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is for.

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For both articles and artwork, please allow at least
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WHITE DWARF

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with some examples of the new colour schemes we've been working out as part of a
massive project covering the organisation and imagery of the main Marine chapters.
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ORK PAINBOYZ - Bryan Ansell and Nigel Stillman

Painboyz are Ork surgeons, easily recognised by their blood-stained aprons and belts
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take an in-depth look at these Oddboyz and the bionik bitz of which they are so proud

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Bryan Ansell



Paul Bonner



Rick Priestley



Adrian Smith



Nigel Stillman



Kevin Walker

GAMES WORKSHOP™

This month we travel north to take a look at the Games Workshop stores in Manchester, Preston and Liverpool. Like all Games Workshop stores, they have a busy programme of gaming sessions and special events, so drop in to your nearest store and take a look at what's going on.

MANCHESTER

Struggle on the Deathworld

Saturday 1st September: The Emperor's loyal troops must drive out the heavily entrenched traitors from the planet in this massive Space Marine participation game. If you'd like to play bring along 2,000 points of Imperial vehicles and troops.

Assault on the Temple of the Genestealers

Saturday 8th September: A Warhammer 40,000 participation game. Bring along 2 squads of Eldar Aspect Warriors and do battle against the Genestealer hordes.

Warhammer Fantasy Battle Buildings Demonstration

Saturday 22nd September: Karl will be demonstrating how to make some impressive buildings for your WFB gaming table.

Painting Demonstration by Dale Hurst

Saturday 25th August: See 'Eavy Metal Tour box for details



Karl Hulme

Karl is a keen Warhammer 40,000 and Warhammer battle player currently fielding Space Marine and Undead armies. He is also a keen miniature painter and terrain builder and is only too happy to give you the benefit of his years of experience.

Michaela James

Michaela is a Warhammer 40,000 player but will be happy to play you at any Games Workshop game. She also claims to be the original Blood Bowl Cheerleader!



Azshanel Gulzar

'Pasha' is a keen gamer and miniature painter and is especially keen on Blood Bowl where he fields an Elf team.



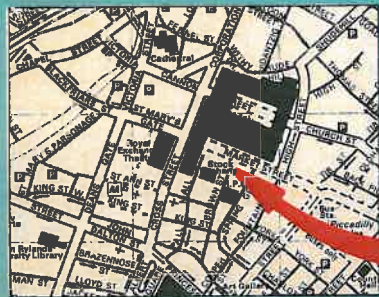
Michael Prescott

Mike is an expert Warhammer 40,000 player and will be happy to give you any advice or challenge you to a game.



Philip Pearson

Phil is a Golden Demon winner and has been painting miniatures for over 9 years. He's also a keen Warhammer Battle player fielding a Goblinoid army.



GAMES WORKSHOP MANCHESTER

UNIT 1, BROWN STREET,
MANCHESTER, M4 3AB
CONTACT: KARL

TEL: 061 832 6863

PRESTON

Quest for the Casket of Morr

Saturday 8th September: Your hero has to battle through a ravaged graveyard in a race against time in this Advanced Heroquest participation game. Contact Spencer for further details.

Warhammer Fantasy Roleplay Treasure Hunt

Saturday 22nd September: A great participation game on full terrain and with 'real' treasure. If you would like to play register at the shop.

Warhammer 40,000 Vehicle Conversion Competition

Saturday 29th September: Any plastic vehicle, any amount of conversion. All vehicles must be painted and in by the 28th. Judging will take place on the 29th. Just pick up an entry form from the shop.

Painting Demonstration by Mike McVey

Saturday September 22nd: See 'Eavy Metal Tour box for details



Spencer Clark

Spencer is a keen Warhammer 40,000 and Space Marine gamer and fields an Eldar army in both games. If you need any advice about gaming or painting miniatures for these games Spencer will be glad to help.



Phil Tierney

Phil is an expert Warhammer Fantasy Battle gamer using an Orc and a Bretonian army. Orcs are Phil's real passion and will gladly give you any tuition on the fine art of Stunty bashing.



GAMES WORKSHOP PRESTON

15 MILLER ARCADE,
PRESTON, PR1 2QA
CONTACT: SPENCER

TEL: 0772 821855



LIVERPOOL

Mega Bowl Knock Out

Saturday 1st September: A massive Blood Bowl Knock Out participation competition. Register your painted teams at the shop before the day.

The Keys of Power

Saturday 8th September: Take your Advanced Heroquest hero on a quest for the three Keys of Power in a game that will test your intelligence as well as your brawn. Register before the day if you'd like to play.

RETAIL SPOTLIGHT

Epic Knight Tournament

Saturday 22nd September: Notice to all Knights - Test your honour and skill in the fighting arena of House Birkett. Houses are invited to joust before the visiting system Governor, Lucius van Deth and party. Full house colours are to be displayed. Register your machines with Birkett house wardens Bill and Neil.

Painting Demonstration by Mike McVey and Dale Hurst

Saturday September 1st: See 'Eavy Metal Tour box for details.



STEVE



ROGER



BILL



TONY

Steve McFarlane

Steve is a Space Hulk and Advanced Heroquest fanatic and is always designing new exciting missions and adventures for the shop.

Roger Maher

Roger is a Space Marine expert and his loyal Imperial forces will be glad to take on any traitors who defy the Emperor's will.

Bill Hannah

Bill is Liverpool's miniature painting and Warhammer Fantasy Battle expert, currently expanding his stunning Chaos Warband.

Tony Lavender

Tony is a keen Warhammer Fantasy Roleplay gamer and will be happy to help you prepare for your adventures in the Old World.



GAMES WORKSHOP LIVERPOOL

23 BOLD STREET,
LIVERPOOL, L1 4DJ
CONTACT: STEVE

TEL: 051 708 6087

'EAVY METAL TOUR MINIATURE PAINTING DEMONSTRATIONS

Mike McVey and Dale Hurst will be visiting the Liverpool, Preston and Manchester stores during August and September to demonstrate their talents as featured in every month's 'Eavy Metal pages. They'll be showing you how to paint some of the new releases from Citadel Miniatures and giving you advice on all aspects of miniature painting and converting.



If you want some help with your models, bring them along on the day and the lads will give you some hints and tips on ways of improving your results, whatever your standard.

RETAIL STORES

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

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MERRY HILL CENTRE,
BRIERLEY HILL, DUDLEY
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NG1 3DU
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136 HIGH ST, EDINBURGH
CONTACT: MARK
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TEL: 041 226 3762

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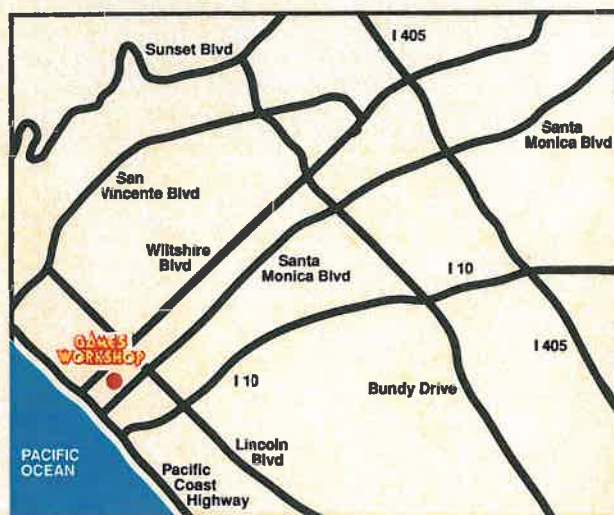
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313 SANTA MONICA BLVD
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NOW OPEN



Our newest US Games Workshop store, and our first on the West Coast, is now open. Come along for all the latest releases from Games Workshop and Citadel Miniatures, and see what's happening at the store.

Opening Hours: not finalized as we went to press – please call for more information.

FORTHCOMING EVENTS

Here's a provisional schedule of events for October and November – call the store for full details of how you can join in and up-to-the-minute news of all the other events we're planning.

OCTOBER

Sat 13th	Epic Space Marine
Sat 20th	Warhammer Fantasy Battle
Sat 27th	Space Hulk

NOVEMBER

Sat 3rd	Warhammer 40,000
Sat 10th	Warhammer Fantasy Battle
Sat 17th	Epic Space Marine



GAMES WORKSHOP™

RETAIL STORE NEWS

SEPTEMBER EVENTS

At every Games Workshop store you'll find a huge number of things going on, including evening Games Clubs, gaming demonstrations, participation games, painting and modelling workshops, special challenge matches, auctions, and the National Gaming Leagues.

On these news pages we've only got enough room for a few of this month's special events, so make sure you check with your local store for full details. If you can't get in to the store to check the noticeboard regularly, phone up and ask what's happening over the coming weeks to make sure you don't miss out on anything.

WARHAMMER CLUBS

We're in the process of setting up a network of Warhammer Clubs throughout the country for players of all Games Workshop games.

If you'd like to join your local club or even help us run one (especially if you know of a venue), contact your local Games Workshop store – they'll give you all the details.



EDINBURGH

Saturday 1st September – Epic Bring'n'Battle

Each player is allowed a maximum of 5,000 points. League rules apply and this will be a good way to earn some extra League points.

Thursday 6th September – Stop the Baneblade!

Can your Warhammer 40,000 Ork or Eldar squads stop this mega tank. If you think so, then bring along a painted squad of Eldar or Orks and give it a try.

Saturday 8th September – Blood Bowl Challenge

Have a go at trying to beat Marc's unstoppable Human Blood Bowl team. League points for all participants.

Thursday 13th September – Games Day Warm-Up

All League players are invited to a pre-Games Day warm-up. All the League games will be played and you can receive expert tuition from staff members. Marc will be discussing tactics for Space Hulk, Blood Bowl and Warhammer Fantasy Battle. Come along and learn some good tips to topple your opponents.

Saturday 15th September – The Return of the Son of Uz-Grodd'Ulk

Although it's Games Day, there's a special in-store Warhammer 40,000 game run by Neil for those who can't make it to Derby. Following the success of the previous game, Da Boyz is back wiv a vengeance, so any weedy Space Marines wot wants to get dere own back after dere defeat last time is welcom to try. But be warned – weez green and weez BAAAD! Starts 2pm.

Saturday 22nd September – Rescue the Commissar

An Imperial Commissar and his retinue have been taken hostage by a group of space pirates; now their ship has been found badly damaged and floating in space. Your Imperial Guard squad are the nearest to the ship – you've been sent to investigate and return the Commissar to the Imperial outpost. This Warhammer 40,000 game will be played on a huge 3D setup and all miniatures will be provided.

Sunday Opening

Remember, Games Workshop Edinburgh is open for trading and gaming every Sunday, 11am to 5pm, so come down.

NEWCASTLE

Saturday 22nd September – Citadel Chariot Racing

Bring your own favourite painted Citadel Miniatures chariot, be it Orcish, Elven or whatever, to Games Workshop Newcastle's very own Hippodrome and try it out in an exciting chariot race. Lawrence is running this event, so if you want further details, contact him. The first race will be under starter's orders at 1pm. As an added bonus, there'll be a prize for the best-painted chariot on the day.

Saturday 29th September – Warhammer 40,000 Beginners' Class

Dave Fraser is holding a Warhammer 40,000 workshop comprising a seminar on basic rules and a participation game for absolute beginners. If you have any rules problems or want to get some hands-on experience of the game, come along. The class will be held twice during the day, 10.30am and at 2.30pm, so there'll be room for everybody to join in. Contact Dave for further details.

NOTTINGHAM

Saturday 25th August – Regional League Finals

The Regional League Finals in Blood Bowl and Warhammer Fantasy Battle. Come along and see the best that Yorkshire and Nottingham has to offer.

Saturday 1st September – Advanced Heroquest

Ranek's Domain: pit your characters against the demanding dungeon of the evil warlock, Ranek. Solve his tortuous maze and defeat the warlock himself in this Advanced Heroquest participation game.

Saturday 8th September – League Challenge

Challenge the League leaders – your chance to prove your worth against Nottingham's best.

Saturday 22nd September – Mastermind

Put yourself on the hot spot and answer questions on your favourite Games Workshop game as well as general questions on the whole range.

DUDLEY

Chaos Warbands

After the success of the last campaign, Stuart and Gary will be running Chaos Warbands II – contact either of them at the store for more details.

Saturday 8th September – Blood Bowl Challenge

The staff challenge the entire Blood Bowl League to a marathon game of Megabowl for League points – this should be an event that's worth watching!

SOUTHAMPTON

September is Warhammer 40,000 month – special events include:

Warhammer 40,000 Participation Games Every Saturday

We'll be running these games for any army of any size, but you'll have to register in advance so that we can make sure there's a suitable opponent.

Army Lists

Come in to the store and we'll help you work out a Warhammer 40,000 army that suits the sort of battles you want to fight.

Renegade Warbands Campaign

Chaos Warbands in the 41st Millennium – we're trying out some new rules here and we'd like as many participants as possible to help test them.

Sunday 30th September – Brighton Challenge

At the Sunday Warhammer Club on the 30th, some madmen from Brighton are going to try to beat our Chaos Warbands in a Konrad-style battle defending against the horrors in a small village. More details from the store.

TORQUAY

Epic Vehicle Painting Competition

We're holding an Epic painting competition for vehicles only – all entries to be in by the end of September.

Genestealer Conversions

Throughout the month we're going to be holding conversion workshops based around the plastic Genestealers. Come in and see how you can make your Stealers look even more menacing – it's simple and fun, so don't worry if you haven't done any modelling before.

Miniature Painting Clinic

We're still running our regular miniature painting clinics, giving you advice on how to paint up your armies quickly and attractively. More details at the store.

DERBY

Saturday 1st September – Space Marine Demo

Can the forces of the Imperium triumph over the massed might of the armies of Horus? Come along on the 1st and find out.

Saturday 8th September – Subterranean Space Hulk

A day of Space Hulk battles using the new Genestealer psychic combat system and featuring some special rules such as Techmarines.

Saturday 22nd September – Warhammer 40,000 Bring'n'Battle

Bring along a 500 point Warhammer 40,000 force and take part in this battle on the desert planet of Arxade. There'll be a prize for the best painted units.

Saturday 29th September – Blood Bowl

Winner-stays-on Speed Bowl games with a prize for the best painted team.

GAMES WORKSHOP US WASHINGTON/BALTIMORE

Painting clinics are held regularly: Wednesday evenings from 5.30pm to 9pm and Saturdays from 10am until 5pm with a special clinic on the last Saturday of each month. We're concentrating on flesh tones and eyes on September 29th and simple conversions on October 27th.

Introductory games sessions are also a regular feature at the store and customers who have never played the game can join in and learn from an experienced player. These sessions are open to everyone and run from 5pm to 8.30pm – we provide the miniatures, teams etc. Dates for introductory games are:

Warhammer Fantasy Battle	Tuesday September 4th Tuesday October 9th
Warhammer 40,000	Thursday September 6th Thursday October 11th
Space Marine	Tuesday September 11th Tuesday October 16th
Space Hulk	Thursday September 13th Tuesday October 23rd
Blood Bowl	Tuesday September 18th Tuesday October 16th
Dark Future	Tuesday October 25th

Demonstration/participation games currently planned include:

The 100 Day Siege of Castle Laurel

This Warhammer Fantasy Battle Bring'n'Battle will last for months, with gamers invited to bring their units (not to exceed 500 points) and join in the melee. The Army of the Empire is at sea and the Ork King Irongut Faceclasher has taken advantage of the shortage of Imperial troops to plan the siege of Lord Olstein Laurel's castle and surrounding lands. Irongut is bent on crushing the Humans and cutting into the heart of the Empire – which side will you choose?

Big Trouble on Little Tornog

An Epic scale confrontation between all races for control of the planet Tornog, high in resources both mineral and biological – an absolute treasure trove for the winner (or winners). Unit level entry, so start looking for those alliances.

These games will take place on Sundays but you're welcome to schedule small-scale melees throughout the week between 5pm and 9pm. Just give your name to any of the staff and we'll reserve the store table for you.



FAIRFAX

September 29th-30th – Epic Weekend

5,000 points of Titans, infantry and vehicles on the 29th. We'll be running Traitor forces throughout the day. Epic painting clinic all day on the 30th.

October 6th-7th – Blood Bowl

An entire weekend of making and painting Blood Bowl teams. Advice on rules, painting schemes, strategies etc.

October 13th-14th – Warhammer 40,000

Marine vs Marine games for League points. Special Terminator painting clinic for both Traitor and Loyalists.

October 20th-21st – Traitors Everywhere!

Warhammer 40,000 and Space Marine Traitor forces all weekend. Traitors will be commanded by the staff. Come and challenge the Traitors for League points.

October 27th-28th – Chaos Warbands

Warhammer Fantasy Battle Bring'n'Battle with starting Chaos Warbands.

Wednesday October 31st – Open until 12 midnight

Special Halloween mega Chaos Warband battle. Plus special prize for the customer best dressed in Chaotic splendour.

MARYLAND

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Bring in a painted regiment to take part in the battle at Bree's Ford. Beginner players welcome. Begins at 3pm.

Saturday September 22nd – Warhammer Fantasy Battle

Bring'n'Battle on the Plains of Aldorf – all players welcome. Begins at 12 noon.

Wednesday September 26th – Warhammer 40,000

Bring a squad to take part in city combat during the Horus Heresy. Begins at 3pm.

Saturday September 29th – Warhammer 40,000

Command a squad of Eldar, Orks or Imperial forces in a winner-takes-all battle. Begins at 12 noon.

Plus Painting Clinic – bring in your miniatures and paints for hints, tips and advice from Sean and Frank. Begins at 1pm.

Wednesday October 3rd – Space Hulk Competition

Test your Space Hulk skills in a knockout competition. Begins at 3pm – get here early to sign up.

Saturday October 6th – Space Hulk Competition

Three-way Space Hulk combat on the hulk *Eternal Sin*. Games begin at 12 noon and will run all day – sign up early.

Wednesday October 10th – Dark Future

Learn how to play the game of highway warriors. Games begin at 3pm.

Saturday October 13th – Dark Future Circuit Racing

Dark Future knockout competition begins at 12 noon.

Wednesday October 24th – Blood Bowl demonstration

Come in to learn how to play or just to hone your skills. Games begin at 3pm.

Saturday October 27th – Megabowl

Four mega Blood Bowl games – the four winners will face off in the Super Megabowl to determine the best of the best. Games begin at 12 noon.

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Descend into the crypts to destroy the Lichmaster and recover his treasure. Begins at 3pm – sign up early.

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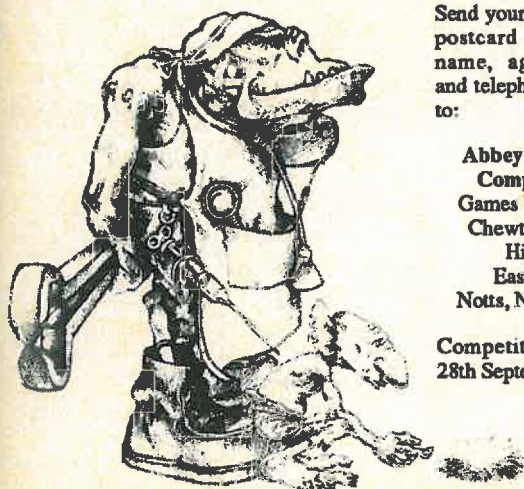
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Send your entries on a postcard with your name, age, address and telephone number to:

Abbey National
 Competition
 Games Workshop
 Chewton Street
 Hilltop
 Eastwood
 Notts, NG16 3HY

Competition closes
 28th September 1990.



Abbey National Personal Organiser and Ripper Wallet

Match the clan descriptions (A-F) to the clan icons (1-6):

- A Biggest an' ugliest Orkses, loadsa Stormboyz an' Nobz. Dey fights 'and-to-'and. None of dis sissy-stuff, 'anging back 'an sneakin' like grotty Gretchin and snivlin' Snotlings.
- B Da best looters in da 'ooivers, dese is thievin' blighters wiv loadsa runts and grots runnin' about nikkin' stuff.
- C First dey lets da snake bite 'em, den dey bites da head of da snake; say it makes an Ork of ya. Dey is always lookin' fer sumfink. Dese are da Boyz who likes to hop on space hulks and go places and die inna warp.
- D Da stinkin' 'ooman lackeys. Sum Orkses will do anyfink fer teef. Nufink wrong wiv dat, but hob-nobbin' wiv 'oomans, dat's difrant.
- E Da richboyz. Dey grow teef a lot faster den da uvver clanz, so dey is richer den wot da uvver clanz iz, see? Loadsa teef-snachin' Gretchin 'angin' around 'em all da time. Loadsa slaves an' all. Dey 'ave to spend it all on gear to fight da uvver clanz wot wants to redistribute da welf.
- F Da meanest an' kooolest Orkses, dese 'as loadsa Mekboyz an' jalopies.



1 – EVIL SUNZ



2 – SNAKE-BITES



3 – GOFFS



4 – BAD MOONS



5 – BLOOD-AXES



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

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RETAIL MANAGERS

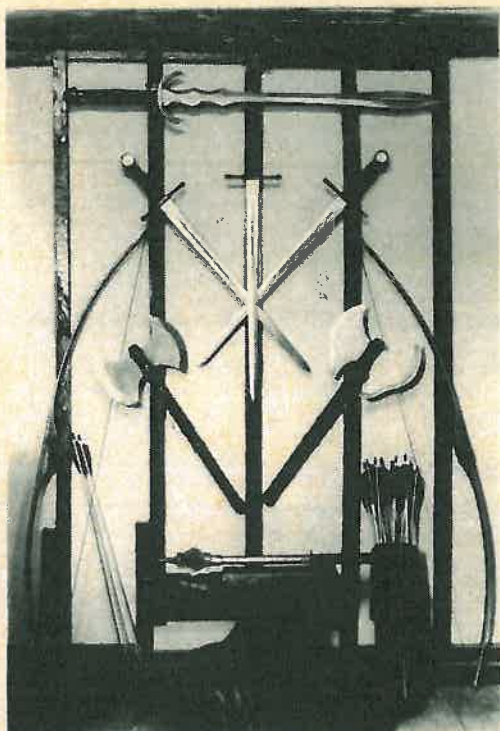
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Photograph by S. Wass



Raven Armoury

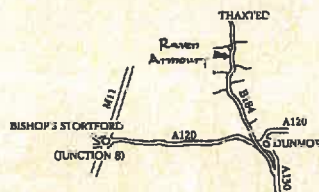


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WARHAMMER 40,000™

Space Marine Armour described by Rick Priestley

Most humans who have any contact with Space Marines will know and recognise the most common types of Space Marine armour quite readily. However, there are other older types which remain in service to this day and which are very different in their design. Some Space Marine Chapters use only a single type of armour while others make use of several different types.

Many of the older variants have special associations for particular Chapters and may be worn by ceremonial guards or by elite units for example. Other Space Marine Chapters are less formal in their use of armour, mixing various types into their fighting units with little or no regard for conformity. The degree of uniformity within a Space Marine Chapter varies a great deal from Chapter to Chapter and is often determined by historical precedent or tradition.

The initial evolution of Space Marines and their armour occurred during the long period of Earth's isolation that preceded the rise of the Imperium and which later became known as the Age of Strife.

The Age of Strife lasted from approximately the 26th millennium to the beginning of 31st (ie roughly from 25000 AD to 30000 AD - further references to dates are given in terms of millennia). During these five thousand years the ancient pan-galactic human civilisation of the

past broke down and was replaced by many thousands of local civilisations based around either a single solar system or, occasionally, a small cluster of nearby stars. The reason this happened is that warp travel (the means by which spacecraft travel throughout the galaxy) became dangerous and eventually impossible due to colossal disturbances in the fabric of the warp. These disturbances, known as warp storms, were caused by the growth of the Chaos Power Slaanesh - a thorough discussion of which appears in WD127 along with a description of the Fall of the Eldar.

During the Age of Strife Earth and the other planets of the Terran solar system were unable to communicate with other human worlds, but maintained contact with each other. For much of this period the government of Earth held sway over the entire system, at other times Mars and the Moon were dominant.

For much of the time the different worlds found themselves at war. During the 28th millennium Earth government broke down completely and the planet divided into dozens of inter-warring nations. After two and a half thousand years of continuous warfare little remained of the once sophisticated civilisation of the past. The planet had become a battleground fought over by techno-barbarian warlords and their warrior hordes. This was a dark time for the people of Earth: a time dominated by brutal rulers like Kalagann of Ursh, Cardinal Tang, and the most infamous of all, the half-mad half-genius Nanthan Dume Tyrant of the Panpacific Empire. It was against this background of techno-barbaric warfare that the first Space Marines were created and the first Space Marine Armour type developed.

FORMATIVE MARINE ARMOUR

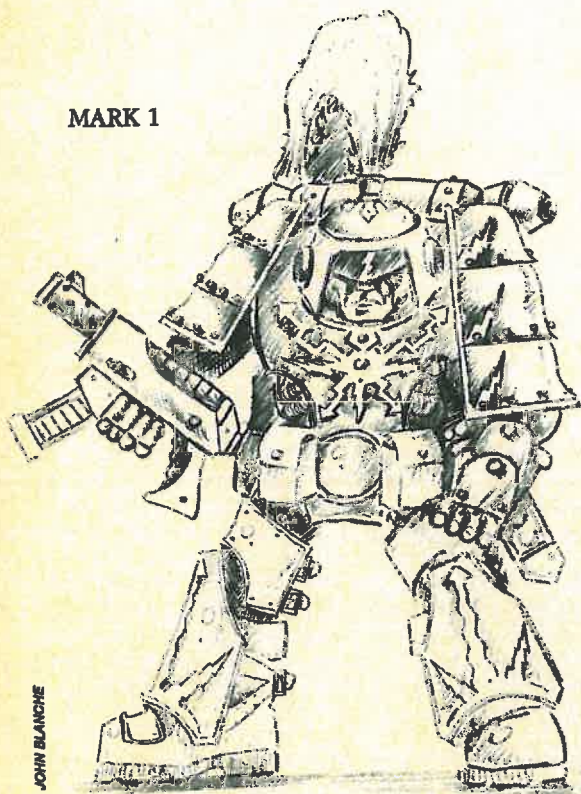
This first type of armour is now often referred to as 'Mark 1'. In fact this is the sort of armour worn by the techno-barbarian warriors that dominated the Earth. When the Emperor began his conquest of the planet his retinue was equipped and armed in the same way as the troops of other warlords. The first Space Marines formed part of that retinue and were equipped with the same sort of armour as other warriors of the time.

The thunder-bolt and lightning emblem on the breastplate of this suit was the personal badge of the Emperor in those days, predating the Imperial eagle which only became the symbol of the Imperium much later. This emblem gives the suit its other common name - Thunder Armour.



ADRIAN SMITH

MARK 1



This is not really a single enclosing suit and offers no atmospheric protection or life-support facilities - all of these being unnecessary while fighting was restricted to Earth. The helmet and the top plume are fairly typical, but these early suits were manufactured on an entirely local basis and their exact designs were often a matter of personal taste. The main part of the armour is the massive powered torso which encloses the chest and arms. Beneath the armoured chest plate coiled energy cables transmit power into the arms, effectively multiplying the wearer's fighting abilities three or four times over. During this period most fighting consisted of close combat, warriors preferring to grapple with each other rather than use long range weapons - the power of a warrior's chest and arms was therefore of paramount importance.

The warrior's legs are not power armoured at all but enclosed in tough padded breeches. In the example shown the warrior wears armoured greaves and armoured boots. These were not standard by any means, but were worn by many of the better equipped warriors and were common amongst the early Space Marines. The warrior wears a backpack which provides his suit with power - most of its bulk is taken up by a cooling mechanism meant to prevent the power unit from overheating.

Warriors equipped in this way fought during all the Emperor's wars on Earth, and also on the Moon and Mars which have Earth-type atmospheres. Mark 1 armour is unlikely to be seen on the 41st millennium battlefield but ceremonial units are sometimes equipped in this way.

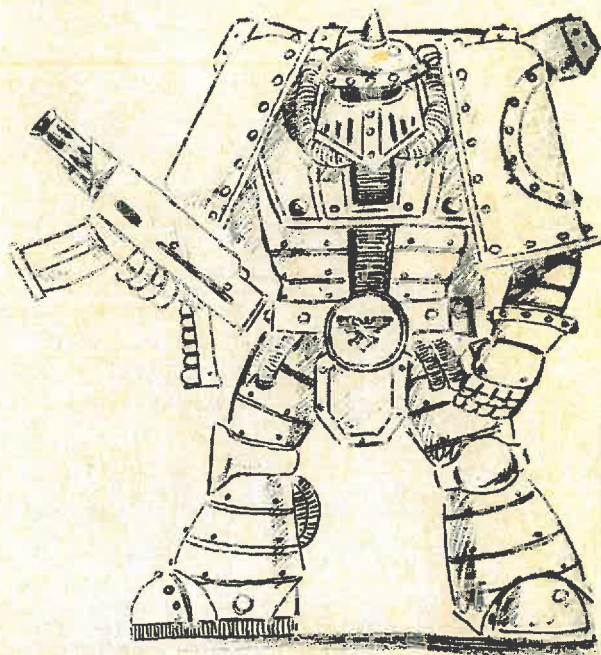
MARK 2

Once the Terran system was secure and the process of rebuilding firmly in hand, the galactic conquest could begin. Even before the warp storms and the Age of Strife ended, the Emperor started to make provisions for his Great Crusade. Part of these plans included the re-equipping of the Space Marine armies with a far more sophisticated fighting suit.

With its advanced technology the newly conquered planet of Mars became the centre for munitions development. New types of armour were produced in great numbers in the Martian factories under the direction of the Adeptus Mechanicus, the ruling class of Tech-priests installed to administrate its affairs on behalf of the Emperor. This enabled the entire Space Marine Corps to be re-equipped.

The new type of armour was the Crusade Suit, which became soon known as Mark 2 armour while the old style became Mark 1 retrospectively. The armour is totally enclosed and life-sustaining, and so suitable for fighting on alien worlds as well as in deep space. It is arranged into articulated hoop-shaped plates for ease of movement and these now cover the legs as well as the chest. The additional energy cabling required to operate the leg armour can be seen in the example illustration while the chest coils are enclosed by armoured plates. The old armour had deliberately placed these coils on the outside to help keep the armour cool, but more efficient coolers in the Mark 2 did away with this necessity.

MARK 2



MARK 3

The Mark 3 armour variant dates from the inner-galactic wars between the Emperor's forces and the inhabitants of worlds close to the galactic core, which included many of the Squat Homeworlds, not all of which were entirely pleased to find themselves the object of galactic reconquest. Mark 3 armour was never intended to replace Mark 2, but to provide an optional heavy armour type suitable for fighting on board spacecraft and in tunnel complexes. High casualties suffered during early battles had shown the need for such armour. Mark 3 therefore placed considerable emphasis on frontal protection, while the rear armoured plates were lightened to compensate. This armour was reckoned ideal where cover was minimal and combat was a matter of frontal assault.

The suit itself is a highly modified Mark 2 with the addition of fixed armour plates to the body and limbs and a new heavy armoured helmet. The sloping plates of this helmet were intended to deflect shot to the left and right, and was to inspire the Mark 4 and 6 helmet designs. No Space Marine forces were ever equipped solely with this mark although many modern Chapters still use Mark 3 armour for boarding actions and tunnel fighting.

While a successful solution to a specific need, Mark 3 armour is too clumsy and uncomfortable for everyday use. As the most visually brutal of all Marine armour, it is sometimes used as a basic uniform for ceremonial guards. Mark 3 armour is sometimes called the Iron Suit or *Armorum Ferrum* in recognition of its great strength.



JOHN SIBBICK

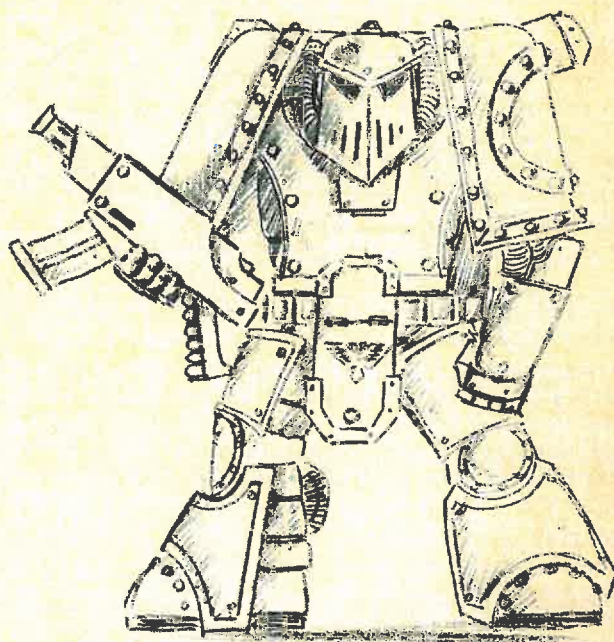
The back pack retains the old shape but is now much more efficient and contains all the extra equipment needed to maintain life-support, air recycling, fluid recovery, and the various automatic medical functions which have remained common to Space Marine armour ever since.

The helmet is now fitted with automatic sensory devices developed in the Martian workshops. These consist of exterior sensors which gather visual and audio stimuli from the immediate environment - effectively functioning as eyes and ears. The information gathered in this way is processed by a computer brain and then transmitted directly into the wearer's mind by a neural connector. The practical result for the wearer is that he appears to see and hear quite normally, but he can also see infra-red and ultra-violet light, and hear a wider range of sound frequencies. The wearer is also able to selectively enhance a visual image or sound should he wish.

If exposed to blinding lights or deafening noises, the computer processor acts as a safety valve and dampens down the stimuli preventing damage to the Space Marine.

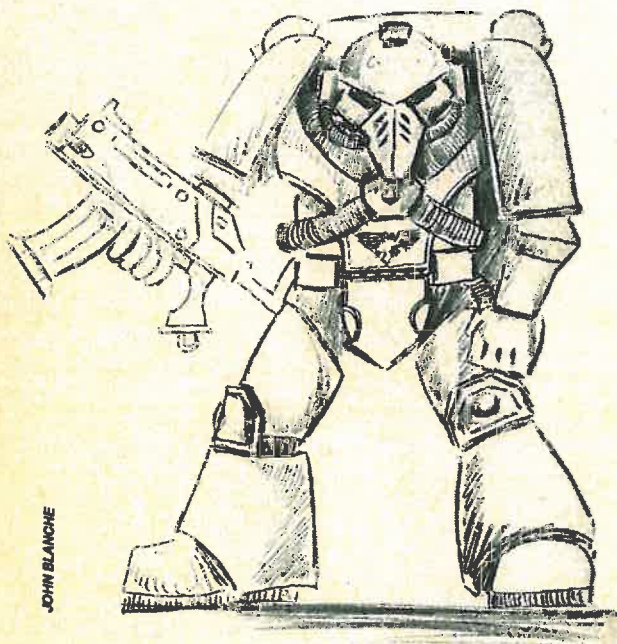
This sort of armour was used throughout the Great Crusade. Many maintain that it is the most efficient of all Space Marine armours, although its overlapping plates are notoriously difficult to repair. Actual examples of this armour, much repaired and carefully maintained, are still used in small numbers by many Space Marine Chapters.

MARK 3



JOHN BLANCHE

MARK 4



MARK 4

The Great Crusade lasted for approximately 200 years at the end of which came a period of political consolidation. The Space Marines were now scattered far and wide throughout the galaxy, many serving as garrisons rather than as campaigning armies, and their size was scaled down to reflect this new role. Much of the equipment of the past was rapidly wearing out, including the old Mark 2 and 3 armour suits produced on Mars. While some Marine Chapters chose to continue local production and maintenance, the Martian factory hives of the Adeptus Mechanicus set about producing a new variant. This was to be the Mark 4 or Imperial Maximus Suit.

The main change was to abandon the separate abutting plates in favour of larger inflexible armour casings incorporating the flexible joints originally developed for the Mark 3. The result was only marginally less mobile than the earlier type and considerably easier to produce and maintain. Technical secrets uncovered on newly conquered worlds enabled the Martians to develop a more efficient armour, improving the quality of protection and reducing the weight of the suit at the same time. Improved armouring of the power cables enabled the main arm and chest supply to be safely relocated on the exterior of the armour, while use of new material also allowed the size and number of cables to be reduced.

The helmet is an entirely new type, the basic shape inspired by the sweeping front of the Mark 3. In earlier armour the helmet is fixed and the wearer's head is free to

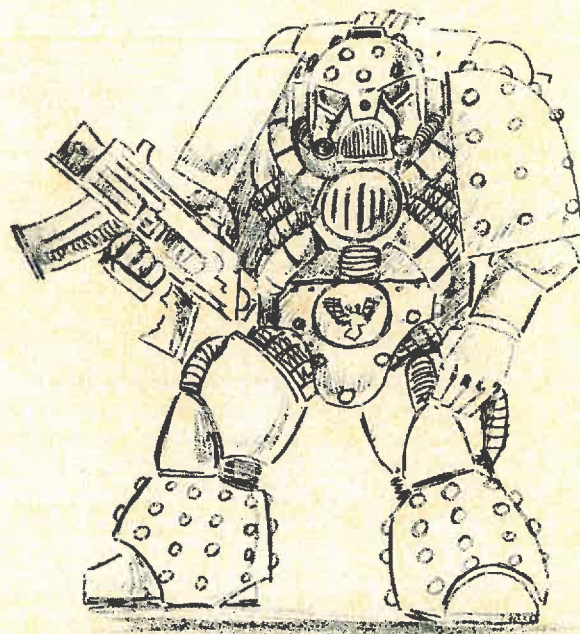
move inside. In Mark 4 and later versions the helmet is not fixed but moves with the wearer's head. This facility reflects the constructors' increasing experience with neural connector gear and the use of new materials which flooded into the Martian workshops as the Great Crusade progressed. Mark 4 armour was designed to be the ultimate and final type of Space Marine armour, able to offer the best protection in a variety of conditions. The Martian factories were turned over to its production and many of the Space Marine armies were entirely or partially re-equipped.

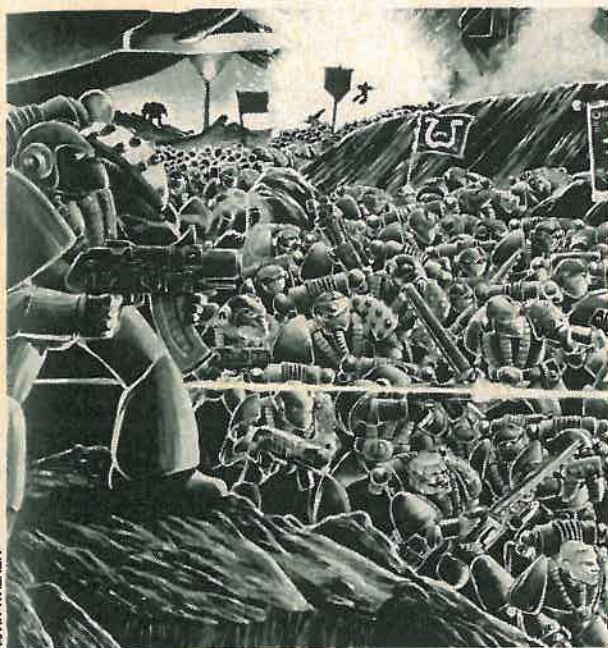
MARK 5

The general issue of Mark 4 armour was only half complete when the Horus Heresy broke out. This threw the entire program of supply into turmoil. In fact many of the most recently supplied Chapters were to turn against the Imperium while many loyal Chapters were forced to continue with older variants, and the confusion was considerable. The Space Marine armourers (Techmarines and Artificers) had hardly got used to the new armour and many were as yet unable to maintain it properly let alone duplicate it as was originally intended.

With the Mark 4 newly in service the need for large numbers of spares had not been anticipated, so that suits quickly became unusable due to quite minor battle damage. It was soon found that the new and rather

MARK 5





KEVIN WALKER

specialised materials used in the construction of the Mark 4 were unavailable locally and this increasingly became a problem as Chapters moved from battle-zone to battle-zone. The Imperial forces were soon forced into a fall-back position. Production of Mark 4 armoured ceased, and a new type of armour was designed almost literally over-night. This was the Mark 5 or Heresy Suit.

The Mark 5 used as many pre-Mark 4 components as possible. Large stocks of these existed and the Marine Artificers were already familiar with their application. Once supplies of the new materials used in the Mark 4 armour dried up it became necessary to re-use older substances. In the illustration the lighter chest, arm and leg cabling of the Mark 4 has been replaced by older and heavier style cabling made from more readily available materials. However the cables are now exposed because they are too bulky to fit under the new style chest plate. This was to prove a consistent weak spot in the design leading to the fitment of all kinds of improvised chest armour.

A distinguishing feature of the Mark 5 armour were the heavily studded armour plates. This was an attempt to reinforce the Mark 4 pattern plates when inferior materials were used due to lack of the proper supplies. An extra skin plate was fitted around the armour using molecular bonding studs. The extra weight was considerable, especially if a further chest plate had been added, leading to increased pressure for energy from the power pack. As a result the wearer either had to turn up the power output and suffer intolerable heat build-up, or leave the power supply as it was and accept reduced power levels.

The helmet type illustrated is a spin-off from the Terminator development program, an early type of pre-production helmet, sharing the same type of auto-sense components as contemporary Terminator suits. Being something of an improvised stop-gap, it is common for Mark 5 suits to vary a great deal. Where Mark 4 helmets, armoured plates and cabling were available these were often used.

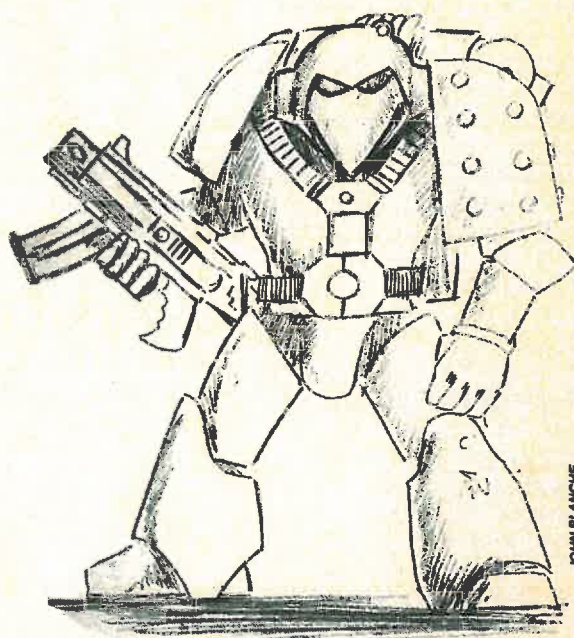
Despite its inauspicious origin the Mark 5 armour proved remarkably durable and equally importantly it was easy to produce and maintain. Huge quantities were shipped out to Space Marine Chapters during the Heresy, including to Chapters which subsequently went over to Horus. As Horus's own supply position became tenuous Mark 5 suits were scavenged from fallen enemies and used by his forces. After the Heresy most of the Mark 5 suits were broken up or dismantled to provide spares. Few Chapters maintain examples of the design, preferring perhaps to forget the dark days of the Heresy. Renegade Space Marine Chapters may still be equipped with this armour.

MARK 6

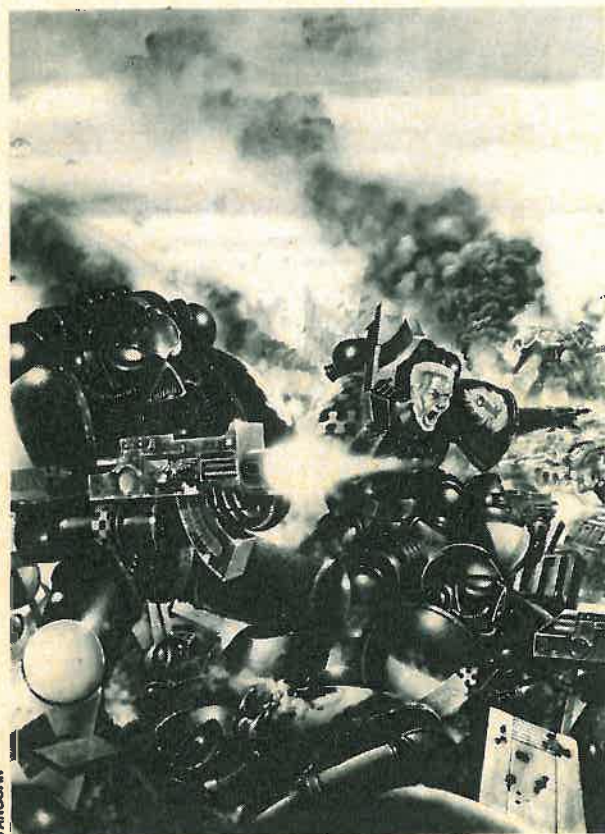
At the same time as production of Mark 4 armour ceased, work began on a long term development program to replace the Mark 4 with a more durable type. The Mark 5, or Corvus Suit, was only ever perceived as a stop-gap design. The weapon development workshops on Mars began to experiment with a mixture of new and old technology, making the newer materials more durable where possible.

A notable feature of the resulting armour types (Marks 6 and 7) is the provision of dual technology circuits. These permit relatively rare or sophisticated functions to be temporarily replaced or repaired using common or very simple technology. Although development was

MARK 6



JOHN BLANCHE



incomplete the new armour was rushed into production while the forces of Horus advanced throughout the Terran solar system. Hastily equipped Space Marines wore the new style Mark 6 armour into battle while the development laboratories were disassembled and prepared for transfer to Earth. During the Martian campaign forces of Horus eventually overran the production facilities for Space Marine armour and soon began to manufacture new suits for their own use. Consignments were distributed to other forces elsewhere in the galaxy so that this new type of armour became quite widespread.

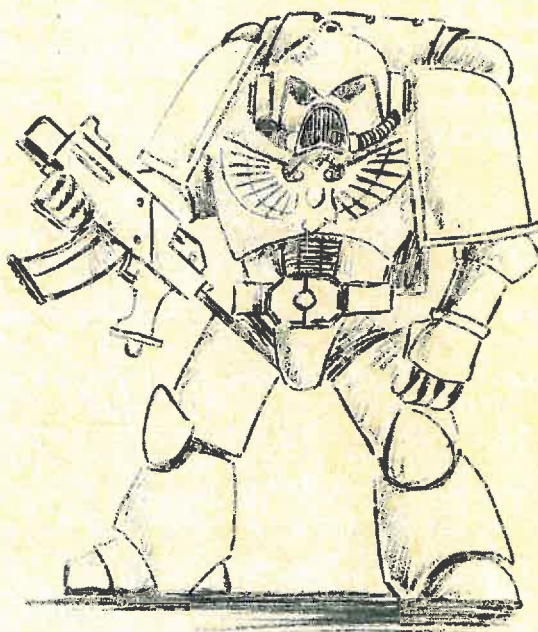
Distinguishing features of the Mark 6 armour are its relatively clean appearance due to rehousing the main power cables under the armour plates. The exterior chest and arm cables are duplicated under the chest plate and automatically isolated from the main system if damaged - thus providing a failsafe and overcoming the vulnerability of the Mark 5. The helmet is an improved version of the Mark 4 rather than a new type, although a new type was under development and was to be used on the Mark 7. The left shoulder armour retains the same construction method as the earlier Mark 5 and for the same reasons. Where supplies of material were short it is the right side of the warrior which needs to be better protected while he fires his weapon, thus the left side could be most easily replaced by slightly less effective plates. The need to economise in this way was very real at the time. Later the studded pad became associated with the Terran campaign and the final heroism of the Space Marines so that it became a traditional emblem of those days.

MARK 7

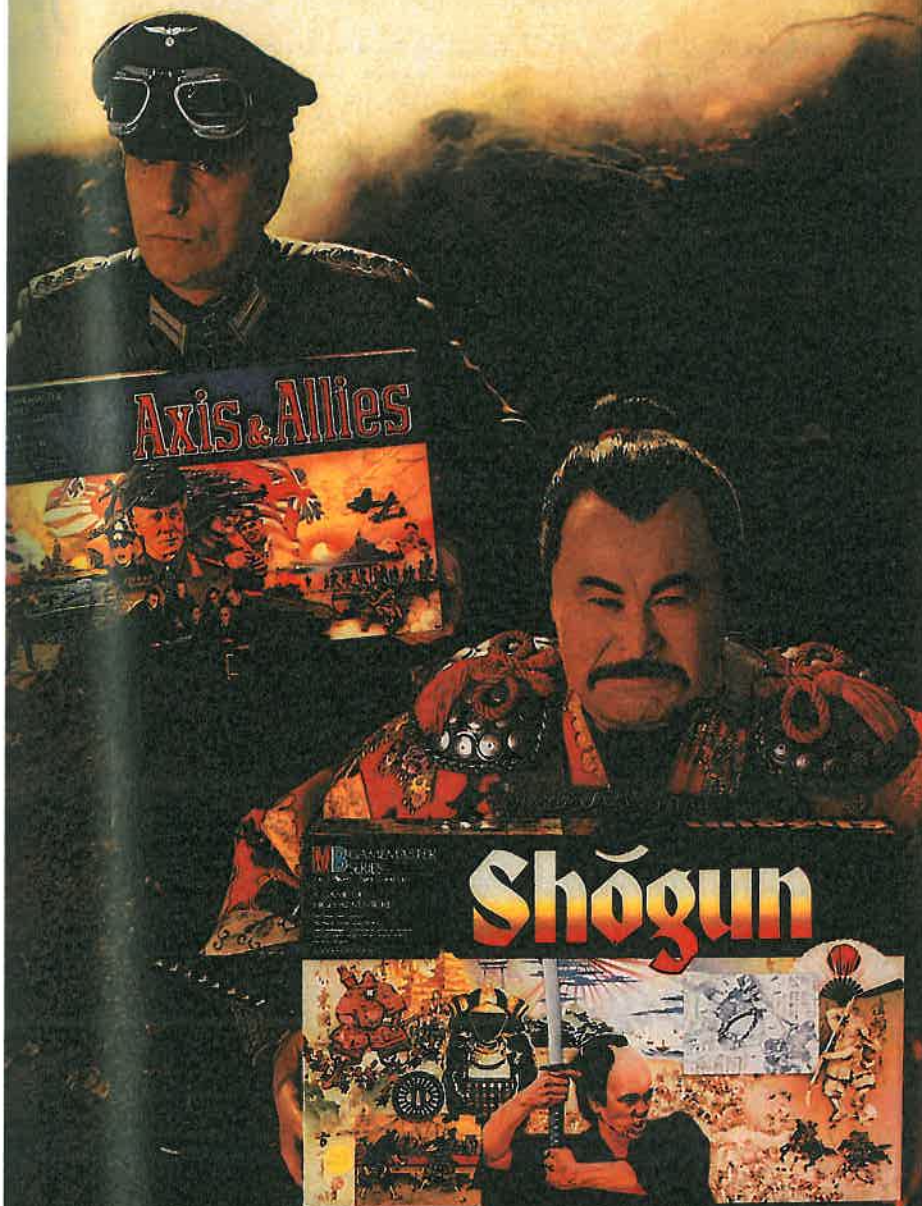
While the final battle for Mars was underway the Imperium, realising that the planet would eventually fall, set about duplicating the munition production lines back on Earth. The armour development teams from Mars were transferred wholesale to continue the development program and incorporate their latest work into a new armour type. As Horus's forces finally overcame the defenders of Mars new Mark 7 armoured suits started to reach the Space Marines on Earth and the Moon. Mark 7 represents the fulfilment of the new design program which was really only half complete in the Mark 6. In fact, so effective was the Mark 6 that both types continued in service thereafter and many Chapters chose to continue with their old armour rather than adopt Mark 7.

The main improvement is the newly designed chest plastron which covers the chest and arm cabling. This bears the eagle device and gives the armour its common name of *Armorum Impetor* or *Eagle Armour*. The other main difference is the abandonment of the studded right shoulder piece and the substitution of the new helmet for the old Mark 4 derived model. Improvements were made to the knee joint articulation, but this modification had already been incorporated into many of the later Mark 6 suits. On the whole it is fair to say that Mark 7 represents the final development of Mark 6 and that the two sets of armour have a great deal in common. Parts from one are readily interchangeable with parts from another, so that a Mark 7 helmet will fit a Mark 6 suit and vice versa.

MARK 7



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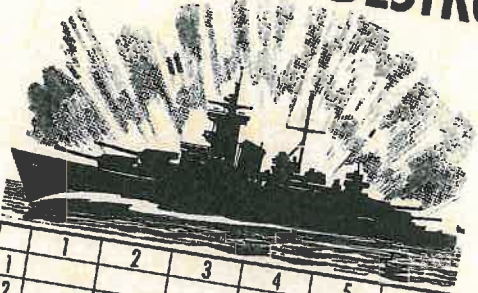
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CHAPTER VARIANTS

The 7 basic marks of Space Marine armour were all developed up to and during the period of the Horus Heresy. During the production history of each mark various improvements were incorporated in the light of field experience. Thus there is a certain variation even within each mark although this is usually limited to the types of material used rather than to stylistic changes.

Following the end of the Heresy much in the Imperium changed, including the organisation and number of the Space Marine Chapters. Whereas up until this time there had only been twenty Chapters, henceforth the huge pre-Heresy forces were to be broken up into many smaller Chapters. The new Chapters that were founded were equipped with whatever suitable armour and weaponry was available. For the most part the armour used was either Mark 6 or 7, but with a fair sprinkling of older types.

Since that time each Chapter has largely taken over the production of its own equipment. That is not to say that every Chapter produces every single item of hardware that it uses. Some Chapters trade items with other Space Marine Chapters, or they commission work from local fabricators. This latter option is especially common where Chapters hold the governorship of the world they live on - in which case the planet is effectively owned by the Chapter and its resources can be organised by the Space Marines as they wish. In other Space Marine Chapters supplies are purchased through the Adeptus Mechanicus.

MARINE ARTIFICERS

Within each Chapter Space Marine armour is maintained by skilled Marine Artificers. These are not Space Marines, but highly trained and dedicated servants who spend their entire lives working for the Chapter. Artificers are just one of the many types of 'civilian' servants who work for their Space Marine Masters. In some Chapters these Artificers traditionally work together in a single huge workshop and their products are distributed amongst the Space Marine Chapter as a whole. In other Chapters individual Artificers are the personal servants of either a Squad of 10 Marines or an individual officer. These Artificers are very proud of their Space Marine masters, considering the status and reputation of their unit or officer to be of the utmost importance. In their turn the Space Marines are equally proud of the Artificers whose fine workmanship adorns their armour and weapons. Over the history of a Chapter especially talented Artificers become famous and justly celebrated, and examples of their work are much sought after.

In many Chapters it is traditional for Artificers to come from special families, and for fathers to pass on their skills and position to their sons. In other Chapters the position is open to all, but involves a long period of apprenticeship to an older Artificer.

The Artificer's job is to decorate and maintain the Chapter's armour and weapons. In fact, the Chapter also has Engineers and Techmarines whose role is to manufacture much of the equipment, so the Artificers are involved more with decoration, engraving, customising

and modifying the basic equipment. For example, when a Space Marine earns a combat honour it is the Artificers who make the honour badges and fasten them on to the Marine's armour. Similarly, the Artificers make rank badges, long service badges and other marks of distinction that are used by their Chapter.

Older types of armour are associated with the past history of many Chapters and often with the deeds of heroic individuals. Artificers will carefully hunt down examples of ancient armour to use as the raw material on which they can engrave honour marks or purely decorative features. Such pieces will be lovingly restored, often plated with silver or gold, and then painstakingly engraved with naturalistic scenes, abstract designs or Chapter badges. A piece of armour that can be shown to have belonged to an old Chapter hero is valued above all others. As successful Space Marine Officers are often presented with ancient pieces of armour, a single armoured plate or helmet might have a long and famous history and could have belonged to a whole succession of Space Marine heroes and been worked on by many famous Artificers.

INDIVIDUALISED ARMOUR

As well as resurrecting old pieces of armour for notable Space Marines, the Artificers also decorate new armour and modify armour to suit particular individuals. Only Space Marines earning some kind of reward or honour would be given such items. As a result of their efforts over the many thousand years the Chapter has been in existence, it is quite common to find suits which combine elements of the different marks as well as quite unique suits which have customised armoured plates or helmets.

Some Chapters reserve such armour for special individuals, officers, or high ranking commanders. There is no fixed rule on this, it is a matter of Chapter tradition and preference how such armour is used. However, it is generally the case that very high ranking officials inherit special suits of armour, which they may then combine with their own existing suits so that their individual honours or personal pieces of armour are retained when they are appointed to a new position.



LES EDWARDS



ADRIAN SMITH

SPACE MARINES

Warhammer 40,000 players will be only too aware that, on the tabletop, Space Marines often fail to live up to their fearsome reputation. A couple of years ago, when the game first came out, Space Marines were easily able to take on the likes of Orks, Eldar and whatever else the WH40K player cared to throw at them. However, over the ensuing years new models and new rules for their enemies have gradually shifted the balance of power, so that the once mighty Space Marines are now looking a little less heroic. Of course this is hardly appropriate!

We know that the Space Marines are humanity's finest, that they do not run away from aliens, and that their current status on the wargames table does not reflect their true worth. In order to rectify this we've been thinking about bringing the Space Marine rules up to date. Plans are going ahead for a new book full of Space Marine history, colour schemes, and gaming rules - but it will be a while before this is ready for publication.

As a foretaste we would like to introduce a few new rules for the Space Marines now. Not only will this bring Space Marines back into line with other forces, but it will also give you a chance to try out the rules and let us know what you think. So, if you have a Space Marine force why not write and tell us how you get along with the new rules.

TOUGHNESS INCREASE

The basic toughness of a Space Marine is increased from 3 to 4. This reflects the enhancement of their bodies due to gene-seed implantation and the resultant genetic restructuring of the bodies. This increase also applies to characters, so toughnesses for champions, heroes, and mighty heroes are also increased by +1. The new profiles therefore look like this.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Space Marine	4	4	4	4	4	1	4	1	8	8	8	8
Champion	4	5	5	4	4	1	5	1	8	8	8	8
Hero	4	6	6	4	5	2	6	2	9	9	9	9
Mighty Hero	4	6	6	4	5	3	6	3	9	9	9	9

MARINE POWER ARMOUR

Marine Power Armour gives Space Marines a hand-to-hand combat bonus of +1 to hit. This bonus only applies to Space Marine Power Armour when it is worn by Space Marines and not to other types of Power Armour or troops. This reflects the rather special way that Space Marine Power Armour is constructed to interact with the enhanced Space Marine body.

Marine Power Armour is fitted with an automatic weight-compensator which off-sets heavy weights by selectively boosting power to the arms as required. This counteracts the movement penalty of heavy weapons or equipment.

Note however, that this does not enable a Space Marine to carry weapons or equipment which are normally considered too heavy to carry (very heavy weapons for example).

SPACE MARINE MORALE

Space Marines are legendary for their incredible bravery. This does not mean that they are prepared to hurl themselves at the enemy regardless of casualties - Space Marines are quite aware of their own worth and would never throw their lives away in displays of futile bravado.

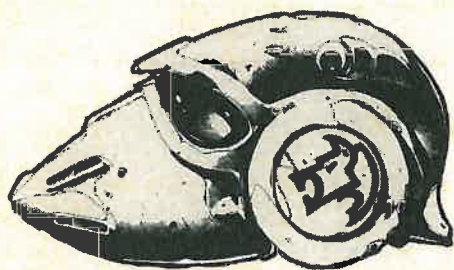
The high morale and stoic martial virtues of the Space Marines are represented by special rout rules. Space Marines still take rout tests as normal, but if they fail a rout test they are not routed as other troops are. Instead of routing the Space Marines become shaken. This means that they may not move towards the enemy. If unable to move without approaching closer to an enemy model (if surrounded for example) then they may not move other than to turn round to face a different direction. Assuming they are not surrounded, Space Marines may continue to move away from enemy models, and so may retreat to cover or from the table if they wish. The unit may recover normal morale by rallying just as normal troops may recover from a rout by rallying. The normal rallying rules apply (see WH40K p32).

If shaken while engaged in hand-to-hand combat the same rules apply. This means that any unit which has failed its rout test and which wins its round of combat will not be able to follow-up or pursue. If the same Space Marine unit is beaten and pushed-back then any models which killed their personal opponent can move towards the enemy in order to attack an enemy model which is already fighting another Space Marine.



This reflects the fact that although their morale might be shaken, the Space Marines would still be willing to pitch in to help other members of their unit who are already engaged in close combat.

Because Space Marine units which fail their rout tests are not actually routed, it is possible that they may be called upon to take further rout tests. A Space Marine unit which is already shaken, and which takes and fails another rout test is routed as normal. This means that it is often preferable for a player to retreat a shaken unit in order to rally it, or to withdraw a unit from combat altogether, rather than to stay in place just for the sake of killing a few more enemy.



OVERWATCH

This new rule applies equally to all troops, but we have decided to introduce it here together with the special rules for Space Marines. The overwatch rule addresses the problem presented in WH40,000 where enemy troops move from behind cover, across an open space, and behind another piece of cover all within their movement phase. Even though the moving models present only a brief target, it would still be possible for an attentive observer to shoot at them while they are exposed.

In WH40,000 as it stands it is completely impossible to fire at models moving from cover in this way. The new overwatch rule represents the way an experienced soldier looks at the battlefield, recognising at once the places where enemy troops might move, which paths they might take, and where they will be most vulnerable. A good commander will position his troops so that he can open fire as soon as the enemy appear, before they have a chance to reach cover or to return fire. To use the overwatch rule you will need to make up some special overwatch counters - small coins or tokens will suffice for this.

PREPARING OVERWATCH

The overwatch rule allows a model to shoot during the enemy's movement phase. In order to do this the player must declare that a model is going into overwatch at the start of his own turn. An overwatch counter is placed against the model. The model may do nothing during the turn, it may not therefore either move or shoot.

FIRING OVERWATCH

A model on overwatch may shoot during the enemy's following movement phase. Troops on overwatch may shoot at targets as they present themselves at any time during the movement phase. For example, a model can be shot at before it moves, after it moves, or at any point while it is moving. A model can also be shot at even if it doesn't move, so long as it can be seen. The most common use for overwatch is to shoot at models moving from cover to cover, where they would normally be hidden within cover during the shooter's own turn. Overwatch can also be used to set an ambush for enemy troops as they move into range, depriving them of the chance of reaching cover.

As soon as a model shoots its overwatch counter is removed. Work out whether the shot hits as normal and then proceed with movement.

LOSING OVERWATCH

Unused overwatch counters are removed at the start of the player's own turn. New overwatch counters may then be placed as required. A model can stay on overwatch from turn to turn so long as it neither moves or fires, but it will save confusion if old counters are removed and new ones placed.

A model which is shot at while on overwatch immediately loses its overwatch marker. This is not likely to happen often as overwatch models will usually fire before the enemy. However, it is possible for a model to be hit by an off-target friendly weapon during its own shooting phase. It is also possible for a model on overwatch to be fired upon by an enemy who is also on overwatch. As soon as the overwatch marker is lost the model reverts to the normal game sequence.

TACTICAL USE OF OVERWATCH

Overwatch is intended to encourage tactical play. By setting up models on overwatch a player can make it difficult for enemy moving from cover to cover. The disadvantage of overwatch is that it sacrifices mobility. The trick is to use overwatch at the right time in order to maximise your firepower without compromising the flexibility of your troops.

While using the overwatch rule in local games we noticed a tendency for players to resort to overwatch automatically, regardless of whether it was a useful ploy in the circumstances - these players inevitably found themselves out-manoeuvred and eventually beaten. Our local players also found that when attacking an enemy who is well positioned behind cover, it is a good idea to position a few attacking models well in advance of the main force (preferably behind cover) and to set them on overwatch. These advance models are able to pin down the overwatch defenders by firing at them and therefore removing their overwatch counters, enabling the main attacking force to advance more safely. Note that it is only necessary to shoot at a model to remove its overwatch marker - it is not essential that the shot hits or causes damage.

SPACE MARINE TACTICAL SQUAD COLOUR SCHEMES

The colour plates illustrate Space Marine Tactical Squad colour schemes for three sample Chapters - the Ultra Marines, Dark Angels and Blood Angels. Every Space Marine Chapter has its own unique colour schemes which serve to identify individual Marines by rank and organisation. So, for example, a Sergeant can be readily identified by the markings on his armour, while the Company to which he belongs is identified by a badge (usually on the right shoulder). A Marine's Squad may also be indicated in some way, in many cases by a number superimposed over the Company badge or in others by means of a separate back-banner. The Chapter itself is indicated by the colour scheme of the armour and a further identifying badge on the left shoulder.

The official rules which govern the colour, style, size and positioning of these identifying marks are known as the Codex Astartes (often abbreviated to codex). The markings described by the Codex Astartes are referred to as 'codex' markings, indicating that they take the official pre-determined form. However, most Chapters of Space Marines also use alternative versions of these codex markings. Some of these have evolved over thousands of years, although non-codex they are official in the sense that they are recognised by the Chapter and conform to rules laid down by the Chapter. These non-codex markings are often derived from motives which celebrate famous victories of the past.

During a long war or campaign, it is common for the troops involved to adopt a single recognition badge. These campaign badges take a particular form for each campaign and are worn by all troops involved whether Imperial Guard, Space Marines, Planetary Defence Forces, naval units, etc. In the case of Space Marines these campaign badges are usually painted or stencilled onto their leg or arm armour. A good example of this can be seen on fig 3 where the Ultra Marine shows the Attoc Wars campaign marking in the form of golden-yellow right leg armour. Campaign badges are worn only during the campaign and are removed when the campaign is over.

When long wars take the Space Marines away from their home base, it is inevitable that battlefield repairs, promotions, and the hasty reorganisation of reduced units will lead to variation in the styles of a Chapter's colour schemes and markings. Obvious battle damage may dull or obscure markings. Where armour is repaired it is often impossible to apply the proper colours and recognition markings, so that individual armoured plates are simply left plain grey (the basic colour of the plasteel) stamped with quartermaster's marks and serial numbers. Under these circumstances hastily applied squad, company and rank markings usually take a form which is far simpler than the codex versions.

Even within the Codex Astartes certain variations in armour are permitted which reflect the individual status of the wearer. These take the form of Honours, such as the Terminator Honours which are worn with Power Armour. These indicate a Marine belongs to the select group of

Marines who are equipped with Terminator armour when appropriate. Other honours may be earned by acts of bravery or devotion. Such honours often take the form of badges, but may also be represented by colour variations in the armour itself. As with the rank and unit markings non-codex versions of these honours exist and many Chapters have their own unique honours.

Officers and veterans are more likely to wear armour which has been uniquely decorated by the Chapter's Artificers. Obviously there are no hard and fast rules about this and every Chapter has its own tradition of styles and variations. It is often the case that highly decorated pieces of armour are passed down from generation to generation, forming part of the heroic panoply of the Space Marine officers. In many Chapters any Space Marine with sufficient means can pay to have his armour engraved, painted or decorated. The degree to which this individualising is permitted varies from Chapter to Chapter. The role of the Artificers and inheritance of armour are discussed in more detail in the main article.

These illustrations show variations of colour scheme within three Space Marine Chapters and lay out the different colour variations for the different Companies. Of these the Ultra Marines are an especially good example because they adopt schemes which stick very closely to the formal Codex Astartes.

ULTRA MARINES TACTICAL SQUADS

The armour is basically dark blue with a white chest eagle. The left hand shoulder armour shows the Chapter badge in white with a white trim around the edge. The codex dictates that Tactical Squads have light blue right hand shoulder armour upon which is a broad white arrow pointing upwards. Like the left shoulder the right shoulder is trimmed with a white edge. The colour of the Marine's right arm armour indicates the Company to which the Marine belongs (see below). The number of the Marine's Squad is shown in a classical style in black over the arrow on the right shoulder.

When the Chapter is fighting on campaign it is common to repaint the entire right shoulder armour piece in solid light blue, thus obscuring the unit markings altogether. At the same time the chest eagle and the trim on the left shoulder are over-painted with dark blue. This provision is intended to deprive the enemy of vital intelligence. Squad Leaders (Sergeants) are identified by a red helmet serving as a badge of rank. Honour badges, where appropriate, are worn on the left arm and/or leg (these are common positions for badges of this kind).

Arm colours. 1st Co. - white. The 1st Co. is made up from veteran Space Marines with Terminator Honours. In addition to the white arm the company is uniquely identified by its white helmet. Remaining companies are identified by the colours of their right arm armour as follows: 2nd - yellow, 3rd - red, 4th - green, 5th - black, 6th - orange, 7th - purple, 8th - grey, 9th - blue. The 10th

TACTICAL SQUADS

Space Marine colour schemes and markings are formally described by the famous Index Astartes - the Imperial record of each Chapter's founding and organisation. Over the years these formal schemes have been supplemented by simpler alternatives whilst new traditions have often added to the range of original colours and markings. Most Chapters display a degree of variation ranging from fully pictorial badges and complex colour schemes to simply rendered basic markings over a single colour. The Chapters depicted here show how this works in the case of Tactical Squads. The Ultra Marine armour is basically dark blue with a white chest eagle and the fact that these are Tactical Squads is shown by the white arrow marking on the right shoulder armour.

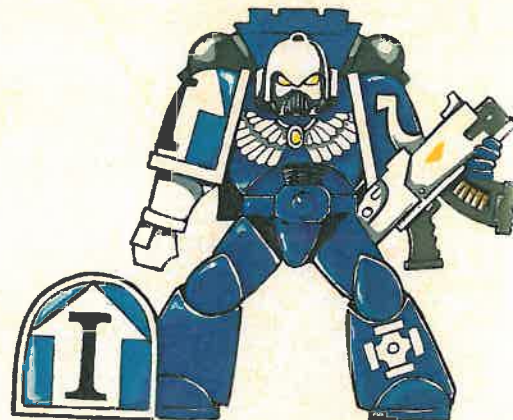


Fig 1 - 1st Co 1st Squad with proscribed codex markings on his armour including Terminator Honours.

Dark Angels have a dark green colour scheme. Tactical Squads have the double-headed horizontal arrow on the right shoulder armour. Tactical arrow markings may be solid white, white outline, or a simple white band.

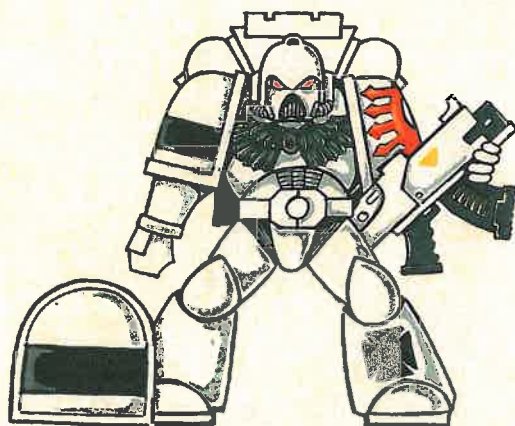


Fig 1 - 1st Co in Death Wing colours of white armour. Note the Terminator Honour on left leg plate.

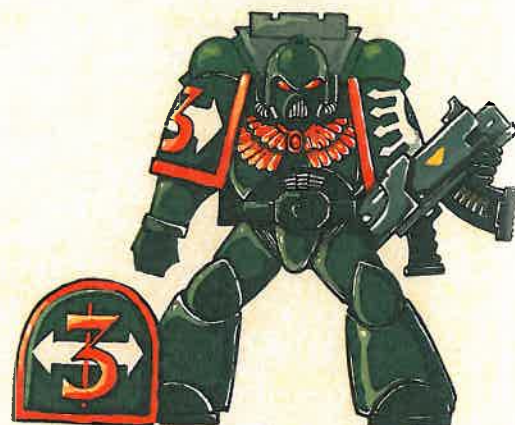


Fig 2 - 3rd Co 3rd Squad Sergeant as distinguished by his white Chapter Badge.

The Blood Angels have vermillion armour. The different Squads (Tactical, Devastator and Assault) are differentiated by helmet colour. The Tactical Squads have helmets of the same colour as their armour whilst other types have differently coloured helmets.

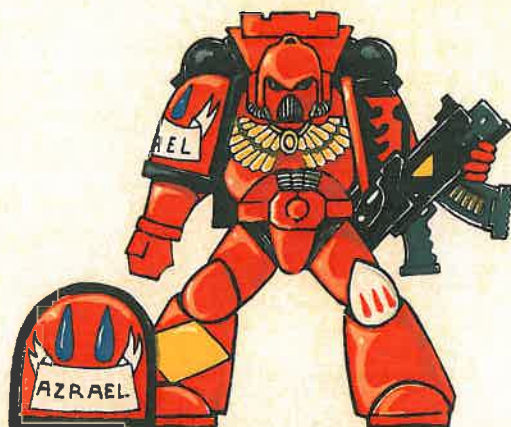


Fig 1 - 5th Co Sergeant Azreal in full codex markings showing name, yellow eagle and black shoulder trim (reversed on the left shoulder). Blood drop honour on left knee and Wolf Strike campaign badge on right.

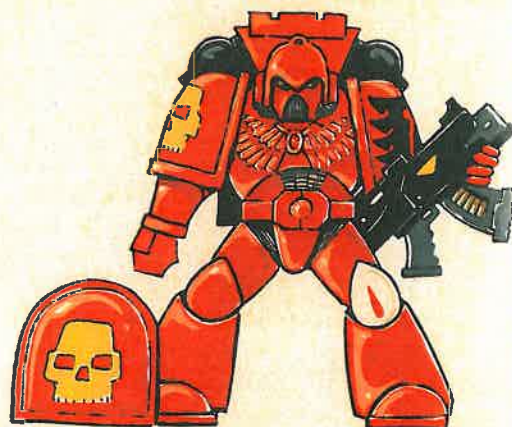


Fig 2 - 1st Co Marine with yellow skull and simple form of armour style. Honour mark on left knee.

ULTRAMARINES

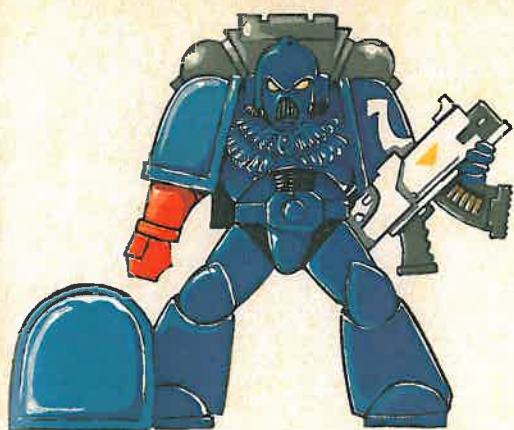


Fig 2 - Space Marine with simpler over-painted scheme. The arm colour indicates a member of the 3rd Co. (red).



Fig 3 - 2nd Co Sergeant 2nd Squad wearing the campaign badge of the Attoc Wars.



DARK ANGELS



Fig 3 - 4th Co Marine with similar form of right shoulder armour markings. Note St Munda campaign markings on right leg.

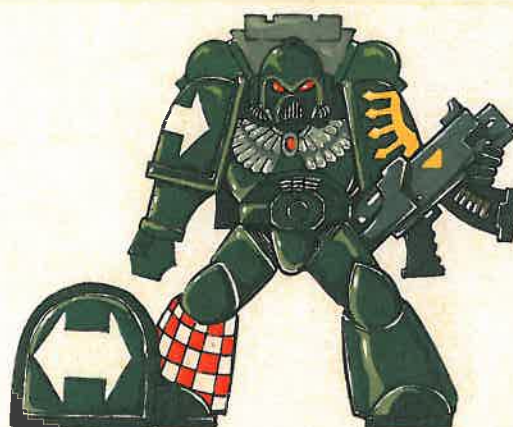


Fig 4 - 6th Co Marine with variation on the right shoulder armour without the squad number or trim colour. Ferric worlds campaign markings.

Shoulder Plate Trim in Company colours



BLOOD ANGELS

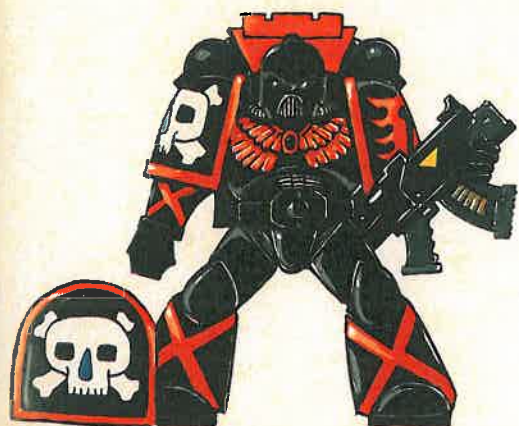


Fig 3 - 2nd Co Marine illustrating a unit which has taken the infamous blood oath of the Blood Angels.

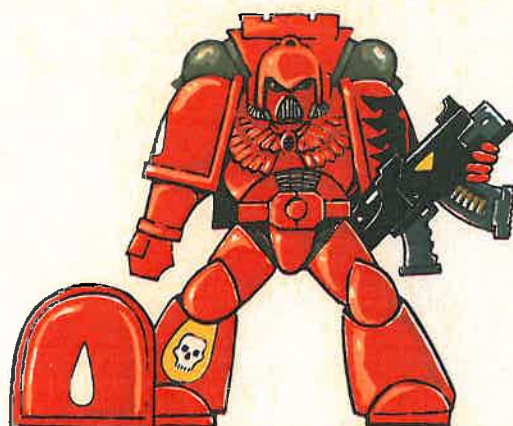


Fig 4 - 3rd Co Marine fighting in the Bleeding of Arcturus Campaign as shown by the campaign badge on his right leg.



company is considered a training company and so contains no Tactical Squads and is not included here.

Fig 1 - 1st Co. 1st Squad. This Space Marine wears the proscribed codex markings on his armour. All members of the 1st Co. wear Terminator Honours on the left leg either at the front or side.

Fig 2 - As above but showing the simpler over-painted scheme which is often adopted in battle. The only visible insignia is the Chapter badge and the arm colour indicating that the Marine is a member of the 3rd Co. (red).

Fig 3 - 2nd Co. Sergeant 2nd Squad. This Sergeant of Space Marines has codex marked armour and in addition wears the campaign badge of the Attoc Wars on his right leg. The form and position of campaign badges are determined afresh for each campaign, but leg armour is usually the most common position for such markings.

DARK ANGELS TACTICAL SQUADS

The Dark Angels are instantly recognisable by their traditional very dark green colour scheme. The chest eagle motif varies in colour depending on the company as described below. The left shoulder armour plate bears the Chapter badge in yellow with a trim in the company colours (ie same as the chest eagle). Tactical Squads are distinguished by a plain horizontal double-headed white arrow on the right shoulder. An alternative version is a simple white band alongside the rear edge of the armour: this is an especially common adaptation during long campaigns but it has become an acceptable alternative to the standard arrow either for whole squads or individual Marines. Another alternative is the double-headed arrow in outline only.

The codex dictates that the arrow bears the squad number in the company colour and that both shoulder pieces should be outlined in the same colour. However the Dark Angels do not stick as rigidly to the codex as the Ultra Marines, and many squads do not display the squad number or it may be worn only by the Sergeant. Sometimes the number is not in the company colour but is black or white instead - this is a common compromise during a campaign. Similarly the edging trim colour is often missed off the shoulder and the chest eagle may be the same colour as the armour. Sergeants are distinguished by white Chapter insignia instead of their brother Marine's normal yellow. Individual companies are identified by the colour of their chest eagles, shoulder trim and Squad numbers as follows:

Chest Eagle colours. 1st Co. - dark green, but the 1st company is an exception to the normal rules as described below, 2nd - white, 3rd - red, 4th - yellow, 5th - black, 6th - grey, 7th - light green, 8th - blue, 9th - purple. As with the Ultra Marines the 10th company is considered as a reserve or training company and as such has no Tactical Squads and so is not illustrated here.

The exception to this overall scheme is the 1st Company. The 1st Company is made up of Marines who would otherwise wear Terminator armour and comprise the famous Death Wing. Just as the Death Wing traditionally wears all white armour, so the 1st Company has all white power armour. The Tactical Squad markings and other details that would normally be white are black. The chest eagle is the same green as the normal armour colour

while the Chapter badge itself is red rather than yellow.

Fig 1 - 1st Co. in Death Wing colours of white armour. Note the Terminator Honour on left leg plate.

Fig 2 - 3rd Co. 3rd Squad Sergeant as distinguished by his white Chapter badge.

Fig 3 - 4th Co. Marine showing the simpler right shoulder armour markings often used on campaign. In this case the Marine is taking part in the St Munda campaign as indicated by the yellow cross campaign badge on his right leg.

Fig 4 - 6th Co. Marine showing another variation on the right shoulder armour this time without the squad number. The trim colour is also missing but is shown on the chest eagle. The campaign marking on his right leg is from the Scouring of the Ferric worlds campaign.

BLOOD ANGEL TACTICAL SQUADS

The Blood Angel Chapter of Space Marines wear a power armoured suit of vermillion with yellow chest eagle. The Chapter badge is worn on the left shoulder and is black with a black edge trim. The exception is Sergeants who wear reversed colours - ie a black shoulder pad with red badge and trim. The right shoulder armour is also trimmed with black, although trim colours are often missed off or overpainted on campaign.

According to the codex the Marine brothers' personal names are encribed on the right shoulder pad, although this is not always followed and is more common amongst officers than ordinary troopers. The separate companies are denoted by the colour and number of blood drops on the right shoulder pad, positioned above the name plate where present. The exception to this system is the 1st Co. which bears a yellow skull instead. Individual Squads are either distinguished by back banners of varying design or not indicated.

1st Co. - 1 yellow skull. The 1st Co. is the exception to the normal scheme and consists of all the Marines who would otherwise wear Terminator Armour. It is distinguished by the skull motive of its shoulder plate rather than the normal blood drop. 2nd Co. - 1 blue, 3rd - 1 white, 4th - 2 yellow, 5th - 2 blue, 6th - two white, 7th - 3 yellow, 8th - 3 blue, 9th - 3 white.

Fig 1 - 5th Co. Sergeant Azrael with Wolf Strike campaign badge on the right leg plate. He is depicted in full codex markings showing his name and with the yellow eagle and black shoulder trim (reversed on the left shoulder). The left knee shows one of the honour markings unique to this Chapter - a blood drop.

Fig 2 - 1st Co. Marine showing the distinctive yellow skull unique to this company. He wears the simplified form of armour often favoured during long campaigns - note that the trim colours and eagle are all vermillion. He has a blood drop honour on his left knee.

Fig 3 - 2nd Co. Marine illustrating a unit which has taken the infamous blood oath of the Blood Angels. These Marines repaint their suits black with red crosses and deaths heads in the style shown. In battle they are often led by Chaplains.

Fig 4 - 3rd Co. Marine fighting in the Bleeding of Arcturus Campaign as shown by the campaign badge on his right leg. Like fig 1 he has the simplified form of the armour markings without the trim colour.

TACTICAL MARINES

These stunning Tactical Marines are the very latest work from the 'Eavy Metal team. All of them have been painted using the Space Marine Paint Set and some of the new exciting colours from the Ork and Eldar Paint Set.

MARINES OF THE FIRST COMPANY



DARK ANGEL OF THE DEATHWING



BLOOD ANGEL OF THE FIRST COMPANY



ULTRAMARINE OF THE FIRST COMPANY

ULTRAMARINES



SECOND COMPANY MARINE WITH PURITY SEAL



THIRD COMPANY MARINE



NINTH COMPANY SERGEANT WITH IRON HALO HONOUR



NINTH COMPANY MARINE

BLOOD ANGELS



FOURTH COMPANY MARINE



SECOND COMPANY SERGEANT



THIRD COMPANY MARINE WITH HONOUR MARKINGS



THIRD COMPANY MARINE

DARK ANGELS



THIRD COMPANY MARINE



FIFTH COMPANY MARINE WITH WOLF STRIKE MARKING



SECOND COMPANY MARINE



FOURTH COMPANY MARINE

GAMES DAY 90 GAMING LEAGUE CHAMPIONSHIPS

**SATURDAY 15th SEPTEMBER – 10am to 6pm
THE ASSEMBLY ROOMS DERBY**

PROGRAMME

Games Day '90 is the largest Games Workshop gaming event of the year. The culmination of the National Gaming Leagues, where the country's top players confront each other to fight to become the National Champions of Space Hulk, Warhammer 40,000, Warhammer Fantasy Battle, Space Marine and Blood Bowl.

Games Day '90 also boasts stunning terrained battles created by the Games Workshop modelling department, plus massive displays of beautifully-painted Citadel Miniatures and fantastic Games Workshop art, and the Games Workshop and Citadel Miniatures trade stand with all the latest releases.

This programme gives you a list of all the major events at Games Day '90. Keep your eyes open for extra events on the day.



NATIONAL GAMING LEAGUE CHAMPIONSHIPS

The top players in the National Gaming Leagues from each shop confront each other in the National Finals of Blood Bowl, Space Hulk, Warhammer 40,000, Warhammer Fantasy Battle and Space Marine.

Prior to Games Day the Regional Champions have been selected from semi-finals in the following regions.

Scotland and the North-East representing the Edinburgh, Glasgow and Newcastle shops.

London representing the Plaza, Harrow, Beckenham and Hammersmith shops.

The South representing the Reading, Brighton, Southampton and Torquay shops.

The Midlands representing the Bristol, Derby, Birmingham and Dudley shops.

The North-West representing the Liverpool, Manchester and Preston shops.

Yorkshire and Nottingham representing the Nottingham, York, Sheffield and Leeds shops.

The six Regional Finalists for each game are fighting it out for the National Championship at Games Day to ascertain who is the ultimate Champion for each League.

The players need all the support they can get from their home crowd – so get out your scarves and rattles for your local champion! If you're a Gaming League player, this is your chance to see the Champions at work and maybe pick up a few hints and tips on their tactics.

These battles are being played on terrain specifically designed by Games Workshop's own modelling experts, Phil Lewis and Dave Andrews.

All the entrants for the Gaming League Championships have been selected in advance during regional heats. You won't be able to enter any of these events on the day. If you missed out this year, keep your eyes on White Dwarf and talk to your local Games Workshop store.

Blood Bowl

Each Regional Champion fields his team against all other Champions in the Games Day Blood Bowl Stadiums. The winning team is the one with the most victories.

Space Hulk

Special terrain has been constructed for three Space Hulk missions. Each Regional Champion plays all the missions as both Genestealers and Terminators. Details of these missions will be disclosed by your Primarch on the day.

Space Marine

The elite forces of the universe are locked in epic conflict to decide the fates of whole planets. In the final of the new Space Marine League, the Regional Champions battle across terrained planet surfaces to decide the ultimate victor.

Warhammer 40,000

The finalists find their forces locked in deadly conflict on the barren desert world of Suihens, an outpost world on the edge of the Imperium. Victory goes to the chapter which acquires the most points from its battles.

Warhammer Fantasy Battle

The best generals in the country are pitting their elite armies and ferocious hordes in mortal combat, to decide the ultimate Champion of the Warhammer World. Each finalist plays two games.

League Trophies

The overall Champion from each League wins a specially-designed trophy handcrafted by the Raven Armoury plus £150 of Games Workshop vouchers.

The trophies for each League are:

Warhammer 40,000: full-size Power Sword

Space Hulk: Terminators Honours Badge wall plaque cast in steel and brass

Space Marine: Imperial Eagle wall plaque cast in steel and brass

Blood Bowl: full-size Blood Bowl Helmet

Warhammer Fantasy Battle: the Warhammer

Each of the Regional Champions receives a Games Day Trophy and £80 in Games Workshop vouchers.

There are also prizes for the best painted teams and armies.

If you're playing in the National Championships (you'll have been told by your local Games Workshop store if you're one of the select few), please remember to bring your painted regiment, squad or team.



PARTICIPATION GAMES

ADVANCED HEROQUEST TOURNAMENT

The Final Quest is the ultimate Advanced Heroquest adventure, set on detailed terrain containing numerous ambushes and traps.

In your local shop you may have seen notices requesting Heroes for a dangerous adventure – if not, keep an eye on the noticeboard. If you sign up, your name is entered onto the Heroes' register. Nearer to Games Day you may be drawn from the register to represent your shop in a party made up from all the shops in the region.

The Final Quest is the race by these six parties to find the Advanced Heroquest Amulet. Rivalry between parties may result in bloodshed and skullduggery and there are many prizes for victories and discoveries along the way.

WARHAMMER 40,000 LIVE ACTION

Join the Imperial Guards and descend into the labyrinths of the Necromundan hiveworld. Armed with a lasgun, you have to work as a team to survive. Event Horizons supply the gear – all you need to do is turn up and register for this live roleplay action in subterranean passages (please note, there's a small charge to play).

FUTURE DEVELOPMENTS

Some of our newest games are on display – here's your chance to take a close look at the games and perhaps even playtest them.

REALM OF CHAOS

This is the most adventurous and impressive Warhammer Fantasy Battle demonstration game we've ever staged. Andy Howes and Pete Taylor are fighting a vast sea-borne Nurgle assault on the fortified Tzeentchian temple of Mutatis – a spectacular battle as centrepiece for the day's gaming.

CONFRONTATION

A great opportunity for you to play Games Workshop's forthcoming game of gang warfare set in the Warhammer 40,000 universe. The setting for the terrifying conflicts between rival gangs is the teeming spires of the hiveworld Necromunda. If you'd like to play, just turn up at the table.

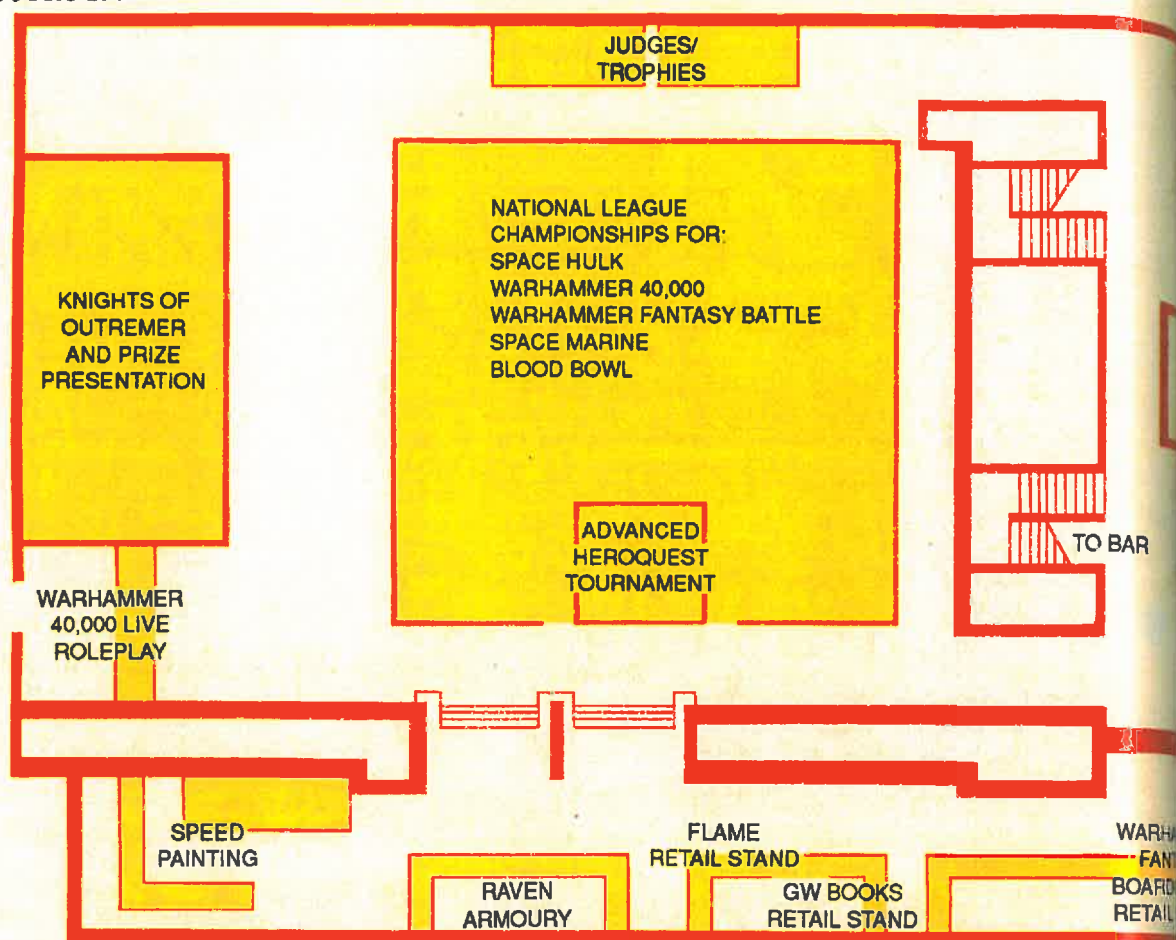
MIGHTY EMPIRES

Mighty Empires is the new Warhammer Fantasy Battle campaign system – a board game in which you manoeuvre your armies to build a vast empire, fighting out battles on the tabletop. If you want to take part in this game of grand strategy and conquest, come along to the table.

CHIVALRY

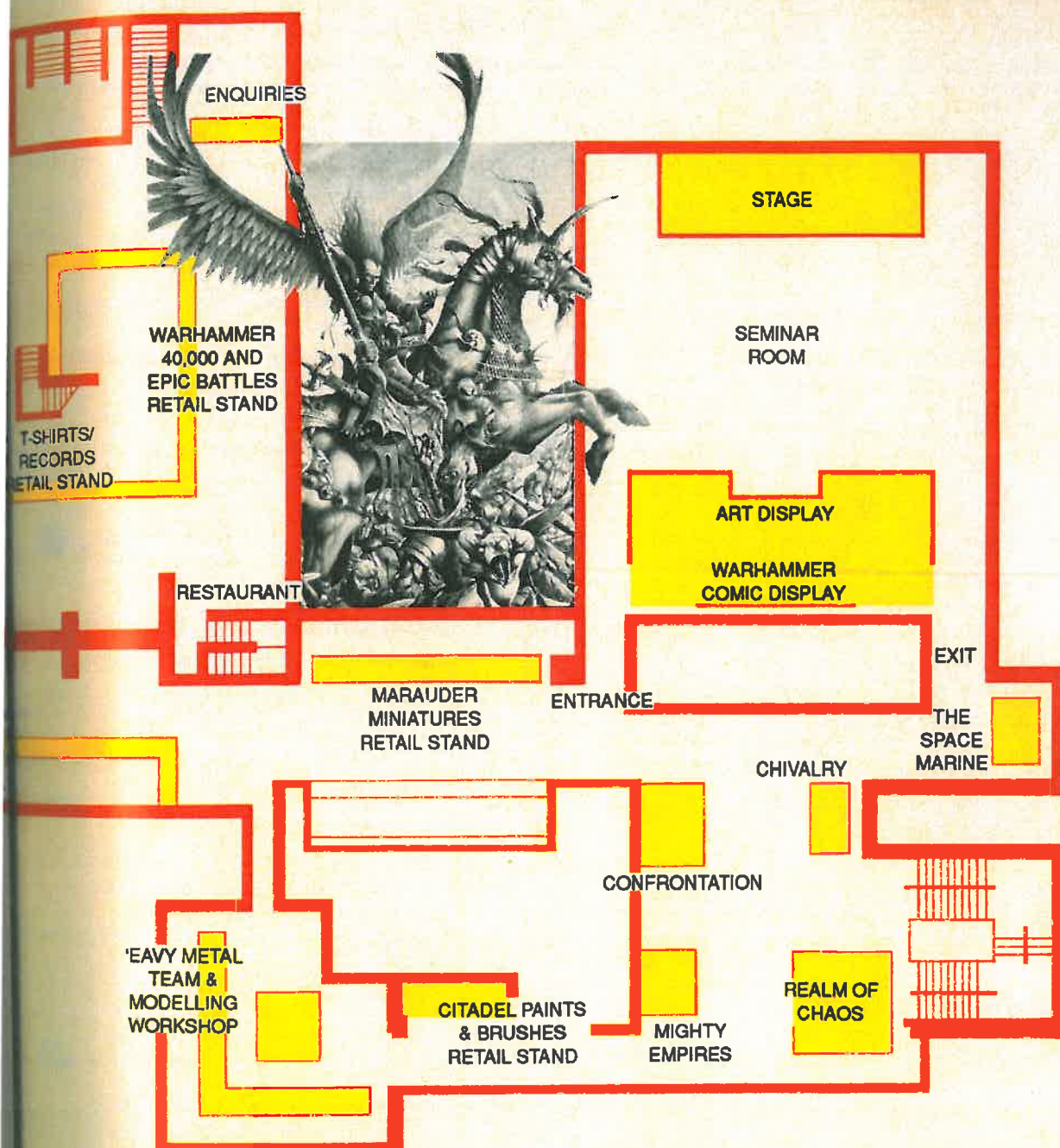
Our new medieval games system, where you pit your knights and retainers against the noble houses of your opponents. Chivalry is still in the development stage and we'd like as much feedback as possible, so if you'd like to help us by playtesting the game, sign up at the table.

GAMES DAY '90 PROGRAMME

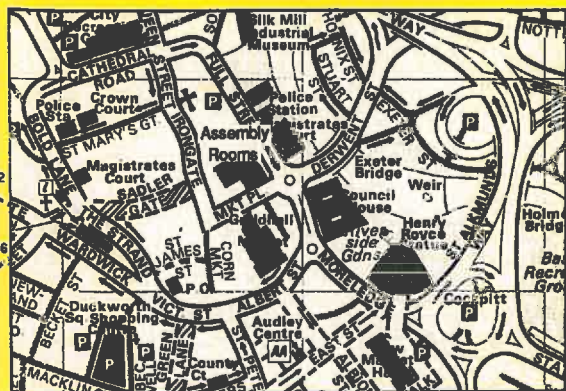


TIME TABLE

10:00	Doors open to ADVANCE TICKET HOLDERS only	2:00	Speed Painting Competition - Session 5
	Mighty Empires begins		Warhammer Fantasy Battle seminar
	Chivalry demonstration begins		Warhammer 40,000 Live Roleplay - Session 8
	Confrontation participation begins	2:30	Warhammer 40,000 Live Roleplay - Session 9
	Restaurant opens for coffee and snacks	2:45	Speed Painting Competition - Session 6
10:15	Gaming League Championship begins	3:00	Space Hulk seminar
10:30	Speed Painting Competition - Session 1		Warhammer 40,000 Live Roleplay - Session 10
	Warhammer 40,000 Live Roleplay - Session 1	3:30	Speed Painting Competition - Session 7
11:00	Warhammer 40,000 Fantasy Roleplay seminar		Warhammer 40,000 Live Roleplay - Session 11
	Warhammer 40,000 Live Roleplay - Session 2		Knights of Outremer display on stage
	The Bar opens to over 18s	4:00	Blood Bowl seminar
11:15	Speed Painting Competition - Session 2		Warhammer 40,000 Live Roleplay - Session 12
11:30	Warhammer 40,000 Live Roleplay - Session 3	4:15	Speed Painting Competition - Session 8
	Knights of Outremer display on stage	4:30	Warhammer 40,000 Live Roleplay - Session 13
12:00	Speed Painting Competition - Session 3	5:00	Presentation of Prizes on stage for National League Championships of:
	Warhammer 40,000 seminar		Space Hulk
	Warhammer 40,000 Live Roleplay - Session 4		Warhammer 40,000
	Restaurant opens for hot and cold food		Space Marine
12:30	Warhammer 40,000 Live Roleplay - Session 5		Warhammer Fantasy Battle
12:45	Speed Painting Competition - Session 4		Blood Bowl
1:00	Doors open to non-ticket holders (admission £3.00)		Presentation of Prizes on Stage for the Advanced Heroquest Tournament
	Space Marine seminar		The Bar and Restaurant close
	Warhammer 40,000 Live Roleplay - Session 6	6:00	Doors Close
1:30	Warhammer 40,000 Live Roleplay - Session 7		
	Knights of Outremer display on stage		



DERBY CITY CENTRE



KEY

ONE-WAY STREET
PEDESTRIANS ONLY
CAR PARK



THERE WILL BE A FREE COACH SERVICE RUNNING FROM DERBY MIDLAND RAILWAY STATION TO THE ASSEMBLY ROOMS



ADRIAN SMITH

DISPLAYS AND SEMINARS

GAMES WORKSHOP ART

A stunning display of original art by the finest Science Fiction and Fantasy artists in the world. Artwork by the following artists is on display:

Tony Ackland	Fangorn
John Blanche	Dave Gallagher
Paul Bonner	Tony Hough
Jim Burns	Steve Hutton
Mark Craven	Martin McKenna
Les Edwards	Adrian Smith
Wayne England	Steve Tappin

Kevin Walker

plus art from the new Warhammer comic

Most of these artists are at the exhibition and are only too pleased to talk to you about their work and the stories behind the pictures, or to give tips and hints to young artists.

MODELLING DEMONSTRATIONS

Phil Lewis and Dave Andrews are demonstrating how easy it is to build magnificent buildings and terrain for Warhammer Fantasy, Warhammer 40,000 and Epic Battles. Examples of these can be seen on all the League Championship games.

CITADEL MINIATURES

Come and meet the famous Games Workshop Miniature Painters and Designers.

Mike McVey, Ivan Bartleet, Dale Hurst and Tim Prow, the team that brings you *'Eavy Metal* each month, demonstrate their talents and are ready to answer your questions on miniature painting and converting.

Citadel Miniature Designers Jes Goodwin, Kevin Adams, Colin Dixon, Roy Eastland, Alan and Michael Perry, and Norman Swales are happy to talk about the miniatures they've sculpted or give you some inside info on what they'll be working on over the coming months.

SPEED PAINTING COMPETITION

How fast can you paint a miniature? Test your skill at the Citadel Miniatures Speed Painting Competition. We provide the paints and miniatures – all you have to bring is a keen eye, a steady hand and nerves of steel.

You have under 30 minutes to paint your miniature – if it's the best of your group, you win all the miniatures painted in that session. Just go along to the table to register.

SEMINARS

Games Day is all about Games Workshop hobby gaming. All the famous games designers and personalities will be there to answer your questions about the rules or the Warhammer universe in an exciting programme of seminars.

Seminar times are:

11.00	Warhammer Fantasy Roleplay
12.00	Warhammer 40,000
1.00	Space Marine
2.00	Warhammer Fantasy Battle
3.00	Space Hulk
4.00	Blood Bowl

There's plenty of opportunity to talk to writers, artists, miniature designers and other famous games personalities throughout the day. Everyone from Games Workshop and Citadel Miniatures is wearing a badge saying just who they are, so don't be shy – come up and ask us your questions, chat to us about games, miniatures, modelling conversions, painting, world backgrounds, new developments....

RAVEN ARMOURY

The Raven Armoury are Britain's foremost armourers of reproduction weapons and the only 20th Century armourers with their weapons on display at the Tower of London.

Raven supply the hand-crafted weapons and trophies to be presented as prizes today. These are on display throughout the day in the Gaming Hall. Raven are also displaying many more of their historical and fantasy weapons on their own stand.

KNIGHTS OF OUTREMER

The Knights of Outremer are fighting on stage throughout the day. Using real weapons and armour, the Knights' fully-customised medieval battle re-enactments are noisy and exciting – cheer on your champions and jeer at the losers.

RETAIL STANDS

All the latest releases of games, books, box sets plus the biggest-ever Citadel Miniatures retail stand.

Warhammer 40,000 and Space Marine

Space Marine, Space Hulk, Deathwing, Genestealer, Blood Bowl, Dark Future – rulebooks and plastic boxed sets, including the new Ork Battlewagon, plus thousands of metal Citadel Miniatures.

Warhammer Fantasy Battle, Boardgames and White Dwarf

Advanced Heroquest, Warhammer Fantasy Battle, Warhammer Armies, Warhammer Siege, Warhammer Fantasy Roleplay, plus Talisman and its supplements and all the Troll Games.

Flame Publications

All the new Warhammer Fantasy Roleplay adventures from Flame are available. Mike Brunton is close at hand to answer your Warhammer Fantasy Roleplay questions.

GW Books

At the GW Books stand are some of the country's top Science Fiction and Fantasy writers signing Games Workshop novels and anthologies and talking about their work. Amongst others, keep an eye out for Ian Watson, Jack Yeovil and William King.

Citadel Paints and Brushes

All the paints, brushes and tools you need to convert your Citadel Miniatures, plus Games Workshop art books.

T-Shirts and Records

All the Games Workshop T-shirts, plus keep an eye out for bands such as Bolt Thrower and Crash & Burn who are happy to talk about their latest records.

Marauder Miniatures

The full range of Marauder Miniatures are on sale, perfect for building up your Warhammer Fantasy Battle armies. Aly and Trish Morrison are on hand to answer your questions.



ENQUIRIES DESK

If you can't find anything or anyone, check at the Enquiries Desk and someone will help you out.

Bob Avery, famed for his hectic roleplaying sessions, is once again Master of Ceremonies – so look out for Bob and his roving radio mike as he creeps up on you and subjects you to his biting wit over the PA system.

In the unfortunate event of anyone needing first aid, please report to the Enquiries Desk.

FOOD AND DRINK

The restaurant is open from 10.00am for coffee and snacks, with hot and cold food available from noon to 5.00pm.

The Gallery Bar is open to over 18s from 11.00am to 5.00pm.

...AND MORE PERSONALITIES

As well as those already mentioned, there's a host of other personalities available for you to badger with your questions and all the Games Workshop and Citadel writers, artists, designers and painters that we've not been able to squeeze into the programme.

TICKETS

To help reduce congestion and waiting in queues, entry is by priority advance tickets only before 1pm. Tickets are available at £2.00 each from Games Workshop stores, Independent Specialist Stockists and Games Workshop Mail Order (0773 760462 or 0773 713213).

Entry on the day for non ticket holders is £3.00 and after 1pm only.

COACHES

There are coaches running to Games Day from all the Games Workshop stores around the country. See your local manager as soon as possible for details of how to book a place.

If you're coming by train, there's also a free coach service running between Derby Midland Railway Station and the Assembly Rooms.



CHAOS CHAMPIONS

Champions of Chaos are the ultimate warriors of the Warhammer World. They have struck an unbreakable bargain with the gods of Chaos themselves, trading their lives in return for worldly power and the chance of immortality as a Dæmon Prince of the Realm of Chaos. As Champions rise in the favour of their gods they acquire rewards of Chaos and gradually mutate into ever more powerful and increasingly inhuman forms. These rewards are the material signs of their success and of their Patron's generosity.



CHAOS CHAMPION MOUNTED ON
CHAOS STEED



THREE HEADED CHAMPION OF
TZEENTCH



CHAOS SORCERER
FOLLOWER OF TZEENTCH



CHAMPION OF NURGLE WITH TECHNOLOGICAL
WEAPONS, RIDING PALANQUIN



CHAMPION OF NURGLE
(CONVERSION)



CHAMPION OF NURGLE



CHAMPION OF NURGLE
WITH BOLTER



CHAMPION OF TZEENTCH
WITH BLUE HORROR ARM



CHAMPION OF TZEENTCH DISC RIDER



SKELETAL CHAMPION OF NURGLE



CHAMPION OF NURGLE



CHAMPION OF TZEENTCH WITH FLAMER ARM MUTATION



CHAMPION OF TZEENTCH ON CHAOS STEED



CHAMPION OF NURGLE



MINOTAUR CHAMPION



CENTAUR CHAMPION



CHAOS CHAMPION



CHAMPION OF NURGLE

Further Rules for Vehicles in Warhammer 40,000 by Rick Priestley

This month we are presenting a selection of new Data Record Sheets for Warhammer 40,000 vehicles - more Data Records are in preparation in future months. One thing we forgot to mention in last month's article was that we would very much like players to write and tell us how they get on with the new rules. Please don't forget to include a stamped SAE with your comments should you require a reply as this saves a great deal of time and means I can answer your queries much more quickly.

A few players have already taken the opportunity to write in, and I'm pleased to say the overwhelming response is a massive thumbs up! However, some players have commented that the 3" explosion radius for the Engine is Destroyed and Bursts in Flames result (Engine result 6), and also the 3" radius for the Ammo explosion results, are a bit small. This is especially true for vehicles which are quite large such as the Battle Wagon where the resulting explosion may not even cover the entire vehicle! I suggest players increase this to a 6" radius for all vehicles other than bikes which can stay as 3". Similarly the Ork Fuel Tank explosions can be increased from 2" radius to 3" radius, with the trailing cloud of corrosive fuel now 6" wide rather than 4". This increased size for Ork fuel hits has been used in the new Data Record sheet for the Wartrack this month.

A particularly good suggestion concerns the armour values. Most modern armoured vehicles have thicker armour to their front than to their rear, whereas the Data Record sheets show the same value regardless of

direction. Obviously it makes sense to place the thicker armour to the front of your vehicle and to reduce the thickness at the rear where it is not needed so much. To represent this some of the Data Records will now have a modifier shown on the target diagram. This is shown next to the FRONT and REAR division marks. Any shots from the front of the vehicle add the modifier shown to the armour value of the area hit.

Note that this is regardless of whether the area hit actually lies in the front zone or not, as any shot which penetrates through to the rear areas must first penetrate the vehicle's frontal armour. For example - the Land Raider shown in this month's article has a Frontal Armour modifier of +1 which means all shots from the front of the vehicle add +1 to the value of armour they must penetrate. Similarly, there is also a rear modifier which is minus number and which is deducted from the armour value when shots are fired from behind the vehicle. Not all vehicles have these modifiers - and future Data Records will have suitable modifiers where they are applicable.

In retrospect, the Rhino and Predator Data Records should both have +1 Front and -1 Rear modifiers - amend your Data Records accordingly (look at the Land Raider target diagram to see how this is done). The Ork Battlewagon can stay as it is - its armour values reflect the need to protect the vulnerable engine and passengers so it makes sense for it to have good all round armour.

LAND SPEEDER

In the Imperium fast, small, hovering vehicles are known as speeders. Speeders are used by civilians, governmental bodies and the armed forces, and are a very common type of vehicle on most worlds.

The Land Speeder has two crew: the pilot who also operates the melta-gun, and another crewman who operates the main dorsal multi-melta. In common with most Imperial vehicle armament, both weapons have sophisticated targeter devices.

Like all Imperial vehicles the Land Speeder can take one of several powerplants, the most favoured being the 480 Anstar series 3 gravitic reaction engine, with directional jets fed from a hydro-carbon fusion motor. The Land Speeder is in service with the Imperial Guard and Space Marine forces throughout the Imperium.



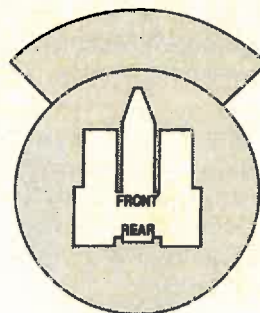
IMPERIAL LAND SPEEDER

DATA RECORD: IMP3

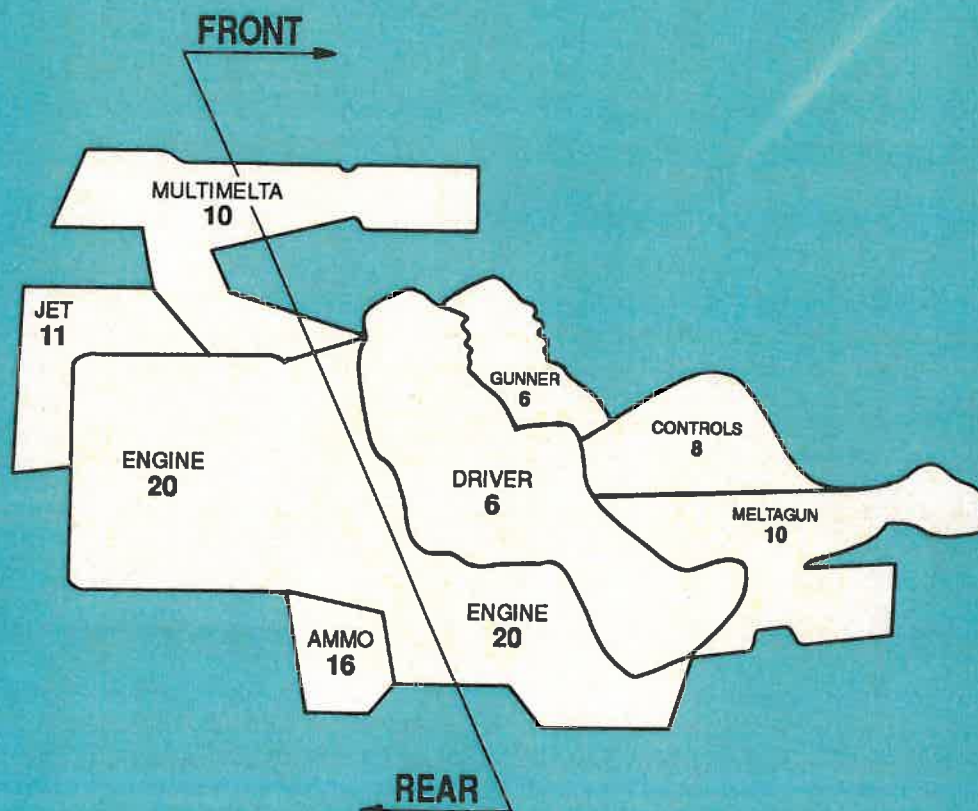
The Land Speeder is a multi-purpose attack and support vehicle mounting a fixed ventral melta-gun and a dorsal multi-melta with all-round traverse. Both weapons have sophisticated targeter devices in common with most Imperial vehicle armament. The Land Speeder is in service with the Imperial Guard and Space Marine forces throughout the Imperium.

Type	Grav 200
Fast Speed	24
Combat Speed	18
Slow Speed	8
Crew	1 driver and 1 crewman
Transport	None
Weapon	Melta-gun with targeter and 90° field of fire to front
OR	Heavy Bolter with targeter and 90° field of fire to front
AND	Multi-melta with targeter and 360° field of fire
OR	Heavy Plasma Gun with 360° field of fire with targeter

MELTA-GUN - 90°
or
HEAVY BOLTER - 90°



MULTI-MELTA - 360°
or
HEAVY PLASMA GUN - 360°



2 x SCALE

SENTINEL

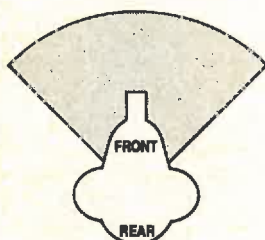
DATA RECORD: IMP4

The Sentinel is the vehicle equivalent to a sentry, scout, or guide. Its locomotive legs and light-weight construction enable it to traverse territory normally considered as fit only for lightly equipped foot soldiers. Its high body also affords an excellent view of the surrounding territory. It is used for reconnaissance work where it is particularly valuable - being fast enough to run from more heavily armed vehicles but sufficiently armed and armoured to easily take on ordinary foot troops. Against lightly equipped targets it has a useful armoured attack role similar to that of a Land Speeder.

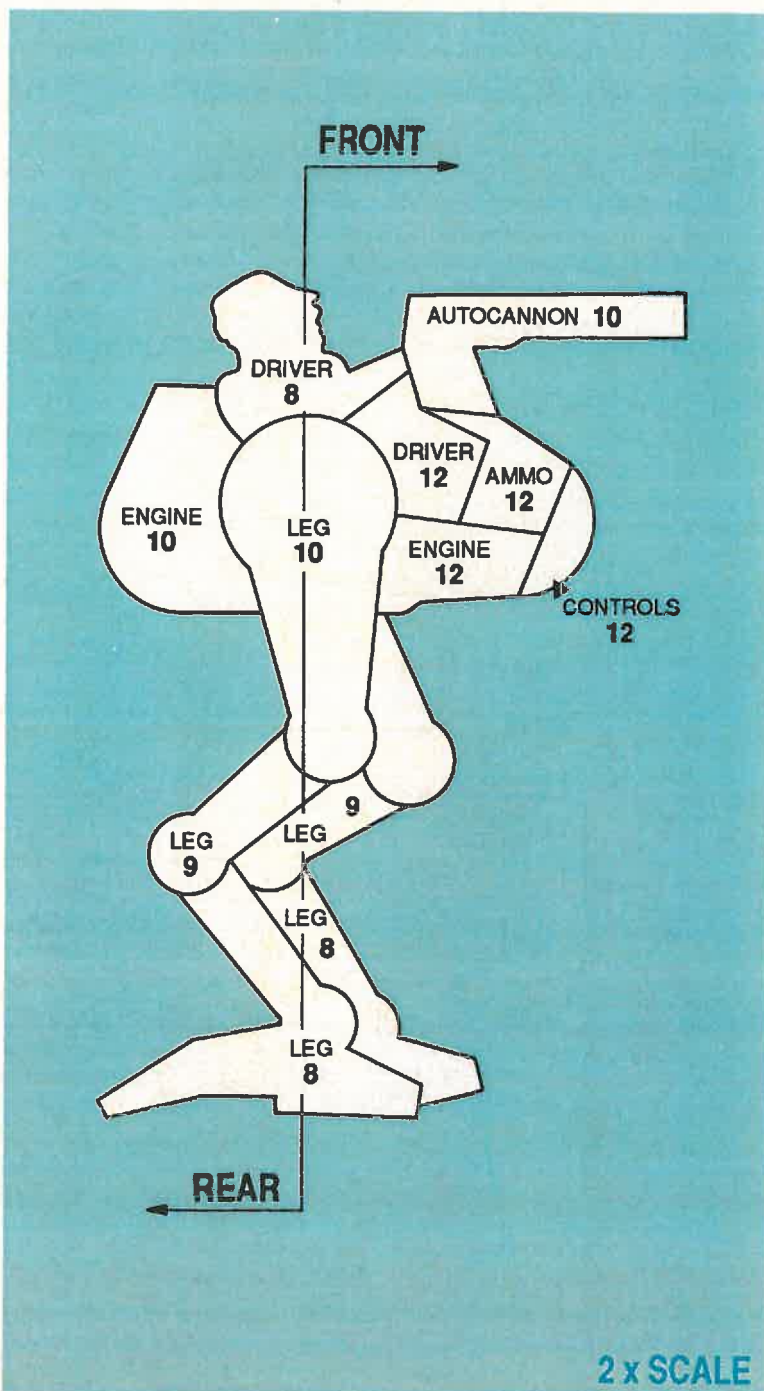
The Sentinel is in service with the Imperial Guard throughout the galaxy and with local Planetary Defence Forces and household troops of the many planetary rulers. It is designed to take any of the small sized power units with standard couplings that are common throughout the Imperium - being used not only for vehicles but also for pumps, winches, construction equipment, etc.

Type	Walker
Fast Speed	30
Combat Speed	16
Slow Speed	8
Crew	1 driver
Transport	None
Weapon	Auto-cannon with targeter 90° arc of fire to front.

AUTOCANNON - 90°



WD40



LAND RAIDER

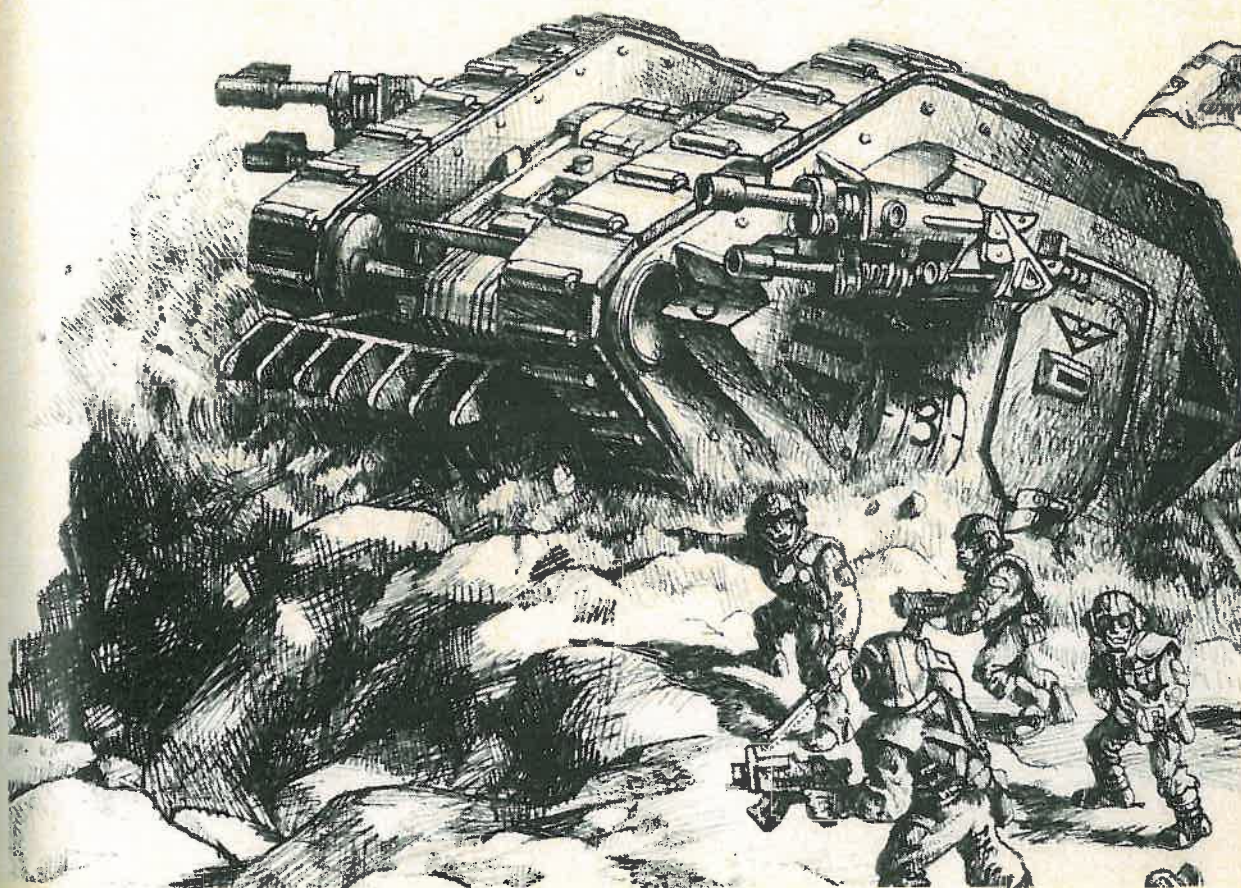
The Land Raider is one of the Land series of vehicles developed by the Adeptus Mechanicus for the Imperial forces prior to the Great Crusade. The series takes its name from the Fabricator General Arkan Land, the initiator of the program. The Land series of vehicle and weapon designs were developed from information derived from the blue-prints, second generation copies, and actual examples of devices all attributable to the Standard Template Construct computerised production machines of Earth's ancient past. Gathering the highly advanced scientific data to begin the Land program took the Adeptus Mechanicus nearly fifty years of intensive work.

The Land Raider is one of the most characteristic and best well known of the Imperium's fighting machines. It is a heavily armoured and well armed vehicle which can also carry combat troops inside its capacious hull. It is the ideal vehicle to employ in a fast assault role where speed, firepower, and back-up from foot troops are all of paramount importance. Its occupants are delivered to the battle zone and deployed amongst suitable cover or as near to the objective as possible without taking undue risk. The Land Raider then continues to offer supporting fire to the foot troops, or can be used to take out enemy vehicles or heavy weaponry. The impressive armament of the Land Raider allows it to keep enemy vehicles at bay while the foot troops advance through cover. The machine is in

wide service with Space Marines and other specialist mobile assault forces. Every Space Marine chapter uses the vehicle, and most of the Marine Chapters have developed their own subtle variations of internal layout, instrumentation, and (in some cases) weapon deployment. The standard variant is still the most common with only minor changes in detail.

In addition to the driver the Land Raider has two crewmen each of whom operates one of the sponson-mounted synchronised laser cannons which are the vehicle's main weaponry. These lascannons are positioned to shoot to either side of the Land Raider, while the small bolt-gun equipped turret is designed to shoot all round, providing covering firepower at the rear of the vehicle.

Like most vehicles used throughout human space the Land Raider will accept any heavy duty traction unit with a standard transmission coupling. It will readily accept any one of several advanced motors or even customised engines running on local fuels. One of the most highly favoured units is the well-proven Maelstrom Taurus 3000 hydrogen reduction engine. The Space Marines often adapt these vehicles to suit locally produced fuels as diverse as organic methane, biologically farmed fuel-oils, and even solid combustible substances such as wood or coal. Engines are sometimes refitted or adapted specially to take part in a particular campaign and it is usual for a Space Marine Chapter to keep a stock of alternative power plants suitable for different environments.



LAND RAIDER

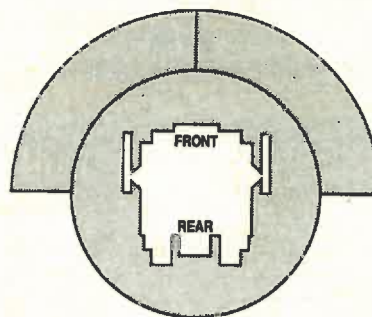
DATA RECORD: IMP5

The Land Raider is a heavily armoured vehicle which can carry troops. It is armed with two double las-cannons and a double heavy bolter.

Type	Track 750
Fast Speed	20
Combat Speed	14
Slow Speed	7
Crew	1 driver and 2 gunners
Transport	10
Enter/Exit	10
Weapon	Double las-cannon with targeter and 90 degree field of fire to front left quadrant Double las-cannon with targeter and 90 degree field of fire to front right quadrant Double heavy bolter with 360 degree field of fire

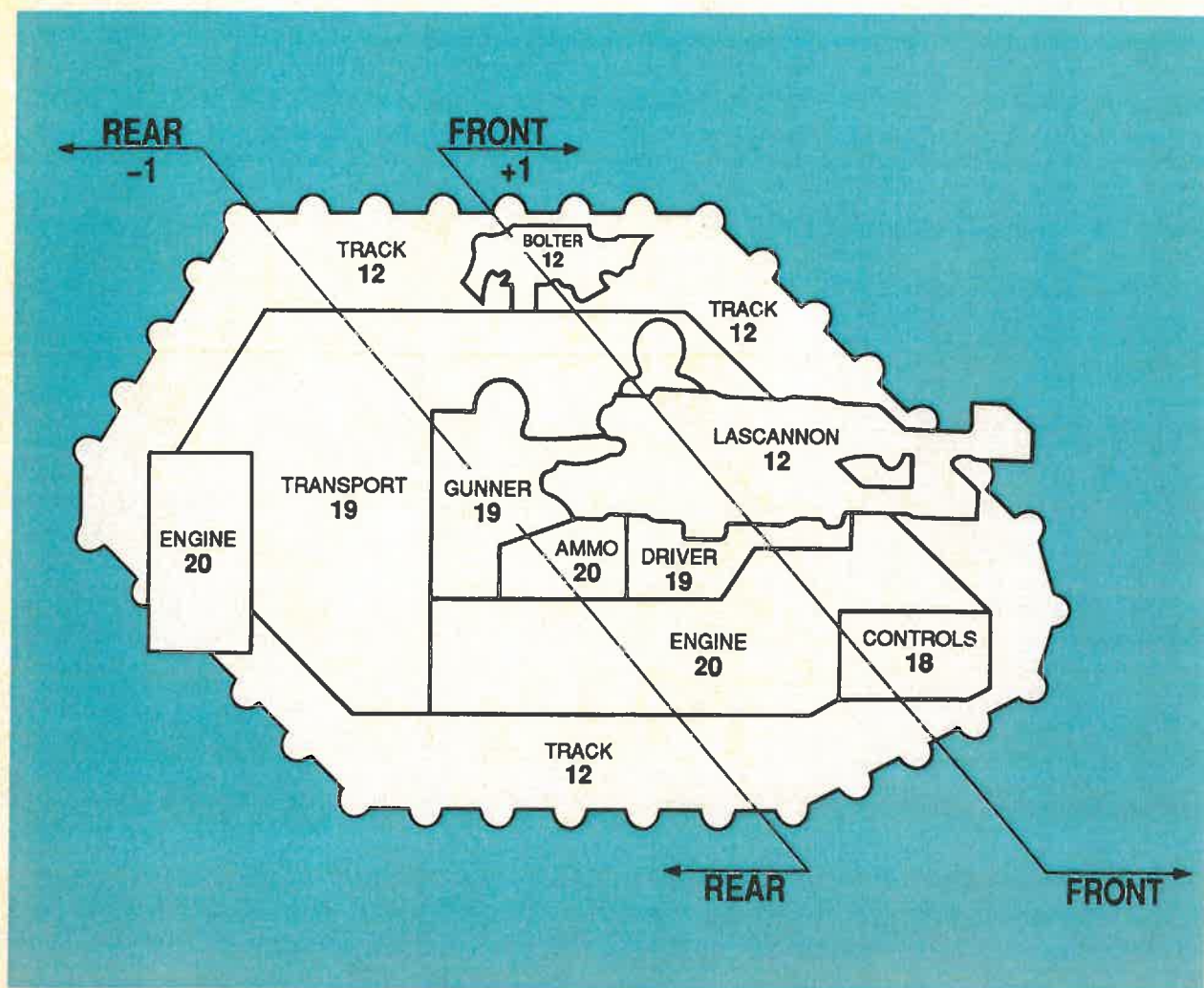
LEFT:
TWIN LAS-CANNON - 90°

RIGHT:
TWIN LAS-CANNON - 90°



TWIN HEAVY BOLTER - 360°

All double weapons are synchronised to fire at the same target. Roll once to hit - either both hit or both miss.



ORK WARTRAK

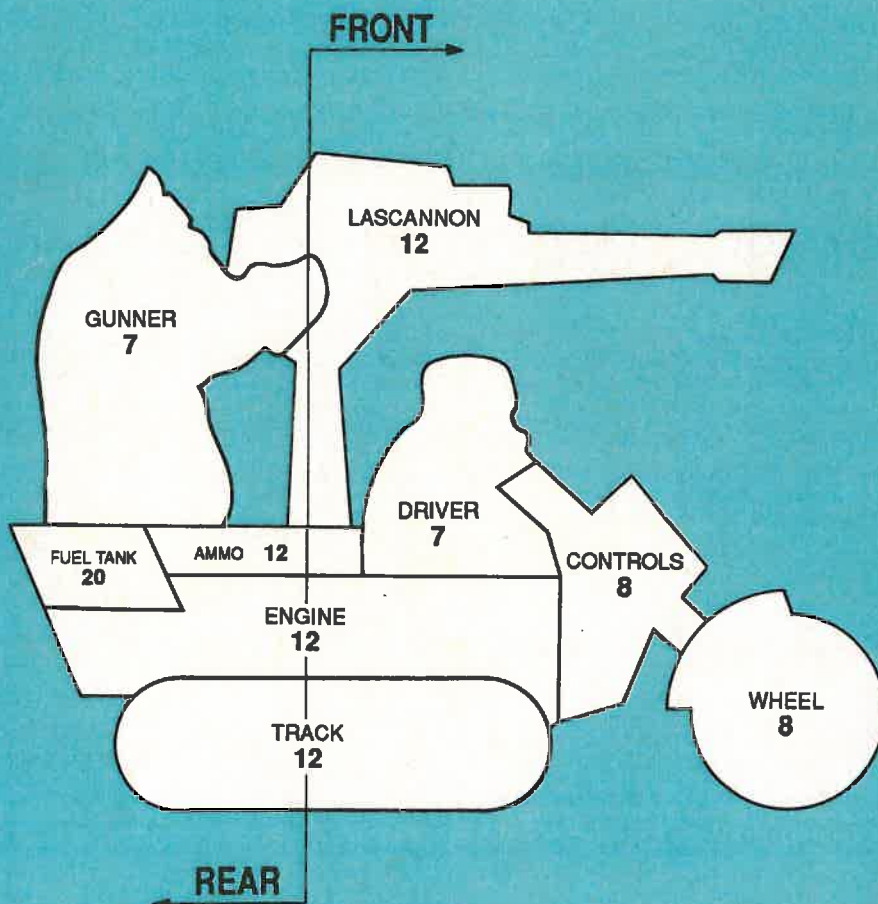
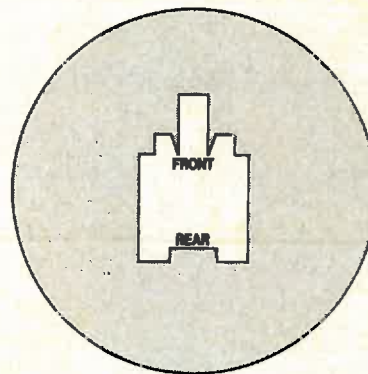
DATA RECORD: ORK2

The Ork Wartrak is another extremely common type of vehicle built by Ork Mekboyz. In fact Mekboyz will generally favour either War Buggies or Wartraks, depending on whether they prefer wheels (which are faster) or tracks (which don't get bogged down by mud or other sticky terrain so easily).

The Wartrak has two sets of tracks and a bike type of front suspension. The driver and crewman sit in tandem one behind the other, much like the arrangement in the War Buggy. Because it is tracked and can cope with most types of terrain the Wartrak makes a particularly fine tow vehicle and is used, for example, to pull the Ork Hop-Splat Field Gun.

Type	Track
Fast Speed	28
Combat Speed	20
Slow Speed	10
Crew	1 driver and 1 crewman
Transport	None
Weapon	Las-cannon with 360° field of fire
OR	Twin Heavy Bolters with 360° field of fire
OR	Multi-melta with 360° field of fire
OR	Heavy Plasma Gun with 360° field of fire

MAIN WEAPON - 360°



2 x SCALE

ORK FUEL TANK HITS

DATA RECORD: ORK2

Ork vehicles are powered by a unique blend of squig and fungus derived gases - every Mekboy favours his own mixture which is engineered not only to provide a volatile combustible fuel but also to enhance the sound of the engine and characterise the smell of its belching exhaust.

The speed of an Ork vehicle is regulated by a single valve - the driver opens the valve to let more fuel into the engine so that the vehicle goes faster, by closing the valve the engine and the vehicle both slow down. Because of the extremely volatile and often unpredictable nature of the fuel, a hit on the fuel tank or delivery system can lead to the vehicle going out of control, spewing fuel in all directions or simply exploding. For this reason Ork vehicles have a special target location for their fuel tanks and any penetrating hits on this tank are resolved by means of the special Ork Fuel Tank hits table.

ORK FUEL TANK HITS TABLE

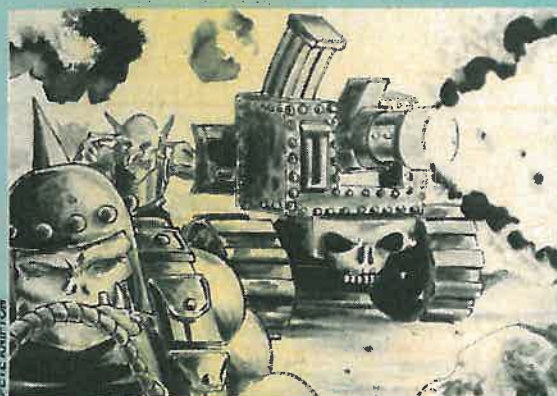
D6 Result

1-2 Control Valve Smashed

The controlling valve is smashed and the vehicle continues to travel at the same speed for the rest of the game. The vehicle can still be steered normally but the driver has no control over the speed. If the vehicle leaves the table it does not return.

3-4 Tank Bursts

The fuel tank is ruptured and clouds of volatile fuel spew out over the vehicle. The vehicle will explode on the D6 roll of a 4, 5 or 6 made at the beginning of its subsequent turns. If the vehicle explodes it will erupt into a ball of fire with a radius of 3" - the vehicle and all of its crew are completely destroyed. Any other models inside the fire ball will take a single strength 5 hit and D4 wounds with normal saves applying.



5 Fuel Tank Ruptures

A corrosive cloud forms centred around the vehicle. All crew immediately jump off regardless of the vehicle's speed. Place a 3" radius wad of cotton wool over the vehicle - any models inside this area sustain a single strength 5 hit due to corrosion, normal saving throws apply.



D6 Result

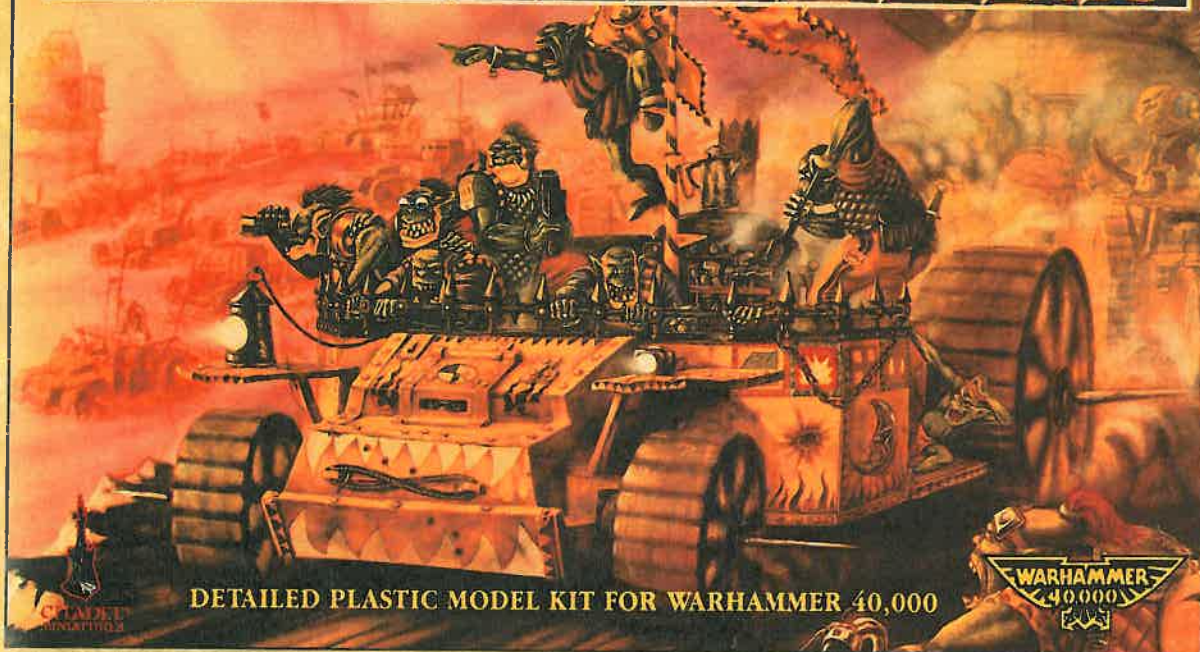
This gas cloud remains in place when the vehicle moves, and stays on the table until it disperses as explained below. In its own turn the vehicle continues to move out of control as it has no driver. As the vehicle moves it trails a corrosive cloud behind it - to represent this you will need more cotton wool to show the trail of gas. Once the vehicle has moved place another 3" radius wad over its final position. Now fill in the space between the two gas areas with a 6" wide trail of gas creating a trail which follows the path of the vehicle.

Any models covered by the gas trail suffer a single strength 5 hit from the corrosive effects of the fuel vapour. Once the vehicle has moved and casualties have been worked out roll a D6 and remove that number of inches of gas cloud from the rear of the trail - in this way the cloud always disperses gradually from the rear and will eventually disappear. While it persists the cloud blocks line of sight in exactly the same way as smoke.

6 Fuel Tank Explodes

The vehicle is destroyed and its crew crisped. Place a 3" radius area marker over the vehicle. Any models inside the fire ball will take a single strength 5 hit and D4 wounds where appropriate with normal saves applying.

SPACE ORK BATTLEWAGON



DETAILED PLASTIC MODEL KIT FOR WARHAMMER 40,000



This Snake-Bite Battlewagon has been put together and painted by Ivan Bartleer, 1988 Golden Demon winner. With simple conversion work, he's turned this stunning kit into a masterpiece, superbly displaying the feral nature of the Snake-Bite clan. For this Battlewagon, Ivan used loads of the spare parts and tools that come with the kit, like spanners, screwdrivers, drills and bone saws, plus all sorts of things from his bits box. Orks are keen on adding as many trophies to their Battlewagons as they can – huge skulls on the front are particularly common, taken from dangerous wild beasts, often killed by one of the Orks in single combat or hunted from the back of the Battlewagon in a frenzied chase.

Packed into the Battlewagon are Orks, Gretchin and Snotlings – Ivan's used metal and plastic Citadel Miniatures, posing them so they're shouting and waving their guns with fierce exhilaration. There's no limit to the number of crew on a Battlewagon – it's common to see them full of Orks wielding bolters, with Gretchin and Snotlings clinging on to every available surface, cheering wildly at the manic ride.

The main snake pennant is a classic Snake-Bite image; the other banners display glyphs boasting of the Orks' innumerable kills and their great wealth.

Ivan chose the glyphs from Waaargh the Orks, making up the extravagant boasts to let the enemy know how mean his Orks are.

THIS BOX CONTAINS

- 1 highly detailed plastic Battlewagon kit
- 7 finely-sculpted plastic Ork Citadel Miniatures
- 1 plastic Ork arm sprue and 1 plastic Ork weapon sprue
- Full instructions and diagrams for assembling your Battlewagon kit

In addition to the Battlewagon, you get a wonderful selection of extra Ork tools and equipment like wrenches, screwdrivers, drills and saws. You can use these to customise your Battlewagon, or you can glue them to any Ork miniatures from the Citadel Range.



Kit supplied unpainted and unassembled



**GAMES
WORKSHOP**



PAINBOYZ



Painboyz are the Ork equivalent of medics, doctors and surgeons. Together with Runtherds, Mekaniaks and Weirdboyz they belong to the caste of Orks collectively known as Oddboyz. In the case of Painboyz, their eccentricity takes the form of a fascination with pain, wounds and surgery. Young whelps fresh from the wilds can become Painboyz by apprenticing themselves to a well known 'Doc'. A knack for using a saw, blowtorch or pliers is often enough to encourage a Doc to adopt a promising young Ork and train him in the art and craft of the Painboy.



Painboyz have much in common with Mekaniaks. The two castes get on very well together and often collaborate on projects. Painboyz might even be described as the Mekaniaks of the Orkish physique, in that they attempt to repair, maintain and sometimes improve on the Ork body itself, rather than inanimate machines.

Painboyz learn their craft through a mixture of trial and error and by applying the time-honoured principles of 'Orky know wots'. A particular Painboy speciality is the implantation of bionik bitz produced by Meks, and both professions frequently work together on bionik surgery. Painboyz may commission parts from Meks who will often be sufficiently interested in the project to attend the final fitting and make last minute adjustments for the patient (or 'kustomer' as the Painboyz and Meks like to call their clients). Just like Meks, a Painboy's greatest joy in life is 'eksperimentin'.

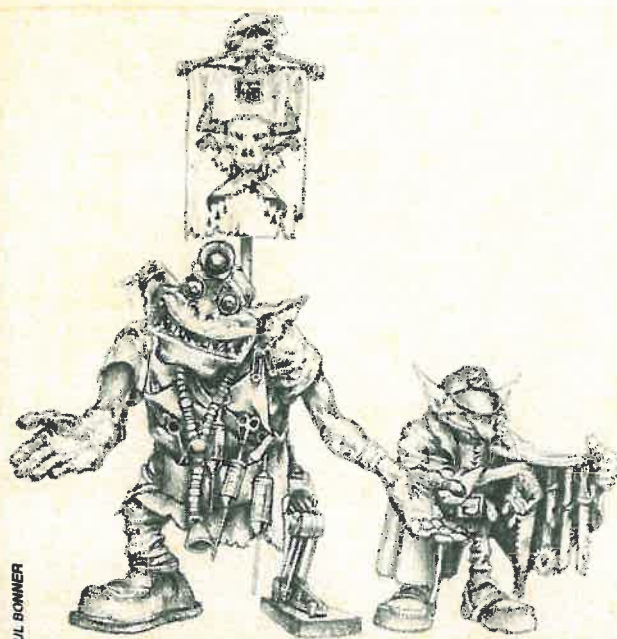
Painboyz find plenty of work to do around the Ork settlement, from stitching up squig bites, basic dentistry (they get to keep the teeth) and repairing the odd Gretchin servant, but they really come into their own on campaign. When the battle is raging and the wounded lie thick on the ground, a steady stream of walking wounded staggers back to the Painboyz' tents. This is a truly a happy time for the Painboyz - never are their talents more urgently needed and never do they have a better opportunity to hone their skills, plus there's always the opportunity to do a bit of 'eksperimentin' on the side. There are plenty of teeth to be earned as well, not to mention the undying gratitude of the Warboss and 'da boyz'.

PAINBOYZ IN BATTLE

The more Painboyz that are present with the warband on the battlefield the more Orks are likely to survive the battle, even if they have been severely wounded. Painboyz, accompanied by their Gretchin and Snotling orderlies, stalk the battlefield seeking out wounded Orks in need of medical attention. Undeterred by the hail of fire, they diligently go about their work in flagrant disregard of danger and in sheer contempt of the enemy's firepower. If a few Painboyz or orderlies fall upon the field it simply adds to the reputation of those who are left, and earns them even more admiration from 'da boyz'. Nothing boosts the morale of a flagging Ork warband more than the sight of Painboyz heroically attending the wounded in the heat of battle.

If the Painboy finds a casualty suffering miserably in a shell crater or hanging out of his wrecked vehicle, he will immediately attempt to relieve his suffering by administering a powerful anaesthetic, usually injected by means of a syringe squig. This is one of the strange species of 'medical-squigs' bred by Painboyz and their Gretchin orderlies for various surgical and medical purposes.

The syringe squig is shaped like a bag with a long, needle-sharp proboscis which can be inserted into the Ork. When the squig is squeezed it injects a powerful venom which will knock out the patient for up to several days. Alternatively, several tiny venomous squigs, stinging squigs or potent



PAUL BONNER

fermented fungus can be loaded into one of the Doc's large brass syringes. As the plunger is depressed, the venom or knock-out juices are squeezed out of the squigs or toadstools and injected directly into the patient. These anaesthetics prevent the casualty crawling off before the Painboy has a chance to do a proper repair job and try out his latest experimental bionic implant on him. It is entirely coincidental that they relieve the patients' pain!

When the patient has been rendered completely unconscious, or, as the Docs like to say 'komfortable', the Painboy quickly tourniquets any bleeding, performs emergency surgery including battlefield amputations and on the spot treatments such as sewing up or rivetting open wounds with medical squigs. These are only temporary treatments to keep the patient alive until the battle is over, when the Painboy will attend to any serious 'merdin' in his field hospital (usually no more than a rather tatty tent and a workbench) back in the Ork camp.

CASUALTY CLAIMS

One or more of the Painboy's orderlies carries a number of small pennants. When the Painboy finds a patient he marks the casualty by sticking a small pennant in the ground next to him then moves on. This serves to remind him to collect the patient after the battle and indicates his claim to other roving Painboyz. These marker pennants bear the Painboy's personal insignia, usually derived from the more ornate design on the his own backbanner.

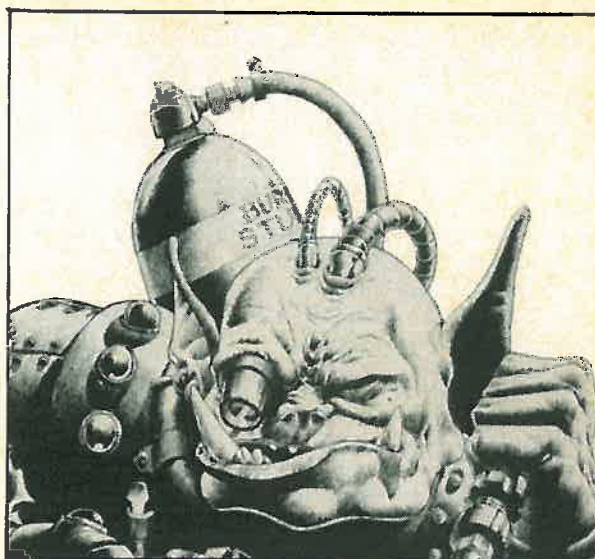
MEDICAL SQUIGS

Painboyz make considerable use of specially reared medical squigs of various kinds. These squigs have natural properties which the Painboyz find useful. For example the syringe squig exudes a soporific venom which makes a fine anaesthetic.

Probably the most common of these squigs is the hair squig which is used to stitch or staple patients together. Other squigs are killed and preserved and used whole or in parts to make medicines. Painboyz sometimes rear squigs in cages or bottles, but more often they dig special latrines and cultivate the various strange creatures inside.

These latrines have to be specially guarded by the Painboy's orderlies - both to prevent the squigs being stolen by rivals and to prevent any innocent Orks accidentally using a latrine without realising. It is not unknown for unsuspecting Orks to be stuck by a syringe squig while using a Painboy's latrine with the result that they are overcome by the anaesthetic and fall inside the pit and disappear forever. Fortunately, many of the smaller squigs can be raised inside jars or tanks.

Every Painboy raises his own strain of squigs and takes considerable pride in their potency. Painboyz are always trying to create new types of medical squig or to adapt familiar squigs to medical uses. Attempts to use face-eater squigs to amputate a patients limbs have not proven very successful as the squigs tend to bite off the orderlies' arms and legs or even the Painboy's fingers.



To prevent the orderlies squabbling over the claims, great efforts are made to avoid confusion between the pennants of different Painboyz. Every Painboy urges his servants to paint the most original designs they can think of. Skulls, bones and surgical implements are often chosen as motifs. Glyphs spelling the Doc's name are sometimes used, and some of the most garish pennants display images of distinctive medical squigs bred only by the Painboy.

ORDERLIES

Snotling or Gretchin orderlies are often left behind to guard the patient. This task is taken very seriously indeed because it means that the life of 'one of da boyz' depends on the orderly. Nothing could make a Snotling or Gretchin more proud and determined to do his duty.

One of the orderly's most important duties is to stop other thieving Gretchins, Death Skull looterz, treacherous Blood Axes and other wretches from wrenching the teeth out of the helpless casualty. Ork looters tend not to check whether their victims are really dead or not, which can lead to vicious fights between scavenging runtz and orderlies over a wounded Ork.

Orderlies are seldom armed and have to defend themselves and their patients with surgical implements and syringe squigs, though it has to be said that these can prove a surprisingly effective deterrent. Sometimes a Painboy will return to his pennant only to find the gallant orderly lying dead upon the body of the wounded Ork, surrounded by a ring of slain Gretchin looterz and other riff-raff, transfixed with bone-saws or syringes.

Often the Ork is still alive and unaware of the heroic efforts made to save him and the tragic loss of a good servant. It is easy to understand the Doc's exasperation with those mean-hearted patients who then begrudge paying a few teeth for being properly mended. If it hadn't been for the selfless sacrifice of one of the Doc's brave orderlies they wouldn't even have their precious teeth any longer - it's appalling how ungrateful some Orks can be.

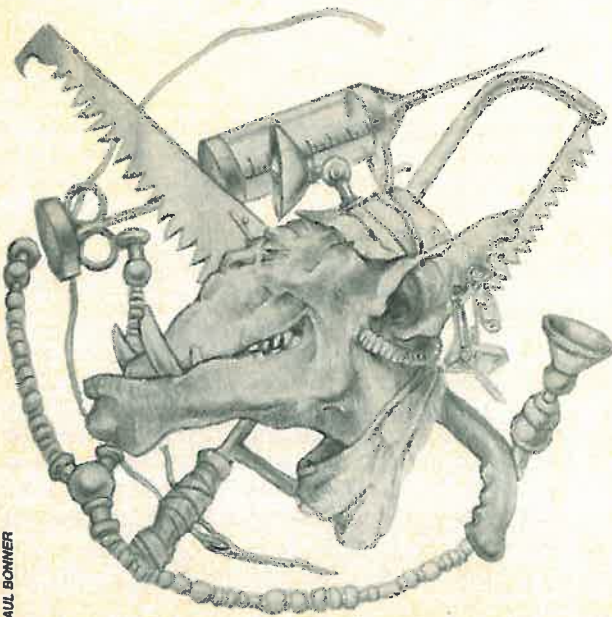
CASUALTY RECOVERY

During the game the Painboy can administer treatment to Ork casualties. This has no effect during the game itself as the casualty, if not actually dead, will be so pumped-up with anaesthetic that he is unable to do anything at all. When it comes to deciding who has won the game any casualties which have been treated by the Doc test to see if they are still alive. Casualties which survive thanks to the administrations of the Doc are considered to have been recovered from the battlefield and count their full points value towards deciding which side has won the game.

Ork casualties can be treated during the battle if there is a Painboy in the vicinity, and a player can opt to leave the casualty on the playing area to see if a Painboy can reach him in time. If a Painboy moves into contact with the casualty before the end of the player's next turn emergency treatment is possible otherwise the casualty is removed as normal. The Painboy does not have to spend any time stationary beside the casualty, he simply has to 'touch' the model as he passes by in the course of his move. The Painboy automatically counts as having set up the marker pennant and rendered any emergency treatment (after all, the Painboy will have plenty of orderlies to help him, including some to carry a supply of marker pennants). Players may like to make a supply of pennants marked with each Painboy's personal sign.

After the battle roll a D6 for each casualty marked with a pennant. A score of 3-6 means that the emergency treatment was successful and the casualty has survived. Other casualties are removed as slain. Survivors are carried from the battlefield to the Painboy's field hospital for proper treatment and the fitting of bionic parts.

If you are playing in an organised campaign game where casualties are unable to take part in your following games, then any recovered casualties are available to fight as part of the army. In fact the Ork may reappear with the addition of suitable Bionik Bitz as explained later. The Painboy earns himself a nice bag of teeth from grateful and often bewildered patients and is able to observe them benefitting from his latest inventions.



Bignatz watched in awe as the Doc Hacksore put the finishing touches on the Ork Dreadnought.

'Pass us the gubbins, Bignatz,' he said from the depths of the machine.

Bignatz looked round desperately in the direction of the Doc's vaguely waving hand. Just to the side of the Dreadnought stood a huge table, wobbling under the weight of medical paraphernalia: syringes, bandages, rivet guns and copper wire. He pushed aside the chainsaw and grabbed a tool at random. He recognised it as a no. 5 gubbins, and passed it over.

Having finished wiring up the Gretchin, the Doc wrestled the access panel to and screwed it shut.

'That should do it,' he said. 'Shall we try it out?'

Bignatz nodded and tactfully moved to the other side of the table. He had never seen a Dreadnought being tested before, truly it must be a thing of great mystery and wonder. He held his breath and waited.

Doc Hacksore whacked the side of the Dreadnought with a large spanner.

'Wake up in there!' he yelled.

The two Orks waited. Nothing happened. Bignatz, who'd had the foresight to wear his new running leg, had been expecting something spectacular to happen. It wasn't unknown for new Dreadnoughts to run amok when they were first activated. 'Runnin' in', the Docs ambiguously called it. Bignatz didn't like to say anything, what did he know about biology?

With a grunt of annoyance, the Doc levered open the access panel and peered inside.

'Not enough nails?' ventured Bignatz.

'No,' replied the Doc, shaking his head. 'I put the little feller in upside down.'

DREADNOUGHTS

Painboyz have an important role to play in any warband that includes Dreadnoughts. Dreadnought pilots have to be interfaced or 'plugged-in' as the Orks say, to their suit. Only Painboyz have the requisite expertise to wire the Gretchin pilot into his machine, Mekks lack the biological and surgical know-how. You can't just hammer the pilot into his suit (which doesn't mean it hasn't been tried!). Furthermore, the Dreadnought and pilot need continual maintenance as wires tend to pull out of the Gretchin under the stress of battle.

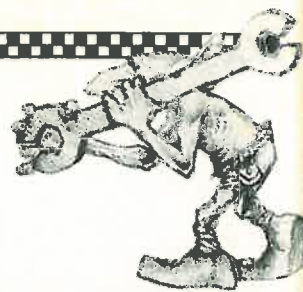
A warband including Dreadnoughts will need one Painboy for each Dreadnought to maintain it in working order. Each Dreadnought will be marked with the personal sign of the Painboy. This means that the warband can only include as many Dreadnoughts as Painboyz. The purely mechanical parts of a Dreadnought still benefit from the tinkering of Mekaniaks, so Dreadnoughts are subject to the Mekaniak Maintenance Rules along with all other vehicles and equipment.



PAUL BONNER



BIONIK BITZ



he boundless surgical expertise of the Painboyz is such that they are undeterred by wounds no matter how severe they are. As long as the patient isn't (quite) dead, the Painboyz will do their utmost to save him. In fact, there is possibly a greater range of bionic parts known among the Orks than any other race.

Kustom bioniks are made especially for Painboyz by Mekaniaks who work in close co-operation with them. Mekaniaks will be on hand during surgery when the part is being fitted, making minor modifications to the device as the Painboy rivets, bolts or grafts it on to the patient.

Orks are indeed lucky to have exceptionally robust and resilient bodies. They do not die easily, as they are very resistant to diseases, poisons and superficial wounds. Almost any kind of bionic device can be successfully rivetted or bolted on to an Ork's body. Every replacement part is specially crafted to fit the patient but however bizarre and individual the design, Painboy Kustom Bioniks all belong to one of the categories listed below.



KEVIN WALKER

'Bad Doc' Freebooter Painboy with syringe squig

KUSTOM HAND RELACEMENTS

These are applied to Orks who have lost hands or suffered severe hand wounds. The hand is replaced by a close combat weapon made especially by a Mekaniak and fitted directly onto the stump by bolts or rivets. Kustom hands are very popular among the patients since they restore and occasionally enhance former fighting ability.

KUSTOM ARM REPLACEMENTS

Applied to patients who have suffered severe arm wounds. Arms can incorporate kustom kombat weapons in the same way as kustom hand replacements, but a greater range of other options is possible, such as telescopic arms, arms fitted with grappling hooks or even with cages containing ferocious face-eater squigs which can be unleashed against opponents in close combat.

KUSTOM LEG REPLACEMENTS

Applied to Orks who have suffered severe leg wounds. The patient is restored to full mobility, and may find that he is far more mobile than he ever believed possible as a result of a particularly imaginative kustom job.

REBUILT CRANIUM

Orks who have suffered severe head wounds can benefit from a rebuilt cranium. The patient is never quite the same again, but may have acquired enhanced abilities together with the iron, steel or tungsten skull plates which have been bolted or rivetted in place. Enhanced intellect however, hardly ever results from such restorative surgery.

DOC'S SURPRISE !!!

Generally only applied to Orks who have suffered really severe damage. If the patient seems unlikely to survive through normal methods, the Painboy will feel justified in attempting to restore him with one of his latest experimental devices, almost total rebuild or drastic transplant surgery. The incredible resilience of the Ork physique means that some of these life-saving attempts are actually successful. A big surprise to all involved, most especially for the patient when he wakes up and finds out what the Doc has done for him.

GENERATING BIONIK BITZ

Some Orks in the warband may be veterans of many campaigns, and will have been patched-up by Painboyz after quite a few scraps with the enemy. This is the case if you have already opted to give bionik bitz to models when initially choosing your army from the list. If the Ork already has bionik bits acquired as a result of wounds suffered in a previous battle, roll on the chart below to determine the basic type and then on the sub charts for more precise details.

Painboyz play an important part in recovering casualties after each battle. After each game, the core of the army can be retained to fight again in future games. This is especially important in campaigns but there is no reason why you should not retain and develop the army after any game.

This is worth doing when you consider that a proportion of the casualties can always be recovered thanks to the activities of the Painboyz. Their patients will often be restored to full fighting fitness, and maybe even enhanced in some way. Old veteran Orks like to show off their bionik bitz in the same way as scars, and count as 'skarboyz', assuming an informal authority over the younger boyz in their households.

Any Ork who becomes a casualty and is lucky enough to be found and patched up by a Painboy has a chance of recovery and can appear in the army again. Roll on the Bionik Bitz Chart and sub charts to find out what the Doc has done for the survivor.

PAINBOYZ BIONIK BITZ CHART

D100	RESULT
01-20	KUSTOM HANDS
21-40	KUSTOM ARMS
41-60	KUSTOM LEGS
61-80	REBUILT CRANUM
81+	DOC'S SURPRISE!!!



Roll on sub charts to determine full extent of surgical improvements. If you roll an item more than once you may re-roll or, if the item is a hand, arm, leg or eye you can apply the item again until both parts are replaced if you wish.

If the bionik bit incorporates a weapon or item of equipment the model gains that weapon or item and cannot use the replaced hand to operate any other armament.

For example if both of Gutdreg's hands have been lopped off and replaced with kustom kombat hands, he can't throw a stikkbomb! He is probably not a very good driver either for that matter (but wicked in close combat).

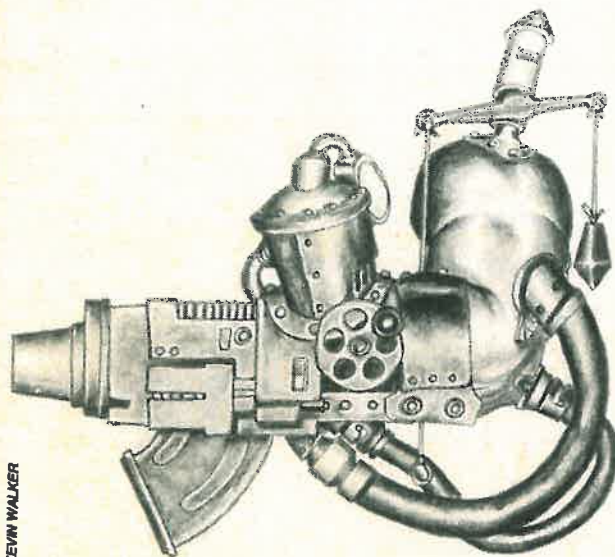


PAUL CAMPBELL

KUSTOM HANDS

The Ork's hand is replaced by a close combat weapon. These are usually ordinary Ork weapons straight from the Painboy's stockpile but for a few teeth more the 'kustomer' can choose to have a kustomised weapon modified by Mekaniaks and fitted on to his arm by the Painboy.

Often both the Painboy and the Mek will work together during the operation to fit one of these de luxe bionik bitz. Kustom hands are very popular with Orks who have suffered hand wounds which prevent them from using weapons properly, and frequently prove exceptionally useful to the patient in close combat.



KEVIN WALKER

Biggut flexed his new bionik hand experimentally. It certainly seemed alright, didn't hurt too much either. I wonder where da trigger is, he thought.

Fuggit the Gretchin orderly ducked as a hail of bolt shells tore a jagged rent in the tent wall.

'And how is da kustomer this fine morning?' inquired the Doc obsequiously.

'Alright I serpose. Da bionik hand works fine, but wot about my leg? It's all wooden.'

'Erm, well, dere was a shortage of supplies. No de luxe booster legs left. Da bionik hand's da latest model, bootiful workmanship innit?'

'But 'ow am I goin' ter get around da camp on dis wooden leg?'

'Wot yer don't unnerstand, yer honour, is dat its a special - er - 'oppin' leg. Hones da co-ordination, improves da circulation. Tell you wot, I'll have it painted red for no extra charge.'

SYRINGE SQUIG

This squig has a long needle-sharp proboscis which it uses to inject venom into its prey. The venom is not deadly to Orks but can knock them out for anything up to three days at a time. Naturally this type of squig is used by Painboyz for administering anaesthetic to their patients. They simply stick the proboscis of the squig into the Ork's flesh and squeeze the squig which then releases lots of venom. This effectively renders the casualty unconscious so that the Doc can get to work. The venom glands extracted from this squig can also be used in the big brass syringes favoured by some Painboyz (as indeed can fungus juice). These are especially useful if a larger dose of venom is required.

Syringe squigs come in several different sizes depending on the strength of the dose required (there are three main sizes - 'small', 'big' and 'urty'). If the Doc wants a big syringe, he simply sends an orderly to fetch a particularly big syringe squig. The biggest syringe squigs - the sort that have thick 18 inch needles on them - are especially favoured by Freebooter Painboyz known as 'Bad Docs', who are notorious for using the 'urtyest syringe squigs they can find.

D100 Kustom Hand Replacement

01-05	Autopistol
06-15	Blunderbuss
16-25	Boltpistol
26-35	Chainsword
36-45	Hand-flamer
46-50	Handweapon (hook, knife, sawblade, axe, spike, club or sword)
51-60	Plasma-pistol
61-65	Power-axe
66-75	Power-glove
76-80	Power-sword
81-90	Sawn-off shotgun
91-100	Stub-gun

Modified Weapons. If you wish, the weapon incorporated into the kustom hand replacement can be a Modified Weapon. This is a weapon which has been modified by a Mekaniak to 'improve' its performance in some way. Full details of how Mekas modify weapons will be found in Waaargh the Orks II. In the meantime kustom hands function like ordinary Ork weapons of their type.

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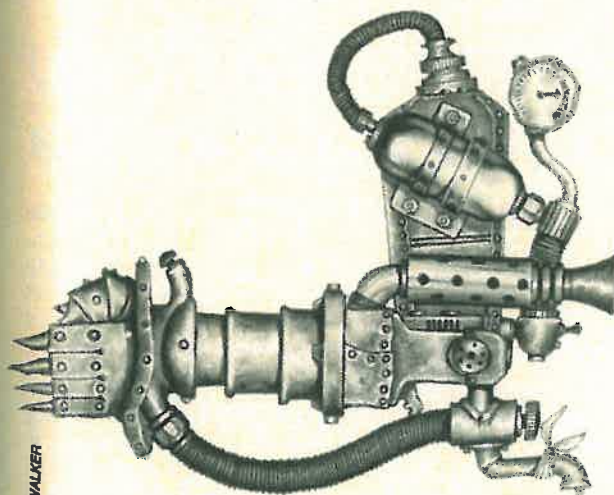
KUSTOM ARMS

Kustom arms are a full arm and hand replacement. The entire device may have special features built into it by Mekaniaks according to the specifications of the patient or the Doc. Determine the design on the following sub-chart. Again, these are popular with the patients since they often result in enhanced close combat fighting ability.

D100 Kustom Arm Replacement

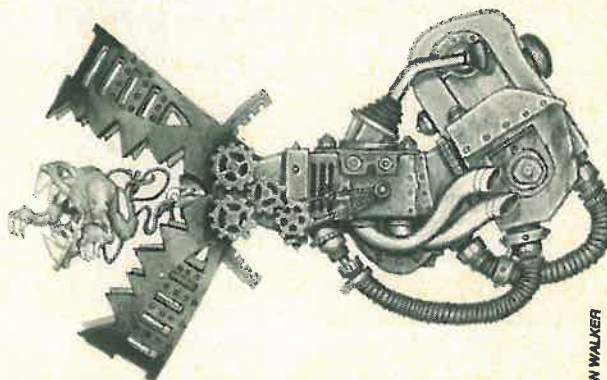
- | | |
|--------|---|
| 01-10 | Telescopic arm (+2 initiative in close combat) |
| 11-20 | Magnetic arm (+1 WS and initiative in close combat) |
| 21-30 | Squig attack arm (special effects: see below) |
| 31-40 | Spike arm (+1 WS and strength in close combat) |
| 41-50 | Grapple arm (special effects: see below) |
| 51-60 | Grenade thrower arm (increased stikkbomb range) |
| 61-70 | Extra bionik arm |
| 71-80 | Extra pair of bionik arms |
| 81-100 | Bionik arm incorporating hand weapon |

Telescopic Arm. This is simply an extensible bionic arm with a gripping hand mounted on the end. It extends the Ork's reach which is especially useful in close combat, when the Ork's initiative is increased by +2. The hand can be used to grip any close combat weapon and functions like a normal hand.



KEVIN WALKER

Magnetic Arm. This is a bionic arm with a powerful magnet mounted on the end instead of a hand. The Ork can use it to hold metal weapons just like a normal hand, but also to hold on to enemies wearing power armour or Terminator armour. The Ork can hold onto any model wearing one of these types of armour in close combat, which cannot easily dodge or avoid blows. The effect increases the Ork's weapon skill and initiative by +1 in close combat against troops armoured in this way.



KEVIN WALKER

Squig Attack Arm. This arm ends in a cage containing a dangerous carnivorous squig, such as a face-eater. The arm has a catch and release mechanism, allowing the Ork to release the squig as he thrusts the arm into the face of an opponent, with drastic results. The snapping mouth of the squig inflicts a strength 5 attack if the arm hits, so the Ork gains an extra special attack in close combat.

Orks can choose to put a different kind of squig in the cage instead of a face-eater. Other squigs favoured are the so-called 'spiky' and 'stink' squigs. The spiky squig is covered with spines which it can shoot into the face of the Ork's opponent. Alternatively the cage can contain a small version of the bloated 'stink squig'. This resembles a puffball with eyes, which lets out a blast of vile and pungent gas when agitated, all the Ork has to do is shake the cage. The Ork is automatically assumed to have provided himself with a gasmask if he is using this squig. The gas forms a cloud 2" in diameter around the Ork which will prevent any opponent from approaching him in hand to hand combat, and will immediately knock out any opponent already within the gas area who breathes in the gas. Anyone knocked out in this way remains unconscious for the rest of the game. Note that troops wearing respirators, power armour, and other all-enclosing self-supporting suits are not affected.

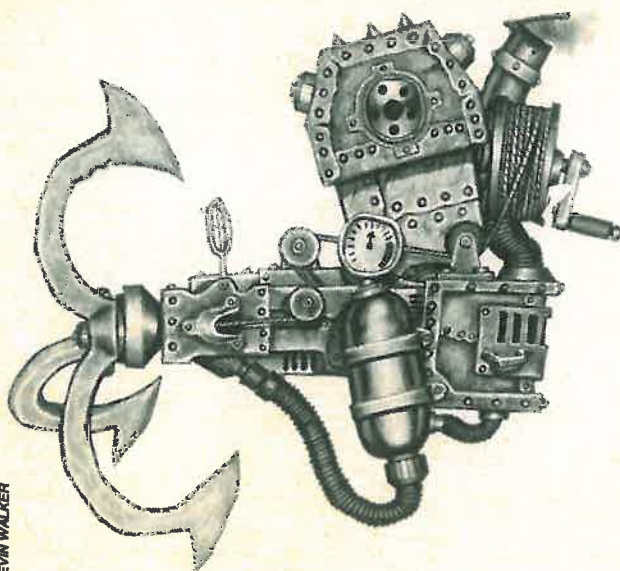
'Ow many teeff?' yelled the warboss.

Doc Hacksore stepped back with a hurt look on his face. Fuggit crept under the table.

'It's a very reasonable price, yer 'onour. Dere's da labour, da parts (best quality), da wear an' tear on da rivet gun, da crate of fungus wine...'

'Fungus wine? I fort dis was a speshul grenade thrower bionik arm.'

'Very perceptive, great sir - a mark IV if I may say so. A quality bionik arm like dis one doesn't come cheap... Ah, as sir's just found out, da grenade hasn't been fitted yet - just a precaution, you understand. We wouldn't want any kustomers aksidentally blowing the Doc up, would we? Fuggit will be only too happy to install da grenade when sir 'as paid.'



Grapple Arm. Arm with a spring-operated grappling-hook catapult. This can be used once in battle to grip a model or latch on to a vehicle. The grapple shoots directly ahead a distance of 4" and there is a 75% chance of successfully catching the target.

If the target is grappled the Ork is attached until he decides to let go. If the Ork manages to catch onto a single model with a lower strength than himself, then it is unable to move and its WS and BS are both reduced to 1 due to the encumbering effects of the grapple. If the target is a moving vehicle the Ork is dragged 4" inches behind it but can pull himself aboard in his next turn. Unfortunately the Ork risks a 25% chance of suffering 1 wound as he is dragged along.

Spike Arm. This appears to be an 'ordinary' bionik arm, but concealed along its entire length are a series of retractable spikes or blades. The arm can be used to grip an opponent in close combat and the spikes will be released impaling the victim. A quick outward movement of the arm will then fling the body to the ground. Spike arms are particularly effective when fitted in pairs. The effect increases the Ork's weapon skill and strength by +1 in close combat for each arm used.

SPIKY SQUIG

This type of squig is covered with spines which it can shoot out at any threatening creature rather like a porcupine. These spines inflict a poisonous sting on anyone struck by them. Squigs of this kind are used in some bionik arms fitted with cages and a quick release system, so they can be used as a close combat weapon. Gretchin are naturally reluctant to be sent looking for spiky squigs, but the effect of the poison on Orkish flesh is not as drastic as it is on other races. These squigs are usually quite safe until agitated, when they shoot spines as an instinctive reaction.

'Avin' a bit of a rest Gafnag?'

'Yes, it's me legs. They've not been da same since Doc Hacksore fitted dese new ones.'

Gafnag was sitting on a packing crate with his legs propped up on a Gretchin servant.

Bograb nodded understandingly. No one would dare suggest that Doc Hacksore was anything other than the best Painboy in the camp (except perhaps Doc Badbreff), it was just that you never *quite* got what you ordered.

'Ow about some fungus wine then. There's a barrel over there yer haven't even opened yet.'

Gafnag glared at the offending barrel. Bograb was well known as a scrounger. What else could you expect from a Death Skull. Keen-eyed servants would spot him coming and rush to hide away the master's food and drink. Where was that pesky Gretchin?

'Iff not funguff wine iff mmmgrrph!'

'Wot was dat, Spatniz? Speak up! Oh, I see. Alright, yer can put da legs down now.'

The Gretchin squeezed out from under the bionik legs which dropped to the ground with a thud. A brass screw dropped off and rolled away.

'Please sir, Bograb sir, it's not fungus wine it's fuel fer da scorcha. No good to drink.'

'I can read, sez fungus wine on da barrel.'

'Bograg, Bograg, me old mate. Would I lie to you? How about some nice cold squig curry, I fink there's some left over from last night. Just you sit down 'ere an' I'll tell you all about my new leg. It's got servo-assisted multi-thruster six bore cylinders an' twin pump-injection ...'

Grenade Thrower Arm. This arm is a single shot grenade launcher capable of launching a stikkbomb a distance of up to 18". All normal grenade rules apply since the device simply allows the user to hurl the grenade a lot further than a normal arm. Most are spring operated, but others are tubular and function in a similar way to auxiliary grenade launchers.

Extra Bionik Arms. These are 'ordinary' bionik arms which attempt to replicate the original flesh and blood arm. They function in the same way as a real arm, and allow the Ork to use any weapon he could normally have used with a real one. The great advantage of bionik arms is that two can be fitted to replace one severed arm, which means that the Ork can actually gain arms, allowing him to use more weapons at once.

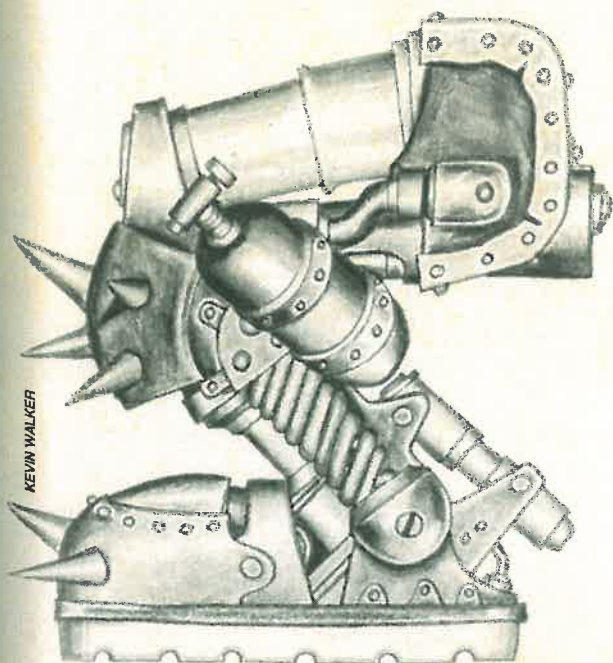
Bionik Arm with Kustom Kombot Weapon. This is a bionik arm as described above which substitutes a kustom kombot weapon instead of a replica hand. Determine the weapon as for kustom hand replacements. Such arms can be grafted on to the patient in addition to a pair of existing arms by fixing two bionik arms in place of one severed arm as described above. Kustom kombot weapon arms can be fitted in combination with ordinary bionik arms in this way.

KUSTOM LEGS

Kustom legs can take the form of very powerful bionik legs or something more like a vehicle motive system, having the effect of turning the patient into a living, thinking vehicle. Mekaniaks working together with the Painboyz have a chance to really excel themselves with these devices. Most patients are truly delighted to be restored to full fighting ability after crippling wounds which would normally have kept them out of any future battles. This is something no true Ork could bear to think about, so kustom legs will be accepted by the patient, however experimental or unlikely the design may be.

D100	Kustom Leg Replacement
01-05	Peg-leg (-1 movement)
06-10	De-luxe booster leg (+2 movement)
11-15	De-luxe kicking leg (extra attack)
16-20	Bionik leg
21-25	Pair of jet-powered legs (special rule: see below)
26-35	Pair of special jumping legs (+2 movement)
36-45	Wheels (double movement distance)
46-55	Tracks (double movement distance)
56-65	Hover unit (double movement distance)
66-85	Pair of telescopic legs (special rule: see below)
86-95	Pair of suction feet (special rule: see below)
96-100	Gyro-stabilised monowheel (special rule: see below)

Pair of Special Jumping Legs. These are spring powered legs which allow the Ork to move by leaps and bounds. His movement allowance is increased by 2".



KEVIN WALKER

Peg Leg. This is the simplest, crudest and cheapest leg replacement and usually only occurs when the patient has no teeth to spend on something better, or the Painboy has run out of bionik parts, which is why Freebooterz tend to have them (as well as hooks instead of hands for the same reasons). The unfortunate Ork suffers a move reduction of -1".

De-luxe Booster Leg. This leg is equipped with rocket boosters which operate when the Ork attempts to move fast. These actually help him to leap along in great strides and increase his movement allowance by 2". They are very popular among speed cultists of the Evil Sunz clan.

De-luxe Kicking Leg. This leg is equipped with powerful springs allowing the Ork to give a hefty kick. The impact is quite enough to knock over an opponent, break his bones or dent his armour. In close combat the Ork gains an extra attack from the leg.

Blonk Leg. This is a 'standard' bionik leg which confers no special combat advantages but replaces the damaged leg enabling the Ork to continue his career of fighting, looting and kicking Gretchin.

'Ah, legs, legs, legs, Fuggit. Da boyz can be so careless. Always tryin' ter kick grenades an' charge through minefields. Give me a good bit of 'onest brain serjery anyday.'

It was a glorious morning, and Doc and his Gretchin orderly Fuggit were sitting outside their tent waiting for morning surgery. They had had a particularly busy week after the last battle. All the serious mendin' had been done, but there were still the odd after-surgery complaints to deal with, or 'enquiries', as the Doc preferred to call them.

'Supplies are gettin' low, Fuggit, I fink you ort to go an do something about it, if yer know wot I mean. An' don't go nikkin' Doc Badbreff's, yer'll only get yerself beaten up again. Not dat I don't appreciate da savings in equipment costs.'

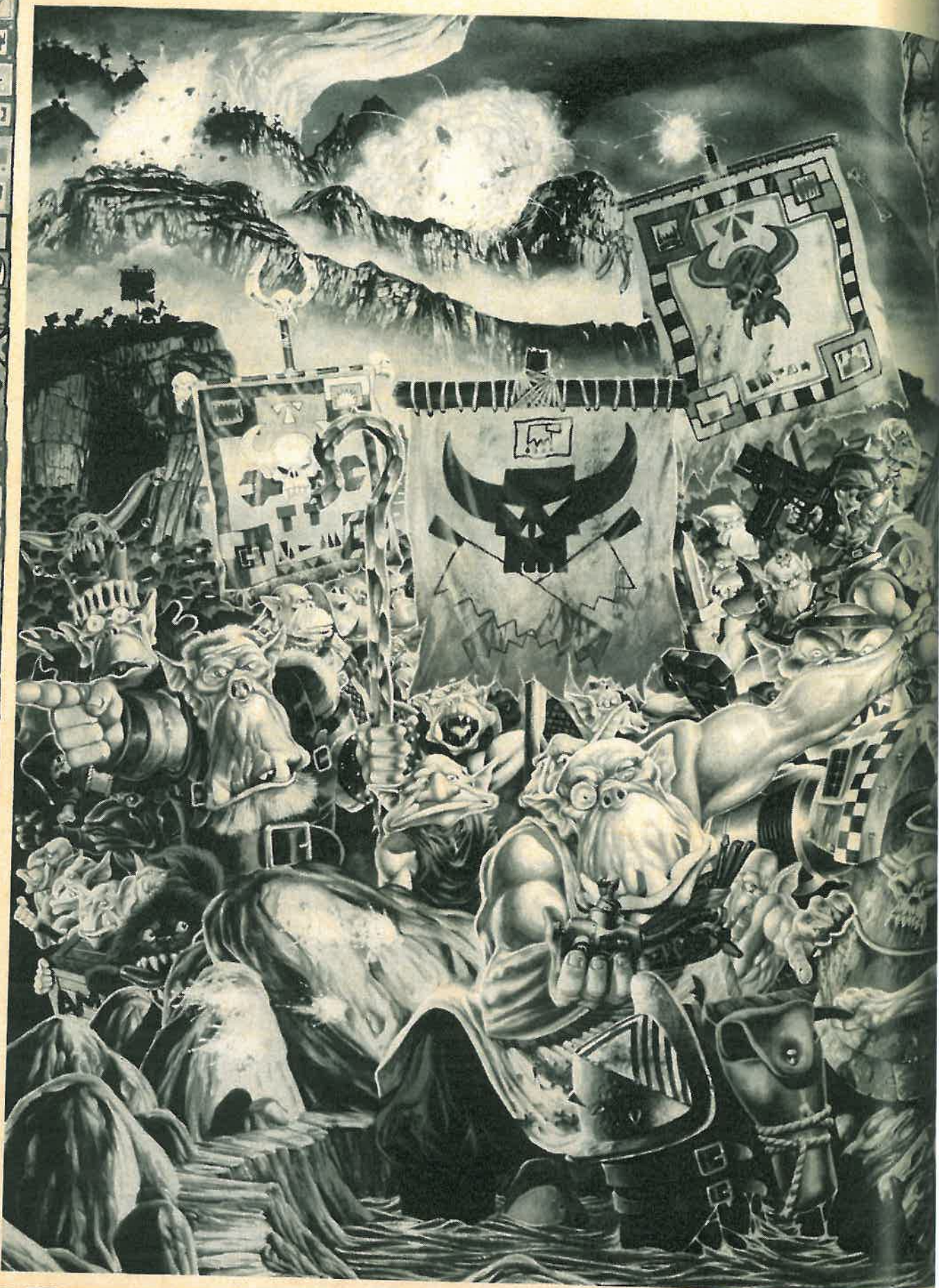
'Wot's dat screamin' noise?' asked Fuggit.

'Probably another satisfied kustomer wakin' up ter discover wot a wonderful new bionik bit 'e's got' replied the Doc ambiguously.

Fuggit knelt down and rested his ear against the ground. 'It's coming this way,' he said.

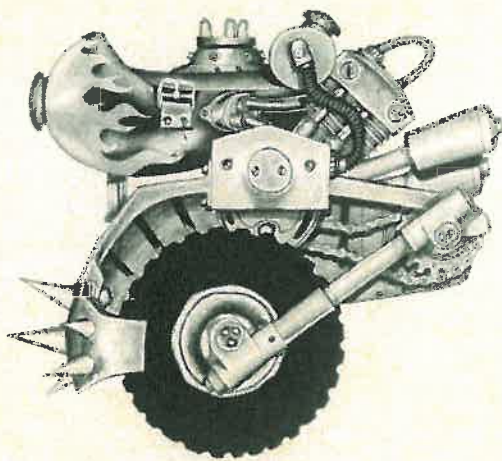
As they watched, an Ork hurtled through the air towards them, wildly flailing his arms. He landed in front of them with a loud thump. Fuggit solicitously helped him to a standing position and dusted the dirt off his head.

'An' 'ow is da new jet leg den, Gafnag. Still gettin' used ter it I see. Don't worry, yer'll soon be runnin' - er, jumpin' - into battle wiv da rest of da boyz. 'Ow about a nice bit of brain serjery, den? Seein' as yer a loyal kustomer I'll give yer a discount, stainless steel teef thrown in free!'



KEVIN WALKER



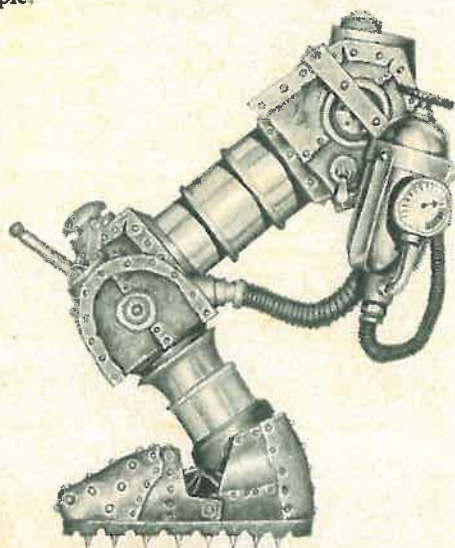


KEVIN WALKER

Gyro Stabilised Monowheel. The Ork moves by means of a single, gyroscopically stabilised wheel. This enables him to move at a maximum speed of 16" with acceleration and deceleration of 8". A further advantage is the ability of the wheel to move on completely vertical surfaces. The Ork can turn as normal simply by swivelling his body and waving his arms about to keep his balance. A single wheel can be turned on the spot in this way.

Pair of Suction Feet. Suction feet have powerful suction pads which allow the Ork to walk on vertical and inverted surfaces just as easily as on level ground. They are great for scaling walls and moving about inside gigantic space hulks.

Pair of Telescopic Legs. These allow the Ork to move faster (+2 to his movement) and can extend to about 10 feet (roughly 2" in game terms) allowing him to see and shoot over high obstacles. They are also an asset in climbing high, even vertical obstacles, since the Ork can extend the legs, grip with his hands, then retract the legs and swing himself onto the roof of the building, over the wall, or crest of the slope and so on. The effect is like having the advantages of long legs, stilts and a ladder all at once. Representing this on the battlefield is a real challenge, but perhaps of special interest to those who like doing impressive conversions to their models. The effect of leg extension can be temporarily represented in the game simply by raising the Ork on a 2" high stand made from cardboard bent in a v-shape for example.



KEVIN WALKER

Pair of Jet-Powered Legs. The Ork's legs are fitted with jets enabling him to move in a similar way as if equipped with a jump-pack. Unfortunately inherent design faults mean that the legs are almost as inaccurate as the Stormboyz' jump packs. Very few Orks are willing to have this 'improvement', due to an innate fear of flying, but now and again some patients wake up to find that the Doc has fitted some deranged Mekaniak's experimental jumping device, and there is nothing he can do about it.

If the patient is fitted with jet-powered legs then they are the only way he can move about from now on. He cannot walk normally any more. Each move will actually be a short jump in which the Ork hurtles precariously through the air flailing about with his arms in a mixture of terror and exhilaration, desperately trying to keep his balance.

Each move covers a random distance of D6+6", and the device does not allow reserve moves. The jump is always in a straight line in the direction that the Ork is facing, which means he must turn to face the direction he wants to go before igniting the jets. He has to do this by swivelling his body around and cranking the jet nozzles to point to his rear. When an Ork fitted with special jet-powered legs attempts to move, determine the distance achieved (D6+6"), mark the expected landing point with a counter and roll D6 for the landing.

D6 LANDING

- | | |
|-----|---|
| 1 | Lose balance in mid air and land on head. Ork is stunned and immobilised for the turn with a 25% chance of becoming a casualty due to cranial damage. |
| 2-4 | Erratic jump: roll again on D6. |
| 1-3 | Land 2" to right of intended point. |
| 4-6 | Land 2" to left of intended point. |
| 5-6 | Land on intended point. |

Orks fitted with special jet-powered legs tend not to collide or land on top of things because the jet nozzles have sufficient control to allow the user to avoid vehicles, walls, boulders and such things with sufficient frantik cranking. However, landing on top of an enemy is actually a very effective way of delivering an attack. If the Ork lands directly on top of an enemy model, it counts as an extra stomp attack at a strength of 3. If the target model survives then both models are placed beside each other and are assumed to be in close-combat.

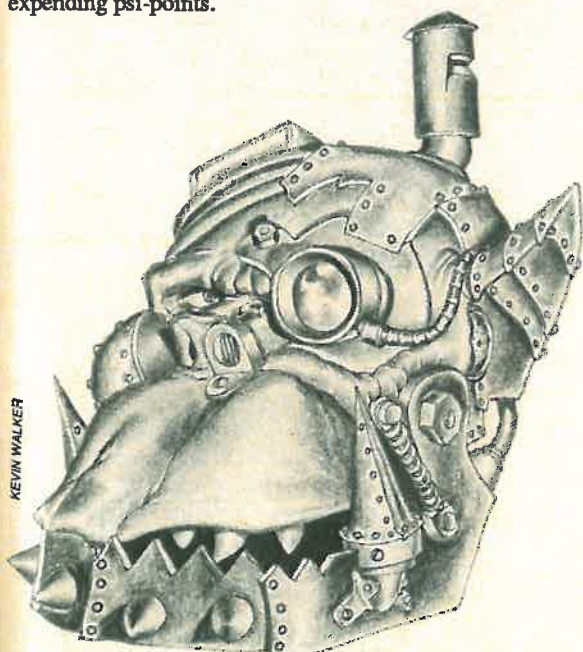
It is almost impossible for Orks fitted with jet-powered legs to maintain the normal coherency rules. In fact the recipient gets rather used to this and soon grows accustomed to becoming separated from his mates. The Ork can therefore extend his coherency distance to 6" without losing touch with his unit. Should this distance be exceeded accidentally (as is very easy with jet-powered legs) the Ork must try to get back within 6" coherency during his following turn.

Wheels, Tracks or Hover Units. These are vehicle parts fitted to Orks instead of bionik legs, which are very popular with speed cultists. There is considerable variation in design, depending on the extent of the original damage to the Ork. Some Orks appear to have devices resembling roller skates, while others have been converted into living vehicles. The Ork will have the same restrictions and advantages of movement as the equivalent vehicle types. The Ork's movement allowance is doubled.

REBUILT CRANIUM

Due to excessive head damage, the Doc had no option but to do a full cranial rebuild on the patient. This will usually include several de-luxe features designed by the Doc in addition to the shiny metal reinforcement plates rivetted to the skull. Any patient lucky enough to receive such bioniks, which are the epitome of the Painboy's art, should be duly grateful to the Doc for saving his life.

To determine the extent of the Doc's modifications roll D6 times on the Rebuilt Cranium Chart below. There is always a chance that brain surgery will awaken the Ork's dormant psychic abilities. This is only likely to happen on Orks who are not already Weirdboyz and who have been subjected to a cranial rebuild. Each time the Ork is given a cranial rebuild there is a 25% chance of him gaining 1 randomly determined level 1 psychic ability, generated from the main psionic abilities list in Warhammer 40,000. The Ork gains this as a natural ability which he can use any time without requiring or expending psi-points.



CRANIAL REBUILD CHART

D100	Kustom Kranium Job
01-005	Telescopic bionik eye (+1 to hit at ranges of 18" or more)
06-15	Targeter eye
16-25	Respirator mouthpiece
26-30	Auto-senses
31-40	Stainless steel mandible with teeth
41-65	Explosive cranium
66-75	Periscope (+2 to hit)
76-85	Stainless steel skull (headbutt attack - see below)
86-95	Steel horns (headbutt attack - see below)
96-100	Lobotomy

Telescopic Bionik Eye. The rebuilt cranium features a telescopic sight in place of an eye which allows the Ork to aim accurately over long distances. The effect adds +1 to the to hit score when aiming a ranged weapon at a target over 18" away.

Targeter Eye. The eye section of the cranium has been replaced by a looted targeter from a Mekaniak's bit-box. The Ork can now count advantages of using a targeter when shooting (+1 to hit).

Respirator Mouthpiece. The cranium features a respirator instead of the Ork's nose. The Ork now has some protection against gas and the effects of keeping company with comrades who have eaten too much squig curry and fungus lager on the night before the battle.

Auto-Senses. The cranium features a set of auto-senses which have been wrenched out of a captured space marine helmet (no doubt the rest was sold to a Nob for use as a drinking cup). The Ork cannot be blinded while equipped with auto-senses.

Stainless Steel Skull. The entire head of the patient is clad in steel plates rivetted on to his skull. This is a good remedy for severe head damage which does not require replacement parts such as eyes or brain. It gives an awesome appearance to the individual and great advantages in head-butting contests. The Ork is now able to make a headbutt attack in close combat. The Ork must charge into close combat to do this, and counts the headbutt instead of a normal attack with a weapon. He may add +1 to his to wound roll.

Stainless Steel Mandible and Teeth. These enable the Ork to continue enjoying well cooked squig and old tough fungus for breakfast. Apart from these essential functions, it lends a rather frightening and awe-inspiring aspect to his visage, but has no effect on his fighting abilities.

'Stop pickin' yer nose Fuggit. How yer goin' to learn to be a good orderly if yer don't pay attention? And stop fiddling with those pliers.'

Doc Hacksore glared at his trainee Gretchin, who quickly wiped his hands on his apron and stood up straight.

'Da first fing to remember about head surgery is ter take da teef out. Da second fing, don't leave any tools in da kustomer's skull, and da... er... da other fing, don't fergit to have a syringe squig ready, in case da kustomer wakes up and walks off without 'is brain.'

Fuggit nodded wisely, and inspected the patient - da kustomer, he reminded himself.

'I don't see nothin' wrong with 'is head, Doc. It's 'is legs wot is all smashed up.'

'Yes, yes. Fuggit, I can see dat. Dis is a Bad Moon, a very welfy Ork. He wouldn't want to wake up without da bestest skull job in da warband, would 'e? Da kustomer *always* comes first Fuggit, an' don't fergit it.'

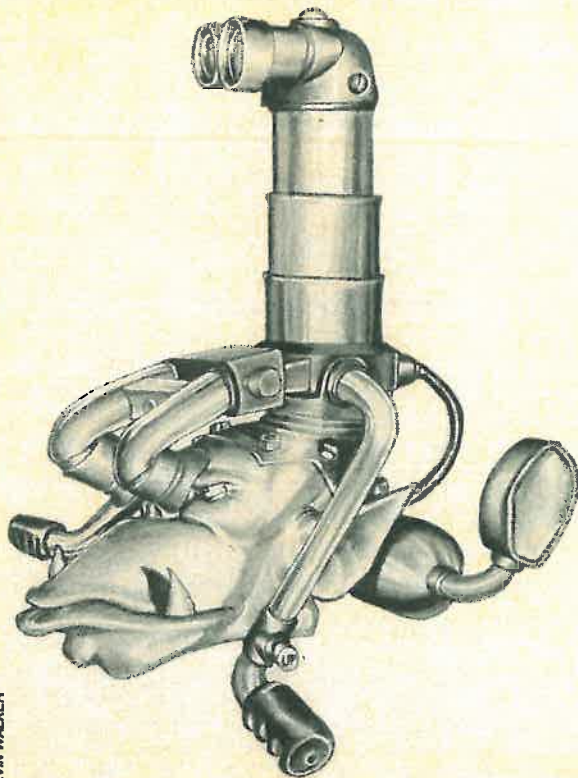
Steel Horns. Another decorative skull embellishment which can be fitted at the same time as a cranial rebuild are steel horns. These are screwed directly into the steel plates of the restored cranium, and they only cost a few extra teeth.

The Ork can make a very effective headbutt attack in close combat. He must charge into close combat to do this, and counts as the headbutt instead of a normal attack with a weapon. He may add +2 to the to wound roll. An Ork with horns is automatically assumed to have steel plates on his skull as well, so the +2 modifier includes the advantage conferred by stainless steel skull. This means that if a patient gets both bitz, he counts +2 overall, and not +3.

Lobotomy. Sometimes the Painboy has no option but to remove some bits of the patient's brain, either because of damage or to get the de-luxe cranial plates to fit. The end result is that the patient is turned into a Madboy.

Periscope. This is a periscope which can be raised on a telescopic tube from the top of the cranium to a considerable height. The Ork can use it for looking over obstacles such as walls, and into high level windows (obstacles and openings up to 3" from ground level in game terms). The Ork can also act as a spotter for artillery, with minimum personal risk, since he can be located further back from the target and still see it clearly. These periscopes are usually fitted with powerful telescope lenses and even cross hairs for aiming and judging distance.

Orks who have benefitted from this kind of cranial surgery are usually equipped with a grenade launcher or similar long ranged heavy weapon by their household, or even the warboss himself, in order to utilise their special abilities. Represent this by substituting any weapon already bought for them from the list with a grenade launcher at no extra cost. If they have a kustom weapon, it is allowed to have at least one barrel substituted for a grenade launcher tube at no extra cost. The Ork always adds +2 to his to hit score due to his enhanced ability to check range and aim on target.



KEVIN WALKER

'Brain serjery is da pinnacle of da Painboy's craft, Fuggit. Yer a very lucky Gretchin to be allowed to assist me in dis my finest hour.'

Well, we'll just have to see if old Nagbag here ever wakes up again, won't we, thought Fuggit. What in zog was a pinnerkle? He scrabbled through the Doc's bit box trying to find one.

'I have removed a piece of da kustomer's skull wiv da aid of da handy bone saw. Just put it over dere on the floor, Fuggit. No, not there, we don't want ter get da nails dirty do we? No point in making a little tiny hole, the more room you've got to work in the better. See dis?'

Fuggit stood on tiptoes and peered under the Doc's armpit. Through the gaping hole in Nagbag's skull he could see his brain.

'Looks fairly healthy, doesn't it, but you can never be sure. Best ter have a good root round.'

Fuggit noticed the gleam in his mentor's eye as the Doc picked up a large chisel and started poking about in Nagbag's skull. Sometimes he wondered if the Doc wasn't just a bit *too* keen on brain serjery.

Explosive Cranium. This is a revenge device which patients who are still conscious with slight head wounds can order from the Doc. Orks with a particular sense of low cunning tend to opt for such surgery. As well as patching up the patient's skull with metal plates, the Doc inserts an explosive device. The trigger mechanism is kept open by the continuous flow of blood into the brain. If the Ork is slain in battle the flow of blood will stop, detonating the device. His cranium will then explode sending out fragments of the metal plates and rivets as shrapnel. In this way the patient gets his own back on the enemy even after death.

Obviously such Orks expect to fall in battle one day, and will endeavour to get into the thick of the fighting, where the enemy can be expected to advance over his dead body if he should fall. Ork kustom decrees that these Orks wear a special back-banner. One obvious reason for this is so that his comrades can keep well clear if he is slain. Consequently Orks with 'bomb-headz' become solitary characters and operate as independent models in battle, seeking the worst of the fighting and always being the last to retreat.

If the Ork is slain the cranium explodes in the opposing player's turn, immediately following the turn in which the Ork was slain. The death spasms of the Ork keep the blood flowing for a few moments creating this useful delayed-action effect. The burst zone has a diameter of 1" and any models within or partly within this area risk being hit by flying fragments of steel cranium (which are thick and heavy to match the Ork skull to which they were attached).

EXPLOSIVE CRANIUM

To Hit	Always hits
Strength	3
Damage	1

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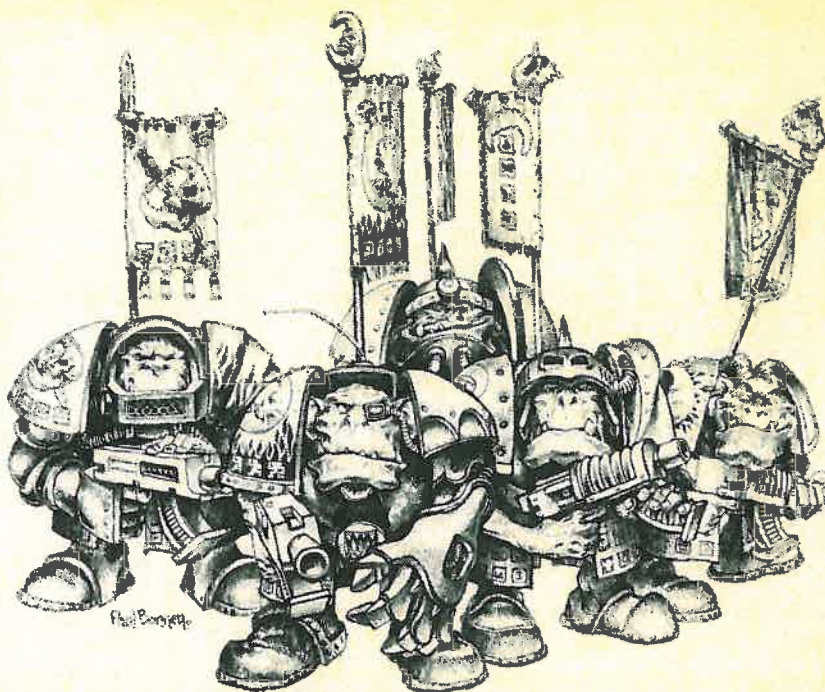
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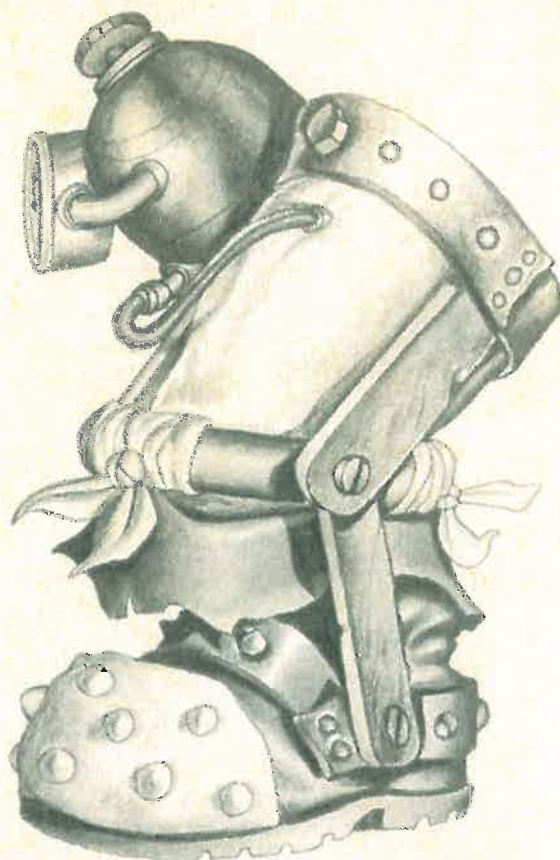
DOC'S SURPRISE!!!

Good 'ole Doc has fitted one of his latest experimental prototype bionic bitz, or possibly a matching set of them (if the Ork's lucky). Roll to determine the nature of the improvements on the following chart:

D100 Doc's Surprise!!!

10-05	Fungus breff (+1 poisonous attack)
06-10	Iron mask
11-15	Fungus syringe
16-25	Cyborg body (+2 strength and toughness)
26-30	Steel teef
31-50	Squig brain transplant
51-70	Head graft
71-90	Fuel injection implant (+2 movement and initiative)
91-100	Armour plating (+1 toughness)

Fuel Injection Implant. Fuel for Ork vehicles is made from fermented fungus. It is very potent stuff which can be equally effective on the Ork metabolism as in an Ork vehicle engine. In this case, the Painboy has fitted a refillable cylinder of fungus fuel, complete with external tap and valve, into the Ork's body and connected it to his blood supply. The Ork can simply turn the valve to release a steady flow of fungus juice directly into his bloodstream. This speeds up his metabolism for the rest of the game, increasing his movement by +2 and his initiative by +2.



KEVIN WALKER

Fuel Injection Leg

VAMPIRE SQUIG

The vampire squig is a blood-sucking creature with long sharp fangs, used by Painboyz to bleed the patient and suck bad blood and pus from septic wounds. The squig doesn't seem to mind what the blood is like so long as it gets a regular and plentiful supply. When times are hard (ie, when there's not much fighting) Painboyz have to find other ways of keeping their pets alive - which they do by extolling the benefits of regular bleeding to otherwise healthy Orks.

SPECKLED BLOODSHADE FUNGUS

The Speckled Bloodshade is a deep red or purple fungus speckled with yellow or green flecks. This fungus, like all fungi, can be eaten by Orks, but it also has important medical uses, due to its effects on the Ork bloodstream. The fungus is rich in the moulds and spores which are also found in Ork skin and blood, so it can be used to enrich the blood (for example in fungus juice injection cylinders) to make the Ork metabolism work faster. It can also be used to slow the flow of blood which is of great benefit in treating wounded Orks.

Fungus Breff. The patient has been fitted with the Doc's latest fungus fermentation vat to aid his digestion. Unfortunately the device is still experimental and produces a lot of fungus gas. The patient burps and grunts frequently, especially after meals. This is no disadvantage in polite Ork society though, indeed, it is regarded as a refined social skill.

In close combat it can be quite effective. Although harmless to other Orkoids, the Ork's breath is noxious to other races. The Ork gains one special poisonous attack in close combat using his fungus breff.

Iron Mask. The patient has suffered nasty wounds leaving him disfigured even by Ork standards (he probably no longer looks 'hard' and 'brutal' enough for a proper Ork). So the Doc has fitted him with a savage-looking cast-iron face mask, displaying the most archetypal Ork features, perhaps even capturing something of the aspect of an Ork war god.

This is a very impressive piece of surgery, incorporating a good set of stainless steel teeth and the armour plating serves the patient as a helmet. Some versions completely enclose the head, and some are actually converted from spares cannibalised from wrecked runtbotz or tinboyz. Any Ork receiving this treatment should also roll three times on the Rebuilt Cranial chart for additional features.

Cyborg Body. Severe injuries required an entire rebuild of the patient's body with cyborg parts. In fact only a few parts of real Ork flesh remain, embedded in the cyborg structure. The effect restores the Ork to fighting fitness and increases his strength and toughness by +2. Naturally the Ork is subject to unpredictable malfunction just as any other item of Ork engineering, including other bionik bitz.

Head Graft (Dual Occupancy Body). This sophisticated and uncannily efficient treatment was discovered by accident following a large explosion in the ammo dump of the Waa-Grodskab tribe, many years ago. Painboyz immediately gathered in the crater, hoping to find some Orks still alive. Unfortunately they were unable to recover enough parts to the casualties to be properly mended. However it was discovered that several decapitated Ork heads still retained a glimmer of life.

It is well known that Ork bodies are very robust but Ork physiology is so remarkable that the brain in a detached head can survive for some time. In a desperate effort to save Ork lives, the Painboyz were forced to experiment, and attached two heads to each of the few bodies which survived reasonably intact. The body was thus 'occupied' by two Ork personalities.

Minor modifications to the central nervous system (involving safety pins and rubber bands), enabled each head to control one half of the body. It was found that the head graft patients could fire a short range (close combat) weapon with full accuracy in each hand.

The treatment soon became known throughout Orkdom and further 'eksperimentin' on blast-damaged Orks led to techniques of grafting extra arms onto the body at the same time as the head-graft. This meant that a multiple-armed Ork could handle and fire a pair of shoulder-weapons with full accuracy. Any patient receiving a head graft can therefore roll to see if the Doc fits extra arms as well. Roll D6 - on the score of 5 or 6 means that the patient automatically gets two extra arms free as well.

Armour Plating. The patient's body is almost entirely covered with steel plates rivetted to his flesh, patching up the holes shot through him. This confers an extra +1 to his toughness.

Steel Teeth. Another cosmetic treatment which probably benefits the Painboy more than the patient since the Doc gets to keep the real teeth and the Ork can't detach or spend the steel ones! Needless to say steel teeth are frequently fitted to Orks who have no real need on the grounds that it was essential for their recovery, or in other words, the Doc thought the patient was a goner so he took the teeth anyway and fitted steel ones just in case he came round after all.

Squig Brain Transplant. This treatment is commonly associated with the so-called 'Bad Docs'. These Orks have let their taste for experimentation get the better of them by, for example, transplanting the brains of squigs into Ork craniums. This treatment is known among many Painboyz, but those who get caught practising it soon get banned from the tribe as Bad Docs.

Brain transplants are often the only way that a mortally wounded Ork can be restored to life, albeit with little mind of his own. In fact the squig-brained individual simply becomes the slow-witted servant of the Painboy. Bad Docs accumulate retinues of such patients who do exactly as their masters bid them, having the mentality of a pet squig. Of course the Docs say that they are 'recovering', until the retinue gets so large and obvious that no Orks dare to visit him again, and he has no option but to wander off as a freebooter and ply his trade elsewhere. An Ork receiving this treatment simply joins the retinue of the Painboy. His new profile is as follows:

	M	WS	BS	S	T	W	I	A	LD	I	CL	WP
Squig Brain Ork	4	3	2	6	6	2	2	2	3	3	8	3

MARTIN MCKENNA



Puffballs

These round fungi contain vast quantities of poisonous spores which are released when the Puffball is broken or crushed. Snotlings collect these fungi for use as primitive fungus bombs, dropping them under the feet of their opponents so that they will tread on them and suffer a nasty whiff of pungent, toxic spores. The foul-smelling spores make the Snotlings cough and gag, but are not poisonous to them, as they are to non-Orkoid races. Puffballs cleaned out of their spores and stuffed with marinated squig are a favourite Ork meal. Spores from different varieties of Puffballs are collected for filling spore bombs (a kind of stikkbomb) and for various medicinal uses.

MARTIN MCKENNA



Mushlings and Snotrooms

Snotlings feed ravenously on fungus, often eating as much of it as they can harvest. One side effect of excessive fungus eating is that a Snotling may eventually go fungoid. All of the Ork race has a special affinity with fungus (as do squigs, which are in reality 'fungus animals'). Snotlings which go fungoid become lazy and feckless. Eventually they vegetate at the side of the drop, turning into a Snotroom or Mushling: a fungus preserving the vestige of a grinning snotling face. These fungi are seldom eaten except on festive occasions. Being rather tough and large, they can be used by Orks as they sit and think by the side of the communal drop.

PAINBOYS

Ork Painboyz favour the same styles of dress as other members of their clan with the addition of blood-drenched aprons and surgical gloves. They carry the grizzly tools of their trade: bone saws, fearsome pincers, sharp scissors, huge syringes and various types of medicinal squigs.



*BAD MOON PAINBOY
WITH BOLTER AND SCISSORS*



*BLOOD-AXE PAINBOY WITH
KNIFE AND BONE SAW*



*BLOOD-AXE PAINBOY WITH
BOLTER AND PINCERS*



*DEATH SKULL PAINBOY WITH
BOLT PISTOL AND BONE SAW*



*SNAKE-BITE PAINBOY WITH
PINCERS AND BOLTER*



*BAD MOON PAINBOY WITH
BIONIC HEAD AND ARM*



*SNAKE-BITE PAINBOY WITH
BOLTER AND BONE SAW*



*EVIL SUNZ PAINBOY WITH
DAGGER AND PINCERS*



*DEATH SKULL PAINBOY
WITH SCISSORS*



*GOFF PAINBOY WITH
BOLTER AND PINCERS*

ADRIAN WINK

Golden Demon finalist Adrian Wink displays his talents with this wonderful selection of painted miniatures.



PLAGUE BEARER OF NURGLE



CHARGING ORC FROM MARAUDER MINIATURES



CHAMPION OF SLAANESH (CONVERSION)



PLASTIC SKELETONS FROM THE SKELETON ARMY BOXED SET



ARMOURED SKELETONS FROM MARAUDER MINIATURES



BAD MOON WARBOSS AND GRETCHIN ATTENDANT



WINGED MINOTAUR (CONVERSION)

RENEGADES

Chaos Renegades are the champions and followers of Chaos in the 41st Millennium – the mighty Chaos Champions shown here clearly exhibit the astounding gifts and heinous attributes that are the double-edged rewards of Chaos. Renegades travel through the warp in their ancient spacecraft in answer to the call of chaos cultists. They materialize in the Imperium where they wreak devastation upon human worlds, laying cities to waste and destroying the enemies of Chaos.



**TZEENTCH CHAOS
RENEGADE WITH FLAMER
BODY**



**CHAOS RENEGADE
FOLLOWER OF NURGLE
(CONVERSION)**



**CHAOS RENEGADE FOLLOWER OF TZEENTCH WITH PINK
HORROR ARMS (CONVERSION)**



**NURGLE RENEGADE
WITH CHAOS BOLTER**



**TZEENTCH RENEGADE
WITH BOLTER**



**CHAOS RENEGADE OF
TZEENTCH (PLASTIC SPACE
MARINE CONVERSION)**



**RENEGADE FOLLOWER OF
NURGLE WITH
TENTACLED ARM**



NURGLE RENEGADE



**CHAOS RENEGADE SQUAT
FOLLOWER OF NURGLE**



**NURGLE RENEGADE
(CONVERSION)**



**RENEGADE WITH
CONVERSION BEAMER**



**RENEGADE FOLLOWER OF
NURGLE**



**CHAOS RENEGADE SQUAT
FOLLOWER OF TZEENTCH**



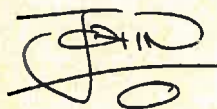
PRESENTED BY JOHN BLANCHE



In this month's 'Navy Metal' we're showing some of the latest releases, including the first miniatures in a huge range of Bretonnians from the Perry twins. With *The Lost* and the *Damned* about to be released, we're also featuring a few of the many miniature pages that are included in the book.

Perhaps the most exciting page in this month's issue is the page of new Space Marine miniatures from Jes Goodwin; they've all been painted as Tactical Squad members using the new identification and heraldry system that we're putting together in the Studio at the moment. Also shown are a page of fearsome Painboyz and some of the excellent work of Adrian Wink, one of this year's Golden Demon finalists.

Over to you, Mike.



RENEGADES

Chaos Renegades are some of the most powerful followers of the Chaos Powers. The examples shown here are all allied to Tzeentch and Nurgle – this is clearly shown by their different paint schemes. The colours of Nurgle are the colours of decay and decomposition, mainly rotting browns and bilious greens. This doesn't mean that all the colours have to be dull and subdued as can quite clearly be seen from the examples shown; many have a fairly plain base colour set off by bright reds or almost luminous greens. The typical colours of Tzeentch are striking contrasts: purple and white or blue and yellow are particularly effective and common.

The Tzeentch Renegade with Pink Horror arms is a conversion by John Blanche. The original arms were cut off the miniature at the top using a fret saw and the join area was cleaned up with a flat needle file ready to take the new arms. John removed these from a Pink Horror using a pair of wire cutters and then pinned them into position with a cut-down paper clip. He gave the robe a base coat of Spearstaff Brown, highlighted with Sunburst Yellow and Skull White. When this was dry, John painted on the stylised flames with Chaos Black and then dotted on small spots of Skull White with a fine brush.

The Renegade follower of Nurgle at the bottom of the page was painted by Ivan. He's achieved an interesting effect on the left shoulder of the model: the effect Ivan wanted was for the centres of the pads to resemble flies' eyes. A base coat of Chaos Black was painted over the whole of the pad. When this was dry, Ivan very carefully stippled the whole pad with Blood Red, starting in the centre and fading out towards the edges. The process was then repeated using Sunburst Yellow instead of red and painting only the centre of the pad. This works very well to achieve the hexagonal patterning of a fly's eye. The bone effect on the rest of the armour was painted on by putting down a base coat of Orc Brown and highlighting it with Bleached Bone and Skull White.

Several of the Nurgle Renegades have been painted in a very similar shade of green: a base coat of Goblin Green highlighted first with Bilious Green and then Skull White. When the paint was completely dry, very fine lines were painted over the surface to represent veins and capillaries. The paint was thinned right down and painted on with a very fine brush, Red Gore and Skull White were used for this.

The Renegade follower of Nurgle with a tentacled arm has been given a slight mottled effect on the armour and on the actual tentacles themselves by building up the highlights in small roughly circular patches rather than following the edges of the areas. The armour was given a base coat of Spearstaff Brown and highlighted with Sunburst Yellow; the tentacles were painted with Goblin Green, highlighted with Bronzed Flesh.

Several of the Tzeentch Renegades have areas on their armour that have been painted white; many people have difficulty in effectively shading white, so here's how I do it. The whole of the area is first painted with Elf Grey; Skull White is then added to build up the highlights. I put these on fairly thin, almost as a wash, and build them up slowly until the top highlights are just Skull White. If the overall effect is still too grey, a very thin wash of Skull White can be carefully put over the area to lighten it up. Be careful that you don't put too much white on at one time and don't let it collect into pools. The white is particularly effective when combined with a rich purple. Use a base coat of Worm Purple and highlight with Fire Dragon Crimson and Skull White.

Dale converted the plastic Space Marine by adding parts of plastic Skeleton Horses from the Skeleton Army boxed set. The legs were filed flat on one side and glued to the Space Marine with polystyrene cement. The skull on the shoulder pad was cut off flat at the back and glued into position.

CHAOS CHAMPIONS

The Chaos Champions shown this month are part of the Studio's ever-increasing Chaos armies. The elite of those armies are not only Human – examples of Minotaur and Centaur Champions are also shown.

The Centaur Champion is a fairly complex conversion by Dale. This was made slightly easier because the original torso came as a separate part and therefore didn't have to be sawn off. Dale carefully removed the new torso from a Beastman model using a fret saw; the base of the join was then cleaned up with a flat needle file so that it fitted flush to the horse body. A rough tunic was modelled round the centre of the body to hide the join. Dale made the staff from a length of fine brass tube topped with a plastic horse skull; the flames were added with modelling putty. When the conversion work was finished, Dale left the miniature for a couple of days to make sure that all the parts were thoroughly dry. The model was undercoated with Skull White and painted in suitably bright colours to make this particular Centaur a follower of Tzeentch. He gave the skin and fur a base coat of Bestial Brown and highlighted them with Blood Angel Orange and Sunburst Yellow. The tunic was given a base coat of Sunburst Yellow and Skull White was mixed to this to create the highlights. Dale painted the animal pelt across the back with stripes to suggest that it came from an exotic beast.

The Skeletal Champion of Nurgle was quite a simple conversion by Tim. The model started life as a foot model – all that Tim did was cut off its base with a pair of wire cutters and file out the inside of the legs until the model sat neatly on the horse. The original head was removed from the Champion and a plastic Skeleton skull was pinned into place. The reins were made from thin strips of paper, when these had been cut to the correct length they were given several coats of varnish to toughen them up.

I used varnish on selected parts of the armour on the frog-headed Champion of Nurgle. The plates were given a base coat of Woodland Green and were highlighted with Bilious Green and Skull White. When the paint was thoroughly dry, I used a very fine brush and Black Ink to add a network of lines over the entire surface. These areas were then given several coats of a high gloss polyurethane varnish. The effect I wanted to achieve was that of ancient crazed enamel.

Colin Dixon painted the Chaos Sorcerer of Tzeentch and managed to achieve a beautiful rich crimson on the model's robe. He gave it a base coat of Imperial Purple and highlighted it with Blood Red and Skull White. When the highlights were dry, he gave the robe several thin glazes of Purple Ink – this removes any chalky effect that the Skull White may have caused.

The Palanquin was based on several monster slotta-bases glued onto a piece of thick card. The top was textured by painting on thinned-down PVA glue and dipping the whole base in coral sand – this is available from most pet shops, especially those that stock tropical fish. The base was then left for several hours so the glue was thoroughly dry before it was painted, then a base coat of a mix of Green and Black Ink was washed over the entire base and left to dry thoroughly. When it was dry it was drybrushed with Goblin Green and then Bilious Green.

BRETONNIANS

The Bretonnian models are particularly effective because of the choice of colour schemes for the heraldry.

Each of the miniatures uses at least two colours that look striking together, such as red and yellow or blue and white. When choosing colours to go together on a model, it's important to pick two that have at least some contrast with each other. This doesn't mean they have to be contrasting colours such as red and green or blue and orange; the main thing to avoid is using colour harmonies such as red and orange.

Some of the designs look daunting and complex to paint but, with a little practice and a fine brush, even the seemingly most complex designs can be achieved. A good tip for painting a repeated design on a plain field is to paint and fully shade the background colour before starting the design. For example, when Tim painted the knight with the red field and the repeating castle design, he first gave the whole miniature a base coat of Blood Red and Swamp Brown. When this was dry, the parts of the horse that aren't covered by barding were given a wash of Brown Ink and highlighted with Bestial Brown and Orc Brown. The barding was highlighted with Blood Red, then Blood Red and Blood Angel Orange. The horse was left to dry thoroughly while the rider was painted separately in the same colours.

When the barding was completely dry and the paint fully hardened, Tim painted the designs on. There are two ways of doing this: the first is to paint on the overall shape of the design with a mix of Sunburst Yellow and Skull White. When this is completely dry, use a very fine brush or a technical drawing pen and put all the black lines round the design. If you're using a pen on a model, make sure the paint is dry and hard. If not, you'll find that the pen may cut into the paint; this will ruin the paintwork and the pen so should be avoided at all costs! You'll find that the first shape you paint need not be totally accurate – the black lines will neaten up the edges and square off the corners.

The second way you can paint a design on a miniature is to paint on the overall shape with slightly thinned-down Chaos Black. When this is dry, paint inside the area with Skull White, leaving a black border. This white area acts as an undercoat and is then painted over with Sunburst Yellow. Either of these methods can be used, but it's a good idea to draw out the design gently with a very hard pencil before you apply any paint. This makes sure you get a good balance of designs over the area being painted. If you make a mistake, you can simply rub it out with a pencil eraser.

The best source of inspiration and colour schemes for the Bretonnian models are books about heraldry. All of the examples shown are historically-accurate French coats of arms from 1340 – 1360.

PAINBOYZ

Although Ork Painboyz follow the same rules as the rest of their clan for the colours in which they dress and the symbols they use, they are easily identifiable from their fellow clan members. The grizzly tools of their trade and the blood-spattered aprons are obvious marks of their profession; many also carry back-banners to advertise their services or boast about their abilities.

Dale painted the Evil Sunz Painboy with dagger and pincers. He's added some drips of blood to the weapons by painting on PVA glue and carefully forming it into drops on the tip of the dagger. This type of glue can be quite easily thinned down with water and layers slowly built up. A coat of Blood Red highlighted with Bad Moon Yellow makes very effective looking blood.



STEPHEN TAPPIN

Tim has gone a stage further on his Death Skull Painboy with scissors and has modelled some entrails into the hand, with the blood dripping through the fingers of the gleeful looking Ork! Tim has managed to achieve a rich, deep blue on the face of this Ork; he gave it a base coat of Ultramarine and highlighted with Enchanted Blue and Skull White. Some suspicious-looking red stains have been added to the scissors with Red Gore.

The Bad Moon Painboy with bionik head and arm was painted by Ivan, who has achieved a beautiful battered, rusty effect on the replaced limbs on this Ork. A base coat of Chaos Black was first drybrushed with Tin Bitz and finally with Mithril Silver for the top highlights. The bright yellow trousers were given a base coat of Sunburst Yellow and then highlighted with Bad Moon Yellow and Skull White. He painted the banner with the same combination of colours. The border of stylised flames was painted with Chaos Black.

TACTICAL MARINES

The page of tactical Marines is the first published material in a complete organisational system for the main Space Marine chapters. Here we show examples of Ultramarines, Blood Angels and Dark Angels. This system includes details of rank, company, campaign and honor markings as can be seen from the painted examples.

The left-hand column shows examples of Marines from the first company of their respective chapters. The first company usually consists of elite veteran Marines who are often chosen to wear the company's suits of Terminator armour when battlefield conditions call for its deployment.

Each of these examples has a Terminator honour displayed on his armour. The Dark Angel and Ultramarine also have crosses on the left leg and the Blood Angel has a death's head on the right shoulder pad.



The first company of the Dark Angels is Deathwing; the example shown here was painted by Ivan. He used a base coat of an Orc Brown/Skull White mix applied fairly thinned down and highlighted by adding Skull White to the mix. When the highlights were finished, Ivan used a fine brush and painted thin black lines round the edge of all the armour plates; this helps to give definition and make the paintwork appear to be sharper.

The skull on the shoulder pad of the first company Blood Angel was painted by Tim. The first thing he did was to paint on the overall shape of the skull in Chaos Black. When this was dry, he painted inside the shape with Skull White, being very careful to leave a thin line of black to define the shape. The last step was to paint in the eyes with Chaos Black and add the teeth in Skull White.

Exactly the same technique was used with the Terminator honour cross on the leg of the Ultramarine; the shape was first defined by painting in the shadow with Chaos Black and then filling in the centre with Skull White. The gem in the centre of the cross was painted with Blood Red.

ULTRAMARINES

All of the Ultramarines shown were given a base coat of Marine Dark Blue and were highlighted with Ultramarine and Skull White. The right shoulder pad on these models has been painted a lighter shade of blue to signify that they are tactical squad members; a base coat of Enchanted Blue was highlighted with Electric Blue and Skull White.

The Marine at the top of the column has both campaign and honour markings. The purity seal on the left leg was painted in Chaos Black and then blocked in with Skull White. When that was dry, the top of the seal was painted Blood Red and the bottom Orc Brown. The black and yellow checks on the right leg show that the Marine fought in the Attoc Wars campaign. The front half of the leg was painted Sunburst Yellow and highlighted with Bad Moon Yellow. A fine grid of black lines was then painted on and alternate squares were filled in with Chaos Black to produce the checks.

The full Codex version of the tactical uniform is different in several ways: the chest eagle is painted white instead of blue and both of the shoulder pad rims are painted white. The main difference is the right shoulder pad – the white arrow signifies that the Marine is from a tactical unit and the roman numeral is his squad number

BLOOD ANGELS

A base colour of Terracotta was used on all the Blood Angels, highlighted with Blood Angel Orange and Skull White; the red helmets signify that they're from tactical squads. The Sergeant's rank is shown by the colour of his left shoulder pad; this has been reversed out as a black field with a red badge and rim. The honour markings on the Marine below are a white arm with red blood drop – this was painted in Blood Red with a spot of Skull White for the highlight.

The full Codex version includes a name scroll on the bottom of the right shoulder pad where the Marine's name can be added. This was painted on with Orc Brown and highlighted with Skull White; finally, the rim of the pad is painted with Chaos Black.

DARK ANGELS

The Dark Angels were undercoated with Chaos Black and then given a base coat of Salamander Green. The highlights were achieved by adding Bad Moon Yellow to the base coat and a spot of Skull White for the final highlights. If the highlights are added in careful stages, a deep lustrous green can be achieved. Three different version of the tactical uniform are shown here. The basic campaign dress has a bar across the right pad for the tactical squad marking and the chest eagle colour signifies the company number. Another version shown has a double-ended arrow on the right pad and the version at the bottom of the column shows a double-ended arrow in white outline with the squad number in the centre of the pad. This design was first sketched out with a pencil and then carefully painted with a fine-pointed brush.

All of the Dark Angels shown have either honour or campaign markings displayed on their armour. The Deathwing Marine has a close combat honour badge on his knee pad (crossed swords); the Marine at the top of the column has a Mikkadaemus Crusade marking on his right leg (red disc) and the next Marine has a Wolf Strike Campaign mark (yellow diamond). The white leg on the Marine below shows that he fought on the Wilderworld Campaign and the last Marine has a winged gem honour mark on his left arm.

You may be a bit confused by some of the colours that I've mentioned in this month's issue; all of the new colours are from the Ork and Eldar Paint Set that is just about ready to go on release. It includes colours that have been specifically chosen for Eldar and Ork paint schemes. This doesn't mean that's all they can be used for – the colours are fully compatible with the rest of the Citadel Colour range and provide some great alternatives.

All that remains this month is to thank Adrian Wink for the use of his superb miniatures. Don't forget to watch the Retail Spotlight pages for details of 'Eavy Metal Live painting demonstrations – bring along your models to show us and ask as many questions as you like.



Mike

See you next month,

Mike
MW



Ivan



Dale



Tim



3 Derby
Terrace,
Derby Road,
Nottingham
NG7 1ND

MB09 BEASTMAN REGIMENT



STANDARD BEARER



TROOPER A



TROOPER B



CHAMPION

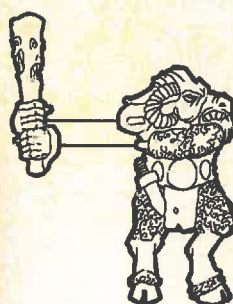


LEADER

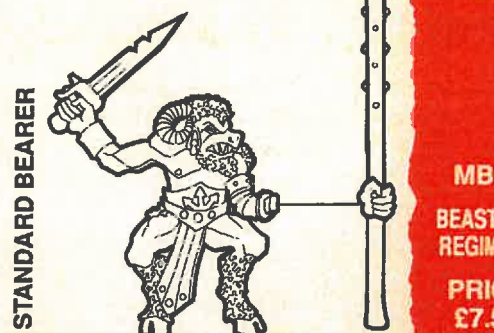


DRUMMER

The Marauder Beastman Regiment consists of four command miniatures and three of each trooper. They are supplied with separate highly detailed plastic shields and plastic slotta-bases.



CHAMPION



STANDARD BEARER

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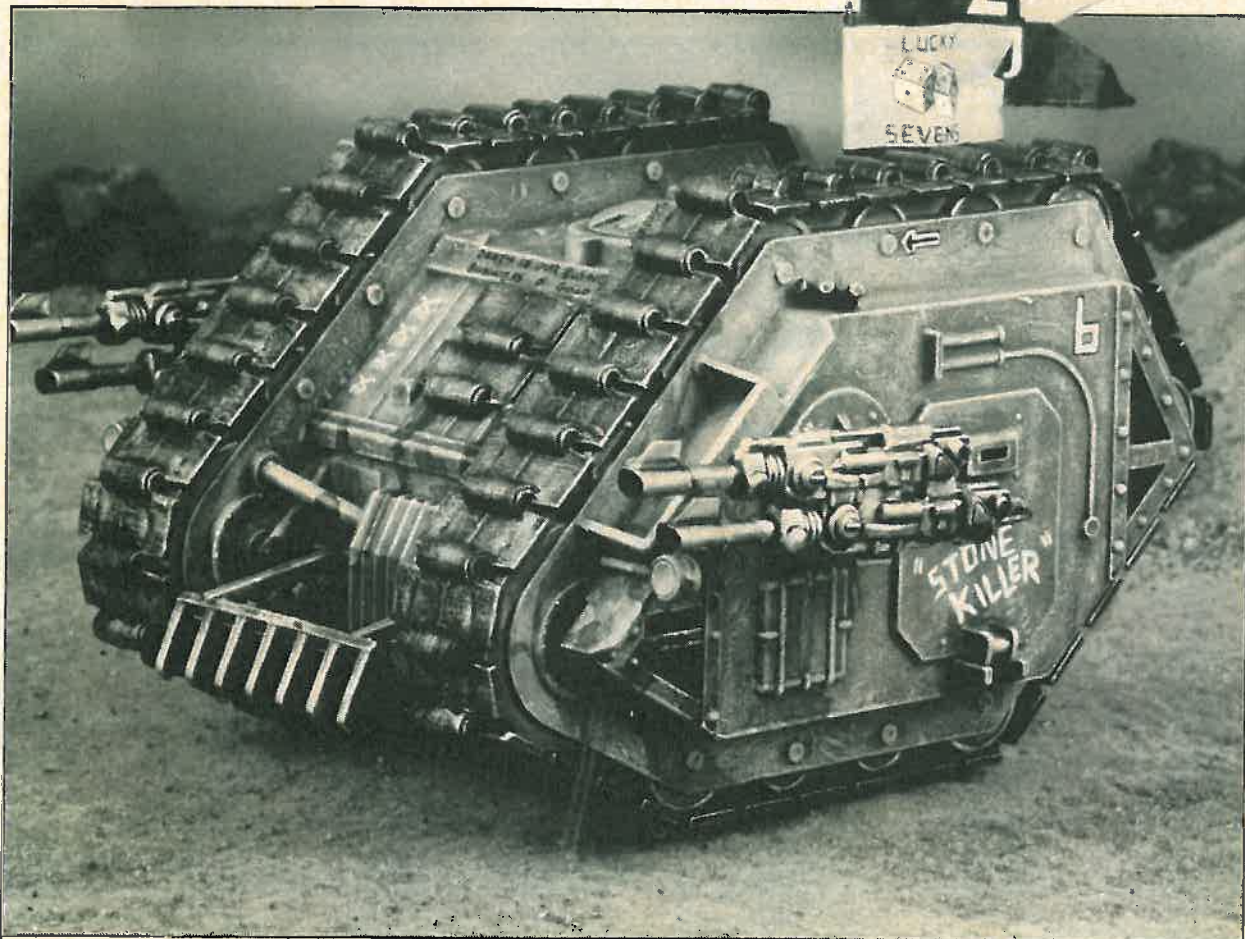
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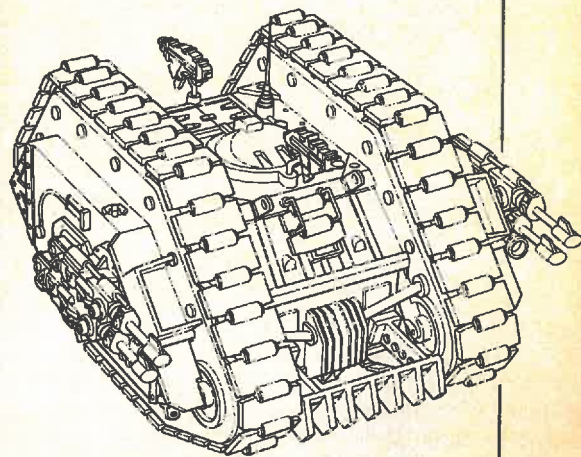
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074154/1/A



AXE AND OPEN
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074154/1/B



SWORD AND
GREAT HELM

074154/1/C



2-HANDED AXE
AND OPEN-HELM

074154/1/D



SPEAR AND
KETTLE-HAT

074154/1/E

074154/2

KNIGHTS



SWORD AND OPEN
FACED HELM

074154/2/A



SWORD AND ROUND
TOPPED HELM

074154/2/B



ORNATE HELM
AND SWORD

074154/2/C



SWORD, HELM
WITH NASAL BAR

074154/2/D



2-HANDED SWORD
OPEN FACED HELM

074154/2/E

074154/3

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ARCHER

074154/3/A



ARCHER WITH
FUR CAP

074154/3/B



METAL SKULL
CAP

074154/3/C



OPEN FACED HELM
AND MAIL COIF

074154/3/D



OPEN FACED
HELM

074154/3/E

074154/4

ARCHERS



ARCHER
GESTURING

074154/4/A



OPEN FACED
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074154/4/B



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074154/4/D



LEATHER CAP

074154/4/E

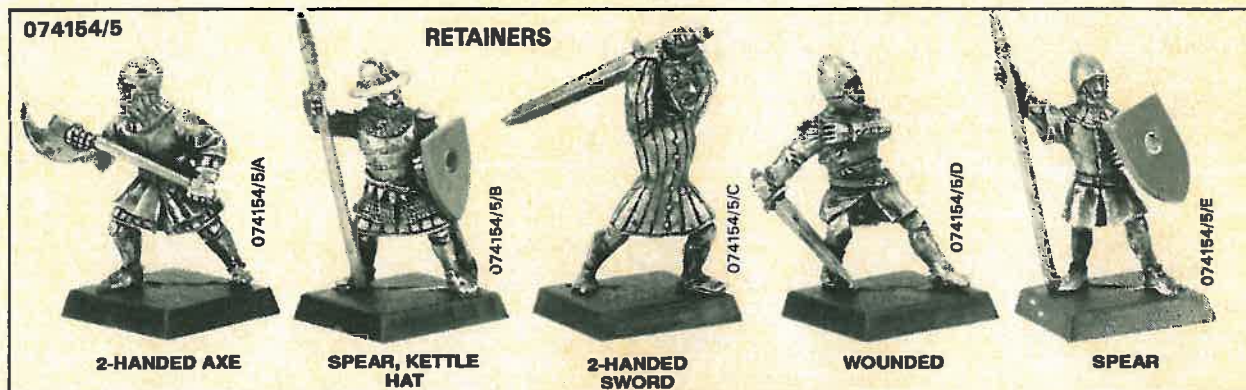
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074166 BRETONNIAN CAVALRY

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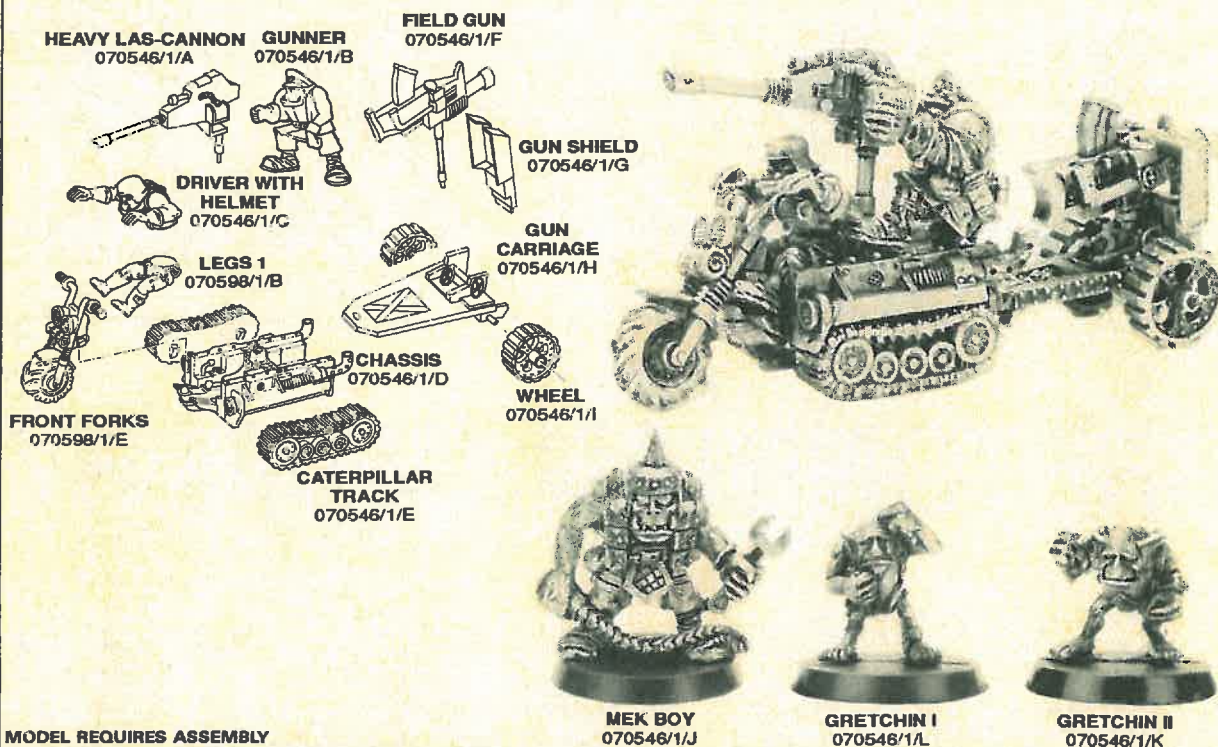
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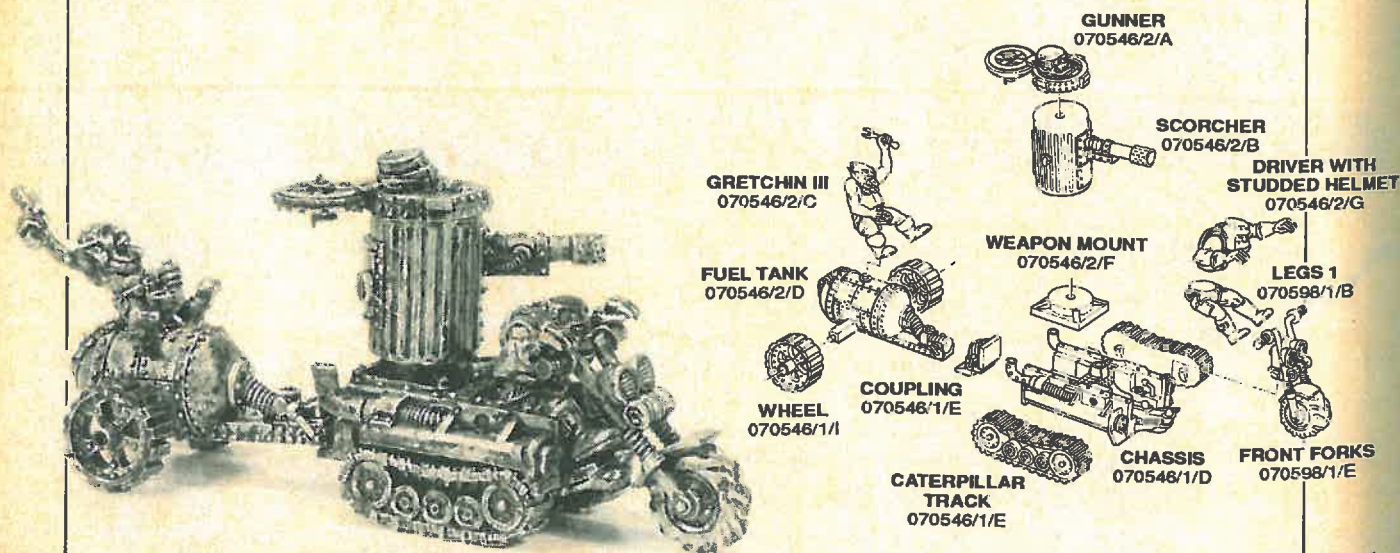
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WARTRAK AND FIELD GUN



070546/2

WARTRAK SCORCHER



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WD80



ORK & ELДАР PAINT SET



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ELDAR ASPECT WARRIOR



**ELDAR WARLOCK WITH
WITCH BLADE**



**EVIL SUNZ ORK
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**BAD MOON ORK
WARBOSS**



THE WARBANDS OF LOTHIAR BUBONICUS AND WERNER THUNDERFIST ABOUT TO JOIN IN BATTLE