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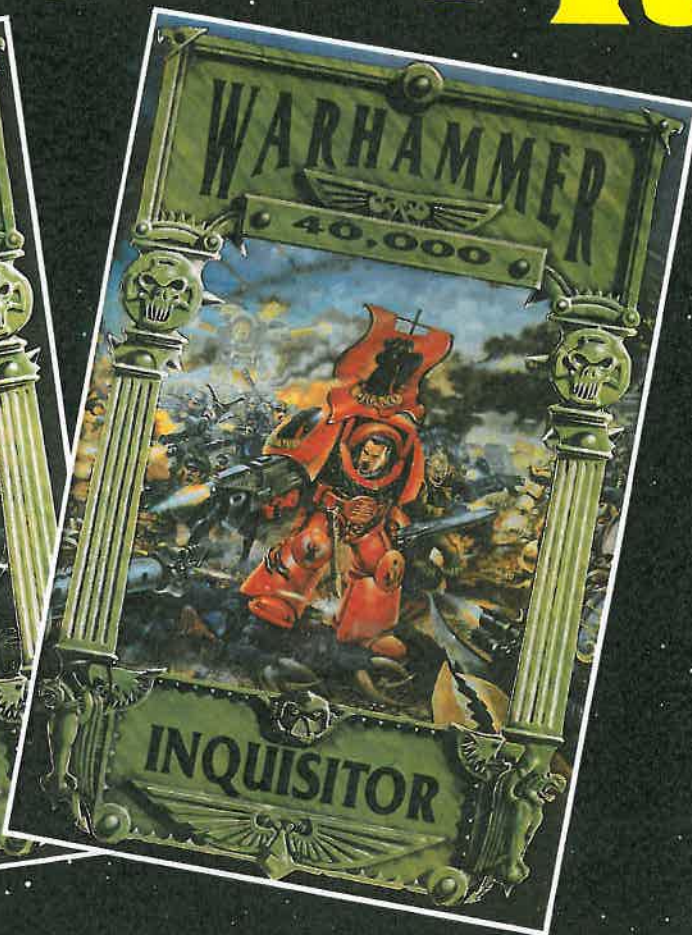
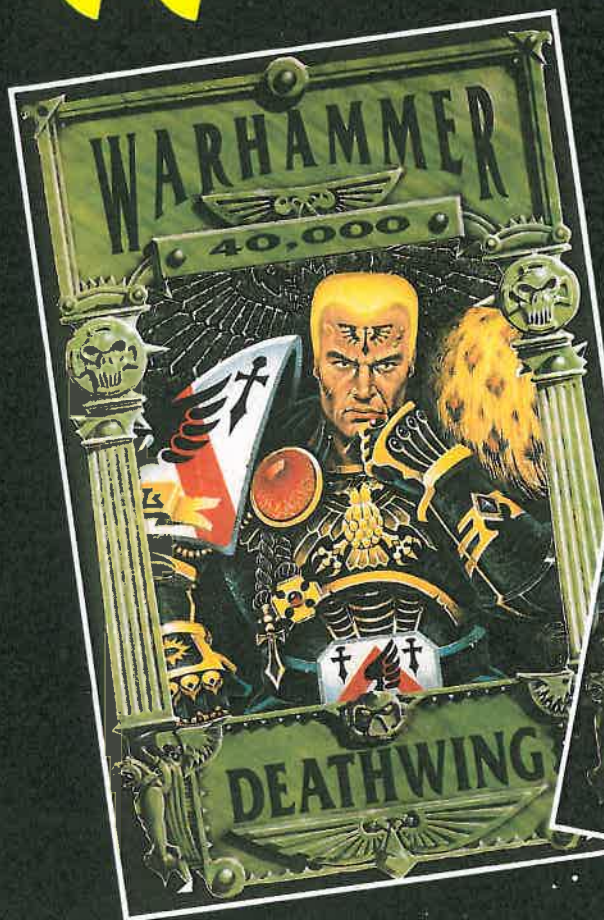
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- stories by:

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Baltimore MD 21227

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Product Code: 0945

Ref. No: 00945₅

ISSN: 0265 - 8712

Editor: Simon Forrest

Published by Games Workshop Ltd

PRODUCED BY
THE GAMES WORKSHOP
DESIGN STUDIO

Printed by Artisan Press Ltd, Leicester, UK.

All correspondence except subscriptions and Mail Order should be addressed to: *White Dwarf*, Games Workshop Design Studio, Enfield Chambers, 14-16 Low Pavement, Nottingham NG1 7DL.

SUBSCRIPTIONS

Please send and make remittance to: *Games Workshop*, Chevalton Street, Hildon, Eastwood, Notts NG16 3HY. Telephone (0773) 713213 or 780462. *White Dwarf* is published monthly. Annual subscription rates are: UK - £18.00; Europe £36.00; other overseas surface - £36.00; other overseas airmail - £54.00. Please make all payments in Pounds Sterling.

US/CANADA - check or money order - \$35.00 for US residents (Maryland residents add 5% sales tax), \$45.00 - Canadian residents. Cheques made payable to GAMES WORKSHOP and sent to WHITE DWARF MAGAZINE SUBSCRIPTIONS, Games Workshop Inc., 3431 Benson Ave, Baltimore, Maryland 21227. For VISA and MASTERCARD subscriptions telephone (301) 644 5669.

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For both articles and artwork, please allow at least 6-8 weeks for a reply.

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ISSUE 130 OCTOBER 1990

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WHITE DWARF

COVER: RETURN OF THE WITCH LORD - Les Edwards

Les' picture from the cover of MB Games' second HeroQuest supplement

Artwork © 1990 Milton Bradley Limited. Used by permission

RETAIL SPOTLIGHT: LONDON

A close look at the Games Workshop stores in London: Beckenham, Hammersmith, Harrow and Oxford Street - plus a full listing of Games Workshop stores in the UK and US

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GAMES WORKSHOP AND CITADEL NEWS

A run-down of what's happening and what you expect to see in the stores soon

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'EAVY METAL: STUDIO STAFF

Some of the latest miniatures to have been painted by the 'Eavy Metal team

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NECROMUNDA - Bryan Ansell, Rick Priestley and Nigel Stillman

An insight into life on the hive world of Necromunda and a taster for *Confrontation*, our new game of Warhammer 40,000 skirmish roleplay - plus some concept sketches from Jes Goodwin for the new Adeptus Arbites miniatures

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GAMES WORKSHOP READERS POLL

Here's your chance to let us know what you think of Games Workshop and *White Dwarf* - and there's an awesome prize for the winner of the Readers Poll Mega Prize Draw

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'EAVY METAL: ELДАР SQUADS AND RICHARD PICKUP

Six squads of Eldar Aspect Warriors plus miniatures from guest painter, Richard Pickup

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INQUISITOR KRYPTMAN

The freighter *Hammer of Foes* has been found wrecked, no living crewman aboard - the Inquisition recover an alien artifact that must be investigated

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CHIVALRY - Dave Andrews, Alan & Michael Perry, and Nigel Stillman

An exciting Warhammer Fantasy Battle card game that matches knights in single combat, including four pages of cards ready for you to cut and play

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The full rules for the 1990/91 Games Workshop Gaming Leagues

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New rules for the Capitol Imperials and Hellborn in Space Marine

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MIGHTY EMPIRES - Rick Priestley

An introduction to our new campaign system for Warhammer Fantasy Battle

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MODELLING WORKSHOP: WARHAMMER COTTAGE - Dave Andrews and Phil Lewis

A simple guide for the inexperienced modeller telling you how to make and paint a medieval cottage for Warhammer Fantasy Battle

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THE GREAT HOSPICE - Graeme Davis

Taken from Jack Yeovil's Warhammer Fantasy novel, *Drachenfels*, we look at the Great Hospice of Fredeheim, a lunatic asylum run by the sisters of Shallya - for Warhammer Fantasy Roleplay

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'EAVY METAL: FRANCES ELLYARD AND SPACE MARINES

Some brilliant miniatures from Frances Ellyard, three squads of Space Marines from the new Space Marine Strike Force set, plus Space Marine Scouts. Mike McVey gives us the lowdown on how this month's miniatures were painted

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JERVIS JOHNSON - US TOUR

Jervis, designer of Blood Bowl, Space Marine and Advanced Heroquest, is visiting the US stores in October to talk about his games and what he's working on at the moment

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BACK COVER: CHIVALRY DIORAMA - Alan and Michael Perry

A diorama by Alan and Michael showing some of their new Bretonnian Knights fighting a skirmish, supported by armed bands of retainers

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Bryan Ansell



Graeme Davis



Alan Perry



Michael Perry



Rick Priestley



Nigel Stillman

RETAIL SPOTLIGHT

GAMES WORKSHOP™

This month we look at the Games Workshop stores in and around the city of London. Like all Games Workshops, these stores are manned by enthusiastic gamers and each has an exciting programme of forthcoming events.

BECKENHAM

Citadel Of The Warlock

Saturday 6th October: A participation Advanced Heroquest game. The Dwarfs talked of a Dragon who had captured the High Pass Citadel a long time ago, but now a forgotten entrance has been found and we seek adventurers to take part. Contact Paul for details.

Games Workshop Quizzical

Thursday 18th October: We're looking for people to take part in our store's evening quiz-time. Contact Paul for details.

The Gauntlet

Saturday 27th October: A Warhammer Fantasy Battle game for anyone to join in. The Dwarfs have no choice but to run the Orc's gauntlet before the final attack. Contact Gary for details.



Paul Rollings

Paul is a Golden Demon winner and is the person to talk to about painting tips or miniature conversions. He'll be only too glad to give help or advice on any of Games Workshop's products.



Gary Skinner

Gary is a Warhammer Fantasy Battle fanatic and is an expert on all parts of the game including Realm of Chaos. If you need any help or wish to play a game, he's the one to talk to.



GAMES WORKSHOP BECKENHAM

292-294 HIGH ST
BECKENHAM, KENT,
BR3 1DY
CONTACT: PAUL
TEL: 081 658 8102

HARROW

Epic Challenge

Saturday 6th October: 12,000 points of defenders are waiting to be displaced. Bring along 3,000 points and help give them a push. (You may spend a third on Titans.)

Vehicle Modelling

Saturday 13th October: Robin Addison and Simon Hall will be displaying their modelling skills. This event will feature Baneblade, Vindicator and Battlewagon conversions.

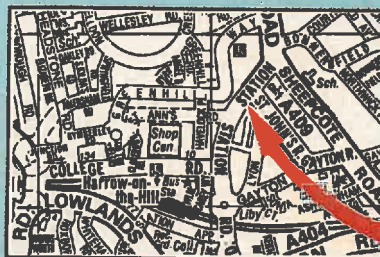


Dave Haddow

Dave is really keen on Warhammer Fantasy Battle and is open to a challenge at any time. He'll help you sort out any Games Workshop rules you have problems with, so come along and talk to him.

Mounted Melee

Saturday 20th October: A Warhammer Fantasy Battle cavalry scrap open to all-comers. Bring along 750 points of cavalry from the Warhammer world and join in. Heroes to troops ratios apply but there will be no magic or flying creatures.



GAMES WORKSHOP HARROW

296 STATION ROAD,
HARROW,
MIDDLESEX, HA1 2DX
CONTACT: DAVE
TEL: 081 861 2350

HAMMERSMITH

Bring And Battle

Saturday 6th October: Bring along 500 points of Warhammer Fantasy Battle forces with a minimum of 10 miniatures and a maximum of 1 wizard. There will be a prize for the last miniatures standing.

Mega-Bowl Knockout

Saturday 13th October: The ultimate Blood Bowl knockout competition. Register your team with the store by the 6th.



Joe Early

Joe is a keen Warhammer Fantasy Battle player fielding an Elf army. He runs the store's Slann and Fimir armies and is open to all challenges. He'll also give you expert advice on miniature painting and playing all Games Workshop games.

Speed Painting Competition

Saturday 20th October: If you think you can paint a Citadel Miniature to a good standard in under 30 minutes come along on the day.



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1 DALLING ROAD
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LONDON, W6 0JD
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TEL: 081 741 3445

'EAVY METAL TOUR - MINIATURE PAINTING DEMONSTRATIONS

Hammersmith
Beckenham

Dale Hurst
Tim Prow

October 6th
October 20th

Harrow
Oxford Street

Mike McVey
Ivan Bartlett

October 13th
October 27th

See 'Eavy Metal for full details.

RETAIL SPOTLIGHT

RETAIL SPOTLIGHT

OXFORD STREET

Gang War

Saturday 6th October: Back by popular demand, Warhammer 40,000 street gangs fight in the ruins. We want lots of players. Call into the store for details and points list.

Gargant Demolition Derby

Saturday 13th October: Open to all-comers. Turn up on the day with your Ork Gargant for an 11.00am start. The last one moving gets all da teef.

Bring And Battle

Saturday 20th October: Warhammer Fantasy Battle Day. Bring along any one painted unit of up to 300 points and try your luck. Don't rely too heavily on magic though. Starts at 11.00am and should run all day. For further details, contact Phil.



Phil



Maxine



Ed



Amir



Keith



Greg



Simon

Phil Brough

Phil is a long-standing Warhammer 40,000 player and is about to retire his Imperial Guard in favour of a new Eldar force. He's currently building a Tilean army for Warhammer Fantasy Battle.

Maxine Foxwell

Maxine is not only an excellent miniature painter, but also plays Warhammer 40,000 and Space Hulk. She's currently working on a Skaven army for Warhammer Fantasy Battle.

Ed Spettigue

Ed's Genestealer Cult army is a regular attraction at the store and will take on all-comers. He's also a keen Space Marine player.

Amir Majeed

Amir plays Warhammer Fantasy Battle and is currently painting a Warhammer 40,000 Ork army for the store.

Keith Dague

Keith is our resident Space Hulk fanatic and has designed many new scenarios for the store. He's also putting the finishing touches to his Warhammer 40,000 Traitor Marines.

Greg MacDonald

Our youngest member of staff and an avid painter, Greg is also the store's top Blood Bowl player.

Simon Tift

Simon's Epic Eldar army has yet to be beaten. He also boasts his prowess at Space Hulk.



GAMES WORKSHOP OXFORD STREET

UNIT F10, THE PLAZA,
116-128 OXFORD ST,
LONDON, W1R 1PA
CONTACT: PHIL

TEL: 071 436 0839

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 evening Gaming Clubs during the week.

LONDON

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RETAIL SPOTLIGHT

GAMES WORKSHOP AND CITADEL NEWS

GAMES WORKSHOP CANADA

By the time you read this, there should be a Games Workshop store in Toronto – our first store in Canada. We're not sure of the final details of the address or opening date but we'll keep you posted. Be sure to check future White Dwarfs for more info.

MIGHTY EMPIRES

Mighty Empires, the Warhammer Fantasy Battle campaign system, is on the verge of release – if fact, this issue contains an introduction to the game from Rick Priestley. As we go to press, Bob Nalmsmith is working feverishly on some additional models, extending the game with features such as wizards' towers, pirate ships, necropolises and gold mines.

You'll also be interested to know that the cover for Mighty Empires, a splendid piece of art with one of the most packed battle scenes you'll ever see, was painted by renaissance artist Albrecht Altdorfer. We couldn't have picked an artist with a better name if we'd tried!

JOHN BLANCHE

Some of you may be wondering what artwork John Blanche has been producing recently.

Well, apart from a number of black and white illos for Warhammer 40,000 which will appear in future products, the last three months has seen a whole series of concept work for projects such as Confrontation, Warhammer 40,000, Battlefleet Gothic and Advanced Space Crusade.

You've seen the Ork Freebooterz concepts and the different marks of Marine armour in the last couple of issues of White Dwarf, along with some tactical squad colour schemes for Space Marines. John already has over 100 more colour schemes worked out for future publication, plus a mass of designs for space ships and complete gangs for Confrontation – keep your eyes peeled on these pages for the new models as they appear.

FANTASY MINIATURES 90

We're currently in the last stages of putting together the Fantasy Miniatures book for this year's Golden Demon Awards. Under the watchful eye of Mike McVey, we've assembled full colour photographs of hundreds of the finest painted Citadel and Marauder Miniatures in the world.

All the winning models are there, with a special feature on David Soper, winner of the 1990 Golden Demon Slayer Sword, plus a look at some of the best work of past masters.

SPACE CRUSADE

While we're hard at work on Advanced Space Crusade, MB Games' Space Crusade has been released. Squads of Space Marines battle against hordes of alien enemies in this exciting, fast-paced game that's packed with Citadel Miniatures.



The Aspects of Jes' new Eldar Exarchs are (top to bottom, left to right): Striking Scorpion, Swooping Hawk, Dire Avenger, Fire Dragon, Howling Banshee and Dark Reaper.

JERVIS JOHNSON - US TOUR

Last month we told you that John Blanche was going to be doing a tour of the US Games Workshop stores during October. This month we can reveal that Jervis Johnson, designer of Blood Bowl, Space Marine and Advanced Heroquest, will be in the US around the same time.

We don't have a finalised itinerary for Jervis yet, but he'll be paying a visit to the US Games Workshop stores during his stay to talk about his games and answer questions – check with your local store manager for more details.

GAELCON 90

Mike McVey will be representing Games Workshop at Gaelcon 90 on Saturday 27th to Monday 29th October at the Riverside Centre, Dublin. If you want to learn some expert tips from a master miniature painter, or want to discuss any aspect of painting or modelling with Citadel and Marauder Miniatures, then come along to talk to Mike – he'll be only too happy to have a chat. Feel free to bring along some of your painted miniatures for advice.

ELDAR MINIATURES

Shown above are the masters for Jes Goodwin's new Eldar Exarch miniatures.

Exarchs are the guardians of the shrines to the Bloody Handed God on the Eldar craftworlds and the mentors of the Aspect Warriors. They are awesome and frightening individuals, having become so caught up in their Warrior Aspect that they are no longer able to continue along the Eldar Path. Exarchs always belong to a specific Warrior Aspect – Jes has made an Exarch for each of the Aspects covered in the Eldar army list (WD127).

Jes is currently working on Space Marines in all of the armour variants we showed last issue – John Blanche's concept sketches which accompanied the article will give you an idea of how these new Marines should look.

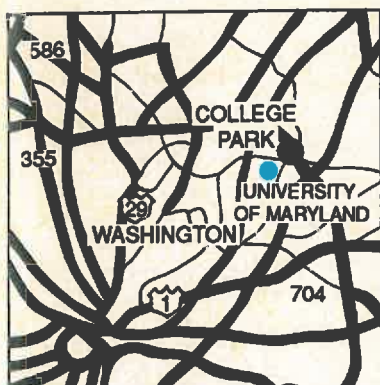
Also being worked up from John's concepts are the Freebooterz we showed in WD128 – this time it's Kev Adams who's putting flesh and bones onto John's ideas.

All these new Citadel Miniatures should be available soon.

GAMES WORKSHOP™

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GAMES WORKSHOPTM

RETAIL STORE NEWS

GAMES WORKSHOP 1990/91 GAMING LEAGUES

The new Gaming Leagues are now running at your local Games Workshop store. There are Leagues for Warhammer Fantasy Battle, Warhammer 40,000, Blood Bowl, Space Hulk and Space Marine. If you're interested in joining the Leagues, pop in to your local store for details and pick up a rules booklet.

EVENTS FOR OCTOBER

There are always exciting events going on at your local Games Workshop store, including Games Clubs, gaming demonstrations and participation games, painting and modelling workshops, and auctions.

On these pages, we've only got room to give details of a few of the special events, so if you don't want to miss out, drop in to your local Games Workshop store and ask what's planned for the following weeks. If you can't get in to the store on a regular basis, ring up and find out when there's something special happening. Keep in touch, because new events are announced all the time.

GLASGOW

Saturday 6th October - Hunt For Red October

The Orcs have stolen the prototype Dwarven submarine and are heading out to sea. Can the Dwarf Gyrocopters sink it before it can get to the open sea and dive. If you'd like to play in this Warhammer Fantasy Battle game with a difference contact the shop.

Saturday 13th October - Orkinator

The Orks have 'perfekted' their version of Terminator armour and are boarding a derelict starship to bring their own brand of mayhem to this participation game of Space Hulk.

Thursday 18th October - The Great Escape

An Advanced Heroquest participation game. All characters begin as prisoners of Zargoth the Chaos Lord. Starting without weapons or equipment they must arm themselves and fight their way out of a maze-like dungeon.

If you'd like to play any of the above just contact the shop.

TORQUAY

Saturday 6th October - The Dungeon Of Nightmares

An eerie Advanced Heroquest adventure for hardy dungeon explorers. If you'd like to take part, contact the shop before the day.

Starting in October - Quest For The Crystal Keys

This exciting Warhammer Fantasy Roleplay adventure will take a party through the entire Warhammer world in search for the crystal keys which will unlock Azrianka, the God of Law.

Running throughout October there will be a series of painting demos by expert local painters.

BRIGHTON

Games Club on Friday evenings

Saturday 6th October - Blood Bowl Tournament

Al Hinton will be running a one-day Blood Bowl Tournament using the Gaming League rules. If you'd like to play contact the shop.

Saturday 13th October - Speed Painting Competition

Special Citadel Miniatures Painting Competition against the clock. Pop in if you think you can produce the best speed-painted miniature in Brighton. We supply all the miniatures and paints. There will even be a special guest appearance by Citadel's Ivan Bartlett.

Saturday 20th October - The Siege Of Mita Thor 2

The Ice Dragons Marine Chapter under Commander Taff, along with the Emerald Knights Titan Order, hold the city of Thor. The city has a mining complex which produces a rich ore that Traitors as well as the Orks and Eldar wish to own. Commander Taff and his Marines and Titans will take on any fully-painted force of Marines, Orks or Eldar of up to 5,000 points. Contact Chris or Neil for further details.

Throughout October we'll be running a Chaos Warband Campaign. Each entrant will fight across the Chaos Wastes to decide the ultimate Chaos Champion. Ring or call in for more details.

NEWCASTLE

Saturday 20th October - Blood Bowl Knockout Competition

Get the new season of to a good start by earning some bonus League points in the Third Newcastle Blood Bowl Knockout Competition. Teams should be registered by 10.30am on the day, and will earn 2 bonus League points for each game they win. As an added incentive, a prize will be given to the owner of the best painted team on the day.

Commencing 1st October - 'Paint Your Wagon' Painting Competition

Prove your Orks are the maddest, baddest and brightest by entering your painted Space Ork Battlewagon in this competition. We'll be accepting entries up to the end of December, but bring them in before then and we'll display them in our miniatures cabinet. The winner will receive a £10 Games Workshop Gift Voucher.

LIVERPOOL

Saturday 13th October - Terrain Building Day

We'll show you how to make exciting scenery for your Warhammer games. Contact the shop and we'll tell you what bits to bring if you'd like to be creative for a day.



PAUL BOWNER

READING

Saturday 20th October - A.W.O.L.

A Warhammer 40,000 participation game. A Traitor Marine in the new Mk 7 armour has infiltrated the chapter, knocked out the generators and now attempts his escape. All miniatures supplied. Just contact the shop if you'd like to 'run the gauntlet'.

EDINBURGH

Saturday 13th October - Dead Men Don't Tell Tales: Dark Future Scenario
"Seattle ain't the place it used to be, what with the Yaks running the PZs and the Mafia: out for all that they can get, it just ain't safe to walk the peds any more. But there's a rumour of a change gonna hit town: them thar Josephites are comin' through town heading for a land of milk and honey, to a place they calls Deseret, what we used to call Utah, an' it seems that everyone is welcome ta tag along too." The Josephites are trying to kill a child who has the power to change the face of the future. It is the player's job to seek out this child and protect him from danger. This Dark Future adventure will run every Saturday throughout October.

Thursday 18th October - Ork Demolition Derby

Bring along your painted Ork Battlewagons and see how long you can last against such famous racers as 'Rivet Face Dunlop' and 'Blowback Bad Breff' in a race to find the best Ork driver in Edinburgh. Call in or ring the store for further details.

Sunday Opening

The Edinburgh shop is open every Sunday, 11am to 5pm, for an in-store Games Club. There is also a painting clinic every Tuesday which is ideal for anyone, no matter what their painting ability. Clinics start at 5.45pm and run to 8pm. And it's all free!

PRESTON

Saturday 6th October - Chaos Warbands Campaign

Sign up for battle in the wastelands of Voornok. The four Great Powers require Daemon Princes and the quickest way to acquire them is the fury of battle. Starting with your Champion and his band of followers can you guide him to his ultimate goal of Daemonhood. Contact Phil for details.

Saturday 13th October - Storming Of Shasta's Temple

A bloody battle to eradicate Genestealers from the face of Angkash IV. This massive Space Hulk game re-enacts the storming of the coven's temple. Bring along your Terminator squads and try to defeat the unceasing hordes of Genestealers and other surprises within the temple. For details contact Spencer.

Thursday's - Quiz Night

Every Thursday night is quiz night and Richard will be chairing quizzes on different topics. These include the Warhammer world on the 5th, the Warhammer 40,000 universe on the 11th, Space Hulk on the 18th and Space Marine and the Horus Heresy on the 25th, with a winner's final on Saturday 27th with prizes. Contact Richard if you're interested.

GAMES WORKSHOP US

COLLEGE PARK

Here's a brief run down of events for November. For further details, contact the shop.

Saturday November 3rd - Advanced Heroquest

Continuation of the Lichemaster adventure. Begins at 1pm.

Wednesday November 7th - Epic Introductory game

Beginners welcome for a 1pm start.

Saturday November 10th - Epic Battle

Bring 1,000 points of your favorite forces to battle on the desert world of Bardus V. Starts at 1pm.

Wednesday November 14th - Tallman Knockout Competition

The winner will receive any Talisman supplement of their choice.

Saturday November 17th

GRAND OPENING - ALL DAY EVENTS. See the advert elsewhere in this White Dwarf.

Wednesday November 21st - Dungeonbowl Introductory Game

Beginners welcome for a 12 noon start.

Saturday November 24th - Miniature Painting Clinic

Sean will provide expert advice for all miniature painters from 12 noon and at 1pm. Frank will guide a group of adventurers into the unknown in a Warhammer Fantasy Roleplay adventure.

Wednesday November 28th - 40K Vehicle Clinic

Sharpen your tactical skills with the new Warhammer 40,000 vehicle rules.

PHILADELPHIA

Saturday November 10th - Blood Bowl Challenge

Bring in your team and battle it out on the field in a double elimination tourney. The Champion wins League points and becomes odds-on favorite to win the Philly Blood Bowl title.

Saturday November 24th - Painting Clinic

Bring your own brushes and Citadel Miniatures and the staff will supply the color. See demonstrations and hear advice. A good chance to meet other local gamers.

SANTA MONICA

Saturday November 3rd - Warhammer 40,000 Armor Battle

Try the new vehicle rules out on the field of battle. The best tank commanders earn bonus League points.

Saturday November 10th - Warhammer Fantasy Battle Introductory Game

Beginner players can use the store armies and learn the rules to Warhammer Fantasy Battle.

Saturday November 17th - Epic Battle Introductory Game

Learn the Epic Space Marine rules as you battle for victory.

For more details of the above events, contact the shop.

LAUREL

In November, painting clinics will be held on Thursday evenings from 5.30pm to 9pm and on Saturdays from 10am until 5pm. We'll be holding a special clinic on the 24th focusing on Warhammer 40,000 vehicles.

With this League season coming to its climax, bonus points will be awarded for players taking part in our in-store games on Saturdays. This is a good opportunity for late-comers and those lagging behind in the Leagues to make their move. Call up or stop by for more details on these bonus league games. The schedule for the Leagues is

Blood Bowl

Saturday November 3rd

Space Hulk

Saturday November 10th

Warhammer 40,000 & Space Marine

Saturday November 17th

Fantasy Battle

Saturday November 24th

We'll be continuing our Siege Of Castle Olstein campaign on Sundays as well as adding two more on-going participation games. We'll be running the Doomstones Campaign for Warhammer Fantasy Roleplay on Sundays, and on Wednesday nights there will be plenty of mayhem in our Chaos Warbands Campaign. Come and roll up your character or warband early in the month to begin your rise to power.

Beginners are always welcome to schedule one-on-one sessions with the store staff to allow them to get into a game without the pressure of competition.



STEPHEN TAPPIN

STUDIO STAFF



ORK SLASHER GARGANT



BAD MOON CYBOAR AND RIDER



GRETCHIN ATTENDANT



GRETCHIN ATTENDANT



GOFF WIERDBOY AND MINDERZ



THE WHITE DWARF



ORK STOMPER GARGANT



ORK STOMPER GARGANT



BRETONNIAN SPEARMAN



HEROIC FIGHTER



BRETONNIAN GUNNER



BRETONNIAN RETAINER



WOUNDED BRETONNIAN RETAINER



BRETONNIAN SPEARMAN

CONFRONTATION™

An introduction to the new skirmish wargame set in the 41st millennium

Ever since Warhammer 40,000 was published players have been asking if a more detailed role playing version was ever going to appear. Well, the idea was there right from the start - and in a sense the 40,000 book provides sufficient information for any innovative and reasonably experienced gamer to develop a system if they wanted to. I thought we'd probably never get round to producing a special role playing version as we'd simply been too busy working on the main WH40,000 game. Then about a year ago Bryan Ansell suggested that we revamp a game he had designed some time ago - originally to simulate World War 2 and contemporary combat but later extended into a futuristic setting.

The idea was appealing as Bryan's game already had a detailed model-based combat system and rules for progressing characters. Taking this system and adapting it into the WH40,000 environment would give us a new game which would combine elements of role playing and skirmish wargaming. At the same time we could take the opportunity to write more about the WH40,000 universe by describing one planet in particular. Finally we decided that because the game would be a cross between WH40,000 and role playing it would be released by Flame Publications who currently publish material for Warhammer Fantasy Roleplay.

THE COMBAT SYSTEM

We didn't have much time as many other projects were pressing - not the least of which was the new Realm of Chaos book *The Lost and the Damned* - a massive tome which would take up months and months! The work was divided up between myself (Rick Priestley) and fellow designer Nigel Stillman. I was to sort out the combat rules and convert details of weapons and equipment from WH40,000 while was to Nigel concentrate on the background, character development and scenario generation. The game's title - *Confrontation* - was established early on, and it was decided that the setting should be a crowded warfare-ridden hive world called *Necromunda*.

The combat system was completed fairly quickly. Like Warhammer Fantasy Roleplay the game uses a percentage system to establish whether weapons hit their target and hits penetrate armour. By adopting the D100 existing WH40,000 weapons could be given far more detailed and different effects. It also gave us a

broader spread of possible ability levels for the characters. This is the main advantage of using a percentage system - it immediately increases the range of dice results from 1-100 rather than the very restrictive 1-6 on a D6. With vast and highly detailed weapon and situation modifier charts *Confrontation* is a very sophisticated game indeed. As we anticipated players would be using only a dozen or so models a side this relative complexity didn't worry us too much.

The benefit of using detailed systems was to make the game very directly realistic. To put this into perspective - if you can do something in real life then a character can do it too because the rules allow for literally any actions on behalf of your characters. The result is a game which will appeal to experienced players as well as those who are prepared to invest a bit of extra effort in the interests of a more detailed and realistic simulation. Of course, this extra detail means you have to think more than in the average game - you must record and conserve your ammunition rather than just blasting away, and you'll find that wounds have an inconveniently incapacitating effect on your heroes' actions.

THE BACKGROUND

The background was evolved by Nigel Stillman working closely with Bryan Ansell - the introductory section is printed in this *White Dwarf* and other material will probably appear in future issues as it is readied for publication. We decided that it would be futile to attempt to provide rules and details to cover the entire Imperium - so it was decided to set the game entirely on one world and to concentrate on developing the cultural background to this world. This would allow us to explore the relationship of individual worlds within the Imperium, and we would have to delve more deeply than ever before into the way that Space Marines, Inquisitors and other Imperial troops operate on specific worlds of the Imperium.

We wanted a world where warfare was endemic - where characters could indulge in mutual conflict without any fear of too many social or legal constrictions. The world we settled on is called *Necromunda*. *Necromunda* has developed into a background not only for *Confrontation* but also for forthcoming WH40,000 novels, short stories, and some tremendous artwork by John Blanche.

NECROMUNDA

IMPERIAL HIVE WORLD

The Imperium of Man stretches across the galaxy from rim to rim, encompassing over a million habitable worlds and untold billions of people. It is the most extensive and populous empire that has ever existed in the history of humanity. It is ruled as it has been for the last ten thousand years by the Divine Champion of Man and Protector of the Human Race, the Emperor of Mankind.

The Emperor is the greatest of all human psykers, his mental energies are godlike and his powers incomprehensible to ordinary humans. It is his mind alone which projects the Astronomican throughout the galaxy, the psychic homing beam which enables spacecraft to navigate through the fabric of warp space. Without the Emperor the Imperium would collapse and human unity would be destroyed, leaving the remaining pockets of civilisation isolated and vulnerable to the infinite enemies of mankind; creatures that seek to destroy or enslave the human race.

The Emperor has long since ceased to live in any normal sense. Ten thousand years ago, following his titanic battle against the rebel Warmaster Horus, Primarch and Arch-Champion of Chaos, his mutilated and barely alive body was installed inside a sophisticated life-support machine known as the Golden Throne.

The Emperor can no longer speak and it is doubtful if he comprehends events which take place in the material universe, as his powerful mind stalks through that nefarious region of pure energy known as the Realm of Chaos, hunting the enemies of mankind. The actual administration of the Imperium is therefore undertaken by a vast bureaucracy known as the Adeptus Terra - or Priesthood of Earth.



WORLDS OF THE IMPERIUM

Even the Adeptus Administratum, the administrative branch of the Adeptus Terra, does not know for certain the exact number of worlds within the Imperium. There are approximately a million, but the treacheries of space-travel, the process of time distortion, and the effects of warp storms which can isolate worlds for centuries, make an accurate count impossible.

In addition, the galaxy is a dangerous and warlike place, where worlds are constantly under threat from alien invaders, internal rebellion, and treachery by governors. Also, new worlds are constantly being added to the Imperium: virgin worlds ripe for colonisation or old human worlds which have been rediscovered after long periods of isolation.

The worlds of the Imperium take many different forms. Some are sparsely populated agricultural worlds whose sole purpose is to provide food for less productive and more highly populated planets. Other worlds are dedicated to specific functions, such as mineral-rich mining planets, barren research stations, military observation planets, and so forth. Most worlds of the Imperium have a reasonably mixed economy and are in most respects self-sufficient. The Adeptus Terra has very little to do with such worlds so long as their governors continue to pay their tithes and impose the Imperial laws which control and contain the emergence of mutant psykers.

HIVE WORLDS

Hive worlds are another extremely important type of world. Hive Worlds are planets which, in all but a few cases, were settled thousands of years ago, often before the time of the Imperium, during the Dark Age of Technology when mankind first spread throughout the galaxy.

A Hive World has a population which far outweighs its own ability to feed or support it, often exceeding a thousand billion people on a planet the size of Earth. Such vast numbers of people exert such pressure upon the environment that few hive worlds can sustain life naturally. Many have no free ground surface left because they are entirely built over, with new buildings constructed on top of old ones, to the extent that the planet is no more than a huge urban conglomeration.

Hive Worlds are tough places: little value is attached to human life and air, light and food are often precious

and rare commodities. Because the populations of Hive Worlds are so large they are almost impossible to control. As a consequence it is generally the case that hive societies are extremely brutal and dangerous. Violence is often institutionalised and accepted, and upholding the law is commonly a matter of exerting personal power and influence. In such a situation a man depends upon his friends and family, those whose livelihoods depend on him and those to whom he can promise support.

Every hive world has its unique environment, history, and circumstances. Confrontation is set upon the hive world of Necromunda. This volume contains copious details about the planet of Necromunda, its hives, and its teeming population. Necromunda is merely one of the hundreds of such worlds scattered throughout the galaxy.

NECROMUNDA

Necromunda was founded 15,000 years ago as a mining and manufacturing colony. The ensuing millennia have not changed its basic purpose very much: Necromunda is still a world of mines, factories, refineries and processing plants. The planet is a vast powerhouse of industry, making thousands and thousands of different items for use throughout nearby planetary systems.

Nothing which can contribute to the planet's output has been left untouched. From the tops of the highest mountains to the depths of the oceans, the wealth of Necromunda has been ripped out. Mountains have been reduced to rubble for the ore they contain; oceans have been turned into little more than chemical sludge ponds. The once fertile plains have disappeared under huge urban developments of great housing and factory blocks, forming new ranges of man-made mountains every bit as tall as the long since flattened natural land

features. These huge towering urban complexes are known as city hives, or simply as hives, and their individual peaks or towers are called city spires or spires. A close group of hives is known as a hive cluster.

Between the hives deserts of industrial ash cover the surface of the planet with a mobile, corrosive skin. Over this desert lies a cloud layer of airborne pollution, so that the great spires of the city hives rise from a drifting mist of tainted vapour like islands out of the sea.

Despite being reduced to such a hellish state, Necromunda is still a valuable world to the Imperium. Although little of Necromunda's original resources remain, the waste-heaps of previous generations have become a new source of riches. Necromunda lives on the accumulated wastes of its past: its people have learned to scavenge, reclaim and recycle everything in order to squeeze a living from their exhausted world.

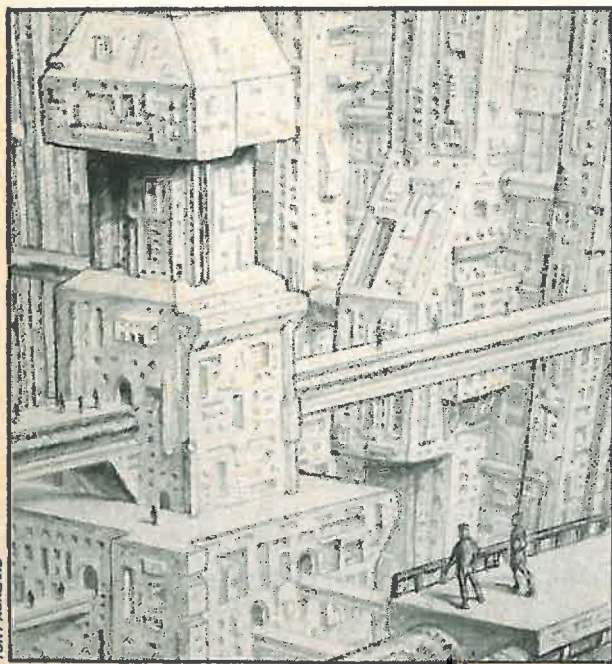
Over the millennia, the population of Necromunda has increased well beyond the planet's capacity to support it. As a consequence it is wholly reliant on synthetic and imported food. Each hive has its recycling plants which convert used organic matter into synthetic food. Real food is imported from offplanet, but is an expensive luxury which only the most wealthy and prestigious Necromundans can afford.

As generation after generation adds to the building and rebuilding of the hives, new layers of habitation are created and the hives continue to grow upwards. These towering hives dominate the wasteland around them like clusters of impossibly gigantic termite hills. Beneath the hives and extending around them under the wasteland itself lies a honeycomb of ancient disused factories and a labyrinth formed from the sewers and service tunnels of an earlier age.

Necromunda's population has never been counted and the chances are that it never will be because the number of people involved is simply too large. There are probably more people on Necromunda than have ever lived in the entire history of Terra up until the end of the twentieth century. An attempted census of Trazior Hive four thousand years ago revealed an estimated population of a billion in the upper habitation levels alone - no further attempt has been made to count Necromunda's population in Trazior or any other of the several thousand hives on the planet.

The society of Necromunda is reasonably typical of larger Hive Worlds. No attempt is made to enforce central administration upon the entire population, indeed such a thing would prove impossible on a world where most people remain unrecorded by any authority. Instead, a kind of feudal system has evolved by which individual people owe loyalty to others, who in their turn owe their loyalty to other increasingly more powerful members of the hierarchy. Among the more stable elements of the population these loyalties are owed on a family basis, and closely related families all support each other under the hegemony of the most powerful member of their family group.

This form of urban feudalism tends to be self regulating. Weaker clans naturally seek the protection of more powerful neighbours whose powerbase then



expands until it reaches the limit whereby its numbers and resources are simply too few to allow it to expand further. Where rival clans meet it is inevitable that their power will be tested in combat; the ability of a clan to exert its power being the only true measure of its influence. The endless feuds between the warrior gangs of these clans are the setting for the game of Confrontation.

LORD HELMAWR

The governor and ruler of all Necromunda is Imperial Commander Lord Helmawr. His ancestors are known to have reigned for the past seven thousand years at least, records of government before that time having long since disappeared. Even the archives of the Adeptus Administrorum, the bureaucracy of the Imperium, are remarkably silent on the history of Necromunda during the early days of the Imperium.

Lord Helmawr occupies the very top of the Necromundan feudal hierarchy. The society he rules over is divided into many factions which continually compete and co-operate with each other, giving rise to endless changes in the feudal hierarchy. Lord Helmawr is completely unconcerned with the activities of lesser powerbrokers. He deals directly with the most powerful factions, offering them support in return for their loyalty. If a major player in the power game proves weak or treacherous it is a simple matter for Helmawr to withdraw his support. The very rumour that he might be about to do this is often enough to

encourage a feudal inferior's enemies to turn against him and destroy him.

The Adeptus Terra leaves Lord Helmawr to govern his domain as he pleases, as it leaves all Imperial Commanders free to administrate their worlds. The Imperial Commander forms a link in the feudal chain which extends throughout the galaxy to the heart of the Adeptus Terra. So long as Helmawr fulfils his feudal obligations to the Imperium his position remains secure.

Helmawr's main obligation to the Imperium is to provide a tithe which takes the form of a percentage of all the goods Necromunda produces. As the entire production capacity of the world is given over to providing manufactured goods for the Imperium the tithe is taken as a straight discount on the revenue earned. So long as Necromunda continues to meet these responsibilities, and so long as its production capacity is sufficiently high, the Imperium remains quite satisfied. Of course, should the Necromundan economy begin to show signs of flagging then Lord Helmawr's position would be very different indeed.

Hive worlds like Necromunda provide the Imperium with another useful resource - namely its people. Necromunda produces generations of tough youths with a strong sense of self-reliance. They are highly valued as recruits for the Imperial Guard and even for some of the Space Marine Chapters. Providing recruits in vast numbers is another of Lord Helmawr's feudal obligations. Recruitment brings officials from the Imperium to Necromunda to inspect and in some cases conduct recruiting drives amongst the fighting gangs. Helmawr himself is obliged to provide troops from his personal guard, usually a whole regiment at a time.

Because the planet supplies so many troops for the Imperial Guard the name of Necromunda is known throughout the galaxy, even by people who know nothing about the planet itself. Over the centuries Necromundan Regiments have fought with distinction in the Imperial Guard and have earned a fearsome reputation on many battlefronts.

Another important obligation is that Lord Helmawr successfully controls the numbers of dangerous psychic mutants. These psykers, or witches, are a mutation which is becoming increasingly common on all worlds in the Imperium. On most worlds they can be dealt with fairly easily, but on a hive world like Necromunda with its vast population the matter is much more difficult.

Psykers are very dangerous indeed - probably more so than even they realise. Although some are able to control their powers and use them for the benefit of society, the majority are unable to control their powers properly with disastrous results. Some become host to daemonic powers from warp space, while others attract psychically sensitive aliens or psychic diseases which can then hop into the minds of ordinary people. If psykers were to go unchecked throughout the Imperium human society would soon collapse. Indeed, this is one of the reasons why the Emperor clings so tenaciously to life, as only he understands the true dangers of possession and psychic destruction.



JOHN BLANCHE

THE LANDSCAPE

Necromunda is very similar to many other hive worlds of the Imperium. It is a planet devoid of any remnant of its original natural beauty, its surface reduced to a wasteland of windblown ash and accumulated industrial waste. Throughout this wasteland lie the hive cities which give such planets their distinctive character and their collective name of hive worlds.

The hives are grouped into clusters comprising up to a dozen or so individual hives all linked by a network of overground travel tubes and subterranean passages. These clusters are scattered over the cloud-strewn surface of the planet. From the top of any hive it is possible to see the tips of distant hive clusters projecting from the seas of poison mists like far-flung islands.

Hive clusters are connected together by roads across the wastes and transportation tubes supported on pylons and suspended from cables. With its forest of towering hives interconnected in a network of tubes, the landscape resembles a petrified forest entangled in the web of some enormous spider. Indeed, the spider and the spider's web are very powerful symbols to the inhabitants of Necromunda.

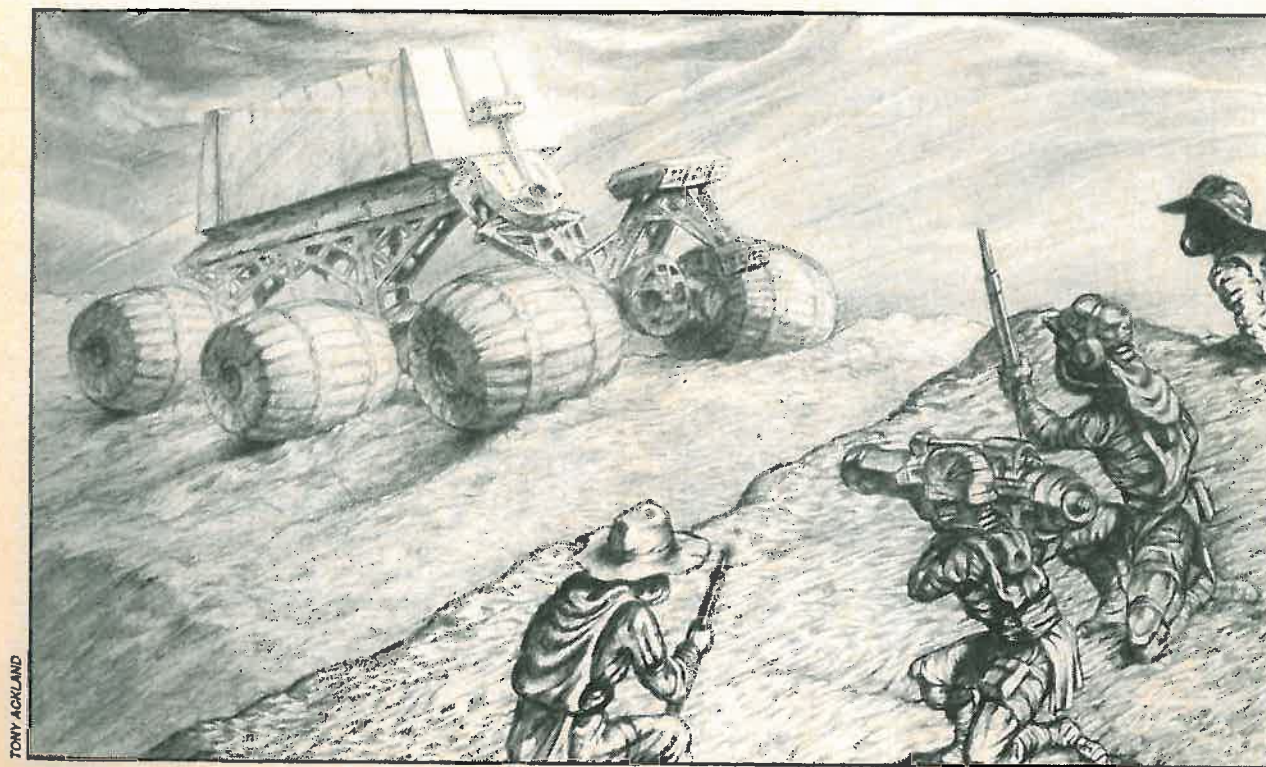
The hives are the result of thousands of years of constant demolition and rebuilding. The original cities of Necromunda lie beneath the hives, many hundreds of yards below the current surface of the planet's ash wastes. Dark, forbidding ruins, often crushed by the weight of the hives above them, these old cities preserve the layered history of Necromunda. It is a

popular tale that the lowest layers of some hives are built from the original transport barges which brought humanity to Necromunda all those millennia ago.

Each hive takes the form of many huge spires which rise from the base of the city. From a distance, a hive resembles a mass of stalagmites rising from the cloud strewn wastes. Each hive covers an approximately circular area some fifty to a hundred miles in diameter. The tops of the spires can rise to a dozen or more miles above the ground surface, piercing the festering clouds that surround the lower levels of the hive. The spires usually merge into each other at their bases, and smaller spires will sometimes grow out and upwards from just above the base, branching like a cactus and forming multiple spires,

The spires are only the top part of the hive, comprising the upper hab zones with factory layers on or above the current ground surface. The older and partially ruined factory and hab layers still exist, although they are buried beneath the ash wastes. Though they are hidden, factories and habs are rarely abandoned until they are utterly derelict or polluted beyond use even by Necromundan standards.

The hive-cities of Necromunda retain the ancient names of the cities and settlements from which they grew. Each spire within a hive is also known by a local name. There are approximately a thousand hive clusters on Necromunda. A few of the most important and some typical examples of the various kinds are described below.



TONY ACKLAND

SOME NECROMUNDAN HIVES

The Palatine

The largest and oldest surviving hive on Necromunda is the dynastic home of Lord Helmawr, Imperial Commander of Necromunda, known across the planet as The Palatine. The cluster it belongs to is known as the Palatine Cluster. The central and tallest spire of the Palatine hive forms the palace of the Imperial Commander Lord Helmawr.

The Palatine boasts some of the most grandiose and magnificent architecture on Necromunda, and also has the only shipyard and landing field large enough to take orbital carriers. It is thus the planet's only spaceport, a physical expression of Helmawr's monopoly in offplanet trade. The fortress monastery of the Adeptus Astartes contingent and the headquarters of the Adeptus Arbites on Necromunda are also located in the Palatine Hive.

On the edge of the hive is a special spire set aside for the aliens and abhumans who come to Necromunda from time to time in order to trade. Both Squats and Eldar are among these visitors and they are housed on separate levels of this spire. The Palatine is thus by far the most cosmopolitan of all the hives of Necromunda.

Trazior Hive

Trazior means Three Sisters in the local Necromundan dialect. It is so called because of its has three huge spires which can be seen from a long way off by any traveller coming across the wastes from the south. Trazior is located on the edge of the Great Equatorial Waste and is the southernmost 'frontier' hive of the great Palatine Cluster.

Many important merchant clans are based in this hive and it is the main trading depot for convoys going to or arriving from the southern hive clusters. The nomads who live out in the wastes and raid the convoys are a constant source of annoyance to its inhabitants. The clans and gangs of Trazior are described in detail later.

Trazior was also the scene of one of the most prolonged and vicious gang wars in the recent history of Necromunda.

Acropolis Hive

This is another old and elaborate hive in the Palatine Cluster. It is located at a very important intersection of several great road tunnels and has always been a major centre of trade on Necromunda. The Acropolis hive is home territory for some of the most powerful merchant clans, whose widespread trading network extends across many of the hives of Necromunda. The Acropolis Hive attracts a number of large and sprawling shanties clustered around its base.

The Temenos

This is another hive in the Palatine Cluster. One spire forms the headquarters of the Ecclesiarchy on Necromunda, while another spire forms The Temple of the Emperor Deified. Colleges, libraries and chapels occupy parts of the other spires. A priory of the Adepta Sororita is located in one of the outer spires. This spire is often called the Sisters Tower as a consequence.

The population of Temenos hive are among the most pious and devout followers of the Imperial Cult. Many of the resident clans manufacture ritual items for the priesthood while others work in the scriptorium, translating the wisdom of the priesthood into the many dialects of Necromunda.

The Temple spire is an architectural wonder: its interior is a warren of naves, chapels and crypts, vaulted ceilings and pillared halls. The diffused light is stained by refraction through crystal. Incense and the sound of chanting drift across the chambers. Here and there statues and holograms of the Emperor reside in secluded shrines. From here Confessors and missionaries are sent off to frontier worlds in the nearby systems.

Quinspirus Cluster

The Quinspirus Cluster is situated on the edge of a virtually solidified sludge sea called the Worldsump Ocean. At one time, when the sea was still navigable, the area included vast dockyards. These now remain buried deep within the undercity of the centrally located Quinspirus Hive. This hive has five great spires - hence the name which means five towers in the local dialect and which gives its name to the whole cluster. The cavernous warehouses of the ancient waterfronts have been the scene of many savage gang wars.

The Skull

This derelict hive is the largest of a cluster of three remote ruined hives. It is pierced by great holes and from a distance looks like a great skull lying in the wastes. It is a famous landmark and perhaps even worshipped by the local nomads.

These three gigantic ruins are all that remains of the hives that were captured and occupied for a time by Ork raiders. All contact with the cluster was lost for several years before the rest of Necromunda realised what had happened. In the end a campaign was mounted to clear them. This was the original reason for despatching a Space Marine contingent to Necromunda, which has since become a permanent establishment.

The hives were besieged and destroyed during the campaign. Now the tops have caved in and they lie abandoned and choked with dust. No one knows what fearful things have made their home amid the ruins, and even the nomads and scavvies fear to go near them.

THE ASH WASTES

The hives of Necromunda are separated by the forbidding ash wastes: areas of land covered in an abrasive and highly corrosive ash, the end product of fifteen thousand years of industry. This desert covers every inch of Necromunda's land surface that is not protected within a hive. In densely populated parts of Necromunda, hives may be separated by only fifty or a hundred miles of waste. On other parts of the planet the wastes may stretch for a thousand miles between hives.

In some places the ash is miles deep, forming shifting ranges of dust dunes which can bury roads and transport tubes, and erode the base of a hive when swept along in one of the frequent dust storms. The funnel-shape of the hive spires is designed to strengthen the hive against the worst ravages of the dust, but even so they are often buried to half their height or more by ash. This is stabilised and held in place by the fresh wastes which pour from the drains of the hive factories.

The ash wastes are mostly composed of metal oxides, powered plastics and inorganic chemicals which take millennia to reduce. As with many hive worlds, the wastes are an inhospitable environment. The ash corrodes equipment and poisons organic life, although a surprising variety of creatures do survive. No unpolluted air, food or water can be found in these dead lands, although there are fungi, algae and bacteria which live on the waste itself. These are believed to be responsible for the limited free oxygen content of Necromunda's atmosphere.

The ash wastes are a striking and colourful if somewhat lurid environment. The nomads of the waste and even most hive-dwellers who see them would call them beautiful. The ash occurs in many different, often vivid hues such as sulphur yellow, citric green, cobalt blue, pink, mauve, as well as various shades of grey, and it varies in texture from fine dust to crystalline clinker. The creatures and nomads that live there are equally colourful, the better to blend into their surroundings.

The most dangerous hazard of the wastes is the ash storms. These terrible storms can blow their payload of toxic ash from the equator to the poles. A moderate ash storm will strip an unprotected man to the bone in

seconds, and then reduce his bones to a handful of dust. A serious storm is something that everyone on Necromunda fears. These can be so strong that they have been known to destroy entire hives. Ruined spires are occasionally revealed in the wake of one storm only to be covered over again by shifting waste in the next. In some areas, ash has been blown away to reveal the scarred bedrock of the planet. During Necromunda's calmer season, which coincides with the planet's long extinct summer, liquid pollutants rise to the surface, forming slick-lakes and short-lived blind-rivers. Streams meander across the land, vanishing into sink-holes in the dust only to rise elsewhere. Imperial scholars who have studied dust ecologies believe that there may be currents and tides within the ash surface.

These transient rivers and lakes can dry out, forming a hard pan on the surface of the dust. These dangerous areas conceal deep seas of fine dust beneath them. The nomads who travel the wastes avoid such places, because to fall through the crust of a pan is certain death. Anyone who does so is suffocated and then corroded to nothing by the ash.

In hotter weather, when Necromunda's sun breaks through the planet's cloud cover, noxious vapours rise up and form poisonous mists and fogs. Mists are invariably followed by toxic rain storms, laden with particles of deadly ash dust and other contaminants.

However, despite their perils, the ash wastes of Necromunda conceal treasures. Much remains hidden beneath the surface, ready to be reclaimed and used: derelict spires from lost hives; buried convoys; wrecked stratoplanes, aircraft and spaceships; long-abandoned mine workings; and even, in places, raw materials from the bedrock of the planet. There are a few places where, thanks to some mysterious natural sorting of the wind and ash itself, veins of pure oxides and chemicals have accumulated. Such concentrations, or ash pockets, are worth mining in themselves. They are a rich raw material which can be reprocessed.

THE SLUDGE SEAS

Necromunda never enjoyed large expanses of open water, but now the planet's original seas and rivers are filled with liquid chemical waste. Choked with ash, thick with chemicals and poisoned by heavy metals, Necromunda's sludge seas are all that remains of the ancient oceans. The consistency of the sludge varies from a thin, chemical soup to a viscous polluted mud. Near the equator, the sea's surface has solidified into a crust of sludge, baked hard by the sun. Conventional ships are useless in such conditions, and only flyers or hover vehicles cross the seas. It is even rumoured that some mutants even live in these areas, utterly isolated from the rest of Necromunda.

The sludge seas, however, also support their quota of hives. Some are built on massive piles, driven deep into the sea floor. Other, relatively small hives have been constructed on massive floating islands which are anchored in position. On more than one occasion a floating hive has broken free during an ash storm and sunk or capsized. Survivors of such a disaster are rare.



TONY ACKLAND



JOHN BLANCHE

ANATOMY OF A HIVE

THE SPIRES

From a distance, when the clouds lift from around a hive, its spires look like a cluster of tall, tapering termite mounds. They rise from a broad base of outlying structures to near-vertical towers. Their gigantic scale is such that it almost denies human involvement in their construction and they look as though they might have sprouted up out of the ground by themselves, like some great organic growth. Few human constructions can rival their awesome size. Although no two spires are exactly the same, they all share common characteristics and are constructed in a similar fashion.

A section cut through a spire is not a whole circle. A spire is divided into a series of segments, like wedges of a cheese, which are joined at the centre. Deep gullies or slits in the spire, crossed by communications tubes, separate the segments. These gullies are supposed to admit light and air to the spire, but their size makes this impractical. Every added communications tube also adds its shadow to the darkness of the interior.

The areas close to the core are far removed from the outside world. Their only illumination is provided by glowglobes and massive cables of optic fibre or flexible glass, which run down into the core of the hive from the sunlit pinnacles of the spires. These create weak shafts of light that penetrate the dim catacombs of the hive and light it in the same way as the nave of a Gothic cathedral.

Fresh air enters the inner recesses of the hive via great ducts from the upper layers. It is drawn in through

huge wind intake fans and filtered through dozens of purification plants to remove the fumes accumulated as it passes down the height of the spire. In the deepest parts of the hive and especially in the old factories and undercity layers, the air ducts no longer function. Here fumes and stale air accumulate and personal respirators must be worn at all times.

The many airducts and vents are infested by strange creatures called caryatids. These are small, blue, winged humanoids which exist in great numbers throughout the hives of Necromunda. Many hive-dwellers see them as good luck charms because they often attach themselves to powerful and successful individuals, and in fact seem to be particularly attracted to the soon-to-become-powerful. Conversely, the departure of a 'pet' caryatid is seen as an omen of doom - its former companion is then regarded as a man waiting for death.

THE SHELL

The outer shell of a hive is its skin and defence. Though the cliff-like shell of a spire appears to be quite solid, its surface is pierced with deep vertical and angled shafts. These shafts are small compared to the bulk of the spire, but are important because they admit additional light and air into the core of the hive. They are all protected by a series of massive covers which can be moved into place when required.

The shell is where the majority of the inter-spire travel tunnels and tubes begin and end. Tunnel stations and gateway fortresses, convoy parks and garrison blocks are all located in it, where they can contribute to the regulation and defence of traffic between and within the hives.

The shell is also the first line of a hive's active defences against planetary invasion. Giant defence lasers, each capable of hitting an orbiting target, are mounted at many points. These are used to defend the hive against human or alien spacecraft. However, against the fierce ash storms that sometimes ravage Necromunda, the shell's surface forms its only defence.

Although some people do live within the hive shells, the storms are an excellent reason to find accommodation deeper within the spire. Being able to experience direct sunlight or feel a fresh draft of air from the duct is a status symbol almost as important as having a good diet, but a single ash storm can make such status symbols meaningless.

A heavy storm is quite capable of stripping off the shell's outer layers, including a spire's laser defences, travel facilities and shell-dwellers. Shells must be constantly refurbished by work-gangs, otherwise the next ash storm could easily penetrate the tunnels, shafts and catacombs of the main spire and rip it apart.



TONY ACKLAND

HEAT SINKS

At the heart of every spire there is a single vertical shaft known as the heat sink. From the topmost levels of the the spire the heat sink reaches far below the lowest levels of the hive, down through the geological crust of the planet itself. A heat sink can be several miles across. It is a vast, hollow, sealed tube made from dense plasteel. Along the length of its thick plasteel walls there are buildings, chambers, shafts and service tunnels.

The sink takes heat from the planet's core and turns it into power for the spire. At intervals throughout the length of the heat sink there are generator stations which convert the raw heat into usable energy. The power is then transmitted to the factories and hab layers around the core. There are no power stations in the lower levels. The heat sink passes through these levels and provides only a constant warmth. This, however, is infinitely preferable to the damp chill of the remainder of the lower hive.

As is the case with all things Necromundan, the power generation systems are controlled by the clans into whose territory they fall. These clans receive a considerable income from all who use their power, so possession of the heat sinks is one of the chief marks of a powerful clan of the inner core. Other clans might control territory between the power stations and the users, and they often extract their own tolls from both factories and power producers to protect the transmission lines. In this way the feudal clans of Necromunda operate as producers, suppliers and consumers in a thriving economy. Only in the upper hab layers of the spires is there a regulated service. There, power is drawn from stations controlled by the government - in effect by the troops belonging to Helmawr's own clan.

Access to the heat sink is usually very difficult. Many levels have no access at all, and on others access ports are sealed and guarded. On some of the older levels, however, many seals are ruined or insecure and access is possible although dangerous.

HAB LAYERS

The upper layers of each spire are called habitation areas or hab layers. Here the bulk of the hive's human inhabitants live in conditions which range from relative luxury to dismal squalor.

Where a family lives in a spire reflects its social standing and importance. The topmost layers of the spire are populated by the elite households of the hive. This hive nobility live in relative comfort enjoying the luxury of natural light, fresh air and real food imported from nearby agricultural worlds. Below lie the twilight levels, inhabited by the rest of the population. Conditions on the twilight hab layers are considerably less pleasant than in the habs above. Natural daylight is dim, fresh air is unknown, and most of the food has been eaten and recycled many times before.



MARTIN MCKENNA

Below the twilight layers is the darkness of the undercity. Here, the only light comes from artificial glowglobes. Everything, even the air, on these levels has been used before and reprocessed several times. On a typical hive world air and water pass through, on average, 287.3 other people before reaching the lips of those who inhabit the undercity. The proteins and minerals in the universal synthdiet is reclaimed from human bodies that no longer have need of it. On Necromunda, everything that can be recycled is recycled, including the people themselves.

THE FACTORY LEVELS

The industrial complexes built into the spires produce all kinds of different items which are traded to other planets in return for the food which Necromunda so desperately needs to feed its teeming millions.

In the hives, the factory levels extend from below the lower habs down to the surface of the ash wastes and beyond. Over the millennia, the waste exuded from the factories has solidified around the base of the hives, effecting the ever-rising layer of ash waste which covers the surface of the planet. As the level of the ash wastes rises, so the lower factories find themselves buried below the ground. So long as it remains possible to pump effluent up to the surface, these factories can still continue to function.

THE PALATINE

CROSS-SECTION OF A HIVE

Fortified Palace complex of Lord Helmawr of Necromunda

Space Marine Fortress Monastery

High security docking area used by Imperial dignitaries, Space Marines, Adeptus Arbites and other important off-worlders

One of the many inter-hive docking areas for airborne craft

Other hives belonging to the Palatine Cluster

A corrosive smog layer covers the whole planet surface

Heavily fortified transport terminal where the tube enters the hive

Shanties grow up round the base - they are soon dispersed the next ash storm

Chemical swamps and rivers of waste effluent surround the hive

Inter-cluster transport tubes link each hive cluster to its neighbour

Smaller tubes link the hives within the Palatine cluster

Ash waste nomads live in the ash deserts and come to the hives to trade

Hot air and excess heat is vented through huge thermal towers

Penthouse levels occupied by the noble families of Necromunda

Planetary defences - heavily armoured turret fortresses housing gigantic defence lasers

Upper hab power generator stations feeding off the central heat-sink core - mostly controlled by tech clans

Thick and heavily armoured outer shell resists the corrosion of acidic ash storms

Upper hab layers occupied by most affluent and powerful clans

The heat-sink runs through the centre of the hive and deep into the planet's molten core - heat is transmitted to generator stations throughout the hive providing power for all life support systems

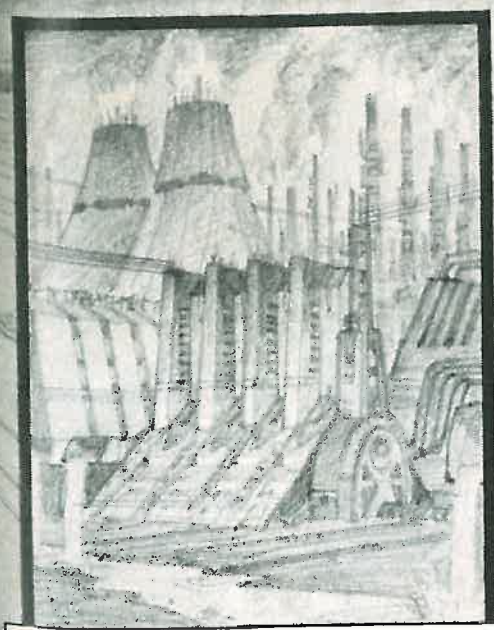
Main habitation levels occupied by working clans fulfilling most of the hive's manufacturing, supply and service-based industrial functions

Transport tubes connect the spires within each hive

The lower levels of the hive consist of progressively older and less well serviced areas leading to abandoned factories, old hab layers and eventually to the undercity



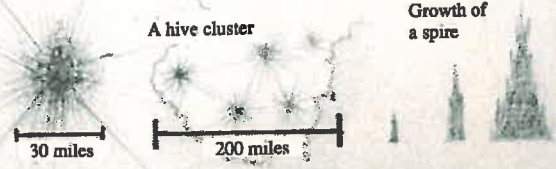
The undercity stretches far below the hive and consists of a maze of sunken factories, tunnels, and long since abandoned installations. Here the waste products of previous ages provides the raw materials of today



Industrial wastes are pumped out of the lower levels of the hive shell

A hive might reach into the sky as far as twelve miles above the surface of Necromunda and occupy an approximately circular ground area thirty miles across. As well as the visible surface part of the hive this is a vast and mostly abandoned underground area up to four miles deep

Aerial View of Hive





The new factory levels are a network of waste pipes, gutter-shafts and gas-drains which bleed poisons and noxious wastes away from working areas. These drains stick out of the lower flanks of the hives, flaring off dangerous gas, belching out fumes into the filth-ridden air, or pouring poisonous liquids and solid waste onto the polluted ash below.

Industrial production is controlled by the many clans. Each producer fits into a pattern of feudal obligation - supplying other clans and taking raw materials, components and power from others. Large, powerful clans act as clearing houses for the goods and services provided by their feudal inferiors. This industrial feudalism of Necromunda regulates demand and supply in a thoroughly efficient manner.

Clans will often rise in power and importance, as lesser clans in related industries come together in uneasy alliances. Sometimes conflict of interests, territorial rights and clan rivalry lead to inter-clan feuds. This is one of the main causes of gang warfare on Necromunda.

Workers usually live in or very near the factories where they work, and are as much a resource as the machines they tend. In some cases, workers, especially Techs, are surgically adapted to perform specialist functions. Such physical and mental enhancements are expensive to finance, which makes such workers very valuable.

OLD FACTORIES

As the surface of the wastes rises it becomes increasingly difficult to service the factories on the buried levels. Huge vacuum pumps lift the countless tons of filth up above surface level for venting outside the hive, but even these have their limits. There is a point in each spire below which disposing of the factories' rubbish is impractical. When the cost of disposing of a factory's waste is no longer outweighed by the value of its output, it is closed down and abandoned.

As the lower levels fall below the level of the ash wastes and are abandoned to low-life scum, lower hab layers are converted into new factories, and the upper hab levels are extended upwards. In this way the spires of the hive world are being continually renewed.

The old factory layers are filled with abandoned machinery and hab levels and often reach as far below ground as the spires stretch up above it. The lowest parts of the old factory levels are little more than rubble, having collapsed under the weight of the hive, or been deliberately filled in to make foundations for later building work. The abandoned factories and hab levels are infested by scavvies, gangs who roam the dead layers of the hive scavenging for anything they can use or trade.

THE UNDERCITY

Below the hive's foundations lies a honeycomb of ancient tunnels, ruins, and buildings from Necromunda's long-dead past. These ruins lie at the very bottom of each spire, far below any factories and the ash wastes: they are the undercities, the oldest and deepest parts of Necromunda's hives.

Undercity zones predate the hives by many centuries, even millennia. They are remnants of Necromunda's true cities, built before the planet's natural ecology was destroyed, when there were no encroaching ash wastes. It is quite possible that the remains of the colony barges that first brought mankind to the planet still lie beneath some hives.

The undercities are infested with fugitives, outcasts and mutants who are regarded by the upper hive-dwellers as little better than the animal vermin which are also found there. Life in the undercity is even more violent and difficult than life in the spires above. Many of the most ruthless hive gangs have origins in the undercity. At the bottom of the hive, upward mobility is more than an abstract concept. The strong, the lucky and ruthless can rise to the top, in terms of actual location in the hive as well as in status. It is not unknown for survivors of the undercity to reach high status as officers in the Imperial Army, schooled and tempered by the terrible necessities of survival.

THE FORBIDDEN CITIES

The military tunnels which link the hives of Necromunda run deep beneath the ash wastes, cut into the very bedrock of the planet. This travel network was constructed so military forces could be moved quickly around the planet, enabling them to be concentrated wherever they are needed.

Access to the hive is via great ramp-shafts guarded by gatehouses, but unauthorised persons are able to gain entry through the heat sinks and air-vents. Under the hives, and linked to this underground tunnel network, are cavernous storage depots and bunkers, used for

stockpiles of synthetic food and raw materials in anticipation of war or some other disaster.

The tunnel system and its associated bunkers are very ancient, dating to a time before the hives had grown to the massive size that they are now. As the system is continually being renovated or enlarged, many tunnels and bunkers have been bypassed or disused and sealed up. Over the millennia, these unused tunnels and bunkers have been forgotten and lost.

Since the discovery that these places are the only source of the valuable drug spook, they have been secretly re-colonised and are now known as the 'Forbidden Cities'. If they've heard of them at all, most Necromundans don't believe they're real, thinking their existence to be yet another urban fable.

It is in these ancient bunkers that the decayed synthdiet deposits are found which are used to make the psychic drug spook. It is likely that officials of the Lord of Necromunda discovered the distinctive green deposits while they were supervising work on the tunnel network. Since then, the nobility and the ruling dynasty of Necromunda has always had a hand in the production and trade in spook. Only the nobles, with their ability to call on the services of subordinate clans, techs and para-military forces have the diverse resources needed to process the decayed synthdiet into spook.

The cavernous vaults of the Forbidden Cities are extended and embellished with the wealth brought in by spook. Pillared halls are cut from the rock, polished stones and mosaics adorn the floors, ceilings and walls. They become palaces of archaic decadent splendour.

The cities' workforce is recruited from the scum of the undercity, supervised and guarded by savage undercity gangs. If they cannot find enough willing workers they will incite undercity gangs to make slave raids into the lower hab layers or offer to buy captives from nomad slavers. Once introduced to the decadent life within the Forbidden City, most slaves are reluctant to ever be free again.

Spook exploitation brings in incredible wealth. This wealth helps to maintain the privileged lifestyle of those noble families secretly involved in its manufacture and trade. These are the so called Lords of the Forbidden Cities. Some are of noble origin, others are adventurers of obscure origin who have connections with the nobility. Frequently they are members of noble households who have gone into exile because they are suspected psykers or wish to escape from political enemies. They simply disappear from the upper spires, setting up court in the hidden bunkers where the spook is processed.

SPOOK

While there are many decaying foodstuffs down in the bunkers, only a certain type degenerates into the spook lode: the vestigial remains of the oldest kind of synthdiet made on Necromunda. The decayed synthdiet deposits are now nothing more than a lurid green powder, having been acted on by mutant fungi for thousands of years. It contained a high proportion of recycled human protein and it is this human essence which is likely to account for its dramatic effects on the human psyche.



The drug spook is taken in liquid form - the ultimate magic potion. When drunk in small amounts, it awakens the imbiber's psychic abilities. When drunk in quantity it opens the channel between a person's physical body and their soul in the warp. If the individual has a strong soul, it will be drawn into his material body; if he has a weak soul, all psychic energy will be instantly sucked out of him and lost in the void. It is for this reason that spook is a very dangerous substance, and its use viciously repressed by the Imperium.

In hive-world society, people are constantly seeking ways to exploit anything they discover. The people who stumbled on the unusual green deposits investigated ways of turning them into wealth, as they would have done with any substance, and in the process discovered spook. Being ignorant of matters of the human soul and the danger inherent in mankind's metamorphosis into a psychic race, spook was seen as just another substance to be recycled and exploited for profit.

There has always been a massive demand for drugs in hive-society, mainly to supplement the diet and ward off sickness. Spook became popular among the nobility who revelled in its exotic effects and it has slowly filtered down throughout hive-society.

The noble households which exploited this resource naturally kept the trade secret and continued to grow rich. The household of the Lord of Necromunda himself was involved in the business and was able to organise off planet trade of spook. This had to be accomplished using smugglers, since the Imperial fleet conduct all legal trade in space.

No-one knows or can predict where the spook deposits are to be found, but whenever one comes to light, the officials of Lord Helmawr's officials who are part of the

spook ring are informed, and mining and processing can begin. Trusted noble households with a close connection to the ruling dynasty will get the concession to exploit the deposit.

Small quantities of spook are also found and traded by scavvies who stumble on eroded deposits during their delvings. This accounts for a small amount of wild spook that is traded in the undercity and shanties. Imperial agents trying to track the spook to its source usually end up following the scavvy spook and thereby miss the main source. Of course, there is nothing to link the nobility or the Lord of Necromunda to the scavvy spook.

The most significant outlet for spook is the secret cults that lurk in many hives. These cultists need a regular supply of this psychic-enhancing substance. The Immortals in particular require vast quantities for their rites and the expansion of this cult is certainly the single greatest factor in the growth of the spook trade. Most of the spook lords who rule the Forbidden Cities are probably already members of this cult.

Spook is easily distributed via the various undercity, scavvy or nomad gangs who ask no questions and only know of the next link in the chain.

THE SHANTIES

Shanty towns are built outside the hives, clustered at the outer edge of the shells of the spires. They are inhabited by all kinds of hive world scum who cannot cope with life within the hives. The spires, at least, offer a limited protection against the poisoned rains and corrosive ash. The best shelter a shanty dweller can hope for is one or two layers of packing material, or an abandoned vehicle. To make matters worse, much of the factories' toxic effluent pours directly down onto the shanties.

If a shanty remains in existence for any length of time and somehow escapes being swept away by a storm, the inhabitants will excavate caves and cellars into the solidified sludge and compacted dust. These dwellings can be reinforced by sludge baked by the sun into crude bricks. By retreating into these refuges, some shanty dwellers survive the ash storms that sweep away the more flimsy parts of their homes. When the storm abates, they force their way through the wind-blown dust to the surface and attempt to rebuild the shanty out of the wreckage of the old one.

Conditions in the shanties are worse than anything in the hives, yet for most shanty-dwellers even their crude home is preferable to wandering the ash wastes, where they would fall victim to the creatures and nomads if the heat, corrosive dust and freak storms did not get them first.

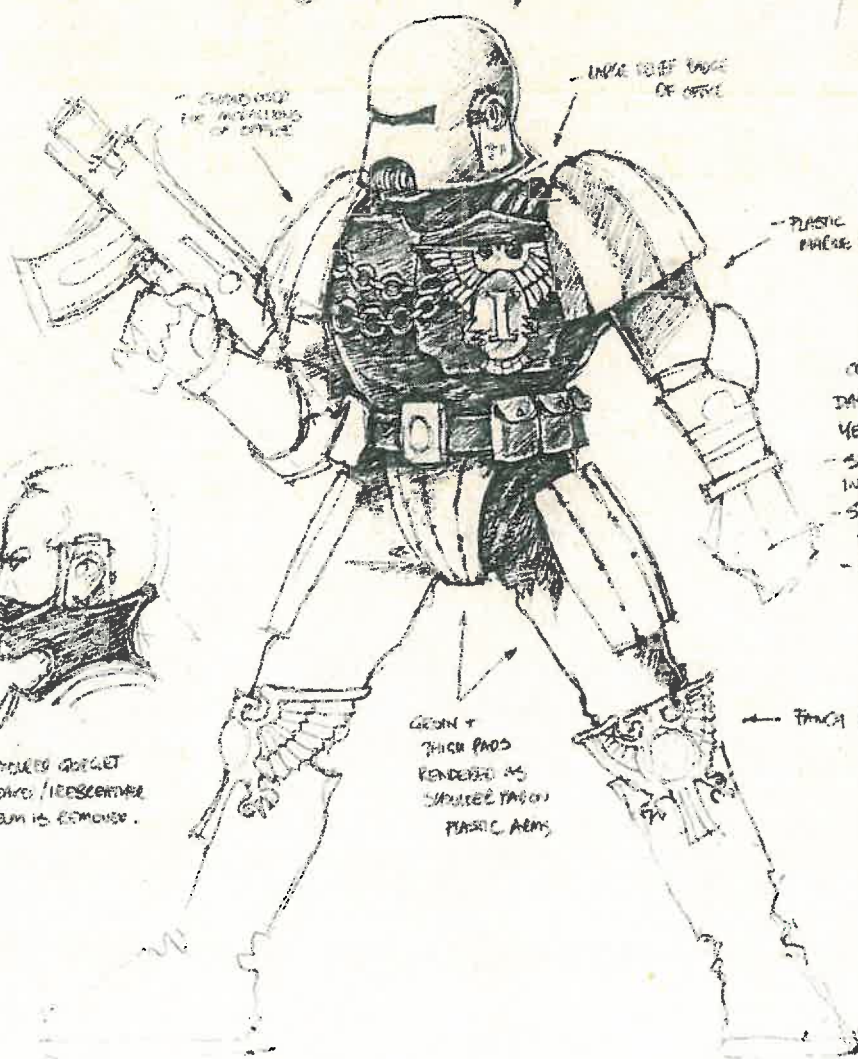
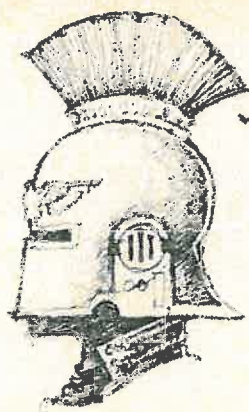
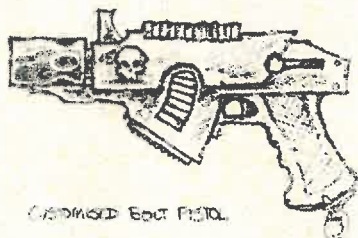
No-one from the hives bothers shanty-dwellers very much - they have little worth taking. Furthermore, the sprawling settlements are home to vicious gangs of shanty-dwellers, scavvies and nomad bands that have come to the shanty to trade.



TONY ACKLAND

ADEPTUS ARBITES

Jes Goodwin's concept sketches for the new Citadel Miniatures Imperial Judges



COLORS : ---
DARK BLUE/BLACK, WITH
YELLOW/WHITE PIPING,
- SHOULDER PADS COULD BE
IN ALTERNATE STRIPES,
- STRIPED DOWN TROUSER SEAM/
BOOT
- HELMETS IN DIFFERENT
METALLICS?



ARM +
THICK PADS
RENDERED AS
SHOULDER PADS ON
PLATE MAIL

THICK CROWN BOAT TIPS

SQUAD =
4 ARBITERS +
DETECTIVE [RESCUE]

- COMBAT SQUADS
- SQUADROPS: WORN POWER MAIL (BOTH TROUSERS) AND SUPPRESSOR SHIELD.
- BOLT PISTOL AS BASIC SIDE ARM.

JES A JUNE 1980.

GAMES WORKSHOP™

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All the questionnaires that we receive by the closing date will automatically be entered into the Mega Prize Draw.

CLOSING DATES

UK entries	31st October 1990
US entries	30th November 1990
Rest of World	30th November 1990

Only one entry per person, please.

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COMPLETING THE QUESTIONNAIRE

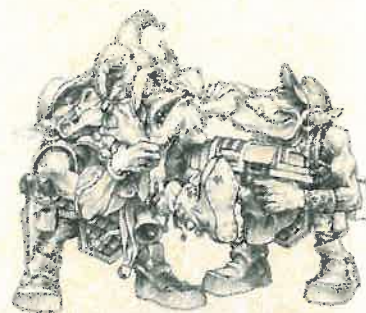
Filling in the Readers Poll is simplicity itself. In most cases you just have to tick one or more boxes – for each question, it'll say whether you should tick only one box or as many as apply.

Where we ask you to write something in (eg your name and address), please write clearly in **BLOCK CAPITALS**.

Remember, there are no right or wrong answers to the Poll – just answer as accurately as you can.

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To return the Poll, remove the page from the magazine and fold it into three with either the UK or the US address on the outside. Then glue along the flaps as directed. If you're in the UK or US, you can send it back to us completely post free – outside the UK or US, you'll have to affix stamps as usual.



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Prize offer limited to games, books and miniature sets currently available. This competition is not open to employees of Games Workshop or their relatives. The decision of the judges is final – no correspondence will be entered into.

GAMES WORKSHOP™

READERS POLL

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Please complete this poll in BLOCK CAPITALS and clearly tick the boxes. Then remove this page from your magazine, fold as instructed on the rear, and post to the UK or US address. If you return your poll before the closing date, we'll automatically enter you for our Mega Prize Draw!

Name:

Address:

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Age:

Sex: (tick one)

Male ☐

Female ☐

Are you: (tick one)

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unemployed ☐

at college ☐

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How many years have you been gaming:

List your three favourite Games Workshop games in order:
(write 1, 2 or 3 opposite the relevant games)

Warhammer Fantasy Battle

Warhammer 40,000

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Space Hulk

Blood Bowl

Dark Future

Advanced Heroquest

Warhammer Fantasy Roleplay

Talisman

Dungeonquest

Where do you buy your Games Workshop products from: (tick one)

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game with miniatures ☐

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Yes ☐

No ☐

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Indy ☐

Hip-Hop ☐

House ☐

Other ☐

Which of the following games do you play: (tick any)

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Board wargames ☐

Historical miniatures wargames ☐

Dungeons & Dragons ☐

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SWOOPING HAWKS

The Eldar Aspect Warrior squads shown on this page were all painted by the 'Eavy Metal team, working towards an Eldar army to challenge the Ork hordes or invincible Marine forces. The very latest miniatures into the Studio are the Eldar Officers, the Exarchs and the incarnation of the Bloody Handed God, the Avatar. These are all beautifully sculpted by Jes Goodwin and must be the most impressive miniatures that he's made yet, the Avatar stands an amazing 55mm tall!

Most of the squads shown on this page have two variants of each of the Aspect Warriors – the second version of these miniatures, which we haven't shown before in 'Eavy Metal, are the latest releases. These models have very simple, mainly one-colour paint schemes, so they're very quick and easy to paint.

The base colour is applied over the entire model except for the weapons which are given a base coat of Chaos Black. The Dark Reapers are painted entirely black, the highlights are added with Moody Blue on the undersuit and Skull White is added to Chaos Black for the highlights on the armour plates. The helmets are next given a coat of Skull White – this acts as an undercoat for Blood Red.

(Continued in 'Eavy Metal)

RICHARD PICKUP

Richard was the winner of the Single Miniature category at this year's Golden Demon Awards. This wide range of Citadel and Marauder Miniatures all exhibit the fantastic attention to detail on Richard's bases. Note how he has used dried seed pods and husks for a natural feel.



NURGLING



NURGLING



TROLL CHAMPION



OGRE SHAMAN



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MARAUDER MINIATURES
CHAMPION OF CHAOS



JOHN BLANCHE

You know what you must do, Borshak?" Inquisitor Kryptman asked sternly. The psyker nodded shakily.

"I-I must read this alien artifact and t-tell you what I find." Kryptman nodded. He mistrusted Borshak - like all empaths, the psyker was highly-strung but there was more to it than that. There was a weakness about the skinny youth that made Kryptman suspect that Borshak might be receptive to malign influences. He resolved to watch him closely.

They made their way down the cold stone corridor of the Talasa Prime base. The two black-robed security novices saluted Kryptman at the door. He answered their salute by punching his fist against his chest.

"Password?" asked one of the novices. Ordinarily Kryptman would have been unfazed by the need to give the code words. Even here in one of the most heavily-guarded citadels of the Inquisition he could understand the need for vigilance. However, he was nervous about the alien artifact and the circumstances it had been discovered in. Coupled with the reports of sector-wide unrest, it had set his nerves on edge. He wondered if the appearance of this strange creature was the harbinger of some new threat to the security of the Imperium.

"Opus Dei," he said testily. The cold-eyed novices stepped aside. Kryptman raised his ring and pointed at the doorseal.

"No barrier stands in the way of the truly faithful," he said. The red jewel set on his ring pulsed. The runes on the door flared to life and the door dissolved. Kryptman gestured for Borshak to proceed then followed him into the secure area.

He knew then that they were safe in isolation. The secret of the dissolving doors was one of the Inquisition's most carefully-guarded secrets and he was one of the few men privy to it.

The artifact sat on a plinth in the centre of the room, the eerie blue aura of the stasis field glowing about it. They moved across to the dais and looked down upon it.

"I-it l-looks alive," muttered Borshak. He clawed at his shaven head with one dirty nail-bitten hand. "I-I d-don't like it."

"It doesn't matter whether you like it," said Kryptman. He understood Borshak's unease. The fleshy, pulpy appearance of the thing set his stomach turning. During his own novitiate he had studied torture techniques. The appearance of the thing reminded him far too much of an arm from which the flesh had been flayed to reveal muscle. "Just read it."

"Y-you say that this was taken from the wreckage of the freighter *H-hammer of F-foes*?" Borshak asked.

"Yes, it was stored in stasis." This was more like it. The psyker had begun to collect information in order to facilitate his reading.

"And that there w-was n-no crewmen on board."

"No living crewmen. Many of the escape pods were fired. They have yet to be found. About three of the crew have still to be accounted for. We found the bodies of the others. They had been killed with something that appeared to be organic material. Eaten right through as if by a combination of acid and giant worms. The ship had been decompressed. We found the body of its Astropath floating near the stasis chamber. He had died of oxygen starvation. The artifact was in the chamber."

Borshak took a deep breath. His lined face looked even more worried and careworn than usual. He peeled off his gloves resignedly. "I-I'm ready," he said.

Kryptman intoned the litany. The stasis field de-activated. For a long tense moment they waited. At first nothing seemed to happen and they relaxed slightly. Kryptman checked the readings on the brass-rimmed screen of the wall monitor. The techpriests had been correct, no biological contamination. So far, so good.

He became aware that Borshak was looking at him. He nodded. The psyker proceeded; a grimace of distaste passed over his face as he touched the mucus-coated *thing*. He pulled his hand back. A thin film of slime glistened on his skin. "Urgh," he said.

"Get on with it."

With a slight shudder he grasped the thing once more. He closed his eyes and took a deep breath, settling down into the trance state needed for psychic receptivity. A faint nimbus of light played around the eye symbol tattooed on his forehead. When he spoke his voice seemed deeper and more confident.

"I-it is alive," he said calmly.

"Sentient?" asked Kryptman.

"B-barely. I'm recieving conflicting impressions of the thing. I've just barely made contact. I-it's so - alien. It's like trying to read the mind of a s-spider."

"Try for a deeper reading," Borshak nodded. His breathing

slowed. If Kryptman had not known better he would have said Borshak was asleep. He noticed a small tic had appeared far back in the psyker's jaw.

"I-it's alive and part of it h-hates. I-it's so fierce. N-no. One of them is so fierce. It lives to bite and chew and spit, it chews up the other part, the little part and makes it into sh-shrapnel. Th-there's three of them. One bites, one guides and o-one - and one dies."

"One dies?"

"Y-yes, one lives to die. I-it's odd. The small one is many. It lives to die. It is chewed up and turned into projectiles and it i-infects the target."

"Speak sense, man." Borshak had started to sweat. The strain of contact with the alien thing was starting to tell.

"I-it's a weapon a-and t-it's alive. The bullets are alive. The firing mechanism is a-alive and the gun's alive. I-it's a kind of symbiotic organism l-like the martian tree-crab. I-it's alive and we - it hates you - us"

Kryptman's mind reeled. A living weapon? A living rifle? He tried to think of how such a creature might evolve? It was madness - weapons were designed not born.

"Try psychometry - find out what happened on the *Hammer*."

"We are picked up by the sensitive one, the one who speaks at distance. He senses our hate and he responds. At first he is curious then he grows to know and love us. He is united with us. He senses our bloodlove and we hunt - we hunt the meat-things, the enemies of our makers. He knows our need to plant our seed within them. He knows we hunger to spurt forth the little hungry ones who eat the meat. He carries us and we seek our prey through the red dark of the long-long corridors."

Kryptman noticed how agitated Borshak had become. The gun had started to throb in his hand. The fleshy muscular sacs pulsing like the valves of a great exposed heart. He sensed that something was wrong.

"Put the thing down, man. It's doing something to your mind."

"We h-hunted the meat-things, to lay the young-eggs within their flesh. Again and again we send them forth, pleasure bursting through us mixed with the pain as we send the little eaters on their way. Fire them out to bore through the meat."

Borshak swivelled the huge gun to bear on him. Kryptman threw himself to one side. The thing in Borshak's hands spasmed. There was a terrible tearing grinding sound. Kryptman remembered what Borshak had said about the grubs being chewed up and spat out. There was a sound like a man vomiting. A burst of mucus sprayed out. Something hard cracked on the wall behind him. A stink, as of excrement mixed with bile, filled the air.

"Yes-yes we hunt the meat-things - but they flee into the great dark and they trap the ship - soon it is hard to breathe but the meat-thing, our carrier, our partner, places us in stasis so we might live. Now we have new partner. Groupmind complete."

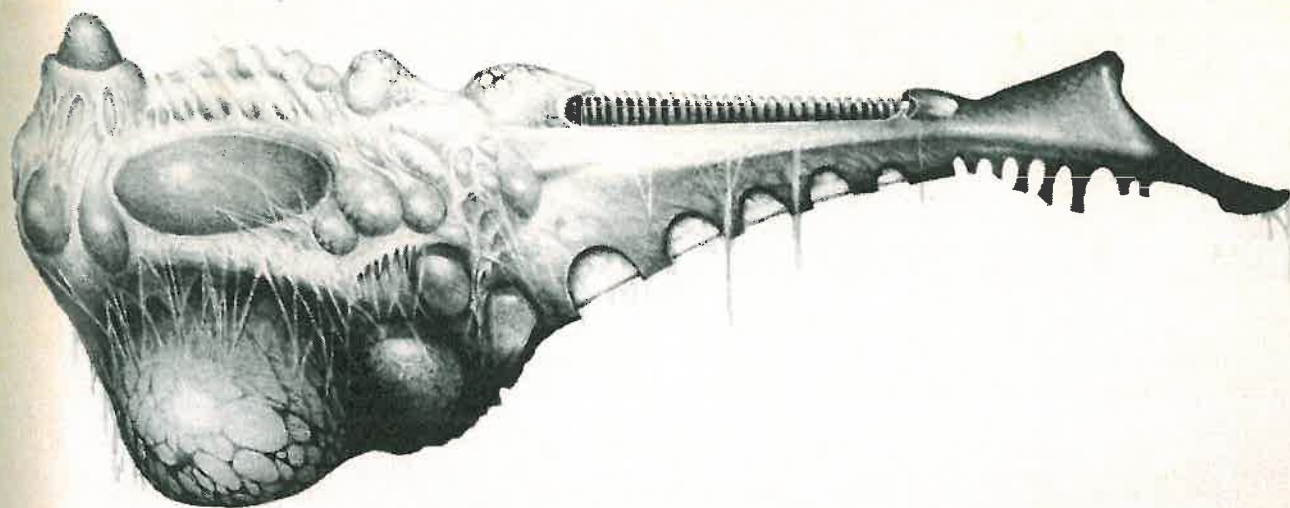
Kryptman rolled behind the dais, drawing his pistol. The grinding sound continued. A burst of shrapnel tore into the dais. Steam rose from the stone where the acidic mucus eroded rock.

Kryptman leapt up and blasted. The bolt flew straight and true into Borshak's chest. His rib-cage exploded. What was revealed within reminded Kryptman oddly of the weapon falling from the psyker's dead hands. He fought to control the urge to pump bolter-shells into it.

It lay there dormant. Borshak's mouth continued to open like a fish's would when out of water. The Inquisitor understood now what had happened on the *Hammer*. The ship's astropath had melded with the weapon and hunted the unarmed crew. They had fled in the escape pods, after decompressing the ship. Rather than let the weapon die, the astropath had put it in stasis and suffocated himself. That question answered, Kryptman could hand the artifact over to the techpriests for dissection.

There were still other questions that needed answers though: who had made the gun, where had it come from, were there any more?

Kryptman had a premonition that he and the whole Imperium would soon need to know the answers.



CHIVALRY™

CARD MODERATED COMBAT FOR BATTLING KNIGHTS

BY DAVE ANDREWS, ALAN & MIKE PERRY AND NIGEL STILLMAN

As some of you may know, we've been working hard on a new Warhammer game called Chivalry. This is quite a departure for us because, rather than being set in our own game universe of the Warhammer World, it takes place in the wholly historical setting of the fourteenth century, complete with knights, retainers, peasants and all the bloody trappings of medieval warfare.

As part of the Chivalry game, we've developed the card-based combat system described here. The card game can be played on its own, although it was originally intended to work together with Warhammer. When knights meet in combat they resolve their personal battle using this card system rather than the normal Warhammer rules, but for all other fighting Warhammer hand-to-hand combat rules apply.

However, it's also possible to play this combat game in its own right. You'll need the cards printed here and two knight models. You'll also need to use a little ingenuity and invention to cover the circumstances which we've not yet fully covered. We hope you enjoy this glimpse at our work in progress. If you have any ideas or comments on Chivalry, why not write and tell us?

Before you can play Chivalry, it's necessary to cut out the playing cards and mount them onto thin cardboard. You can then mark the backs of the cards red for attack cards and yellow for defence cards. Once this is done you're ready to begin!

The game is played between two players, each representing a medieval knight. Each player has a knight model which he places on the table in front of him.

1. First sort the cards into two decks – the red **attack cards** form the **attack deck**, and the yellow **defence cards** form the **defence deck**. Shuffle each deck and place it face down in front of the players.

2. Both players roll a D6 and the highest scoring player is nominated the **attacker**; the lowest scoring player is nominated the **defender**. (If it's a draw, roll again.)

3. Each player takes a hand of cards from either or both decks equal in number to his **combat value**. This is usually 6 to begin with although it may decline as described later. These cards form the player's hand and are kept hidden from his opponent.

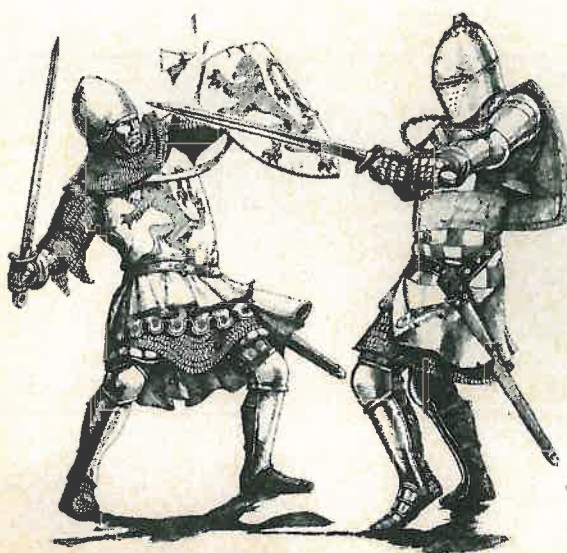
4. The attacker chooses an attack card from his hand and plays it face up so that the other player can see it. The area attacked is shown coloured **red** on the card. This will be either the left or right arm, left or right leg, head, torso or stomach.

Some attack cards allow two areas to be attacked at once – these represent a feint to one area followed by an attack to another and are very difficult for the enemy to avoid.

If the attacker prefers he may choose not to play a card from his hand and instead play the top card off the attack deck. As he does not see the card until he plays it, this is always something of a gamble. This represents a wild and unpredictable swing which might just be lucky enough to catch the enemy off guard.

5. The defender may play any one defence card from his hand which blocks the attack. A defence card blocks attacks to the area or areas shown coloured **yellow** on the card. An attack card is only successfully blocked if **all** the areas attacked are blocked – a defence card which blocks only one of two areas under attack is of no use.

If the player is unable to block the attack he may elect to play the top card off the defence deck instead of a card from his hand. Neither player knows what this card will be – but the defender may be lucky enough to successfully



MIKE PERRY

block the enemy's attack. This represents a panic reaction rather than a planned defence.

6. If the defender cannot lay a card to block the attack, or if the top card laid from the defence deck fails to block the attack, then the defender is hit and wounded. The defender fans his cards and the attacker selects the number of cards indicated by the number on the successful attack card. This number of cards are removed from the defender's hand. In this way, a player's hand is reduced in size, limiting his future options, representing his growing fatigue as well as any actual wounds sustained.

If, as a result of sustaining wounds, the defender's hand is reduced to no cards the knight he represents falls casualty and is removed from play – the player has lost! The knight is not necessarily dead (he might have collapsed because he is badly exhausted or wounded) but he is out of the game.

7. Unless a knight has fallen casualty, both players now take cards from either deck to replace cards they have used during the exchange. In most cases this will be a single card, although it will be none if the player picked the top card from one of the decks rather than play a card out of his hand. Where the defender successfully blocks an attack, the number of cards in the players' hands therefore remains the same.

8. If the defender successfully blocks an attack by means of a **counter** card, then not only is the attack blocked but the defender has made a counter move and gains the upper hand. The defender now becomes the attacker and the attacker becomes the defender – the tables are turned!

9. The combat continues with the attacker laying an attack card followed by steps 4 to 8 above. The combat continues in this manner until one knight falls casualty or breaks from the fight as described later.

SPECIAL RULES

Certain cards allow the knight to attempt special moves as described below.

Dodge and Leap Back

These defence cards block attacks to any and all parts of the defender. If a defender **dodges** or **leaps back** he blocks the enemy's attack but he does not counter it. Once a defender has played either a dodge or leap back card, the combatants break apart. See *Ending Combat* below.

Bash to Ground

A **bash to ground** attack card can only be blocked by a leap back, dodge or distract. Unless this attack is blocked, the defender is pushed over onto the ground. The defender immediately places his entire hand of cards face down on the table and cannot use them. Instead, he must use the top card off the defence deck to attempt to block further attacks.

The defender remains on the ground until he manages to successfully counter an attack. Once he successfully counters an attack, he rises to his feet and the player picks up his hand of cards. Because he has successfully countered, he now becomes the attacker.



COLIN HOWARD

If the bash to ground card is successfully blocked by a leap back or dodge, the attacker is overbalanced and falls to the ground himself! The attacker places his cards face down and immediately becomes the defender just as if he had been bashed to the ground himself. The previous defender becomes the new attacker. In this case the card is treated as if countered, even though dodges and leap backs don't normally act as counters.

If the bash to ground card is successfully blocked by a distract card (see below) then the attack has been successfully countered, but the former attacker does not fall to the ground. The combat then proceeds as normal with the distracting player now the attacker.

Distract

The **distract** card automatically blocks any attack. In addition, the card acts like a successful counter, so the defender immediately becomes the attacker.

Cleave

A **cleave** is a blow of such power that it cuts straight through an arm, leg, or neck. Unless a cleave card is successfully blocked, the attacker's blow slays the defender and ends the game.

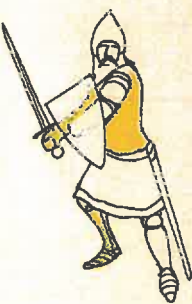
Frenzied Attack

If the attacker lays the **frenzied attack** card, he immediately takes the top card from the attack deck and plays that as well – he therefore plays two attack cards at once! The defender must successfully block all the areas attacked or else he sustains the combined damage of both cards. Following a frenzied attack, the attacker is so exhausted that he loses the advantage of combat and the defender automatically becomes the attacker whether he successfully countered or not.

CHIVALRY™ DEFENCE CARDS

DODGE 	COUNTER ATTACK 	LEAP BACK 	COUNTER ATTACK 	COUNTER ATTACK 
PARRY HIGH 	COUNTER ATTACK 	COUNTER ATTACK 	PARRY 	PARRY LOW 
DODGE 	DISTRACT 	PARRY RIGHT 	COUNTER ATTACK 	COUNTER ATTACK 
COUNTER ATTACK 	PARRY HIGH 	PARRY 	PARRY LOW 	PARRY RIGHT 

CHIVALRY™ DEFENCE CARDS

PARRY HIGH 	PARRY 	PARRY LOW 	PARRY RIGHT 	DISTRACT 
LEAP BACK 	PARRY HIGH 	PARRY 	PARRY LOW 	PARRY RIGHT 
DISTRACT 	COUNTER ATTACK 	COUNTER ATTACK 	COUNTER ATTACK 	COUNTER ATTACK 
COUNTER ATTACK 	COUNTER ATTACK 	DODGE 	COUNTER ATTACK 	COUNTER ATTACK 

ENDING COMBAT

An attacker may at any time elect to forego his attack in favour of breaking combat. Either player may at this stage elect to retreat in which case the game is over. Assuming neither player retreats, combat can be resumed by dicing for attacker/defender as in step 2 above. Combat can also be broken off by a defender who leaps back or dodges. Otherwise the game is over only once one model falls casualty.

WARHAMMER

We cannot at this stage provide full rules for incorporating the Chivalry card system into Warhammer Fantasy Battle but this shouldn't stop you having a go if you want! You'll have to make whatever adaptations you find necessary as you go along, but this shouldn't prove too challenging for experienced players.

The Chivalry card system may be used in any game of Warhammer to resolve hand-to-hand combat between two knights. The normal to hit, to wound and save procedures are ignored. Instead, the antagonists play a round of Chivalry-style combat using the card system.

The hand-to-hand combat round is concluded for the knights if combat is ended as described above. It is convenient to move the two models 2" apart at this stage, leaving them free to re-enter combat or move away in their following turn.

After a round of combat is over, note down the number of cards a model has remaining and return all cards to the deck. Add the number of cards to the number of Wounds the model has left on its Warhammer profile. Then proceed as follows:

6 or more: if the result is 6 or more, the model has not sustained any permanent damage and his combat value is not reduced. This means that an otherwise undamaged model continues to draw 6 cards at the start of any further rounds of card-moderated combat.

5 or less: if the result is 5 or less, the model's combat value is reduced to this number. The number of cards the player draws at the start of any further round of combat is reduced to the new combat value. Note that combat value cannot be increased once it has been decreased – it can only stay the same or fall further.

For example: two knights both have 3 Wounds on their Warhammer profile and begin with a combat value of 6. During the combat round, one knight loses 4 cards while his opponent loses only 1. The knight who loses 1 card has 5 left – as $5 + 3 = 8$, the knight's combat value remains at 6. The other knight has only 2 cards left in his hand – as $2 + 3 = 5$, the knight's combat value is reduced to 5 thus reducing the number of cards he draws at the start of the following round.

Once a knight's combat value has been reduced in this way it cannot recover during the battle – he has been too badly hurt to continue to fight fully effectively. If the knight sustains wound damage on his Warhammer profile (perhaps from missile fire for example) then his capacity to

recover cards will obviously be reduced. In the next combat round players begin with fresh cards chosen in the normal way (see step 2 above) with appropriate reductions as described.

It will be obvious to experienced players that cards lost during a knight-versus-knight combat cannot effect the number of wounds a knight has on his Warhammer profile. This is true – but it does not prevent a knight slain during card combat from being killed! A model slain in the card system is removed from the table and his Warhammer Wounds profile immediately reduced to zero.

Other Races

There is no theoretical reason why this card system cannot be extended to cover heroic combat between creatures of different races, although this lies outside the immediate scope of the article. For example, different races or levels of character can be represented by a lower combat value so that they hold fewer cards initially.

Ordinary level troops can be represented by laying cards straight off the top of the card deck to see where they attack or defend – any such troops are slain if they sustain any damage at all.

Where models have unarmoured areas, the amount of damage they sustain can be increased. For example, a model struck on any area which is unarmoured suffers double damage. Of course, it's preferable to make up your own card sets to represent any non-human races. Feel free to do this and let us know how you get on.



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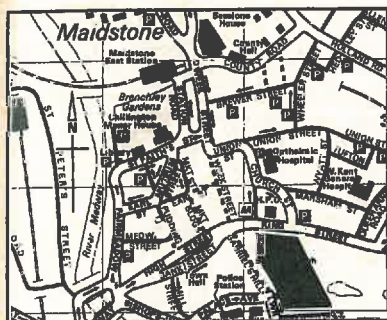
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Our new store in Maidstone is now open. We're running gaming evenings until 8pm every weekday. So pop in and meet our resident gaming experts Guy Carpenter and Lance Fielder.



GAMES PRODUCTION STAFF

Games Workshop currently has a number of vacancies at its busy Design Studio in the centre of Nottingham. This is where White Dwarf and all our games are designed, written, edited, illustrated and prepared for printing.

We are currently reorganising the Studio into self-contained design cells, each with the staff and hardware to perform all the tasks involved.

We are looking for committed and enthusiastic individuals who are already immersed in the world of hobby gaming and who are intimately familiar with our Warhammer games and the associated ranges of Citadel Miniatures.

The right attitude is far more important than publishing experience, but familiarity with Apple Macintosh DTP and a facility with English could be an advantage.

The successful applicants will find themselves in a hard-working team, dedicated to the creation and production of the finest hobby games material in the world.

For further details, please write in the first instance to Simon Forrest at the address below. be sure to enclose a brief CV and details of your gaming background.

Games Workshop Design Studio, Enfield Chambers
14-16 Low Pavement, Nottingham NG1 7DL

UK STAFF RECRUITMENT

RETAIL MANAGERS

Games Workshop is not just concerned with the design and production of games, novels and miniatures. Our expanding chain of retail stores plays a vital role in the company's continued success and we need experienced Warhammer gamers to fill positions as Retail Managers.

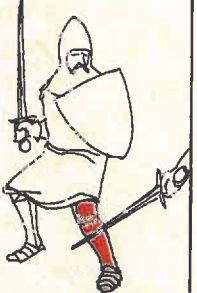
Games Workshop stores are more than mere retail outlets: our retail managers must take the responsibility for creating regional hobby centres. Our stores should be places where newcomers and old hands alike can participate in and contribute to the world of Games Workshop hobby games.

The successful applicant must therefore have a good working knowledge of Games Workshop games and Citadel Miniatures. It's not enough to be a keen miniature painter who has seen a couple of our games being played.

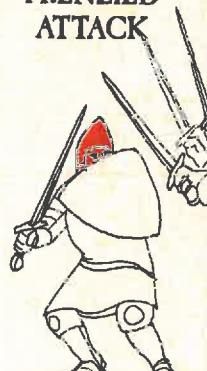
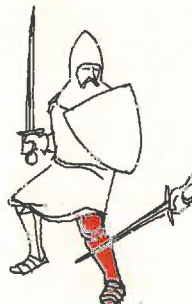
Previous retail experience would be useful but is not essential as comprehensive training will be given at our Head Office and Design Studio in Nottingham. You must, however, be willing to relocate to anywhere in Britain.

If you fulfill these requirements and would enjoy a career with excellent prospects for the right person, phone Clive Thompson at our retail department on 0773 769731 for further details.

CHIVALRY™ ATTACK CARDS

2 SLASH 	1 CUT 	1 PUNCH 	2 SLASH 	1 CUT 
3 HACK 	1 STAB 	2 SLASH 	3 LUNGE 	3 HACK 
1 CUT 	CLEEVE 	CLEEVE 	CLEEVE 	1 CUT 
2 THRUST 	2 SLASH 	2 SLASH 	1 STAB 	2 SLASH 

CHIVALRY™ ATTACK CARDS

1 BASH TO GROUND 	2 SLASH 	1 STAB 	1 CUT 	3 HACK 
3 HACK 	3 HACK 	3 FRENZIED ATTACK  +1 RANDOM ATTACK	2 THRUST 	1 STAB 
3 HACK 	1 CUT 	1 BASH TO GROUND 	2 CUT 	2 SLASH 
1 BOOT 	1 PUNCH 	1 CUT 	1 CUT 	2 SLASH 

GAMES WORKSHOP™

GAMING LEAGUES

So you think you're the best? Your Blood Bowl team remains unbeaten; your Marines advance in the Emperor's name, fearless of defeat; your Elves, Orcs or Dwarfs have conquered most of the Known World...

Here's your greatest challenge: the Games Workshop Gaming Leagues. This is the chance to prove your forces are as tough as you claim and to receive the honour and recognition due to your achievements on the field of battle.

If you play well, you could become the local Champion with a feared and respected army. And for those who get to the top of the Leagues, there's the chance of a place in the League Championships at Games Day.

GAMING LEAGUES 1990/91

The 1990/91 Gaming Leagues are just beginning, so now's a perfect time to get involved. If you've already taken part in one or more of the Leagues, you'll know all about the fun and excitement of competing for the ultimate prize of the League Championships. If you're new to the Leagues, get down to your local Games Workshop store straight away to find out what it's all about.

Joining the Leagues

There's nothing difficult about entering or playing in the Leagues. The action is centred at your local Games Workshop, where the store manager will help you register, keep your scores up to date, and will be able to arrange League games for you.

To join, just go along to your local store and ask your manager for a copy of the Games Workshop Gaming Leagues Rules and Guidelines. He'll give you a booklet that contains all these rules, plus the Roster Sheets you'll need to keep track of your army or team, along with a League Registration Form.

Once you've registered, you simply go away and fight your battles using the normal game rules. The only difference is that, after each battle, you fill out a Results Sheet which is handed in at the store – this lets the manager calculate the current League Standings. If you win, you'll move up the League – even if you lose, you still get points for playing.

In most cases, you should be able to field an army that you're already using, so there's nothing to stop you starting right away.

If you have any problems with the rules, such as making up your army list, or you'd like tips on painting your forces, your store manager will be glad to help.



The League Championships

The Leagues run for seasons of a few months. During a season, your army or team can play up to 12 League games, with each result counting towards your position in the League Standings. And once you've played your 12 games, you can always enter the same League with another army or team.

As Games Day draws near each year, the competition will really hot up – there are only places in the League Championships for those at the very top of their regional Leagues. The League Standings Tables in every Games Workshop display the current positions. Be warned: the competition for the top spots is going to be fierce, so you'll need to be playing at your best to win!

About the Leagues

The Gaming Leagues work similarly to the Golden Demon Miniature Painting Awards. They are run on a regional level, with your local Games Workshop store manager acting as the coordinator. He's in charge of helping you register, checking your results and posting the League Standings, and he'll do everything he can to make sure that you have fresh opponents and challenges every month.

The five Leagues operate alongside but independently of each other, each with its own separate League Standings Table. Everything you need to know about playing in the five Leagues is covered by these rules.

The manager will also act as judge and final arbiter regarding such things as rules interpretation.

The Leagues should be played in a spirit that is competitive but friendly. Remember, Games Workshop games are designed to be fun – don't let the Leagues turn you into a fearsome rules monster. If you're always trying to exploit the odd loophole and arguing with your opponent, you'll soon find that no-one wants to play with you. Not only that, but you'll be trussed up, tarred and feathered, run out of town and packed off to Eastwood to be fed to the Mail Order Trolls!

Miniatures

You can use either Citadel or Marauder Miniatures (or a mixture) in your games, as long as they're painted. This affords you the chance to display your prowess with a brush, as well as on the field of battle. Your local store manager, as always, is only too happy to help you with hints and tips on how to paint your models.

Your manager will be putting forward the best-painted armies or teams for the Battle Colours Miniatures Painting Competition, run in conjunction with the League Championships at Games Day. Having a beautifully-painted force, of course, doesn't affect your chances of winning the Gaming Leagues themselves, but it will make you the envy of all your opponents.

League Noticeboards

One of the most important aspects of the Gaming Leagues is the Noticeboard. This board is there for your use: to issue challenges, set up matches, or just to boast about how undefeatable your forces are!

The Rest Is Up To You!

Well, what are you waiting for? Get started and join now! A whole world of gaming and competition – and possibly the League Championship – awaits!

How to Join the Gaming Leagues

- 1) Go to your nearest Games Workshop store and tell the store manager that you want to join the Gaming Leagues. He'll give you a copy of the Games Workshop Gaming Leagues Rules and Guidelines and a Registration Form.
- 2) Fill in the Registration Form and indicate which League(s) you want to join: Blood Bowl, Space Hulk, Warhammer 40,000, Warhammer Fantasy Battle and/or Space Marine.
- 3) Read the rules for each League you've joined. You should, of course, know the rules of the games themselves. If not, learn them quickly.
- 4) Fill out the appropriate Roster Sheets according to each particular League's rules and return them to the store.

What to Do after You've Joined

- 1) Play your League games against other League Members. If you have problems finding opponents and/or a place to play, contact the store manager, who'll put you in touch with other League Members and even organise matches for you.
- 2) Hand in your Results Sheets to the store manager as soon as possible after every League game.
- 3) Attend the League Days. There's more about this below.

What Makes League Games Different

- 1) You must play at least two League games in any one month.
- 2) You and your opponent must both decide before you start playing a game whether or not that game counts as a League game. You can't play a game first and then decide it's a League game. Of course, you can still play your Games Workshop games as often as you like (after all, how else are you going to hone your skills?). It's just that your non-League games have no bearing upon your League Standing.
- 3) You're only allowed to play against the same person once in each League every two months. For instance, if you play a League game of Space Hulk against someone in July you can't play another League game of Space Hulk against him until September. However, you could still play one League game each of Blood Bowl, Warhammer 40,000, Space Marine and Warhammer Fantasy Battle against him during the same period.
- 4) Once the battle is done, fill in a Results Sheet and hand it in to the store manager as soon as possible. He'll update your League Standing and give you a new Results Sheet.

How Your League Standing Is Determined

- 1) Your position in a League is determined by the total number of League Points you've earned.
- 2) Each League's rules tell you how League Points are awarded in that League. You can only win League Points by playing League games.
- 3) League Points are not transferable between entries.

What Happens on a League Day

- 1) Once a month, there will be a League Day at your local Games Workshop at which you can meet other players from your League, arrange League games and check the League Standings.
- 2) You may also have the opportunity to receive special forces for your force. (eg new Star Players for your Blood Bowl team) and hint sheets for each game system to help you win more games.

About the Noticeboard

- 1) Use it. It's a great way to contact other League Members.
- 2) Keep a close eye on it. You never know what you might find.

Other Things You Need to Know

- 1) Each season lasts for a number of months, during which you can play a maximum of 12 League games. The final day of the season is posted on the Noticeboard.
- 2) Once you've played 12 League games in a League, you can't play any more with that army or team. However, you can make another completely separate entry into the League.
- 3) You may not have more than one entry at a time in any one League.

The Finals at Games Day

- 1) If you get to go through to the finals, your forces will first be vetted by Games Workshop's Head Office. You will also receive details of rules and forces you will be allowed to use at Games Day.

SPACE MARINE LEAGUE

The galaxy is a hostile place. There are alien forces, even unwitting Humans, that would enslave or destroy Mankind if they could. The struggle continues unabated. Wars rage over airless planets, in the city-bottoms of the hive worlds and within the Imperium itself. From the dark regions of warp space, Chaotic entities spin webs to ensnare the weak and beguile the innocent. Everywhere, soulless spectres and slaving monsters are poised to extinguish the life of Humanity. There is no time for Peace. No respite, no forgiveness. There is only WAR.

Designing Your Army

- 1) For the Space Marine League, you design an Epic battleforce using the lists in White Dwarf of up to 12,000 points. This can be:
 - a) a Space Marine Regiment
 - b) an Imperial Guard Regiment
 - c) a Squat War Host
 - d) an Ork Tribe

Give your store manager a copy of your battleforce list.

- 2) A force should be drawn from your battleforce list for each game.
- 3) The size of battleforce will vary depending on the scenario being played (see below) and the time available for play.
- 4) Up to a quarter of battleforce points may be spent on Titans or Gargants although you'll probably be best using these only in larger games.

Playing League Games

All models must be painted.

- 1) You should use the rules from Space Marine, Adeptus Titanicus and Codex Titanicus.
- 2) The Epic Battle Damage System is not used – the Detailed Damage System from Titans from Codex Titanicus is used.
- 3) Determine the scenario and victory conditions using the rules from Adeptus Titanicus (p40) with additional rules from Space Marine (p58).

After The Battle

- 1) When determining victory, include the normal battle rating of all forces, even if you received them free in the army lists.
- 2) Any units lost during the game do not affect future games as you can choose a new and different force for each game.
- 3) The League points you receive depend on how you fared:

For a major victory	30 League Points
For a minor victory	20 League Points
For a loss	10 League Points

SPACE HULK LEAGUE

"Our shame has been purged, but our anger remains.
We shall annihilate the Genestealer host!"

– *Michaelus Raphael, Imperial Commander, Blood Angels*

Playing League Games

- 1) You may play any of the published missions from Space Hulk, its expansions or White Dwarf in agreement with your opponent. These may be Terminators vs Genestealers, Terminators vs Terminators or Terminators vs Genestealer Hybrids.
- 2) Each mission must be played both ways around – eg if you play Terminators first you must then play Genestealers (or Traitors) after.
- 3) Each player must make sure they have the appropriate painted forces for that mission before starting.

After the Battle

- 1) You receive League Points as follows:
 - a) If you win both ways around (ie get a minor or major victory, in both games) you get a major victory and receive 30 points.
 - b) If you win the game one way around you receive 10 points.
 - c) If you lose the game both ways around you receive 5 points.
- 2) You and your opponent must fill in, sign and date each other's Results Sheet and hand them in to the store manager.

WARHAMMER FANTASY BATTLE LEAGUE

Cold, dank mists flowed over the ground. In the distance sounded the discordant blare of horns. Hurriedly the Dwarfs formed battle lines and prepared to meet the advancing Goblin hordes. The day of reckoning was here, and its outcome would be decided in pitched battle.

Designing Your Army

Use the Warhammer Armies book to select your world-crushing army. Once you have chosen your forces, fill in the details on your Master Roster Sheet and give a copy to the store manager. When selecting your force, the following restrictions apply:

- 1) You may spend no more than 3000 points, including any you use to purchase wizards and/or characters. You may, however, decide to have an army of only 2,000 or 1,000 points.
- 2) Lists published elsewhere (including White Dwarf) cannot be used, but the errata from WD108 do apply.
- 3) No single creature or monster can have a value greater than 100 points. This rule does not apply to character models or war machines.
- 4) Chaos Armies can be used and these may have troops and characters with Chaos Attributes. These should be rolled up before each battle in the presence of your opponent using the rules in Warhammer Fantasy Battle (p206).
- 5) Wizards of levels 20 and 25 may not be used. You may have no more than two wizards in your army or combined force.
- 6) If you have a wizard, roll up your wizard's spells on the Battle Magic lists in Warhammer Armies directly before each League game. This is witnessed by your opponent who must verify your rolls. To speed things up you may find it handy to transfer the spells in full onto sticky labels on a pack of playing cards which can be shuffled and picked at the beginning of each game. No Daemonic, Elemental, Illusionist or Necromantic spells can be used in League games.
- 7) The Army Standard may not be carried by the General.
- 8) No Ethereal or flying creatures are allowed in League games.

Playing League Games

Painted Miniatures must be used. Rules from Warhammer Fantasy Battle and Warhammer Armies must be used for League games.

- 1) The battle may last for as long as you wish so long as both players agree on the time limit. It's a good idea to establish a time limit before you start playing, to avoid any arguments later.
- 2) Before each game, you and your opponent should decide on the size of forces you are both going to use. These can be 3,000, 2,000 or 1,000 points. Two or more players may decide to combine forces to fight one opponent with a larger force equal to their combined forces. In this case League Points for the game are allocated to each player and are not split between a combined force.
- 3) Before each battle, generate the scenery using the Scenery for Competition Games rules (WFB, p138) or in agreement with your opponent. League games should ideally be played on a table approximately 4' wide and between 5' and 8' long. Forces should fight across the width of the table.
- 4) Deploy your chosen armies following the rules for Deployment (WFB, p140).

Victory

- 1) If your forces are wiped out, you've lost!
- 2) If neither force is wiped out, determine victory using Establishing the Results (WFB, p142). Points are awarded only for surviving troops and captured trophies.

After The Battle

- 1) Finally, you and your opponent should fill in, sign and date each other's Results Sheets and then hand them in to the store manager.
- 2) The League Points you receive depend on how you fared:

For a win	30 League Points
For a draw	20 League Points
For a loss	10 League Points
- 3) After each battle your forces are brought back to their original strength by replacements and reinforcements.

BLOOD BOWL LEAGUE

"Winning isn't everything.
It's the only thing!"

— Orcland Raider Head Coach Cruileye

Setting up a League Team

Using the guidelines below, generate your unstoppable Blood Bowl team. The system is set up so that 9 times out of 10, you'll be able to use a team which you already have painted up at home. This is your chance to prove that your favourite team can stand up to any opposition on the Astrogranite! But as coach, your responsibilities do not stop at recruiting your team.

- 1) You must keep track of how much money the team has in its Treasury by recording the amount on the team's Campaign Roster. Money is measured in Gold Crowns (GCs) and is awarded according to the results of the League games you take part in.
- 2) When a team is initially set up for a League, it has 40,000 Gold Crowns in its Treasury. You must spend this carefully on hiring up to 16 players for your team, who may be chosen from the races listed below, provided that the rules for racial hatred are followed.

Alignment can be ignored when buying players; all teams and players are considered to be neutral. The costs of players are as follows:

Race	Cost (in GCs)
Treeman	5000
Troll, Ogre or Minotaur	4000
Dwarf	2200
Elf, Dark Elf, Skaven, Orc or Human	2000
Goblin or Halfling	1800

Specialist players have an additional cost:

Player Type	Extra Cost (in GCs)	Maximum
Blocker	No Extra Cost	4
Thrower	+1000	2
Blitzer	+1000	2
Catcher	+500	4

These are the races you can use – all rules pertaining to them must be used from the Veterans Rules and the Star Players book. In the case of a discrepancy, the rules in Star Players take precedence.

- 3) Star Players will be selected centrally and will be auctioned once a month on the League Day – bids will be made whilst the Star Player card is in a sealed envelope. The Star Player can be used once that month.

Playing League Games

Painted Miniatures must be used. When Star Players are played, a miniature of that player's race must be used.

- 1) League games are played using the Blood Bowl Veteran Rules and the additional rules from the Star Players book.
- 2) Chaos teams may not use mutations.
- 3) Before each game, decide with your opponent what the victory conditions of the game are. For example, the first player to score two Touchdowns. Obviously the conditions should reflect the time you have to play.
- 4) All injuries are fully healed by the next game. Team members killed during a game can take no further part in that season's games.

After the Game

- 1) Fill in a Results Sheet and get your opponent to sign and date it. You will have to do the same for him. In League games, there must always be a clear winner, so make sure that the game's winning conditions do not allow the game to end in a draw!
- 2) Hand in your Results Sheet to the store manager.
- 3) League Positions are decided by each team's League Points:

For a win	30 League Points	3000 Gold Crowns
For a loss	10 League Points	1000 Gold Crowns
- 4) Gold Crowns, players and Star Players may not be transferred or lent from one team to another.
- 5) Replacement players may be bought during the season at set-up costs. Teams may not exceed 16 players.

WARHAMMER 40,000 LEAGUE

During the history of the Imperium, the Emperor's elite forces, the Space Marines, have on more than one occasion found themselves pitted against their most dreaded foe: other Space Marines. Through the campaigns of the Horus Heresy and the Badab Wars, Imperial forces clashed in some of the bloodiest battle ever fought. Your elite force of Marines must now defend Humanity and destroy the Traitors and Rebels.

Choosing Your Forces

You have 1000 points to spend on your force, and may select up to 3 squads of Space Marines from the list given on the next page. Any extra points can be spent on a leader or on the optional upgrades available on the list.

When you've sorted out your force, enter it on your Master Roster Sheet and give a copy to the store manager.

Playing League Games

Painted miniatures must be used.

- 1) League games are played using the rules from Warhammer 40,000 and the Warhammer 40,000 Compendium, plus the new Space Marine rules from WD129.
- 2) Before the game, you and your opponent set up any terrain you want to use. This part of the game is not a competition - try to create an interesting and varied tabletop.
- 3) Once the terrain has been laid out, you and your opponent each roll a D6, rerolling any ties. If you have the higher score, choose the table edge where you want to set up your force. You also get to move first. Your opponent sets up along the opposite edge and moves second.

IMPERIAL GUARD TACTICAL SQUADS

at 200 points per squad: 1 SERGEANT AND 9 GUARDSMEN

Profile	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
SERGEANT	4	3	3	3	3	1	3	1	7	7	7	7
GUARDSMEN	4	3	3	3	3	1	3	1	7	7	7	7

Squads must fight in complete 10 man units - they may not be split up

BASIC EQUIPMENT	STANDARD EQUIPMENT	LAS-PISTOL AND
KNIFE OR COMBAT ACCESSORY	SERGEANT	CHAINSWORD
FLAK ARMOUR	7 GUARDSMEN	LASGUN
PHOTO VISOR	1 GUARDSMEN	LAS-CANNON
FRAG GRENADES	1 GUARDSMEN	GRENADE LAUNCHER
	WITH FRAG, CRACK & TOXIN GRENADES	

SQUAT COMBAT SQUADS

at 215 points per squad: 1 SQUAD LEADER AND 7 TROOPERS

Profile	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
SQUAT	3	4	3	3	4	1	2	1	9	7	9	9

The most notable aspect of Squat Combat Squads is their ability to deploy any number of heavy weapons. In this respect they are unique among the basic tactical forces of the Imperium.

BASIC EQUIPMENT	STANDARD EQUIPMENT	LAS PISTOL AND
KNIFE	1 LEADER	COMMUNICATOR
FLAK ARMOUR	7 TROOPERS	LAS-GUN
PHOTO/INFRA VISOR/GOGGLES		
FRAG GRENADES		
MELTA BOMBS		
CRACK GRENADES		

OPTIONS

EQUIP ANY OR ALL TROOPERS WITH

EQUIPMENT	PTS/MODEL	EQUIPMENT	PTS/MODEL
HEAVY BOLTERS		2 BOLT PISTOLS	0
INSTEAD OF LASGUN	15	INSTEAD OF LASGUN	2
2 LAS-PISTOLS		CHAINSWORD	
INSTEAD OF LASGUN	0		

REPLACE LASGUNS WITH BOLT GUNS 3 1/2 PTS/SQUAD

EQUIP 1 TROOPER WITH 1 OF THE FOLLOWING HEAVY WEAPONS INSTEAD OF A LASGUN

EQUIPMENT	PTS/MODEL	EQUIPMENT	PTS/MODEL
AUTO-CANNON	45	HEAVY WEBBER	30
CONVERSION BEAMER	55	LAS-CANNON	100
D-CANNON	50	MISSILE LAUNCHER	65
GRENADE LAUNCHER	25	(WITH FRAG, CRACK AND MELTA MISSILES)	
(WITH FRAG, CRACK AND MELTA MISSILES)		MULTI-LASER	30
HEAVY PLASMA GUN	85	MULTI-MELTA	60
HEAVY STUB	15		

- 4) Forces can be set up anywhere within 12" of the relevant table edge.
- 5) The duration of a Warhammer 40,000 battle is always fairly tricky to tie down. Basically, you should play the game for as long as suits both players: one, two, three or more hours is fine, so long as both players agree. It's a good idea to set up a time limit before you start playing, to avoid any arguments later.
- 6) One third of your force may be allied Squats or Imperial Guard chosen from the list at the bottom of this page. You may ignore the normal platoon coherency rules for the Imperial Guard.

Victory

- 1) If your forces are wiped out, you've lost!
- 2) If neither force is wiped out, victory is calculated by counting casualties.
 - Each dead Marine, Guardsmen or Squat counts as one casualty. Vehicles also count as one casualty, plus one for each member of the crew (eg destroying a Marine on a bike counts as two casualties).
 - Whoever inflicts the most casualties is the winner! It's possible for a game to finish in a draw if you and your opponent cause the same number of casualties.

After the Battle

- 1) You and your opponent must fill in, sign and date each other's Results Sheet and then return them to the store manager.
- 2) The League Points you receive depend on how you fared:

For a win	30 League Points
For a draw	20 League Points
For a loss	10 League Points
- 3) After each battle your forces are brought back to their original strength by the arrival of fresh brother Marines from the ranks of your Chapter.

IMPERIAL GUARD ASSAULT SQUADS

at 110 points per squad: 1 SERGEANT AND 9 GUARDSMEN

Profile	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
SERGEANT	4	3	3	3	3	1	3	1	7	7	7	7
GUARDSMEN	4	3	3	3	3	1	3	1	7	7	7	7

Squads must fight in complete 10 man units - they may not be split up

BASIC EQUIPMENT	STANDARD EQUIPMENT	LASPISTOL AND
KNIFE OR COMBAT ACCESSORY	SERGEANT	CHAINSWORD
FLAK ARMOUR	7 GUARDSMEN	2 LASPISTOLS EACH
PHOTO VISOR	2 GUARDSMEN	PLASMA GUN
FRAG GRENADES		
CRACK GRENADES		



PAUL BONNER

SPACE MARINE SQUADS

0-3 TACTICAL SQUADS at 250 pts per squad

Profile	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Marine	4	4	4	4	4	1	4	1	8	8	8	8

Tactical Squads are the basic fighting unit of the chapter; armed, trained and equipped for a flexible role in battle.

BASIC EQUIPMENT				STANDARD EQUIPMENT			
POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES				SERGEANT: BOLT GUN & BIO-SCANNER			
KNIFE OR COMBAT ACCESSORY				7 MARINES: BOLT GUN			
BOLT PISTOL				1 MARINE: MISSILE LAUNCHER			
FRAG GRENADES				(INCLUDING TARGETTER & SUSPENSORS WITH FRAG AND MELTA MISSILES)			
				1 MARINE: FLAMER (INC TARGETTER & SUSP)			

OPTIONAL UPGRADES: (additional points cost is *per squad*)

SUBSTITUTE ALL FLAMERS WITH				SUBSTITUTE ALL MISSILE LAUNCHERS WITH			
GRAVITON GUN	0 (free)			BEAMER			20
MELTA-GUN	5			HEAVY PLASMA GUN			45
PLASMA GUN	4			LAS-CANNON			60
SHURIKEN CATAPULT (INC TARG & SUSP)	8			MULTI-MELTA			20

EQUIP ALL SERGEANTS WITH ADDITIONAL:

CHAINSWORD	2	WEB GUN	2
POWER AXE	6	GRENADES:	
POWER GLOVE	15	PLASMA (1)	1
POWER SWORD	7		

EQUIP ALL SQUADS WITH:

GRENADES:		HALLUCINOGEN	20	STASIS	40
ANTI-PLANT	5	KNOCK OUT	5	STUMM	5
BLIND	10	MELTA-BOMB	40	TANGLEFOOT	10
CHOKE	5	PHOTON	10	TOXIN GAS	5
CRACK	20	SCARE GAS	10	SMOKE	5

EQUIP ALL MISSILE LAUNCHERS WITH:

ANTI-PLANT	1/2	KNOCK OUT	1/2	STUMM	1/2
BLIND	1	PHOTON	1	TANGLEFOOT	1
CHOKE	1/2	SCARE GAS	1	TOXIN GAS	1/2
CRACK	20	SMOKE	1/2	STASIS	4

0-1 CAPTAIN

CHAMPION	19	MINOR HERO					50	MAJOR HERO					91
Profile	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	
Champion	4	5	5	4	4	1	5	1	8	8	8	8	
Hero	4	6	6	4	5	2	6	2	9	9	9	9	
Mighty Hero	4	6	6	4	5	3	6	3	9	9	9	9	

Each Marine Company is commanded by a Captain. His battlefield role is to move among the squads of the Company leading his support where it is most needed.

BASIC EQUIPMENT				STANDARD EQUIPMENT			
POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES				BOLT GUN			
KNIFE OR COMBAT ACCESSORY				BOLT PISTOL			
				FRAG GRENADES			

OPTIONS

SPECIAL EQUIPMENT				STANDARD EQUIPMENT: 21 points			
FLAMER	2			BOLT GUN			
POWER GLOVE	15			POWER SWORD			
MELTA BOMBS	4			REFRACTOR FIELD			
VORTEX (1)	25			BIONIC EYE WITH TARGETTER			

ADDITIONAL EQUIPMENT

JUMP PACK	2						
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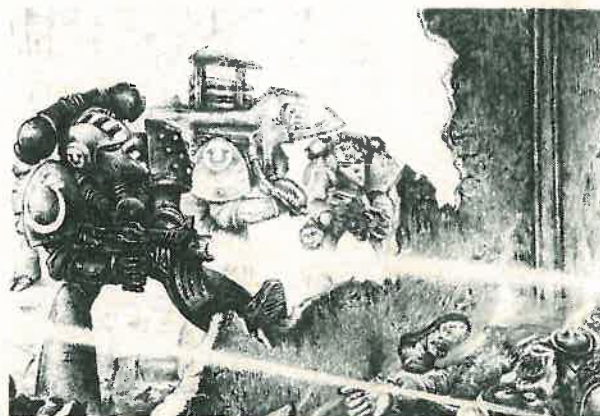
VEHICLES

OPTIONAL UPGRADE

The Captain and one half squad (5 Marines) may be mounted on 6 motorcycles at a cost of 250 points.



WD46



MARTIN MCKENNA

0-3 ASSAULT SQUADS at 235 pts per squad

Profile	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Marine	4	4	4	4	4	1	4	1	8	8	8	8

Assault Squads are armed, trained and equipped for storming actions. Their armament primarily features close combat weapons.

BASIC EQUIPMENT				STANDARD EQUIPMENT			
POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES				SERGEANT: CHAINSWORD			
KNIFE OR COMBAT ACCESSORY				7 MARINES: ADDITIONAL BOLT PISTOL			
BOLT PISTOL				1 MARINE: HAND FLAMER			
FRAG GRENADES				1 MARINE: PLASMA PISTOL			

OPTIONAL UPGRADES: (additional points cost is *per squad*)

SUBSTITUTE ALL HAND FLAMERS WITH				SUBSTITUTE ALL PLASMA PISTOLS WITH			
PLASMA PISTOL	3			WEB GUN	0 (free)		
POWER AXE	0 (free)			POWER SWORD	0 (free)		

EQUIP ALL SERGEANTS WITH ADDITIONAL:

POWER AXE	6	GRENADES:	
POWER GLOVE	15	PLASMA (1)	1
POWER SWORD	7		

EQUIP ALL SQUADS WITH:

POWER SHIELDS	10	CHAINSWORDS	15
GRENADES:			
HALLUCINOGEN	20	STASIS	40
KNOCK OUT	5	STUMM	5
TANGLEFOOT	10	CHOKE	5
TOXIN GAS	5	SCARE GAS	10
		SMOKE	5

ADDITIONAL EQUIPMENT

POWER AXE	0 (free)	POWER SWORD	0 (free)
-----------	----------	-------------	----------

0-2 DEVASTATOR SQUADS at 330 pts per squad

Profile	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Marine	4	4	4	4	4	1	4	1	8	8	8	8

Devastator Squads are armed, trained and equipped for a close support role. Their armament primarily features heavy weapons.

BASIC EQUIPMENT				STANDARD EQUIPMENT			
POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES				SERGEANT: BOLT GUN			
KNIFE OR COMBAT ACCESSORY				5 MARINES: BOLT GUN			
BOLT PISTOL				2 MARINES: MISSILE LAUNCHER			
FRAG GRENADES				(INCLUDING TARGETTER & SUSPENSORS WITH FRAG AND CRACK MISSILES)			

OPTIONAL UPGRADES: (additional points cost is *per squad*)

SUBSTITUTE ONE OR BOTH HEAVY BOLTERS WITH				SUBSTITUTE ONE OR BOTH MISSILE LAUNCHERS (AND MISSILES) WITH			
BEAMER	1 or 2			HEAVY PLASMA GUN	30 or 60		
LAS-CANNON	45 or 90			MULTI-MELTA	3 or 6		

EQUIP ALL SERGEANTS WITH ADDITIONAL:

POWER AXE	6	WEB GUN	2
POWER GLOVE	15	POWER SWORD	7
GRENADES: PLASMA (1)	1		

EQUIP ALL SQUADS WITH:

GRENADES:		HALLUCINOGEN	20	STASIS	40
ANTI-PLANT	5	KNOCK OUT	5	STUMM	5
BLIND	10	MELTA-BOMB	40	TANGLEFOOT	10
CHOKE	5	PHOTON	10	TOXIN GAS	5
CRACK	20	SCARE GAS	10	SMOKE	5

EQUIP ALL MISSILE LAUNCHERS WITH: (points cost per launcher is *per Squad*)

ANTI-PLANT	1/2	KNOCK OUT	1/2	STUMM	1/2
BLIND	1	PHOTON	1	TANGLEFOOT	1
CHOKE	1/2	SCARE GAS	1	TOXIN GAS	1/2
CRACK	20	SMOKE	1/2	STASIS	4
HALLUCINOGEN	2	MELTA BOMB	4		

GAMES WORKSHOP

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We need talented individuals with a good knowledge of our wargames systems and the associated Citadel Miniature ranges to work as Games Developers at the Design Studio. You'll need sound organisational and administrative skills, coupled with an appreciation of rules presentation. You'll also need to develop a clear idea of what each project's about and keep that foremost in your mind - even when things start getting hectic as deadlines loom ever closer.

If you've got some experience of or familiarity with DTP systems it would be an advantage, but it's certainly not essential. It would also be useful if you've got some basic editing skills - ie the ability to turn a semi-coherent wargamer's gibberish into informal readable English, without losing any of the intended meaning.

If you've got the confidence to make yourself heard, as well as the maturity to work as part of a team, and you think you can turn dog-eared confusing manuscripts into publishable games, then this might be the job for you.

If you're interested in this role, write with a full CV and covering letter explaining why you want the job and what you can offer, along with any written or gaming material that you think will help your application, to Simon Forrest at:

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Your identity:
Ninja warrior: Sa-murai Toria Clan
Your quest:
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Katana



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Your quest:
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Set'

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Time and place:
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Your identity:
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SPACE MARINE™

PRAETORIANS

RULES FOR THE CAPITOL IMPERIALIS AND HELLBORE

by Andy Chambers

Praetorian class vehicles are the Imperium's giant specialist war machines, found on battlefields throughout the galaxy wherever their combined transport and destructive capabilities are required. This article gives rules for two Praetorian class vehicles: the huge Capitol Imperialis command transporter and the mighty Hellbore tunneller.

The Capitol Imperialis is a vast and complex Praetorian. Its construction and maintenance require many devoted hours of litany and prayer from the Techpriests of the Adeptus Mechanicus. The firepower mounted by the Capitol Imperialis is fully as devastating as that of a Titan although it is normally reserved for specialist functions.

The Imperium operates the Capitol Imperialis in a number of roles. Many are employed as Regimental and Chapter command vehicles. Others are used as mobile chapel-workshops for the Adeptus Mechanicus. Occasionally Capitol Imperialis accompany Siege Titans in the storming of fortified cities to act as assault transports. Rarest of all are the Capitol Daemonicus operated by the Ordo Malleus to combat full scale incursions of Chaos.

The Hellbore Praetorian is fielded when assaulting heavily fortified positions and emplacements, using its ability to bore out a tunnel to best effect as troops are moved up to push the attack home. Unlike other tunnellers, the Hellbore burns its way through the ground with a bank of multi-meltas, leaving a safe tunnel for infantry, walkers and bikes to follow it underground to the battlefield.

Because of the seismic disturbances caused by the Hellbore as it surfaces, it is possible for whole city sectors to crumble before a Hellbore assault – often the mere sight of these terrifyingly destructive machines moving into position is enough to bring a besieged city to its knees.

Both the Epic scale Capitol Imperialis and Hellbore are now redefined within the Epic rule system as Praetorian class vehicles and this article replaces the previously published rules for these models. The following rules cover Praetorians in general and the new updated Capitol Imperialis and Hellbore in particular.

ORDERS PHASE

Praetorians move and fire in the Titan segments of the turn as appropriate for their orders.

Order counters are given to each Praetorian in play.

First Fire

Praetorians on first fire orders may not move or turn in place. They fire in the first fire segment and receive the +1 first fire bonus.

Advance

When on advance orders, Praetorians may move at up to their advance rate straight forward or straight back and make a single 45° turn at the end of their move.

Charge

When on charge orders, Praetorians may move forward at up to their charge rate, make one 45° turn at the end of their move and receive a -1 modifier to their firing.

Damage Control

Praetorians on damage control orders may not move or fire but receive +1 on rolls to fight fires (see later) and repair damage.

MOVEMENT PHASE

Praetorians use the following Terrain Effects Table.

TERRAIN EFFECTS TABLE

Terrain	Effect	Terrain	Effect
Buildings	Impassable	Woods	None
Rubble	Difficult	River	Dangerous
Walls	Difficult	Lake	Dangerous
Cliffs	Impassable	Marsh	Dangerous
Hills	Difficult		

Walls higher than the model are impassable.

Dangerous Terrain

Praetorians that cross dangerous terrain fail their dangerous terrain test on a dice roll of 1-3.

Line of Sight and Cover

The line of sight and cover rules in Space Marine apply in full to Praetorians.

Praetorian Rams

Praetorians may ram buildings, vehicles, Titans or other Praetorians. They must stop moving when they contact a Praetorian, Titan or building but may continue their movement after ramming a vehicle.

To resolve a ramming attempt, both players roll one dice. The Praetorian adds its current damage rating to the score; the victim's score is modified as follows depending on what is rammed.



Praetorian or building: modified by adding the *current* damage rating (DR) of an opposing Praetorian or building (buildings are considered to start the game with a DR of 3; this is reduced by one for each critical hit they have taken so far – for a full explanation of damage ratings see later). In rams against targets with a damage rating, the difference between the two scores is the loss in DR taken by the loser, or the number of critical hits in the case of a building.

Vehicle or Titan: modified by adding the AR of an opposing vehicle or Titan (this represents the ability of the target to get out of the way, so light armour is an advantage). Against units without a damage rating, if the Praetorian loses, its target escapes and no damage is done. If the scores are drawn both the Praetorian and its target suffer a critical hit. If the Praetorian wins it inflicts a number of critical hits on the loser equal to the amount it won by and suffers one superficial hit itself.

First Fire: units on first fire orders may snapfire before a ram attempt is made, the fire taking place outside the ramming vehicle's void shields.

Praetorian Overruns

Overruns by Praetorians are handled in the same way as normal vehicle overruns with two exceptions:

- field artillery is overrun in the same way as infantry using its own CAF to defend itself;
- field artillery and infantry stands successfully overrun by a Praetorian are automatically destroyed (with no save).

Units being overrun may snapfire inside the attacker's shields if on first fire orders.

REPAIR PHASE

Praetorians may attempt to repair void shields during the repair phase. Roll a dice for each void shield which is down, adding +1 if on damage control orders; on a 5 or 6 the void shield is back up and on a 1 it is permanently burnt out.

Praetorians are also able to repair a certain amount of the damage they suffer. This is achieved by damage control teams and inspired jury-rigging rather than by the complex auto-repair systems carried by Titans. They must be on damage control orders to try to repair damaged systems but may fight fires regardless of their orders (see later).

Repairs to damaged systems may only be made if the Praetorian is on damage control orders. Roll a dice; the repairs are successful on a 4 or more (the +1 to repair rolls has already been included).

Fires

Fires are a great danger on board vehicles. Uncontrolled, they can sweep through the vehicle, killing the crew and triggering magazine explosions. Fire-fighting takes place in the repair phase. You must roll one dice for each fire on the vehicle, adding +1 if on damage control orders. Look up the result on the table below:

Roll	Result
1	The fire rages out of control: reduce the vehicle's DR by one and roll once on the Praetorian Special Damage Table.
2-4	The fire is still burning: reduce the vehicle's DR by one.
5-6	The fire is extinguished.

COMBAT PHASE

Praetorians may use spray fire with any multiple weapon mount (or battery as they are generally called) in the same way as Titans.

Praetorians, due to their sheer size and heavy armour, are able to absorb far more damage than normal vehicles. To represent this they have an additional statistic called damage rating (DR) which dictates the amount of hits they can survive. It is necessary to keep track of the vehicle's current DR and other damage either with counters or on a piece of scrap paper. When a vehicle's DR reaches zero it is destroyed.

Some Praetorians have a plasma reactor and so are able to maintain a number of void shields. These will each absorb one hit before being knocked down and may be repaired in the following turn. Other Praetorians carry power fields which will absorb one hit each before going down just like void shields but cannot be repaired during the game. The details on individual vehicles state which sort of shield they have.

When the void shields or power fields have all gone down on a Praetorian, further hits will possibly damage the vehicle. Roll for the level of damage on the Weapons Table in Codex Titanicus. Hits that are deflected cause no damage.

If the damage is superficial, the Praetorian makes a saving throw; if it fails the save, the vehicle's DR is reduced by one.

If the damage is critical, the vehicle's DR is reduced by one and a roll is made on the Praetorian Special Damage Table.

PRAETORIAN SPECIAL DAMAGE TABLE

Roll	Result
1-2	No special damage.
3-4	Internal explosions: reduce the vehicle's DR by a further one.
5	Fire breaks out on board the vehicle (see Fire rules).
6	Systems damage: roll again on the Systems Table to find out which system is damaged.

SYSTEMS TABLE

Roll	Result
1-2	Immobilised: the vehicle is unable to move until repairs are made. If the vehicle is immobilised again before it is repaired, the result is permanent.
3-4	Weapon battery knocked out: one weapon battery is destroyed and may not be repaired. The battery affected should be determined randomly. For example, the Capitol Imperialis has five batteries comprising a defence laser, two heavy plasma gun batteries and two heavy bolter batteries. If a weapon battery is hit, a dice roll would indicate the location with a 1 being the defence laser, 2 or 3 being one of the plasma batteries and so on.
5-6	Fire control centre damaged: the vehicle suffers -1 on all to hit rolls until the fire control centre is repaired. Further hits on the fire control centre before it is repaired make the damage permanent.

Reroll any hits against systems already permanently damaged.

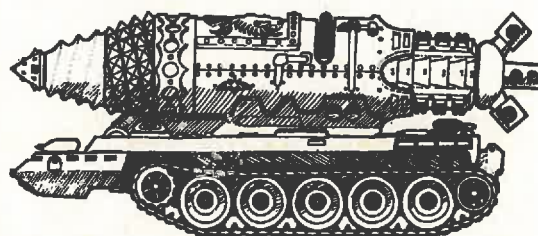
WD50

Close Combat

Titans: Titans which move into contact with Praetorians may attack them with close combat and ranged weapons. A Praetorian has the option to fire on its attacker from outside its shields as the Titan closes, or to fire inside the Titan's shields simultaneously with the Titan's own attacks.

Infantry: Infantry stands may attempt to board a stationary Praetorian treating it as a close assault into a building. The defending vehicle may snapfire at the attacking infantry if it is on first fire orders. Any friendly infantry on board the vehicle may help to defend it; the vehicle's crew also fight, making up the equivalent of one stand per current remaining DR. Crew stands have a CAF of +1. If the attackers destroy all defending stands, they capture the vehicle. A captured Praetorian may not move or fire for the remainder of the battle, even if recaptured.

THE HELLBORE



Hellbores are specialist tunnellers which move underground in the same way as Imperial Moles and Termites but also leave a tunnel which can be used by other troops to follow up the Hellbore to its surfacing point.

There are two sets of statistics: one for the Hellbore tunneller itself and one for the transporter that carries it onto the battlefield.

Name	AR	DR	SAVE	CAF	SPEED	BR
Hellbore	0	3	2+	+4/+2	10*	500
Transporter	0	3	2+	+4/+2	8/12	-

Hellbore Weapons: Multi-Melta (SwL4, SwR4), Heavy Bolters (SwL4, SwR4).

Transporter Weapons: Heavy Bolters (SwF2, SwL2, SwR2).

Notes: Transporter has 2 power fields. Hellbore has a movement of 10cm underground. It can carry 12 infantry stands/walkers or 4 light vehicles or 2 Rhinos.

Special Rules

The Hellbore uses the tunnelling rules in Codex Titanicus except that instead of simply digging its way under the earth, the Hellbore employs banks of multi-meltas to burn its way forward.

You should mark the point where the Hellbore starts tunnelling with a circle of card 5cm across - this represents the hole that remains after the Hellbore begins to dig. If available, a 5cm vac-form plastic crater makes an excellent alternative starting marker.

When the Hellbore surfaces, the ground in the area of its emergence becomes a slow whirlpool of semi-molten earth and rock. Its current position is determined and the 12cm airburst template is placed at that point (if possible the 12cm template should be replaced with a plastic vac-form crater).

All infantry units under the template are automatically destroyed; all other units under the template suffer 1D3 critical hits discounting any void or power shields. All surviving units are moved to the edge of the 12cm template.

Units within 12cm of the edge of the template when the Hellbore surfaces must make a saving throw to survive. Buildings within 18cm of the centre of the template suffer D6 automatic critical hits.

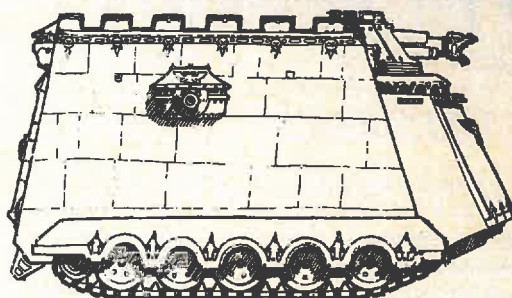
Once the Hellbore has surfaced, coolant jets are used to make the area safe to disembark troops the following turn.

The tunnel bored out by the Hellbore may be entered by infantry, walkers and bikes. They enter it by starting the turn touching the entry point marker. Units may not enter the tunnel on the turn the Hellbore starts digging or exit the tunnel on the turn it surfaces.

Units which enter the tunnel on the turn after the Hellbore started digging will exit on the turn after the Hellbore surfaces, units which enter the tunnel two turns after the Hellbore started digging will exit two turns after it surfaces and so on.

If the Hellbore is destroyed after surfacing, the wreckage will block the tunnel exit and units still in the tunnel must turn back. A careful note should be kept of units in the tunnel and the turn they will surface.

THE CAPITOL IMPERIALIS



BOB MAISMITH

The standard Capitol Imperialis may be operated as an independent unit in a battle or used as a replacement for the standard Regimental HQ vehicle in the Imperial Guard and Space Marine army lists.

Name	AR	DR	SAVE	CAF	SPEED	BR
Cap. Imperialis	0	4	3+	+6/+3	8/16	500

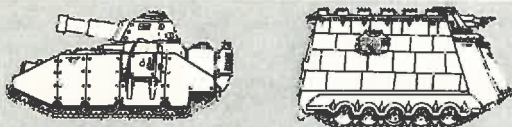
Weapons: Defence Laser (SwP1), Heavy Plasma Guns (SwL4, SwR4), Heavy Bolters (SwL4, SwR4).

Notes: 4 void shields; may carry up to 12 infantry stands or equivalent. Transport.

IMPERIAL GUARD AND SPACE MARINE ARMY LIST ADDITIONS

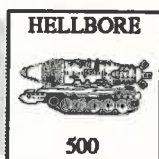
Replace the Regimental HQ box in the Epic Imperial Guard Army List (WD125) with the following box and add the Praetorian Detachments box.

REGIMENTAL HQ



An Imperial Guard Regiment may have either a Baneblade (at no points cost) or a Capitol Imperialis (BR 250) as its Regimental HQ.

0-3 PRAETORIAN DETACHMENTS



1 CAPITOL IMPERIALIS OR 1 HELLBORE

Note that the Space Marine army list already contains a box allowing 0-6 Capitol Imperialis Detachments. There is no allowance for Hellbores in the standard Marine army list; these Praetorians are only used for specific actions or by regiments specialising in close assault attacks that require tunnelling – see the Blood Angel and Ultramarine variant lists for examples of regiments using Hellbores.

Replace the Regimental HQ in the Epic Space Marine Army List (WD126) with the following box.

REGIMENTAL HQ



A Space Marine Regiment may have either a Terminator stand (BR 100) or a Capitol Imperialis (BR 250) as its Regimental HQ.

The Regiment may choose both the Terminator stand and the Capitol Imperialis for 350 points but in this case the Capitol Imperialis doesn't receive HQ status and is treated as a normal Praetorian.

Photocopy these counters, glue them to thin card and cut out ready for use.



mighty empires

The Game of Sweeping Conflicts and Dark Intrigue in the Warhammer World, described by Rick Priestley

Mighty Empires is the new Warhammer Fantasy campaign game now reaching the final stages of production at Games Workshop. Creating a strategic level campaign game was a natural progression from the one-off competition style Warhammer Fantasy Battle which has become so familiar. Instead of commanding just one army for the duration of a single battle, the campaign game allows a player to command a whole Empire whose fortunes can change substantially over several years as battles are won and lost.

When we started to design our campaigns a lot of time was spent drawing and redrawing large scale maps and setting up the baronies, dukedoms and kingdoms of rival players. All this took a great deal of patience and effort, but after a few false starts we were rewarded with many fascinating battles. Various participating players were to gain reputations as wily diplomats, untrustworthy scoundrels, or accomplished generals as the events of the campaign unfolded.

Everything we could think of was taken into account or added as was felt necessary - including a properly worked out calendar by which the campaign season was controlled. Over winter the armies were rested and revenues collected from territories controlled by each player. Using the money obtained by taxation the players set about recruiting new troops, paying spies, constructing ships, building fortresses, bribing the leaders of independent nations, and generally preparing for the annual campaign season that lay ahead. With the coming of spring the newly trained armies began their manoeuvres, marching towards enemy territory to raid or conquer, or moving into position to thwart enemy attacks. Eventually armies would meet and we fought the resulting battles out as tabletop wargames using our Citadel armies.

We enjoyed our campaigns a lot and grew to identify very strongly with our chosen forces and their leaders. Most of us invented names and banner designs for our rulers and subordinate commanders, many of which became famous and justly celebrated! Some of these were eventually incorporated as models into the Warhammer Regiments of Renown - such as the unforgettable Goblin leader Grom the Paunch of Misty Mountain, and the never-defeated Dark Elf commander Mengil Manhide. However, with demand for new Warhammer and other games increasing all the time, our campaigns were forced to take a back seat while we concentrated on developing a points and army list based system for fighting competition games. This eventually led to the Warhammer Armies and the league games and Warhammer Championships.

Although obliged to suspend campaigning for a while I had already drawn up plans for turning our campaign

system into a game that other Warhammer players could use and which could be published either as a book or game. Although these plans were fairly rough and ready, we already had the idea of using card hexagonal tiles which could be arranged to form an attractive map. This would cut out the time-consuming and difficult process of drawing a whole landscape by hand. Having laboured long and hard to make suitable campaign maps, I knew that constructing the map was the real stumbling block for many would-be campaigners. The effort involved often proved too much and the campaign was ended before it had begun. A few tiles were designed using felt pens and I played around with the idea for a while before other commitments eventually obliged me to put the whole lot into a large brown envelope and forget about campaigns for a year or so.

YEARS PASS...

Eventually after a few years and many perilous adventures a dusty brown envelope was found among the pile of discarded tea bags at the bottom of a tatty filing cabinet. Fortunately a hole in our production schedule gave Nigel Stillman and myself a few brief months respite from designing WH40K and WFB army lists and so we decided to continue with the campaign game. Combining our experience of designing and playing in campaigns proved a very useful and productive exercise. The old hexagonal tiles set us thinking about maps and terrain layouts. We quickly produced a working set and started to use it to design maps.

THE MAP TILES

Eventually we settled on a system which used four different tile packs: highland, lowland, river valleys, and coasts. These were arranged by terrain type: the highland tiles depicting mostly mountains; the lowland tiles having plains and low hills; the river valleys having rivers, marshes, and estuaries; and the coasts showing the sea coasts. By laying down tiles from the various packs a geographically credible and attractive landscape is created. After several trials we eventually settled on a combination of tiles which allowed the rivers to flow naturally from the mountainous areas to the sea and which gave us what we felt to be the best mixture of hilly and flat terrain. Once the tiles were laid down the hexagon pattern became the game board itself.

As we experimented with and changed the different combination of tile types we gradually built up a definitive working copy of the tiles. At this stage the

landscape shown on the tiles was rendered fairly crudely, and our first task was to spend a week making reasonably attractive painted versions - not good enough to be published but good enough for a real artist to copy. This was quite a laborious task, but we were quite happy with the result and the completed versions of these dummy tiles were demonstrated by Nigel Stillman and myself at Games Day 1989.

Final tile artwork was undertaken by Games Workshop artist Kevin Walker. Kevin's superbly rendered landscapes succeed in capturing the feel of an inspiring fantasy world, with dramatic mountain peaks, mighty rivers, and rolling plains. As you might imagine, it was very gratifying for us to see our months of work gradually turn into wonderful art before our eyes.

THE STRATEGIC GAME

Unsuspecting members of Games Workshop were lured into our office and forced to make map after map using colour-photocopied versions of our tiles. At the same time Nigel and I were busy working on the game itself. We already had a core of rules so it was just a question of writing it all down and playing as much as possible. We decided that the procedure of play would be divided into years, each of which would be divided into a Winter season and a Summer or Campaign season. During the Winter season players would collect and spend their revenue in preparation for the Summer season. The Summer season would be divided into a number of turns - each representing a few weeks. To begin with we had 26 turns representing 1 week per turn, but we quickly found this far too much and reduced the number of turns first to 13, and eventually to 6. Other than reducing the number of turns we hadn't changed this part of the game much from our original campaign system.

To begin with we imagined that up to 6 players could be accommodated over an area of approximately 100 tiles - although we were aware that the costs of manufacturing might reduce this. In the end we found 6 players gave us a very crowded game. This and considerations of cost reduced us to 3 players, although it is in fact possible to play with any number just by adding several sets of Mighty Empires together.

The game begins by each player selecting a site to build his capital city. Once this is done every player creates the nucleus of his country around the capital - this area is called the player's Realm. At the start of the game the Realm is therefore 7 tiles in extent, covering the capital plus the surrounding 6 tiles which might contain a city, fortresses or villages, or which might be barren. Each player then generates his initial revenue and spends the resultant income on recruiting an army.

Using the fully realised game a predetermined points value of troops has to be chosen from Warhammer Armies, but while we were testing it we quickly decided to work in abstract 'points' to save time. Thus our armies were often 1000, 1500, 2000 or whatever points worth of troops but we didn't worry about exactly what they were or how they were theoretically organised into units. This suited our purposes quite well, as we wanted to play several games really fast and we didn't have time to keep working out different WFB armies.

In fact we quickly realised that Mighty Empires played well as a abstract strategic game which could be begun and completed in a single day or over a full evening. We decided to make this a feature of the finished game - thus the published Mighty Empires game is not only a system by which long term campaigns can be fought in conjunction with WFB, it is also a strategic fantasy game which can be played to completion within a few hours.

To represent the armies and various components we made up a set of card markers, although in the finished game these are proper model pieces - which we called banners. A typical Realm might start with about 2500 or 3000 points of troops typically divided into two or three separate banners. Banners can only contain a limited value of troops - they form a logistical unit which has to be supported by supplies taken from the local area or provided in the form of baggage. This enabled us to control the theoretical size of typical forces by limiting a player's ability to supply them. This works very well and prevents the old bug-bear of all campaigns whereby a player stacks all of his armies in a single place and becomes totally indestructible.

We were pleased with the way our banners moved and manoeuvred. Movement was limited to a single tile per turn and also depended upon successful scouting in order to find a pathway through unknown territory. As a result banners did not always move as expected and often found themselves stuck especially if attempting to cross high mountains or wide rivers. The terrain created natural pathways along river valleys and through plains where the banners could move most easily.



A pre-production Mighty Empires set showing the tiles and a selection of the numerous playing pieces.

When banners moved into unexplored tiles a dice roll was made to determine if it was inhabited and if the inhabitants were friendly or obstructive. Friendly inhabitants were incorporated into the player's growing empire, while unfriendly ones were usually subjugated and then incorporated. We were soon faced with the problem of resolving skirmishes between banners and hostile natives and formal battles where a banner from one side meets a banner from another. Although we all agreed that such conflicts could be resolved using models and by playing a full scale Warhammer Fantasy Battle game, we also agreed that this wasn't always a good idea to make this a compulsory or necessary part of the game. Obviously, it's not really worth setting out 3000 points of Orcs just to wipe out a few hundred points worth of villagers.

While accepting that such games might be occasionally quite entertaining it was decided to use an abstract battle resolution so that players could choose to resolve conflict either by fighting Warhammer battles or by rolling on a chart. The chart obviously had to take into account the relative sizes of the forces involved, and we built in an interesting strategic option to allow for defensive and aggressive tactics. Using this system a battle of any size could be resolved in a matter of moments without slowing the pace of the campaign game at all.

THE PIECES

We intended to include plastic pieces to represent the cities, villages, fortresses, ships, dragons, and banners. As making moulds for plastic components takes such a long time these were designed early on - Dave Andrews and Bob Naismith produced the master models which were to be used to make the components. The results are really nice and can be painted to look even better. Originally we'd intended the pieces to be different colours for each player, but in the end we decided to identify each player's possessions with coloured stick-on flags instead. This has the added advantage that additional players can be accommodated by painting different colours or designs onto the plastic pieces themselves should players want to expand their game.

The high cost of making moulds for plastic pieces meant that the remaining minor components were designed as card counters. These were to include the baggage counters representing wagon trains of supplies and the sundry other markers used to indicate where spells were cast or where where spies, assassins, saboteurs and agents were sent. Other counters were needed to indicate areas blighted by passing armies and regions occupied by independent unfriendly powers. We soon realised that we were dealing with a BIG game! As well as over a hundred map tiles the game includes over a hundred and fifty plastic pieces, and several hundred card markers.

FEVERISH PLOTTING

Although all games are fun to design and produce some games are definitely more fun than others! Although we experienced the usual niggly problems - not to mention a few unusual ones such as designing the layouts for hexagonal shaped card cutters (very fiddly!) - Mighty Empires was probably the most



Army Banner



Fortress



City



Village



Ship



Dragon

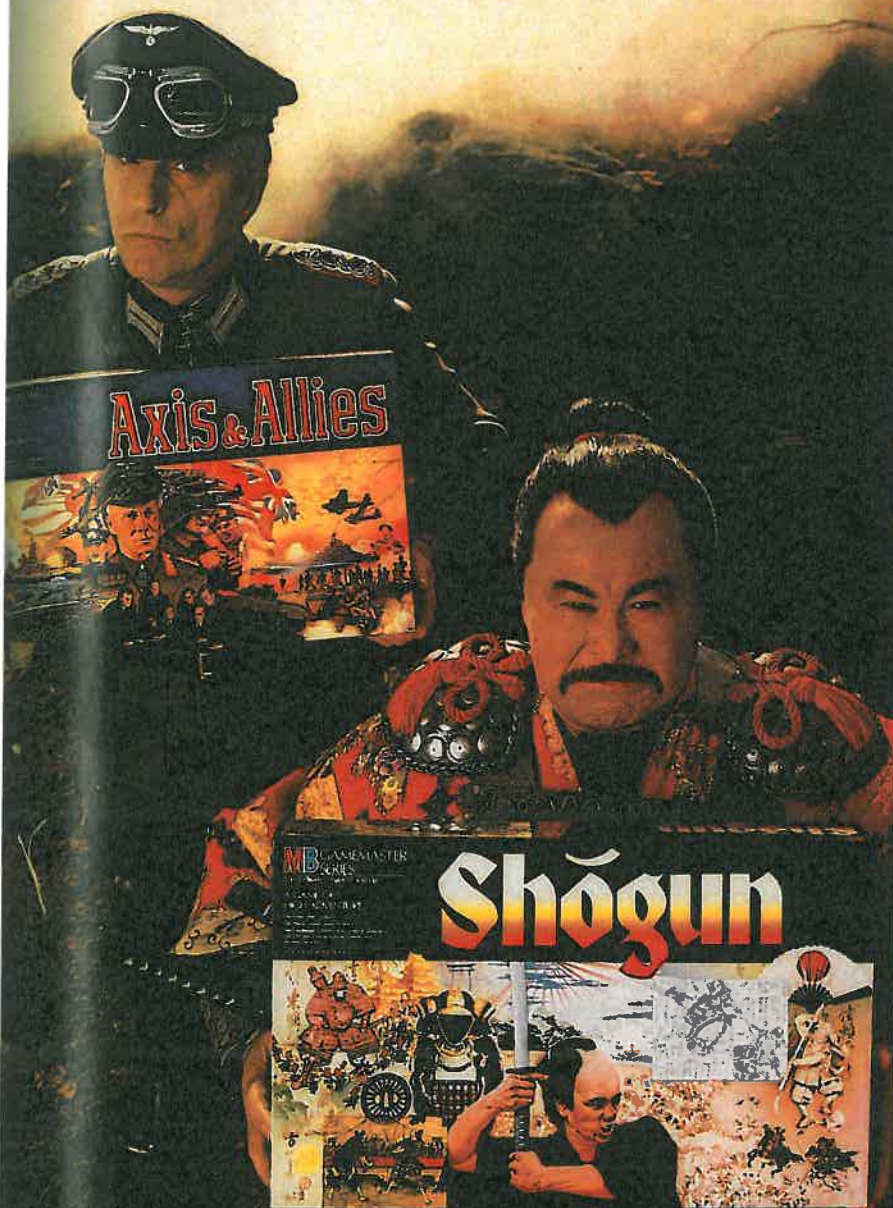
Fully painted Mighty Empires pieces

inspiring and challenging game I've worked on for ages. In fact I can't wait to get it back from the printers and begin playing in earnest. I'm sure that over the next few months there are going to be quite a few evening long games of Mighty Empires here at Games Workshop and, who knows, maybe now is the time to relaunch a full scale WFB campaign! More glorious Goblins and Orcs are being painted for the Priestley horde in anticipation, while Stillman's Elves are rumoured to be preening themselves for battle.

Meanwhile we are already working on new components and associated rules for subjects as diverse as wizard's towers, pirate fleets, marauding Chaos warbands, necropolises and rampaging skeleton hordes, temples, gold mines and rioting bands of citizens. We also plan to release more variants of the existing map tiles, and some brand new ones. A current favourite is to design a special Dark Lands tile pack with huge bleak mountain ranges, ash wastes, volcanoes and lava flows, poisoned rivers and lakes.

Meanwhile Bob Naismith is busy designing a range of extra metal components for Mighty Empires which will allow players to personalise their own games. These include some special capital city models, ruins, bridges and individual banner models for different Warhammer races as well as the various pieces described above. The first of these components will be a bridge, a wizard's tower, and a pirate ship model and these will be available soon. To go with these we have written some extra rules which we will be publishing in White Dwarf as opportunity permits.

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GAMEMASTER - BRING THE BATTLE TO LIFE.

MODELLING WORKSHOP

WARHAMMER FANTASY COTTAGE

BY DAVE ANDREWS AND PHIL LEWIS

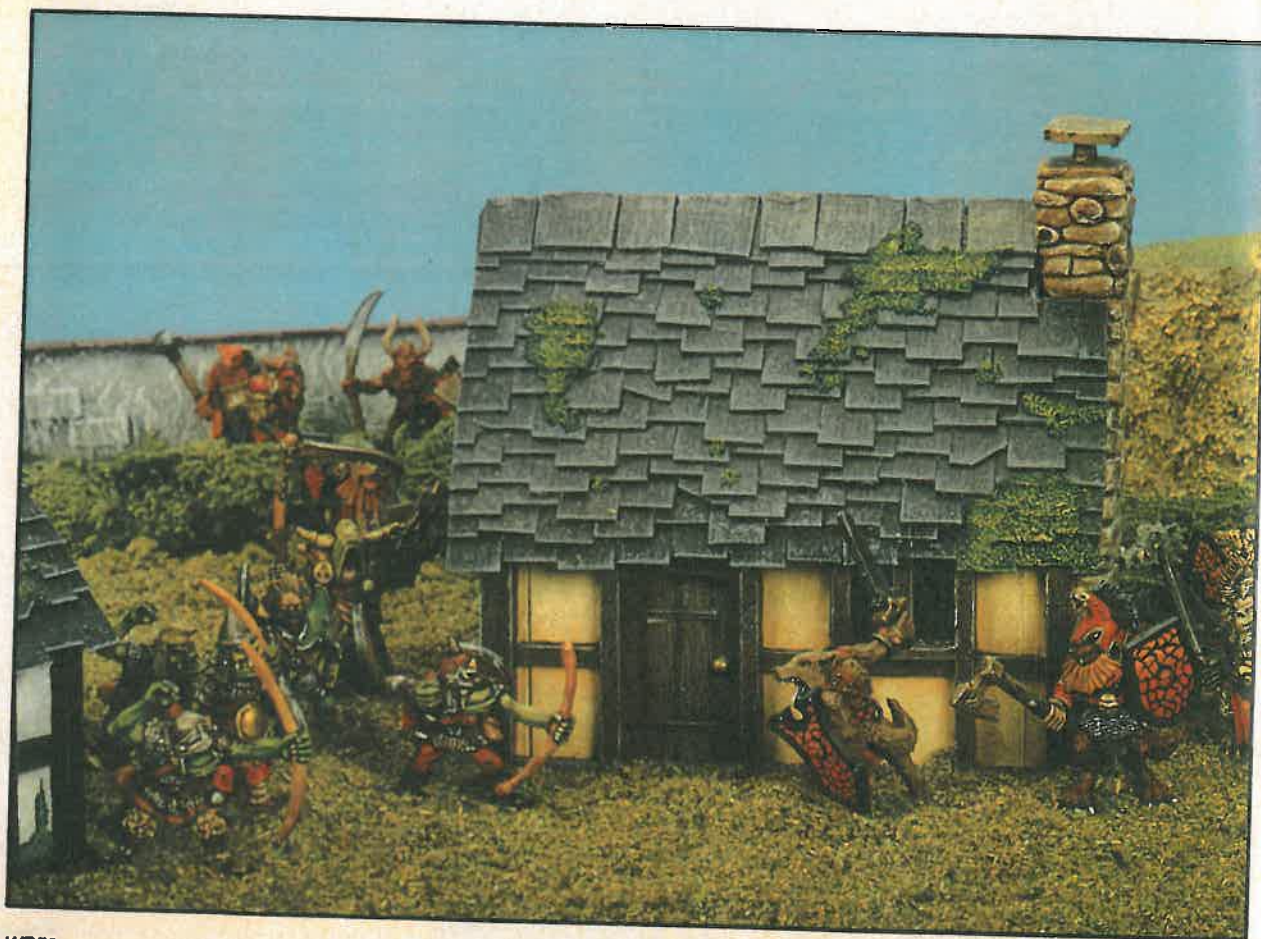
This is the first in a new series of articles by Dave and Phil on making buildings and terrain for Warhammer Fantasy Battle, Warhammer 40,000 and Epic Battles. Each month, Dave and Phil will be taking you through the construction of houses, temples, ruins, gun emplacements, walls, fences – a whole range of scenery to enhance your battles.

The first model we're describing is a medieval cottage for Warhammer Fantasy Battle that introduces many of the simple techniques used in building terrain. If you're an inexperienced modeller and you want some help with any of the techniques described, or if you want to know where to get hold of the tools and materials you'll need, call in to your local Games Workshop store and they'll be more than happy to give you some advice.

GETTING STARTED

This series is aimed at making buildings and terrain accessories for the gaming table rather than for dioramas or display models. We've therefore kept the tools, materials and methods as simple as possible so that even if you're a beginning modeller you shouldn't have any trouble following the instructions.

You might be asking yourself "Why make terrain in the first place?" and that's best answered by saying that the more you put into your hobby, the more you'll get out of it. Two well-painted Citadel armies facing each other across the wargames table look fine enough, but the addition of some well-constructed and well-painted scenery gives a really stunning visual impact to your battle as well as making greater tactical play possible.



MATERIALS

At the top of the list of things you'll need is **foam card**. This is a foam sandwich with thin card on the outside. It's available in different thicknesses but we've found that the 5mm card is the most useful and works well in almost all modelling situations. Foam card is available from numerous art shops or graphic suppliers at around £6.00 for a sheet that's approximately 800mm x 1000mm – you'll be able to make at least 8 small buildings with a sheet this size.

You can use thick cardboard instead of foam card but foam card's big advantage is the ease with which you can cut it. There's a temptation to use too much force when cutting thick card; this can be dangerous if you're using sharp modelling knives – foam card is definitely much safer.

The other two main materials you'll need are **thin cardboard** (the card from cereal packets is just right) and **balsa wood**. We've found the most useful thicknesses of balsa are 1/8th and 1/16th of an inch – these are available at most model shops for around 60p-70p for a sheet approximately 75mm x 700mm.

TOOLS

You'll only need a few simple tools for making buildings. Most of these you'll probably have around the house or you can get them from any good modelling or hardware shop.

Modelling knife with replaceable blades (remember to always work with new sharp blades – these are much safer than blunt blades).

Scissors, especially if you're cutting thicker card.

Steel ruler (a plastic or wooden ruler will be ruined in a very short time) and **set square**.

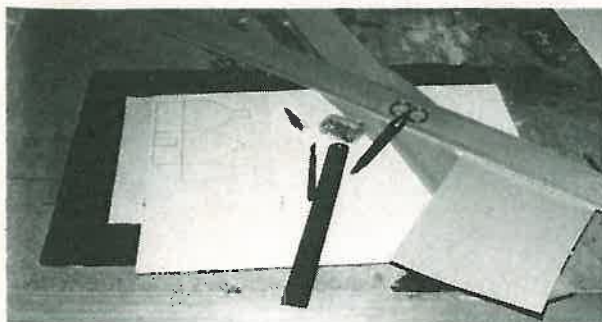
Pins for marking out the shape of the templates – long dressmaking pins are better than drawing pins.

All-purpose glue or epoxy gel suitable for card, plastic, balsa wood etc, such as PVA glue.

Masking tape or cello tape.

Emery board or fine grade sandpaper.

Cutting surface, for example a piece of thick card, hardboard or a cutting mat (cutting mats are available from art shops or graphic suppliers but can be quite an expensive item) – the main thing is to make sure that you don't end up digging great chunks out of your best dining room table!



OTHER USEFUL MATERIALS

The following are useful materials to have but aren't absolutely necessary. You can start making buildings with the few tools and materials we've listed above and then you can branch out with these extra materials when you've had a bit of practice.

Textured plasticard – this is a great time-saver and, at about £1.00 a sheet from model shops, it can be invaluable.

Modelling putty or self-hardening clay such as DAS which is available from art and craft shops.

All-purpose filler or contour putty such as Tetraion or Polyfilla.

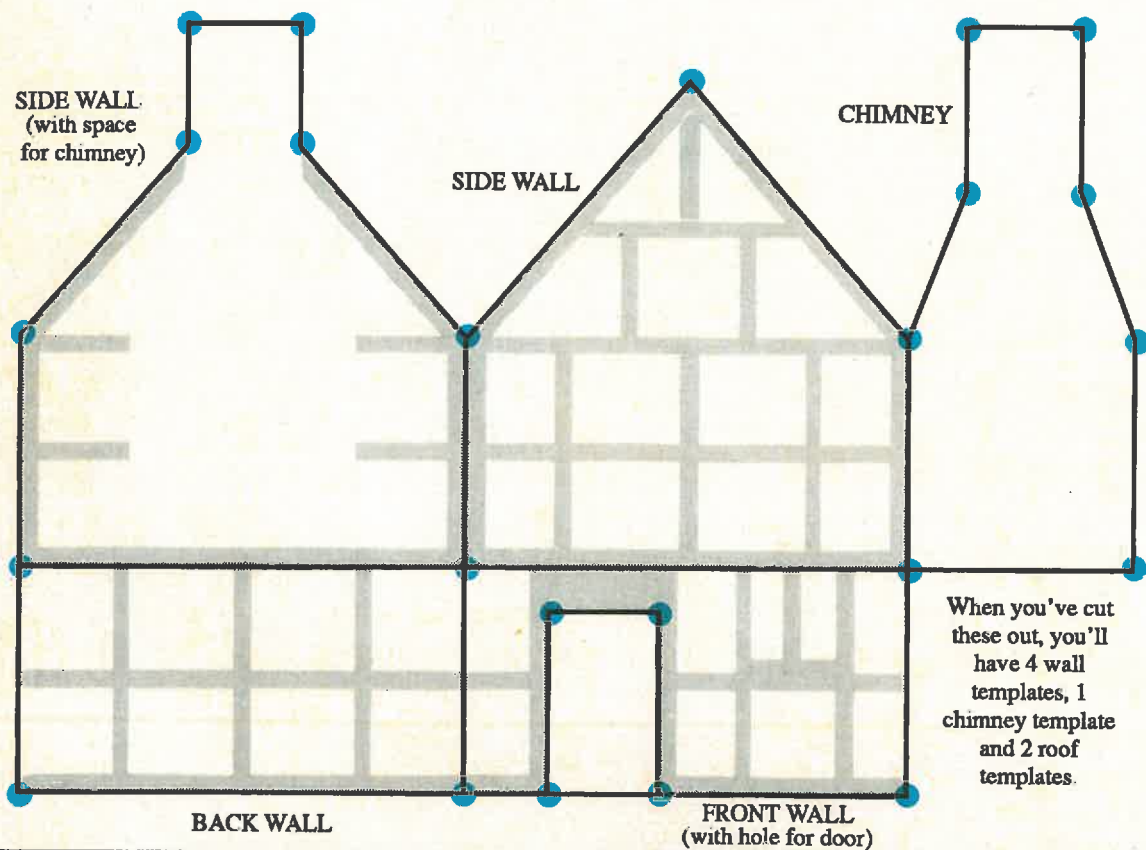
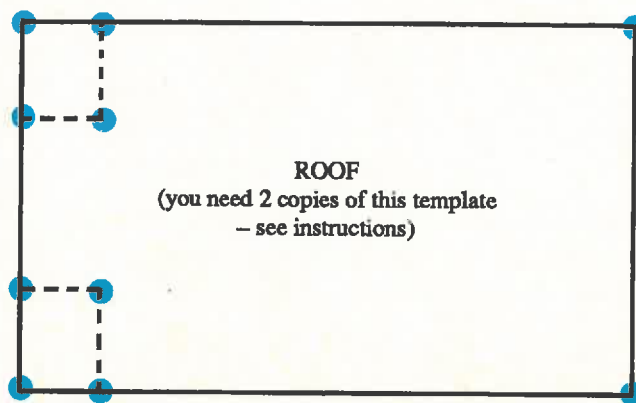
Balsa wood offcuts – these are available in small packs from model shops.

Old pens, bits of plastic sprue, round-headed pins, plastic shields, parts of miniatures – in fact, almost anything from your bits box that can be used to add detail and character to a building or terrain feature.

MAKING THE COTTAGE

For our first project we've chosen a Warhammer Fantasy cottage of medieval design. We picked this as it covers many of the basic techniques involved in making terrain and it's a good starting point for the beginner.

The templates are shown at 75% of actual size so you'll have to enlarge them on a photocopier by 133% (or redraw them and increase all the measurements by one-third). Make two copies of the roof template and place them beside each other with the long sides touching – cut out the chimney holes in the middle and ignore those on the outside.



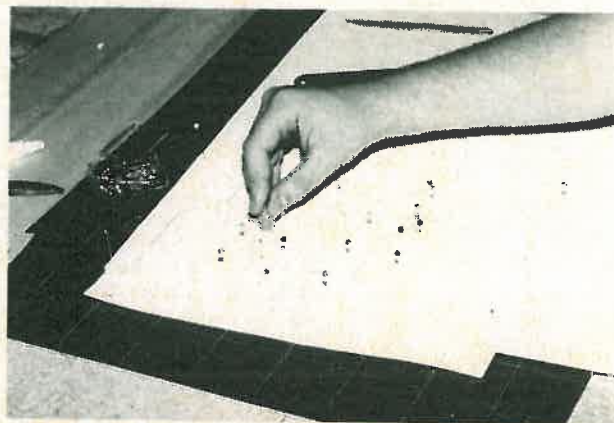
When you've cut these out, you'll have 4 wall templates, 1 chimney template and 2 roof templates.

STAGE 1 – USING THE TEMPLATES

The first step is to transfer the design for the cottage onto your foam card. The best way to do this is to photocopy the template and then fix it to your foam card with masking tape. Now take a pin and make a hole through the template into the foam card at each of the marked points.

When you've pricked a hole through all the marked points, carefully remove the template. You should find that you've got a join-the-dots copy of the template on your foam card. Take a pencil and draw in the lines between the holes – you should have a perfect copy cottage outline.

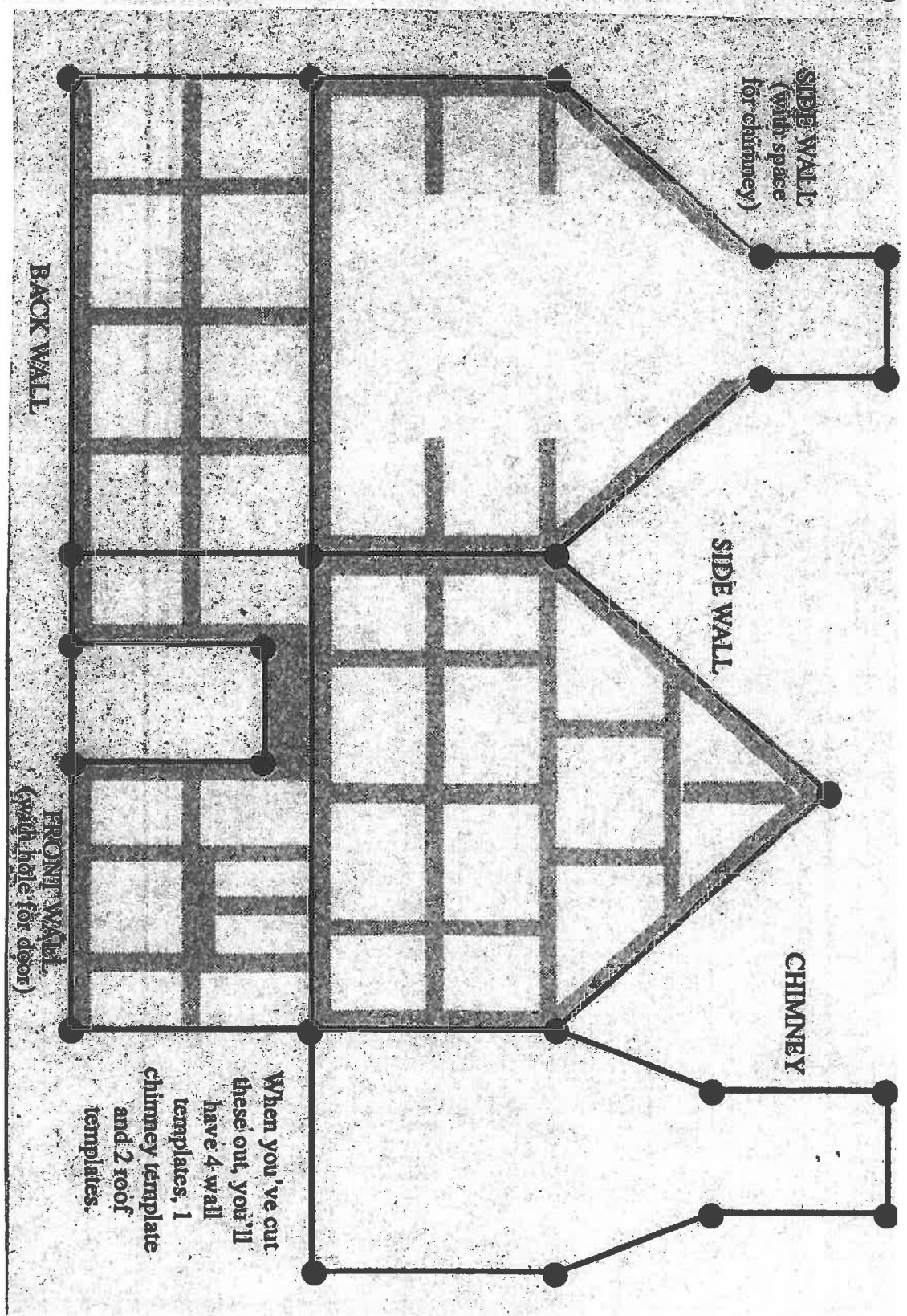
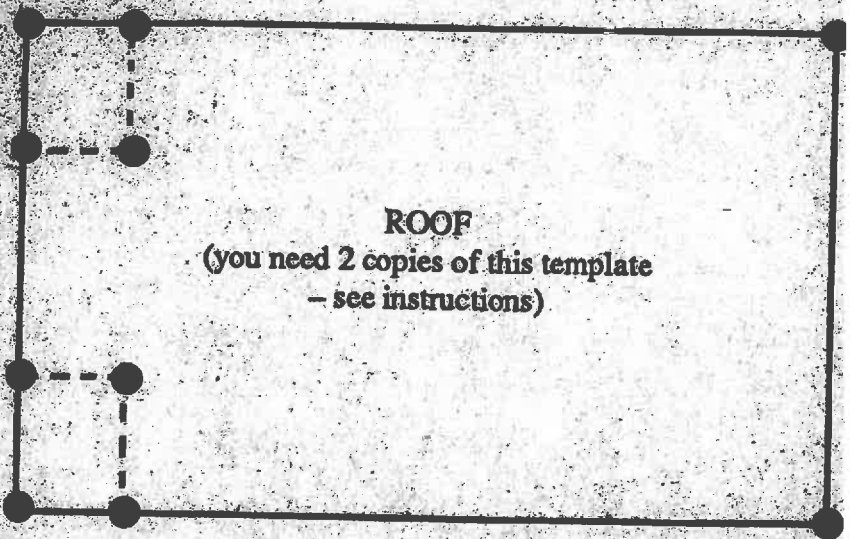
Finally, you need to cut out the building plans. This is where your steel ruler comes in. Don't try to use a plastic or wooden ruler for this job as all you'll succeed in doing is taking large chunks out of it.



MAKING THE COTTAGE

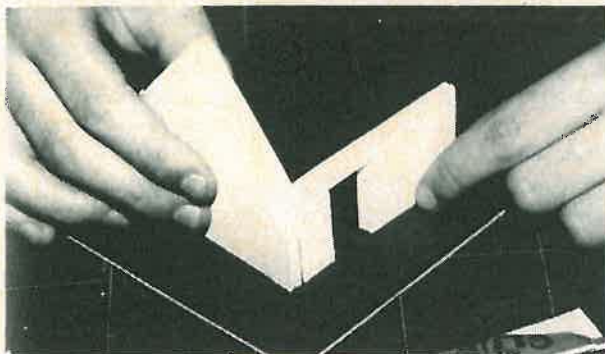
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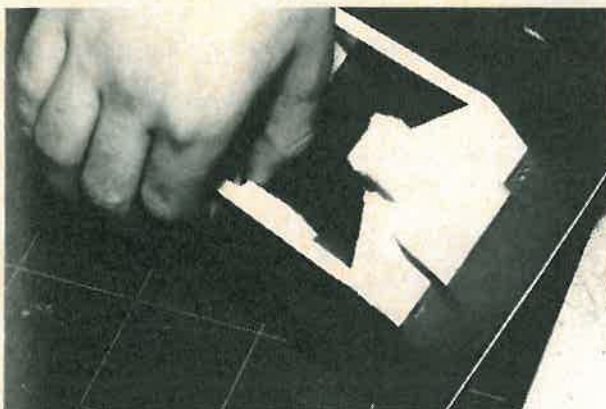


When you've cut these out, you'll have 4 wall templates, 1 chimney template and 2 roof templates.

STAGE 2 – ASSEMBLING THE COTTAGE



Now you've got the main parts of your building cut out, it's time to glue them together. The best way to do this is to glue the four walls to a base of reasonably thick card so that there's a fair-sized overlap all around the building. You need to glue along the base of each wall and along the sides where the walls meet. The extra chimney section is glued into place and the hole for the door is cut out.



STAGE 3 – INITIAL ROOF ASSEMBLY

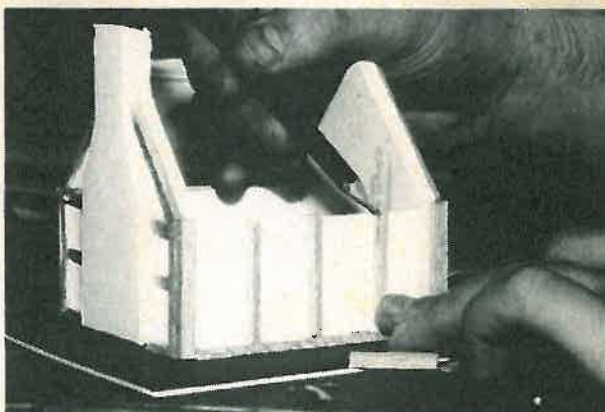
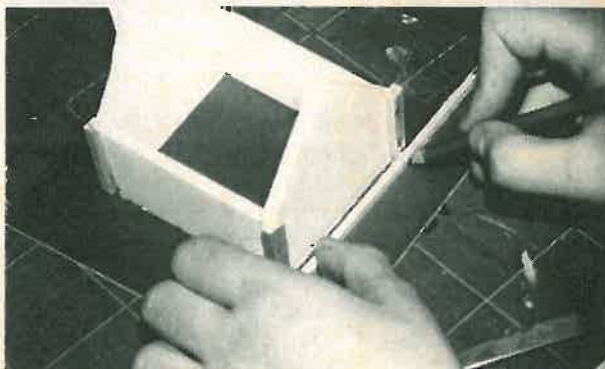
While you're waiting for the glue to set on the building itself, the roof can be cut out. Score it down the middle to make folding easier – a slight cut with a modelling knife is fine to help make this fold.

If you want the roof permanently attached to your cottage, it can simply be glued into place. If, however, you want to make the roof removable, a couple of small triangular supports can be traced onto foam card using the templates from the end walls, cut out and glued to the inside of the roof about 25mm from each end.



STAGE 4 – TIMBERING

The balsa wood timbering on the cottage looks daunting but is, in fact, simplicity itself. The positions for all the timbers are shown on the template so, rather than measuring the length of each section you need with a ruler, you'll find it easier to just hold the strip against the template and mark the point at which you need to make your cut by drawing a faint line with a pencil. Once you've cut the timbers out, glue them in place using multi-purpose glue.



It doesn't really matter which thickness of wood you use – we've used 1/8" for the cottage. Always remember to cut along the grain of the wood, not across it – this stops the wood tearing and breaking up into small useless sections.

SAFETY

It's worth reminding you that modelling tools can be dangerous if they're used carelessly. Remember, they're sharp and they cut – and it's so much easier to make these buildings if you've still got all your fingers!

The most important safety rule is: make all cuts away from your fingers. It's also much safer to cut through a sheet of card with several lighter strokes than with one heavy stroke; you're far more likely to slip when pressing too hard so you'll find that you actually get a much straighter cut with lighter strokes.

Always use a new sharp blade – sharp blades are a lot less dangerous than old blunt blades which you have to press very hard to cut through anything.

STAGE 5 – DOORS AND WINDOWS

The door is simply a rectangle of thin balsa wood cut to size and glued in place – the timbering you've already glued on forms the door-frame. If you want, you can score three or four lines into the surface of the balsa wood to represent planks.



For the door hinges, glue thin strips of card or plastic into place; for the handle either glue a small blob of modelling putty onto the door or push a round-headed pin through the balsa and foam card.

The sides of the windows have already been formed by the vertical timbering so to make the windows you first cut out a small section of thin balsa and round off the corners along one edge. Stick this to the wall with the rounded edges to the front to make a windowledge. Another small strip of balsa glued vertically above the ledge gives the impression of two thin upright windows.



STAGE 6 – THE CHIMNEY

To give the impression of different-sized stones, you push blobs of modelling putty onto the foam card in a relatively haphazard manner. When you're doing this, it's a good idea to put the putty on in a random manner to start with otherwise it's possible to end up with slightly too regular a pattern.



Once you've put on each piece of putty it helps to square it off straight away while the putty's still easy to work – a modelling tool helps here or you can use a small piece of scrap balsa.

A word of warning: if you want to be able to remove the roof, keep checking where you're applying the putty otherwise you'll either end up having to cut a bigger section out of the roof or you'll have to remove some of the putty as the roof won't fit any more.

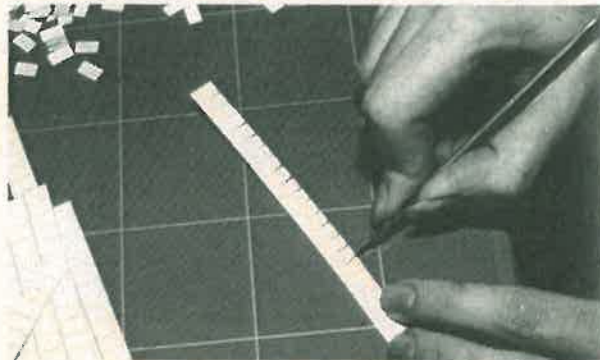


STAGE 7 – ROOF TILES

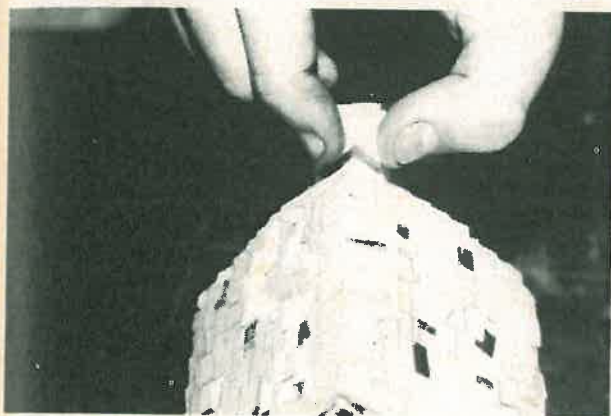
Check the fit of the roof to see if the vertical timbering gets slightly in the way. It's only the work of a moment to trim these to the same angle as the slant of the roof by using your emery board or sandpaper.



You can make the roof tiles in one of two ways – use whichever way you prefer. For the first method, you start by cutting out strips of tiles as shown in the diagram. Once you've made a number of these, you can start gluing them into place. Always start at the bottom of the roof and work up towards the ridge. As each line of tiles is completed, overlap the next row, making sure that the cuts don't line up to give a staggered effect.



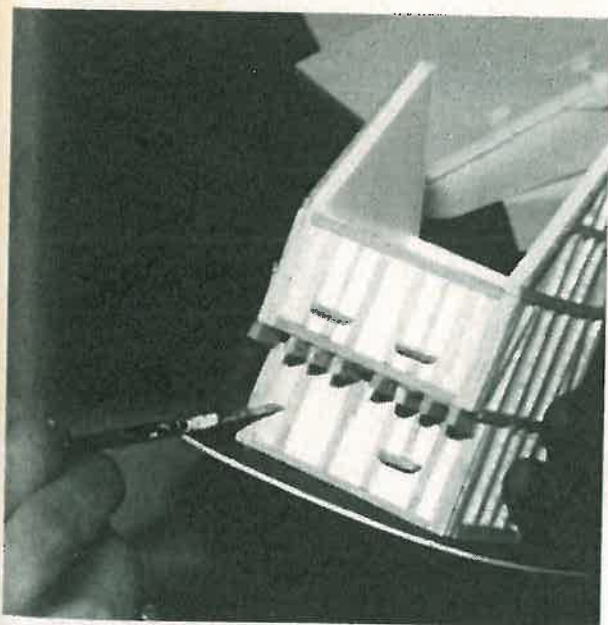
The ridge tiles are made as normal except you start with double-width tiles and score them down the centre so that they fold over the apex of the roof. If you want you can glue an upright strip of card or plasticard along the ridge itself. This can be cut, or filed if you're using thicker plasticard, to give a pattern along the top edge. A spike, made from a cut down plastic Elf spear for example, glued to each end of the ridge is a nice finishing touch.



STAGE 8 – FINISHING OFF

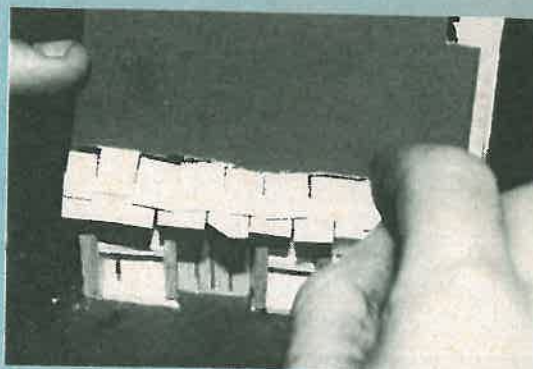
If you wish, you can now consider your cottage finished and ready to paint but a couple of quick extra stages here can help disguise any slight errors you've made and add that final special touch.

A thin wash of Pollyfilla or Tetrian painted onto the panels of the building give it a nicely textured look and hide the cut edges of foam card that may still be visible in one or two places. Use an old brush of size 2 or 3 and thin the filler down with water until you get the right consistency (about the same as acrylic paint).



You can sprinkle small areas of sand over PVA glue on the roof to give the effect of moss (once painted) or on the walls to represent small growing plants and lichens. This can be extremely useful, especially on the roof, to hide small patches of glue that have seeped up between the tiles.

ALTERNATIVE ROOF TILES



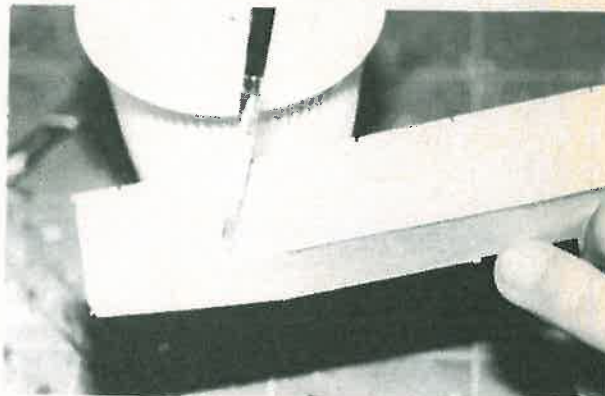
An alternative method of making tiles for the roof of the cottage, and our personal favourite, is to cut each tile out individually and glue them on one by one. This obviously takes a lot more time and effort, especially when sticking them in place, but the overall effect is very pleasing.

You work with the single tiles in the same way as the strip method: the tiles are glued in place starting at the bottom and then individually overlapped up to the ridge of the roof.

The tiles themselves can be almost any size you want. We've found that somewhere between 6mm and 10mm square works best. Remember that the different sized tiles and the different gaps between them can affect the look of your finished roof enormously – it's worth experimenting and seeing what you think looks best.

STAGE 9 – THE BASE

The first thing is to decide whether or not you require an overhanging base. In almost every case, you'd be best advised to leave some overlap around the base of the building to help keep it from being damaged. If you decide to do without a base, cut off the excess card using scissors.



The base may be textured to match your models and you can enhance it with small sections cut out of thin card to represent paving stones and sand to represent moss or grass. Use PVA glue for this as it can be watered down and spread thinly over the base using an old brush before you sprinkle the sand on.

PAINTING THE COTTAGE

As with the Citadel Miniatures that you paint, the first thing is to give the building an undercoat. A white or light grey colour is ideal, sprayed on sparingly from an aerosol.

The next step is to paint all of the panels a slightly darker colour than the colour you want your building to finish up. For example, if you're planning on a white building you'll want a pale grey undercoat; if you want a cream colour, then use a light buff undercoat.

Perfect neatness isn't too important but make sure that each panel is well-covered without getting too much surplus paint over the timbering. A largish brush (size 2 or 3) is most suitable here.

Now using a size 1 or 0 brush, carefully paint all the timbering including the windows and doorframes. You can get an old oak effect by starting with a mix of Ghoulish Grey and either Brown Ink or a Chaos Black/Bestial Brown mix. A light drybrush with Bronzed Flesh gives you the highlight. You do black timbering with a Chaos Black base coat and a drybrush of Elf Grey.

When doing the drybrushing, make sure you take as much paint off the brush as you can otherwise you're likely to get a very streaky finish. Don't worry about giving the building more than one drybrush if you need to – you'll almost certainly get a neater finish this way and you'll be less likely to get paint onto the panels.

That's the wood finished. Now, however careful you've been, you probably need to touch up one or two of the panels with their original colour. Having done that, take your chosen colour (white or cream in our examples



above) and stipple this into each panel with a greater covering in the centre of the panel gradually fading to the edges of the timber surround to give the impression of shade.

For stonework you can use any appropriate colour as a base, highlighting it by adding Skull White to the base colour and drybrushing it on.

For the roof, it's best to use a 1/2" or 1" wedge brush to save time. The secret here is to drybrush from the base of the roof towards the roof ridge (not from the top down which might seem the more obvious way). You can get a good slate colour by using Chaos Black or Ghoulish Grey as a base colour, drybrushing with a mix of Elf Grey, Skull White and Electric Blue – without the blue, the roof tends to look a little dull but still quite acceptable.

If you want a natural tile colour, use a base coat of Terracotta highlighted with a mix of Blood Angel Orange and Skull White. A slightly darker version of this also looks very effective: start with a base colour mix of Terracotta and Chaos Black to give a deep red/brown colour and drybrush first with Terracotta, then lighten this by gradually mixing Blood Angel Orange and Skull White into the drybrushes.

Paint the stones using any appropriate base colour and highlight them by mixing Skull White with the base colour. For grass and moss, start with a relatively dull green base coat (a mix of Woodland Green and a little Chaos Black gives a good dull green) and then highlight with successively lighter greens such as Goblin Green and Bilious Green – try to avoid getting the greens too bright or your grass will look very unnatural.



A two-storey townhouse. Notice the bird's nest on the roof and the area at the top of the wall where the plaster has been broken away. Two of the shutters have been closed and are painted with a chevron device; the third shutter is open to show the detail of the window. On the lower storey, you can also see the ends of some of the stone blocks used for the wall.

Once you've successfully completed your first building, take a look at the two townhouse variants we've included here. They both start from a simple pattern similar to that for the cottage – hopefully we'll be able to do more templates and stage-by-stage photos for these in future White Dwarfs. The more adventurous of you may even be able to copy or adapt these buildings and work out your own templates.

If after reading this article you decide to have a go at designing your own buildings, remember that the timbering on medieval buildings wasn't there for decoration – it actually held them up. So make sure that your timbering always looks strong enough to do the job.

If you need inspiration for designing your own buildings, there are plenty of sources: you can visit your local library to find books on medieval architecture, or collect cuttings and postcards that have an architectural theme. Don't forget that there are vast numbers of historical buildings standing throughout the country, any of which should be able to give you a few good ideas for models.



All of our retail branches are becoming involved with all aspects of terrain building, so if you need some advice or information on where to get materials, or you just want to share ideas about making terrain, don't hesitate to drop in or give them a call – they'll be only too pleased to help.

Happy modelling,

DAVID
ANDREWS

Phil. L.



Dave



Phil

A variant on the townhouse above, this time with a thatched roof and a small oriel window added to one side of the building. Also notice the decorative details: the shield displaying a lion rampant, probably the heraldic device of the house's owner, and a small poster or broadsheet attached to the wall near the lower window.



WARHAMMER FANTASY ROLE PLAY

Like the river liner *The Emperor Luitpold*, which was described in WD122, the Great Hospice has a lot of potential as an adventure location. It could offer some small relief – or even a cure – to an unfortunate adventurer who has gained one Insanity Point too many in the struggle against the forces of Chaos. It might be the ideal place to put someone out of the way for a long, long time. It might be somewhere to hide (or discover) a deadly secret. After all, who listens to the obviously insane claims of a raving lunatic? And once you've passed through the gates in those high, grey walls, how do you prove you're not insane? Madness is easy to prove – whose behaviour isn't a little odd at times? But your own sanity may be a little harder to establish, especially when you must be mad to be on the inside, and just who trust the word of a madman, let alone listen?

As well as describing the Hospice and its staff, we've included some optional rules on insanity and a selection of adventure ideas. Even if your adventurers are nowhere near Frederheim, this material can be used for any lunatic asylum in the Old World.

[illegible]

THE GREAT HOSPICE



The Sisters of Shallya are one of the largest orders of Shallya's priesthood, and as its name suggests, the membership of the order is exclusively female. Members of the order may be found throughout the Old World working with the poor and sick – usually alongside male followers of Shallya. The hospices are large hospital-monasteries, of which there are several in the Old World. Some of the hospices deal in general healing, and take any patient who comes to them in need;

others specialise in particular ailments and conditions, and draw their patients from all over the Old World. The hospice at Seuchenshof in Nordland, for example, specialises in the treatment of the Black Plague – while that at Frederheim in the Reikland specialises in the treatment of insanity.

FREDERHEIM

The village of Frederheim lies not far from the point where the highway from Altdorf forks for Middenheim and Delberz. It is a tiny, undistinguished place of 75 or so souls who scratch a living from the forest, and few people ever stop there. Fewer maps even bother to record its position, although it is part of the Imperial estates. The locals are reluctant to talk about the Hospice – not because of any disrespect to the Sisters, but from simple fear that the madness that haunts the place is infectious, just like any other plague...

Past Frederheim – but not quite through it – runs a dirt road, linking the Great Hospice to the Altdorf road. The turning is not marked by a post or milestone, and is easy to miss if you are not sure of your way. Despite appearances, the road is capable of handling coach traffic and winds through the dark forest for two or three miles until the high, grey walls of the Great Hospice suddenly loom out of the trees.

THE HOSPICE

The Great Hospice was founded in 2243 by a grant of land and money from Eberhardt the Just, who was then Emperor in Altdorf. A postulant priest of Shallya him-

self, Eberhardt had suddenly had the leadership of the House of Holzkrug thrust upon him when his father died suddenly and his elder brother was found issuing decrees to an electoral assembly which consisted entirely of potted plants. As Emperor, Eberhardt expended a great deal of time and money – much of it his own – on improving public health in the Reikland's towns and cities. He was especially interested in the causes of mad-

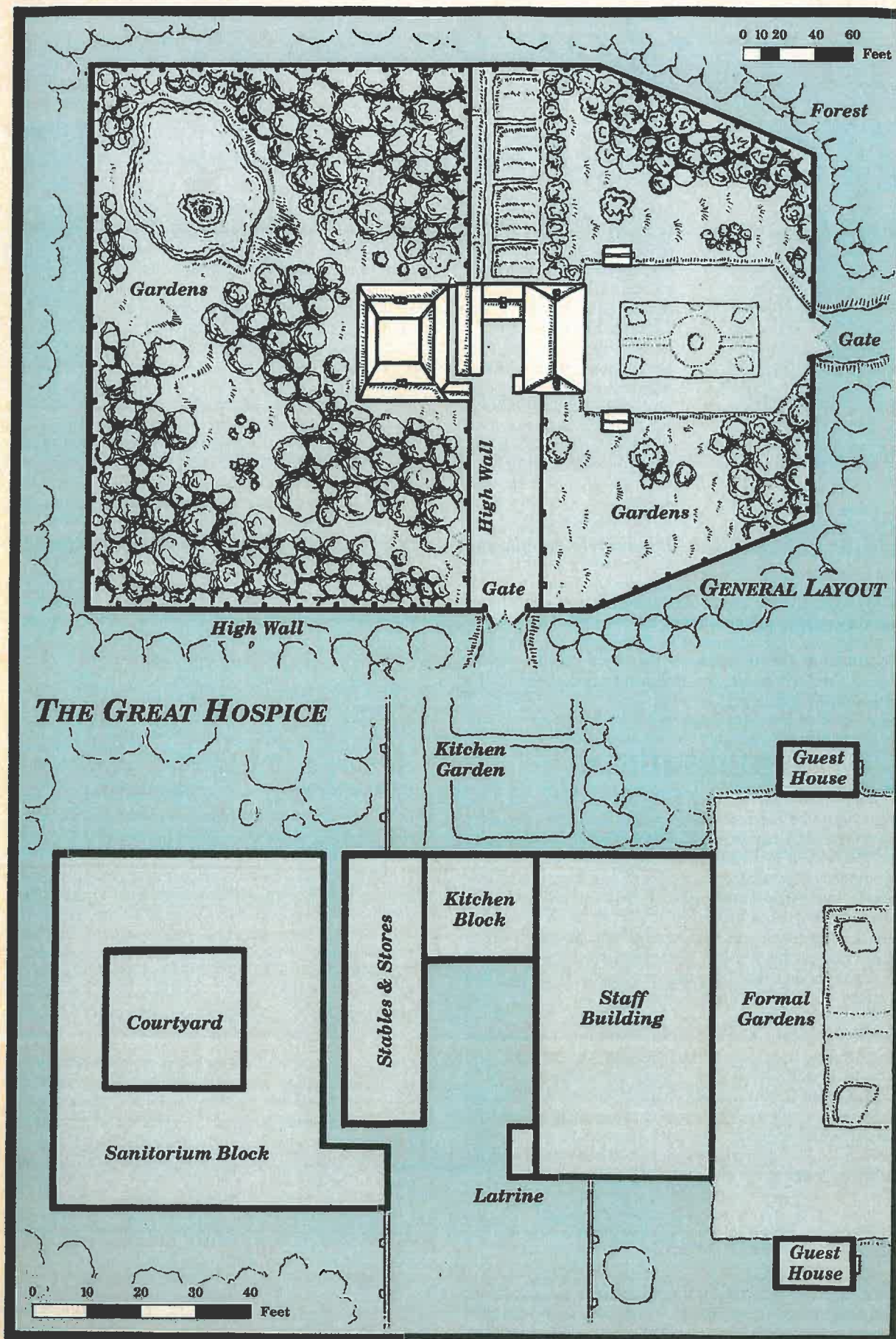
The madwoman couldn't remember her name – which was listed in the hospice records as Erzbet – but did know she had been a dancer. At times, she would astonish the other patients by performing with a delicacy and expressiveness that belied her wild, tangled hair and deeply-etched face. At other moments, she would recite a long list of names to herself. Clementine didn't know what Erzbet's litany meant, and – as one dedicated to a cult who foreswore the taking of any intelligent life – would have been horrified to learn that her patient was recalling all those she had murdered.

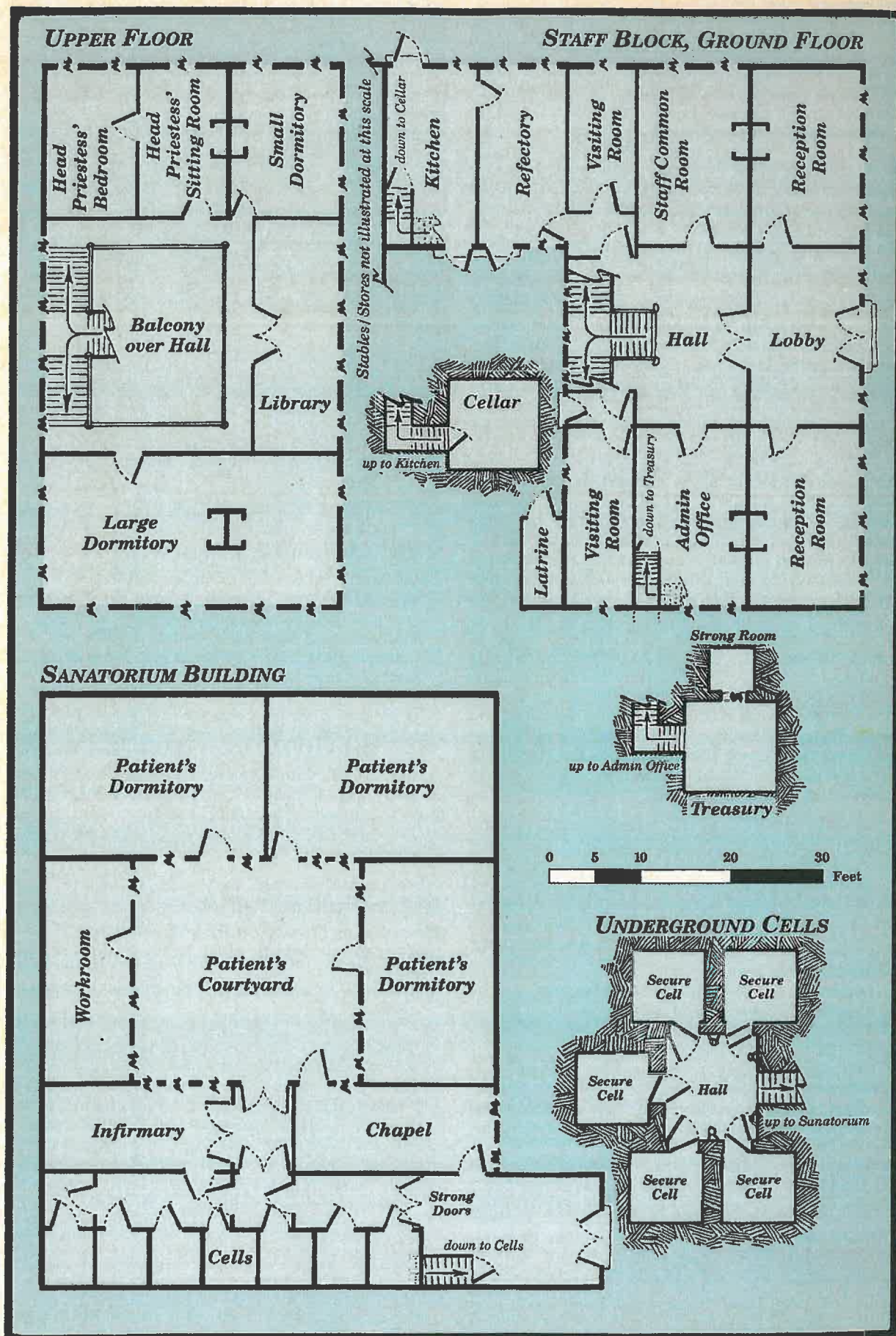
Erzbet was supported in the hospice by generous donations. A person named Dieudonna who had never visited had ordered the banking house of Mandragora to set aside a hundred crowns a year for the hospice as long as the dancer was in its custody. And one of the first families of Altdorf also took an interest in her case. Whoever Erzbet had been, she had some influential friends.

... In her early days at the hospice, years ago, she had shouted and smeared the walls with her own filth. She told all who would listen that there were enemies coming for her. A man with a metal face. An old-young Dead Woman. She was constrained for her own good. She used to attempt suicide by stuffing her clothing into her mouth to stop her breathing, and so the priestesses of Shallya bound her hands by night. Eventually, she settled down and stopped making a fuss. She could be trusted now. She wasn't a problem any more.

... Over the years, she had withdrawn into herself. During the hours she spent in the sunny quadrangle at the hospice, she simply stared into emptiness, not seeing the Sisters or the other patients... She had not danced for over a year. She didn't even have nightmares any more. Most of the priestesses thought of Erzbet's quietness as a sign of merciful healing, but Sister Clementine knew this wasn't so. She was sinking fast. Now, she was a convenient patient – unlike some of the raving creatures the order had to deal with – but she was further into her own darkness than she had been when she was brought to the hospice.

– Drachenfels





ness, and as soon as the newly-endowed hospice was built he sent local militias scouring the towns and countryside for lunatics to occupy it. Eberhardt hoped that by studying lunatics a cure might be found for madness, but the Sisters of Shallya placed the well-being of their patients above any academic priorities, and no startling progress has been made.

The Great Hospice of Frederheim continues to receive financial support from the crown, but this has reduced drastically over the years. For the last century the Hospice has relied on "donations" – they will not call them fees – from the families of their more wealthy patients. No-one has yet been turned away.

Sworn statements by two physicians are necessary before a patient can be admitted here. In the case of poor patients who cannot afford a physician, Sister Margaret will provide one signature and Sister Marie the other. Once admitted, a patient remains in the care of the hospice until he is demonstrably cured (which is rare), until he dies, or until his family – if any – instructs otherwise.

The Hospice is technically a nunnery of Shallya, and there are certain rules which must be observed by those visiting. All weapons, armour and magical items (except those which can be demonstrated to have at least one healing property) must be kept under lock and key for the whole duration of the visit. No violence of any kind may take place within the walls of the Hospice. Visitors must do as they are asked by the staff at all times. Violating these rules – and any other breach of common courtesy – will result in the miscreant being asked to leave immediately. Serious infringements might call down Shallya's wrath on the culprit: healing – including magical healing – will stop working, and the character will suffer a -20 penalty to all T tests against disease. These effects last until the culprit has made confession in a temple of Shallya, and performed a penance set by one of her Clerics.

THE PEOPLE OF THE GREAT HOSPICE

High Priestess Margaret von Aschendorf

Cleric of Shallya, level 3

- ☐ **Appearance:** Elderly, slim, piercing blue eyes.
- ☐ **Personality:** Brisk, practical, worldly.
- ☐ **Motivations:** Keep Hospice running, get donations, cut costs.
- ☐ **Catchphrases:** "They're happy enough to dump their embarrassing relatives on us, but they don't seem to understand that it costs money. Just because we're priestesses, they seem to think we come by everything we need miraculously."

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	35	37	3	4	9	47	1	43	58	55	52	67	49

Skills: Arcane Language – Magick; Cast Spells (see below); Cure Disease; Heal Wounds; Herb Lore; Identify Undead; Magical Awareness; Magical Sense; Meditate; Public Speaking; Read/Write; Scroll Lore; Secret Language – Classical; Theology.

Spells: 28 Magic Points

- Petty** Gift of Tongues; Glowing Light; Magic Alarm; Magic Lock; Open; Protection from Rain; Remove Curse; Sleep; Zone of Warmth.
- Battle 1** Aura of Resistance; Cure Light Injury; Cure Poison; Detect Magic; Dispirit; Enthuse; Immunity from Poison; Steal Mind.
- Battle 2** Aura of Protection; Cause Panic; Rally; Treat Illness; Zone of Sanctuary; Zone of Steadfastness.
- Battle 3** Cause Fear; Cause Stupidity; Cure Insanity; Dispel Magic; Enfeeble.

Possessions: silver dove cloak-pin; robes.

Typical Sister

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	27	35	3	3	9	45	1	46	42	33	39	31	33

Skills: Cure Disease; Heal Wounds; Read/Write; Scroll Lore; Secret Language – Classical; Theology.

Possessions: silver dove cloak-pin; robes.

Sister Clementine Clausewitz

Physician's Student, ex-Initiate, ex-Noble

- ☐ **Appearance:** Late 20s, medium build, fair hair.
- ☐ **Personality:** Dreaming, well-meaning, emotional.
- ☐ **Motivations:** A simple life, welfare of patients.
- ☐ **Catchphrases:** "I hope it's for the best. It's so difficult to know what to do for them."

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	27	35	3	3	9	45	1	46	42	33	39	31	33

Skills: Charm; Cure Disease; Etiquette; Heal Wounds; Heraldry; Luck; Read/Write; Ride Horse; Scroll Lore; Secret Language – Classical; Theology.

Possessions: silver dove cloak-pin; robes.

Sister Marie Duvallier

Physician, ex-Physician's Student, ex-Initiate

- ☐ **Appearance:** Middle-aged, heavy build, grey hair, blue eyes.
- ☐ **Personality:** Gentle, patient, slight Bretonnian accent.

The Sisters of Shallya devoted themselves to healing and mercy. Some went into the world as general practitioners, many toiled in the hospitals of the Old World's cities, and a few chose to serve in the hospices. Here, the incurable, the dying and the unwanted were welcome. And the Great Hospice in Frederheim, twenty miles outside Altdorf, was where the insane were confined. In the past, these cloisters had been home to two Emperors, five generals, seven scions of Electoral families, sundry poets and numberless undistinguished citizens. Insanity could settle upon anybody, and the Sisters were supposed to treat each patient with equal care.

– Drachenfels



- **Motivations:** Welfare of patients, researching treatments for insanity.
- **Catchphrases:** "The mind is a complex organ – more intricate than the finest clock a Dwarf ever made. We do not even understand how it can be broken, so we have a long way to go before we know how to mend it."

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	27	32	4	4	9	44	1	65	49	66	53	54	42

Skills: Cure Disease; Heal Wounds; Manufacture Drugs; Read/Write; Scroll Lore; Secret Language – Classical; Surgery; Theology.

Possessions: silver dove cloak-pin; robes; surgical equipment (stored in infirmary).

Sister Anna-Lise Leverktse

Pharmacist, ex-Herbalist, ex-Physician's Student, ex-Initiate

- **Appearance:** 30s, tall, slim, always wears gloves.
- **Personality:** Brisk, efficient, unsociable.
- **Motivations:** Develop new compounds for treating insanity, welfare of patients.
- **Catchphrases:** "Will it work? How can I know? How do I know what works if I'm not allowed to test anything?"

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	32	3	3	7	43	1	40	29	42	44	39	37

Skills: Arcane Language – Druidic; Chemistry; Cure Disease; Heal Wounds; Herb Lore; Identify Plant;

Immunity to Poison; Manufacture Drugs; Prepare Poisons; Read/Write; Scroll Lore; Secret Language – Classical; Theology.

Possessions: silver dove cloak-pin; robes; pharmaceutical equipment (in infirmary).

Sister Ulrike Messner

Physician's Student, ex-Initiate, ex-Alchemist's Apprentice, ex-Hypnotist

- **Appearance:** Late 20s, medium height and built, piercing blue eyes.
- **Personality:** Friendly, gregarious, talkative.
- **Motivations:** Investigate non-surgical, non-pharmaceutical treatments.
- **Catchphrases:** "The mind isn't physical and it's not chemical. The mind itself is greater than cogs and drugs."

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	28	30	3	3	7	42	1	39	33	42	39	43	45

Skills: Brewing; Chemistry; Cure Disease; Evaluate; Heal Wounds; Hypnotise; Magical Awareness; Read/Write; Scroll Lore; Secret Language – Classical; Theology.

Possessions: silver dove pendant; robes.

Chief Orderly Sister Hanna Bratsch

Physician's Student, ex-Initiate, ex-Mercenary

- **Appearance:** 20s, short, stocky.
- **Personality:** Quiet, firm, slightly intimidating.
- **Motivations:** Serve the hospice.
- **Catchphrases:** "I decided to stop killing and try healing instead. Any objections? In the end I just swapped one bunch of lunatics for another."

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	42	4	3	8	44	2	30	41	44	47	42	37

Skills: Cure Disease; Disarm; Dodge Blow; Heal Wounds; Read/Write; Scroll Lore; Secret Language – Battle Tongue, Classical; Street Fighting; Strike Mighty Blow; Strike to Stun; Theology; Wrestling.

Possessions: leather jack and leggings (0/1 AP, all locations except head); silver dove brooch.

Typical Orderly

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	30	4	3	7	35	1	35	30	30	35	30	25

Skills: Disarm; Dodge Blow; Heal Wounds; Strike to Stun; Theology; Wrestling.

Possessions: leather jack and leggings (0/1 AP, all locations except head); silver dove brooch.

Erzbet Wegener, Hospice Inmate

Assassin, ex-Bounty Hunter, ex-Entertainer

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	65	67	4	4	12	63	4	64	49	52	50	55	35

Skills: Acrobatics; Concealment Rural; Concealment

Urban; Dance; Follow Trail; Marksmanship; Prepare Poisons; Scale Sheer Surface; Shadowing; Silent Move Rural; Silent Move Urban; Specialist Weapon – Fist Weapon, Lasso, Throwing Knife, Strike Mighty Blow.

Possessions: none.

Insanity Points: 4

Disorders: Amnesia; Dementia; Introversion; Phobia (strangers); Minor Disorder – Nightmares.

Typical Inmate

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	27	35	3	3	9	45	1	46	42	33	39	31	33

Skills: 25% chance of *Animal Training* (rats, bats, spiders or something similar), *Blather*, *Charm*, *Concealment Rural*, *Concealment Urban*, *Drive Cart*, *Flee!*, *Fleet Footed*, *Lightning Reflexes*, *Luck*, *Prepare Poisons*, *Read/Write*, *Ride – Horse*, *Scale Sheer Surface*, *Sing*, *Super Numerate*, *Very Resilient* and *Very Strong*; 5% chance of any other skill.

Possessions: tattered nightshirt; soup bowl.

Anders Bohne

- ☐ **Appearance:** Late 30s, slim build, fair hair.
- ☐ **Personality:** Quiet, reasonable, violent when he doesn't get his own way.
- ☐ **Motivations:** Escape.
- ☐ **Catchphrases:** "I don't want to keep repeating myself, but I am sane. I'm not mad. I shouldn't be in here. There's been a terrible mistake. Just talk to the Sisters, they'll tell you I'm right."

Hanni Eiferer

- ☐ **Appearance:** Old (late 60s), slight build, drawn face, piercing eyes.
- ☐ **Personality:** Charming psychopath.
- ☐ **Motivations:** Destroy 'wrongdoers', escape to continue the 'great work'.
- ☐ **Catchphrases:** "I'm going to cut the wickedness out of your soul. You want me to hurt you. I can tell. There's an eye in the middle of your forehead that's winking at me. It's telling me what to do. So SIT STILL. I'M A SURGEON, DAMMIT!"

Jurgen Stumpfnae

- ☐ **Appearance:** Indeterminate age, scruffy, red-rimmed eyes.
- ☐ **Personality:** Deluded, believes that he is a Vampire.
- ☐ **Motivations:** Live forever!
- ☐ **Catchphrases:** "Flies. Flies. Flies. That's the only thing for me. But there's not much life in a fly, you know. Far more inside you. Or one of those nice ripe sisters. Yummy."

Inmate 21B

- ☐ **Appearance:** Early 20s, long hair, beard, unwashed.
- ☐ **Personality:** Almost non-existent, can barely deal with inanimate objects.
- ☐ **Motivations:** A quiet life, away from everything.
- ☐ **Catchphrases:** "That wall's a lying git!"

INSANITY

The WFRP rulebook offers a selection of mental disorders and some basic notes on the treatment of insanity. However, further disorders have been recognised by Old World medicine, and further treatments have been developed at the Great Hospice and elsewhere. Here is a selection of optional and advanced rules, which can be introduced into your WFRP campaign if you wish.

New Disorder – Delusion

If you wish to include this new disorder in your games, use the *Disorders Table* in the WFRP rulebook as normal. When a *Phobia* result is generated, roll a D6: on a roll of 5-6 the result is *Delusion* instead.

A character suffering from this disorder believes something which is very obviously untrue. The nature of the delusion can vary widely – it may be something trivial, such as a conviction that the moon of Mannslieb is made of cheese, or it may be something which affects every aspect of the afflicted character's life, like a belief that the ground cannot be trusted to support his weight.

When a character is found to be suffering from a delusion, consult the following table:

D100	Result
01-50	Trivial Delusion
51-70	Moderate Delusion
71-80	Serious Delusion
81-00	Personal Delusion

Trivial Delusions have very little effect on a character's life, and lead only to minor peculiarities of behaviour. Here are a few examples, and you should feel free to invent your own:

- the character believes that all members of a particular race or nation are slightly deaf, and always shouts when talking to them.
- the character believes that the meat of a certain animal causes baldness, and refuses to eat it.
- the character believes that moonlight is dangerous, and will go to some lengths to avoid being struck by the rays of either moon.
- the character believes that mice are intelligent beings from another world, and will spend hours talking to them in respectful tones.

Moderate Delusions will affect the character's life somewhat, but not enough that normal life becomes impossible. However, the character will be recognised as seriously eccentric and others may avoid him or at least tap their heads knowingly behind his back...

- the character believes that any entrance in the east of a building lets Daemons in, and will never enter any room which has an eastern door.
- the character believes that earth can never conquer water, and therefore will never cross a stone or earthen bridge over a river, because the bridge cannot possibly exist.
- the character believes that boots and shoes are actually malignant life-forms that are just awaiting the signal to bite their unsuspecting victims' feet off, and will refuse to wear any kind of footwear.

Serious Delusions will make it impossible for the character to survive in normal society – he must either receive treatment or be incarcerated in an asylum:

- the character believes that every living thing around him might harbour a Daemon, and is therefore subject to Terror of all living things.
- the character believes that the ground will not be able to support his weight if he moves, and is frozen into terrified immobility.
- the character believes that he can fly, and will hurl himself from buildings, trees or cliffs unless restrained.

Personal Delusions are a special kind of delusion – some physicians claim that they are a completely separate disorder. A character suffering from a personal delusion believes that he is someone else. This can be anyone – or indeed, *anything* – at all. A Human character might believe he is an Orc, for instance, and behave exactly as he believes an Orc would behave. Note that it is what the afflicted character *believes* that matters, not the actual truth. Deluded characters might believe that they are Orcs, of Dwarfs, or even trees or squirrels. Alternatively, a character might believe that he is a certain famous individual – the condition which in our world is informally known as the Napoleon Syndrome. You can allow the player to choose a role-model for his character, or you can choose it yourself.

New Treatments

As well as the treatments described in the WFRP rulebook, there are other means that can be used to try to cure personality disorders. Often distressing for the patient, they are neither gentle nor reliable, but occasionally they do work.

Confrontation Therapy

This treatment is used in cases of phobia and other conditions which arise principally from fear. The patient is forced to confront the object of his fear, and hopefully repeated exposure will decrease the fear until it becomes manageable. Or it might drive the patient even further into insanity.

The patient makes a CI test for each session of therapy. If the test is passed, the patient comes a little closer to mastering his fear, if not, the fear gets a little worse. Make a note on the character sheet of each passed test – 6 passes will cure the phobia completely, and each pass gives the patient a +10 modifier for all subsequent tests. If the test is failed, the patient gains another insanity point. It is possible for a patient to be cured of one disorder and gain another in the process.

Confrontation therapy can be used to treat the following disorders: agoraphobia, anorexia, claustrophobia, scotophobia (fear of darkness), phobia. It can also be used in cases of animosity and hatred, but if the test is failed the patient does *not* gain another insanity point. Instead, the condition takes its normal effect, as described in the WFRP rulebook.

Aversion Therapy

This technique seeks to alter a patient's behaviour by administering a sharp punishment every time the undesirable behaviour is displayed – in a way, it gives the

patient a phobia against the undesirable behaviour. Or against the treatment. Aversion therapy can be used to treat alcoholism, animosity, drug addiction, kleptomania, pathological lying, and all minor disorders.

The patient makes a CI test for each session of aversion therapy. Make a note on the character sheet of each passed test – 6 passes will cure the disorder, and each pass gives the patient a +10 modifier for all subsequent tests. If the test is failed, the patient gains another insanity point. A new disorder acquired while undergoing aversion therapy will always be a phobia – fear of physicians, the cult of Shallya, or of some other recognisable group of people associated with the treatment.

Shock Therapy

As its name suggests, this treatment involves administering a sharp shock to the patient – dousing with cold water, for instance. It is mainly used in cases where the patient has become withdrawn (eg catatonia and introversion), and has also been used in cases of dementia to try to shock the patient's mind back to full functioning.

The patient makes a CI test for each session of shock therapy. Make a note on the character sheet of each passed test – 6 passes will cure the disorder, and each pass gives the patient a +10 modifier for all subsequent tests. If the test is failed, the patient retreats further from the discomfort of reality and the disorder is reinforced – the patient gains a permanent -10 modifier to *all* subsequent attempts to treat the disorder.

Deprivation Therapy

Known informally as 'cold turkey' in our world, deprivation is often used to treat addiction to drugs or alcohol. It can also be used, in a modified form, to treat other behavioural disorders, simply by denying the patient the opportunity to indulge in the aberrant behaviour.

For each day of deprivation, the patient must make a CI test. If the condition being treated is a physical addiction such as alcoholism or drug addiction, the patient must also make a T test daily. Each failed CI test gains the character an additional insanity point, and each failed T test causes the character to lose 1/D10 points from a randomly determined characteristic:

D100	Characteristic	Points lost
01-02	Movement	1
03-12	Weapon Skill	D10
13-22	Ballistic Skill	D10
23-27	Strength	1
28-33	Toughness	1
34-40	Wounds	1
41-60	Initiative	D10
61-64	Attacks	1
65-70	Dexterity	D10
71-76	Leadership	D10
77-82	Intelligence	D10
83-88	Cool	D10
89-94	Will Power	D10
95-00	Fellowship	D10

Losses are permanent. If any characteristic reaches zero, the patient lapses into a coma and must make a T test or die; patients who survive still have D6 points in the affected characteristic.

Each time a CI test is passed, the patient becomes a little bit more able to cope with his addiction. The addiction is never cured by this process, but each successful test gives the character a +5 bonus to WP tests to resist the lure of his particular drug.

ADVENTURE IDEAS

The Great Hospice of Frederheim can be used in a variety of ways in your WFRP adventures.

The Course of True Love

A friend or associate of the adventurers has been conducting a reckless and passionate affair, and the father of his paramour does not approve of the liaison one little bit. After threats, bribery and outright violence have left both lovers unmoved, the disapproving father has resorted to desperate measures – he has bribed a couple of physicians to certify his daughter insane, and has had her shipped off to the Great Hospice. The adventurers – perhaps with their friend in tow – must scout the Hospice and find some way of getting the unfortunate girl out, while avoiding sacrilege or any other trouble. Perhaps afterwards they will be called upon to prove her sanity in a court of law – not an easy task!

Out of Harm's Way

This idea might be used as a group adventure, or as a solo adventure, or as separate but interlinked adventures for a group of character who have become separated. The adventurers were hired to carry out a task of dubious legality, and things went wrong. They wake up in the Great Hospice, where they have been admitted as patients under false names. Perhaps they are together, or perhaps they have been separated. They have no equipment of any kind and no clothes other than a tattered nightshirt apiece. Their former patron had them admitted – shying away from actual murder, he still needs them out of the way, as they know too much. From this none-too-promising start, they must somehow escape, recover what they have lost and perhaps avenge themselves on their former patron.

The Key Witness

The adventurers are hired by a big-city lawyer, or perhaps even a templar or witch hunter. A huge trial is about to start in the city – which could be Altdorf, Midenheim, Marienburg or anywhere else you fancy – and a vital witness has vanished. The trial could involve a major organised crime ring, a powerful Chaos cult with some members still at liberty, or any other large, powerful organisation. The key witness has been admitted to the Great Hospice under a false name, and must somehow be found and freed, and brought back to testify. Again, it may be necessary to establish the witness' sanity before his testimony can be admitted at the trial.

The Awful Truth

This idea would be best suited to a group which includes at least one character with *Surgery* or some other healing skill or magic. The adventurers are hired by a wizard, cleric, templar or witch hunter. A former

colleague of their patron was conducting highly dangerous but vital research on the very edge of Chaos, when an experiment went disastrously wrong. The experimenter gained some vital knowledge, but was driven mad in the process and is now a patient at the Great Hospice. The information locked in the madman's tormented mind is vital, and must be recovered at all costs – but how? Which of his ravings are real, and which are merely ravings?

Brotherly Love

It is far from uncommon for patients at the Great Hospice to come from noble families, and the younger sons of noble families have been known to stoop to almost anything in order to get the succession (and the fortune) away from their older siblings and into their own hands. Such is the case here – the eldest son of a noble house has been falsely certified insane, and is confined in the Great Hospice. The adventurers are hired by a faithful retainer to free the Young Master, prove his soundness of mind, and redress the wrongs done to him. The evil younger brother, meanwhile, will be happy to hire thugs, assassins and so on to make their lives just that little bit more interesting. Alternatively, perhaps the older brother really is mad, and the younger brother has decided to have him quietly done away with just in case he gets better and comes back to claim his inheritance. Or perhaps that's just what the adventurers are told – when you're dealing with skull-duggery in noble houses, the truth seems to become rather changeable...

Spare Parts

In Altdorf, the adventurers are hired to investigate a bodysnatching gang. The trail leads to the Great Hospice, where a corrupt orderly on the staff is selling the bodies of dead lunatics to physicians, necromancers or other interested parties. Possibly the unfortunate lunatics were helped on their way in the interests of a quick profit. The gang will include a number of reputable people who will have too much to lose if their activities are exposed; if they realise that the adventurers are on to them they will try to have them put out of the way in the asylum (see *Out of Harm's Way* above), quite possibly arranging to have them die in a short while.

The Best of Intentions

Sister Anne-Lise is permanently disgruntled with the hospice's administration for the way it puts the welfare of individual patients before the opportunity to test possible cures and – as she sees it – bring relief to a great many more people. Unable to contain her impatience, she has secretly been developing and testing a range of potions and preparations on patients in the underground cells. One or more of them has produced some unfortunate side-effects, just when the adventurers are visiting the hospice on some other business. One potion, for instance, might contain a tiny amount of powdered Warpstone, causing the patient to develop Chaos mutations – it might even turn a previously harmless lunatic into a ravaging monster which breaks out and threatens the whole hospice. If you combine this with one of the other adventure ideas, you could keep the adventurers' hands very full indeed... ■■■



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FRANCES ELLYARD

Frances gives us a look at some of the beautiful miniatures from her superb collection. Horses are one of Frances' favorite subjects and she's achieved four wonderfully different effects such as the dapple grey and the exotic zebra stripe.



MOUNTED COMMISSAR
(CONVERSION)



MARINE SCOUT



EVIL SUNZ CYBOAR AND RIDER



MINOTAUR LORD



ZEBRA STRIPED CHAOS CENTAUR



CHAMPION OF SLAANESH



CHAMPION OF KHORNE
(CONVERSION)



MOUNTED IMPERIAL GUARD
OFFICER



CHAOS CENTAUR

EAVY METAL

PRESENTED BY JOHN BLANCHE



Welcome to 'Eavy Metal. One of the most exciting games that is being developed at the moment is Advanced Space Crusade; this month we have a sneak preview of the plastic Marine Scouts that will be included in the game. These come with separate right arms that take either a bolt pistol or a heavy bolter, both

of which are highly detailed. If you're impressed by these, just wait until you see the other plastics that go in the game: the Scout Sergeant and the incredible multi-part Tyranid model – these have got to be the best plastics that we've produced yet. Jes and I have been kept busy with expanding the work we've been doing on Space Marine colour schemes to include Artificer versions of the armour for Captains and specialists. Jes will be making all of these miniatures to be included in the huge range of Space Marines that we'll be producing.

Also in this month's magazine are a page of miniatures by Frances Ellyard and one by the winner of this year's single miniature category at the Golden Demon Awards, Richard Pickup. We've devoted two pages to squads for Warhammer 40,000: one of Eldar Aspect Warriors and the other of three examples of Marine Strike Forces.

Check the 'Eavy Metal Live box as a reminder of where the members of the 'Eavy Metal team will be appearing around the country in October. Don't be shy; take your painted miniatures along and get some advice from the experts – that's why they're there!

ASPECT WARRIOR SQUADS

(continued...) When the white is completely dry, the Blood Red is painted on fairly thin – this allows the white to shine through and make the red far brighter. The helmets are then highlighted with Go Fasta Red and Bad Moon Yellow. For an especially dramatic effect you can give the helmets a few coats of high-gloss varnish to really make the red glow. Tim gave the squad leader a back banner and painted black and white checks on the heavy weapon of one of the others to signify a different type of ammo.

The Striking Scorpions and Dire Avengers were the quickest to paint because they only use one base colour. The Scorpions were given a coat of a mix of Woodland Green and Chaos Black, applied fairly thin and then highlighted by adding Skull White. The hard armour plates were highlighted with Goblin Green and then Bileous Green; the final highlights were added with Skull White.

When you paint squads of miniatures for your armies, as opposed to individuals, it's a good idea to adopt a different style of painting to speed up the process. Here are some tips that we've picked up over several years of painting squads and armies.

With miniatures that do not require a very bright paint scheme, it's often better to give them a black undercoat instead of the usual white. This speeds up the painting considerably by removing the need for deep shading. When the undercoat is thoroughly dry, the base colour is painted on leaving a thin line of the black undercoat showing round the edges; this gives definition and provides the deep shading.

When the base coat is finished, the highlights are drybrushed on – it's a good idea to use a slightly lighter colour for the highlights than you'd normally use as you'll be working over a darker base. If the finished model is a bit rough looking, give it a couple of washes of the appropriate colour of ink; this should just smooth the finish off slightly. You'll find that the finished miniatures are not as subtle as normal, but they're primarily gaming pieces and will look striking when on the table.

If a brighter finish is wanted, you should stick with white as an undercoat. The base colour should be bright; if you're painting Fire Dragons, for example, the base coat should be Blood Red and painted on fairly thin. The highlights are drybrushed on very lightly with Skull White; all you should be aiming to do is to pick out the very highest areas of the miniature.

When the highlights are thoroughly dry, the model should be shaded with several thin washes of the appropriate colour ink. In the case of the Fire Dragons you should use Red Ink and perhaps a single wash of Red with a spot of Brown to give the deep shading. These ink washes give the shading and tint the pure white highlights to the correct colour. The weapons are painted on last when the rest of the miniature is dry. They are given a base coat of Chaos Black and are then drybrushed in either Shining Gold or Chainmail, depending on the finish you want.

Five or six miniatures is about the optimum number to work on at one time if you're trying to get large quantities painted quickly; any more than this and it starts to become overwhelming. The best way is to paint one colour on all the miniatures – by the time you've finished the last one, the first is dry and ready for the shading or highlighting. Once you get the hang of it, you can paint large quantities of models very quickly.

The same technique can be used when you're painting several similar banners for your models. The first step is to draw out one design on paper and then photocopy it several times to the correct size. These copies are then taped down onto a piece of thick card with masking tape; this makes them easier to work on. The designs are coloured in, painting on one area at a time on all the designs until the banners are finished.

When they're dry, it's a good idea to apply a coat of spray varnish to give a flatter finish to the colours. When you're cutting the banners out, be very careful to cut right on the edges of the lines – ideally you should use a metal rule and put a fresh blade in your knife so that the cuts are really sharp and accurate.

STUDIO STAFF

The two pages of work by the 'Eavy Metal team contain some of the latest releases, such as the Bretonnian Retainers, new Aspect Warrior variants and different sizes of Gargants. There are also a couple of older miniatures that have been given the expert treatment.

Tim painted the Slasher Gargant not in the colours of one clan but as an alliance between the Evil Sunz and the Death Skulls – this can clearly be seen from the banner which depicts both of the main clan symbols. The Death Skull influence can be seen on the main body of the Gargant itself: many of the individual armour plates have been made from parts salvaged from other vehicles. Tim has shown this by painting them in different colours and with distinct markings – one of them even has an Imperial symbol on it.

When you're painting Ork vehicles of this sort there really are no rules – the more outrageous the colour scheme the better! Tim has gone to town on the top of the banner pole: he's cut parts from several Epic scale miniatures such as Dreadnoughts and Landspeeders and glued them all to the top of a piece of thick wire, giving them the appearance of having been welded together. When they've all been picked out in their individual colours, they look really effective.

Dale painted the Stomper Gargants in similar colours to the larger ones, using a base colour of Salamander Green highlighted with Goblin Green and Bad Moon Yellow. When the highlights are applied, they are built up in small patches rather than building up the highlights in the centre of the plates – this gives a good feeling of scale.

Dale also painted the Evil Sunz Runtbot. When he was painting this, he made sure that he achieved a different feel to the Stomper Gargants. This is also true of the design of the model itself: when Kev Adams was designing it, he made sure that the detail he modelled on was easily identifiable as Warhammer 40,000 scale rather than Epic. The Epic Gargants all have tiny hatches on the back for the crew – details like this should be picked out to show the difference in size.

The Evil Sunz Weirdboy and Minderz is a one-piece casting with two separate plastic arms. At first it looks a bit overwhelming to paint because there's so much detail to be picked out. The most important thing you have to remember is that there are three separate character figures in this one model so they all have to be painted as such. Deep shading helps a great deal and the gaps between the models should all be quite heavily black-lined. The Weirdboy himself is the focal point of the group so Tim has used an even more extravagant paint scheme for this figure than for the Minderz, painting some areas with Enchanted Blue to contrast with the Go Fasta Red.

Thanks very much to Frances and Richard for their superb contributions to this month's 'Eavy Metal and thanks also to the Perry twins for the stunning diorama shown on the back page, the scenery is from their own collection, as are most of the miniatures.

See you next month,

Mike
MWJ

'EAVY METAL LIVE

The 'Eavy Metal team of Mike, Dale, Ivan and Tim will be holding painting demonstrations at the Games Workshop stores featured in the Retail Spotlight each month. This month they'll be appearing at the stores in and around London to give help and advice on all levels of painting and modelling. The team will be painting the very latest releases from Citadel and Marauder Miniatures, including the brand new Eldar Exarchs and Avatar and the plastic Space Marine Scouts and Tyranids from Advanced Space Crusade.



**DALE HURST
HAMMERSMITH
OCTOBER 6th**



**MIKE McVEY
HARROW
OCTOBER 13th**



**TIM PROW
BECKENHAM
OCTOBER 20th**



**IVAN BARTLEET
OXFORD STREET
OCTOBER 27th**



A COMBAT SQUAD OF THE ULTRAMARINE NINTH COMPANY



A COMBAT SQUAD OF THE DARK ANGEL DEATHWING



A COMBAT SQUAD OF THE BLOOD ANGEL SECOND COMPANY



BLOOD ANGEL SCOUT



ULTRAMARINE SCOUT



SPACE WOLF SCOUT



DARK ANGEL SCOUT



SPACE WOLF SCOUT

JERVIS JOHNSON US TOUR



This is your chance to meet Jervis Johnson, master games designer, who's making a tour of the US Games Workshop stores in October.

Jervis, the man behind games like Blood Bowl, Space Marine and Advanced Heroquest, is spending two days at each store. On the first day, he'll be bringing along playtest copies of his very latest games such as **Advanced Space Crusade**. He'll be running **playtest sessions** all day long so you'll get a chance to try out the games and give him your opinions.

On the second day, Jervis will be running a **games design workshop**. He'll be answering questions on his rules and asking you for new rules ideas. During the day, he'll be trying out some of these new ideas to see if they work and will talk about the different design and production

considerations that influence his games. The best ideas may well be published as additional rules so this is your chance to really get involved with the expansion of your favorite games!

Of course, if you just want to come along and chat about games, Jervis will be more than happy to talk to you and answer any questions you might have about Games Workshop or Citadel Miniatures.

For more details of what Jervis is going to be doing and how you can take part, ask your local Games Workshop store manager.

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