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WARHAMMER[®]

40,000



COMPILATION

Eldar Armies, Genestealer Forces And Rules Features Compiled From White Dwarf Magazine

The Warhammer Compilation is a collection of the best Warhammer 40,000 articles from White Dwarf magazine and contains:

- In-depth information on Eldar History, Society and The Eldar Path
- A complete Warhammer 40,000 Eldar Army List
- Painting details for the six major Eldar Aspects
- Two complete Warhammer 40,000 army lists - Genestealer Invasion Force and Genestealer Cult Army
- Details of the Genestealers' background and physiology
- Rules for Genestealers and Hybrids
- New rules for Imperial Space Marines
- Full details of Marks 1-7 Space Marine power armour
- Rules and army list entries for Traitor Terminators, Grey Knights, Cyclone Missile Launchers, Thunder Hammers, Storm Shields, Lightning Claws and Commissars
- The history of the Space Wolves' Primarch Leman Russ

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WHITE DWARF

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Imperial Gothic battleship in deep-space combat with Eldar Wraithship

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SPACE FLEET - Jervis Johnson and Andy Jones

We've just released our new introductory game of spaceship combat in the 41st Millennium - in this article Jervis and Andy provide expanded rules for the game and full details of how to incorporate the new metal *Citadel Miniatures' spaceship models* into *Space Fleet*. The article begins with an introduction to space travel and the Imperial Fleet of the *Warhammer 40,000* universe and includes full-colour data sheets, new counters and helm computer, and spaceship painting guidelines by Mike McVey

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GAMES WORKSHOP COVENTRY GRAND OPENING

Coventry is holding its Grand Opening Day on Saturday 8th July - we're giving away special discount vouchers for use on the day

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John Blanche has been finding time recently to draw a number of pictures inspired by the *Warhammer 40,000* universe - we take a look at some of John's excellent new work

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Andy explains what he picked for our new Blood Angels Space Marine army and how it's shaping up after its first few games - Tim details how he's painted the squads and personalities from the army and gives you advice on painting your own Blood Angel Space Marines

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GAMES WORKSHOP CAMBRIDGE GRAND OPENING

The Grand Opening Day for our new Cambridge store is on Saturday 20th July - here are details of the bargain offers with special discount vouchers

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ADVANCED HEROQUEST TREASURES - Graeme Davis, Carl Sargent and Robin Dews

Loads of new treasures for your Heroes to find in their dungeon explorations, including magic items like magic weapons, armour, wands and rings - plus the spell book for Wizards of the Light College

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Robin Dews



Jervis Johnson



Andy Jones



Mike McVey



Tim Prow

GAMES WORKSHOP™

GAMING EVENTS

Games Workshop Stores are much more than just places where you buy games – they are the centre of hobby gaming in your area. There are regular special events including tournaments, competitions, workshops and demonstrations of all kinds that everyone is welcome to come along to and join in with. Our friendly staff are more than happy to help you with any questions or queries you have about the Games Workshop world of hobby gaming. All Games Workshop Stores* are now open every weekday until 7pm throughout the summer so you can come down and join in with any of the events taking place. Drop in to or call your local Games Workshop Store for more details, plus up-to-the-minute news of any other special events.



GAMING LEAGUES

The Games Workshop Gaming Leagues are contested right across the country. Each store has its own Leagues for Warhammer Fantasy Battle, Warhammer 40,000, Space Marine, Space Hulk and Blood Bowl. The winners of the local Leagues earn a place in the League Championships at Games Day with a chance to become National Champion. To enter, call in to your local Games Workshop store and ask for an entry form. Once you've joined you play 12 games to establish your League position. You're more than welcome to play these games at the store – if you have any trouble finding opponents, talk to your local store manager and he'll be able to help.

BEGINNERS' MINIATURE PAINTING

Every Games Workshop store has an area set aside for you to learn the basic techniques for painting units of Citadel and Marauder Miniatures. We supply the paints and brushes – all you need to bring along are some models to paint. If you've never painted miniatures before or you've only just started, we're happy to show you how it's done. There's always a member of the staff or a local expert painter on hand to show you what you need to know and give you helpful advice.

WARHAMMER 40,000 & WARHAMMER FANTASY BATTLE

With the beginner in mind we're running games of Warhammer 40,000 and Warhammer Fantasy Battle every Saturday in all of our stores**. To take part, just come along with a regiment or squad of painted miniatures and join forces with the other players.

Don't worry if you've never played before or don't yet have a painted squad or regiment. The shop staff are on hand to show you how the game works, explain the rules and give you useful tips on tactics. If you haven't got enough painted models of your own, you can play with miniatures from the store's own collection.

GAMES CLUBS

Every store runs a Games Club on one or more evenings a week where you can fight your battles – just have a word with the store manager to check there's a table free. And if you haven't got any opponents, your local Games Club is the perfect place to find other players – if you bring along a unit of painted miniatures, there'll usually be a battle you can join in.



USA & CANADA RETAIL STORES

CALIFORNIA
313 SANTA MONICA BLVD
SANTA MONICA, CA 90404
CLUB NIGHT: WED TO SUN
CONTACT: DAVID
TEL: (213) 395 6711

FAIRFAX
FAIR CITY MALL
9600G MAIN STREET
FAIRFAX, VA 22031
CLUB NIGHT: EVERY NIGHT
CONTACT: OWEN
TEL: (703) 503 9284

COLLEGE PARK
UNIVERSITY
OF MARYLAND
LEHIGH ROAD
COLLEGE PARK, MD 20740
CLUB NIGHT: FRI TO SUN
TEL: (301) 864 5668

PHILADELPHIA
424 SOUTH STREET
PHILADELPHIA, PA 19147
CLUB NIGHT: WED TO SUN
CONTACT: JEREMY
TEL: (215) 829 0554

LAUREL
LAUREL CENTER MALL, 14858
BALTIMORE-WASHINGTON BLVD
LAUREL, MD 20707
CLUB NIGHT: EVERY NIGHT
CONTACT: FRANK
TEL: (301) 490 8853

TORONTO
331 QUEEN STREET WEST
TORONTO, ONTARIO M5V 2A4
CLUB NIGHT: EVERY NIGHT
CONTACT: MIKE
TEL: (416) 595-1159

VANCOUVER
205 CARRALL STREET
VANCOUVER
BRITISH COLUMBIA
V6B 1A5
CLUB NIGHT: EVERY NIGHT
CONTACT: MIKE
TEL: (604) 685 8823

CONTACT YOUR STORE
FOR DETAILS OF
OPENING TIMES

* except Games Workshop Birmingham which closes at 5.30pm ** Games Workshop York is holding its introductory games during its Friday evening Games Club rather than on Saturdays

GAMES WORKSHOP™

UK RETAIL STORES

SCOTLAND

EDINBURGH

136 HIGH ST,
EDINBURGH, EH1 1QS
OPEN 10.00-7.00 MON TO FRI
9.30-5.30 SAT 11.00-5.00 SUN
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CONTACT: MARC
TEL: 031 220 6540

GLASGOW

66 QUEEN ST,
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9.30-5.30 SAT
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CONTACT: ALISDAIR
TEL: 041 226 3762

THE NORTH

LEEDS

12-16 CENTRAL RD,
LEEDS, LS1 6DE
OPEN 10.00-7.00 MON TO FRI
9.30-5.30 SAT
CLUB NIGHT: WED TILL 8.00
CONTACT: TIM
TEL: 0532 420834

YORK

26 GOODRAMGATE,
YORK, YO1 2LG
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9.30-5.30 SAT
CLUB NIGHT: FRI TILL 8.00
CONTACT: EVAN
TEL: 0904 653575

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39 DUNDAS STREET,
MIDDLESBROUGH
OPEN 10.00-7.00 MON TO FRI
9.30-5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: MARK
TEL: 0642 254091

SHEFFIELD

16 FITZWILLIAM GATE,
SHEFFIELD
OPEN 10.00-7.00 MON TO FRI
9.30-5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: RICK
TEL: 0742 750114

PRESTON

15 MILLER ARCADE,
PRESTON, PR1 2QA
OPEN 10.00-7.00 MON TO FRI
9.30-5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: SPENCER
TEL: 0772 821855

NEWCASTLE

63 CLAYTON ST,
NEWCASTLE-UPON-TYNE
OPEN 10.00-7.00 MON TO FRI
9.30-5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: IAN
TEL: 091 232 2418

LIVERPOOL

47 LORD ST,
LIVERPOOL, L1 4DJ
OPEN 10.00-7.00 MON TO FRI
9.30-5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: ROGER
TEL: 051 708 6087

HULL

30 PARAGON STREET, HULL
OPEN 10.00-7.00 MON TO FRI
9.30-5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: ALAN
TEL: 0482 589576

MANCHESTER

UNIT 1, 3 BROWN ST,
MANCHESTER, M4 3AB
OPEN 10.00-7.00 MON TO FRI
9.30-5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: KARL
TEL: 061 832 6863

THE SOUTH

TORQUAY

12 MARKET ST,
TORQUAY, TQ 1AQ
OPEN 10.00-7.00 MON TO FRI
9.30-5.30 SAT
CLUB NIGHT: TUES AND
THURS TILL 8.00
CONTACT: ROB
TEL: 0803 201036

MAIDSTONE

UNIT 6, 1-9 PUDDING LANE
MAIDSTONE
OPEN 10.00-7.00 MON TO FRI
9.30-5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: GUY
TEL: 0622 677435

LUTON

12 PARK ST,
LUTON, LU1 3EP
OPEN 10.00-7.00 MON TO FRI
9.30-5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: JOHN
TEL: 0582 417474

BRIGHTON

7 NILE PAVILIONS, NILE ST,
BRIGHTON, BN1 1HW
OPEN 10.00-7.00 MON TO FRI
9.30-5.30 SAT
CLUB NIGHT: FRI TILL 8.00
CONTACT: CHRIS
TEL: 0273 203333

READING

UNIT 3, CHEAPSIDE,
READING
OPEN 10.00-7.00 MON TO FRI
9.30-5.30 SAT
CLUB NIGHTS: WED AND THURS
TILL 8.00
CONTACT: DAVE
TEL: 0734 598693

SOUTHAMPTON

23 EAST ST,
SOUTHAMPTON, SO1 1HG
OPEN 10.00-7.00 MON TO FRI
9.30-5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: REES
TEL: 0703 331962

BRISTOL

13 BROAD WEIR,
BRISTOL
OPEN 10.00-7.00 MON TO FRI
9.30-5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: SHANE
TEL: 0272 251533

OXFORD

1A BUSH HOUSE,
NEW INN HALL STREET,
OXFORD
OPEN 10.00-7.00 MON TO FRI
9.30-5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: ANDREW
TEL: 0865 242182

LONDON

CENTRAL LONDON

UNIT F10, THE PLAZA,
116-128 OXFORD ST,
LONDON, W1R 1PA
OPEN 10.00-8.00 MON TO FRI
10.00-7.00 SAT
CLUB NIGHTS: MON TO SAT
CONTACT: CHRIS
TEL: 071 436 0839

HAMMERSMITH

1 DALLING RD, HAMMERSMITH,
LONDON, W6 0JD
OPEN 10.00-7.00 MON TO FRI
9.30-5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: JOE
TEL: 081 741 3445

HARROW

296 STATION RD, HARROW,
MIDDLESEX, HA1 2DX
OPEN 10.00-7.00 MON TO FRI
9.30-5.30 SAT
CLUB NIGHT: MON TILL 8.00
CONTACT: DAVE
TEL: 081 861 2350

BECKENHAM

292-294 HIGH ST, BECKENHAM,
KENT, BR3 1DY
OPEN 10.00-7.00 MON TO FRI
9.30-5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: KEITH, TEL: 081 658 8102

CROYDON

UNIT 35, DRUMMOND CENTRE,
KEELEY ROAD, CROYDON
OPEN 10.00-7.00 MON TO FRI
9.30-5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: ED, TEL: 081 680 4600

ADRIAN WILD AT DERBY

Every Saturday in July, Games Workshop Derby has Adrian Wild in the store. Adrian is a Golden Demon 1991 Master Painter who won several awards in this year's event. Adrian will happily give advice to novice and expert miniature painters alike. Whatever your standard, bring your miniatures along and spend some time talking to Adrian. Lookout for Adrian's miniatures in next month's White Dwarf Golden Demon Special.

MIDLANDS

NOTTINGHAM

34A FRIAR LANE, NOTTINGHAM, NG1 3DU
OPEN 10.00-7.00 MON TO FRI
9.30-5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: CHRIS TEL: 0602 480651

BIRMINGHAM

519 BRIDGELINK,
BULL RING CENTRE, BIRMINGHAM
OPEN 9.30-5.30 MON TO SAT
CONTACT: TED TEL: 021 632 4804

DERBY

42 SADLER GATE, DERBY, DE1 3NL
OPEN 10.00-7.00 MON TO FRI
9.30-5.30 SAT
CLUB NIGHT: THURS TILL 8.00
CONTACT: DOMINIC TEL: 0332 371657

DUDLEY

KIOSK U, UPPER LEVEL, MERRY HILL CENTRE,
BRIERLEY HILL, DUDLEY
OPEN 10.00-8.00 MON TO FRI
9.00-7.00 SAT
CLUB NIGHT: THURS TILL 9.00
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CAMBRIDGE

4 QUAYSIDE, (OFF BRIDGE STREET)
CAMBRIDGE
OPEN 10.00-7.00 MON TO FRI, 9.30-5.30 SAT
CONTACT: CHRIS TEL: 0223 313350

COVENTRY

14 CITY ARCADE, COVENTRY
OPEN 10.00-7.00 MON TO FRI, 9.30-5.30 SAT
CONTACT: LANCE TEL: 0203 227311

GAMES WORKSHOP AND CITADEL™ NEWS

FLAME & MARAUDER ON THE MOVE

Flame Publications and Marauder Miniatures have recently moved.

You can write to Flame at:

Flame Publications

Howard House

16 Castle Boulevard

Nottingham NG7 1FL

To order any Flame products, you should write to:

Flame Mail Order Service

Chewton Street, Hilltop, Eastwood

Nottingham NG2 3HY

You can also telephone

Flame Mail Order on:

(0773) 760462 or (0773) 713213.

The new address for all Marauder Miniatures correspondence and Mail Order enquiries is now:

Marauder Miniatures

Mount Street, New Basford

Nottingham NG7 7HX

Tel: (0602) 790200

Fax: (0602) 790787

FRENCH CHAOS

Chaos is the French magazine devoted to Games Workshop hobby games. Chaos is made up of French translations of articles from White Dwarf together with artwork and features about the Games Workshop hobby. Issue 9, the current issue, contains articles on Space Hulk, Mighty Empires and a special John Blanche feature on painting miniatures.

Any gamers who are interested in obtaining copies of Chaos should contact: AGMAT, 79 av. Raspail 94250 Gentilly, Paris.

Whilst on a European theme, we've just seen the first copies of the Italian translations of Advanced Heroquest and Talisman. In Spain, translations of Space Hulk, Warhammer 40,000, Blood Bowl and Advanced Heroquest are all currently at the printers and should be available very soon.

SPANISH GOLDEN DEMON

The recent Spanish National Golden Demon Awards attracted large crowds to Barcelona to see the displays of painted Citadel Miniatures. The overall winner was **Jorge Dutton**, who received the first prize trophy for his superbly-painted Troll.



Golden Demon Winner Jorge Dutton receiving his prize from Eduardo Lopez.

Other events included participation games of Mighty Empires, Advanced Space Crusade and Warhammer 40,000 as well as the finals of the **Spanish Warhammer 40,000 Championships**.

This year's event was organised and sponsored by ALFIL – congratulations to them for running such a successful competition.

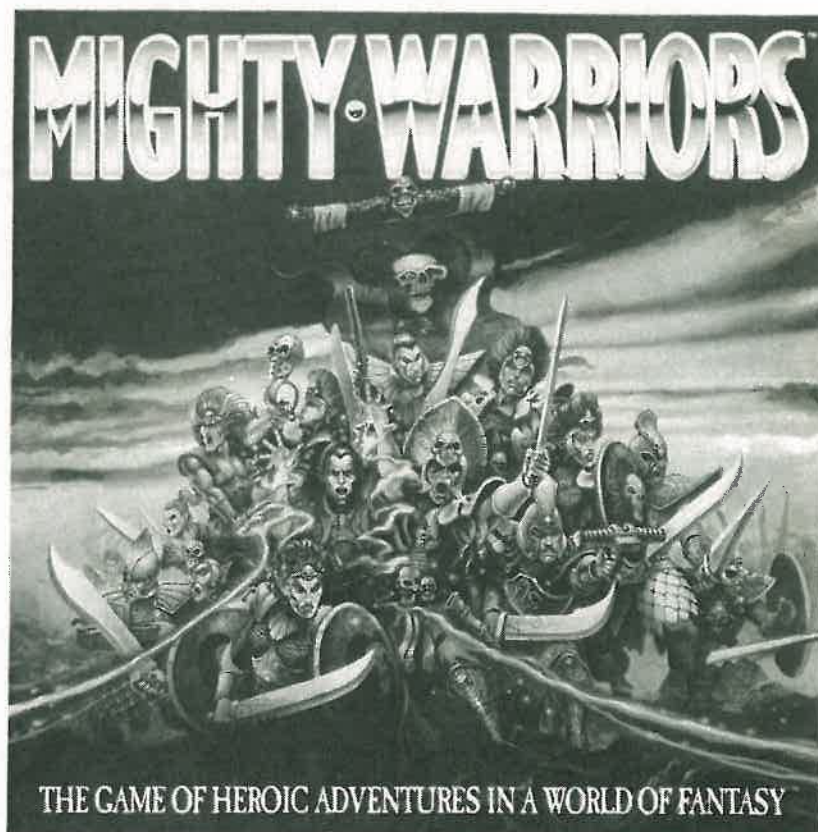
MIGHTY WARRIORS

This month will see the release of **Mighty Warriors**, an introductory level game designed for newcomers to the hobby. The game includes 36 plastic Citadel Miniatures (20 Skaven, 12 Human Warriors and 4 character models), card floorplans, counters, simple rules and a cunning box-lid Combat Tray (similar to the one in Spacefleet).

Mighty Warriors has a fast-paced combat system which incorporates both magic and missile fire as well as hand-to-hand combat. The game background involves the players in an exciting fight to the death inside a Chaos Fortress.



Although not designed for experienced gamers, Mighty Warriors is fast and furious fun and would make an ideal present for your younger brother or someone looking for an introduction to the fantasy gaming hobby.



GAMES DAY '91

Following the success of last month's **Golden Demon Awards**, plans are now well underway for **Games Day 1991**. This year's event promises to be the most impressive Games Workshop convention to date.

Games Day will be held at the **Derby Assembly Rooms** on Saturday 21st September 1991.

Games Day is the culmination of the National Gaming Leagues, where the country's top players fight to become National Champions of Warhammer 40,000, Warhammer Fantasy Battle, Space Marine, Space Hulk and Blood Bowl.

Games Day will boast stunning terrained gaming tables built specially for the day by Games Workshop staff – displays of amazing artwork – Games Workshop, Citadel and Marauder Miniatures retail stands with all the very latest releases – and, in response to your requests, more participation games than ever before.

As usual, all of the Games Workshop artists, designers and miniature painters will be at hand to talk to you about your favourite games and miniatures and

answer all your questions about what's new in our hobby.

As all of you who attended the Golden Demon Awards know, these annual conventions are becoming increasingly popular and the only way to avoid queues and disappointment on the day is to buy your tickets in advance.

Tickets to this year's event cost £5.00 and this includes a special exclusive **Games Day miniature** which will be given to every entrant on the door. This miniature will be a special casting that will never be repeated and will only be available on the day. The Citadel designers are still deciding exactly what this one-off model will be, but all will be revealed as soon as this has been finalised.



Due to the expected demand, there are a limited number of tickets available so buy your ticket now from your local Games Workshop store or Games Workshop Mail Order. Coaches will be running from all of our stores so talk to your store manager for more details.

ADVANCED HEROQUEST

Almost nearing completion, is the new supplement for Advanced Heroquest. Currently known as **Terror in the Dark**, this will contain new floorplans, new rules and tables and a host of new types of treasures, spells and magic items as well as rules for four new types of henchmen for your Heroes.

For the GM player, there's going to be a whole set of new and terrifying monsters with which to ambush the Heroes and drive them from your lair. In addition, a cunning quest generation system allows you to create scores of exciting adventures for both Game Masters and players alike.

On top of all this, there is a special five-part **Quest for the Lichmaster** which involves the players in a series of linked adventures to recover four magical weapons. The quest utilizes the new floorplans and comes complete with two sheets of player handouts and a set of new hazard counters.

The whole package has been put together for Games Workshop by those masters of fantasy at **Flame** and all of us here can't wait to see the final version.

GAMES WORKSHOP™

RETAIL CAREER OPPORTUNITIES

Are you working in a retail store, selling something you find boring?

Wouldn't you rather sell your hobby to gamers like yourself?

There could be a career for you with Games Workshop as a **RETAIL STORE MANAGER**



You need boundless energy and enthusiasm for Games Workshop games and Citadel Miniatures, and you must be an experienced Warhammer player, keen to involve as many people as possible in your hobby.

You should be 21 or over, with an outgoing, bright and friendly personality, and a mature, professional attitude to retailing. You must be able to take your enthusiasm for the Games Workshop and Citadel Miniatures hobby and pass it on to customers of all ages. As a Retail Store Manager, you'd be the key person in building up the hobby in your area, organising Games Clubs, Gaming Leagues, painting and gaming demonstrations and events of all kinds.

So if you're a keen Games Workshop hobby gamer with retail experience and you're looking for a challenging and exciting career, phone Clive Thompson on 0773 769731 today.

GOLDEN DEMON AWARDS™ GRAND FINALS 91

On Saturday 25th May, thousands of miniature painters and gamers filled the Derby Assembly Rooms for the Grand Finals of the Golden Demon Awards 1991.

Long before the doors opened at 10am, a huge crowd gathered outside, wanting to ensure they had a place at one of the superb gaming tables or be at the front of the queue for the fabulous Golden Demon display. When the doors opened, people flooded in, filling the Assembly Rooms in less than five minutes.

While the best miniature painters in the country were busy booking in their Golden Demon entries, all the participation games were well under way. They were surrounded by enormous crowds of enthusiastic gamers dying to see the latest games still in development, and perhaps even get chance to play.

In the main hall there were five huge display games fought over magnificent terrain specially built for the event. All the armies that took part had been collected and painted over the preceding months by the Games Workshop stores throughout the country. Each store had chosen its best player to represent them in one of the most prestigious gaming events of the year.



Andy Jones' new Spacefleet game introduced a host of enthusiastic commanders to the dangers and excitement of a huge space battle.

Alongside the main hall we set up stands manned by Games Workshop writers, miniature designers, miniature painters and artists. These experts were around all day, answering questions about the whole range of Games Workshop games, forthcoming expansions, gaming tactics, miniature painting, terrain building and anything else you could possibly think of connected with the Games Workshop hobby.

The main attraction of the day, of course, was the Golden Demon display. From the moment it opened, the display hall was filled to capacity with enthusiasts from all over the country crowding in to see the Golden Demon entries. The response was so great that many people spent a long time queuing, so next year we'll try to make the displays more accessible for everyone.



Nigel Stillman's Warhammer Naval game is still in the early stages of development. Nigel scratch-built all the ships and terrain he's using here.

The overall standard of painting this year was outstanding and the judges had an extremely difficult task in narrowing down the qualifiers to the chosen few winners. The most popular categories were Single Miniature, Diorama and the new Command Group category – this was the hardest category to judge because of the amazing quality of the painting and the sheer number of entries. People liked the Command Group so much that we're thinking about adding a Warhammer Fantasy Battle Regiment category next year.



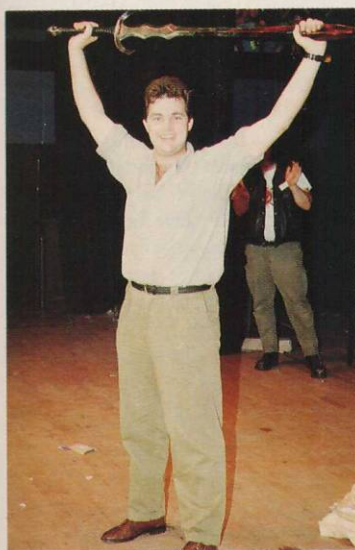
The Warhammer Fantasy Battle display game was watched with close attention all day. The battle swung back and forth as Orcs, Goblins and Dark Elves fought with Dwarfs, High Elves and Bretonnians.



The forces of Khorne and Slaanesh fight over this blasted Chaos terrain for the control of Skull Castle.

All of the winning entries showed great attention to detail – particularly in the use of correct identification markings and insignia. Obviously, attention to detail is very important when the general standard of competition is so high.

The hardest task of all the day was choosing the overall winner. It took John Blanche, Mike McVey, Rick Priestley and Alan Merrett well over two hours to narrow down the choice to just four or five models. But in the end the decision was unanimous – Paul Robins' Marauder Giant was chosen for its well thought out and brilliantly applied painting scheme.



Paul Robins, Golden Demon Champion 1991, raises his Golden Demon Slayer Sword in victory.



Hundreds of miniatures cover the tabletop in this Space Marine game set on a deathly-cold ice planet.

US & CANADIAN GOLDEN DEMON

This year we ran the Golden Demon Awards outside of the UK for the first time with three separate US and Canadian finals at our Laurel, Santa Monica and Toronto stores.

All three events were a great success. The stores were packed with enthusiastic painters and gamers all day. Alongside the Golden Demon Awards themselves we ran special demo and participation games so there was lots for everyone to see and join in

Considering this is the first time the event's been held in the US, the standard of painting was amazing and we really enjoyed seeing all the entries.

Next month you'll get a chance to see just how good the US and Canadian Golden Demon Award winners were in our White Dwarf Golden Demon feature.



Top to bottom – madness reigns as we announce crazy miniature prices – Tim Cheetham and Daryl's Hodgkin's superb Mighty Empires board – Warhammer 40,000 game fought at the base of a half-built Ork Gargant – frenzied brushwork in the Speed Painting Competition.

WHITE DWARF GOLDEN DEMON SPECIAL

Next month we're running a special Golden Demon feature showing the best entries from this year's Grand Finals including all of the winners. We'll also be showing you some of the brilliant entries from the USA and Canada.

SPACE FLEET

RULES EXPANSIONS FOR OUR NEW GAME OF SPACESHIP COMBAT SET IN THE WARHAMMER 40,000 UNIVERSE

BY JERVIS JOHNSON AND ANDY JONES

Space Fleet is the first of our new series of introductory games aimed at involving the uninitiated in the Games Workshop world of hobby gaming. The game contains everything needed to play: 4 clip-together plastic spaceships – 2 Imperial Gothic class battleships and 2 Eldar Wraithships – playing board, counters, dice, a simple rules sheet and a cunning box-lid combat tray. Designed by Andy Jones, Space Fleet has a fast exciting combat system to recreate battles between Imperial and Eldar spaceships.

Space Fleet's rules are simple enough for the younger player (8 years and up) but the system is sophisticated enough to provide tactical challenges for the more experienced gamer. In the following pages, we present the first in a series of advanced rules articles which expand the system for you.



To accompany the release of the game, Citadel Miniatures are also releasing a range of superbly-detailed metal spaceships. This month our first expansion article gives you the rules for all the new spaceships and their devastating weaponry. There are full-colour data cards containing all the information you'll need as you're playing. And there's an Imperial battlefleet list so you can select what combination of spaceships you're going to use.

Over the coming months, Citadel Miniatures will be releasing more metal spaceships for all the races in the Warhammer 40,000 universe and the rules for all these will be appearing in White Dwarf, along with painting details, fleet lists and so forth. With these miniatures and the new rules, we'll be building Space Fleet into everything you'd expect from a Games Workshop hobby game.

Next month, for example, we're hoping to publish the rules for fighters and ship-to-ship boarding actions – so this month's article is just the start of an exciting new games system recreating the space battles of the 41st Millennium.

WORLDS OF THE GALAXY

The galaxy is a vast spiral, ninety thousand light years across and fifteen thousand light years thick, containing four hundred billion stars. Only a fraction of the stars have habitable planetary systems, and only a tiny fraction of these have been investigated by humanity or any other spacefaring race.

The initial human colonisation of the galaxy lies in the distant past, separated from the present by twenty thousand years of regression and rebuilding. Human worlds are scattered throughout the galaxy but their distribution is not even. The greatest density of human worlds is in the galactic west, close to Earth. In the galactic east, in the area known as the Eastern Fringe, human worlds are few and often far apart.

Many human worlds benefit from mutual contact and a comparable level of technology. Others have become primitive and barbarous, often as a result of periods of isolation. New human worlds are being discovered all the time, and there remains an unknown number which have been isolated and forgotten for hundreds, if not thousands, of years.

THE IMPERIUM

Stellar empires cannot really be reckoned in terms of the spatial areas they occupy, but only in terms of the star systems under their control. The Imperium is the largest such empire in the galaxy. The million or more worlds that lie under its dominion are spread throughout the entire galaxy with the exception of the Eastern Fringe. It extends to the limits of the Astronomican, the beacon which its fleets rely on for navigation. Of course the Imperium does not control all of the star systems within this vast area, nor even the majority of the inhabited systems within its borders. The galaxy also contains many alien races ruling smaller empires of their own.

The Imperium is ruled from Old Earth. It is governed by a vast bureaucracy known as the Adeptus Terra sometimes referred to simply as The Priesthood. The Adeptus Terra governs the Imperium in the name of the Emperor of Humanity, the Undying Master of Mankind.

Most of the information about spaceships and space travel in this article refers to the fleets of the Imperium. For more information on the vast, complex and fascinating Empire of Man, see the Warhammer 40,000 rulebook.

THE EASTERN FRINGE

The Eastern Fringe lies beyond the Astronomican and so beyond the easy reach of Imperial forces. It is known to contain human planets settled in ancient times as well as many alien worlds. Some of these planets have populations which are feral or barbarous but many shelter highly advanced cultures. Most worlds are self-governing or belong to small independent human or alien empires. Agents of the Imperium are continually exploring the Eastern Fringe, spying out dangers, recruiting allies, and fighting wars beyond the borders of the Imperium itself.

THE EYE OF TERROR

The Eye of Terror lies on the edge of the galaxy to the north and west of Earth. It can be plainly seen as a swirl of stars appearing very much like an eye. The Eye of Terror is also the centre of a huge and dangerous warpstorm. It is in fact one of the few places in the galaxy where real space and the warp

actually overlap. Following the wars known as the Horus Heresy which were fought at the dawn of Imperial history, rebel forces allied to Warmaster Horus fled into the Eye of Terror after their defeat at the hands of the Emperor and loyal human troops. Their descendants still rule the Eye of Terror. Their prolonged contact with the warp and its inhabitants has changed them utterly: they are no longer human nor wholly sane. They remain amongst the most deadly enemies of the Imperium and humanity.

WILDERNESS SPACE

Most of the stars in the galaxy remain unexplored. Whole areas of the galaxy are embroiled within warpstorms and are therefore inaccessible from other areas. Other stars are simply remote and await mapping and codification by the Imperial exploration teams. These largely unknown zones are known as wilderness space or wilderness zones. As warpstorms abate, old wilderness areas are explored, uncovering ancient human settlements as well as alien races and empires. Wilderness zones are spread throughout the galaxy.

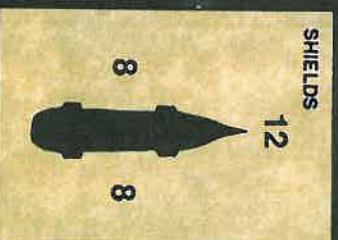
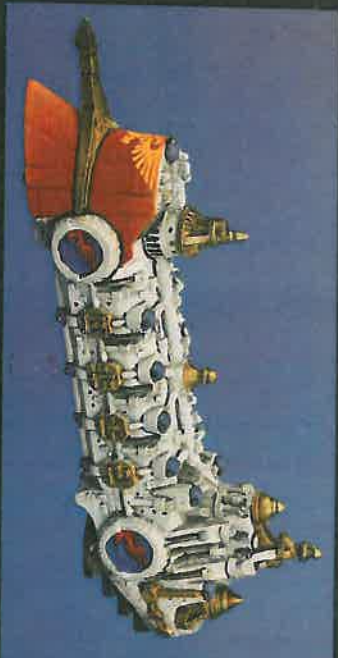
ALIEN WORLDS

Humanity is but one of many races in the galaxy. However, none are so widely distributed or so numerous as humans. Most occupy only a single world or a small group of worlds. The majority of aliens are comparatively primitive, peaceful or powerless, and of little interest to humanity. Only a few alien races are powerful, aggressive and possess technology which rivals that of the Imperium. Of these, the most common are the Orks, Eldar and Tyranids.



EMPEROR CAPITAL SHIP

SPEED: 3 DAMAGE: 12 POINTS: 150



WEAPON TABLE

Weapon	Arc of Fire	1-3	4-6	7-9
Laser Batteries	Left or Right Broadside	8 dice	4 dice	-
Prow Laser	Forward Arc	2 dice	1 dice	-

CRITICAL DAMAGE TABLE

- Shield Generators:** with a sudden glaring blaze of light the Emperor's shields fail spectacularly – the ship loses any remaining shields.
- Left Broadside:** the Emperor's laser batteries are destroyed – it may no longer fire broadsides to the left.
- Right Broadside:** the Emperor's laser batteries are destroyed – it may no longer fire broadsides to the right.
- Ram Destroyed:** a direct hit on the front of the Emperor destroys the ram in a huge explosion – the ship loses its ram bonus and may no longer fire its prow laser.
- Engines Damaged:** the Emperor is reduced to a maximum speed of 1.
- Magazine Explosion:** roll the dice again – the number rolled is the amount of extra damage taken.

SPECIAL RULES

Movement: the vast Emperor spaceships are not very manoeuvrable at full speed. To represent this, when moving at speed 2 or 3 you can only choose to move directly ahead.

Firing: the ship can split the fire of its broadsides between two or more enemy ships. Decide how many dice you're going to roll against each ship (up to 8 dice in total) before firing – roll in the Combat Tray as usual.

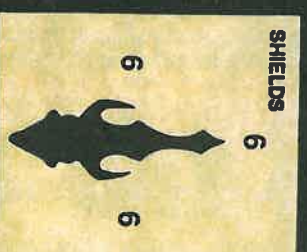
Ramming: as long as the ram hasn't been crippled, the ship gets a bonus for any head-to-head ram rolls, and to side and rear rams when you're the attacker. The bonus depends on the Emperor's speed:

Speed	Ram Bonus
1	+2
2	+4
3	+8

Fighters: if you're using the optional fighter rules, an Emperor capital ship can carry up to 4 squadrons of fighters.

GOTHIC BATTLESHIP

SPEED: 2 DAMAGE: 8 POINTS: 100



WEAPON TABLE

Weapon	Arc of Fire	1-3	4-6	7-9
Laser Batteries	Left or Right Broadside	5 dice	2 dice	-
Vortex Torpedo	Fixed Forward	1 dice	1 dice	1 dice

CRITICAL DAMAGE TABLE

- Shield Generators:** with a sudden glaring blaze of light the battleship's shields fail spectacularly – the ship loses any remaining shields.
- Left Broadside:** the battleship's laser batteries are destroyed – it may no longer fire broadsides to the left.
- Right Broadside:** the battleship's laser batteries are destroyed – it may no longer fire broadsides to the right.
- Vortex Torpedo:** the torpedo tubes are destroyed – the battleship may no longer fire vortex torpedos.
- Engines Damaged:** the battleship is reduced to a maximum speed of 1.
- Magazine Explosion:** a lucky hit on the ship's store of ammunition sets off a devastating chain reaction. Roll the dice again – the number rolled is the amount of extra damage taken.

FIRESTORM CRUISER

SPEED: 4 DAMAGE: 4 POINTS: 60



WEAPON TABLE

Weapon	Arc of Fire	Range
Laser Batteries	1-3	4-6
Vortex Torpedo	3 dice	1 dice
	Fixed Forward	1 dice
		7-9

CRITICAL DAMAGE TABLE

- Shield Generators:** with a sudden glaring blaze of light the Firestorm's shields fail spectacularly – the ship loses any remaining shields.
- Left Broadside:** the Firestorm's laser batteries are destroyed – it may no longer fire broadsides to the left.
- Right Broadside:** the Firestorm's laser batteries are destroyed – it may no longer fire broadsides to the right.
- Vortex Torpedoes:** the torpedo tubes are destroyed – the Firestorm may no longer fire vortex torpedoes.
- Engines Damaged:** the battleship is reduced to a maximum speed of 1.
- Magazine Explosion:** a lucky hit on the ship's store of ammunition sets off a devastating chain reaction. Roll the dice again – the number rolled is the number of additional hull points lost.

COBRA DESTROYER

SPEED: 6 DAMAGE: 1 POINTS: 20



WEAPON TABLE

Weapon	Arc of Fire	Range
Laser Batteries	1-3	4-6
Vortex Torpedo	1 dice	–
	Fixed Forward	1 dice
		7-9

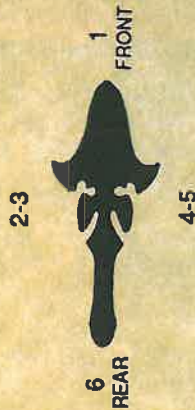
SPECIAL RULES

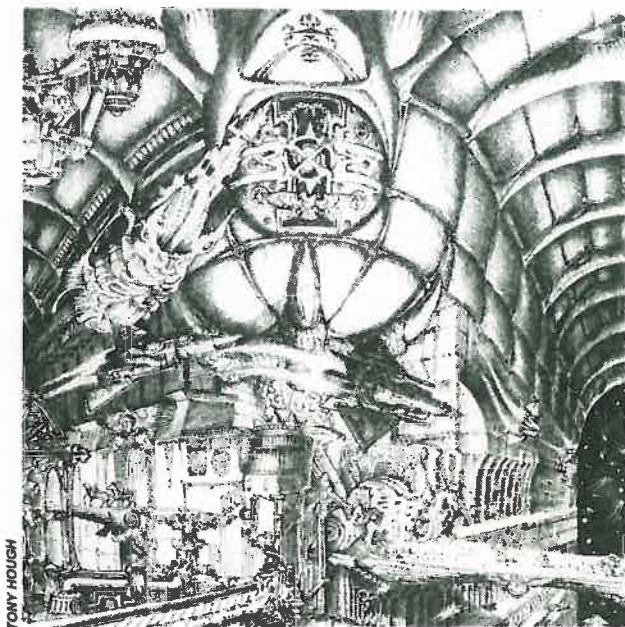
- Movement:** Cobras are super manoeuvrable.
- Attacking Cobras:** Cobras have only one shield and one damage point each. The first hit from any direction destroys the shield – the second hit destroys the ship.
- Due to their small size, you can place up to 3 Cobras in one square. When you do this, their shields merge and hits are counted against the total number of shields – none of the Cobras take any damage until all the shields have been knocked down.
- For example, if you had 2 Cobras in a square, the first two hits knock down the shields, the third hit destroys one Cobra and the fourth destroys the other.
- There's no Critical Damage Table for Cobras – because they're so small any critical hit automatically destroys one Cobra even if there are still intact shields. If this would leave you with more shields than ships, reduce the number of shields to equal the number of ships.

Cobras at Short Range: Because Cobras are so small, they can never ram other ships – and they're too manoeuvrable to be rammed themselves.

However, they can move into the same square as another spaceship in order to swarm round it and attack it at close range – simply place them in the same square around the other ship. Both sides fire at each other counting the range as one square.

To work out which facing each Cobra attacks, roll a dice and check the following diagram:





ORKS

The Orks are the degenerate descendants of a once-sophisticated spacefaring race. They are brutal and warlike, but retain some of the technological knowledge invented by their forebears. Orks are naturally anarchic and aggressive, fighting constantly amongst themselves as well as against other races. Ork worlds are spread throughout the galaxy in a similar way to those of humans, testifying to a past age of superior technical knowledge.

Ork Warlords represent a consistent and dangerous threat to humanity. Individually they control only a few ships, but there are so many of these petty tyrants that the Imperium is in constant danger from their raids. Their craft are crudely designed and constructed, but effective for all that and easily a match for Imperial ships of similar size.

ELDAR

The Eldar are an ancient race that live on giant spacecraft called Craftworlds. These Craftworlds drift through space at sub-light speeds. The Eldar travel through space by means of an intricate system of warp gates and tunnels, closed routes through warp space leading from a Craftworld to either a point in space or a planet. Some gates are quite small and allow an Eldar to literally walk from his Craftworld to another part of the galaxy. Other gates are large, and every Craftworld has at least one warp gate that is large enough to enable spacecraft to enter. It is by this means that Eldar ships travel between the stars – they have no warp drives in the human sense.

There are more details on Eldar spaceships later in this article.

TYRANIDS

The Tyranid hive mind is an alien entity, a great creature that is formed from countless billions of creatures, a mind that is many linked minds. The Tyranids have travelled to the Imperium in a hive fleet from an unimaginably distant galaxy. The hive fleet is a great dark swarm of many millions of individual spacecraft, each a gigantic living thing, a creature fashioned from organic tissue by means of sophisticated genetic manipulation of which the Tyranids are masters.

The Tyranid hive mind hungers for fresh gene-stocks that can be used to create new bio-construct creatures and organic machines. Their own galaxy is exhausted, its creatures long-since absorbed into the hive mind, their flesh turned to machine-like purposes or discarded as useless. The Imperium, with its countless billions of humans and other creatures, offers the Tyranids an almost inexhaustible supply of flesh and genes which will invigorate the hive mind and enable it to embody itself in new forms.

The hive fleet has reached the outer part of the Imperium and the entire south-eastern spiral arm of the galaxy now lies under its dominion. A thousand human worlds have already fallen to the invader, their populations consumed or enslaved by the Tyranids.

Now the Imperium prepares for war. The weaponshops of Mars turn out ever-more potent machineries of death, new spaceships sail from the shipyards of Necromunda. Space Marine chapters muster their fleets and begin the long battle to counter the hive fleet, the vast resources of the Imperial Guard gradually swing into action as millions of men prepare to embark on a war for humanity's very survival.

INTERPLANETARY TRAVEL

The worlds of the Imperium are governed by hereditary rulers called Imperial Commanders. The Imperial Commander holds his planet on behalf of the Emperor. In return for his oath of loyalty and regular planetary tithes, he controls the planet as if it were his own. The Imperial Commander is free to administer and defend his planet as he sees fit. Most worlds maintain fleets of interplanetary spacecraft – ships built to operate within their home system and lacking the warp engines needed for travel between stars.

Interplanetary ships are common on all technically advanced worlds. Even on medieval and feral worlds the planet's governor and his associated staff and warriors would have access to such spacecraft – the general population would remain either ignorant of or completely in awe of spacecraft and technology.

Interplanetary shipping is administered by the Imperial Commander of each system. Some Imperial Commanders keep a tight leash on all space travel, others are far more lax and allow independent bodies to organise and maintain spacefleets to serve the system. Similarly, while some Imperial Commanders police their systems very thoroughly, others find it impossible or impractical to enforce controls on independent operatives. Some Imperial Commanders undoubtedly collude with anarchic and piratical organisations, trading off the control of planets or asteroids, mining or transport rights, or even defence and policing concessions, in return for personal profit. These Imperial Commanders may maintain that this is the only way they can control their worlds.

Each planet is responsible for its own defence. Imperial Commanders are obliged to build ground-based defences, spaceports, and what defence fleets that can. The number of weapons and ships in any individual system will vary, depending on the enthusiasm of its governor as much as the possible danger. In addition to ships under the control of the Imperial Commander, planets lying in vulnerable positions or having a history of trouble may also have an Imperial Fleet base. Although Fleet ships are independent of those of the Imperial Commander, both would be ready to meet an emergency. Fleet ships may also be stationed in one system so that they can patrol a number of nearby star systems.

INTERSTELLAR TRAVEL

Without space travel mankind would have died millennia ago in the poisoned desolation of earth's sterile deserts. Today, interstellar spaceships form a frail lifeline enabling humanity to survive amongst the stars. The defence of the Imperium, trade, communications and transport are each dependent upon interstellar travel and ultimately upon interstellar spaceships.

Interstellar spaceships are equipped with warp drives enabling them to travel between the stars. A few of these craft are owned by Imperial Commanders, Navigator families or other independent organisations or individuals. The vast majority belong to and are controlled by the Administratum, the administrative branch of the Adeptus Terra. All legally operating human ships, whether owned by the Imperium or not, are registered and policed by the Administratum.

THE WARP

An understanding of interstellar travel requires some knowledge of the warp. The material universe is just one aspect of reality. There is a quite separate and co-existing immaterial universe. This is commonly known as the warp or warp-space, also known as Chaos, the otherworld, the ether, the empyrean, the void and the immaterium. The study and exploitation of the warp is the aim of warp technology, the most important achievement of which is warp travel.

Warp-space may be explained in terms of an endlessly broad and infinitely deep sea of raw energy. This energy carries within it the random thoughts, unfettered emotions, memory fragments and unshakeable beliefs of those who live in the material universe. In this sense it is the collective mind of the universe itself. It would be overly simple to claim that this is all there is to the warp, but the image is a useful mental tool which helps us to understand it.

THE PRINCIPLE OF WARP TRAVEL

A spacecraft drops into the warp by activating its warp engines. As a ship leaves the material universe it enters a corresponding point in warp-space. The ship is then carried along by the tides and currents of the warp.

After travelling in this fashion for an appropriate time, the ship uses its warp engines to drop back into real space. Because the material universe and the warp move relative to each other, the ship reappears in a new position several light years from its starting point. This process is called a jump or hop and the process of entering or leaving warp-space is known as a drop or shift.

Journeys are undertaken in short jumps of up to 4 or 5 light years. Longer jumps are unpredictable and dangerous. The tides of warp-space move in complex and inconsistent patterns and ships attempting longer hops often end up wildly off course.

Were this limitation to apply to all warp travel then humanity would not have spread throughout the galaxy as it has. It is possible to make long jumps of many light years by steering a ship within the warp itself – sensing, responding to and exploiting its currents and thereby directing the craft towards a corresponding point in the material universe. Only the strange human mutants known as Navigators can pilot a craft through the warp in this way.

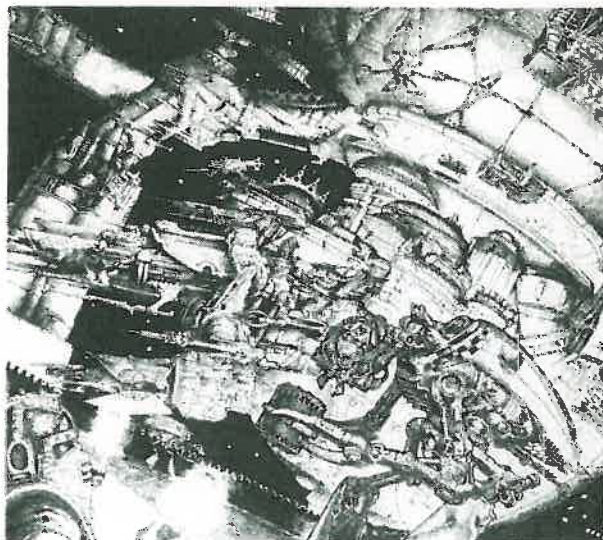
Some people are sensitive to the movements of warp-space. They can, for example, sometimes tell that a spacecraft is approaching even before it drops back into the material universe. This human sensitivity to the warp is not generally well developed. However, in a minority of people this sensitivity is far more finely tuned. These people are known as psykers and they are able to consciously control and use the energy of the warp to affect the material universe. Navigators are powerful psykers of a specialised kind who can use their powers to steer spacecraft in the warp.

THE ASTRONOMICAN AND THE WARP

The Astronomican is a psychic homing signal centred upon the Earth. It is powered by the continuous mental concentration of thousands of psykers. The Astronomican cannot be detected in the real universe but only in the warp. It is by means of this signal that Navigators can steer their spaceships over long distances.

The Astronomican's signal is strongest close to Earth and gets increasingly weaker further away. It extends over a spherical area with a diameter of about 50 thousand light years. Because the Earth is situated in the galactic west, the Astronomican does not cover the extreme eastern part of the galaxy. Nor is the extent or strength of the signal constant – it can sometimes be blocked by localised activity within the warp itself. Such activity may be compared to the hurricanes or storms of a terrestrial weather system and is known as a warpstorm. Warpstorms may be so bad, and so long-lasting, that entire star systems are isolated for hundreds of years at a time.

A warpstorm not only obscures the signal of the Astronomican, it is also dangerous for spacecraft travelling nearby. No spacecraft can venture within a warpstorm and expect to survive, although there are tales of miraculous escapes and of ships being thrown tens of thousands of light years off course. Warpstorms are not the only dangers within the warp. There are sentient energies and other immaterial life-forms that inhabit it: creatures formed from (and part of) the shifting stuff of the warp. Few are friendly and many are hostile. They are known to mankind as Daemons.



TONY HOUGH

IRONCLAD BATTLESHIP

SPEED: 2 DAMAGE: 10 POINTS: 80



WEAPON TABLE

Weapon	Arc of Fire	Range	1-2	3-4	5-6
Laser Batteries	Left or Right Broadside	7 dice	3 dice	1 dice	
Fusion Cannon	Fixed Forward	3 dice	1 dice	1 dice	

CRITICAL DAMAGE TABLE

- Ruptured Hull:** the attacker gets to roll a second attack immediately with the same number of dice as before – as usual, only dice rolling 4 or more are counted if they hit.
- Left Broadside:** the Ironclad's laser batteries are destroyed – it may no longer fire broadsides to the left.
- Right Broadside:** the Ironclad's laser batteries are destroyed – it may no longer fire broadsides to the right.
- Fusion Cannon:** enemy fire rips through the front of the Ironclad – the ship may no longer fire its fusion cannon.
- Engines Damaged:** the battleship is reduced to a maximum speed of 1.
- Magazine Explosion:** roll the dice again – the number rolled is the amount of extra damage taken.

SPECIAL RULES

Movement: Ironclads are massively armoured and they're not designed to be manoeuvrable – they are dangerous because of the damage they can soak up and their devastating close range attacks. Because of this, if the ship is at speed 2, you can only choose to move it directly ahead.

Damage: the Ironclad has no shields but is protected by its heavily-armoured hull.

To represent this, when the attacking player drops his dice in the Combat Tray he removes any dice that rolled 1, 2 or 3 before working out the damage caused. These shots have been absorbed by the ship's armour.

CASTELLAN SHIELD SHIP

SPEED: 4 DAMAGE: 8 POINTS: 50



WEAPON TABLE

Weapon	Arc of Fire	Range	1-3	4-6	7-9
Laser Batteries	Any Direction	1 dice	–	–	–

CRITICAL DAMAGE TABLE

- Laser Batteries:** the Castellan's laser batteries are completely destroyed and it may no longer fire.
- Shield Overload:** an energy surge causes the Castellan shield generator to overload – roll a dice and add that number of points to the shield's total.
- Shield Controls:** a hit on the bridge irreparably damages the shield controls – if the shield is on, it stays on – if it's off, it can't be turned on.
- Shutdown:** as enemy fire blasts through the hull the shield generator is damaged beyond repair – it shuts down and can't be turned on again.
- Engines Damaged:** the Castellan's huge engines are rapidly losing power – the ship is reduced to a maximum speed of 1.
- Magazine Explosion:** roll the dice again – the number rolled is the amount of extra damage taken.

SPECIAL RULES

Shield Generator: the Castellan shield generator is immensely powerful and its shield extends to protect ships in the area around the Castellan. Here's a summary of the rules – see the main rules for full details:

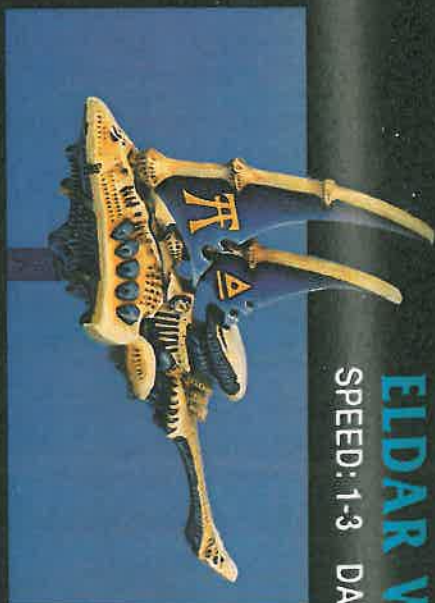
- the shield protects the 8 squares around the Castellan – this includes enemy ships.
- all hits are counted against the Castellan's shield not the ships' own shields – however, criticals and rams are worked out as usual.
- the shield absorbs up to 12 hits and then explodes – if it explodes, the Castellan is destroyed and any ships in the 8 squares around the Castellan each take 2D6 points of damage on the facing nearest the Castellan.
- at the start of the turn, decide whether the shield is on or off – if it's left on, any points absorbed in previous turns are carried over – if it's turned off, it returns to 0 points when it's turned back on.
- if the Castellan is rammed and destroyed when the shield has absorbed 9 or more points of damage, the ship explodes.

HELM COMPUTER

SPEED 3				SPEED 2				SPEED 1				SPEED 0											
SUPER MANOEUVRABLE				SUPER MANOEUVRABLE				SUPER MANOEUVRABLE				SUPER MANOEUVRABLE											
CORKSCREW LEFT FACE BACKWARD				VECTOR LEFT FACE LEFT				POWERSLIDE LEFT FACE FORWARD				FULL AHEAD FACE FORWARD				POWERSLIDE RIGHT FACE FORWARD				VECTOR RIGHT FACE RIGHT			
SPIRAL LEFT FACE BACKWARD				BANK LEFT FACE LEFT				EVADE LEFT FACE FORWARD				FULL AHEAD FACE FORWARD				EVADE RIGHT FACE FORWARD				BANK RIGHT FACE RIGHT			
KICKTURN LEFT FACE BACKWARD				VEER LEFT FACE LEFT				SIDESLIP LEFT FACE FORWARD				FORWARD FACE FORWARD				SIDESLIP RIGHT FACE FORWARD				VEER RIGHT FACE RIGHT			
SPIN LEFT FACE BACKWARD								LEFT TURN FACE LEFT				BATTLE STATIONS HOLD POSITION				RIGHT TURN FACE RIGHT							
SPIN RIGHT FACE BACKWARD				KICKTURN RIGHT FACE BACKWARD				SPIRAL RIGHT FACE BACKWARD				CORKSCREW RIGHT FACE BACKWARD				VECTOR RIGHT FACE RIGHT				POWERSLIDE RIGHT FACE FORWARD			

ELDAR WRAITHSHIP

SPEED: 1-3 DAMAGE: 6 POINTS: 100



WEAPON TABLE

Weapon	Arc of Fire	Range
Laser Batteries	Forward Arc	1-3
Plasma Torpedo	Fixed Forward	4-6

CRITICAL DAMAGE TABLE

- Shield Generators:** the Wraithship loses any remaining shields.
- Laser Batteries:** heavy enemy fire inflicts major damage – the ship may no longer fire its main laser batteries.
- Sail Destroyed:** the Wraithship's solar sail is ripped apart by the enemy attack – the Wraithship is reduced to a maximum speed of 1.
- Plasma Torpedos:** the Wraithship takes heavy damage on its torpedo launchers – the ship may no longer fire its plasma torpedos.
- Sail Destroyed:** the Wraithship's solar sail is ripped apart by the enemy attack – the Wraithship is reduced to a maximum speed of 1.
- Magazine Explosion:** roll the dice again – the number rolled is the amount of extra damage taken.

SPECIAL RULES

Movement: the ship is super manoeuvrable.

Speed: an Eldar Wraithship is powered by vast sails that draw energy from the solar wind. The ship's maximum speed depends on the direction on the solar wind. Roll a dice at the start of the game to see where the wind's coming from:

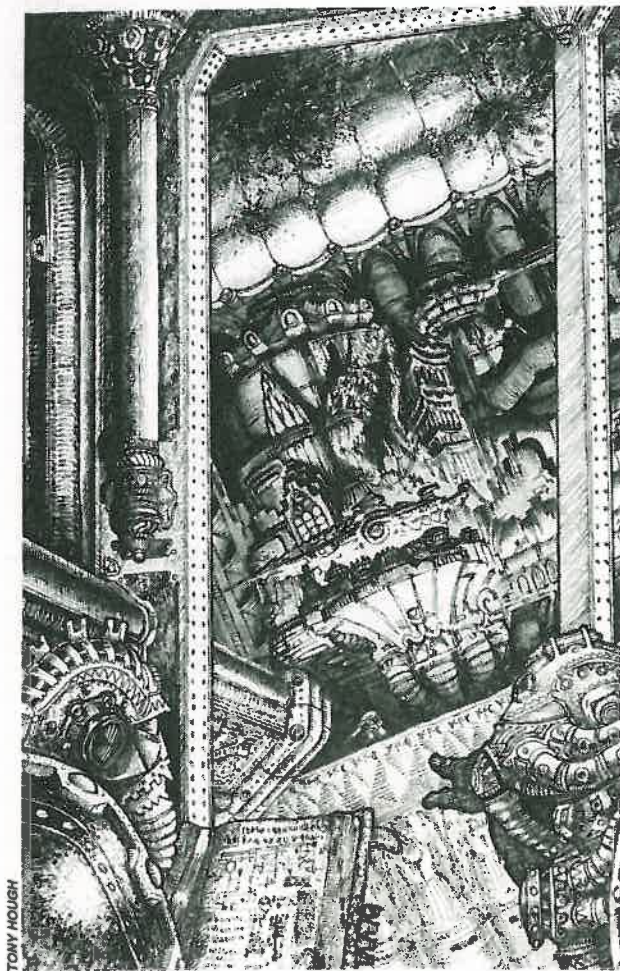
- 1-2 Eldar player's left
- 3-4 Eldar player's right
- 5-6 Behind Eldar player

The wind stays the same direction for the whole game.

As Wraithships turn during the game, the direction they face relative to the solar wind changes and this alters each ship's maximum speed.

Direction of Solar Wind

From behind the Wraithship	Max Speed
From the either side	3
From in front of the Wraithship	2
	1



TONY HOUGH

TIME DISPLACEMENT

The time differences between real space and warp space are quite drastic. Not only does time pass at different rates in both kinds of space, but it also passes at very variable rates. Until a ship finishes its jump, it is impossible for a ship's crew to know exactly how long their journey has taken. Time passing in real space is referred to as real time. Time passing on board a spacecraft is referred to as warp time. The relationship between real time and warp time is shown on the chart below.

Light Years	Minimum Warp Time	Maximum Warp Time	Minimum Real Time	Maximum Real Time
1	2 mins	6 mins	43 mins	4½ hrs
5	7 mins	30 mins	3½ hrs	1 day
10	14 mins	1 hour	7 hrs	2 days
50	1¼ hrs	4½ hrs	1½ days	9 days
100	2¼ hrs	9½ hrs	3 days	3 weeks
500	12 hrs	2 days	2 weeks	3 months
1,000	1 day	4 days	1 month	6 months
5,000	5 days	3 weeks	5 months	3 years

So, for example, a 100 light year jump will seem to take from 2¼ to 9½ hours to a spaceship's crew, but between 3 days and 3 weeks will have passed in real space. These times do not include journey times out to and from jump points on the edge of the star systems. It takes from days to weeks of travel at sub-light speeds to reach a drop from the spaceship's starting planet, and a similar time to re-enter the destination system.

The Imperium is approximately 75 thousand light years from edge to edge. A journey of this length would take between 75 and 300 days in warp time, and between 6 years and 40 years real time.

WARP NAVIGATION

Once a spacecraft activates its warp drives it is plunged into a dimension very different from our universe. It is convenient to imagine warp space as consisting of a relatively dense, almost liquid, energy which is devoid of stars, light and life as we know it.

Once within warp space a ship may move by means of its main warp drives, following powerful eddies and currents in the warp, eventually reaching a point in the warp corresponding to a destination in real space. The most difficult aspect of warp travel is that it is impossible to detect the movement of warp space once a ship is in the warp. The ship can only blindly carry on, its crew trusting that it is going in the right direction. The longer a ship remains in warp space the greater the chances of encountering some unexpected current that can turn it unknowingly off-course.

Navigation of warp space can be achieved in two ways: the calculated jump and the piloted jump.

All warp-drives incorporate navigational mechanisms. When the ship is in real space, these monitor the ever shifting movements of the part of the warp corresponding to the ship's current position. By observing these movements in the warp it is possible to calculate a course, corrective manoeuvres, and approximate journey time to a proposed destination. Calculation relies on the assumption that the warp-currents observed from real space don't change significantly during flight. This method is known as a calculated jump. It is not safe to make a calculated jump of more than four or five light years at one go. The longer the jump, the greater the chances of a significant change in warp current movement.

The second, and more efficient, form of warp-navigation is the piloted jump. This method relies upon two factors: the human mutants known as Navigators and the psychic beacon called the Astronomican. The Astronomican is centred on Earth and is not only controlled by, but is directed by, the psychic power of the Emperor himself. The Astronomican is a beacon that, because it is psychic, penetrates into warp space. A Navigator on board a ship in the warp is able to pick up these signals and can steer a spaceship through warp space, compensating for current changes as he does so. A piloted jump can safely cover a far greater distance than a calculated jump. 5,000 light years would be the normal maximum jump, but longer jumps have been made.

IMPERIAL SPACESHIPS

The whole structure of the Imperium is founded upon the craft that transport its armies and officials across the galaxy. It is the fleets that carry vital food to the starving hive-worlds, and which bring technology and equipment to the agricultural planets. Without its fleets the Imperium would soon collapse and humanity would perish in many parts of the galaxy.

Interstellar craft may be privately owned but most operate on behalf of one of the Imperial organisations. Of these, the Imperial Fleet is the largest, numbering tens of thousands of warships and hundreds of thousands of cargo vessels of varying sizes. In addition to its spacecraft, the Fleet maintains military spaceports, space stations, mining and factory ships, various orbital research stations and countless unmanned orbiting spaceships that serve as early warning, exploration and research satellites.

So vast is the Imperium that the Fleet is divided into five main sections, each functioning as an independent administrative unit (although they cooperate whenever it's necessary). Most

of the higher levels of Fleet command come directly from the ranks of the Priesthood – principally from the Administratum. The overall Fleet commander is also a High Lord of Terra and resident on Earth.

The Priesthood also maintains a small number of its own ships. Some of these reside permanently on the Imperial planet, whilst others are scattered throughout the galaxy, transporting Imperial servants on missions of the greatest importance or secrecy. A further corps of ships lies under the direct control of the Adeptus Arbites, the Judges, to be used for transportation and war.

The Space Marines have their own interstellar transports and battlefleets. Although not large in numbers these are manned by the most ferocious and highly-trained warriors in the galaxy. Each Space Marine chapter has sufficient ships to act as a spacebound home base, including equipment transports and landing craft. Space Marine Commanders are at liberty to purchase craft or capture enemy craft and use them how they will. Individual chapters use their own colour schemes and markings and their ships are immediately identifiable.

Other interstellar craft form a minority. The small exploratory fleets of the Rogue Traders may number as many as two hundred ships at one time, but are scattered beyond the fringes of human space. Other Imperial organisations, such as the Officio Assassinorum, also have access to interstellar craft, but the details of these ships are well-guarded secrets.

Interstellar ships in private hands make up a fairly small fraction of the total. In addition there are space stations, mines and factory craft also owned by individuals, corporations or mercantile families but these are a rarity. As far as interstellar travel is concerned, the Imperium is all-powerful and ships not controlled by the Imperium are only permitted to exist because their owners are cooperative and useful.

The most noteworthy privately-owned ventures are the great mercantile families of Navigators. Even the largest of these owns a relatively small number of craft, but in terms of real wealth this represents a huge investment. Most of these ships are ancient – family possessions nurtured and maintained over the millennia – but they are generally large and well built.

THE SEGMENTAE MAJORIS

The Imperium is divided into five fleet zones known as the Segmentae Majoris. Although intended for purposes of fleet administration and shipping controls, the Segmentae have evolved into administrative divisions of the Adeptus Terra.

All shipping is supervised within the jurisdiction of one of the five Segmentae. Each Segmentum has an orbital headquarters called a Segmentum Fortress which forms the base of fleet operations within the Segmentum. The Segmentum Fortress is controlled directly by a high-ranking official of the Administratum known as the Master of the Segmentum.

Zone	Segmentum	Fortress
Central	Segmentum Sola	Mars
North	Segmentum Obscurus	Cypra Mundi
South	Segmentum Tempestus	Bakka
East	Ultima Segmentum	Kar Duniash
West	Segmentum Pacificus	Hydraphur

Sectors

Each Segmentum is divided into sectors. The size of a Sector varies according to local demands and stellar density. A typical sector might encompass 7 million cubic light years, equivalent to a cube with sides almost 200 light years long.

Sub-Sectors

Sectors are divided into sub-sectors, usually comprising between 2 and 8 star systems within a 10 light year radius (some may encompass more systems – others only 1). This size is governed by the practical patrol ranges of spaceships. Because sub-sectors are divisions of worlds (rather than volumes of space) there are vast numbers of star systems within each sector which do not fall within a sub-sector. These are referred to as inter sectors – and are commonly known as wilderness zones, forbidden zones, empty space and frontier space. Inter-sectors may contain gas or dust nebulae, inaccessible areas, alien systems, unexplored systems, uninhabited systems and uninhabitable worlds.

THE FLEET

The Imperium's interstellar ships comprise merchant vessels, warships, civil craft and several other specialised types. These are organised into specific fleets: merchant fleets, warfleets, and civil fleets. Each of the Segmentae Majoris has its own merchant, civil and warfleets. So for example, the Warfleet Solar is the warfleet of the Segmentum Solar, the Merchant Pacificus is the merchant fleet of the Segmentum Pacificus, the Civilis Tempestus is the civil fleet of the Segmentum Tempestus and so on.

THE MERCHANT FLEETS

The combined merchant fleets comprise almost 90% of all interstellar spacecraft in the Imperium. Each fleet is based in one of the five Segmentae Majoris, and its administrative staff operate from the Segmentum Fortress. For example, the Solar fleet is based on Mars, while the fleet of the northern zone – the Segmentum Obscurus – is based on Cypra Mundi. Although these fleet bases are huge ports equipped with docks, shipyards and repair facilities, their main function is to administrate the fleets operating within their area. Only a small proportion of ships ever travel to the Segmentum Fortress where they are theoretically based.

Each merchant ship serves its fleet under an arrangement called a merchant charter. Not all charters are the same – some confer more power and responsibility to the ship's captain than others – but all types take the form of a feudal oath sworn to the fleet authorities on behalf of the Emperor. A captain may not register his vessel with the fleet authorities until this oath has been sworn and a record of it entered at the Segmentum Fortress for that zone and on the Segmentum Fortress on Mars.

CIVIL FLEETS

Although the vast majority of interstellar spacecraft are part of the merchant fleets, there are several thousand ships registered to individuals, families or trading cartels. All privately-owned interstellar craft operate along routes licensed to them by the fleet authorities responsible for shipping within that Segmentum. These route licences must be bought, and must be renewed after a fixed time, usually a hundred years. This means few privately-owned ships like to risk the effects of time dilation on long journeys. A licence may run out before the ship has completed its journey!

Civil fleets vary in size from a single vessel to several dozen. One of the largest is that of the Navigator family Redondo, numbering 47 registered interstellar ships. Most ship owners have only a single vessel.

WARFLEETS

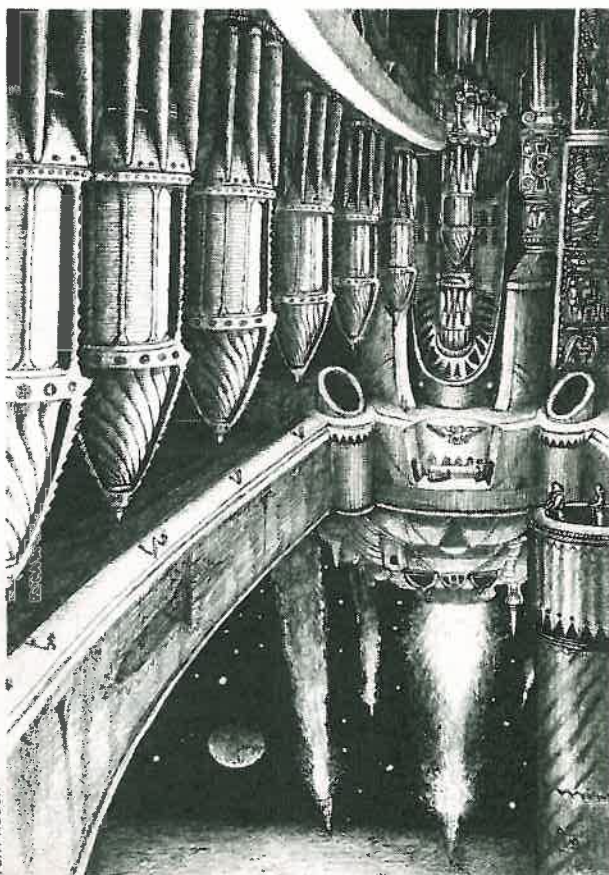
Each of the five warfleets serves within one of the Segmentae Majoris and is responsible for protecting shipping within it.

Most space battles take place around installations or planets, most of which can be defended efficiently by means of sub-stellar craft and planet-based defences. Even so, it is impossible to provide total defence for every Imperial world. The warships of the Imperial Fleet are highly mobile and extremely potent weapons, able to gather to meet large threats where necessary.

Warship captains are Imperial servants like their merchant brethren. However, all warship captains are appointed by the administrative officers of the Segmentum, and have no rights of ownership regarding their vessels. The organisation of the fleets is far more rigid than that of the merchant fleet, with a hierarchy similar to that of the land-based armed forces of the Imperium.

BATTLEFLEETS

Imperial space is so vast, with so many star systems and areas of Wilderness Space to be patrolled, that even the many thousands of spaceships in the warfleets must be spread thin, with individual ships and squadrons set out on their own assignments. The Imperium cannot maintain permanent fleets ready to respond to invasion or rebellion. Nor would it make sense to do so – it would take so long for a fleet to get from its base to the war zone that the enemy would surely have moved on by the time it arrived.



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WD18

Instead, temporary battlefleets are gathered together whenever they are needed. Warships within a relatively small area are summoned to join the battlefleet. It is rare for ships more than 50 light years from the battle zone to be included in the fleet and more commonly only those within 10 or 20 light years are summoned. Even with ships this close to the battle, it will take at least days and more often weeks for them to arrive.

Only during the very largest of wars, lasting for many decades, does the Imperium bring battlefleets together and dispatch them en masse to a warzone. Such a war is currently underway in the galaxy's south-eastern spiral arm. Here the Tyranid Hive Fleet Kraken is inexorably advancing, conquering and consuming the planets in its path. A massive campaign involving millions of men, thousands of ships and whole chapters of Space Marines is being fought against the Tyranid invasion. Fleets are being mustered in all the Segmentae to begin the long journey to the warzone. The journey will take decades in some cases and many of the crew will never see the battles they are heading towards – but the Imperium knows all too well that in mere decades the Tyranid threat will be as strong as ever.

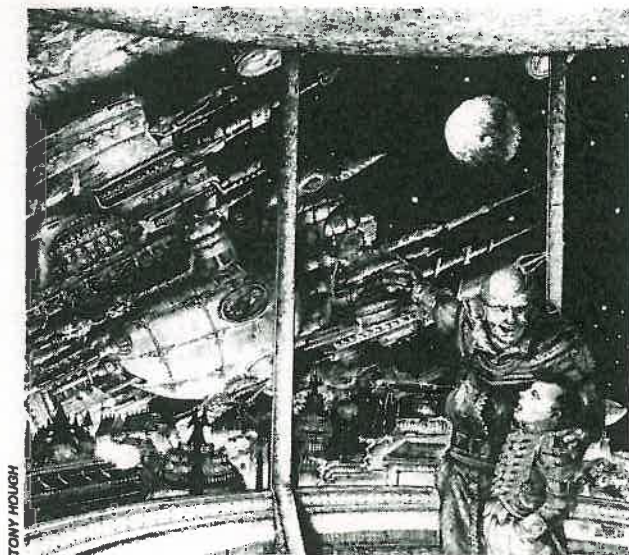
ENEMIES OF THE IMPERIUM

The battlefleets of the Imperium must combat many enemies – Ork raiders, Eldar pirates, the Tyranid Hive Fleet and other alien invaders. It must also fight forces from within the Imperium itself. Most of these battles are small-scale and involve only sub-stellar craft in skirmishes with smugglers, brigands and rebels. But occasionally larger conflicts occur when whole systems or groups of systems must be brought into line. Sometimes these systems have their own fleets and the Imperium must send its largest battleships and cruisers to crush the enemy. In these circumstances an Imperial battlefleet will be facing an enemy containing ships exactly like its own – the enemy will also be using ships like Gothic battleships, Firestorms, Ironclads, Cobras and so forth.

These rebellions most often happen when an area of the Imperium is cut off by a warpstorm. Warpstorms are common occurrences and systems frequently lose contact for a few years – when the storm passes, contact is re-established and little has changed. Sometimes storms last for decades, even centuries, and systems that are cut off for this long can stray far from Imperial authority. Once the warpstorm has died down and travel to the system is feasible again, the Imperium may be rebuffed by an independent federation or find itself in the midst of a local war. A battlefleet will be assembled to return the system to Imperial control and Imperial spaceships will find themselves facing ships that perhaps once served alongside them in other wars.

It is also not unknown for squadron or fleet commanders to rebel and turn against the Imperium, using the awesome power they command to carve out their own petty empires on the fringes of Imperial space. The most infamous rebellion in the Imperium's long history is that of Warmaster Horus when fully half of the Imperial forces turned against the Emperor and mankind was divided in a terrible civil war. Only the death of Horus himself and the banishment of the rebels to the Eye of Terror brought peace to the Imperium. Even now, a constant vigil is kept around the Eye of Terror where the Chaos fleets remain, often launching small raids and occasionally major incursions into Imperial space.

11	10	9	8	7	6	5	5	5	5	4
4	4	4	3	3	3	3	3	3	2	2
2	2	2	2	2	2	1	1	1	1	1
1	1	1	12	11	10	9	8	7	6	5
4	3	2	1	Skull	Skull	Skull	Skull	Skull	Skull	Skull
7	7	6	6	6	5	5	5	5	4	4
4	4	3	3	3	3	3	2	2	2	2
2	1	1	1	1	1	1	CRITICAL DAMAGE	CRITICAL DAMAGE	CRITICAL DAMAGE	CRITICAL DAMAGE
CRITICAL DAMAGE	CRITICAL DAMAGE	CRITICAL DAMAGE	CRITICAL DAMAGE	CRITICAL DAMAGE	CRITICAL DAMAGE	CRITICAL DAMAGE	CRITICAL DAMAGE	CRITICAL DAMAGE	CRITICAL DAMAGE	CRITICAL DAMAGE
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CASTELLAN SHIELD SHIP	EMPEROR CAPITAL SHIP	IRONCLAD BATTLESHIP		VORTEX TORPEDO	VORTEX TORPEDO	PLASMA TORPEDO	PLASMA TORPEDO	VORTEX TORPEDO	VORTEX TORPEDO	
MAX SPEED: 4	MAX SPEED: 3	MAX SPEED: 2		FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	
CASTELLAN SHIELD SHIP	EMPEROR CAPITAL SHIP	IRONCLAD BATTLESHIP		VORTEX TORPEDO	VORTEX TORPEDO	PLASMA TORPEDO	PLASMA TORPEDO	VORTEX TORPEDO	VORTEX TORPEDO	
MAX SPEED: 4	MAX SPEED: 3	MAX SPEED: 2		RELOADING	RELOADING	RELOADING	RELOADING	RELOADING	RELOADING	
FIRESTORM CRUISER	COBRA DESTROYER	GOTHIC BATTLESHIP	FIRESTORM CRUISER	PLASMA TORPEDO	PLASMA TORPEDO	VORTEX TORPEDO	VORTEX TORPEDO	0	OFF	
MAX SPEED: 4	Super Manoeuvrable MAX SPEED: 6	MAX SPEED: 2	MAX SPEED: 4	FIRE	RELOADING	FIRE	RELOADING			
ELDAR WRAITHSHIP	COBRA DESTROYER	GOTHIC BATTLESHIP	ELDAR WRAITHSHIP	SHIELDS DOWN	SHIELDS DOWN	SHIELDS DOWN	SHIELDS DOWN	SHIELDS DOWN	SHIELDS DOWN	
Super Manoeuvrable MAX SPEED: 1-3	Super Manoeuvrable MAX SPEED: 6	MAX SPEED: 2	Super Manoeuvrable MAX SPEED: 1-3	SHIELDS DOWN	SHIELDS DOWN	SHIELDS DOWN	SHIELDS DOWN	SHIELDS DOWN	SHIELDS DOWN	
				SHIELDS DOWN	SHIELDS DOWN	SHIELDS DOWN	SHIELDS DOWN	SHIELDS DOWN	SHIELDS DOWN	



SPACESHIPS OF THE IMPERIUM

Most spaceships are old – open space, the most hostile environment to man, preserves the plastics and metals that spacecraft are made from. Space gives them with the power to endure through generations of men. The Imperial fleets number many thousands of ships, the majority of which are at least a thousand years old. Some are as old as the Imperium itself, a full ten thousand years. A very few claim a pre-Imperial origin. It is difficult for those born under the claustrophobic sky of a planet to appreciate the great dignity which is inherent in all old spacecraft.

The spaceships of the Imperium are vast constructions that take many decades to build. Each craft represents a huge investment of time and resources. But once completed, fitted out, armed and commissioned, a spaceship continues in service for centuries, even millennia. After that, it may be refitted, modernised, reconstructed and live on practically indefinitely. Barring a major accident or destruction in battle, a ship is immortal like a great city, its population and fabric existing in a constant state of decay and renewal.

Throughout this time there is a constant process of rebuilding and renewal. Hulls are damaged by battles, asteroid storms and the ravages of the warp. Mechanical parts inevitably wear down. Electrical components fuse. Engine housings crack or melt under the immense pressure and heat created by plasma and warp drives. To combat this constant process of decay, every interstellar spaceship has a maintenance crew of hundreds or thousands of dedicated craftsmen, continuously striving to repair and refit the ship. Inside a large Imperial warship there are factories and workshops, huge forges and plasma furnaces, even small refineries and ore smelting plants to provide raw materials for the work of reconstruction.

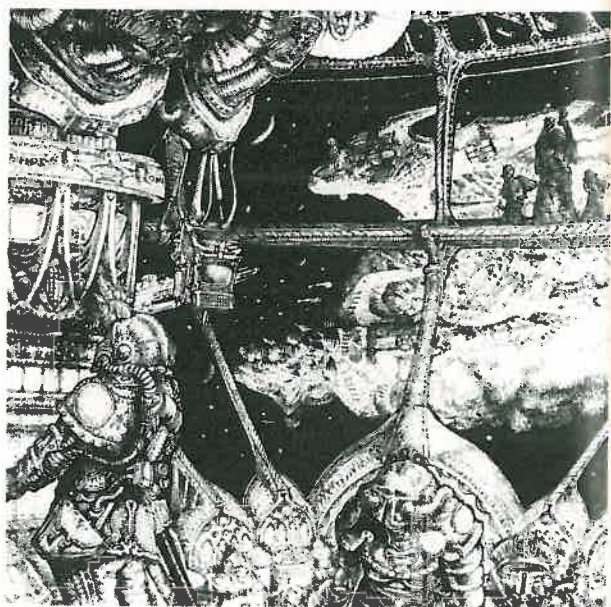
Interstellar spaceships are powered by plasma and warp drives. Plasma drives are used to move through star systems at sub-light speeds. They burn with the fierce energy of a star, converting their fuel into a super-heated gas plasma to create the immense thrust needed to propel these gargantuan craft through space. As a large interstellar spaceship moves out of orbit towards the edge of a star system ready to jump into the warp, the fiery arc it traces across the night sky can clearly be seen from the planet it's leaving. It appears to be a great comet streaking through the heavens – on many worlds, the arrival or departure of a spaceship is read as an omen, a divine harbinger of joy or doom.

Warp drives are altogether more esoteric and terrifying, understood by few even among a spaceship's crew. When the spaceship reaches the jump point at the edge of the star system it's leaving, its plasma drives are turned off and its warp drives engaged. These hurl the spaceship out of real space and into warpspace, propelling it through the warp to a destination light years away. If a spaceship's warp drives were switched on while it was still within a star system, the huge rent in the very fabric of space that they create would be catastrophic for the population and planets of the system. The spaceship itself would be torn apart as the massive pull of the star's gravity reacted unpredictably with the energies released by the warp drives.

Fully one-third of a spaceship can be taken up by its engines with their huge thruster ports, cavernous combustion chambers, generators surrounded by massive protective cladding and the miles of pipes, tunnels, corridors and ducts needed for the control mechanisms, fuel supply and access by service crews.

The living areas of a spaceship contain the thousands, often tens of thousands, of men that serve aboard. These areas are often built up from the ship's hull into huge domes and spires that rise hundreds of metres into space. On some ships, they seem like the heart of a mighty city, immense towers rising to touch the stars, their sides glittering with lights, bridges spanning the void between them. On others they resemble a gigantic cathedral, the towers colonnaded and sculpted. Vast carved figures of legendary heroes recede into the darkness of space – huge horned gargoyles leap and leer from the highest pinnacles in mockery of the terrors of warpspace – golden domes blaze with the light of stars.

On freighters and merchant vessels, the rest of the ship is taken up by holds containing the ship's precious cargo. On warships this space is filled by the colossal power generators that drive their weapon systems. These towering structures hum and crackle with the monstrous energies bounded inside. They are housed within deep shafts which disappear from view into a darkness that is broken only by the crackling blue arcs of lightning which leap from the generators. When a laser battery is fired with a titanic unleashing of energy, its power well is filled with a furious roar. In battle, a warship echoes with the thunder of its weapons, its decks shuddering with the recoil of their furious discharges.



NEW COMPONENTS

SPACE FLEET BOARDS

With these new rules you can fight much larger space battles with as many spaceships as you like. This means you'll probably find you need a larger playing area.

The best thing is to get together with several friends who've also got copies of Space Fleet and combine your boards into one large board.

If you still haven't got a large enough playing area, we're going to be selling extra board sections through our Mail Order Service – give them a call for more details (see the end of the magazine for the Mail Order Hotline numbers).

Alternatively, you can make yourself a board with one or more big sheets of card. All you need to do is draw a grid on the card with the same size squares as the printed game board. If you use black card and a white grid it'll look particularly good for space battles.

SPACESHIP DATA CARDS

Each different type of spaceship has its own data card – this is a card that shows you all the information you need to know about the ship as you're playing the game. We've provided 7 data cards with this article to cover all the plastic and metal spaceship models currently available. As we release more spaceship models, we'll print their data cards in White Dwarf.

It's a good idea to cut the data cards out of the magazine and mount them on card for ready reference during the game. Alternatively, you can photocopy them and glue the photocopies to sheets of card.

Each data card contains the following information (you'll find more about each point later in the article):

Spaceship Name: the type of that spaceship – for example, Gothic Battleship, Cobra Destroyer and so forth.

Speed: the maximum speed, measured by the number of squares you can move the spaceship each turn.

Damage: the amount of damage the spaceship can take before it's destroyed.

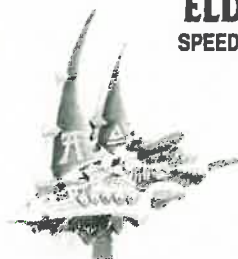
Points: the number of points the spaceship costs when you're using the Battlefleet list to design your fleet – the more points a spaceship costs, the tougher it is in battle.

Shields: the strength and position of the spaceship's defensive shields. The number indicates the amount of damage each shield soaks up before it's destroyed – the position (front, left, right or rear) shows that the shield covers you against attacks from that direction.

Some ships don't have any shields marked. This is either because they don't have shields, like the Ironclad, or there are special rules about their shields explained elsewhere, like the Castellan and Cobra.

Weapon Table: this lists the spaceship's weapons, the direction it can fire them, their ranges, and the amount of damage they do.

Critical Damage Table: every ship now has its own critical damage table with different results depending on how the ship's armed and constructed.



ELDAR WRAITHSHIP

SPEED: 1-3 DAMAGE: 6 POINTS: 100

SHIELDS


WEAPON TABLE

Weapon	Arc of Fire	Range		
		1-3	4-6	7-9
Laser Batteries	Forward Arc	4 dice	3 dice	–
Plasma Torpedo	Fixed Forward	1 dice	1 dice	1 dice

CRITICAL DAMAGE TABLE

- 1 **Shield Generators:** the Wraithship loses any remaining shields.
- 2 **Laser Batteries:** heavy enemy fire inflicts major damage – the ship may no longer fire its main laser batteries.
- 3 **Sail Destroyed:** the Wraithship's solar sail is ripped apart by the enemy attack – the Wraithship is reduced to a maximum speed of 1.
- 4 **Plasma Torpedoes:** the Wraithship takes heavy damage on its torpedo launchers – the ship may no longer fire its plasma torpedoes.
- 5 **Sail Destroyed:** the Wraithship's solar sail is ripped apart by the enemy attack – the Wraithship is reduced to a maximum speed of 1.
- 6 **Magazine Explosion:** roll the dice again – the number rolled is the amount of extra damage taken.

SPECIAL RULES

Movement: the ship is super manoeuvrable.

Speed: an Eldar Wraithship is powered by vast sails that draw energy from the solar wind. The ship's maximum speed depends on the direction on the solar wind. Roll a dice at the start of the game to see where the wind is coming from:

1-2	Elder player's left
3-4	Elder player's right
5-6	Behind Elder player

The wind stays the same direction for the whole game.

As Wraithships turn during the game, the direction they face relative to the solar wind changes and this alters each ship's maximum speed:

Direction of Solar Wind	Max Speed
From behind the Wraithship	3
From the either side	2
From in front of the Wraithship	1

Example data card for the Eldar Wraithship

Special Rules: where appropriate, a brief summary of the special rules for the spaceship has been included.

HELM COMPUTERS

Some spaceships can now move more than 2 squares each turn and some are more manoeuvrable and able to turn quickly, so we've designed a new **helm computer** to replace the one in the Space Fleet box.

It's a good idea to cut this out the magazine and glue it to a stiff piece of card for easy reference during the game. If you're playing a larger game, you'll probably need more than one helm computer on each side. If so, you can photocopy the one we've printed – we've found it helps to colour the photocopies in the same as the printed version.

There are some extra rules for using the expanded helm computers.

Speeds

Listed down the side of the helm computer are a set of speeds ranging from 0 to 6. At each speed you get a choice of manoeuvres. You can only choose a manoeuvre if your spaceship can go that fast.

So, if you've got a squadron of Gothic battleships (speed 2), you can choose manoeuvres from the rows for speeds 0, 1 and 2. You can't choose any speed 3, 4, 5 or 6 manoeuvres.



TONY HOUGH

Super Manoeuvrable Spaceships

The outer column on each side of the helm computer is coloured yellow. These are special manoeuvres that can only be made by spaceships that are **super manoeuvrable**. These ships can turn quickly, allowing them to come hard around to face the other direction even at fairly high speeds.

The Special Rules section of a spaceship's data card lists if it's super manoeuvrable.

If your spaceships aren't super manoeuvrable, you can't put your squadron counter in this outer toned column.

Of the spaceships covered by this article, only Cobra Destroyers and Eldar Wraithships are super manoeuvrable.

HELM COMPUTER													
SUPER MANOEVRABLE		SPEED 4		SPEED 3		SPEED 2		SPEED 1		SPEED 0			
SPEED 3		SPEED 4		SPEED 3		SPEED 2		SPEED 1		SPEED 0			
CORCOW LEFT FACE BACKWARD	VECTON LEFT FACE LEFT	PORTWIND LEFT FACE FORWARD	FULL AHEAD FACE FORWARD	PORTWIND RIGHT FACE FORWARD	VECTON RIGHT FACE RIGHT	CORCOW RIGHT FACE BACKWARD	SPIRAL LEFT FACE BACKWARD	BANK LEFT FACE LEFT	SWADE LEFT FACE FORWARD	FULL AHEAD FACE FORWARD	EVASIVE RIGHT FACE FORWARD	BANK RIGHT FACE RIGHT	SPIRAL RIGHT FACE BACKWARD
VECTON LEFT FACE BACKWARD	VECTON LEFT FACE LEFT	PORTWIND LEFT FACE FORWARD	FULL AHEAD FACE FORWARD	PORTWIND RIGHT FACE FORWARD	VECTON RIGHT FACE RIGHT	CORCOW RIGHT FACE BACKWARD	VECTON LEFT FACE BACKWARD	VECTON LEFT FACE LEFT	PORTWIND LEFT FACE FORWARD	FULL AHEAD FACE FORWARD	PORTWIND RIGHT FACE FORWARD	VECTON RIGHT FACE RIGHT	CORCOW RIGHT FACE BACKWARD
VECTON LEFT FACE BACKWARD	VECTON LEFT FACE LEFT	PORTWIND LEFT FACE FORWARD	FULL AHEAD FACE FORWARD	PORTWIND RIGHT FACE FORWARD	VECTON RIGHT FACE RIGHT	CORCOW RIGHT FACE BACKWARD	VECTON LEFT FACE BACKWARD	VECTON LEFT FACE LEFT	PORTWIND LEFT FACE FORWARD	FULL AHEAD FACE FORWARD	PORTWIND RIGHT FACE FORWARD	VECTON RIGHT FACE RIGHT	CORCOW RIGHT FACE BACKWARD
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Cobra Destroyers are small spaceships, designed for maximum mobility and complex manoeuvres when fighting at close quarters. The elegant Eldar Wraithships use the solar wind to power them – by trimming and turning their sails to catch the slightest eddy in the wind they can bring their ships around quickly despite their massive size.

COUNTERS

We've provided designs for all the counters you need for these Space Fleet expansion rules. The rules explain how to use each sort of counter. Before you start to play, remove the counter page from your magazine, glue it to a sheet of stiff card, and cut the counters out.

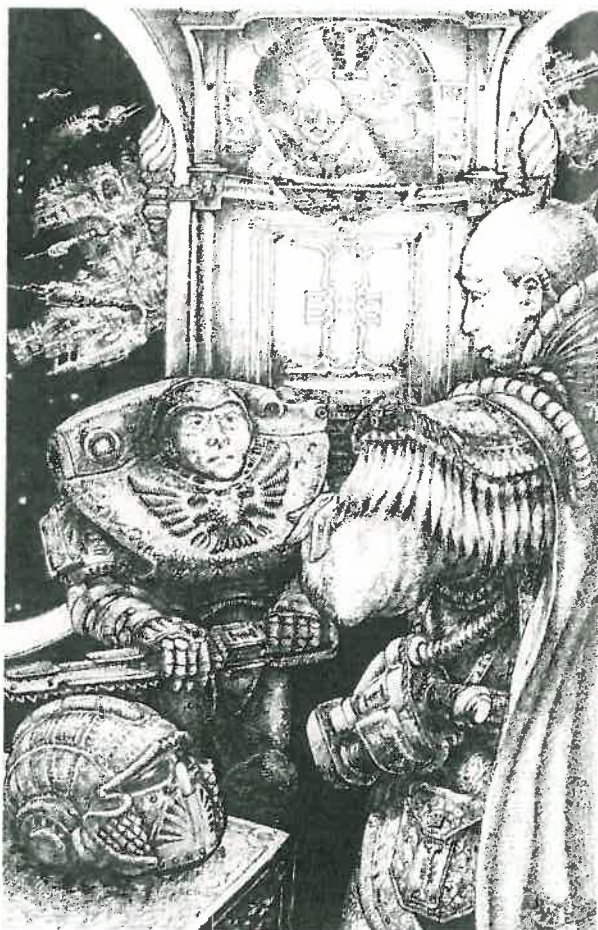
If you're going to be playing larger games of Space Fleet, you'll find that you need more counters than we've been able to provide in the magazine. It's therefore a good idea to photocopy the counter page a few times before you cut it out so that you can make more counters as you need them.

We find that it's best, as far as possible, to colour the photocopies with pens or paint to resemble the printed counters so you can easily tell which are which.

Alternatively, you can draw up or paint some new counters directly onto stiff card.

Torpedo Counters

The torpedo counters are designed to the two-sided. Make sure you match the **torpedo fired** side with the correct **torpedo reloading** side – there are two sets of counters, one for vortex torpedos and the other for plasma torpedos.



TONY HOUGH

BATTLEFLEETS

SQUADRONS

In the basic Space Fleet rules, you gave each ship separate orders. In larger battles, spaceships are organised into **squadrons**. You give movement orders to the entire squadron and all the ships move exactly the same. The size of a squadron depends on the type of spaceship:

Spaceship	Number of Ships in Each Squadron
Gothic Battleship	1-3
Ironclad Battleship	1-3
Firestorm Cruiser	2
Cobra Destroyer	4
Castellan Shield Ship	1
Emperor Capital Ship	1
Eldar Wraithship	1-3

Squadron Counters

For each squadron in your battlefleet, you take a **squadron counter**. There are different squadron counters for the different types of spaceship. If you've got several squadrons of the same type, you'll have to make sure it's clear which is which. Numbering the counters is an easy way of telling them apart. Better still, you can make your own counters out of thin card and paint each squadron's badge on its counter.



Example squadron counters for the Gothic battleship and the Eldar Wraithship

For easy reference during play we've put each spaceship's maximum speed on its squadron counter – there's also a note to say if the spaceship is super manoeuvrable.

Setting Up Squadrons

At the start of the game you set up each squadron in a group so that all the ships are next to at least one other ship from their squadron – this can be diagonally, vertically or horizontally.

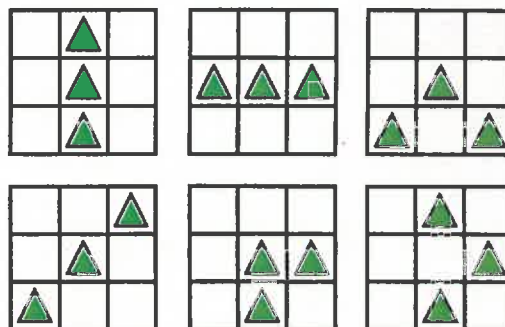
All the ships from the same squadron must be set up facing in the same direction. As usual, each spaceship is positioned facing a flat edge of its square.

During the game, ships from the same squadron may become separated if one of the ships is destroyed. This doesn't matter – the ships are still treated as a group and given the same movement orders.

Note that different squadrons can be as far apart on the board as you want. It's only spaceships from the same squadron that must start in adjacent squares.

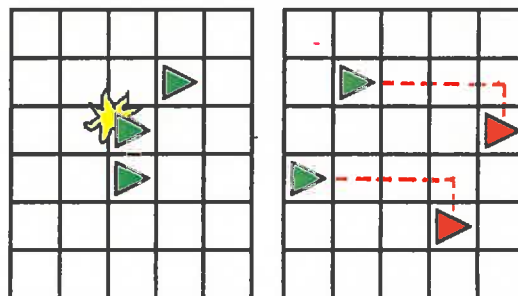
Moving Squadrons

All the ships in a squadron move in formation. So when you give your orders at the start of the turn, you choose one manoeuvre for each squadron and all the spaceships in that squadron move the same. You can give different squadrons different orders or you can give some or all of them the same orders – it's up to you.



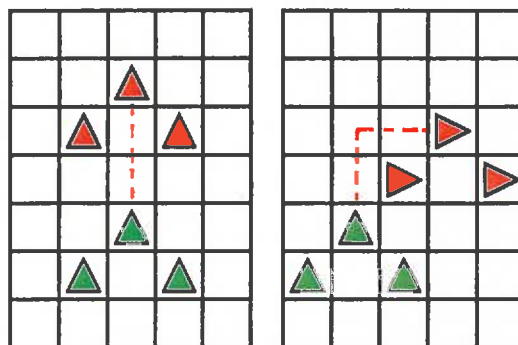
SETTING UP SQUADRONS

These are all examples of possible set-ups with a squadron of three spaceships – in every case, each ship has at least one of the other ships in the squadron next to it.



STAYING IN FORMATION

If a spaceship is destroyed during the battle, the remainder of the squadron still move together in formation – the relative positions of the spaceships stay the same.



MOVING SQUADRONS

Examples of moving a squadron of 3 spaceships. With the Vector Right (right-hand diagram), the relative positions of the spaceships stay the same (ie they make the same manoeuvre) even though the formation seems to change.



BATTLEFLEETS

When a large number of spaceships are brought together to fight they are known as a **battlefleet**. The battlefleet is a temporary group summoned for a single battle or campaign. Afterwards the squadrons return to their usual assignments.

Before playing a game, you choose the squadrons of ships in your battlefleet. The first thing to do is decide the size of the battle by agreeing with your opponent a number of points for each fleet – the more points, the bigger the battle.

We've found it's worth playing a couple of small games of, say, 500 points a side, before you move onto anything larger. This will give you a good feel for the way the new rules work.

Once you've decided on how many points you've got to spend, you buy squadrons of spaceships. Each squadron is led by a squadron commander, so the number of squadrons you have is equal to the number of commanders.

You automatically get a number of squadron commanders at no points cost. The number of free squadron commanders depends on the size of your battlefleet – these represent the usual number of commanders for a battlefleet of this size:

Battlefleet Points	Free Commanders
100-250	1 Commander
251-500	2 Commanders
501-1000	3 Commanders
1001-2000	4 Commanders
Over 2000	5 Commanders

If you want more squadrons than this, you can buy extra squadron commanders at 50 points each. This allows you to split up your ships into smaller squadrons to give you more flexibility in moving them.

IMPERIAL BATTLEFLEETS

The Battlefleet list tells you how many ships there are in a squadron and how many points they cost. Choose your squadrons from the list and keep a running total of how many points you've spent.

Some ship types can be included in squadrons of different sizes. You can have 1, 2 or 3 Gothic battleships in a squadron, for example. For these, make a note of how many ships are in the squadron and add the cost for each ship to your total. Other ships, such as Firestorms, come in a fixed number per squadron – for these we've listed the squadron cost.

Remember that you can only have as many squadrons as you have commanders and that extra commanders cost 50 points each. Even if a squadron is only 1 ship, it needs a commander.

Once you've reached the number of points you've agreed for the battle, your battlefleet's chosen and you're ready to play.

Note that the list we've printed here isn't the definitive Imperial Battlefleet list – it just covers the spaceship models that are available at the moment. As we release more models, we'll update the list so that you can include them in your fleet.

ELDAR FLEETS

As we've only released the one Eldar spaceship model at the moment, there's no point in giving you an Eldar fleet list. Simply arrange your Eldar Wraithships in squadrons of 1-3 spaceships each. You still need the right number of commanders and extra commanders still cost 50 points each.

We'll be giving you a lot more information on Eldar spaceships in White Dwarf as we release new models.

IMPERIAL BATTLEFLEET

You automatically get the following free squadron commanders depending on the size of your fleet:

Battlefleet Points	Free Commanders
100-250	1 Commander
251-500	2 Commanders
501-1000	3 Commanders
1001-2000	4 Commanders
Over 2000	5 Commanders

In addition, you can buy extra squadron commanders at:

50 points per extra squadron commander

You need one squadron commander for each squadron in the fleet (even for squadrons of only 1 ship).



**0-3 EMPEROR SQUADRONS
AT 150 POINTS PER
SQUADRON**

Models per squadron: 1



**1-6 GOTHIC SQUADRONS
AT 100 POINTS PER
SPACESHIP**

Models per squadron: 1-3



**0-4 FIRESTORM SQUADRONS
AT 120 POINTS PER
SQUADRON**

Models per squadron: 2



**0-4 IRONCLAD SQUADRONS
AT 80 POINTS PER SPACESHIP**

Models per squadron: 1-3



**Up to 1 CASTELLAN
SQUADRON PER OTHER
SQUADRON IN THE FLEET
AT 50 POINTS PER SQUADRON**

Models per squadron: 1



**0-6 COBRA SQUADRONS
AT 80 POINTS PER
SQUADRON**

Models per squadron: 4

Note that you can combine two or three Cobra squadrons under one squadron commander if you want. If you do this, the ships are counted as a single squadron and are given the same movement orders for the rest of the game – you can't split them up later.

NEW RULES

SETTING UP

Once you've chosen your fleet, you're ready to set up. The idea is to set up your fleet so that your opponent doesn't know where you're putting your spaceships.

There are several ways you can do this. One way is for both players to draw a map of their spaceship's positions in secret and then both set up at the same time. Or one player can draw a map and the other can place his ships directly on the board – then the second fleet is positioned according to the map.

Another way is to set up a screen of some sort across the middle of the board so your opponent can't see your half. You can use whatever you have available to create the screen – we use large Games Workshop game boxes and rulebooks like Warhammer 40,000.

If you don't want to set up in secret, a quick way to set up is for each player to take it in turns placing one squadron until all the spaceships are on the board.

Placing Your Ships

However you choose to set up, you can place your spaceships anywhere in your half of the board providing they are all more than 6 squares away from the middle of the board.

SEQUENCE OF PLAY

You follow the sequence below each turn:

- 1) Choose Orders
- 2) Move Ships
- 3) Resolve Rams
- 4) Fire Weapons

Both sides go through the sequence at the same time – so you both choose orders, then both move your ships and so forth.

All of the normal Space Fleet rules apply unless there's a new rule in this article that expands or replaces the basic rules.



CHOOSE ORDERS

At the start of the turn, both players choose movement orders for each of their squadrons. For each squadron, place its squadron counter on the helm computer to show how you want it to move.

Remember that all the ships in a squadron follow the same orders and make the same manoeuvre, and that some manoeuvres aren't allowed to certain types of spaceship, either because the ship's speed is too low or because it isn't super manoeuvrable.

If you're playing with a small number of squadrons, you'll probably find it easy to use one helm computer. If you want two squadrons to make the same manoeuvre, simply put both counters in that square.

If you're playing with a larger number of squadrons, you'll find that the board can get a bit crowded. We've found it's easier for big battles to make several copies of the helm computer and keep each one for just a few squadrons.

It's up to you how you split the squadrons up. We've found the easiest way is to have all the squadrons on the left of the board on one helm computer, all those in the middle on another etc.

MOVE SHIPS

Once you've both given orders to all your squadrons, you move all your spaceships. All the ships in a squadron follow the same orders so they'll all make the same move.



RESOLVE RAMS

If two ships end their move in the same square, one will ram the other. To work out what happens in a ram you need to know who rammed whom.

You both roll a dice. Whoever rolled lowest (reroll any ties) is the defender. The other player is the attacker – it's his ship that's making the ram attack.

To resolve the effect of the ram, the attacker rolls a dice. If the two ships have got a different number of damage points left, add or subtract the modifier listed below the ram tables and then look up the result on the appropriate Ram Table.

There are two tables – one for head-to-head rams when the ships are coming at each other from opposite directions, and one for side and rear rams.

HEAD-TO-HEAD RAM TABLE

D6 Roll	Effect On	
	Attacker	Defender
0 or less	Destroyed	No Effect
1	Destroyed	Minor Damage
2	Destroyed	Minor Damage
3	Destroyed	Serious Damage
4	Serious Damage	Destroyed
5	Minor Damage	Destroyed
6	Minor Damage	Destroyed
7 or more	No Effect	Destroyed

SIDE OR REAR RAM TABLE

D6 Roll	Effect On	
	Attacker	Defender
0 or less	Destroyed	No Effect
1	Destroyed	Minor Damage
2	Destroyed	Serious Damage
3	Serious Damage	Destroyed
4	Minor Damage	Destroyed
5	Minor Damage	Destroyed
6	Minor Damage	Destroyed
7 or more	No Effect	Destroyed

DICE ROLL MODIFIERS

Attacker has more damage points than defender	+1
Attacker has twice as many damage points	+2
Attacker has three times as many damage points	+3
Defender has more damage points than attacker	-1
Defender has twice as many damage points	-2
Defender has three times as many damage points	-3
(...and so on for other multiples)	

Note these modifiers refer to the spaceships' current damage, not their starting damage. This means that a ship which has already been hit a few times is more vulnerable in a ram.

EFFECTS

Destroyed: the spaceship is completely destroyed and is removed from the square – it doesn't matter how many shields or damage points it had left, the ram was so catastrophic that the spaceship was literally ripped apart. All rams end up with one ship destroyed and one ship remaining in the square.

Serious Damage: the spaceship loses all remaining shields on the facing that was hit and half of its remaining damage points (round up – so if it's only got 1 damage left it's destroyed).

Minor Damage: the spaceship loses 1 shield on the facing that was hit – if it didn't have any shields, it loses 1 damage point.

No Effect: by good fortune the spaceship survives the ram without taking any real damage.

Multiple Rams

In a really big battle, you'll sometimes get so many ships close together that three or more ships end their move in the same square. In this case, you get a multiple ram.

With a multiple ram, you work out the effects of a ram between two of the space ships and then work out a second ram between the survivor of the first ram and the third ship (and so on if there's more than three ships involved).

Roll a dice for each spaceship in the square. The ship that rolled lowest is the defender in the first ram – the middle roll is the attacker. Now work out the ram as usual.

One of the ships will be destroyed and the other one becomes the defender in the second ram. Work this ram out with the third ship as the attacker.

Again, one ship will be destroyed and the other becomes the sole survivor remaining in the square.

FIRE WEAPONS

You work out ranged attacks in exactly the same way as in the basic Space Fleet rules, by rolling dice in the Combat Tray. The only difference is that you use the ranges and number of dice listed in on your spaceship's data card.

Remember that each spaceship only gets to make one attack – if it's got two potential targets, it has to pick one before firing.

All firing is simultaneous – so even if an attack destroys a spaceship before it's fired, it still gets to shoot that turn.

Line of Sight

It's important to remember that in Space Fleet there's nothing to stop you shooting through a square containing another spaceship. Provided your target is within your arc of fire and the range of the weapon you're firing (see your spaceship's data card) you can shoot at it.

This is because the board represents three-dimensional space. We assume that even though a spaceship seems to be blocking line of sight, it's actually possible to shoot above or below it – spaceships are really huge targets and their powerful weaponry is very accurate.

Damage Counters

You need to keep track of how much damage your spaceship has taken. For this we've provided a number of damage counters.



Example damage counters

The first time that your spaceship takes any damage, place a counter on the base showing the number of points of damage remaining. As it takes further damage during the game, replace the counter with the appropriate lower value counter.

Critical Damage

If you roll critical damage (ie a dice rolls 6 in a Hit square), roll the dice again to see what the effect is and consult the Critical Damage Table for that ship type (this is printed on the ship's data card).

Each critical can only affect a spaceship once. If you roll the same result more than once, the second and subsequent rolls are ignored and there's no effect.



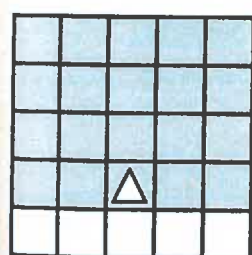
Example critical damage counters

We've included counters for all the different critical damage effects. Whenever your spaceship suffers critical damage, put the appropriate counter in one of the slots in its base to remind you of the effects. If all the slots are already filled with shield and damage counters, just place the critical damage counter near the spaceship so its clear which ship it refers to.

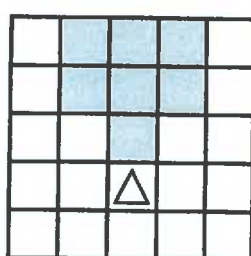
ARCS OF FIRE

The Weapons Table on each spaceship data card lists the arcs of fire for that spaceship's weapons. This is either **Forward Arc**, **Broadside** or **Fixed Forward**.

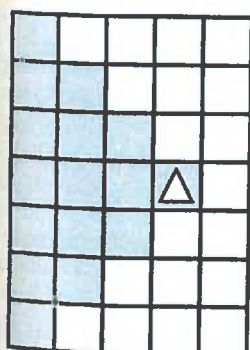
Note that the same type of weapon can have different arcs of fire on different ships. Imperial Gothic battleships, for example, have laser batteries along the sides of the ship to provide left and right broadsides – Eldar Wraithships have laser batteries facing forward to give them a Forward Arc.



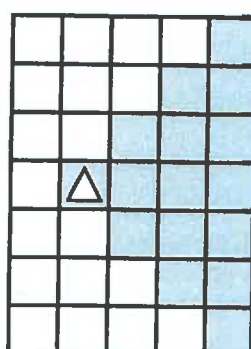
FORWARD ARC



FIXED FORWARD



LEFT BROADSIDE



RIGHT BROADSIDE

ARCS OF FIRE

The shaded area on each diagram shows where the weapon can shoot – arcs of fire extend as far as the weapon's range.

SHIELDS

Shield Counters

Each ship type now has a fixed number of shields, as shown on its data card. When the ship is hit, you need to keep track of how many shields have been lost on each facing.

You do this by placing **shield counters** on the spaceship's base. The counters fit into the slots on the plastic base. Counters for the left shields are placed in the left slot, for the front shields in the front slot and so forth.

When a spaceship is first hit one or more shields will be destroyed as they deflect the energy of the attack. You use shield counters to keep track of how many shields you've got left. Take a counter with the right number on it and place it in the relevant slot on the spaceship's base.

Next time the spaceship's hit, replace the counter with another one showing the new number of shields remaining.

Once all the shields are destroyed from a facing, replace the numbered shield counter with a **shields down counter**. This way you can clearly see that you haven't got any more shields on that facing – any more hits from that side will cause damage to the spaceship itself.

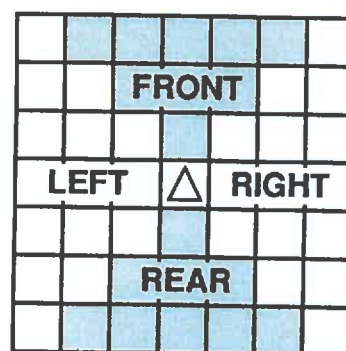


Example shield and shields down counters

Shield Facings

It's important to know which of your shields (if you've got any) an attack is being made against. A spaceship has four facings: **front**, **left**, **right** and **rear**. In most cases it will be clear where an attack is coming from.

If you're not sure which shield defends against an attack, check the following diagram.



SHIELD FACINGS

Any attack from the spaceship's front facing hits its front shields – any attack from the left facing hits the spaceship's left shields, and so forth.

Note that you never get any choice about which part of the target you hit. If your spaceship is attacking from an area in your target's left shield facing it is always that shield that counts – you can't choose to fire at the front or rear of the ship instead.

WEAPONS

LASER BATTERIES

Ranked batteries of powerful laser cannon are the most common armament on the spaceships of the Imperium. Mounted in huge turrets, the lasers are powered by immense generators deep within the spaceships. They release their energy in deadly bolts of light with the power to punch through the massive hulls of spaceships. They are brought to bear in a single broadside that rakes a line of devastation across an enemy spaceship.

FUSION CANNON

The fusion cannon is powered by the awesome energy released as atoms are brought together in a nuclear furnace and fused into new matter. At short range, the effects of a fusion cannon are devastating but they drop off quickly at longer ranges.

Special Rules

Any dice that hits causes a number of points of damage equal to the number rolled on the dice. This means, for example, that at very short ranges the Ironclad with its 3 dice fusion cannon attack can potentially cause an incredible 18 points of damage – enough to blast through the strongest of shield defences. Any dice that rolls a 6 also causes critical damage as usual.



WD28

PROW LASER

The prow laser is a single bank of laser cannon firing from the front of the spaceship. Although not as powerful as a laser broadside, its forward position gives it a good arc of fire to attack incoming ships. It is often used to soften up the enemy as the spaceship prepares to ram.

VORTEX TORPEDO

A vortex torpedo creates a vast vortex field when it explodes. The vortex field disrupts the very fabric of the universe as the raw energy of the warp is pulled through into real space with terrifyingly destructive effects, even to something as large as a spaceship.

Special Rules

If a vortex torpedo scores a hit, it causes a number of points of damage equal to the number rolled on the dice. This means a hit causes from 1 to 6 points of damage. If a 6 is rolled, critical damage is also caused as usual.

It takes time to load and prime a torpedo, so this weapon cannot be fired two turns in a row. When a spaceship fires a vortex torpedo, take a **torpedo counter** and place it beside the ship with the **torpedo fired** side up. At the start of the next turn, flip the counter over so the **torpedo reloading** side is face up. Then at the start of the following turn remove the counter – the torpedo can be fired again this turn.



Example vortex torpedo counters

PLASMA TORPEDO

The plasma torpedo explodes in a burst of super-heated energy that literally burns its way through a spaceship's hull as the craft is engulfed in a ball of white-hot flame thousands of metres across.

Special Rules

If a plasma torpedo scores a hit, it automatically causes critical damage instead of normal damage. The number rolled in the Combat Tray shows the type of critical caused.

It takes time to load and prime a torpedo, so this weapon cannot be fired two turns in a row. When a spaceship fires a plasma torpedo, take a **torpedo counter** and place it beside the ship with the **torpedo fired** side up. At the start of the next turn, flip the counter over so the **torpedo reloading** side is face up. Then at the start of the following turn remove the counter – the torpedo can be fired again this turn.



Example plasma torpedo counters

SPACESHIPS

GOTHIC BATTLESHIP

The Gothic is the mainstay of the Imperial Fleet and Gothic squadrons form the core of most Imperial battlefleets. Gothic battleships bring both the protection and the authority of the Imperium to the star systems they visit.

They operate in squadrons or singly, for the presence of even one of these vast warships is enough to bring a rebellious planetary governor into line or disperse raiding pirates to other more lucrative and less well-defended systems.

Some Gothic squadrons are more or less permanently stationed in one star system. In the Segmentum Obscurus, for example, they form part of the fleet stationed around the Eye of Terror, defending the Imperium from attack by Chaos fleets and raiding Chaos Renegades.

Other squadrons move from star system to star system, staying for a few months or years to complete their mission, refuel and resupply before making the jump to their next destination.

During the squadron's assignment to a system, a large flotilla of sub-stellar craft constantly surround the battleships, moving to and from the system's planets and moons. They supply the ships with food, fuel, ore, raw materials, personnel and all the other necessary supplies that these huge spaceships, each the size of a large city, require for their upkeep.

In battle, the long range of a Gothic battleship's vortex torpedos make it a dangerous opponent, often able to launch one or more attacks before an enemy ship can get within range to return fire.

When it does close with the enemy, the Gothic battleships powerful laser batteries are fully capable of destroying an opponent with just a few broadsides while its own strong shield defences protect it from enemy attacks.

FIRESTORM CRUISER

Firestorm Cruisers are often used on long-range incursions and patrols and as the first line of defence against alien attack. In the inhabited parts of human space, they jump from system to system, maintaining regular contact and reaffirming the ever-watchful presence of the Imperium.

Even with frequent patrols, the sheer size of the galaxy and the number of inhabited planets may mean decades pass before a system is revisited. Whole generations live and die between patrols and many of the Imperium's citizens never experience the passionate excitement of the arrival of a squadron of these mighty warships.

In the less-densely populated parts of the galaxy, the Firestorm squadrons patrol the vast areas of Wilderness Space, hunting down pirates and rebels, watching for signs of invasion by Ork or Tyranid fleets, and fighting innumerable small battles at the fringes of Imperial space.

Similar in design to the Gothic battleship, the Firestorm cruiser is a much faster spaceship. Although its weapons have neither the range nor the power of the Gothic battleship, the Firestorm makes up for this by its ability to close quickly with the enemy, allowing it to respond to unexpected enemy manoeuvres or move to exploit weakness in the enemy line.



TONY HOUGH

IRONCLAD BATTLESHIP

The Ironclad battleship hails back to a time before the Imperium and these ships are millennia old. They were built when mankind's shield technology was too primitive for the defence of spaceships. Instead their hulls are massively armoured, covered with layer upon layer of thick plates arranged to deflect and minimise the impact of torpedos and laser fire.

Over the many centuries of its service, every Ironclad has fought in countless space battles, and each ship's surface is pitted and rutted with the scars of combat, a glorious history of its long defence of the Imperium.

In times of peace, the Ironclad and the Gothic battleships share many of the same roles. In battle, the Ironclad plays a very different part. The Ironclad's main weapon is the fusion cannon, a weapon of awesome power capable of destroying an enemy spaceship in a single shot. Its energy, however, falls off at longer ranges and the Ironclad needs to close with enemy to be most effective.

Where the Gothic battleship can stand off at range and use its greater mobility to outmanoeuvre the enemy, the Ironclad must surge forward to deliver its attack at close quarters, braving the enemy fire and trusting to the protection of its massively-armoured hull.

Movement

Because of an Ironclad battleship's heavily-armoured hull and ancient drive systems, it has a limited choice of manoeuvres at faster speeds. To represent this, when an Ironclad squadron is moving at speed 2 you can only choose Full Ahead orders.

Shields and Damage

Although Ironclad battleships have no shields, their massive armour plating makes them hard to damage. When the attacking player drops his dice in the Combat Tray he removes any dice that roll a 1, 2 or 3 before working out the damage caused – these shots have been deflected by the hull armour.

Dice that rolled 4, 5 or 6 cause damage as usual – rolls of 6 still cause critical damage.



COBRA DESTROYER

Cobra Destroyers usually act in support of battleship squadrons. When a Gothic battleship, for example, arrives in a system, its supporting Cobra squadrons are deployed to patrol the individual planets and moons. Their speed and mobility make them ideal craft to pursue and engage the sub-stellar spaceships of pirates, smugglers and rebels. For although they are small in comparison to the mighty battleships they accompany, Cobra Destroyers still vastly overawe and outgun all but the very largest of sub-stellar spaceships.

Cobra Destroyers are among the fastest warships in the Imperial Fleet. In battle, they operate in large squadrons, moving in tight formation into close contact with the enemy before firing their lasers or their destructive vortex torpedos.

Even in large formations, Cobra squadrons can make tight turns, allowing them to sweep around an enemy's flank or move directly through his fleet, turn and launch a second wave of attacks from the rear. If the enemy turns to face the Cobras, he runs the very real risk of leaving himself open to attack from the rest of the battlefleet.

Cobra Squadrons

Because Cobra Destroyers are relatively small, up to 3 Cobras can occupy the same square.

It's common to split a squadron evenly so that a standard 4-ship Cobra squadron takes up 2 squares, with 2 ships in each square. However, it's up to you how you arrange your Cobras – you can even have them all in separate squares if you want although this makes them very vulnerable to enemy fire.

Large Squadrons

It's also common for several Cobra squadrons to fight as a single unit. At the start of the game you can choose to have up to three squadrons under one squadron commander. Like any other squadron, the ships are given the same orders and move together.

If you combine Cobra squadrons under one commander at the start of the game, you can't split them up later.

Movement

Cobra Destroyers are super manoeuvrable – you can choose movement orders from the yellow columns on the helm computer.

Shields and Damage

Cobra Destroyers only have one shield and one point of damage each. The shield has no facing – the first hit against the ship from any direction destroys the shield. The second hit destroys the Cobra itself.

However, if you have more than one Cobra in a square, their shields merge into a more powerful defensive shield that protects all the ships. Hits are now counted against the total number of shields and none of the Cobras take any damage until all the shields have been knocked down.

Once the shields have been knocked down, additional hits each destroy one Cobra.

For example, if you had 3 Cobras in a square, the ships have 3 shields between them. The first three hits are deflected by their combined shields and none of the Cobras are damaged. The fourth hit destroys one ship, the fifth hit a second ship and the sixth hit takes out the last remaining Cobra.

Critical Hits

Cobra Destroyers don't have a Critical Damage Table. Because the spaceships are fairly small, any critical hit on them automatically destroys one Cobra, even if their shields are still intact.

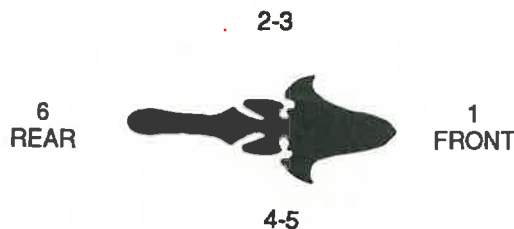
If this would leave you with more shields than ships, reduce the number of shields to equal the number of ships.

Short Range Attacks

Being small, Cobras can swarm round enemy ships to launch close range attacks. To represent this, Cobras can end up in the same square as another ship without a ram taking place – they're too small to ram other spaceships, and they're too fast and manoeuvrable to be rammed themselves.

Place the Cobra models and the other spaceship in the same square – you'll find you can get them all in by balancing the Cobras on the other ship's base.

Both sides can fire at each other, counting the range as 1 square. A Cobra can fire either a vortex torpedo (if it's got one loaded) or a laser broadside. To work out which facing each Cobra attacks, roll a dice for each model and check the following diagram:



The ship the Cobras are attacking can't fire at them with weapons that have a fixed forward arc of fire – these weapons can't be swivelled in turrets to follow the fast-moving Cobras. Weapons with forward arc or broadside arcs of fire can be fired at the Cobras as if at 1 square range.

The ship being attacked doesn't have to fire at the Cobras – in which case it can use any weapon as usual.

CASTELLAN SHIELD SHIP

The Castellan is a battlefleet support ship. Its role is to provide other warships with the vital defence they need to be able to close with the enemy and bring their weapons to bear.

The Castellan shield ship is built around a single huge shield generator. Most warships have a number of shield generators each projecting a short-range field in one direction. The Castellan shield emanates from the ship in every direction and is powerful enough to extend its protection to any spaceship close to the Castellan.

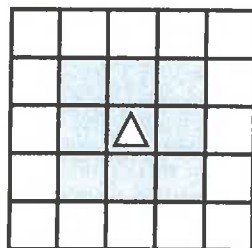
When the Castellan shield is hit by enemy attacks, the shield generator absorbs the energy of the attacks, preventing them from damaging their targets. This causes a gradual build-up of power in the shield generator and only the close attention of its Adeptus Mechanicus custodians prevents it from exploding.

Eventually, however, the power build-up becomes so great that unless the generator is shut down it overloads and ruptures in an almighty explosion that literally rips the Castellan apart from the inside. This sends out a vast fireball which engulfs the area that was under the shield's protection and can destroy the spaceships which were accompanying the Castellan for its protection.

In battle, the Castellan's Captain must constantly assess the dangers of leaving the shield running or shutting it down to dissipate the energy build-up. If he shuts the shield down too often, he fails to benefit the other ships around him with the Castellan's protection. If he waits too long, he jeopardises those very ships he's meant to be defending.

Castellan Shield Generator

The Castellan shield generator protects all its adjacent squares:



CASTELLAN SHIELD

The toned area shows which squares are protected by the Castellan shield.

Every ship in this area is protected by the Castellan's shields – including any enemy ships.

All hits against ships in this area are counted against the Castellan's shields, not the ships' own shields. This means that while the Castellan's shields are turned on, ships within its area are more or less immune to attack. Some hits do get through however – neither criticals nor rams are deflected by the shield.

Critical Hits: the normal damage point inflicted by the hit is absorbed by the shield but you still roll for critical damage on the attack's target – this represents a lucky or well-aimed shot, perhaps as the target strayed slightly outside the shield's area of effect.

Rams: the shield has no effect on rams and these are treated as normal. See later for special rules when the Castellan itself is rammed.

Absorbing Damage

The Castellan shield can absorb up to 12 hits. There are 13 Castellan shield counters numbered 0 to 12 to represent the amount of damage absorbed by the Castellan. At the start of the game, place the 0 counter on the Castellan's base. Each time it's hit, add the damage to the current total and place the appropriate counter on its base. The counters showing the shield has taken 9-12 hits taken are red to show that the shield generator is nearing overload.



Example Castellan shield counters

Exploding

If the Castellan shield takes more than 12 hits, the shield generator overloads and the Castellan erupts into a spectacular explosion that totally destroys the ship. The resulting fireball engulfs the 8 squares adjacent to the Castellan – ships in this area each take 2D6 hits on the side facing the Castellan.

Turning the Shield On and Off

At the start of each turn, choose whether your Castellan has its shield turned on or off. Turning off a Castellan's shields disperses the energy built up as it absorbed hits – on the other hand, the benefits of the shield's defence are lost until the shield is turned back on. A Castellan can build up and disperse energy several times so that over the course of the game it absorbs far more than 12 hits.

Shield Stays On: if the Castellan shield generator was on last turn and you leave it turned on, any hits absorbed by the shield are carried over into this turn – leave the numbered shield counter on the ship's base.

Shield Turned Off: if the Castellan shield generator is turned off, remove the shield counter from the ship's base – all the points it had previously absorbed are cancelled out. Place a shield off counter on the ship's base to show that the shield generator isn't active. While the Castellan's shields are off, any hits against the Castellan itself or ships within one square of it are treated as normal and affect the target they're fired at.

Shield Turned On: if the shield generator was off last turn and is turned back on this turn, it has completely dispersed the energy build-up. Place a shield counter with the number 0 on the Castellan's base to show that the shields are active and there are no hits currently absorbed.

Ramming

If the Castellan is rammed and destroyed while the shield generator is dangerously overloaded, the impact sets off a chain reaction and the Castellan explodes just as if it had taken more than 12 hits.

This occurs if the ship has taken 9-12 hits – these shield counters are red to show the generator is in a dangerous state of near-overload. If the Castellan is rammed while the shield has absorbed 8 or less hits, the ship doesn't explode even if the attack destroys it.

Firing Within The Shields

If two ships both within the area of the Castellan's shield fire at each other, any damage they inflict is still absorbed by the shield. Of course, this could cause the Castellan to explode and end up destroying the ship that was attacking!

Ships within the shield can fire at targets outside without affecting the shield at all.

EMPEROR CAPITAL SHIP

Emperor capital ships are designed exclusively for war. Their role is not to patrol the Imperium's many star systems or to combat small fleets of rebels and pirates, but to fight in huge space battles as part of great battlefleets.

Emperor Captains are chosen from the most experienced and revered of commanders – men whose judgment and outstanding tactical sense has been proved time and again in the heat of battle. It is traditional for the most senior Emperor Captain to be appointed as a battlefleet's commander – his ship becomes the flagship and the beacon to which the other squadrons rally as the fleet gathers for war.

The firepower of these vast ships is terrifying indeed. From orbit a single broadside can incinerate a whole city or reduce a mountain range to rubble – moons can be atomised – enemy spaceships seared with pious fire.

The huge Emperor ship can only manoeuvre at slow speeds, turning majestically to bring its broadsides to bear. But by driving its engines to their very limit it can surge forward at ramming speed. At the front of an Emperor ship is a massive energy ram ablaze with leaping bolts of raw power. When the ship rams at full speed it is near-invincible, smashing through even the most heavily-armoured hull and leaving its shattered enemy as a cloud of drifting debris in its wake.

On board an Emperor capital ship there are docks for the fleet of smaller sub-stellar craft that the ship carries with it. These are used for supply and communication both with planets and with other ships in the battlefleet. The great echoing chambers contain freighters, maintenance craft, scout ships and shuttles. They also house the Emperor's own fleet of fighter craft. These are small warships without warp drives and incapable of interstellar travel which are transported within purpose-built carrier craft or huge capital ships like the Emperors. They are launched during a battle to augment their mother ship's own firepower and move in to make close range attacks against the enemy's ships.

Movement

The vast Emperor spaceships are obviously not designed for fast and agile movement. But by pushing their engines to the limit they can generate enough power to surge directly ahead – a standard tactic when they're about to ram an enemy spaceship. To represent this, an Emperor ship moving at speed 2 or 3 can only choose Full Ahead orders.

Splitting Your Fire

With rank upon rank of laser cannon, the Emperor delivers an awesome broadside of 4 or 8 dice. The Emperor can split this broadside attack between two or more targets. Before you fire, decide how many dice you're going to roll against each target within the broadside's arc of fire – roll each attack separately.

The maximum number of dice that can be used in a split attack is still 4 at long range and 8 at short range – you don't get to roll extra dice by splitting your attack.

Although it's usual to fire at different targets within the same range band, you can fire at two different ranges if you want. In this case, work out the split as if you were rolling 8 dice and then halve the number of dice rolled against targets which are 4-6 squares away (round down).

For example, if you split a broadside between two targets, one at 2 squares and one at 4 squares, you could roll half the dice against each – that's 4 dice against the closer target and 2 dice against the further (ie half the remaining 4). If you wanted to fire 5 dice at the closer target, you'd only get 1 dice at the further target (3 halved is 1½ – rounded down is 1).

Ramming Bonuses

The Emperor's huge size and massive energy ram make it almost unstoppable in rams, especially at high speeds. In head-to-head rams, and in side and rear rams when the Emperor ship is the attacker, it gets an extra bonus to its dice roll. This bonus depends on the Emperor ship's speed:

Speed	Ram Bonus
1	+2
2	+4
3	+6

If the Emperor ship is the defender in a side or rear ram, it doesn't get a bonus for its speed.

Fighters

In a future set of expansion rules we're going to be covering small fighter craft that launch from the larger spaceships. If you're using these rules, an Emperor ship can carry 4 squadrons of fighters.



ELDAR WRAITHSHIP

Unlike the spaceships of the Imperium, powered by plasma engines and warp drives, the Eldar Wraithship with its vast sails is powered by starlight itself. Every star radiates a gale of photons, known as the solar wind, which the Wraithship catches in its sails. The Eldar are masters of sailing the solar winds and their ships race forward, sails billowing out as they run before the wind. With the same ease, they can turn their great ships into the wind and tack against it, heading directly towards a star.

Wraithship Construction

Wraithships are made from Wraithbone, a material drawn as raw energy from the warp and shaped into matter by psychic craftsmen known as Bonesingers. The Wraithbone forms the living skeletal core of the spaceship around which its other structures are arranged. The Wraithbone also provides channels for psychic energy. This facilitates internal communication, transmits power and enables the spaceship to act as an organically integrated whole.

The Wraithbone core of a spaceship is surrounded by a structure which is literally grown into the required shape by Bonesingers. These Eldar use their psychomorphic talents to shape bulkheads, walls, floors and conduits into a shell that completely surrounds the Wraithbone core and forms the hull and major internal divisions of the spaceship.

Most of a spaceship's operating systems are connected directly to the Wraithbone core. The many thousands of systems draw power through the Wraithbone and are constantly monitored and controlled through it.

Because of the unique practices of Eldar psychic engineering, Eldar spaceships resonate with sympathetic psychic energy. The Wraithbone core provides a psychic channel through which an Eldar can control mechanical functions. In this way, Eldar attuned to the very essence of their spaceship guide it, making countless minute adjustments to the trim of the great solar sails to draw every fraction of energy from the solar winds.

This is also the key to the legendary elegance and almost bird-like agility of the Eldar Wraithships. Their pilots literally feel the solar wind on the ship's sails, they sense the flex of the ship's structure, the tension and movement of its Wraithbone skeleton. Like a hawk soaring on a thermal or diving to clutch at its prey, a Wraithship can turn in the wind, circling and swooping to hunt its own prey – the spaceships of its enemy.

Craftworld Fleets

Eldar Wraithships are usually part of Craftworld fleets. Craftworlds are huge Eldar spaceships, each a self-contained bio-system with natural zones and areas of habitation. The Craftworlds dwarf even the mighty warships of the Eldar and the Imperium – on the outside of Craftworlds, vast space docks house entire Eldar trading and war fleets, each containing many vessels the size of a Wraithship.

The Craftworlds are home to the Eldar race. Since the great tragedy known as The Fall when the Eldar race was almost entirely consumed in a cataclysm of destruction, the Eldar have colonised many worlds, but the Craftworlds remain the focus of these colonies and the heart of their society. Each Craftworld is independent – it conducts its own affairs and wages its own wars. Craftworlds do sometimes ally together to face a common threat or to achieve a common objective, but such alliances are usually temporary and have no lasting significance.

Although all Eldar are united by a common culture and racial identity, wars between Craftworlds are certainly not unknown. These wars are almost always fought over a locally-dispute world and are usually resolved in a short time. Sometimes, the conflicts spread and Eldar fleets will gather and face one another in battle. Even so, it is rare indeed for the Craftworlds themselves to actually become the object of assault – such destruction would be regarded as a wasteful and purposeless enterprise.

It is more common for the Eldar fleets to meet in battle with the Imperium. Although mankind is not at war with the Eldar race, local frictions sometimes escalate into small-scale wars, rarely involving more than a few systems in the less-populated areas of Imperial space. Disputes over colony worlds, the ownership of mining rights and even trade wars can all lead to Craftworld Wraithships meeting an Imperial battlefleet in combat.

Eldar Pirates

Imperial fleets also battle with the ships of Eldar pirates who raid the lucrative trading lanes that are the arteries of the Imperial Merchant Fleets. Most of these encounters are skirmishes of just a few ships on each side – very few of the Eldar pirates are powerful enough to command even a single Wraithship, let alone an entire fleet. But occasionally a large pirate fleet will gather, perhaps supported by ships from a Craftworld, and a major space battle will ensue as the Imperium acts to impose the absolute authority of the Emperor of Man.

Movement

Eldar Wraithships are super manoeuvrable – you can choose movement orders from the yellow columns on the helm computer.



The Solar Wind

Eldar Wraithships are propelled by the force of the solar wind caught in their great solar sails. The maximum speed of an Eldar Wraithship depends on the direction the wind is blowing – the ship can obviously go much faster if the wind's directly behind than if it's sailing into the wind.

You work out which way the solar wind is blowing at the start of the game. Before he sets up his forces, the Eldar player rolls a dice:

D6 Roll	Solar Wind Coming From
1-2	The Eldar player's left
3-4	The Eldar player's right
5-6	Behind the Eldar player

The solar wind blows from that direction for the rest of the game.

Speed

A Wraithship's maximum speed changes as it turns. Before you give your ships orders, check the maximum speed for each squadron. This depends on whether the solar wind is blowing from behind, to the side or in front of the Wraithship:

Direction of Solar Wind	Maximum Speed
From behind the Wraithship	3
From the Wraithship's left or right	2
From in front of the Wraithship	1

Remember that different squadrons can be facing in different directions and therefore be moving at different speeds.

PAINTING YOUR SPACESHIPS

BY MIKE McVEY

Before starting to paint your spaceships, you'll have to assemble and undercoat them. The larger spaceships come as two-part kits. Clean up any excess bits of metal left over from the moulding process with your modelling knife and then check the fit of the two parts. This should be fairly snug with good contact between the surfaces to be glued – if not, use a small file to smooth off any imperfections. Once you're happy with the fit, superglue the model together.

The spaceship bases also come in two parts. Superglue the plain end of the pole into the base of your spaceship. The end with the moulded collar should clip firmly into the base piece. It's up to you whether you glue this or just clip it in – we've found they hold well enough without gluing. If you decide to glue the pole into the base, make sure you get the base square on to the ship. The four semi-circular recesses should face to the front, back and two sides – you'll be using these for your shield counters during the game, so it's important to get them orientated correctly.

Undercoat your ships white. We use matt white spray paint bought from a car accessory shop and spray up a batch of models at the same time. If you're spraying models like this, do it outside where it's well ventilated and spray into a cardboard box so the paint doesn't go everywhere.

IMPERIAL SHIPS

We decided to paint our Imperial spaceships as part of the same Warfleet – we chose the Warfleet Solar which protects the heart of the Imperium.

We also decided to paint them a standard grey/white colour scheme. This would give all the ships in our battlefleet a unified appearance so that, though they were different in many details, they'd all look like they were part of the same force.

For this I started with a base coat of Space Wolf Grey over which I painted a very thin wash of Chaos Black. To get the thin wash I put a blob of black paint on my mixing palette and then added water until it was runny enough. In this case, I wanted it very thin so that it ran off the ships' superstructure and collected in hollows and crevices to create shadow detail.

I highlighted the ships with Space Wolf Grey and Skull White mixed together to get a slightly off-white colour. I painted this

on most of the city-like superstructures so that only the recessed areas remained the initial blue-grey colour.

I painted all the large flat areas on the ships with just Skull White – this is where the insignia would be going so I wanted a plain white base coat to contrast well with the designs and make sure the colours were bright.

In some cases I decided to pick out the superstructures in another colour. For these I used a base coat of black and then painted them with Chainmail and Shining Gold – the black base coat makes these metallic colours much stronger.

That was the standard colour scheme finished. Now I wanted to paint some striking designs on the ships. I decided to keep within a few basic guidelines: I wanted something that would make it easy to identify which squadron a ship belonged to on the tabletop, and I wanted to do this with simple insignia and good strong colours. I came up with slightly different solutions for the various ships but keeping the general style of markings the same helps make the ships look like they come from the same fleet.

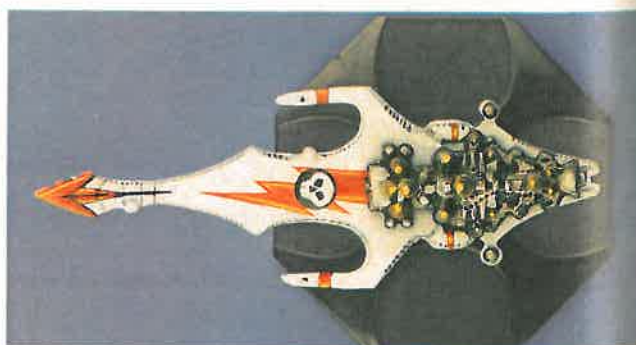
As well as the photos here, take a look at the photos on the spaceship data cards as you read through – the two sets of photos show the ships from different angles so you can get a clear picture of how they're painted and what their various squadron badges and other markings look like.

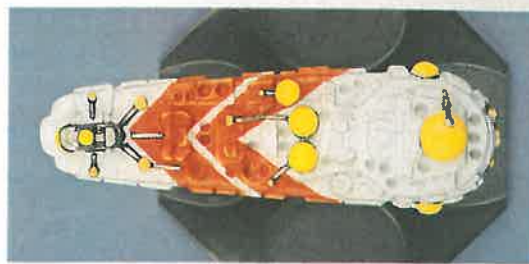
GOTHIC BATTLESHIPS

The Gothic battleships have got plenty of room on them for insignia so I've given them a more complicated design than the other ships. I've painted a squadron of three ships with a skull and red lightning flash badge.

The lightning flash is Go Fasta Red with a thin stripe of Bad Moon Yellow painted just inside the edges. For the skull I first painted a black circle and then painted the white skull design on top.

If you look at the photos, you'll see there are some differences between the three ships to give them individuality. In each case, I've painted the superstructure slightly differently, and I've painted a different number of thin red stripes on the outer wings and the front of the ship. The stripes were painted with Go Fasta Red, highlighted by mixing the red with Bad Moon Yellow.





FIRESTORM CRUISERS

For this squadron I painted the front of each spaceship blue and then overlaid this with a flaming comet squadron badge. The blue area is simply Enchanted Blue, highlighted at the edges by mixing a little Skull White into the blue paint. The comet is Go Fasta Red, while the fiery tail is Bad Moon Yellow and Blood Angel Orange. I painted the whole tail yellow first and then overpainted the middle area with orange to leave a yellow border.

I've picked out some details on the Firestorms in red – little touches of colour like this are quick to paint on but really help to bring a model to life.

COBRA DESTROYERS

These spaceships are fairly small and there's not really any room to put insignia on them, so I needed a simple but bold colour scheme. I settled on painting the front of the ship Bad Moon Yellow – straightforward but very distinctive. I painted a thin stripe of Go Fasta Red between the yellow and the rest of the hull – this helps separate the two areas and emphasise the colour scheme, otherwise the yellow might seem to blend into the white.

IRONCLAD BATTLESHIPS

For my Ironclad squadron I picked a black sword badge. This is a really simple shape to paint and is a good militaristic symbol – I also liked the way the sword shape echoed the shape of the front of the Ironclad itself.

CASTELLAN SHIELD SHIP

Unlike the battleships, cruisers and destroyers, the Castellan isn't part of a squadron so I didn't need to worry about coming up with a squadron badge to be repeated across several ships. What I wanted was a really simple but striking colour scheme.

For this I chose a couple of huge red chevrons across the middle of the ship. These started as a single Go Fasta Red chevron which I highlighted by mixing Bad Moon Yellow into the red. I then split the chevron into two with a thin line of Skull White down the middle.

I also picked out all the domes in Bad Moon Yellow. The combination of red and yellow gave me a bright colour scheme that stands out on the tabletop and is obviously different in character from the other ships while still seeming to share the overall feel of the fleet.

EMPEROR CAPITAL SHIP

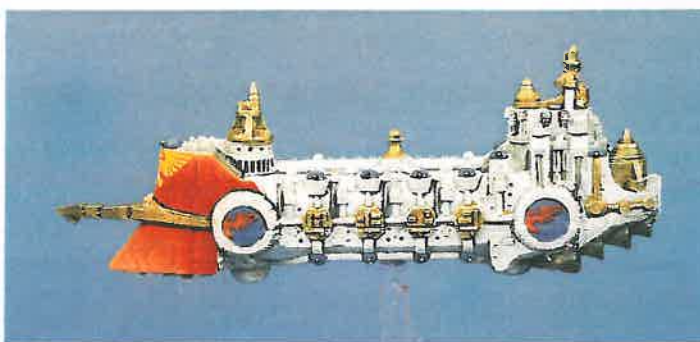
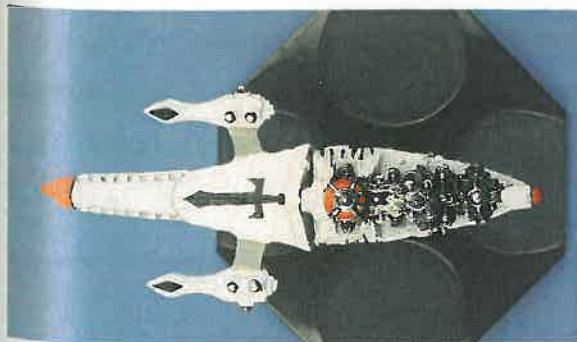
The last of the Imperial ships I've painted is the huge Emperor ship with its ranked laser batteries and deadly energy ram. As the flagship of the fleet I decided to use an Imperial Eagle for its insignia.

I painted the front of the Emperor ship Go Fasta Red, highlighted along the edges with a mix of Blood Angel Orange and Bad Moon Yellow. This really emphasises the business end of the spaceship! The energy ram itself I painted gold.

For the eagle I used a transfer. Although it's a bit tricky getting the transfer onto this shape, it's a lot easier than painting such a complicated design by hand. If you've not used Citadel Miniatures transfers before, see the article on our Blood Angel Space Marine army elsewhere in this issue for more details.

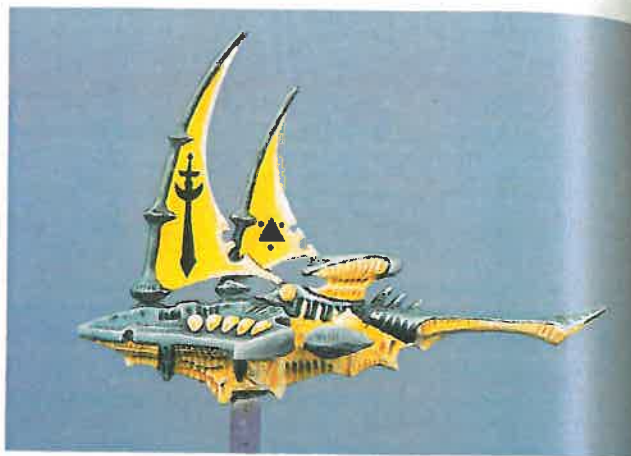
You'll notice that I've repeated the eagle on the side of the Emperor ship, this time on an Enchanted Blue background. For these, I cut two transfers in half and used the two left halves on one side of the ship and the two right halves on the other side.

I've also picked out the turrets along the top and bottom of the Emperor with Enchanted Blue. The hatches on the side and the spires on top of the ship have been painted Shining Gold.





Iyanden Craftworld Wraithship



Alaitoc Craftworld Wraithship

ELDAR WRAITHSHIPS

For the Wraithships we decided that a two-colour scheme would look really good – one colour on the upper part of the hull and the masts, and the other colour on the lower part of the hull and the solar sails.

The three Wraithships I've painted are from different Eldar Craftworlds: Iyanden, Alaitoc and Saim-Hann. The front sail shows the Craftworld rune while the back sail carries a squadron rune.

The colours schemes I've chosen are similar to the schemes we showed you for the Eldar Guardian squads from these Craftworlds in White Dwarf 136. The colours I used aren't exactly the same as for the Guardians – I made some changes so they'd better suit the way I wanted to paint the ships – but it's easy to see that there are strong resemblances which link both the troops and the Wraithships to the same Craftworld.

IYANDEN WRAITHSHIP

This is the Wraithship shown on the data card. The underside of the hull is a base of Moody Blue, washed with Blue Ink and then highlighted by drybrushing with a mix of Enchanted Blue and Skull White.

For the sails I also started with a base of Moody Blue and then mixed in greater proportions of Enchanted Blue and finally Skull White, shading the sails to a lighter and lighter colour at the edge. This takes several coats of progressively lighter paint but you get a really pleasing blend across the sails.

The bone-coloured areas started with a base of Bleached Bone. I gave them a wash of Brown Ink to darken all the small recesses. The edges of the masts and hull areas were then given a second coat of Bleached Bone as a highlight.

The runes were painted in Skull White and then overpainted with Bad Moon Yellow. If I hadn't painted them white first, the yellow would come out as a murky green colour.

ALAITOC WRAITHSHIP

The yellow areas on this ship were first painted with a base of Bad Moon Yellow. I then gave the underside of the hull a wash of Orange Ink with some Brown Ink mixed in. The highlights on the hull are a mix of Bad Moon Yellow and Skull White.

Again, for the sail I progressively blended the paints from the mast to the edge, starting with Bad Moon Yellow with a touch of Hobgoblin Orange, going through pure yellow, and then adding Skull White until it's pure white at the outer edge.

If you don't feel like blending the tones across the sails like this, you can get an equally pleasing effect by just painting a base coat of Bad Moon Yellow and highlighting the edges with a yellow/white mix. A similar two-stage technique can be used for the other ships.

The turquoise areas started with a base of Swooping Hawk Turquoise. I washed the shadow areas with Blue Ink and then added Skull White to the turquoise for the highlights.

The Alaitoc Craftworld rune and the squadron rune were simply painted on with Chaos Black.

SAIM-HANN WRAITHSHIP

I gave the hull underside a base of Elf Grey and then a wash of Black Ink. For the highlights I used the grey mixed with Skull White. The sails are a blend of Chaos Black to Elf Grey to Skull White and the runes are painted on top in Skull White.

On the upper hull and masts I started with Go Fasta Red and then washed it with a mix of Red and Black Inks. I highlighted with a mix of Blood Angel Orange and Bad Moon Yellow, going to Skull White on the edges of the hull and masts. This gave me a pleasing contrast between the brightish orange highlights and the much darker red base.



Saim-Hann Craftworld Wraithship

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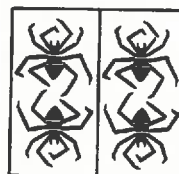
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JOHN BLANCHE

ILLUMINATIONS



Over the last couple of years, the time available for me to produce artwork has become extremely limited, usually being restricted to my spare hours in the evenings or at weekends. The problem has never been one of ideas, which always come fast and furious, but it became a frustrating experience to paint in full colour, with often an month or more elapsing between starting and finishing a piece. The solution to this problem seemed to lie in my attempting some black and white pictures, which take less time to do, but would still satisfy my need to create large numbers of images. I wasn't too keen on pen and line work as the harsh quality of black and white makes it difficult to produce the kind of atmospheric pieces that I wished to create. So I decided to use pencils, a medium which would allow me to shade in a way closer to painting than to actual drawing.

The drawings printed here are either produced on artboard or cartridge paper, using pencils ranging from a 3H to an 8B and with a putty rubber used to create the smoke/steam/light effects. The primary inspiration for these pictures has been the dark, brooding, gothic worlds of the Warhammer 40,000 universe and the characters that populate them. Hive cities, planetary governors and crazed fanatics – the mad the bad and the ugly – these are the themes that fascinate me. 1991 has seen the Games Workshop writers and artists move to new premises and now, thankfully, more time has been made available to me to produce artwork. The first of these new pieces is the epic battle scene depicting a Chaos Horde of Khorne pitted against the Blood Angels Space Marines. Many more will follow, so keep your eyes peeled on these pages.



The Emperor's Gate This picture shows an allegorical view of the young Emperor defeating Horus, beaten out of the melted down remains of rebel Space Marine armour. This gargantuan gate leads to the vestibule of the Emperor's palace on Earth. In the outer room, left in decay, are the serried ranks of banners of the defeated armies. I wanted to demonstrate the awesome nature of the Warhammer 40,000 universe, with cities covering whole continents and apocalyptic battles searing whole star systems. If you tried to scratch build this as a model in Epic scale, it would be over ten feet high!



Inquisitor Draco, Obispaal and the Harlequin Man: This picture was taken from the Ian Watson novel 'Inquisitor'. The portrait of Inquisitor Jaq Draco in the foreground, was inspired by Sean Connery dressed in a Soviet military uniform in the film 'The Hunt for Red October'.



Inquisitor Kryptman: This drawing is primarily a character study. Ancient cunning and wise, he is dressed in customised power armour, adorned with purity seals. I also enjoyed creating his personal weapon, a bolt pistol with a specially adapted wooden stock.



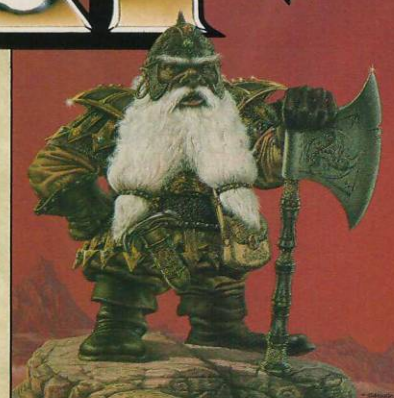
Imperial Landing Squad: Inspired by Jes Goodwin's concepts for a space ship crew armed with pump action shotguns and grappling hooks. Note the Inquisitor dressed in priest's robes in the background.



Bernardo Gul: A renegade character from the fringes of the Imperium. I named him after one of the most notorious Papal Inquisitors of medieval earth. He is shown here in front of a smouldering pyramid, constructed from the burning skulls of a million heretics, put to death in his name.

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BLOOD ANGELS SPACE MARINE ARMY

BY ANDY CHAMBERS

We've recently started putting together a Space Marine army which we've been fighting against our Eldar Alaitoc Craftworld army (detailed in last month's *White Dwarf*). I decided to make the Space Marines part of the Blood Angels Chapter, attracted by their blood-red armour and the chapter's glorious history. Once I'd sorted out the basic force, I split it into easily-collectable chunks of around a thousand or five hundred points each. The total value of the army is just over 2500 points because we had a lot of vehicles and specialist Space Marine types we wanted to represent in the force.

I picked the army to give a good variation of troops so it could tackle situations from dogged defence to fast attack. As well as the compulsory Lieutenant, Librarian and Medic which any Space Marine force includes, I chose to have a Captain in overall command and a Chaplain to guard the Space Marine's spiritual purity.

Central to the main force are two Tactical Squads which supply the bulk of the troops for most games. I included a Devastator Squad and an Assault Squad to give flexibility. The Assault Squad has been upgraded to have chainswords as their second weapon and jump packs for improved mobility.

I felt that at least one Terminator Squad was essential. The Terminators give the force real teeth whether used offensively or defensively, and with their ability to teleport into play they're rightly feared by all the Space Marines' opponents.

The last thing I selected was a good range of vehicles for the Space Marines to use, including a Land Raider, Thudd Gun and three Rhinos to transport the Devastator and Tactical Squads. As a final touch, a Land Speeder and two bikes are available to transport the Lieutenant, the Chaplain and the Medic respectively. The Techmarines necessary to operate these vehicles were also added into the main force. It's a tidy

little army overall, giving plenty of variety but including most of the things I might want in a game.

Once I'd picked the army, we sorted out the painting schemes and insignia and Tim Prow made a start on painting the Space Marines – Tim explains how he set about painting the army later in the article. By tackling the Tactical Squads first we quickly had a small force ready to do battle with the Eldar, though we had to fill in with some of our old Space Marine models to represent the personalities.

In their first battle, the Space Marines suffered a marginal defeat at the hands of the Eldar. This was mainly due to a well-timed charge by the Eldar Howling Banshee Aspect Warriors catching one of the Blood Angels' flank squads and destroying them in close combat. This left the Blood Angels wide open to having their whole line 'rolled up' by the Eldar. Under the circumstances the Blood Angels received permission to fall back and withdrew in good order.



The 1st Squad and its Rhino transport. Notice the number 1 on the front of the Rhino, identifying its squad, and the white blood-drop symbol on the side which shows it's part of the 3rd Company. The double-headed white arrow indicates the Rhino carries a Tactical Squad.

In their second battle, the intrepid Space Marines gained their revenge. By using a Land Raider and a 5-man combat squad (drawn from one of the Tactical Squads) to storm into the advancing Eldar, the Blood Angels were able to stall the Eldar in open ground. The rest of the Space Marines (supported by a freshly-painted Terminator Squad) were able first to silence the Eldar heavy weapons and then inflict some serious casualties as the Eldar milled around trying to destroy the Land Raider and winkle out the Space Marines supporting it.

The Land Raider and it's supporting combat squad did great work in keeping the Eldar pinned down throughout the game and inflicted a lot of casualties on their own. Though the Land Raider was eventually immobilised by Swooping Hawks, the Space Marines survived virtually unscathed. The Blood Angels honour was saved.

Since then, we've had two more battles fighting with the Space Marines against the Eldar. Both of these have been bitter close-fought affairs with neither force really gaining the upper hand before the mounting casualties took their toll on both sides. If anything, the Space Marines have come out

slightly on top in these struggles, though I sense this largely because the specialised nature of the Eldar troops makes them a more sophisticated tool and hence more challenging to handle successfully. The Space Marines, on the other hand, being basically well equipped and excellently trained, seem able to fight in any conditions with the same success. We hope to bring you a report on a Space Marines vs Eldar battle in a future White Dwarf – even now both sides are looking to more lethal weaponry and deadly strategies to break the deadlock.

In all our battles we've been using the extra rules for Space Marines and the new overwatch rules from White Dwarf 129 (which are reprinted in the forthcoming Warhammer 40,000 Compilation), as well as the new Warhammer 40,000 vehicle rules introduced in White Dwarf 128.

If anybody out there playing Warhammer 40,000 hasn't picked up on these revisions yet I'd thoroughly recommend them. The Space Marines act much more like they should and the overwatch rules eliminate most of the problems you used to get from the alternating sequence of play. The new vehicle system is much easier to use and far more fun!

BLOOD ANGELS SPACE MARINE ARMY

1 Space Marine Captain	100 pts	Devastator Squad	330 pts
Major Hero. Power armour, communicator, respirator, autosenses, bolt pistol, bolt gun, jokaero digital weapons (3 x laser), frag grenades, knife		Power armour, communicator, respirator, autosenses, bolt pistol, frag grenades, knife	
1 Space Marine Lieutenant	38 pts	Sergeant – bolt gun	
Champion. Power armour, communicator, respirator, autosenses, bionic eye with targeter, bolt pistol, bolt gun, power sword, frag grenades, knife		5 Space Marines – bolt gun	
1 Space Marine Librarian	135 pts	2 Space Marines – missile launcher (targeter and suspensors, frag and super krak ammo)	
Epistolary (Hero) – lvl 2 Psyker. Power armour, communicator, respirator, autosenses, bolt pistol, frag grenades, knife		2 Space Marines – heavy bolter (targeter and suspensors)	
1 Space Marine Chaplain	53 pts	TOTAL SO FAR	1485 pts
Hero. Power armour, communicator, respirator, autosenses, bolt pistol, power glove, frag grenades, knife		Tactical Squad	250 pts
1 Space Marine Medic	34 pts	Power armour, communicator, respirator, autosenses, bolt pistol, frag grenades, knife	
Champion. Power armour, communicator, respirator, autosenses, bio-scanner, energy scanner, medi-pack, bolt pistol, frag grenades, knife		Sergeant – bolt gun, bio-scanner	
5 Techmarines	95 pts	7 Space Marines – bolt gun	
Power armour, communicator, respirator, autosenses, bolt pistol, knife		1 Space Marine – missile launcher (targeter and suspensors, frag and melt ammo)	
TOTAL SO FAR	455 pts	1 Space Marine – flamer (targeter)	
Terminator Squad	450 pts	Assault Squad	270 pts
Tactical Dreadnought armour		Power armour, communicator, respirator, autosenses, Jump pack, chainsword, blind, frag and krak grenades, knife	
Sergeant – power sword, storm bolter		Sergeant – bolt pistol, bio-scanner	
2 Space Marines – power glove, storm bolter		7 Space Marines – bolt pistol	
1 Space Marine – chainfist, storm bolter		1 Space Marine – plasma pistol (targeter)	
1 Space Marine – power glove, assault cannon		1 Space Marine – hand flamer (targeter)	
Tactical Squad	250 pts	TOTAL SO FAR	2005 pts
Power armour (Mk 7), communicator, respirator, autosenses, bolt pistol, frag grenades, knife		Vehicles	
Sergeant – bolt gun, bio-scanner		1 Imperial Thudd Gun	50 pts
7 Space Marines – bolt gun		1 Imperial Land Raider	250 pts
1 Space Marine – missile launcher (targeter and suspensors, frag and melt ammo)		3 Imperial Rhinos	75 pts
1 Space Marine – flamer (targeter)		1 Imperial Land Speeder	100 pts
		2 Imperial Bikes	30 pts
		TOTAL	2510 pts

PAINTING THE BLOOD ANGELS 3RD COMPANY

BY TIM PROW

We're in the process of painting our Blood Angel army. So far we've finished four squads, a Captain, a Techmarine, a Thudd Gun and a Rhino. It'll take us some time to paint the full army and we'll be bringing you more reports on how we're getting on in future issues of *White Dwarf*.

We've chosen to paint our army from the 3rd Company of the Blood Angels Chapter of Space Marines. I'll start by covering the basic points common to all the models and then I'll take a closer look at each squad and personality.

ASSEMBLY AND UNDERCOATING

These models are a mix of plastic models, metal models and metal bodies with plastic arms. Before painting the models I quickly trimmed off any excess metal or plastic with a modelling knife and small file. Where the models needed assembly I used superglue to stick them together – this works fine for both the metal and plastic models.

I then gave the models a white undercoat. An undercoat gives you a good surface on which to paint and makes sure your colours are bright. The best way to undercoat your models is to use a spray can of matt white primer and spray up a whole load of models at once. You can get tins of suitable spray paint from any motorists' accessory shop. Make sure you spray outdoors where there's good ventilation and spray into a cardboard box so the paint doesn't go everywhere.

BASIC COLOUR SCHEME

All of the Space Marines I've finished so far were painted using the same basic colours and techniques. The paints I use are part of the Citadel range of acrylic paints and inks. You can get these from your local Games Workshop or through our Mail Order Service (see elsewhere in the magazine for details), along with Citadel brushes, glues, a variety of handy modelling tools and the full range of Space Marines and other Citadel Miniatures.

I spent more time on some units than on others, adding extra stages of shading and highlights, but they all started the same: a white undercoat followed by a base coat of a mix of Blood Angel Orange and Go Fasta Red. This produces the good strong red colour that you can see on the Space Marines from the two Tactical Squads.

I've used Chaos Black to pick out the gaps between the armour plates and details like the hoses on the helmets. When you're painting fairly thin lines like this, use a fine brush (about 00 size) and keep a good point on it. Don't worry if you get some black paint on the surrounding areas – you can easily touch them up later.

I painted the bolters and other weapons Chaos Black all over and then painted some of the details with Chainmail to give a metallic finish. Metallic paints always look better over black – if you paint them over white they look a bit thin and weak.

WASHES AND HIGHLIGHTS

Where I've gone beyond the basic colours, I've used a wash of Red Ink to create the impression of shadow areas. An ink wash is painted over all the appropriate areas (in the case of these Space Marines, pretty much the whole model) – the ink is quite runny and it naturally flows into the cracks and depressions in the model. As the ink deepens and enriches the base colour, this has the effect of creating shadows.

For the highlights I've used Blood Angel Orange, Bad Moon Yellow and Skull White, starting with a mix of the orange and yellow to get a lighter tone than the base coat, and then working up to a yellow/white mix for the brightest highlights on the very edges of armour plates and other raised areas. For a simple highlight, a single coat of an orange/yellow mix is fine. For the detailed work I put into the character models, I used several highlights, getting lighter and lighter each time.

BASES

I painted the bases Goblin Green. Once this was dry, I painted a thin coat of PVA glue on top of the bases and dipped them in a box filled with sand. The sand sticks to the base and gives it a rough texture on top – I drybrushed this with a mix of Bilious Green and Sunburst Yellow to get a grassy effect.

PVA glue is white woodworking glue and you can buy it from any DIY or hardware store. Sand is easy to get hold of – we usually buy ours from a pet shop. You can thin the PVA with water to make it easier to paint on. Put a small blob of glue on your mixing palette and then add water to it. When you've finished, the glue washes completely out of your brush with water – even so, it's better to use an old brush for this.



Tactical Squad split into 2 combat squads. The Sergeant, distinguished by his reverse-colour shoulder pads and banner, leads the squad on the left. The other banner is carried by a Veteran Space Marine. Notice the white blood-drop symbol on the right shoulder pads – this shows that the Squad belongs to the Blood Angels 3rd Company. The number in the corner of the banner identifies the squad as the company's 1st Squad.



This Tactical Squad's banners identify it as the 2nd Squad. Note the honour badges on the right knee pads and the all-red backpacks (compare these with the 1st Squad's black-nozzled backpacks) – details like these help us to distinguish models from the two squads on the tabletop even if the Sergeant and Veteran Space Marine carrying the banners have been killed.



Drybrushing is a useful technique that's easy to master and is great for picking out the detail on roughly-textured surfaces like chainmail, fur and sand-covered bases. Using a colour that's lighter than your base coat, start by wiping most of the paint off the brush – get it so you can barely see there's any paint left. Then briskly brush across the surface of your model. The small amount of paint on the brush adheres to the raised areas and gives you instant and effective highlights.

The trick is to drag the brush against the raised points or edges so that it catches on them and leaves a tiny deposit of paint. Drybrushing is quite tough on your brushes so it's best to save your old ones for this.

TRANSFERS

The Blood Angel chapter badge used on the Space Marines' shoulder pads comes from one of the Citadel Miniatures Space Marine transfer sheets. Using transfers means you can get perfect looking results every time without having to paint lots of fiddly detail.

To use transfers, first cut out the badge you want leaving a small area of paper around it. Soak this in a shallow bowl of water for about a minute to loosen the transfer from its backing paper. Then hold the paper next to the model and slide the transfer onto the desired area with the tip of a paintbrush. Make sure the area is slightly wet and use a damp brush – this makes it easy to reposition the transfer once it's on the model. When the transfer is in the right place, dab it dry with a piece of tissue and it'll stick in place.

You might find you scrunch up a few transfers while you get used to them. Everyone has this problem at first and you'll soon get the hang of it. I still expect to mess up a couple when I'm doing the badges for a whole squad – but it's definitely easier than painting all those symbols by hand!

BANNERS

Our banners were drawn out on paper, painted and then cut out and attached to the models. We've included black and white copies of all the banners in this article – feel free to photocopy these and use them for your own models.

For the banner poles I used 1mm diameter brass rod – you can get this from most modelling shops. Straightened-out paper clips or long pins also make great banner poles. The poles are attached to the models by drilling a small hole in the backpack and supergluing the banner pole in place. I use a pin vice to make these holes – a pin vice is a small hand-held drill and they're available from your local Games Workshop store.

TACTICAL SQUADS

For both these squads I've kept to the basic colour scheme of predominantly red armour with details and joints picked out in black. I don't want to lavish the time and exquisite attention to detail that's appropriate for character models on the main body of troops – if I did, it would take forever to paint the army and we'd never get around to fighting any battles!

These squads look great with their simple bold colour scheme and didn't take too long to paint. This way I can get a gaming force together fairly quickly and leave time to put in more effort on the personality models. And I can always come back to these Tactical Squads later if I want to do some more work on them.

I've taken a similar approach with the insignia – I've kept it quick and simple so that we can get on with fighting this army against our Eldar and other Warhammer 40,000 forces. What I've painted on so far isn't necessarily all there is to know about the insignia of the Blood Angels 3rd Company and we'd like to do some more work on this later, once the army's finished.

For example, I considered painting the squad numbers on the Space Marines' shoulder pads but this would have been far too fiddly for all these models. In the future, we'd like to do some transfers that would make this really easy. Until then, it's not needed for the game as the squads are easily identified by other means, so I'm quite happy to leave them off.

This, of course, reflects exactly the same situation in real life – not all Space Marines show all the insignia they could and there are often minor variations in what is shown or how it is shown between companies within the same chapter and even squads within the same company.

Shoulder Pads

These Space Marines have two symbols on the shoulder pads of their Mark 7 power armour. On the left shoulder pad is the Blood Angel chapter badge. On the right shoulder pad is a single white blood drop. This badge shows these Space Marines are part of the Blood Angels 3rd Company and it is a common emblem on the armour, equipment and vehicles of the 3rd Company.

All the Space Marines except the Sergeant have red shoulder pads with black rims. To clearly show which model is the Sergeant, he has the reverse colour scheme on his shoulder pads – black with red rims – making it easy to pick him out on the tabletop. The chapter badge and company badge still appear on the left and right pads but I've chosen to use a yellow transfer for the chapter badge – yellow stands out really clearly from the black background.



This squad's blue helmets identify them as a Devastator Squad – the blue helmet is traditional for Devastator Squads in the Blood Angels. These Space Marines wear Mark 6 power armour so they're showing their chapter badge on the right shoulder pad – the studs on the left shoulder pad mean that there's no room for any insignia.

Back Banners

The standard size for a Space Marine squad is 10 men and this is how I've painted our squads. However, on the tabletop it's common to split your squads into more tactically flexible 5-man combat squads. To help us identify these units, I've given two models from each 10-man squad a back banner – this is a common practice among many Space Marine chapters.

The Sergeant carries one of the back banners – like his shoulder pad, this has a reversed colour scheme of red on black so it's easy to identify him.

The second banner is carried by a Veteran Space Marine whose seniority and experience make him the natural leader of the other combat squad. The banner carried by this Veteran Space Marine is in the usual chapter colours – black Blood Angels symbol on red background.

In the corner of each banner is a number – this is the squad number and allows the squad to be easily identified on the tabletop. So our two Tactical Squads are the 1st Squad and 2nd Squad of the 3rd Company. If you look at the banner of the Devastator Squad, you'll see that it's the 9th Squad.

Campaign Badges

Campaign badges are temporary markings that are adopted by all the units on campaign together. On large campaigns, the same badge can be shared by companies from different Space Marine chapters, by Imperial Guard regiments and by Titan Orders.

For example, if an Imperial force is brought together to cleanse a star system of Ork invaders, all the units taking part would adopt the same campaign badge. Once the system is conquered and the units split up to undertake other duties the campaign badge is abandoned. Sometimes campaign badges may later be incorporated into banners or honour badges to commemorate heroic victories.

Any simple geometric shape is appropriate for a campaign badge – I've chosen to use a blue circle. To make this easy, I've used transfers of chapter symbols in circles. First, I cut off the part of the symbol that falls outside the circle then I positioned the transfer on the model. I had to touch up some of the circles but this was easy enough. Then I simply painted the inside with Enchanted Blue.

Weapon Markings

The Space Marines' bolters are modelled with a raised Imperial Eagle on them. This makes it really easy to pick out the Eagle in another colour. I've chosen yellow as this stands out really well against the black of the bolters.

I first painted the Eagles in Skull White and then Bad Moon Yellow – the white's needed otherwise the yellow won't show over the black. When you're picking out details like this, make sure you use a fairly thin coat of paint or the paint itself will fill in and obscure the detail.

The missile launchers and flammers don't have an Eagle already modelled on them so I used yellow Blood Angel chapter badge transfers to give them a similar and equally appropriate marking. The flamer nozzles have also been painted Bad Moon Yellow. Touches like this help to unify the appearance of your army.

Honour Badges

The Space Marines of the 2nd Squad have a distinctive skull-shaped honour badge on the right knee pad of their armour. Honour badges are presented to Space Marines that have distinguished themselves by outstanding acts of valour in combat. Some honour badges are awarded to individuals – others to a whole squad.

Marks like honour badges not only give additional character to your squads but are helpful in distinguishing one squad from another on the tabletop.

I first painted the right knee pad Chaos Black and then painted the stylised skull in Skull White. If you find small skulls a bit tricky to paint, there's no reason not to use another shape for an honour badge – a simple cross, for example.

Colour Scheme Variations

To help distinguish the squads, I've also chosen to paint the backpacks of the 1st Squad and the 2nd Squad slightly different. The 2nd Squad has all-red backpacks while for the 1st Squad I've painted the nozzles black.

Minor variations like these are common in Space Marine chapters. There are many reasons for such variants. Some commemorate particular events in the squad's history, others may simply occur because the armour was introduced at different times and was painted by different artificers.



The second 5-man combat squad led by a Veteran Space Marine who carries the back banner. The second Space Marine from the left clearly shows on his right leg the blue circle which we've chosen as the campaign badge for our Blood Angel army. All the Devastator Squad models have a holstered bolt pistol and a few have combat knives – these are some of the extra weapons provided in the Imperial Space Marine box.

Heavy Weapons

The Space Marines with flamers and missile launchers have been slightly converted so that the weapons are a better fit.

The flamers are plastic weapons from the Imperial Space Marines box. As the flamers come with a hand moulded onto the weapon, I had to cut off the Space Marines' right hands. I used a pair of cutters for this and then filed the end of the arm smooth. Once I had a neat fit, I superglued the hand holding the flamer into place.

The missile launchers are also taken from the Imperial Space Marines box. For these, I again cut off the model's hand and replaced it with a plastic hand – this allowed me to angle the hand upwards so it could grip the handle of the missile launcher. I also filed down the right shoulder pad so that the missile launcher fitted snugly into place.

DEVASTATOR SQUAD

I've chosen to take the painting on these models a little further than I did with the Tactical Squads and I've given them an ink wash and highlights. Just because I was spending more time on this squad, we didn't let it get in the way of playing a couple of games with them once they'd been given their basic orange and black colours.

We find this is an excellent way to paint an army – get the basic colours on the models so they're ready to play and then go back to work on some of the squads and characters between games.

Once I've got some more squads and characters painted, for example, I may decide to go back and do a bit more work on the Tactical Squads. But they're perfectly good as they are and we'll be quite happy to keep on using them in battles even if we never do any more work on them.

The Red Ink wash and the highlights were painted as described earlier. I kept the highlights to a single light orange coat on the edges of the armour plates. I didn't want to spend the time painting several highlights to get a really subtle finish as the effect would be lost once the squad was on the tabletop – a single highlight looks just as good for 10 models together like this.

Armour

Our Devastator Squad are plastic models from the Imperial Space Marines box and they're wearing Mark 6 power armour. Many Space Marine chapters have a mix of armour types dating from different periods in the chapter's history. Marks 6 and 7 are by far the most common but smaller numbers of earlier armour marks can be found, especially in chapters from the earlier Foundings such as the Blood Angels.

Helmets

All the Space Marines in this squad have been painted with blue helmets. This is the standard colour scheme for Devastator squads in the Blood Angels, making them easy to identify on the battlefield.

The helmets were painted with a mix of Enchanted Blue and Moody Blue to get a darkish base colour. This was highlighted with a mix of Enchanted Blue and Skull White, with a second highlight of pure Skull White just on the raised edges of the helmet.

Heavy Bolters

The two heavy bolters come from the plastic Imperial Guard weapon sprue. Because they weren't designed for Space Marines, I had to trim away the inside of the bolter so that it fitted over the power armoured shoulder pad. This sort of simple conversion is very quick and it doesn't take much longer than putting together any other model. If you don't have spare weapons in your bits box, you can order any of the plastic weapon sprues (or any other Citadel Miniatures part, for that matter) through the Games Workshop Mail Order Service.

Insignia

Because Mark 6 power armour has a studded left shoulder pad, I've put the Blood Angel chapter badge on the models' right shoulder pads. This means there isn't room for the company insignia. This is an example of the flexibility of the insignia used by Space Marines within the traditional rules laid down for each chapter.

Mark 6 armour doesn't have the raised rim around the edge of its shoulder pads, so I haven't painted them with a black edging – on the Mark 7 armour, the raised moulding of the model made this really easy to pick out.



Terminator Squad from the 1st Company (shown by the number 1 on the banner). The skull on top of the banner pole has been taken from a plastic Skeleton model and glued on top of the cross-pole.

The studs on the left shoulder pads have been painted Chaos Black and then Chainmail, leaving a small line of black at the base of each stud so that it stands out nicely from the red of the armour.

As with the Tactical Squads, the Sergeant has a reversed shoulder pad – because there's no symbol on it, I've kept the left shoulder pad in the standard colours.

The squad also has two banners like the Tactical Squads and again the Sergeant's banner has reversed colours.

TERMINATOR SQUAD

The Terminator Squad only contains 5 men – this is the standard size for squads of these elite warriors in their extraordinarily powerful suits of Tactical Dreadnought armour.

Unlike the other squads in our army, these Space Marines come from the 1st Company. It is traditional in Space Marine chapters for those trained in the use of Terminator suits to be gathered together in the 1st Company and then for 1st Company Terminator detachments to reinforce other companies when they're needed.

These suits of armour are ancient chapter relics with long histories and it is a great honour to be trained in their use. Those chosen to wear the suits are usually Veteran Space Marines who have proved themselves in battle time and again. They proudly display their Terminator badges at all times and are accorded due respect by their brother Space Marines.

Terminator Armour

I've taken the painting on these models even further than the Devastator Squad. With a small squad containing such characterful models it's hard to resist putting in a special effort. The colour scheme is the standard red and black I've used for all our Blood Angels but I've gone right through the process outlined at the start of this article – base coat, ink washes and a number of highlights building from mid-tones to a very light edging colour.

As with the Devastator Squad, I didn't do all the painting before we played a game using these models – the subtly-shaded highlights and fine details were added in several stages in between which we fought our first few games with the army.

Most of the Terminator suits are painted with tones of red as already described. I painted the black areas with a base coat of Chaos Black mixed with Swooping Hawk Turquoise and some Skull White. This gives more of a deep grey with a bluey sheen to it than a proper black. The highlights are a mix of the turquoise and white, with a greater proportion of white for the final highlights.

I gave the metal areas a base coat of Chaos Black, then painted Chainmail over it and added highlights with Mithril Silver. Mithril Silver is a similar colour to the Chainmail but lighter in tone – it therefore works really well as a highlight for metal areas.

The Sergeant's power sword and some of the details on the assault cannon have been painted gold. This started as a mix of Shining Gold, Blood Angel Orange and Chaos Black. I mixed a greater proportion of gold and orange into the base colour for the highlights, ending up with just Shining Gold for the last highlight. Finally I painted on a thin glaze of Brown and Yellow Inks – the combination of the gold paint and the ink glaze gives a pleasing metallic glint to these weapons.

Terminator Insignia

The main insignia are the Terminator badge on the left shoulder pad, the chapter badge on the right shoulder pad and the blue circle campaign badge on the right leg armour. The use of transfers for the chapter symbol and the campaign badge has already been described.

The Terminator badge is modelled onto the shoulder pad making it easy to paint. It was given a base of Tanned Leather and Bleached Bone, then shaded up by adding more Bleached Bone to the mix, and finally highlighted with Bleached Bone and Skull White. These gives a good skeletal colour with a mid-brown in the recesses up to white at the edges.

Each of these Terminator suits also has a number of honour badges in the form of variants on the Terminator skull badge. The Veteran Space Marines who wear Terminator suits have taken part in countless valorous actions over the centuries of their Imperial service and have been awarded many chapter honours, the most prestigious of which they display on their armour.

The Terminator skull is common to most of these badges and can be seen in a number of variants both in the larger badges on the armour's knee pads and leg plates and on the smaller badges that decorate other parts of the suit.

Weapon Markings

I've chosen to use a striking black and yellow striped pattern on the power gloves of all these Terminators. The pattern is repeated on their weapons as a yellow housing over the metallic parts of the weapon and is also repeated on the Sergeant's shield.

To paint markings like these, paint a coat of Bad Moon Yellow over a white base and then add Chaos Black stripes. Both yellow and black stripes are highlighted by adding Skull White to the base colour.

Terminator Banner

As they are units of elite warriors, respected and honoured by the whole chapter, we've decided to identify our Terminator Squads by names rather than numbers and give them individual banner designs. This squad is named Redemptor and its name is emblazoned across a scroll at the bottom of the banner. If we add some more Terminator Squads to the army, we'll come up with other characterful names and exciting banner designs for them.

The squad's banner is carried by the Sergeant who is also distinguished by his use of black shoulder pads with a yellow chapter symbol. Redemptor Squad's banner is a combination of the chapter symbol (the wings and blood-drops) and the Terminator badge (the skull). Above this image is the number 1 – in this case, it refers to the 1st Company to which this squad belongs. Notice how part of the squad's banner design is repeated on the shield of the Terminator armed with an assault cannon.

CAPTAIN TYCHO

Captain Tycho's power armour has been heavily adapted by the company's artificers. This suit is his personal armour and it has been worked up to its present highly-decorated state over his long and heroic career.

Some of his personal decorations were presented to him by the chapter in recognition of his great deeds on the battlefield. Others have been added when parts of the armour have been returned to the artificers for repair. These skilled craftsmen have worked upon the armour with great reverence, inspired to honour Captain Tycho as a hero of the Imperium and one of the chapter's most outstanding leaders. The reputations of Space Marine Captains are near-legendary and the natural pride of working for such men leads the artificers to embellish their personal suits of armour with the finest craftsmanship.

I've really gone to town with Captain Tycho. As the commanding officer of the 3rd Company, he'll be the most important Space Marine personality in the army – it's worth painting him to the highest standard to reflect his important position. Key personality models like this are the place to demonstrate your painting talents to the full – with just a few characters in each army you can afford the time it takes to give them a special paint job.

Of course, this doesn't mean that you can't play a Warhammer 40,000 battle with them as soon as you've painted their basic colour scheme. It's exactly the same as for the squads – once the base colours are on, you're ready to field the model and you can then take as long as you like to finish it.

As a Captain and hero of the chapter, Tycho has the right to wear armour painted in his own colour scheme and showing his own striking heraldry. I've chosen to use colours and images that are all linked to the standard chapter schemes but still set him apart as an individual.

Captain Tycho's Armour

For the armour I wanted to get a really rich golden yellow colour that could almost be taken for a metallic gold. The base coat was a mix of Tanned Leather, Blood Angel Orange and Bad Moon Yellow. I washed this with Brown Ink into which I mixed a small amount of Black Ink to darken it.

The highlights were Bad Moon Yellow and Skull White added to the base coat, gradually worked up to pure Skull White at the very edges of the armour plates. I've painted these white highlights with a small star effect in places to create the impression of a glint of light catching a reflective surface.

The red areas were painted with a base of Go Fasta Red – I used several coats of this to get a good solid red. I highlighted this with a mix of Go Fasta Red, Blood Angel Orange and Bad Moon Yellow worked up to final highlights of Bad Moon Yellow and Skull White.

I painted the black and metal areas using the same techniques and colours I've already described for the Terminator Squad.

The gems were first painted Go Fasta Red. I then lightened the lower parts with a mix of Go Fasta Red, Blood Angel Orange and Bad Moon Yellow and painted a thin highlight of Bad Moon Yellow and Skull White on the bottom edge. Finally I added a small dot of white paint at the top to give the effect of a sparkle.

This is quite a subtle effect and needs a bit of patience and a steady hand, but I think it's worth it – it really gives the gems both a deep richness of colour and a hard, glittering edge.

Captain Tycho's Heraldry

In recognition of the legendary valour of Space Marine Captains, they are presented with or allowed to adopt their own striking heraldry. They choose powerful images that are drawn from both their own and the chapter's glorious histories.

For Captain Tycho I've chosen the image of the bleeding wing that is moulded onto the model's left shoulder pad. I've repeated this as the central motif of his back banner.



Captain Tycho, hero of great renown, displays his own banner design and wears highly personalised armour.



The Thudd Gun is painted in the same chapter colours as the rest of the Space Marines and displays a Blood Angels chapter badge on its front shield and a blue campaign badge on its rear track unit. Although the Techmarine allows us to include the Thudd Gun in our army, he doesn't have to stay with it on the battlefield – the weapon can be crewed by any Space Marine.

The blood red stripe across a yellow background that runs behind the bleeding wing is repeated on Captain Tycho's loincloth and right shoulder pad. The right pad also has a scroll with his name painted on it.

The skull in the corner of Captain Tycho's banner is the Blood Angel variant of the Space Marine Terminator badge – this shows that the Captain has been trained in the use of Terminator armour and is a badge he wears with pride as yet another symbol of his truly elite status.

TECHMARINE AND THUDD GUN

I won't go into the painting of these two models in any detail – they use the same colours and techniques I've already covered elsewhere in this article.

There are a few things to note about the Techmarine. As he's a personality, I've spent a fair bit of time painting the model. This is especially rewarding because of its wealth of special detail such as hoses, gauges, canisters and tools. As these are already moulded onto the model, it's easy to pick them out. I've used mainly metallics – both silver and gold colours – with yellow for the various knobs and buttons.

On the model's right shoulder pad there's the traditional clawed hand badge of the Techmarines. With the detail on the left shoulder pad, this means there's no room for chapter and company symbols. This doesn't matter as the model's colour scheme immediately unites him with the rest of the army. Even though he doesn't have these insignia, he still shows the blue campaign badge, repeated on the base of the gun carriage.

Note the use of the yellow and black striped pattern on the Techmarine's leg, repeated on the base of the gun carriage. This common pattern with its strong industrial feel is a good example of the sort of colour scheme variations found amongst Techmarines.

RHINO

I've so far only painted one of the Rhinos for our army. This one belongs to the 1st Squad, as can clearly be seen by the number 1 on the front hatch alongside the Blood Angel chapter badge.

The position and size of badges on vehicles is fairly variable and depends on the type of vehicle, the size of the badges and so forth.

As well as the squad and chapter insignia, I've given this Rhino the blue campaign badge painted on its track housings and the white blood drop symbol of the 3rd Company painted on the side hatches.

I've also painted a double-headed arrow on the top hatches – this is the standard Imperial marking for Tactical Squads. It's painted fairly large on top of transport vehicles like Rhinos so that it's easy for an Imperial Commander to see what troop type the vehicle contains in the midst of a large battle.

The colours of Space Marine Rhinos can change from company to company and squad to squad – I've chosen to paint ours in the same basic red and black as the rest of our models. The next Rhino that I'm going to paint will be in a variant of this colour scheme.



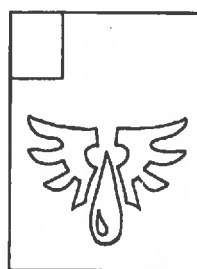
You can use these numbers when making your own Space Marine banners. Either copy the numbers onto your banner, or take a photocopy, cut the number out and glue it to your banner before painting.

These two shoulder pads clearly show the designs we've used for our Blood Angels.

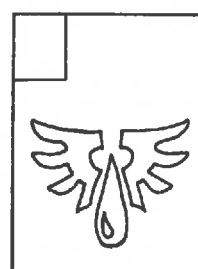
The blood-drop was painted on the right shoulder pads of the two Tactical Squads and shows they're part of the 3rd Company.

The chapter badge (for which we used Citadel Miniatures Space Marine transfers) appears on the left shoulder pads of the Tactical Squads and the right shoulder pads of the Devastator and Terminator Squads.

Note that there are also Space Marine transfers for the Ultramarines and the Space Wolves – and there's a set of Ork clan symbols and glyphs.



Squad Banner



Squad Banner



Redemptor Squad's Banner



Captain Tycho's Banner

You can photocopy these banners, paint them and cut them out for your own Blood Angel Space Marines.

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ADVANCED HEROQUEST™

TREASURE

Over the last few months we've been playing lots of games of *Advanced Heroquest* and have come up with loads of ideas for new types of treasure, jewels and magic items. Here are some of the ideas to try out in your own games.

MONSTER TREASURE

The *Advanced Heroquest* rulebook gives the value of gold crowns carried by the monsters encountered in the Quest for the Shattered Amulet. Here, we give tables for the treasures carried by *all* types of monsters encountered in *Advanced Heroquest*. You can use this simple system in one of two ways.

The easiest way is just to use the value given in the *Monster Treasure Table* overleaf in bold print. This gives the average value of treasure carried by each type of monster. If you want to make the monsters more interesting and varied, roll a D12 for each one encountered and consult the same table. Sometimes they will have an unusually large amount of treasure - a lucky windfall for the Heroes! - and sometimes they have very little. The *Monster Treasure Table* reflects the different fortunes of being a monster- sometimes you get rich as you kill foolish adventurers, sometimes other monsters steal what little you have!

Using the *Monster Treasure Table*, it's also possible for some monsters to possess a minor magical treasure. Magic treasures are covered in detail later on. If a monster has a magical treasure, it will use it to best advantage if it's smart enough to do so. If the item is one which confers a permanent effect (such as a Ring of Protection), the monster will be wearing it. If the treasure is a one-shot item such as a Potion, the monster will use it in the best way possible if it successfully makes an *Intelligence test*. Roll a D12; if the score is less than or equal to the monster's Intelligence score, it has passed the test and will use the item wisely. If the score is greater than the monster's Intelligence score, it won't attempt to use the item. It is possible for a monster to have an item it cannot use, such as a

scroll containing one or more wizard spells. The monster will have stolen such an item from the body of some unfortunate wizard who perished in the dungeon long before the Heroes came along! The more powerful a monster is, the more likely it is to possess a minor magic item. The only exceptions to this principle are Daemons, which is just as well for those who have to fight them!

The table overleaf lists all the monsters in the *Advanced Heroquest* book save for the terrible Praznagar himself. The abbreviation "GC" is used for Gold Crowns. The abbreviation MMI is used for a Monster Magic Item. If a monster has a minor magic item, find out what it is by rolling on the *Monster Magic Treasures Table*.



MONSTER TREASURE TABLE

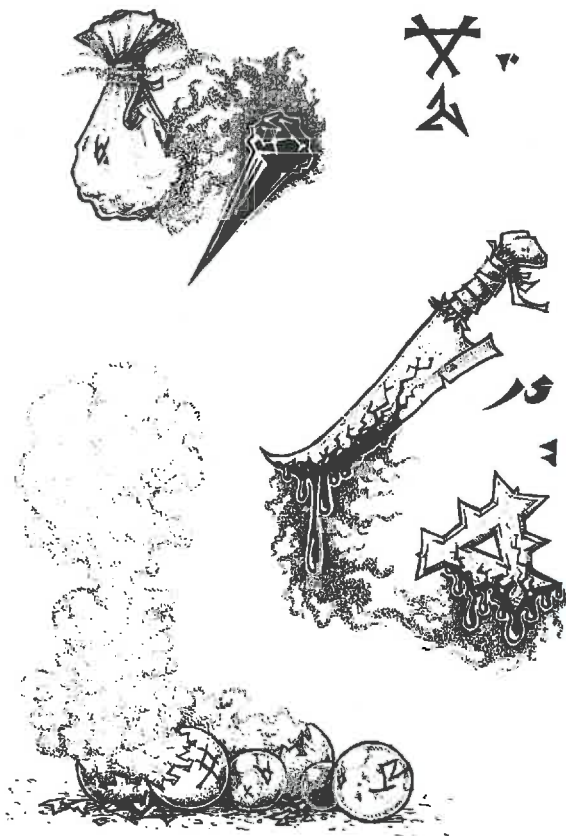
Monster Type	Dice Roll			
	1-4	5-8	9-11	12
Skaven Warrior	5 GCs	10 GCs	15 GCs	20 GCs
Skaven Champion	10 GCs	20 GCs	30 GCs	40 GCs
Skaven Gutter Runner	10 GCs	20 GCs	25 GCs	35 GCs
Skaven Poisoned Globadier	15 GCs	30 GCs	50 GCs	60 GCs+MMI
Skaven Sentry	10 GCs	20 GCs	30 GCs	40 GCs+MMI
Skaven Warlord	40 GCs	60 GCs	80 GCs+MMI	100 GCs+MMI
Skaven Night Runner	10 GCs	30 GCs	40 GCs	50 GCs+MMI
Skaven Jezzailachis Team	40 GCs	60 GCs	80 GCs	100 GCs
Skaven Warpfire Team	80 GCs	100 GCs	120 GCs+MMI	150 GCs+MMI
White Skaven Sorcerer	60 GCs	100 GCs+MMI	110 GCs+MMI	120 GCs+MMI
Skaven Plague Monk	30 GCs	60 GCs	80 GCs+MMI	100 GCs+MMI
Clan Eshin Assassin	50 GCs	80 GCs	120 GCs+MMI	150 GCs+MMI
Clan Skryre Warpweaver	40 GCs	60 GCs	80 GCs	80 GCs+MMI
Plague Censer Bearer	40 GCs	60 GCs	80 GCs	90 GCs+MMI
Clan Mors Warlord	70 GCs	100 GCs	120 GCs+MMI	150 GCs+MMI
Goblin	0 GCs	5 GCs	5 GCs	10 GCs
Goblin Archer	0 GCs	5 GCs	5 GCs	15 GCs
Orc Warlord	50 GCs	60 GCs	80 GCs+MMI	120 GCs+MMI
Orc Warchief	50 GCs	80 GCs	100 GCs+MMI	120 GCs+MMI
Orc Champion	10 GCs	20 GCs	25 GCs	30 GCs+MMI
Orc	5 GCs	10 GCs	15 GCs	20 GCs
Chaos Thug	0 GCs	10 GCs	20 GCs	30 GCs
Chaos Champion	50 GCs	80 GCs	80 GCs+MMI	100 GCs+MMI
Chaos Warrior	30 GCs	40 GCs	50 GCs	60 GCs+MMI
Chaos Lord	90 GCs	120 GCs	150 GCs+MMI	180 GCs+MMI
Chaos Sorcerer	80 GCs	110 GCs+MMI	140 GCs+MMI	170 GCs+MMI
Greater Daemon	150 GCs	200 GCs	250 GCs	300 GCs
Daemonette	90 GCs	120 GCs	150 GCs	200 GCs
Bloodthirster	100 GCs	120 GCs	150 GCs	200 GCs
Minotaur Lord	80 GCs	110 GCs	140 GCs+MMI	170 GCs+MMI
Minotaur	60 GCs	90 GCs	120 GCs+MMI	150 GCs+MMI
Ogre Chieftan	70 GCs	100 GCs	120 GCs+MMI	150 GCs+MMI
Ogre	50 GCs	80 GCs	100 GCs	120 GCs
Troll	60 GCs	90 GCs	120 GCs+MMI	150 GCs+MMI
Flmir	50 GCs	70 GCs	100 GCs+MMI	120 GCs+MMI
Undead Champion	40 GCs	60 GCs	70 GCs	90 GCs+MMI
Zombie	0 GCs	10 GCs	10 GCs	20 GCs
Skeleton	10 GCs	10 GCs	10 GCs	20 GCs
Mummy	0 GCs	20 GCs	40 GCs	100 GCs

MONSTER MAGIC TREASURES

Roll D12 and consult the table below. Make sure you record the Monster Magic Item on a blank *Monster Reference Table* or make a clear note of it elsewhere.

MONSTER MAGIC TREASURES TABLE	
D12	Magic Item Possessed by the Monster
1	Amulet of Courage
2	Ring of Speed +1
3-4	Potion of Healing
5	Potion of Prowess
6	Talisman of Detection
7	Scroll containing 2 Wizard Spells
8	Magical Shield - Arrow Catcher
9-10	Ring of Magic Protection +1
11	Magic Sword, +1 to WS only
12	Potion of Regeneration

Details of these magic items can be found in Magic Treasures section below.



TREASURE CHESTS

Treasure Chests can be found in Lairs and Quest rooms. When a Treasure Chest is found, roll 2D12 and look up the result on the *Treasure Chests Table*.

Most of the treasures here will be familiar from the *Advanced Heroquest* book- Gold Crowns, rat poison, bows, arrows and the like. There are two new types of treasure here, *Jewels* and *Blade Venoms*, and both are described fully in the following section. Magic treasures are dealt with later.

TREASURE CHESTS TABLE	
2D12	Treasure Chest Contents
2-5	Treasure Map
6	4 Bolts (for crossbow) and 20 Gold Crowns
7	6 Arrows and 20 Gold Crowns
8	10 feet of Rope and 30 Gold Crowns
9	2 Flasks of Greek Fire and 1 Jewel
10	50 Gold Crowns
11	100 Gold Crowns
12	50 Gold Crowns and 1 Jewel
13	100 Gold Crowns and 1 Jewel
14	Bow, 6 Arrows and 1 Jewel
15	Shield, 6 Arrows and 50 Gold Crowns
16	Screech Bug and 50 Gold Crowns
17	Rat Poison and 50 Gold Crowns
18	Blade Venom (1 dose), 50 Gold Crowns & 1 Jewel
19	Blade Venom (1 dose), 50 Gold Crowns & 1 Jewel
20-21	1 Magic Treasure
22-23	1 Magic Treasure and 1 Potion
24	2 Magic Treasures, 1 Potion and 1 Jewel

BLADE VENOMS

When *Blade Venoms* are discovered as treasure, the venom type is found by rolling a D12 on the following table. Each variety of *Blade Venom* can be applied to an edged hand weapon only. This includes swords, daggers, halberds, axes and spears but not warhammers or clubs nor crossbow bolts, arrows or any other missile weapon. Each dose of *Blade Venom* will last for 1 combat. During this time, any successful hit from the attacker will do 1 additional Wound to the creature (or type of creature) affected by the *Blade Venom*. As the table

shows, specific Venoms are effective against particular creatures - for example, Graveroot is effective against all Undead creatures (but has no effect on living creatures of any type).

BLADE VENOMS TABLE		
D12	Blade Venom	Effective Against...
1-2	Graveroot	Undead
3	Elfbane	Elves, Dark Elves
4-5	Blackroot	Orcs and Goblins
6-7	Stonebane	Ogres and Trolls
8-9	Lawfoil	Chaos Warriors
10-12	True Lawfoil	Chaos Creatures

Except for Elves and Dark Elves, which have their own entry, all other creatures are all grouped, as follows:

Undead: includes Zombies, Skeletons, Mummies, Undead Champions.

Orcs and Goblins: This includes all the specialist types of these nasty creatures, such as the Orc Warlord, Goblin Archer, etc.

Ogres and Trolls: Again, the Ogre Champion and other ogre/troll "specialists" are included.

Chaos Warriors: This includes Chaos Thugs, Chaos Champions, Chaos Warriors, but *not* the Chaos Sorcerer.

Chaos Creatures: This includes Minotaurs (and Minotaur Lords), Beastmen, and all Daemons (Bloodthirsters, Daemonettes, and Greater Daemons of Tzeentch).



JEWELS

Jewels are always valuable, and unlike gold crowns they don't count as weighing anything. This means that Heroes can carry extra treasure without being weighed down with too much gold. Some types of jewels are also magical. If the D12 roll on the Jewel table below indicates that a jewel is magical, you should immediately roll on the Magic Jewels table (see Magic Treasures) to see what magic property the jewel possesses.

JEWEL VALUE TABLE

D12	Value of the Jewel
1-3	50 Gold Crowns
4-5	80 Gold Crowns
6-7	100 Gold Crowns
8-9	150 Gold Crowns
10-12	Magic Jewel

Magic Jewels are worth 150 gold crowns for their rarity value if sold. If they are kept and their magic is used up, they are worth 50 gold crowns afterwards.

MAGIC TREASURE

Magic items are the most valuable treasures which Heroes can find. They are easily the most important way in which Heroes can make themselves more powerful. There are, however, limits to the number of magic items Heroes and Henchmen can carry and use; for example, only one magic ring can be worn, and no more than three magic weapons can be carried. These restrictions are listed below each type of item.

The *Magic Treasure Table* below supercedes the old one in the *Advanced Heroquest* rulebook (page 31). To save you time flicking back and forward from this book to the rulebook, we've collected together all the Magic Treasures here, both old and new, so everything you need for complete reference is in this one section. References are often made to "model" and "models" when describing magic items- this can mean a Hero, a Henchman, or even a monster, since monsters can use magic items too!

MAGIC TREASURE TABLE

2D12	Result	2D12	Result
2	Dawnstone	12	Jewel
3	Amulet	13-14	Potion
4	Bag	15	Arrows or Bolts
5-6	Wand	16-17	Bow
7	Ring	18-19	Sword
8	Shield or Helm	20-21	Armour
9	Weapon	22-23	Robe or Cloak
10-11	Scroll	24	Talisman

As usual, when the Heroes find a magic item they should agree among themselves who is the best person to use the magic item. If they cannot agree, the Leader should decide which member of the party may carry and use the item. Treasure can be re-allocated during or after the expedition anyway, and Heroes can make swaps and deals between themselves.

DAWNSTONES

A Dawnstone is a very powerful and unique magical object. It contains 1D12 Fate Points that can be used by the owner in the same way as normal fate Points. The Dawnstone does not however regenerate Fate Points between adventures and trips and once used, they are lost forever.

MAGIC AMULETS

There are now five different magical amulets, so roll a D12 and determine from the table below which type of amulet has been found.

MAGIC AMULET TABLE	
D12	Amulet Type
1-2	Amulet of Iron
3-5	Amulet of Protection
6-7	Amulet of Courage
8-10	Amulet of Warding
11-12	Amulet of Health

Amulet of Iron: If a spell is aimed at a Hero (or other creature) wearing this amulet, or he is in the area of effect of a spell, roll a D12. On a roll of 9 or more, the spell has no effect on the model. Note that the amulet works even if the player wants to have his Hero affected by the spell- so be sure to remove it before having wounds healed by a *Flames of the Phoenix* spell, for example! Also, if an Amulet of Iron saves a model from an area effect spell (such as an *Inferno of Doom* spell), this does not save other models in the area of effect from the effects of the spell.

Amulet of Protection: Any model wearing an amulet of this type has its Toughness increased by 1 point, in addition to any benefits for armour, etc.

Amulet of Courage: This amulet protects its wearer against fear. He need never make a Bravery check when confronted by a *Fearsome Monster*, and he is immune to spells which cause fear (such as *Flight*).

Amulet of Warding: An Amulet of Warding protects its wearer against a certain type of monster. A Hero wearing an *Amulet of Warding* will suffer one less Wound from each successful attack by the type of monster in question. Also, a monster of this type can never get any kind of free attack - from a fumble for example - when fighting the wearer of an *Amulet of Warding*. Roll a D12 and read from the table below which type of monster a particular Amulet of Warding protects against:

AMULET PROTECTION TABLE			
D12	Protection from	D12	Protection from
1	Chaos Warriors	8-9	Skaven
2-3	Chaos Creatures	10	Undead Creatures
4-5	Orcs and Goblins	11	Fimir
6-7	Ogres and Trolls	12	Daemons

For a range of monsters such as Chaos Creatures, the groups listed earlier (under *Blade Venoms*) should be used as definitions.

Amulets of Warding are quite specific: they protect against one, and only one, type of monster and offer no protections against any other types!

Amulet of Health: This amulet protects its wearer from all kinds of disease and poison. He will never suffer from a disease caused by a monster such as a Mummy, he will not be affected by any *Blade Venom*, and is also unaffected by *Poison Darts*, *Gas traps* or *Deadly Poison* mould, mushrooms and pools.

A model may only wear one Amulet at a time. It is not allowed for a model to wear both an Amulet and a Magic Talisman at the same time

MAGIC BAGS

Magic bags are sleek leather pouches with silken drawstrings. Roll a D12 and check the table below to see what type of bag has been found. Bags will always be empty when they are found.

MAGIC BAGS TABLE	
D12	Type of Bag
1-3	Bag of Lightness
4-6	Bag of Treasure
7-9	Bag of Wizardry
10-12	Rat Bag

Bag of Lightness: This bag can hold up to 250 Gold Crowns quite weightlessly. This allows a Hero to carry twice his normal allowance of Gold Crowns before he must forego any further gold.

Bag of Treasure: This bag can be dipped into once between *expeditions*, but will be empty at any other time. One Hero can empty the Bag of Treasure after an expedition, and it will disgorge 5D12 Gold Crowns (the player of the Hero with the bag can roll the D12). It is usual for Heroes to share the money between them.

Bag of Wizardry: This bag can produce Spell Components for any spell as requested by the Wizard. Roll a D12 when the Bag of Wizardry is found; this is the number of times the Bag can produce spell components before it loses its magic forever. The Bag can produce different components each time it is asked to do so.

Rat Bag: The bane of Skaven of all sorts. If a Hero with a Rat Bag flourishes it at a Skaven model within his death zone, the Skaven is forced to jump into the bag and is magically shrunk and unable to fight! Any Skaven except for *spellcasters* will be affected. Using the Rat Bag takes place during a Combat Turn and no other form of attack can be made in addition.

The Skaven within the bag cannot be harmed while he is within it, but he cannot harm those on the outside either. When the Hero carrying the Rat Bag reaches a square next to the stairs leading up and out of the dungeon, the Skaven will magically reappear from the bag within the Death Zone of the Hero with the bag (if possible, otherwise as close as he can get). This time the Skaven (back to full size outside the bag!) must be fought normally; he cannot be forced into the bag again.

Only one Skaven can be trapped within a Rat Bag at any one time.

MAGIC WANDS

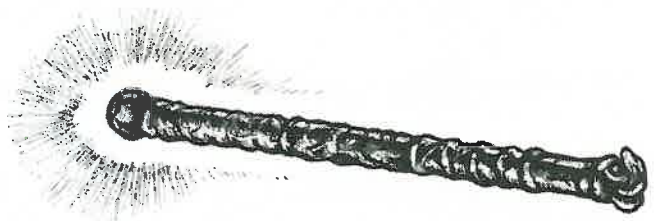
A magic wand may only be used by a Wizard. Each magic wand contains one spell, chosen at random from the table below. Wands are of two types, *Bright Wands* and *Light Wands*, and these differ slightly. Roll one D12, and add 1 to the number rolled if you rolled an odd number to find how many charges the wand has (so the wand has 2,4,6,8,10 or 12 charges). If a Bright Wizard uses a *Bright Wand*, each time he uses it to cast the spell he uses 1 charge; if he uses a *Light Wand*, each time he uses it to cast the spell he uses 2 charges. Similarly, when a Light Wizard uses a *Light Wand* he uses 1 charge per spell, but he uses 2 charges per spell when he uses a *Bright Wand*. Keep a

careful check of how many charges have been used from a Wand. When a wand has no charges left, it is no longer magical.

Roll 2D12 and consult the table below to find the category of wand (Bright or Light) and the spell contained within it.

MAGIC WANDS TABLE	
2D12	Magic Wand Type
2	Inferno of Doom
3	Courage
4	Still Air
5	Power of the Phoenix
6	Swift Wind
7	Flight
8	Flaming Hand of Destruction
9	The Bright Key
10	Flames of the Phoenix
11	Flames of Death
12	Dragon Armour
13	Power of Life
14	Strength of Life
15	Cloak of Protection
16	Blinding Light
17	Escape
18	Restore Life
19	Regeneration
20	Remove of Venom
21	Dagger of Banishment
22	Sleep of Ages
23	Light of Learning
24	Banish Fear

Note: Wands rolled up on a roll of 2-12 on the dice rolls are *Bright Wands*, whereas those rolled up on a roll of 13-24 on the dice rolls are *Light Wands*.



MAGIC RINGS

There are several different magic rings. Roll a D12 and check the table below to see which type is part of a magical treasure:

MAGIC RINGS TABLE	
D12	Type of Magic Ring
1	Ring of Protection (Level 1)
2	Ring of Protection (Level 2)
3	Ring of Protection (Level 3)
4	Ring of Magic Protection (Level 1)
5	Ring of Magic Protection (Level 2)
6	Ring of Magic Protection (Level 3)
7	Ring of Fate
8-9	Ring of Speed (Level 1)
10-11	Ring of Speed (Level 2)
12	Ring of Greatness

Rings of Protection: These add to the wearer's Toughness (in addition to any benefits for armour, etc.). A level 1 ring adds 1 point, a level 2 ring adds 2 points, a level 3 ring adds 3 points.

Rings of Magic Protection: These protect the wearer from spells and magical traps such as a *Fireball*. A level 1 ring cancels the effects of such a spell if the wearer can roll an 11 or 12 on a D12 roll. A level 2 ring cancels the effects of such a spell if the wearer can roll 9 or higher. The level 3 rings work if the wearer can roll under his Intelligence score.

Ring of Fate: The highly-prized Ring of Fate contains 2 or 3 Fate Points; roll one D12. If the number rolled is even the Ring of Fate has 2 Fate Points, if the number rolled is odd the ring contains 3 Fate Points. Fate Points work exactly as normal, but are not replaced in the ring once used, even between expeditions and adventures. Once the Fate Points in the Ring of Fate are used up, it has no magic left in it.

Ring of Speed: These rings add to the Speed of the model wearing them. A level 1 ring adds 1 point to the model's Speed score, a level 2 ring adds 2 points to the model's Speed score.

Ring of Greatness: The wearer of this ring is particularly strong when dealing with powerful enemies. He can ignore all special rules which apply to *Invulnerable Monsters* and affect them

normally, is immune to the fear caused by *Fearsome Monsters*, and gains an extra damage D12 against *Large Monsters*.

A model may only wear one magic Ring at a time.

MAGIC SHIELDS AND HELMS

Roll a D12 and check the table below to see what has been discovered. Some shields and helms simply add extra Toughness to a model (and may penalize Speed or Bow Skill). If this is the case then the changes to BS, T and Sp are shown in the table below. These need no further explanation. A few shields and helms have special, different magic and these are described individually below the table.

MAGIC SHIELDS AND HELMS				
D12	Shield or Helm	BS	T	Sp
1-3	Simple Magic Shield	-1	+1	0
4	Magical Greatshield	-2	+2	-1
5	Simple Magic Helm	0	+1	0
6	Dwarven Magic Helm	-1	+2	0
7-8	Shield of Spell Reflection	see below		
9-11	Shield, Arrow Catcher	see below		
12	Magic Helm, Fearsome Rune	see below		

Shield of Spell Reflection: This shield acts as a kind of magical mirror. When a spell is cast at the model with the shield, roll a D12. If the number rolled is equal to or less than the model's Intelligence score, then not only does the spell not affect the model, but it is also reflected back at the spellcaster! However, this does not apply to spell effects from magic traps, nor to spells which have an area effect.

Shield, Arrow Catcher: This shield is enchanted to give its user complete protection against all non-magical missiles. All arrows or crossbow bolts fired at the shield user will be magically sucked into the shield, leaving the model unharmed. The shield only gives normal protection against magical arrows and bolts, however.

Magic Helm, Fearsome Rune: This great helm reduces BS by 1 point and adds 2 points to the model's Toughness, but it also has an ancient symbol etched into the front of it, over the model's forehead. This rune strikes fear into the hearts of all the user's enemies. The helm wearer is treated as being a *Fearsome Monster*. This magical fear

doesn't apply to the model's companions, henchmen, etc.

A model may only carry one Shield, and may only carry one Helm.

MAGIC WEAPONS

There are two types of Magic Weapons. One type simply gives the user additional damage dice, but others have special individual properties. Page 44 of the *Advanced Heroquest* rulebook shows the basic number of damage dice to be rolled when using each weapon type, and magic weapons which allow the user to roll extra damage dice are listed on the table below as +1 damage dice or +2 damage dice. It is never possible for a weapon to inflict more than 12 damage dice, irrespective of its magical bonus, user's strength, etc. Magic weapons which have additional damage dice are simply listed as such on the table below and need no extra description. Other magic weapons are described below. Roll 2D12 when a magic weapon is found and check the table below to find out what has been discovered.

MAGIC WEAPONS TABLE			
2D12	Magic Weapon	2D12	Magic Weapon
2	Dagger, +1 damage dice	13	Halberd, +1 damage dice
3-4	Dagger, +2 damage dice	14	Halberd, +2 damage dice
5	Dagger of Throwing	15	Halberd of Cleaving
6	Spear, +1 damage dice	16	Halberd of Skill
7	Spear of returning	17	Two-handed Sword of Cleaving
8	Axe of Cleaving	18-19	Two-handed Sword of Skill
9	Axe, +1 damage dice	20	Two-handed Sword, +1 damage
10	Warhammer, +1 damage	21-22	Two-handed Axe of Cleaving
11	Warhammer, +2 damage	23	Two-handed Axe of Skill
12	Flying Hammer	24	Two-handed Axe, +1 damage

Dagger of Throwing: This dagger is specially balanced to be easily hand-thrown and may be used as a *ranged weapon*. It has a range of 6 squares and 4 damage dice. In hand-to-hand combat, it does the same damage as a non-magical dagger.

Spear of Returning: This spear can be thrown at a target as a *ranged weapon*, with a range of 8 squares and 4 damage dice. It also returns to the hands of the thrower immediately after striking its target, so it is available for use in the next combat turn. In hand-to-hand combat it inflicts the same number of damage dice as a nonmagical spear.

Axe of Cleaving: This axe has a series of fine runes engraved along its blade which keep it magically sharp. This enchanted sharpness enables it to cause a critical hit on a roll of 10-12.

Flying Hammer: This hammer can be thrown as a *ranged weapon*, with a range of 10 squares and 6 damage dice. It flies and returns to its owner's hand in but a split-second, ready for use in the next combat turn.

Halberd of Cleaving: In a similar fashion to the Axe of Cleaving, this halberd has an enchanted sharpness which allows it to cause a critical hit on a roll of 10-12.

Halberd of Skill: While it does not inflict any additional damage, this weapon is highly prized since its user will *never* fumble with it! Any normal fumble is treated simply as a miss.

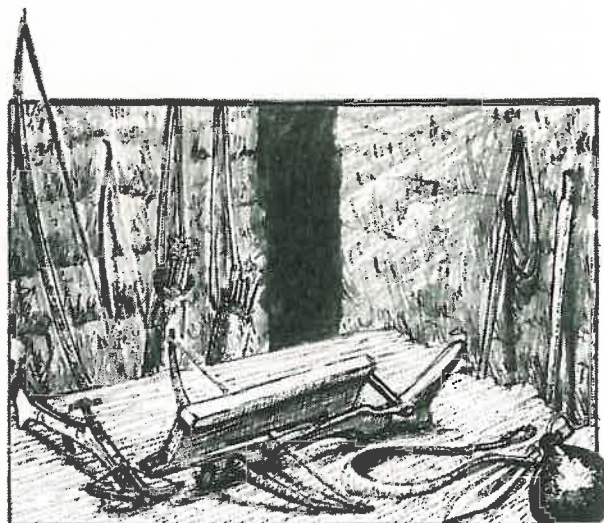
Double-Handed Sword of Cleaving: This double-handed sword has an enchanted sharpness which allows it to cause a critical hit on a roll of 10-12.

Double-handed Sword of Skill: While it does not inflict any additional damage, this weapon is valuable because its owner will never fumble with it- any normal fumble is simply a miss.

Double-Handed Axe of Cleaving: This double-handed axe has an enchanted sharpness which allows it to cause a critical hit on a roll of 10-12.

Double-handed Axe of Skill: While it does not inflict any additional damage, this weapon is valuable because its owner will never fumble with it- any normal fumble is simply a miss.

A model may not carry more than three weapons. This does not include Bows and Arrows (or bolts) which are treated separately.



MAGIC JEWELS

Magic Jewels are worth 150 Gold Crowns if they are sold before their magic is used, and 50 Gold Crowns if sold after the magic within them is used up. In the case of Magic Jewels which have a limited number of uses, even using the Jewel once will reduce its value to 50 gold crowns. If a Magic Jewel is found, roll a D12 and check the table below to see what has been discovered.

MAGIC JEWEL TABLE	
D12	Type of Magic Jewel
1-2	Cleargem
3-4	Fate Jewel
5-6	Fire Ruby
7-8	Jewel of Shattering
9-10	Soul Jewel
11-12	Spell Jewel

Cleargem: This large gem is held before one eye when a Hero is searching for traps. It shows the detail of rooms, floors and chests, and if used during an exploration turn it adds 1 to D12 rolls for spotting traps (*Advanced Heroquest* rulebook, page 33).

Fate Jewel: This stores 2 or 3 Fate Points; roll one D12. If the number rolled is even the Fate Jewel has 2 Fate Points, if the number rolled is odd the Jewel contains 3 Fate Points. Fate Points work exactly as normal, but are not replaced in the Jewel once used, even between expeditions and adventures. Once the Fate Points in the Fate Jewel are used up, it has no magic left in it.

Fire Ruby: This Jewel has 1D12 charges within it and its magic may only be used by a Wizard. Each time a charge is used, the Wizard rubs the gem and his hands become alive with magical fire. This does not harm the Wizard, but the effects on his enemies in hand-to-hand combat are exactly the same as for the *Flaming Hand of Destruction* spell (see the Bright Wizard's spellbook).

Jewel of Shattering: This dark red Jewel is a deadly weapon. It can be thrown up to 8 squares distance, automatically landing on the intended square (if this is within line of sight). Any model standing on that square, or any square adjacent to it, are engulfed in a tornado of raging flame as the jewel explodes into fire and flings shards of crystal into the air. Roll 8 damage dice to determine the effects for each model in the area of effect.

Soul Jewel: This jewel can save the life of a Hero or Henchman. If such a character is slain, the Soul Jewel will hold his soul. If the Jewel is crushed over the dead body the Hero or Henchman will come back to life as if treated with a *Power of the Phoenix* spell (see the Bright Wizard's spellbook). The Soul Jewel may only be used once, and it automatically saves the life of any companion of the Hero or Henchman who is in possession of the Jewel.

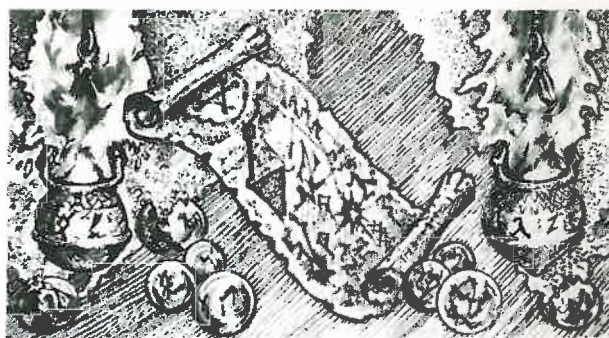
Spell Jewel: This behaves exactly as a Magic Wand, containing one spell which may be used 1D12 times before the Spell Jewel loses its magic. Determine which spell the Jewel stores as for a Magic Wand.

MAGIC SCROLLS

Scrolls can only be used by a Wizard. A scroll will hold spells each of which can be cast once, after which the writing on the scroll will fade (if there is more than one spell on the scroll, the other spells aren't affected, of course). Roll a D12 to see what the contents of the scroll are.

MAGIC SCROLLS TABLE	
D12	Type of Scroll
1-2	1 Spell, Bright Wizard's Spellbook
3-4	2 Spells, Bright Wizard's Spellbook
5	3 Spells, Bright Wizard's Spellbook
6	4 Spells, Bright Wizard's Spellbook
7-8	1 Spell, Light Wizard's Spellbook
9-10	2 Spells, Light Wizard's Spellbook
11	3 Spells, Light Wizard's Spellbook
12	4 Spells, Light Wizard's Spellbook

Roll a D12 to determine which spell is found (a separate roll for each spell; duplications are possible). Read down the Spell Book for the Wizard; 1-6 down the left column, 7-12 down the right column.



MAGIC POTIONS

Roll a D12 and determine the nature of any magic Potion found from the following table.

MAGIC POTIONS TABLE	
D12	Type of Magic Potion
1-4	Healing
5-7	Strength
8	Prowess
9	Invulnerability
10	Regeneration
11	Cursed Potion
12	Sublime Potion of the Supreme Alchemist

Potion of Healing: This may be drunk by a model at the start of any turn. It may also be given to an unconscious Hero or henchman by another so long as neither is in an enemy death zone and the character giving the potion is in an adjacent square to the unconscious model. Healing potions restore a character's Wounds to their starting level from the beginning of the next turn. Potions of Healing will not restore Heroes who have died. Note that some Hazards require a Hero to drink a Potion of Healing or die!

Potion of Strength: This may be drunk by a model at the start of any turn. Strength is then increased by 2 points, and the number of damage dice rolled for hand-to-hand weapon or fist combat is increased by +2. The effects of the Potion last for 3 turns (combat and/or exploration) and then wear off.

Potion of Prowess: This may be drunk at the start of any turn. Weapon Skill, Bow Skill, and Speed are all increased by 1 point each. The effects of the Potion last for 3 turns (combat and/or exploration) and then wear off.

Potion of Invulnerability: This may be drunk at the start of any turn, and makes the drinker invulnerable just like an *Invulnerable Monster* (see Alternative Monsters in the *Advanced Heroquest* rulebook, page 40). The effects last until the end of the next combat.

Potion of Regeneration: This may be drunk at the start of any turn, and allows a Hero to regenerate Wounds just like a *Regenerating Monster* (see Alternative Monsters in the *Advanced Heroquest* rulebook, page 40). The effects last until the end of the next combat.

Cursed Potion: This evil Potion has its effects as soon as it is drunk (at the start of any turn). It *permanently* subtracts 1 from one of the drinker's characteristics. Roll a D12 and check from the table below which ability score is reduced as a result of drinking this Potion. The GM should tell the players that the Potion is a Potion of Healing until their character drinks it!

CURSED POTION TYPES			
D12	Ability Reduced	D12	Ability Reduced
1-2	Weapon Skill	7-8	Speed
3-4	Bow Skill	9-10	Bravery
5	Strength	11	Intelligence
6	Toughness	12	Wounds

Sublime Potion of the Supreme Alchemist: This wondrous and rare Potion can be drunk at the start of any turn. It heals all lost Wound points and cures any and all diseases the drinker has. Further, the drinker has one of his characteristics (not Fate Points) increased by 1 point permanently - the player can choose which of his Hero's characteristics is increased if he drinks this Potion.

MAGIC ARROWS OR BOLTS

There are several types of magical arrows and crossbow bolts (bolts can only be fired from crossbows, arrows can be used with any bow). Roll 2D12 and check the table below to see which type of arrows or bolts have been found, and how many.

TYPES OF MAGIC ARROWS AND BOLTS					
2D12	Arrow/Bolt Type	No	2D12	Arrow/Bolt Type	No
1	Bolts of Death	3	12-14	Arrows of Flame	4
2-4	Arrows of Death	6	15	Bolts of Flame	2
5	Bolts of Sure Striking	1	16-19	Arrows of Morr	4
6-7	Arrows of Sure Striking	2	20	Bolts of Morr	2
8	Bolts of the Assassin	2	21-22	Arrows of True Flight	2
9-11	Arrows of the Assassin	4	23-24	Bolts of True Flight	1

Arrows/Bolts of Death: These add +1 to the damage dice rolled for a successful hit.

Arrows/Bolts of Sure Striking: The bow user can add +2 to his Bow Skill when using these arrows.

Arrows/Bolts of the Assassin: An attack by one of these causes a critical hit on any dice roll of 10 or more.

Arrows/Bolts of Flame: These burst into flames when they hit a target. Add +2 to the number of damage dice rolled. If a Mummy is hit by one of these missiles it is destroyed instantly. A Troll hit by one of these missiles cannot regenerate any Wound loss it suffers from the hit.

Arrows/Bolts of Morr: These missiles have been consecrated to Morr, Lord of the Dead, and are especially enchanted to destroy the abomination of Undead creatures. Any Undead creature struck by one of these missiles is destroyed instantly. Undead creatures as a group were listed earlier (see *Blade Venoms*).

Arrows/Bolts of True Flight: These missiles never miss their target (providing it is within range!). No hit roll is required.

Magic arrows and crossbow bolts obey all the normal rules for ranged attacks.

MAGIC BOWS

There are many types of magical bow. Roll one D12 and check the table below.

MAGIC BOWS			
D12	Bow Type	Range	Damage
1-4	Short Bow	28	4
5-7	Bow	40	4
8-9	Long Bow	48	5
10-11	Crossbow	48	5
12	Elven Power Bow	48	6

Some bows have additional magical properties, so roll a second D12 and consult the following table

MAGIC BOWS - SPECIAL ABILITIES	
D12	Special Ability
1-7	No Special Ability
8	Deadly Aim
9	Mighty Striking
10	Repeating
11	Swiftiness
12	Deadly Power

Deadly Aim: A model using this bow adds +1 to its hit roll.

Mighty Striking: All arrows fired from this bow strike with 1 extra damage dice. This is in addition to any special effects the arrows may have if they are themselves magical (so, an Arrow of Death fired from a Bow of Mighty Striking would inflict 2 additional damage dice).



Repeating: A model using this bow may fire two arrows per combat turn from this bow, instead of just one.

Swiftiness: A model with this bow can move and fire it as well, ignoring the normal rule.

Deadly Power: All arrows fired from this bow gain 1 extra damage dice, just like a Bow of Mighty Striking. In addition to this, the bow may fire one shot per adventure where 10 damage dice are rolled. This shot may use any kind of arrow, and if the shot is fired by a Hero or Henchman the player must declare that he is using this special ability before rolling the hit dice. If the shot misses, then the special ability is wasted.



PAUL BONNER

MAGIC SWORDS

Magic swords are among the most highly prized of magic weapons. If a Magic Sword is among some treasure found, immediately roll 2D12. If you roll a total of 13 or under, check on the first table directly opposite on this page. In this case the Magic Sword simply give additions to Weapon Skill and/or damage dice as shown in the table. If you roll 14 or higher, read from the second table, because these Magic Swords have individual, special magical abilities which make them unique and powerful. These swords are detailed in the listing below:

Sword of Smiting: This sword gives bonuses of +1 to WS and damage dice, and it causes a critical hit on a roll of 11-12 (instead of the usual 12 only).

Sword of Skill: This sword gives bonuses of +1 to WS and damage dice, and it never gives a fumble result. A hit roll of 1 is considered just a simple miss.

Sword of Courage: This sword gives a bonus of +2 to WS, and also increases the user's Bravery score by 2 points. It cannot increase any Bravery score above 12.



ADRIAN SMITH

MAGIC SWORDS			
2D12	Sword Type	+ to WS	+ to Damage Dice
2	Rune Sword	+2	+2
3-4	Limb Lopper	+2	+2
5-6	Rib Cleaver	+1	+2
7-9	Skull Splitter	+1	+1
10	Gut Ripper	+2	+1
11-12	Death Bringer	0	+1
13	Soul Reaver	+1	0

MAGIC SWORDS - SPECIAL TYPES	
2D12	Sword Type
14-15	Sword of Smiting
16	Sword of Skill
17-18	Sword of Courage
19	Sword of Defense
20	Sword of the Flaming Heart
21	Sword of Glory
22-23	Banesword (Rune Sword)
24	Sword of Stealing (Rune Sword)

Sword of Defence: This excellent weapon doesn't grant any increase to WS or damage dice, but it can automatically deflect and parry any one attack made against the wielder of the sword in each combat phase. The Hero player must decide which attack he will have the sword parry *before* the dice is rolled to hit. That attack is then treated as a miss- there's no need even to roll for a hit. If more than one attack is being made on the Hero, the player is not allowed to decide which attack to parry after he's seen the dice rolls for hitting made!

Sword of the Flaming Heart: This wondrous sword has a keen blue steel blade with a sinuous vein of an unknown red metal along the edges. When drawn from its scabbard the sword edges spark with a brilliant red flame. This adds 1 extra damage dice, and also +1 to all Wound rolls. Any Mummy successfully hit by a Sword of the Flaming Heart is destroyed instantly. Any Troll struck by it cannot *regenerate* the Wounds it causes.

Sword of Glory: This sword glows with a fearsome light during combat, and marks its wielder as a true Hero. The sword wielder has the

same effect on enemy models as a *Fearsome monster* has on Heroes. The sword also gives a bonus of +1 to WS.

Banesword (special Runesword): The Banesword has a special, old magic Death Rune inscribed upon it, and has great power against one particular type of creature. Baneswords are particularly prized because they can be used by Wizards as well as other Heroes. Roll a D12 and check the table below to see what type of creature the Banesword is most effective against.

BANESWORDS	
D12	Special Effects Against Monsters
1	Chaos Warriors
2-3	Chaos Creatures
4-5	Orcs and Goblins
6-7	Ogres and Trolls
8-9	Skaven
10	Undead Creatures
11	Fimir
12	Daemons

For groups of creatures such as Chaos Creatures, see the section on *Blade Venoms* for details of what a group includes.

Against the specified creature type, a Banesword adds +2 to WS, damage dice, and all Wound rolls. Against any other type of creature, a Banesword simply adds +1 to WS only.

Sword of Stealing: This fine weapon gives no bonuses to WS or damage dice, but for every Wound it causes to an opponent on a critical hit, it gives one Wound to its user. However this does not allow the Wounds total of the sword user ever to exceed its start level.

No model may carry more than two Swords (including nonmagical and two-handed swords). A wizard may not use a Sword unless it is a Rune Sword. Use the Hand-to-Hand Weapon Table in the *Advanced Heroquest* rulebook (page 44) to adjust the Hand-to-Hand Combat figures on your character sheet for the effects of using a Magic Sword.



MAGIC ARMOURS

Magic armour may be used by any Hero except a Wizard. Roll two dice. If you roll a total of 14 or below, check the first table below; these armours alter a model's Speed, Bow Skill, and Toughness. If you roll 15 or higher, the armour is a specially enchanted type, so check the second table below.

MAGIC ARMOUR				
2D12	Armour Type	Bow Skill	Toughness	Speed
2-3	Elven	0	+4	0
4	Dwarven	-2	+5	+2
5	Enchanted Mithril	0	+5	0
6	Mithril	0	+3	0
7	Plate	-2	+4	-2
8	Heavy Chain	-1	+3	-2
9-10	Medium Chain	-1	+2	-2
11	Light Chain	0	+1	0
12	Medium Leather	-1	+1	0
13-14	Heavy Leather	-1	+2	-1

MAGIC ARMOUR - SPECIAL TYPES					
2D12	Armour	BS	T	Sp	Special Property
15-17	Chain	-1	+2	-2	Protection from Missiles
18-19	Chain	-1	+2	0	Speed
20-21	Chain	-1	+2	-2	Protection from Fire
22-23	Leather	0	+1	0	Enchantment
24	Plate	-2	+4	-2	Golden Light

Chain Mail, Protection from Missiles: The wearer is protected against all ranged attacks with nonmagical missile weapons (arrows, bolts, spears, throwing daggers, axes, etc.). Against these weapons, the wearer of the armour is treated as an *Invulnerable monster*. Against all other weapons (including magical missile weapons) the armour protects normally (with the bonus to Toughness shown in the table above).

Chain Mail of Speed: This very light armour is wonderfully light while still giving protection as good as most. It thus gives benefits to Toughness without slowing down its wearer. The effects on speed, and the full profile for the armour, is shown in the *Magic Armour Table* above.

Chain Mail, Protection from Fire: This red-tinged armour gives good protection against all fire attacks (a Fireball spell trap, an Arrow or Bolt of Flame, etc.). The wearer can subtract -2 from all Wound rolls made if he is affected by such fiery attacks.

Leather Armour of Enchantment: This armour is very light and supple, and special enchantments placed upon it allow Wizards to wear it without affecting their spellcasting abilities. This is the one form of armour which Wizards are allowed to wear!

Plate Mail of Golden Light: This wondrous plate armour is able to emit a brilliant golden light once per expedition (as chosen by the player of the Hero). When this happens, the Hero feels suddenly refreshed, strong, bursting with energy! All lost Wounds are at once restored, and the wearer is granted a bonus of +1 to WS for the next combat only.

Obviously, no model can wear more than one suit of armour, and it is not allowed for a model to wear one suit and carry another one around!

MAGIC ROBES AND CLOAKS

Magic robes and cloaks can't be worn with any type of metal armour. They can only be used by Wizards and characters wearing no armour or leather armour only. Roll a D12 and check the table below to see what type of robe or cloak has been found.

MAGIC ROBES AND CLOAKS	
D12	Type of Robe or Cloak
1-2	Robe of Toughness (Level 1)
3-4	Robe of Toughness (Level 2)
5	Robe of Toughness (Level 3)
6-8	Cloak of Pockets
9-10	Cloak of Invulnerability
11-12	Robe of Speed
11-12	Robe of the Sagacious Sorcerer



Robe of Toughness: Robes of Toughness are usually brown or grey, plain, simple robes. These add to the Toughness of the wearer. A Level 1 robe adds 1 point of Toughness, a Level 2 robe adds 2



points of Toughness, and a Level 3 robe adds 3 points of Toughness.

Cloak of Pockets: This finely made cloak is usually white or jet black. It has several magical pockets sewn into it, which have the following uses:

- One pocket can store up to 250 gold crowns quite weightlessly. This allows the wearer to carry up to double his usual allowance of gold crowns before he can carry no more.

- A second pocket is able to produce the spell ingredient for any one spell which the Wizard knows *once* during each adventure. The Wizard doesn't have to decide which ingredient this is until he needs it. Obviously if the wearer of the Cloak isn't a wizard this isn't terribly helpful...

- A third pocket can produce a single dose of any one selected *Blade Venom* once (and *only once*) during an adventure. The wearer of the Cloak must decide what this is before setting out on the adventure, however.

Cloak of Invulnerability: This most precious Cloak is always a simple slate grey, made of very

fine silk of extraordinary toughness. The wearer of this Cloak is treated as an *Invulnerable Monster*.

Robe of Speed: The wearer of this robe adds +2 to his Speed score.

Robe of the Sagacious Sorcerer: This majestic and unmistakable Robe can only be worn by a Wizard. It is of finest Cathay and Araby silks and satins, with gold threading, scented with cinnamon and frankincense, a whirl of majestic colour and brilliance. The Wizard wearing this Robe gains 1 point of Intelligence, 1 point of Bravery, and 1 point of Speed, and also 1 Fate Point! The Fate Point is not regenerated inbetween adventures, of course. There is only one drawback: other Wizards become somewhat jealous of the Robe wearer and charge an extra 50 gold crowns for each spell they are prepared to teach between adventures (so add 50 gold crowns to the spell costs in the Costs Table on page 37 of the *Advanced Heroquest* rulebook, and in the Magic section of this book).

A character may only wear one Cloak or Robe.

MAGIC TALISMANS

Similar to amulets, talismans are small charms worn around the neck on a thong of leather or a slim silver chain. There are three types of talisman, so roll a D12 to find which type has been found.

MAGIC TALISMANS	
D12	Type of Talisman
1-4	Talisman of Toughness
5-8	Talisman of Wizardry
9-12	Talisman of Fortune

Talisman of Toughness: Wearing this adds 1 point to the wearer's Toughness score.

Talisman of Wizardry: This can only be worn by a Wizard. It has 1D12 charges. Each charge, when used, allows the Wizard to cast one spell he knows without ingredients. When the Talisman has no charges left, it crumbles into dust and is then useless.

Talisman of Fortune: This lucky find grants the wearer 1 Fate Point when it is *first* found (it can't be passed round for everyone to gain a Fate Point!). The wearer is subsequently able to spot traps more easily, and can add +1 to all D12 rolls made for spotting traps (see the *Advanced Heroquest* rulebook, page 33).

No more than one Talisman can be worn at a time. It is not possible for a model to wear a Talisman and a magic Amulet at the same time.



MARK CORROTY

LIGHT WIZARD'S SPELL BOOK

The Advanced Heroquest rulebook provides you with the spells for the College of Bright Wizards. Here we present the spells for the College of Light Wizards. Use this spellbook when you roll up magic items on the Magic Wands and Magic Scrolls tables in this article. You may also want to have one of your Heroes play a Light Wizard. In this case, the costs for learning spells from the Light Wizard's spell book are shown in the table below. The cost for any spell component is the usual 25 Gold Crowns. The ticked boxes indicate the only spells that a Light Wizard knows at the beginning of the game.

SPELL COSTS TABLE	
Spell	Cost
Escape	100 GCs
Restore Life	200 GCs
Regeneration	150 GCs
Remove Venom	100 GCs
Dagger of Banishment	250 GCs
Light of Learning	200 GCs
Sleep of Ages	175 GCs
Banish Fear	100 GCs

POWER OF LIFE

Component: Silver Hand ☒

The Wizard lays the silver hand upon the bare wounds of a fallen comrade, and uses it as a channel to pour out a little of his own life energy. The hand gently glows as the wizard casts the Power of Life spell. By means of it, the Wizard may heal any Wounds lost by any one model, himself included. The Wizard can only cast this spell on a model within his own death zone, and he cannot cast it if there is an enemy model within the death zone as well as a wounded comrade he is healing. This spell cannot restore to life a model which has been slain.

STRENGTH OF LIFE

Component: Powdered bones of a Large Monster ☒

Sprinkling the bone dust on himself or any one other model within his death zone, the Wizard draws on the basic energies of life to infuse strength and vitality into the body. The affected character adds +1 to Strength and gains 1 point of Weapon Skill until the next exploration turn.

ESCAPE

Component: A Lizard's Tail ☐

The Wizard drops the lizard's tail behind him when the Heroes wish to escape from an encounter. A sheet of blinding white light springs up at the point where the tail hits the ground—solid life-essence, which no creature can pass through. The Heroes cannot be pursued, and automatically escape the encounter (if they return, apply the standard rules. See page 18 of the Advanced Heroquest rulebook).

RESTORE LIFE

Component: Fossil Leaf ☐

This spell may only be cast when a combat has finished, before the Wizard does anything else. He crumbles the fossil leaf over the heart and eyes of a comrade who has died in the fight just ended (or been killed by a deadly trap, etc.). As he murmurs the incantation, the dust glows green, and miraculously turns into fragments of fresh green leaf! If the Wizard passes an Intelligence test, the glow of life-essence sinks slowly into the body of the fallen Hero: wounds close, breathing starts again, and after a few moments the eyelids flicker and open. The recently-dead Hero is restored to life at full strength.

CLOAK OF PROTECTION

Component: Cloth of Gold ☒

Placing the cloth of gold on his head, the Wizard pronounces the mystic incantation, and the cloth expands to make a shimmering cloak of golden light which covers him from head to toe. This cloak adds +2 to his Toughness against attacks from Undead creatures and Daemons, and +1 to his Toughness against all other attacks. The magical cloak lasts until the next exploration turn. The Wizard can only affect himself with this spell.

BLINDING LIGHT

Component: A Glass Prism and Grave Dust ☒

The Wizard flings the dust into the air, and it is consumed in a blinding flash by pure life energy which is then focused within the glass prism. Rays shoot out from the prism into the eyes of the Wizard's enemies. All enemy models within the same room or passage as the Wizard suffer a -1 penalty to hit rolls for the rest of the combat (until the next exploration turn).

REGENERATION

Component: Troll Bone Marrow ☐

The Wizard chants some words of power for a few moments over the bone marrow, before handing it to the Hero who is to receive the benefit of the spell. The Hero then completes the spell by eating the bone marrow (or this may be the Wizard himself). Until the end of the next combat, the Hero will recover one lost Wound at the beginning of each GM phase of every combat turn.

REMOVE VENOM

Component: Snake Tooth ☐

The Wizard holds the Snake Tooth between thumb and forefinger and chants for a few moments. Any poison in the room or passage the Wizard is in is sucked into his body through the tooth, and destroyed by the powerful life-energies that empower the Light Wizard's magic. All poison in the room/passage is instantly destroyed, be it part of a trap or hazard, or even Rat Poison or Blade Venom carried by a comrade! If any trap or hazard is discovered in the room and the dice indicate that it features poison, it is rendered completely harmless, and any poisoned weapons function only as normal ones.

DAGGER OF BANISHMENT

Component: Miniature silver dagger ☐

Chanting words of power, the Wizard hurls the tiny dagger at an unliving foe—a single Undead model or daemon within a maximum range of 8 squares. As with all ranged combat, the Wizard must have a clear line of sight to the target. The dagger spins and swirls in the air and expands into a glowing dagger of pure life force! If the dagger hits, the creature is destroyed; there is no need to roll damage dice.

When using this spell against a Daemon, however, the Wizard must pass an Intelligence test in order to destroy the creature. If the test is failed, the dagger hits with a number of damage dice equal to the creature's Toughness score. Greater Daemons are not subject to the instant death effect, but suffer damage dice equal to their Toughness score.

SLEEP OF AGES

Component: A piece of Duck Down ☐

By whispering the incantation of this spell, and waving his hands in a gentle arc, the Wizard lets the feather float to the ground. As he does so, he points to any single model within his line of sight. That model falls to the ground in a deep sleep, and remains asleep permanently until woken.

A sleeping creature can be woken by any comrade which is on an adjacent square, but the waker must spend one full combat turn shaking the sleeper into wakefulness and cannot do anything else at the same time. A sleeping creature can be struck with a +4 bonus to all hit rolls, and the striker adds 2 damage dice and +2 to the roll of each damage dice! The blow(s) then wake the sleeper, if the creature is still alive.

LIGHT OF LEARNING

Component: A lit Lamp ☐

This spell is called upon by a Light Wizard when he wishes to magically see through a closed door. He chants the words of the spell and his eyes are surrounded by a gentle pale light. As the light of the lamp falls upon the door (the wizard is able to see the location beyond—the passage or room beyond the door).

This spell forces the GM immediately to roll up the room type and contents (or passage) if the adventure being played is a randomly generated one. In any event, the Wizard must be given clear details of what can be seen in the room or passage—any monsters, chests, magic circles, and the like. The spell does not allow the Wizard to see anything which wouldn't be discovered by natural powers of sight, such as a concealed pit trap, etc.

BANISH FEAR

Component: The Heart of a Lion ☐

The Wizard holds up the Lion's heart, and as he pronounces the incantation the heart begins to beat again, becoming suffused with pure white light! Every friendly model in the Wizard's death zone when the spell is cast becomes completely immune to fear until the start of the next exploration turn.

Fearsome monsters do not affect those protected by this spell, and nor do spells which cause fear, like the Bright Wizards' Flight spell.

SPACE MARINE STRIKE FORCE



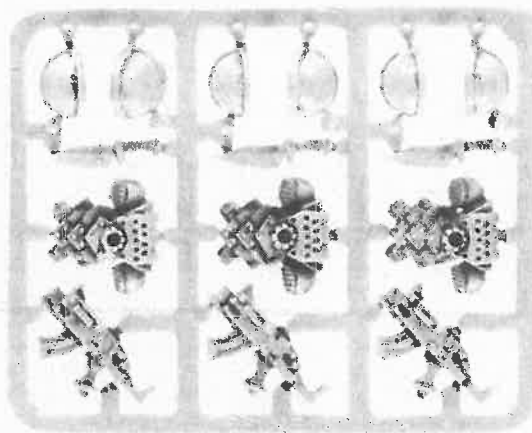
SPACE MARINE 1
RTB15/1



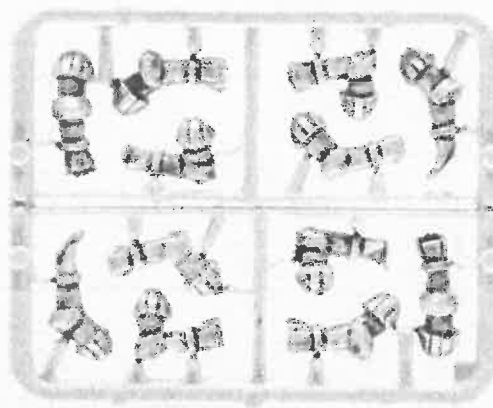
SPACE MARINE 2
RTB15/2



SPACE MARINE 3
RTB15/3



SHOULDER PADS / BACKPACK / BOLTER

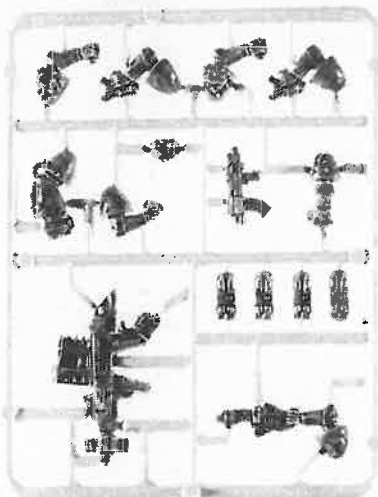


SPACE MARINE ARMS

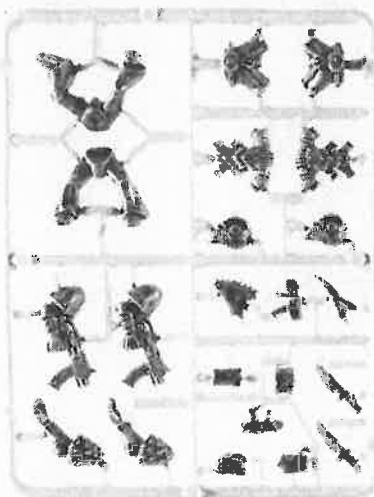
Space Marines are the ultimate warriors of the 41st Millennium and devoted servants of the Emperor. The Space Marines of the Strike Force are equipped with Mark 7 power armour – also known as *Armorum Impetor* or *Eagle Armour*. While some Chapters religiously use only one Mark (or type) of power armour, many will use several different types - even, on occasions mixing them within a squad. The Space Marine Strike Force boxed set contains 15 superbly modelled metal miniatures (3 complete combat squads) with separate plastic arms, backpacks, bolters and shoulder pads.



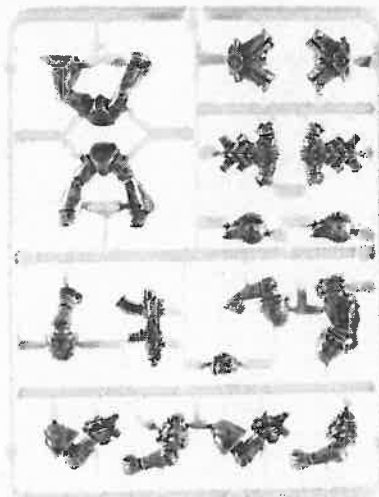
IMPERIAL SPACE MARINES



SPACE MARINE HEAVY WEAPONS
RTB01/A



SPACE MARINE CLOSE COMBAT WEAPONS
RTB01/B



SPACE MARINE BODIES
RTB01/C

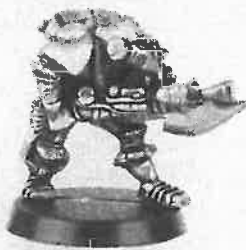
This box set contains 17 sprues of highly detailed hard styrene plastic components, with enough pieces to construct 30 space Marine miniatures equipped with Mark 6 armour. These include heavy weapon operatives with missile launchers and flamers, as well as personality models. Also included are close combat weapons, Knives and blades designed to be attached to bolt guns and 30 plastic bases.



SPACE MARINES



LAS CANNON 1
070121/43



BOLTER 2
070121/39



**BOLT PISTOL AND
CHAIN SWORD**
070121/38



LAS CANNON 2
070121/37



BOLTER 3
070121/44



BOLTER 4
070121/41



BOLTER 5
070121/42



**BIONIC EYE
AND POWER GLOVE**
070121/40



**HAND FLAMER
AND PLASMA GUN**
070121/51



BOLTER 6
070121/49



PLASMA GUN 2
070121/50



BOLTER 7
070121/45



POWER AXE 1
070119/32



**POWER GLOVE
AND BOLT PISTOL**
070119/33



CHAIN SWORD 2
070119/36



**POWER SWORD
AND BOLTER**
070119/31



BOLTER 8
070119/21



POWER GLOVE
070119/20



POWER AXE 2
070119/34



**BIONIC ARM AND
CHAIN SWORD**
070119/35

SPACE MARINES



BOLTER 9
070106/5



BOLTER 10
070106/2



BOLTER 11
070106/10



MELTA GUN
070106/17



BOLTER 12
070106/7



**BOLTER AND
SENSOR**
070106/6



**BIONIC EYES
AND BOLTER**
070106/4



BOLTER 13
070106/3



**SHURIKEN
CATAPULT**
070106/18



SENSOR
070106/19



AUTOGUN
070106/16



NEEDLE GUN
070106/15



PLASMA GUN 3
070106/14



BOLTER 14
070106/8



**2 POWER
GLOVES**
070106/20



**BOLTER AND
FACE MASK**
070106/11



**BIONIC EYE
AND ARM**
070119/27



BOLT PISTOL
070119/28



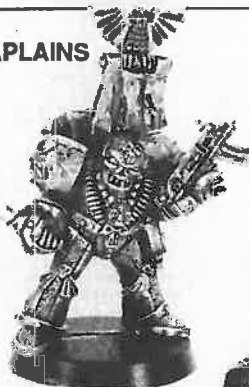
**POWER SWORD
AND SENSOR 1**
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**HAND FLAMER
AND BOLT PISTOL**
070119/19

SPACE MARINES

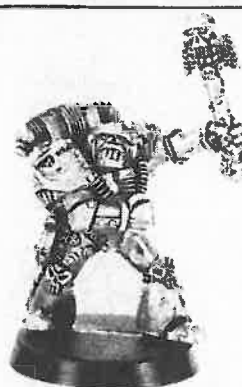
CHAPLAINS



POWER SWORD
070133/60



CROZIUS AND BOLTER
070133/59



CROZIUS
070133/61



CHAINSWORD
070133/57

CHAPLAINS



PLASMA PISTOL
070133/62



COMBI-WEAPON
070133/58

TECHMARINES



TECHMARINE 1
070133/74

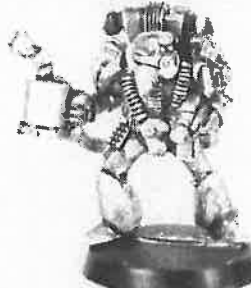


TECHMARINE 2
070133/73

TECHMARINES



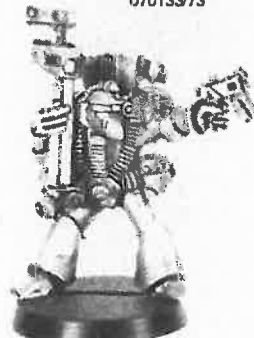
TECHMARINE 3
070133/70



TECHMARINE 4
070133/69



TECHMARINE 5
070133/72



TECHMARINE 6
070133/71

MEDICS



BOLT PISTOL
070133/65



HAND FLAMER
070133/67

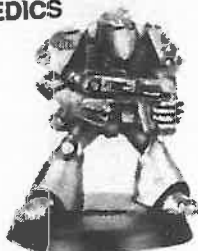


BOLTER 1
070133/64

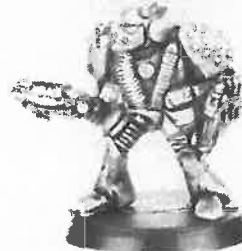


PLASMA PISTOL
070133/66

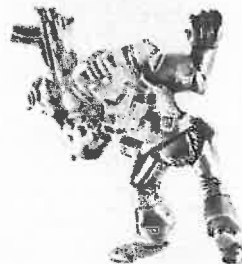
MEDICS



BOLTER 2
070133/63



CARNIFEX
070133/68



WOUNDED 1
070106/12A



WOUNDED 2
070106/12B

SPACE MARINES



**POWER GLOVE
AND BOLTER**
070145/3



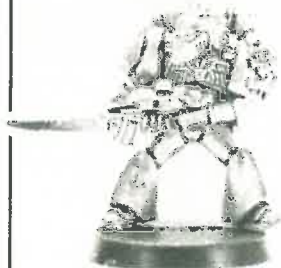
PLASMA GUN 1
070145/18



BOLTER 1
070145/14



**HOODED TABARD
AND POWER SWORD**
070145/17



**TERMINATOR HONOURS
AND BOLTER 1**
070145/6



**TERMINATOR HONOURS
AND POWER GLOVE**
070145/4



**TERMINATOR HONOURS
AND BOLTER 2**
070145/5



CHAIN SWORD 1
070119/22



LIBRARIAN AND TOME
070145/8



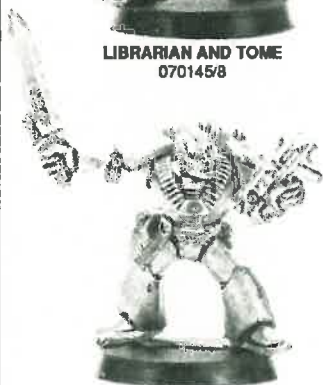
LIBRARIAN AND SCROLL
070145/7



**LIBRARIAN AND 2 HANDED
FORCE SWORD**
070145/9



**BIONIC EYE
AND BOLT PISTOL**
070119/25



CAPTAIN
070145/10



LIEUTENANT COMMANDER
070145/11



LIEUTENANT
070145/12



FLAMER
070119/24



**POWER SWORD
AND BOLT PISTOL**
070119/23



POWER SWORD
070119/26



**CHAIN SWORD
AND BOLTER**
070119/29

SPACE FLEET



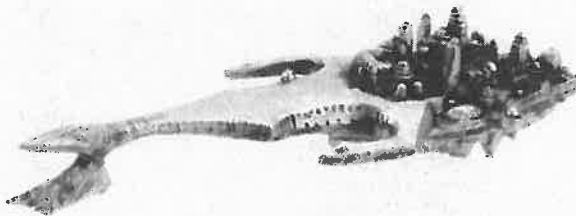
EMPEROR CAPITAL SHIP



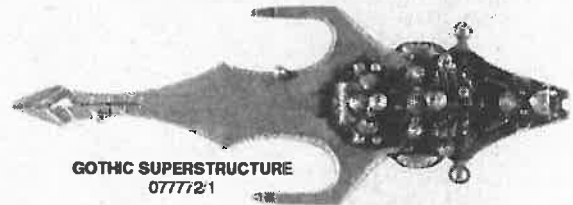
EMPEROR SUPERSTRUCTURE
077733/1



EMPEROR ENGINES
077733/2



GOTHIC BATTLESHIP



GOTHIC SUPERSTRUCTURE
077721



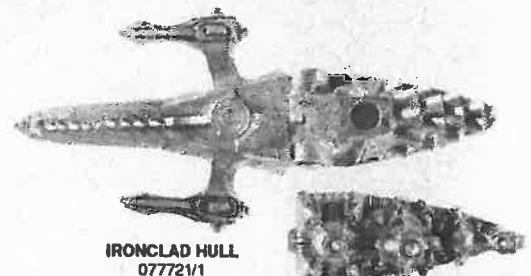
GOTHIC RAM
077721/3



GOTHIC ENGINES
077721/2



IRONCLAD BATTLESHIP



IRONCLAD HULL
077721/1



IRONCLAD SUPERSTRUCTURE
077721/1



FIRESTORM CRUISER
077719/1



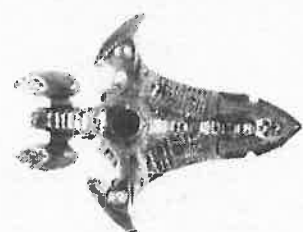
COBRA DESTROYER
077706/1



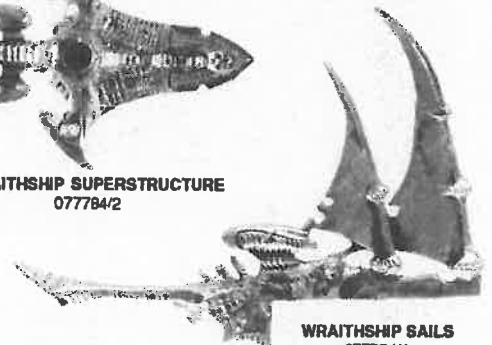
CASTELLAN SHIELD SHIP
077758/1



ELDAR WRAITHSHIP



WRAITHSHIP SUPERSTRUCTURE
077784/2

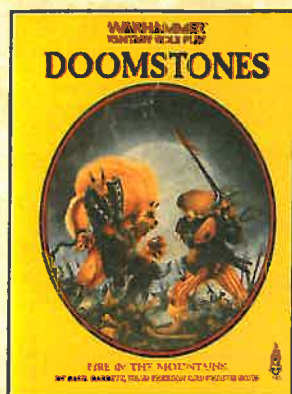


WRAITHSHIP SAILS
077784/1

FLAME WARHAMMER FANTASY ROLE PLAY

Warhammer Fantasy Roleplay is a roleplay adventure game in the unique fantasy setting of the Old World. The Old World stretches from the twisted northern Chaos Wastes to the pirate coast of south Tiltia; from the Elf-haunted Laurelorn Forest to the cities of The Empire; lands packed with intrigue, danger and adventure. You play a wizard, pit fighter, mercenary, outlaw – any of over 100 character types – skilled in the arts of battle and sorcery, an adventurer in the perilous and Chaos-infested Warhammer world, opposed by Orcs, Goblins, Skaven, Undead creatures of the night and dozens of other monstrous enemies (all available as Citadel Miniatures). Warhammer Fantasy Roleplay provides an unmatched depth of background and atmosphere, with a fast, detailed and flexible game system, exciting combat and powerful magic.

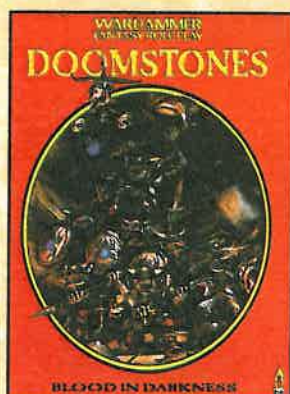
FLAME publish an ever-growing range of adventure books, rules expansions and source packs for Warhammer Fantasy Roleplay. From exploration in the underground depths of ruined Dwarf halls to battles against armies of Skeletons; from intrigue in the twisting streets of Marienburg to dark sorcery in mountain fortresses; from advanced game rules to new spells and magical artefacts.



DOOMSTONES

FIRE IN THE MOUNTAINS
The Yetzin Valley stands at the southern end of a vital pass over the Vault Mountains. A hundred years ago, the valley was conquered by the Orcs of the Bloodaxe Alliance – theirs, however, was a brief and bloody reign, and is now all but forgotten. A chance discovery in the mountains puts the adventurers on the trail of the Alliance, retracing the last journey of the warrior-priest Torgoch. His path leads the adventurers towards the fabled Crystal of Fire.

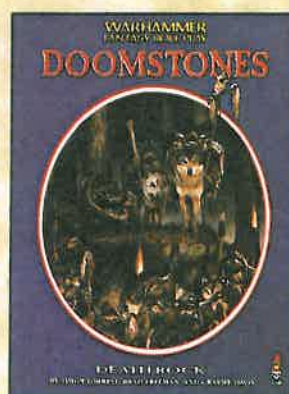
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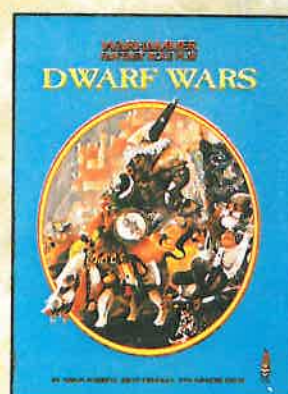
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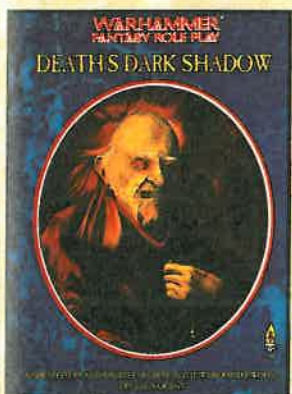
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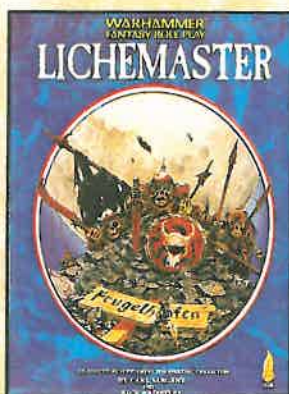
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IN THE WORKS

As well as the books we've already published, we're working on a range of new Warhammer Fantasy Roleplay supplements and adventures.

We'll be announcing these in White Dwarf as soon as they're available, but for now here's an outline of a couple of our ideas.

We're working on a book based on Jack Yeovil's Warhammer novel, *Drachenfels*, with the castle of the Great Enchanter as a location for Warhammer Fantasy Roleplay adventures. This should include large-scale maps of the castle, with rules for the castle's own magical abilities and plenty of castle-based encounters.

Over recent months, adventure locations from the city-port of Marienburg have been appearing in White Dwarf. As well as the published material, we're building up a large stock of unpublished locations, including details of many places that have only been referred to in White Dwarf. These include locations and NPCs such as graveyards, criminal gangs, the Thieves' Guild, pit fighters, docks, boneyards... Eventually, we'll gather this material together into a Marienburg city adventure pack.

WHITE DWARF

We also produce regular Warhammer Fantasy Roleplay articles for White Dwarf and there's plenty more planned for future issues.

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