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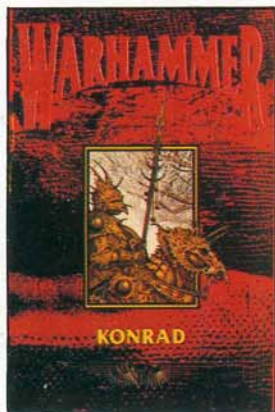
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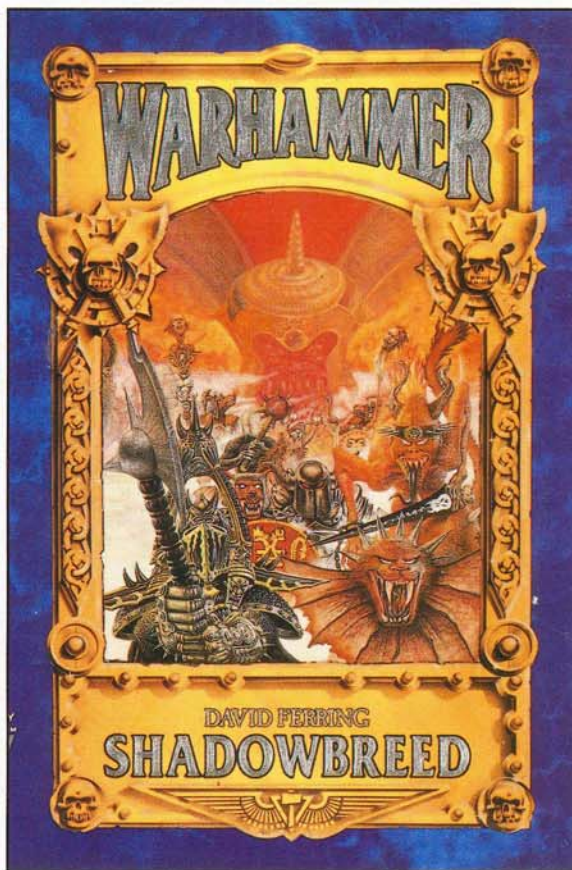
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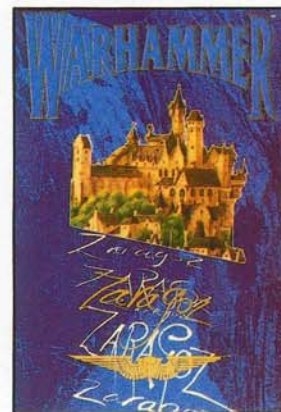
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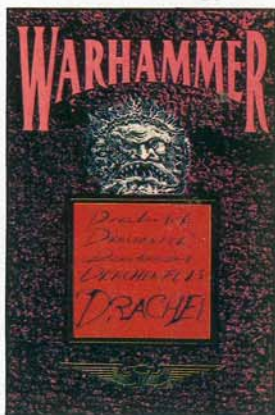
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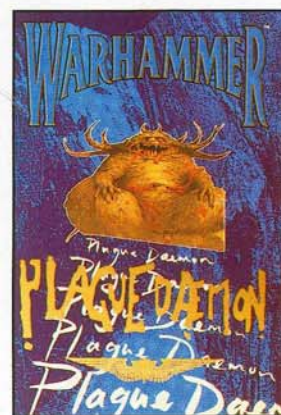
Shadowbreed is David Garnett's thrilling sequel to *Konrad*, continuing the warrior's quest for vengeance across the Chaos-haunted Warhammer world.



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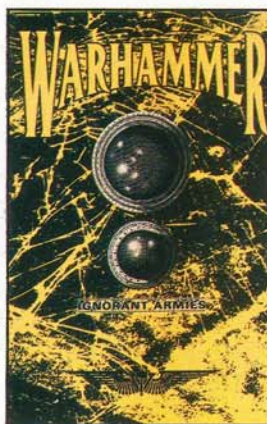


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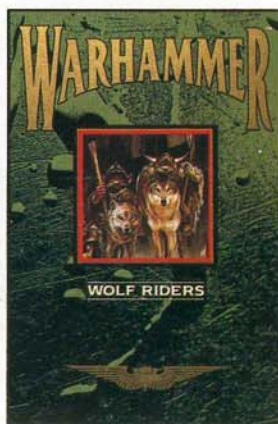


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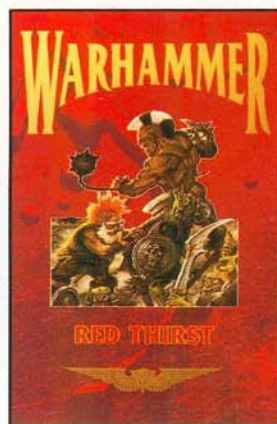
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For both articles and artwork, please allow at least 6-8 weeks for a reply.

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ISSUE 133 JANUARY 1991

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WHITE DWARF

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Bryan Ansell



Paul Bonner



Andy Chambers



Rick Priestley



Nigel Stillman



Karl Tebbutt

GAMES WORKSHOP™

RETAIL STORE NEWS EVENTS FOR JANUARY

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.

LEEDS

Saturday 19th January – The Siege Of Ironberg: a Warhammer Fantasy Battle game. The forces of Chaos are laying siege to the Dwarf Fortress of Ironberg. If you'd like to play, bring along a painted Dwarf or Chaos force of up to 1,000 points.

Saturday 12th January – Ork Vs Eldar: a Warhammer 40,000 participation game for the new ranges of Ork and Eldar miniatures. If you'd like to play, bring along a painted force of up to 3,000 points from the army lists.

MAIDSTONE

We'll be running a series of painting and modelling clinics throughout January on each week day as follows:

- 7th to 11th January – Space Marines and Terminators
- 14th to 18th January – Warhammer Fantasy
- 21st to 25th January – Epic Vehicles and Titans
- 28th January to 1st February – Warhammer Buildings

HAMMERSMITH

Saturday 26th January – Into the Valley of Death: a Space Marine participation game. During the Horus Heresy, the remnants of a Space Marine Chapter are holed up at the end of box canyon. Can they hold off the forces of the Warmaster or will this last bastion of hope be taken by Horus's legions? If you'd like to play, contact the shop before the day.

HARROW

Saturday 26th January – Siege of Castle Khumbo: a Warhammer Fantasy Battle siege participation game. Dwarf and Human retainers hold the castle of an aged wizard against all-comers. Bring in 1000 points of painted miniatures to play.

LIVERPOOL

Saturday 5th January – Advanced Space Crusade Participation: as an introduction to Games Workshop's new game, we'll be holding an all-comers special salvage operation within a knockout campaign. Register at the shop before the day if you'd like to play.

Saturday 12th January – Advanced Space Crusade Painting Clinic: bring in your Space Marine Scouts and Tyranid Warriors and pick up expert advice on painting them. Come early to be guaranteed a seat.

GLASGOW

Saturday 12th January – Stop the Advance of Chaos: a Warhammer Fantasy Battle participation game. Every race sends its finest warriors to halt the oncoming Chaos Horde. If you'd like to play, bring in 500 points of painted troops to battle Chaos.

Saturday 19th January – Warhammer 40,000 Participation: savage street-to-street fighting as the Eldar seek to recapture an ancient artifact from an Imperial research station. The Orks catch wind of this and pour in to loot and destroy. Just bring in 300 points of painted miniatures to play.

PRESTON

Saturday 5th January – Advanced Space Crusade Participation: this will be a mystery mission. Your troops have no idea what to expect as they board a newly-discovered living vessel. Your objective is to return with samples from the heart of the ship where you believe they are developing a new strain of Genestealer. Just bring in your squad of Space Marine Scouts to play.

Saturday 19th January – Warhammer Fantasy Battle Participation: every race under the sun has suffered the attentions of the smelliest creatures in creation – da Orcs. So here's a chance for revenge. Just bring along 500 points of painted troops and join in the massacre of our Orc army.

SHEFFIELD

Saturday 5th January – The Siege of Jockstein: a Warhammer Fantasy Battle participation game. Help the Dwarfs defend their castle against hordes of Goblins. Everything provided.

READING

Every Saturday – Warhammer Fantasy Battle Skirmish Games: we're running a series of multi-player Warhammer Fantasy Battle games on a variety of terrain. To play, you'll need 200 points of standard troops (ie rank and file). Contact Richard at the shop.

MANCHESTER

Throughout January, we'll be running our popular introductory sessions for Games Workshop games. Contact Karl for info.

7th to 11th January – Warhammer 40,000

14th to 18th January – Space Marine

21st to 25th January – Advanced Heroquest and Advanced Space Crusade

28th Jan to 1st Feb – Warhammer Fantasy Battle

BIRMINGHAM

Saturday 5th and 12th of January – Terrain Workshop: on these Saturdays we'll be holding terrain building sessions using the techniques illustrated in White Dwarf showing you how to construct scenery for Warhammer Fantasy Battle and Warhammer 40,000.

Saturday 19th January – Battle of Legios IX: a Warhammer 40,000 participation game with units of Space Marines stranded on Legios IX struggling to survive against the alien hordes. Bring along a painted Space Marine squad and join the carnage.

SOUTHAMPTON

In January, we'll be starting our Mighty Empires campaign and Advanced Space Crusade League. If you'd like to take part in either of these, just pop into the store and register. We're also holding miniature painting clinics on all the Saturdays in January.

BRIGHTON

Space Hulk Campaign – Hunt for the Clones of Horus: throughout January we'll be running a great Space Hulk campaign where your Space Marines will be pitted against all manner of deadly foes from Tyranid Warriors to Chaos Renegades. If you'd like to play, register your squad of Terminators or Space Marines with the shop.

LUTON

Saturday 12th January – Advanced Space Crusade Participation: bring in a squad of painted Space Marines to battle your way through a Space Hulk and then an enormous Hive Ship.

Saturday 19th January – Mighty Empires Participation: we need players for our one-day mega game of quest and conquest. If you'd like to play, register before the day at the shop.

YORK

Saturday 12th January – Warhammer 40,000 Game: attention all Space Marine commanders – communication has broken down between the Administration and planet Jorvik XXVI. All commanders are ordered to send a single squad of Space Marines to investigate. All troops rendezvous at Games Workshop York to battle for the glory of the Emperor.

TORQUAY

Saturday 12th January – Space Hulk Multi-Player Participation: from January we'll be running a Warhammer Fantasy Battle campaign with battles fought in the shop and external Warhammer Club meetings. Contact the shop for further details of these events.

DERBY

Saturday 5th January – Space Marine Participation: an Epic battle rages on the Deathworld of Magnus V. Bring along your painted Space Marines to join in. Contact Dan for further details.

Saturday 12th January – Mighty Empires Painting Clinic: our resident painting expert will show how to get great results on your Mighty Empires armies and settlements in only a few minutes.

DUDLEY

In January, we'll be running two special challenge games.

Saturday 6th - Bloodbowl

Saturday 13th - Space Hulk

Saturday 20th January - Lost in Space

The return of our popular game where 1000 points of Terminators get trapped in the Warhammer World by a teleporter accident and battle Warhammer armies.

HARROW

Saturday 26th January - Siege of Castle Khumbo: a Warhammer Fantasy Battle siege participation game. Dwarf and Human retainers hold the castle of an aged wizard against all-comers. Bring in 1000 points of painted miniatures to play.

OXFORD

We are running a series of bring'n'battle games in January. To play, bring in the indicated points value of painted miniatures.

Saturday 12th - Warhammer Fantasy Battle: 1000 points.

Saturday 19th - Warhammer 40,000: 1000 points.

Saturday 26th - Space Marine: 3000 points.

EDINBURGH

Throughout January we'll be running introductory sessions for all the popular games including Warhammer 40,000, Warhammer Fantasy Battle, Blood Bowl, Advanced Heroquest, Space Hulk, Confrontation, Space Marine and Advanced Heroquest. So if you'd like any help with the rules for any of the games you received for Christmas, or just need an opponent, contact the shop.

NEWCASTLE

Saturday 20th January - Mighty Empires Participation: bring your banners and ready your Empire for war. From 10am we'll be running Mighty Empires using two sets of terrain tiles, so why not bring your own painted banners along and join in. Every effort will be made to accommodate as many players as possible. If you have to travel any distance and want to be sure of your place, why not phone in advance and we'll reserve it for you?

Saturday 27th January - Scenery Modelling Clinic: if you've read the recent White Dwarf articles about building model houses for your Warhammer games but thought they looked a bit tricky, you could be in for a pleasant surprise. Come along and get some practical advice and experience of the techniques involved. We'll be model-making from 10am onwards and someone will be available all day to give advice on materials, tools, building and painting models

RETAIL STORES

If you want to know what's going on at your local Games Workshop store, drop in and check the noticeboard 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 Games Clubs when the store will be open till 8.00pm.

LONDON

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1 DALLING RD, HAMMERSMITH,
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TEL: 081 741 3445

HARROW

296 STATION RD, HARROW,
MIDDLESEX, HA1 2DX
CLUB NIGHT: MONDAY
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TEL: 081 861 2350

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TEL: 091 232 2418

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15 MILLER ARCADE,
PRESTON,
PR1 2QA
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CONTACT: SPENCER
TEL: 0772 821855

SHEFFIELD

16 FITZWILLIAM GATE,
SHEFFIELD,
CLUB NIGHT: THURSDAY AND
SUNDAY
CONTACT: RICK
TEL: 0742 750114

YORK

26 GOODRAMGATE,
YORK, YO1 2LG
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BRISTOL
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CONTACT: SHANE
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12 PARK ST, LUTON,
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1A BUSH HOUSE,
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TEL: (301) 490 8853

CANADA

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TORONTO, ONTARIO M5V 2A4
CLUB NIGHT: EVERY NIGHT
CONTACT: MIKE CHENEY
TEL: (416) 595-1159



ORK MEKANIAKS



Now listen! Da boyz woz wonderin' where da roolz fer da Mekaniaks wuz, see. So da Boss sez "do da roolz and 'ere's a bagful of teef fer yer trouble."

Well I would 'ave preferred a juicy squig and a toasted nightbloomer fungus. Anyway, da Boss has got dis big spanner fer hittin' fings, so I thought I had better do da roolz. So after a thinkin' job an' a bit of playtestin' wiv da Gretchins, da roolz is ready. Course, dey iz still 'eksperimental' if yer knows wot I meen.

Mekaniaks iz krooshul to da warband coz Ork wargear is always breakin' down (not enuff nails if yer asks me). All da Boyz agreed dis must be reprezented by proper Orky roolz, none of da skummy, namby pamby D100 tables stuff. So we knocked together da Mekaniak Kardz, usin' da famous Orky know-wots (an' plenty of nails, just ter be sure).

Da best fing about da kardz iz that yer can do lotz of ovver Orky fingz wiv them as well as da teknikal malfunkshunz. Dis will make da battle well Orky and Waaargh! If yer knows wot I meen.



Mekboyz, also known as Mekaniaks, are the engineers and mechanics of Orkdom. Unlike the majority of Orks who know and care very little about how machines work, Mekboyz are completely entranced by whirring machinery, spinning cogs, and pounding pistons. They are never happier than when building some unlikely looking invention or incorporating the

latest essential gadget into a Battle Wagon or War Buggy. They are jovially imprecise craftsmen, content to weld, rivet and hammer away at unpromising chunks of metal debris until they have patched together a chassis or gunbarrel, a bionic leg, or a new part for a buggy. As a result of this individualistic and unplanned approach, Ork technology has evolved in a ramshackle exploratory way, but this suits the Mekboyz fine and has produced results which are in no way inferior to the scientifically derived technology of humans, Squats and Eldar.

Mekboyz are an essential part of every Ork tribe. Warbosses and wealthy Nobz who want a new buggy or weapon will go to a Mekboy and commission him to build whatever it is they want. The results are never quite what the Nob had in mind, but this rarely bothers the client in the slightest as he is only too pleased to own what the Mekboy assures him is the latest and the best of its kind.

As the product of a disorganised if enthusiastic Ork mind, a Mekboy's work is never quite perfect. There will always be bolts that need tightening, delicate parts that need oiling, and bits that need to be welded back on when they fall off. Orks accept this as just another aspect of good old Orky technology and positively enjoy taking their vehicles and guns to a local Mek to be checked over. The Mekboyz are also perfectly happy to perform this service for their clients, not least because it gives them a chance to swap bits around or even to take out unnecessary parts they can re-use in their latest invention.

When the Orks go to war the Mekboyz find their work vastly increased. Not only do all their richest customers suddenly discover they need a new bolter or buggy, but everyone else brings their gear to be checked-out and repaired. All this sudden demand can lead to jobs not been done properly, but the Mekboyz try hard to keep up by doing the rounds of the camp offering to repair and service equipment in return for a few teeth. The more Mekboyz there are the more likely they are to find a loose bolt or shaky wheel. If there are too few Mekboyz it is inevitable that some pieces of equipment will develop faults. Naturally, every Warboss tries to ensure he commands enough Mekboyz to stop things going wrong, but no matter how many Mekboyz there are it is simply impossible to properly maintain every piece of equipment in the force.



KEVIN WALKER

MALFUNCTION & REPAIR CARDS

The risk of sudden breakdown on the battlefield is represented by the use of special *malfunction* and *repair* cards. Malfunction cards are played by the Orks' opponent during the battle causing the Orks' equipment to malfunction in some way. The Ork player plays repair cards to cancel malfunctions where he can.

The malfunction and repair cards are printed on the following pages. Photocopy them and stick them onto suitable thin cardboard before cutting them out. Alternatively you can cut the colour cards straight from your copy of White Dwarf. Of course, we couldn't leave the reverse sides blank as this would give you a largely blank magazine, so if you want to do this we suggest that you get together with your friends and arrange to make a full set of cards between you. Alternatively you could buy another White Dwarf!

Most of the malfunction cards describe technical malfunctions where a piece of Ork equipment has broken down. However, mixed in with these are some special *orky events* cards which have nothing to do with equipment malfunctions or Mekboyz at all. These cards are included to represent the sudden and inexplicable events that can befall Ork armies including treachery by Blood-Axes, loss of control by speed cultists, and the strange things that can happen to Weirdboyz.

MALFUNCTION CARDS



A *malfunction* card describes an equipment failure of some sort. The item affected is indicated on the card. In some cases a dice is rolled against a chart to determine exactly what has happened.

Many of the cards give a choice of two possible malfunctions, but only one of them can be played at a time. The Orks' opponent declares which one he wishes to use when the card is played, and the other is ignored.

ORKY EVENT CARDS



An *orky event* card represents one of the drastic events which can befall certain members of an Ork warband. They apply principally to Madboys, Wierdboyz and speed cultists. Some orky event cards have two events described on them, both of which apply when the card is played. A *treachery* and *animosity* card describes one of the random, unpredictable events that Ork Warbands are prone to. The troops affected are stated on the card.

REPAIR CARDS



The daily maintenance of equipment by Mekaniacs and speed cultists is represented by the *repair* cards. Each card specifies a kind of repair job, for example a spanner job, a hammer job, etc. Each sort of repair job can be used to cancel out a particular malfunction.

Some of the repair cards represent special kinds of precautions such as *bribes*, which can be used to cancel Blood Axe or Freebooter treachery or

animosity, and *earthed copper staffs*, which can be used to cancel Weirdboy head explosions.

HOW TO USE THE CARDS

Before the game begins sort out the malfunction cards and the repair cards into two separate decks, and shuffle each deck thoroughly.

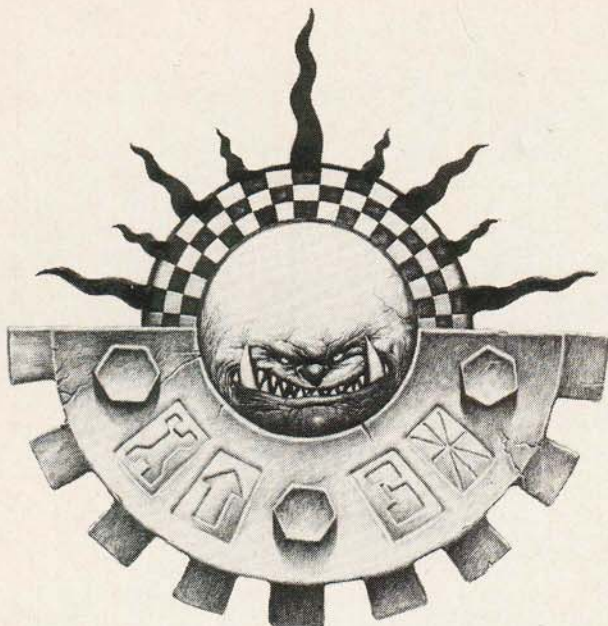
The Ork player takes 1 repair card for every Mekboy in his army. So, if there are 4 Mekboyz in the army the player takes 4 cards, if there are 7 Mekboyz he takes 7 cards, and so on. The remainder of the repair deck is then put aside as it will not be used during the game. The cards held by the Ork player represent repair jobs performed by the Mekboyz before the battle begins - should Mekboyz be killed during the game this has no effect on the use of repair cards.

The malfunction deck is placed face down beside the table on some convenient surface. Immediately before every Ork turn, the Ork player's opponent rolls a D6 and takes that number of cards from the top of the malfunction deck. The player firstly sorts out any orky event cards and places them face down on the table. The Ork player selects one of the cards to reveal what unpredictable Orky phenomena has overtaken the Ork army this turn. The remaining orky event cards are discarded. Often there will be only one orky event, sometimes none at all. If the Ork player wishes to cancel out an orky event by playing a repair card from his hand he must do so immediately. Once a repair card has been played it is discarded and cannot be used again. Not all orky events can be cancelled in this way and many work in the Orks' favour in any case.

The Ork player's opponent retains any remaining malfunction cards in his hand for use during the turn and keeps them secret from the Ork player. Cards can be played during the Ork turn as soon as the Ork player attempts to use the particular piece of equipment indicated on the card. For example, a vehicle may go wrong as soon as the Ork player attempts to move it, or a weapon may go wrong as soon as the Ork player attempts to shoot.

Once the Ork player has made clear his intention to move/shoot/etc, his opponent may lay down an appropriate malfunction card face up and declare a 'Malfunction'. If the Ork player has a suitable repair card he can cancel out the malfunction if he wishes. Once a repair card has been played it is discarded and cannot be used again. Otherwise, the malfunction is resolved as described on the card. Once the results of the malfunction have been worked out the card is discarded.

Note that some malfunction cards have two optional malfunctions on them. Either malfunction can be played - but



not both - once the card has been played the second alternative malfunction is given up. This means that sometimes it is worth not playing a card on the chance that an alternative and preferable malfunction can be played later on in the turn.

At the end of the Orks' turn any malfunction cards still held by the opposing player are discarded. Unlike the repair cards, malfunction cards are not retained from turn to turn - fresh malfunction cards are dealt at the start of each turn.

The chart below summarizes the effects of the various repair cards - these effects are also indicated on the cards themselves.

REPAIR CARD

SPANNER JOB

WRENCH JOB

WELDING JOB

HAMMER JOB

SCREWDRIVER JOB

DRILL JOB

ORKY KNOW-WOTZ

BRIBE

EARTHED

COPPER STAFF

MAY BE USED TO REPAIR

SHOKK ATTACK GUN

ROBOT

DREADNOUGHT

VEHICLE

ARTILLERY

SQUIG CATAPULT

HEAVY WEAPONS

EQUIPMENT
(Bioniks, Powerfields,
Stikkbomz, Cyboar)

ANY OF THE ABOVE
MALFUNCTIONS - ie it acts
just like a combined spanner,
wrench, welding, hammer and
drill job.

TREACHERY and
ANIMOSITY

HEAD EXPLOSION

EXAMPLE

An Ork Warband faces a Space Marine force. The Warband contains three Mekaniaks, so at the start of the game the Ork player takes three repair cards, one for each Mekaniak in his army. These must last him for the whole game, and he knows he must use them wisely. He will not be able to cancel out every malfunction that happens, and some orky events are beyond his control.

The Ork player's three repair cards are:



At the start of the Ork player's turn the Space Marine player rolls D6 and scores 2. He takes 2 malfunction cards from the top of the deck. None of the cards are orky events which have to be played immediately, so he keeps his hand and the Ork player begins his turn.

One of the cards the Space Marine player has drawn is the Beamer Malfunction. As there is no Beamer in the Ork army he won't be able to use this card, but he keeps it secret anyway just to keep the Ork player guessing.

This means he has only one card he might be able to play this turn: a card with two alternatives - Heavy Plasma Gun Malfunction or Vehicle Malfunction.

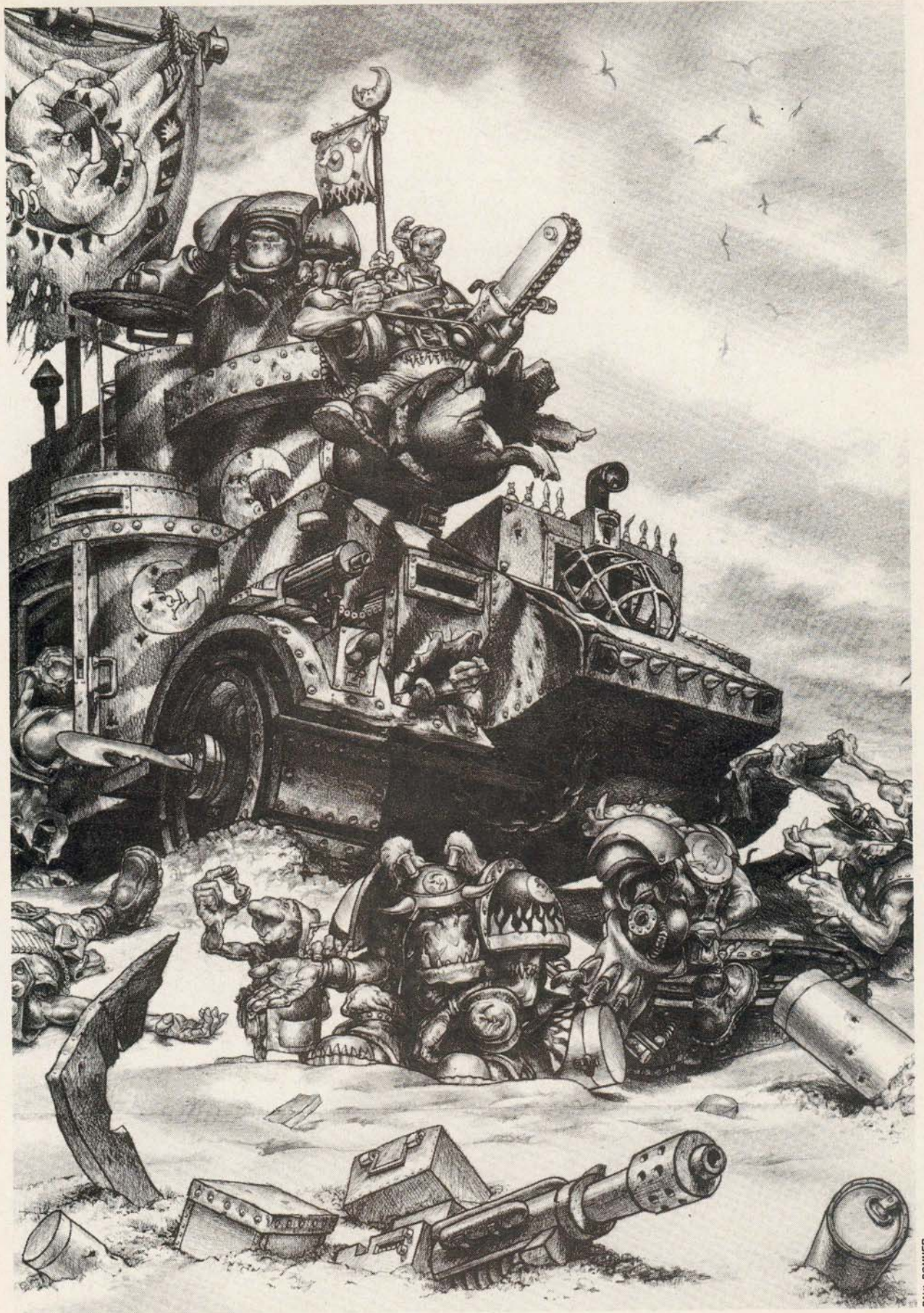
The Space Marine player's cards are:

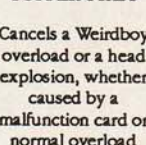
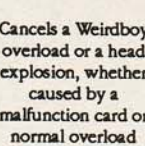


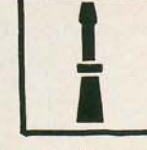
The Space Marine player observes the Orks' movements carefully, looking for an opportunity to play the card against an item of Ork equipment. The Ork player moves a vehicle, but he decides not to play the card yet. When the Ork player announces that he intends to fire a heavy plasma gun, the Space Marine player slaps the card face down on the table and says 'MALFUNCTION'!

The Ork player must now decide whether to use up one of his valuable repair cards to cancel this malfunction. Only one of his cards has a screwdriver job on it, and he decides to hang on to this card for later in the battle.

As the Ork player decides not to cancel the malfunction the heavy plasma gun explodes as described on the card.



REPAIR WRENCH JOB  Cancels malfunction of a DREADNOUGHT	REPAIR WELDING JOB  Cancels malfunction of a VEHICLE	REPAIR SCREWDRIVER JOB  Cancels malfunction of a HEAVY WEAPON	REPAIR WRENCH JOB  Cancels malfunction of a DREADNOUGHT	REPAIR DRILL JOB  Cancels malfunction of EQUIPMENT
REPAIR DRILL JOB  Cancels malfunction of EQUIPMENT	REPAIR SPANNER JOB  Cancels malfunction of a SHOKK ATTACK GUN	REPAIR WELDING JOB  Cancels malfunction of a VEHICLE	REPAIR ORKY KNOW-WOTZ  Cancels any kind of MALFUNCTION	REPAIR BRIBE  A bagful of teeth cancels Blood Axe treachery
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MALFUNCTION

A **HEAVY BOLTER** malfunctions due to faulty ammo. **Roll a D6:**

- 1-3 Dud bolts fail to penetrate. Save modifier is 0 instead of -2 from now on.
- 4-6 Bolt explodes in the mechanism. The gun is wrecked and useless.

OR

A **TRACKED VEHICLE** malfunctions when the control lever snaps off. The vehicle cannot be halted or steered from now on. It continues to go at the same speed and in the same direction as it was going last turn.

MALFUNCTION

A **BEAMER** malfunctions due to a flawed beam focus.

Beamer explodes with a 2" burst radius. Each model within the zone suffers a strength 4 hit with a -1 armour save modifier.

OR

A **VEHICLE** malfunctions due to a sudden fuel surge which causes the vehicle to immediately accelerate to *fast* speed. It remains at fast speed from now on but runs out of fuel in D6 turns. It will then halt permanently if still on the table.

MALFUNCTION

A **KOMBI-WEAPON** malfunctions due to fusion of parts resulting from the overheating of poor quality alloys. **Roll a D6:**

- 1-2 All barrels jam permanently.
- 3-4 One randomly determined barrel permanently jams.
- 5-6 All barrels except for one randomly determined barrel are permanently jammed.

OR

A **VEHICLE** malfunctions due to a slow leak in fuel injection pipe. This reduces vehicle to *slow* speed from now on.

MALFUNCTION

A **WHEELED VEHICLE** malfunctions due to worn gears.

Roll a D6:

- 1-2 Engine growls and jams. Vehicle permanently halts.
- 3-4 Vehicle reduced to slow speed from now on.
- 5-6 Vehicle becomes fixed at fast speed from now on.

OR

A **POWERFIELD** malfunctions and implodes. The vehicle, robot or model carrying the powerfield is unharmed.

MALFUNCTION

A **CYBOAR** malfunctions when the wheel comes off, causing it to halt immediately and permanently. The rider is thrown from his mount and is removed as a casualty.

OR

A **TRACKED VEHICLE** malfunctions because the engine overheats and catches fire. The vehicle immediately halts and all crew abandon the burning wreck.

MALFUNCTION

A **HEAVY PLASMA GUN** malfunctions due to energy overload.

Roll a D6:

- 1-3 Weapon explodes with a 2" burst radius. Each model within the zone suffers a strength 4 hit with a -1 armour save modifier.
- 4-6 Jams on maximal fire from now on.

OR

A **WHEELED VEHICLE** malfunctions due to faulty brakes. The vehicle cannot slow down or stop from now on.

MALFUNCTION

A **MISSILE LAUNCHER** malfunctions due to faulty propellant in the missile fired this turn. It fizzles but is not powerful enough to propel the warhead to its target. The Missile drops out of end of the launcher and then explodes. The operator is automatically hit. Place the burst template over him and resolve the explosion as normal.

OR

A **TRACKED VEHICLE** malfunctions when the drive wheels jam causing tracks to shear off. Vehicle comes to immediate and permanent halt.

MALFUNCTION

A **HEAVY WEAPON** malfunctions when the mechanism overheats.

Roll a D6:

- 1-3 Fails to fire from now on, due to fusion of working parts.
- 4-5 Fires this turn only, then barrel melts rendering weapon useless from now on.

OR

A **VEHICLE** malfunctions when the fuel tank leaks and loss of fuel causes the vehicle to grind to an immediate and permanent halt.

MALFUNCTION

A **HEAVY BOLTER** malfunctions due to sheer bad workmanship. It falls apart due to vibrations when firing is attempted. Weapon is useless and any re-assembly is impossible.

OR

A **VEHICLE** malfunctions because the engine is worn out.

Roll a D6:

- 1-2 Vehicle halts permanently.
- 4-6 Vehicle is reduced to slow speed from now on.

MALFUNCTION

A **WHEELED VEHICLE** malfunctions when the wheel comes off. The vehicle overturns if going at fast speed last turn, otherwise it just halts immediately. If it does overturn, each member of its crew becomes a casualty on a D6 roll of 1-5.

OR

A **DREADNOUGHT** malfunctions when the Gretchin pilot is stung by a venomous squig lurking in his compartment. This temporarily knocks out the pilot for D6 turns, causing the dreadnought to remain halted and inactive

MALFUNCTION

An item of **ARTILLERY** malfunctions. Roll a D6:

- 1-2 Weapon falls apart due to recoil vibrations and cannot be re-assembled. Weapon is useless from now on.
- 3-4 Weapon digs itself into ground and cannot be moved. It can continue to fire with -1 to hit.
- 5-6 Weapon misfires causing casualties among the crew, but no effect against the target. Crew models become casualties on a D6 score of 1-4. Weapon is damaged and useless.

MALFUNCTION

A **SHOKK ATTACK GUN** malfunctions. The gun suddenly disappears into the warp with its Mek operator. Roll D6:

- 1-3 Mek and weapon are never seen again.
- 4-6 Mek re-appears elsewhere on the battlefield. Determine direction of his new location with deviation template and displacement of 6D6". If this is off the table, the Mek has disappeared from the battlefield.

The rest of the Shokk Attack Team are unaffected. If Snotlings are in the warp, they are irretrievably lost.

MALFUNCTION

A **SHOKK ATTACK GUN** becomes possessed by an unknown warp entity. Roll a D6:

- 1-3 Any Snotlings in the warp are lost, presumed eaten by the entity. The Shokk Gun burps and is flung aside by the Mek. It is useless from now on.
- 4-6 The Shokk Attack Gun bursts apart as the warp energy imprisoned within it escapes - it is useless from now on. Snotlings in the warp may emerge from an exit hole created before this happened, otherwise they are lost.

MALFUNCTION

A **ROBOT** runs amok. Roll a D6:

- 1 Robot permanently halts and fires at nearest model each turn from now on.
- 2-3 Robot moves in the direction it is facing for double its normal move but does not fire this turn. If it collides it halts permanently, if not, it operates normally next turn
- 4-6 Robot halts, turns 180° and fires at the nearest model. It continues to do this each turn until it is destroyed.

MALFUNCTION

A **DREADNOUGHT** malfunctions due to leaky lubrication system. Roll a D6:

- 1-3 Dreadnought's legs freeze in position. The dreadnought cannot move from now on.
- 5-6 Dreadnought's arms lock in position. It cannot use any of its arms to deliver attacks or aim weapons from now on. Arm-mounted weapons can only fire directly ahead.

MALFUNCTION

A **DREADNOUGHT** malfunctions because important retaining screws are loose. Roll D6:

- 1-2 One random arm drops off the dreadnought. Armament and attacks from this arm are permanently lost.
- 3-4 Dreadnought's leg drops off; dreadnought falls flat on its face and is useless from now on.
- 5-6 All the dreadnought's arms drop off. It loses all armament and attacks from these arms from now on.

MALFUNCTION

A **BIONIK PART** malfunctions. Choose which item goes wrong:

Bionik hand: rivets are loose and hand drops off. It is now useless.

Bionik arm: the arm freezes in position and any weapon on it jams. It is useless.

Bionik leg: the leg jams and immobilizes the model for the rest of the game.

Cranial rebuild: head explosion. The model becomes a casualty.

Doc's Surprise: the model suddenly becomes a Madboy due to long term effects of squig glands inserted into his head.

MALFUNCTION

A unit's **STIKKBOMZ** malfunction. All the stikkbomz carried by the unit are useless because the filler has leaked out of the casings.

OR

BLOOD AXE TREACHERY

A Blood Axe mob who are not in Blood Axe warband decide not to do anything during this turn out of sheer bad temper.

MALFUNCTION

DEFECTIVE COPPER STAFF

A Weirdboy has a defective copper staff. If the Weirdboy is loaded with any power points immediately roll a D6:

- 1-4 All powerpoints drain into the warp. The weirdboy counts as permanently earthed for the rest of the game.
- 5-6 One randomly determined minder suffers a head explosion and is removed as a casualty.

This card cannot be cancelled - not even by a *Orky Know Wotz* or an *Earthed Copper Staff* card.

MALFUNCTION

DEFECTIVE COPPER STAFF

A Weirdboy has a defective copper staff which contains trace elements of warpstone. If the weirdboy is loaded with any power points immediately roll a D6:

- 1-3 D6 chanting Orks suffer head explosions and become casualties. If none are chanting disregard this result.
- 4-6 The Weirdboy suffers a head explosion and is removed as a casualty.

This card cannot be cancelled - not even by an *Orky Know Wotz* or an *Earthed Copper Staff* card.

MALFUNCTION

A ROBOT'S head explodes and its body immediately starts moving around in a 6" radius circle. On a D6 roll of 1-3 it goes right; 4-6 to the left. It continues to do this for the rest of the game until it collides or is destroyed. It will fire at the nearest model each turn.

OR

BLOOD AXE TREACHERY

A Blood Axe mob refuse to fire on any enemy Imperial troops for this turn only. Doubtless they were bribed by Imperial agents (but were too stupid to double cross them like proper Orks).

MALFUNCTION

A TRACKED VEHICLE malfunctions when it slurs a track. Roll a D6:

- 1-3 Vehicle goes around in circles of 6" radius from now on. Roll for direction: 1-3 right; 4-6 left. It can still slow down or speed up.
- 4-6 Vehicle permanently halted

OR

A SQUIG CATAPULT malfunctions because the squig pots have been stored near to fumes from fermenting fungus wine. All squig ammunition is dud from now on and catapult has no effect.

MALFUNCTION

WRONG CHANT

Some of the Orks are doing the wrong chant. This creates a dangerous counter-current in the flow of warp energy. Roll a D6:

- 1-5 All chanting is counter-productive - the Weirdboy cannot accumulate any power points from now on and counts as permanently earthed.
- 6 The Weirdboy suffers a head explosion and is slain

This card cannot be cancelled - not even by an *Orky Know Wotz* or an *Earthed Copper Staff* card.

MALFUNCTION

WRONG CHANT

Some of the chanting Orks are doing the wrong chant. This creates dangerous counter-current in the flow of warp energy.

The weirdboy's copper staff melts. He can no longer be earthed. He will automatically accumulate 2D6 power points each and every turn from now on. These come from the psychic energy around him and are additional to any coming from chanting.

This card cannot be cancelled - not even by an *Orky Know Wotz* or an *Earthed Copper Staff* card.

MALFUNCTION

An ENCLOSED VEHICLE malfunctions when the interior fills with noxious fumes forcing the vehicle to halt while crew throw open the hatches and gasp for air. The vehicle and crew are incapable of doing anything for D6 turns until the fumes clear.

OR

FREEBOOTER TREACHERY

A Freebooter mob will not shoot or move for this turn only, while they pause to consider whether they are being paid enough. This event does not affect Freebooters who are in close combat.

MALFUNCTION

A VEHICLE with a TURRET malfunctions when the turret jams. To determine what facing it jams in roll a D6:

- 1-2 Rear of vehicle.
- 3-4 Front of vehicle.
- 5 90° right of vehicle's front.
- 6 90° left of vehicle's front.

OR

FREEBOOTER ANIMOSITY

A Freebooter mob shoots at the nearest other Freebooter mob on the battlefield in this turn only.

MALFUNCTION

A HEAVY WEAPON malfunctions due to power cell leakage. The mechanism is corroded and the weapon fails to fire from now on.

OR

A VEHICLE malfunctions due to faulty steering. The steering permanently jams causing the vehicle to go around in circles of 6" radius from now on. Roll for direction: 1-3 vehicle goes to right; 4-6 to left. The vehicle can still slow down or speed up as normal.

MALFUNCTION

A **HEAVY WEAPON** malfunctions due to severe overheating.

Roll a D6:

- 1-3 Moving parts welded together by heat, weapon is destroyed
- 4-6 Weapon fails to fire this turn as it cools down. Can fire as normal next turn.

OR

A **SQUIG CATAPULT** buckles under the strain of over-zealous winding and is rendered useless from now on.

MALFUNCTION

A **HEAVY WEAPON** malfunctions due to power cell leakage. The mechanism is corroded and the weapon fails to fire from now on.

OR

A **VEHICLE** malfunctions due to fuel leakage. As it leaks out, the hot engine ignites the fuel and the vehicle is destroyed by a massive explosion. Strength 4 hits are suffered by all the crew. Survivors are hurled 2" clear of the wreck.

MALFUNCTION

A **HEAVY WEAPON** malfunctions due to worn parts.

Roll D6:

- 1-3 Fails to fire from now on.
- 4-5 At -1 strength from now on.
- 6 Fires this turn then jams permanently.

OR

A **WHEELED VEHICLE** malfunctions due to fuel overflow. The engine bursts into flame. All crew abandon vehicle immediately. Models which do not bale out become casualties. Vehicle halts immediately and is destroyed.

MALFUNCTION

A **HEAVY WEAPON** malfunctions due to faulty mechanism. Roll D6:

- 1-4 Jams permanently.
- 5-6 Fires this turn then jams permanently.

OR

A **DREADNOUGHT** malfunctions when the control system goes haywire - the Painboy must have got his wires crossed when he serviced the pilot. The dreadnought wanders randomly for its full move distance each turn from now on. Determine direction using a D12.

MALFUNCTION

An **AUTO-CANNON** malfunctions due to faulty ammo feed. Roll D6:

- 1-3 Weapon jams and fails to fire at all from now on.
- 4-6 Fires this turn then jams permanently.

OR

A **POWERFIELD** implodes. This does not harm the user of the field, but he is left looking very tattered, blackened, scorched, smoking and feeling very embarrassed and sorry for himself. The powerfield is useless.

MALFUNCTION

A **BEAMER** malfunctions due to a defective beam focussing crystal. It suddenly and inexplicably draws infra-red light rays directly from the sun, creating a power surge which overloads the power pack. The result is a miniature thermonuclear reaction. The weapon's operator is immediately vaporised, as are any models within a 3" radius area of him. They become casualties. There are no to hit, to wound or saving throws.

Any models within a 6" radius of the operator, but not within the 3" inner zone, are temporarily blinded for the remainder of this turn only.

MALFUNCTION

A **HEAVY PLASMA GUN** malfunctions due to energy overload.

The weapon explodes with a 2" burst radius. Each model within the zone suffers a strength 4 hit, with a -1 armour save modifier.

OR

A **VEHICLE** malfunctions due to faulty steering. The steering permanently jams causing the vehicle to go around in circles of 6" radius from now on. Roll for direction: 1-3 vehicle goes to the right, 4-6 left. The vehicle can still slow down or speed up as normal.

MALFUNCTION

A **HEAVY STUBBER** malfunctions due to faulty ammo. Roll a D6:

- 1-3 Jams permanently
- 4-6 Fires with -1 to hit modifier from now on.

OR

A **ROBOT** malfunctions due to a faulty robo-motor. Roll D6:

- 1-2 Robot suddenly reverses for its full movement this turn only.
- 3-5 Robot halts permanently.
- 6 Robot goes faster. Add +2 to its max movement allowance from now on.

MALFUNCTION

A **MISSILE LAUNCHER** malfunctions due to faulty warhead.

Roll a D6:

- 1-3 Warhead fails to explode.
- 4-5 Warhead explodes prematurely in the air with no effect.
- 6 Warhead explodes with -1 strength.

OR

An item of **ARTILLERY** malfunctions. It fires normally this turn, but the weapon is jolted from its mounting, rendering it useless from now on.

ORKY EVENTS

MADBOYZ MOOD CHANGE

A Madboy mob experiences a sudden mood change due to swigging fungus wine from their canteens.

Roll D10 for new mood:

D10 Mood	D10 Mood
1 Frantik	6 Moronik
2 Paranoid	7 Deliriak
3 Phobiak	8 Melankolik
4 Manik	9 Bloodlust
5 Skitzo	10 Bloodlust

Now roll for their behaviour (see Madboyz rules).

ORKY EVENTS

FRANTIK MADBOYZ

A Madboy mob experiences a sudden mood change sparked off by the ravings of a Madboy with a Frantik mania.

The entire mob is seized by a Frantik mood. Roll for their behaviour (see Madboyz rules). If the mob are already Frantik roll for new behaviour. If you roll the same as their current behaviour, roll again.

ORKY EVENTS

PARANOID MADBOYZ

A Madboy mob experiences a sudden mood change sparked off by the ravings of a Madboy with a Paranoid mania.

The entire mob is seized by a Paranoid mood. Roll for their behaviour (see Madboyz rules). If the mob are already Paranoid, roll for new behaviour anyway. If you roll the same as their current behaviour, roll again.

ORKY EVENTS

PHOBIAK MADBOYZ

A Madboy mob experiences a sudden mood change sparked off by the ravings of a Madboy with a Phobiak mania.

The entire mob is seized by a Phobiak mood. Roll for their behaviour (see Madboyz rules). If the mob are already Phobiak roll for new behaviour anyway. If you roll the same as their current behaviour, roll again.

ORKY EVENTS

MANIK MADBOYZ

A Madboy mob experiences a sudden mood change sparked off by the ravings of a Madboy with a Manik mania.

The entire mob is seized by a Manik mood. Roll for their behaviour (see Madboyz rules). If the mob are already Manik roll for new behaviour anyway. If you roll the same as their current behaviour, roll again.

ORKY EVENTS

SKITZO MADBOYZ

A Madboy mob experiences a sudden mood change sparked off by the ravings of a Madboy with a Skitzo mania.

The entire mob is seized by a Skitzo mood. Roll for their behaviour (see Madboyz rules). If the mob are already Skitzo roll for new behaviour anyway. If you roll the same as their current behaviour, roll again.

ORKY EVENTS

MORONIK MADBOYZ

A Madboy mob experiences a sudden mood change sparked off by the ravings of a Madboy with a Moronik mania.

The entire mob is seized by a Moronik mood. Roll for their behaviour (see Madboyz rules). If the mob are already Moronik roll for new behaviour anyway. If you roll the same as their current behaviour, roll again.

ORKY EVENTS

DELIRIAK MADBOYZ

A Madboy mob experiences a sudden mood change sparked off by the ravings of a Madboy with a Deliriak mania.

The entire mob is seized by a Deliriak mood. Roll for their behaviour (see Madboyz rules). If the mob are already Deliriak; roll for new behaviour anyway. If you roll the same as their current behaviour, roll again.

ORKY EVENTS

MELANKOLIK MADBOYZ

A Madboy mob experiences a sudden mood change sparked off by the ravings of a Madboy with a Melankolik mania.

The entire mob is seized by a Melankolik mood. Roll for their behaviour (see Madboyz rules). If the mob are already Melankolik roll for new behaviour anyway. If you roll the same as their current behaviour, roll again.

ORKY EVENTS

BLOODLUST MADBOYZ

A Madboy mob experiences a sudden mood change sparked off by the ravings of a Madboy with a Bloodlust mania.

The entire mob is seized by a Bloodlust mood. Roll for their behaviour (see Madboyz rules). If the mob are already in a state of Bloodlust, roll for new behaviour anyway. If you roll the same as their current behaviour, roll again.

ORKY EVENTS

LOOTING DEATH SKULLS

One Death Skulls boyz mob suddenly decides to disperse and start looting the battlefield. It's every Ork for himself as the boyz disregard unit coherency, each model moving randomly.

They do not bother to shoot or fight unless enemy models shoot at them or engage them in close combat. They continue to behave like this for the rest of the game.

If there is more than one Death Skulls mob in the warband randomly determine which mob is affected.

ORKY EVENTS

SNAKE-BITE WAAARGH DANCE

One Snake-Bite boyz mob suddenly decides to perform the ancient and sacred 'Waaargh Dance'.

They remain where they are and do not move shoot or fight while they perform the dance which lasts for D6 turns.

If a Weirdboy is within 24" of the dance he immediately gains 3D6 power points. If the mob are charged by enemy models while doing the dance they fight back in a state of frenzy.

If there is more than one Snake-Bite mob in the warband randomly determine which mob is affected.

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If there is more than one Snake-Bite mob in the warband randomly determine which mob is affected.

ORKY EVENTS

GOFF BATTLERAGE

The Goff unit nearest to the enemy is suddenly overwhelmed by the excitement of conquest. The unit ignores psychology for the rest of the game and cannot be routed. However, the unit must continue to move towards the enemy when it can and must charge the enemy whenever it possibly can.

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ORKY EVENTS

STORMBOYZ BATTLEPLAN

The Drillboss of a Stormboyz corps has come up with a cunning battleplan to outflank the enemy. The unit move towards the nearest table edge until it leaves the table altogether. The unit reappears on the enemy's baseline at the start of any following Ork turn on the D6 roll of a 6.

The battleplan may not necessarily be a good idea at the time, but the opportunity to prove his military cunning is just too great a temptation for the Drillboss!

ORKY EVENTS

STORMBOYZ CUNNIN' AMBUSH

The Drillboss of a Stormboyz unit decides to set a cunning ambush for the enemy. The corps move towards the nearest cover and hides - they will not move from cover for the rest of the game unless a Stormboyz Battleplan is played.

Should other puzzled Orks enquire what the Stormboyz are doing they will be told to "Zog off - yer iz givin' away our perzishun!"

ORKY EVENTS

REINFORCEMENTS

A wandering mob of 6+D6 Gretchin entrepreneurs armed with blunderbusses arrives on the battlefield and comes under the command of the Ork player.

Roll D6 to see where they arrive:

- 1-3 Anywhere on Ork table edge.
- 4 Anywhere on Ork player's left table edge.
- 5 Anywhere on Ork player's right table edge.
- 6 Anywhere on opponent's edge.

The Ork player positions the mob at the start of the turn.

ORKY EVENTS

WEIRDBOYZ

The warp flux has suddenly intensified over the battlefield. 10 power points are added to the current accumulation of every Weirdboy. Check immediately for overload.

AND

CHANTING ORKS

Due to the intensified warp flux D6 chanting Orks immediately suffer head explosions and become casualties. If no Orks are chanting disregard this effect.

ORKY EVENTS

SPEED CULTIST

This card affects one vehicle belonging to a speed cultist - the driver becomes carried away by the excitement and is incapable of slowing down or stopping unless he makes a successful test against his willpower.

ORKY EVENTS

HEADBANG

A disturbance in the warp sends a surge of psychic energy into a Weirdboy so that his head explodes!

AND

CHANTING ORKS

Due to the intensified warp flux D6 chanting Orks immediately suffer head explosions and become casualties. If no Orks are chanting disregard this effect.

ORKY EVENTS

MADBOYZ MOOD CHANGE

A Madboy mob experiences a sudden mood change due to eating venomous squigs for breakfast.

Roll D10 for new mood:

D10 Mood	D10 Mood
1 Frantik	6 Moronik
2 Paranoid	7 Deliriak
3 Phobiak	8 Melankolik
4 Manik	9 Bloodlust
5 Skitzo	10 Bloodlust

Now roll for their behaviour (see Madboyz rules).

ORKY EVENTS

WAAARGH!

The spirit of Orkishness washes over the battlefield for this turn.

The Ork player may add or subtract 1 from any Ork dice rolls.

All power points held within Weirdboyz are automatically doubled.

All Madboyz mobs experience a mood change to Bloodlust mood. Roll for their new behaviour.

All vehicles driven by speed cultists immediately accelerate to *fast* speed.

All Orks within charge reach of the enemy at the start of their turn will charge them.

ORKY EVENTS

MADBOYZ MOOD CHANGE

A Madboy mob experiences a sudden mood change due to intense psychic disturbance over the battlefield.

Roll D10 for new mood:

D10 Mood	D10 Mood
1 Frantik	6 Moronik
2 Paranoid	7 Deliriak
3 Phobiak	8 Melankolik
4 Manik	9 Bloodlust
5 Skitzo	10 Bloodlust

Now roll for their behaviour (see Madboyz rules).

ORKY EVENTS

MADBOYZ MOOD CHANGE

A Madboy mob experiences a sudden mood change due to nibbling dried fungus rations earlier in the battle.

Roll D10 for new mood:

D10 Mood	D10 Mood
1 Frantik	6 Moronik
2 Paranoid	7 Deliriak
3 Phobiak	8 Melankolik
4 Manik	9 Bloodlust
5 Skitzo	10 Bloodlust

Now roll for their behaviour (see Madboyz rules).

ORKY EVENTS

MADBOYZ MOOD CHANGE

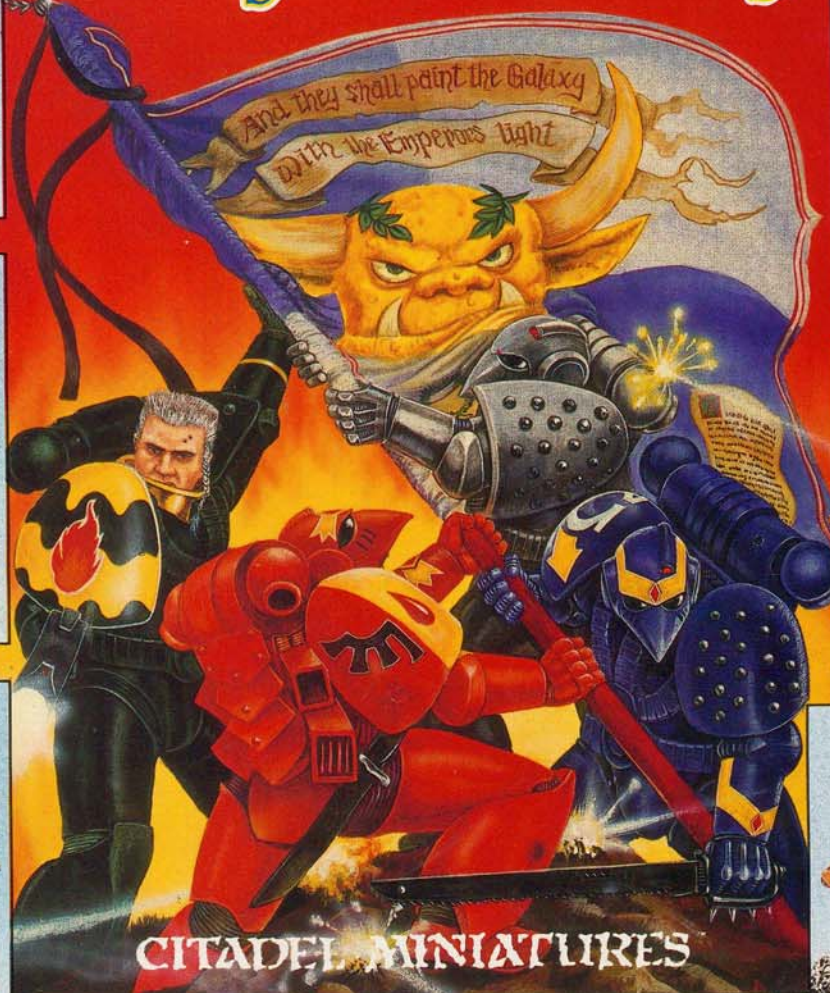
For no apparent reason, a Madboy mob experiences a sudden mood change.

Roll D10 for their new mood:

D10 Mood	D10 Mood
1 Frantik	6 Moronik
2 Paranoid	7 Deliriak
3 Phobiak	8 Melankolik
4 Manik	9 Bloodlust
5 Skitzo	10 Bloodlust

Now roll for their behaviour (see Madboyz rules).

FANTASY MINIATURES



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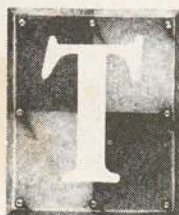


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SHOKK ATTACK GUN



he Ork Shokk Attack Gun must be one of the most bizarre weapons the Mekboyz have ever invented.

In appearance, the Shokk Attack Gun is a large, heavy piece of machinery with huge spinning blades at the front and numerous whirring, grinding cogs and chains sticking out from the casing.

When used the gun shakes and rattles in an alarming fashion, its cogs whirr furiously and oily smoke pours from inside while the Mekboy operator hangs on as tight as he can.

The Shokk Attack Gun is one of the many Ork inventions which usefully combines force field and teleporter technology. The exact origins of these techniques are uncertain, but they were probably invented long ago by the now extinct Brain Boyz. Once Orks understand the basic principles of a technology they find it relatively easy to produce all kinds of weapons and other associated devices. Other races also use similar technology to a certain extent, but their fragile nervous systems and feeble bodies are unable to withstand the stresses generated by these powerful machines. Even with heavy shielding and complex suppressing systems, a human or Eldar can only withstand low levels of exposure. However Orks are remarkably resilient creatures who feel very little pain and whose powers of recuperation are quite phenomenal. They can walk safely into and out of teleporter beams which would tear the nervous system of a human into shreds.

Ork civilisation is highly dependent on force field and teleporter technology, without which they would not be able

to travel through space. The hulls of their space hulks are leaky, and the Orks retain a breathable atmosphere on the ship by use of massive force fields.

The Shokk Attack Gun projects a force field tunnel through a small portion of the warp - the entrance to this tunnel opens up in front of the gun and the exit point is created wherever the operator directs his aim. Both the entrance and exit look like small spinning black holes in the air. The two holes are connected by a tunnel through warp space, and it is possible for living creatures to travel down the tunnel from the entrance hole and leave it at the exit point.

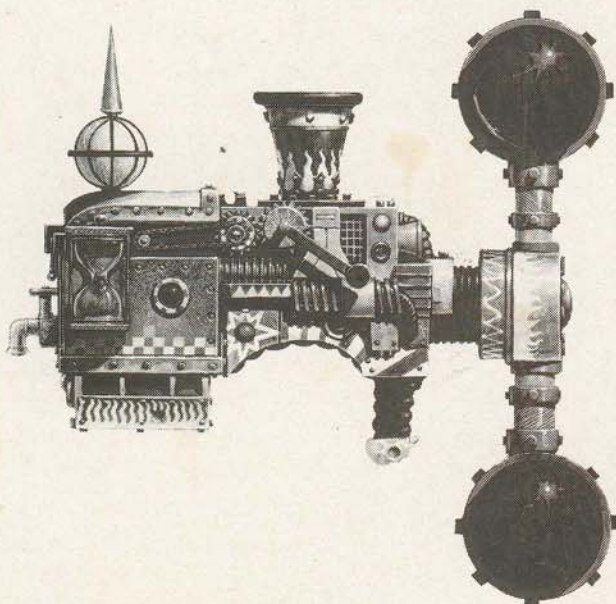
The tunnel is maintained by a force field, so the warp cannot leak out, and the warp creatures are prevented from entering the tunnel or escaping into the real world itself. Curious warp creatures are attracted by the resonance of the force field, and cluster about the tunnel, trying get at anyone foolish enough to be travelling through it. As the force field walls are quite effective, the creatures are not usually able to penetrate them, and have to resort to intimidation: staging mock attacks, pulling horrific faces and making obscene gestures.

It is not unknown for the field to fail resulting in the unpleasant death of those inside as the tunnel collapses and the warp rushes in. Orks are not exactly afraid of daemons (at least they wouldn't admit to it) but find them disgusting, repellent and definitely un-orky in the nastiest possible way. No Ork in his right mind would go into a Shokk Attack Gun tunnel - and even Madboyz instinctively avoid them. Gretchin, being brighter and more interested in their personal safety than Orks, are even less likely to entertain the notion. This only leaves Snotlings who have only an animal level of intelligence and aren't frightened of anything until they are exposed to it - by which time it is far too late.

SNOTLING ATTACK!

The purpose of the Shokk Attack Gun is to project a number of Snotlings through the warp to land right on top of the enemy. By the time the Snotlings reach the tunnel's exit hole they are so frenzied with terror that they shoot out like a pack of frightened wild-cats, scratching, biting, and clawing at everything around them. They are often so petrified that they go white and begin to defecate uncontrollably. The effect of this sudden rain of maddened Snotlings on the foe is devastating, especially if the Shokk Attack Gun operator manages to aim the exit hole inside a vehicle or into the tiny crew compartment of a Dreadnought or a Terminator suit.

Snotlings have no natural inclination to jump into small dark holes, so before they can be used in the Snotling Shokk Attack Teams they have to be specially trained to overcome their natural timidity. This is accomplished by those masters of Snotling training techniques the Runtherdz.



Runtherdz take great pride in their small charges and go to great lengths to breed them for good colour, markings and desirable character traits. A good Runt strain will be carefully developed and jealously guarded by the Runtherd.

Only the most aggressive and pushy Snotlings can be used for the Shokk Attack Teams, but before they are ready for battle they have to be painstakingly trained. Initially, the young Snotling pups are encouraged to jump through hoops and rewarded with juicy morsels of fungus and squig for showing the right kind of enthusiasm, obedience and recklessness. This training continues until the Snotlings show a tendency to jump into anything round and tunnel-like, such as barrels, holes in the ground, drainpipes, chimneys (even the drops) as an instinctive reaction.

As the Snotlings grow older and more obedient they are encouraged to jump into animal burrows and run along them until they come out on the surface. The burrows are specially seeded with tasty wild squigs and fat insects, and there are usually some other tidbits waiting for the first ones out at the other end. As a result of these techniques, the Snotlings learn to associate round, dark tunnels with food, and think the training is great fun.

This process continues until the Snotlings have lost their fear of leaping into dark holes, and even grow to look forward to and enjoy the experience. Some Runtherdz use special herd squigs to chase the Snotlings along the burrow (the same squigs they use to round up the herd by snapping at the runt). By this time the Snotlings are willing to jump into tunnels simply to impress the Runtherd, whom they trust implicitly and look up to as a sort of 'big brother' who looks after them. The Snotlings are kept blissfully unaware of the true purpose of their training - having to leap into a warp tunnel far worse than any kind of animal burrow (and there's no tasty squig or toadstool at the other end either).

When a battle begins the Runtherdz marshal their trained Shokk Attack Teams into position behind the Mekboys and their Shokk Attack Guns. They must be careful not to let the Snotlings get too excited as they'll tire themselves out before the attack. The Runtherd's herd squigs help keep the Snotlings in check, and will retrieve any individuals who impulsively jump down animal burrows, shell holes or into the barrels of large calibre Ork Artillery guns.

As the time of the attack approaches the Runtherd begins to energetically stamp his feet and make loud 'whoop whoop' calls to work the Snotlings into such a state of anticipation and aggression that they will fling themselves into the mouth of the warp tunnel without hesitation (though they find out their mistake immediately afterwards!). Soon the excited Snotlings are straining to be let loose like enthusiastic dogs, and have to be held back by the Runtherd with the help of his herd squigs.

While the Runtherd is enthusing his Snotlings the Mekboy fires up the main photon-boiler and eases the trigger on the Shokk Attack Gun. As the mechanisms engage, flywheels and drive belts start to feed power through to the tunnel force field generator, and the Shokk Attack Gun begins to kick and judder. It is very hard to aim a Shokk Attack Gun because even the strongest Orks can hardly hold it still.

As soon as the warp tunnel is opened the Snotlings start to pant and yelp excitedly. When the Runtherd is unable to restrain them any longer he releases them and shouts GO! GO! GO! as loudly as he can to make himself heard over the clanking, grinding noise from the Shokk Attack Gun. Free at last the Snotlings dive head first into the warp full of

Making a Shokk Attack Gun Template

Before you can use a Shokk Attack Gun you will have to make two special Shokk Attack templates - an entrance hole template and an exit hole template.

Both templates are circular and can be carefully cut from suitable card and painted or otherwise coloured in black. The entrance template can be any size (its size doesn't affect the numbers of Snotlings that can use it) but we suggest a small 1" radius circle. Of course, you can use any of the 1" radius effect templates provided in the Warhammer 40,000 book if you like.

The exit hole is a 2" radius circular template. This may also be one of the standard templates from the Warhammer 40,000 book if you don't wish to make a new one. Make sure you have at least one of each size template before your game begins.

enthusiasm and confidence, their shrill voices squealing and echoing down the tunnel, increasing in pitch as they go further along until they become a distant terrified gibber.

Instead of the familiar dark animal burrow, the poor Snotlings find themselves scurrying along a seemingly transparent tunnel through the horrific landscape of the warp with daemons and other unspeakable terrors leering and pawing at them from the other side of the tunnel wall. Soon they are running as fast as they can towards the exit in terror for their lives, and emerge at their destination in a state of uncontrollable hysteria. The Snotlings are terrified by their experience - some turn white with fear, and others lose control of their bodily functions. A few are reduced to a state of passive catatonia or gibbering lunacy, but most become irrational and savage and will claw and bite at everything in reach.

In this state the Snotlings will shred any unfortunate enemy they encounter. If they emerge inside a vehicle, the havoc caused by their demented rampage around the confined crew space will inflict untold damage. Similarly an enemy who suddenly finds himself sharing his Terminator armour with a panic-ridden enmaddened Snotling will be thoroughly disconcerted by the experience.

THE SHOKK ATTACK GUN IN BATTLE

The Shokk Attack Gun is carried by a Mekboy model accompanied by a Runtherd and a herd of Snotlings consisting of several bases of Snotling models. The Runtherd, Mekboy and Snotling herd form a single unit and normal coherency rules apply - models must be arranged in an interlinking line or mass with gaps of no more than 2" between. The Snotlings will only jump into the warp tunnel entrance if the Runtherd is close by, so the Runtherd and at least 1 Snotling base must be within 2" of the gun when Snotlings are to enter the tunnel.

The Shokk Attack Gun can only be fired if the operator remains stationary during the turn (the Runtherd and Snotlings are allowed to move into position as required). During the shooting phase the operator can shoot the first blast, which opens up the tunnel entrance. Place a tunnel entrance template immediately in front of the first awaiting

Snotling base (note that the template does not need to be directly in front of the gun and might in fact be slightly behind the operator). As soon as the tunnel opens the Snotling base immediately rushes through - at this point remove it from the tabletop. The player may now allow any number of additional Snotling bases into the tunnel - there is no limit to the number that can enter and the entire herd can leap inside if you want. If several bases are allowed into the tunnel some will have to move quite a long way before they reach the entrance - their burst of speed may be ascribed to their unfettered enthusiasm to reach the inviting dark hole.

Once the player has allowed as many Snotlings as he wants into the tunnel he may elect to either immediately open the exit tunnel or he can wait for another turn before opening it and releasing the Snotlings inside. Should the player decide to delay opening the tunnel exit the Mekboy must remain stationary until he opens the tunnel exit. If the Mekboy moves or if the model is removed then the tunnel collapses and the Snotlings inside are gobbled up by the fearsome warp daemons.

A tunnel exit may be opened either as soon as the entrance appears or during the shooting phase of a subsequent turn. When the gun is fired a second time, the tunnel breaks through into the real universe creating an exit hole and releasing the Snotlings inside. To position the exit hole take a tunnel exit template and place it directly over the intended target. Shokk Attack Guns have an unlimited tabletop range, but the exit hole must be aimed at a point that the operator can see and which lies within the normal 90° arc for weapon fire. Once the template has been positioned the Ork player rolls a D6 and refers to the Exit Hole Chart to determine the shot's accuracy.

EXIT HOLE CHART

D6 Result

- 1 **Undershot by 3D6".**
Roll 3D6 and move the template directly back towards the Shokk Attack Gun by the number of inches indicated.
- 2 **Overshot by 3D6".**
Roll 3D6 and move the template directly away from the Shock Attack Gun by the indicated number of inches. Note that this may take the template beyond the sight and firing arc of the operator - such is the unpredictable nature of anything to do with the warp.
- 3 **Left 3D6".**
Roll 3D6" and move the template directly to the left of the target by the number of inches indicated. As with overshots this may take the template beyond the sight of the operator.
- 4 **Right 3D6".**
Roll 3D6" and move the template directly to the right of the target by the number of inches indicated. As with overshots this may take the template beyond the sight of the operator.
- 5-6 **Bang on Target!**
The Mekboy has successfully landed the exit hole exactly on its aiming point.

Once the exit hole is opened the Snotlings inside shoot out of the tunnel onto the target. Due to an extraordinary (and quite fortuitous) condensing effect the Snotlings will reappear inside vehicles, buildings, Dreadnoughts, and Terminator suits rather than around them, causing the maximum surprise to those affected. In the case of other troops the Snotlings just drop out of the sky, attach themselves to the nearest object, clawing and howling for all their worth. The effect of demented Snotlings suddenly dropping onto their target is represented by the Shokk Attack Charts. Refer to the chart for the target and roll as indicated to determine the effect.

Once an exit hole has been established the Mekboy operator can instantly shut off the tunnel forcefield so that both the entrance and the exit hole collapse and the templates are removed from the table leaving the Shokk Attack Gun ready to fire next turn. Alternatively, the Mekboy can keep the Shokk Attack Gun running, in which case the tunnel remains open and the tunnel entrance and exits remain in position. Note that the exit hole remains in position over its target, and will move if the target moves. It is therefore possible to hit a vehicle and to keep sending Snotlings through the tunnel over several turns, even though the vehicle is moving.

RANGING SHOTS

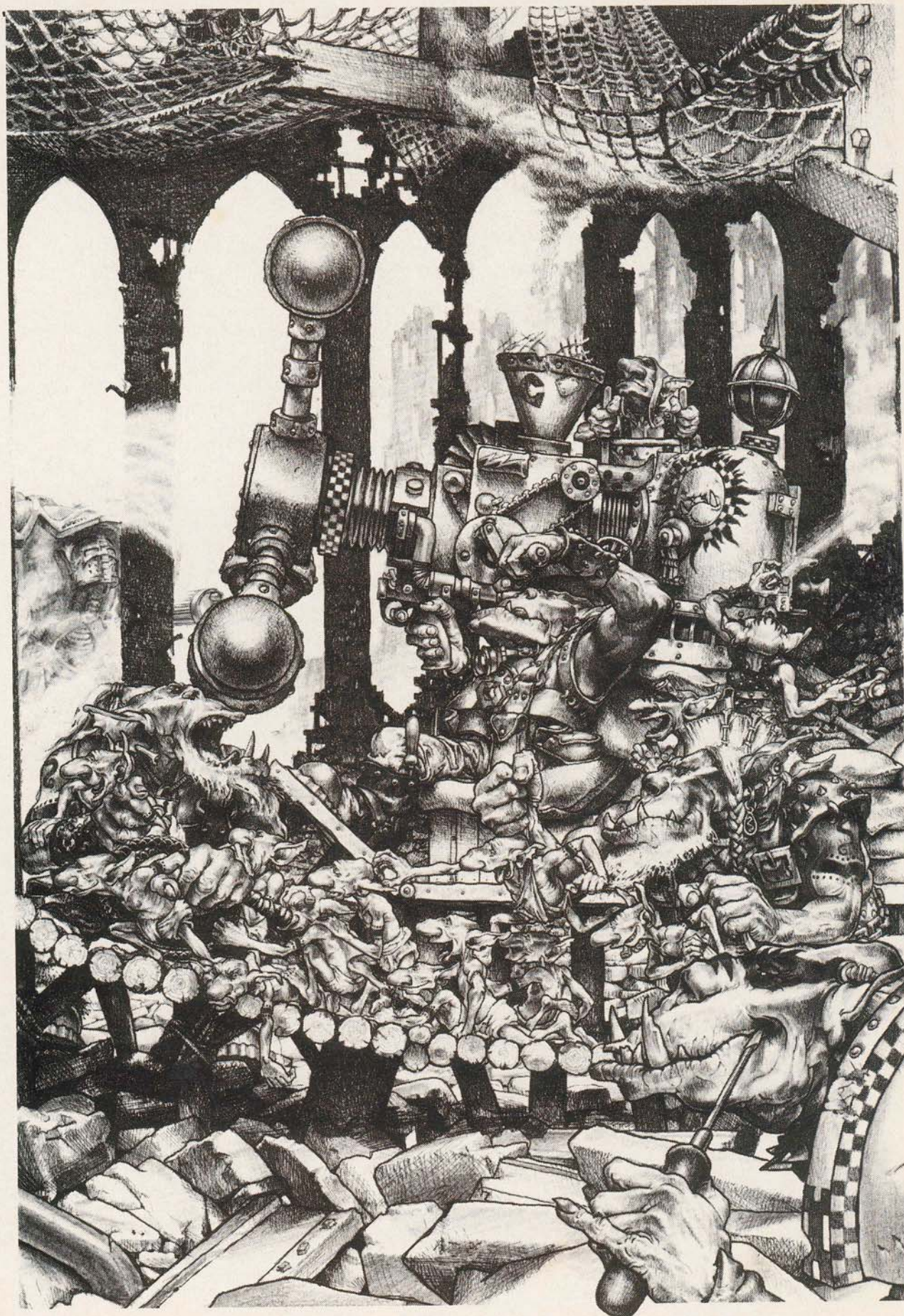
Aware of the wildly inaccurate nature of their Shokk Attack Guns, Mekboyz have evolved a method of improving accuracy by sending a single Snotling into the tunnel in order to establish the exit point. It would be a shame to waste a whole party of Snotlings on a possibly inaccurate shot ("dey iz wurf free teef each") and this idea also appeals to the Runtherdz who hate to see their carefully trained charges wasted. The Runtherd selects one of his many Snotling servants for this important task. The Snotling is equally as ignorant of the terrors of the warp tunnel as the carefully trained Shokk Attack Teams, but immediately swells his chest with pride at being chosen for special duties. The Runtherd shoves a marker pennant in his hands telling him "Wot'ever you do don't let go of dis 'ere flag" then sends him into the warp hole with a cheerful pat on the back.

The terror-stricken Snotling emerges at the tunnel exit waving his flag frantically enabling the Mekboy to easily see the exit hole and decide whether to try again before sending through the Shokk Attack Teams.

A player may make a ranging shot once he has opened the tunnel entrance but before he has committed any Snotlings into the tunnel. He declares that he is making a ranging shot and the exit hole is located and positioned as normal. The Snotling servant chosen for this task is assumed to be one of the many that accompanies the Runtherd into battle. The ranging Snotling need not be represented by a model, although players who wish to take advantage of this rule may like to include a few specially prepared Snotling servants in the Runtherd's non-combatant entourage.

SURVIVING SNOTLINGS

Snotlings rarely survive their frantic, panic-stricken dash through the warp followed by the few moments of hysterical mayhem which follows when they emerge. Many are so petrified by their experience that their little hearts give out or they withdraw into a state of catatonic shock and eventually die. Others reach their target in a fear-inspired frenzy but are either killed by their victims, squashed in the general confusion, or killed by the explosions and crashes resulting



SHOKK ATTACK GUN

from their appearance. Those that do survive are so affected by their horrible experiences that they want nothing other than to crawl off and hide somewhere where they can 'get away from da nasty fingz' which haunt their tiny imaginations. Eventually the terror fades from their memories but their little minds are never quite the same again. A surprising number manage to make their way back to the Ork encampment where they are often adopted by Madboyz as their pets and help-mates. These cracked Snotlings are often seen capering among the Madboyz around the battlefield and the camp.

On rare occasions Snotlings which survive a Shokk Attack are found to be possessed by minor daemons from the warp. Just as Weirdboyz are too Orky to be possessed by a daemon, even Snotlings cannot be fully dominated by a possessing daemon. The daemon is effectively trapped inside a body he



HERD SQUIGS

Herd squigs have been specially bred and developed by Runtherds for the purpose of herding and controlling the herds of runtz. They are related to the many varieties of pet squigs, but have been selectively bred for their speed, intelligence, ferocity and endurance. Their long, sensitive snouts and keen ears enable them to track down errant Snotlings and Gretchin wherever they might hide. Herd squigs are excellent tracking beasts, and can follow trails which are days old. Runtherds who own good herd squigs are often hired by local Nobs to track down missing or lost items of equipment, though it is virtually a foregone conclusion that the trail leads to the nearest mob of Deathskulls.

Their powerful legs and low-slung body enable the herd squig to move fast and surely over the roughest terrain. They are tireless workers, constantly running in circles round the runtzs, nipping the heels of the ones that drop behind, and chasing the ones that stray back to the herd.

Runtherds control their herd squigs with a combination of calls and whistles. A herd squig's training starts early in its life, and the repertoire of commands it can understand and obey increase as it matures. The relation between a herd squig and its master is very close, and at times their communication seems almost empathic. The command system used by each Runtherd is unique, and it would be impossible for one Runtherd to command the herd squigs trained by another Ork.

can only partially and occasionally control, causing both parties some distress. These Snotlings behave in a very schizophrenic and peevish manner, muttering little squeaky conversations with themselves, and sometimes (when under the influence of the daemon) picking arguments with face-eater squigs or other deadly opponents. Of course, the frustrated daemon would like nothing better than for the Snotling to be killed and gobbled up so that it can escape back to warp space - unfortunately for the daemons Snotlings have too much good ork-sense to get themselves killed that easily. Possessed Snotlings are sought out and adopted by Weirdboyz who keep them as familiars. The possessed Snotling can help drain off psychic overload causing the Snotling's head to explode before the Weirdboy's.

Snotlings which emerge inside large constructions or spacecraft may end up in some functional compartment unable to have any serious or immediate effect on the battle, but they can still have a drastic long-term effect. The Snotlings can eventually recover sufficiently to form a breeding colony aboard the vessel. If they find their way into the sewage system, the holds, or the sumps, they will automatically start growing fungus and squigs from spores attached to their own bodies. This is how rogue colonies of Snotlings have spread through the universe, leading to infestations of Imperium foundry worlds and military installations.

Snotling infestations may explain why vessels have mysteriously disappeared or suddenly exploded, or arrived with an empty hold instead of being full of vital food supplies. The hazards include a massive build up of squig gas or fungoid corrosion, or maybe the crew succumbed to a ravenous plague of overgrown and exceptionally hungry face-eater squigs whose ancestors were caught up with a Shokk Attack Team. When a space ship engineer, mystified by the malfunctioning of his ship, reports 'gremlins' in the works - this is often literally the case - although its not gremlins, but snotlings and squigs.

SQUIGS AND SNOTLINGS

Squigs, of every shape and form accompany the Ork Hordes and are especially attracted to Snotlings. Snotlings like their little pets, which as well as being a source of amusement, give them great psychological comfort when the guns are firing all around. Runtherdz understand this and encourage it. Consequently it is inevitable that some squigs end up getting fired through the warp among the Snotling Shokk Attack Teams. This makes very little real difference to the effect of the weapon, and can even enhance the attack in the case of a face-eater squig which gets catapulted through the warp.

SHOKK ATTACK GUN

Short Range	Long Range	Shooting to Hit		Save	
		Short	Long	Str	Dam Modifier
Range extends to table edge		Special rules as described in text			

Special Rules: Heavy weapon 2" penalty.
Slow weapon may move or fire
2" radius area template exit hole

The effect of the Snotling Shock Attack Team is worked out from the charts that follow. Find the chart appropriate for the target and roll the dice indicated.

VEHICLES

If the target is a vehicle then the Snotlings emerge from the warp inside the vehicle itself where they immediately fasten themselves to the crew and controls, biting and clawing at everything in their reach, plunging the crew into a blind panic. There is no need to place the Snotling

bases on the table - the Snotlings who survive the attack will hide or run away and take no further part in the game. Roll D6 and add +3 to the score for each additional Snotling base committed to the Shokk Attack (ie 1 base roll a D6, 2 bases roll a D6+3, 3 bases roll D6+6).

SCORE EFFECT ON VEHICLE

- 1 The steering is jammed with hysterical Snotlings grabbing the wheel and preventing it from being turned. If stationary when hit the vehicle remains halted for the rest of the game. If moving then it will move out of control for the remainder of the game, until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table. Once halted the vehicle cannot move for the remainder of the game.
- 2 Snotlings are stuffed into the ammo feed or power supply of one randomly determined weapon. Every time the weapon is fired from now on roll a D6. On a roll of a 4, 5 or 6 the weapon explodes, causing 1 randomly located hit on the vehicle. Use the vehicle's targeting diagram and re-roll any result which indicates a miss. Because the weapon explodes inside the vehicle there is no need to roll for penetration, simply roll for damage on the area affected.
- 3 If the vehicle has a turret Snotlings have lodged inside it, scratching and biting anyone foolish enough to stay inside or stick their head into it. The turret cannot be used for the rest of the game and any turret armament is now out of action. Re-roll this result if the target has no turret.
- 4 A gunner finds Snotlings swarming around his weapon spitefully scratching and nipping his arms and face. The gunner must make his basic saving throw to survive. The weapon may not fire again during the game as Snotlings have jammed themselves in the barrel of the mechanism. If the gunner was operating several weapons (as in a Battleblade side sponson) all weapons in that sponson are affected. If there are several gunners in the vehicle randomly determine which one is affected. If the vehicle has no gunners re-roll the result.
- 5 The driver is distracted, scratched and severely mauled by demented Snotlings invading the driving compartment and swarming all over him. If the vehicle is stationary when hit by the Shokk Attack it remains stationary for the rest of the game. If moving then it will move out of control for the remainder of the game, until it hits terrain it cannot cross, collides with another vehicle or building, or leaves the game table. Once halted the vehicle cannot move for the remainder of the game.
- 6 The vehicle's fuel or power supply is suddenly interrupted by the antics of frantic Snotlings and the vehicle immediately bursts into flames. The vehicle will explode at the end of any of its turns on a D6 score of 6, causing 1 strength 10 hit on all models within a 6" radius and D6 wounds on any models affected by the blast.

SCORE EFFECT ON VEHICLE

- 7 Snotlings are jamming the exhausts and the crew compartment is suddenly filled with choking fumes. The crew automatically bring the vehicle to a halt and evacuate it in their following turn. The vehicle remains useless for the rest of the game.
- 8 Frenzied Snotlings rampage inside the crew compartment, clawing and biting everything in sight. Each crew member must make his basic saving throw or he is slain.
- 9 The crew compartment is suddenly swarming with terrified Snotlings in a state of gibbering shock, having lost all control of their bodily functions. The flatulence resulting from a Snotling's fungus diet is beyond endurance. The crew automatically bring the vehicle to a halt and evacuate it in their following turn before the Snotlings turn vicious. The vehicle remains useless for the rest of the game. The resultant build up of gas will cause the vehicle to explode on the D6 roll of a 6 made at the end of each turn. A vehicle explodes causing 1 strength 10 hit on all targets within 6" and inflicts D6 wounds on any models affected by the blast.
- 10 Snotlings suddenly appear infesting every corner of the vehicle, roll again 3 times on the chart. If you roll 10 again then re-roll the result.
- 11 In a moment of wicked Orkish malintent, the Snotling Shokk Attack Teams were fed a battle-breakfast of fungus gruel and toasted squig washed down with spore juice. The effect of this on the Snotling digestive system would be bad enough, but the distracting journey through the warp has made things worse. The emerging Snotlings are suffering from dire and uncontrollable flatulence.

In the confined compartments of a vehicle this fills the space with fetid green vapour and renders the crew utterly helpless. All hatches are thrown open and they hang out gasping their last breaths. The vehicle grinds to a halt, streaming green gas from every opening and seething with frenzied Snotlings. No foot troopers who are not wearing Power or Terminator Armour may approach within 6" of the vehicle for the rest of the game (including Orks!). Models already within 6" must move away in their next turn.
- 12+ A wretched little Snotling, gibbering in abject terror, defecates in the driver's left ear. The vehicle immediately lurches forward D10" and overturns. The vehicle is now useless for the rest of the game. Terrified crew and frenzied Snotlings are tossed about inside or thrown off and stunned. While the crew are prone, the Snotlings savage them mercilessly.

DREADNOUGHTS AND TERMINATORS

If the target is a Dreadnought or a Terminator then the Snotlings emerge from the warp inside their victims' armoured suits. Each model in the template area is affected automatically. Any models only partially within the template are affected on the D6 roll of a 4, 5 or 6.

Once you have established which models are affected roll on the chart below for each victim separately. In the confined space the Snotlings suddenly find themselves jammed against the wearer's face, or hanging from his thigh, biting and clawing at everything in their reach and plunging the crew into a blind panic. There is no need to

place the Snotling bases on the table - the Snotlings who survive the attack will hide or run away and take no further part in the game.

Terminators or Dreadnoughts rendered stationary or obliged to move randomly by a Snotling Shokk Attack are not bound by the normal coherency rules and any unaffected members of their unit may move away continue to fight. Roll a D6 and add +3 to the score for each additional Snotling base committed to the Shokk Attack (ie 1 base roll a D6, 2 bases roll a D6+3, 3 bases roll D6+6).

SCORE EFFECT

- 1 The leg of the armoured suit is jammed with squirming Snotlings reducing movement to half normal rate.
- 2 One randomly determined arm is stuffed with Snotlings rendering it useless. Any weapons carried by this arm will no longer function.
- 3 One randomly determined weapon is now infested with Snotlings and rendered completely useless.
- 4 Snotlings are ripping and biting the legs of the occupant. He cannot move or fire effectively and risks toppling over each turn on a D6 score of 5 or 6. Once down, the model is at the mercy of the Snotlings and takes no further part in the game.
- 5 Snotlings in the helmet. The occupant is blinded and may not make any hand-to-hand attacks. The model can only move or fire in a random direction.
- 6 Terror-stricken Snotlings seething inside the suit cause the model to run amok. At the beginning of each subsequent turn roll a D6. On a score of 4, 5 or 6 the model moves its maximum distance in a random direction. On a 1-3 the model still moves in a random direction but the player can determine the distance as normal.
- 7 Face to face with a demented Snotling. The occupant is doomed but before the Snotling savages his face, he takes a test on his cool. If he fails he shrieks a blood-curdling death cry which will be heard by every model within 6" of him. Any models within this distance will be utterly unnerved by the event and a rout test must be taken by each unit or character model exactly as if it has been defeated in hand-to-hand combat.
- 8 The occupant is rapidly shredded to tatters by the invading Snotlings who are trapped inside the suit. As they struggle they kick the suit's controls, causing it to go out of control. The model moves at half its maximum speed in a random direction and fires directly ahead each turn until it is either destroyed, collides with something it cannot cross or leaves the game table altogether.
- 9 Snotlings materialise inside the body of the unfortunate occupant of the suit... a horrible way to perish. The model halts, standing ominously upright and silent, and does nothing for the remainder of the game.

SCORE EFFECT

- 10 Snotlings infest the entire suit, roll again three times on the chart. If you roll 10 again ignore re-roll.
- 11 A terrified Snotling emerges crammed into the suit next to the pilot's head and immediately evacuates its digestive tract into his right ear. Roll for the effect of this disconcerting experience:

D6 Effect

- 1 The model moves around in a 3" diameter circle for the rest of the game while the occupant tries to empty his ear. The model may do nothing else.
- 2 The model comes to an immediate halt and drops face down on the ground with a crash. The driver is suffocated to death by the Snotling's bodily fluids.
- 3 Overcome by the disgusting odour the occupant instinctively flicks the emergency destruct switch. The machine goes up with a 2" radius circle causing a strength 5 hit on any model within the blast area.
- 4 The target manically sways its upper body to and fro as the pilot wrestles with the demented Snotling inside. At the start of each turn roll of D6. If the result is 1-3 nothing happens and the model remains stationary for that turn. If 4-6 the model fires its main armament in a random direction.
- 5 The occupant is so unnerved that he immediately opens fire with all armament in a random direction and continues to shoot in this way every turn until the battle is over. He does not move other than to turn on the spot to face the direction he fires in.
- 6 The occupant has fought Orks before and knows how to deal with situations like this. He ignores the malodorous sticky goo running out of his ear and coolly turns his face to bite the Snotling's head off. The target is therefore unaffected by the Shokk Attack and may continue to fight normally.
- 12+ Snotlings accompanied by puffballs and bloated gas squigs are squashed within the suit. The pilot is gassed to death by the copious gases produced by the terrified squigs and poisoned by erupting spores from the puffballs.

ENEMY TROOPS

Should the Shokk Attack team emerge amongst a unit of enemy troops or inside a building occupied by enemy troops then the result is worked out like a normal hand-to-hand combat. The Snotling bases are positioned on the game table, within the exit hole template area, and in base-to-base contact with the enemy troops.

If the enemy are inside a building it may be impossible to get the Snotling base onto the table, but the Snotlings are there none-the-less! The Snotling bases that emerge from the warp tunnel together are now considered to be a single separate unit. In the first round of hand-to-hand combat the Snotlings count as charging, but note that this doesn't mean that the enemy can react by running away or standing and firing; the Shokk Attack is so sudden that the enemy get no chance to react at all. Because their minds are still haunted by the horrors they have witnessed in the warp, the little creatures are completely irrational and quite frantic with terror. The following special rules therefore apply.

The Snotlings are subject to the rules for frenzy and remain frenzied for the rest of the game. This means that:

- a) they add +2 to all their hand-to-hand 'to hit' dice rolls.
- b) they must move at double pace towards the nearest enemy and charge any that they can reach.

c) they must follow-up beaten hand-to-hand combat opponents and must pursue routed enemy.

d) they ignore all further rout and psychology tests and cannot therefore be routed.

A base of Snotlings has a game profile as shown below. Remember that because they are frenzied the Snotlings add +2 to their 'to hit' dice and, of course, they move at double pace (8" rather than 4"). Remember also that they ignore psychology and rout tests, so the Ld and CI characteristics are not used.

Snotlings are usually unarmed, their fighting prowess comes from their sharp little teeth and claws. Their BS is included only to show their ability to throw improvised missiles, but when frenzied they are far too distraught to consider anything so clever. The number of wounds reflects an entire base of Snotlings - the base is treated as if it were a single creature regardless of how many individual Snotlings are on it. Once the base has lost all of its wounds the entire base is removed. Until removed the base continues to fight at full effect.

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

MISS!

Inevitably the Shokk Attack Gun will occasionally miss its intended target opening up a warp tunnel exit in the middle of nowhere or even (Mork forbid!) on top of one of the Orks' own units. Should the warp tunnel exit template not encompass any suitable target the Snotlings huddle into a compact gibbering mass. Arrange the bases into a single compact unit. They remain in a frightened huddle, quivering with terror, ignoring everything around them until they find an enemy or friendly model within 8" at the beginning of an Ork turn. If enemy models are within charge reach at the start of the Ork turn, the Snotlings will immediately charge them and fight hand-to-hand combat. The rules already described above under Enemy Troops apply, except that the charged unit may stand-and-fire or run away because they can see the Snotlings coming.

If the only other models with 8" of the Snotlings are Orks (ie there are other Orks within 8" but no enemy models) then the Snotlings run towards them at charge speed and immediately seek reassurance by throwing themselves upon the Orks and clinging to them as tightly as they can. The Snotlings are so desperate for their big friends to comfort and pet them that the Orks find it completely impossible to dislodge the frantic creatures. Orks covered in frightened Snotlings are unable to see, move or fire their weapons properly, and so cannot move or fire at all. They remain immobilised in this way until enemy appear within 8" when the Snotlings attack as described above. A Shokk Attack Team of 1 or more bases may immobilise an entire Ork unit regardless of its size. The Snotling bases are placed in base-to-base contact with the Orks where they remain for the rest of the game or until enemy appear within 8".



WARP-CRAZED SNOTLINGS

Once Snotlings have dived into the warp their sanity is permanently affected, and most survivors of the Shokk Attack Teams turn into quivering, nervous creatures prone to hysterical outbursts at the very sight of an even slightly dark hole. Very occasionally a Snotling is affected in quite a different way - during his terrifying journey through the warp all sense of fear is destroyed, leaving him utterly fearless and completely crazy. The Snotling has become warp crazed by his exposure to the warp! This makes them dangerous, but also very useful as Rangefinders: Snotlings fired through the warp holding a pennant so the Mekboy can see where his shot has landed.

ORK SHOKK ATTACK GUN

This Shokk Attack Gun is wielded by an Ork Mekaniak, accompanied by a Runtherd and a Gretchin servant who carries the Mek's personal banner. The Runtherd has brought along a Snotling Shokk Attack Team who little suspect that they're about to be sent on a terrifying journey through the warp to attack the enemy elsewhere on the battlefield. This Mekboy and Runtherd are from the Evil Sunz clan so their clothes are predominantly red – the Evil Sunz associate the colour red with wealth and power. Tim painted a base coat of a mix of Go Pasta Red and Chaos Black on the Oddboyz' clothes. He thinned this with Red Ink instead of water to give the base coat a greater intensity and gave the models two coats for a good even covering. Tim highlighted the red areas with Go Pasta Red, gradually adding more and more Bad Moon Yellow on progressive highlights.

For the Orks' flesh, Tim achieved a particularly rich green finish. He built up this colour by starting with a base coat of Ork Flesh which he highlighted with a mixture of Ork Flesh and Striking Scorpion Green, increasing the amount of Striking Scorpion Green with each highlight. This was followed by a coat of Striking Scorpion Green which was lightened with small amounts of Spearstaff Brown and then finally a dab of Bronzed Flesh. Once the paint was fully dry, a very thin glaze of a Green and Yellow Ink was applied – this helped to pull all

the colours together and gives the impression of a smooth gradation of colour from the darkest shade to the brightest highlights.

Tim painted the Shokk Attack Gun on its own and glued it to the Mek once it was finished. While he was working on the gun, he stuck it to an old paint brush to give him something to hold as he painted. He used a base coat of Go Pasta Red and highlighted it with Blood Angel Orange and Bad Moon Yellow, adding Ork glyphs to the flat areas for extra interest and Orky character.

Designs for most of the banners were taken from either previous White Dwarfs or the banners page in Waaargh the Orks. We simply photocopied the designs, cut them out and painted them in the appropriate clan colours – in this case with lots of bright red Evil Sunz faces. The size of an Ork banner is important – the bigger the banner, the higher the status of the owner. A backbanner for one of da Boyz is a relatively small affair with maybe only the clan symbol and a few Ork glyphs depicting a simple message or threat like 'shoot to kill' or 'fierce warrior'. A boss banner is much larger, bearing the clan symbol and numerous glyphs boasting about the wealth and fighting prowess of its owner and decrying his enemies as worthless and weak.



ORK WARBIKE

DATA RECORD: ORK3

The Ork Warbike is a single-seater attack bike with twin auto-cannon - an exceptionally heavy armament for a such a small vehicle. Of course, fixing such a lethal combination of weaponry onto a small and relatively light bike poses a few problems - not the least of which is its tendency to spin wildly out of control every time the guns are fired. Fortunately, Orks don't regard petty problems of this kind as any kind of deterrent, rather that they add to the character of the bike and make it more exciting to ride. For this reason the Warbike is especially popular with Orks whose natural inclination to ride fast, dangerous machines has become a whole way of life - namely the members of the Cult of Speed or Speed Freeks. Riding fast and dangerous machines has a naturally exciting effect upon the Ork metabolism: their eyes bulge and their faces become transfixed with a smile of extraordinary ecstasy. Some Orks become completely addicted to this experience. All they want to do is ride faster and more dangerous machines, and, of course, take their bikes speeding into the heart of the fiercest fighting, guns blazing, engines roaring, and foes scattering before them like frightened squiggly beasts.

Type
Fast Speed
Combat Speed
Slow Speed
Crew
Weapon

Bike (see special rules overleaf)

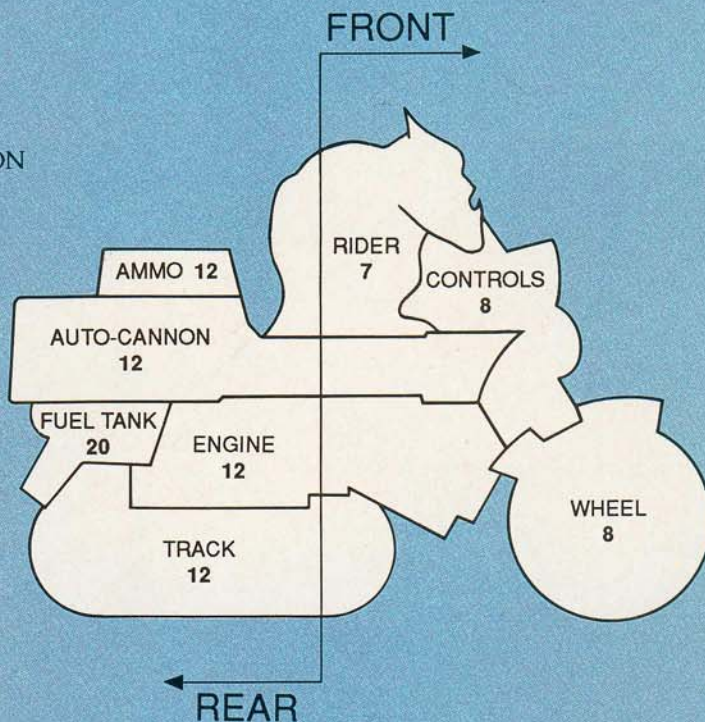
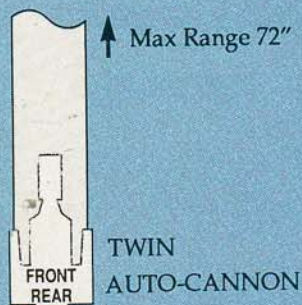
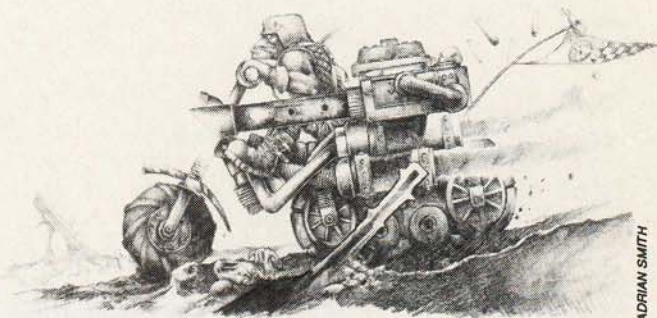
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12

8

1 Rider

Twin forward firing autocannons with a 2" wide fire corridor directly in front of the model. Special rules apply to this lethally combined weaponry as described overleaf.



2 x SCALE

ORK WARBIKE

The Warbike is armed with two autocannons, and the kick-back from these weapons tends to affect the handling of the bike. To help keep the vehicle balanced the two autocannons are always fired together in a salvo - if just one autocannon were to fire the bike would spin on the spot like a top!

When the Warbike fires an autocannon salvo the player first rolls to see if the bike keeps on a even keel. Roll a D6:

1	Bike pivots 45° to the left
2-5	Bike retains its current direction
6	Bike pivots 45° to the right

Once this test has been made work out whether the salvo hits as follows. The salvo shoots along a 2" wide corridor directly in front of the vehicle, the target is always the first thing in the fire corridor. Because the bike's direction might change as a result of firing the weapon, it may be that the intended target is no longer in the corridor. In fact, if the bike changes direction there may be no target at all, or a different enemy target, or even a friendly model!

If there is any target at all (even a friendly model) roll once to hit. If the result is a hit then both autocannons hit the target. If the result is a miss then both autocannons miss. Remember, the target is always the first thing in the fire corridor. For example, if there is a Space Marine 12" in front of the bike and a Land Speeder 16" in front, then the Warbike fires at the Space Marine and not the Land Speeder.

If the first salvo hits and kills/destroys its target then the bike can fire immediately at the next target in its fire corridor, ie the Land Speeder in the previous example. Note that the player does not *have* to fire again if he doesn't want to - it's up to the player to decide. If the second target is also destroyed a third may be engaged, if this is destroyed a fourth, and so on until either a target is not destroyed or until there are no targets left. All these extra shots are worked out with the same fire corridor - no additional tests are necessary to establish the bike's position. Note that the Warbike's autocannons do not have the usual area effect - the spread of fire is represented by the salvo fire rules instead.

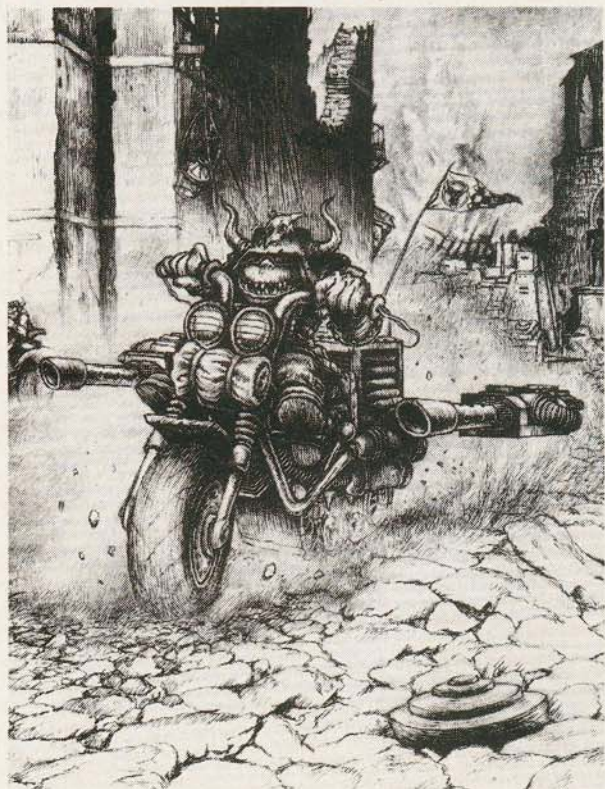
The Ork Warbike is powered by the same highly efficient and extremely volatile fuel used by all Ork vehicles such as Wartracks, Battle Wagons and Buggies. This is distilled from fungal juices by the Ork Mekboyz. Various compressed gasses derived from gas squigs are also added to the mixture as well as a multitude of secret additives of sometimes doubtful value. Every Mekboy has his own formula, particularly effective brews and their inventors are renowned throughout Orkdom.

As Mekboyz are very cagey (and occasionally uncertain) about the ingredients they use, the potency of any batch of fuel isn't discovered until it is put to the test. Burst fuel tanks are a constant problem for the

Orks. As the compressed gases and fungus juice mix with the the air they become highly unstable and often explode, destroying the vehicle and making life pretty uncomfortable for anyone nearby. To represent this any hits on the fuel tank of the Warbike are resolved using the Ork Fuel Tank Hits Table in the same way as for other Ork vehicles. As this table has already been published several times in earlier White Dwarfs we'll not repeat it needlessly here - see the Wartrak Data Record for example (WD129).

The Warbike is a cross between a bike and a tracked vehicle, so there are special movement rules to represent this. Warbikes can move over any ground without penalty, but can only move through woods at a maximum speed of 8" - if attempting to move into a wood at a faster speed they strike a tree/rock or other object and are immediately brought to a halt having sustained substantial collision damage (see the main vehicle rules in WD128 for detailed rules on Collisions).

Warbikes which are moving 8" or less may also move over linear obstacles less that 2 metres high (ie 1 tabletop inch). This means that a Warbike can move over most walls, hedges and low lying lines of scrub without any penalty or hindrance. Of course, if the Warbike attempts to move over the obstacle at a faster speed it will crash into it and is brought to a halt having sustained damage from the collision in the same way as if speeding through a wood. Otherwise, the Warbike uses the same movement rules as any other bike and may make Skid Turns as described in the main rules.



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COLIN DIXON & ROY EASTLAND

Over the last year, two new Citadel Miniature designers have been training under the watchful eye of Jes Goodwin. Now their apprenticeship is over and we're very proud to show you the first models being released from the talented hands of Colin Dixon and Roy Eastland.

COLIN DIXON



Colin is an enthusiastic miniature painter and gamer, currently involved in a Warhammer Fantasy Roleplay campaign with colleagues at the Studio. Colin first came to our attention five years ago at a Citadel Open Day where he won a miniature painting prize with his Bugman's Dwarf Rangers. Little was he to know then that one day he'd be sculpting Citadel Dwarfs himself!

Colin's first interest in the hobby was painting miniatures. He's been painting wargames models for over ten years now and he originally joined the Studio as the first full-time miniature painter, progressing to artist and then finally training to be a miniature sculptor. Colin's ambition is to produce a large-scale bronze but his particular forte is the incredible clean finish of the sculpting and the great character he gets into his faces – just look at the Dwarfs on the opposite page for an example.

As well as these Dwarfs, Colin's made the range of Titan expansions featured elsewhere in this issue. At the moment, Colin is working on several new models, including Epic Chaos Daemons to accompany the forthcoming Epic Chaos Horde plastic boxed set, Chaos Androids and additions to the Ork range.



Beast of Nurgle



Flamer



Fleshhound



Fiend



ROY EASTLAND

To describe Roy as a keen historian and lover of metal miniatures would be an understatement. Let's just say that Roy is fascinated by wargames miniatures – so much so that he taught himself to sculpt and has now acquired a prestigious position with Citadel Miniatures Design Team. After a period of apprenticeship, he's rapidly produced his first miniatures for release: Skeletons, Hive Gang Techs and Bounty Hunters.

Roy decided that he wanted to be a miniature designer after seeing the Sibourne diorama of the Battle of Waterloo at Dover Castle. This diorama, constructed in the early nineteenth century, inspired Roy to start making miniatures while he was still at school, using plaster of paris and silicon rubber moulds.

After school, Roy went to art college and then finally came to Nottingham and was put in touch with Games Workshop. Here he's been able to realise his ambition and, as you can see from the miniatures on the opposite page, all the practice he's put in over the years has really paid off.

Roy's attention to detail is quite superb and the Space Marine Scouts that he's finishing at the moment typify the quality of his work. Roy's also working on some more Necromundan Techs and a set of Nomads – and coming up soon will be a Flamer for the Realm of Chaos range.



A few models from the Epic Realm of Chaos range that Colin has been working on

Three of the Space Marine Scouts that Roy has recently finished

ROY EASTLAND



NECROMUNDAN TECHS

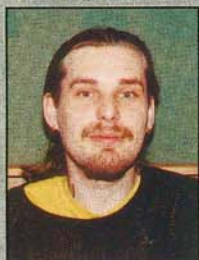


NECROMUNDAN BOUNTY HUNTERS



SKELETONS

COLIN DIXON



NORSE DWARFS

MIGHTY EMPIRES™

The new Citadel model pirate ship and bridges form the theme for this month's Mighty Empire's feature. Hopefully by the time you read this the new models will be available in your local hobby store together with the Wizard's Tower, Necropolis and Undead Army covered in previous White Dwarfs. Meanwhile we're thinking about more models, so if you've any preferences for what you'd like to see next, or if you've any especially good ideas for new models, then why not write in and tell us.

PIRATES

Pirates are an ever present threat in the Warhammer World, especially in the much used Middle Sea, where trading ships travel constantly between Araby, the southern states of Tilea and the Kingdoms of Estalia. Unlike trading vessels, which are heavy lumbering craft powered by sail, the pirate ship is a sleek galley powered by both sail and oar. These galleys are very manoeuvrable: their oarsmen can turn them in the water extremely quickly, and because they are powered by oars as well as sail they can move against the wind. Being much more lightly constructed than sailing ships, galleys are less sea worthy which means they can be smashed apart easily by storms or capsized by heavy swells. However, as they have a very shallow draught galleys don't require deep harbours. In the event of a storm the crew run the ship aground on a stretch of sand and wait for the seas to calm before dragging the ship back into the water. This is ideal for the pirates, because it means the ship can land anywhere on the coast to pillage local communities.



When scouting reveals an independent city in a coastal map tile the player rolls on the Harbour Chart on p20 of the Mighty Empires rulebook to see if the city has an associated trading fleet. If a fleet is present then it is normally represented by the ship models supplied in the game. However, it is possible that the city is a nest of pirates and that its fleet is a pirate fleet. Roll a D6. If the result is a 1, 2 or 3 the ships are ordinary sailing ships. If the result is 4, 5 or 6 the ships are pirate ships.

Pirate ship models represent dangerous groups of pirates rather than just a single ship. Unlike other independent ship models, pirate ships move over the seas during the campaign season, raiding nearby coasts and attacking the fleets of the players.

At the start of each campaign turn roll to determine the movement of each pirate ship. Each pirate ship is moved independently, so if there are several ships on the same tile they may move in different directions. Pirate ships either move directly along the coast or the they remain where they are - nominate one direction as upcoast and the other as down coast and roll a D6.

- 1-2 The ship moves upcoast by D6 map tiles. If the ship moves over or into a tile containing a coastal village which has no protecting forces, then the village is razed on the D6 roll of a 4 or more. Independent settlements are always considered to have a small force and so are not razed.
- 3-4 The ship moves downcoast by D6 map tiles. If the ship moves over or into a tile containing a coastal village which has no protecting forces, then the village is razed on the D6 roll of a 4 or more. Independent settlements are always considered to have a small force and so are not razed.
- 5-6 The ship remains in its tile and does nothing this turn.

If a pirate ship moves off the map then it is removed from play. The pirates have moved off into another area and won't menace the players any longer.

If a pirate ship moves into a tile containing a player's ship then the player may attempt to bring the pirate ship to battle. Both sides roll a D6 to establish which side has out-sailed the other in the normal way for naval engagements. If the pirates score highest then they have avoided the player's fleet and the pirate ship is unaffected. If the player scores highest then the pirates are brought to battle and a naval engagement is fought. Regardless of the results of the naval engagement the pirate ship is halted in that tile for the turn. This means that even though a player might fail to destroy a pirate ship by fighting it, at least he will reduce the devastation caused by piracy.

Naval engagements are resolved as described on p33 of Mighty Empires using the Naval Engagement Chart. However, pirates add +1 to their dice score to account for their ferocity and the superior handling qualities of their ships. The procedure therefore works as follows: both sides add up the number of ships on their side (in the case of pirates this is usually 1 because each ship moves independently). Each player then adds +1 for each army banner carried on board his ships. Note that pirate ships never carry banners, but their crews are fairly aggressive and can look after themselves. Both sides add a D6 to their total. The higher scoring side is

the winner and the extent of the victory depends on the difference in dice scores.

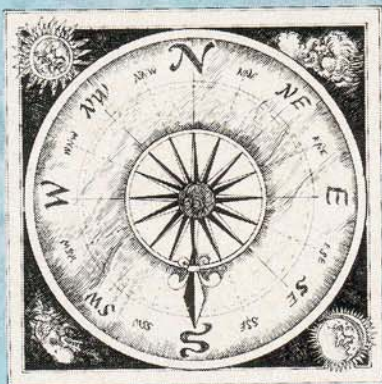
Difference in Score

Difference in Score	Result
0	Draw - neither side sustains losses. The pirate craft is halted for the turn.
1	Lower scoring side is driven off. The higher scorer may move the lower scoring ships 1 tile along the coast. If this is impossible because the ships are at the end of the map then the lower score is destroyed.
2	The lower scorer is driven off as for 1 above. In addition any banners carried by the losing side each lose D6x50 points of troops.
3	The lower scorer suffers 1 random ship destroyed together with all on board. Any remaining ships are driven away as for 1 above.
4+	Lower scoring side loses all ships and all on board.

OCEAN WEATHER CHART

D6 Result

- 1-3 **Calm Seas.** The ocean remains calm and the ship successfully moves into the tile without hazard.
- 4 **Becalmed.** The winds fail leaving the ship stranded in the sea tile. The ship may only move out of the tile again by rolling a 6 at the beginning of a subsequent turn. If the ship is unable to move out of the sea tile before the end of the year it is lost.
- 5 **Strong Winds.** Strong seasonal winds carry the ship way off course. Nominate each tile edge as 1 to 6 and roll a D6. The ship is immediately moved into the map tile indicated. If the ship is moved off the map playing area then the ship is swept away and lost.



D6 Result

- 6 **Storm.** The ship is overtaken by storms. Roll a D6.
 - 1 Ship capsizes and is lost.
 - 2 Ship loses rigging and drifts around on the currents. The ship may only move at the beginning of any subsequent turn on the D6 roll of a 4, 5 or 6. The ship may be re-fitted by visiting any harbour after which it may move as normal.
 - 3 The ship is blown wildly off course. Nominate each sea edge as 1 to 6 and roll a D6. The ship is immediately moved into the map tile indicated. If the ship is moved off the map playing area then it is swept away and lost.
 - 4 Heavy weather takes its toll on the crew, any banner carried by the ship suffers 6xD100 points casualties and any baggage carried is lost.
 - 5 The ship is blown onto a sandbank and becomes stuck fast. The ship must wait for the next high tide before it can move off. The ship misses its next turn but may then proceed as normal.
 - 6 The ship weathers the storm and is propelled into a fast oceanic current. The ship is moved again immediately - the player has no choice but to move as the current is far too swift to allow the ship to remain where it is.



Pirates may move into and through coastal map tiles containing fortresses or cities, but they cannot raze these settlements as their defences are too powerful. During the Winter Season each pirate ship automatically returns to the nearest independent coastal city. Pirate ships may move through other ships in order to reach a harbour - they cannot be brought to battle or otherwise prevented from reaching their destination. Due to bad weather and the need to conduct essential repairs, pirate galleys must be berthed in dry-docks over the winter. An independent city may harbour up to a total of 3 ships over the winter, including ordinary ship models as well as pirates. Any ships attempting to overwinter in a harbour which is already fully used are automatically removed from play - it is assumed that these ships are either wrecked by storms or fall into disrepair.

MOVING OVER OPEN SEA TILES

It is rare for sailors to venture far from sight of the land, and most journeys take the form of hopping along the coast. In this way it is possible to make for a safe haven in the event of a storm, and it is possible to stop to take on fresh water and supplies. Pirate galleys are especially small and ill-equipped to undertake hazardous sea voyages; they are fast fighting ships without the resilience or staying power to sail the oceans. In this respect the galleys follow the rules in *Mighty Empires* - they may only move along the coasts and not into areas of open sea.

With the introduction of sea tiles in last month's *White Dwarf* it is now possible to fill in blank sea areas in

your *Mighty Empires* map. These tiles represent the deep ocean, where storms can be extremely hazardous, where winds can be calm a ship or take it way off course, or where inexperienced seamanship can quickly lead to a ship capsizing or losing its masts. Sailing ships are allowed to move into these sea tiles, and don't need to make a scouting roll to do so. When a ship moves into the sea map tile the player makes a special Ocean Weather roll on the Ocean Weather Chart.

BRIDGES

The two new bridge models for *Mighty Empires* may be placed on the map once it is set up to represent the river crossings already indicated on the artwork. In addition, bridges may be built over winter in the construction phase in a similar way to ship and fortresses. This will greatly improve the mobility of forces within your empire and prepare the way for a sudden advance in the following spring.

A bridge may be built across any river in your empire - even if the tile is barren or razed. The building cost is 1 crown for a bridge across the first four river tiles, and 2 crowns for a bridge further downstream. This is because as rivers get longer and wider they also become more difficult and costly to bridge. Bridges are affected by construction limits just like ships, and the maximum amount of construction allowed is restricted by the number of tiles in your empire which contain forests (this includes highland tiles which have small green forest areas as well as lowlands which have large areas of forest). See *Construction Limits*, on p46 of the *Mighty Empires* rulebook.

SPACE HULK

GENESTEALER INVASION

MISSIONS FOR SPACE HULK, DEATHWING AND GENESTEALER

BY DEAN H. BASS

We're currently working on a book of missions for Space Hulk, Deathwing and Genestealer which will include a number of campaigns – missions that can be played as a linked series of games where the outcome of each mission affects your chances in the next.

As a sample of what you can look forward to, here are the first few missions from one of the campaigns – these missions can also be played as stand-alone games.

The outline of the huge derelict spaceship loomed through the dense mist. It had crash-landed a few days ago – the automated re-entry systems saved the ship from destruction, but it had buried itself deep into the soft earth of Septimus V.

At the air locks, squads of Space Marines waited for the command to enter the ship. Many were dressed in honour suits of Terminator armour, some with the protective psychic hoods that marked them as Librarians. The Librarians were concentrating hard, focusing their thoughts on the psychic emanations from within the ship, trying to locate their source. The signals were weak but there was a sense of tension, of power temporarily held in check.

The Space Marine commander was loth to send his Brother-Marines into such an uncertain situation but the faint markings on the side of the spaceship dated from the Dark Age of Technology – the chance of recovering the lost knowledge that might have survived the millennia was worth the risk. With a final weapons check and an invocation to the Emperor, the air locks were breached and the first squads sent inside.

SPECIAL RULES

The rules on crates and rubble cover the effects of psychic attacks and the new weapons from Genestealer on these objects. You can use these new rules with any Space Hulk game you play.

The rules for Playing the Campaign cover the effect that losing a mission has on your forces for future missions within this campaign. Although these rules are only intended for this campaign, you can easily adapt them for any similar series of missions that you play.

CRATES

Most of the new weapons introduced in Genestealer can be used to destroy crates. To attack a crate, simply use the same roll as needed to destroy a door. If a crate is destroyed by any weapon other than a conversion beamer, replace the crate marker with a rubble marker or turn it over to represent rubble. If a conversion beamer is used, the crate is vaporised and no rubble is left in its place.

Psychic attacks may also destroy crates. Vortex and Blast both automatically vaporise crates and leave no rubble. Lightning Arc destroys a crate on a 4 and Hellfire destroys a crate on a 3 – in both cases, the crate is replaced with rubble.

RUBBLE

The rubble deflection rules apply to the new weapons as per storm bolters (ie a roll of 5 or 6 saves). If a conversion beamer is being used, a save indicates that the shot misses its intended target and vaporises the rubble instead, removing the rubble marker.

Blast and Vortex psychic attacks also remove rubble markers.

PLAYING THE CAMPAIGN

If you want, you can play the missions that make up this campaign as one-off games in any order. However, it's more fun to play them as a campaign. If you are playing them as a campaign, use the following rules for how the outcome of each game affects the next.

Space Marine Victory

If the Space Marines win a game, the Genestealer player's choice of Hybrids is reduced for all the remaining games. The Genestealer player should take all the lettered Blips and place them face down. The Space Marine player now gets to pick one of the Blips without seeing what letter it is – this Blip isn't available for use by the Genestealer player for the remainder of the campaign.

This means that if the Space Marine player keeps winning, after two games the Genestealer player is down to eight lettered Blips, after three games he's down to seven and so on.

Genestealer Victory

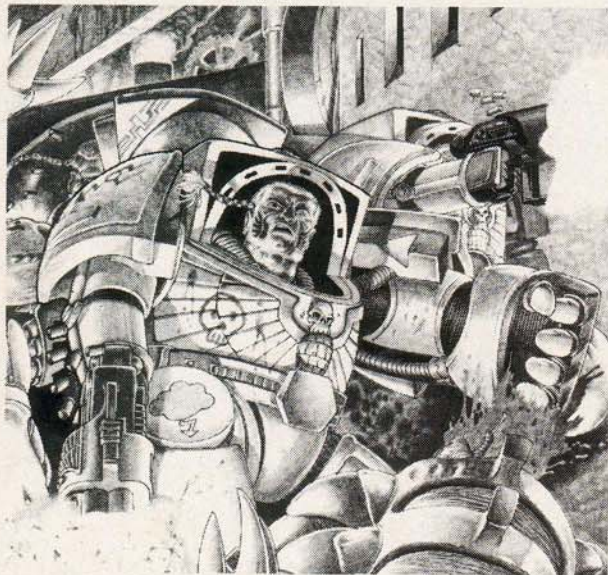
If the Genestealer player wins a game, the number of Space Marines is reduced for the next mission only (not for the rest of the campaign). Because the Space Marine forces are different for each game, the Deployment section of the set-up instructions tells you which Space Marine is unavailable for that game if the Space Marines lost the last game.

Variants

For particularly skilful or experienced players, you can agree to increase the penalties for losing a game to two Space Marines or two Blips removed after each loss.

You can also choose to play these games using the bidding system from Deathwing and Genestealer. Both players bid points for the Space Marine forces and whoever bids lowest plays the Space Marines. The Genestealer player receives the expanded Blip set and reinforcements as given in these missions.

AMBUSH!



The reports from Septimus V had indicated low levels of psychic activity in the hulk. First contact confirmed the reports but, beyond this, there was no sign of life aboard the space hulk. A handful of squads were sent into the hulk to scout it – these squads included Terminators and Librarians assigned to investigate the deepest and most dangerous levels of the hulk to search out the source of the psychic activity.

The squads advanced slowly, checking each area and declaring it clear – the hulk was apparently deserted, abandoned long ago to the ravages of deep space. At the end of their first sweep, Squad Matthias approached the control centre at the heart of the space hulk. A few screens flickered dimly with the dying energies of the hulk's power plant but the control centre was otherwise quiet.

Suddenly the scanners went wild. There were blips everywhere! There was movement on all sides as the Genestealers poured towards them.

They were caught in an ambush!

OBJECTIVES

The Space Marine player is attempting to get his forces clear of the ambush area. The Genestealer player is simply trying to kill as many Space Marines as possible.

FORCES

Space Marines Squad Matthias

One Sergeant with storm bolter and power glove.
One Codicier (level 2 psyker) with storm bolter and force axe.
One Space Marine with assault cannon (one reload) and power glove.
One Space Marine with lightning claws.
One Space Marine with storm bolter and power glove.

Genestealers

The Genestealer player begins with 4 Blips and receives 1 Blip per turn as reinforcements. The Genestealer player uses the expanded Blip set and may also choose to use ambush counters. The lettered Blips represent the following Hybrids:

A	Level 1 psyker unarmed
B	Level 1 psyker unarmed
C	Level 1 psyker unarmed
D	Level 1 psyker unarmed
E	Non-psyker with bolter
F	Non-psyker with bolt pistol
G	Non-psyker with lasgun
H	Non-psyker with autocannon
I	Non-psyker with missile launcher
J	Non-psyker with chainsword

DEPLOYMENT

Space Marines

The Space Marine player places the squad anywhere on the two marked sections, on any facing and on overwatch if he chooses.

Genestealers

The Genestealer starting forces enter as 1 Blip at each of the four primary entry areas. Reinforcements can come on at any entry area, primary or secondary.

The Genestealers move first.

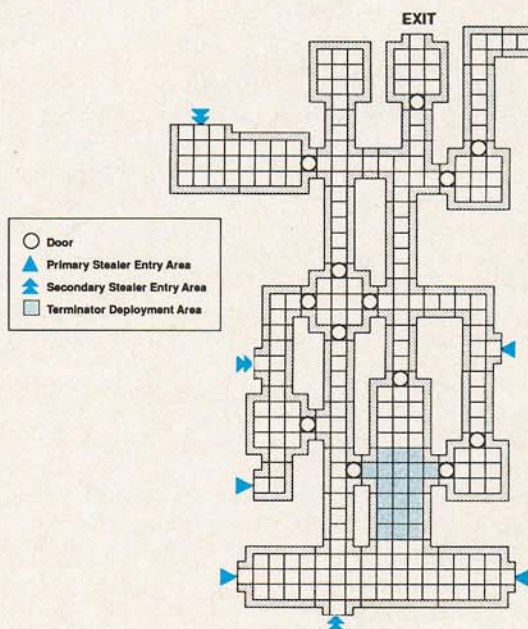
SPECIAL RULES

Both players use psychic cards.

The Space Marine player can secure entry areas.

VICTORY

The Space Marine player wins by getting at least three Space Marines off the board at the marked exit point. The Genestealer player wins by stopping any Space Marines from reaching the exit point. Anything else is a draw.



REGROUP

The Genestealers had hit hard. They'd caught the Space Marines in prepared ambushes and cut them off. The Space Marines had been expecting some psychic activity but hadn't been prepared for the high proportion of Hybrids facing them. Many of the squads had been wiped out – those that survived largely owed their lives to the presence of the Librarians.

The survivors were cut off and scattered around the hulk. They knew that a second assault would be launched by the main body of Space Marines but it would be some time before they were relieved. They were ordered to link up ready to strike in force once the second wave of Space Marines attacked.

To regroup, the remaining squads had to fight their way through heavily-defended corridors. But unless they could join together, they faced certain death – the outnumbering Genestealer forces would overcome them by sheer force of numbers.



OBJECTIVES

The Space Marine player is trying to link up Squads Octavius and Nicodemus with Squad Antonius and move them all out of the danger area. The Genestealer player is trying to wipe out as many units as possible.

FORCES

Space Marines

A – Squad Octavius

One Sergeant with storm bolter and power sword.
One Space Marine with thunder hammer and storm shield
One Space Marine with storm bolter and power glove.

B – Squad Nicodemus

One Lexicanian (level 1 psyker) with storm bolter and force axe.
One Space Marine with storm bolter and power glove.

C – Squad Antonius

One Epistolary (level 3 psyker) with storm bolter and force axe.
One Space Marine with flamer and power glove.
One Space Marine with storm bolter and power glove.

Campaign Forces

If the Space Marines lost the last game, Squad Antonius doesn't have the Space Marine with storm bolter and power glove.

Genestealers

The Genestealer player gets no starting forces but receives 2 Blips per turn. These are taken from the expanded Blip set, not including ambush counters. The lettered Blips represent the following Hybrids:

- | | |
|---|-----------------------------------|
| A | Level 1 psyker unnamed |
| B | Level 1 psyker unnamed |
| C | Level 2 psyker unnamed |
| D | Level 2 psyker unnamed |
| E | Level 1 psyker with bolter |
| F | Level 1 psyker with laspistol |
| G | Non-psyker with plasma pistol |
| H | Non-psyker with autocannon |
| I | Non-psyker with missile launcher |
| J | Non-psyker with conversion beamer |

DEPLOYMENT

Space Marines

Each unit starts on the relevant marked section.

The Space Marines move first.

Genestealers

Genestealers may enter at any of the marked entry points.

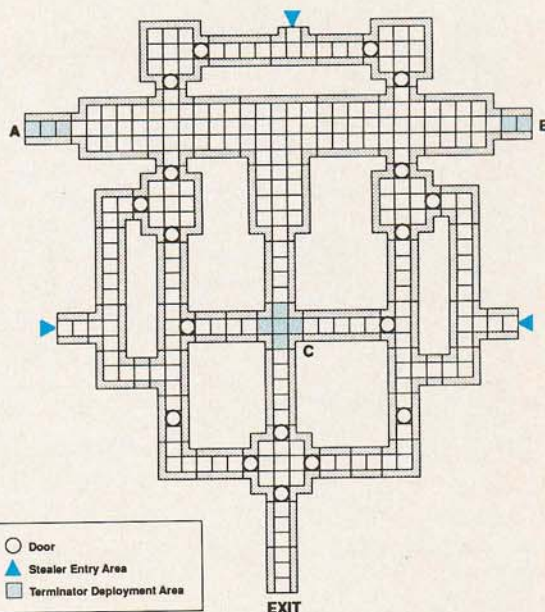
SPECIAL RULES

Both players use psychic cards.

The players take it in turns (Space Marine player first) to place all the crate and rubble counters in the 3-wide corridor sections. These cannot be placed where they would block movement totally – there must always be a clear route through.

VICTORY

The Space Marine player wins by getting at least one Marine from each squad, including at least one of the Librarians, off the board at the marked exit point. The Genestealer player wins by killing all the Space Marines. Anything between these two conditions is a draw.



HAMMER AND ANVIL

Finally the order to launch the second wave came through. From the outer areas of the hulk, squads would punch their way through, destroying the Genestealers and smashing their defensive cordon to reach the Space Marines remaining inside.

At the same time, the surviving Space Marines in the ship would launch a counterattack to break out – the Genestealers would be caught from both sides and their resistance crushed.

But precious time had been lost in the initial scouting and regrouping manoeuvres – the Genestealers were getting stronger by the minute as more of them came out of hibernation from their long travel through space. And many of the newly-awakened Stealers were powerful Hybrid psykers. To stand a chance against the Stealers, the Space Marines had to commit their own strong psykers to the battle.

OBJECTIVES

The Space Marine player is attempting to get Squad Gideon (the reinforcements) through to Squad Lucius' deployment area (B) by moving the survivors of Squad Lucius back to help them. The Genestealer player is particularly trying to kill the Captain and the two Librarians.

FORCES

Space Marines

A – Squad Gideon

One Captain with storm bolter, power sword and power glove with grenade launcher.
One Chief Librarian (level 4 psyker) with storm bolter and force axe.
One Space Marine with assault cannon (one reload) and power glove.
One Space Marine with flamer and power glove.
One Space Marine with storm bolter and chain fist.

B – Squad Lucius

One Sergeant with storm bolter and power glove.
One Codicier (level 2 psyker) with storm bolter and force axe.
One Space Marine with storm bolter and power glove.

Campaign Forces

If the Space Marines lost the last game, Squad Lucius doesn't have the Space Marine with storm bolter and power glove.

Genestealers

The Genestealer player starts with 2 Blips and receives another 2 Blips per turn as reinforcements (also see Special Rules). These can be taken from the expanded Blip set, with ambush counters if desired. The lettered Blips represent the following Hybrids:

A	Level 2 psyker unarmed
B	Level 2 psyker unarmed
C	Level 2 psyker with lasgun
D	Level 2 psyker with power sword
E	Level 3 psyker with bolt pistol
F	Level 3 psyker with plasma gun
G	Non-psyker with heavy bolter
H	Non-psyker with autocannon
I	Non-psyker with missile launcher
J	Non-psyker with conversion beamer

DEPLOYMENT

Space Marines

Each unit deploys in their respective area marked on the map.

Genestealers

Genestealers may enter at any of the marked entry points.

The Genestealers move first.

SPECIAL RULES

Both players use psychic cards.

Securing Entry Areas

The Space Marine player may secure entry areas. If all the entry areas on one side of the board are secured, the Genestealer player goes to 1 reinforcement Blip per turn.

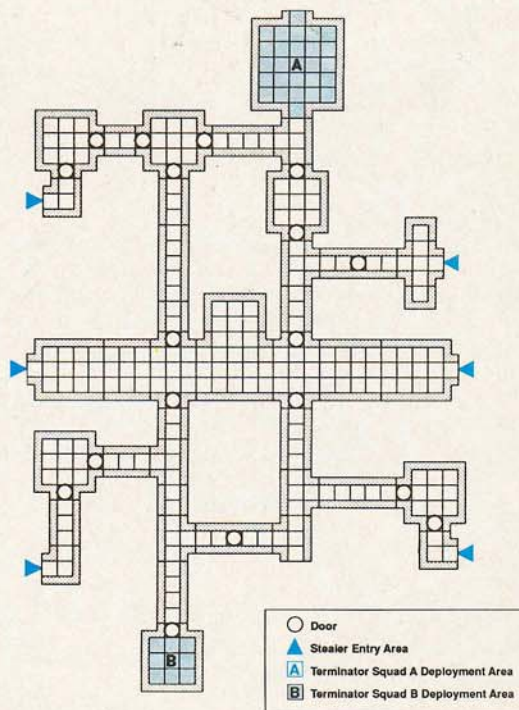
Ambush Counters

If the Genestealer player uses an ambush counter and it is revealed as a Genestealer, the Genestealer is not a Purestrain as normal but an unarmed level 3 Hybrid psyker which has teleported into the area. Obviously, the Genestealer player has to choose whether to draw ambush counters in an attempt to get a psyker or keep drawing normal Blips.

VICTORY

The game ends when all the Space Marines are either dead or in Squad Lucius' deployment area (B).

The Space Marine player wins by getting the Captain, the Chief Librarian and at least two others to Squad Lucius' deployment area. The Genestealer player wins by killing the Captain and both Librarians. Anything else is a draw.



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MODELLING WORKSHOP

WARHAMMER FENCES, WALLS AND HEDGES

BY DAVE ANDREWS AND PHIL LEWIS

This month, Dave and Phil will be showing you how to build fences, walls and hedges for your Warhammer Fantasy and Warhammer 40,000 tabletop battles. 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.

TOOLS AND MATERIALS

You'll need 5mm thick **foam card** – a foam sandwich with thin card on the outside. Foam card is available from art shops or graphic suppliers at around £6.00 for an 800mm x 1,000mm sheet.

Mounting card (for the bases) which can be bought at most art shops for around £1.50.

The other two main materials are **thin cardboard** (the card from cereal packets is just right) and **balsa wood**. You'll need a sheet of 2mm thick balsa and a length of 4mm square offcut. Alternatively a 4mm sheet will do just as well, although this will prove more fiddly to cut out.

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 stationary 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.

Steel wool for the hedges. Available from DIY shops for about 80p a packet.

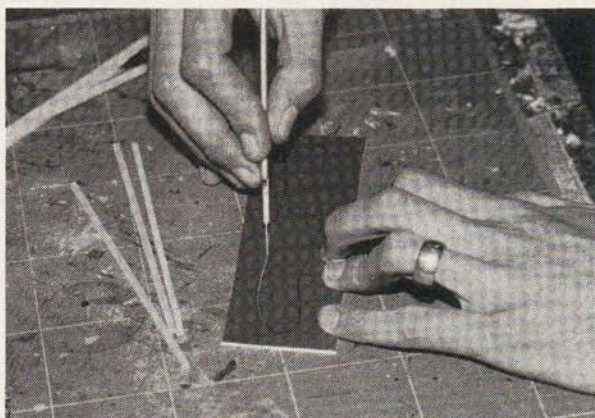
Coral sand available from pet shops.

Scenic or railway flock. From most model shops. It's a good idea to keep your flock/sand in a small cardboard box to stop it going everywhere.

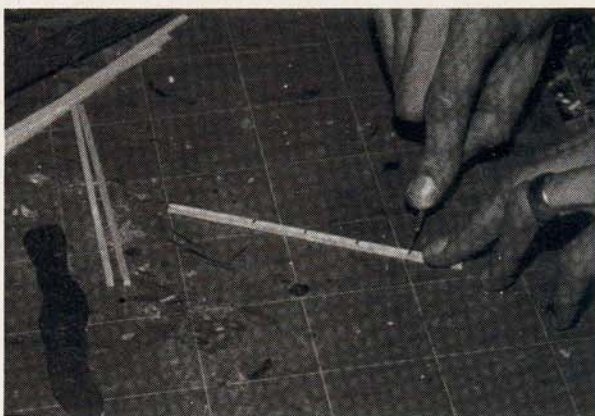
Matt black spray paint – for undercoating the hedges. Can be bought from most DIY or car accessory shops.

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.

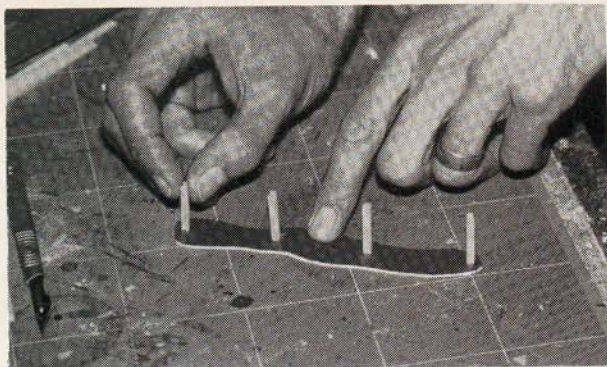
FENCES



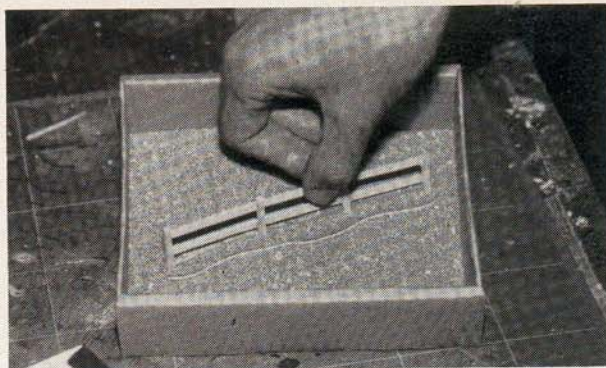
1. We'll start with the base. Take the mounting card and cut it into strips about 20mm wide and 150mm long. It's a good idea to round off the corners so that the fence sections may be fitted together at different angles. Cut the edges irregularly as shown in the photo above.



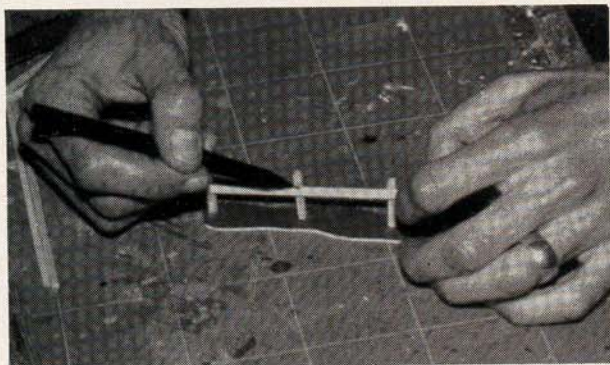
2. To make the fence parts cut an 80-100mm long strip from the 4mm thick sheet/offcut of balsa and divide into 4 sections 20-25mm high.



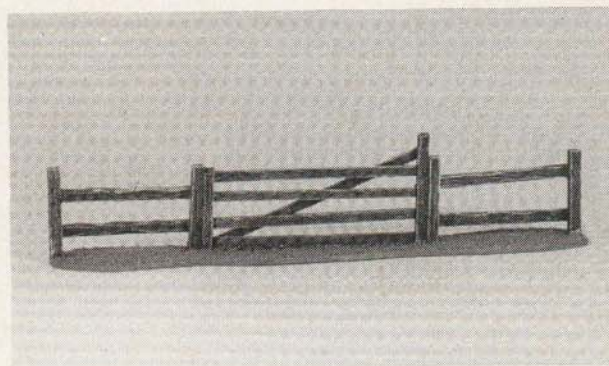
3. Glue the posts to the base at regular intervals with multi-purpose glue and leave to dry. You may want to add a small amount of DAS or similar modelling clay around the bottom of the posts for extra strength.



5. When the rails are firmly in place, apply a coat of PVA glue to the base and dip it into the sand box (as shown in the above photo). Allow the sand to dry for half an hour or more before painting the base.



Cut two strips from the balsa sheet about 2mm wide and 150mm long for the horizontal rails of the fence. Place them against the posts and mark with a pen or pencil where the middle of each post comes to on the rail. Cut the rail into three at these marks and stick to the posts with multi-purpose glue.



6. If you're feeling a bit more adventurous, you can add a gate to your section of fence like the one in the photo above. This gate has been made by sticking 2 extra rails to the middle section, while extending one of the posts to incorporate a diagonal cross piece.



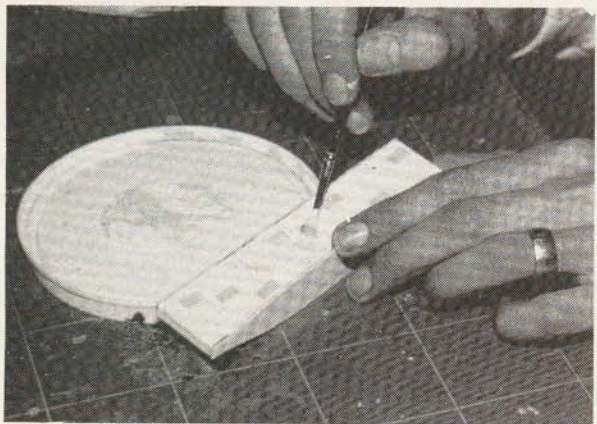
WALLS



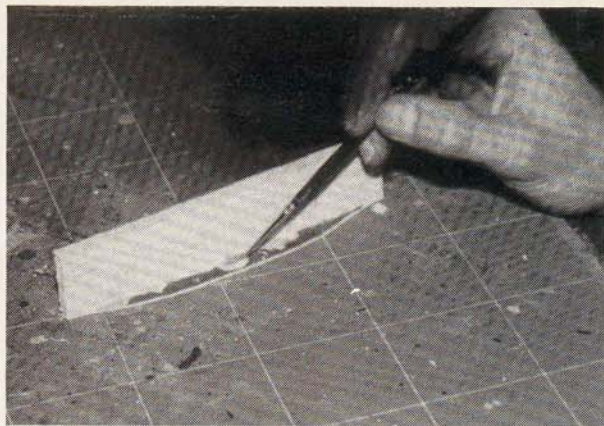
1. Cut strips from the foam board about 20-30mm wide and as long as required. Ours was about 150mm. Using the mounting card, cut out a base about 20mm wide and as long as you've made the wall. Stick the edge of the foam card to the base using multi-purpose glue. As you did with the fence, trim the edges so that it fits together at right angles.



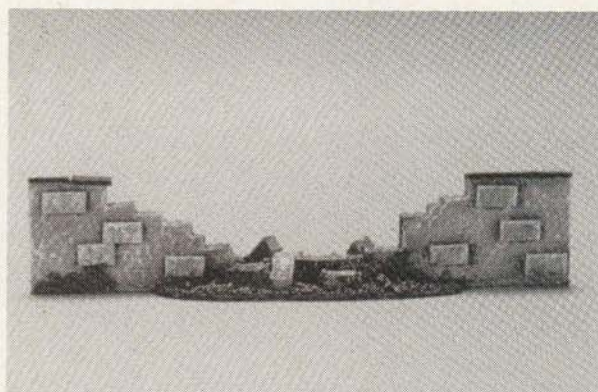
2. Using the thin card, cut out small rectangles 6mm wide and 12mm long. Use these as capping stones by sticking them to the top of the wall. Cut smaller stones from the card and place these at irregular intervals along the sides.



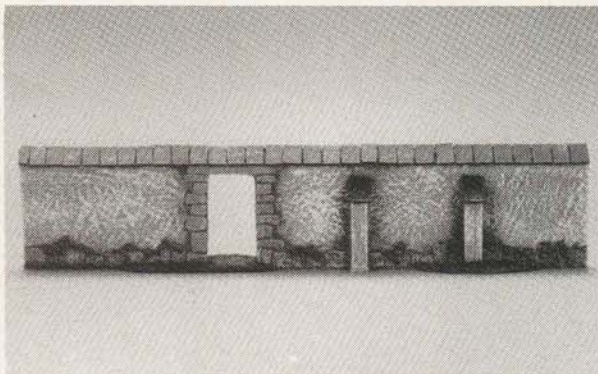
3. When all the stones have dried (allow 30 minutes to 1 hour), carefully paint a thin wash of all-purpose filler over the wall using an old brush. This gives the model a rough texture closer to that of a real stone wall.



4. When the filler is thoroughly dry, texture the base with sand as you did for the fences.



5. Once you've made your basic wall, you can add different sections. This damaged section has been made by cutting an irregular hole with the a modeling knife so that it resembles brick ends. The resulting bits of scrap foam card can be cut into rough brick shapes and used to form the rubble at the base. For futher effect, coral sand can be sprinkled on the rubble to give it a more shattered look.

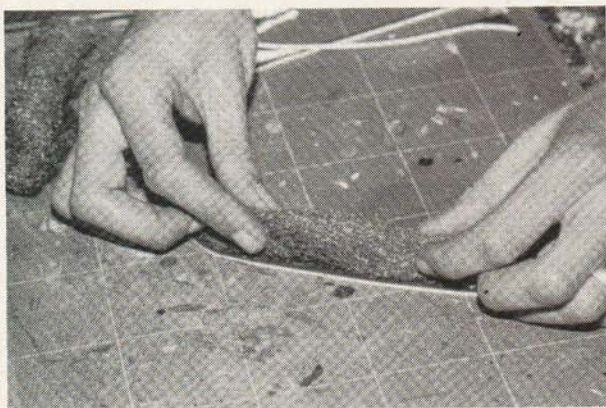


6. A higher wall provides more cover although it prevents miniatures from firing over it. The top of the wall has been sloped on one side as shown above. The tiles are then stuck on the angled side so that they overhang. The buttresses are simply scraps of foam card cut into strips and angled and tiled as before. The gateway is cut out from the wall and the stones are made from mounting card which has been shaped and stuck on the wall where required. The wall is again washed with all-purpose filler to match the other walls.

HEDGES



1. Using an old pair of scissors, unravel the steel wool and cut a piece to the size you require (do not use your hands to pull apart the steel wool as it can quite easily cut you). It's a good idea to have a miniature handy to make sure that the hedge is the right scale.



2. Stick the steel wool to a suitably-sized base made from mounting card with the all-purpose glue (you may find that you'll have to hold the steel wool in place for about 4-5 minutes to get a firm bond with the base). Shape the base as explained in fences with a modelling knife.

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 models 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 or polystyrene 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 ones which you have to press very hard to cut through anything.

If you're unsure of what you're doing, then ask for some help, especially if you're a young modeller.



3. When the base is dry, spray the hedge black (ensure that the room you're in is well ventilated) and leave to dry. Using an old brush, coat the hedge with PVA. Try to get an even coating on the outer surface rather than large blobs.



4. While the PVA is still wet, sprinkle green flock evenly over the hedge as shown in the photo. Leave the hedge to dry overnight and, if necessary, paint the base the following day.



5. You can make a hedge that has been repaired with a section of fencing (as shown above) by using two separate pieces of wire wool and some scrap balsa wood.

If you've got any questions on making buildings and scenery, or on modelling in general, why not write to Dave and Phil at Games Workshop Design Studio, Enfield Chambers, 14-16 Low Pavement, Nottingham, NG1 7DL. They'll answer the most commonly-asked questions in forthcoming Modelling Workshops. If you want some specific advice on the buildings or terrain that you're making, drop into your local Games Workshop store and the friendly staff there will give you expert tips on modelling and painting.



Phil Lewis



David Andrews

GOLDEN DEMON 91

With Golden Demon 91 approaching fast, now is the time to start painting your miniatures for the regional finals. Some of the categories have changed from last year and there's a new set of rules given below. All miniatures must be either Citadel Miniatures or Marauder Miniatures (or a combination of the two) and they can be metal or plastic.

1. SINGLE MINIATURE

Single Miniature means just what it says: one miniature mounted on an appropriate base, which should be no larger than 25mm square. The overall height of model plus base must not exceed 50mm. Apart from the necessary cleaning and preparation prior to painting, the miniature must not be converted in any way. No extra models, bits of models or bought accessories can be used as scenery on the base, though you are allowed to scratch build accessories for use on it. Just bear in mind that it's the miniature that is judged, not the base. Don't forget that you can use any of the miniatures that fit on smaller bases – Snotlings, Dwarfs, Goblins etc. Miniatures which go on 40mm x 40mm bases should be entered in the Monster category.

2. MOUNTED MINIATURE

Within the size limit of 50mm square by 125mm high, we're giving you a fairly free hand in this category. Limited conversions are allowed and it's acceptable to use a miniature not necessarily designed as a rider but which is converted as such. The same applies to the mount. The main restriction is that only one rider and one mount are allowed on the base, and the rider must be sitting on the mount. Weapon swaps, banners, re-positioning miniatures etc are all acceptable, and machines (Jet Bikes, for example) may be used as mounts.



First place 1990 Monster by Mark Gibbons

3. MONSTER

This category includes any miniature designed to stand on a 40mm square base or larger (including Blood Bowl monsters), up to the maximum base restriction of 100mm x 70mm. The maximum height of base plus model is 90mm. Only one miniature is allowed per base, with no extra model or model parts, as in the Single Miniatures category. Remember that it's the miniature which is judged on the context of the base, not the other way round.

4. COMMAND GROUP

This is a group of four miniatures mounted on the official sized bases for gaming to form a command group for either Warhammer Fantasy Battle or Warhammer 40,000. The miniatures may either be on foot or mounted and must contain a general/commander, standard bearer, hero/champion and one other model of your choice. The overall height of the group must not exceed 80mm and the base size for each should be no larger than 50mm square. The miniatures can be converted.

5. EPIC BATTLEFORCE

This is a group of Epic scale miniatures headed by a Titan or Gargant. The battleforce may be up to 2,000 gaming points, plus the Titan or Gargant, and should be appropriately based. Entrants should provide a typed roster sheet detailing their battleforce.

6. VEHICLE CLASS

This is perhaps the most difficult category to describe. The base size restriction is 200mm x 150mm with the overall height of the model (including the base) being no more than 150mm. For ease of judging, the basic vehicles are limited to any which are available from Games Workshop in plastic kits. The basic vehicle body can be converted and modified as much as you like, so long as it fits within the dimensions given above. Scratch-built terrain is allowed, but there must be no more than five extra models on the base or vehicle.

7. VIGNETTE

There must be at least two models on the vignette, although there is no upper limit. The base size restrictions is 125mm x 100mm with the overall height of the model (including the base) being no more than 125mm. You are free to convert or scratch build models. Bear in mind that quantity doesn't necessarily mean quality – you don't need to cram hundreds of models onto the base. A vignette must portray a theme or an event, and this is usually best achieved with 5 or 6 miniatures at the most. Two well positioned models in the right setting can make an excellent entry – it's simply a case of applying some thought to the matter.

HOW TO ENTER

You may enter once into each of the categories if you wish.

IN BRITAIN

To enter, all you need to do is pick up an entry form from your local Games Workshop store or any of the stockists listed to the right and then return it completed with your painted miniatures to the store. It's a good idea to place a small sticker on the base of each entry with your name and telephone number on it.

Your painted miniatures must be handed in at your local Games Workshop or listed stockist by the following dates:

30th March	Single Miniature and Mounted Miniature.
6th April	Monster, Command Group and Vehicle.
13th April	Epic Battleforce and Vignette.

Regional judging will be on Saturday 20th April 1991.

IN USA AND CANADA

If you live in the USA or Canada you can enter the Golden Demon Awards through any Games Workshop store. Just telephone your nearest store for further details.

REGIONAL WINNERS

The best 10 entries from each Games Workshop store and the best 3 entries from each other stockist receive Golden Demon badges and certificates. These winners will go on to represent their region in the Golden Demon final at Derby in May 1991, with a chance of winning the Golden Demon Slayer Sword.

You can enter the Golden Demon Awards at your local Games Workshop store – see the Store News pages for the addresses of all the Games Workshop stores.

If you can't get to a Games Workshop store, you can also enter at any of the following stores:

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GAMES AND PUZZLES, SIR ISAACS WALK, COLCHESTER, TEL: 0206 574781

TRURO MICRO, UNIT 1, BRIDGE HOUSE, NEW BRIDGE STREET, TRURO, TEL: 0872 40043

WAR AND PEACE, 8 UPPER ORWELL STREET, IPSWICH, TEL: 0473 258356

ANOTHER WORLD, 23 SILVER STREET, LEICESTER, TEL: 0533 515266

ASHLEYS, 9-10 MINI MARKET, LINCOLN, TEL: 0522 520168

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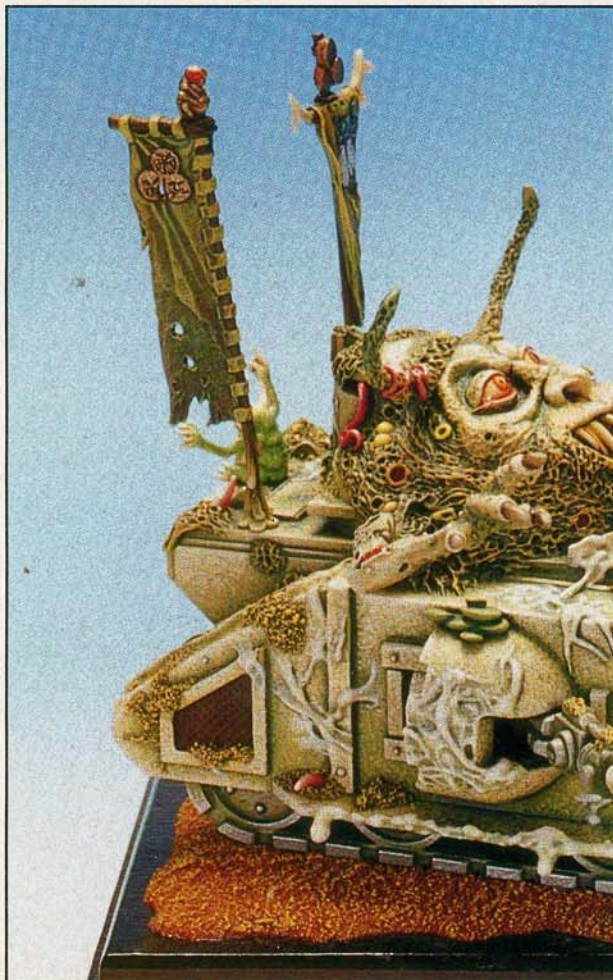
SOUTHSEA MODELS & GAMES, 69 ALBERT ROAD, SOUTHSEA, TEL 0705 733208

FANTASY WORLD, 10 MARKET SQUARE ARCADE, HANLEY, STOKE-ON-TRENT, TEL: 0782 279294

SPOT ON MODELS, 43 HAVELOCK STREET, SWINDON, TEL: 0793 617302



David Soper 1990 Golden Demon Slayer Sword winner



David Soper's outstanding Nurgle Predator, winner of the 1990 Golden Demon Slayer Sword

RETAIL SPOTLIGHT

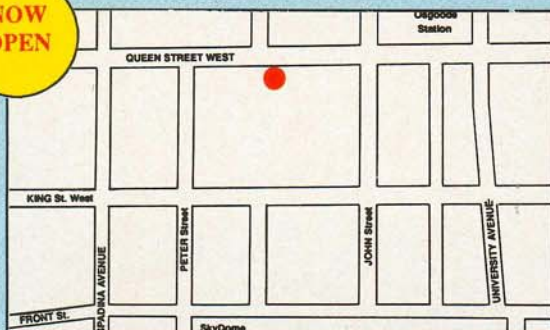
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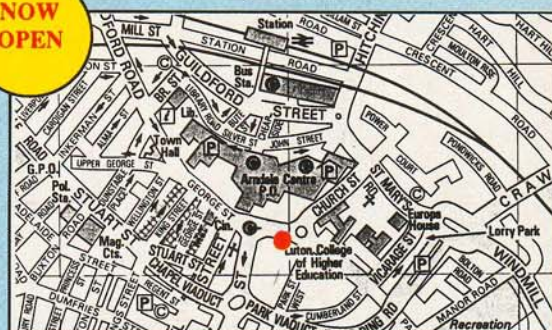


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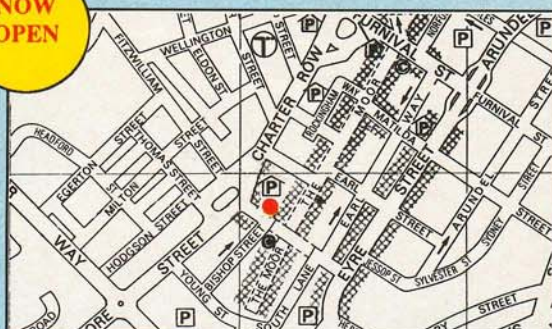


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SPACE MARINE™

NEW WARLORD TITAN WEAPONS AND EQUIPMENT

BY ANDY CHAMBERS, ROGER GERRISH AND KARL TEBBUTT

The Warlord class Titan is one of the oldest and most numerous Titan designs serving the Imperium. The original Warlords were built in the Dark Age of Technology and literally millions have been built in their image during the long and bloody history of the Empire. The Warlord is thought to be the first truly successful meshing of machine to cybernetic personality imprint, creating a machine which could move and balance 'naturally' without constant supervision from its crew.

The original personality imprint for the Warlord was and still is that of the great grizzly bear. This principle of using predatory animals as personality imprints in war machines holds true of all Imperial Titan types. The Warhound, for example, contains the personality imprint of a mastiff or wolf. The natural ferocity of such personalities naturally makes them harder for a Princeps to control but, once he does, the performance of the Titan is far more deadly for the presence of that cunning, predatory mind in the machine itself.

The Warlord remains popular with all the orders of Collegia Titanica. Wherever they appear, the Warlords strike terror into the enemy as they stride into battle. Often the angry roars filling the air from their psycho-war projectors are alone sufficient to rout the enemy. The Warlord's well-documented handling characteristics also make it a favoured field test bed for devices created by the research orders of the Divisio Investigatus.

In this article, we reveal a few of the more common upgrades and variants of the Warlord class Titan to be encountered, particularly in relation to Siege Titans and the dread Chaos Titans.

NEW TITAN RULES

PSYCHOLOGICAL EFFECTS OF TITANS

The awesome might of Titans is enough to make all but the bravest warriors break before them. To represent the effect of Titans during a game, use the modified morale table below and include the following new rule:

Infantry and light vehicle detachments which are within 24cm of an enemy Titan or Gargant in the orders phase must take a morale check, even if they still contain surviving command stands.

To bring the morale table up to date, we've also included the necessary modifiers to make it applicable to all races. Roll 1D6 for the detachment taking the test and apply all relevant modifiers, look up the modified roll and apply the orders indicated to the detachment for that turn.

MORALE TABLE

Modified Dice Roll	Result	Permitted Orders
7 or more	Pass	Any
3-6	Pinned	Fall Back or No Orders
2 or less	Fall Back	Fall Back, rout test

Normal modifiers

Detachment (all units) in hard cover	+1
Each remaining commander, champion, leader or command stand in detachment	+1
Detachment had fall back orders last turn	-1
Detachment has two or less remaining units	-1
Enemy Titan within 24cm	-1

Troop Type Modifiers

Elite Detachment	+2
Eldar Aspect Warriors	+1
Space Marines	+1
Squats	+1 *
Squat Hearthguard within 12cm of Squat detachment	+1
Ork Nobz	+1 **
Chaos Cultists	-1 ***
Planetary Defence Forces	-1

* **Squats:** Squats may count the hard cover bonus if in a hollow square formation. Squats may have first fire orders instead of no orders.

** **Orks:** All Orks (not just Nobz) receive a +2 bonus if the Boss Gargant is within 48cm and still firing.

*** **Cultists:** Cultists have a +2 modifier instead of -1 if Daemons of their Patron Power are within 12cm. See the Chaos army list for details of morale bonuses from the horde commander, battle leaders and Artifact Weapons.

TITAN CLOSE COMBAT WEAPONS VERSUS BUILDINGS

Any Titan in base-to-base contact with a building may attack it in the close combat segment of the combat phase using close combat weapons. The Titan may employ any close combat weapons it can bring to bear and receives and +2 modifier to hit. See the close combat weapons summary for the damage different weapons inflict on buildings.

TITANS USING INDIRECT FIRE

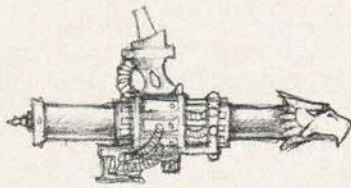
Titans with RELAY may fire indirect with the following weapons:

Macro Cannon
Multi-Launchers
Support Missiles

Titans use the same rules for indirect fire as vehicles.

NEW CLOSE COMBAT WEAPONS

POWER RAM

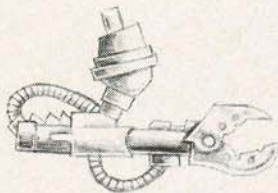


This weapon is an electro-hydraulic battering ram often carried by Siege Titans. Its hardened adamantium beak is equally dangerous against both Titans

and buildings. The power ram delivers a high-velocity strike capable of punching through the thickest armour and inflicting major internal damage.

Weapon Type	To Hit	Damage	
		Vs Titans	Vs Buildings
Power Ram	4+	1D2 critical hits	1D3 critical hits

BATTLE CLAW



The battle claw is a close combat weapon most commonly seen on Chaos Titans. Its huge hydraulic pincers can grip and twist Titan arms and weapons, or sheer through metal as they powerfully snap shut.

Weapon Type	To Hit	Damage	
		Vs Titans	Vs Buildings
Battle Claw	4+	1D3 critical hits	1D3-1 critical hits

ENERGY WHIP



This close combat weapon is used exclusively by Chaos Titans. The triple whip lashes against the target causing light damage but also acting as a conductor for a massive electric jolt intended to burn out circuitry and control systems in the opposing Titan. A successful hit with an energy whip auto-matically inflicts one psychic shock in addition to any other damage done. The energy whip is ineffective against buildings.

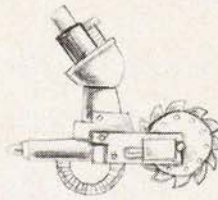
WRECKER

The wrecker is simply a large weighted ball swung at the end of a reinforced chain. Its primary purpose is to deliver crushing blows against buildings and fortifications, though its tremendous power means it also makes an effective close combat weapon.



Weapon Type	To Hit	Damage	
		Vs Titans	Vs Buildings
Energy Whip	3+	1D3 superficial hits plus psychic shock	None
Wrecker	4+	1 critical hit	1D3+1 critical hits

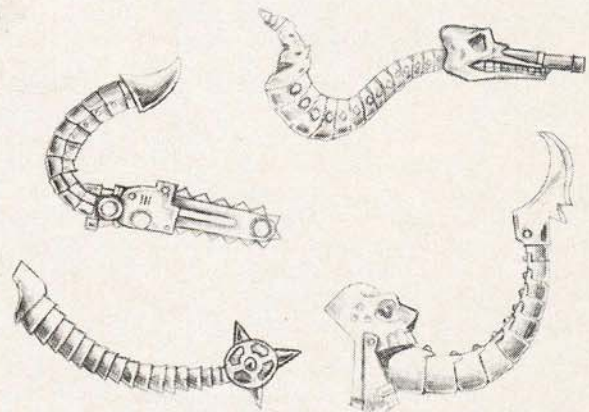
POWER SAW



The power saw is a simple variant on the standard chain fist used by many Titan orders. Its whirling adamantium-tipped blades can slice through armour, weapons and power cables to cripple its enemy.

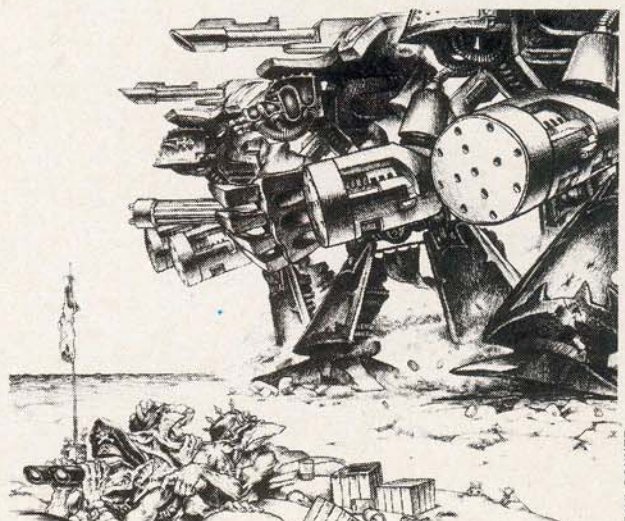
Weapon Type	To Hit	Damage	
		Vs Titans	Vs Buildings
Power Saw	3+	1D2 critical hits	1 critical hit

CHAOS TITAN TAILS



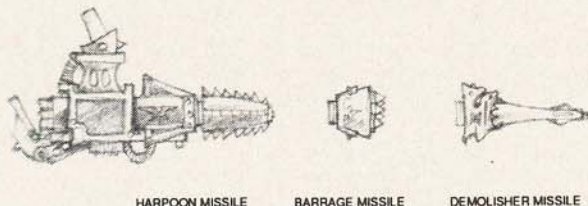
The degenerate Chaos Titans have mutated to become a hellish mixture of flesh and metal. Some of these monstrous creations carry weapons mounted on long, sinuous tails, using them to crush and gouge their enemies.

Any Chaos Titan can be upgraded to carry tail-mounted weapons for an extra 30 points per tail. Each tail-mounted weapon gives the Titan an extra improvised close combat attack which it may use in any direction.



NEW WEAPONS

LIGHT SUPPORT MISSILES



All the following missile types are **light support missiles**. Light support missiles are designed to give Titans of all sizes increased short range firepower for assaults or Titan-hunting.

A light support missile counts as a grade 2 heavy weapon which may be attached to any configuration hard point on a Titan, including the arms. Though light support missiles are one-shot weapons, it is permissible for a Titan to carry more than one missile per hard point if the grade of the hard point permits it. You can represent this by gluing several missiles together and fitting them to hard points as appropriate.

DEMOLISHER MISSILE

The demolisher is a one-shot armour-piercing missile sometimes carried by Titans for dealing with heavily-armoured targets. It has an adamantium tip to carve through the target's armour before the melta warhead detonates to complete the act of destruction.

A hit by a demolisher missile causes 1D3 automatic critical hits against an unshielded target. A target protected by void or power shields will suffer only one hit from a demolisher missile.

BARRAGE MISSILE

The barrage missile is another one-shot support weapon developed for Titans by the Divisio Investigatus. It has a multiple warhead configuration intended mainly for depleting void shields but also useful for an area effect against light targets.

Vehicle and Titan targets within the burst of a barrage missile will suffer 1D6 hits if they are affected. Hits from a barrage missile will knock down void or power shields normally but will only score superficial damage. Infantry targets in the burst of a barrage missile are affected as by a standard burst weapon.

HARPOON MISSILE

The harpoon missile employs the same launcher system as that used for the demolisher but delivers a less devastating warhead with a more insidious effect. If the harpoon hits a Titan target and scores a critical hit, its barbed head lodges in the Titan. In each subsequent end phase, the Titan suffers 1D3 superficial hits from the random electrical surges produced by the missile.

If any of the superficial damage caused by the missile cannot be applied to the Titan for any reason, the missile is

assumed to have stopped functioning and will cause no further damage. If a harpoon hits any target other than a Titan it has no special effects – roll for damage effects as normal.

VEHICLE AND TITAN TARGET WEAPONS TABLE

Weapon	Range		To Hit		Critical Hit Roll
	Short	Long	Short	Long	
Demolisher Missile	30cm	60cm	3+	5+	1D3 Critical Hits
Barrage Missile	30cm	60cm	3+(B)	5+(B)	1D6 Superficial Hits
Harpoon Missile	30cm	60cm	3+	5+	4+

INFANTRY TARGET WEAPONS TABLE

Weapon	Range		To Hit		Saving Roll Mod.
	Short	Long	Short	Long	
Demolisher Missile	30cm	60cm	4+	6+	-2
Barrage Missile	30cm	60cm	3+(B)	5+(B)	-1
Harpoon Missile	30cm	60cm	4+	6+	-1

CARAPACE MOUNTED MULTI-LASERS

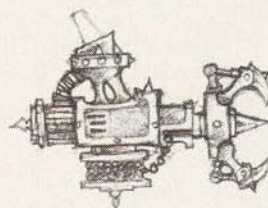


Warlords fighting in built-up areas are sometimes fitted with multi-lasers replacing the rear banner mounting points. These act to cover the Titan's blind spots against infantry assault.

Because of their complex motion-sensing arrays, carapace mount multi-lasers can snap fire regardless of the Titan's orders, though they still suffer modifiers for the Titan's movement where applicable.

Carapace mount multi-lasers have a rear 180° fire arc, are grade 1 and add +20 points each to the cost of the Titan. They may be increased to a maximum of grade 3 at 20 points per additional grade. Note that there is no hard point or configuration cost to fit carapace mount multi-lasers.

TRIDENT



Trident is a highly specialized weapon system employing a rocket-propelled grappling claw to seize its target. The target is then dragged towards the Titan by an attached chain and power winch. Because the

grappling claw is relatively slow-moving, void and power shields do not impede it in the slightest.

Trident does not receive a bonus for first fire orders and may not be snap fired. If Trident is used against a vehicle or infantry unit, there is no special effect from the hit and it is resolved as a normal weapon hit. If a building or Titan is hit with Trident, there is a chance that the target will be pulled over.

If the target is another Titan, roll for damage as usual. If the Trident scores any damage, both players then roll 1D6 for their Titans and adjust their scores by the modifiers listed on the following table.

Trident Modifiers

Opponent's armour rating	+/-AR
Warlord	+2
Reaver	+1
Warhound	-
Great Gargant	+4
Slasher Gargant	+2
Phantom	+1
On first fire orders	+1
On advance orders	-
On charge or evade orders	-1
On damage control orders	-2
Legs damaged	-2

The Titan with the lowest total score is dragged over and crashes to the ground. Treat it as suffering catastrophic leg damage. If the players' scores are drawn before or after the modifiers are applied, the chain attaching the power winch to the Trident breaks, rendering the weapon useless for the rest of the battle.

If Trident is fired into a building it scores damage as usual. It may also add any applicable positive modifiers from the table to the chance of the building collapsing in the end phase. Note that this does not score any extra damage on the building, it merely represents the Titan helping things along a little.

Trident may be mounted on any hard point configuration and counts as a grade 1 very heavy weapon.

VEHICLE AND TITAN TARGET WEAPONS TABLE

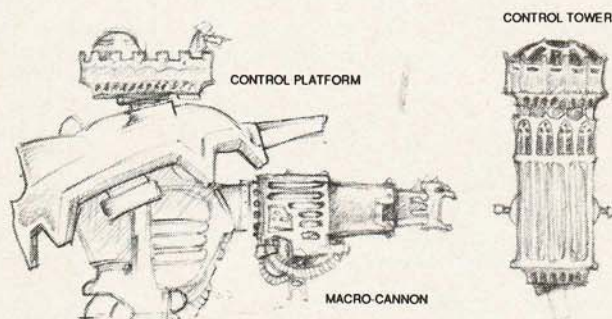
Weapon	Range		To Hit		Critical Hit Roll
	Short	Long	Short	Long	
Trident	6cm	24cm	3+	5+	5+

INFANTRY TARGET WEAPONS TABLE

Weapon	Range		To Hit		Saving Roll Mod.
	Short	Long	Short	Long	
Trident	-	12cm	-	5+	-1

NEW EQUIPMENT

CENTRE LINE WEAPON MOUNTS



A common Warlord variant is the replacement of the head of the Titan with a Deathstrike centre line macro-cannon mount. The Titan's crew reside in a carapace-mounted fire control tower or platform fitted with RELAY. Deathstrike variant Warlords are used for long-range fire support and bombardment duties.

The Deathstrike cannon mount is bought as a standard carapace hard point with the usual hard point and configuration costs (see Codex Titanicus). For fire arcs and damage purposes, the centre line mount counts as a carapace-mounted weapon.

The fire control tower or platform is also bought as an extra hard point, though it does not have a configuration cost. Having a fire control platform or tower adds +2 to the total weapon grade of the Titan. A Titan with a fire control tower or platform automatically has RELAY at no extra cost but the Titan's crew may not eject.

RUBBLE CLAWS



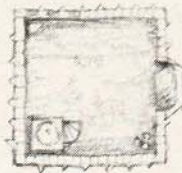
Rubble claws are auxiliary units clamped over the standard Warlord's feet to give it extra traction in treacherous terrain. A Warlord fitted with rubble claws treats rubble and rocks as difficult terrain instead of dangerous terrain.

Because of the broader area the Titan can crush with its claws as it walks, a Warlord fitted with rubble claws doesn't have to pay 2cm of its movement to make stomp attacks and gets one free attack against every enemy unit it moves over (extra attacks after the first still cost 2cm). A Titan with rubble claws also gains +1 on all its stomp rolls.

Unfortunately, the extra weight of rubble claws degrades a Titan's performance somewhat – any Titan wearing rubble claws is always counted as unmanoeuvrable and may not charge. Fitting a Titan with rubble claws costs no points but the restrictions it places on the Titan's manoeuvrability means they are usually only fitted to Titans fighting in sieges and built-up areas.



CARAPACE LANDING PAD



This structure is used for two purposes. Its primary function is as a launch point for assault troops embarked on the Titan. Protected by the Titan's

void shields, assault troops can be brought within jump range before they attack. The reduction of casualties from defensive fire to a minimum makes this a favoured method of assaulting heavily-defended positions. Its secondary function is to act as landing pad for Land Speeders or Jet Bikes.

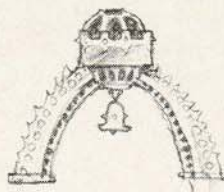
A carapace landing pad can carry up to 4 infantry stands, 2 Land Speeders or 2 stands of Jet Bike mounted infantry. Units embarked on a Titan may disembark in the movement phase regardless of the Titan's orders. Units may only embark on a Titan if it has first fire orders and the units move onto the Titans base. The embarking units are then moved on board the Titan in the end phase. Units embarked on a Titan may not fire.

If a Titan carrying units suffers a critical hit, all units on board suffer the equivalent of a superficial hit by the same weapon. If the Titan is destroyed, all units embarked on it are also destroyed.

A carapace landing pad counts as a grade 3 heavy weapon towards the total weapon grade of the Titan but only the basic hard point is paid for – the pad has no configuration cost. Embarked units are paid for separately.



DEVOTIONAL BELL



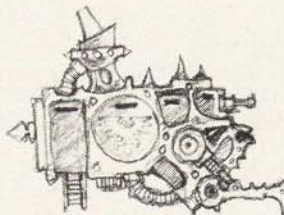
This bell structure is always carried by the Custodian Titan of an order. Built from valuable and sacred Terran metals and anointed with a drop of the Emperor's blood, the bell acts as a mobile shrine for the Imperial Cult and a rallying point

on the battlefield. The presence of a Custodian Titan in a battle is a complete anathema to daemonic intrusions into the material universe as it directly extends the Emperor's will and spirit to his mortal followers.

All Loyalist Imperial forces within 36cm of a devotional bell carried by a Custodian Titan receive +1 on all morale and panic tests and +1 on saving throws against daemonic abilities. Daemons which move within 36cm must take an automatic instability test.

The devotional bell occupies two carapace hard points on the Custodian Titan though it has no configuration cost. The honour of Custodian is only bestowed upon crews of at least Elite status (see also Custodian Heads below).

CORVUS ASSAULT POD



As a further extension of the theory behind landing pad launched assaults, the Corvus assault pod was soon developed as an alternative arm mount for Titans.

The pod is designed to allow the Titan to carry a single detachment of troops right up to a building and disgorge them directly amongst the defenders via a drop-down ramp.

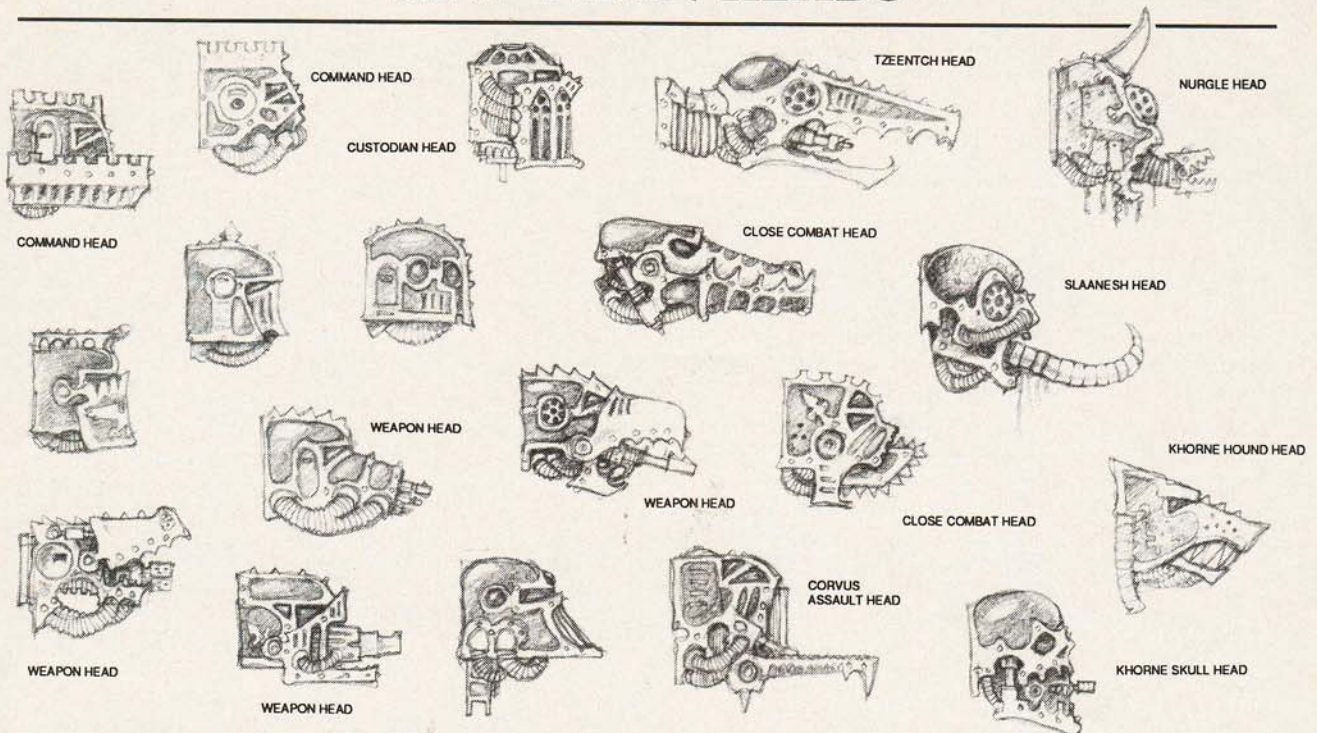
The pod can carry up to 4 infantry stands. To manoeuvre the pod into position the Titan carrying it must be on advance orders and end the movement phase touching the target building. Obviously to use the pod the building must be in the fire arc for the arm the pod is mounted on.

Troops in the pod may then engage troops in the building during the close combat segment of the combat phase. Troops attacking a building in this manner do not suffer the -2 modifier for attacking into a defended building.

Damage to the Titan does not affect the pod or its occupants unless the arm mount it is on gets hit. If this happens, treat the pod as a transport vehicle (saving throw 4+) and calculate damage and troop casualties accordingly (see the Space Marine rulebook). If the Titan is destroyed, the pod and all its occupants are also destroyed.

The Corvus assault pod count as a grade 1 very heavy weapon and must be mounted on an arm. A grade 2 heavy bolter is incorporated into the pod and may be fired by the Titan under the normal rules. Like the launch pad, only the hard point that mounts the pod is paid for – there is no extra cost for the configuration code.

NEW TITAN HEADS



The head of a Titan houses the Princes and Moderati who control it. In the event of catastrophic damage the head of the Titan can be ejected to carry the Titan's crew to safety. All Titans carry a heavy bolter for anti-personnel work but there are a wide range of variant heads used by different orders, some mounting heavier weapons or fitted with various devices.

You may opt upgrade a Titan with a different head by simply paying the points cost indicated below. There is no extra cost for either hard points or configuration costs. The fire arc for weapons or devices mounted in the head is the same as that for a carapace-mounted weapon.

For an additional 20 points a Titan may be given a head that mounts a close combat weapon giving it one extra close combat improvised attack.

For an additional 30 points a Titan may be fitted with a head that mounts an additional 1/0/D hard point. For an additional 50 points the hard point may be a 1/0/B mount or a 2/0/D mount.

For an additional 50 points a Titan may be fitted with a Corvus assault head. This follows the same rules as those given for a Corvus assault pod above, except the troops are carried internally and suffer damage in the same way as those embarked on a carapace landing pad. The troops are still bought separately.

For an additional 100 points a Titan may be fitted with a command head. The command head contains personality imprints of ace Princes and some fragment of their abilities is passed on to the Titan and its crew. This allows the Princes to choose one of the skills from the Crew Skills Table in Codex Titanicus to use for the duration of the battle. Command heads are rare and highly valued, generally only being fitted to the Titan of a Senior Princeps or Grand Master. Hence, only one Titan in every four used in a battle may be fitted with a command head.

One Titan in a force may be designated as the Custodian Titan and fitted with a special head. The custodian head includes a high-powered psychic amplifier which allows the Titan to make a psychic attacks. Each turn in the end phase, the custodian may place a 6cm template anywhere within 60cm. Any unit caught beneath the template must make an unmodified saving throw to survive the attack; any which fail must be removed as casualties. Daemons must make a daemonic saving throw at -1 and suffer -1 on their instability test if they fail their save. A custodian head costs 100 points.

CHAOS TITAN HEADS

Chaos Titan Princes are sometimes rewarded by their patron Power with special Chaos Titan heads. Frequently the head is in the shape of a beast or daemon of the patron Chaos Power. Any Chaos Titan can be fitted with a Chaos head for an additional 100 points. In campaign games, a Chaos Princeps will automatically receive a Chaos Titan head for no points after making five kills. In either case, the gift is randomly determined by rolling 1D6 and consulting the table below.

- 1 The head incorporates a close combat weapon, giving the Titan one extra close combat improvised attack.
- 2 The head incorporates a 1/0/D weapon hard point.
- 3 The head incorporates a Corvus device or a 2/0/D or 1/0/B hard point.
- 4 The head includes an extra void shield generator, increasing the Titan's maximum number of void shields by one. (Note that this may take a Titan above its normal maximum number of void shields.)
- 5 The head simulates the effects of a randomly determined device. Roll again:

1-2	Cameleoline
3-4	Cobra
5	Relay
6	Command head

- 6 Roll twice more on the table, ignoring this result if it is rolled again.



SLAANESH CHAOS TITANS, SUPPORTED BY CHAOS RENEGADES AND CULTISTS, ADVANCE ON AN ORK SETTLEMENT.



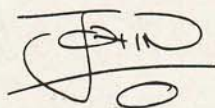
PRESENTED BY JOHN BLANCHE



This month, we feature new Citadel Miniatures designers, Roy Eastland and Colin Dixon. Roy is a relative newcomer to the Studio, but readers of early 'Eavy Metals will remember Colin as a miniature painter of no small talent. Featured in this White Dwarf are Skeletons and Confrontation Techs and Bounty Hunters from Roy, and five Norse Dwarfs from Colin.

To accompany the article on the Ork Shokk Attack Gun, we've included a photograph of the gun in action on the battlefield complete with attendant Runtherd and Snotling Shokk Attack Team ready to dive through the warp. This photograph also features some Ork buildings made by Dave and Phil, so watch out for an article on those in the near future.

With the page of Roy and Colin's models, you'll find details of what they're working on at the moment. Other miniatures under development include four new Chaos Space Marines by Jes Goodwin, one for each of the four major powers: Khorne, Slaanesh, Nurgle and Tzeentch.



ROY AND COLIN

Just in at the Studio this month are these superb miniatures fresh from the talented hands of new designers **Roy Eastland** and **Colin Dixon**.

Among Roy's miniatures are the four Necromundan **Techs**. Techs tend to wear predominantly white overalls but light neutral colours are also used – the ones we've painted are grey. The smocks are woven from thick man-made materials and are symbols of status. Some are embossed and decorated with circuitry symbols that have deep and significant meanings within the gang's heritage – they are often treasured heirlooms. Alternatively, smocks may just be utilitarian, bearing gang motifs of striking designs and colours.

The Techs shown are members of two different gangs – this can be seen from the different designs on their smocks. Two bear an electrical printed circuit board design while the other two have a simpler red triangle motif.

To paint the smocks, start with a base colour of a mixture of Ork Brown and a little Snakebite Leather. Highlight this by progressively adding Skull White to the mixture for each coat until it's worked up to a pure Skull White highlight. Once the smocks are completely dry, the fine detail can be added.

In the case of designs like the red triangle, we've found one effective method is to first paint the solid shape using Chaos Black thinned down with Black Ink instead of water – this

strengthens the colour rather than weakening it. When this is dry, paint in the centre of the shape using Skull White leaving just a thin black line to act as the edge of the design. This method is a lot easier than trying to paint a straight black line around a white shape. Now all that remains is to paint the design in the required colour – in this case, Go Pasta Red.

The other Tech gang wear a printed circuit board pattern. When we're painting fine patterns like this, we first decide how the pattern should look on the model. If the pattern is particularly tricky, we might draw it on the model with a soft pencil before beginning to paint – if you know what you want and you've got a steady hand, you can often get perfectly good results without doing this. Then, using a little Chaos Black thinned with some Black Ink and a size 000 Citadel brush, paint the design on.

The other Confrontation miniatures shown here are not in specific gangs but are a selection of Roy's new **Bounty Hunters**. Bounty Hunters display their status within the hives by adopting the styles of the middle and upper classes with very colourful and decorative clothing. The clothes of these particular Bounty Hunters were painted in striking heraldic patterns with simple designs such as stripes and checks. We've found that one good technique for painting stripes is to paint them in black and allow the paint to dry. Paint the centre of the stripe in white to leave a thin black line on the outside edges and then fill the stripes in with the appropriate colour.

The five **Norse Dwarfs** made by Colin were painted by Dale and Ivan. They've obtained really rich flesh tones by first applying a coat of Bestial Brown to all the flesh areas and allowing this to dry fully. They highlighted this by adding a small amount of Hobgoblin Orange to Bestial Brown, with increasing amounts of Hobgoblin Orange added to subsequent highlights. After about three such coats, start adding increasing amounts of Bronzed Flesh until the final highlight is pure thinned Bronzed Flesh. Once this is completely dry, apply a light glaze of thinned Chestnut Ink and allow it to dry. This can be speeded up either by using a hair dryer or by leaving your miniature under a lamp for a few minutes. Finally highlight it once more with Bronzed Flesh. Obviously this number of coats takes a fair amount of time and you won't be able to do it for every miniature in a regiment but if you keep it to your main character models, for example, the results are certainly worth the effort.

Roy's new **Skeletons** have come along at just the right time as Dale, Ivan and Tim are currently assembling an Undead army of their own and no doubt this will feature some of these fine miniatures in pride of place. As Skeletons are primarily bones, they're quick and simple to paint. First apply a base coat of Snakebite Leather mixed with a little Brown Ink. Then begin to highlight, first with Snake-Bite Leather, and then with increasing amounts of Bleached Bone, blending in successive coats using a clean damp brush to feather the edges of the paint. Repeat this up to a pure Bleached Bone highlight.

If you're painting large numbers of Skeletons for an Undead army, you can use exactly the same colours as I've just described but drybrush the models instead of using several highlights. The finish won't be as smooth but you won't notice this when a large number of troops are put together.

Armour and weapons on Skeletons should be painted as very old and rusty. First paint all the metal areas with Chaos Black. When this is dry, lightly drybrush the areas with a little Mithril Silver and allow them to dry before applying a coat of Orange and Brown Ink to give the rust effect. Finally, very lightly drybrush once more with Mithril Silver. When using inks, especially in conjunction with metallic paints, it's important to ensure that each coat is dry before applying the next or you'll find that one colour bleeds into another.

CHAOS TITANS

Also new in the Studio are a range of new metal Titan expansions which include **Warlord Titan head variants**, **weapons** and **Chaos Titan tails**. This month we decided to feature the Chaos accessories as shown on the three Traitor Warlords dedicated to Slaanesh. Although the actual colour schemes on these Titans vary, the same basic range of colours is used on all three. With the addition of a few unifying themes such as the Chaos tails and a power claw on each Titan, this gives the three a strong sense of being part of a unit even though they're all painted individually.

When painting followers of Slaanesh, it's important to keep the colours very pale and soft. On our Titans, we first painted all the metal bits with Chaos Black which was drybrushed with Chainmail and Mithril Silver. Then the base coats of the unit colours were added, namely the pink, a mixture of Go Fasta Red and Skull White, and the yellow, a mixture of Sunburst Yellow and Skull White. Increasing amounts of Skull White were then added to the base coats with each highlight.

Swarming around the feet of these armoured giants are troops from the new Epic boxed set, **Epic Chaos Horde**, which have also been painted in suitable Slaanesh pastel hues such as pink, yellow, pale blue etc. When painting Epic scale miniatures, it's best to remove them from the sprue first and scrape away any mould lines using a sharp modelling knife. Then attach them to a strip of cardboard using double-sided sticky tape – this makes undercoating and painting a lot easier. Next pick the main colour for the miniatures (ie the one that will cover the bulk of the model) and paint the strip of miniatures that colour.

Once they're dry, give the models an ink wash with an appropriate colour. A list giving the correct wash for each colour can be found in the Citadel Miniatures Painting Guide (available from your local Games Workshop store or through our Mail Order Service) – generally speaking, it's a darker shade of the base coat. Once this has dried, drybrush the models with a lighter shade of the base colour. Then it's just a matter of picking out bits of detail like the guns, using a size 000 sable brush.

MARAUDER ARMIES

Lastly we'll take a look at the three special offer armies from Marauder Miniatures: **Uzgrim's Marauders**, an Orc and Goblin army, **Ironbeard's Conquerors**, a Dwarf army, and **Karashalla's Reavers**, a Dark Elf army.

Looking at these armies, one of the things that stands out is the magnificent array of standards, especially those displayed by all the units that make up Uzgrim's Marauders. What could be more satisfying than fielding a force where every unit has its own standard, boasting the warrior's prowess? Making standards is actually much easier than you might think.

First, decide on your design. There's no shortage of inspirational material published in White Dwarf, not to mention the various game rulebooks – in the case of these fantasy armies, the designs in Warhammer Armies are a good starting place. On this page, we've included a few of the standards used by Uzgrim's Marauders for you to copy for your own Orc armies or to use as inspiration for your own designs.

Wherever you get your design, you start by either tracing or photocopying it onto a piece of paper. Then paint in the detail using your chosen colours. When painting standards, try to use your paint without thinning it too much – really thin paint causes the paper to wrinkle.



UZGRIM



ZOGWORT



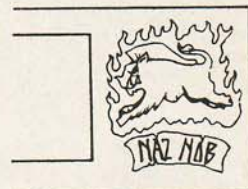
SKARFANG



NARDREG



UGBAD



NAZNOB

Once the paint is dry, paint the back of the standard with unthinned Chaos Black. Before you do this, ensure the front is completely dry and that the surface you're going to put it on is also clean and dry – there's nothing more annoying than ruining a finished standard by placing it in a pool of wet paint while blacking out the back!

When you cut out your finished standard, remember to leave two or three tabs to fix it to the pole – these can be painted to look like leather or cloth straps.

Once your standard's ready, you'll need to make a standard pole. The simplest kind is just a straight flag pole – this can be made from a cocktail stick or a piece of stiff wire.

To make a more conventional T-shaped standard, just take two lengths of wire and glue one across the other to form a cross. This can be strengthened by wrapping some cotton thread around the joint and dropping on a little superglue – the thread supports the join and looks like rope bindings when it's painted.

Once the pole's ready, it's just a matter of brushing a little PVA glue onto the tabs and folding them over the pole to secure the standard in place.

That's all for this month,



Mike

Mike
MWJ



Ivan



Dale



Tim

MARAUDERTM MINIATURES



SPECIAL OFFER MAIL ORDER ARMIES

Shown here are just part of the three 2000 point Warhammer Armies that we're offering through our Mail Order service. The army lists give you a complete rundown of the models in each offer. For a closer look at these models, see our adverts in earlier issues of White Dwarf.

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White Dwarf 123 features Uzgrim's Marauders as a complete painted army.

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306 points

1 level 15 Hero with light armour, shield, magic army standard (battle banner) and Cold One mount

303 points

1 level 20 Hero with light armour and magic sword (frostblade)

195 points

20 Warriors with light armour and shields including musician, standard bearer and 1 level 10 Hero

348 points

20 Warriors with light armour, shields and double-handed weapons including musician, standard bearer and 1 level 5 Hero

300 points

10 Witch Elves with light armour and poisoned attacks

130 points

10 Crossbowmen with light armour and crossbows including standard bearer and 1 level 5 Hero

183 points

10 Crossbowmen with light armour and repeating crossbows including standard bearer and 1 level 5 Hero

180 points

2 Whelp Masters with 4 War Hounds

42 points

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PLUS FREE DARKLORD AND DEATHDEALER ON COLD
ONES

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UZGRIM'S MARAUDERS



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Battle chariot and 1 level 25 Orc Hero with light armour, shield, hand weapon and magic standard (bane banner)	308 points
10 Snortas (+1 Orc shock elites on War Boars) with light armour, shield and spear including standard bearer and 1 level 20 Hero	422 points
20 Gobbos (Goblin warriors) with light armour, shield, hand weapon including standard bearer and 1 level 15 Goblin Hero plus 3 Goblin Fanatics with ball and chain	234.5 points
20 Stickas (Goblin archers), with short bow, hand weapon including standard bearer and 1 level 20 Goblin Hero plus 3 Goblin Fanatics with ball and chain	203.5 points
2 Man-Mangler Stone Throwers plus Orc crew	186 points

20 Arrer Boyz (Orc archers), with bow and hand weapon including standard bearer and 1 level 15 Orc Hero with light armour	282 points
20 Boyz (Orc warriors) with light armour, shield and hand weapon including standard bearer (war banner) and 1 level 20 Orc Hero	364 points

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 AND 1 MAN-MANGLER
 PLUS FREE MAN-MANGLER AND WOLF-DRAWN CHARIOT
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IRONBEARD'S CONQUERORS

2001 POINT DWARF ARMY

20 Warriors with light armour, pikes including musician and 1 level 25 Hero with heavy mithril armour, pistol, magic sword (frostblade), and 1 level 10 Champion with army standard (battle banner), light armour, double-handed weapon	822 points
20 Warriors with light armour and shield including musician and standard bearer plus 1 level 5 Hero	282 points
10 Crossbowmen with light armour, crossbows including standard bearer and 1 level 5 Hero with magic missiles (arcane bodkin)	188 points
10 Crossbowmen with light armour, crossbows including standard bearer and 1 level 5 Hero with magic missiles (seeking arrows)	193 points
1 Organ Gun with 3 crew	99 points

10 Trollslayers with hand weapons including 1 level 5 Hero with magic woads	123 points
10 Giantslayers with hand weapons including 1 level 5 Hero with magic sword (parasitic blade)	155 points
1 Cannon with 3 crew (5 miniatures provided) plus 1 level 5 Hero (Bombardier) with light armour	139 points

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 £50.00 FOR 40 WARRIORS, 20 CROSSBOWMEN,
 10 GIANTSLAYERS, 10 TROLLSLAYERS AND 1 ORGAN GUN
 PLUS FREE CANNON AND 5 CREW
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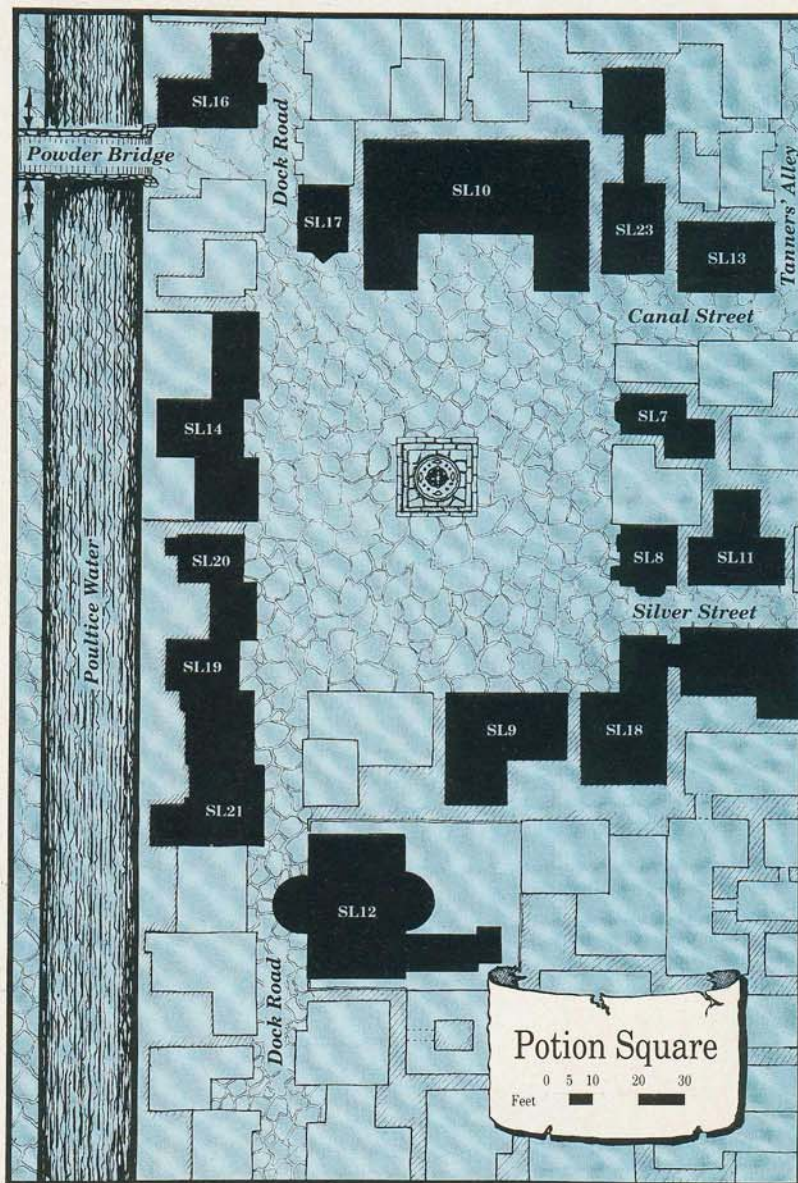
Welcome, once more, to Marienburg and Potion Square on Luydenhoek.

For this visit, we turn our attention to three of the smaller buildings around the edges of the Square, but they all will be of interest to adventurers – if only as the sort of places to avoid at all costs!

This is certainly true of Doktor Puttlangs' chamber of horrors, which he calls a surgery. Any kind of surgery in the Old World is a terrible thing for the patient: with a medical profession that has no anaesthetics and no concept of hygiene, only the lucky few survive under the knife; the unlucky ones are carried off by shock, gangrene or the ignorance of the surgeon. And that's with a *competent* surgeon wielding the blade... He may be cheap, but Puttlangs is not exactly competent – his hands twitch a little too often!

The same need to avoid unpleasantness could be equally true of Old Mother Crumhorn's shop. Perhaps the old woman isn't a witch – the Witch Hunters never seem to bother her – but then again, she just may be the genuine article...

And no free-and-easy adventurer would welcome the attention of the Watch. Suiddock Watch Station Number Four, on Potion Square, may not look like a fearsome place, but who wants to be locked up? And once the Watch have felt your collar and got you inside, where will you end up? It's only a short step from a night in the cells to the Magistrates' Courts to Rijker's Isle...



THE WATCH-HOUSE SL7

On the eastern side of Potion Square, facing the Marienburg Home for Foundlings, stands the Watch-house – Suiddock Watch Station Number Four, to give it its full name. To the casual observer, it looks much like any of the other small shops and houses that surround it, until one notices the strength of the single door and the absence of windows.

The Watch-house is built of stone and timber, and is at least two hundred years old, like most of the surrounding area. It is typical of the small Watch stations that may be found scattered throughout the city. Station Number Four is manned by two local Watchmen, Dirck Nederbaar and Jan Waat, whose beat includes the whole eastern half of Luydenhoek. They report to Captain Valk at the Suiddock Ward Barracks (SB25a), and can call on reinforcements from the barracks if needed.

The Watch-house consists of an office and a couple of cells, which are generally used for holding drunks overnight; occasionally, though, someone accused of a more serious crime will be held here until the necessary paperwork can be drawn up and the suspect can be transferred to the Suiddock Ward Barracks.

The Watch-house is separate from the buildings around it, with no adjoining walls. The single door is strongly made of iron-bound oak (T 6, D 17); it may be locked from the outside (CR 40) or bolted from the inside (D

+6). The walls are of timber-laced stone (T 9, D 10 per yard). The two cells are separated from the rest of the building by stout iron bars (T 8, D 16). The bars are 1 inch thick and spaced 6 inches apart; a character with *Contortionist* or *Escapology* skill can squeeze through them on a successful I test (Elves +5, Dwarfs/Halflings -10). The locks on the cell doors may only be opened from the outside (-10 modifier to all attempts to pick them from the inside) and have CR 30. Each cell is equipped with a hard wooden bunk and a none-too-clean bedroll – spending a night here gives a character a 75% chance of picking up fleas (Fel -30 when dealing with members of the middle and upper classes, all tests at -5 due to constant itching, medical attention of Druidic *Delouse* spell to remove).

Common Knowledge

"Need to talk to the watch? Easiest thing in the world Just get yourself a hatful of stones and start throwing them through windows – ha ha ha! But then there's a Watch-house in Potion Square, opposite the orphanage. Can't miss it – it's tiny little place with no windows. 'Course, I'm not guaranteein' there'll be anyone at home."

"That Nederbaar's a hard man. He may look fat and jolly but don't you be taken in. I remember some poor drunk they poured out of the Long Dragon one night – well, to tell you the truth I was helping to carry him – Tilean, he was, just put in from Remas – and he said something to Nederbaar – couldn't make out quite what – and he started laying into that Tilean like he'd just been given a wooden Guilder! We had to drag him off in the end, before he killed the feller."

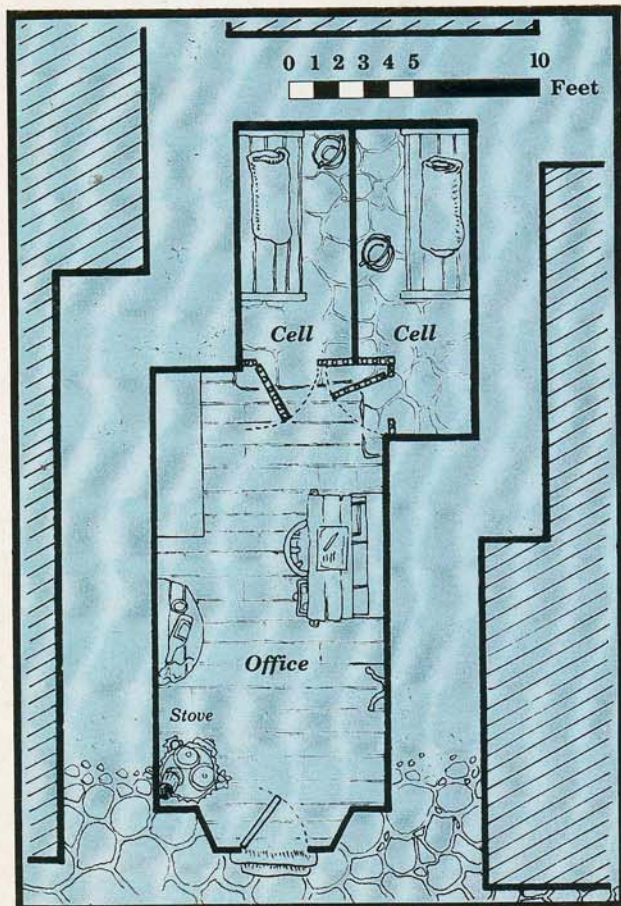
"Watch? Don't talk to me about the Watch. They spend all day bothering honest folk who just want to make a living, and when you face them with a real crime they just don't want to know. Only last week my brother's shop got broken into, and would they do anything? In a dry winter they did. Too busy, they said, got a murder, they said."

Dirck Nederbaar (SL7a), Watchman

- ☐ Tall, stout, red-faced, small blue eyes, short, slightly oily black hair.
- ☐ Genial, helpful, friendly.
- ☐ A peaceful life.
- ☐ *"Don't you worry, we'll soon have this sorted out."*
- ☐ Knows all the locals of Potion Square, Canal Street, Tanners Alley, Silver Street and parts of Dock Road by sight; distrusts strangers on his beat and foreigners; tries to ignore the presence of Grossbart (SL18c) in 'his' area (and mostly succeeds in doing so); accepts bribes from Jeremias Qualk (SL15a) and Lotte Wald (SL18b) and turns a blind eye to any 'irregularities' in their businesses; wary of Lisette Leerer (SL13a) and knows better than to ask after her business!

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 38 32 5* 4 8 35 2 31 36 33 28 34 37

Skills: Acute Hearing; Strike Mighty Blow; Strike to Stun; Very Strong*



Marienburg

Possessions: sword; club; dagger; (I +20, D -2, P -20); sleeveless mail shirt and helmet (1 AP, head/body); lantern and pole.

Notes: Many years ago, Nederbaar's elder brother was killed after getting involved with a gang of Tilean Racketeers who were trying to establish a foothold in the city. As a result, he is subject to *hatred* of Tileans.

Jan Waat (SL7b), Watchman

- ☐ Shortish, medium build, slightly bulging blue eyes, sharp nose, wavy blonde hair.
- ☐ Dynamic, incisive, sometimes high-handed.
- ☐ Get on, catch criminals, ensure that the law is respected, work by the book – but in that order.
- ☐ "Just waiting for a friend, were you? Tell me one I haven't heard." and "Do what you like anywhere else, but this is my patch and you answer to me. And don't you forget it. And that's MIJNHEER Waat to you."
- ☐ Knows all the locals on his beat; suspicious of Qualk (SL15a), *everybody* at the Long Dragon (SL18) and Lissette Leerer (SL13a), but does nothing because Nederbaar has told him that he is 'handling those matters'; hates Gunther and Anders Grimm (SL14a&b) and is convinced that they are the worst sort of criminal; despises Sister Marianne (SL14a) for trusting the Grimm brothers. Waat is a very junior member of the Knights of Purity, in which he sees a chance for his own advancement within the Watch.

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 46 41 3 4 8 44 2 43 47 45 39 41 40

Skills: Law; Read/Write; Shadowing; Strike Mighty Blow; Strike to Stun.

Possessions: sword; club; dagger; (I +20, D -2, P -20); sleeved mail shirt and helmet (1 AP, head/body/arms); lantern and pole.

BY-LAWS

A complete set of the local by-laws is kept in the front office of the Watch-house. Some refer specifically to Luydenhoek, and others to the Suiddock as a whole. As in most of the other city wards, the by-laws here are a body of legislation that has built up over centuries, and many of them are contradictory, unenforceable or downright ridiculous. Here are a few examples, which you can use to make the adventurers' lives difficult if you wish – feel free to invent others in the same vein.

Traffic

Only one cart is permitted on the Draaienbrug bridge at any time. This is at odds with the by-law on the other side of the bridge, which permits up to three. However, it has never been established into which jurisdiction the bridge itself falls, although the central bridge house and the swing mechanism comes under Port Law.

Some streets on Luydenhoek must be kept clear of obstructions – such as parked carts and tied-up horses – at all times during the day. Dock Road and Canal Street definitely fall into this category.



Carts have precedence over all other traffic on Powder Bridge, which is a main route. Technically, this means that everyone must give way to carts on the bridge, although in practice a character's social status will come into play. Quite what happens when two carts meet on the bridge is not made clear.

Horses must be ridden down some streets, and led down others. Again, this is for you to decide (and you can change your mind as many times as you want), although the broader streets will tend to fall into the former category and the narrow streets into the latter. Horses which are left unattended must be securely tied, or tethered to a vehicle such as a cart.

Loitering

This is a good law to use when the adventurers are trying to spy out the land for some operation. As elsewhere in the city, the Watch has the power to move on anyone who is loitering in a public place. A little-known local by-law (Waat knows of it!) provides for a warning on the first offence, a spot fine of 1 Gu per person on the second and third offences, and up to three hours in the stocks for a subsequent offence.

Whistling

It is an offence to whistle, sing or make any other noise of a disrespectful or jolly nature outside the Edelmoed Temple (SL10) between the hours of sunrise and sunset. The fine for this offence is 1 Gu, and the offender can be forced to 'cease and desist his errant ways and to immediately depart the precinct and surrounds of the Temple'. In practice, this means "Get out of Potion Square."

While Brother Marijkus (SL10a) has the power to impose this fine on the spot, he never does so. However, the City Watch are empowered to collect fines on behalf of the Temple should they see (or in this case hear) an offence being committed. Most of the time, they don't bother either, but this is a useful spot fine for dealing with drunks leaving the Long Dragon, or for making sure that Marianne's orphans behave themselves!

DOKTOR MARKUS PUTTLANGS_{SL8}



On the corner of Potion Square and Silver Street, next door to Kluger's Emporium, stands a small building with a strange sign hanging outside – a crossed saw and knife.

People can be seen going in, but very few seem to come out; the air is rent by an occasional ear-splitting scream from inside. Then there's the stale smell of a badly-kept butchers (perhaps slaughterhouse is a more accurate term), and the well-fed flies that contentedly buzz round the place...

This is the surgery of Mijneer Doktor Markus Puttlangs.

The main entrance to the surgery is on the corner, below the sign. This leads into a waiting-room furnished with a few old and grubby chairs and couches. From here, another door leads into the surgery itself. Everything, from the floorboards to the rusty lamp hanging from the ceiling, is rather worn and down-at-heel, and the standards of hygiene leave much to be desired. There are any number of unhealthy looking stains on the floor, walls and even the ceiling!

A back door leads from the side-alley directly into the surgery, and is used by Doktor Puttlangs' more secretive patients. Rumour has it that this door is also used for disposing of his 'failures' discreetly.

Common Knowledge

"Puttlangs? Only the poor and the desperate go to him. Used to have a place on Leech Street once – big place, so they say – but the drink... well, you know."

"Old Puttlangs is all right for the occasional patch-up job, provided he's got a bottle of brandy inside him – stops him shaking, you see – but I wouldn't trust him to do anything major. Still, his prices are low and he doesn't tell tales, if you take my meaning."

"Drunken old fool. He'll kill somebody one of these days, you mark my words – that's if he hasn't killed a few people already. He should be stopped."

"Well, if people want to risk their lives, that's their privilege, I suppose. He seems to make a living somehow."

"I tell you, it fair made my 'air stand on end. Leastways, it

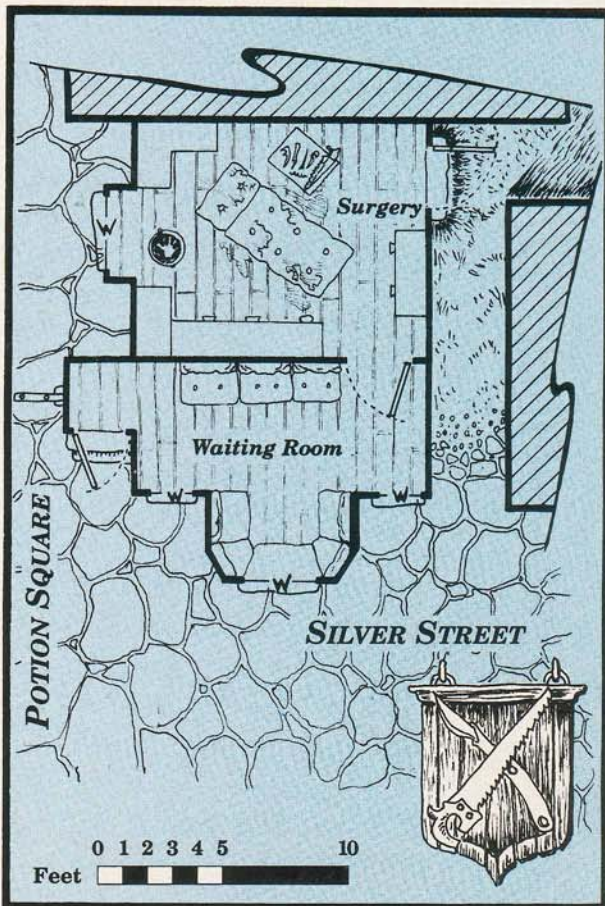
would 'ave if I'd 'ad any. There I was, just kippin' down in the alley, when this 'orrible scream comes out of the Mad Doctor's place. 'Orrible, it was – I never 'eard anyfink like it. Then, a few minutes later, out comes the Doctor with this bundle over 'is shoulder. Well, I says to meself, there ain't no prizes for guessin' what that might be. And off 'e goes down the alley, lookin' round all the time in case someone was to see 'im. I just stopped in the shadders an' made out I was asleep. Some fings are best to keep yer nose out of, I says to meself. 'Ere – spare a copper for a cup of tea?"

Markus Puttlangs (SL8a), Physician, ex-Physician's Student

"Um... yes, yes of course. Just give me a moment to prepare myself."

"Ah, good day to you. And what an excellent day it is! On such a day, I could heal the dead themselves! So – whose life can I save this morning?"

"Go away! Leave me alone! I'm doing nothing today, nothing! Just leave me alone!"



Marienburg

Markus Puttlangs was once a wealthy and successful physician, with a large establishment on Leech Street in the heart of Marienburg's medical community. Now, as anyone can see, he has gone to the dogs.

The good Doctor is a man in his fifties, with unkempt collar-length grey hair and bloodshot, slightly bulging eyes. His clothes are of good quality but worn and stained, and his breath always smells of stale brandy.

Puttlangs trained with some distinction in the medical school attached to the University of Marienburg, but unfortunately, he lacks one of the prime requirements for a successful surgeon – a sense of detachment. Performing operations without the aid of anaesthetics is a harrowing business, and he researched extensively into the use of delirants to deaden the pain of his 'victims'. Although he had some success, he was also tempted to use the drugs himself, to relieve the horror of his early surgical experiences.

His drugs rapidly became his only friends. He is hopelessly addicted to the exotic Black Lotus, and also needs regular drinks to keep his hand steady. It was only a matter of time before the drinks and the drugs began to change his personality; he lost the confidence of his most wealthy patients, and was forced to move to the less expensive area of Potion Square.

The Doctor now caters to a rather different clientele, patching wounds for those who would rather have no questions asked and occasionally performing surgery for those in need. His neighbours in Potion Square know of his drinking but do not suspect his drug addic-

tion – if news of this were to reach the Guild of Physicks (C12), he would almost certainly be expelled and banned from practising in the city. Brother Marijkus of the Edelmoed Temple (SL10a) keeps an eye on him and is trying to persuade him to give up drinking, but to no avail so far. Sister Marianne (SL14a) will occasionally call on him to treat emergency cases among her orphans, but would never allow him to perform surgery on them. She suspects that he could be 'struck off' if she reported him to the Guild, but she has decided that this would be a waste of an occasionally-useful physician.

When his surgery is not open, Doctor Puttlangs can be found in the Long Dragon (SL18), whence he usually has to be carried home to Koester's Boarding House (SL22) where he rents a cheap room. On occasion he will do business with Jeremias Qualk (SL15a), and he relies on Grossbart (SL18c) for his supply of Black Lotus.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	29	33	3	4	10	45	1	63	42	64	48	50	37

Age: 52

Alignment: Neutral (no particular deity)

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

Possessions: medical instruments; bottle of brandy.

Notes: 5 insanity points. *Drug Addiction* – Black Lotus; *Alcoholism*; *Shaking*.



OLD MOTHER CRUMHORN SL16



On the edge of Potion Square, at the northern side of Powder Bridge, stands a ramshackle house with a hand-painted sign reading *Old Mother Crumhorn's - Apothecary*. The locals (and especially the orphanage children) tend to avoid the place, although every so often a nervous-looking visitor will knock on the door and disappear inside.

The windows are filthy, and it is almost impossible to see into Mother Crumhorn's. Behind the house stands a small, overgrown yard, backing onto the Poultice Water.

Common Knowledge

"She's a witch, you know!"

"She's just a harmless old woman who's gone a bit soft in the head, that's all. Living alone all those years, hardly ever going out or seeing anyone, it's bound to affect a person."

"They say she was married once, but I think it ended unhappily. Maybe that's why she's - how shall I say - a little strange."

"Ah, it's just an act. She puts on this old crone bit and has everyone think she's a witch, and then all the young girls go to her for love potions or what have you, and they think they're genuine. She's just an old fraud who can mix up pretty colours in a bottle."

"I'm surprised they don't close her down - I don't believe for a minute that she's got a proper Guild licence to be selling potions and stuff. That Rotkopf lives just down the road - he's important, so why doesn't he do something about her. She's going to kill someone with her brews one of these days."

"Well, I'd never go to a place like that, of course, but... well, this friend of mine went to her for - er, personal problems, if you know what I mean. Came away with this bottle of bubbling green stuff that smelt like the underdock at low tide - well, it cleared the problem up all right, but he was covered in bright green spots for a week!"

Old Mother Crumhorn (SL16a), Wizard level 2, ex-Wizard's Apprentice, ex-Pharmacist, ex-Herbalist

"Hello, my pretty! What can Old Mother Crumhorn do for you, then?"

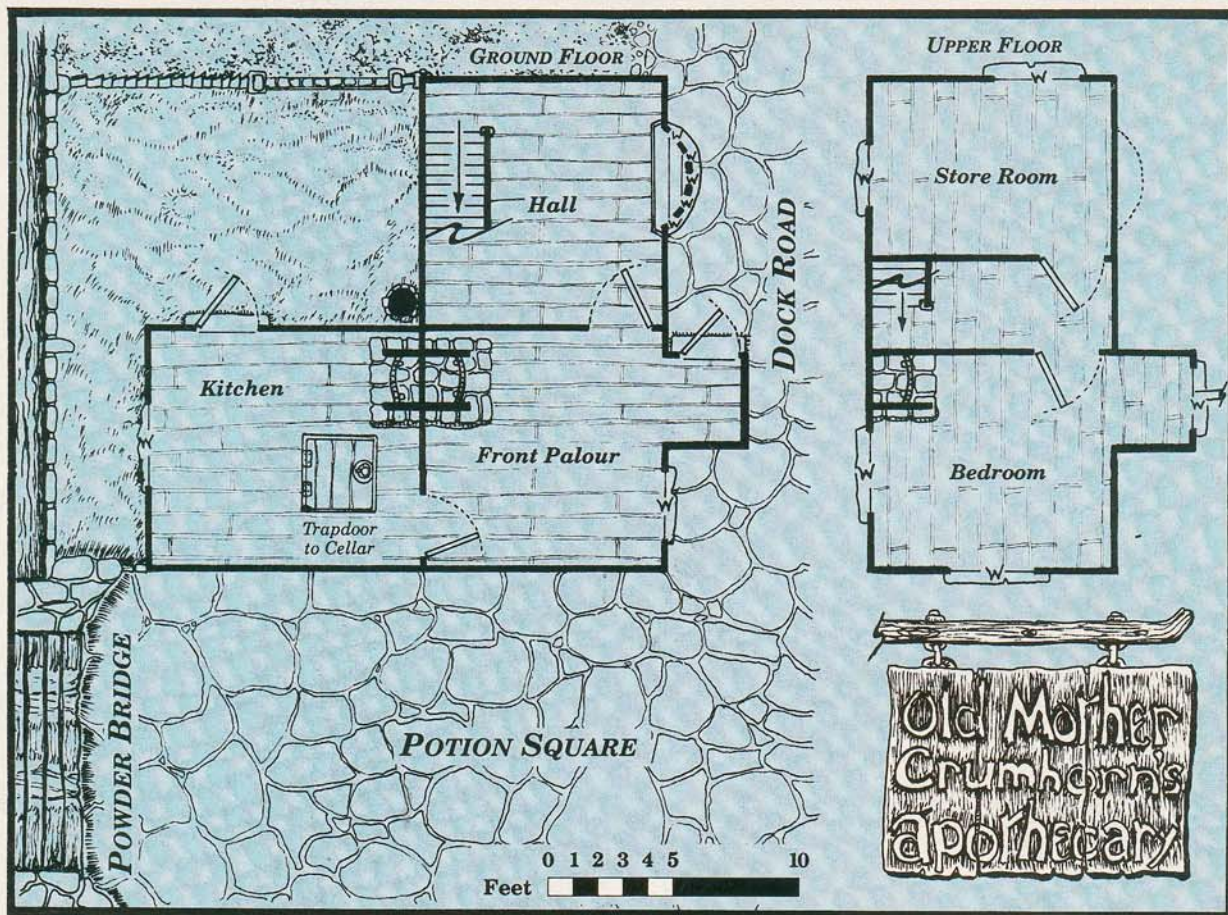
"Ah, now, let me see. A pinch of dust from a suicide's grave, some dried bats' ears, and just a touch of fennel to take the taste away. And a pinch of this - but you don't really want to know what that is, now do you? What's the matter, my pretty? Lost your appetite?"

"Come out, come out of there, my pretty! Think I don't know you're there just because I can't see you, do you. Ha ha, you don't fool Old Mother that easily!"

"All alone in the world, my pretty? Such a pity..."

No-one knows whether Old Mother Crumhorn ever had another name. She is an ancient, almost toothless crone, with tangled and matted grey hair and skin like badly-tanned leather. She has a large wart just to the left of her nose, with a small tuft of hair erupting from it. When she laughs - which she does a great deal, often for no apparent reason - her one remaining tooth is displayed in all its yellowed glory, and she dribbles. Her short, broad body and stick-thin arms make her look a little like a spider as she goes about her work, cackling over a steaming cauldron and babbling to herself about various questionable ingredients. Her eyes, when they can be seen through the tangle of hair, don't match. One is a watery grey-blue, the other a blind white.

Old Mother Crumhorn is regarded with a mixture of fear and fascination by the locals. Children all over Luydenhoek are frightened into obedience by parents who



threaten to sell them to the old witch, who will boil their bones to make glue or do something equally unpleasant to them. Opinion is divided over whether she actually is a witch who has somehow escaped the notice of the relevant authorities, or an eccentric but more-or-less harmless old madwoman, or a cunning charlatan who cultivates an archetypal image of a witch in order to make her strange preparations seem more authentic.

Mother Crumhorn's house is at least a century old, and she has lived there and plied her trade for as long as anyone can remember. No-one can remember her being anything but old – even the older residents of Potion Square cannot recall her being middle-aged or young. For that matter, nobody can really remember a time when she didn't live in Potion Square... Of course, nobody dares to ask Mother about her past.

Very few people would ever admit to consulting Old Mother Crumhorn, but many do. Whether or not her personality and appearance are just a front, they draw a number of customers, particularly from among the young and impressionable. Despite the fact that she lives alone and is so lacking in charm, no-one thinks to question the efficacy of her love potions.

The fact is, Old Mother Crumhorn's appearance is in no way deceptive. She is a witch, and the ingredients she puts in her potions and preparations are exactly what she says they are, and what her customers expect. She also indulges in less savoury activities, and is behind the disappearance of several incautious young Marienburgers. Her cellar contains enough evidence of her

activities to have her condemned to the fire by the Temple Court many times over.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	22	22	2	5	11	45	1	47	31	55	33	48	22

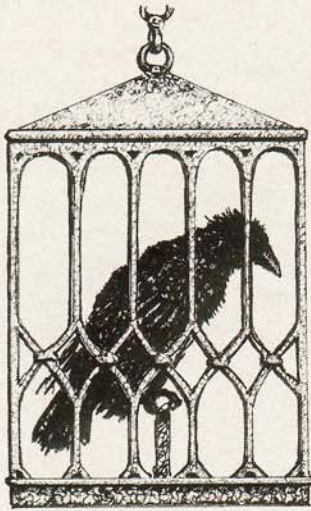
Skills: Arcane Language – Magick; Blather; Brewing; Cast Spells – see below; Chemistry; Cure Disease; Daemon Lore; Evaluate; Haggle; Heal Wounds; Herb Lore; Identify Plant; Immunity to Disease; Immunity to Poison; Magic Sense; Magical Awareness; Manufacture Drugs; Manufacture Potions; Meditation; Numismatics; Palmistry; Prepare Poisons; Rune Lore; Scroll Lore; Sixth Sense.

Spells: 32 Magic Points

Petty	Curse; Gift of Tongues; Magic Alarm; Magic Lock; Marsh Lights; Protection from Rain; Remove Curse; Sleep; Sounds.
Battle 1	Aura of Resistance; Cure Light Injury; Dispirit; Immunity from Poison; Steal Mind.
Battle 2	Aura of Protection; Cause Panic; Mental Duel; Steal Magical Power; Zone of Sanctuary.

Possessions: rusty dagger (I +10, D -2, P -20); gnarled walking stick (actually a magical weapon – treat as club – with abilities *Fear*, *Animated* and *Spell Absorption*); tarnished silver ring (*Ring of Protection* vs Humans); *Jewel of Power* (contains *Change of Allegiance* spell) on silver chain around neck; bag of herbs and dried animal organs; small bag of teeth; D6 pennies.

Blackie the Crow (SL16b), Familiar



"Kaaaak!"

Blackie lives in a brass cage in Old Mother Crumhorn's front parlour and consulting room, and looks like a small, seedy and somewhat malevolent crow. Most of the time he sits on his perch, casting a baleful eye on proceedings in the room; occasionally he will stretch his wings (as far as the cage will allow) and give vent to a loud caw.

Some people are convinced that Blackie is a familiar spirit, others that he is just a pet kept by the old woman to complete her hag-witch image; in fact, the former theory is correct.

Blackie is an independent Lesser Daemon, and a very weak one at that, which probably explains how he came to be in the service of Old Mother Crumhorn. His cage is magical, and a close examination will reveal a pentacle scratched into the floor; this keeps him in the cage and in his crow form. If he is let out of the cage by any means, he will adopt the form of a black-skinned imp about three feet tall, with a wide, fanged mouth and knife-like claws. He will also become subject to *instability*. His first act will probably be to try to kill the old woman who has kept him prisoner for so long.

M WS BS S T W I A Dex Ld Int Cl WP Fel
2 33 0 2 3 5 30 1 30 60 60 60 60 -

Special Rules: causes *fear* in living creatures when in imp form. Blackie is immune to non-magical attacks, and his own attacks count as magical. *Claw* or *bite* attack in imp form, *bite* attack in crow form. Blackie has the skill *Identify Magical Artefact*, which he will use at Old Mother Crumhorn's command. Outside his cage, he will also have 16 *magic points* and the spells *Fire Ball*, *Wind Blast* and *Smash*.

ENCOUNTERING MOTHER CRUMHORN

There are two main ways in which adventurers can encounter Old Mother Crumhorn; they might pay her a visit to buy her services, or they might decide to investigate her.

Services

A glance down Mother Crumhorn's list of skills and spells will give you an idea of the kind of services she can offer. Basically, according to the needs of your adventurers, she can offer anything in the line of magical healing, magic potions, and identification of magical items. If, at any time, you don't want a particular service to be available to your adventurers, then Old Mother

er Crumhorn has either forgotten how to do it (she can be *very* eccentric at times) or she's decided that she doesn't want to do that particular job today.

Below is a list of Old Mother Crumhorn's services, with suggested prices – you can use these as base prices for haggling, or you can add in a random factor of 75-150%, according to what sort of mood she's in today.

Service	Price
Casting Spells	
Curse, Remove Curse	25 Gu
Cure Light Injury	50 Gu
Healing	
Wounds	25 Gu per treatment
Disease	30 Gu per treatment
Potions	
Healing	50 Gu per dose
Strength	30 Gu per dose
Tongues	30 Gu per dose
Identifying Magical Items	
Potion	20 Gu per attempt
Ring, Wand or Jewel	25 Gu per attempt
Other	30 Gu per attempt

If a service is not listed, it is not available – for example, Old Mother Crumhorn will not teach spells or skills ("Far better if you come back to me when you want the use of them, my pretty – hee hee hee!"), and she will only cast the three spells listed – the others she keeps for her own purposes only.

Terms for everything are strictly payment in advance and she offers no guarantees, and some of Mother Crumhorn's services are expensive. But, on the other hand, she asks no questions and has a 'professional' bad memory about what her clientele, which can be useful at times, especially for (shifty) adventurers.

Investigation

Although most of her neighbours are convinced that Old Mother Crumhorn is just a harmless old woman – after all, a *real* witch wouldn't be *that* obvious, surely, *flaunting* herself in front of everybody and every witch hunter in the city – the adventurers might take it into their heads to check her out, just in case.

The first thing they will discover is that Old Mother Crumhorn never, ever leaves her house. She never seems to sleep, either – there is a light burning in her front parlour all through the night, and there is no hour at which the adventurers can break in without being discovered. In addition to this, she has *Magic Alarm* spells covering every possible entrance; the adventurers are going to have to be very clever indeed if they want to get in unnoticed.

The general public never sees beyond Old Mother Crumhorn's front parlour, and she will defend the rest of her territory vigorously. She will rely on her psychology-based spells to chase intruders off, having covered herself with defensive magic. If the adventurers manage to get a look at the rest of her house before the Watch

Marienburg

arrives to investigate the disturbance, they will find plenty of evidence to convict her as a witch. Her bedroom is illuminated by a five-branched candlestick burning candles of Human fat, for instance (characters with a current or past career in spellcasting or medicine are permitted an Int test to realise this).

But the really damning evidence is in the cellar of the house. This is a veritable charnel house, holding the remains of her victims from decades of murder. Although many are decayed or mutilated beyond recognition as pieces of meat, let alone human bodies, at least a couple of the corpses can be identified as young people who have been missing for a few days from elsewhere in the Suiddock. The cellar also holds a number of rendering pans, kettles, carefully sorted jars of human organs, and piles of meticulously polished bones: all items which are strong circumstantial evidence of, if not actual necromancy, certain necromantic interests. At the very least, Old Mother Crumhorn is quite violently disordered!

The Temple Court in Marienburg offers a standing reward of 50 Gu for any information leading to the successful trial of a necromancer, daemonologist, Chaos cultist or evil spellcaster; the adventurers would be able to claim this reward if they obtained enough evidence against Old Mother Crumhorn, and in the process they might gain an introduction to some influential characters in Temple circles.

ADVENTURE IDEAS

Here are a couple of ideas for short adventures featuring Old Mother Crumhorn. These might be run on their own, or in parallel with another adventure to provide distractions and complications.

Justice be Done

While wandering through Potion Square at night – perhaps on the way to or from the Long Dragon – the adventurers encounter the ghost of Marijke Schlachtoffer, a young girl of about thirteen. The ghost is wandering about the square weeping piteously, and will ignore the adventurers unless they actually ask her why she is crying.

"I only wanted a love potion," the ghost wails, *"But that wicked old woman killed me, and now I can't even be dead properly!"* The poor ghost is close to breaking down, and the adventurers will have to be very gentle and very patient to get any further information from her. She cannot rest until her body is recovered and given a decent burial, and she doesn't know where her body is except that it's cold and dark and there are other bodies there.

To lay the ghost, the adventurers will have to get into Old Mother Crumhorn's house, find the cellar and recover Marijke's body for burial. There could well be complications – the old witch might have used part of the body as ingredients for a potion, in which case the potion will have to be found and buried along with the body. If you want to stage a big, dramatic scene, then after the witch's cellar has been cleared of its grisly contents a whole crowd of ghosts might come trooping out

of the house, assemble in Potion Square, and drift off through the city, gradually dissipating as they finally find rest.

Pins and Needles

At some point, the adventurers have consulted Old Mother Crumhorn. Perhaps they desperately needed a curative potion and, surprisingly enough, all she asked for was a hank of hair from one of them. A reasonable bargain at the time, or so it seemed...

The next thing the adventurers know is that one of their number is suffering from blinding headaches. It doesn't matter what he does, the pain gets worse. But every time they go past Mother Crumhorn's, the curtains twitch, or the light inside dims for a moment as the old woman leaves the window.

A note is pushed under their door. It's from Mother, and asks them to visit her and take tea. When they arrive, the old woman is as close to charming as she gets: *"Now my pretties. I've done what you wanted. Now it's time for you to do what I want..."*

Then she makes her demands. The adventurers must bring her a fresh body. She doesn't care where they get it, but it must be fresh. If they are too squeamish, one of them will do. And to make sure they will do what she says, she produces a small doll from inside her apron and holds it up. It is a likeness of the headache-sufferer. She also holds up a small pin, and drives it into the doll's hand with predictable results... However, she is willing to let the adventurers have the doll if they do what she asks.

The adventurers are faced with a simple choice: do they follow Old Mother Crumhorn's orders, or do they try to get the doll? And even if they do what the old woman asks, how do they know she will keep her bargain? And who can they go to for help, without one of their number being put through agony and possibly killed? ■■



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WAAARGH!

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WAA-GRIMBAD

GOFF WARBAD - 1003 POINTS

Grimbad 'da Bad' lives for war. He loves the smell of fungus gas in the morning and the cheerful chatter of the bolter (*dakka! dakka! dakka!*). So do all his mates in the tribe. A lot of his drinking companions have been personally decorated for valour and raised to the status of high-ranking Nobz. Grimbad does not much like other clans because they are not as hard as the Goffs; nevertheless Grimbad has condescended to allow a Blood-Axe mob into his tribe, probably so he can expend them mercilessly in some tight spot. Grimbad is a strong believer in bolter fodder, which is why there are no runt in his tribe - they're all dead! His tactics are to get to grips with the enemy in hand-to-hand combat, regardless of the intensity of the enemy fire. As far as he is concerned, this is the only way for a Goff to fight. These tactics have earned the Warboss some criticism in the tribe, with the result that many of the younger Orks have joined the growing Stormboyz Korps. They know that Grimbad is going to march them straight into the strongest point in the enemy line, so they might as well train for it now so that they can overwhelm the opposition and live to fight another day.

WARBOSS RETINUE: 192 POINTS

WARBOSS: Power armour, boltgun, knife.

1 DRILLBOSS: Power armour, boltgun, knife.

4 BOSS ORKS: Flak armour, boltgun, knife.

1 MEKANIKA: Flak armour, boltgun, kustom weapon, knife.

1 PAINBOY: Flak armour, boltgun, knife.

1 RUNTHERD: Flak armour, boltgun, knife.

GOFF NOBZ: 75 POINTS

BIGBOSS: Flak armour, boltgun, power glove, knife.

1 DRILLBOSS: Flak armour, boltgun, knife.

2 BOSS ORKS: Flak armour, boltgun, knife.

NBZ: 15 POINTS

1 BLOOD-AXE BOSS: Flak armour, boltgun, knife.

GOFF ODDBOYZ: NO POINTS

1 MEKANIKA: Flak armour, boltgun, knife.

1 PAINBOY: Flak armour, boltgun, knife.

1 PAINBOY: Flak armour, boltgun, knife.

1 RUNTHERD: Flak armour, boltgun, knife.

1 WEIRDBOY: Flak armour, boltgun, knife.

2 MINDERZ: Flak armour, boltgun, knife.

GOFF BIG MOB: 186 POINTS

12 BOYZ: Flak armour, boltgun, frag stikkbomz, knife including 2 armed with an auto-cannon and a missile launcher (with frag and melta missiles).

GOFF BOYZ MOB: 135 POINTS

5 BOYZ: Flak armour, boltgun, krak stikkbomz, knife including 1 with a heavy plasma gun.

GOFF BOYZ MOB: 70 POINTS

5 BOYZ: Flak armour, boltgun, frag stikkbomz, knife including 1 with a heavy bolter.

GOFF BOYZ MOB: 130 POINTS

5 BOYZ: Flak armour, 2 bolt pistols, frag stikkbomz, knife including 1 with an auto-cannon.

BLOOD-AXE BOYZ MOB: 70 POINTS

5 BOYZ: Flak armour, boltgun, frag stikkbomz, knife including 1 with a heavy bolter.

STORMBOYZ KORPS: 186 POINTS

10 BOYZ: Flak armour, boltgun, boltipistol chainsword, knife, frag and krak stikkbomz, knife including 1 with a heavy bolter.

£34.00

for 42 plastic Orks, and 21 metal Orks

WAA-SNAGWORT

SNAKE-BITES WARBAD - 1010 POINTS

Snagwort's tribe lurk in the wilderness, following the trails of feral Orks, ambushing enemy convoys and raiding colonial outposts. Booty has been a bit thin on the ground recently, so the tribe is numerous but lightly armed. Snagwort is a very traditional-minded Warboss, obsessed with kultur and kustom. Some say he has survived the bites of hundreds of venomous snakes and has the scars to prove it, so no-one argues with him or they get dealt with in the fighting pits. All of the best armour, which is in fact ancient trophies taken from Snagwort's own hovel, has been given to two Drillbosses in order to impress a new bunch of whelps the tribe are trying to train in Ork ways. This has the advantage of giving the Wildboyz, armed with only primitive weapons, a real punch with some good old Ork technology. Snagwort is lucky enough to have a bright Mekaniak who has made a version of the legendary Shokk Attack Gun which the tribe has recently heard about. The Runtherdz are keen on seeing this in action and are willing to bring the tribe's valuable herd along if it is to be put to worthwhile use. The Mek has also knocked up a Runtbot to protect the herd. The plan is for the Mek and one of the Runtherdz to get together with the herd and lob a few runt into any enemy vehicles that come anywhere near them. Snagwort also places great faith in the cunning deployment of his Weirdboyz. So this rather savage-looking horde have a few hidden stings to surprise their enemies.

WARBOSS RETINUE: 215 POINTS

WARBOSS: Flak armour, boltgun, knife.

5 BOSS ORKS: Flak armour, boltgun, knife.

1 MEKANIKA: Flak armour, boltgun, knife.

1 PAINBOY: Flak armour, boltgun, knife.

1 RUNTHERD: Flak armour, boltgun, knife.

1 WEIRDBOY: Flak armour, boltgun, knife.

SNAKE-BITES NOBZ: 30 POINTS

2 BOSS ORKS: Flak armour, boltgun, knife.

NBZ: 15 POINTS

DEATH SKULLS BOSS: Flak armour, boltgun, knife.

SNAKE-BITES ODDBOYZ: 50 POINTS

1 MEKANIKA: Flak armour, boltgun, knife.

1 PAINBOY: Flak armour, boltgun, knife.

1 RUNTHERD: Flak armour, boltgun, knife.

1 WEIRDBOY: Flak armour, boltgun, knife.

2 MINDERZ: Flak armour, boltgun, knife.

SHOKK ATTACK GUN for the Mekaniak

SNAKE-BITES BIG MOB: 164 POINTS

12 BOYZ: Flak armour, boltgun, knife, including 1 armed with a heavy plasma gun and 1 with a heavy bolter.

SNAKE-BITES BOYZ MOB: 92 POINTS

6 BOYZ: Flak armour, boltgun, knife, including 1 with an auto-cannon.

DEATH SKULLS BOYZ MOB: 147 POINTS

6 BOYZ: Flak armour, boltgun, knife, including 1 with a las-cannon.

WILD MOB: 97 POINTS

1 DRILLBOSS: Power armour, boltgun, knife.

1 DRILLBOSS: Power armour, boltgun, power glove, knife.

10 WILDBOYZ: Hand weapon, shield.

SNOTLING HERD: 200 POINTS

1 RUNTBOT

10 SNOTLING BASES (90 Snotlings): Hand weapon, shield.

£53.00

for 24 plastic Orks, 32 metal Orks, 1 Shokk Attack Gun and 90 Snotlings

WAA-WAZROKK

EVIL SUNZ WARBAD - 1002 POINTS

Wazrokk has big plans. He wants his Boyz to be known across the galaxy as the tuffest, 'ardest, shootiest boyz there is. And once Waa-Wazrokk's on the move, nuffink's gonna get in his way. Wazrokk is rapidly coming over to the idea of attacking his enemies hard and fast. Speed is the essence of warfare, or so the Mek says keep telling him. So far, the tribe is only partly motorised but one day Wazrokk hopes to capture more vehicles and get the Mek to make some more 'specials' - a couple of kustomised Battlewagons is just what he needs. Some of the Nobz have already gone over to the speed cult and got themselves shiny new snazzy Warbikes. Wazrokk intends to use them as the spearhead of his warband to cut a swathe through the ranks of his enemies, which are many. A couple of Mek (also speed freaks) have got together and made an impressive War Buggy and Wazrokk is frantically saving up teef to get one for himself. With this in mind, Wazrokk has let a family of Bad Moon traders into the tribal settlement so that these wheeler-dealers will bring in some more teef, which he can then get off them by charging extortionate fares for rides on his personal fun fair. Bad Moons tend to spend teef as fast as they can grow them. If trouble starts before Wazrokk's ambitious mechanised column takes shape, he plans to use his speed freaks on their vehicles to outflank the enemy or charge straight at them (a job which speed cultists are best for), supported by the firepower of his foot-slogging infantry mob.

WARBOSS RETINUE: 221 POINTS

WARBOSS: Power armour, boltgun, knife.

5 BOSS ORKS: Flak armour, boltgun, knife.

1 MEKANIKA: Flak armour, boltgun, knife.

1 PAINBOY: Flak armour, boltgun, knife.

1 RUNTHERD: Flak armour, boltgun, knife.

1 WEIRDBOY: Flak armour, boltgun, knife.

EVIL SUNZ NOBZ: 30 POINTS

3 BOSS ORKS: Flak armour, boltgun, knife.

3 WARBIKES

NBZ: 15 POINTS

1 BAD MOON BOSS: Power armour, boltgun, knife.

EVIL SUNZ ODDBOYZ: 50 POINTS

2 MEKANIKA: Flak armour, boltgun, knife.

1 PAINBOY: Flak armour, boltgun, knife.

1 RUNTHERD: Flak armour, boltgun, knife.

1 WEIRDBOY: Flak armour, boltgun, knife.

2 MINDERZ: Flak armour, boltgun, knife.

WAR BUGGY to mount the two mekaniaks.

EVIL SUNZ BIG MOB: 130 POINTS

10 BOYZ: Flak armour, boltgun, knife, including 2 with heavy bolters.

EVIL SUNZ MOB: 105 POINTS

5 BOYZ: Flak armour, boltgun, knife, including 1 with a missile launcher with frag and melta ammo.

BAD MOONS BOYZ MOB: 85 POINTS

5 BOYZ: Flak armour, boltgun, knife, frag stikkbomz including 2 with heavy bolters.

£33.00

30 plastic Orks, 11 metal Orks 3 Warbikes and 1 Warbuggy

WAA-NAZGRIM

DEATH SKULLS WARBOSS - 1016 POINTS

Nazgrim is the Warboss of a small tribe of Death Skulls, whose reputation as looters and scavengers has attracted a small household of Blood-Axes into the tribe. Nazgrim doesn't trust them much so he's restricted them to bolt pistols just in case. A bunch of scavengers like this lot naturally have a good-sized mob of Gretchin entrepreneurs trailing after da Boyz, although Nazgrim and his retinue Nobz have already filched the best armour in the tribe. Another feature of the Waa-Nazgrim is their large contingent of Madboyz, contributing in their own special way to the tribe's reputation for being unpredictable and dangerous. Nazgrim's tactics are crude: he tends to trust in force and big numbers, so he has a large Big Mob and encourages other households to raise large mobz with his policy of 'fair shares' with regard to booty. Even so, Nazgrim needs a lot of Boyz in his Big Mob in order to keep the other families in the tribe under control as they are a very unruly lot.

DEATH SKULLS WARBOSS RETINUE: 251 POINTS

WARBOSS: Power armour, boltgun, knife.
5 BOSS ORKS: Power armour, boltgun, knife.
1 MEKANIAC: Flak armour, boltgun, knife.
1 PAINBOY: Flak armour, boltgun, knife.
1 RUNTHERD: Flak armour, boltgun, knife.
1 WEIRDBOY: Flak armour, boltgun, knife.

DEATH SKULLS NOBZ MOB: 61 POINTS

1 BIGBOSS: Power armour, boltgun, knife.
2 BOSS ORKS: Flak armour, boltgun, knife.

NBZ: 30 POINTS

2 BLOOD-AXE BOSS ORKS: Flak armour, boltgun, knife.

DEATH SKULLS ODDBOYZ: NO POINTS

1 MEKANIAC: Flak armour, boltgun, knife.
1 PAINBOY: Flak armour, boltgun, knife.

1 RUNTHERD: Flak armour, boltgun, knife.
1 WEIRDBOY: Flak armour, boltgun, knife.
2 MINDERZ: Flak armour, boltgun, knife.

DEATH SKULLS BIG MOB: 240 POINTS

20 BOYZ: Flak armour, boltgun, knife, including 2 with missile launchers with frag and melta missiles.

DEATH SKULLS BOYZ MOB: 160 POINTS

10 BOYZ: Flak armour, boltgun, knife, including 1 armed with a heavy bolter.

DEATH SKULLS BOYZ MOB: 72 POINTS

6 BOYZ: Flak armour, boltgun, knife, including 1 armed with a heavy bolter.

BLOOD AXE BOYZ MOB: 72 POINTS

6 BOYZ: Flak armour, boltgun, knife, including 1 armed with a heavy bolter.

MAD MOB: 100 POINTS

20 MADBOYZ: Flak armour, boltgun, knife.

GRETCHIN MOB: 30 POINTS

10 GRETCHIN: Blunderbuss, hand weapon.



£55.00

for 42 plastic Orks
and 41 metal Orks

WAA-SKUMGROD

BLOOD-AXE WARBOSS - 1002 POINTS

Skumgrod's tribe deal with the Imperium, or as he puts it: "We hates da skumbos but we likes da teef". Obviously he doesn't object to the advice of an Imperial Officer or the assistance of an Imperial squad. These always fight in a uniform which corresponds to no known Imperial Guard regiment in order to avoid the risk of identification by enemy tribes. Skumgrod cannot count on support from any other clans since he deals with 'skum' and is rightly treated with contempt and suspicion by other Orks. Skumgrod doesn't give a Gretchin's tooth for this, because he's got a mob of Ogrins with really shooty guns given to them by his 'friends'. The last teef subsidy from these same 'friends' was used to hire Kaptein Snik's cut-throat mob of pirate Freebooters, known to friend and foe alike as the scourge of the galaxy. With this lot roaming the encampment, Skumgrod never feels very secure at night so he has raised the biggest Big Mob he can in order to guard him and maintain his authority over this motley crew. He also raises large mobz from the households of the clan with promises of huge amounts of teef. Skumgrod's favourite tactic is to let the 'skum', the Ogrins and the Freebooters do most of the hard fighting, so that he and his Boyz can follow up and grab the booty, the teef and the glory.

BLOOD-AXE WARBOSS RETINUE: 176 POINTS

1 WARBOSS: Power armour, boltgun, knife.
1 DRILLBOSS: Flak armour, boltgun, knife.
4 BOSS: Flak armour, boltgun, knife.
1 MEKANIAC: Flak armour, boltgun, knife.
1 PAINBOY: Flak armour, boltgun, knife.
HUMAN ADVISOR: Imperial Guard Captain (Champion), flak armour, laspistol, knife, chainsword, conversion field.

BLOOD-AXE NOBZ: 45 POINTS

3 BOSS: Flak armour, boltgun, knife.

BLOOD-AXE ODDBOYZ: NO POINTS

1 MEKANIAC: Flak armour, boltgun, knife.
1 PAINBOY: Flak armour, boltgun, knife.
1 RUNTHERD: Flak armour, boltgun, knife.
1 WEIRDBOY: Flak armour, boltgun, knife.
2 MINDERZ: Flak armour, boltgun, knife.

OGRYN MOB: 100 POINTS

4 OGRYNS: Hand weapon, Ripper gun.

BLOOD-AXE BIG MOB: 220 POINTS

20 BOYZ: Flak armour, boltgun, knife, frag sukkbomz, including 2 with a heavy bolter.

BLOOD-AXE BOYZ MOB: 120 POINTS

10 BOYZ: Flak armour, boltgun, knife, including 1 armed with a missile launcher with frag and melta ammo.

BLOOD-AXE BOYZ MOB: 120 POINTS

10 BOYZ: Flak armour, boltgun, knife, including 1 armed with a missile launcher with frag and melta ammo.

FREEBOOTERZ MOB: 111 POINTS

1 KAPTIN: Flak armour, boltgun, knife.
8 BOYZ: Flak armour, boltgun, knife, including 1 armed with a heavy bolter.

HUMAN MERCENARIES (Imperial Guard Assault Squad): 110 POINTS

1 SERGEANT: Flak armour, laspistol, chainsword, knife, frag and krak grenades.

7 GUARDS: Flak armour, 2 laspistols, knife, frag and krak grenades.

2 GUARDS: Flak armour, plasma gun, knife, frag and krak grenades.



£47.00

for 48 plastic Orks,
11 plastic Imperial Guard,
4 metal Ogrins and 18 metal Orks

WAA-UZGRUB

BAD MOONS WARBOSS - 1010 POINTS

Uzgrub 'Rich Git' Narslang is one of the worst show-offs known to Orkdom. Only the best is good enough for his tribe. Mobz are small because he doesn't share out much loot, keeping most of it for his own retinue. That is why they are all done up in snazzy armour. Anyway, at least they know who is 'da Boss' which is the main thing so far as Uzgrub is concerned. A family of Evil Sunz has been attracted into the tribe by the glamour and the gaudy gear of the warband. Not surprisingly there is a strong contingent of Gretchin entrepreneurs, since most of Uzgrub's Nobz won't lift a finger to do anything for themselves if they can pay a Gretchin to do it for them. Uzgrub hopes to be able to blast his enemies away before they get near enough to spoil his armour but if things look a bit rough he is quite prepared to send the Gretchin to their doom in order to hold up the enemy advance. At least Uzgrub can trust his retainers to die to the last Ork, defending their gear and their stash of teef.

WARBOSS RETINUE: 281 POINTS

WARBOSS: Power armour, boltgun, knife.
5 BOSS ORKS: Power armour, boltgun, knife.
3 MEKANIACS: Flak armour, boltgun, knife.
1 PAINBOY: Flak armour, boltgun, knife.
1 RUNTHERD: Flak armour, boltgun, knife.
1 WEIRDBOY: Flak armour, boltgun, knife.
2 MINDERZ: Flak armour, boltgun, knife.

BAD MOONS NOBZ: 63 POINTS

3 BOSS ORKS: Power armour, boltgun, knife.

BAD MOONS ODDBOYZ: NO POINTS

1 MEKANIAC: Flak armour, boltgun, knife.
1 PAINBOY: Flak armour, boltgun, knife.

1 RUNTHERD: Flak armour, boltgun, knife.
1 WEIRDBOY: Flak armour, boltgun, knife.
2 MINDERZ: Flak armour, boltgun, knife.

BAD MOONS BIG MOB: 275 POINTS

15 BOYZ: Flak armour, boltgun, knife including 4 armed with heavy weapons (2 heavy bolters, 1 auto-cannon, 1 heavy plasma gun).

BAD MOONS BOYZ MOB: 100 POINTS

5 BOYZ: Flak armour, boltgun, knife including 1 armed with a missile launcher with krak ammo.

BAD MOONS BOYZ MOB: 140 POINTS

5 BOYZ: Flak armour, boltgun, knife including 1 armed with a las-cannon.

EVIL SUNZ BOYZ MOB: 101 POINTS

5 BOYZ: Flak armour, boltgun, knife including 1 armed with a missile launcher with frag and krak missiles.

GRETCHIN MOB: 50 POINTS

10 GRETCHIN ENTREPRENEURS:
Hand weapon, blunderbuss.

£38.00

for 30 plastic Orks,
23 metal Orks and 10 Gretchin

MAIL ORDER PRICE LIST

CODE	DESCRIPTION	UK PRICE	US PRICE
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	Terminator Arms	£0.50 each	
	Terminator Nemesis Weapons	£0.25 each	
	Terminator Shields	£0.25 each	
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	Imperial Battle Titans Boxed Set	£9.99 each	\$24.99 each
	Plastic Titan Body	£1.50 each	
	Plastic Titan Weapons	£1.00 each	

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.....		

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We strongly recommend that you 'phone in your orders. You'll be talking directly to the Mail Order specialist who'll actually be packing and despatching your order. He'll be able to tell you exactly what is and isn't available, and suggest alternatives in the case of any problems. He will also be able to tell you about any new models that have become available since last issue, and any special offers we may be running on old, discontinued or overstocked items.

If it's simply not possible for you to order by phone then it doesn't matter too much. All you have to do is tell us the name (if available) and code. Be as explicit as you can when writing out your descriptions of the models you want. This is particularly important if you want to order a particular combination of parts for a multi-part kit. We recommend using block capitals to avoid confusion!

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You should always let us have a list of alternatives when ordering by post. Even if you make an order by 'phone, it is wise to give a few alternatives. The only reason we won't be able to supply you with a model is if it has been discontinued and the mould is no longer available on the factory floor. Normally speaking we manage to supply 95% of all orders. Our staff will be happy to suggest viable alternatives for any models which are out-of-stock or no longer produced.

Despatch and Delivery

We always try to despatch your orders within 2 days of receipt, quite often we get them out the same day. Remember that parcels take longer than letters, but you should, in general, get your order back within 10 days. We do occasionally get behind, but this usually only happens when we hold a large sale with lots of irresistible offers, and at Christmas.

Please, please, please do NOT send in orders which you expect in time for Christmas any later than the last week-end in November!

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EASTWOOD,
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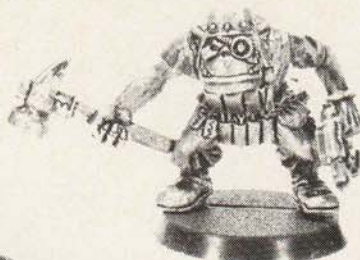
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MEKBOYZ



**MELTA GUN
KUSTOM SPECIAL 1**
070620/1



MEKBOY WITH BIG HAMMER
070620/19



**MEKBOY WITH FLAME
THROWER**
070620/20



MEKBOY WITH WRENCH
070620/2



**MELTA GUN
KUSTOM SPECIAL 2**
070620/21

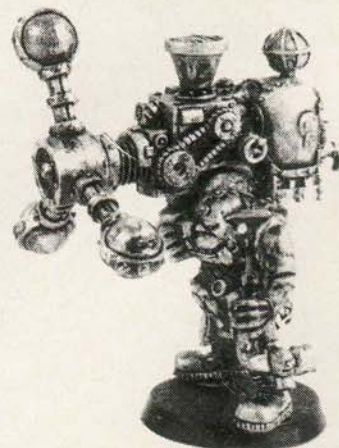
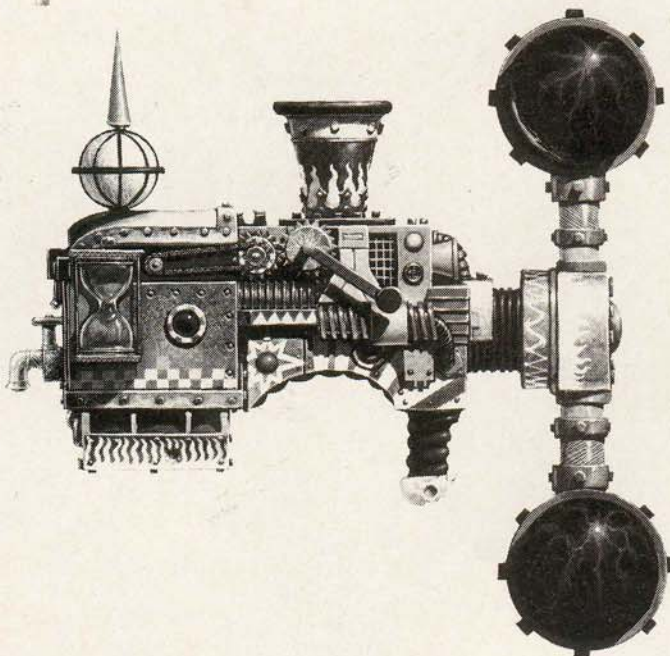


MEKBOY WITH CUTTERS
070620/3

ALL THE ORKS ABOVE ARE SUPPLIED COMPLETE WITH PLASTIC ARMS AND WEAPONS. THE MINIATURES ABOVE ARE EXAMPLES OF JUST SOME OF THE COMBINATIONS YOU CAN CREATE.

ORK SHOKK ATTACK GUN

RULES FOR THE SHOKK ATTACK GUN
ARE IN THIS WHITE DWARF



**MEKBOY WITH SHOKK
ATTACK GUN**
070696/1

THE SHOKK ATTACK GUN
IS SUPPLIED AS A 2 PART KIT
COMPLETE WITH MEKANIAC OPERATOR

Minatures supplied unpainted. WARNING! This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

HIVE GANGS

Designed by Jes Goodwin Roy Eastland and the Citadel Design Team.



SCAVVY 1
072505/22



SCAVVY 2
072505/24



SCAVVY 3
072505/23



BRAT 1
072505/27



BRAT 2
072505/26



BRAT 3
072505/25



TECH LEADER
072505/1



TECH 1
072505/5



TECH 2
072505/29



TECH 3
072505/31



TECH 4
072505/2



TECH 5
072505/28



TECH 6
072505/3



TECH 7
072505/4



TECH 8
072505/30



BOUNTY HUNTER 1
072505/34



BOUNTY HUNTER 2
072505/35



BOUNTY HUNTER 3
072505/36



BOUNTY HUNTER 4
072505/32



BOUNTY HUNTER 5
072505/33

ALL THE MINIATURES ABOVE (EXCEPT THE TECH GANG LEADER) ARE SUPPLIED COMPLETE WITH PLASTIC ARMS AND WEAPONS. THE MINIATURES BELOW ARE EXAMPLES OF JUST SOME OF THE COMBINATIONS YOU CAN CREATE.



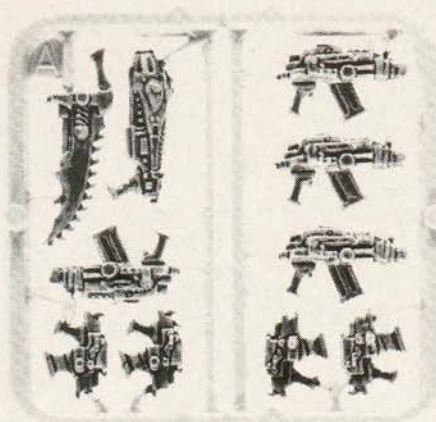
We haven't released the rules for Confrontation yet but they'll be coming out in the not-too-distant future. In the meantime, you'll find some of the rules in White Dwarf (for example, gang generation was covered in issue 132). If you want, you can also use these miniatures as Warhammer 40,000 Imperial Guardsmen from regiments raised on hiveworlds such as Necromunda, dressed in the style of their original homeworld gangs.

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CITADEL
MINIATURES

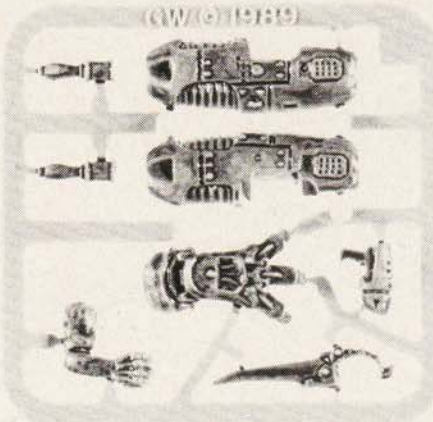
PLASTIC ARMS AND WEAPONS

ORK WEAPONS



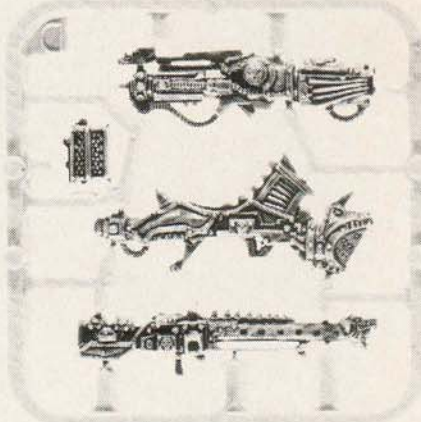
4 BOLTERS
4 BOLT PISTOLS
1 PLASMA GUN
1 CHAIN SWORD

ORK HEAVY WEAPONS



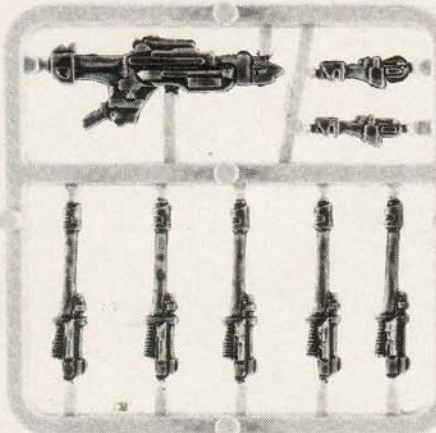
1 HEAVY PLASMA GUN
1 POWER CLAW
2 STIK BOMBZ
1 PLASMA PISTOL
1 POWER SWORD

CHAOS HEAVY WEAPONS



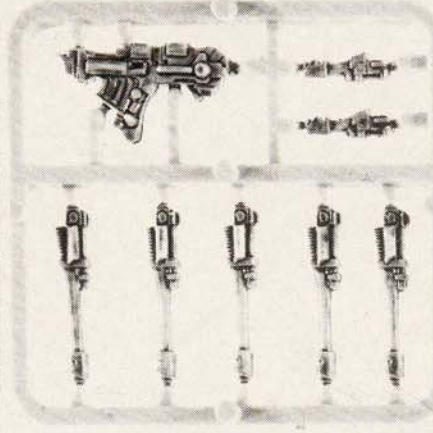
1 CONVERSION BEAMER
1 MISSILE LAUNCHER
1 AUTO CANNON
WITH MAGAZINE

HEAVY LASER



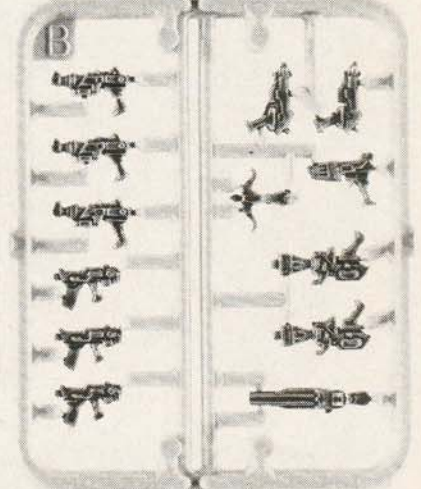
1 HEAVY LASER
2 LAS PISTOLS
5 LAS GUNS

HEAVY BOLTER



1 HEAVY BOLTER
2 LAS PISTOLS
5 LAS GUNS

HAND WEAPONS

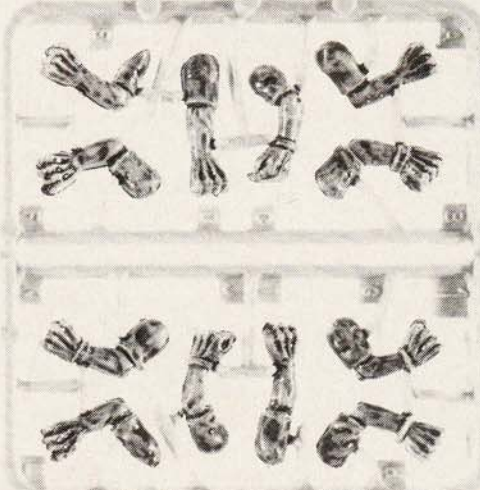


3 AUTO PISTOLS
3 BOLT PISTOLS
2 HAND FLAMERS
2 STUB GUNS
1 HAND CROSSBOW
1 SAWN OFF SHOTGUN
1 PLASMA PISTOL

GENESTEALER ARMS



ORK ARMS



HUMAN ARMS



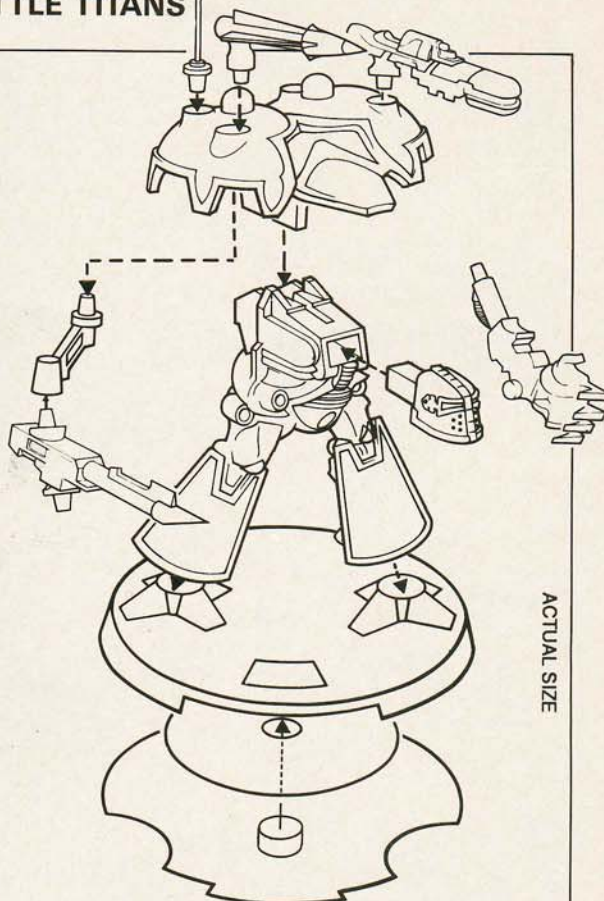
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IMPERIAL BATTLE TITANS

BOXED SET OF 6 PLASTIC BATTLE TITANS

ACTUAL SIZE

MODELS SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.

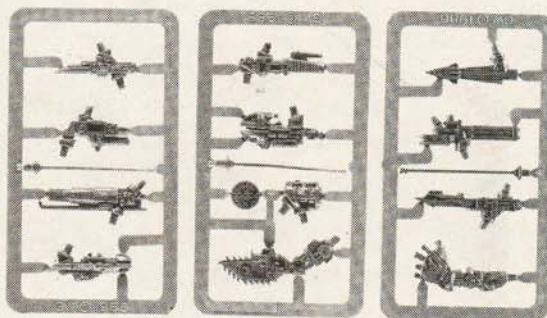


ACTUAL SIZE

MODELS REQUIRE ASSEMBLY

The Warlord Class Battle Titan is by far the most popular and versatile class of Imperial Battle Titan, and thousands of Warlords saw action on both sides during the wars of the Horus Heresy. These 6 clip together, plastic Warlord class Battle Titans come with the following interchangeable weapons:

- | | |
|------------------|-----------------|
| Lascannon | Multi-launcher |
| Lascutter | Chainfist |
| Macrocannon | Support Missile |
| Heavy Plasma Gun | Autocannon |
| Multi-Melta | Defence Laser |
| Plasma Cannon | Powerfist |



PLASTIC TITAN WEAPONS



PLASTIC TITAN BODY



SPRUES SHOWN AT 50% ACTUAL SIZE

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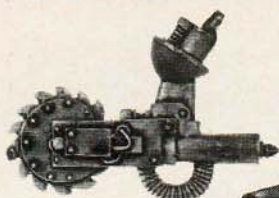
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CITADEL
MINIATURES

TITAN HEADS AND WEAPONS

Designed by Colin Dixon



POWER SAW *
072812/39



**DEMOLISHER *
MISSILE**
072812/25



**CARAPACE
LANDING PAD 1**
072812/22



**CARAPACE
LANDING PAD 2**
072812/33



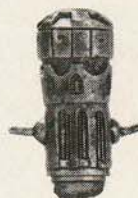
POWER RAM *
072812/26



**HARPOON *
MISSILE**
072812/43



**FIRE CONTROL
PLATFORM**
072812/34



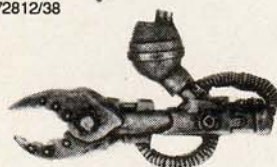
**FIRE CONTROL
TOWER**
072812/28



TRIDENT *
072812/38



**BARRAGE *
MISSILE**
072812/35



BATTLE CLAW *
072812/44



**CORVUS *
ASSAULT POD**
072812/31



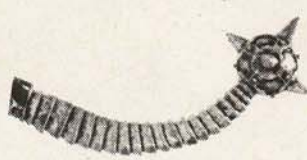
WRECKER *
072812/30



CHAOS ENERGY WHIP *
072812/29



CHAOS TITAN TAIL 1
072812/45



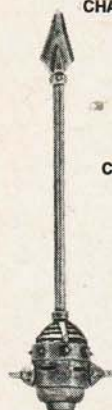
CHAOS TITAN TAIL 2
072812/41



CHAOS TITAN TAIL 3
072812/40



CHAOS TITAN TAIL 4
072812/42



**BANNER
POLE 1**
072812/23



**CARAPACE MOUNT *
MULTI-LASERS**
072812/36



**DEATHSTRIKE
MACRO CANNON**
072812/32



RUBBLE CLAW
072812/37



DEVOTIONAL BELL
072812/27



TITAN HEAD 1
072812/15



TITAN HEAD 2
072812/8



TITAN HEAD 3
072812/3



TITAN HEAD 4
072812/17



TITAN HEAD 5
072812/5



**BANNER
POLE 2**
072812/24



**WEAPON
HEAD 2**
072812/14



**WEAPON
HEAD 1**
072812/12



**EAGLE WEAPON
HEAD**
072812/6



**DRAGON WEAPON
HEAD**
072812/7



**CORVUS ASSAULT
HEAD**
072812/19



CUSTODIAN HEAD
072812/13



COMMAND HEAD 1
072812/11



COMMAND HEAD 2
072812/1



**CLOSE COMBAT
HEAD 1**
072812/2



**CLOSE COMBAT
HEAD 2**
072812/18



SLAANESH HEAD
072812/9



**KHORNE SKULL
HEAD**
072812/21



**KHORNE HOUND
HEAD**
072812/4



NURGLE HEAD
072812/16



TZEENTCH HEAD
072812/10



**HORNED HELM
HEAD**
072812/20

ALL THESE MINIATURES CAN BE MOUNTED ON THE PLASTIC WARLORD TITANS
THOSE MODELS MARKED * WILL ALSO FIT THE METAL REAVER TITANS.

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CITADEL
MINIATURES

TERMINATORS

Designed by Jes Goodwin



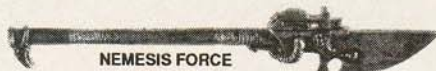
GREY KNIGHT BODY 1
(SHOWN AS AN EXAMPLE WITH GREY KNIGHT
RIGHT ARM 1, GREY KNIGHT LEFT ARM 1 AND
NEMESIS FORCE HALBERD)
070204/2



GREY KNIGHT BODY 2
(SHOWN AS AN EXAMPLE WITH GREY KNIGHT
RIGHT ARM 2, GREY KNIGHT LEFT ARM 2,
SHIELD 1 AND NEMESIS FORCE HALBERD)
070243/5



GREY KNIGHT BODY 3
(SHOWN AS AN EXAMPLE WITH GREY KNIGHT
RIGHT ARM 3, GREY KNIGHT LEFT ARM 3, SHIELD 1
AND NEMESIS FORCE GREAT SWORD)
070243/6



**NEMESIS FORCE
HALBERD**
070204/4



**NEMESIS FORCE
GREAT SWORD**
070243/11



**GREY KNIGHT
RIGHT ARM 1**
070204/1



**GREY KNIGHT
LEFT ARM 1**
070204/3



**GREY KNIGHT
RIGHT ARM 2**
070243/7



**GREY KNIGHT
LEFT ARM 2**
(WILL TAKE SHIELD)
070243/9



**GREY KNIGHT
RIGHT ARM 3**
070243/8



**GREY KNIGHT
LEFT ARM 3**
(WILL TAKE SHIELD)
070243/10



SHIELD 1
070243/13



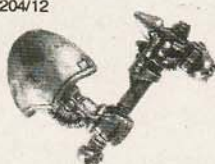
CLOSE COMBAT BODY
(SHOWN AS AN EXAMPLE WITH
THUNDER HAMMER, SHIELD MOUNT
ARM AND STORM SHIELD 2)
070204/12



CLOSE COMBAT BODY
(SHOWN AS AN EXAMPLE WITH
LIGHTNING CLAWS
070204/12



STORM SHIELD 1
070204/24



THUNDER HAMMER
070204/15



RIGHT LIGHTNING CLAW
070204/13



STORM SHIELD 2
070204/17



SHIELD MOUNT ARM
070204/16



LEFT LIGHTNING CLAW
070204/14



INQUISITOR BODY
(SHOWN AS AN EXAMPLE WITH
COMBI-WEAPON ARM AND INQUISITOR
POWER FIST WITH DIGITAL WEAPONS)
070204/19



**ORDO MALLEUS
DAEMON HUNTER BODY**
(SHOWN AS AN EXAMPLE WITH
PSYCANNON ARM AND
FORCE ROD ARM)
070204/22



COMBI-WEAPON ARM
070204/18



PSYCANNON ARM
070204/21



**INQUISITOR POWER FIST
WITH DIGITAL WEAPONS**
070204/20



FORCE ROD ARM
070204/23

TERMINATORS

Designed by Jes Goodwin



TRAITOR CAPTAIN BODY
(SHOWN AS AN EXAMPLE WITH
DAEMON SWORD AND TRAITOR
STORM BOLTER 1)

070243/3



TRAITOR TERMINATOR BODY 1
(SHOWN AS AN EXAMPLE WITH
TRAITOR CHAIN FIST AND
TRAITOR STORM BOLTER 2)

070204/10



TRAITOR TERMINATOR BODY 2
(SHOWN AS AN EXAMPLE WITH
TRAITOR POWER FIST AND
TRAITOR STORM BOLTER 2)

070204/8



TRAITOR TERMINATOR BODY 2
(SHOWN AS AN EXAMPLE WITH
TRAITOR ASSAULT CANNON AND
TRAITOR POWER FIST)

070204/8



TRAITOR STORM BOLTER 1
070243/2



DAEMON SWORD
070243/4



TRAITOR STORM BOLTER 2
070204/7



TRAITOR POWER FIST
070204/9



TRAITOR HEAVY FLAMER



TRAITOR POWER SWORD



TRAITOR ASSAULT CANNON
070243/1



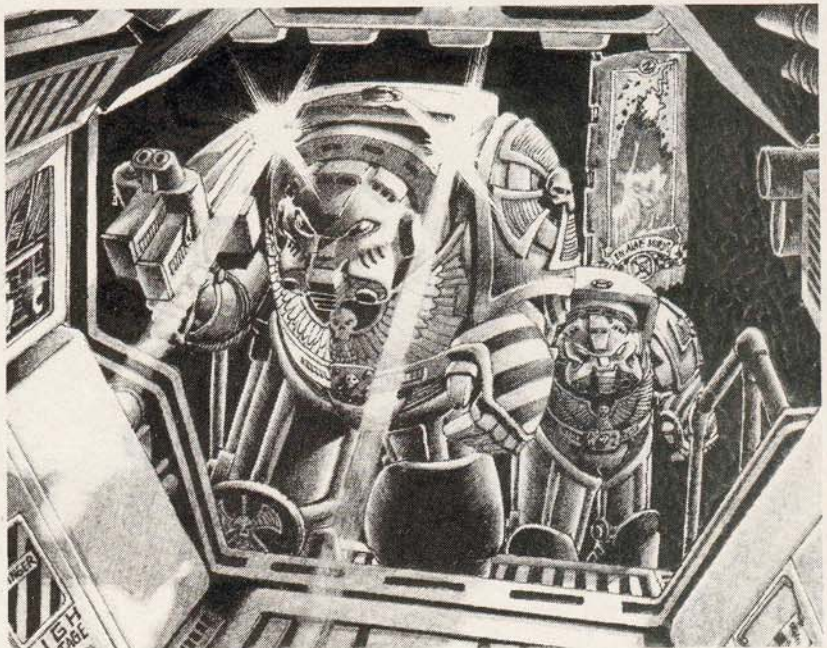
TRAITOR CHAIN FIST
070204/11



CYCLONE BODY
(SHOWN AS AN EXAMPLE WITH
STORM BOLTER ARM 1 AND MISSILE
TARGETER ARM)
070204/5



MISSILE TARGETER ARM
070204/6



To make your own Terminators, you can order any of these Terminator pieces separately by Mail Order. For each Terminator you'll need one body, one left arm and one right arm - in some cases, you can add a shield and with the Grey Knight arms you'll also need a separate Nemesis Force weapon. For example, if I want a Traitor Librarian, I might choose Traitor Terminator Body 1, Grey Knight Right Arm 2, Grey Knight Left Arm 3, the Nemesis Force Great Sword and Shield 2. If you want any of the example models as shown, just order the relevant body plus the parts listed beneath it.

TERMINATORS

Designed by Jes Goodwin



CAPTAIN BODY
(SHOWN AS AN EXAMPLE WITH
STORM BOLTER ARM 2 AND CAPTAIN'S
POWER FIST WITH GRENADE LAUNCHER)
RTB9/7



MARINE BODY 1
(SHOWN AS AN EXAMPLE WITH
STORM BOLTER 1, SHIELD 3 AND
SERGEANT POWER SWORD ARM)
RTB9/5



LIBRARIAN BODY
(SHOWN AS AN EXAMPLE WITH
NEMESIS FORCE AXE, SHIELD 3
AND STORM BOLTER 1)
RTB9/6



FORCE AXE
(WILL TAKE SHIELD)
RTB9/13



SERGEANT POWER SWORD ARM
(WILL TAKE SHIELD)
RTB9/14



MARINE BODY 2
(SHOWN AS AN EXAMPLE WITH
STORM BOLTER 1 AND CHAIN FIST)
RTB9/4



MARINE BODY 3
(SHOWN AS AN EXAMPLE WITH ASSAULT
CANNON, SHIELD 2 AND POWER FIST)
RTB9/3



MARINE BODY 1
(SHOWN AS AN EXAMPLE WITH
HEAVY FLAMER AND POWER FIST)
RTB9/5



STORM BOLTER 2
RTB9/10



**CAPTAIN'S POWER FIST
WITH GRENADE LAUNCHER**
RTB9/12



SHIELD 2
RTB9/15



SHIELD 3
RTB9/16



HEAVY FLAMER
RTB9/9



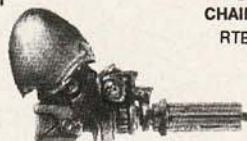
POWER FIST
RTB9/2



STORM BOLTER 1
RTB9/1



CHAIN FIST
RTB9/11



ASSAULT CANNON
(WILL TAKE SHIELD)
RTB9/8



The miniatures on this page can also be purchased as the boxed **Terminator Squad**. This box contains 1x Captain body, 1x Librarian body, 2x Marine body 2, 2x Marine body 3, 1x Force axe, 1x Sergeant Power Sword arm, 1x Captain's Power Fist with Grenade Launcher, 3x Storm Bolter 1, 3x Storm Bolter 2, 1x Heavy Flamer, 3x Power Fist, 2x Chain Fist, 1x Assault Cannon, 2x Shield 3 and 1x Shield 2.

SPACE MARINE CAPTAINS

Designed by Jes Goodwin



VETERAN CAPTAIN
WITH COMMAND LANYARDS
070268/2



DARK ANGEL CAPTAIN
IN ARTIFICER ARMOUR
070268/5



ULTRA MARINE CAPTAIN
IN ARTIFICER ARMOUR
070268/6

ALL THESE SPACE MARINE CAPTAINS
ARE SUPPLIED WITH A COMBINATION
BACK PACK - CLOAK



BLOOD ANGEL CAPTAIN
IN ARTIFICER ARMOUR
070268/3



SPACE MARINE CAPTAIN
WITH TERMINATOR HONOURS
070268/1



SPACE WOLF CAPTAIN WITH
ARTIFICER HELMET
070268/4

SPACE MARINE ARMOUR VARIANTS

Designed by Jes Goodwin

AS FEATURED IN WHITE DWARF 129



MARK 1
(THUNDER ARMOUR)
070158/9



MARK 2
(CRUSADE SUIT)
070158/8



MARK 3
(IRON SUIT)
070158/10



MARK 4
(IMPERIAL MAXIMUS SUIT)
070158/11



MARK 5
(HERESY SUIT)
070158/7

Miniatures supplied unpainted. WARNING! This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.



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SKELETONS

AS FEATURED IN EAVY METAL

Designed by Roy Eastland



**SWORD AND SCALE
ARMOUR**
074503/60



**SWORD AND CHAIN
MAIL ARMOUR 1**
074503/59



**UNARMoured
WITH SPEAR**
074503/61



**SCALE ARMOUR AND
DOUBLE HANDED AXE**
074503/65



**SPEAR AND CHAIN
MAIL ARMOUR 1**
074503/62



**HOLDING AXE AND
SEVERED HEAD**
074503/64

NORSE DWARFS

Designed by Colin Dixon

AS FEATURED IN EAVY METAL



**LEATHER ARMOUR
WITH SPEAR 1**
074311/32



**LEATHER ARMOUR
WITH BOW 1**
074311/34



**CHAIN MAIL ARMOUR
WITH SWORD 1**
074311/31



**CHAIN MAIL ARMOUR
WITH DOUBLE
HANDED AXE 1**
074311/35



**TROLL SLAYER WITH
SWORD AND AXE 1**
074311/33

MIGHTY EMPIRES

Designed by Bob Naismith



WIZARDS TOWER
075101/1

RULES FOR THE WIZARDS TOWER
ARE IN WHITE DWARF 131



**SKELETON ARMY
BANNER**
075101/7

RULES FOR THE NECROPOLIS AND SKELETON
ARMY BANNER APPERERD IN WHITE DWARF 132



NECROPOLIS
075101/6



PIRATE SHIP AND SAIL
075101/4 075101/5

RULES FOR THE PIRATE SHIP AND BRIDGES
ARE IN THIS WHITE DWARF

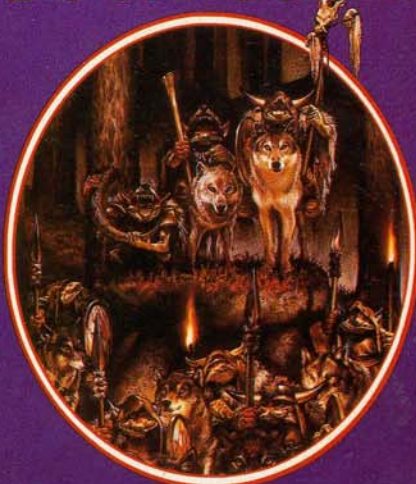


BRIDGE 1
075101/2



BRIDGE 2
075101/3

**WARHAMMER
FANTASY ROLE PLAY**
DOOMSTONES



DEATH ROCK

BY SIMON FORREST, BRAD FREEMAN, AND GRAEME DAVIS



**WARHAMMER
FANTASY ROLE PLAY**
DEATH ROCK

The Orcs of the Bloodaxe Alliance once again threaten the Yetzin Valley. Their target is the monastery of Eyrie where, long ago, the Dwarf-mage Yazeran fled with the fabled Crystal of Air.

The adventurers must reach the monastery and find the Crystal before Orc army, driven on by its mutant master, attacks Eyrie. The only problem – apart from 600 or so bloodthirsty Orcs – is solving a little puzzle that Yazeran left behind...

Death Rock is the third part of the *Doomstones Campaign* for WFRP, an 88-page book including handouts, sample characters and a model of the Crystal of Air.

Available now for £6.99 from Games Workshop stores. Mail Order: make cheques payable to Flame Publications. Please make all payments in Pounds Sterling. Handling charges on UK, Eire and BFPO orders: add £2.50 for all orders. Overseas airmail: minimum order £5.00, add 40% for handling (minimum £2.50). Telephone orders direct to us on (0602) 500459, Monday-Friday 10 am-5 pm. Or send SSAE to Flame Publications, 3 Derby Terrace, Derby Road, Nottingham, NG7 1ND, for Mail Order details. In the USA contact Games Workshop US Mail Order.



Coming Soon!

**WARHAMMER
FANTASY ROLE PLAY**
DWARF WARS

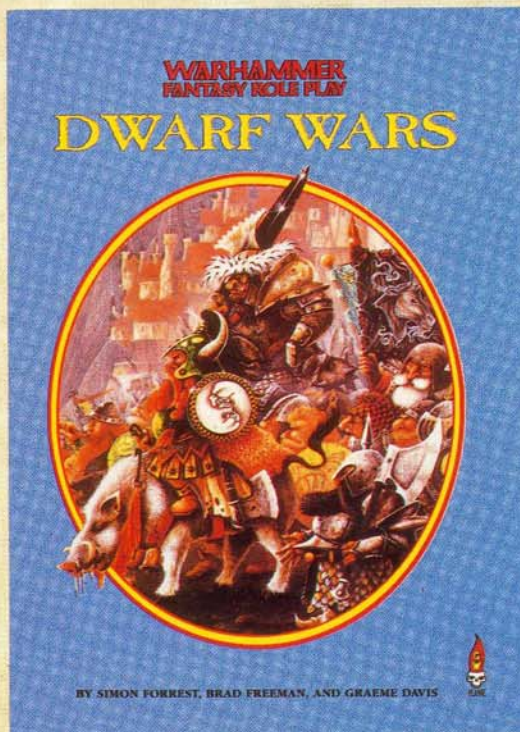
Civil war is brewing among the Dwarven kingdoms of the southern World's Edge. A lost Dwarfhold has been found: Kadar-Gravning, the Hold of Hargrim, a Dwarf-King without equal. To the Dwarfs of the World's Edge, there is no greater symbol of rulership than Hargrim's Crown. He who owns the Crown is the true King, and when war comes, he that has the Crown will surely prevail...

But finding the Crown won't be easy. Kadar-Gravning was sacked a century ago by Orcs. Large parts of the Hold are in ruins; the Royal Tombs are ringed by deadly traps. And whoever reaches the Hold first can be sure that the enemy is not far behind.

And while the Dwarfs fight each other, a small group of adventurers are making for Kadar-Gravning for reasons of their own...

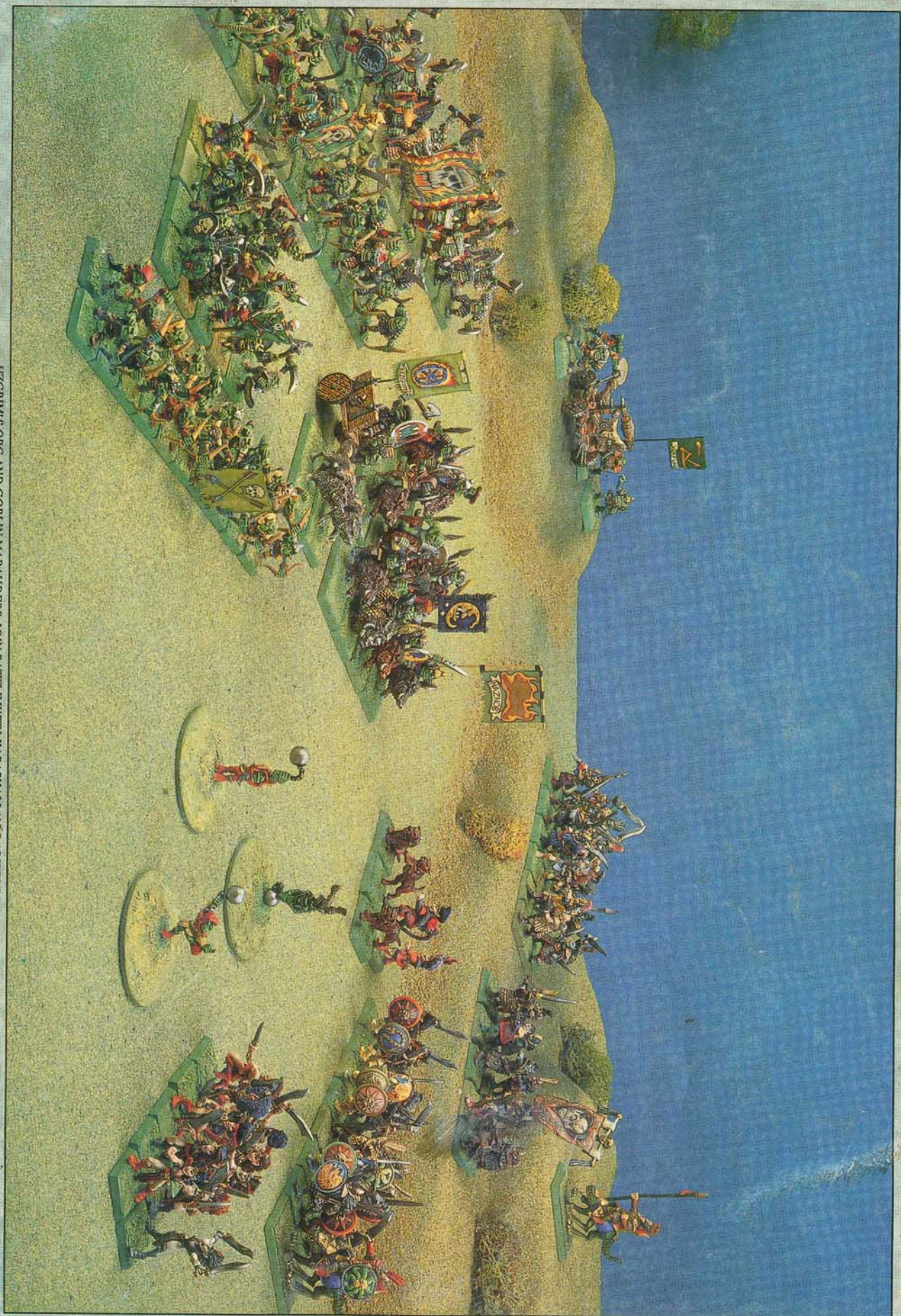
Dwarf Wars is a 104 page stand-alone adventure or can be used as the fourth part of the *Doomstones Campaign*.

Available soon from Games Workshop stores, or by Mail Order direct from Flame Publications.



BY SIMON FORREST, BRAD FREEMAN, AND GRAEME DAVIS





UZGRIM'S ORC AND GOBLIN MARAUDERS JOIN BATTLE WITH KARASHALLA'S DARK ELF RAIDERS