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CITADEL
MINIATURE



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11

MIGHTY EMPIRES™

**SWEEPING CONFLICT AND DARK INTRIGUE
AS EMPIRES CLASH IN THE WARHAMMER WORLD**

The Mighty Empires game contains:

112 full colour hexagonal map tiles, 15 city models, 15 fortress models, 15 dragon models, 15 ship models, 45 village models, 45 army banner models, 162 territory markers, 24 razed territory markers, 45 espionage counters, 9 spell markers, 76 baggage markers, 6 strategic battle cards, 1 sheet of self adhesive flags.



In Mighty Empires, players lead armies in ferocious battle, cities are laid waste, fortresses besieged and brought low, and unknown territories explored. The ultimate objective is to destroy your enemies and expand your empire to cover the entire world!

Mighty Empires is a strategic level Warhammer Fantasy game with the players as rulers of powerful nations.

It is a self-contained board wargame for two or three players (although, by making or purchasing extra tiles and/or playing pieces, the game can be expanded to accommodate as many players as you like).

It can also be used to create a campaign world for fantasy armies to fight over using Warhammer Fantasy Battle rules and armies.

**GAMES
WORKSHOP**

**CITADEL
MINIATURES**

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

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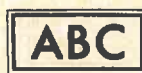
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WHITE DWARF

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Bryan Ansell



Andy Chambers



Tony Cottrell



William King



Rick Priestley



Nigel Stillman

GAMES WORKSHOP™

This month we look at the Games Workshop stores in Scotland. Like all Games Workshop's these stores are manned by enthusiastic gamers and each has an exciting programme of forthcoming events.

EDINBURGH

Five Go Mad In Lustria

Saturday 3rd November: An *Advanced Heroquest* adventure. Having been press-ganged aboard the ship *The Saucy Sal*, five poor unsuspecting Heroes find themselves blown off course, shipwrecked and stranded in an inhospitable jungle. Off in the distance they see a huge, strangely-shaped building. So they set out to seek shelter from a coming storm.

This is real Hero stuff. Will the players survive their greatest challenge yet. All welcome, for an 11am start.

Mega Bowl Knockout

Thursday 8th November: Bring along your *Blood Bowl* team and join in the carnage. Play against the Mighty Snots or the Sagittarian Hammers and see how long you can last against our shop teams.

Warhammer 40,000 Siege

Saturday 10th November: Come along and try to get into Mighty Uz Grod's Fortress. Sounds simple enough, but what is that over there? Why, it's a full-size Great Gargant! Give Neil a ring if you want to take part.

Stop the Shadow Sword

Saturday 31st November: Yes, from the man who brought you *Stop the Rhino* and *Stop The Banblade*, comes *Stop The Shadow Sword*. Can your troops stop this awesome Warhammer 40,000 vehicle. Phone Marc for details.

Remember that the Edinburgh shop is open on Sundays 11am - 5pm, and don't forget our painting clinics every Tuesday night 5.30pm - 8pm.



Marc Farrimond: Manager

Marc is currently amassing a huge horde of Slann and will take great pleasure in allowing all Warhammer Fantasy Battle players to challenge him. However, Marc isn't limited to the Known World and his Ultramarines are often seen laying waste to vast quantities of traitors and aliens, and he is only too happy to give advice on any gaming subject.



Neil Dunlop

Neil is Edinburgh's Ork fanatic so all fans of Orky know-wotz out there wanting advice on their Warhammer 40,000 or Epic Ork armies need only ask da Warboss to impart infinite wisdom. Neil also fields his virtually unbeaten Warhammer Fantasy Battle Skaven pack and anyone wishing to try and remedy this sad affair should come in and throw down the rat trap.



Paul Morrison

Paul is a keen Warhammer Fantasy Battle player and when hes not challenging for the high Elven throne his army can be found blazing a trail of destruction. Paul plays all the Games Workshop games and will always find the time to fight new opponents.



Phil Wright

Initiate Wright is a newcomer to service. However, his loyalty to the Emperor is unremitting and now he has been given the command of the Ravens Eye chapter. Any foolish traitor or alien scum who wishes to test his might should call in and arrange a time to do battle.



Kev Stewart

Avatar Stewart was lost in the warp as an infant. The combination of various warp fields and entities have so deranged this poor soul that he fields Elves in all their guises, jetting in his Eldar Harlequins to vanquish some unsuspecting foe or cutting a swathe with his mighty Wood Elf army throughout the Old World.



GAMES WORKSHOP EDINBURGH

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EH 1 1QS
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HEAVY METAL TOUR

MINIATURE PAINTING DEMONSTRATIONS

Dale Hurst will be visiting the Edinburgh store on the 3rd of November and Tim Prow will be visiting the Glasgow store on the 17th of November 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.



Dale



Tim

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



RETAIL SPOTLIGHT

GLASGOW

Warhammer 40,000 Participation Game

Saturday 3rd November: Deep in the jungles of the Lost Hope Death World, high orbiting energy scanners have pinpointed a Eldar installation. We need you to bring a squad of Marines to locate and destroy.

Blood Bowl Tournament

Saturday 10th November: Come and play Blood Bowl using the NAF rules from the new *Blood Bowl Companion*, and play on our magnificent Blood Bowl pitch. Bring along a painted team, a roster and as many fans as you can. Call in to see Steff for more details.

Space Hulk

Saturday 24th November: Bring your painted Terminator squad for a deadly mission against our shop staff's Genestealers on board our new multi-level 3D Space Hulk.



ALISDAIR



STEFF



LEE

Alisdair McIntosh: Manager

Alisdair is a Warhammer Fantasy Battle fanatic currently fielding a Bretonnian army. He will be glad to answer all your questions about miniature painting, terrain building and put your army to the test on the field of combat.

Steven Clarkin

Steff is a Blood Bowl expert and is ready to try his Chaos team, the Argomanti Maniacs, against all-comers, and will be happy to play you at any Games Workshop games.

Lee Armitage

A fanatical Space Hulk player who fields his fantastically painted Blood Angel Terminators at every opportunity to kill Genestealers and Chaos Renegades. He has been busy building Glasgow's 3D Space Hulk board, a place where only the most intrepid Terminator would venture.



**GAMES WORKSHOP
GLASGOW**

66 QUEEN ST
GLASGOW G1 3DS
CONTACT: ALISDAIR

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GAMES WORKSHOP STORES

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

LONDON

BECKENHAM

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95 THE MOOR,
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26 GOODRAMGATE,
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GAMES WORKSHOP™

RETAIL STORE NEWS

EVENTS FOR NOVEMBER

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

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

BECKENHAM

Saturday 10th November – The Battle For The Spirit of Glory
Eldar have captured a Marine star cruiser, *The Spirit of Glory*. Now the Marines want revenge. See Paul for details on this Warhammer 40,000 battle.

Saturday 17th November – Boarding Action

The Marines have battled their way onto the star cruiser, *The Spirit of Glory*. They must now fight to take control of the ship in this Warhammer 40,000 battle. Call in for details.

NOTTINGHAM

Saturday 10th November – Dungeonbowl Knockout

Register early for this one-day knockout competition of the subterranean version of Blood Bowl. Bonus League points are at stake. 10 points for all entrants and 50 League points for the overall winner. Any races can be used, as long as the Ogres watch out for the low ceilings!

Saturday 24th November – Grand Warhammer Auction

Back by popular demand! This is the place to come to get ready-painted forces at very reasonable prices. If you're selling, bring in your goods before the day. For more information contact Karl or Paul.

NEWCASTLE

Saturday 10th November – Warhammer 40,000 Vehicle Workshop

Adam Aaronson, Newcastle Space Hulk League Champion, will be displaying all the skills needed to scratch-build Warhammer 40,000 vehicles. Come along and pick up some hints and tips. Commences at 1.00pm.

Saturday 24th November – Space Hulk Knockout

Can you survive the Genestealer assault? Can you complete your mission in less time than anybody else? Can you bring your squad of Marines through alive? Bring a painted squad of Terminators and some painted Genestealers along and try your skill in the Space Hulk knockout competition.



PRESTON

Saturday 10th November – Blood Bowl Knockout Competition

Come along and bring your painted teams to compete and prove you're the best in this special knockout competition. Prizes for the winner. Contact Richard in the store to enter.

Saturday 17th November – Advanced Heroquest Campaign

In this on-going Advanced Heroquest campaign, the Empire is in dire peril and all will perish unless you can steal back the casket of Morr. Contact Phil for further details.

TORQUAY

Saturday 10th November – Water World Conflict

A Rogue Trader's ship carrying a priceless Standard Template Construct has crashed on Delphus IV, a world with only 0.5% dry land. Both the Traitors and the Loyalists want the STC, but how are they going to retrieve it? Contact Steve for details.

SHEFFIELD

Wednesday 7th November – Bonfire Fight

Sir Guye De Fowikes, well-known agitator and anarchist, seeks the help of local villainous types to plot the destruction of Frugelhofen town hall. Any interested Advanced Heroquesters should contact Mick or Lee.

MAIDSTONE

Every Thursday in November – Beginners Night

An introduction to all the League games – come and join in and find out what it's all about. Also painting clinics and terrain building every night till 8pm.

DERBY

Saturday 3rd November – Painting Demonstration

Our own Adrian Wild will be showing you how to paint the new Eldar Exarch models.

BIRMINGHAM

Saturday 3rd November – Warhammer 40,000 Painting Demonstration
Featuring the new Mark 7 Marine armour and Eldar Aspect Warriors, with advice and tips for novice painters on how to achieve the best effects.

Saturday 10th November – The Lost City of Karnesh

An adventure into the Lost City of Karnesh. Brave explorers beware, this is run by Games Day finalist, Simon Collingwood. Call in for more details.

BRIGHTON

Every Saturday in November – Blood Bowl Campaign

Our resident Blood Bowl impresario, Alan Hinton, will be running a Blood Bowl campaign throughout November. The campaign will use all the new rules from the Blood Bowl Companion for pitch invasions etc. Players must enroll for this campaign by November 1st.

HAMMERSMITH

Saturday 10th November – Titan Painting And Conversion Demo

Our shop staff will only be too happy to give expert advice on modelling and painting Titans. Bring along your Titans and prepare for battle.

Saturday 24th November – Titanic Battles

Come in early and talk to Joe about this Titan vs Titan battle. This will be a great chance to show off your newly-painted Titans.

READING

Saturday's 3rd, 10th, 17th and 24th November
Mega Warhammer 40,000 Knockout Competition
 Throughout November we'll be running a Warhammer 40,000 knockout competition. Over the first three Saturdays, the winners will be those scoring the most points during their game. The four highest are to fight it out on the 24th. Whoever wins in the morning will play Stephen Smith, Reading's League winner for Warhammer 40,000. Contact the shop if you'd like to play.

LIVERPOOL

Saturday 3rd November - Blood Bowl Bonanza
 We start this month with an introduction to the games of Blood Bowl and Dungeonbowl - novices and beginners welcome.

Saturday 10th, 17th and 24th November - Blood Bowl Bonanza
 The Blood Bowl Bonanza continues till the end of month with Blood Bowl terrain building, team-painting day, Urban Bowl and Mega Bowl. Call in at the shop for more details.

SOUTHAMPTON

All through November - Space Hulk Month
 Southampton invites anyone who is interested in or would like to know more about Space Hulk to come in during November for hints on painting and modelling Terminators and Genestealers. We'll also be building 3D Space Hulk corridor sections and demonstrating the construction methods involved.

DUDLEY

Saturday 17th November - Mad Boyz Mental Teaser
 A Games Workshop quiz where teams from the Imperium battle it out against the Mad Boyz staff of Dudley. Three half-hour quizzes starting at 11am, 1pm and 3pm.

Throughout November - Chaos Spawn Competition
 Running alongside the ever-successful Chaos warbands campaign is a Chaos warband competition which involves creating an imagined or generated Spawn from the Realm of Chaos, then converting and painting it. Entries must be handed in by Thursday 29th November, to be judged on Friday 30th November.

GAMES WORKSHOP US

LAUREL

Saturday December 1st - Warhammer Fantasy Battle Bring'n'Battle
 Bring an army of 600 points, no magic items and no wizards higher than 15th level.

Monday December 4th - Painting Clinic
 Kent Martin gives you the low-down on painting and constructing banners and shields plus a short lesson on heraldry.

Saturday December 8th - Blood Bowl And Dungeon Bowl Tournament
 All day Blood Bowl and Dungeonbowl games, everyone welcome. For more information please contact Lee at the shop.

Saturday December 15th - Warhammer Fantasy Battle Challenge.
 Tim welcomes all challengers to Warhammer Fantasy Battle against his mighty Dwarf army. Also Kent will be holding his mega painting clinic once more to give expert advice on miniature painting.

Saturday December 31st - Dark Future Roleplay
 1991 will be very dark if you don't come to the shop today. This New Year's Eve Dark Future game sets brave Sanctioned Operatives fighting in the nightmare world of cybergoth fiction. This will be a day-long event, so please register with Lee early in the month.

COLLEGE PARK

Saturday December 1st - Blood Bowl League Play-Off.
 The League play-off for Blood Bowl will be held in a massive dungeon with tricks and traps and a whole host of other dangers. Call in at the shop for more details.

Wednesday December 5th - Introduction to Confrontation.
 Confrontation is the new skirmish wargame set within the Warhammer 40,000 universe on the hive world Necromunda. Take part leading your gang into the depths of a hive city.

Saturday December 15th - Space Marine Epic Scale Siege.
 The Loyalist Space Marines have besieged the Traitor forces for long enough - now the time has come to advance and crush the Rebels. But things may not be as easy as they seem.

Saturday December 22nd - Warhammer Fantasy Battle Siege.
 This is your chance to bring forth your forces and lay siege to a mighty castle. Call in at the shop for more details.

Saturday December 29th - Painting Clinic.
 Sean and Frank will be happy to help anyone in need of some painting advice. Bring along some of your miniatures and the boys will divulge their knowledge. Also all through the day brave adventures will be able to play Advanced Heroquest and venture into unknown depths.

PHILADELPHIA

Saturday December 15th - Speed Hulk.
 A transporter malfunction has sent your squad (up to 18 points, chosen from the Deathwing lists) deep into the center of a monstrous Space Hulk. You'll have to think fast to escape the labyrinth. Whoever does it in the least amount of time becomes the day's champion.

Saturday December 29th - Painting Clinic
 The last Saturday of the month is always Philly's painting clinic. Just bring your own miniatures and brushes and we'll supply the paints.

FAIRFAX

Saturday December 1st - Mega Dungeonbowl
 The Colleges of Magic have arranged three 4-way Dungeonbowl matches - be there.

Saturday December 8th - Advanced Heroquest
 Do you dare enter the stronghold of the Master of Madness and his horde of Chaos Dwarfs? Sign up early.

Saturday December 15th - Warhammer 40,000 Snow Battle.
 Walking in a winter wonderland. Choose your side in this Ork vs Imperium battle in the snow.

Saturday December 22nd - Who Stole Santa's Sled?
 Warhammer Fantasy Roleplay Outrage throughout the Empire. Can a group of "thoughtful" characters save Christmas? A fun and humorous misadventure.

Saturday December 29th - Chaos Warband End-Of-Year Blowout.
 The Powers of Chaos will be handing out gifts and attributes aplenty.

SANTA MONICA

Lots Of Excellent Events Going On Dudes!
 Gaming sessions every evening and all day on weekends. Beginners and veterans are welcome. Painting demos every Tuesday from 4pm until 8.30pm and Saturday from noon until 6pm.

Saturday 8th and Sunday 9th December - Warhammer 40,000 Weekend.

Thursday December 13th - Space Hulk Knockout Competition.
 Just how good are you? A Space Hulk knockout competition with a prize for the overall winner. Sign up early; game starts 12 noon.

Saturday 20th December - Warhammer Fantasy Bring'n'Battle.
 Bring a painted regiment and join in the fun on the plains of Bogenhafen.

29th and 30th December - Space Marine Epic Battle Weekend.
 This is your chance to take on the shop staff's Epic Traitor forces. Call in to find out more.



GAMES DAY 1990

On Saturday the 15th September, Derby was invaded by thousands of gamers flocking to witness the largest gaming event of the year and the culmination of the National Gaming Leagues, where the country's top gamers fielded their armies and squads in conflicts that would decide the Champions of Warhammer Fantasy Battle, Warhammer 40,000, Space Hulk, Space Marine and Blood Bowl.

The day began at 8.00am in the Derby Assembly Rooms with most of the Games Workshop staff adding the final touches to the event, finishing off the new terrain and setting up the 'Eavy Metal displays. Finally, at five to ten all was ready. The hall hushed for the countdown as everyone took up their positions. At 10.00am the doors opened to an enthusiastic crowd, some of whom had been queuing all night. The hall was soon full as gamers eager to support their friends in the finals or glean tips on tactics crowded round the stunningly-terrained tables that had been designed specially for the finals. The competitors took their places to begin the first round of combat. Squads of Terminators waited in space hulk corridors. Armies of Marines readied for action on desert planets or ice-cold, snow-filled worlds. Legions of Undead, Elves, Dwarfs and Imperial forces waited for their commands as the regional generals fielded their forces.

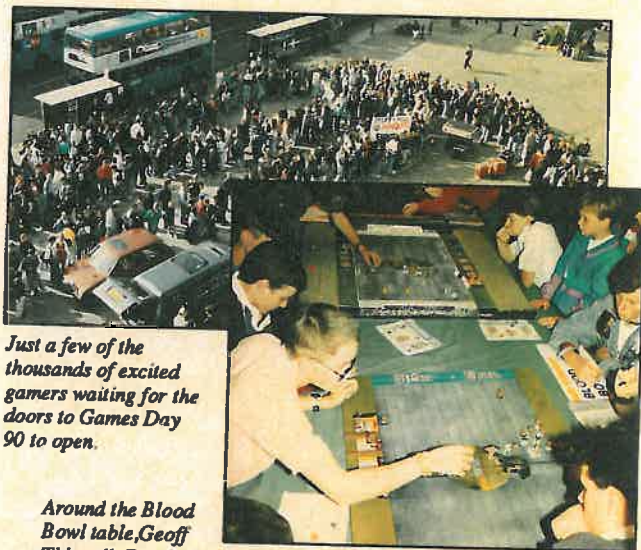
During the day, it was impossible to escape the incredible, electric enthusiasm, not only among the combatants but among everyone who watched. Eyes were transfixed by beautifully-painted miniatures as they stormed gun emplacements and strongpoints. Forces were directed on battlefields in true spirit by generals who were playing more than just a game. Casualties were incurred with moans of loss, objectives achieved with cries of triumph as the Champions gradually emerged.

Games Day is the most significant date in the gaming calendar. It is more than just the finals of the National Gaming Leagues – it is the focal point of all the enthusiasm occurring across the country in the Gaming Clubs run in the Games Workshop stores. Games Day covered every interest in the hobby. The Games Workshop experts were on hand to answer questions on the vast Warhammer universe. Seminars were packed, with game designers and personalities like Bryan Ansell, Rick Priestley, Jervis Johnson and Richard Halliwell talking about their games and hinting at new ideas for projects they'll be working on in the future.

Dave Andrews and Phil Lewis were showing the tricks of their trade, constructing buildings for Warhammer 40,000 and Warhammer Fantasy Battle. Some of these buildings were used on the Warhammer Fantasy Battle terrain which, like all the marvellous terrain for the finals, was made by the retail staff of Games Workshop Derby, Nottingham and Leeds. Mike McVey and the 'Eavy Metal team were demonstrating techniques for painting everything from squads of Space Marines to armies of Chaos Warriors.

In the art display area, artists including John Blanche, Steve Tappin, Paul Bonner, Kev Walker, Adrian Smith and Mark Gibbons were talking about their special insight into the Warhammer universe and answering questions on their techniques. The art display showed their latest work in a collection that boasted some of the best science fiction art in the world.

Another popular area was the future developments section, as keen gamers packed round the tables, eager for a chance to see Games Workshop's latest projects – for those who were lucky, there was a chance to test these new games in the final stages of their development. Advanced Space Crusade attracted a horde of fans eager to learn more of the Tyranid invasion of the Imperium. Brat gangs and Techs skirmished as gamers fought for their lives amongst the pollution and industrial waste of the Necromundan hive world. On the Chivalry table, Nigel Stillman and Alan and Mike Perry conducted a game of historical intrigue as noble families of the Empire feuded and battled over their estates.



Just a few of the thousands of excited gamers waiting for the doors to Games Day 90 to open.

Around the Blood Bowl table, Geoff Thirwell, Dominic Savage, Mark Donald (the League Champion), Dave Fountain, David Myers and Paul Hudson.



Robin Dews and Andy Jones explain the art of world domination in a preview of Mighty Empire.



Space Marine finalists Dave Gladding and Paul Nichols battle across the ice world with Paul's Warlord Titan about to attack Dave's advancing Death Guard Marines.



Mark Marsden, Warhammer 40,000 League Champion, proudly displays his Power Sword trophy.



The Warhammer Fantasy Battle League Champion, Mark Warborton, about to take the Temple of Darnas and lead his Undead army to victory.

Dave Lewis prepares his Marine missile launcher in this Warhammer 40,000 battle against fellow regional finalist, Steven Smith.



Tim Kirk (left) battling his way through the magnificent 3D Space Hulk corridors on his way to victory as the League Champion.



Mighty Empires, the Warhammer Fantasy Battle campaign system, was on view just before going to press. And drawing a large crowd was the Realm of Chaos display, as Tzeentch and Nurgle, the two Chaos Powers featured in the forthcoming *Lost and the Damned*, battled across the Chaos Wastelands.

As the day drew to a close, victorious Champions received the rewards they had fought so hard to win – and gallant losers pondered on the close results of the battles. The buzz in the air was not just about Games Day 90 but about next year: new tactics to use, new armies to paint up, new challenges offered between the various regions. So if you want to be part of this great event in 1991 and you haven't been along to your local Games Workshop club and joined the Leagues, talk to the manager of your nearest store. Next year, you may be fielding your winning team, squad or army to battle among the Champions.

LEAGUE CHAMPIONS

Martin Warborton: Leeds
1st place Warhammer Fantasy Battle
Mark Marsden: Leeds
1st place Warhammer 40,000
Tim Kirk: York
1st place Space Hulk
Scott Duncan: Edinburgh
1st place Space Marine
Mark Donald: Reading
1st place Blood Bowl

REGIONAL WINNERS

Scotland and the North
Dan Batey: Edinburgh (Warhammer Fantasy Battle)
Lee Sinclair: Glasgow (Warhammer 40,000)
Geoff Thirwell: Newcastle (Blood Bowl)
Adam Aaronson: Newcastle (Space Hulk)

The North West
Paul Whitehead: Manchester (Warhammer Fantasy Battle)
Ben Jones: Liverpool (Warhammer 40,000)
Bret Gilbert: Liverpool (Space Marine)
David Myers: Manchester (Blood Bowl)
Paul Kelly: Liverpool (Space Hulk)

Yorkshire and Nottinghamshire
Dave Gladding: Sheffield (Space Marine)
Paul Hudson: Leeds (Blood Bowl)

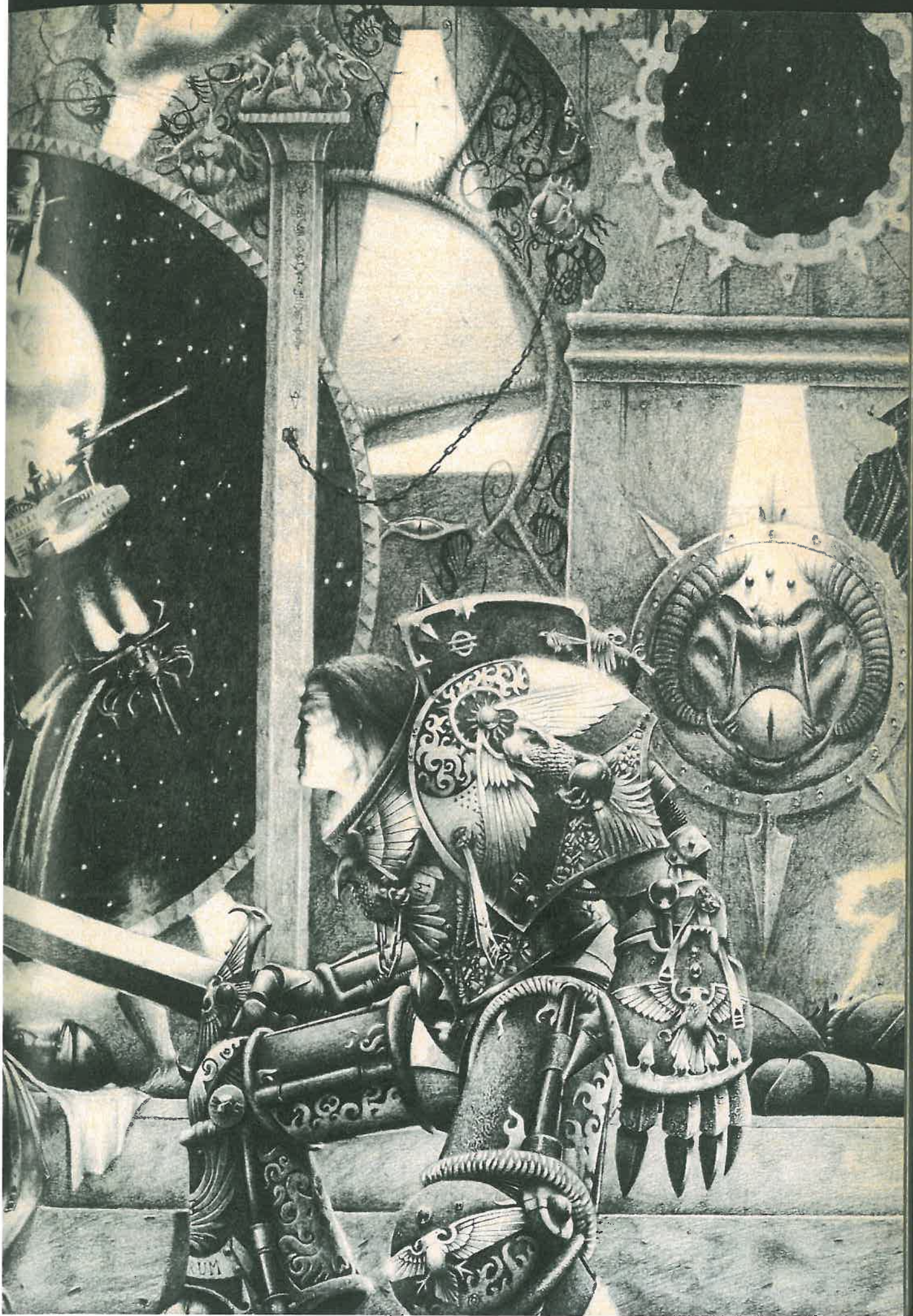
The Midlands
Paul Groves: Dudley (Warhammer Fantasy Battle)
Dave Lewis: Bristol (Warhammer 40,000)
Paul Nichols: Birmingham (Space Marine)
Dave Fountain: Derby (Blood Bowl)
Matt Henderson: Derby (Space Hulk)

London
Steve Phipps: Harrow (Warhammer Fantasy Battle)
– Steve also won the trophy for Best Painted
Warhammer Fantasy Battle Army
Martin Westbrook: Plaza (Warhammer 40,000)
Tim Hughes: Plaza (Space Marine)
Dominic Savage: Harrow (Blood Bowl)
Glenn Wallbridge: Harrow (Space Hulk)

The South
Chris Chopping: Reading (Warhammer Fantasy Battle)
Steven Smith: Reading (Warhammer 40,000)
Michael Brooks: Brighton (Space Marine)
Richard Lowe: Reading (Space Hulk)

Advanced Heroquest
Joe Chapman: Brighton
Tristan Moran: Reading
James Brown: Torquay
Darren Stokes: Southampton
1st place Advanced Heroquest party





Even through the shields the impact makes the Imperial Palace shake. With a screech of tortured stone an angel topples from its alcove high on the throne room wall and crashes to the marble floor a kilometre below. It shatters into a million pieces. Splinters of stone flash across the hall like shrapnel.

From his throne the Emperor watches his warriors mill around in confusion. This hall holds ten thousand men, seasoned veterans, and all are now panicking. He knows they are more frightened by his silence than by the enemy. They look to him for leadership and he can give them none.

For the first time in his millennia-long life the Emperor knows despair. The magnitude of his defeat stuns him. The lunar bases have fallen. Most of the earth is under the Warmaster's heel. Rebel Titans surround the palace and are held at bay only by the desperate efforts of a few loyalists. It is only a matter of time before the palace's defences fail and the last bastions of resistance fall.

"Sire, what are your orders?" asks Rogal Dorn, massive dark-haired Primarch of the Imperial Fists. His golden armour has lost its lustre, is dented in a dozen places by bolter shells. The Emperor doesn't answer. He is lost within himself seeking answers to his own questions.

He has come at last to the dark place, the time of testing, the era hidden from his precognitive vision and beyond which he cannot see. The moment he has always dreaded has arrived. Is my time over, he wonders? Is this where it all ends? Is this why I have reached the limits of my prophetic powers. Is this where I die?

He feels bewildered. Even now, with the Traitor Warmaster's forces battering at the gate, he finds it difficult to believe that he has been betrayed.

Horus was more than a trusted comrade, more like a favoured son. Of all the Primarchs the Emperor relied on him most. Not for a second had the Emperor doubted him, not even when word had come from the Savage Worlds that the Warmaster was gathering forces. He had deluded himself that Horus must have good reason to do so without consulting him. I should have been warned by the failure of my precognition, he thinks.

"Sire, what are your orders?" asks Kane, acting Fabricator-General of the Adeptus Mechanicus. He stares at the Emperor, a trick of the light turning the glass slits of his brass mask into accusing eyes. Once more the Emperor does not reply. Kane's presence reminds him that not even the head of the Adeptus is to be trusted. His superior, the former Fabricator-General, has chosen to side with Horus.

On Mars civil war rages between factions of Tech-Priests. Ancient, forbidden weapons are being deployed. Viral plagues kill millions. Fusion bombs scar the earth.

So much will be lost. He thinks of the slow piecing together of the old science. The Librarium Technologicus is in flame now, ancient core data systems in meltdown. The time of re-building is over. The Great Crusade, as much a quest for lost knowledge as a war to reclaim the human worlds, is ended. The Warmaster's treachery has seen to that.

"Sire, what are your orders?" asks Sanguinius, angel winged Primarch of the Blood Angels. He gazes at the Emperor with blazing eyes, his face a mask of terrible beauty.

The Emperor knows they rely on him for guidance. They still believe in him. They think he can lead them from this trap. They are wrong.

Horus is the greatest general the galaxy has ever known. Who should know better than his creator? He is schooled by a century of warfare. There will be no way out, no loopholes, no flaws in the plan. The Warmaster would have to be mad to leave one.

The Emperor looks down on the faces of his followers, sees the trust written there, feels the weight of responsibility it brings.

He knows that for their sake he must try, even if it is hopeless.

He casts forth his clairvoyant sight, lets his mind drift beyond the ruined gardens of the palace, over fields where colossal Titans battle by the twisted light of the sculpted moon. He sees the whole war spread out beneath him, his pitifully outnumbered legions being mown down by the traitor hordes. He reaches up to the sky, where he senses the fleet of battlebarges that rain orbital doom upon the tortured Earth. Amid those thousand glittering points he finds the Warmaster.

Hope flickers within him. The shields of Horus's ship are down. Briefly he wonders why. Is the traitor's confidence so overwhelming? Does he wish to witness the battle himself. Or is it a trap? The Emperor touches the ship and recoils from what he senses within. How could Horus have done this, made a pact with the ultimate abomination?

The Emperor comes to a decision. Trap or not, this is the only opportunity he will get. He has no option but to seize it; the position is so desperate. Even as his spirit returns to his body, the ominous thought strikes him that the Warmaster must know this.

"What are your orders, Sire?" Sanguinius asks again. The Emperor's eyes snap open. His voice is full of authority.

"Prepare to teleport. We will take the battle to the enemy."

The men smile confidently. They now have a purpose. While he reels of the teleport co-ordinates they move, without question, to obey.

A flash of light, a feeling of coldness. They have teleported into the Warmaster's ship. The Emperor takes an instant to re-orientate himself and realises that something has gone wrong. He stands in a vast, warped chamber with only a few marines in attendance. The Terminators and the Primarchs are not present. How is this possible he wonders. Could Horus have disrupted the teleportation beam? Is he so powerful?

Insane voices gibber madly inside his skull. There are figures trapped in the stone walls of the vast room. Hands reach out for him, grasp at him with rock-like strength. He shrugs them off easily. His comrades are not so lucky. Bolters chatter and flash as the marines attempt to fight off their daemonic assailants.

A man screams as he is drawn into the dark and slimy walls. As he vanishes, ripples spread from his point of disappearance. The Emperor's sword lashes out, severing limbs, freeing trapped marines. He summons his psychic energies. A nimbus flickers around his head as he unleashes his power. A tidal wave of destruction rips through the daemons, leaving his own men unscathed.

He scans about him, seeking the Primarchs but the walls of the Warmaster's Battle Barge are resistant to his mindsight. He gestures for the surviving Marines to follow him.

They wander through a ship distorted beyond all recognition by the warping power of Chaos. Great sphincter-doors distend from walls of flesh-like stone. Transparent veins bear rivers of blood along conduits in the floor. Carpets of mucous cover a road of tongues.

Winged and distorted things that might once have been human flit through archways of bone and perch on ledges of rib. The marines gasp in horror. He exerts himself to calm them, psychically soothing their fear of this dreadful place. All the while he scans the area looking for the spoor of Horus. He knows now the nature of the pact the Warmaster has made and the dreadful consequences of his victory.

They pass pits that gape like glistening gullets in the floor and echo the beats of a distant giant heart. They are showered by waterfalls of stinking yellowish liquid that cascades down cliffs of carved cartilage. Sometimes they hear weapons fire but when they arrive at the source they find nothing.

Mists of rainbow vapour drift across their field of vision

obscuring corridors of carnivorous stone. Clouds of insects swarm over their faceplates and choke the extractors of their airpipes. They switch over to internal oxygen supply.

They are ambushed by scuttling skull-faced things in the armour of marines. They fight hordes of mutated beasts. One by one they die. In the end the Emperor stands alone. Then and only then is he allowed to enter the presence of Horus.

The Warmaster bestrides the body of a broken angel. Behind him the tortured earth fills the viewport, a bauble for Horus to seize with one clawed hand. Corpses of massacred marines lie everywhere.

Face glowing with internal bloodlight, Horus speaks, "Poor Sanguinius. I offered him a position of power in the new order. He could have sat at the right hand of a god. Alas he chose to align himself with the losing side."

The Emperor stands transfixed, trying to force frozen words from his tongue. In the end he can only whisper, "Why?"

Mad laughter rings out. "Why? You ask me why? Have all those millennia taught you nothing? Weak fool, your timidity prevented you from binding the forces of Chaos. You shied away from the ultimate power I have bound it to my will and will lead humanity into the new age. I, Horus, Master Of Chaos."

The Emperor looks at his former friend and shakes his head. He sees the trap that has ensnared Horus. "No man can master Chaos," he says quietly. "You have deluded yourself. You are the servant not the master."

A look of rage transfigures the Warmaster. He stretches out a hand and a bolt of force leaps forth. The Emperor screams as agony wracks his body. "Feel the true nature of my power then tell me I am deluded," roars Horus, in the voice of an angry god.

Beads of sweat stand out on the Emperor's forehead, he steels himself against the pain. "You are deluded," he says.

Once again Horus gestures and lances of pure poison sear through the Emperor's veins. "I let you come here, old friend, so that you could witness my triumph. Kneel before me and I will spare you. Acknowledge the new master of mankind."

Desperately the Emperor summons his power and lashes out. Lightning flickers between the combatants. The stench of ozone fills the air. The Emperor leaps forward, sword raised. Weapons clash as battle is joined on every level: physical, spiritual, psychic.

Bolts of force flicker as mortal gods clash, balancing the fate of the galaxy on every blow. Runesword and lightning claw ring against each other with a sound like thunder. Energies potent enough to level planets are unleashed.

A backhand buffet from Horus knocks the Emperor through a stone bulkhead. The counterstroke tears a supporting column out of the ceiling as the Warmaster ducks.

In the warp the Emperor hears the Chaos Powers howl as they feed their pawn more power. The Lord of Humanity stands alone against their massed might and knows that he is losing. Somehow he cannot bring his full force to bear on the Warmaster. Horus shows no such restraint.

A lightning claw cuts the Emperor's armour as if it were cloth, sheers through flesh and bone. The Emperor ripostes with a psychic stroke intended to disrupt the Warmaster's nervous system. Horus laughs as he deflects it.

His claws take the Emperor across the throat, opening windpipe and jugular. Another blow severs the tendons of his wrist, causing the sword to drop from nerveless fingers.

Insane laughter echoes round the chamber. Horus breaks several ribs with an almost playful punch. A surge of energy sears the Emperor's face, melting the flesh till it runs, bursts an eyeball, sets the hair alight. The Emperor stifles a whimper, wonders

how he can be losing. Blackness threatens to engulf him.

Horus grasps his wrist, splintering bones. Blood pumps from the Emperor's throat. Horus lifts his foe above his head and brings him down across his knee, breaking his spine.

For a second the Emperor knows only darkness then a flare of agony brings him back to consciousness as Horus rips his arm from its socket. The Warmaster howls with bestial triumph.

Suddenly the battering stops. Through his good eye the Emperor sees a solitary Terminator has entered the room. The marine charges towards the Warmaster, stormbolter blazing. Horus look at him and laughs. For a moment he stands triumphant, allowing the marine to see what he has done to his Emperor.

The Emperor knows what is going to happen next, sees the gloating triumph on Horus face. There is no trace of his friend left there. There is only a daemon driven by insane destructive fury.

Horus turns his burning gaze on the Terminator and the marine's flesh flakes away to reveal his skeleton then even that is gone, reduced to dust.

The Emperor sees the trap that has been set for him. He has been restraining himself, trying not to hurt one who had been as a son to him. Now he sees that there is no trace of his trusted comrade left. He knows that he must stop this semblance of his former friend and avenge the fallen Terminator. He strike one deadly blow. He will get no other chance.

He gathers every particle of his power, focuses it into a mighty bolt of pure force, more coherent than a laser, more destructive than an exploding sun. He aims it at Horus, a lance of power destined for the madman's heart. Horus senses the upsurge of energy and turns to face the Emperor, a look of horror on his face.

The Emperor lets fly. It strikes the Warmaster. Horus screams as destruction rains down on him, twisting and writhing in titanic agony. He strives frantically to counter the Emperor's deathblow but his struggles become ever more feeble as the lethal energies play over him.

Driven by all the force of his rage and pain and hatred the Emperor wills Horus's death. He senses the forces of Chaos retreat, disengaging themselves from their pawn. As they do so sanity returns to the Warmaster. The Emperor sees realisation of the atrocities he has committed flicker across Horus' face. Tears glisten there.

Horus is free but the Emperor knows he himself is dying and that the Powers Of Chaos may once again possess the Warmaster and he will not be there to stop them. He cannot take that risk. Horus must die. Yet for a second, looking into his old friends face, he hesitates, unable to do the deed. Then he thinks of the slaughter that still goes on outside, may go on forever. Resolve hardens within him.

He forces all mercy and all compassion from his mind, empties it of all knowledge of friendship and camaraderie and love. His eyes lock with Horus and see understanding there. Then with full cold knowledge of what he is doing the Emperor destroys the Warmaster.

Rogal Dorn enters the chamber. Horror fill him as he sees the mutilated form of the Emperor and the shrivelled husk inside the Warmaster's armour. He curses himself for taking so long to fight through the Chaotic hordes. He knows now why their attacks ceased and why the ship is reverting to normal.

He rushes to the Emperor's side, detecting the faint pulse of life. Perhaps there is yet hope. Perhaps the ruler of the Imperium may live. Dorn will do his best to ensure it.

FRASER GRAY



CHAOS DREADNOUGHT



TZEENTCH HORROR



ELDAR KNIGHT



ELDAR KNIGHT



CHAOS SPAWN OF TZEENTCH



CHAOS RENEGADE OF
TZEENTCH



THE ORIGINAL
MODEL



THE BASIC PAINT JOB



FINISHED DIORAMA - THE LAST STAND

ELDAR GUARDIANS AND BRETONNIAN ARTILLERY

These Eldar Guardian miniatures are a preview of the full system for Guardian colour schemes we're working on at the moment. The system will include details of uniforms and markings for both 28mm and Epic scale models. For now, here are some examples of colour schemes used by Guardian squads from six Eldar craftworlds. Also shown are some Bretonnian heavy artillery pieces from Norman Swales, painted by Ivan and Dale as heavy support for their army.



BIEL-TAN CRAFTWORLD



IYANDEN CRAFTWORLD



ALAITOC CRAFTWORLD



LUGGANNATH CRAFTWORLD



ULTHWE CRAFTWORLD



SAIM-HANN CRAFTWORLD



BALLISTA AND CREW



TABLE MOUNTED CANNON



FOUR AND SEVEN BARRELLED RIBAUD ORGAN GUNS

SPACE MARINE™

EPIC REALM OF CHAOS

HOW TO DESIGN A CHAOS HORDE IN EPIC SCALE

BY ANDY CHAMBERS

Chaos is an ever-present threat to the Imperium of Mankind: its armies constantly raid from the heart of the Eye of Terror and its worshippers within the Imperium band together into cults, waiting for the moment they can rebel and overthrow a planet in the name of their dark gods.

In this article, we present the first part of the Epic Chaos army list for use with the forthcoming boxed set of plastic Epic Chaos miniatures and full range of metal miniatures. In a future issue, we'll be providing rules for the awesome Chaos Artifact Weapons and for using Daemons on the Epic battlefield – here, we're covering the rules for fighting with warbands and cults as the first step in building up a mighty Chaos horde.

The Eye of Terror lies on the north-western edge of the galaxy in relation to Terra. It forms the largest area of warp/realspace overlap known to man. Warpspace is an alternate dimension of psychic energies which is constantly stirred by the emotions and souls of the inhabitants of the material universe. At the centre of the Eye of Terror, a rift in the fabric of realspace allows egress to the unfettered power of Chaos, producing an area where the material universe comes under the sway of the powerful entities which rule the warp.

There are numerous worlds and star systems in the Eye of Terror, many of which are inhabited by mortals held in thrall by Chaos. Reality and the laws of time and space are meaningless in the Eye of Terror – Chaos makes its own laws and nothing is beyond its power. Each world is a separate sub-reality, shaped and reshaped by the whim of one of the Great Powers. The Eye of Terror is a refuge and a base for the servants of Chaos: Renegades, Mutants, Cultists – the flotsam and jetsam of the galaxy fleeing from the Inquisition and Imperial justice. Ships lost in warpspace are drawn to the Eye of Terror like twigs caught in a whirlpool. Often these vessels are boarded by the inhabitants of the Eye and used to travel the warp and reach inhabited space. Boarding a space hulk can trap would-be passengers for an eternity, but the servants of Chaos are careless of such things.

Nearer the centre of the Eye of Terror, the energy from warpspace becomes more powerful and Daemons are able to move freely from world to world. Daemons normally suffer when deprived of energy from the warp and find it easier to exist near the flow of cosmic energy at the centre of the Eye of Terror. For this reason, the worlds which lie closest to the center of the Eye are known as the Daemon Worlds.

Every Daemon World is ruled by a Daemon Prince, either acting as a proxy for one of the Great Powers or as an independent entity who controls the world as his whims take him. Constant warfare rages through the Daemon

Worlds as the four Powers of Chaos hurl their followers into endless wars for amusement or in pursuit of unfathomable goals. The Great Powers of Chaos are the collective psychic manifestations of powerful drives and emotion in the material universe: Khorne is god of war and bloodshed; Nurgle embodies the drive and determination of all those doomed to live their lives with the inevitability of death; Tzeentch feeds on ambition and the desire for change; Slaanesh is the god of hedonism and lust.

On occasion, Daemon Princes gather their forces and put aside their own squabbles to undertake a major incursion into realspace. The Chaos Renegades from a single world or continent board space hulks and set sail into the warp to meet whatever fate their gods send them. Many such hulks disappear completely in warpspace – others are hurled thousands of years into the future or past. Some never leave the warp and drift endlessly, but a few, a precious few, come to planets populated by men and the Renegades find sacrifices and slaves for their thirsty gods.

THE ARMIES OF CHAOS

The forces of Chaos don't have a strict organization like the forces of Humanity. Chaos Renegades fight and raid in relatively small groups known as **warbands**. Warbands are composed of a number of followers led by a **Champion** who holds sway over the warband through a mixture of strength, cunning and the favours of his patron Power. Champions are not trained leaders and often do not encourage or even care about their followers – followers are simply creatures who are too weak to take the full Mark of Chaos. Still they flock to the banners of Champions, perhaps in the hope that the success of a particular Champion will somehow bring good favour upon themselves. Followers can be of many kinds: Humans, Dark Eldar, Beastmen, Chaos Marines and Squats – even Creatures of Chaos such as Minotaurs, Trolls or Chaos Spawn are seen in some Champion's retinues. Truly mighty Champions may command the dread Chaos Titans

as part of their retinues, and even these gigantic war machines are twisted and mutated by the warp into hideous engines of flesh and metal.

More insidious than the rapacious Renegade warbands are the groups of worshippers which spring up in secret on worlds where men start to turn towards Chaos. Each of these **cults** is led by prophet or visionary who has seen the awesome power of Chaos and turned wholeheartedly to its worship. This man is often a powerful psyker and acts as head or **Magus** of the cult. Cults are secretive, with the Magus working through an acolyte and an inner circle of followers known as the **coven**. A cult may also contain Mutants and Beastmen amongst its neophytes but for the main they are made up of ordinary Humans seduced by Chaos.

Once the cults on a world are powerful enough, they will try to overthrow the local authorities and turn the whole planet to the worship of Chaos. They serve an important function through their prayer and sacrifice by opening a way to the world for Daemons to manifest themselves and creating a beacon of worship in the warp that Chaos Renegades can steer their hulks toward in their search for slaughter.

The warbands and cults a particular Chaos Power brings together are known collectively as a **Chaos horde**. Within the horde, warbands of Chaos Renegades are normally conglomerated together into **battles**, so Beastmen, Champions and other followers can fight together in more effective units. Each battle is led by either an exalted Champion who has almost reached the status of Daemon Prince or a full Daemon Prince who owes his allegiance to the horde's commander. The motivating force of the horde

is invariably a revered Daemon Prince or occasionally a Greater Daemon of the utmost power. He rules the horde with an iron hand and collects a tribute of souls from the subjugated worlds trampled underfoot by his minions. The Daemon Prince renders up his offerings to the ultimate power of his own patron god.

The cults and battles gathered into a single horde may contain followers of more than one Chaos Power. Though some of the Powers are violently opposed to one another, some will work together toward a common goal. Such alliances are always shaky and tend to erupt into violence as soon as the goal is achieved – this is all most entertaining to the Chaos Powers, of course.

A horde has no pyramid type organization to it; the battles and cults have their own bands of followers which fight together, seldom if ever breaking up into smaller groups unless their leader is killed. This means that there is no equipment held at higher command levels to be distributed as needed – the battles and cults each make do with what they have got or scavenge from the fallen.

Designers Note: in this article, we're presenting part of the rules for Chaos in Epic scale for use in conjunction with the Chaos plastic box set and metal ranges which are to be released shortly. Don't feel that you can't use a Chaos force until you have the right models – you can improvise. Use normal Marines in place of Chaos Marines, Imperial Guard in place of Cultists and so on. Feel free to do so with my blessings. At some points, you'll come across references to the rules for Artifact Weapons and Daemons – we can't publish the rules in this issue due to restrictions of space but we hope to present them in a future White Dwarf for your entertainment and edification.

CULT		PATRON
CULT NAME _____		
DETACHMENT 1	DETACHMENT 2	DETACHMENT 3
DETACHMENT 4	DETACHMENT 5	DETACHMENT 6
MV SV CAP BASIC WEAPONS HEAVY WEAPONS		
COVEN _____		
TOTAL CULT BR _____		NOTES

BATTLE	
PATRON	
BATTLE NAME _____	
DETACHMENT 1	DETACHMENT 2
DETACHMENT 3	DETACHMENT 4
LEADER _____	
TOTAL BATTLE BR _____	

BATTLE & CULT ORGANISATION TEMPLATES

DESIGNING A CHAOS HORDE

As mentioned earlier, each horde consists of a number of battles and cults. You design each battle and cult yourself by selecting and attaching **detachment counters** to the **organization templates** provided with these rules.

ORGANIZATION TEMPLATES

An organization template is a representation of the forces available in a cult or battle. Each space on the template represents a single **detachment** of followers, which can be Beastmen, Dreadnoughts, Titans or whatever – it all depends on the patron Power of the Magus or battle commander and what you want to go in his cult or battle.

The Chaos army list tells you exactly what detachments you can place in what battles or cults. For now just remember that each space can take one **detachment counter**.

There are two types of template: the **battle template** and the **cult template**. Each horde has up to ten battles or cults. Although the horde may always contain a total of ten battles or cults, those aligned to a particular Power can gain extra favour by limiting their numbers to conform to their Power's sacred number. In this case, the Power may send one of its Greater Daemons to command the horde, a truly great honour for the followers of Chaos! The sacred numbers of the various Powers are:

Power	Sacred Number
Khorne	8
Slaanesh	6
Nurgle	7
Tzeentch	9

For further details of the benefits of this see *The Horde Commander* later in these rules.

Battle Template

The battle template has a box to hold a counter showing the rune of the battle's Chaos Power and four extra boxes to place detachment counters into. The battle can have more boxes if you wish but all of them must be filled when you design the battle.

Cult Template

The cult template has a box for the rune of its patron Power and six other detachment boxes. Just as with the battle template, you have to use all the boxes on the cult template and if you want to add more boxes you must fill all of them.

DETACHMENT COUNTERS

Later in this article you'll find a sheet of counters. Photocopy these and stick them onto a sheet of stiff card before cutting them out. You'll probably need to photocopy several sheets of counters to have enough to fill out the whole horde. Each counter represents a detachment of troops or vehicles which are present in a cult or battle.

The detachment counters have an illustration of the type of vehicle or troops they represent as a guide to help you quickly pick out the right counters when you're designing your horde. At the bottom of the counter is the BR of the detachment – note that this is the BR for the whole detachment, not its individual elements. The army list tells you exactly how many infantry stands or vehicles of what type are in each detachment.

BATTLE

PATRON

BATTLE NAME

DETACHMENT 1

DETACHMENT 2

DETACHMENT 3

DETACHMENT 4

LEADER

TOTAL BATTLE BR

Patron Box: fix the rune of the Power the battle serves here. When filling out the rest of the battle template, it's important to know which Power the warriors are aligned to. The warbands which comprise the battle bear their patron's symbol on banners, vehicles and so on to proudly proclaim allegiance to their Chaos Power.

Detachment Boxes: you can place one detachment counter in each box. You may increase the number of detachment boxes if you wish by drawing more boxes on below the template or sticking several templates together – but remember when you fill out the template every box must be used.

Leader: the leader of the battle is either a minor Daemon Prince or a Chaos Champion of exalted status. In a game, the leader of the battle is either a single Daemon Prince model or a single stand representing the Champion and his most trusted

henchmen. A Champion may be mounted at an increased points cost. You must write down here what type of leader the battle has, Daemon Prince or Champion, and, in the case of a Champion, whether or not he is mounted.

Total BR: add up the total BR of all the detachments you've chosen and write it in here. Don't forget to add the cost of the leader.

Coven: when the cult emerges for war the acolyte and the inner circle of the coven accompany the Magus and act as his personal bodyguard.

The coven receives the most favour and rewards from their masters and so they make fearsome opponents in battle. The statistics for the coven are randomly generated (see later).

Patron Box: the rune of the Chaos Power of the cult should be placed here. When you're filling out the rest of the cult template it is important to know which Power the cult follows. The Cultists hastily scrawl the symbol on banners, captured vehicles and so on to bring favour from their Chaos Power.

Detachment Boxes: you can place one detachment counter in each box. You may increase the number of detachment boxes if you wish by drawing more boxes on below the template or sticking several templates together.

Total BR: add up the total BR of all the detachments you've chosen and write it in here. Don't forget to add the cost of the coven.

CULT

PATRON

CULT NAME

DETACHMENT 1

DETACHMENT 2

DETACHMENT 3

DETACHMENT 4

DETACHMENT 5

DETACHMENT 6

BY OF CH BR WEAPON SHFT WEAPON

COVEN

TOTAL CULT BR

NOTES

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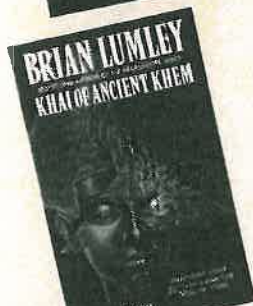
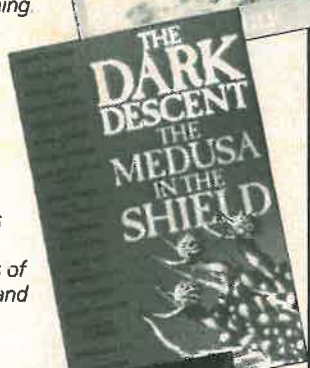
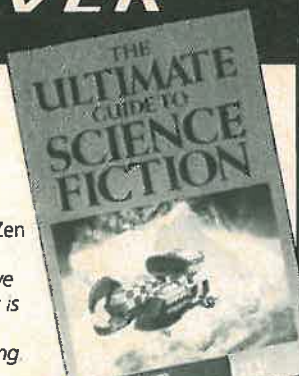
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USING THE ARMY LIST

Before starting to design your cults and battles, photocopy plenty of templates and counter sheets. You'll find it easier to handle the counters and templates if you glue them to stiff card before you cut them out. When you're ready, look at the army list to find out what detachments you can place in each cult or battle. The army list is divided into two actual lists. The first is the **Chaos Renegade list** which is used for filling out battle templates and the second is the **Chaos Cultist list** which is used for filling out cult templates. You can't pick things from different parts of the army list, so you can't pick detachments from the Cultist army list if you're filling out a battle template, for instance.

Each list contains a number of boxes for different types of detachment. Each box starts by telling you the general type of the detachment and the minimum and maximum numbers of detachments of that type which can be chosen for a cult or battle.

The minimums and maximums may vary according to which Chaos Power the cult or battle is aligned to. This is indicated by a list of the runes of the four Great Powers plus Undivided Chaos at the top of the box, with the differing minimums and maximums written underneath. For convenience, there's a reference sheet at the start of the lists which tabulates the minimums and maximums for each Power in an easier format.

Also in the box are copies of the detachment counters on the sheet. These are to show you what specific detachment types are available. Written underneath the counter is a note of precisely how many vehicles or infantry stands each counter represents.

FILLING THE TEMPLATES

There are certain restrictions on what you can place in each battle or cult dictated by what Chaos Power they follow. Either the horde is completely dedicated to a single Chaos Power or it bears the banners of Chaos Undivided. As the Chaos Powers are diametrically opposed to each other, even a horde dedicated to Chaos Undivided can only contain forces belonging to two Powers.

The inter-relations of the Chaos Powers are rather complex and best not examined in detail here. Suffice it to say that the forces of Khorne and Slaanesh will kill each other on sight, as will those of Nurgle and Tzeentch. Hence a horde could contain followers of Khorne plus those of Tzeentch or Nurgle, a force could contain followers of Tzeentch plus those of Khorne or Slaanesh, and so on.

Once you've sorted out what mix of cults and battles you want to include in your Chaos horde, you can start filling in the templates. Start by preparing enough templates of the appropriate types for the whole horde, then decide on the patron Power of each cult or battle within the restrictions detailed above. Fix the rune of the Power you select to the templates to serve as a reminder of your choices. You can then move on to filling out the templates with the aid of the Chaos army list.

Generally, it's best to take each template in turn and complete it before beginning the next one. You may find it useful to fill out a few 'standard' cults and battles for the different Powers and then work on variants of those rather than trying to design each one completely from scratch.



Once you've designed the whole horde, stick all the templates onto a single piece of card or paper, note down the total BR of all the cults and battles in it, and photocopy the whole thing so you have a permanent record of it.

USING THE HORDE

When you play a game using Chaos, take along a predesigned horde to use as your force. If you intend to play a large game, you may use more than one horde with your opponent's consent. Generally you should use one Chaos horde for each regiment, horde or war host in an opponent's battleforce. Remember, however, that the hordes can't be aligned to opposing Powers or they would slaughter one another long before the battle started.

When you know how many points you're using, you may select which cults or battles you're going to use from the horde. Cults and battles are jealously independent so they must be used in full and may not be split up.

You may buy barrage support counters and support missiles (see the Space Marine rules). If your horde contains only Chaos Renegade battles, you may spend up to 30% of your points on support counters, representing the support fire from the Renegades' space hulks up in orbit. If the horde contains any cults you may only spend up to 10% of your points on support counters and your opponent may also only spend up to 10% of his points on support – the Cultists have infiltrated and either taken over or destroyed most of the enemy's heavy artillery at the start of their revolt.

ALLIES

Chaos hordes may be used as allied formations by any Traitor or Ork force. When acting as allies, cults and battles must still be used in full and may not be split up.

A Chaos horde may have allies attached to it. These may be Ork warbands, Traitor Squat brotherhoods, Traitor Guard battalions and Traitor Marine battalions.

SPECIAL RULES

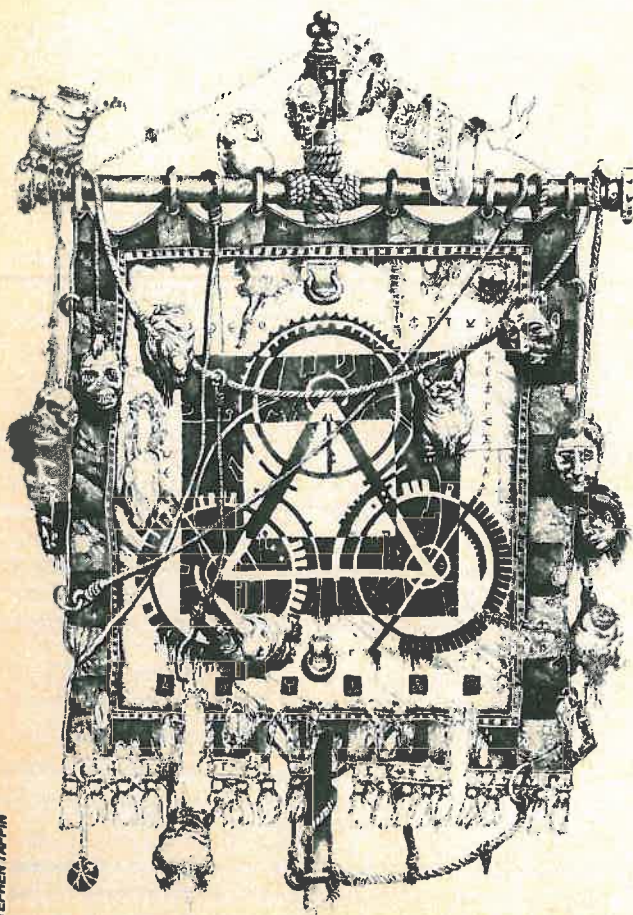
There are a number of new rules for including Chaos armies in games of Space Marine. Unlike the new rules that appear later in this article, the rules in this section only apply to Chaos armies.

BATTLE LEADERS AND COVENS

As mentioned previously, each battle or cult is led by either a minor Daemon Prince or an exalted Champion in the case of a battle or a Magus in the case of a cult. In either case, the battle leader or Magus is accompanied into combat by his toughest and most trusted minions (except Daemon Princes who don't need to be accompanied into battle by anybody).

In combat, the leader of a particular cult or battle is not overly concerned with co-ordinating his minions; he generally concentrates on destroying the enemy with little thought to the cost. However, the minions of Chaos look up to their leaders with awe and reverence, so there's a great morale boost in seeing these beings at the forefront of the battle – remember, as far as the minions are concerned, they are being led by virtual demi-gods who are infinitely closer to the Great Powers of Chaos than themselves.

The most disturbing factor of all is the ability of the Magus and his coven to summon Daemons during a battle, fuelled by the essence of the souls dying all around.



STEPHEN TAPPIN

WD20

BATTLE LEADERS

The leader of a battle is decided before the Chaos Renegades board their space hulks. If the Renegades and Champions are all followers of a particular Daemon Prince, he may deign to accompany them personally by possessing one of their number – this gives him a stable vessel to hold his essence in the material universe. If there is no such Daemon Prince to lead them, the Renegades find a leader from the Champions of the various warbands making up the Renegade force.

The criteria for selecting a leader vary greatly according to which Power the Champions follow. Those following Tzeentch, for example, use plots and intrigue to bring themselves into power; those following Nurgle, on the other hand, may base their decision entirely on who has the most interesting and colourful diseases.

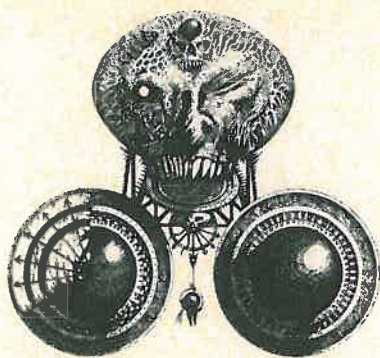
You are free to decide whether the Renegades are led by a Champion or a Daemon Prince. If a Champion is chosen, he is represented by a single Champion stand if on foot, or a Disc Riders, Juggernaut Riders or Slaaneshi Riders stand if mounted. If a Daemon Prince is selected, pick one of the profiles listed in *Daemons and their Conjurings*; in this case, the Daemon Prince is represented by a single model.

Regardless of the type of stand or model chosen, the battle leader costs half the normal BR. A Champion stand receives a CAF bonus of +2 and saving throw one better than normal, up to a maximum of 2+; this reflects the special favour enjoyed by the leader and his bodyguard. If the battle leader is to be represented by a stand, it should be suitably imposing, preferably including a number of banners declaring the battle's allegiance. The following special rules apply to the battle leader:

- 1) All detachments from a battle led by a Champion receive +1 on morale and panic tests when they are within 12cm of the leader's stand.
- 2) All detachments from a battle led by a Daemon Prince receive +1 on morale and panic tests when they are within 24cm of the Daemon model.
- 3) If a battle leader is destroyed, all detachments under his control within 24cm must take a morale check in the orders phase of the following turn. The results of the check apply for that turn only.
- 4) A battle leader can be singled out as such by the enemy and attacked in preference to other stands or Daemons.

COVENS

The most important members of a Chaos cult are the coven. The coven comprises the Magus' most trusted servants, including his acolyte. Only the coven can perform the rituals and sacrifices which summon Daemons and divine the intentions of their Chaos patron. Before the cult is revealed, members of the coven remain disguised and work their way up – constantly gathering power and resources for the cult. Coven members may be posing as respected members of the business community or feared gangland leaders; any niche or foothold may be used in the cult's incessant quest for power.



Whatever the case, the coven emerges at the instigation of revolt to direct their Cultists and summon as many Daemons as possible to aid their forces.

The coven is represented on the tabletop by a single infantry stand. The equipment and combat experience of the coven members can vary immensely. The cult may have been posing as a legitimate warrior cult, for example, which would ensure the coven warriors were highly trained in the arts of war. On the other hand, the cult may have been posing as a political organisation, so it may well have good equipment but be distinctly average as far as training goes. To reflect this variability, the statistics for the coven are generated randomly using the chart below. Simply roll a D6 for each characteristic (move, saving throw and so on) and note the results on the cult template in the space provided.

D6 Roll	Mv	Sv	CAF	Basic Weapons	Heavy Weapons	Notes
1	8/16	3+	+2	Bolters	Multi-Melta	None
2	7/14	2+	0	Lasguns	Heavy Bolter	None
3	8/16	4+	+3	Bolt pistols	Missile Launcher	None
4	8/16	3+	+5	None	Lascannon	Elite
5	6/12	4+	+4	Laspistols	Autocannon	None
6	10/20	5+	+3	Bolters	None	Cause Panic

The BR of the coven is always 100 regardless of what statistics it has. The coven acts as a command stand in all respects and has the following special rules:

- 1) The coven can issue one extra order counter to any detachment in the cult – this represents the Magus using his Daemon sight to predict the immediate future and instruct his troops accordingly. The order can be given to a detachment which has no Champion or command stand to control it, preventing the detachment having to take a morale check. Alternatively, it can be issued in addition to a detachment's own order counter – this option allows the detachment to select which of the two chosen orders it wants to use after all orders have been revealed.
- 2) The coven may summon Daemons of their patron Power before the start of a battle. Full details of the summoning process are given in the section on *Daemons and their Conjunction*. A coven may also be able to summon Daemons during the course of a battle, using the departing soul-stuff of the fallen as a sacrifice.
- 3) The coven cannot be singled out and attacked if there are any infantry stands closer to the firer. The Magus and his adepts are well versed in using their cult as a shield and won't forget their lessons on the battlefield.

THE HORDE COMMANDER

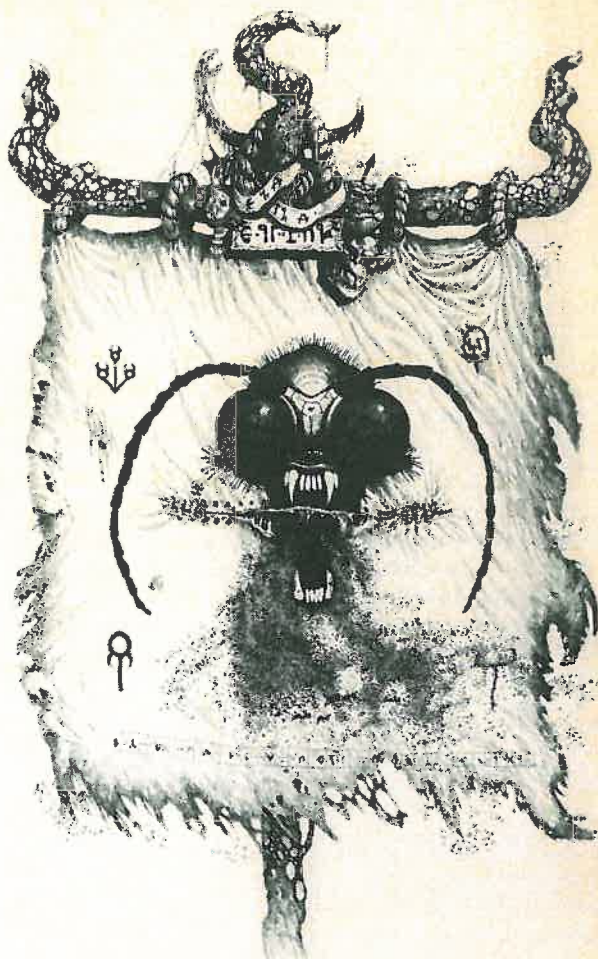
The overall commander of the Chaos horde is always either a powerful Daemon Prince or a Greater Daemon. The troops of the horde view their leader with reverential awe. The commander for his part simply views his forces as toys and pawns to provide him with some amusement.

When constructing a Chaos horde, you can pick whether the commander is a Greater Daemon or a Daemon Prince. If the horde doesn't contain a number of cults and battles equal to the patron Power's sacred number or doesn't have a specific patron Power, it can only have a Daemon Prince as commander. Pick a particular set of statistics for a Daemon Prince from the section on *Daemons and their Conjunction* and make a note of his summoning cost (this equates to his BR).

If the horde is attacking as the main attack formation for the battle force, the commander may be fielded at half cost. Even if the horde isn't acting as the main attack formation, the commander can accompany a cult or battle for full cost on a D6 roll of 5 or 6.

The horde commander has the following special rules:

- 1) All units from his horde within 12cm do not have to take morale or panic tests for any reason.
- 2) All units from his horde within 12cm receive a +1 CAF bonus.
- 3) If the horde commander is destroyed, all detachments from his horde within 12cm must take an immediate rout check (see the Space Marine rules).



STEPHEN TAPPIN

CHAOS INFANTRY

There are a number of troops and weapons in the new Chaos plastic set not previously covered in Codex Titanicus. Please note that you don't have to be using the Chaos army list to gain access to these new types.

Beastmen

Beastmen, Mutants and Chaos Spawn make up a large part of the population of the Daemon Worlds. They are always among the first of Chaos' creatures to flock to the banners of a gathering Renegade force for a chance to raid the Imperium. Cultists can also often easily subvert Beastmen and Mutants within the Imperium itself to fight on behalf of Chaos. Beastmen are armed with swords, axes and other hand weapons for the main part and rely on closing with their enemy. Each Beastman stand is assumed to also include a mix of Mutants and occasional Chaos Spawn.

Chaos Squats

Chaos Squats are the armourers and artificers of the armies of Chaos. With devilish cunning they construct weapons and engines of war which defy sanity. Each new creation is magnificently built to evoke the correct aura of terror and majesty. It is thought that the Chaos Squats are responsible for the maintenance and reconstruction of Chaos Titans and the fearsome Artifact Weapons of Chaos. Chaos Squats fight with unparalleled ferocity on the field of battle, favouring heavy firepower to slaughter their foes.

Chaos Marines

Chaos Marines are descendants of the original chapters of Traitor Marines which fled into the Eye of Terror after the Horus Heresy (some actually fought in the Heresy but still live under the warping influence of Chaos). Four chapters of Marines are directly aligned to the Chaos Powers: the World Eaters to Khorne, the Emperor's Children to Slaanesh, the Thousand Sons to Tzeentch and the Death Guard to Nurgle. A number of other Traitor Marine chapters remain unaligned to any save Chaos Undivided and the most infamous of these is the Black Legion (once the Sons of Horus).

The Marine chapters are some of the Chaos Powers' most favoured servants; many Marine commanders eventually become Champions of Chaos and aspire to become Daemon Princes. Squads of Chaos Marines often join Chaos Renegade forces to further the aims of their Power; at other times whole regiments of Chaos Marines will be dispatched to perform specific missions.

Traitor Terminators

Terminator Marines are the last remnants of Terminator units all but destroyed in the Heresy, dressed in archaic Tactical Dreadnought armour embellished with the marks of Chaos. They wander the warp in search of battle and, Chaos being what it is, they usually find it easily enough. As Terminators are killed in action, their armour is retrieved and repaired by Chaos Squats, and promising Marines or Champions are recruited to take their place. Traitor Terminators cannot teleport, their ranks lacking the full expertise needed to maintain the teleport chambers.

Champions

It is common for independent Champions of Chaos and those with small warbands to group together in battle into small but hard-hitting units. They are often mounted on Daemonic riding beasts to add to their mobility and power.

Few can withstand the charge of such fearsome adversaries. Individual Champions can also command individual detachments, acting in precisely the same role as a commander in the standard Space Marine rules.

Creatures of Chaos

When Chaos Renegades set sail into the warp, they often take Creatures of Chaos with them as mascots, hunting beasts or just extra muscle. Most commonly encountered are Trolls and Minotaurs, giant bipedal creatures of fantastic strength and endurance. It has been theorized that these creatures are a form of mutated Ogryn but there is little evidence to support this. Fortunately, Trolls and Minotaurs are of limited intellect and use little in the way of technological weapons or armour.

Chaos Hounds are also a common sight. Foul mutations are common amongst these creatures, adding to their horror as they are employed to hunt down the enemy in pursuit actions or round up the civilian population to be loaded onto the Renegades' space hulks as new slaves for the Daemon Worlds.

Chaos Spawn are the most horrifying beasts of all because they show the ultimate fate of the worshipper of Chaos: reduction to a twisted nightmare of fangs, talons, looping tentacles and pocked flesh. No two Spawn are quite the same; each seems to have some feature more nauseous than the last. Normal Spawn are often to be found amongst units of beastmen, Champions or other Mutants, or else skulking around the edges of groups of Renegades.

The Chaos Spawn described here are the truly monstrous Battle Spawn which are groomed and fattened with the power of Chaos just for fighting in large battles. Spawn have lost any vestiges of intelligence and must be attached to another detachment so they can share its orders. Spawn which are not within 6cm of a friendly unit in the orders phase become uncontrolled. Uncontrolled Spawn charge and attack the nearest unit, regardless of whose side it's on.

Cultists

Cultists are just normal men subverted to the worship of Chaos. Often a cult attempts to infiltrate the Planetary Defence Forces of its homeworld, both to gain access to weapons and to make use of opportunities for sabotage. The result is that most Cultist units are armed in similar fashion to the Imperial Guard, though their equipment tends to be more neglected and battered with hastily applied Chaos runes and symbols marking their new allegiance.

The data for some of the Cultist stands in the army list are not included here as these equate exactly to their Imperial Guard equivalents.

FORMATIONS

The maximum distance units in a detachment can be separated by is as follows:

Cultists, Chaos Squats, Beastmen	3cm
Creatures of Chaos, Chaos Marines, Traitor Terminators, Champions, Mounted Champions, all vehicles	6cm

CHAOS INFANTRY DATA TABLE

Type	Speed	Save	CAF	Basic Weapon	Support Weapon	Notes	BR
Chaos Marines	8/16	4+	+3	Bolters	Missile Launcher Heavy Bolter	—	85
Traitor Terminator	8/16	2+	+7	Storm Bolters	Assault Cannon	Elite, Independent	175
Beastmen	8/16	4+	+2	None	None	—	30
Chaos Squats	6/12	5+	+2	Bolters	Heavy Bolter	55	
Trolls	10/16	4+	+6	None	None	Independent, Regenerate, Stupid	100
Minotaurs	12/18	4+	+5	None	None	Independent	70
Chaos Spawn	1D6+4/ 3D6+4	1D6+	+2D6	None	None	Cause Panic, Stupid	75
Chaos Hounds	12/24	5+	+3	None	None	Independent	40
Champion	—	—	+1	—	—	Acts as detachment commander	20
Champions	8/16	3+	+8	Bolters	None	Elite, Independent	120
Disc Riders	24/36	3+	+6/+8	Bolters	None	Elite, Independent, Skimmer	200
Juggernaut Riders	14/21	2+	+7/+11	Bolters	None	Cause Panic, Elite, Independent	250
Slaaneshi Riders	24/36	3+	+9	Bolters	None	Elite, Independent	200
Cultist Tactical	8/16	5+	+1	Lasguns	None	—	25
Cultist Support	8/16	5+	+1	Laspistols	Lascannon	—	40
Cultist Assault	8/16	5+	+2	Bolt pistols	None	—	20

NOTES

Cause Panic: enemy stands must take a panic test if charged by the stand (see later for rules on panic tests).

Elite: the stand has elite status (see Space Marine rules for full details). Note that the +2 CAF bonus has already been included in the statistics given above.

Independent: the detachment does not require a Champion, commander or command stand to receive orders and does not have to take morale checks. It is still subject to panic tests, however.

Overruns: any unit with a split CAF characteristic can make overrun attacks using the number in front of the slash.

Regenerate: if the stand is destroyed, roll a D6 in the end phase; on a 5 or 6 the stand is returned to play.

Spawn: the saving throw for Spawn constantly changes. Each time they need to make a save, first roll a D6 to see what their saving throw characteristic is this time. For example, the first time the Spawn need to save, roll a D6 – the result is 4, indicating a save of 4+; next time they need to save, roll again – say this time the result is 2, indicating a save of 2+, and so on.

Stupid: roll a D6 for the detachment in the order phase of each turn – on a 1 they are on no orders for that turn.

TITAN AND VEHICLE TARGETS

Name	Range		To Hit		Critical Hit
	Short	Long	Short	Long	
Assault Cannon	0-12	12-36	5+(F)	6+(F)	6+

INFANTRY TARGETS

Name	Range		To Hit		Critical Hit
	Short	Long	Short	Long	
Assault Cannon	0-12	12-36	5+(F)	6+(F)	6+



NEW RULES

Chaos necessitates the introduction of a number of new rules to cover situations not normally addressed in Space Marine. We would, however, recommend these rules for use in all games, not just those involving Chaos.

REVISED CLOSE COMBAT RULES

Currently the close combat rules simply state that the loser of a close combat has to make a saving throw to survive, and secondary attackers are unharmed even if they lose the combat, however badly. Obviously this can lead to situations of complete stalemate where one side can't win but has such a high saving throw that they probably won't be destroyed either. To counter this, simply apply the following extra rules:

- 1) The loser of a close combat must make a saving throw to survive modified by -1 for every 3 points his opponent has beaten him by.

For example, a Terminator stand and an Imperial Guard assault stand are in close combat. The Terminators roll 2D6 and add their CAF of +7, scoring a total of 14. The Guard roll 2D6, add their CAF of +2 and +1 for charge but only score 8 in total. The Guard stand must make a saving throw to survive at -2 because they lost the combat by 6 points – as the Guard's save is only 5+, they are destroyed.

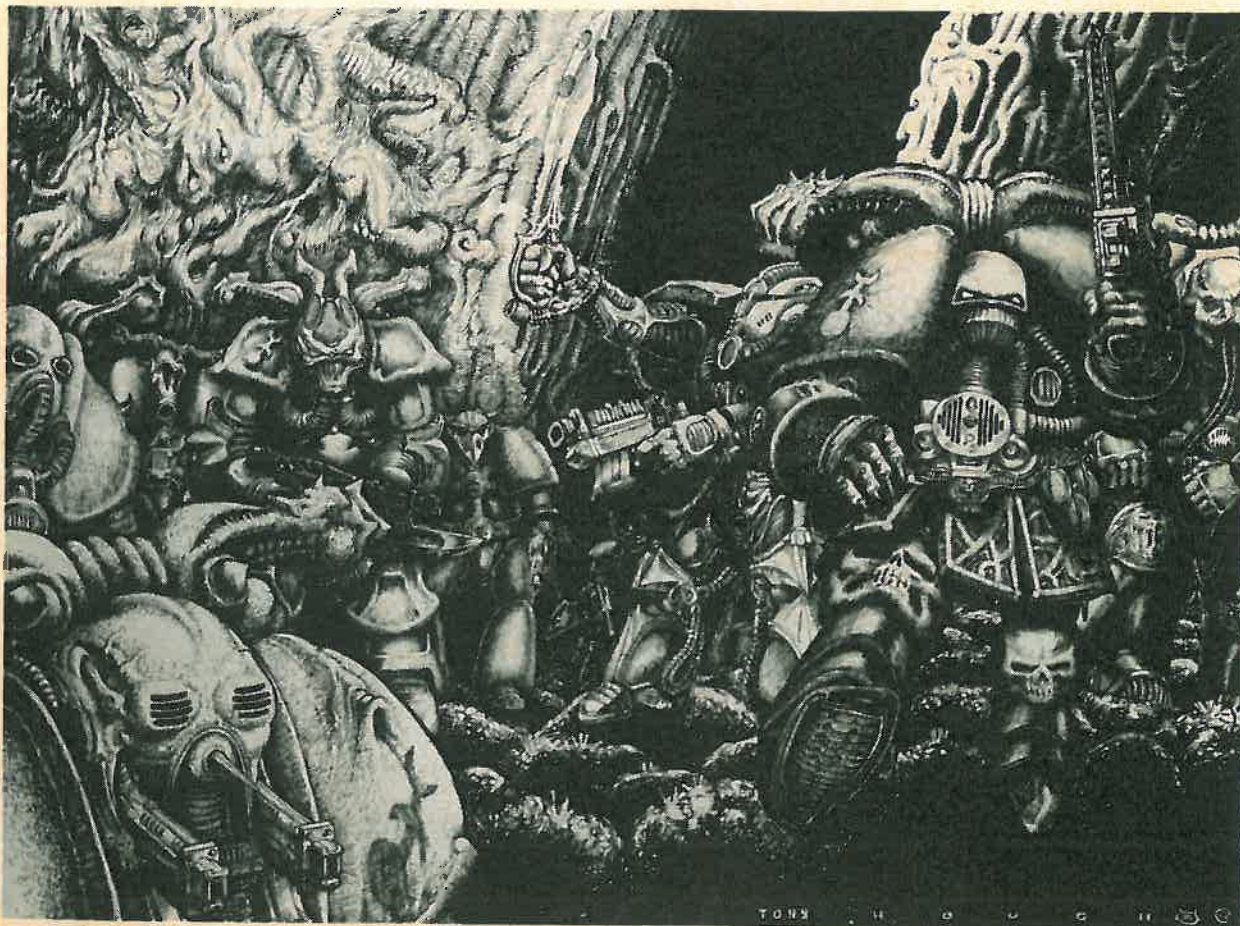
- 2) Secondary attackers should add +3 to the primary attacker's CAF or their own CAF, whichever is better.

For example, using this rule, two Marine assault stands attacking one opposing stand have a total bonus of +8 rather than +7.

- 3) Secondary attackers on the losing side of a combat which is lost by 5 or more points are forced to make a saving throw to survive just like primary attackers. Note however that this is always an unmodified save.
- 4) A detachment which is completely engaged in close combat (ie all of its stands or vehicles have to fight) and which loses more units than it kills must take an immediate panic test (see below).

THE PANIC TEST

There are some situations which can cause the most hardened veterans to waiver, or even break, in the face of the enemy – be it the presence of an enemy Titan intent on crushing the troops to a pulp or the screaming charge of a pack of Daemons. Panic tests may be brought about for a number of reasons but they are generally taken at the point the event occurs (for example, you take a panic test at the point at which the charging Daemons contact the unit) and the results of the test are applied immediately.



TONY HOUGH

A number of Chaotic troops and Daemons can cause panic by charging or by just being close enough; exact details of the effects of different creatures can be found in their descriptions. The only other causes of panic tests on the Space Marine battlefield are:

- 1) If a detachment loses a round of close combat, it takes a panic test.
- 2) If a detachment is under stomp attack from a Titan, it takes a panic test.

Panic tests affect a whole detachment. A detachment is not forced to take a panic test unless at least half of the detachment is subject to the effect – so, for example, a detachment would only have to test for panic if the Titan trying to stomp them could stomp at least half of the detachment. Titans and Gargants never have to take panic tests.

Panic tests are made on a D6 and take the form of a saving throw. The testing unit needs to equal or better the score given on the table below:

PANIC TESTS	
Marines, Squats, Eldar Aspect Warriors	2+
Eldar Guardians, Ork Nobz, Imperial Guard	3+
Ork Boyz, Cultists, Planetary Defence Forces	4+
Gretchin	5+
Panic Test Modifiers	
Elite	+1
Battalion commander, Warboss or Hearthguard within 12cm	+1
Followers of Khorne	+1

A detachment which fails a panic test must take an immediate rout check on a D6 for every unit in the detachment. Remove the unit from play if a 1 or 2 is rolled, otherwise the unit is unaffected.

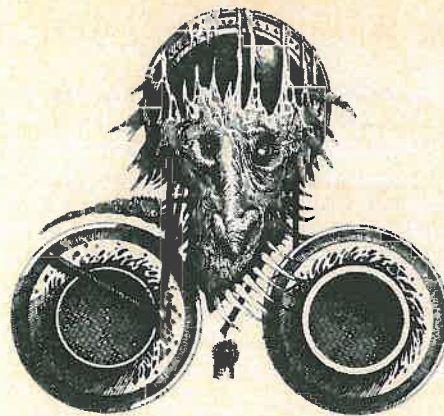
MARINE LIBRARIANS

Marine Librarians are specially-trained psykers who accompany their brethren into battle to protect them from psychic attack and supply their own offensive powers where necessary.

A Marine commander (or Marine Champion in the case of Chaos Marines) is accompanied by a Librarian who is considered to be attached to the same stand as the commander. The Librarian obeys the same rules as the commander/Champion in all regards and confers the following benefits:

- 1) All panic tests taken by friendly units/ detachments within 12cm of the Librarian are at +1.
- 2) All saving throws made against Daemonic abilities by friendly units within 12cm are at +1.
- 3) All instability tests made by opponents within 12cm are at -1.
- 4) All enemy firing conducted within 12cm of the Librarian is at -1 to hit.

Designers Note: though these psychic rules are a reasonable representation of the effect of psykers in Space Marine battles, in the future we hope to present a fully-integrated system dealing with psychic combat in detail.



REVISED INDIRECT FIRE

Under the current rules, indirect fire turns up with complete efficiency and accuracy every time it is called. Obviously, it is unrealistic to take this omnipotent approach to indirect fire or games quickly devolve into artillery duels with both sides hugging cover in a desperate attempt to avoid death from above. To overcome this you should apply the following rule:

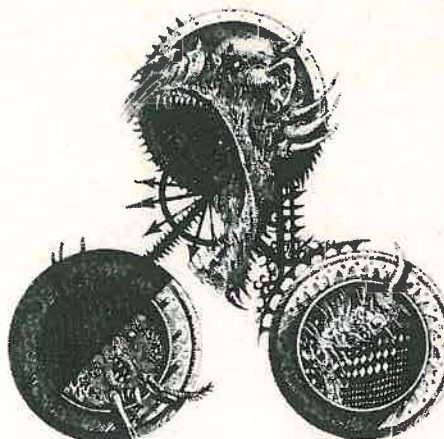
To spot for indirect fire, the spotting unit must first make a **communications roll** to contact the firing detachment and give it the correct target co-ordinates. If the unit fails its roll, the detachment it was attempting to contact may not be contacted by any other units. In fact the firing detachment may not fire at all that turn – its fire is assumed to have gone wildly astray or been tied up waiting for the spotters call.

COMMUNICATIONS ROLLS

Detachment Commanders, Command Stands	4+
Battalions and Regimental commanders, Elite Commanders of any type, Recon Units	3+

IMPERIAL GUARD ARTILLERY

In the Imperial Guard army list in *White Dwarf 125*, Basilisk, Bombard and Manticore detachments are shown as being in three vehicle detachments. I'm sorry to inform all you Imperial Guard players out there that this was a mistake – in fact, these artillery detachments all contain only two vehicles each.



CHAOS ARMY LIST

Each box in the army list has three sections:

Number Available: at the top of the box it tells you the minimum and maximum numbers of detachments that can be chosen for each cult or battle according to what Power the Magus or battle leader follows. For example, in the Cultists box, the entry for a Nurgle cult states 1-4 – this means that a Nurgle cult must contain at least one detachment of Cultists and can have a maximum of four Cultist detachments. These could be chosen as any combination of Cultist assault and tactical detachments – say, one assault detachment and three tactical detachments if all four were chosen.

Counters: below the number available is an example of the counter types that represent the detachments in this box. These counters are the same as those on the sheet later in the lists; they give the detachment type, the battle rating for the whole detachment and have an illustration on them for easy identification. You may find it helpful to place your card counters in these spaces so that they're readily available as you fill out the templates.

Units In Detachment: below the counter illustration is a list of the number and type of the vehicles or infantry stands in the detachment. When you field the detachment, it is represented by the number of stands or vehicles of the type specified. For example, a Cultist assault detachment comprises eight assault stands and a Champion.

BATTLES AND CULTS QUICK REFERENCE TABLE

The Chaos army list is quite large and it can be difficult to remember what compulsory detachments you have to take and so on. To make things easier, we've condensed all the minimums and maximums for each kind of detachment on to one table.

Detachments	Patron Power				
	Khorne	Slaanesh	Tzeentch	Nurgle	Undivided
BATTLES					
Chaos Marines	2-5	1-4	1-4	1-4	1-4
Traitor Terminators	0-2	0-1	0-1	0-2	0-1
Chaos Squats	0-3	0-2	0-3	0-2	0-2
Beastmen	1-4	1-3	1-4	1-5	1-4
Ork Freebooterz	0-2	0-1	0-1	0-1	0-1
Creatures of Chaos	0-2	0-1	0-3	0-2	0-2
Chaos Artifact Weapons	0-2	0-2	0-2	0-2	0-2
Champions	0-2	0-3	0-2	0-3	0-2
Vehicles and Support Weapons	0-2	0-2	0-2	0-2	0-2
Chaos Titans	0-3	0-2	0-2	0-2	0-3
CULTS					
Cultists	1-6	2-8	2-5	1-4	2-5
Mounted Cultists	0-4	0-6	0-3	0-2	0-4
Beastmen	1-4	0-3	0-4	1-5	0-4
Support Weapons	0-1	0-1	0-1	0-1	0-1
Vehicles	0-2	0-1	0-1	0-1	0-2
Walkers	0-1	0-1	0-1	0-1	0-1
Artillery	0-1	0-1	0-1	0-1	0-1
Chaos Artifact Weapons	0-1	0-1	0-1	0-1	0-1

CHAOS RENEGADE LIST

Use this list for filling out battle templates.

CHAOS MARINES

KHORNE SLAANESH TZEENTCH NURGLE UNDIVIDED
2-5 1-4 1-4 1-4 1-4



4 CHAOS MARINE STANDS
1 CHAMPION

TRAITOR TERMINATORS

KHORNE SLAANESH TZEENTCH NURGLE UNDIVIDED
0-2 0-1 0-1 0-2 0-1



2 TERMINATOR STANDS

CHAOS SQUATS

KHORNE SLAANESH TZEENTCH NURGLE UNDIVIDED
0-3 0-2 0-3 0-2 0-2



5 CHAOS SQUAT STANDS
1 CHAMPION



5 MOLE MORTARS



5 THUDD GUNS

BEASTMEN

KHORNE	SLAANESH	TZEENTCH	NURGLE	UNDIVIDED
1-4	1-3	1-4	1-5	1-4



5 BEASTMEN STANDS
1 CHAMPION

ORK FREEBOOTERZ

KHORNE	SLAANESH	TZEENTCH	NURGLE	UNDIVIDED
0-2	0-1	0-1	0-1	0-1



4 BOYZ STANDS
1 KAPTIN

CREATURES OF CHAOS

KHORNE	SLAANESH	TZEENTCH	NURGLE	UNDIVIDED
0-2	0-1	0-3	0-2	0-2



2 TROLL STANDS



2 MINOTAUR STANDS



2 CHAOS SPAWN



5 CHAOS HOUNDS

ARTIFACT WEAPONS

KHORNE	SLAANESH	TZEENTCH	NURGLE	UNDIVIDED
0-2	0-2	0-2	0-2	0-2

See special rules for full details of Chaos Artifact Weapons.

CHAMPIONS

KHORNE	SLAANESH	TZEENTCH	NURGLE	UNDIVIDED
0-2	0-3	0-2	0-3	0-2



2 CHAMPION STANDS



KHORNE:
2 JUGGERNAUT
RIDER STANDS



SLAANESH:
2 SLAANESHI
RIDER STANDS



TZEENTCH:
2 DISC RIDER
STANDS

See special rules for full details of Champions.
Mounted Champions: only Champions of the listed
Power can choose the options listed in the second
row of boxes.

VEHICLES AND SUPPORT WEAPONS

KHORNE	SLAANESH	TZEENTCH	NURGLE	UNDIVIDED
0-2	0-2	0-2	0-2	0-2



5 LAND SPEEDERS



4 RHINOS



2 LAND RAIDERS



5 SENTINELS



5 RAPIER



5 TARANTULA

CHAOS TITANS

KHORNE SLAANESH TZEENTCH NURGLE UNDIVIDED

0-3

0-2

0-2

0-2

0-3

DEATH BRINGER



1000

1 DEATHBRINGER

NEMESIS



1340

1 NEMESIS

HUN



700

1 HUN

GOTH



750

1 GOTH

WARHOUND



360

1 WARHOUND

If you've designed your own Titans, you can make up counters for them and insert them into the battle template in place of the predesigned ones shown here.



ADRIAN SMITH

WD28

CHAOS CULTIST LIST

Use this list for filling out cult templates.

COVENS

All cults must have a coven to lead them.

The coven contains one stand with randomly generated statistics.

See special rules for full details of covens.

CULTISTS

KHORNE SLAANESH TZEENTCH NURGLE UNDIVIDED

1-6

2-8

2-5

1-4

2-5

CULTIST TACTICAL



250

4 CULT TACTICAL STANDS

4 CULT SUPPORT STANDS

1 CHAMPION

CULTIST ASSAULT



150

8 CULT ASSAULT STANDS

1 CHAMPION

MOUNTED CULTISTS

KHORNE SLAANESH TZEENTCH NURGLE UNDIVIDED

0-4

0-6

0-3

0-2

0-4

MOUNTED CULTISTS



250

3 ROUGH RIDER STANDS

1 ROUGH RIDER

COMMAND STAND

BIKE



250

3 BIKE STANDS

1 BIKE COMMAND

STAND

BEASTMEN

KHORNE SLAANESH TZEENTCH NURGLE UNDIVIDED

1-4

0-3

0-4

1-5

0-4

BEASTMEN



150

5 BEASTMEN STANDS

1 CHAMPION

SUPPORT WEAPONS

KHORNE 0-1 SLAANESH 0-1 TZEENTCH 0-1 NURGLE 0-1 UNDIVIDED 0-1



5 RAPIERS



5 TARANTULAS



5 MOLE MORTARS



5 THUDD GUNS

ARTILLERY

KHORNE 0-1 SLAANESH 0-1 TZEENTCH 0-1 NURGLE 0-1 UNDIVIDED 0-1



2 MANTICORES



2 BASILISKS



2 BOMBARDS

VEHICLES

KHORNE 0-2 SLAANESH 0-1 TZEENTCH 0-1 NURGLE 0-1 UNDIVIDED 0-2



6 LEMAN RUSS



2 BANEBLADES



2 SHADOW SWORDS



8 RHINOS

ARTIFACT WEAPONS

KHORNE 0-1 SLAANESH 0-1 TZEENTCH 0-1 NURGLE 0-1 UNDIVIDED 0-1

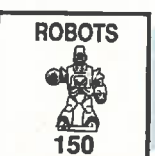
See special rules for full details of Chaos Artifact Weapons.

WALKERS

KHORNE 0-1 SLAANESH 0-1 TZEENTCH 0-1 NURGLE 0-1 UNDIVIDED 0-1



5 SENTINELS



5 ROBOTS



ADRIAN SMITH

CULTIST TACTICAL  250	CULTIST TACTICAL  250	CULTIST TACTICAL  250	CULTIST TACTICAL  250	CHAOS MARINES  350	CHAOS MARINES  350	CHAOS MARINES  350	CHAOS MARINES  350
CULTIST TACTICAL  250	CULTIST TACTICAL  250	CULTIST ASSAULT  150	CULTIST ASSAULT  150	CHAOS MARINES  350	CHAOS MARINES  350	TRAITOR TERMINATOR  300	ARTIFACT 
CULTIST ASSAULT  150	CULTIST ASSAULT  150	CULTIST ASSAULT  150	CULTIST ASSAULT  150	CHAOS SQUATS  250	CHAOS SQUATS  250	CHAOS SQUATS  250	CHAOS SQUATS  250
MOUNTED CULTISTS  250	MOUNTED CULTISTS  250	MOUNTED CULTISTS  250	MOUNTED CULTISTS  250	CHAOS HOUNDS  200	CHAOS HOUNDS  200	CHAOS SPAWN  150	CHAOS SPAWN  150
MANTICORES  250	BASILISKS  250	BOMBARDS  300	ARTIFACT 	FREEBOOTERZ  200	TROLLS  200	TROLLS  200	MINOTAURS  150
BEASTMEN  150	BEASTMEN  150	BEASTMEN  150	BEASTMEN  150	MINOTAURS  150	DISC RIDERS  400	JUGGERNAUT RIDERS  500	SLAANESHI RIDERS  400
CHAOS MARINES  350	CHAOS MARINES  350	CHAOS MARINES  350	CHAOS MARINES  350	CHAMPIONS  250	LAND RAIDERS  350	LAND SPEEDERS  150	RHINOS  150
BEASTMEN  150	BEASTMEN  150	BEASTMEN  150	ARTIFACT 	RAPIERS  200	RAPIERS  200	TARANTULAS  200	TARANTULAS  200
DAEMONIC ABILITY ONE IN USE	DAEMONIC ABILITY ONE IN USE	DAEMONIC ABILITY ONE IN USE	DAEMONIC ABILITY TWO IN USE	THUDD GUNS  200	THUDD GUNS  200	MOLE MORTARS  200	MOLE MORTARS  200
DAEMONIC ABILITY TWO IN USE	DAEMONIC ABILITY THREE IN USE	DAEMONIC ABILITY THREE IN USE	DAEMONIC ABILITY FOUR IN USE	SENTINELS  150	SENTINELS  150	ROBOTS  150	RHINOS  300
CHAOS MARINES  350	CHAOS MARINES  350	CULTIST TACTICAL  250	BIKE  250	LEMAN RUSS  800	BANEBLADES  500	SHADOW SWORDS  500	DEATH BRINGER  1000
CHAOS SQUATS  250	DISC RIDERS  400	JUGGERNAUT RIDERS  500	SLAANESHI RIDERS  400	WARHOUND  360	GOth  750	HUN  700	NEMESIS  1340

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MODELLING WORKSHOP

ORK BATTLEWAGON CONVERSION

by Tony Cottrell

In this, the second in a series of conversions based on Citadel's new Ork Battlewagon, we look at how to make a Gobsmasha.

To make the Gobsmasha you'll need an Ork Battlewagon kit, some plastic card (0.04" thickness) or thin cardboard, some Citadel slotta bases and plastic shields, and a small bendable plastic drinking straw. You'll also need the following in the way of tools: a sharp knife, a steel ruler and some fine sandpaper.

In these instructions, the parts preceded by a 'K' refer to parts specially made for this model and are detailed below. The other numbers refer to parts from the Battlewagon kit.

MAKING THE NEW PARTS

The hull top (K1) can be made from either plastic card or thin cardboard.

Lightly glue the template provided to the card and, using the template as a guide, cut out the shape with a sharp knife. You'll find the steel ruler helpful for cutting the straight lines.

If you're using plastic card you'll just need to score it with the knife after which bending it will cause it to break neatly down the cut.

Parts K2 and K3, used to make the turrets, are made from round Citadel slotta bases. To make K3, cut out the piece indicated to make the vision slit.

Parts K4 are small round Citadel shields and parts K5 are large shields.

The gun barrel (K6) is a piece of plastic tubing. A barrel from a pen will also work fine.

The gun supports (K7 and K8), the rear axles (K9) and the front axle support (K11) are made from a bit of the Battlewagon kit's sprue. You'll need to taper the ends of some of them as shown.

Lastly the exhaust pipe (K10) is made from a small thin plastic drinking straw appropriately shortened.

ASSEMBLY

1. Remove the front axles from the driver's cabin floor (2). Then glue parts 2, 27, 28 and 15 to the chassis (1) as normal.
2. Glue the front axle supports (K11) to the bottom of the cabin floor (2) and glue the front axles back on about 4mm

lower than they were before. Glue the brake shoes (14) to these to support them.

3. Glue the hull top (K1) to the top of the vehicle over the fighting compartment.

4. Glue the gun barrel (K6) to the front of the vehicle and the gun supports K7 and K8 to the top of the gun.

5. Glue the slotta bases (K2 and K3) together to form both turrets and glue these to the hull top (2). Glue the shields (K4 and K5) to the top of each turret.

6. Cut the front off the driver's hatch (3) and glue it to the underside of the front of the vehicle to form a ventilation slit. Glue the remaining part of the hatch to the hull top (2) between the turrets.

7. Remove the struts from the wheel guards (10 and 11) and flatten the underside of the guards. Glue them to the back of the hull top (2). The struts can be used with a small strip of plastic card to make a step on the side of the vehicle.

8. Glue the engine parts (20 and 21) to the rear of the chassis in a new configuration as shown in the diagram.

9. Glue the rear axles (K9) to the underside of the engine and to the chassis.

10. Glue the parts 13, 17, 18, 19 and K10 to the engine as shown.

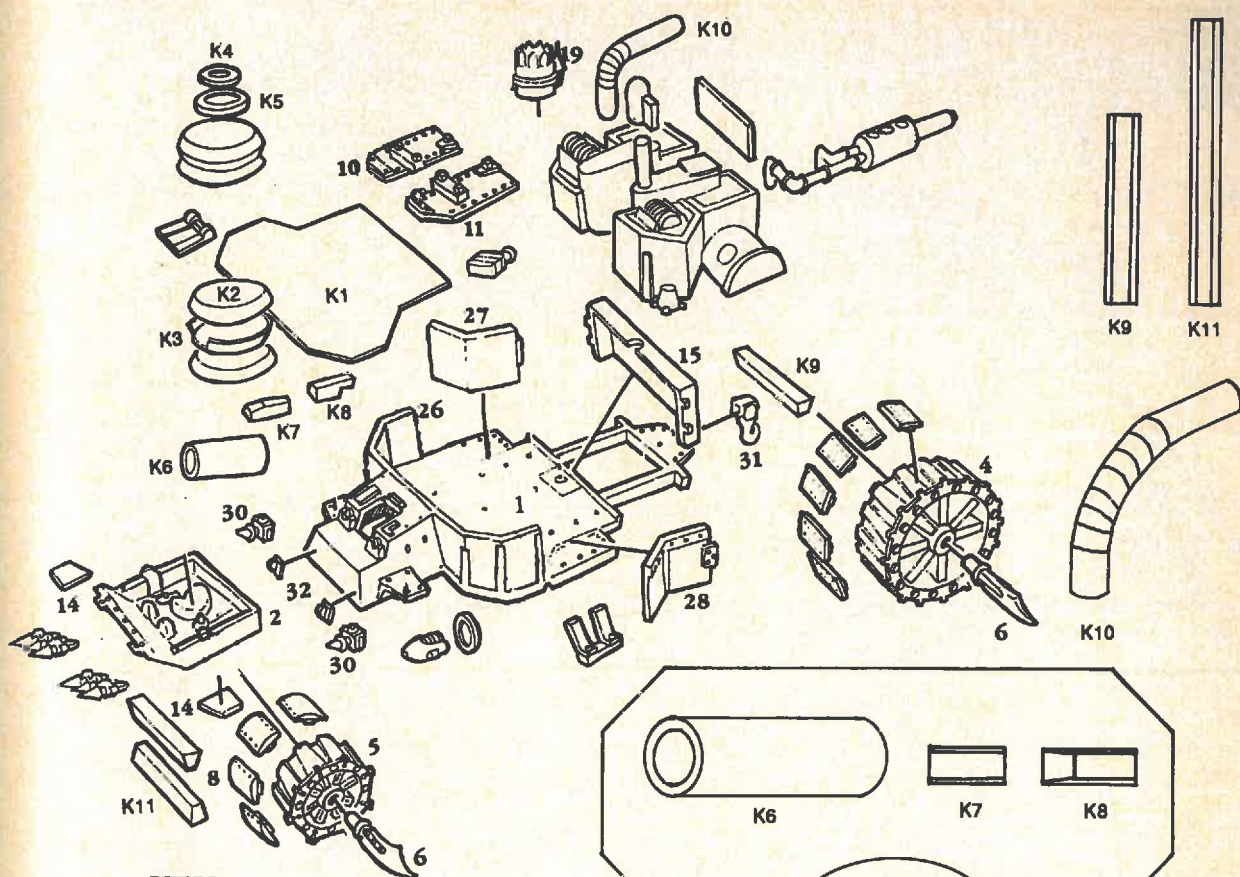
11. Glue on the two spiked railings (9) to the front of the vehicle.

12. Glue the two small shields (K4) to the front of the fighting compartment to form two gun mounts. I mounted a plasma gun and a bolter from the Ork weapon sprue on my vehicle but of course any of the weapons could be used. Just cut off the backs of the weapons and glue them to the shields.

13. Glue on the wheels. Make sure the new axles are fully dry before you do this.

14. Glue on the other parts as and where appropriate.

15. The vehicle will look a lot more Orky if you add some extra rivets. To do this just slice up some thin plastic rod to make small discs or carefully cut the rivets off the spare steel plates (7 and 8) or railings (9 and 26). They can then be glued to the Battlewagon using liquid polystyrene cement by positioning them with the point of a sharp knife.



KEY

- K1 HULL TOP
- K2 ROUND SLOTTA BASE (x4)
- K3 CUT PIECE OFF (x2)
- K4 SMALL SHIELDS
- K5 LARGE SHIELDS
- K6 GUN
- K7 & K8 GUN SUPPORTS
- K9 REAR AXLE (x2)
- K10 EXHAUST PIPE
- K11 FRONT AXLE SUPPORT (x4)

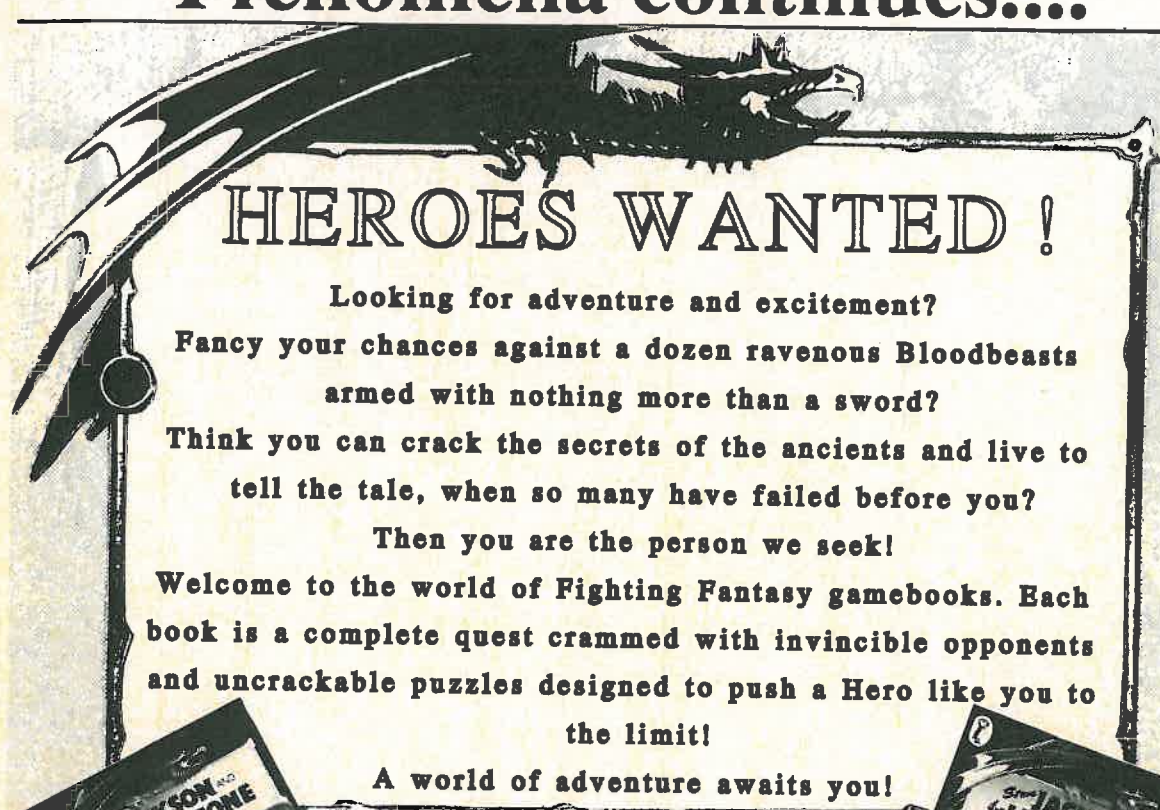
K1

Photocopy the templates ready for use. Templates K3 and K6-8 are superimposed on K1 for convenience - K1 (hull top) is just the outside one. There aren't templates for K2, K4 and K5 as these are made from Citadel slotta bases and shields.



Tony Cottrell's finished Ork Gobsasha as described in this article

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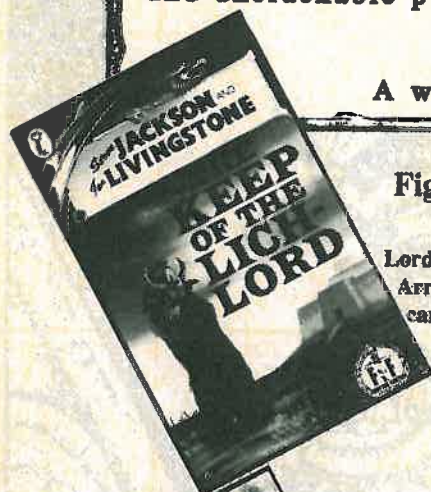
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BATTLEWAGON GOB-SMASHA

DATA RECORD: ORK1b

The Gobsmasha is a heavily armoured and completely enclosed Battlewagon of a type that will be familiar to Epic scale 40K players. This version has been modelled by Games Workshop's resident Mekaniak Tony Cottrell, who has kindly made his blue-prints available to the rest of us. Of course all Battlewagons vary in their construction details, and Tony's Gobsmasha shows just one interpretation of the theme. Tony's description of how he converted the basic Battlewagon kit appears elsewhere in this issue. We have invented this special data record for Tony's vehicle. If you wish to vary the construction slightly you can draw up your own data record or alter this one to suit your own Gobsmasha model. Of particular interest is the new type of large calibre cannon fitted to the Gobsmasha called the Battle Cannon. This weapon has its own special rules which are printed on the reverse side of this sheet

Type
Fast Speed
Combat Speed
Slow Speed
Crew

Wheel
20
14
6
1 Driver
3 Gunners

Transport

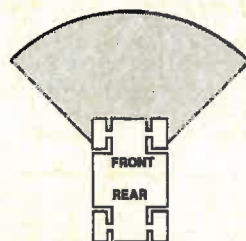
Up to 6 Orks! plus as many non-combatant Gretchin and Snotling servants as can squash inside or hang on to the outside.

Weapons

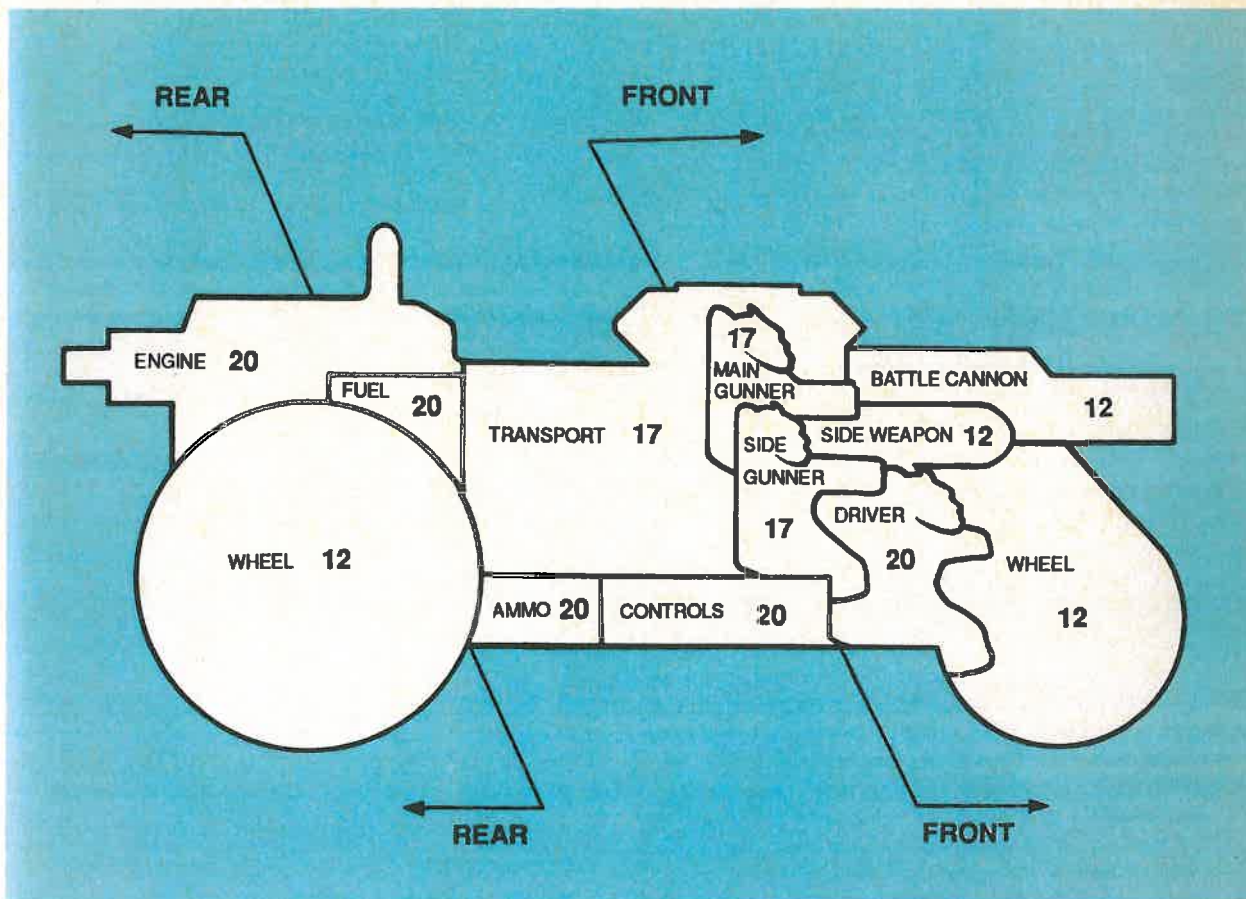
Battle Cannon with 90° field of fire to front.

Heavy Plasma Gun in left station with 90° field of fire to front.

Heavy Bolter in right station with 90° field of fire to front.



BATTLE CANNON 90°
LEFT HEAVY PLASMA GUN 90°
RIGHT HEAVY BOLTER 90°



BATTLE CANNON

The Battle Cannon is a larger and more robust version of the automatic self-loading cannon or Autocannon. Even Auto-cannons come in all sorts of sizes, and the Battle Cannon is effectively a very large version of the same weapon. It fires a large shell packed with high explosives (every Mekaniak swears by his own formula). It is effective against both infantry and vehicle targets.

Short Range	Long Range	To Hit S L	Strength	Damage	Save Mod.	Special
0-20"	20-72"		8	2D6	-3	Mounted only Area 1 1/2" radius

The Battle Cannon causes far more damage than an ordinary Auto-cannon and has a wider area template. It is far too heavy and bulky for a foot trooper to carry, so it must be carried on a vehicle or a special weapon carriage of some kind. This is indicated on the profile above by the entry 'mounted only'. The Battle Cannon has a 1 1/2" radius effect and players must provide themselves with the appropriately sized card template.

Tony's model also includes a Heavy Bolter and Heavy Plasma Gun in the side weapon stations - but you can utilise any weapon generated by the owning Ork Nob for your own model.

FUEL TANK

Ork Battlewagons are subject to the special rules for Ork fuel tank hits. As the special rules for these are quite long and as they are covered in both WD128 and 129 we are not printing them again here but refer players to these earlier issues.

This particular version of the Ork Gobsmosfera is just one variant of the Gobsmosfera vehicle available in Epic scale. It is unlikely that Citadel will ever be able to produce all of the Epic scale vehicles in the larger WH40K size - the huge expense of making a plastic kit is just too much. However, this shouldn't stop any determined modellers from having a go. Any of the Epic scale vehicles can be used as the basis for a WH40K scale model. Just as Tony's Gobsmosfera isn't exactly like the Epic Gobsmosfera, there is no need for your conversions to be exactly like the small scale models they're based on. Remember, every Mekaniak builds his vehicle how he wants. Similarly, you can take the basic shape and type of vehicle and change it to suit your needs. Depending on how long you want to spend on your model, you may wish to simplify the design, or you might prefer to go to town and add lots of lavish detail in the forms of rivets, extra hatches, stowing hooks, and hand grips. Tony has promised to finish some more of the Ork vehicle conversions he is already working on, and when he does we'll be publishing them in White Dwarf together with the appropriate Data Records.

NEW VEHICLE RULES REPORT

Many thanks to all of you who have taken the time to write to me about your experiences with the new vehicle system. Please keep sending in your comments and ideas - the more reports I have the better idea I can form of the sort of games you want. Don't forget to tell me how many vehicles you are using in the battle, and try to record details about the fate of individual vehicles e.g. which weapons damaged or finally destroyed them, how many turns into the game before a vehicle was destroyed, what use damaged vehicles were, what was the effect on determining which side won.

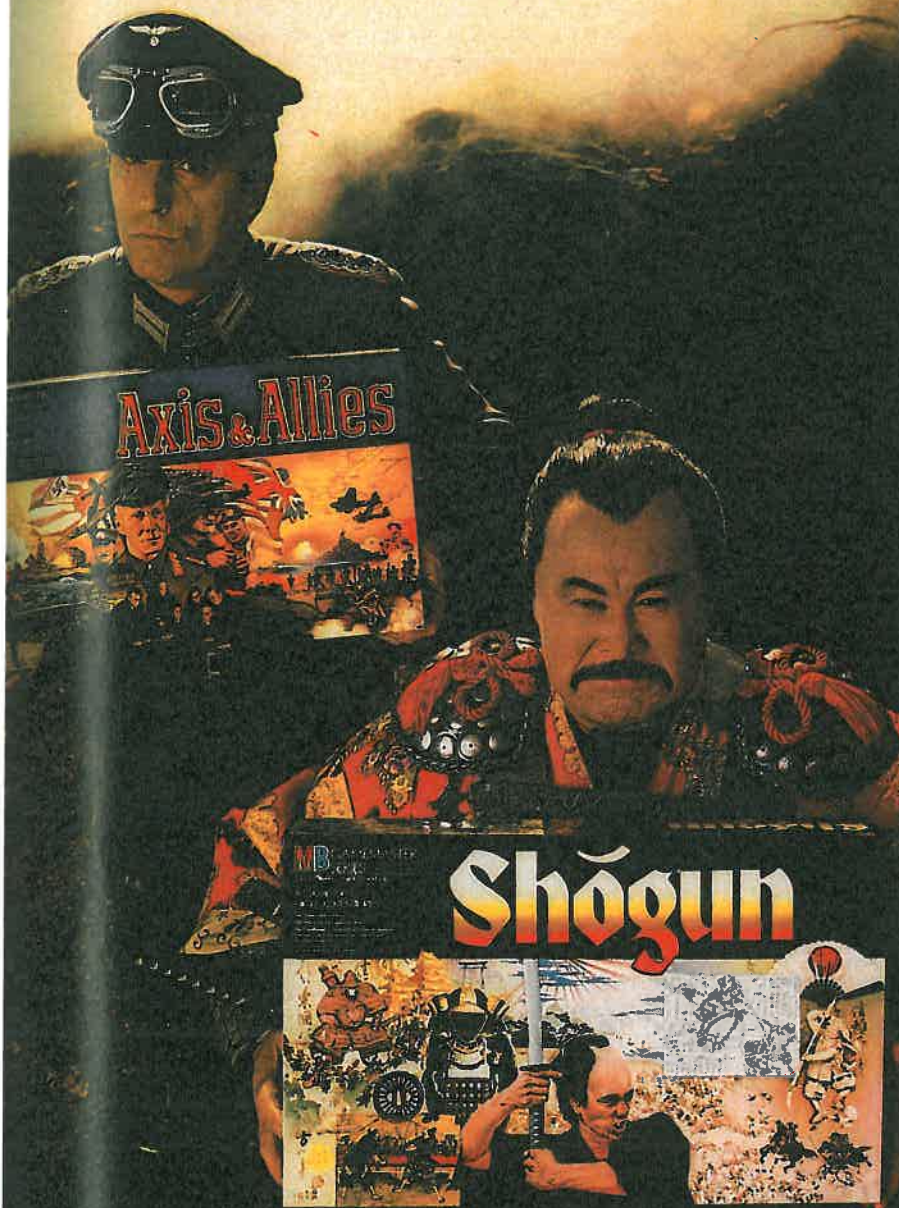
A few players have written comparing the relative anti-vehicle effectiveness of particular weapons under the old and the new rules. When I began to develop the new system I made up a chart which summarised the penetration dice rolls for each weapon, the minimum dice result possible, the maximum dice result possible, and the average result.

Some weapons tend more strongly towards the average result because you roll more dice. For example, a Lascannon penetration roll is 3D6+9 giving a minimum score of 12 and maximum score of 27 and an average of 19.5 - the three dice roll is reasonably predictable but leaves enough to chance to make an interesting game. A Multi-melta on the other hand has a penetration roll of 5D6+8 which gives a minimum of 13, a maximum of 38, and an average of 25.5 - but the five dice roll compacts

the probability towards the average, making the weapon not only highly penetrative but also very predictable. This is balanced in part by the weapon's relatively short range (24"). If your games become overrun by Multi-meltas it is worth changing the penetration roll to D6+2D12+8. This gives a minimum roll of 11, a maximum of 38, and an average of 24.5 (which is more-or-less the same as before) but increases the chance factor and makes the result less of a foregone conclusion.

Other players have asked how to work out the effects of following fire using the new vehicle system. I'm certainly open to suggestions on this one! One method is to allow a further shot if either the horizontal or vertical 2D6 roll results in a score of 7. This will give you a second shot roughly 1 in 3 times and a third shot 1 in 9. Another and slightly more realistic idea is to roll once on the vertical axis, and then roll twice on the horizontal axis. For example, vertical 6 and horizontal 4 and 8. The result is a line between two points crossing through several other points. The following fire weapon scores one hit on each of the crosshairs between the two points - so in our example hits are scored on vertical 6 and horizontal 4, 5, 6, 7 and 8. The number of hits from following fire will obviously vary depending on your dice roll and has a chance of being just 1 (ie if you roll the same score twice).

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JOHN BLANCHE

Inquisitor Kryptman pushed back the huge pile of papers, removed his reading glasses and rubbed his eyes wearily. He had been working hard all night, trying to make sense of the mass of reports coming in from all over the sector.

As usual, the room was chilly. His young aide Carel had lit a small fire, but it wasn't vigorous enough to warm the high-ceilinged office. He got up from his straight-backed chair, stretched his long sinewy limbs, and walked over to the window. It was a cold winter afternoon and would be dark in a couple of hours.

Kendrick's World was an unwelcoming place, its people backward and intensely superstitious. The Imperial presence here was only a gesture; this world had nothing much to offer. Except solitude perhaps, since it was located on the fringe of one the spiral arms of the human galaxy. Kryptman had no aversion to solitude, preferring the company of his own cold thoughts to the comradeship of others.

Kryptman had travelled here to continue the Inquisition's investigations into the phenomenally high level of unrest in the sector. The reasons were far from clear, and now a missing Marine chapter had to be added to the ever-growing list of planetary revolts and Genestealer infestation. Still, at least the austere regime of the Imperial stronghold, a converted monastery, was to be welcomed. He had imposed a rigorous new timetable on the staff and discipline had been greatly improved as a result.

Since the discovery of the strange organic weapon and Borshak's unpleasant death, he had been uneasy. Kryptman was not psychic himself, but he trusted his intuition. He couldn't help feeling that all these events were somehow related but so far the connection had eluded him, and Borshak's dying face continued to haunt his dreams.

He looked through the narrow window and saw a shower of meteors arcing through the pale sky, dark trails of smoke spiralling behind them. They had been falling for a week now and the locals had been getting very excited – spouting all sorts of

stupid nonsense about the end of the world. Four hundred year's instruction in the Imperial Cult had obviously been a complete waste of time. With a snort of disgust, Kryptman turned his attention back to the tottering stack of reports.

.....

Ten miles down the valley, a lone meteor shrieked through the cold evening air. Its impact with the hillside created a small crater and its heat charred a black ring in the surrounding heather. A nauseating smell like carbonised meat rose from the meteorite, which was roughly ovoid in shape, and about two feet high. Curiously, its ridged and warty form was more like some bloated, alien organ than a lump of sterile rock. After a few minutes, the meteorite toppled over on its side. A large native game bird approached and peered at it with one greedy eye. The cancerous-looking thing shook again, faint sounds emanating from within. The bird stalked closer, until it was right beside the meteorite, which still trembled spasmodically.

The bird raised its beak and plunged it straight down into the meteorite, splitting it open like an overripe fruit. A spray of yellow sputum burst out and a formless creature catapulted onto the bird, engulfing it in a glistening organic mass. It was all over very quickly. The creature wrapped itself tightly round its prey, compressing it, absorbing it. No feather or claw was wasted. As it contracted round the bird, a trickle of blood and bodily fluids dribbled out, turning the charred ground into a disgusting bloody-black mud.

Slow changes rolled over the creature's body as it developed a more consistent appearance: an embryonic spine and rib cage erupted from amid obscenely pulsating organs, its pallid skin darkened and sprouted stubbly feathers. With prolonged sucking noises a thick neck and head worked their way out from the top of the creature, while strong clawed legs sprouted from underneath. A stubby tail elongated from its spine and two beady eyes popped into existence.

For an hour or so it lay on the ground, twitching its new limbs, recovering from the ordeal of its metamorphosis. Finally it lurched unsteadily to its feet and shook its body like a wet dog might do – shaking off a little hail of ash, bone fragments and bloody saliva. The creature now resembled a hideous mismatch of embryo bird and insect. Raising its powerful head, it sniffed the air, then loped off over the heather and rocks into the twilight gloom.

.....

Cold, this place is cold. Cold and hard. Clear air, carries scent well. Little life all around, animals, birds. Stupid, slow, good for eating. Hungry, need more food, need more bulk.

We must hunt. Many large life upwind. Find the place-of-stone. Find and kill the prey.

.....

Kryptman did not look up at the knock on his door.

"Come in!" he shouted, irritated.

Carel, his young aide, came into the office, carrying a pile of papers in his thin arms. He shut the door quietly and advanced in silence to Kryptman's desk, too much in awe to speak.

Kryptman scratched his signature on the bottom of the form and replaced the pen in the gargoyle-shaped inkwell.

"Well, what is it?" he asked, looking up.

"The latest batch of reports from the outlying posts. The communications problem is getting worse, we've lost contact with four more outposts. The engineers we sent out haven't been heard from since they left."

Kryptman didn't like this at all. News from the outposts was invariably tedious and inconsequential. He wouldn't miss it. What did increasingly worry him was *why* there was no communication. The comm-lines on this world were so simple that they almost never malfunctioned.

An oppressive sense of foreboding weighed down on the Inquisitor. Everything was falling to pieces around him –

equipment malfunctioning, locals becoming hysterical, communication through the warp being obstructed. Most worrying of all, the Lamenters Marine chapter was missing, and couldn't be contacted. The Imperial stronghold was becoming increasingly cut off – from the rest of the planet, and now from the Imperium as well.

Kryptman didn't believe in coincidences.

But it was times like these that tested the mettle of loyal servants of the Imperium. He straightened his black damassin jacket, adjusting the formal collar so that it lay more comfortably about his neck.

"Put the reports down here." He indicated a free space on his cluttered desk. Carel looked more worried than usual. The boy was a born worrier, but had a good, tidy mind for one so young. Given time, the Inquisitor knew he could mould this young man into a loyal and dependable Imperial servant. Feeling a little guilty for his earlier abruptness, he asked "What's the matter, Carel. Is something troubling you?"

"I know you told me not to mention local gossip, sir, but it's the meteor storms, and all the other odd things which have been going on."

"Things. Be more specific, Carel. Inexactitude is a sign of confused thinking."

"I can't sir, it's only rumours. A number of locals horribly murdered, that lamb over Rakkish way that bit a boy's head off, a monster dog has been terrorising hill farmers on the Westside Moor..."

"Enough! It's just the odd incident which has been blown out of proportion by the farmers. You shouldn't take it so seriously, Carel. Meteors are simple astronomical phenomena, they don't signify the end of the world. In future, please try to raise yourself above the level of your superstitious ancestors. I suggest you learn the first seventy verses of the Canticles of Catechism to clear your head."

"I'm far more concerned about what's happening to the Lamenters and what's causing this communications breakdown. Have Astropath Faren report to me immediately. Hurry now!"

Carel gave a half bow, then scuttled off, the studded wooden door banging heavily behind him. Alone, Kryptman's feeling of foreboding returned. He'd told Carel that all these stories of mutilated corpses and rampaging monsters were sheer superstitious hysteria, but who was he trying to convince, Carel or himself? The locals, though superstitious, were remarkably pragmatic and unimaginative. These strange happenings must have some basis in fact, though he couldn't begin to imagine what.

Everything was so vague. Were the meteors carrying some sort of virus that infected animals and turned them mad? Should he, ought he, overlook the possibility of some sort of Chaos activity in the region? There was only a tiny incidence of emergent psykers on Kendrick's World, so it seemed unlikely they would have attracted any attention from the warp. And the sparse population and relative unimportance of the world suggested it would be of little interest to Chaos cultists.

The lights flickered, and dimmed. The shadows of the winter evening drew close around the Inquisitor. He wearily opened the next report and tried to concentrate.

.....

The creature galloped tirelessly up the valley, racing over the scree, bounding over rocks and streams. It broke its course once to devour a large grazing rodent, and by the time it had finished absorbing its bulk and reforming its body, the sun was setting. Its body was now larger, thicker, less suited for speed, more suited for attack. The creature's neck was losing definition, causing its head to recede into its shoulders; its maw deepened and widened, drool running off ranks of long sharp incisors. It now somewhat resembled a crudely-flayed wolf.

The old monastery squatted at the head of the valley, limned in blood by the setting sun. It was a huge, sprawling edifice, built

centuries ago by a dour people with more interest in solidity than aesthetics, and more zeal for truth than comfort – men much like Inquisitor Kryptman in fact. Built into and onto a massive granite crag, it almost seemed a natural extension of the rock itself. When the Imperium rediscovered Kendrick's World, it was decided to use the empty building as their primary communications and administrative stronghold.

The creature crouched behind a rock, spying out the place. Its eyes had widened to cope with the fading light, and organ buds waved from its forehead, reading the scents on the air currents. With a soft ripping noise, long hooked claws shot from its paws. Its tail shortened and thickened and sprouted a cruel stinger.

As the sun finally sunk behind the monastery, the creature leapt onto the rocks, propelled upwards on its powerful hind legs.

.....

Hunger, hunger! Smell large life above. I go up!

We recognise this place-of-stone. Our prey is here. Remember his scent!

.....

Far above, a young guard patrolled the parapets of the monastery, rubbing his hands together to warm them. His lasgun weighed heavily across his shoulder and he shifted it into a more comfortable position. From his vantage point, he could see down the barren valley to the ranks of mountains beyond, a dreamscape of misty greys and browns in the fading light.

The glow-globes sputtered into life, their feeble light making the place surreally two-dimensional. Defaced statues of forgotten native gods crowded the walls, their shapes worn by weather and time.

The young guard paced restlessly up and down his stretch of battlements. He had been on patrol for three hours now and the cold winter night had set in. Hearing the wind moan and wail, he shivered and pulled his cloak more tightly about him, feeling hemmed in by stone and shadows.

He did not hear the approach of Death.

As he turned away, something catapulted over the parapet and smashed into the back of his neck, knocking him to the floor. Its warm body enveloped his head. The musky stench was disgusting. He dropped his lasgun and flung his arms up to his head trying to tear the creature away. Savage claws raked at his throat, ripping open his windpipe.

He tried to scream but all his horror and pain just came as a racking gurgle. His questing hands pulled at the thing, futilely trying to pull it off, but it was slippery with a corrosive fluid. Razor-sharp teeth flayed the skin from his fingers. The pain was terrible, building up inside him with no release. Fire seared through the back of his neck as claws cut deep through the top of his spine, cracking his vertebrae apart. Sensation flared and dimmed. The last thing he felt was something punching through his eye sockets.

.....

Food, warm food. Eat and absorb. Grow larger, grow stronger. Teeth to tear, claws to rend.

Our enemy is here. We hate him, we will find him and destroy him. Enter the place-of-stone. Seek out our enemy, hunt him and destroy him.

The creature reared up its body and stretched open its jaws, revealing row upon row of dripping needle-sharp teeth. Swishing its tail from side to side, it went down the steps into the monastery. All that remained of the guard was a messy pile of torn and bloody clothing, a slimy smear on the stone, and a lone disconsolate eyeball.

.....

The door to Kryptman's office swung open admitting a worried Carel.

"Where's Astropath Faren?" demanded Kryptman. "Didn't you give him my message?"

"Yes, sir. Astropath Faren said to give you his apologies but he couldn't leave the Astral Chamber, they were too busy. He's sent you a coded message scroll and the latest batch of off-planet reports. Astropath Merrill had a fit, sir. He was foaming at the mouth..."

"Yes, Carel, that'll be enough. Stay here while I look through the reports."

Carel obediently stood to attention by the door, while Kryptman scanned the coded scroll from Faren. Kryptman knew that the Astropath would have come if he could. There must be a major crisis to prevent him.

He picked up the scroll and pressed his long index fingers to the runes on either end. The cylinder hummed softly and split open, disgorging a thin sheet of vellum. Kryptman peered at the Astropath's spidery writing, difficult to read in the dim light.

The message read: "Kryptman, too busy to see you. Worsening problems with astro-telepathic communication. Everything is fragmentary, distorted. It's worse trying to send. There's a great impenetrable presence, a psychic void. Not a warp storm, something else. Something utterly alien, like nothing we've ever experienced before. A solid darkness, a shadow in the warp. And it's growing. We recoil before it, we cannot fight it. We dwindle before its might. Astropath Merrill has foreseen a time of darkness. Come to the Astral Chamber as soon as you can."

Kryptman put down the vellum with a shaking hand. As he released it, the paper disincorporated itself in a puff of acrid smoke.

Why did he have this sense that events were speeding up beyond his capacity to understand them? And what did he mean, the Shadow in the Warp? Why did Astropaths always have to use such flowery language, why couldn't they just tell you the plain facts?

Kryptman picked up the other comm printouts and scanned them as fast as he could. Loss of contact with Darson VI following increased reports of Stealer activity in the sector. Not the slightest trace of the Lamenters. It was as if they had been wiped out, which was, of course, so unlikely as to be considered impossible – under normal circumstances. What force could possibly cause an entire chapter of Marines to disappear? A cold fear was growing in the pit of his stomach.

He was just starting to read an incomplete account of a devastated research station on a planet in the next system, when a dishevelled guard burst in.

"Inquisitor Kryptman, Haral's been killed!" he cried, white-faced with shock. "There's nothing left but –" Clutching his mouth, and making swallowing noises, he blundered back out into the passage.

"Carel, go with him. Find out what's going on, and get back to me as soon as you can."

Carel left the door open, and Kryptman heard the alarms go off, their wailing muffled by the labyrinthine corridors and the thick stone walls. He opened a drawer and took out his bolt pistol. It was a beautiful weapon, thousands of years old, passed on from Inquisitor to Inquisitor. Its familiar heavy weight in his hand, the fine carvings on its barrel, reassured him, gave him strength. After checking the purity seal was intact, he broke open a case of bolter shells and loaded fifteen of the brass shells into the gun. The shells were heavy and cold, stamped with the mark of the weapon factories of Mars. He placed the gun on the table, ready.

.....

The creature padded awkwardly down the gloomy corridors of the old monastery, vent-like nostrils flaring, reading the scents carried on the air currents. It was the height of a tall man, but with a much thicker body, its centre of gravity lower than a human's. Its two upper arms were short and coarse, glistening with raw tendons and skinless muscle. Neck and shoulders had virtually fused together, and its face – mostly composed of its ferocious gaping maw – seemed to be sinking down to its torso. A rudimentary limb stood out from the top of its head, from which

extended a crude three-fingered clawed hand. Its back legs too had shortened and broadened, and a secondary tail reached forward from between them, tipped with a hard, horny substance. The protuberant backbone also ended in a muscular tail, which curled upwards and backwards. Corrosive venom dripped from its tip, leaving tiny pockmarks in the flagged stone floor. Flexible chitinous plates ran down its back, and when it moved, pulsing, phosphorescent organs showed through. It exuded a disgusting slime continuously, occasionally shaking off the excess and leaving a rank and slippery trail in its wake.

Man body good food, easy to absorb. I am strong, I shall destroy. The prey is close, I have tracked him down. I am the living weapon.

We remember this place of cold stone darkness. We remember Kryptman. We come. We are retribution.

.....

Kryptman returned to the reports. There were numerous accounts of extra-normal occurrences, disturbingly similar to those on Kendrick's World. Contact with the Scythes of the Emperor erratic but possible – just. Some mention of unidentified alien craft spotted by a Space Wolves patrol on the edge of the spiral arm, but then communications lost (always this problem with communications). Three more merchant space ships were missing, not in the warp, but normal space. New outbreaks reported of Stealer cult activity.

All these things *could* be taken as isolated incidents, but he was convinced there must be a connection. Why couldn't he see it, understand the pattern? Everything whirled round in his head: Genestealers, the Lamenters, meteors, monsters, mutilated bodies, the Shadow in the Warp. His head ached trying to contain all of it.

Carel returned to the office, out of breath.

"The monastery's not under attack?" asked Kryptman.

"No sir, but whatever killed Haral is now in the building. There was a slimy trail of footprints leading down the tower steps. All the guards are looking for it, but it could be anywhere."

He made an encompassing gesture of helplessness. Kryptman understood the problem. The monastery was so huge and rambling that they were still discovering new areas in it. Assuming the invader didn't lose itself and starve to death, it could hide out indefinitely.

Carel dropped three heavy iron bars across the door to secure it. Drawing his laspistol from its concealed holster under his robes, he took up guard by the door, weapon in hand.

Kryptman hoped the guards could deal with the invader quickly. He should be supervising the hunt himself, but he had to go talk to Astropath Faren first.

With a sudden wrenching impact, the door splintered open, throwing splinters of wood and steel across the room. The creature leapt in, and gathered itself to attack. Kryptman was stunned by the creature's dramatic entrance and horrific appearance – he stood motionless for a couple of fatal seconds. Looking into its glittering black eyes he saw himself, his scarred face broken into a myriad tiny images. He knew this creature wanted him, wanted to kill him. And the creature knew it had found its prey.

He grabbed wildly for his bolter, and knocked it off the desk onto the floor. Seeing its opportunity, the creature started towards him, propelling itself forwards with an odd bounding, striding motion.

Carel leapt between the monster and Kryptman, firing his laspistol at point blank range. It turned on him with incredible speed for its ungainly shape, clapping his head with its head-hand, smashing both arms against his head, crushing his skull. Gobbets of brain and bone fragments fountained across the room. Continuing the motion, it swept Carel's body up into the air and hurled it with tremendous force into the ceiling, breaking his bones with a sickening crunch.

Carel's intervention had gained the Inquisitor enough time to

retrieve his bolter from the floor. He leaped to his feet and opened fire. The shell exploded from his weapon and tore into the creature's back in a ball of smoke and yellow flame. The bolter bucked in his hand, the recoil jarring his arms. Amazingly, the creature seemed undamaged, or at least, unbothered by its wound. It turned and charged at Kryptman, its three clawed arms raised, teeth bared.

Instinctively, he kicked over his chair, flung himself to the ground, and rolled under the desk as the creature landed on top of it with a crunch. He fired blindly up through the wood, and rolled out the other side. He came out of his roll in a fluid motion, simultaneously firing another shell at the creature, which had jumped down to the other side of the desk. This attack had some effect, ripping away part of its spine to expose the muscles and spraying the far wall with red mucus. Enraged, the creature opened its mouth and screamed a horrid, gurgling cry, then lifted the edge of the desk and sent it crashing towards the Inquisitor.

Kryptman couldn't move out of the way fast enough, he was knocked over, one of his legs caught under the heavy desk. He fired wildly as he fell, but his shot missed, and exploded through the window, spraying shards of glass everywhere. Before he could pull his leg free, the creature had jumped on him, scrabbling and clawing at his body, trying to pinion his arms.

Mighty Emperor, give me strength, prayed Kryptman, struggling to escape the steely grip of the claws. As the creature's grip on him tightened, it stabbed at him with its forward-thrusting tail, trying to spike open his chest. Kryptman realised that the creature was slowly, inexorably drawing him closer to it, towards its gaping maw. The foetid rank odour it exhaled made him gag. As the creature forced him up to its mouth, Kryptman, with a superhuman effort, managed to free his right arm and fire his boltgun straight into the creature's mouth. The shell shot down the creature's throat and exploded inside its body.

The creature was torn apart from inside: chunks of flesh and bone rained over the room. Kryptman was flung violently back against a wall; he felt his ribs go in a lance of pain.

The whole attack had taken but a few seconds. Kryptman was dizzy with the ferocity of it. The immediate danger past, his adrenalin high wore off and he doubled over from the pain. His left arm was broken, several ribs cracked, burns ran down the right side of his body.

Carel's headless and broken body lay under the window, one smooth hand still clasped around his laspistol. Kryptman gently pried loose the young man's nerveless fingers and deactivated the weapon. He had been genuinely fond of the boy; now he owed Carel his life, and had no way of repaying the debt.

Staggering over to the remains of his desk, Kryptman fumbled through the wreckage looking for stim-pills and painkillers. His foot slipped on some bloody bit of the alien carcass and he fell into the chair, gasping with pain.

What was this creature? Why had it been sent to kill him, and who had sent it? He had no doubts that the creature had been instructed to do this. Unlike a mindless monster, it had attacked with ruthless efficiency, refusing to be distracted, as though guided by some cold and calculating alien intelligence.

The mixture of stimulants and painkillers was making him feel heady. A terrible understanding assailed his consciousness. This creature is the link, he realised. Somehow this creature connects all these events, all the weird happenings. He could almost see the pattern. The Imperium must be warned! Clasp his tattered black jacket about him, Kryptman staggered painfully out of his office, heading towards the Astral Chamber.

.....

Astropath Merrill was lying in a cot outside the Astral Chamber, the white of his eyes rolled up, mumbling endlessly about the Shadow in the Warp. Kryptman tried unsuccessfully to soothe him, then gave up. Merrill was beyond any help he could give.

The Astral Chamber was a great spherical vault, its high ceiling lost in shadow. Ornate marble couches, evenly spaced against the outer wall, pointed into the centre of the room, where the podium

of the Chief Astropath was positioned. On every couch but one lay an Astropath. The ends of couches were inset into the wall, so the psykers' heads were hidden. The chamber was lit with dim red light, and when Kryptman entered he had the impression that the grey-clad bodies of the Astropaths were floating in a great circle around him.

Faren, looking harassed, strode down from the podium to greet him. He looked very old and tired, his fine grey hair all dishevelled.

Kryptman quickly explained the situation, outlined his theory, stressed the gravity of the threat. To his surprise, the Astropath took him perfectly seriously, saying nothing, just nodding his head thoughtfully. As they discussed how best to communicate the situation to the Imperium, they were interrupted by the Astropath who had finally managed to contact the Scythes of the Emperor.

"The Scythes of the Emperor are under heavy attack, they don't know how much longer they can hold out. Their situation is critical. They must have support. Wait - they're sending us a warning..."

The Astropath's breathing was fast and laboured. Sweat dripped from his forehead, as he struggled to maintain contact with the beleaguered Marine chapter. Faren reached out a hand to support him.

"Warn them, warn them, the Tyranids are coming! THE TYRANIDS ARE COMING!"

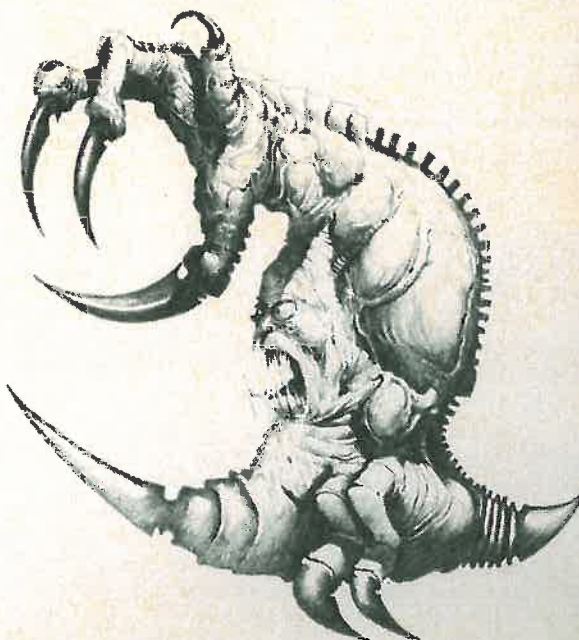
With a hoarse scream, the Astropath fell to the floor, clutching his head. Simultaneously, the bodies of the other Astropaths jolted on their couches as they too broke psychic contact, the strain too great for them to bear any longer. One of them plunged over to Faren and Kryptman.

"The shadow! The Shadow in the Warp! It's too strong, we can't break through. It's inhuman!" He broke down and slumped to the floor, sobbing.

The lights in the Astral Chamber flickered and went out. Faren and Kryptman stood in the middle of the room, the shadowy forms of the Astropaths lurching and moaning around them like lost souls.

They looked at each other, their grim faces illuminated by the glowing runes of the machinery.

"Tyranids?" breathed Kryptman in horror. "Another hive fleet?" For the first time in his life, the Inquisitor was truly afraid.



MODELLING WORKSHOP

WARHAMMER FANTASY TOWN HOUSE

BY DAVE ANDREWS AND PHIL LEWIS

Following on from last month's Fantasy Cottage article, Phil and Dave demonstrate how to make another building for your Warhammer Fantasy Battle, Warhammer 40,000 and Epic battles.

This month they'll be showing you how to build a town house for Warhammer Fantasy Battle. If you're an inexperienced modeller and you want some help with any of the techniques described, or if you want to know where to get hold of the tools and materials you'll need, call in to your local Games Workshop store and they'll be more than happy to advise you.

STAGE 1 - USING THE TEMPLATES

The first stage of making the town house is to transfer the outline of the building onto your foam card. Photocopy the templates you'll find later in this article. You'll have to make more than one copy of some of the templates - check the notes on the template page to see which ones you have to copy more than once.

Fix the photocopies to your foam card with masking tape and prick holes through all the marked points with a pin. Carefully remove the template - if you draw lines between the holes in the foam card, you should have a copy of the town house outline.

Finally, cut the building plans out using your steel ruler and a modelling knife - remember to cut away from your fingers.



TOOLS AND MATERIALS

You'll need **foam board** – a foam sandwich with thin card on the outside. We've found the 5mm card is the most useful and works well in almost all modelling situations. Foam card is available from art shops or graphic suppliers at around £6.00 for an 800mm x 1,000mm sheet – you'll be able to make at least 8 small buildings with this size.

You can use **thick cardboard** instead of foam card but foam card's big advantage is the ease with which you can cut it. There's a temptation to use too much force when cutting thick card and that can be dangerous.

The other two main materials are **thin cardboard** (the card from cereal packets is just right) and **balsa wood** (about 1/16th of an inch thick available from model shops).

All-purpose filler or contour putty such as Tetrion or Polyfilla – from a DIY shop.

All-purpose glue or epoxy gel suitable for card, plastic, balsa wood etc and **PVA glue** – from DIY or stationery shop.

Modelling knife with replaceable blades – from a DIY or model shop.

Scissors, especially if you're cutting thicker card.

Steel ruler and set square.

Masking tape or cellotape.

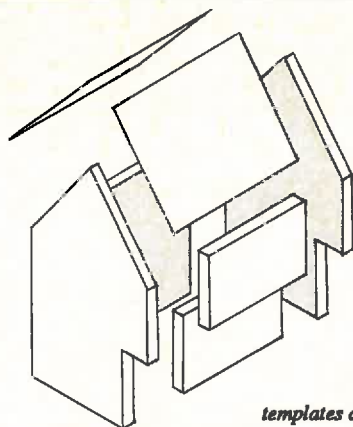
Pins for marking out the shape of the templates.

Cutting surface, for example a piece of thick card or hardboard – the main thing is to make sure that you don't end up digging great chunks out of your dining room table.

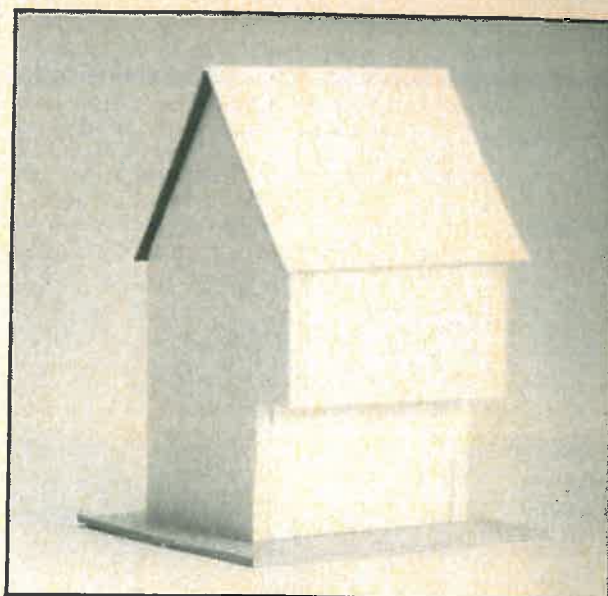
STAGE 2 – ASSEMBLING THE HOUSE

When the main parts are cut out, glue them together as shown in the diagram. Glue the four walls onto a base of fairly thick card, ensuring a medium sized overlap all around the building. Note that the side walls fit inside the end walls.

While you're waiting for the glue to set on the building itself, the roof can be assembled. If you want it to be permanently attached to your town house, it can be simply glued into place. If, however, you want it to be removable, a couple of small triangular supports can be traced onto foam card using the templates from the end walls, cut out and glued to the inside of the roof about 25mm from each end.



How the wall and roof templates are assembled.



STAGE 3 – TIMBERING

Although the timbering effect looks difficult it is, in fact, fairly simple. Cut the balsa wood into strips about 3-4mm wide and cut them to the correct length. Now glue these in place with multi-purpose glue. The next step is the chimney. This is cut out of 10mm balsa wood or 2 pieces of foam board stuck together.

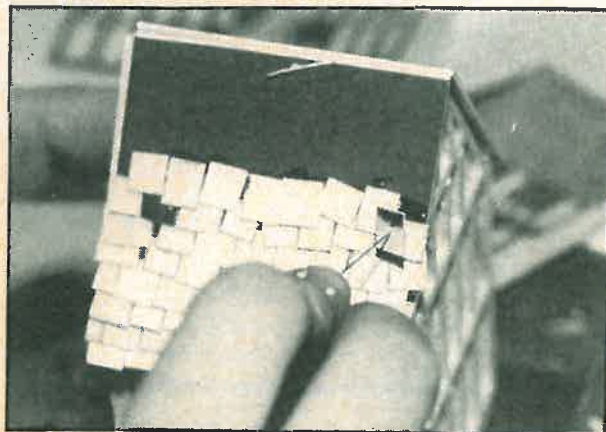
Add a chimney pot with a square of card and a short length of plastic pipe.



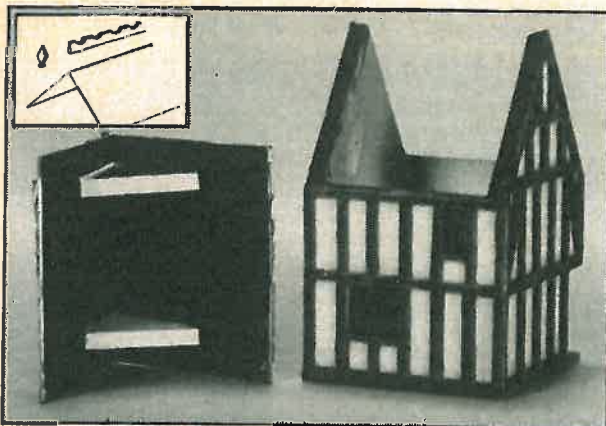
The completed timbering

STAGE 4 – ROOF TILES

Cut out the individual tiles from the thin card. These should be about 6-10mm square but don't make them all the same size – that way you won't have a uniform effect. Glue them in rows, starting at the bottom on both sides and overlapping them up to the ridge. Make the ridge tiles slightly longer and score them down the middle, bend them in half, then stick them over the ridge. It's a good idea to use a pin to help positioning.



For an alternative ridge, like that on our model, you can use a strip of plastic card which has had small scallops filed out of it using a half-round file. This gives a more decorative effect to the building. The ends have been finished off with small card 'diamonds'.



Rear view of house showing separate roof. Inset shows alternative ridge assembly.

SAFETY FIRST

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

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

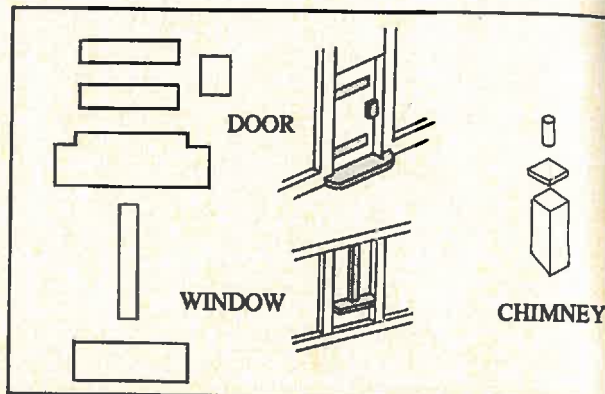
Always use a new sharp blade – sharp blades are a lot less dangerous than old blunt blades which you have to press very hard to cut through anything.

STAGE 5 – DETAILS

The door is simply made by sticking two card hinges and a handle directly onto the foam card walls. The timbering provides the door frame. A doorstep can be added from card or balsa wood and window sills can be made to protrude slightly if you wish by cutting the balsa wood wider and rounding off the corners. You can make a chimney pot from a square of card and a short length of pipe.

Give the chimney and walls a thin wash of watered down Polyfilla and leave to dry thoroughly. Add small areas of moss to hide any gaps. Use PVA glue for this as it can be watered down – spread it thinly with an old brush before you sprinkle the sand on.

Tiles can be given an aged look by cutting corners off or scoring them to represent chips and cracks while others can be left out altogether.



Door and window templates

STAGE 6 – THE BASE

The base may either be trimmed away as mentioned earlier or textured to match your models. You can enhance your building greatly by adding paving stones cut from thin card or sprinkling sand to represent moss or grass following the same procedure explained in Stage 5.

STAGE 7 – FINISHING OFF

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

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

STAGE 8 – PAINTING

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

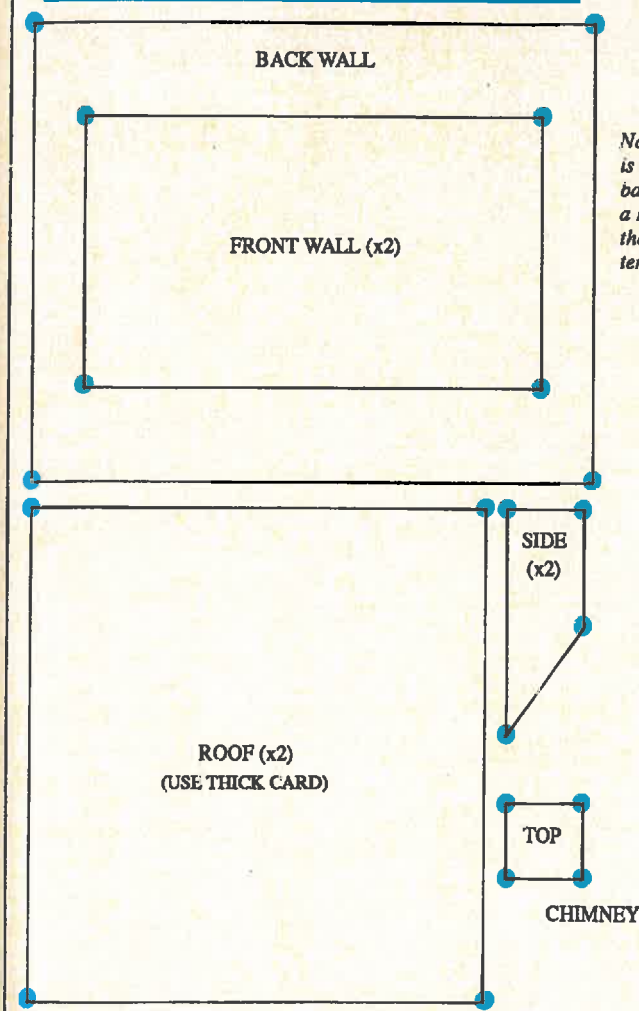
Using a largish brush (size 2 or 3 should be sufficient) make sure each panel is well-covered without getting too much surplus paint over the timbering. You need to paint the panels in a pale yellow and highlight with a little white.

Carefully paint all the timbering including the windows and door frames, dark brown with a light grey drybrush – use a size 0 or 1 brush for this.

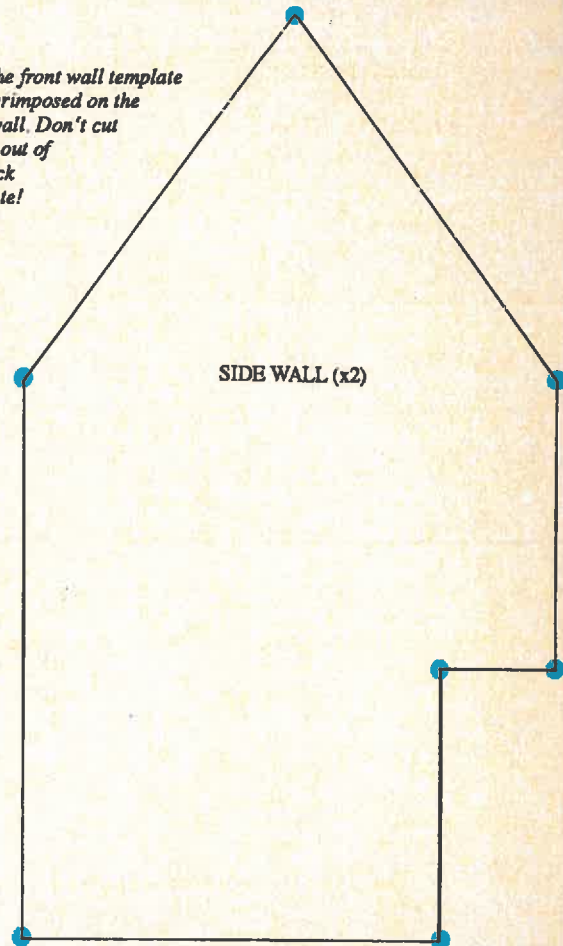
Remember when drybrushing to make sure you take as much paint off the brush as you can otherwise you're likely to get very streaky finishes. Don't worry about giving the building more than one drybrush if necessary – you'll almost certainly get a neater finish this way and you'll be less likely to get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

TOWN HOUSE TEMPLATES

WHEN YOU'VE CUT THESE OUT, YOU'LL HAVE 5 WALL TEMPLATES, 2 ROOF TEMPLATES AND 3 CHIMNEY TEMPLATES.



Note the front wall template is superimposed on the back wall. Don't cut a hole out of the back template!



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To give the impression of shade, stipple your chosen colour into each panel, gradually fading to the edges of the timber surround. The windows should be black with a dark blue highlight.

The easiest way to paint the roof is to use a 1/2" or 1" wedge brush. The secret is to drybrush from the base of the roof to the ridge. The roof and chimney pot are best painted in dark grey as a base colour, drybrushing with a pale blue.

Grass and moss can be started with a relatively dull green base coat (such as a mix of Woodland Green and a little Chaos Black) and then highlight with successively lighter greens such as Goblin Green and Bilious Green – avoid bright greens or your grass will look unnatural.

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

Happy modelling.



David Andrews



Phil Lewis



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ADVANCED SPACE CRUSADE



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Not since the time of the Horus heresy has the future of the galaxy hung by so slender a thread.

And it is not just the Imperium that is under threat - the Eldar craft worlds, even Orkdom itself - the entire galaxy is under attack from a force of terrifying strength and intelligence.

In the game of **Advanced Space Crusade** the forces of the Imperium are pitted against the horrifyingly alien Tyranids.

Designed by Jervis Johnson (the man behind **Blood Bowl**, **Advanced Heroquest**, and **Space Marine**), **Advanced Space Crusade** contains everything you would expect from a Games Workshop hobby game.

The box is packed with everything you need to start the Imperium's crusade against the invading **Hive Fleet Kraken**. There are 15 Space Marine Scouts - including veteran Marine sergeants and Scouts armed with heavy bolters. Then there are the hideously ferocious Tyranids - 6 multi-part models each standing twice the height of a Marine and each with a choice of horrific organic weapons.

The innovative game system faithfully recreates a Space Marine assault on a living vessel of the invading hive fleet. The Marine player must choose and deploy his forces with extreme care. Recon squads lead the way through slime-coated tunnels, constantly at risk from Tyranid ambushes. Their mission is to find the Marines'

Models supplied unpainted. Some components may vary slightly from those shown.



objectives - those vital points in the Tyranid ship which are to be destroyed by the main assault force which is following behind.

Ship exploration is handled by an ingenious system of encounter cards. This cleverly evokes the nail-biting tension of hunting through the bewildering, maze-like interior of a Tyranid vessel, as well as ensuring that no two games are ever quite the same.

The Tyranid player prepares ambushes and deploys his forces to protect the ship's vital organs - but he must be careful to avoid either spreading his defence too thin, or concentrating it too tightly; either way can spell defeat!

The ship's gruesome interior is depicted on 6 large

board sections which jigsaw together in variety of layouts, using separate card overlays to depict internal guard valves (doors) and the special objectives for which the Scouts are hunting.

But the action of Advanced Space Crusade isn't just confined to Space Marine Scouts and Tyranid Warriors. The system has been designed with the full range of Warhammer 40,000 miniatures in mind. Depending on the size of your model collection, you can fight anything from a minor skirmish to a full-scale engagement, choosing your troops from a force list which includes Terminators and 'Stealers from Space Hulk and Genestealer (plus the related metal models) and all the miniatures from MB Games' Space Crusade.



The entire plastic content of Advanced Space Crusade as painted by the 'Eavy Metal team.

The Advanced Space Crusade rulebook includes all the introductory background information you would expect. As far as Tyranids are concerned, there are details of the horrific nature of this alien race, covering its strange, collective, hive intelligence, and its host of sub-races and living, bio-engineered weaponry. We also reveal the *real* purpose of the earlier genestealer invasions (these creatures were, of course, created by the Tyranids) and give an insight into the role of the mysterious Zoats.

Then there's the background on Marine Scouts - savage warriors turned Marine initiates - and the full history of the invasion of Hive Fleet Kraken.

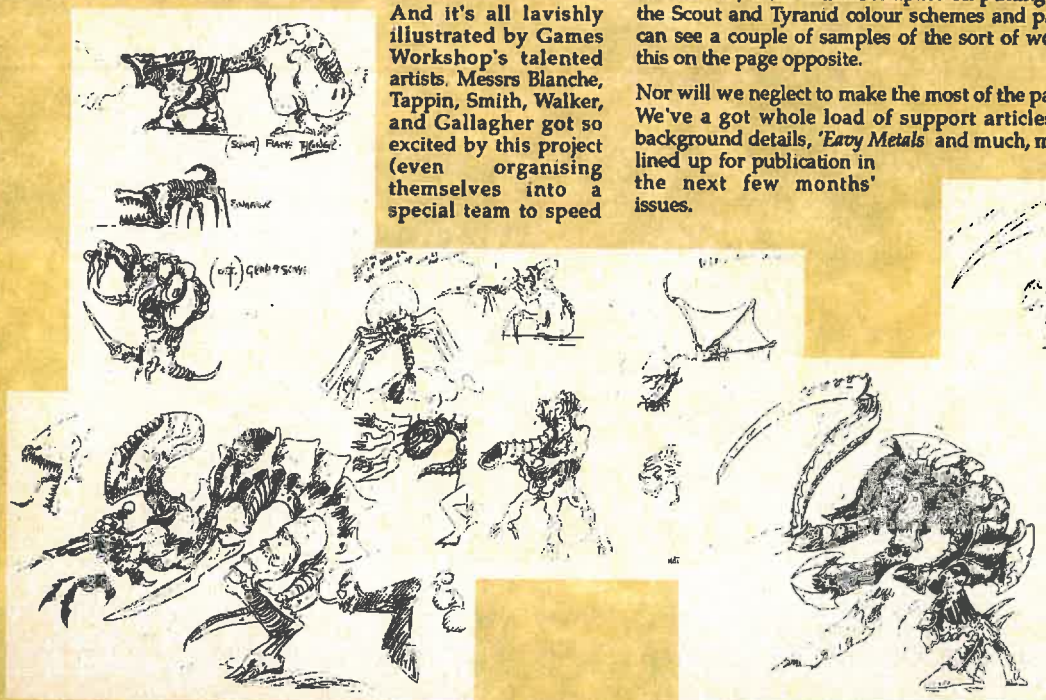
the painting of the game boards) that we've already got more artwork than we can possibly cram into the rulebook. So look out for some stunning illustration in future issues of *White Dwarf*.

Nor does Advanced Space Crusade end with the release of this boxed game. The Citadel Design team are working on an extensive range of new models to augment the Tyranid forces. John Blanche has already got through a couple of reams of paper in outlining some truly stomach-churning concepts of the alien's myriad sub-species. We've squeezed a few of them onto these pages, but they really are just the tip of an enormous iceberg.

Meanwhile, work continues apace on putting the final details on the Scout and Tyranid colour schemes and painting details. You can see a couple of samples of the sort of work that's gone into this on the page opposite.

Nor will we neglect to make the most of the pages of *White Dwarf*. We've a got whole load of support articles, rules additions, background details, 'Eavy Metals' and much, much more - already lined up for publication in the next few months' issues.

And it's all lavishly illustrated by Games Workshop's talented artists. Messrs Blanche, Tappin, Smith, Walker, and Gallagher got so excited by this project (even organising themselves into a special team to speed



Just a few of the myriad of John Blanche concepts for the forthcoming range of Tyranid models from Citadel Miniatures.

An example of the Tyranid colour schemes.

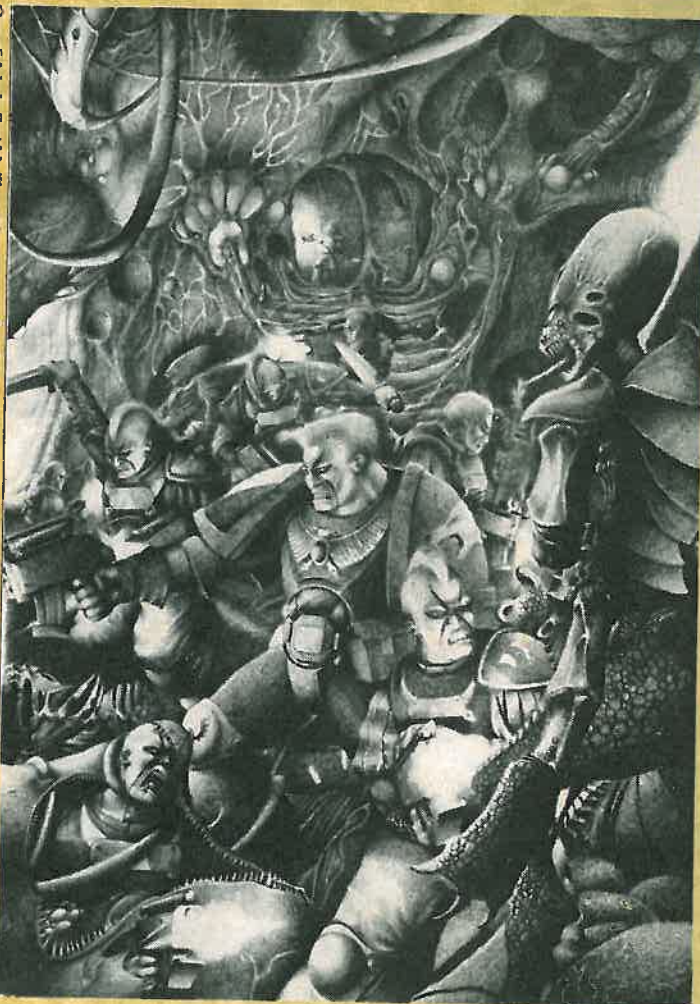


An example of the painting guide information we're putting together for Marines. Shown here is a Veteran Sergeant of the Scythes of the Emperor Chapter which was all but wiped out during the early stages of the Tyranid invasion.



More Blanche concepts.

One of Adrian Smith's illustrations - a squad of Space Wolf Scouts led by a Veteran Sergeant encounter a Tyranid welcoming committee!



Advanced Space Crusade - pitting the forces of the Imperium against the ultimate alien threat.

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DAVE GALLAGHER

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Forgotten starships drift from the warp. Some are the product of unknown alien technologies. Some were built by man in the Dark Age of Technology. Lost for thousands of years in the strange currents of the warp, they now return, hijacked by Orks and Gretchin, corrupted by Chaos, infested with Genestealers.

Aboard these great, silent hulks, Space Marines battle to save Humanity. Assault squads search the darkened corridors seeking their deadly foes. Their enemies stalk them through the derelict starships, launching ferocious attacks at every opportunity.

Space Crusade is a game of deadly combat designed by Milton Bradley's Steve Baker in close collaboration with Games Workshop's Jervis Johnson.

Up to three Marine players each control a squad of four Space Marines led by a Marine Commander. The Marines must enter the space hulk and destroy the enemies of the Imperium - vital to the success of every mission is the Marine players' selection of armaments before the game.

The Alien player commands the forces that are attempting to destroy the Marines. He has a wide selection of troops: Orks and Gretchin, squads of Chaos Marines, Genestealers, Androids and the formidable Dreadnought.

Both Marine and Alien players have the chance to progress from game to game, developing their commanders and gaining extra equipment and forces, until they reach the ultimate rank of Captain Senator or Lord of Chaos.

MB's Space Crusade contains 50 finely-detailed Citadel Miniatures with over 30 optional weapons, including Space Marine assault squads, Chaos Marines, Orks and Gretchin, Genestealers, Androids and the awesome Dreadnought. The box is packed with starship floorplans, playing cards, counters, templates and command scanners, plus rules book and missions book.

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EASY METAL

Snotlings are some of the quickest and easiest miniatures to paint. The ones shown here were simply given a base coat of Orc Hide Green and highlighted with Sizzling Scorpion Green. The final highlights were picked out with Bilious Green. Of course, these models are not available separately. They are only to be found accompanying Ork Nobz, Warbosses and Oddboyz.



SNOTLING SERVANTS



DEATH SKULL BOSS



A SELECTION OF SNOTLING SERVANTS BY KEV ADAMS, HOLDING A VARIETY OF OBJECTS AND ARMAMENTS, FROM SQUIGS TO SPANNERS



CHAOS BEASTMASTER AND HOUNDS FROM MARAUDER MINIATURES



DARK REAPER ELДАР



BRETONNIAN KNIGHT



CHAOS WARRIOR FROM MARAUDER

PAUL ROBINS

Although Paul Robins is a newcomer to the pages of *Eavy Metal*, he won prizes both in this year's Golden Demon Awards and in the Maruader Blade competition. So we thought his work deserved a closer look.



CHAOS TERMINATOR
CAPTAIN



STRIKING SCORPION ELДАР



CHAOS WARRIOR



DWARF GIANT SLAYER



WIZARD



DARK REAPER ELДАР



DRAGON MASTERS DRAGON



PRESENTED BY JOHN BLANCHE

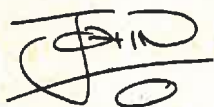


Just time for a quick word before I have to catch a plane out to the States for my US tour.

The 'Eavy Metal team has a new painter starting this month. **Stuart Willis** will be known to those of you who frequent our Dudley store as he worked there prior to coming to the Design Studio. Stuart is a keen gamer and

has painted up some quite considerable forces of miniatures. Look out in future 'Eavy Metals for his latest work.

Norman Swayles has been working hard to provide support for the new range of Bretonnians from Alan and Mike Perry. He's already made an impressive range of artillery that includes bombards, ballistas and multi-barrelled organ guns. All of these have been beautifully painted in correct historical livery by Dale and Ivan. Definitely worth a mention are the amazing space ships for Battlefleet Gothic that Norman is working on at the moment; we'll be featuring them in their full glorious detail in 'Eavy Metal soon, so watch this space!



BRETONNIAN ARTILLERY

All the Bretonnian artillery and crewmen were painted by Ivan and Dale to support the knights and archers in their Bretonnian army. They decided that the best approach was to paint up all of the gun carriages and large areas of wood in the livery of one of the main households from their army. This really helps to pull the miniatures together into coherent units and gives a bright and attractive finish instead of plain wood.

After all of the multi-part guns had been cleaned up and assembled, they were undercoated white. Even though the metal areas are going to be painted black, the white gives a good base for the wooden surfaces. The next stage is to paint all of the metal parts of the guns black; this includes the wheel rims but don't bother with any of the rivets yet as they can be picked out last. A dark metallic was mixed by adding Chaos Black to Chainmail and this was drybrushed over the black base coat. For the highlights, they added more Chainmail to the base mix and drybrushed it on lightly. A final highlight of Mithril Silver was applied to pick out the very top surfaces.

Metallic paint sometimes takes slightly longer to dry than other colours, so the models should be left for a while to dry really thoroughly. You'll find that the areas you left white will have some metallics on them – this really can't be avoided when you're drybrushing the highlights on. The best solution to get rid of this is to paint over these areas with thinned-down Skull White, being careful not to get any paint on the finished metal. When this is dry, you can start to

paint the wooden areas, either with a natural finish or in suitable livery colours.

The wooden parts of the guns are very simple to paint. The surface texture means that a base coat, a shading wash and a single highlight are usually enough to give a bright finish. Dale painted the red half of the carriages first, using a base coat of Fire Dragon Red mixed with Red Ink.

When this was dry, he gave it a thin wash of Brown Ink for the deep shading. You'll find that the ink runs down into the cracks and leaves the top surfaces clear – be careful that your brush doesn't stray around the metal areas. A desk lamp comes in useful here to speed up the drying process; make sure the surface is bone dry before you apply the highlights. Dale added these with Blood Red and then Blood Red mixed with Orc Brown; if you're feeling really adventurous you could actually paint on the highlights in a wood grain pattern, slowly making the highlights lighter and smaller.

The white half of the wooden areas was given a base coat of Elf Grey; a very thin wash of Chaos Black was used for the shading and Skull White for the highlights. It's a good idea to paint a thin line of Skull White between the red and white areas – this helps to sharpen up the join and make the difference in colours more obvious.

All that is left to do is to pick the rivets, first with Chaos Black and then Mithril Silver. The wooden areas on the wheels can be painted with a natural finish, as Ivan has done, or you could carry the colours of the livery through to these as well.

NEW RELEASES

The Beastmaster and Hounds from Maruader Miniatures was painted by Tim. He decided to give the Hounds patterning on their fur to give them a more abnormal appearance. Notice how he's painted the same markings on the skin that the Beastmaster is wearing, giving a strong connection between the two.

Kev Adam's new Snotlings have proved very popular with the team; they're full of character and fun to paint. They're also very quick: a base coat of Orc Hide Green is highlighted first with Striking Scorpion Green and then a final highlight of Bilious Green. Red is a good colour for some of the detail as it contrasts well with the flesh tone.

Eldar Guardians make up the main part of a craftworld army. The examples shown are from each of the major craftworlds and display simplified versions of the craftworld symbol on their armour. Watch future issues for the full system for Eldar Guardians, including colour schemes and markings.

Also featured in this month's issue is some of the beautiful work of Fraser Grey and Paul Robins. Fraser's work should be familiar to regular readers and Paul was one of this year's Golden Demon Award winners. We were all most impressed with Paul's diorama scene – the water looks almost photographically real!

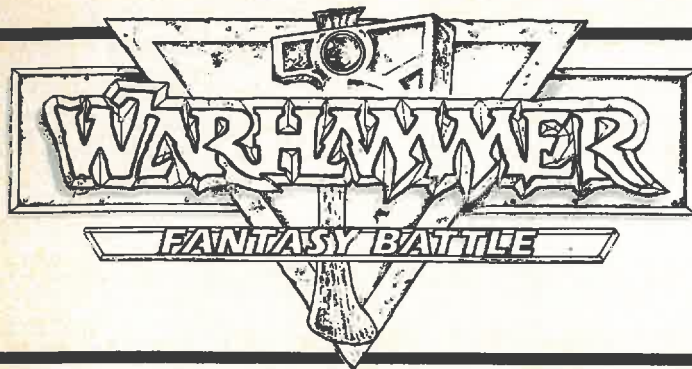
Thanks also to the Perry twins for another of their spectacular Bretonnian dioramas. They've set an exciting and realistic scene with their terrain and miniatures.

See you next month,

Mike
MWJ



MASSSED RANKS OF ARCHERS SET TO RECEIVE A CAVALRY CHARGE. BRETONNLAN DIORAMA BY ALAN AND MICHAEL PERRY



QUESTIONS AND ANSWERS

By Rick Priestley

Continuing our irregular series of questions and answers on some of the rules that we're most often asked to clarify

If you've got any questions about Warhammer Fantasy Battle, or any of our other games systems, please send them in to White Dwarf at the Design Studio address – mark the envelope clearly saying which game the questions concern. We can't answer all the letters we get in the detail we'd like, but we'll try to cover the most commonly raised points in further Questions and Answers articles in White Dwarf.

WAR MACHINES

Can War Machines fire at a flying target?

Cannon cannot fire at an aerial target as they have insufficient elevation. The only exception is the Jezzail, which is small enough to be pointed upwards and which is treated as if it were a large arquebus or crossbow in this respect.

Mortars and Stone Throwing Engines cannot fire at aerial targets. Although their missiles fly through the air, it is impossible to aim them against a flying target.

Bolt Throwing Engines can be used against aerial targets. They have a relatively flat trajectory and can be aimed against a flying target in a similar manner to a crossbow or arquebus.

Flame Cannon and Fire Throwers cannot be used against aerial targets – the flame would quickly fall to earth with potentially unpleasant consequences for the crew!

A Bazuka Rocket Launcher or Skyrocket can be fired against a flying target but must score a direct hit to have any effect. Rockets which miss have no further effect – they either expend their charge and fall harmlessly to the ground, explode in mid-air, or are duds.

WEDGE FORMATIONS

In a wedge formation, does the first rank fight along with the second once the enemy's first line is penetrated? Similarly, do the first and second wedge ranks fight with the third rank against the enemy's third line, and so on for subsequent ranks?

Each model in the wedge fights only once. The first wedge rank fights against the models engaged in the first enemy line. If the first rank wins then the second rank fights the second line. If the second rank wins the third rank fights the third line, and so on until the enemy formation is penetrated and routed or the wedge doesn't win and is forced back into a normal formation. This is why it's so important to have a hero or fairly powerful model at the head of the wedge.

HEROES

A Hero is fighting in hand-to-hand combat. The model is in base-to-base contact with two enemy models, but causes sufficient Wounds to kill three. Does he kill three enemy or just two?

He kills three. These may conveniently be assumed to be the two in contact plus any other model adjacent to either casualty. The player suffering the casualties may decide which model to remove. It is assumed that the third casualty steps in to fill the gap left by his fallen comrades and is cut down for his trouble! Once the combat round is over, models may be moved to fill gaps in the line as normal, effectively shifting casualties to the sides or rear.

REFORMING

When is it necessary for a unit to reform? Do characters have to reform?

A unit must reform when it becomes unformed! A unit becomes unformed if:

- 1 It charges but fails to contact an enemy.
- 2 It attempts and fails a manoeuvre during a charge.
- 3 It charges and contacts an enemy formation at an angle of more than $22\frac{1}{2}^\circ$.
- 4 A unit ends pursuit of a routed enemy, or ceases pursuit because all routing enemy are slain.

An unformed unit spends its entire next movement phase stationary and reforming. Alternatively it may retire as explained on p133 of Warhammer Fantasy Battle. If charged, the unit must take the charge at the halt, but can turn models to face the enemy. A unit which is pushed back in hand-to-hand combat whilst unformed is automatically routed. An unformed unit which is not pushed back in hand-to-hand combat is automatically reformed. Unformed units also suffer a -1 penalty on their Ld, Int, Cl and WP characteristics.

Character models which are associated with units are subject to the unformed rules along with the rest of the unit. They have joined the ranks and so suffer when the unit's formation is lost and other troopers get in their way and push them aside. Individual character models which are not associated with a unit are not subject to the unformed rules and are never affected by them.

AMULETIC STANDARDS

Does an Amuletic Standard affect a Vortex of Chaos, Fetid Cloud, or Ravine?

If a Vortex of Chaos hits a unit carrying an Amuletic Standard, the Vortex is instantly dispelled. Similarly, if the unit moves into a Fetid Cloud, if the Cloud moves onto the unit, or if a Cloud is cast against the unit, the Fetid Cloud is dispelled.

In the case of a Ravine spell, the situation is more complex. The Ravine is not dispelled if it crosses the unit but the unit is not affected either. The ground beneath the troops in the unit solidifies so long as they stand on it, but opens up again as soon as they move off.

SNOTLINGS

How many ranks do Snotlings count as to cannon fire?

A base of Snotlings is counted as 3 ranks of troops when fired at by cannon. This is irrespective of the actual number of Snotlings or their formation on the base.

MIGHTY EMPIRES

With Mighty Empires due to be released very soon we intend to introduce new rules to expand its scope and, in some cases to provide even more detail about the fantasy landscape represented by your campaign map. Many of these new rules are based on the new Mighty Empires metal models which will also be available shortly, although there is no reason why you cannot improvise by using home-made card counters to begin with.

WILDERNESS LOCATIONS

As players move their armies over unexplored parts of the Mighty Empires map they uncover some areas which are populated and have cities, fortresses and village communities, and others which are uninhabited and barren. The Scouting Charts given in the Mighty Empires rule book are used to determine whether newly explored areas are populated or barren. This is a vital distinction because tiles which have cities, fortresses and villages are productive areas which can support troops and provide taxation for the player. Barren areas consist of wastes, moors, high mountains, marshes and other unproductive land.

A barren tile isn't necessarily totally unpopulated. It is most probable that even in the most desolate regions there are a few homesteaders trying to subsist from the land. Barren regions also make good hide-outs for bandits and other rogues. It is also quite common for religious and magical orders to build hermitages, shrines, and similar institutions in the wilderness. On the whole these scattered individuals make no difference to the economies or fighting potential of the empire in which they live - so it is quite appropriate to ignore their influence on the game.

Of course, now and again these barren areas might actually contain something interesting which can be worked into the game in an entertaining way. Bandits may descend from their cave hide-outs and plunder the countryside, driving out the inhabitants and overturning the rule of law. Religious zealots might seek out a lost shrine, descending upon your empire in their thousands, disrupting normal life and harbouring spies, anarchists and other malcontents. The discovery of an isolated gold mine could initiate an unexpected gold rush bringing extra cash into your imperial coffers. You could stumble across the ruins of an ancient city full of buried treasure but possibly haunted or occupied by threatening monsters. These isolated places in barren map tiles are referred to as Wilderness Locations.

EXPLORING THE WILDERNESS

A force which begins the turn in a barren tile may spend the turn exploring the tile instead of scouting and moving. The force is effectively scouting the tile it occupies: sending parties over the countryside, investigating mountain trails, questioning travellers, and recording the results on maps. This is represented by an Exploration Roll. During his turn a player may declare his intention to explore, in which case he rolls a D100 and consults the Exploration Chart.

EXPLORATION CHART

The Exploration Chart lists several possible Wilderness Locations. As you can see it has been deliberately designed to leave 20-30% at the top end as a 'roll again' result. This will allow us to incorporate new results in the future.

You can also use this slack in the chart to invent and insert wilderness locations of your own. For example you might particularly want to design rules for freshwater wells, ancient monuments, or underground cave systems for your own campaign. Needless to say, if you have any good ideas don't keep them to yourself but send them to us and if we like them we might publish the rules so that other players can share your idea. You never know, if we think your idea is sufficiently worthy we may even be able to persuade the Citadel designers to make new models to represent your wilderness location.

TILE TYPE				RESULT
Lowland	Coastal	River	Highland	
01-50	01-50	01-50	01-50	Nothing is discovered
51-55	51-55	51-55	51-55	Ruined City
56-60	56-60	56-60	56-60	Necropolis
61-65	61-65	61-65	61-70	Wizard's Tower
-	-	-	71-75	Mine
66-70	66-70	66-70	76-80	Temple
71+	71+	71+	81+	Roll Again

If no location is discovered then the tile remains barren. So long as a barren tile has no wilderness location it may be explored in subsequent turns, and a wilderness location may be found eventually. This means that a persistent player will always be able to find a wilderness location if he is patient enough. A player must decide for himself whether it is worth the time and effort required against the potential gain. Remember that wilderness locations can be dangerous as well as beneficial.

Once a location has been discovered an appropriate model or an improvised card counter is placed in the tile and no further exploration rolls can be made. A tile can therefore only contain one wilderness location. The exploration chart shown above includes new locations we already have rules for, though in this issue we only have space for the Wizard's Tower.

WIZARD'S TOWER

Tall towers and magic have a long association in the history of the Warhammer World. From these impressive structures it is possible to watch and study the swirling patterns of magical energy which permeate the atmosphere and which are only visible to wizards and magical creatures. If carefully constructed and appropriately enchanted a tower can be made to attract and channel magical energy just as a lightning conductor channels electrical power. The height of a tower is very important to a wizard. The taller the tower the more effective it is as its increased height raises it above the magic turbulence created by ground dwelling living things whether intelligent creatures, animals or plants.

Wizard's towers are not always located in wildernesses or on tall mountain peaks. Wizards who live in the cities of the Warhammer World also build towers which rise far above the urban sprawl. Some of the resulting spires are among the tallest buildings in the world and rise a hundred feet or more above the ground. The great Colleges which act as libraries and schools of magic inevitably have towers of various heights and design. The tallest and most elegant towers of all are said to belong to the High Elf city of Lothorn in the distant land of Ulthuan.

Only the most powerful wizards are likely to occupy a tower in the wilderness. These wizards will almost certainly have lesser wizards working on their behalf, as well as a small army to protect the tower, and a whole community of servants to look after all of them.

The discovery of a wizard's tower is something of a mixed blessing for the player in whose empire it lies. Most wizards are too busy pursuing their own complex research to take any interest in what might be happening in the outside world, and it may be hard for a player to rouse a wizard from his immediate concerns. On the other hand few wizards are actively bellicose unless provoked, so the presence of a Wizard's Tower is unlikely to cause any real harm to your empire. The greatest inconvenience comes during the Equinoxes when wizards are inclined to fire off experimental spells into the surrounding countryside.

A force which moves into a tile containing a wizard's tower may seek out the wizard and ask him for aid. To determine the result go to the Wizard's Tower Reaction Chart and roll 2D6.

A force may move into a tile without consulting its resident wizard at all. The force is assumed to give the Wizard's Tower a wide berth and there is no further effect.

Any force which begins the turn within the Wizard's Tower tile and which does not leave the tile that turn must roll to determine how the Wizard reacts. Wizards dislike being disturbed and find the proximity of large numbers of armed warriors a bit intimidating. Go to the Wizard's Tower Reaction Chart and roll D6+6 (the score of a D6 plus 6, ie 7-12).

A force may deliberately attack a Wizard's Tower in the same tile as described later



WIZARD'S TOWER REACTION CHART

2D6 Result

- 2** Joins Army. The wizard is overjoyed to see you and immediately decides to give up his solitary life and join your forces. The wizard packs his bags, musters his personal retinue, and joins one of your banners. If unable to join a banner because of points limitations (max 1500 per banner) he then forms a new banner.

The value of the wizard and his personal entourage is 2D6x100 points. If using tabletop forces then you should choose these troops from the Warhammer Armies list for your own race. The troops chosen must always include at least 1 wizard and may include more if you wish. Heroes may be chosen, but must have a lower character level than that of the highest wizard character.

When the wizard leaves his tower it is assumed another wizard is left in charge or a new one takes up residence.

- 3-4** Provides Troops. The wizard is keen to derive zoological, botanical, geological, cartographic or other information. He agrees to send a small contingent with your army so that this information can be gathered. This contingent joins your force and fights as part of your army.

The value of the troops sent to accompany you is 2D6x50 points. If using tabletop forces then you should choose these troops from the Warhammer Armies list for your own race. The troops chosen must always include at least 1 hero or wizard, and may include other characters if desired.

- 5-6** Magical Item. The wizard responds to your request for aid by giving your force commander a powerful magical item. This item adds 100 to the points value of your force. If using tabletop forces refer to Warhammer Armies and choose a single magic item worth up to 100 points. This item must be given to your general model and becomes part of his equipment.

- 7** Scouts. The wizard sends a party of scouts to guide you into the next tile. This enables you to scout another tile immediately and (assuming it is successfully scouted) move into the scouted tile immediately if you wish.

- 8** Provides Information. The wizard is unwilling to provide material assistance but volunteers to help you to spy out your enemy. The player chooses any 1 enemy force within 12 tiles of the Wizard's Tower, and the enemy player must reveal the total points value of the force.

- 9-10** Ignores Army. The wizard ignores the army altogether. He is either too preoccupied to pay any attention or is simply unwilling to listen.

- 11** Challenge. The wizard is irritated by the presence of your troops and issues a challenge to the most powerful wizard in your force. You may refuse the challenge in which case see result 12 below. If you are using tabletop forces and you do not have a wizard to accept the challenge then see 12 below. Assuming the challenge is met roll a D6.

2D6 Result

- 1** Your wizard is defeated and slain.

- 2-3** Your wizard is defeated and temporarily banished into a limbo-like existence in the warp. He is not harmed and returns to your army automatically during the following Winter Season.

- 4-5** You succeed in defeating the wizard who withdraws into his tower. There is no further effect.

- 6** You slay the wizard leaving his tower open for you to plunder as described below (see 12).

If your own wizard is defeated then your force deducts points to represent his loss. If playing without tabletop forces this value can be randomly generated as D6x100 points.

If using tabletop forces you can resolve the battle between the wizards as a straight fight between two duelling wizard models. The enemy wizard is the same magic level as your own and is generated in the normal manner.

- 12** Attacks. The wizard resents your presence and gathers his forces to attack you. The wizard's force has a points value of 4D6x100. The conflict can be resolved in the same way as an attack on an independent settlement. If players prefer the wizard's forces may be chosen from any Warhammer Armies list to the value indicated, and the game may be played out as a tabletop wargame; the enemy force must include at least 1 wizard and if it includes heroes these must have a lower character level than that of the commanding wizard.

If the wizard's force wins the battle then your force is moved out of the tile in the same way as a force failing to take a settlement.

If you succeed in defeating the wizard then you may plunder his tower, remove magical items and take supplies. This entitles you to add the items listed below to your force. Players with tabletop forces may choose items from Warhammer Armies to the points value indicated.

D6x20 points of magical weapons
D6x20 points of magical armour
D6x25 points of magic standards or musical instruments
D6x25 points of scrolls or rings
D6 baggage points

A player may decide to attack a wizard's tower with the intention of plundering it. If he decides to do this the action is resolved as already described except that if the Wizard's forces are outnumbered they will automatically resort to a siege. A wizard's tower counts as a fortress for these purposes (defensive value x3) and the siege is resolved as if it were against an independent settlement. While besieged no further rolls are made on this chart.

Once it has been plundered the Wizard's Tower is destroyed and the tile is once again barren, empty, and ready for future exploration.

EQUINOX MAGIC

Wizard's Towers are deliberately constructed to exploit the magical flux that swirls and billows high in the sky. The towers act like gigantic lightning conductors, channelling the magical power within them. During the Spring and Autumn Equinoxes wizards take the opportunity to practice their spell casting, often unleashing unpredictable experimental spells upon an apprehensive populace.

During the Equinox Magic phases roll a D6 for each Wizard's Tower on the map.

1-3	No spell is cast that Equinox
4-5	A standard Equinox spell is cast
6	An experimental spell is cast

Few wizards care if their spells benefit or harm the local population, or take any trouble to aim their magic away from inhabited areas.

To determine the direction a spell travels nominate the 6 tile sides 1 to 6 and roll a D6. The spell travels 2D6 tiles in the direction indicated. Obviously the spell might land in an unexplored tile, a tile occupied by an independent realm, or a tile which is part of a player's Empire. It is also possible for a spell to land off the playing map altogether - in which case there is no further effect.

To determine which of the standard Equinox Spells is cast roll a D12 and consult the main rule book for full details of spells.

D12	Spring Spells	Autumn Spells
1	Abundance	Blight Crop
2	Chaos Void	Deluge
3	Hold River	Trail of Howling Doom
4	Magical Protection	Forge Magic
5	Portents of Power	Inundation of Blood
6	Quake	Bumper Crop
7	Raise Dead	Prosper
8	Rot	Reign of Madness
9	Scrye	Call of Heroes
10	Storm	Break Siege
11	Summon Host	Shrouding Mists
12	Withershins	Tornado of Peril

Spells affect the tiles already indicated with a few exceptions. A *Chaos Void* cannot be cast against a populated tile and is always displaced into the nearest random barren or unknown tile. If a *Hold River* or *Deluge* is cast against a non-river tile it is displaced into the nearest random river tile. A *Summon Host* and *Call of Heroes* provides additional troops for whoever owns the target tile and is ignored if the tile is unknown.

Forge Magic provides the indicated magic item for whoever owns the tile and is ignored if the tile is unknown. *Bumper Crop* affects whichever player owns the target tile and is ignored if the tile is unknown. A *Break Siege* will automatically affect the closest siege

within 12 tiles and is ignored if there are none, dice randomly to see which side is destroyed. *Shrouding Mists* automatically affects the closest force within 12 tiles and is ignored if there are none, the force is obliged to make a winter retreat.

Wizards often set themselves up miles from nowhere so that they can concentrate of developing new spells. These experimental spells don't always work, and when they do they sometimes have unpredictable and surprising effects. These effects may be localised in the target tile or they may be more widespread affecting the entire empire in some way. Roll a D6.

- Disaster!** The spell proves a complete disaster, the wizard and his tower disappear in a tumultuous explosion. The Wizard's Tower is removed leaving the tile empty.
- Flop.** The spell proves largely unsuccessful having only a minor and inconsequential effect. For example, all butter is turned blue, ducks are overheard speaking Bretonnian, every hat in the land disappears, or the population sleeps through an entire day.
- Minor Beneficial Success.** Improved soil fertility, improved health, a statue turns to gold, or some other comparable event. If Autumn the tile yields an extra D6 revenue points. If Spring stockpile D6 baggage in the tile.
- Major Beneficial Success.** Fruit and vegetables grow to gigantic proportions, hens lay golden eggs, the sun shines constantly all year, sickness is banished and invalids returned to full bodily health. If Autumn the empire doubles its total revenue this year. If Spring stockpile D6 baggage in every city.
- Minor Destructive Effect.** Wells become poisoned, crops shrivel, people sicken, money disappears, milk turns sour, or some other similar calamity occurs. If Autumn the empire loses D6 points of revenue. If Spring the empire loses 1 point of baggage from each of its banners.
- Major Destructive Effect.** Buildings are blown apart, people vanish, herds sicken and die, plagues devastate the land, whole settlements are affected by a slowing of the time stream, important leaders are turned into frogs or toads, all the gold in the land turns to lead. If Autumn the total revenue of the empire is halved rounding down. If Spring all baggage is removed from the empire's forces.

As an alternative to using this chart players might like to invent their own effects before randomly determining where the spell lands. Obviously effects cannot be so extreme that they remove any further point in continuing the campaign! The effects described above are about as severe as you can get, although you might like to vary the detail. For example, you could freeze armies, rearrange tiles, isolate cities with a magical barrier, or whatever you feel is appropriate.



JOHN BLANCHE

GANGS

The number of gangs on Necromunda almost certainly runs into millions, ranging from small gangs which control no more than a section of corridor to the private armies of large and powerful clans which dominate whole spires.

The Imperium does not dictate to the Imperial Commander how the planet should be run - as long as it is loyal to the Emperor, its factories produce what they should and it pays its tithes they do not interfere. The retinue of Lord Helmawr is in effect the largest gang on Necromunda. His status as Lord of Necromunda is hereditary and his household controls all offplanet trade, including the import of real food from nearby agricultural worlds.

General Characteristics of Hive Gangs

The word 'gang' describes many different types of armed bands on Necromunda. Gang is a generic term which includes clan warriors, bands of ash nomads, savage gangs and mutant bands from the undercity, scavvies from the shanties, armed bands of techs, bands of fugitive psykers, unruly brat gangs of the upper hab layers, as well as sanctioned gangs and professional bounty-hunters, guards and retainers such as the Venators and Custodians.

Although gangs may be drawn from large groups such as a hive clan, noble household or nomad tribe, a typical gang will include around a dozen members. This is an ideal strength for skirmishing and raiding in the corridors and tunnels of the hive. Gangs must be able to infiltrate the territory of rival gangs undetected to mount successful raids. In order to set ambushes they will have to hide in the dark recesses and among the pipes and conduits of the road tunnels. Small groups are simply much more effective in this environment than large armed mobs which are far too conspicuous and easy to track down.

Each gang is led by the warrior with experience, skill and considerable powers of leadership. Other warriors are naturally attracted to these strong and inspiring individuals.

Each territory has its own gang drawn up from the toughest youths of the clan. The gang leader and his henchmen, often several years older than most of the warriors and due to settle down as respected clan members will select the best of the youths and let them prove themselves through the gang initiation rite. Most initiations are pretty tough and brutal and in this way the gang recruits the toughest among the youth to be the clan warriors.

The ambition of most young clan members is to run with a gang, similarly most young nomads in the ash wastes are expected to fight for the tribe as warriors. The youth of a hive-clan will tend to group together for protection, and might well become involved in skirmishes in defence of their home territory.

Other types of gangs recruit suitable new members into their ranks in a similar way. Scavvies, Brats, Mutants, Techs and Psykers will naturally only consider their own kind or those sympathetic to them. Undercity gangs will only accept savage masters of the art of survival who can prove their eligibility by combat.

All gangs impose some sort of initiation rite on their recruits, intended to mark gang members for life and weed out those who might be a liability. Recruits must often prove themselves by taking a trophy in their first skirmish with the gang. This usually means cutting off a finger, ear or taking a scalp from a fallen enemy. Attempting to take a trophy from a living enemy is even more admired, but reckless in the extreme. The practice of trophy-taking is generally known among the gangs as 'scragging'.

The habit of taking part of an enemy corpse as a trophy is related to a common Necromundan ritual. Clan members who fail in their duties and obligations atone by cutting off one of their own fingers or, more rarely, one of their ears. This severed piece of flesh is then presented to the clan leader as a token of reborn loyalty and commitment.

This custom is practised by gangs in hives all across Necromunda. It is also common for good fighters to hold up their hands in greeting, palms outwards and fingers spread. By doing this, a fighter shows any potential opponents that he has all his fingers. By extension, he has never been defeated or made a mistake. He is, therefore, a man to be feared.

Gangs trade among themselves for weapons, ammunition and equipment. Anything they cannot obtain by trade they will capture from enemies or raid arms depots. If the gang is hired by Helmawr's officials, a noble household or a powerful clan, they may be rewarded with sophisticated weaponry. Techs can make advanced weapons and wealthy social groups can purchase or obtain them by corrupt means. Many scavvies, undercity warriors and nomads have to make do with crude improvised weaponry until they can capture or loot something better.



KEVIN WALKER

CLAN WARRIORS

The most common type of gang on Necromunda are the gangs of young clan warriors.

In the hives every manufacturing process, industry, service and transaction is the concern of one clan or another. The pressures of competition for limited resources - even such basics as good food, air and water - mean that every clan must sometimes resort to armed force to secure its survival.



Every clan, and groups of related families within each clan, have their own territory or concession, often carved out and defended by their own gangs of young clan warriors. In this way, forests have been replaced by a jungle of metal and concrete, and society is ordered along tribal lines.

For many ordinary Necromundans running with a gang comes as part of the life cycle. Young members of the clan are expected to play their part in defending the clan territory and upholding the honour of the clan. Youths in their early teens are initiated into the gang by various rites of passage. From then until their mid twenties they fight for the clan in the same way that young warriors would fight for their tribe in a primitive feral world society.

After several years with the gang, a warrior gains the respect and status of his family and other clan members and gains the right to found his own family and take part in the clan business.

The struggle for supremacy between clans is ceaseless and often violent. Clan gangs fight each other openly; gang leaders are assassinated and kidnapped; or, most



commonly, a clan's resources, its techs, workers and factories, are destroyed in endless raids. Lord Helmawr and the nobles of Necromunda do little to interfere. They simply wait and then do business with the winners.

Neither Helmawr nor his officials concern themselves with inter clan rivalry, as long they fulfil their quota of goods and deliver them on time. Lord Helmawr extracts tolls on all business through offworld shipping and handling charges, recruits the best gangs into the Planetary Defence Force and leaves the hives to manage as best they can. It is an arrangement that suits everyone of consequence.

The co-operation between the clans and Lord Helmawr is an accepted part of life. It operates at many levels, with gangs recruited into the Planetary Defence Force, given semi-official status as Venators and Custodians, or secretly used for Helmawr's hidden dealings.

The gangs are necessary for the government's dirtier tasks, and they are glad to do the work at the right price. The commonest use for hired gangs is to profit the nobility and Helmawr, as ruler, takes the lion's share. He charges high rates for his monopoly on offplanet transport, and he enforces his monopoly by troops and sanctioned gangs. Helmawr maintains his power by a subtle policy of divide and rule over the rival households, clans and gangs of Necromunda.

Social Group - Young clan members aged between early teens and mid twenties. Most of the population of Necromunda belong to a clan and clan warriors form the most common type of gang. Each group of closely related families living in a distinct close-knit territory will have a gang to protect them. A typical clan can include hundreds of such gangs.

Territory - The workshops, factories and associated living areas of the families in the clan are the territory of the local clan gang. Other clans, gangs and strangers will be challenged if they violate the gang territory without permission or payment of tribute.

Ritual - Youths are initiated into the gang by various initiation rites. Some must prove themselves worthy by acts of reckless bravery such as scragging an enemy (cutting off an ear or finger as a trophy), others must endure ritual scarification without flinching. Most gang warriors receive ritual scars or tattoos of some kind. After a time running with the gang, young warriors will have gained enough respect and status to found their own families and take up the clan business.

Armament - Clan warriors can often be quite well armed through trading with other gangs.

Motives - Gangs of young clan warriors protect the clan territory and other members of the clan as they go about their work. These gangs also make it their business to uphold clan honour, which will often lead to long standing feuds between rival clans. Gangs with a good reputation may be hired by other clans, noble households or Lord Helmawr's officials for various tasks. Exceptional clan warriors may be recruited into the Planetary Defence Force, Imperial Guard or even the Adeptus Astartes.

BRAT GANGS

Although the noble households are outside the clan structure of Necromunda, they are not immune to the influence of the pervading tribal culture of the hive world. Like clans, noble households have their own ancient and bitter rivalries which sometimes explode into violence. The root causes are often more to do with honour, traditional enmity, and dynastic disputes than the mainly economic and territorial causes of gang warfare in the lower levels of the hive.

The idle and decadent youth of the nobility emulate the young clan warriors by forming their own Brat gangs, which make it their business to look after the honour of their household. Many young nobles run with the Brats for a time before they succeed to holding office and can then continue to further the interests of their own household by more subtle means.

The Brats are always in the forefront of any new fashion or cult that sweeps through the upper levels of the hive. Young nobles are privileged, wealthy, inquisitive, rebellious and open to wider influences than are available in the lower levels of the hive. Brat gangs sport fantastic, elaborate costumes and hairstyles, and flout the conventions of hive life as openly as possible.

In the upper hive layers Brats run together in packs but they do not limit their predations to their home territories. They frequently drop down the spires into

the lower habs, where their wealth can be used to obtain any drug or weapon. Once in the lower habs, the Brat gangs terrorise the Techs and workers, safe in the knowledge that they can return to the upper habs whenever they want to.

Social Group - Brats are recruited from the unruly, discontented and rebellious youth of the nobility.

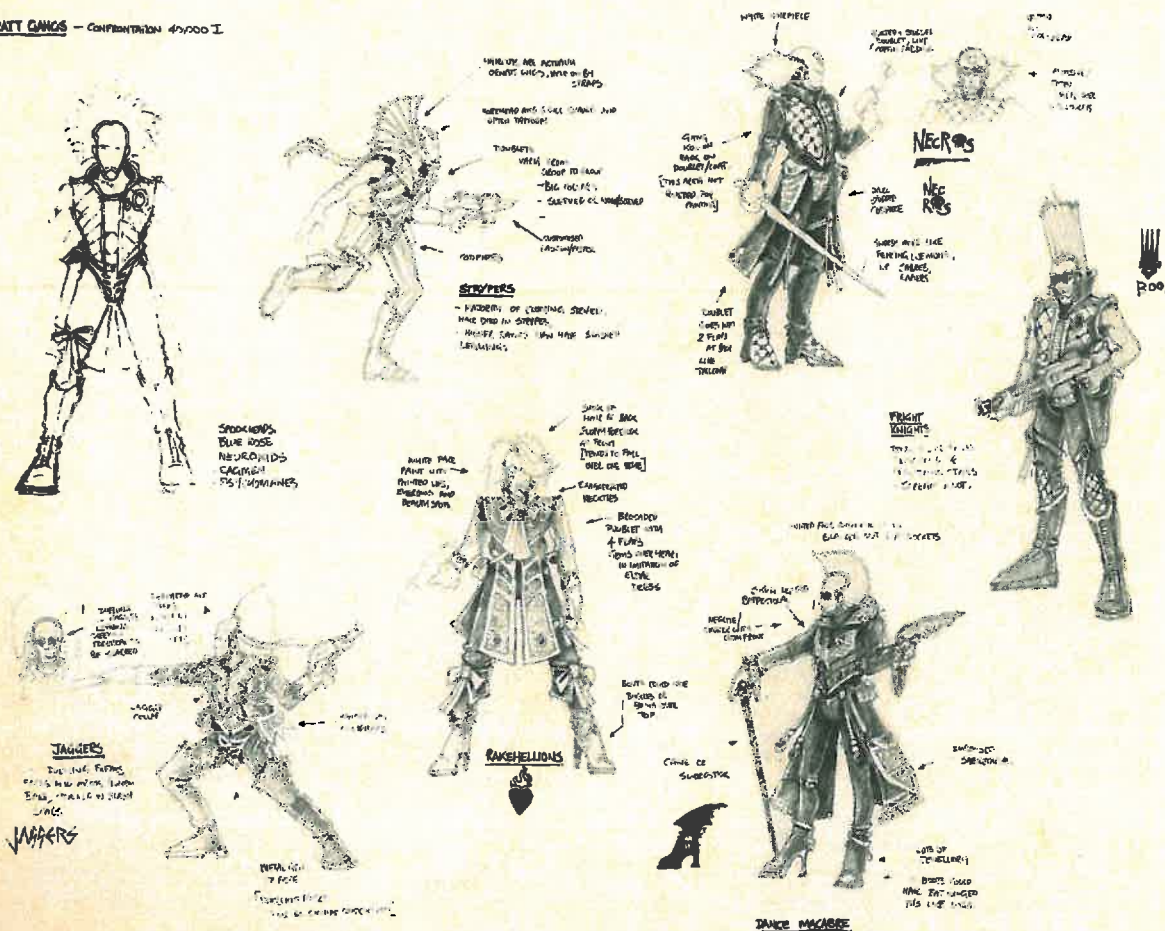
Territory - The estates of the noble households in the Upper Hab layers.

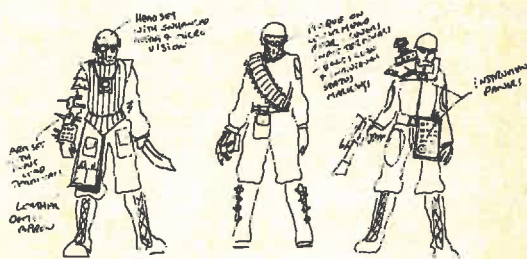
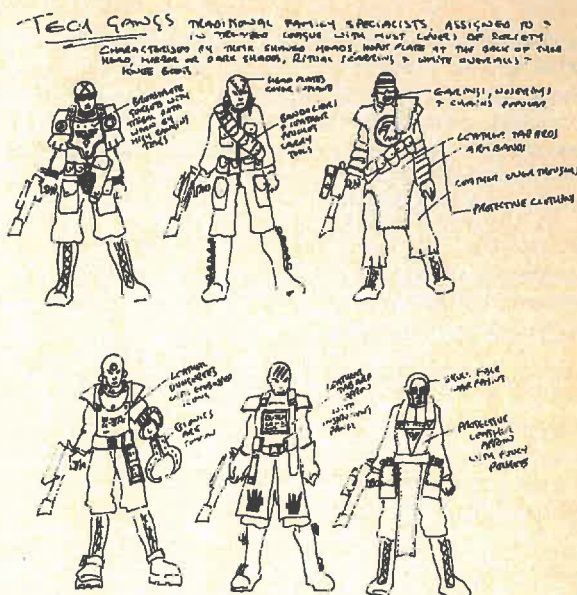
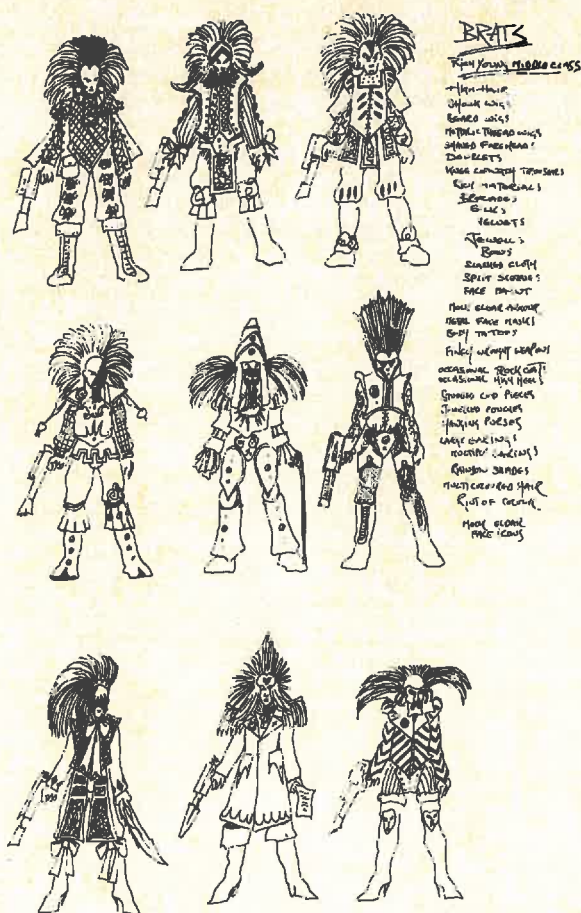
Ritual - Brats go in for bizarre tribal rituals imitating those of other hive gangs. Initiation rites, scars, tattoos, hairstyles and extravagant rather than practical clothing characterise these gangs.

Armament - Brats can be quite well armed due to wealth and access to imports. Exotic weaponry is especially favoured.

Motives - Brat gangs are mainly concerned with upholding the honour of their households. They also assume responsibility for 'protecting' their territory from uncouth lower hive dwellers. Brat gangs like to create a reputation for themselves by raiding other gangs. They also get up to various rebellious, subversive and anarchic activities including involvement with cultists and psykers.

BRAT GANGS - CONFRONTATION 47/200 I.





TECH GANGS

Tech gangs and associations are more common than supposed. Techs often form collectives to protect themselves from exploitation by other groups. From passive protection and defence, such associations often mature into gangs that are as aggressive, in their own fashion, as any other in the hives. Tech gangs have a pool of skills which means that they can often trade for materials from the factory levels. They deal in drugs, chemicals and weapons, trading these goods for interesting technological relics and rare raw materials scavenged from the undercities. Tech gangs are not noted for crude ferocity but they are widely respected for their expertise with weapons and equipment, and it is foolish indeed to cross a Tech gang without reason.

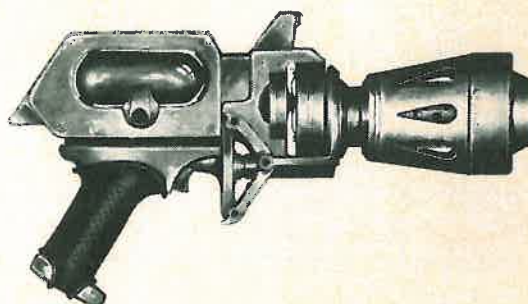
Social group - Techs belong to clans, either forming a distinct group within a large clan or forming separate tech clans. Techs form gangs to protect themselves and their business interests.

Territory - Tech gangs protect the workshops, industrial plants and associated living areas of the tech families that work there.

Ritual - Tech gang warriors undergo initiation rites which might involve technological implants or advanced forms of tattooing.

Armament - Techs have access to unusual and technically advanced weaponry due to their skills and great bargaining power.

Motives - Tech gangs are concerned with protection of their territory and tech business interests from the predations of envious rivals. There are many who will resort to lawless means to obtain advanced technology. Tech gangs are often hired by Helmawr, noble households or other clans for tasks which require their expert technical skills and sophisticated weaponry.



SCAVVIES

The shanties and derelict factories of the undercity are homes to the Scavvies, who scrape a living from scavenging materials and trading them with clans who can make a profit from recycling. In the old factories there are rich pickings to be found among the rubbish and abandoned machinery for those who are desperate enough to hunt there.

The Scavvies trade what they find - machines, scrap, raw materials, even spook caches in return for food and weapons. The relationship is uneasy at best, because many Scavvies are diseased.

Scavvies develop sores and scabs on the skin due to delving among dangerous pollutants. This has earned the Scavvies the alternative name Scabbies, and like mutants they are often persecuted as subhuman beasts. Wherever they are found, Scavvies are driven from levels occupied by normal humans.

Many Scavvies make a good living as spookhunters, prospecting for the precious lodes of raw narcotic spook. For the Scavvy gangs this is a valuable substance, worth many times its weight in real food and fresh water. A carefully guarded lode of spook can keep a gang in relative comfort for years, if they manage to avoid becoming addicts in the meantime.

Naturally, much raw spook makes its way to the secret factories of Lord Helmawr. For this reason, if for no other, Scavvies are a necessary part of Necromunda's economy. Without them to find and mine the raw spook, one of Lord Helmawr's principle sources of income would vanish.

Other Scavvy gangs specialise in preying on fugitives and patrols from the upper spires, and those who fall victim to them are lucky if they are slain outright. It is even said that Scavvies eat their prisoners. Such fresh meat supplements their normal diet which includes the verminous creatures of the undercity and the shanties.

Social Group - Scavvy gangs include all kinds of fugitives, outcasts, refugees, members of dispossessed clans and scum shunned even by the undercity gangs. Many shanty-dwellers are hereditary Scavvies.

Territory - Scavvies carve out gang territories in the Shanties, among the old derelict factories and heavily polluted parts of the undercity.

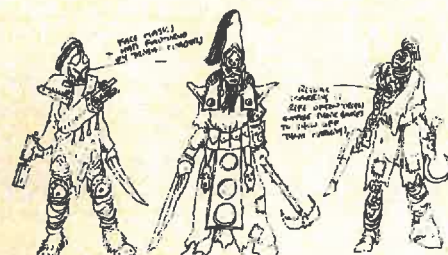
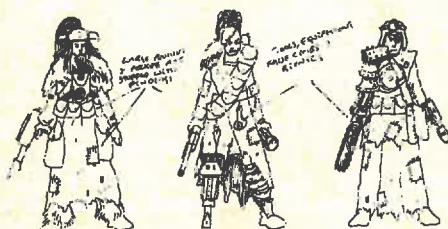
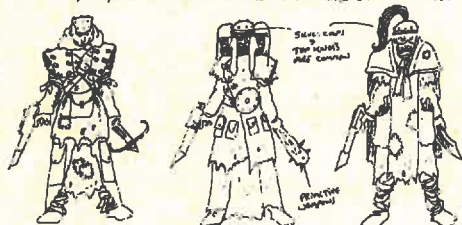
Ritual - Scavvy gang ritual is similar to undercity gangs. Human bones are often used as decoration or primitive armour. Trading with Scavvies is a ritualistic and frequently risky business.

Armament - Scavvies use crude improvised weapons supplemented by captured and traded items. Rare scavenged materials can sometimes be exchanged for quite sophisticated equipment.

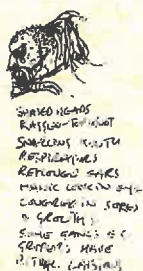
Motives - Survival by means of scavenging is the prime motive of most Scavvy gangs. Good scavenging grounds will be fiercely protected. Scavenging, looting and all forms of furtive theft are highly respected talents.

SCAVVIES

UNDERCITY LOWLIFE CLIMBS OFF THE REMAINS OF DISCARDED CLOVES
& CLOTHING, REPAIRING - CLOVES, CLOTHES, CLOTHES, CLOTHES
REPAIRING & MENDING - PAIR OF MENDING, CAPTURED EQUIPMENT
& CLOTHES, PAINTED WITH BLOOD INTO LARVA, JEROME, PAID



UNDERCITY LOWLIFE CLIMBS OFF THE REMAINS OF DISCARDED CLOVES
& CLOTHING, REPAIRING - CLOVES, CLOTHES, CLOTHES, CLOTHES
REPAIRING & MENDING - PAIR OF MENDING, CAPTURED EQUIPMENT
& CLOTHES, PAINTED WITH BLOOD INTO LARVA, JEROME, PAID



NOMADS

ASH DESERT
WANDERERS
BANDS
TERRIBLES

LONG CARAVAN CLIPS!
THINGS
THINGS
THINGS

THAT RESISTANCE
WAS FIRST
CAME THE WATER
HANDSOME IN
BACK PACKS WITH
THAT TUBES

PROTECTED FROM THE
POSTERS SENSE

WET METAL CLOTHS

OFFER BY GLENN

RECURRING PATTERNS

CRUNCH (STAYING)

DISC TENDERS

LARGE BAND RINGS

HATS

POUNDS: CARRYING

BANDS: KINGS IN

ONLY LITTLE TENDERS

TRIAL: (CARRYING)

PROUD: ANTIQUE

WEAPONS: & STAFFS

INVAS: BANDS

WIT: CARRYING

HIGH: DUST

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JOHN BLANCHE

NOMADS

Nomad bands wander the ash wastes which lie between the hives. Their skills to survive in the hostile ash wastes mark them as special among the people of Necromunda. They manage, much to the horror of hive dwellers, to live in the open, unprotected by the walls and ceilings of a hive or the armour plate of a convoy carrier. Indeed, few true nomads use vehicles, preferring to carry only as much as they can load onto their own backs. In this way, every nomad is a fighter and a bearer, ready to defend his own part of a caravan.

Nomad gangs ambush convoys from the hives and other nomads when they can. They frequently attack travel tubes and disrupt trade between the hives. The nomad routes cross the planet and bands migrate from one hive cluster to another, following the good weather and trying to stay ahead of the fierce seasonal ash storms. A gang's long wanderings can take it to many hives and their surrounding shanties, and the nomads make a living carrying trade goods between the hives. The goods they carry are small, usually exotic and always costly: rare drugs, special ammunition, strange things found in the ash wastes and secret messages from distant hives. Many gang leaders prefer to use nomad couriers, valuing secrecy above the speed and ease of using road tunnels.

The nomads are seen as dangerous undesirables by hive dwellers. Helmwarr's soldiers and merchant gangs attack nomads on sight because of the danger they pose to road tunnels and convoys. Nomads have also been known to raid the hives themselves on occasion, infiltrating deep beyond the spire shells and retreating into the ash wastes before any resistance could be organised. Nomads sometimes get into the undercity via derelict tunnels uncovered in the ash wastes, and any storm that breaches the shell of a hive will give rise to anxiety in expectation of an imminent nomad raid.

Social Group - Nomads form a distinct social group on Necromunda. It's possible that they were the descendants of rural settlers who were long ago reduced to nomadic scavenging existence due to the pollution of their lands. They dislike and despise hive-dwellers, and the feeling is mutual.

Territory - Territory tends to be wherever the nomad band are at the time, although certain caravan routes, ruins, expanses of waste and water holes may be regarded as the territory of a specific band.

Ritual - Nomads have their own ritualistic and tribal society which is distinct from the clans of the hives. Rites of passage, ritual scarification and tattooing, scragging and trophy-taking are all known in various forms. Some nomads make extensive use of body-painting as a means of protecting their skin from the sun and the dust as well as decoration.

Armament - Simple weaponry supplemented by captured and traded items. Sophisticated weapons are a status symbol.

Motives - Nomad gangs are naturally concerned about protecting their territory or trading caravans. Tribal and personal honour are extremely important. Nomads indulge in continual warfare and inter-tribal feuding for amusement and gain. Raids on merchant convoys crossing the wastes are commonplace, but some nomad bands are audacious enough to make slave-raids on shanties and even hives, if they can get in through damaged transport tubes or the ravaged hive shell after an ash storm. Nomads obtain sophisticated goods by trading and prospecting in the ash wastes for valuable raw materials and relics.

UNDERCITY GANGS

These gangs are made up of the many types of scum that inevitably end up in the undercity of each hive. Such gangs are small, tightly knit and very territorial. They fall outside the clan system and are independent, ruthless and resourceful.

Undercity gangs soon learn that to survive they must raid the factory and hab levels above them. If a gang is successful, it may even carve out a territory in the higher levels. By taking over a single factory or part of a hab level, the gang could begin its climb out of the undercity.

The undercities are among the toughest environments on Necromunda and the undercity warriors are often regarded as the best fighters in the hives. Survival of the fittest is the rule and the survivors grow stronger and tougher. Many undercity gangs will only accept competent warriors into their ranks.

A prospective recruit will be expected to prove his worth by scragging an enemy - tearing off an ear, a finger, part of a scalp or some other part of an opponent. The bloody trophies gained are worn as a sign of gang membership: a necklace of dried ears or fingers is sometimes favoured by undercity gangs.

When such marks are combined with distinctive costumes, ritual scarring, insignia and tattoos, gang members present a collective identity to their rivals, friends and enemies.

Social Group - Fugitives and outcasts from hive society, often those who have dishonoured their clan, offended their clan leader or simply fell out with their original clan gang. Criminals and rebels wanted by Lord Helmawr or the Imperium frequently turn up causing trouble in the undercity.

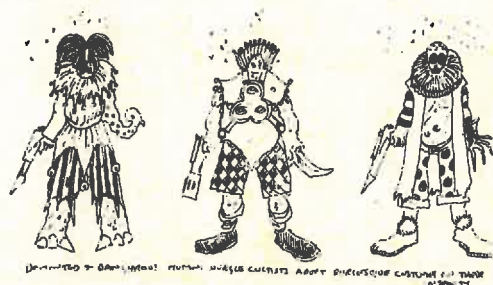
Territory - Gang territories are carved out among the dark labyrinthine catacombs of the undercity and the derelict factories.

Ritual - Undercity gangs are perhaps the most ritualistic of all gangs. Initiation rites, scarification, tattooing, and body decoration are taken to extremes. These gangs are the urban equivalent of feral world savages. Leadership disputes are decided with brutal ritual. Scragging of enemies and trophy-taking is common practice.

Armament - Undercity gangs use crude improvised weaponry supplemented with captured and traded items.

Motives - Gangs of undercity scum band together to savagely defend their territory from outsiders and indulge in regular raiding and pillaging of factory levels and even hab levels. Indeed, those clans holding territory adjacent to the undercity are literally defending the 'frontier' of the hive against the barbarians of the undercity. This frontier zone is subject to constant raiding and skirmishing.

CHAP'S CULTISTS & MUTANT BANDS



MUTANT GANGS

Mutants are feared by everyone on Necromunda, from the highest administrator in Helmawr's court to the lowliest unskilled worker in the process vats. Most hive dwellers do not understand that mutation is an inevitable part of life on a planet as irredeemably polluted as Necromunda. Mutants are branded as evil, corrupted by their own wickedness and greed, and tainted by witchery of the foulest kind.

As a result mutants are persecuted and driven into the undercities. In the depths they fall victim to the undercity gangs and the scavvies. Most mutants do not survive for very long once they have been discovered. Those that manage to run and hide often band together in gangs of their own, usually in the most inaccessible and heavily polluted sections of the undercities.

PSYKER GANGS

On Necromunda, as elsewhere in the Imperium, psykers are persecuted and feared. Their witch-talents and unnatural ways make them dangerous: they are open gateways for darkness and wickedness. Folk tales of psykers confirm the worst: they can cause madness with a touch and summon daemons. In turn, many psykers, tormented beyond endurance, lash out at the persecutors, using their powers to destroy. The legends are merely proven by such actions.

Life is hard for psykers on Necromunda, as it is throughout the Imperium. Some fall prey to daemonic possession. More fall victim to the witch-hunting Venators and bounty-hunting gangs. The remainder may manage to escape detection, or flee to the undercities. Everyone in the undercities has something to hide, so the secretive behaviour of psykers attracts little attention. The 'witches' form their own gangs for mutual protection, always making sure to recruit only their own kind, or true sympathisers. Most psyker-gangs include a few non-psykers, relatives or close friends who have chosen to share the psyker's exile.

By far the most dangerous psyker gangs on Necromunda are the secret covens of the cult known as the Immortals. The background of this sinister cult and the tale of its founder is narrated in detail later on.

Social Group - Fugitive psykers who have fled from persecution and relatives who have accompanied them. Those who seek arcane power by associating with covens and worshipping Chaos may also be found in some psyker gangs.

Territory - Psyker-gangs can be hidden anywhere in the hive, even in the upper hab layers, though most lurk in the undercity.

Ritual - Psyker gangs practice bizarre occult initiation rites. Captives may be taken for sacrifice in cult rituals and a sinister occult aspect pervades all gang activities.

Armament - Psyker gangs use simple weaponry augmented by more sophisticated equipment captured, traded or obtained through influential contacts.

Motives - Psyker gangs are motivated by survival and the protection and continued secrecy of any cult they may practice. Many psykers are obsessed with revenge against their persecutors, while others secretly try to spread their insidious influence throughout the hive.

Once established, mutants interbreed and their offspring, often more mutated than their parents, replenish the gang. Over the course of generations new mutations arise in the gangs, some of which may even be survival traits. The bottom of the hives are unhealthy places, and any mutation which helps its owner to live is naturally passed on to his descendants.

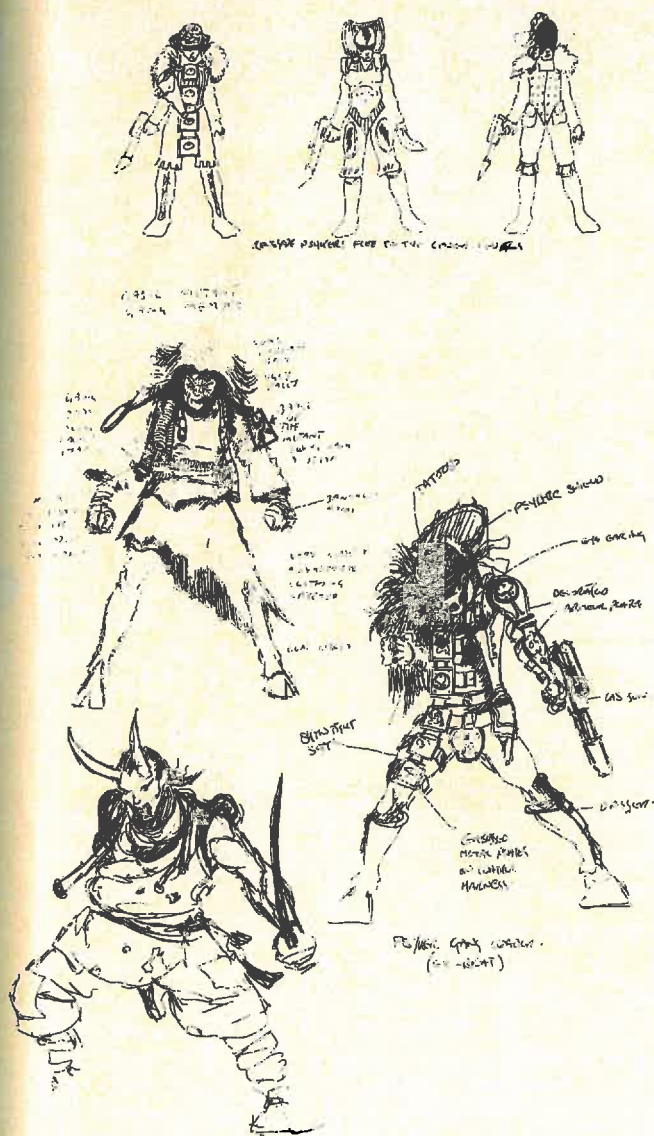
Social Group - Mutant gangs include fugitive mutant outcasts from normal society and their mutated descendants.

Territory - Mutant gangs lurk in the worst parts of the undercity.

Ritual - Ritual is crude and savage. Scarification, scragging and cannibalism have been reported.

Armament - Crude improvised weaponry supplemented by captured items.

Motives - Survival and spiteful revenge against non-mutants.



KEVIN WALKER

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071572

ELDAR EXARCHS

DESIGNED BY JES GOODWIN



071572/A

DIRE AVENGER EXARCH
WITH POWER SWORD



071572/B

SWOOPING HAWK EXARCH
WITH LASBLASTER



071572/C

FIRE DRAGON EXARCH
WITH FIREPIKE



071572/D

STRIKING SCORPION EXARCH
WITH BITING SWORD AND
SHURIKEN PISTOL



071572/E

DARK REAPER EXARCH
WITH WEB OF SKULLS AND
SHURIKEN PISTOL



071572/F

HOWLING BANSHEE EXARCH
WITH POWER AXE AND LAS PISTOL



EXARCH - SWOOPING HAWK

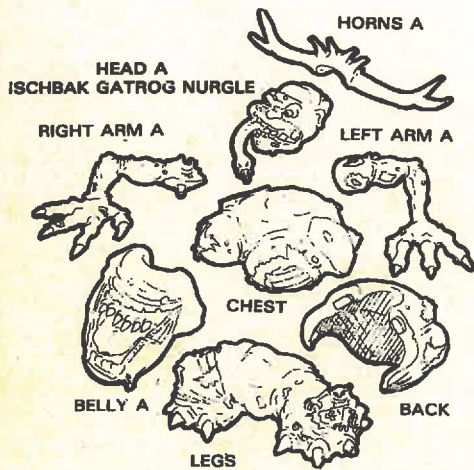


EXARCH - FIRE DRAGONS

073214

GREATER DAEMONS OF NURGLE

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GREAT UNCLEAN ONE

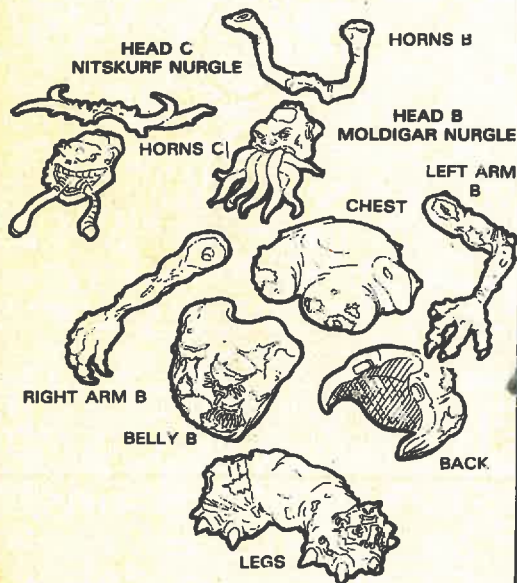


073214/10

GREAT UNCLEAN ONE



ISCHBAK GATROG NURGLE



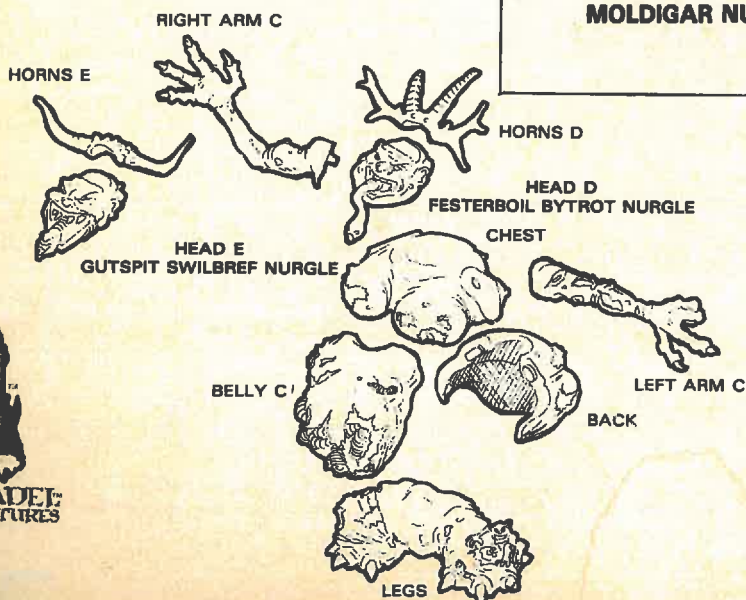
MOLDIGAR NURGLE

073214/12

GREAT UNCLEAN ONE



FESTERBOIL BYTROT NURGLE



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WD76

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073214

GREATER DAEMONS OF TZEENTCH

DESIGNED BY MICHAEL PERRY

073214/1

CHANGER OF WAYS



TY' CHAN ZAGOR
WITH THRALLWEAVER HEAD

THRALLWEAVER HEAD



DEATHSPINNER HEAD



WINGS



BODY A



TAIL A

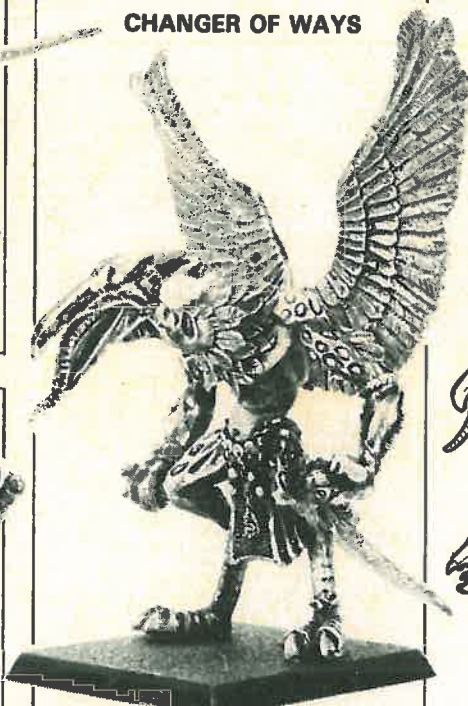


TY' CHAN ZAGOR
COMBINATION

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073214/2

CHANGER OF WAYS



MY' ZRA NOMORGA WITH
ENLIGHTENER HEAD

ENLIGHTENER HEAD



DARK BLESSING
HEAD



WINGS



BODY B



TAIL A

MY' ZRA NOMORGA
COMBINATION

073214/3

CHANGER OF WAYS



KAL' AMON KATAI
WITH WITHERFATE HEAD

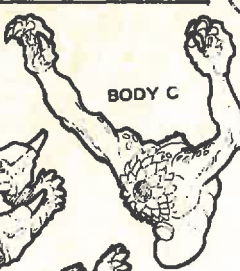
WITHERFATE HEAD



SOULFINDER HEAD



BODY C



TAIL B



LEGS

KAL' AMON KATAI
COMBINATION

WINGS



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LESSER DAEMONS

BLUE HORRORS OF TZEENTCH

DESIGNED BY KEV ADAMS



DOOMCACKLE

073226/9/A



WAILSPASM

073226/9/C



HOWLFROTHER

073226/10/A



MADGOBBLER

073226/10/C



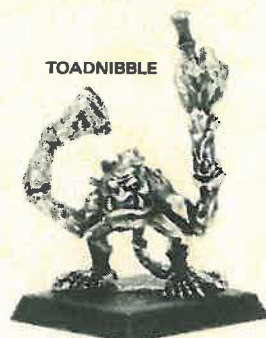
WINDSQUEEZER

073226/9/B



GRUNTWOBBLE

073226/9/D



TOADNIBBLE

073226/10/B



VEXBURBLER

073226/10/D



FLUXREAPER

073226/11/A



BLASTDROOLER

073226/11/C



CLAPBURBLER

073226/12/A



WARPGRUNTER

073226/12/C



NIBBLETHRUST

073226/11/B



BRUTEGOBBLE

073226/11/D



DOOMSCRATCHER

073226/12/B



GLOPSLOBBER

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WD78



073226

LESSER DAEMONS

PINK HORRORS OF TZEENTCH

DESIGNED BY KEV ADAMS



LEGS A

073226/7/A

SCREAMER



LEGS B

073226/7/C

HOWLER



073226/7/E

SQUEALER



073226/7/B

WHEELER



073226/7/D

SHRIEKER



073226/7/F

TWISTER



073226/8/A

WHIRLER



073226/8/C

SPINNER



073226/8/E

SQUAWKER



073226/8/B

SCREECHER



073226/8/D

WAILER



073226/8/F

PIERCER

Pink Horrors are supplied as 2-part models, split at the waist. As the above photographs show, there are two different sets of legs, but these will fit any head and arms piece. You may specify which legs you want when ordering these models - the models' names identify the head and arms pieces, so if you want a particular set of legs, you should ask for either "Legs A" or "Legs B".

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LESSER DAEMONS

PLAGUE BEARERS OF NURGLE

DESIGNED BY KEV ADAMS



NURGLINGS

Each four Plague Bearers of Nurgle are supplied with two Nurglings. These Nurglings can also be ordered separately. Please phone Mail Order for details.

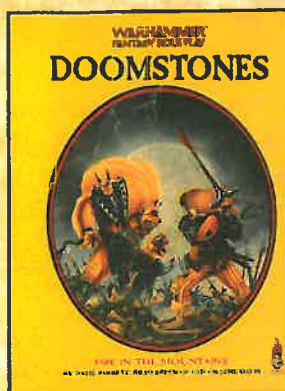


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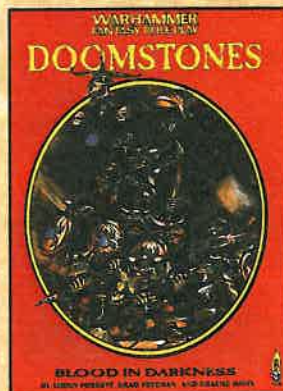
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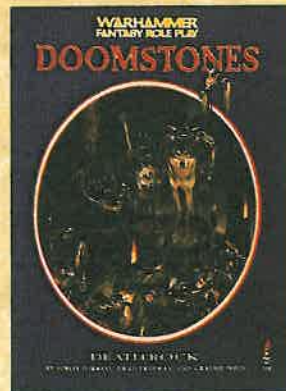
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Mail Order

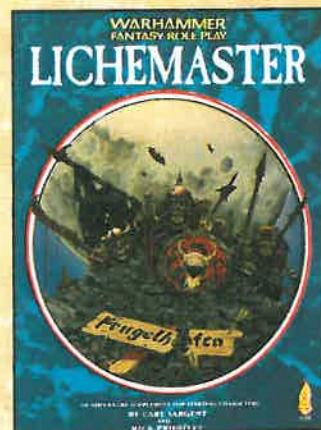
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