gretchin mob does to 'da boyz'. The Madmob can stay any distance they like (or that seems safe) from the enemy unit, but mirrors their activities. The exception is that if the enemy fire at or attack a friendly unit, the Madmob fire at or attack another enemy unit to match that behaviour.

7 - 'We don't like anyfink wot iz not wiv us'

Driprnak looks across to a nearby mob of Orks and thinks he sees one of them making faces at him. He points this out to his mates and soon every little move or gesture of the other unit is interpreted by the Madboyz as a personal insult.

The mob is seized by an irrational jealous animosity against the nearest friendly unit. They start throwing stones at them and hurling insults. The unit that they have picked on must test against their cool by rolling 2D6. If they roll more than their cool they will retaliate by attacking the Madboyz, otherwise they shrug off the Madboyz' actions as just another typical Madboy lunacy. If attacked the Madmob will simply feel its attitude fully justified, and will respond with equal aggression.

8 - 'We iz skirmishin'

The mob is overcome with a mood of severe caution. They may only move at half rate, but can spread out by doubling their coherency distance to 4" and add +1 to their saving throws as they crouch low to the ground taking advantage of every bit of cover.

9 - 'Wanderin' orf'

The mob suffers a sudden spate of desertion. Some Madboyz forget what they are doing (not an uncommon problem) and start splitting from the mob and wandering off on their own.

They must operate as independent models for the rest of the battle. Roll a D6 to see how many Madboyz wander off on their own:

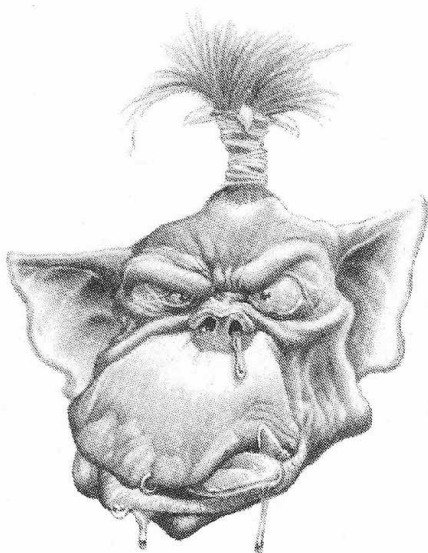
D6	Deserters
1-3	1 Madboy
4	2 Madboyz
5	3 Madboyz
6	D6 Madboyz

These deserters go their separate ways but remain on the battlefield and continue to shoot and fight. Determine the mania of each deserter. The model will hence forward act only according to his own mania. Roll only on the appropriate mania subchart for the behaviour of each deserter.

10 - 'If we duz wot dey iz doin' we'll be alright'

The mob become incapable of thinking for themselves (dim though their thoughts might be), and simply copy the nearest Ork unit. They will do whatever this unit does, charging when they do, shooting when they do, choosing the same targets if possible. If they rout the Madmob will also rout.

DELIRIAK BEHAVIOUR - Roll a D10



1 - 'Har, har, har, take dis yer skabby gitz'

The mob stays put and shoots everything that it can at the nearest enemy. If no enemy are visible they shoot directly towards the enemy table edge.

2 - 'Happy dayz iz 'ere again....'

The mob are deliriously happy to be in battle once again and can't wait to get stuck in. They pick on one randomly determined enemy unit or enemy held position to attack and move towards it, firing at them and intent on engaging in hand to hand combat.

3 - 'Waaargh, da Orks, da Orks, da Orks'

The mob make directly for the nearest Weirdboy and if they reach him they form up behind him chanting for all they are worth. If there is no Weirdboy in sight, the mob will stay put and chant like crazy anyway, firing their weapons harmlessly into the air.

4 - 'Waaargh gas attack!'

Grotwort's squig and fungus curry followed by 12 pints of fungus lager he consumed last night has finally done its work. Grotwort (a randomly determined Madboy) detonates with the effect of a fungus gas stikkbomb (he survives, but looks embarrassed). All the other Madboyz shift away from him until the green haze clears. The mob may increase its unit coherency distance up to 4" between models while the mania lasts. This may not strike you as mad behaviour, but the mad behaviour was the reckless eating of a squig and fungus curry before a battle in scant regard for one's comrades in arms.

5 - 'Yarboo to you, yer skumbos'

The Madmob suddenly runs up to the nearest enemy unit and shouts BOO! They go at maximum move rate towards the enemy and shout at them from wherever they get to. This madcap humour succeeds in completely baffling the enemy unit who are too surprised to fire on the Madboyz, or attack them in close combat.

6 - 'It's great to be an Ork...'

A strange bio-chemical effect caused by a mixture of adrenalin, double-fermented fungus wine, squig vindaloo and the Orks' digestive juices gives the Madboyz an unexpected, and not altogether unpleasant, energy boost. The mob become so excited with their new found energy and the thrill of battle that they don't get tired. You can double any of their moves while this state persists, and move the mob as you wish.

7 - 'We iz fightin' da big battle in da sky'

The mob become convinced that they are already dead and in the Valhalla of the Orks, enjoying a really good eternal battle. 'If yer iz dead, den yer can't be dun-in twice, stands ter reezon, dunnit.' Armed with this incontestable philosophy, the mob advances recklessly towards the enemy intent on any mayhem they can get up to. What fun! Of course, any boyz who fall on the way are 'jus' skivin' off to do a bit of good ol' lootin' aren't they?

8 - 'Getz on down'

The mob start break-dancing, which means they start dancing in a way that will break something, hopefully the enemy. The Madboyz will count 1 extra attack in close combat due to jumping up and down - damage is resolved with the Madboyz' own strength.

9 - 'Waaargh!'

The mob breaks into a shouting contest. The sound of loud, raucous and discordant Ork voices is too much for anyone nearby to bear. Any friendly or enemy units of models within 6" of the mob must immediately move away until they are 12" from them, where the shouting is less unbearable.

10 - 'Hur, hur, hur'

The mob are gripped by a bout of insane cackling. They are completely unable to do anything except laugh uncontrollably in a very menacing manner. Any enemy in close combat with them take immediate fright and rout without striking a blow.

MELANKOLIK BEHAVIOUR - Roll a D6

1 - 'Orkses must be 'ggressive!'

The mob is determined to advance full distance directly towards the enemy table edge. They do not fire, but will charge any enemy in their way. Only by showing the Orkish spirit can the battle be won.

2 - 'Nafgrub iz ded, Skabgit iz ded...'

The mob are filled with a deep sense of loss for their fallen companions and are determined to avenge their memory on whatever enemy come their way. The mob continues to move against the nearest enemy troops until they are engaged in close combat. The mob will count double its number of attacks while the mania lasts.

3 - 'We shall not, we shall not be moved...'

The mob are determined to defy the enemy and hold their ground come what may. They remain rooted to the spot with Orks facing in all directions like a hollow square. They will shoot at anything which isn't green that comes within range. They will not rout or retire, and will die where they stand.

4 - 'Vengeance fer Uzgrub'

One randomly determined enemy personality is believed to have been responsible for slaying an old comrade. Whether this is true or not matters little, but the Madboyz believe it and will now follow that unfortunate individual about the battlefield intent on settling the score by shooting or close combat. They will fight any enemy who get in the way.

5 - 'We'z gonna take 'em wiv us when we go'

The mob are convinced that they are not going to survive the battle, so they are resolved to take some enemies with them before they go. The mob becomes suicidal and utterly fearless, disregarding all danger they advance into the midst of the enemy intent on slaughter and honourable death in battle. While in this state of mind the Madmob cannot be routed.

6 - 'Give us our mate back, yer skumbos'

The mob are convinced that a comrade is captured and needs rescuing. A randomly determined enemy unit is assumed to be holding him. The mob must go and get him back, fighting any enemy who are in the way.

Garslob desperately tried to think of a way out of his predicament. Nuzzgrond had had it in for him ever since that bolter he'd borrowed had misfired and blown off his arm. Yesterday he'd been summoned to Nuzzgrond's tent and given his new post of 'advisor' to one of the Ork forces' crack mobs. He'd seen himself standing proudly in front of his Boyz, heroically waving his bolter towards the enemy lines. If he'd known what was in store for him he would have volunteered to spend the rest of his life as one of Doc Badbreff's 'experiments'...

His mind switched back to the present. The Madboyz were milling round him aimlessly. After only half a day in their company he was experienced enough to know they were just about to do something - er - mad. It didn't take much to spark them off. He'd found a squig on the ground, which he'd gobbled down while no-one was looking, but he was still hungry. How he missed little Gible's squig kebabs. Nuzzgrond had 'borrowed' him a Gretchin from his own household, but he didn't trust the creature. He looked round to see it behind him, standing stiffly to attention. He was sure it was smirking.

'Are you smirking?,' he asked.

'No, I'm Rakkit. Smirking's back at the camp.'

Garslob repressed an urge to slap the Gretchin for cheeking him, but it would only report back to Nuzzgrond and get him into even more trouble. If only

he could get rid of it somehow, he could sneak away and go off and do some real fighting with da Boys.

The day hadn't started off too badly. The Madmob had charged towards the battle with all the other Orks, yelling enthusiastically and firing their weapons in all directions. Garslob had even dared to think his new position might not be so bad after all. Then one of them had accidentally blown his head off by throwing the wrong part of his stikkbomb, and the whole lot had ground to a halt to test their weapons. Having finally ascertained that all their weapons weren't just about to malfunction, they didn't seem to know what to do. He'd tried his best (in his role as 'advisor') to get them to continue their attack, but they just ignored him.

'Ere!' yelled a particularly pugnacious-looking Madboy. 'Where's Jip gone? 'E woz 'ere a minnit ago. Lads, 'elp me find little Jippy. 'E's gone missing!' Panic ensued as the Madboys scurried about on their hand and knees looking for their squig mascot. Watching them, the spark of an idea spontaneously ignited in Garslob's brain. He fired his bolter noisily into the air to attract their attention and gestured theatrically at Rakkit. 'It woz 'im. Dat skumbo Gretchin 'as 'et little Jippy. Get 'im lads!' Garslob smiled evilly as Rakkit disappeared under a heaving pile of Ork bodies. He nonchalantly blew the smoke off his boltgun and walked away from the Madboys to find himself a war.

BLOODLUST BEHAVIOUR - Roll a D10

1 - 'Ere we go, 'ere we go, 'ere we go'

The mob is twitching to get a crack at the skummy enemy. The unit will charge any enemy in reach, otherwise move as fast as it can directly towards the nearest enemy intent to engage them in hand-to-hand combat, they may fire as they go. If no enemy are visible, the mob makes for the enemy table edge.

2 - 'Waaargh dakka dakka dakka'

The mob stays put and opens fire on the nearest enemy. If no enemy are available as targets the mob will go looking for them and will move towards the enemy table edge. They need not charge unless you wish. If enemy targets become available they may fire on them.

3 - 'Nuffink can stop da Madboyz'

The legendary super-Ork strength of the Madboyz manifests among the mob. Their battle-rage is such that they could bend the guns of the enemy with their bare hands. The Madboyz count double their strength and double their number of attacks in close combat while this state of mind persists.

4 - 'Chaaaaarge!'

One particularly loquacious Madboy incites the others into a high pitch of battle-fervour with a rousing speech. Seething with battlerage, the mob makes directly for the nearest enemy, charging them as soon as they come within reach. Such is the fury of their onslaught that they count double attacks in close combat.

5 - 'Dat makes me mad'

The Madmob are bearing their fangs and frothing at the mouth. It is nothing less than sheer rabid ferocity breaking out. They want to rip and tear and bite like savage face-eater squigs. The Madboyz gain an extra bite attack in close combat.



6 - 'Come an' get us'

The mob decide to demonstrate their reckless bravery by standing in the way of enemy vehicles. They will move towards an enemy vehicle and stand in its way, defying the crew to run them down and blasting away with their weapons. The idea is to jump out of the way at the last minute before impact and thanks to the lightning reactions and sheer nerve of the insane, the Madboyz have a 50% chance of getting away with it. If they avoid being hit simply move the model's minimum distance to make way for the vehicle.

7 - 'Kollect trophies for da Warboss'

The mob start looting enemy casualties for their 'casualty pile'. This is a big pile of slain enemies and looted junk. The mob move randomly about the battlefield dragging off bodies for the pile.

8 - 'Make faces!'

The Madmob attempt to terrify the enemy by making grimacing faces, bearing their fangs and putting their tongues out.

This is indeed a horrible sight. Any enemy units within 12" of the front of the Madmob who can see the faces, must make an immediate rout test.

9 - 'Dakka, dakka, dakka; muzik ter yer lugholes'

Bolter-frenzy grips the mob. They fall into a trance at the rhythmic sound and limb shaking experience of firing the bolter. The mob will fire twice in each turn whilst this mania lasts.

10 - 'Race yer to da top'

The Madboyz race each other to a randomly determined feature, such as a hill. They put on a super-Orkish spurt of speed and can move double their movement allowance. They must move until they reach their objective. If it is held by enemy they will charge them.

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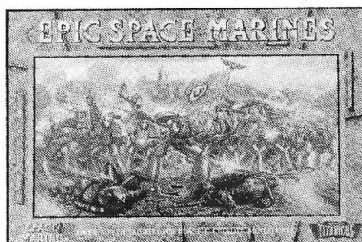
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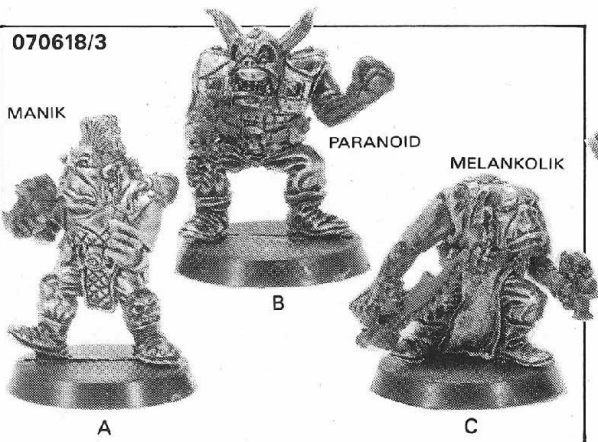
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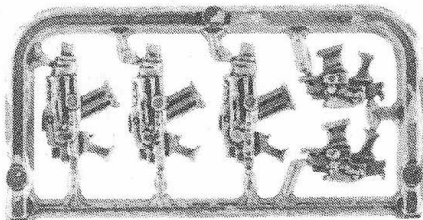
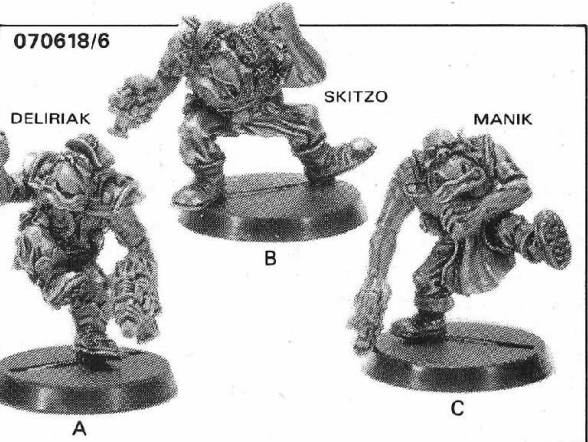
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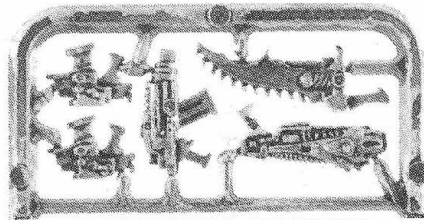
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070618/6



WEAPON SPRUE A: BOLT GUNS
& BOLT PISTOLS



WEAPON SPRUE B: CHAINWORD,
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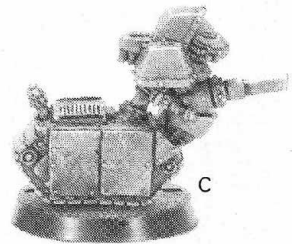
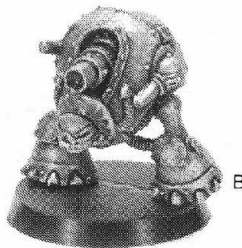
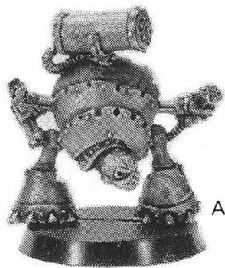
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IMPERIAL KNIGHTS

DESIGNED BY JES GOODWIN

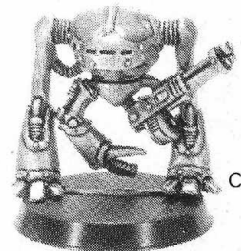
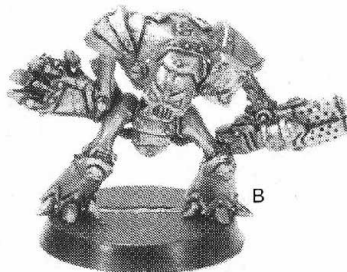
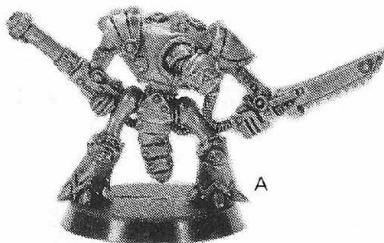
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WARDENS



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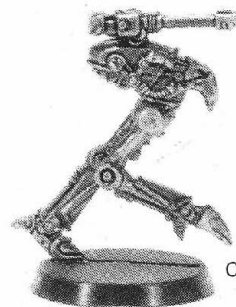
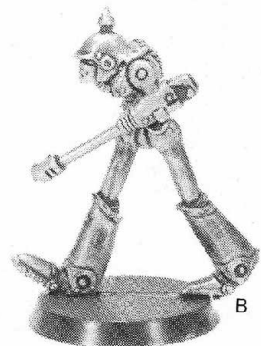
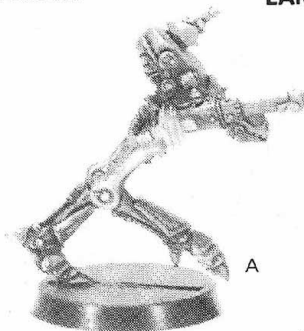
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LANCERS

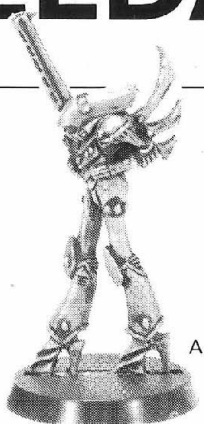


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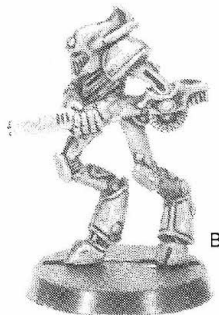
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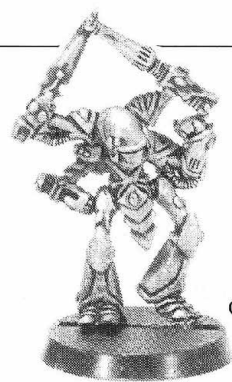
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FIRE GALE



FIRE GALE

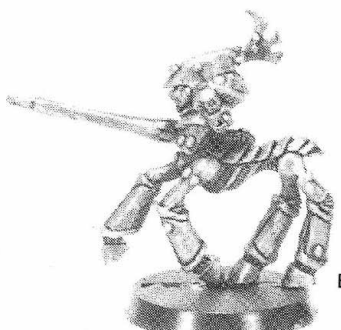


TOWERING DESTROYER

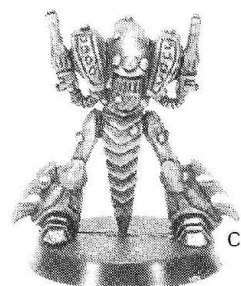
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FIRE GALE

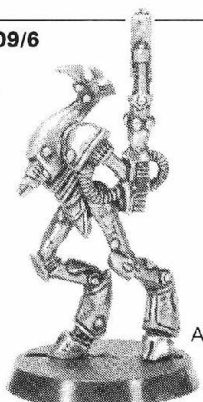


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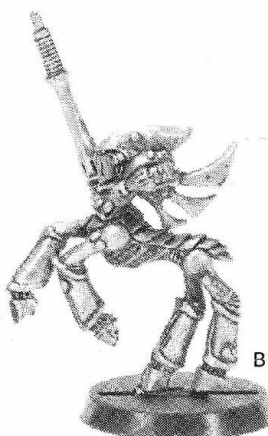


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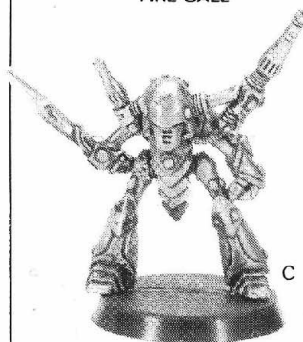
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FIRE GALE



BRIGHT STALLION



TOWERING DESTROYER



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072596

GENESTEALER HYBRIDS

DESIGNED BY BOB OLLEY AND
BOB NAISMITH

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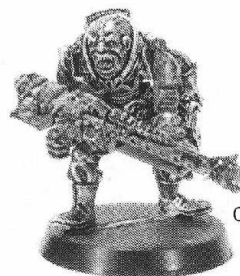
BLISTER IS SUPPLIED WITH A GENESTEALER
ARM SPRUE AND A CHAOS HEAVY WEAPON
SPRUE



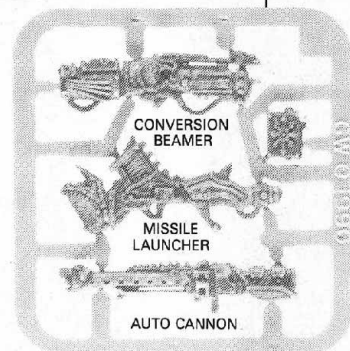
A



B



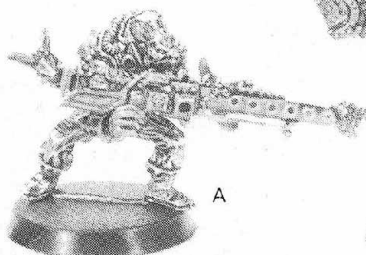
C



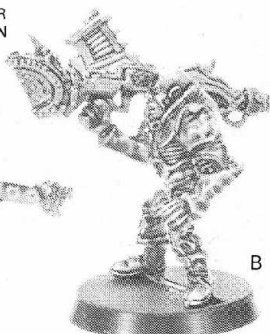
CHAOS HEAVY WEAPON SPRUE

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BLISTER IS SUPPLIED WITH A GENESTEALER
ARM SPRUE AND A CHAOS HEAVY WEAPON
SPRUE



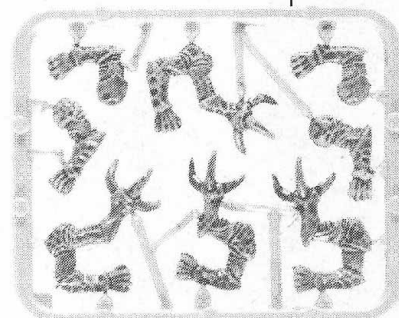
A



B



C



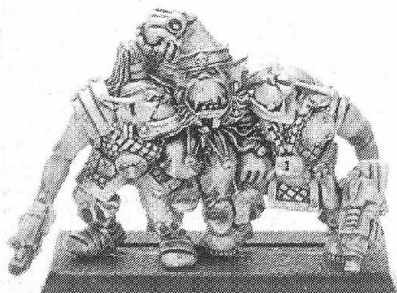
GENESTEALER ARM SPRUE

070657

ORK WEIRDBOYZ & MINDERZ

DESIGNED BY KEV ADAMS

070657/1



RELUCTANT WEIRDBOY & MINDERZ

SUPPLIED WITH PLASTIC ARMS & WEAPONS

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WEIRDBOY BEING FIRED

SUPPLIED WITH PLASTIC ARMS

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THIRD GENERATION HYBRID WITH LAS PISTOL



BLOOD ANGELS CAPTAIN WITH GRENADE LAUNCHER AND STORM BOLTER



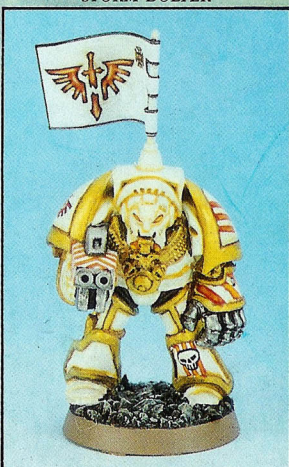
ORDO MALLEUS TERMINATOR WITH PSYCCANNON AND FORCE ROD



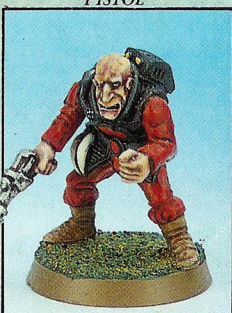
SECOND GENERATION HYBRID WITH PLASMA PISTOL



GENESTEALER MAGUS WITH LAS PISTOL



DEATHWING TERMINATOR WITH STORM BOLTER AND POWER FIST



FOURTH GENERATION HYBRID WITH LAS PISTOL



THIRD GENERATION HYBRID WITH BOLT GUN