

GAMES WORKSHOP™

PRESENT THEIR MONTHLY GAMES MAGAZINE



CITADEL
MINIATURES

140
£1.95
\$3.95

WHITE DWARF



**GOLDEN DEMON AWARDS
SPECIAL ISSUE**
The very best of the 1991 Citadel Miniatures
painting competition



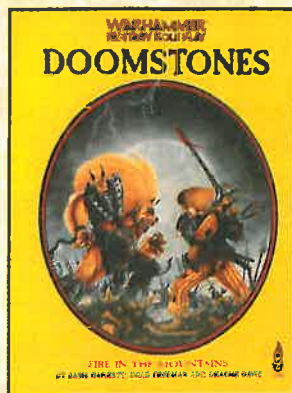
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FLAME WARHAMMER FANTASY ROLE PLAY

Warhammer Fantasy Roleplay is a roleplay adventure game in the unique fantasy setting of the Old World. The Old World stretches from the twisted northern Chaos Wastes to the pirate coast of south Tilea; from the Elf-haunted Laurelorn Forest to the cities of The Empire; lands packed with intrigue, danger and adventure. You play a wizard, pit fighter, mercenary, outlaw – any of over 100 character types – skilled in the arts of battle and sorcery, an adventurer in the perilous and Chaos-infested Warhammer world, opposed by Orcs, Goblins, Skaven, Undead creatures of the night and dozens of other monstrous enemies (all available as Citadel Miniatures). Warhammer Fantasy Roleplay provides an unmatched depth of background and atmosphere, with a fast, detailed and flexible game system, exciting combat and powerful magic.

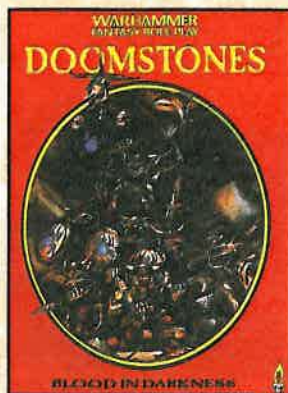
FLAME publish an ever-growing range of adventure books, rules expansions and source packs for Warhammer Fantasy Roleplay. From exploration in the underground depths of ruined Dwarf halls to battles against armies of Skeletons; from intrigue in the twisting streets of Marienburg to dark sorcery in mountain fortresses; from advanced game rules to new spells and magical artefacts.



FIRE IN THE MOUNTAINS

The Yetzin Valley stands at the southern end of a vital pass over the Vauls Mountains. A hundred years ago, the valley was conquered by the Orcs of the Bloodaxe Alliance – theirs, however, was a brief and bloody reign, and is now all but forgotten. A chance discovery in the mountains puts the adventurers on the trail of the Alliance, retracing the last journey of the warrior-priest Torgoch. His path leads the adventurers towards the fabled Crystal of Fire.

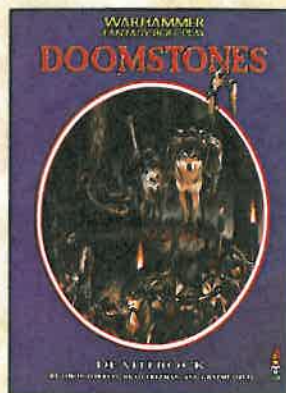
£7.99



BLOOD IN DARKNESS

The century-old path of a renegade Orc war-chief leads through the foothills of the Vauls Mountains to the relics of a mutiny, an ancient Dwarfven shrine and a second Crystal of Power. Finding the shrine is just the beginning – beyond lie age-old Dwarfven defences and the tunnels' current dwellers. Blood in Darkness mixes investigation and combat to present Warhammer Fantasy Roleplay adventures with a constant challenge.

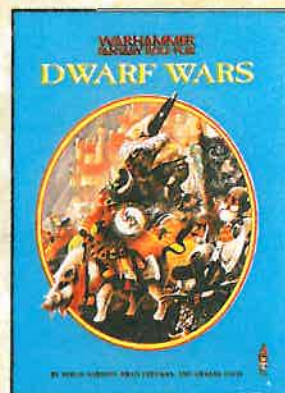
£6.99



DEATH ROCK

The Orcs of the Bloodaxe Alliance once again threaten the Yetzin Valley. Their target is the great monastery of Eyre, standing high on a pinnacle of rock above the Wump's Teeth Pass. A century ago it was to Eyre that the Dwarf-mage Yazzern fled with the fabled Crystal of Air. Now the adventurers must reach the monastery and find the Crystal before the Orc army, driven on by its sorcerous master, attack. And to succeed, they must first solve the puzzle that Yazzern left behind.

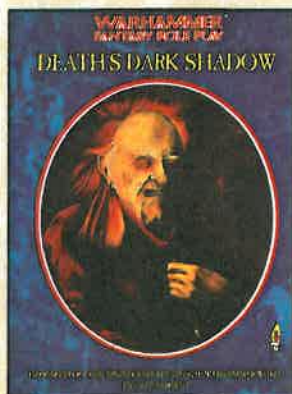
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DWARF WARS

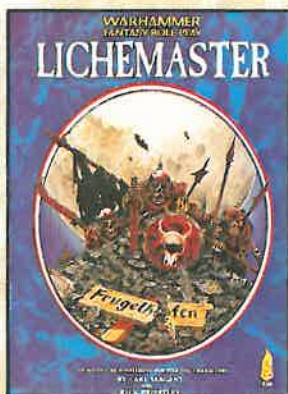
A lost Dwarfhold has been found. Kadar-Gravning, Hold of legendary Hargrim, a Dwarf-King without equal. To the Dwarfs, there is no greater symbol of rulership than Hargrim's Crown. But finding the crown won't be easy. Large parts of the Hold are in ruins and the Royal Tombs are riddled by deadly traps. Whoever reaches the Hold first can be sure the enemy is not far behind.

£7.99



DEATH'S DARK SHADOW

Many people pass through Krenzthofen – Reikland bargemen, Elves from the Loren Forest, grim-eyed mercenaries and young Adventurers. The villagers seem happy, but behind shuttered windows lurk dark secrets... A 128-page book with a gazetteer of Krenzthofen, an adventure of intrigue and dark dangers, and a dozen shorter adventure outlines. Plus characters from the Warhammer novels.



LICHEMASTER

Fifteen years have passed since the necromancer Heinrich Kemmler was trapped and defeated. But his evil is about to begin anew. High in the Grey Mountains, an Undead Army masses among the peaks. In an isolated monastery, one monk suspects the truth. But where will the Undead strike? And how can they be stopped?

£7.99



WARHAMMER COMPANION

A rare mixture of diverse materials for GMs and players of Warhammer Fantasy Roleplay. Within these covers you'll find four complete adventures, a wide range of articles presenting new character careers, spells, magical items and advanced rules, plus a special selection devoted to Jack Yeo's Warhammer novel, Drachenfels.

IN THE WORKS

As well as the books we've already published, we're working on a range of new Warhammer Fantasy Roleplay supplements and adventures.

We'll be announcing these in White Dwarf as soon as they're available, but for now here's an outline of a couple of our ideas.

We're working on a book based on Jack Yeo's Warhammer novel, *Drachenfels*, with the castle of the Great Enchanter as a location for Warhammer Fantasy Roleplay adventures. This should include large-scale maps of the castle, with rules for the castle's own magical abilities and plenty of castle-based encounters.

Over recent months, adventure locations from the city-port of Marienburg have been appearing in White Dwarf. As well as the published material, we're building up a large stock of unpublished locations, including details of many places that have only been referred to in White Dwarf. These include locations and NPCs such as graveyards, criminal gangs, the Thieves' Guild, pit fighters, docks, boneyards... Eventually, we'll gather this material together into a Marienburg city adventure pack.

WHITE DWARF

We also produce regular Warhammer Fantasy Roleplay articles for White Dwarf and there's plenty more planned for future issues.



MAIL ORDER

Flame products are available from Games Workshop stores and directly to your door by Mail Order. Make cheques payable to Flame Publications. Please make payments in pounds sterling. Handling charges on UK, Eire and BFPO orders: add £2.50 for all orders. Overseas: minimum order £5.00, add 40% handling (minimum handling £2.50).

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ARTWORK SUBMISSIONS

We're happy to look at samples of black and white artwork but, in order to deal efficiently with such material, we require that all artwork be submitted as photocopies together with a stamped self-addressed envelope for us to reply and return to work. Please send all artwork submission to the Art Editor at the Design Studio address.

ALL SUBMISSIONS

Always send a copy of your submission and keep the original - White Dwarf cannot take any responsibility for the safety of your submissions and regrettably submissions can and do get lost or damaged. Submissions not accepted for SAE will not be returned. Please allow at least 6-8 weeks for a reply.

RENEWABLE RESOURCES

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All Games Workshop's boxes, cards and counters are printed using 95% recycled paper.

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WHITE DWARF

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Kap'tin Badrukk's Flash Gitz Freebooterz ambush a group of Tyanids

GAMES WORKSHOP NATIONAL GAMING LEAGUES

With Games Day fast approaching, now's the time to get involved in your local Games Workshop Gaming Leagues. There are a whole host of other special Games Day activities for you to join in with. Here we provide all the information you need, together with a full list of store addresses, phone numbers and Games Club evenings

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MODELLING WORKSHOP: FANTASY BARN - Phil Lewis

Complete instructions and templates for constructing a wooden barn for your Warhammer Fantasy Battle and Warhammer 40,000 games

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WARHAMMER NOVELS

We take a close look at the expanding range of Warhammer novels, with a focus on fiction set in the worlds of Warhammer Fantasy and Warhammer 40,000. There's also a map of the Old World Empire and its neighbouring states, and a complete timeline for all of the major events in the history of the Warhammer Old World

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GOLDEN DEMON AWARDS 1991

The 4th Annual Golden Demon Awards in May attracted record crowds to the Derby Assembly Rooms to see the amazing display of painted Citadel and Marauder Miniatures. In this special section we present all of the winning models and the very best of the Grand Finalists

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BEASTS IN VELVET - Carl Sargent

Carl Sargent presents the characters from Jack Yeovil's latest Warhammer novel *Beasts in Velvet* for use with Warhammer Fantasy Roleplay

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SPACE FLEET - Rick Priestley

This month we take a deeper look at the universe of the 41st Millennium, and explore the history of some of the many organisations which are closely involved with space travel in the Imperium of Man

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Liverpool is holding its Grand Re-Opening Day on Saturday 17th August - we're giving away special discount vouchers for use on the day

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'EAVY METAL - Mike McVey

Mike gives his expert advice on how to get the best out of painting your new Space Fleet spaceship models

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SPACE FLEET - Simon Forrest, Jervis Johnson and Andy Jones

Following on from last month's article, we've further expanded the rules to include the five latest Citadel Miniatures spaceship models. We've included full-colour data cards and counters, for the new models, plus optional rules for crippled spaceships, repairing damage and fleet boarding actions

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BACK COVER: GOLDEN DEMON AWARDS

A further selection from the very best of this year's competition

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Robin Dews



Rick Priestley



Jervis Johnson



Mike McVey



Andy Jones

GAMES WORKSHOP™

NATIONAL GAMING LEAGUES

With Games Day fast approaching, now is the ideal time to get involved in your local Games Workshop Gaming Leagues. All Games Workshop stores in the UK, USA and Canada run leagues in Warhammer Fantasy Battle, Warhammer 40,000, Space Marine, Blood Bowl and Space Hulk. At each store, our friendly staff are more than happy to help you with any questions or queries you have about the Games Workshop world of hobby gaming. There are also regular special events including tournaments, competitions and demonstrations of all kinds that anyone is welcome to come along to and join in. All Games Workshop stores* are now open every weekday until 7pm throughout the summer so you can come down and join in with any of the events taking place. Drop in or call your local Games Workshop Store for more details.

GAMING LEAGUES

Games Workshop Gaming Leagues give you the chance to represent your store at the National Gaming League Championships held at Games Day 1991.

To join your regional Gaming League, just call in at your local Games Workshop store and ask for an entry form. Once you've joined, you play 12 games to establish your league position. You're more than welcome to play these games at the store and if you have any trouble finding opponents then talk to your store manager and he'll be able to put you in touch with other local players.

At the end of the season, the top players from each region go to Games Day to battle it out for the title of National Champion. Competition is fierce between the stores to ensure that their champion takes the battle honours at Games Day.

Even if you don't make it to the top of your league this year, there's still plenty of Games Day activities to get involved in. Games Workshop stores are always on the look out for experienced miniature painters, modellers and enthusiasts to help paint the shop armies, build terrain and make sure that your local champions have the best possible support when they go into battle at Games Day.



GAMES CLUBS

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



US & CANADIAN STORES

In the US and Canada, all Games Workshop stores run regional leagues where you can meet up and play games against other local gamers. Entry to the leagues is exactly the same as in the UK. You just drop into your nearest store, pick up an entry form and play 12 games to establish your league position. The top league players will then be invited to a series of play-offs to find the best regional gamers.

USA & CANADIAN STORES

TORONTO
TORONTO, ONTARIO M5V 2A4
MON - SAT: 10.00 - 7.00
SUNDAY: CLOSED
CLUB NIGHT: EVERY NIGHT
CONTACT: MIKE
TEL: (416) 595-1159

VANCOUVER
205 CARRALL ST, VANCOUVER
BRITISH COLUMBIA V6B 1A5
MON - SAT: 11.00 - 6.00
TUESDAY: CLOSED
SUNDAY: 12.00 - 5.00
CLUB NIGHT: EVERY NIGHT
CONTACT: MIKE
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313 SANTA MONICA BLVD
SANTA MONICA, CA 90404
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CLUB NIGHT: WED TO SUN
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COLLEGE PARK
UNIVERSITY OF MARYLAND
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COLLEGE PARK, MD 20740
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CLUB NIGHT: FRI TO SUN
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PHILADELPHIA
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* except Games Workshop Birmingham which closes at 5.30pm

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MODELLING WORKSHOP

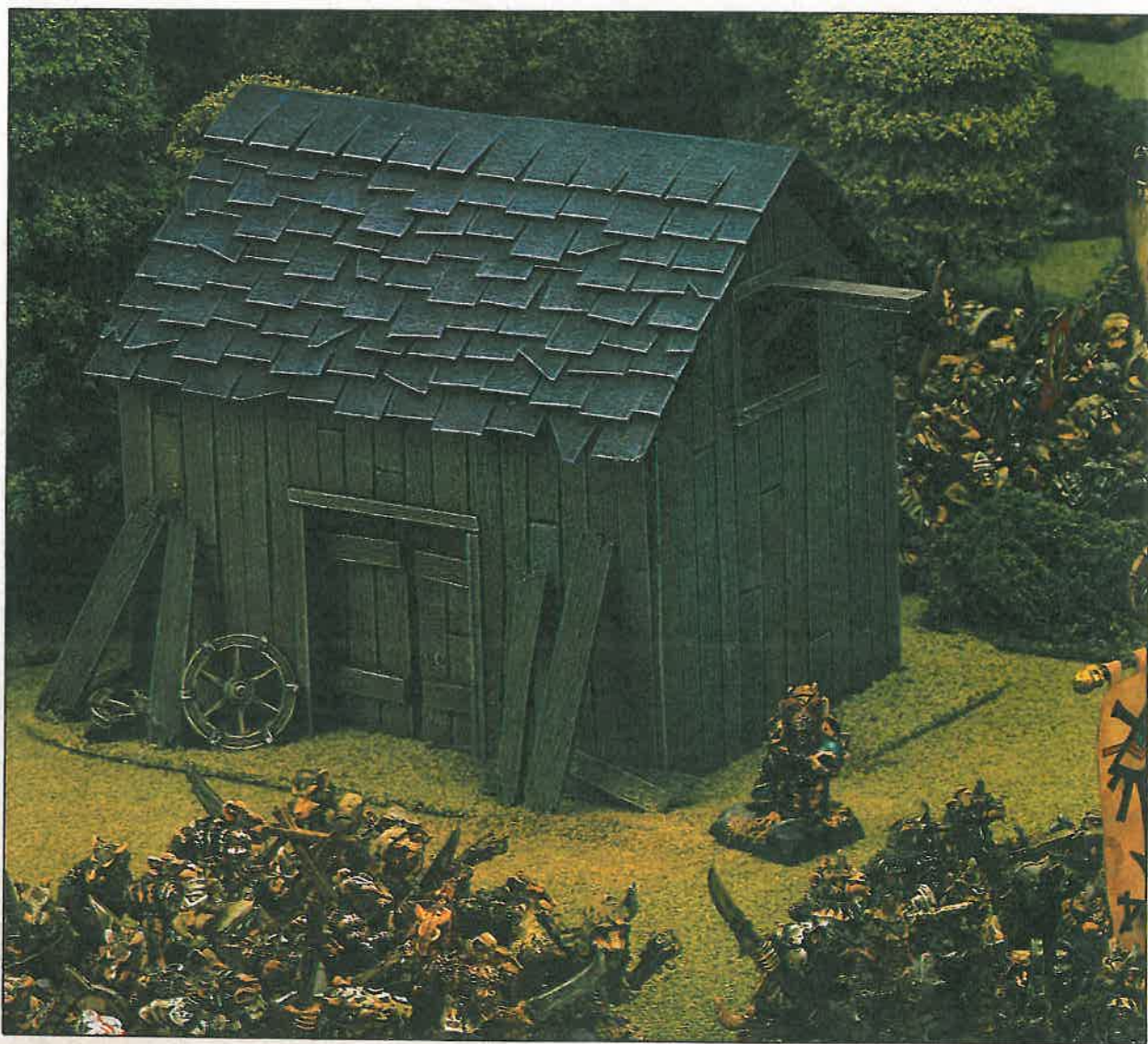
FANTASY BARN

BY PHIL LEWIS

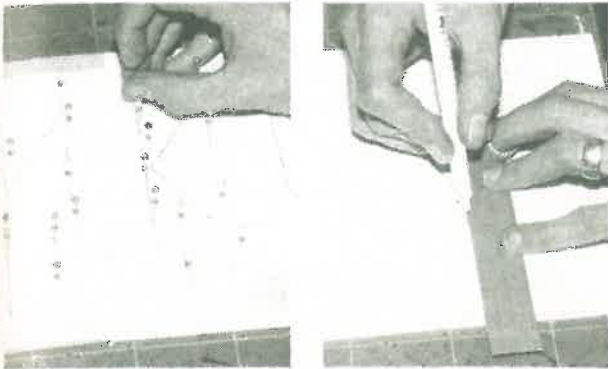
This month we show you how to make a barn for your games of Warhammer Fantasy Battle. The barn's really simple to make – even if you're an inexperienced modeller, the step-by-step instructions guide you through every stage. All you need are some sheets of card, a modelling knife and glue.

It's easy to modify the templates we've provided to give you a barn of different shape or size. A few quick changes and you can make the barn longer, two storeys high, or add a lean-to.

If you've got any questions about modelling, don't forget that the staff at your local Games Workshop store are all modellers themselves and are happy to help you get started with useful hints and tips.



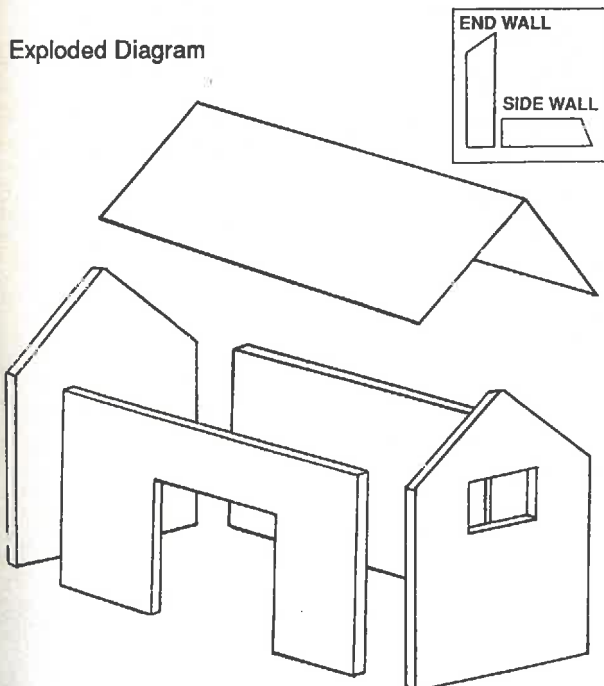
BUILDING THE BARN



To begin to assemble your Fantasy Barn, you first need to transfer the building templates included with this article onto some stiff card or foam card. Photocopy the templates and stick them down with masking tape or small pieces of sellotape. Keep the templates as flat as possible so that you get an accurate copy.

Take a pin and make a series of holes through the corners and angles of the templates into the card beneath. Once you've gone round all the holes, remove the templates from the card. You should now have a dot-to-dot copy of the templates marked out on your card. Use a pencil or pen and ruler to join up the holes, and you should end up with the same shapes as the templates drawn out on your card.

Exploded Diagram



Carefully cut out all the pieces with your modelling knife and assemble them using the exploded diagram above as a guide. Start by gluing the main walls to the base card. Remember to glue the side walls to the inside of the end walls (also shown above).

TOOLS AND MATERIALS

We used the following tools and materials to make our barn. They're all easy to buy and fairly cheap. If you have a problem finding any of these items, ask the staff at your Games Workshop store for the best place to find them locally.

Card – we've used foam card for the walls of the barn. This is a foam sandwich with thin card on the outside. It's available in different thicknesses but we've found that the 5mm (¼") foam card is the most useful and works well in almost all modelling situations. Foam card is available from art shops or graphic suppliers at around £6.00 for a sheet that's approximately 800mm x 1000mm – you'll be able to make several buildings with a sheet this size.

Instead of foam card, you can use any stiff thickish cardboard. Thin card, like cereal packet card, is a bit too flimsy for a building like this – if you've only got thin card, you could try gluing two sheets of card together to get a stiffer, thicker card.

Mounting board or thick card for the base which can be bought at most art shops for around £1.50.

Balsa wood can be bought easily from most model shops. We've used strips of approximately 1.5mm (⅛") thick balsa wood for the planking on the barn.

All-purpose glue suitable for card, plastic, balsa wood etc.

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

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

Sand or flocking is easily available from DIY stores or model shops for texturing the base.

PVA glue – this is the white glue used for woodworking, available from DIY stores and hardware shops.

Masking tape or sellotape.

Emery board, fine grade sandpaper or a nail file.

Scrap pieces of balsa wood, cardboard and wheels and crates etc from your bits box.

SAFETY FIRST

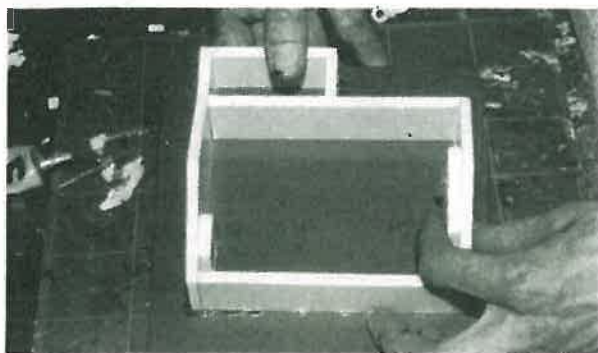
It's worth reminding you that modelling tools can be dangerous if they're carelessly used. Remember, they're sharp and they cut – and it's so much easier to make this model if you've still got fingers.

The most important safety rule is: make all cuts away from your fingers. It's much safer to cut through a sheet of card with several light 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 light 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.

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



Next glue the walls of the lean-to onto the base board using the same method as before. When you've finished, your basic structure should look something like this.

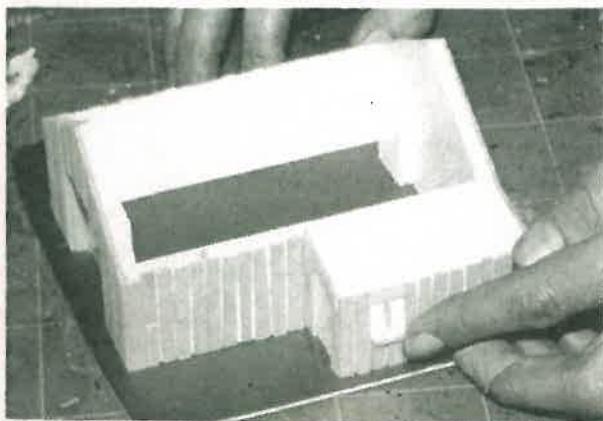
Depending on the thickness and type of card you've used you might find it necessary to strengthen the walls by adding supports in the corners.



Take your sheet of balsa wood and cut it into strips about 5mm ($\frac{1}{4}$ ") wide. You can do this without a ruler as any variation in thickness helps to give the barn that ramshackle appearance.

Take the strips and mark off the height of the wall with a pen or pencil as shown in the photo. You can either cut the balsa strips at the line with a modelling knife or snap it off with your fingers. By breaking the wood with your fingers you can achieve a realistic rough end to the 'plank'.

Using multi purpose glue stick the balsa strips to the wall until it's completely covered. Make sure you leave gaps for the doors and windows marked on the template.



Add some small pieces of balsa wood (as shown in the photo) to the gaps you left in the planking to make a window sill and door frame.



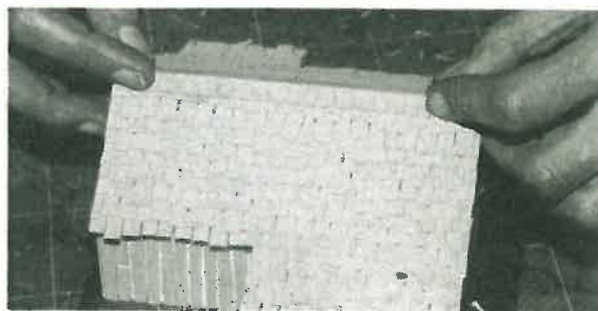
Once the glue has dried, Take a small nail file or sandpaper and gently file to a slant the top edges of the walls.

It's a good idea at this stage to decide whether you want the roof to be stuck on or removable. We made ours removable to enable us to place miniatures inside when we're playing tabletop battles.



As in previous articles the roof tiles can be made in two different ways. The first and simplest is to take several strips of thin card (enough to cover the roof) about 5mm ($\frac{1}{4}$ ") wide, and make a series of irregular cuts along their length to represent tiles.

The second method and the one that we use, is to cut out lots of separate tiles and stick them on individually. This takes a bit more time but gives a more realistic effect. Start from the bottom of the roof and work upwards overlapping the lower tiles as you go.



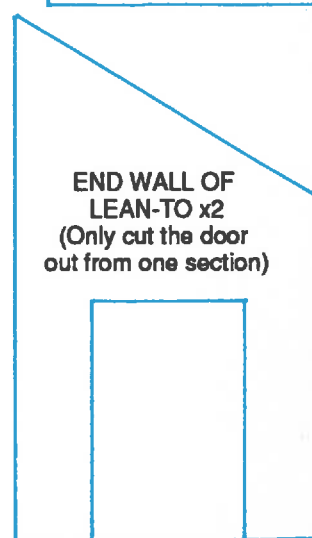
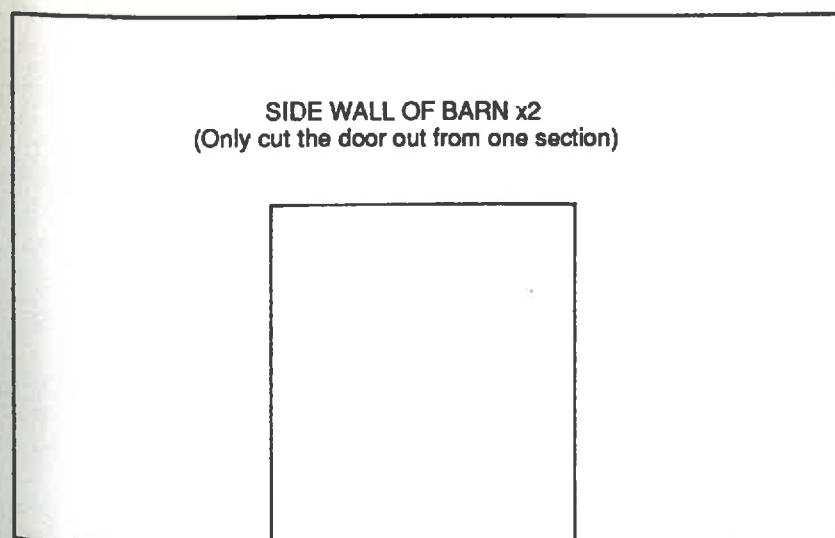
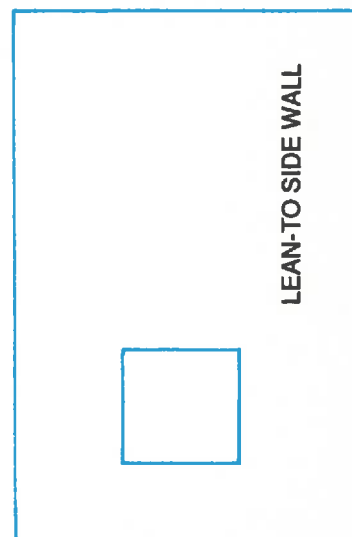
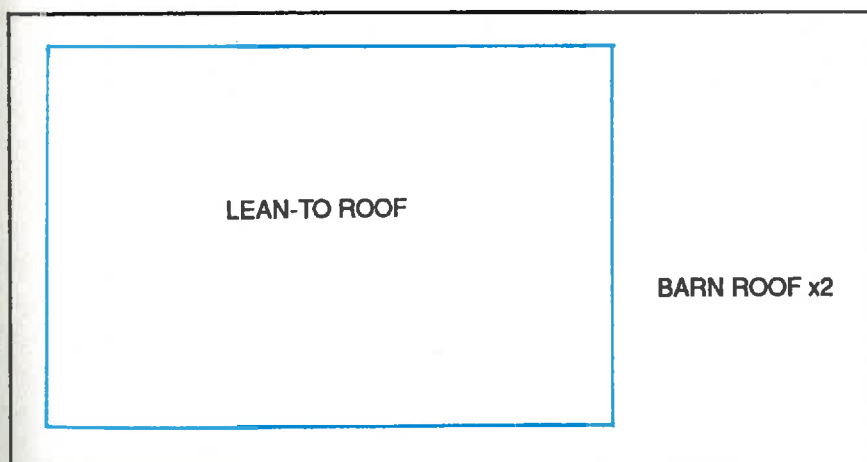
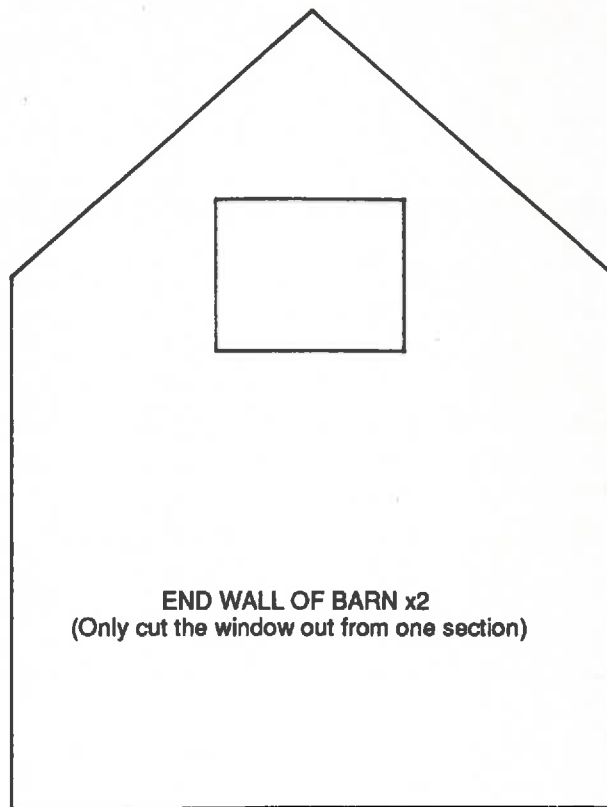
To make the roof ridge take a piece of card about 20mm ($\frac{3}{4}$ ") wide and fold it in two along its length. Then make a series of irregular cuts to represent tiles as before.

FANTASY BARN



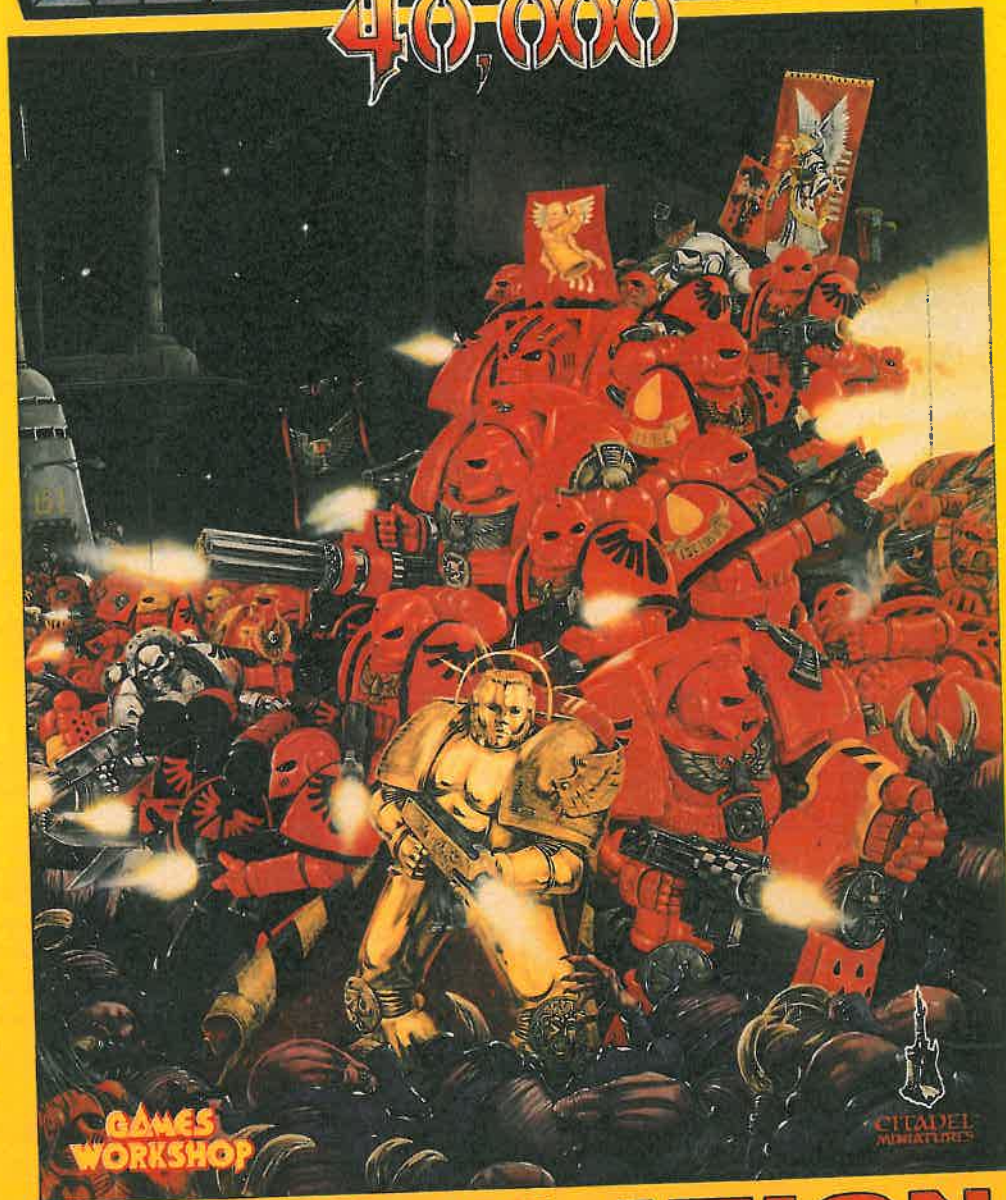
Extra details like broken wheels, barrels or spare pieces of planking can be added to the base before painting. Spray the whole barn matt black with car primer and allow to dry. The sides of the barn were drybrushed with Bestial Brown, Elf Grey and finally Skull White. The roof tiles were drybrushed with Moody Blue and highlighted with Enchanted Blue.

Once this paint has dried, you can texture the base to match your gaming board by painting it with PVA glue and liberally sprinkling it with sand or flocking. As you can see from the assembly photos you can vary the structure of the barn in a whole host of ways to add your own personal touches. The barn in the main photo has had a hayloft with a hoist added to it. Adding one or more out-houses to the basic structure can also give the model its own individual feel.



WARHAMMER[®]

40,000



COMPILATION

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

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

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

WARHAMMER[®] NOVELS

A CLOSER LOOK AT THE FICTION OF WARHAMMER FANTASY AND WARHAMMER 40,000

A BRIEF HISTORY

We have always wanted to publish stories and novels set in our game worlds. The universe of Warhammer 40,000 and the world of Warhammer Fantasy are so rich in potential stories that it seemed an obvious thing to do. We now have 17 titles on our list and many more in the process of being written or edited. Much of the credit for this lies with David Pringle - editor and publisher of *Interzone* (the monthly SF magazine) - who, in addition to physically editing all the manuscripts, has also discovered and encouraged such authors as William King and Jack Yeovil.

THE PLAN

We have always wanted to do more than just translate gaming situations and events into fiction. Our authors are encouraged to explore and develop the settings, and people them with fully rounded, believable characters. Of course, all the stories have to be true to the spirit and atmosphere of the Imperium of Man or the Old World. Unlike the background material we present in our games, our fiction has to have an internal

perspective on the worlds it portrays. A games designer must communicate, in broad outlines, the entire game universe so players can understand and relate to the game. An author, however, must consider the limited knowledge available to his characters, and reveal only as much of the background as they might be expected to know. While anyone who has read *Realm of Chaos* knows the names and characteristics of the four major Chaos Powers, the average inhabitant of Middenheim, for example, would know little or nothing of such matters.

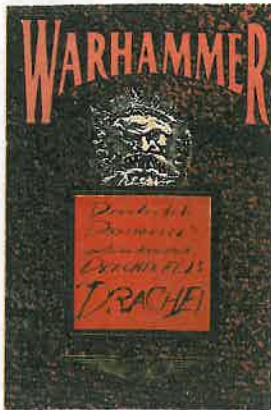
The other goal we set ourselves was the careful plotting and interweaving of all the characters and their adventures. We maintain constantly up-dated timelines and a detailed map of the Old World (an extract from which can be seen elsewhere in this issue) to enable us to see who is where and when. In this way, the characters gain lives of their own, and sometimes stories even suggest themselves as we notice unforeseen possibilities for meetings and adventures. While all the stories do conform to an exact chronology, it is not really necessary to read them in order unless they are part of a series like the Konrad trilogy, for example.



PAUL BONNER

WARHAMMER FANTASY

DRACHENFELS by Jack Yeovil



This novel (set in 2477 and 25 years later in 2502) introduces a number of important characters who reappear in other novels and stories elsewhere.

Drachenfels, the Great Enchanter, is an evil sorcerer whose origins go back two and a half thousand years to the beginnings of The Empire itself. We are also introduced to the vampire Genevieve Dieudonné, who looks like a 16 year old girl, but is really over 600 years old, and Detlef Sierck, self-proclaimed genius

and greatest actor/playwright of the Warhammer World.

Crown Prince Oswald von Konigswald - heir to the Electorship of Ostland - recruits a party of mercenaries and adventurers (including Genevieve) to end the threat posed by Constant Drachenfels once and for all.

Twenty five years later, Detlef Sierck is rescued from a debtor's prison with a commission to write and direct a magnificent play to recreate Oswald's triumph over Drachenfels in his haunted fortress high amid the peaks of the Grey Mountains. The survivors of the expedition are gathered, a magnificent pageant planned, and rehearsals got underway. And then the horror begins...

"A thoroughbred, supernatural adventure"
— John Gilbert, *Fear*

256pp 0501 ISBN 185515 001 8

BEASTS IN VELVET by Jack Yeovil



Beasts in Velvet features a whole host of characters from earlier stories - Johann von Mecklenberg (from *Ignorant Armies*), Sam Warble (from *The Song* and *The Tilean Rat*), Dien Ch'ing (from *Red Thirst*), and Genevieve and Detlef Sierck (from *Drachenfels*).

Set in the Imperial capital of Altdorf, the main plot revolves around a series of pattern murders committed by an unknown killer known only as The Beast. "Filthy" Harald Kleindeinst is reinstated back

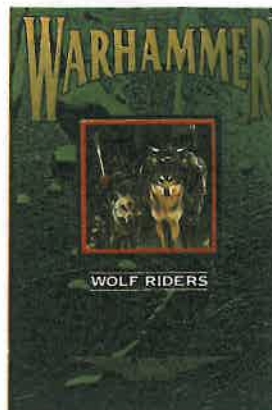
into the Watch to investigate the crimes and catch the murderer, but even with the help of Rosanna the scyer finding The Beast proves to be a very tough assignment.

Is the Beast a man? A woman? Or an unholy creature of Chaos? And can its reign of bloody terror be ended before the Empire collapses in flames?

288pp 0525 ISBN 1 872372 38 4

WOLF RIDERS

An anthology of eight fantasy stories compiled and edited by David Pringle.



WOLF RIDERS by William King

THE TILEAN RAT
by Sandy Mitchell

THE WAY OF THE WITCHFINDER
by Brian Craig

CRY OF THE BEAST
by Ralph Castle

NO GOLD IN THE GREY MOUNTAINS
by Jack Yeovil

THE HAMMER OF THE STARS
by Pete Garratt

THE PHANTOM OF YREMY
by Brian Craig

PULG'S GRAND CARNIVAL
by Simon Ounsley

The lead story, *Wolf Riders* (set in 2496) features Felix and Gotrek, who find themselves escorting the exiled Baron Gottfried von Diehl and his people south through the Black Mountains into the Border Princes. Bad luck dogs the settlers, and they are harried by bad weather and foes both living and dead. In their final stand against a tribe of Goblin Wolf Riders, Felix discovers that the worst danger comes from within, and Gotrek prepares to die in a blaze of glory.

In *The Tilean Rat* (set in Marienburg in 2505), Sandy Mitchell introduces us to Sam Warble, a Halfling investigator, who finds himself beguiled by a Sea Elven maiden in distress. Apparently one of her family heirlooms is missing, a small statuette of a rat, and it's all she has to remind her of the family that was slaughtered by the Dark Elf sacking of Feiss Mabdon. At least, that's her story...

No Gold in the Grey Mountains (set in 2492) is set in the ruins of Drachenfels' fortress, and introduces the young Melissa d'Acques, who is kidnapped by a group of desperate bandits. They intend to hold her for ransom, but events take an unexpected turn...

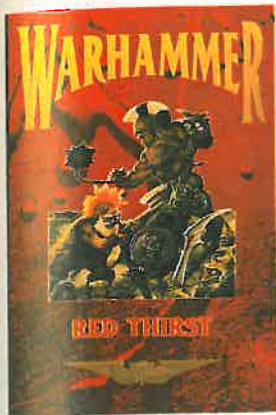
Two highly atmospheric pieces from Brian Craig vividly evoke the spirit of the Warhammer world (*The Phantom of Yremy* and *The Way of the Witchfinder*) while the other three stories feature Chaos Spawn (*Cry of the Beast*), a mighty magical artefact (*Hammer of the Stars*), and a monstrous menagerie (*Pulg's Grand Carnival*).

256pp 0504 ISBN 1 85515 004 2



RED THIRST

A collection of six fantasy stories edited by David Pringle and Neil Jones.



RED THIRST
by Jack Yeovil

THE DARK
BENEATH THE WORLD
by William King

THE SPELLS BELOW
by Neil Jones

THE LIGHT OF
TRANSFIGURATION
by Brian Craig

THE SONG
by Steve Baxter

THE VOYAGE SOUTH
by Nicola Griffith

Jack Yeovil's *Red Thirst* (set in 2478) teams up the vampire Genevieve (from *Drachenfels*) with the mercenary Vukotich. This unlikely pairing are pitted against Dien Ch'ing and Yefimovich, servants of Tzeentch whose subversive activities threaten the safety of The Empire. (Watch out for the cameo appearance by the young Detlef Sierck.)

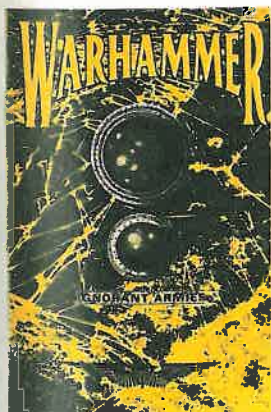
In *The Dark Beneath the World* (set just after the events of *Wolf Riders*) Gotrek and Felix finally manage to reach the fabled Dwarf city Carag Eight Peaks. Searching deep under the abandoned city, Felix rescues the magic blade Karaghûl, and Gotrek must fight a hideous Chaos Troll.

Sam Warble, the Halfling investigator from *The Tilean Rat*, learns not to gamble with elven wizards in *The Song*.

256pp. 0507 ISBN 1 872372 07 4

IGNORANT ARMIES

A collection of eight Warhammer fantasy stories compiled and edited by David Pringle.



GEHEIMNISNACHT
by William King

THE REAVERS
AND THE DEAD
by Charles Davidson

THE OTHER by Nicola Griffith

APPRENTICE LUCK
by Sean Flynn

A GARDENER IN PARRAVON
by Brian Craig

THE STAR BOAT by Steve Baxter

IGNORANT ARMIES
by Jack Yeovil

THE LAUGHTER OF DARK GODS
by William King

In the Imperial calendar, *Geheimnisnacht* is the name given to one of the days when the two moons of the Warhammer world are both full. Since one of the moons is reputedly pure warpstone, this day is regarded as one of ill-omen when all right-thinking, god-fearing folk stay inside, lock their doors and bar their windows.

The story *Geheimnisnacht* (set in 2495) features two of our most popular fantasy characters: Gotrek the Dwarf Trollslayer, and his companion Felix, a would-be poet who has somehow been charged with recording Gotrek's long sought heroic death. On this occasion, they are foolish enough to find themselves abroad in the Reikland forest on this most unholy Night of Mysteries...

In *The Other*, (set in Middenheim in 2492) Nicola Griffith introduces Stefan Hochen and Katya Raine. They meet by chance as Stefan enters the great fortress city as an apprentice physician. And that meeting changes Stefan's life forever...

Ignorant Armies (set in 2501) tells the tale of Johann von Mecklenberg (who also makes a brief appearance in *Drachenfels*), rightful Baron of Sudenland. With the aid of his loyal family retainer Vukotich, an ex-mercenary, Johann sets off into the Chaos Wastes in search of his younger brother Wolf, who has been captured by the notorious Chaos Champion Cicatrice during a raid on the family's estate. He fears that his brother Wolf is dead, but the truth is far worse...

In *A Gardener in Parravon* Armand Carrière and his friend Philippe investigate the strange garden of their neighbour Gaspard Gruiller, and discover some fascinating and deadly plants.

Erik the Were is hired to search for the fabled *Star Boat* in the Chaos Wastes, and on *Wrecker's Point* Helmut discovers an ancient evil in *The Reavers and the Dead*.

"A fascinating blend. Recommended"
— Phil Stephenson-Payne, *Locus*

256pp 05022 ISBN 1 85515 002 6



THE WARHAMMER

The Empire and

Of all the countries in the Old World, The Empire is the largest and most prosperous. It comprises a vast conglomeration of princedoms, duchies, leagues and city states, which live together in comparative peace and unity.

To the north The Empire is bounded by the stormy waters of the Sea of Claws. To the east lie the World's Edge mountains. To the north-west lies the country of Kislev, whose heroic inhabitants hold back the hordes of Chaos encamped in the Northern Wastes. To the south and west, the Black and Grey Mountains form natural frontiers, while the Wasteland in the north-west extends across the only stretch of open country between The Empire and Bretonnia.

The seven largest states within the Empire are known as the Electoral Provinces, as they traditionally have a say in the election of the Emperor. They are the Principality of Reikland, the Duchy of Middenheim, the Principality of Ostland, the Duchy of Talabecland, the County of Stirland, the County of Averland, the Barony of Sudenland, and the Halfling Mootland.

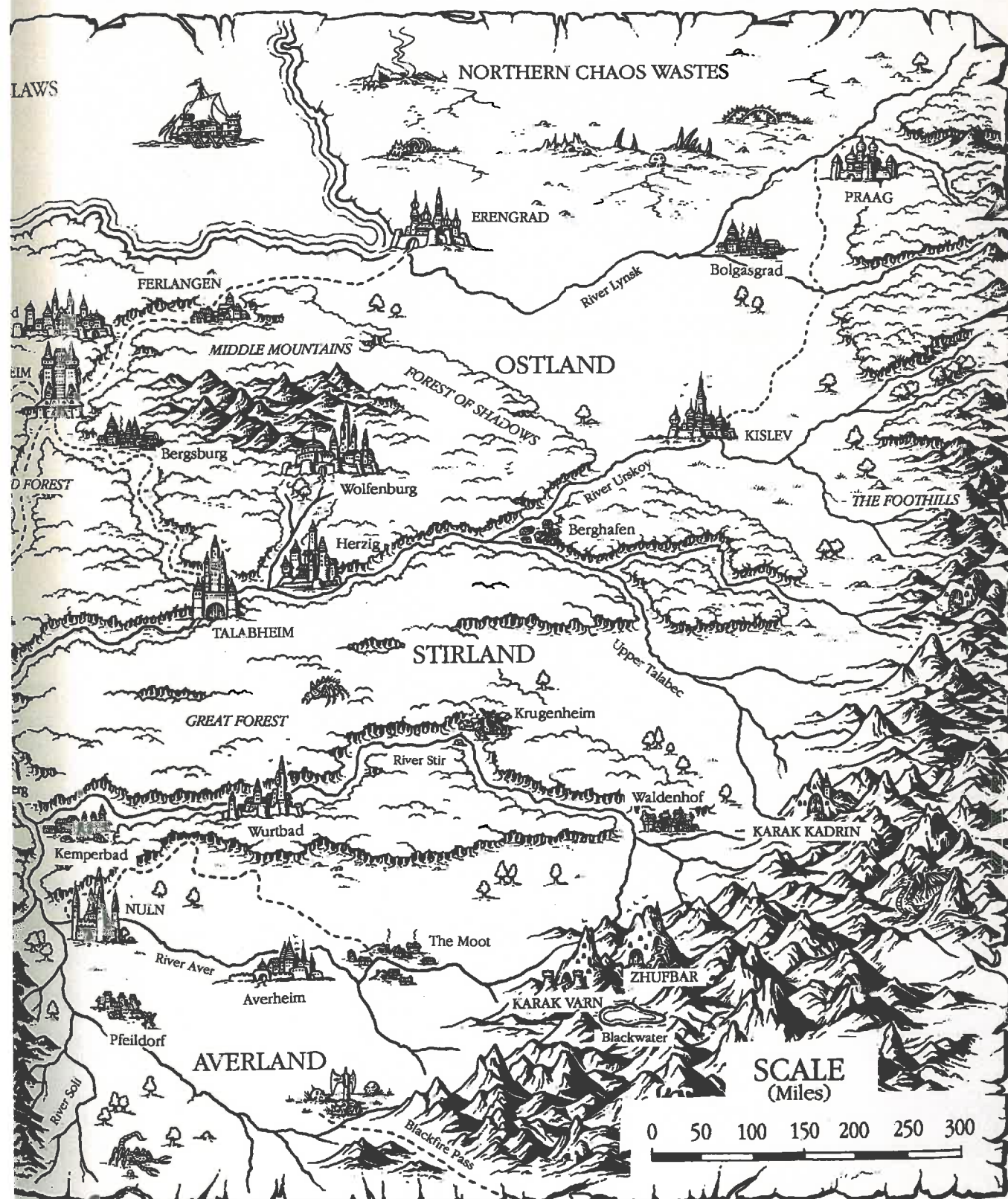
As well as the Provinces, there are the three great City States: Middenheim, Talabheim and Nuln whose rulers – the 'Grafts' – are also Electors.

But the greatest of all the Empire's cities is Altdorf – Imperial Capital and location of the towering Cathedral to Sigmar.



ER OLD WORLD

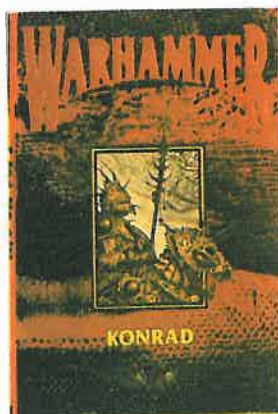
urrounding Area



KONRAD, SHADOWBREED, & WARBLADE by David Ferring

These three novels form a trilogy which will be completed by the final volume Warblade, due for publication in summer '91.

The Konrad trilogy is set mainly in The Empire, between the years 2490-2502. The hero of the series is Konrad, locked in a terrible struggle to free himself from the forces of Chaos who would control and destroy him.



KONRAD

Konrad's home village on the edge of the Forest of Shadows is destroyed by a Chaos warband, and he is forced into a new life of adventure. Konrad joins forces with the mercenary Wolf, who turns the barely educated boy into a hardened fighting man. Seeking work, they travel north to Kislev, but even this far from the Empire Konrad cannot escape the mysterious forces that direct his fate, and chooses to renew his quest to discover the riddle of his past.

240pp 0505 ISBN 1 872372 022 3



SHADOWBREED

In Shadowbreed, it becomes increasingly apparent that Konrad is a man of destiny, linked to the eternal schemings of the Chaos Powers in ways he can neither escape nor understand. Surviving a near-fatal encounter with the mysterious bronze warrior, Konrad meets the wizard Litzenreich, a practitioner of forbidden warpstone experiments. Litzenreich steals his warpstone from the Skaven, and they want their revenge...

256pp 0509 ISBN 1 872372 10 4



WARBLADE

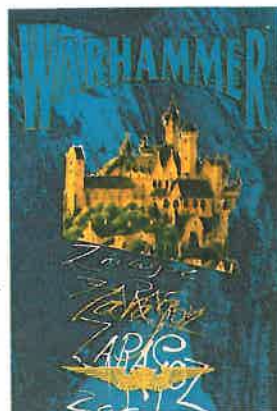
The mystery surrounding Konrad's destiny thickens as he is plunged into a new set of exciting adventures. He is aided in his struggle against Chaos by the Warblade, a magical sword forged specially for him by a Dwarf swordsmith. Konrad and his allies Wolf and Litzenreich are thrown into conflict with their old enemies the Skaven, who are plotting against the life of the Emperor.

256pp 0510

ZARAGOZ, PLAGUE DAEMON, & STORM WARRIORS by Brian Craig

These three novels form an interlinked trilogy, but can be read in any order, as the core of each book is a self-contained, complete story.

The stories are narrated by the minstrel Orfeo - a mysterious figure who was raised as a foundling by the elves of the Loren forest. Orfeo, held captive by the infamous pirate Alkadi Nasreen, has to recount the tales in return for his freedom.

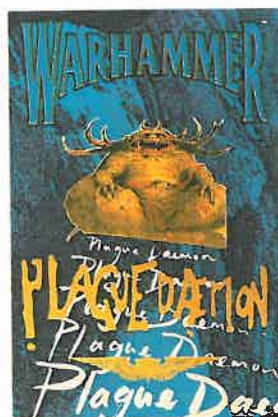


ZARAGOZ

The first tale is set in 2502, approximately the same time as *Drachenfels* and *Warblade*. Orfeo himself is the hero of the story which tells of the fate of the Estalian kingdom called Zaragoz. In the course of the adventure, Orfeo becomes embroiled in political intrigue, the machinations of Chaos, and discovers a never-ending story of corruption and betrayal.

"A highly enjoyable fantasy novel... Strongly recommended"
— Phil Stephensen-Payne, *Locus*

256pp 0506 ISBN 1 872372 05 8



PLAGUE DAEMON

Orfeo's second story (set in 2470) pre-dates even *Drachenfels*. It is set in the Border Princes and deals with the desperate struggle between Harmis Detz, a hardened veteran of the border guard and the plague-bearing forces of Chaos which seek to lay waste to his homeland.

"...among the best fantasy of its type I have read for some time..." — Brendan Wignall, *Oxford Times*

256pp 0503 ISBN 1 85515 003 4



STORM WARRIORS

Orfeo's final tale (set in 2492) takes place on the Isle of Morien. King Herla of Plenydd allows a band of ship-wrecked Sea-elves to settle in his kingdom. The malevolent nature of the elves gradually becomes apparent, and the King and his bard Trystan are forced to fight for their lives against the fearsome Storm Riders of Slaanesh.

288pp 0508 ISBN 1 872372 17 1

WARHAMMER 40,000

As in the fantasy world, our aim is publish a series of high-quality, action-oriented, adventure stories, but this time set 40,000 years in the future. We're hoping to create a number of exciting characters whose adventures can be interwoven in the same way as Warhammer fantasy.

DEATHWING

Seven stories of gothic sf compiled and edited by Neil Jones and David Pringle:



- DEATHWING**
by Bryan Ansell & William King
- WARPED STARS**
by Ian Watson
- LACRYMATA**
by Storm Constantine
- MONASTERY OF DEATH**
by Charles Stross
- SEED OF DOUBT**
by Neil McIntosh
- DEVIL'S MARAUDERS**
by William King
- THE ALIEN BEAST WITHIN**
by Ian Watson

Deathwing tells the story of the origin of the Terminator company of the Dark Angels Chapter of Space Marines. It is one of the best stories about Space Marines we've ever published - one company of Terminators versus a whole world over-run with the hideous alien Genestealers!

In the world of Warhammer fantasy, Daemons gain access to the world through the chaos gates at the north and south poles. In Warhammer 40,000 Daemons cannot enter the material universe directly, and have to possess the minds of unprotected or untrained psykers. Ian Watson describes just such a process in **Warped Stars**.

Storm Constantine introduces Solonaetz Di Cavagni - a Navigator whose military career aboard an Imperial battlecruiser was cut short by a hideous accident. Now he's back at the helm of the *Dea Brava*, a sleek, mercantile vessel. He hopes to prove that his restored faculties are still sharp enough to entrust with the welfare of a battlecruiser. And then, during a spot of shore leave, he encounters the **Lacrymata**...

There are tales of Inquisitors and Chaos Marines (**Monastery of Death** and **Seed of Doubt**) and a story of the desperate heroism of an Imperial Guard company facing overwhelming odds (**Devil's Marauders**).

And in Ian Watson's **The Alien Beast Within**, the tale is told of how Meh'Lindi - the svelte assassin heroine of **Inquisitor** - first acquires and tests one of most awesome powers...

288pp 0511 ISBN 1 872372 12 0

INQUISITOR by Ian Watson

Book 1 in the Inquisition War Series



Ian Watson's first full-length Warhammer 40,000 novel features a number of key characters: Inquisitor Jaq Draco - veteran of countless confrontations with the forces of Chaos; Vitali Googol the Navigator, a languid intellectual and pilot second-to-none; Grimm - the tough red-bearded Squat engineer; and Meh'lindi, assassin and courtesan - an instrument of death crafted from feralworld flesh. Meh'Lindi and Grimm also appear in **Alien Beast Within** and **Warped Stars** in the **Deathwing** anthology.

Inquisitor takes us from the purging of the 'Stealer-infested world of Stalinvast to a secret meeting aboard an uncharted spacehulk adrift in the warp, to the Eye of Terror, and as far as the throne room of the Emperor himself. Draco uncovers a major conspiracy which throws all his training and dogma into doubt, and which may threaten the future of the Imperium and even humanity itself.

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288pp 0521 ISBN 1 872372 29 5



JOHN BLANCHE



THE OLD WORLD TIMELINE

A brief guide to the history of the Warhammer World

- 0001 The time of Sigmar and the beginnings of the Empire. Goblins driven back into the Dark Lands.
- 0050 Sigmar takes the hammer Ghal-Maraz back to the Dwarves and is never seen again.
- 1000 Birth of the Old World nations; wars. Halflings established in Stirland.
- 1390 Birth of Lady Melissa d'Acques.
- 1402 Lady Melissa turned into a vampire.
- 1500 Religious war between the southern Old World and Araby.
- 1750 Kislev separated from the Empire.
- 1839 Birth of Genevieve Dieudonné, in Parravon.
- 1851 Drachenfels sacks Parravon.
- 1855 Genevieve (age 16) turned into an immortal vampire by Chandagnac.
- 1937 Drachenfels' poison feast; death of Emperor Carolus.
- 2150 Sea Elves return to the Old World and set up trading posts.
- 2177 Death of Chandagnac the vampire.
- 2262 Birth of Yevgeny Yefimovich, high priest of Tzeentch.
- 2300 Incursions of Chaos; the Empire re-united under Magnus the Pious.
- 2369 Death of Magnus the Pious, the Empire passes on to Count Leopold of Stirland.
- 2370 Birth of Gotrek the Dwarf.
- 2401 Disappearance of Matthias IV.
- 2446 Birth of Vukotich the mercenary; birth of Dien Ch'ing.
- 2456 Birth of the mercenary Wolf.
- 2460 Birth of 'Filthy' Harald Kleindeinst.
- 2459 Birth of Oswald von Mecklenberg.
- 2465 Birth of Orfeo. At 8 months of age he adopted as a foundling by Wood Elves.
- 2470 Harmis Detz aids two wizard's apprentices, Averil and Nicodemus, in their hunt for the plague daemon Ystareth (Plague Daemon).
Vukotich in the Northern Forests/Chaos Wastes in the service of Tsar Radii Bokha.
- 2471 Birth of Detlef Sierck, greatest playwright and impresario of the Warhammer world.
- 2475 Birth of Johann von Mecklenberg, son of the Baron Sudenland.
- 2477 Prince Oswald von Konigswald (18) recruits a band of adventurers which includes the vampire Genevieve Dieudonné (638) and leads them into the Grey Mountains to seek out and destroy the evil echanter Drachenfels. Following the Prince's apparent defeat of Drachenfels, Oswald is hailed as a hero throughout the Old World (Drachenfels).
Rout of Vastarien's Vanquishers and death of Prince Vastarien.
- 2478 In the Border Princes, Vukotich (32) and Genevieve (639) thwart Yefimovich's Tzeentchian plot to subvert Claes Glinka's moral crusade (Red Thirst).
Birth of Konrad; Birth of Wolf von Mecklenberg.
- 2479 Genevieve enters the convent of Eternal Night & Solace.
- 2483 Vukotich impressed into the service of the von Mecklenbergs.
- 2489 In Parravon, Armand Carriere becomes fatally obsessed with the strange garden of his neighbour, Gaspard Gruiller (A Gardener in Parravon).
- 2490 Aided and abetted by the enigmatic Prince Dieter the Unchanging, the Khornate Chaos Champion Kurt von Diehl and his warband roam the Northern Chaos Wastes (The Ignorant Armies).
In a village on the edge of the Forest of Shadows, the young Konrad (12) rescues Elyssa from a Beastman, and their friendship begins (Konrad).
- 2491 The Chaos Champion Cicatrice raids the summer home of the von Mecklenberg family, in the Southlands. While Johann (16) and Vukotich (45) escape the slaughter, Wolf (13) is captured (Ignorant Armies).
Emperor Luitpold dies, and is succeeded by son Karl-Franz. Birth of Prince Luitpold.
- 2492 In Middenheim, Stefan Hochen (18) meets Katya Raine (17), and is forced to reassess the direction of his life (The Other).
In the Grey Mountains, near Castle Drachenfels, a group of bandits attack a coach and capture its young occupant Melissa, whom they decide to hold to ransom (No Gold in the Grey Mountains).



2492-3 On the island of Morien, King Herla and his bard Trystan come up against the malevolent influence of a group of strange Elves. When order has been restored to Plenydd, Trystan travels to Great Albion, then on to Bretonnia (Storm Warriors).

2493 Katya Raine (18) arrives in Morien and finds an evil influence at work in the kingdom of Alawn. At the end of the story Hallam and Katya set sail for the Empire (Blood and Earth).

2494 Muenchbek the mercenary and Hallam set off from Marienburg to look for work in the east. In the Drak Wald forest they meet the wizard Semperphilus and his young son Reiner (The Magician's Son).

2495 Felix and Gotrek investigate strange goings on in the Reikwald Forest (Gehelmnisnacht).

At Ubersreik, Stefan Hochen (21) joins the crew of the Eva Brandauer on her trip down river to Altdorf, and crosses the designs of the sorcerer Lothar von Diehl (The Black Sail).

Henkin Warsch pays a visit to Schrammel monastery, and is saved from the evil that abides there by the timely intervention of Felix and Gotrek (A Place of Quiet Assembly).

2496 On their way to Carag Eight Peaks, Felix and Gotrek join up with the followers of the exiled Baron Gottfried von Diehl, who are travelling south through the Black Mountains (Wolf Riders).

Felix and Gotrek search for treasure under the city of Carag Eight Peaks in the Worlds Edge Mountains. Felix retrieves the lost sword Karaghul (The Dark Beneath the World).

Summer solstice - Konrad's village is attacked and razed by Beastmen. Konrad (18) meets the mercenary Wolf (40), and agrees to be his squire for 5 years (Konrad).

Trystan Harper meets Orfeo in Bretonnia and tells him the tale of Storm Warriors.

2497 In Gisoreux, Cesar Barbier meets Alpheus Kalispera at the funeral of their mutual friend Magister Chazal, a necromancer (Who Mourns a Necromancer?).

2498 Katarina Kraeber rebels against her sorcerous master Anton Freiwald (The Spells Below).

2499 Orfeo meets Harmis Detz in the Border Princes and hears the story of Plague Daemon.

Konrad and Wolf employed in gold mine near Belyevorota Pass in Kislev. Litzenreich in the service of Gustav the Mad of Talabecland.

2500 THE SIEGE OF PRAAG.

Hargin the Dwarf and Myrmidia the warrior woman join an expedition searching for the kidnapped boy Aurelius von Erlach-Manchdor (The Manchdor Affair).

2501 Johann (26) and Vukotich (55) finally catch up with Cicatrice in the Northern Chaos Wastes, and find out what has happened to Wolf (The Ignorant Armies).

Summer solstice - Konrad (23), Wolf (45) and Anvila the Dwarf head north in search of treasure buried in an abandoned Dwarven temple and confront a tribe of Goblins. At the end of the story Konrad leaves Wolf and Anvila and sets out after the Bronze Warrior.



Following his capture and subsequent escape from the forces of Chaos, Konrad becomes indebted to the wizard Litzenreich. Driven out of Middenheim for pursuing forbidden warpstone experiments, they travel to Altdorf, where they re-encounter their old enemies the Skaven... (Shadowbreed).

2502 Under the patronage of Prince Oswald, Detlef Sierck (31) attempts to stage his play *Drachenfels* in the Castle Drachenfels itself. The performance nearly ends in disaster when the Great Enchanter returns to claim his revenge... (Drachenfels).

Events of Warblade take place in Altdorf and Middenheim.

In Estalia, Orfeo the Minstrel (37) becomes embroiled in the internal politics of Zaragoz, and barely escapes with his life (Zaragoz).

2503 Orfeo (38) captured by the pirate Alkadi Nasreen, and recounts to him the tales of Zaragoz, Plague Daemon and Storm Warriors.

2504 In Marienburg, Sam Warble is forced to undertake a strange quest to steal a song (The Song).

2505 Sam Warble is hired to find a missing statue by Astra, a beautiful Dark Elf (the Tilean Rat).

2506 A vicious killer stalks the streets of Altdorf. The tough copper Filthy Harald and the scryer Rosanna desperately search for the killer against a backdrop of growing civil unrest and the machinations of Chaos (Beasts in Velvet).

Harald and Rosanna try to track down a madman who is terrorising the citizens of Altdorf (Warhawk).

Johann and Wolf go back to their family's estates at Sudenland.

Detlef Sierck stages his new play *The Strange History of Dr Zhiexhill and Mr Chaida* (Stage Blood).

2507 In Tilea, Prince Kloszowski and Genevieve become caught up in the strange intrigues of Udolpho (Cold Stark House).

2508 In the Drak Wald forest, Genevieve is forced to accompany the Graf Rudiger and his son Doremus on a hunt for a most dangerous quarry (Unicorn Ivory).

GAMES DAY

GAMING LEAGUE CHAMPIONSHIPS 1991

ASSEMBLY ROOMS, DERBY
10.00am - 6.00pm
SATURDAY 21st SEPTEMBER

Games Day 1991 is the largest Games Workshop gaming event of the year. It is the culmination of the National Gaming Leagues, where the top players from each Games Workshop store battle to become the National Champions of Warhammer 40,000, Warhammer Fantasy Battle, Space Marine, Space Hulk and Blood Bowl.

Games Day also boasts stunning terrained gaming tables built specially for the day by Games Workshop Staff, displays of amazing artwork, Games Workshop, Citadel and Marauder Miniatures retail stands with all the very latest releases and more participation games than ever before. And of course, all the Games Workshop and Citadel designers, writers, artists and painters will be on hand to answer questions or just chat about your favorite games.

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**GAMES
WORKSHOP**

GOLDEN DEMON AWARDS™ GRAND FINALS 91

The Golden Demon Grand finals 1991 were an amazing success with a spectacular standard of miniature painting and modelling. Here are all the winning entries from this year's competition and as many of the Grand Finalists as we could possibly squeeze in. Also included is a selection of the brilliant entries from the Golden Demon competitions held in the USA and Canada. Except for the Single Miniature and Monster categories, in which only standard miniatures were allowed, most entrants took advantage of the opportunity to model or convert their miniatures in some way. If you want to order any of these miniatures for yourself, our friendly Mail Order staff will be more than happy to give advice on which parts of particular models were used in the conversions. Unfortunately, due to the sheer number of entries, it wasn't possible to include all the Grand Finalists, but here's some of the miniatures that the judges Mike McVey, John Blanche and Rick Priestley considered to be the best on the day.



Trian Wilde - 1st Place Single
miniature (above) - Dark Angel
Deathwing Captain



Ben Clark - Swooping Hawk
Exarch



Richard Bancroft - 2nd Place Single
miniature - Bad Moon Ork Boss



Paul Robins - National Champlon and Winner of
the Golden Demon Slayer Sword - Marauder Giant



Scott Symonds - Space Wolves Captain



George Dacunha - 1st Place Mounted Miniature - Empire General

WINNERS

Previous page: Paul Robins' Marauder Giant was the overall best entry and earned him the Golden Demon Slayer Sword. It was the painstaking attention to detail and the beautiful finish that caught the eye of the judges. Take a look at the striped leggings. These aren't modelled onto the miniature, they've been painted on, complete with tears and rips!

The Single Miniature category was one of the most difficult to judge this year because of the incredibly high standard. Adrian Wilde took the first prize with his brilliant Dark Angel Deathwing Captain. Adrian's blending and use of colour is superb. Note how the personal heraldry on the shoulder pad has been repeated on the knee pad and how the simple colour scheme repeats across the model.

Richard Bancroft took Second Place Single Miniature with his Bad Moon Ork Boss.

George Dahunas' mounted Empire General (left) stood out for its striking, dynamic pose and attention to detail.

Barry Lees' Bad Moon Command Group delighted the judges. The bright colours and lavish decoration is very typical of this clan. The Standard Bearer uses Ork Glyphs, as well as the usual Bad Moon icons.



Barry Lees - 1st Place Command Group - Bad Moon Orks



Colin Park - 3rd Place Mounted Miniature - Bretonnian Knight. Note the dynamic pose and fine attention to heraldry and detail.



Marc Wakefield - 2nd Place Mounted Miniature - Orc Boar Rider. Marc has added extra details such as weapons, packs and bags and the reins across the boar's snout.



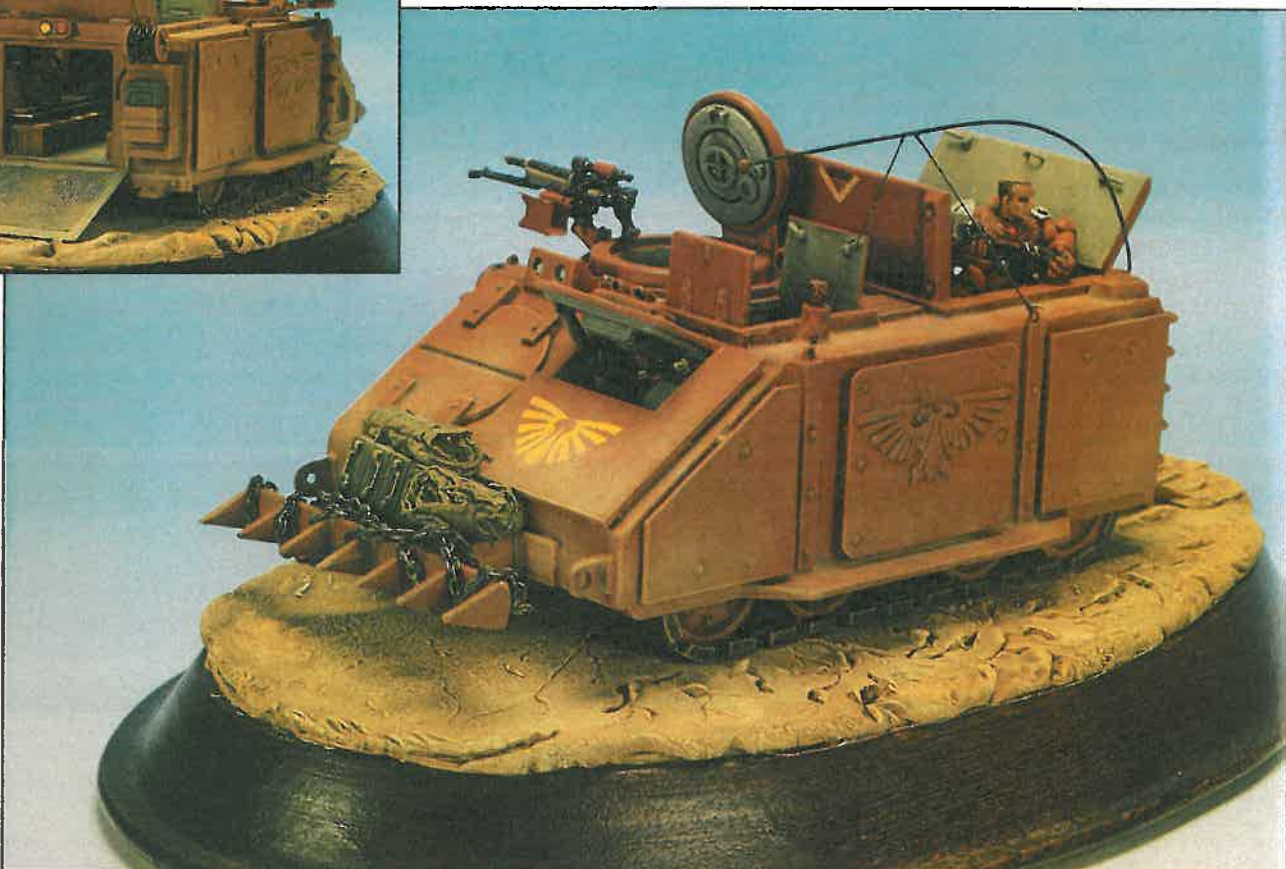
Paul Robins - 1st Place Diorama - Dwarf Landship. This scratchbuilt landship has been completely rigged out with ropes and pulleys and a host of other details. Paul has even fitted out the interior with a bed and a library of books on the wall of the cabin. It's this attention to small detail, as well as the humour of this piece, that made it a winner.



Adrian Wilde - 2nd Place Command Group - from left to right, Captain, Standard Bearer, Librarian and Sergeant. Adrian designed this Space Marine Chapter himself using a very simple range of colours. Note the thin paper scroll in the hands of the Librarian and the kill markings, honour badges and other heraldry.



Inset: Rear view showing inside of Rhino. Note the Space Marine resting his foot on a shoulder pad and the ammo boxes, all marked with the chapter symbol. Photos really can't do justice to the interior of this model as those of you lucky enough to see it on display at the Games Workshop Leeds store will know.



David Woods - 1st Place Vehicle - Blood Angel Rhino. This brilliant conversion is full of the little modelling details that add character to a piece. Look for instance at the Space Marine standing in the back. His shoulder pads have been removed and he is standing on one of them. The judges also liked the way this Space Marine was posed, looking like he is about to slam another magazine in his bolter.

WD22



Steve Wingate - Commended Command Group. The clean painting and attention to detail really capture the feel of the Goffs.



David Knowles - 2nd Place Diorama - Imperial Guard Patrol Boat. Here you see a mob of Evil Sunz Orks ambushing an Imperial Guard patrol boat. The stunning water effect was created by applying liquid resin to the base.



Adrian Wilde - 1st Place Epic Battleforce - Dark Angel Space Marines and Warlord Titan. The Assault Squads, Tactical Squads and Deathwing Terminators are backed up with Rhinos, Predators, Whirlwinds, Landspeeders and a Landraider.

Look at the tiny details on the company banners and the aerials added to each vehicle. Adrian has used the same pattern of heraldry as on his Space Marine Command Group seen earlier.



Chris Branchely - 2nd Place Epic Battleforce - Eldar Craftworld contingent. Chris has repeated the Eldar runes on the vehicles, the banners of the troops and on various parts of the Titan itself.

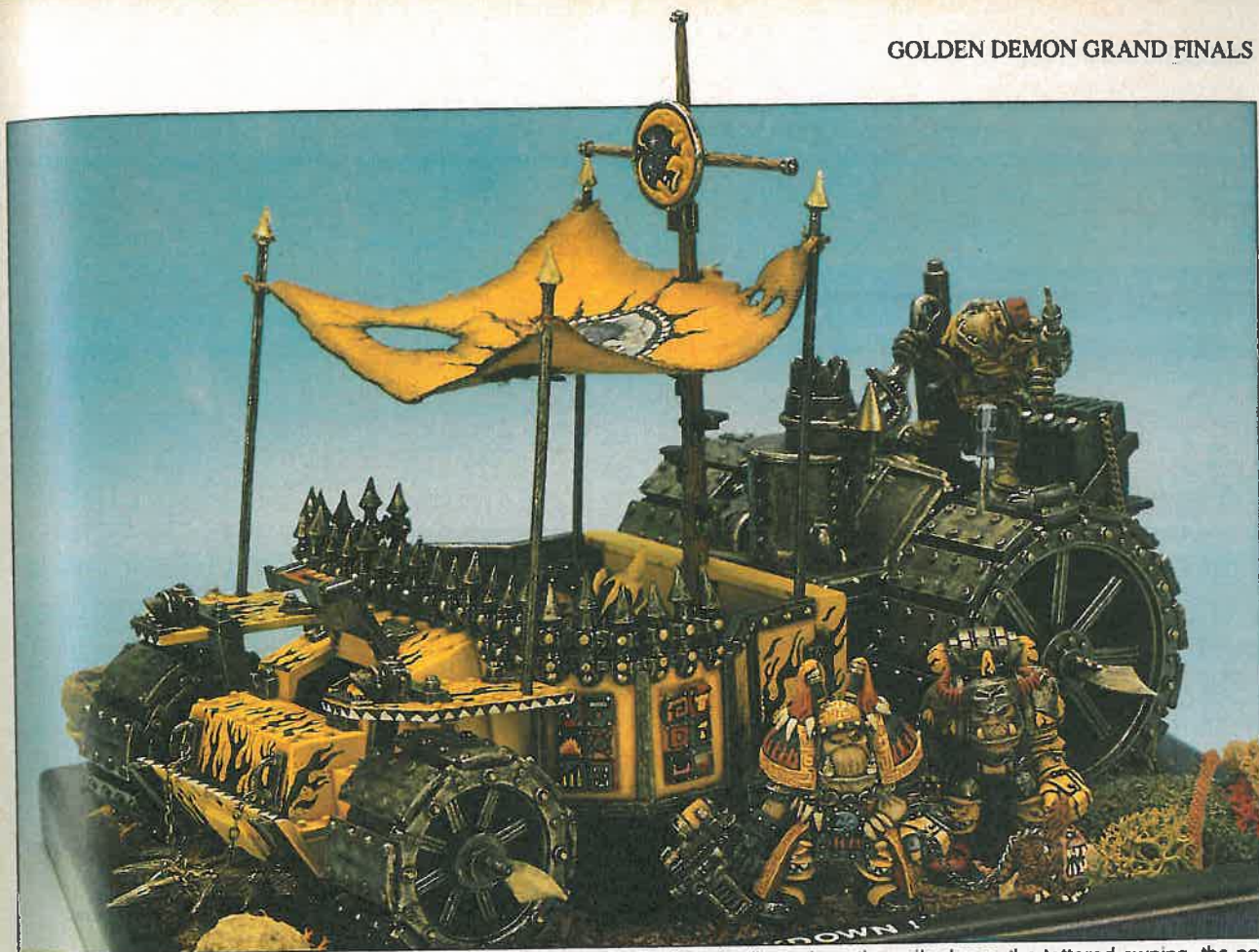


John Keane - 3rd Place Single Miniature - Champion of Slaanesh

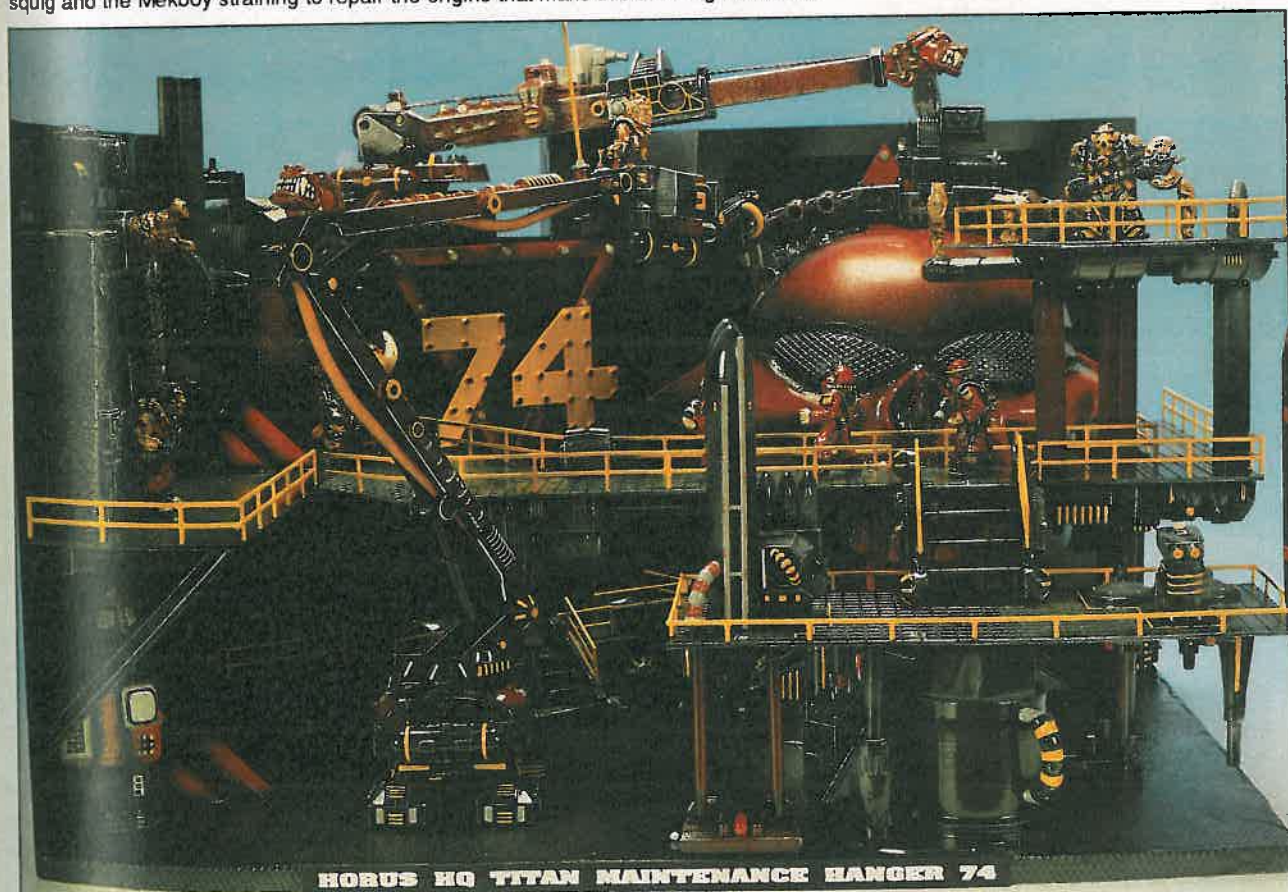
WD24



Richard Bancroft - 3rd Place Dwarf Command Group - from left to right, Dwarf Giant Slayer, Standard Bearer, Wizard and Champion. Note how Richard has unified his command group through the use of a simple red and blue striped pattern on all of the models.

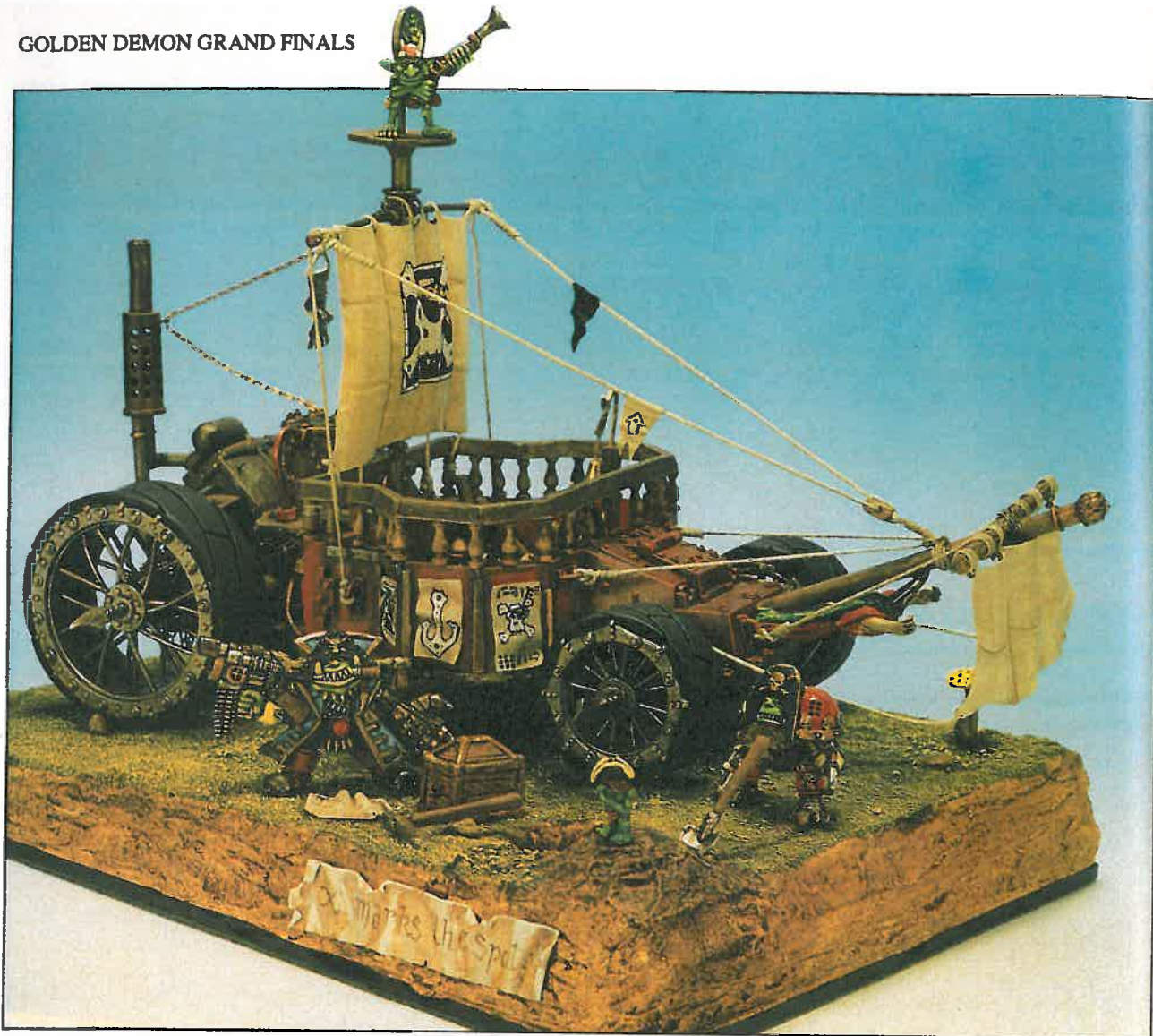


Adrian Wink - 2nd Place Vehicle - Bad Moon Battlewagon. It's the fine details such as the spiked ram, the tattered awning, the pet squig and the Mekboy straining to repair the engine that make this such a good model.



HORUS HQ TITAN MAINTENANCE HANGER 74

Bradley Wells - 3rd Place Vignette - Titan Hangar. This Vignette depicts Traitor Adeptus Mechanicus working on a Titan head. This completely scratchbuilt vignette is brought to life by the crisp painting and the fine details such as the Daemon heads on the cranes.



Ivan Brooke - 3rd Place Vehicle - Ork Freebooter Battlewagon



Marc Wakefield - Second Place Monster - Greater Daemon of Nurgle

WD26

Ivan Brookes' Freebooter Battlewagon has been extensively rebuilt from a Space Ork Ork Battlewagon kit. He added new tyres and completely re-spoked the wheels, which is a remarkable modelling feat. Ivan has beautifully captured the feel of a pirate ship by adding a bowsprit, sails, rigging and even a figure head. He has replaced the normal spiked railings with wooden banisters and even added a bell. Instead of conventional glyph plates, Ivan has made small parchment flags with typical Freebooter symbols.

The beauty of this piece is the theme. If you look carefully you will see a treasure map on the ground next to the Kaptin, and the treasure chest has already been found.

Marc has used a thin coat of gloss varnish to create this slimy effect on his Greater Daemon of Nurgle. The colours he has used are green shaded with brown. The open wounds and sores are painted red which contrasts strongly with the green flesh. Marc has also extensively modelled the base with mushrooms, plants and rocks of various kinds.

GRAND FINALISTS

The Golden Demon Awards Grand Finals provide a unique forum for the Games Workshop hobby, where hundreds of the finest painted and most stunningly converted miniatures in the world are put on display. All the entrants to the finals first have to win their regional heats, organised through their local Games Workshop store. To show you just how great the miniatures were, here is a selection of the very best of the Grand Finalists. None of these models won prizes, but we'd be more than proud to have them on any wargames table or display.



Paul Robins - Eldar Avatar

Paul Robins has used lots of reds and yellows to enhance the crackling, fiery feel of his Eldar Avatar. His forearms drip with blood as he thrusts forward the Doom that Wails. Paul has covered the handle of this fearsome weapon with Eldar runes and symbols.

Colin Farrant has painted a Dark Angel Deathwing Captain. He's combined a strikingly simple colour scheme of red, gold and white on the body with extremely fine black shading. A simple but well thought-out and executed colour scheme is often much more effective than an overcomplicated one, as Colin has skilfully demonstrated.

Bradley Wells Ork Freebooterz Command Group look great together because he's made excellent use of a simple colour scheme of orange and blue.



Martin Matthews - Space Marine Captain



Colin Farrant - Dark Angel Deathwing Captain



Bradley Wells - Freebooter Command Group



Sarah Rodgers
Dark Angel Captain



Mark Cairns
Tzeentch Terminator Captain



Richard Johnson
Inquisitor in Terminator Armour



Colin Park
Marines' Errant Space Marine



Richard Bancroft
Champion of Tzeentch on flying disc



Richard Johnson - Mounted Chaos Cultist



Gordon Klimes - Space Marine Command Group - From left to right, Librarian, Captain, Standard Bearer, Space Marine in Terminator Armour



Thomas Woodward - Slann riding Dragon



John Toyer - Goblin Riding Chaos Spawn

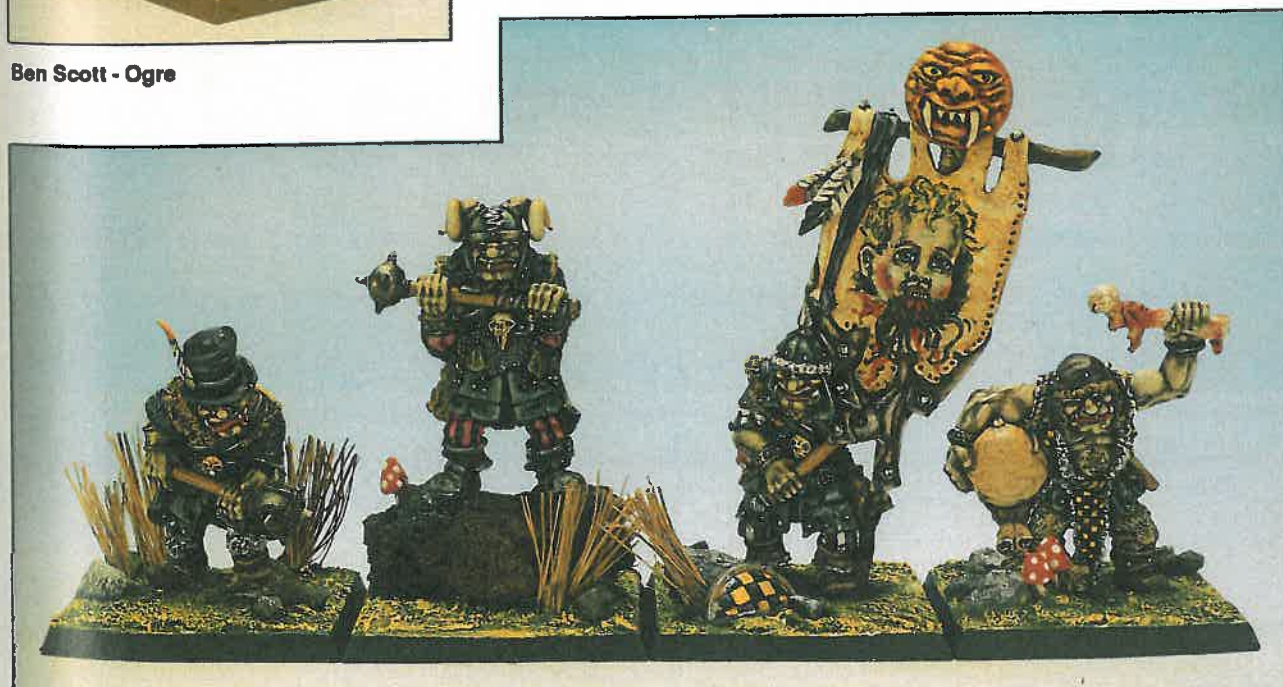


Ben Scott - Ogre

The Slann riding the Dragon (above left) is a beautifully positioned model, full of dynamic action and with a nice touch of humour.

John Toyer's Chaos Spawn (above right) is an good example of the creation of a completely unique model. He's combined the head of a Minotaur with a leg from a Dragon Ogre and numerous other bits and pieces to build this impressive miniature.

The Ogre Command Group (below) has been given a strong feral feel through the use of very simple additions - the hat on the Champion, the curved horns on the Leader's helmet and the feathers on the standard - built up using modelling putty.



R. Gunson - Ogre Command Group - From left to right, Champion, Leader, Standard Bearer and Musician



Sarah Rodgers - Space Wolf Command Group



Peter Cook - Robot

WD30



Mark Cains - Disc Rider of Tzeentch

GOLDEN DEMON GRAND FINALS



Adam Duran - Eldar Command Group - from left to right, Farseer, Warlock, Howling Banshee and Swooping Hawk Standard Bearer



David Knowles - Squat Command Group



Jacqueline Appleton
Dark Angel Marine Captain



Steve Wingate
Plague Marine of Nurgle



R. Davies
Snakebite Weirdboy



Mark Bonner
Eldar Warlock



Barry Lees - Chaos Warrior

Barry Lees' Chaos Warrior (left) has a beautifully rendered stylised tiger's head on the shield. This striped pattern is echoed on the shoulder pads and on one leg. These three elements give the miniature a lot of character.

Bradley Wells' Champion of Nurgle riding Chaos Spawn (opposite page, bottom right) is wonderful conversion. Bradley has added the head of a Greater Daemon of Nurgle and the hands of a Pink Horror to a Giant Scorpion body. Take a look at the eyeballs on the ends of the fingers on the left Pink Horror hand.

Marc Cain's Greater Daemon of Khorne (opposite page, top right) has also been extensively converted. The shield and axe blade are scratch built. Both of these items have Khorn symbols on them, which have been cut out from plasticard and stuck on to the model.



Alex Boucher - Norse Champion



P. Gorrtl - Champion of Tzeentch riding Disc



Ellen Chapman - Treeman



Frances Eliyard - Red Dragon

GOLDEN DEMON GRAND FINALS



Wll Watson - Ogre Shaman



Mark Cains - Daemon Prince of Khorne



Vincent Gauchet - Ogre Mercenary



R. Bancroft - Ogre



Bradley Wells - Champion of Nurgle Riding Chaos Spawn



Ben Clark - Terminator Command Group - from left to right, Inquisitor, Captain, Ordo Malleus, Standard Bearer



Peter Cook - Bad Moon Command Group



Owen Thomas - Ork with replacement bionic tracks

WD34



Scott Symonds - Mounted Siannesh Renegade



Alan Hurworth
Ultramarine Captain in
Terminator Armour

GOLDEN DEMON GRAND FINALS



Philip Spratling - Greater Daemon of Tzeentch



Dave Brownhill
Chaos Thug



Vincent Gauchet
Chaos Sorcerer of Tzeentch



Ellen Chapman - Dwarf



Donna-Marie Wanlonek
Dwarf Giant Slayer



Simon Bowen - Mounted High Elf Champion



Sarah Rodgers - Greater Daemon of Slaanesh

US & CANADA

On the following pages are a selection of brilliant miniatures from the US and Canadian Golden Demon Awards.



Chaos Spawn of Tzeentch Riding Disc from our Canadian competition



Chris Murphy - 2nd Place Single Miniature - Blood Angel Terminator Librarian - US East Coast competition



Jeff Sonnentag - 1st Place Single Miniature - Inquisitor - US East Coast competition

WD36



Chris Lites - 2nd Place Orc Command Group - US East Coast competition



Eric Dilone - 1st place Dwarf Command Group - US East Coast competition



Pat Nankill - 2nd Place Ultramarine Command Group - US West Coast competition



Ultramarine Command Group
Canadian competition



Jody Ehrmantrout - 1st Place Dark Elf Command Group (left)
US West Coast competition



Adeptus Arbites Imperial Judge
Canadian competition



Terminator Command Group - Canadian Competition



Bill Dewhurst - 2nd Place Single Miniature - Champion of Tzeentch
Us West Coast Competition

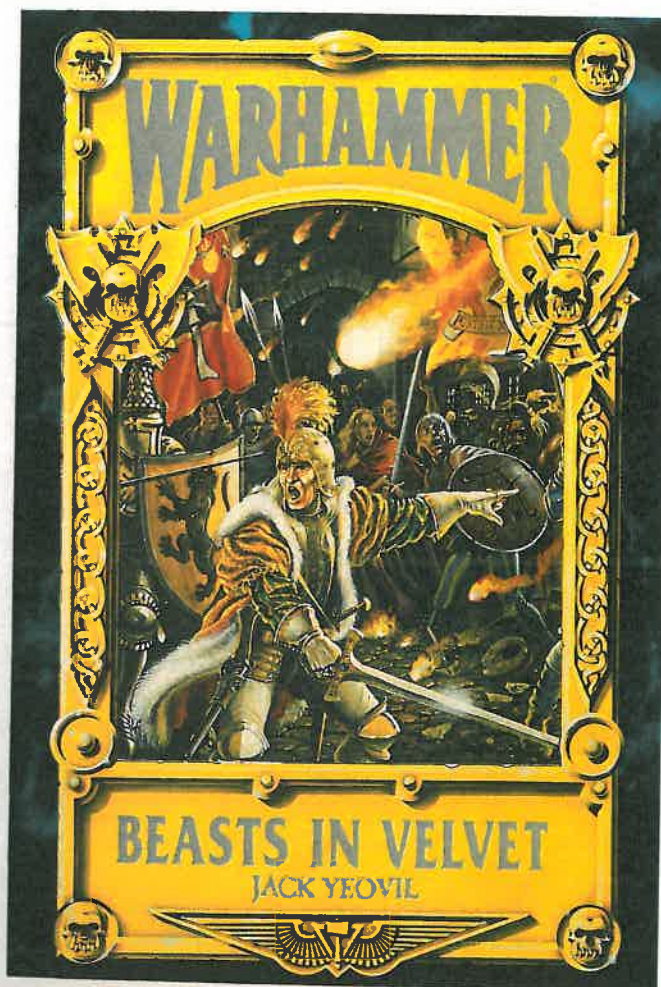
WARHAMMER FANTASY ROLE PLAY

The Beast smelled the fog and crept out of the man-shell, claws extending. It tasted the blood in the air, and howled for joy. With each night, this city became more hospitable. Tonight would be magnificent.

BEASTS IN VELVET

Characters by Carl Sargent, taken from the Warhammer novel
Beasts in Velvet by Jack Yeovil

This article is the latest in an occasional series that takes the major characters from Games Workshop's range of novels and translates them into game terms. Those presented here are for use with Warhammer Fantasy Roleplay.



Beasts in Velvet is a compelling drama set in Altdorf, capital city of the Empire. Down in the docklands, ladies of the night are being horribly murdered. At the scene of one of the crimes, a strip of green velvet with gold threading is found, which looks as if it had been torn from a cloak or a robe. Green velvet of such quality is traditionally worn by nobles, ambassadors and courtiers at official functions. The terrible possibility is that the bestial murders have been carried out by a noble of the Empire, a possibility which the Watch tries very hard to ignore. After all, what Watch Captain bringing a noble to justice will ever be promoted or thanked by his superiors – some of whom may be minor nobility themselves?

The murders take place against a backdrop of insurrection in the year 2506. The agitator Yevgeny Yefimovich, popping up from Jack Yeovil's title story in the *Red Thirst* anthology, rouses the populace over the Beast murders. If the victims were nobles, he claims, the authorities would do something, but because they are simple, ordinary folk, nothing is done. When the green velvet discovery becomes more widely known, matters reach a flashpoint. The Imperial city threatens to become engulfed in revolution.

In the midst of all of this, a small group of characters tries to track down the Beast and put an end to the frightful crimes. Johann von Mecklenberg is already known to readers from Jack Yeovil's *Ignorant Armies* and is profiled in Death's *Dark Shadow* (along with several other characters from the novels). Now, as an Elector, he finds himself a central figure at court in these disturbing times. Out of 'retirement' comes Harald Kleindeinst, dismissed years ago from the Watch for ending the life of a noble – but now regarded as the best hope by an increasingly desperate bureaucracy prepared to accept Johann's petition for his return.

A very different kind of sleuth is seconded from the Temple of Sigmar – the beautiful young scryer and psychic, Rosanna Ophuls. In their different ways, they work together in a race against time to uncover the identity of the Beast.

The Warhammer Fantasy Roleplay profiles here are in two sections. First, the Beast Hunters – the most important associates of Johann von Mecklenberg as he tracks the Beast.

THE BEAST HUNTERS

HARALD KLEINDEINST ('Filthy Harald')

"This is why they call me 'Filthy Harald'. Every filthy job, Baron. That's when people come to me. That's what I get. Every filthy job."

Filthy Harald was once a Watch Captain in Altdorf's Luitpoldstrasse District. Tough, honest and without the terrible cynicism of many Watchmen, Harald killed a nobleman who was intent on the slaying of a young girl. Since the nobleman was an Elector's nephew, Harald was quietly bundled off into obscurity so the scandal would stay a secret.

Harald has spent his time travelling the roads and waterways of the Empire, Marienburg and beyond ever since, turning a Crown or Guilder when he could, working in the service of merchants who want their cargos protected (or their losses traced). Harald is an intimidating man, over six feet tall and still in excellent physical condition despite advancing middle age. Clean-shaven and intense-looking, he is not a man to have as your enemy.

During the events in *Beasts in Velvet*, Harald is engrossed in tracking the culprit, befriending Rosanna and (to a lesser extent) Johann as he does so. Co-opted back into the Watch, he attracts the help and companionship of the idealistic young Helmut Elsaesser – and the enmity of many other Watchmen, who even resort to violence, attempting to settle up old scores with him. Harald remains unperturbed, facing troubling developments with calm and equanimity.

Still, it's clear that a deep desire for justice and integrity burns within Harald just as it always did, but he's no cheap vigilante despite his apparent image. He is too honest and decent a man for that. He's also well-versed in the ways of the world, hard to fool and able to detect lies very readily.

Filthy Harald could be encountered by adventurers almost anywhere in the Empire or in the civilized lands which border on it. He travels roads and rivers with merchants, sometimes in the company of Sam Warble the halfling from *The Tilean Rat* (profiled in White Dwarf 120). He could be met trading, pursuing some quarry, biding his time while giving a pursuer with a vendetta against him the runaround, or in many other ways. In later years, Harald may well be found with Rosanna pursuing other mysteries and crimes. Prior to 2503, Harald will still be a Watch Captain in Altdorf, before his 'disgrace'.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	57	52	5	4	10	57	2	49	42	46	39	47	48

Skills: Ambidextrous, Consume Alcohol, Disarm, Gamble, Orientation, River Lore, Secret Language – Battle Tongue, Specialist Weapon – Throwing Knife (see below), Street Fighter, Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Strong (+1 to S, included in profile above).

Then, the Leading Suspects, together with a description of their possible motives. Of course, we're not actually going to let the secret slip and tell you who the Beast is. You'll have to read the novel to find that out!

One consequence is that, for the suspects, there are only notes on how adventurers could encounter them *before* the events related in the *Beasts in Velvet* novel.



Possessions: riverman's clothing, leather jack (0/1 APs, body/arms), dagger (I +10, D -2, P -20), throwing knife (see below), 12 GCs in belt pouch, copper Watchman's badge (at certain times, eg during the events of *Beasts in Velvet*).

Special Rules: Harald has a unique 'Magnin' throwing knife which is a good 18 inches long, a deadly weapon in his hands (and absolutely useless as a ranged weapon for anyone else, since its balance and weight have been specially adapted to Harald's grip and strength). He has +20 to BS with this weapon, which has R 8/16/32 when he uses it as a ranged weapon. The knife can also be used in hand-to-hand combat (I +10, D normal, P -10) although Harald prefers to avoid this in case the balance and sharpness of the blade should be affected.

HELMUT ELSAESSER, The Watchman

"I was an 'inky' ... that's what they call students who actually study. Inkies. It was supposed to be an insult, but we became rather proud of it."

Young and idealistic, Helmut Elsaesser appalled his Professors of Law at the University of Altdorf when he decided to spend some time actually doing something about law and crime, by joining the Dock Watch. The youth from the Reikwald Forest hasn't spent enough time with the Watch under the dictatorial hectoring of the cynical Captain Dickon to have lost his idealism yet.



MARTIN MCNEWMAN

Helmut is a slightly shy youth, barely 20 years old, somewhat baby-faced and with curly brown hair, mothered by his landlady at his lodgings and uncertain with girls. But he is honest, devoted to justice, stubborn, intelligent and won't back down when he knows he is in the right. He will not be cowed by superiors when he knows they are wrong or corrupt, even though he is often hesitant and unsure of himself.

Helmut is a rare kind of Watchman and he rapidly makes friends with Filthy Harald when he is brought into the case of the Beast murders. They are birds of a feather in some ways – although Helmut has little of the physical strength of Harald, he is smart and observant, and of all the characters hunting for the Beast it is the young Elsaesser who first finds the slayer.

Helmut could be encountered by adventurers either as fresh-faced young student of law or in his first days of work on the Watch. Any adventure which involves intrigue, corruption or crime would be ideal for using Helmut as an NPC.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	37	36	4	4	7	44	2	33	31	48	45	29	46

Skills: Arcane Language – Magick, Chemistry, History – Military, Law, Metallurgy, Read/Write, Secret Language – Classical.

Possessions: Uniform and badge, knife, 1D6 Gold Crowns

ROSANNA OPHULS, The Scryer

"I am not a cleric, just a scryer. I was born with a gift, but that doesn't make me any more spiritual than the next woman."

Rosanna is a pretty, slender young woman just into her twenties, her thin face dominated by a shock of red hair. She was rescued from the prospect of life as a seamstress – and the possible threat of being denounced as a witch – by a cleric of Sigmar who recognized her gift and had her sent to the Temple of Sigmar in Altdorf. There she is technically an Initiate but she is not pressurized to join the priesthood. And nor does she intend to do so. She has no strong religious belief or faith of any kind.

What Rosanna does have is the gift – or curse – of psychometry, the ability to 'read' emotions and glean some facts from material objects. She can also sense people's thoughts and emotions if she is close to or touching them.

Rosanna is sent by the Temple to the sites of the murders to see if she can detect anything about the murderer. What she discovers frightens and confuses her, and as she gets closer to the truth Rosanna becomes progressively more uncertain, confused and distressed. She realizes that the Beast is a very complex creature and that in many ways mirrors the dark side of the people she meets during her investigations. Harald's strength helps to give her support and balance and she becomes friendly with Johann von Mecklenberg as she helps him search for his younger brother Wolf.

Rosanna is an excellent character to present to adventurers involved in any kind of intrigue adventure. The Temple of Sigmar has a small number of scryers brought in on matters of considerable import, and if the adventurers get mixed up in one such Rosanna could easily be involved, helping them with information or working for the Temple independently.

After the events of *Beasts in Velvet*, she takes service with Johann von Mecklenberg, so she is most likely to be encountered with him (or working with Harald). She is fairly cautious about people – being able to read their minds makes her apprehensive and careful – and she will need to feel considerable trust and comfort with anyone before offering help and assistance.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	27	30	3	4	7	45	1	42	29	39	42	45	43

Skills: Drive Cart, Psychometry (see below), Read/Write, Secret Language – Classical, Tailor, Theology.

Possessions: Plain brown cloak and robe, amulet of Sigmar.

Special Rules: Rosanna's *Psychometry* skill is an innate talent, not a skill which can be learned or acquired. The ability to extract information psychically from people and objects should be used by the GM more or less as a plot device – Rosanna will only know how much the GM wants her to know. However, she's rarely going to be absolutely right and will almost never detect precise detail. She responds empathically to the feelings involved, rather than to nitty-gritty detail or precise facts.

There are also complications – for example, an object found on a body might have psychic traces from a previous owner which can confuse her. If there is doubt over whether Rosanna knows something through her talent, make a WP test for her at a +20 bonus to detect something from an object, or a WP test for the person she is attempting to scry (if this is passed, Rosanna *fails* to scry successfully, picking up some irrelevant or surface thought or image in the mind's eye). Adventurers should not have this skill allowed to them, however!

THE LEADING SUSPECTS

WOLF VON MECKLENBERG, The Troubled Soul

In his dream, Wolf was running through the forests. He was not quite an animal, and resisted the urge to fall on all fours and propel himself with his hands as well as his feet. He was clothed and armoured, like a man, but he was also a wolf...

It is concern for his younger brother which draws Johann von Mecklenberg into the hunt for the Beast, and Wolf's dreadful history (recounted in Jack Yeovil's *Ignorant Armies* in the anthology of the same name) makes this 29 year old an obvious suspect. Wolf was once a member of the retinue of the Chaos Champion Cicatrice and only the self-sacrifice of the mercenary Vukotich saved him from a fate worse than death.

Now a student at Altdorf University, albeit not too regular in attending his lectures, Wolf still has terrible dreams about his bestial days as an Altered. He takes refuge in chewing Weirdroot which helps lessen his anxiety, but its hallucinogenic properties certainly don't do his mental balance any favours. Handsome, clean-shaven, blond, Wolf looks very like a much younger version of Johann (Wolf looks barely out of his teens).

Adventurers won't encounter Wolf too readily in Altdorf (and before 2501, he's still an Altered). He's seclusive and avoids student clubs and societies. With his girlfriend Trudi, he might be found drinking quietly and slipping a little Weirdroot into his mouth in a darkened corner of some tavern. Then again, he might be found prowling about alone at night.

Motive: It's not that Wolf might want to be the Beast, just that he might be unable to control himself. Does his residual bestiality only surface in his dreams, or has his drug abuse liberated a barely-controlled inner daemon?

Profile notes: Wolf's profile, notably his very low CI, is affected by his previous exposure to Chaos and warpstone during his time with Cicatrice's Chaos retinue.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WP	Fel
5	45	37	4	5	9	39		35	31	40	15	22	31

Skills: Consume Alcohol, Etiquette, Heraldry, Immunity to Disease, Immunity to Poison, Orientation, Read/Write, Ride – Horse, Secret Language – Classical, Silent Move – Rural, Silent Move – Urban, Strike Mighty Blow, Strike to Injure, Very Resilient (+1 to T, included in profile).

Possessions: Good quality clothing, dagger (I +10, D -2, P -20), pouch with 2D6 Gold Crowns, 3D6 Silver Shillings, and 1D6 sticks of Weirdroot.



Special Rules: Rules for drug use can be found in Warhammer City. Weirdroot can be given the same profile as Stardust, except that insanity points are not gained. Rather, CI points are lost at the rate of 1 per 10 doses of Weirdroot consumed; when CI becomes zero, the character becomes incurably insane (as usual, roll an insanity randomly – see the WFRP rulebook).

MIKAEL HASSELSTEIN, Cleric of Sigmar

Looking through his eyes, she saw her own face again, but rippling like the surface of a disturbed pond. Hasselstein's desires were superimposed upon his memories. Rosanna saw her eyes change colour, from green to blue, and her features shifting. The face distorted, and became several other faces. One of them, she was sure, belonged to Margarethe Ruttman, the Beast's last victim. And others, just beyond her recognition, seemed strangely familiar.

Mikael Hasselstein, at the time of *Beasts in Velvet*, is the Emperor's Confessor, a very powerful man in the Cult of Sigmar. He is even considered to be a likely successor to the Grand Theogonist, Yorri. He does, after all, come from a noble family, and will admit to having dropped the 'von' from his family name when he entered the cult of Sigmar.

Tall, of medium build, his curly golden hair is beginning to develop dashes of salt-and-pepper grey in middle age. Mikael is very, very cool, measured and restrained. His self-control is extraordinary – he virtually never betrays any emotion directly. However, below the facade of dispassion lurk genuinely powerful emotions. And Rosanna the sayer soon finds some distinctly carnal imagery in Mikael's mind.

Mikael is a powerful, political priest and won't be encountered by adventurers unless they have some significant social standing. Adventurer clerics of Sigmar might meet him in the Temple, of course.

Motive: Who knows what the turmoils in Hasselstein's mind reflect? The confused and distorted images Rosanna detects, combined with the inner emotional force and outer restraint of the cleric, might make him a very dangerous individual. Perhaps he has found a way to release the inner emotional conflicts he undoubtedly feels?

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WP	Fel
4	38	42	4	4	9	47	1	36	47	46	45	58	35

Skills: Arcane Language – Magick, Cast Spells – as listed below, Etiquette, Excellent Vision, Heraldry, Identify Undead, Magical Sense, Meditate, Public Speaking, Read/Write, Scroll Lore, Secret Language – Classical, Theology.

Possessions: robes, quarter staff (D -1), magical Energy Jewel with 9 magic points, other possessions as determined by GM.

Spells: 20 magic points

Battle Magic 1: Aura of Resistance, Detect Magic, Hammerhand, Immunity from Poison, Steal Mind, Wind Blast.

Battle Magic 2: Aura of Protection, Cause Hatred, Hold Flight, Smash, Steal Magical Power, Zone of Sanctuary.



PAUL BOWNER

VISCOUNT LEOS VON LIEBEWITZ, The Duellist

"Ambassador, convey to my honoured opponent my apologies. This is no longer a personal matter. It gives me great regret to kill him, but this is a matter of the honour of a lady. And of my family."

Leos von Liebewitz is reputedly the finest fencer in the Empire, a noble ready to challenge an opponent at the slightest hint of any insult to his beloved sister, Emmanuelle. Seating plans at dinner have sometimes to be rearranged so that Leos doesn't end up sitting next to a noblewoman widowed as a result of one of his many duels, all of which he has won.

Leos is a cold fish, with the watery blue eyes and cropped gold hair of the von Liebewitz family, seemingly around 20 years of age, but his very fair and soft skin gives him an appearance of indeterminate age.

He is undemonstrative, humourless and rather unemotional. But there are sinister rumours about Leos, including suggestions that he consoles himself with the cast-off former lovers of his Countess sister! He certainly has little interest in the noblewomen who have made plain their attraction to him.

Adventurers might meet Leos in Altdorf or Nuln, where his family lives most of the time. Leos isn't a great socializer but attends social functions as a matter of duty. He's fairly indifferent to most people and isn't easy to engage in conversation, but he is polite enough. An outstanding rapier-wielding adventurer might be able to interest Leos in some practice bouts, providing he is prepared to be humbled.

Motive: Leos is a strange individual, and there is something distinctly unhealthy about him. His coldness and his fanatical devotion to his sister might suggest some emotional disturbance which could manifest itself in violence outside of the formality of a duel.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	68	52	4	5	9	69	2	47	52	63	47	38	37

Skills: Blather, Charm, Disarm, Dodge Blow, Etiquette, Heraldry, Lightning Reflexes (+10 to I, included in profile), Luck, Read/Write, Ride, Sixth Sense, Specialist Weapon – Fencing Sword (triple level skill; add +20 to WS with this weapon only), Strike Mighty Blow, Strike to Injure, Strike to Stun.

Possessions: Fine clothing, fencing sword (I +20, D -1), dagger (I +10, D -2, P -20), minor personal valuables (gold signet ring, etc) to the value of 60 Gold Crowns, 20 Gold Crowns in silk purse.

ETIENNE EDOUARD VILLECHAIZE, COMTE de la ROUGIERRE, The Ambassador

"I have repudiated my dwarven name and taken that of my noble benefactor. My body may be that of a dwarf, but my soul is Bretonnian to the core. I am the best of both races, strength and style."

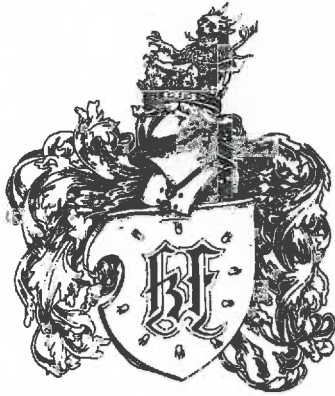
The ludicrous figure of the Comte de la Rougierre, Bretonnian Ambassador, is an off-handed insult by the King of Bretonnia to the Imperial Court, but Emperor Karl-Franz hasn't seen the joke yet, and luckily no-one's pointed it out to him. Etienne is a powdered buffoon with a greatly inflated sense of his own importance, twirling his moustaches as he prances around the Imperial Court. His sense of humour and style of entertainment are as pathetic as his grandiosity is laughable. He dresses fairly outrageously (traditional for a Bretonnian noble at court) and adorns his nondescript middle-aged dwarven appearance and physiognomy with gold rings, absurd hats, and foppishness of all kinds.

Motive: The dwarf ambassador boasts to all and sundry of his conquests among the lady nobles of the court, though the current object of his inept attentions, Countess von Liebewitz, pointedly refuses to have anything to do with him. It's certainly likely that, despite his claims, the oafish dwarf has had the same response many times previously. Perhaps resentments have built up; the boaster is always the liar, and perhaps an embittered misogyny has cankered the dwarf's soul. Then again, the wounds inflicted on the Beast's victims are said not to include the head, and are consistent with being caused by a short person – such as a dwarf. What's more, few people have actually checked or investigated Etienne's background and past very thoroughly.



PAUL BOWNER

BEASTS IN VELVET CHARACTERS



The Bretonnian dwarf can be encountered by adventurers of high social standing, or they might find him in some bawdy house or place of ill-repute in pursuit of the well-built females he favours. Then again, his soirees make good staged events for adventurers hired to protect him as guards, who may then have to extricate him from some kind of trouble.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	46	27	3	4	8	32	1	27	62	38	54	57	40

Skills: Blather, Charm, Consume Alcohol, Etiquette, Heraldry, Luck, Public Speaking, Read/Write, Ride, Speak Additional Languages – Bretonnian, Old Worlder (Dwarf dialect), Wit.

Possessions: Bretonnian fine clothes, personal jewellery (gold rings, chains, etc), to a total value of 250 Gold Crowns.

YEVGENY YEFIMOVICH, The Demagogue

"Are you afraid of me, you lackeys and minions? I drink the blood of princes, break the back of barons and crush the bones of counts!"

A Kislevite rabble-rouser, Yevgeny Yefimovich is an iconoclastic demagogue. With his brilliant and manipulative oratory, he rouses strong passions in the crowds who throng about him, preaching death to the nobility and rulership by the ordinary people of the Empire.

Yevgeny is a bizarre character – his appearance changes as he appears in different places. That befits someone proclaimed as a High Priest of Tzeentch. His natural appearance, if he has such a thing, is of transparent skin, and within his body there burns a continuously flickering and mutating inner fire. His faces are made from the skins of victims usually dispatched by his acolyte and companion Respighi. His age is unknown but the odds are that he doesn't change much over the decades. Yevgeny's history in probably Kislev stretches back many centuries.

In *Beasts in Velvet*, Yevgeny gives no sign of his standing as a High Priest of Tzeentch, even if he is referred to as such. It may be that the whim of his patron Chaos Power has taken the use of magic from him for a duration, for it would surely be useful in aiding and abetting the Fog Riots which his oratory stirs up. Yevgeny is also quite a complex man. While his agitating is useful because it could help create a power vacuum which his Lord Tzeentch could exploit, it is also clear that he has a genuine loathing of the exploitations, brutishness and uncaring nature of so much of the aristocracy of the Empire.

Adventurers should hope that they don't meet Yevgeny, but he might be encountered almost anywhere, doing almost anything to further the ends of Tzeentch – social subversion, agitation, anything which throws social life and organization into confusion.

Motive: The Beast murders are ideal for Yevgeny. He can claim that the Beast is probably a noble, 'one of them', as opposed to the nature of the victims, who are all 'one of us'. Then again, he can claim that the failure of the authorities to apprehend the killer is because they don't care about lowly folk. Both claims strike a chord with the ordinary folk of the capital and foment unrest. Indeed, if the Beast murders weren't occurring it would almost be necessary to commit them himself – or is that exactly what's happening?

Profile notes: The profile below does not include any magical talents for Yevgeny, since he never appears to use any.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	57	46	5	7	14	61	2	43	61	68	37	64	72

Skills: Arcane Languages (as many as the GM determines), Blather, Etiquette, Luck, Meditate, Public Speaking, Read/Write, Scroll Lore, Secret Language – Classical, Speak Additional Languages – Kislevite, Bretonnian, Norse, Theology.

Possessions: Plain cloak, leather jack (0/1 APs, body/arms), hand weapon (or quarterstaff, D -1), other possessions as determined by GM.

Special Rules: Yevgeny's Chaos Attributes are Blood Substitution – Molten Metal, Extra Joints – Arms and Legs (see *The Lost and the Damned* for these).



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SPACE FLEET™

ADDITIONAL BACKGROUND, RULES, DATA CARDS & COUNTERS FOR OUR GAME OF SPACE WARFARE IN THE 41ST MILLENNIUM

BY SIMON FORREST, JERVIS JOHNSON, ANDY JONES AND RICK PRIESTLEY

Last month we introduced new rules for Space Fleet and seven types of spaceship. This month we continue our expansions to the game with rules for five new spaceships, including full-colour data cards and counters, plus optional rules for crippled spaceships, repairing damage and fighting boarding actions.

We start by looking further into the fascinating universe of the 41st Millennium and exploring the history of some of the many organisations which are closely involved with space travel in the Imperium of Man.

GALACTIC CIVILISATION

Despite the use of faster than light warp drives, the enormous size of the galaxy means that it remains almost entirely unexplored. Even the Imperium of Man, by far the largest of all stellar empires, contains a very small number of the galaxy's stars. New star systems are constantly being discovered and investigated along with their native creatures, natural resources and alien civilisations. Even so, there is no possibility of humans exhausting the galaxy's potential to provide new worlds for habitation and exploitation.

The spiral arms of the galaxy contain recent stars and gas clouds where new stars are born. It is within these arms that the majority of the galaxy's habitable worlds lie, between ten and forty thousand light years from the galactic centre. Earth lies approximately 30 thousand light years from the galactic core in the main western spiral arm.

Not all human-settled worlds are global conurbations like the Earth. Some are relatively sparsely settled. Different worlds have different social structures, different economies, and different levels of technology. The same is true of alien worlds, although as most aliens are less mobile than humans their worlds tend to be self-supporting and less specialised.

IMPERIAL COMMANDERS

Worlds belonging to the Imperium are ruled by a planetary governor called an Imperial Commander. The Imperial Commander may be appointed and replaced by the ruling body of the Imperium, the Administratum, but in almost all cases he is a hereditary ruler whose family was appointed to the governorship hundreds or thousands of years ago. The Imperial Commander is a feudal ruler. He holds his world for the Imperium – in return he must meet his feudal obligations.

These obligations vary from planet to planet depending on the arrangement made when the ruling family was installed. Common to all these conditions are certain obligations. Imperial Commanders must always help and cooperate with

Imperial officials and Inquisitors. They must maintain the rule of the Imperium over their domain. They must provide troops for the Imperial Guard as required by the Departmento Munitorium. They must control psykers within their domain and provide a levy of psykers for the Adeptus Astra Telepathica. And they must pay the tithes set by the Administratum. In other respects Imperial Commanders are free to govern their worlds exactly as they please.

ISOLATIONISM

A major factor in the social, economic and technical development of human and alien worlds is the relative isolation of each solar system. Interstellar travel is not rare, but the vastness of the galaxy means that most worlds are distant and sometimes difficult to reach. The continual threat of warpstorms sometimes results in worlds being cut off for indeterminate periods of time and sometimes for good. In the Imperium, interstellar shipping remains the preserve of the Adeptus Terra. Imperial Commanders ultimately rely upon the Imperium for external contact. Due to all of these factors most settled worlds are insular. Their inhabitants may well acknowledge the existence of the Imperium, but this is hardly apparent in their daily lives.

TYPES OF SETTLEMENT

Civilised Worlds

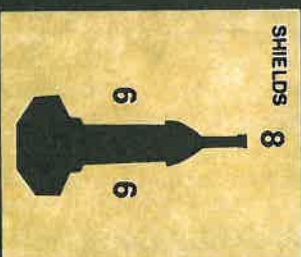
The majority of human and advanced alien worlds may be described as civilised – although the term refers to their urban landscapes rather than to any pretence of social decorum. These are worlds with large but balanced populations centred in large cities. They are self-supporting worlds where factories turn out the majority of their needs, and carefully managed farms produce sufficient food to feed the inhabitants.

Agricultural Worlds

These are little more than farming planets where most of the world's surface is given over to producing food. The food they produce is shipped to the hungry hive worlds and the technological materials they require are imported in return. These worlds are difficult to protect from food pirates and

DOMINATOR BATTLESHIP

SPEED: 2 DAMAGE: 8 POINTS: 100



WEAPON TABLE

Weapon	Arc of Fire	Range
Laser Batteries	Left or Right Broadside	3 dice
Inferno Cannon	Fixed Forward	6 dice

CRITICAL DAMAGE TABLE

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

SPECIAL RULES

Firing the Inferno Cannon: the inferno cannon attacks an area of 9 squares in a 3 square by 3 square grid. The central square must be within the Dominator's range and arc of fire – place an inferno cannon counter on this square.

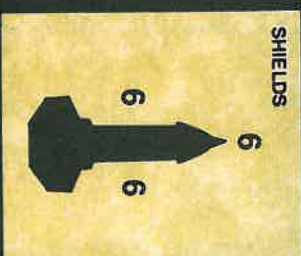
The 9 squares of the Combat Tray represent the 9 squares you're attacking. The square each dice lands in shows which square on the board has been hit. The number each dice rolls shows how many points of damage have been inflicted on the ship in that square.

Dice that land in squares that don't contain ships are misses and are ignored.

Damage is inflicted against the facing that is towards the inferno cannon counter, not the facing that is towards the Dominator.

TYRANT BATTLESHIP

SPEED: 2 DAMAGE: 8 POINTS: 100



WEAPON TABLE

Weapon	Arc of Fire	Range
Laser Batteries	Left or Right Broadside	6 dice
Prow Laser	Forward Arc	2 dice

CRITICAL DAMAGE TABLE

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

SPECIAL RULES

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

Speed	Ram Bonus
1	+1
2	+2



interstellar raiders. It has been known for rival Imperial Commanders to raid and steal grain and cattle barges from each other. The resulting skirmishes sometimes break out into full-scale war.

Industrial Worlds

These are factory planets given over to manufacture or mining. They are sparsely populated as most functions are accomplished mechanically. Only worlds possessing quantities of rare material are really worth developing in this way. Like agricultural worlds, they are difficult to defend.

Hive Worlds

Hives are huge urban conglomerations which can stretch across continents and which may reach miles into the sky. A planet may comprise many individual hives divided by areas of polluted waste – in some cases the world is completely built-up forming a single planet-wide hive. Hive worlds have huge, unmanageable populations and rely upon constant recycling to produce food. Such planets are usually rife with anarchic and destructive forces and as a result provide the richest source of fighting men for the Imperial Guard.

Medieval Worlds

Many re-discovered human worlds have regressed to a social and technological status usually described as medieval. When these worlds are absorbed into the Imperium they do not change much. There is little point in bringing technology to a society which is getting on perfectly well without it.

Feral Planets

Feral planets contain long-isolated populations where society has declined into complete savagery. Feral planets have a technological basis which is sub-medieval and often stone age. The Imperium regards the populations of such worlds as harmless but useless. The worlds may be explored and exploited for mineral wealth or settlement potential, in which case the natives may have to be controlled or exterminated.

Death Worlds

These are planets which are simply too dangerous to support human settlement. They vary a great deal in type. Typical worlds may be world-wide jungles which harbour man-eating plants and carnivorous animals, or barren rockscapes strewn with volcanoes and wracked by nuclear storms. These worlds are impossible to settle but must be properly explored which necessitates the provision of outposts and other facilities.

Research Stations

Worlds which contain no significant sentient population are often used by research units where dangerous experiments can be conducted into new aspects of technology. Perhaps the most common type is a Breeding Unit where local wildlife undergoes domestication and evaluation for food potential.

PLANETARY DEFENCE

Each planet is responsible for its own defence. Imperial Commanders are obliged to build ground-based defences, spaceports, and what defence fleets that can. The number of weapons and ships in any individual system will vary, depending on the enthusiasm of its governor as much as possible danger.

In addition to ships under the control of the Imperial Commander, planets lying in vulnerable positions or having a history of trouble may also have a Fleet base. Although Fleet ships are independent of those of the Imperial Commander, both would be ready to meet an emergency. Fleet ships may also be stationed in one system so that they can patrol a number of nearby star systems.

Ships built by Imperial Commanders are pure interplanetary craft with no warp drives. Fleet patrol ships would of course be interstellar ships with warp drives but they'd also have many small interplanetary ships operating from the launch bays built into their hulls.

In times of war or danger, fleet ships from all over a sector may be diverted from their normal duties to form a battlefleet. Rarely is it necessary to divert ships from other sectors, nor would it be worth moving vast numbers of ships just to defend a solitary world. A common Imperial ploy is to let a world fall, knowing that it can easily be retaken once sufficient craft can be mobilised. This is not a popular tactic with the populations of such planets, but spacecraft are valuable and difficult to replace whereas humanity is prolific.

SUB-STELLAR SHIPS

The vast majority of spacecraft in the Imperium are sub-stellar ships which travel only within the confines of their own star system. The laws governing the ownership and operating of sub-stellar ships are the concern of the Imperial Commander of each system. The Imperial authorities take no great interest in what happens on this, galactically-speaking, tiny level.

Sub-stellar ships divide into many kinds, from warships to industrial craft.

Warships

Most space warfare centres around planets, installations and other important targets within a solar system. It is therefore sensible to maintain sub-stellar craft in the proximity of vulnerable systems. These craft may be Fleet vessels operating out of a Fleet base, or they may be vessels belonging to the Imperial Commander of the system.

Cargo Ships

If a system has several inhabited planets it will need cargo ships of one kind or another. These may be owned and run by the planetary government or by private individuals, cartels or companies. Most systems would have both government-controlled and privately-owned craft.

Industrial Ships

These include all manner of ships used for maintenance, manufacture and mining, owned by governmental or private groups in the same way as cargo ships.

Research Ships

Very few systems are fully explored – there are always parts of a solar system which are uninvestigated. The exact nature of research or exploration varies from system to system. A common ship of this type is the mineral prospector which investigates potential mining areas.

Space Stations

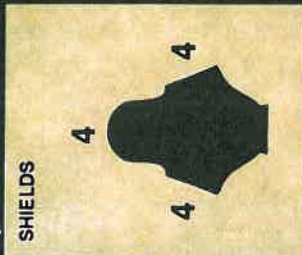
It is not always possible to build bases or docking facilities on planets or asteroids, so space stations may be constructed instead. These are huge craft which provide all the facilities normally available on a planet.

Beacons

Beacons are small space stations. They serve three functions. Firstly they act as navigational beacons by broadcasting a local signal. Secondly, they monitor passing spacecraft, sending information regarding size, course and registration signal. Thirdly, they act as emergency refuges where the crews of crippled ships can survive until they can be rescued. Beacons usually have a small crew, although some are entirely automated. The position and number of beacons in a system varies from none at all to hundreds.

GALAXY TROOP SHIP

SPEED: 2 DAMAGE: 6 POINTS: FREE



WEAPON TABLE

Weapon	Arc of Fire	Range
Laser Batteries	Any Direction	1-2 2 dice 3-4 1 dice 5-6 -

CRITICAL DAMAGE TABLE

- Laser Batteries:** the Galaxy's laser batteries are completely destroyed and it may no longer fire.
- Teleporters Destroyed:** the Galaxy's teleporters are destroyed. It can no longer board ships or land its troops on planets.
- Troop Casualties:** the attack blasts one of the Galaxy's barracks areas – reduce the number of regiments on board by 1.
- Troop Casualties:** a concentrated barrage of enemy fire rips through the Galaxy's barracks – halve (round up) the number of regiments on board.
- Engines Damaged:** the Galaxy's huge engines are rapidly losing power – the ship is reduced to a maximum speed of 1.
- Magazine Explosion:** roll the dice again – the number rolled is the amount of extra damage taken.

SPECIAL RULES

Troops: the Galaxy starts the game with 4 regiments aboard. If this number is reduced, place a troop counter on its base showing the number of regiments remaining.

Boarding Actions: the tens of thousands of troops carried by a Galaxy give it a big advantage in boarding actions. To represent this, there's a modifier to any boarding action rolls involving the Galaxy – this depends on the number of regiments on board:

Number of Regiments	Modifier when Galaxy is Attacking	Defending
4	+4	-4
3	+3	-3
2	+2	-2
1	+1	-1
0	Cannot Board	-

Capturing Enemy Ships: if a Galaxy boards and captures a ship, reduce the number of regiments on board by 1 – this represents the prize crew that stays aboard the vessel.

Landing Troops: if you're using the optional planetary invasion rules, the Galaxy can land its troops on planets.

GOLIATH FACTORY SHIP

SPEED: 2 DAMAGE: 12 POINTS: FREE



WEAPON TABLE

Weapon	Arc of Fire	Range
Laser Batteries	Any Direction	1 2 dice 2 1 dice 3 -

CRITICAL DAMAGE TABLE

- Laser Batteries:** the Goliath's laser batteries are completely destroyed and it may no longer fire.
- Jettison:** the Goliath jettisons half (round up) its remaining fuel. This explodes covering a 9 square area centred on the square behind the ship.
- Controls Damaged:** the Goliath can no longer jettison any fuel.
- Fuel Tanks Destroyed:** the remaining fuel immediately explodes covering a 9 square area centred on the ship – the Goliath itself is destroyed.
- Ruptured Hull:** half (round up) of the remaining fuel pours out the hull. The jet of fuel goes in a random direction. It travels 1 square for each megaton released and does 1 dice of damage to any ship in a square it hits.
- Engines Damaged:** the Goliath is reduced to a maximum speed of 1 and can't make veer right or veer left turns.

SPECIAL RULES

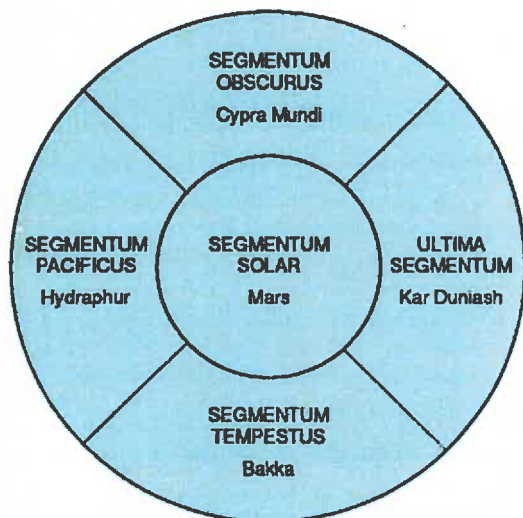
Movement: when the ship's moving at speed 2 you can only choose to move directly ahead.

Fuel Explosions: here's a summary of the rules – see the main rules for full details:

- the Goliath starts with 8 megatons of fuel.
- declare if you're jettisoning fuel after giving orders but before moving.
- if the Goliath is destroyed with fuel on board, the remaining fuel explodes centred on the ship's current position.
- if the Goliath still contains fuel and is rammed or rams another ship, it explodes centred on that square whatever the result of the ram.
- the explosion affects a 9 square area centred on the square the Goliath moved from
- this area is represented by the 9 squares of the Combat Tray Roll 1 dice for each megaton of fuel released – the square each dice lands in shows which board squares are hit.
- the fuel burns this turn and next turn
- damage is inflicted on the facing towards the exploding fuel counter.

THE STELLAR FLEETS

The Imperium is divided into five fleet zones known as the Segmentae Majoris, each supervised from a Segmentum Fortress which is the base for that Segmentum's fleets. The following schematic diagram shows the Segmentae and their Segmentum Fortresses.



Schematic Diagram of the Five Segmentae Majoris

The Imperium's interstellar ships comprise merchant vessels, warships, civil craft and several other specialised types. These are organised into three specific fleets: merchant fleets, civil fleets and warfleets. Each of the Segmentae Majoris has its own merchant, civil and warfleets.

So for example, the Warfleet Solar is the warfleet of the Segmentum Solar, the Merchant Pacificus is the merchant fleet of the Segmentum Pacificus, and the Civilis Tempestus is the civil fleet of the Segmentum Tempestus.

SEGMENTAE REGISTRATION

All interstellar spacecraft are registered as belonging to one or more of the Segmentae fleets. Registration allows a ship to be identified, and permits the fleet authorities to record and administrate shipping within each of the Segmentae.

A ship which is not registered in a Segmentum may only travel to that Segmentum with the special permission of the fleet authorities. This is purely an identification measure. An unidentified and unregistered ship is assumed to be hostile, and would be attacked and destroyed.

MERCHANT CHARTERS

Each merchant ship serves its fleet under an arrangement called a merchant charter. The different types of charter are described below. They all take the form of a feudal oath sworn to the fleet authorities on behalf of the Emperor. A captain may not register his vessel with the fleet authorities until this oath has been sworn and a record of it entered at the Segmentum Fortress for that zone and on the Segmentum Fortress on Mars.

Hereditary Free Charter

This is the most coveted and most highly honoured form of captaincy. It is also the most ancient. A hereditary free captain nominates his successor, and that successor swears the oath of allegiance and thereby becomes the new captain of the ship when its current captain dies or retires.

The captain is 'free' in that he may trade freely within the Segmentum where his fleet is based. Many of these old captaincies are based in all five of the Segmentae Majoris. Although the hereditary free captain is theoretically an Imperial servant, his obligations are few. The ship may trade where and how it pleases within the confines of its charter.

Hereditary Charter

Hereditary captains may pass their ships to favoured, or related, successors as described above. As well as inheriting a ship, the captain inherits a route or routes, and can only carry cargo and passengers along this route. Some routes are more profitable than others and so are more highly regarded.

Free Charter

Free captains are appointed to command individual vessels by fleet officials. They are usually established fleet officials themselves, having worked their way up the ranks to a position of responsibility. Free captains may trade as they wish within the Segmentae, except they are usually forbidden from trading along established routes. Instead, they roam the less-densely populated sectors, areas where regular services are either not needed or would be too costly to run.

Fleet Charter

A fleet captain is appointed to his position in exactly the same way as a free captain, but plies fixed routes like the hereditary captain. This is the least prestigious level of interstellar captaincy, and is also the least secure. A fleet captain may be deprived of his command and given a shore posting at anytime, his ship reassigned to someone else.

A Typical Charter

A typical example of a merchant charter is the cargo ship *Amaranthus* which has been captained by the Sorensen family over the last nine thousand years. It is one of the oldest ships in the Merchant Ultima fleet, with a hereditary free charter registered in the 32nd millennium. The ship has undergone several major rebuilds since that time, the last being two hundred years ago. The Sorensen family has amassed a considerable fortune in its time, and now owns a number of interstellar craft.

CIVIL FLEETS

The civil fleets contain privately-owned interstellar craft operating along routes licensed by the fleet authorities. Civil fleets usually bid for route licences as they come up, the route going to the fleet prepared to pay the most for it. This system enables the Imperium to maintain routes which, for whatever reason, it finds inconvenient to service from its own craft. It is also a good way of raising revenue. As well as route voyages, the fleet administration also issues one-off licences for single trips. Many of the smaller fleets manage to survive entirely in a hand-to-mouth fashion reliant upon one-off licences.

Exactly who captains a civil ship is entirely up to the owners. In many cases the owner is the captain. With the larger fleets, the owners appoint a captain who is effectively an employee.

ELDAR SHADOWHUNTER

SPEED: 4-6 DAMAGE: 5 POINTS: 50



WEAPON TABLE

Weapon	Arc of Fire	Range
Laser Batteries	Forward Arc	1-3 3 dice
Plasma Torpedo	Fixed Forward	4-5 2 dice
		6 1 dice

CRITICAL DAMAGE TABLE

- Holo Field Generators:** the Shadowhunter loses its holo fields – any dice in a Hit square now affects it.
- Laser Batteries:** the ship may no longer fire its main laser batteries.
- Sail Damaged:** the Shadowhunter's maximum speed is reduced to:

Solar Wind	Max Speed
From behind the ship	4
From the side of the ship	3
From in front of the ship	2
- Plasma Torpedoes:** the Shadowhunter may no longer fire its plasma torpedoes.
- Holo Fields Damaged:** only remove dice from the Combat Tray that score less than the ship's speed – those in Hit squares that score equal to or more than the speed affect it.
- Magazine Explosion:** roll the dice again – the number rolled is the amount of extra damage taken.

SPECIAL RULES

- Movement:** the ship is super manoeuvrable.
- Solar Wind:** roll a dice at the start of the game to see where the wind's coming from:

1-2	Eldar player's left
3-4	Eldar player's right
5-6	Behind Eldar player
- The wind stays the same for the whole game.
- Speed:** the ship's maximum speed depends on the direction on the solar wind.

Direction of Solar Wind	Max Speed
From behind the ship	6
From the side of the ship	5
From in front of the ship	4
- Holo Fields:** the ship's holo fields are more effective at higher speeds, distorting the ship's outline and hiding its position. To represent this, when the ship is attacked, remove any dice that scored less than or equal to the ship's current speed. Any remaining dice in Hit squares affect the ship as usual.

CAPTURED SPACESHIP	SQUADRON REFORMING	ENGINES CRIPPLED Stationary	ENGINES CRIPPLED Drift 1 Square: 1-2: Sideslip left 3-4: Forward 5-6: Sideslip right	ENGINES CRIPPLED Maximum Speed Full Ahead	ENGINES CRIPPLED Stationary	ENGINES CRIPPLED Drift 1 Square: 1-2: Sideslip left 3-4: Forward 5-6: Sideslip right	ENGINES CRIPPLED Maximum Speed Full Ahead	INFERNO CANNON TARGET	EXPLODING PLASMA FUEL 1 Megaton	EXPLODING PLASMA FUEL 2 Megatons
CAPTURED SPACESHIP	SQUADRON REFORMING	WEAPONS CRIPPLED Spaceship Cannot Fire	WEAPONS CRIPPLED Spaceship Cannot Fire	WEAPONS CRIPPLED Spaceship Cannot Fire	WEAPONS CRIPPLED Spaceship Cannot Fire	WEAPONS CRIPPLED Spaceship Cannot Fire	WEAPONS CRIPPLED Spaceship Cannot Fire	EXPLODING PLASMA FUEL 3 Megatons	EXPLODING PLASMA FUEL 4 Megatons	EXPLODING PLASMA FUEL 5 Megatons
CRITICAL DAMAGE Left Broadside Destroyed	CRITICAL DAMAGE Right Broadside Destroyed	CRITICAL DAMAGE Inferno Cannon Destroyed	CRITICAL DAMAGE Engines Damaged Max Speed 1	CRITICAL DAMAGE Left Broadside Destroyed	CRITICAL DAMAGE Right Broadside Destroyed	CRITICAL DAMAGE Ram Destroyed	CRITICAL DAMAGE Engines Damaged Max Speed 1	EXPLODING PLASMA FUEL 6 Megatons	EXPLODING PLASMA FUEL 7 Megatons	EXPLODING PLASMA FUEL 8 Megatons
CRITICAL DAMAGE Laser Batteries Destroyed	CRITICAL DAMAGE Controls Damaged	CRITICAL DAMAGE Engines Damaged Max Speed 1	CRITICAL DAMAGE Laser Batteries Destroyed	CRITICAL DAMAGE Teleporters Destroyed	CRITICAL DAMAGE Engines Damaged Max Speed 1	CRITICAL DAMAGE Holo Field Generators Destroyed	CRITICAL DAMAGE Laser Batteries Destroyed	DOMINATOR BATTLESHIP	TYRANT BATTLESHIP	ELDAR SHADOWHUNTER Super Manoeuvrable MAX SPEED: 4-5
CRITICAL DAMAGE Sail Damaged Max Speed 2-4	CRITICAL DAMAGE Plasma Torpedoes Destroyed	CRITICAL DAMAGE Holo Fields Damaged	CRITICAL DAMAGE Shields Down	CRITICAL DAMAGE Shields Down	CRITICAL DAMAGE Shields Down	CRITICAL DAMAGE Shields Down	CRITICAL DAMAGE Shields Down	MAX SPEED: 2	MAX SPEED: 2	
0	0	0	0	0	0	PRIZE CREW	PRIZE CREW	GOLIATH FACTORY SHIP	GALAXY TROOP SHIP	ELDAR SHADOWHUNTER Super Manoeuvrable MAX SPEED: 4-5
PLASMA TORPEDO FIRED	PLASMA TORPEDO FIRED	PLASMA TORPEDO RELOADING	PLASMA TORPEDO RELOADING	0 REGIMENTS	1 REGIMENT	2 REGIMENTS	3 REGIMENTS	MAX SPEED: 2	MAX SPEED: 2	
PLASMA FUEL 0 Megatons	PLASMA FUEL 1 Megaton	PLASMA FUEL 2 Megatons	PLASMA FUEL 3 Megatons	PLASMA FUEL 4 Megatons	PLASMA FUEL 5 Megatons	PLASMA FUEL 6 Megatons	PLASMA FUEL 7 Megatons			

Remove these counters from the magazine, glue them to a stiff sheet of card and cut them out. Alternatively, photocopy the counters and glue the copies to card – it's a good idea to colour them in so you can easily tell the different types apart.

FLEET ORGANISATION

The three fleets of each of the Segmentae Majoris are organised and administered by the fleet authorities in that Segmentum. This organisation is part of the Administratum – the great bureaucracy of Earth and government of the Emperor. The officials of the individual fleets are responsible in their turn to Segmentum fleet officials, who are responsible to the administration of the Segmentum as a whole. The highest official in each Segmentum is its Lord Commander and of these the Lord Commander of the Segmentum Solar is the foremost, often taking his place as one of the High Lords of Terra.

The following list briefly outlines the important ranks in the organisation of a Segmentum's warfleet (often also known as the naval fleet).

Warfleet Commander

The highest ranking of the military officers is the Warfleet Commander. He is in charge of the entire naval contingent of a Segmentum, numbering many thousands of warships. There are only five Warfleet Commanders, one for each of the Segmentae Majoris. They rank equally, although command of the Warfleet Solar is generally regarded as the most prestigious position.

The Warfleet Commander formulates the naval fleet strategy throughout the entire Segmentum, overseeing repair schedules, supervising construction programs and ensuring the general space-worthiness of the fleet. His personal staff is divided into armament, maintenance, design, construction and a thousand other working committees.

Space Commanders

Under the Warfleet Commander are individual Space Commanders responsible for naval operations within each sector. The Space Commander is based at the Sector Fortress, along with other sector-level administrative staff of the Administratum and other branches of the Adeptus Terra. He must answer not only to his naval superior, the Warfleet Commander, but also to the Adeptus Sector Commander in overall charge of the sector.

The Space Commander has direct command of a portion of the Segmentum's warfleet. A typical command comprises about 50 interstellar ships, although the number would obviously vary depending upon the needs of the sector. Fifty ships is very few when you consider that a typical sector has between 30 and 40 thousand stars forming a cube with sides approximately 200 light years long!

These warships are divided up into patrol vessels, ships on permanent station in one star system and the reserve fleet. The reserve fleet is usually stationed at the Sector Fortress.

Group Commanders

Group Commanders are in charge of a portion of a sector's fleet. They are sometimes based around the Sector Fortress or, more often, on one of the permanently-manned docking stations in one of the sub-sectors. Group Commanders are responsible for patrolling and keeping order within sub-sectors and inter-sectors around their base.

A typical command consists of a sub-sector base, non-combatant staff and a couple of squadrons of ships. One squadron is usually a patrol squadron, while the other is held in reserve to meet specific threats.

Group commanders often serve as Battlefleet Commanders when the need arises. The battlefleet is a temporary force, summoned to meet a single crisis or defeat a particular enemy. It usually consists of spaceships from only two or three

neighbouring sub-sectors at most. The Battlefleet Commander is generally the most senior of the Group Commanders whose warships are involved in the battle.

Squadron Commanders

A Squadron Commander is in charge of a squadron of spaceships. He is also a ship Captain and leads his squadron from the bridge of the ship he commands. A typical squadron might be three spacecraft of which the Commander's ship is one.

While the Battlefleet Commander dictates the overall tactics of the force, the Squadron Commander's task is to make decisions about the formation and manoeuvres of the spaceships he leads.

Captains

Captains are in charge of individual ships. In terms of fleet organisation, they are the lowest ranking officers – on their own ships, they are absolute commanders. On a spaceship that is vast beyond belief, crewed by tens of thousands of men and women, the Captain's position is one of huge prestige and honour. To the spaceship's crew, far distant from the higher organisation of the fleet, their Captain is the voice of the Emperor and the symbol of supreme power in their ship-bound lives.

ILLEGAL SHIPPING

The Imperium is large – large enough to hide in if you really want to! The Administratum has a great deal of control over interstellar shipping one way or another but, even so, there are illegally-operating interstellar craft. These ships are owned and operated by unregistered merchants, smugglers and even by pirates. They are taking a grave risk, because any unregistered ship is automatically assumed to be hostile by naval forces.

All illegal ships are at a considerable disadvantage compared to registered vessels. Navigators are, on the whole, loyal citizens. They are also quite rare. Interstellar travel without a Navigator is relatively slow because the maximum distance a ship can jump is only four or five light years compared to five thousand. There are navigators who will work on board illegal ships, but they are few and far between. The vast majority of illegal interstellar shipping is therefore locally-based, usually operating within a group of close sub-sectors or from peripheral inter-sectors.

UNREGISTERED SHIPS

There are many reasons why a captain may be tempted to run an illegal ship. Planets all have local laws governing what can and can't be imported and exported. Some planetary governments also charge an import duty or have complex quarantine laws. The cargos and passengers of official ships are always carefully checked and recorded. Many routes are the property of hereditary captains or are operated exclusively under a fleet charter.

There are all sorts of people, including Imperial Commanders, who may wish to circumvent one or other of these obstacles. Even registered ships may be tempted to break the law occasionally if the price is right, but they run a far greater risk because their craft are very easily identified and traced.

A typical unregistered ship operates out of a hidden supply dump near the solar-system's jump point. It would be foolish for the captain to bring his ship into the solar system itself, so cargos are ferried to the supply dump by sub-stellar ships.

A TYPICAL VOYAGE

A typical interstellar voyage might begin with a cargo ship lying in orbit around an Imperial world. Tiny shuttlecraft busily transfer precious minerals, foodstuffs, crew and manufactured items from the world below. The loading procedure may take weeks or months, as the shuttles return time and time again to the huge ship. Once loading is complete, the colossal craft slowly accelerates out of orbit under the power of its main drives.

The ship heads outward towards the rim of the solar system, carefully increasing speed by tiny increments as it does so. Although the vessel's engines are capable of terrific acceleration, the risk of collision with interplanetary debris is high if the ship accelerates too quickly or too much. As the sun shrinks in the ship's wake, the density of debris lessens and the ship's speed reaches approximately 1% that of light.

After several weeks travel, the ship arrives at its first destination. This is the jump-point lying around the star system like the circumference of a circle. This delineates the point at which interplanetary debris falls below maximum warp density. Once this invisible line has been crossed it is safe to activate warp drives. A crew careless or foolhardy enough to prematurely activate warp drives would be lucky to find their ship hurled thousands of light years off course. More likely, the ship would be torn apart and destroyed, never to be heard of again.

With the safe activation of its warp drives, the ship is plucked out of the real universe and enters the dimension of warp space. Its true interstellar journey has begun. Ships travelling in warp space do so by means of jumps varying in

length up to five thousand light years. While in warp space, the ship is piloted by its Navigator, one of the rare human mutants who are able to see into the warp with their Third Eye.

Only a long journey would involve more than a single jump. Even so, almost two weeks pass on board ship before the craft is ready to end its jump. Meanwhile, because of time shifts in warp space, over a year has passed in the real universe.

The ship re-enters real space just beyond the jump-point of its destination solar system. If it is lucky the ship will come out close to the jump-point, otherwise it may take many extra weeks to reach the inner planets.

It is always wise to allow a safe margin when jumping towards a star. The results of re-entering space within the jump-point would be the same as prematurely activating warp drives on the outward journey, and would almost certainly end in disaster.

The ship is now ready for its final haul, beginning by broadcasting to its destination and establishing a new time co-ordinate. Time in warp space is so different from time in normal space that the crew has no idea whether their journey has taken a few months or years.

Initially, the ship travels at approximately 1% of light speed, decelerating gradually through the denser inner regions. Eventually, the ship reaches its destination, where swarms of tiny shuttles once more make themselves busy loading and unloading cargo and passengers in preparation for the ship's next journey.

The location of the ship's dump must be kept secret, and it is often necessary for a captain to change the base's location every few months. An Imperial Commander may take a lax attitude to illegal shipping if it suits his purposes to do so. The illegal trader's greatest enemy is treachery!

PIRATE SHIPS

Interstellar pirate ships operate in a similar way to unregistered traders, but their intentions are far more sinister. Few Imperial Commanders will tolerate pirates in their system, so most pirate bases are within otherwise uninhabited systems. Some pirates operate exclusively against registered shipping, others are indiscriminate in their choice of victim. Pirates and unregistered traders often collaborate, sharing information and sometimes using the same facilities.

A pirate's usual mode of operation is to lie in wait just inside a system's jump point. If the target is leaving the system, the chances are that any accompanying sub-stellar craft will have turned back by now. The pirate leaps upon the craft, aiming to board and remove the cargo before the ship jumps. Although a pirate could attack and destroy a cargo vessel, little would be gained by doing so.

ENEMY RAIDERS

Raiders are interstellar craft belonging to enemy forces. Of course, exactly whose enemy they are depends on whose side you are on! Imperial Commanders are prone to quarrel with

their neighbours. In these quarrels one side may be prepared to hire illegal ships, even pirates, to attack and destroy a rival's shipping. Such fights are common, but are directed mainly against sub-stellar craft belonging to the foe. It would be extremely stupid for an Imperial Commander to attack Imperial fleet vessels – to do so would invite immediate and uncompromising retribution. Needless to say, mistakes do happen, and Imperial Commanders often find themselves on the wrong end of an Imperial Planetary Assault unit.

The other enemy raiders encountered by Imperial fleets are those of alien races, foremost amongst which are the Orks, Eldar and Tyranids. Most battles with aliens are relatively small-scale conflicts with only a few spaceships on either side. Sometimes a major war will break out with large battles fought between powerful fleets. The war may spread across several neighbouring star systems and might take years or decades to resolve.

By far the largest war currently underway is against the Tyranid Hive Fleet Kraken. The Tyranid fleet threatens every race in the galaxy as it literally consumes the populations of the planets it conquers in its insatiable progress. Already the south-eastern arm of the galaxy has fallen to the Tyranids.

Also within the category of enemy raiders are the Chaos fleets. These are manned by the Traitors who fled to the Eye of Terror at the end of the great civil war known as the Horus Heresy. For ten thousand years, the degenerate remnants of those banished from the Imperium have fought a constant war against mankind. They regularly launch raids into Imperial space and, less frequently, larger invasions.

ADEPTUS ASTRA TELEPATHICA

The Adeptus Astra Telepathica is dedicated to the recruitment and training of psykers for service throughout the Imperium. The headquarters of the organisation is on Earth, but its spaceships travel the Imperium and its offices extend over most of human space. Its chief responsibility is to train psykers to serve as Astropaths.

HUMAN PSYKERS IN THE IMPERIUM

Most humans do not have psychic powers, although it is generally accepted that all humans have at least a limited potential for psychic activity. A small but growing minority of humans develop tangible powers – these people are called psykers.

Psykers are dangerous individuals whose powers can only be tolerated when safely harnessed within the Imperial organisation. After all, the psychic universe is the universe of Chaos and therefore perilous. It is a universe inhabited by daemonic aliens that care nothing for living creatures and wish only to use and destroy humanity. All psykers, even the most powerful, offer these aliens a potential means of entering and affecting the material world.

Every world in the Imperium is bound by law to control its psychic population. Persecutions or witch-hunts are an everyday part of life on most worlds. The same laws oblige rulers to set aside a levy of young and relatively promising psykers for transport to Earth by the Adeptus Astra Telepathica. It is from this levy that the Adeptus Astra Telepathica divides those who will live and serve from those who will be sacrificed to the Emperor.

THE ORGANISATION OF THE ADEPTUS ASTRA TELEPATHICA

The institution is divided into a teaching and a recruiting body, called the Scholastia Psykana and the League of Blackships respectively. The two are united under the Master of the Adeptus Astra Telepathica and his advisory council consisting of several hundred senior officials from the main divisions.

THE LEAGUE OF BLACKSHIPS

The League consists of a substantial fleet based throughout the Imperium. The ships travel around a huge circuit, visiting each world every hundred years or so. As the fleets approach their destination, the ruling Imperial Commander is instructed to prepare the customary levy.

Once the levy has been collected the Blackship Captains make an initial evaluation of their cargo before proceeding to the next world in their circuit. When the holds are full, the Blackships turn towards Earth.

It is common for Inquisitors to travel on board these ships, as this gives them a good opportunity to investigate a planet's potential for psychically-based corruption.

THE SCHOLASTIA PSYKANA

The Scholastia Psykana is a vast teaching institution dedicated to the training of psychics. Most recruits are drawn from the psychic levy collected by the Blackships, but a minority of recruits are handed over by the Inquisition, the Judges or through other channels. The role of this institution is to teach young psychics how to develop and control their powers. The future of each psyker depends on his abilities and character.

Primary Psykers

Those whose powers and strength of character are sufficient that they can resist possession and daemonic taint under normal circumstances. Primary Psykers are chosen to serve the Imperium only if they are young, intelligent and willing to learn. After five years of basic psychic training in the Scholastia Psykana they are ready to join any of the Imperial organisations in a suitable capacity. The very young may be indoctrinated into the Space Marines as Librarians, the most talented of all may become Inquisitors or Grey Knights. Primary Psykers are not invulnerable to daemons and other psychic aggressors, but their training gives them a fighting chance against all but the most potent of these creatures.

Astropaths

Astropaths are selected from the second ranking of psykers, those whose powers are considerable but inadequate to resist the dangers of possession or daemonic corruption. Like Primary Psykers, they must be young, vigorous and willing. Astropaths undergo basic psychic training before they assume their role of telepathic communicators throughout the Imperium. They are taught how to use the Emperor's Tarot, how to cast horoscopes, and the practices of cheiromancy and augury of all kinds. Once they have been prepared in this way they undergo the unique Binding Ritual which gives them a little of the Emperor's strength.

The Adeptus Astronomica

Some Primary and Secondary Psykers are reserved for the Adeptus Astronomica. They are handed over to complete their training under the auspices of that organisation.

Sacrifices

The psychic levy inevitably harvests many whose powers are too random and their minds too vulnerable. If left unrestrained they would soon perish, and their doom would lead to further deaths and maybe even to the destruction of entire worlds. In a teeming universe their loss is of no great matter, but even in death they can serve – for the Emperor must feed upon raw psychic energy if he is to survive as the protector of humanity. These sacrifices are fed into the Emperor's Golden Throne so that the Emperor and the Imperium itself can continue.

The Tainted

Thanks to the vigorous checks of the Blackship Captains few tainted psykers get as far as Earth. Those who do are weeded out and destroyed on account of the daemons they harbour or the destructive powers they possess. Yet despite these vigorous precautions a few of the Tainted do get through. In the past important members of the Imperium, even High Lords, have been psykers of this kind. Who knows how many individuals have slipped past the checks and become important officials without their true nature being discovered?

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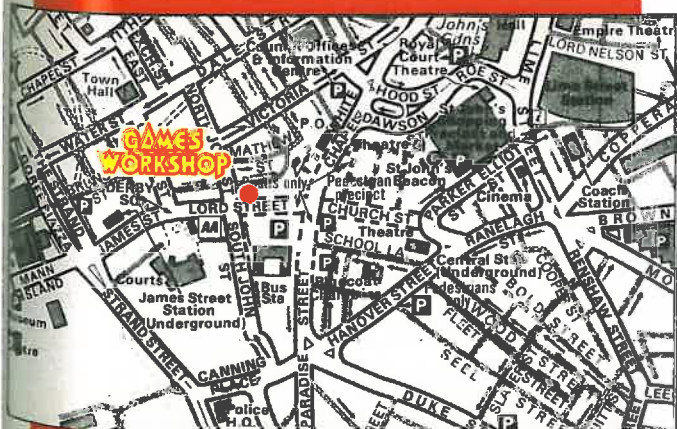
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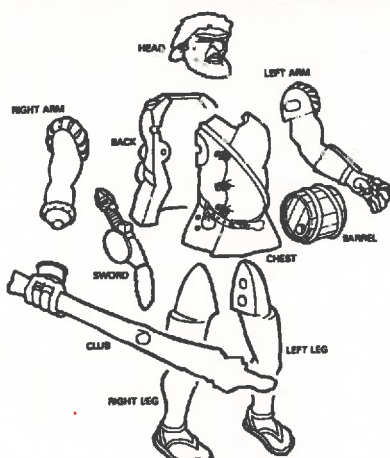


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ASTROPATHS

Astropaths are extremely important within human society because they offer the only means of communicating over interstellar distances. Astropaths are capable of sending telepathic messages across space and they can receive messages sent by other Astropaths if their minds are correctly attuned. Telepathic messages travel through the warp and so travel faster than light, although not instantaneously.

The need for Astropaths is enormous. They are a common sight in the Imperium and are easily distinguished by their green robes. Astropaths serve in the Fleet as ship-board and shore-based communicators. They serve in the Imperial Guard, the Inquisition, the Adeptus Ministorum, the Space Marines and throughout the Adeptus Terra.

The Imperial Commanders of distant worlds must have Astropaths if they are to communicate with the rest of the Imperium. Similarly, Astropaths are an essential part of civilian life, working for commercial shippers and anywhere where interstellar communication is needed. This vast body makes up a network covering the entire Imperium thus facilitating the transfer of information from one end of the galaxy to the other.

THE SOUL BINDING

No ordinary psyker could transmit a message through the warp, nor could he receive a telepathic message over such vast distances. Astropaths only gain this ability as a result of their many years training, culminating in a special ritual which combines some of the Emperor's own power with their own. This ritual, known as Soul Binding, brings the mind of the psyker close to the psychic greatness of the Emperor. In the process, some of the Emperor's vast energy is transferred to the Astropath.

The transference of energy is traumatic for the psyker – not all survive despite years of preparation, and not all those that survive retain their sanity. Even the survivors suffer damage to the sensitive nerves of the eyes, so that almost all Astropaths are blind. In fact their increased psychic skills tend to make up for this loss of sight, so that they would not appear blind were it not for their distorted, sunken and empty eye sockets.

Soul Binding is said to affect Astropaths in other ways, and it is commonly claimed that once an Astropath's mind has touched that of the Emperor he gains a new understanding and insight into the nature of the universe.

THE ASTROPATH NETWORK

All organisations in the Imperium have Astropaths. Collectively they make up a communication network designed to transmit and receive psychic messages through interstellar space. Although this is not the place to describe the infinite processes of telepathic communication, a summary of its most important powers may be of interest.

Trance Broadcast

An Astropath sends a telepathic message by falling into a trance. During the trance his mind forms the message and sends it through the warp. The progress of the message is rather like a stone dropped into a pool which creates a series of ripples. The message ripples through the warp until its energy is lost and it fades away to almost nothing. A communication of this kind is restricted to only a sentence or two – to attempt a longer message would set up too many simultaneous ripples which would end in confusion. Such a message could be read easily at five light years and with increasing haziness up to about twenty light years. Local movements of the warp will affect the progress and sometimes the sense of communications. A message destined for a more distant target must be appended with a request to 'rebroadcast' so that it is gradually passed towards its target by a chain of Imperial Astropaths.

Trance Reception

An Astropath can also enter a trance in order to monitor the warp for psychic messages. Residues of ancient messages and the eternal noises of the warp itself makes all reception uncertain.

There is the further nuisance resulting from the interference of small mischievous warp creatures and independent daemons. These creatures pick up on the psychic waves of telepaths and send them false and frequently obscene messages. A trick which these troublesome creatures find especially entertaining is to pose as some far more powerful malign entity in order to give an unwary Astropath a good fright!

Station Reception

If an Astropath wishes to broadcast a message to a specific location he concentrates his mind on that location, be it a spacecraft, a planet or even a specific person. This enables a receiving Astropath at the same location to identify and focus on the incoming message.

Many Astropaths work in this way as Station Receptors. Such a message may still be picked up by Astropaths in Trance Reception – but the chances of success are less likely and the probability of error is high.

Astral Projection

This is the most difficult means of telepathic communication for the Astropath. The Astropath divorces his consciousness from his body and enters his astral body or spirit. The astral body exists permanently in the warp. Once in his astral body the Astropath can travel to another point in the warp and can communicate freely with other astral bodies including other Astropaths.

The principal difficulty is the presence in warp space of many other astral creatures, most of which are extremely hostile. The astral body is vulnerable while it acts as the seat of consciousness, and if destroyed the body is effectively dead. A very powerful Astropath is able to make his astral body appear for a moment in the material world as a ghostly shadow.

Divination

Astropaths are taught how to use the Emperor's Tarot and other forms of divination in order to identify subtle changes in the warp. The warp is not subject to normal laws of time or space – its fabric contains strands of potential futures as well as strands of past and present.

These hints of what might be are far too incomprehensible to identify as messages, but by the use of the Emperor's Tarot they can sometimes be detected. By the same means an Astropath can pick up elements of very weak messages and the repercussive warp-waves of major events.

ADEPTUS ASTRONOMICA

The Astronomican is the psychic homing beacon that allows Navigators to traverse warp space. We discussed the role and importance of the Astronomican in White Dwarf 139 together with the description of warp space and interstellar travel.

It is the duty of the Adeptus Astronomica to maintain the Astronomican. To this end the organisation recruits a proportion of the young psykers collected by the psychic levy of the Adeptus Astra Telepathica. This is the main source of recruitment for the Adeptus Astronomica and consequently the vast majority of its senior members are psykers. A smaller proportion of its staff are not psykers, but are drawn from the ranks of those slave-families which have provided menial workers for the Adeptus for thousands of years.

The Adeptus Astronomica is a small organisation based in a remote complex known as the Forbidden Fortress. Uninvited access to the Fortress is not permitted – even Judges and Inquisitors must seek permission before they can enter.



The Forbidden Fortress is built in a sheltered crag near the tip of a vast mountain range in a land once known as Nepal. To outside appearances the mountains remain unchanged by the hand of man but in fact the Forbidden Fortress extends deep down into the rock and throughout the entire mountain range.

The leader of the Adeptus Astronomica is the Master of the Astronomican. His task is to oversee the organisation and to represent it on the Senatorum Imperialis as a High Lord of Terra. The object of the Adeptus Astronomica is to teach and train young psykers so that they can serve in the Astronomican.

The organisation is really a vast teaching institution controlled by a class of older members known as Instructors. Some Instructors are accorded the title High Instructor and entrusted with the guardianship of certain aspects of the organisation's teaching. Its day-to-day affairs such as maintenance and provisioning are taken care of by a body of administrative functionaries.

Young psykers are initiated as Acolytes. They are taught how to control and use their powers in much the same way as psykers taken by the Adeptus Astra Telepathica, but in addition they are introduced to the Lore of the Astronomican. They learn the value of their lives, study philosophy and are gradually brought to an inner understanding of the universe and the nature of the warp.

Only those who achieve this mystic state can become members of the Chosen, those who will give their psychic energy to the Astronomican. The rest, those whose studies fall short of this ideal, remain within the organisation and become Instructors or are absorbed as administrative functionaries of the Forbidden Fortress.

THE CHOSEN

The pinnacle of an Acolyte's existence is to be selected as one of the Chosen. This is considered a great honour. The Chosen are regarded as occupying a unique and rarefied level of existence far beyond that of the Instructors or even the Master of the Astronomican. The Chosen's head is shaved and he wears yellow robes and the scarlet badge of the Chosen. The rest of his life is spent in prayer and contemplation, until he is called to serve in the Chamber of the Astronomican.

THE CHAMBER OF THE ASTRONOMICAN

The Chamber of the Astronomican is a huge hollow sphere carved from a single mountain peak. Its outward form is a giant dome, the lower half of the sphere being buried under the rock. Ten thousand multi-tiered seats cover the entire inner surface of the sphere. Each seat faces the very centre of the sphere where a raw ball of psychic energy dances in space.

This ball of energy is created by the Chosen as they release their powers into the Astronomican. In this way their psychic power is drained into the energy-ball and then through the warp, directed by the mind of the Emperor himself. As the energy of the Chosen is drained away they slowly fade and die. The average psyker lasts for about three months – about 100 die every day and their places are taken by new Chosen.

NAVIS NOBILITE

The Navis Nobilite – also known as the Navigator Houses – is an institution which predates the Imperium by many thousands of years. It is the most ancient of all human organisations. It was founded sometime in the Dark Age of Technology and survived through the Age of Strife to the present day.

Over this period of approximately 30,000 years, the fortunes of the Navis Nobilite have constantly waxed and waned, but its power has never been broken. Today it thrives as a vital part of the Imperium.

The Navis Nobilite is divided into many individual Houses or Great Families. Each House is a large related family, but it is also a literal house, a fortified mansion where the House leader – or Novator – lives together with his immediate kin and retainers. This mansion is regarded as the seat of the entire Great Family, even though it is only the hereditary ruling family that lives there.

The Great Families of the Navis Nobilite are uniquely composed of a particular form of human mutant called a Navigator. The mutation is not a spontaneous or natural one, but rather the result of genetic engineering conducted in the distant past during the earliest history of the Navigator Houses. This engineering created the Navigator Gene that distinguishes Navigators from ordinary humans.

The gene itself can only be preserved by intermarriage, as it is lost when a Navigator breeds with an ordinary human. This factor has led to the development of the closely-related Navigator families.

NAVIGATORS

The genetic creation of Navigators has a single purpose: to endow a human with the ability to steer a spacecraft through warp space. Only Navigators can do this – no other human or machine has the ability to navigate warp space in this way. It is this ability that allows human spacecraft to travel so quickly compared to alien craft.

Without Navigators to steer its ships, the Imperium would quickly fragment into thousands of separate stellar empires, each only a few dozen light years across, whose spacecraft would be obliged to use tiny and dangerous blind jumps to cover interstellar space.

The physique of Navigators is unusual. The feature which distinguishes all Navigators is the Third or Warp Eye situated in the centre of their forehead. Nearly all young Navigators traditionally work in space as pilots. Over the years they gradually increase their familiarity with the warp and their powers become stronger.

This mental maturation may take as many as fifty or a hundred years of space flight, but as Navigators can live for three or four hundred years this is not a great proportion of their lives. As they grow more experienced they also change physically. The white and iris of the Third Eye gradually vanished leaving a single black pupil. The eye itself hardens, and the eyelids shrink leaving a single staring orb.

Often the Navigator continues to grow more massive as he ages and his ribs enlarge, becoming prominent as internal gills develop in the chest cavity.

THE HEIR APPARENT

The most powerful Navigators in each of the Great Families are called Heirs Apparent. This signifies that they may one-day contend for the position of Paternova, the ruler of all the Navis Nobilite. The Paternova may come from any of the Great Families and from any social level within them.

The Heirs Apparent are usually the oldest Navigators, although not all develop in this way and some Navigators live out their entire lives without undergoing the physical changes described.

The Heirs Apparent are often bitter rivals who will even go as far as to try and eliminate each other if they get the chance. This sometimes leads to protracted personal vendettas or even family feuds between two Navigator Houses. The Adeptus Terra is fairly tolerant of minor skirmishing of this kind, although open hostilities between Houses are discouraged as much as possible.

Unfortunately, this keen rivalry sometimes draws Heirs Apparent into marginally unlawful or even outright illegal practices. Their personal ambition makes them vulnerable to all sorts of dangerous influence, from collaboration with aliens to dealings with the daemonic. These deviants are a minority – most Heirs Apparent conduct their rivalries without courting such dangers.

THE PATERNOVA

The Paternova is the leader of all Navigators and the most powerful of all his kind. The Paternova may live for up to a thousand years. When he dies all the existing Heirs Apparent begin to change – they begin to grow even larger and stronger. Their gill structure becomes fully functional allowing them to survive in hard vacuum as well as underwater or in normally poisonous environments. Most important, they start to fight.

They are drawn to combat with each other, building up a pitch of aggression that eventually overrides all other considerations. As Heirs Apparent are killed those who survive change even more until finally only one remains alive. It is this vastly changed and extremely powerful individual who becomes the new Paternova.

The Paternova lives in the Palace of the Navigators which lies on Earth in the centre of the zone held by the Navis Nobilite. Following his accession, the Paternova never leaves the palace. The existing staff, soldiery and other retainers of the palace are replaced by those drawn from the Paternova's own House. The chief amongst his servants is the Paternoval Envoy who becomes a High Lord of Terra and sits on the Senatorum Imperialis.

The role of the Paternova is an obscure part of Navigator biology although no-one doubts its importance. The Paternova is described as the guiding father whose powers transcend the warp itself.

During the interlude between the reign of one Paternova and another, all Navigators other than Heirs Apparent suffer a considerable reduction in their powers. Their ability to navigate the warp is impaired, warp journeys become longer, ships are unexpectedly lost, and younger Navigators may lose their abilities completely.

As soon as the new Paternova is installed the powers of Navigators are restored. However, not all are restored to the same degree. Navigators belonging to the same House as the Paternova find their abilities enhanced, as if their blood relationship were enabling the Paternova to transmit his powers more effectively. Navigators belonging to the House of the old Paternova lose this benefit, and so individuals may find their powers impaired.

THE NAVIGATOR'S WARP EYE

The unusual feature shared by all Navigators is the Third Eye or Warp Eye. Navigators normally keep this eye covered with a bandanna or covering which is itself often decorated with an eye. This has led many humans to doubt the existence of this Third Eye.

In fact the Third Eye is the focus of the Navigator's power. The eye enables the Navigator to see the shifting currents of warp-space and so to guide his spacecraft within the warp.

It is said that a Navigator can always see the warp even when he is in the material universe, and that it is this constant exposure to the unnamed horrors of Chaos that leads to their strange physical changes. It has been known for Navigators to react suddenly and violently to invisible things in the warp, and to collapse, lose their sanity or even die as a result.

The eye has other powers too, although these are employed far more rarely and are the subject of some mystique. These powers develop with the Navigator's experience of the warp, so that they are most developed of all in the Heirs Apparent. The uncovered stare of a Navigator can kill a man, and that of an Heir Apparent is said to ward off even the daemonic creatures of the warp.

Rival Navigators sometimes fight using the power of their eyes to blast each other – such open conflicts are rare but spectacular. It is also said that the eye of a Navigator has prophetic powers and that it can literally see into the future. Navigators are very reluctant to talk about their powers and it may well be that only the Paternova understands the full potential of a Navigator's abilities.

ADEPTUS MECHANICUS

Mars is the planetary realm of the Adeptus Mechanicus, the home and domain of the Tech Priests of the Cult Mechanicus. The Red Planet is acclaimed as one of the wonders of the galaxy, the workshop of the Imperium, the forge-world, the maker of ships, and the guardian of secrets. It is the Adeptus Mechanicus that furnishes the technical knowledge of the Imperium, that preserves the scientific secrets of former times, and which explores the new sciences of the 41st Millennium.

THE CULT MECHANICUS

The Cult Mechanicus, or Cult of the Machine, acknowledges the Emperor as Master of Mankind but does not recognise the authority of the official Imperial Cult or the Ecclesiarchy. Instead, the Adeptus Mechanicus follows its own dark and mysterious strictures.

According to the strictures of the Adeptus Mechanicus, knowledge is the supreme manifestation of divinity, and all creatures and artifacts which embody knowledge are holy because of it. The Emperor is the supreme object of worship because he comprehends so much. Machines which preserve knowledge from ancient times are also holy, and machine intelligences are no less divine than those of flesh and blood. A man's worth is only the sum of his knowledge – his body is simply an organic machine capable of preserving intellect.

RANKS OF THE ADEPTUS MECHANICUS

The Adeptus Mechanicus controls the entire governmental, industrial and religious affairs of Mars and is thus very diverse and complex in its organisation. In its broadest terms the population is divided into two parts. The greater mass of Martians are worker-slaves called Servitors. Servitors are not really fully human, but half-man half-machine creatures whose minds have been partially programmed to perform

specific duties. The Servitors are slaves to the ruling priesthood of Tech Priests who form a hierarchy of technicians, scientists and religious leaders. The Tech Priests provide the Imperium with its engineers and technical experts.

The leader of the Adeptus Mechanicus is the Fabricator General of Mars. The Fabricator General is also a High Lord of Terra and one of the most powerful members of the Senatorum Imperialis. He is also the head of the Cult Mechanicus in his capacity as the Magos Mechanicus.

THE QUEST FOR KNOWLEDGE

The Adeptus Mechanicus is driven by the quest for knowledge. This quest takes many forms, including research and exploration, but its ultimate embodiment is the search for ancient STC systems.

STC systems were created during the scientific high-point of the Dark Age of Technology. During this time thousands of human colonies were founded on distant worlds. Many of these colonies failed to survive, some were lost, and of those that survived most achieved only a subsistence level economy. Yet almost all of these colonies managed to retain a high level of technology thanks to the huge base of computerised information carried from Earth. This massive computer databank was known as the Standard Template Construct (STC) system.

The objective of the STC systems was to provide all the technical information needed to construct anything that settlers might need. The user simply asked how to build a bolter, tractor, house or whatever, and the computer supplied the details for fabrication. STC systems would calculate the constructional loads placed on locally-available materials, work out the depths of foundations, define the means of manufacture and assembly, and present the most efficient ways of achieving what it was the settler asked.

MARS – THE WORKSHOP OF THE IMPERIUM

The planet Mars has changed enormously since man first set foot upon its barren and arid surface. In the early 22nd Century it became the first world to be terraformed. It was given an atmosphere and its deserts were turned into fertile soil. However, agriculture was never very important on Mars – its main source of wealth lay below its surface in the form of gems, minerals and metal ores.

Once terraformed, Mars was settled by industrial cartels and their workforces, quickly growing into the first human hive world. Mars became a centre for industrial production and research. The very word Mars became synonymous with technical expertise and scientific advancement. Mars became the hub for further space exploration throughout the solar system.

Today Mars has evolved into the workshop of the Imperium. Its factory hives produce the bulk of all technical equipment used in the Imperium. Spacecraft and other large specialised constructs are fabricated in the orbital factories that spin around the equatorial belt. Ships of the Warfleet Solar are based in these huge floating docks, and other craft from all over the Imperium visit what are the largest man-made objects in the entire Imperium.

As the first hives ever built, the Martian factory hives are ancient and all are at least partially ruinous. Some areas are well maintained, and there are many new areas of building. Other areas which are no longer used are simply allowed to rot.

A journey through the internal travel tubes would take a person from extremes of new construction to ancient industrial wastes.

The travel lines weave between shining new building piles with their nets of steel bracing like the rigging of a sailing ship, passing into older darker zones where broken condensation traps spill their vaporous contents and enmesh speeding tube liners in a perpetual fog. Wastelands cover vast parts of the cities, deserts of broken plasteel slabs and twisted girders, with the occasional solitary tower pointing purposelessly towards the pink Martian sky.

THE MARTIAN WASTES

In antiquity Mars was known as the Red Planet because of the colour of its deserts. Today those deserts still cover much of the equatorial regions where water is rare and the ancient terraforming has partially broken down.

These deserts are studded with scars of thousands of years of mining. There are huge abandoned pits and quarries, only a few of which are still actively worked. There are also spoil tips of chemically active slag which move like dunes across the deserts, smothering anything beneath under their corrosive and semi-molten mass.

However, towards the poles these barren deserts give way to lush jungles. Every autumn as the Martian temperatures drop below the level which will sustain life, the jungles die down and form a deep layer of rich organic mud. This oozing filth preserves all the nutrients as well as the seeds of the jungle plants and the dormant forms of some animals.

Other creatures tunnel beneath the mud layer and hibernate through the cold season. With rising spring temperatures the jungle begins to grow and the creatures wake up and tunnel to the surface.

The systems were designed to be practically idiot proof, so that even the least technically-accomplished person could build a vehicle, aircraft or weapon given time.

One result of the STC system and its pivotal place in human colonisation is that human material culture is very similar, even on worlds which are many thousands of light years apart.

The STCs are often said to embody the sum total of human knowledge. This is probably true as far as technical accomplishment goes. Although most colonists required little more than designs for agricultural machinery, programs were included for all sorts of advanced constructions such as nuclear power grids and fission reactors. However, the early colonists' needs were simple and were met by conventional energy forms and relatively low-level technology.

Every original colony had at least one STC system. With the passage of time these gradually failed, and passed out of use. Some colonies were forward-thinking enough to make drawings or hard-copies of some designs, which were in turn copied repeatedly with varying accuracy. Some STC systems became corrupted and useless, and were eventually destroyed.

Today there are no known surviving STC systems, and only a very few examples of first-generation print out. On some worlds information about the ancient STC is regarded as holy and design copies are guarded as secret and sacred texts, housed in the inner sanctums of temples.

For thousands of years the Adeptus Mechanicus has pursued all information about the STC. It is their lost bible, Holy Grail and Cup of Knowledge. Any scrap of information is eagerly sought out and jealously hoarded. Any rumour of a functional system is followed up and investigated.

By their efforts much information has been retrieved or can be reconstructed by the vigorous analysis and comparison of copies. Yet the most technically-advanced knowledge eludes

the Adeptus Mechanicus, for the early colonists were mostly simple folk whose needs were practical. Only rarely did anyone bother to take copies of the theoretical and advanced work which the STC contained.

ALIEN KNOWLEDGE

The technical achievements of non-humans, such as Eldar and Orks, and isolated human civilisations, such as Squats, are of almost as much interest to the Adeptus Mechanicus as rumours concerning the STC. Indeed, non-human knowledge is often more useful and usually far easier to obtain.

Members of the Adeptus Mechanicus always accompany Imperial exploration teams, Rogue Traders and Space Marine chapters, and so are ideally placed to investigate the technical abilities of other cultures. Even extinct civilisations are vigorously investigated and their technology recorded.

BIOLOGY AND BEYOND

The Adeptus Mechanicus is not only interested in technical achievement, but also in biological and natural science. Thus, the flora and fauna of a newly-discovered world will be recorded, and samples returned to Mars for classification. Weather systems and subterranean morphology will be mapped, atmospheres analysed and all aspects of the natural ecosystem studied.

Such studies are vital for further colonisation. Dangerous animals and plants must be considered, useful species may be studied for potential domestication. Weather and geographic stability must be determined and sometimes stabilised. Thanks to their in-depths knowledge of such things the Adeptus Mechanicus has the ability to mould a world's climate and ecology to meet human needs.

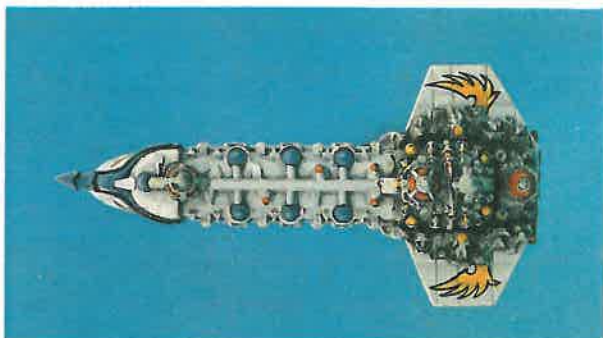
PAINTING YOUR SPACESHIPS

BY MIKE McVEY

Last month I looked at how we painted the first group of spaceships in our Imperial and Eldar fleets. I explained how you assembled the spaceships and how the basic colour schemes were painted. Before looking in detail at the ships we're featuring this month, I'll just recap the basic stages.

Clean up your models with a modelling knife and superglue the two-part models together. Superglue the supporting pole of the spaceship base into the hole under the model. You can either glue or clip the pole into the base – it's up to you. If you glue it, make sure the four recesses are square on to the ship. Undercoat your spaceships with white paint – we find matt white spray paint bought from a car accessory shop is best.

We've chosen to paint our Imperial ships as part of the Warfleet Solar. We've given them a standard grey/white colour scheme. This is a base of Space Wolf Grey with a thin wash of Chaos Black over the top. By thinning the Chaos Black with water, I've got it to settle in the recessed areas of the ship to create shadow detail. I highlighted the hulls with a mix of Space Wolf Grey and Skull White.



Tyrant Battleship



Dominator Battleship

I painted the superstructures with Elf Grey, again washed with thinned Chaos Black, and drybrushed with a mix of Elf Grey and Skull White for the highlights.

The blue detailing on all the Imperial ships starts from a base coat of Enchanted Blue and is highlighted with a mix of Enchanted Blue and Skull White. In some places, I've also run a thin line round the blue areas with Chaos Black to help the blue areas stand out from the white background. This can be a bit fiddly if you've only been painting for a short time, so don't worry about it if you find it too tricky – the blue will look just fine as it is.

For the red areas I used a base of Go Fasta Red which I washed with Orange Ink to enrich the colour. I mixed Bad Moon Yellow with the red for the highlights and, in some places, added a thin extra line of highlights in a mix of Bad Moon Yellow and Skull White. You normally paint the lightest highlights on the edges of an area to mimic the way the light catches them. Rounded areas like the domes of the Goliath don't have edges to pick out. Instead, paint a thin highlight in a semicircle just below the top of the dome.

The yellow domes start with a base of Bad Moon Yellow which is then washed with Yellow Ink and highlighted with a mix of yellow and white.

For gold areas, such as the engines, I paint a base coat of Chaos Black and then paint Shining Gold on top. Although for most colours you use white to help the colours stand out, metallics such as Shining Gold, Mithril Silver and Chainmail always look much better over a base of black.

TYRANT BATTLESHIP

I'm identifying each of my battlefleet squadrons with a name and an associated badge – I'll repeat these on the squadron counters so I can tell who's who on my helm computer. My Tyrant battleship is part of Eagle Squadron.

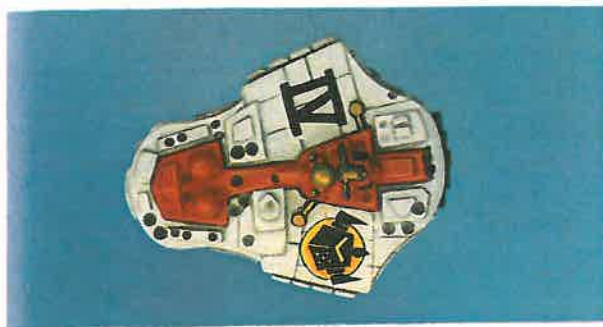
I've chosen a bright yellow eagle head and wing symbol for my squadron of Tyrants which I've painted on the prow of the ship and partly repeated on the wings at the rear. I started by painting the black outline with a fine brush – size 000 is best for this. I then filled in the shape with a mix of Bad Moon Yellow and Blood Angel Orange, highlighted with Bad Moon Yellow and Skull White.

You need a bit of patience and practice to paint shapes like this. There's no reason why you shouldn't paint much simpler symbols to identify your squadrons, and you can use distinctive background colours to help them stand out.

DOMINATOR BATTLESHIP

The flat areas on the wings of both the Tyrant and Dominator battleships are good for painting insignia. On the Tyrant I've repeated part of the symbol from the prow – for the Dominator, I've left the wings blank and concentrated on the front of the ship.

My Dominator is part of Fireball Squadron. A fireball is a good strong image that's fairly easy to paint. As with the Tyrant, I started by painting the design onto the prow of the



Galaxy Troop Ship

ship with a fine brush. I then filled in around the design with black so that the striking red and orange fire insignia would really stand out.

The large flames go from Go Fasta Red to Blood Angel Orange to Bad Moon Yellow to Skull White. The smaller, upright flames are simply orange and red. The flame-red comet right at the front of the ship is Go Fasta Red, highlighted with a little Bad Moon Yellow in the centre. The skulls are Bleached Bone.

Again, you can go for simpler insignia if you like. Flames are actually quite easy to do because they don't have to be symmetrical or need straight edges. And if you look carefully at the skulls, you'll see they're quite stylised – this makes them a lot easier to paint but they look none the worse for it.

GALAXY TROOP SHIP

The basic colour scheme I've used for the Galaxy is simple but striking: grey/white hull and bold red superstructure. The two large flat areas on the wings of the hull gave me plenty of room for insignia. The insignia I've painted is the campaign badge worn by the regiments the ship is transporting.

The roman numeral IV was simply painted with Chaos Black. Although the lines end up quite thick, I actually used a thinner brush to paint the outlines and then filled it in – it would have been too clumsy to paint the thick lines on in one go.

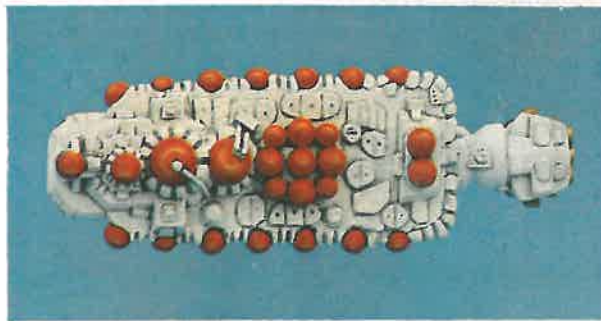
The other symbol was a bit trickier – it's never easy to paint circles. Last month in the article on our Blood Angels Space Marine army we explained one way you can get circles by using transfers. You take a transfer with a symbol set in a circle, place it on your model and then paint over the symbol leaving the circle outline.

For this ship, I used a different method. I blue-tacked a small Citadel shield to the spaceship and then lightly drew around it with a pencil to get a circular outline. I painted this black and then filled the centre of the circle with Bad Moon Yellow. I painted the horned helmet with Chaos Black, then picked out the details first in Skull White, then in Bad Moon Yellow.

GOLIATH FACTORY SHIP

I wanted to keep my Goliath spaceship very straightforward and settled on picking out the ship's vast fuel pods in Go Fasta Red, highlighting them with a mix of Go Fasta Red and Bad Moon Yellow.

The Imperial Eagle symbol on the front is a transfer. These are a great way to put badges and insignia on spaceships (or any other models) and there's a variety available from Citadel Miniatures. This one was left over from a Land Raider kit.



Goliath Factory Ship

ELDAR SHADOWHUNTER

I painted the Shadowhunter in the colours of the Iyanden Craftworld. The painting details for this ship are almost exactly the same as for the Iyanden Wraithship I covered last month, so I'll just run through them briefly here.

I painted the underside of the hull and the sail with a base coat of Moody Blue. I then shaded this with Blue Ink, deepening the colour in all the recessed shadow areas. For the highlights, I mixed Skull White into the Moody Blue, gradually increasing the amount of white until the edge highlights were pure white.

I then gave the the highlights a thin glaze of Blue Ink. This gets rid of the slightly chalky finish to the highlights – because I watered the ink down, the white of the highlights still shines through the glaze.

The bone areas of the ship started with a base coat of Snakebite Leather and Bronzed Flesh. I then applied a wash of Brown and Yellow Inks for shading – where I wanted really deep shading, I used just Brown Ink. The highlights were a mix of Snakebite Leather, Bleached Bone and Skull White.

I painted the Iyanden rune Skull White and then Bad Moon Yellow. The white is needed to make the yellow show properly – if I just painted yellow straight onto the blue sail, the rune would have come out a dirty green colour.

It's a good idea with a rune like this to give it a couple of coats of paint to make sure you get a really solid, strong colour.

The squadron rune in front of the sail was simply Chaos Black, with the central dot added in white and then overpainted Bleached Bone.



Eldar Shadowhunter

NEW RULES

TURN SEQUENCE

With the new rules that we're introducing in this article, you need to add in some extra sections to the sequence of play. The new sequence for each turn is now:

- 1) Choose Orders
- 2) Move Ships
- 3) Resolve Rams
- 4) Fire Weapons
- 5) Boarding Actions
- 6) Repair Damaged Ships

Here's an outline of what happens in each part of the turn – all the new rules are fully explained in the sections that follow:

Choose Orders

As before, you place squadron counters on the helm computer to show what orders you've given your fleet. You can now also choose reform orders for any squadron in order to rearrange its formation.

Once you've chosen your orders, check through the following list and do any of the things that apply to you:

Castellan shield: for each Castellan, choose whether its shield is on or off and place the appropriate counter on its base.

Jettison fuel: for each Goliath, decide if it's jettisoning fuel and, if so, how much – place the appropriate counters for exploding fuel and the fuel remaining aboard.

Reform squadrons: if you're reforming any squadrons, take it in turns to do so now.

Torpedo counters: Remove any torpedo reloading counters – these ships can fire their torpedos again this turn. Flip any torpedo fired counters over to the torpedo reloading side.

Move Ships

Move all your squadrons according to the orders you've given them. Once you've moved your squadrons, move any crippled ships – the counter on the ship's base tells you whether it remains stationary, drifts 1 square in a random direction, or moves straight ahead at its maximum speed.

Resolve Rams

This works exactly the same as before.

Fire Weapons

This also works the same as before. Once you've both fired all your ships, check any ships that were destroyed to see if they blew up or remain on the board as crippled ships.

Boarding Actions

Ships that didn't fire any weapons and that are in a square next to a crippled enemy ship can choose to launch a boarding action. If the boarding leads to one or more counter-attacks, also work them out in this turn.

Repair Damaged Ships

If you've got any crippled or critically-damaged ships in your fleet, roll to try and repair them. If a crippled ship gets to move, fire or explodes, work out the results immediately.

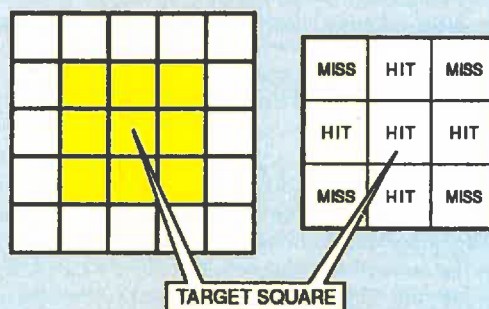
AREA EFFECT WEAPONS

Later in this article we introduce some new weapons and special rules that use the Combat Tray slightly differently. We'll explain the basic idea here.

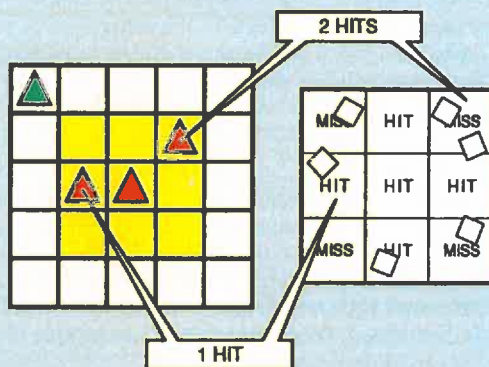
Some attacks affect an area of 9 squares in a 3 square by 3 square grid. For these attacks, you use the 9 squares of the Combat Tray to represent the 9 squares on the board that you're attacking.

When you drop the dice into the Combat Tray, the square the dice lands in shows you which square on the board has been hit. It doesn't matter whether the square is marked Hit or Miss. If there's a spaceship in that square, the attack hits it. If the square's empty, the shot misses and is ignored.

AREA EFFECT WEAPONS



This diagram shows how the 9 squares of the Combat Tray represent 9 squares on the board (the shaded area). The central square of the Combat Tray represents the central target square on the board.



In this diagram, the attacker has rolled 6 dice in the Combat Tray. The positions of the dice show that two of the spaceships are hit. The dice in the top right square show that the right-hand spaceship has been hit twice. It doesn't matter that the dice have landed in a Miss square – for area effect weapons it's only the position of the dice that matters.

The middle ship in the formation isn't hit because there's no dice in the central square of the Combat Tray.

Note that the ship in the top left of the diagram is outside the 9-square area of effect. It doesn't matter where the dice roll – this ship won't be harmed by the attack.

REFORM ORDERS

Up to now, you've had to keep your squadrons in the same formation for the whole game, even if some of the spaceships are destroyed. Reform orders allow you to reorganise your formation instead of making a normal move.

To show that the squadron is going to reform, place the squadron counter in the Battlegrounds square on the helm computer. Place a squadron reforming counter on top of the squadron counter to show that you're reforming this turn.



Before moving, tell your opponent if you're reforming any squadrons. You move these before you move any other ships. If you've both got one or more squadrons to reform, take it in turns to reform the squadrons – roll for who goes first.

When you reform a squadron, one spaceship remains stationary. You can then move any or all of the other spaceships one square in any direction. Ships that are moved stay facing the same direction.

You can only reform your squadron into a formation that is normally allowed, so every ship in the squadron must be next to at least one other ship from the squadron.

Occasionally if a really big squadron of, say Cobra Destroyers, has lost a lot of ships you might not be able to reform into an allowed formation because of the gap between the remaining ships. In this case, just get the stray ships as close to the rest of the squadron as you can.

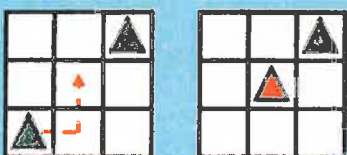
EXAMPLES OF REFORMING SQUADRONS



The central ship stays still as the squadron reforms from column to line formation.



The rear ship stays still – the front two ships only move one square each but the new formation is completely different.



The front ship stays still as the squadron reforms to close a gap after a ship has been destroyed.

VICTORY POINTS

Previously, the player with the last ship remaining on the board was the winner. To go with the introduction of rules for crippled ships, boarding actions and support ships such as the Galaxy and Goliath, we've come up with an alternative system for deciding who's won the game.

In a future issue of White Dwarf, we hope to publish a system that allows you to fight battles to achieve specific objectives – get the support ships off the other side of the board, land the troops on the planet, capture your enemy's flagship and so forth. Until then, we've devised a simple victory points system for working out the winner of a game of Space Fleet.

You earn victory points for destroying or crippling enemy ships, for capturing enemy ships and for getting your support ships safely off the board.

As before, the game ends when only one player has any ships remaining on the board. Then simply check the table below and add up all the points you've scored – the points are based on the number of points it originally cost to buy the ship. The player with the highest number of points is the winner.

VICTORY POINTS TABLE

Victory Points Scored For	Number of Points
Each enemy ship destroyed	number of points equal to its cost
Each enemy ship crippled	half its points cost
Each enemy ship captured	double its points cost
Each enemy ship that left the table	half its points cost

You only count each ship once. If more than one category applies to a ship, count the one which scores the most points. For example, if you cripple an enemy ship and then destroy it, just count the points for destroying it.

Note that some ships, such as Goliath factory ships and Galaxy troops ships, have special rules for their victory points – see the sections on those spaceships for details.

SETTING UP SCENARIOS

Until we publish a scenario system that gives each player specific objectives, you can invent your own scenarios. All you have to do is agree the scenario with your opponent and decide between you how many victory points you're going to award for achieving your objectives. Here's a few quick suggestions to give you an idea of what you can do.

- 1) One player has a small raiding force that is half the size of the other player's fleet. He gets double victory points for any ships he destroys, cripples or captures.
- 2) One player has a convoy of one or more Goliath factory ships plus a small escort of warships. He doesn't get any victory points at all unless he can get at least half the fuel he starts with off the far side of the board.
- 3) One fleet is ambushing the other. Set up one fleet in the middle of the board and the other fleet around the edges.
- 4) Each player nominates one of his ships as his flagship – the other player scores double points for destroying, crippling or capturing this ship.
- 5) One fleet has been attacked at its rendezvous point before all the ships arrive. Each turn, the player rolls a dice for each squadron – the squadron arrives on a roll of 6. The other player's fleet is half the size but he starts with all his ships on the board.

BATTLEFLEETS

IMPERIAL BATTLEFLEETS

The Imperial Battlefleet list printed here is an addition to the list we printed in White Dwarf 139.

The normal rules for squadron formations and squadron commanders apply to Tyrant and Dominator battleships.

FLEET SUPPORT SHIPS

Galaxy troop ships and Goliath factory ships are classed as fleet support ships and follow slightly different rules.

You can have a maximum of 1 fleet support ship for every 100 points you've spent on warships and squadron commanders. For example, if you spend 500 points on your battlefleet, you can have up to 5 fleet support ships. Of course, you can have less than this if you want – indeed, you don't have to have any at all.

IMPERIAL BATTLEFLEET

TYRANT BATTLESHIP



MAX SPEED: 2

0-4 TYRANT SQUADRONS
AT 100 POINTS PER
SPACESHIP

Models per squadron: 1-3

DOMINATOR BATTLESHIP



MAX SPEED: 2

0-4 DOMINATOR
SQUADRONS
AT 100 POINTS PER
SPACESHIP

Models per squadron: 1-3

FLEET SUPPORT SHIPS

Up to 1 FLEET SUPPORT SHIP
PER 100 POINTS IN THE BATTLEFLEET
– these can be any mix of Galaxies and Goliaths

GALAXY TROOP SHIP



MAX SPEED: 2

GALAXY TROOP SHIPS
AT NO POINTS COST

Models per squadron: 1

GOLIATH FACTORY SHIP



MAX SPEED: 2

GOLIATH FACTORY SHIPS
AT NO POINTS COST

All the Goliath ships in the fleet
form a single convoy

You can choose any mix of support ships provided the combined total doesn't exceed the maximum number allowed. So if you're allowed 5 ships, as in the example above, you could have 3 Goliaths and 2 Galaxies, or 1 Goliath and 4 Galaxies, or just one of each, and so forth

You don't buy squadron commanders for fleet support ships – they have their own officers, separate from the battlefleet's commanders.

Galaxy troops ships operate in squadrons of 1 ship. Goliath factory ships are grouped together into a single squadron known as a convoy – see the Goliath's special rules for details.

ELDAR CRAFTWORLD FLEETS

At the moment, Eldar Craftworld fleets contain Wraithships and Shadowhunters – we'll be extending the list as we release more Eldar spaceship models.

Wraithships are the mainstay of the Eldar Craftworld fleets and there will always be at least one Wraithship squadron in the fleet. In addition to this, the fleet can include any mix of Wraithship and Shadowhunter squadrons, as shown by the Eldar Fleet list.

ELDAR CRAFTWORLD FLEET

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

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

In addition, you can buy extra squadron commanders at:

50 points per extra squadron commander

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

ELDAR WRAITHSHIP



Super Manoeuvrable
MAX SPEED: 1-3

ANY NUMBER OF
WRAITHSHIP SQUADRONS
AT 100 POINTS PER
SPACESHIP

Models per squadron: 1-3

ELDAR SHADOWHUNTER



Super Manoeuvrable
MAX SPEED: 4-6

ANY NUMBER OF
SHADOWHUNTER
SQUADRONS
AT 50 POINTS PER SPACESHIP

Models per squadron: 2-4

CRIPPLED SPACESHIPS

Up until now, when a spaceship was destroyed you simply removed it from the board. It was ripped apart by huge explosions and reduced to a million fragments of shattered debris. In fact, in many cases a spaceship isn't completely destroyed, even after it's taken so much damage that it can no longer move or fire.

Under the guidance of engineers and technicians, the crew works feverishly to try and repair the worst of the damage. If they're lucky they can jury-rig repairs and get the engines or weapons working. If they're unlucky the damage will be irreparable, reactors will overheat and the ship will eventually explode despite their best efforts.

To represent this, we're introducing optional rules for crippled ships – ships which have been put out of action but which might be repaired. Playing with these rules makes the game slightly longer so you don't have to include crippled ships if you don't want to. You should both agree whether or not you're using them before you start.

CRIPPLING DAMAGE

If a spaceship is reduced to 0 damage, don't remove it from the board but place a 0 damage counter next to it. Once you've finished all the firing, you roll to see whether the ships which were reduced to 0 damage this turn are destroyed or crippled.

There's basically a 50/50 chance of a ship being destroyed or being crippled. If the ship has taken critical hits, it's more likely to blow up – it has already taken such a battering that the final attack completely finishes it off.

Roll a dice and add +1 for each critical hit counter on the ship's base then consult the Crippled Ships Table.

CRIPPLED SHIPS

If the ship is crippled, remove any critical hit counters. Leave the 0 damage counter and any shield counters in place – these are still operational.

Now place two more counters on the spaceship's base: a **weapons crippled** counter and the appropriate **engines crippled** counter.

A crippled spaceship cannot fire any of its weapons. It moves according to the type of engines crippled counter on its base, as described in the Crippled Ships Table.

REPAIRING CRIPPLED SHIPS

There's a chance that a crippled ship's crew can repair some or all of the ship's vital systems, at least temporarily. You roll for this at the same time as rolling to repair critical hits. See the Repairing Damage section for details.

DESTROYING CRIPPLED SHIPS

Any time that a crippled ship takes damage that isn't deflected by its shields, roll a dice and check the following table, adding +1 for any dice that rolled a 6 in a Hit square:

D6	Result
1-3	No effect
4-6	Destroyed
7	Destroyed – Crash Course
8+	Destroyed – Spectacular Explosion

The Destroyed, Crash Course and Spectacular Explosion results have the same effects as described on the Crippled Ships Table.

CRIPPLED SHIPS TABLE

- | | | | | | | | |
|---|----------------|---------------|-----|---------|-----|----------------|---|
| <p>1 Crippled – Stationary
The spaceship's engines are completely destroyed and it cannot move at all – it can't even change the direction it's facing.</p> <p>2 Crippled – Drift 1 Square
The spaceship's engines fire intermittently as fuel tanks rupture and control lines short out. The ship moves 1 square forward each turn. To see exactly which way the ship moves, roll a dice each turn:</p> <table border="0" style="margin-left: 40px;"> <tr> <td>1-2</td> <td>Sideslip Left</td> </tr> <tr> <td>3-4</td> <td>Forward</td> </tr> <tr> <td>5-6</td> <td>Sideslip Right</td> </tr> </table> <p>3 Crippled – Maximum Speed Full Ahead
The spaceship's engines have completely overloaded and are firing at maximum thrust. The ship moves straight ahead at its fastest speed – it can't turn, drift to one side, slow down or make any other manoeuvre. For Eldar ships with solar sails the maximum speed depends on the direction of the solar wind as usual.</p> <p>4-6 Destroyed
Remove the model from the board – the damage has blown the spaceship to pieces and it takes no further part in the battle.</p> | 1-2 | Sideslip Left | 3-4 | Forward | 5-6 | Sideslip Right | <p>7 Destroyed – Crash Course
The spaceship goes out of control as its engines die with a final spasm of power and its weapon systems overload and blast the ship apart from the inside. Move the ship according to its squadron's orders on the helm computer – ie it repeats the move it made at the start of the turn.
If it ends up in the same square as another ship, the second ship takes D6 damage from the storm of debris and exploding plasma fuel. At the end of this crash course the destroyed ship is removed.</p> <p>8+ Destroyed – Spectacular Explosion
Fires rage through the ship causing magazines, laser generators, plasma drives and fuel tanks to erupt in one almighty cataclysmic explosion. The ship is vaporised – remove the model from the table.
The explosion also spreads to cover the eight squares adjacent to the destroyed spaceship. You use the Combat Tray to represent this area, as described earlier. Drop a number of dice equal to the ship's original damage score into the tray. If a dice lands in a square containing a ship, it takes the amount of damage shown by the number on the dice. This hits the facing towards the centre of the explosion.</p> |
| 1-2 | Sideslip Left | | | | | | |
| 3-4 | Forward | | | | | | |
| 5-6 | Sideslip Right | | | | | | |

BOARDING ACTIONS

Every warship carries assault troops specially trained in the tactics of boarding enemy spaceships. When a spaceship has been hammered into submission by broadsides and torpedos and is left drifting as a crippled wreck, boarding parties may be launched against it to try and capture the ship. The boarding ship moves alongside the crippled ship and sends thousands of men into the assault.

All spaceships are equipped with teleporters and short-range sub-stellar launches and shuttles. These are mainly used to transport men and equipment to and from the ship when it's in orbit or docked at a spaceport. They can also be used to land boarding parties onto enemy spaceships.

Crack teams of assault troops, experienced in the tense, desperate fighting of shipboard combat, are teleported to key areas like the bridge, engine room and weapon targeting chambers. Meanwhile more troops land in the enemy ship's docking bays, or fly their shuttles in through gaping holes in the side of the hull.

Some ships are also specially-equipped with boarding torpedos which they fire into the enemy ship. As soon as they hit, bursting through the hull of the crippled ship, the fronts of the torpedos swing open and the heavily-armed boarding parties emerge, opening fire on any defenders as they head into the depths of the ship.

Boarding an enemy spaceship, even when it's crippled and drifting with all its weapon systems down, is fraught with danger. Often teleporters are inaccurate and assault troops find themselves fighting through a labyrinth of narrow corridors to reach their target. Or the enemy may have already prepared for landing shuttles and the boarding parties have to fight a pitched battle against well-armed defenders.

A crippled spaceship may be able to fight off the boarding parties and launch a counter-assault using its own teleporters and shuttles.

Even with the damage it's sustained, a crippled ship can sometimes muster enough men to counter-attack effectively and it's not unknown for a boarding ship to be captured by its prey!

FIGHTING A BOARDING ACTION

These rules are optional and you should both agree whether or not you're using them before the game begins. There are two reasons why you may want to board an enemy ship. Firstly, you get twice as many victory points for capturing a ship as you do for destroying it. And secondly, if you're able to capture a ship and then successfully repair it, you can turn the ship's weapons against your opponent.

You can only board crippled spaceships. To board a crippled spaceship, your ship must be in an adjacent square – this can be vertically, horizontally or diagonally adjacent. It doesn't matter which way the two ships are facing.

You can't board an enemy ship if you fired any weapons this turn. If you're playing with a lot of spaceships, it's a good idea to keep track of which ships haven't fired – we use spare counters placed face-down beside the spaceships to mark this.

To board an enemy ship you simply roll a dice, add or subtract the relevant modifiers and look up the result on the Boarding Actions Table. The modifiers are mainly based on the two ships' relative boarding strengths, a measure of the number of trained assault troops on board. Boarding strength equals the spaceship's starting damage score.

MULTIPLE BOARDING ACTIONS

You can use more than one spaceship when you launch a boarding action. All the ships involved must be adjacent to the enemy ship. Simply add up the total number of damage points of all the ships sending boarding parties. If more than one is a troop carrier, add the regiment bonus for each ship.

BOARDING ACTIONS TABLE

1 or less – Counter-Attack

The boarding parties were easily overwhelmed by the defenders. Seizing this opportunity, the defenders launch their own boarding parties to make a counter-attack.

If you're the defending ship in a boarding action and this result is rolled, you can choose whether or not to counter-attack. If you decide not to counter-attack, treat this result as **Boarders Repelled** (see below).

If you want to counter-attack, immediately roll on the Boarding Actions Table, with your ship now counting as the attacker – apply any modifiers as usual. In this way it's possible to capture a ship that was trying to board you.

If you also roll a Counter-Attack result, the other ship gets a chance to launch a second attack immediately. A boarding action can go back and forth several times before it's resolved. This all takes place during the same turn – just keep rolling until you get a **Boarders Repelled** or **Ship Captured** result.

2-4 Boarders Repelled

After a hard-fought battle through the corridors and chambers of the enemy ship, the boarding parties are repelled. The action was unsuccessful and both players keep control of their ships.

Even though boarders were repelled this turn, if your ship is still in an adjacent square to the enemy ship next turn, you can try again.

5 or more – Ship Captured

Your boarding parties storm the bridge, engine room and other vital areas of the enemy ship. Most of the defending troops are killed and the remaining crewmen are forced to surrender. You now control the ship – place a captured spaceship counter on its base to show it has changed hands.

For the rest of the game you treat this ship as your own. You roll for repair as usual and if the ship regains the use of its engines or weapons, you decide where to move it and what it fires at. If the enemy destroy the captured ship, you score the points for its destruction (though not for capturing it). If they recapture the ship, you still score points for crippling it – the enemy get no points for recapturing their own ship.

MODIFIERS

Attacker's boarding strength is 1-3 points higher	+1
Attacker's boarding strength is 4-5 points higher	+2
Attacker's boarding strength is 6+ points higher	+3
Defender's boarding strength is 1-3 points higher	-1
Defender's boarding strength is 4-5 points higher	-2
Defender's boarding strength is 6+ points higher	-3
Counter-attacking from crippled ship	-1

Unless otherwise noted in a ship's special rules, boarding strength equals the ship's original damage score.

REPAIRING DAMAGE

After you've both finished firing and resolved any boarding actions, you can roll to repair damage caused to your remaining spaceships. There are two sorts of repairs you can make – those to crippled ships and those to critical damage. You can roll to repair as many different ships as you want during a turn, but you can only roll once for each ship.

REPAIRING CRIPPLED SHIPS

You roll for each spaceship that was crippled last turn or before – don't roll for any ships crippled this turn. Roll 2D6 for each ship and check the Crippled Ships Repair Table.

Note that even if a crippled ship is repaired it still only has 0 damage – if it's hit again you roll on the table for Destroying Crippled Ships.

REPAIRING CRITICAL DAMAGE

Repairing critical damage can make the game slightly longer so agree in advance with your opponent whether or not you're using these rules. We find the fun of repairing criticals and getting a ship's weapons or engines back at a vital moment is well worth the extra dice rolling.

You can try to repair any damage that was caused last turn or before – you can't roll to repair critical damage caused this turn.

Roll a dice for each ship that had taken critical damage before this turn – you only roll once for the ship, regardless of how many critical hits it's taken.

On a roll of 1-5 nothing happens – the repair crews are still working and you can roll again next turn.

On a roll of 6, you can remove one critical counter from the spaceship's base. By inspired jury-rigging and the invocations of the engineers, the damage has been repaired. If the ship has suffered more than one critical, you can only repair one at a time – choose one of the counters to remove and leave the others in place to continue in effect next turn.

You can only repair criticals that are marked by a critical damage counter on the model's base. For example, you can try to repair engine damage but you can't repair a magazine explosion – the explosion simply reduces the spaceship's damage and has no counter to mark its continuing effects.

If a ship took critical damage this turn but already had critical damage from previous turns, you can repair the old damage but not the new damage.

Repairing Shields Down Criticals

If you repair a shields down critical, roll a D6 to see how many shields you get back. You choose where these go. You can put all the shields on one facing or split them between different facings. The only restrictions are that you can't put shields where you don't normally have them and you can't have more shields on any facing than the normal maximum.



CRIPPLED SHIPS REPAIR TABLE

2-3 Destroyed – Spectacular Explosion

The engineers and crew lose their battle against the overloading reactors and the ship explodes in a vast fireball. This spreads to cover the eight squares adjacent to the destroyed spaceship. You use the Combat Tray to represent this nine-square area, as described earlier. Drop a number of dice equal to the ship's original damage score into the tray. If a dice lands in a square containing a ship, the ship takes the amount of damage shown by the number on the dice. This hits the facing towards the centre of the explosion.

The crippled ship itself is vaporised by the explosion – remove the model from the table!

4-5 Destroyed

Massive explosions rip through the ship as it finally succumbs to the damage it's suffered. Remove the ship from the board.

6-7 No Effect

The crew's attempts to repair the ship are unsuccessful – roll again next turn.

8 Move 1 Square

The spaceship's engines briefly surge into life – the ship is able to fire a single controlled burst before power drops off again. You can immediately make any speed 0 or speed 1 manoeuvre with the ship (except those in the super manoeuvrable column).

Next turn, the ship goes back to moving as indicated by its engines crippled counter. Roll again for repairs next turn.

9 Fire Once

Amid blue-sparking cables and shattered control panels, the repair crew manage to temporarily reconnect the ship's weapon systems. With a deep roar of barely-controlled power, the ship gets off a single shot before the systems close down again.

You can immediately fire once with any of the spaceship's weapons using the normal range, damage and so forth.

This is a one-off shot – the ship can't fire next turn. Roll again for repairs next turn.

10 Engines Repaired

Repairs to the engines are successful and they'll keep working – at least to the end of the battle. Remove the engines crippled counter from the model's base. From next turn you can move the ship as normal. You'll need to use a separate squadron counter for this ship – it no longer moves with the rest of its squadron and is given its own orders on the helm computer.

Although its weapons aren't working, you don't roll to repair this ship any more. It's all the crew can do to keep the engines under control.

11 Weapons Repaired

The crew have managed to get power back to the weapon banks and the targeting systems are working again. Remove the weapons crippled counter from the model's base. From next turn you can fire any of your weapons as normal.

Don't roll to repair this ship any more. The crew are stretched to the limit keeping the weapon generators under control – they can't risk the chance of diverting resources to repair the engines.

12 Engines and Weapons Repaired

By a miracle, the repair teams have got both the engines and the weapons under control. Remove both crippled counters from the model's base. From next turn you can move and shoot the ship as normal and you don't roll for repair any longer. You'll need to use a separate squadron counter for this ship – it no longer moves with the rest of its squadron and is given its own orders on the helm computer.

SPACESHIPS

JES GOODWIN



TYRANT BATTLESHIP

The Tyrant's design is similar to that of the larger Emperor capital ship. Each of the Imperium's ship designs is associated with a single shipyard. The shipyards orbit the forge-worlds of the Adeptus Mechanicus.

These worlds are vast manufacturing bases, their surfaces covered with massive industrial complexes, huge volcanic furnaces, skyscraping chimneys, abyss-like quarries and the great workshop-fortresses of the Titan Orders.

The Emperor, Tyrant and Dominator are typical of the spaceships produced at the Jovian shipyards. The docks and workshops circle the planet like a ring of moons, home to the millions of Servitors, Technomats and Drones that work under the supervision of Artisans and Rune-Priests to build the Imperium's warships. Each ship is a vast undertaking. Many of those working on it will live and die during its construction, never seeing the magnificent warship they proudly strived so hard to create.

Although the Tyrant resembles the Emperor, it is a more manoeuvrable ship. Where the Emperor often depends on its huge size and powerful shields to protect it, the Tyrant can attempt to outmanoeuvre the enemy in order to bring its devastating laser broadsides to bear.

Like the Emperor, the Tyrant has a large energy ram on its prow, constantly rippling with sparks of barely-restrained power. With its manoeuvrability at speed, the Tyrant can often move into a ramming position and literally carve its way through the enemy fleet.

The Tyrant battleship serves a similar role to the Gothic battleship – bringing rebellious systems into line, keeping the Imperial peace wherever it sails, and forming the core of battlefleets summoned to defeat pirates, alien raiders and other space-borne enemies of the Imperium.

RAMMING BONUSES

In head-to-head rams, and in side and rear rams when it is the attacker, the Tyrant gets an extra bonus to its dice roll. This bonus depends on the Tyrant's speed:

Speed	Ram Bonus
1	+1
2	+2

If the Tyrant is the defender in a side or rear ram, or if its energy ram has been destroyed by critical damage, it doesn't get any bonus.

DOMINATOR BATTLESHIP

The Dominator comes from the same family of ships as the Tyrant and Emperor. It is armed with the awesome inferno cannon. This massive cannon is mounted along the entire length of the Dominator's hull. The huge shells are loaded at the rear of the ship in a cavernous chamber positioned above the roaring fury of the Dominator's plasma drives.

Each inferno cannon shell is the size of a tall building, its warhead packed with explosive. The shells are moved from the ship's magazine on great tracked transport vehicles that crawl along echoing tunnels down the length of the ship. The shells are loaded by powerful winches, guided by an army of engineers whose prayers ring through the chambers. As the huge breech closes, the gun crews leave the chamber – no man could withstand at short range the awesome concussion produced as the shell is fired.

The shell accelerates down the long barrel of the cannon, reaching a searing velocity that hurls it out into space. The whole ship shudders with the recoil of the cannon – indeed, it is constructed with massively reinforced bulkheads and hull supports to withstand the powerful shockwaves.

When the shell detonates it releases a ball of radioactive fire that forms a sphere of destruction kilometres across. Not only the cannon's target, but any ship close to it receives a deadly blast of intense heat, energised particles and huge jagged shards of shrapnel larger than most sub-stellar spaceships.

The inferno cannon is affectionately known as the Planet Buster by a Dominator's crew because it is often used in planetary assaults to rain fire down on enemy cities. A single shell is powerful enough to destroy all but the largest cities, leaving only flattened ruins around a crater many hundreds of metres deep. When an enemy planet learns that a Dominator has entered the star system, it is rare for a complete and unconditional surrender not to follow swiftly.

THE INFERNO CANNON

The inferno cannon attacks an area of 9 squares in a 3 square by 3 square grid, centred on the target ship. The target ship must be within the Dominator's 9-square range and fixed forward arc of fire. Place the **Inferno cannon target** counter next to the ship you're attacking so there's no confusion about which square you're shooting at.



Inferno Cannon Target Counter

The 9 squares of the Combat Tray represent the 9 board squares you're attacking. The square each dice lands in shows which square on the board has been hit. See the section on the Area Effect Weapons earlier in this article for more details.

The number each dice rolls shows how many points of damage have been inflicted on the ship in that square. The damage is inflicted against the facing towards the centre of the explosion (marked by the inferno cannon counter), not against the facing that is towards the Dominator.

If the dice lands in a square where there's no ship, that dice is a miss and is ignored.

Note that you can't target an empty square – there must be a spaceship in the square to shoot at.

INFERNO CANNON AND HOLO FIELDS

Holo fields blur the position of a spaceship – the faster the ship moves, the greater the effect so that at very high speeds you can barely see the ship at all. To represent this, you normally remove any dice from the Combat Tray that roll less than or equal to the ship's speed. With an inferno cannon, the procedure is slightly different.

If the ship with holo fields is the inferno cannon's target, you reduce the number of dice you roll by the ship's speed – this represents the problem of tracking and targeting the ship. For example, if you're firing at a Shadowhunter moving at speed 4, you only roll 2 dice ($6 - 4 = 2$) rather than the normal 6.

If the ship with holo fields is in the inferno cannon's area of effect but isn't the actual target, you simply ignore the holo fields altogether. This is because the ship has simply been caught in the blast – being nearly invisible doesn't help it avoid the massive explosion.

GOLIATH FACTORY SHIP

The Goliath factory ship is a vast interstellar refinery and fuel transporter. Its role is to supply fuel to energy-hungry industrial and hive worlds. It transports its cargo from star systems rich in mineral resources across vast interstellar distances to worlds which have already depleted their own natural resources.

It arrives at a mining planet and takes aboard millions of tons of unrefined rare ores – for, of course, only rare and valuable ores are worth the expense of interstellar transportation. En route, the Goliath's huge refineries extract all the precious minerals from the ores. Working at immense pressures and temperatures, these minerals are then converted into plasma fuels that are incredibly energy-rich.

The Goliath itself needs a vast quantity of energy. Each ton of enriched plasma fuel uses many times more energy in the making than it will ever provide. To power its processes, the

Goliath makes use of resources not available to cities and planetary factories – the raw power of the stars themselves. The Goliath skims close to the surface of stars, sucking in the energy that is burning off them by means of power fields that funnel the energy through to the Goliath's reactors.

At the end of its long voyage, a Goliath will have produced several million tons of super-energised plasma fuel. Every ton of this fuel is a thousand times more powerful than conventional nuclear fuels. And any explosion aboard a Goliath produces an incinerating fireball a thousand times more powerful than a conventional nuclear explosion.

Most Goliath factory ships are part of the Imperial merchant fleets. They usually ply the chartered routes between mining worlds and industrial planets. When they are passing through dangerous space, they often form into convoys accompanied by a defensive force of warships.

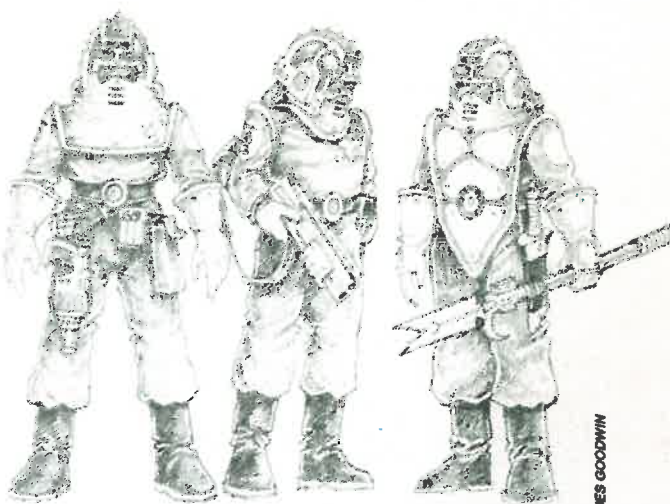


Sometimes a single Goliath accompanying a large battlefleet for the safety it offers will get caught up in a battle. At other times, a convoy will be deliberately attacked by pirates seeking to capture the ship or enemy raiders seeking to destroy it. A lucky convoy will be well-defended by warships. More often, only a few ships can be spared to protect the convoy and a fierce battle will ensue between raiders and convoy defence ships.

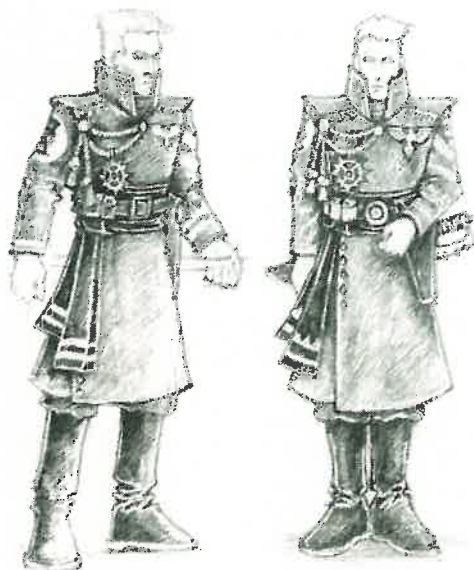
CONVOYS

All the Goliath factory ships in a battlefleet are grouped together in a single squadron known as a **convoy**. This can be any size, from a single Goliath up to a large convoy of half-a-dozen or more ships. The convoy is given a single squadron counter and all the ships move following the same orders.

Convoys don't follow the normal rules for squadron formations. Each ship can be up to one square away from the nearest ship in the convoy. Of course, once you've set them up they still move in formation as usual.



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MOVEMENT

When the Goliath is moving at speed 2 you can only choose to move directly ahead – the ship is purely a transport vessel and isn't designed with the manoeuvrability of warships.

JETTISONING FUEL

You can choose to jettison some or all of the Goliath's fuel – this forms a dense cloud of plasma behind the spaceship which is ignited by the ship's engines as it moves away. This is sometimes used as a defensive action by Goliath captains who are being closely pursued by enemy spaceships. The drawback is that the ship loses its valuable cargo so a Goliath captain will only jettison his fuel in dire emergencies when it's necessary to save the spaceship from certain destruction.

You declare if you're jettisoning any fuel after you've given orders to all your squadrons but before any ships have moved.

Choose how many megatons of plasma fuel you're jettisoning, up to all the remaining fuel. Place the appropriate **exploding plasma fuel** counter in the same square as the ship. Place a **plasma fuel** counter on the ship's base to show how many megatons of fuel remain in the ship's tanks.



Example exploding plasma fuel counter showing how much fuel has been jettisoned and plasma fuel counter showing how much fuel remains on board

Now move the ship according to its orders on the helm computer. Note that if you haven't given it orders to move 2 squares full ahead it'll get caught in the explosion!

The jettisoned plasma fuel explodes during the firing part of the turn. The exploding plasma fuel affects a 9 square area in a 3 square by 3 square grid, centred on the square containing the exploding fuel counter.

The 9 squares of the Combat Tray represent the 9 board squares affected. You drop 1 dice into the Combat Tray for each megaton of fuel released (so you'll be rolling from 1 to 8 dice).

The square each dice lands in shows which square on the board has been hit. See the section on Area Effect Weapons earlier in this article for more details of how this works.

The number each dice rolls shows how many points of damage have been inflicted on the ship in that square. The damage is inflicted against the facing towards the centre of the explosion (marked by the exploding plasma fuel counter). If the dice lands in a square where there's no ship, that dice is a miss and is ignored.

The jettisoned plasma fuel burns for this turn and next turn, so leave the exploding plasma fuel counter in place. Next turn, the fuel affects the same 9 square area exactly as before. Roll the same number of dice in the Combat Tray to see which squares are affected, then remove the counter.

DESTROYING A GOLIATH

If a Goliath is reduced to 0 damage, it is destroyed. You don't roll to see if the ship is crippled – even if it's jettisoned all its fuel, the residues in the empty tanks burn so fiercely that the ship is quickly engulfed by fire.

If there is any fuel aboard when a Goliath is destroyed, the fuel explodes. Remove the spaceship and replace it with the appropriate exploding fuel counter. This affects a 9 square area and lasts for two turns as usual. Work out the effects of the first turn's explosion immediately.

RAMMING A GOLIATH

If a Goliath that still contains fuel is rammed or rams another ship, it is automatically destroyed and explodes. Work out the result of the ram as usual to see what happens to the other ship – whatever the result, the Goliath is destroyed by the ram.

The fuel explodes centred on the square the ram takes place in. As usual, it affects a 9 square area and burns for two turns – work out the results of the first turn's explosion immediately.



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VICTORY POINTS

You score victory points for the Goliath based on the amount of plasma fuel remaining at the end of the game, as follows:

Points Scored For	Points scored by	
	You	Enemy
Each megaton of fuel aboard	25	
Goliath destroyed		50
Goliath crippled		25

You only score points for fuel if the Goliath is either still on the board or has left the board by your opponent's board edge. If the Goliath leaves the board by your edge or either side, you score no points for it – your opponent still scores 25 points if the ship was crippled before leaving the board.

GALAXY TROOP SHIP

The Galaxy is a fleet support ship used to transport regiments of the Imperial Guard from one star system to another. The Galaxy itself is not a proper warship although it will often operate as part of a battlefleet, supplying troops for planetary landings.

Imperial Guard regiments are recruited from a world's best warriors – gang fighters from hive worlds, planetary defence forces from industrialised worlds, tribal warriors from feral worlds and the feudal elite from medieval worlds.

At the time prescribed by the Administratum, a troop ship such as a Galaxy arrives at the planet to recruit the elite warriors. They then begin a great journey through space during which they are trained in the armaments and tactics of the Imperium. They are issued with standard Imperial equipment – lasguns, flak armour and so forth – and instructed in the Imperial faith. When they arrive at their destination, they have been trained into a crack force, their natural warrior skills honed to a razor-sharp edge.

Some regiments are sent to conquer and pacify newly-discovered planets and may remain there afterwards as a garrison, forming a new warrior elite to rule the planet. Other regiments may be moved from warzone to warzone, fighting countless battles on the Imperium's behalf.



Galaxies and the regiments of Imperial Guard they carry are often included in battlefleets when there are planets to conquer. The Guardsmen land on the planets after the warships have first destroyed enemy opposition in space and softened up the ground troops with orbital bombardment.

Although by no means their main role, Galaxies are also useful in spaceship boarding actions. The thousands of trained assault troops they carry give them a big advantage in successfully boarding spaceships that are far larger than themselves.

TROOPS

A Galaxy starts the game with 4 regiments aboard. In reality, the number of regiments carried by a Galaxy varies depending on the size of the regiments (usually from 2000-6000 men) and the mission they're on. We've chosen 4 regiments as a reasonable average for a Galaxy heading into a warzone.

If this number is reduced, place a **regiment** counter on the ship's base showing the regiments remaining – 3, 2, 1 or 0.

BOARDING ACTIONS

If a Galaxy is involved in a boarding action, either as attacker or defender, there is a modifier to the dice roll. This depends on the number of regiments remaining aboard the Galaxy:

Number of Regiments	Modifier when Galaxy is	
	Attacking	Defending
4	+4	-4
3	+3	-3
2	+2	-2
1	+1	-1
0	Cannot Board	-

You'll notice that the Galaxy can't board a ship if there are no regiments left. Unlike the warships, the Galaxy doesn't carry any boarding parties in addition to the troops it's transporting.

Capturing Enemy Ships

If the Galaxy boards and captures an enemy ship, reduce the number of regiments on board by 1. These troops are left aboard the enemy spaceship as a prize crew. Place a **prize crew** counter on the base of the captured ship.



Example regiment counter and prize crew counter

LANDING TROOPS ON PLANETS

In the future, we'll be publishing planetary invasion rules for Space Fleet. If you're using these optional rules, the Galaxy is capable of landing troops.

VICTORY POINTS

You score victory points for the Galaxy troop ship based on the number of regiments that are surviving at the end of the game, as follows:

Points earned for	Points scored by	
	You	Enemy
Each surviving regiment	50	
Each regiment destroyed		50
Galaxy destroyed		50
Galaxy crippled		25

Surviving regiments include those troops still aboard the Galaxy and any prize crews aboard ships that you've captured.

You only score points for regiments if the Galaxy is either still on the board or has left the board by your opponent's board edge. If the Galaxy leaves the board by your edge or either side, you score no points for it – your opponent still scores 25 points if the ship was crippled before leaving the board and 50 points for any regiments destroyed.



JES GOODWIN

ELDAR SHADOWHUNTER

Like the Wraithship, the Eldar Shadowhunter is constructed from psychically-attuned Wraithbone and powered by a massive solar sail that drives the ship forward on a gale of photons released by the stars themselves. The Shadowhunter is smaller and faster than the Wraithship and is capable of both great speed and agile turns. It is best used for lightning attacks, launching its plasma torpedos or firing laser broadsides from close range and depending on its speed and holo fields to prevent the enemy returning fire.

Unlike most Imperial ships and the Eldar Wraithship, the Shadowhunter is protected by holo fields instead of shields. Shield technology works by projecting defensive energy fields around the spaceship to absorb and deflect attacks. Each shield can only absorb so much energy and eventually it is battered down until the power built up can be discharged – a process that lasts much longer than any space battle.

The Shadowhunter's holo fields work on a different principal. The fields project a holographic dispersion pattern which disrupts enemy targeting. The effect of the holo fields increases as the ship moves faster and faster. At slow speeds, its shape is blurred and its outline indistinct. It is seen by the enemy as a dancing cloud of multi-coloured shards – this makes precise targeting of the Shadowhunter difficult. At higher speeds it disappears altogether – only a slight rippling effect like a heat haze against the backdrop of glittering stars reveals it to keen eyes. No targeter can successfully track such an indistinct, fast-moving spaceship.

However, because the fields only disrupt targeting, the Shadowhunter is easily damaged if hit. This means that it must keep moving, darting through enemy formations at maximum speed to deliver its attacks and then turning beyond the range of their guns.

A Shadowhunter is at its most vulnerable when it is forced to manoeuvre within range of enemy attacks or if it has to turn into the solar wind. Experienced Shadowhunter captains play a patient game of attack and retreat with their victims, circling at the edge of their enemy's fleet, waiting for the perfect opportunity to strike. A captain who throws caution to the wind and closes to fight at short range soon pays the ultimate price for his foolhardy bravado!

MOVEMENT

Eldar Shadowhunters are super-maneuvrable – you can choose movement orders from the yellow columns on the helm computer.

THE SOLAR WIND

Shadowhunters are propelled by the force of the solar wind. You work out which way the solar wind is blowing at the start of the game. Roll a dice:

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

The solar wind blows from that direction for the rest of the game. If playing with Eldar ships on both sides, the wind always blows across the board, never from behind one of the players – roll a dice to see which side it comes from.

SPEED

A Shadowhunter's speed depends on whether the solar wind is blowing from behind, in front or the side of the ship. Before you give orders to your Shadowhunter squadrons, check what speed each squadron can move at this turn:

Direction of Solar Wind	Maximum Speed
From behind the Shadowhunter	6
From the Shadowhunter's left or right	5
From in front of the Shadowhunter	4

HOLO FIELDS

The Shadowhunter's holo fields become more effective the faster the ship is moving, distorting its outline and hiding its position. At full speed, a Shadowhunter is little more than a faint blur – only the rippling and shimmering of the stars behind it give away its position.

To represent this, when the ship is attacked, remove any dice from the Combat Tray that roll less than or equal to the ship's current speed. Any remaining dice in Hit squares affect the ship as usual.

For example, if you're attacking a Shadowhunter moving at speed 4, you drop the dice in the Combat Tray and then remove any dice that score 1-4. Only dice scoring 5 or 6 that are also in Hit squares actually damage the Shadowhunter.

This obviously means that a Shadowhunter moving at speed 6, can't be attacked – none of the dice are going to be able to roll higher than 6!

ADDITIONAL RULES

We've played a lot of games of Space Fleet since we published the first expansion rules for them in last month's White Dwarf. We've come across a few points of potential confusion that we'll clear up here. – plus a couple of notes about how the new rules introduced this month affect the spaceships we covered last month.

OVERLAPPING CASTELLAN SHIELDS

If two Castellans come close to each other with their shields turned on, a powerful feedback resonance starts up. If neither turns its shield off, the feedback rapidly escalates and overloads the two shield generators, resulting in an almighty explosion.



To prevent this, the Castellon captains immediately go into an emergency shutdown procedure. This is a desperate measure that inevitably causes damage to the shield generators.

Whichever ship shuts its shield down first is fortunate enough to merely fuse the generator control systems and lose the use of its shield. The other ship takes the full brunt of the feedback build-up – if its shields were already fairly charged the generator overloads and explodes, destroying the ship and possibly anything around it.

To represent this effect, if two Castellons with their shield generators turned on are moved next to each other, both players roll a dice.

Whoever rolls highest turns his shield off first. The Castellon suffers the effects of critical damage to its shield controls. Place a **shield controls – shield off** counter on the model's base.

The other Castellon doesn't get its shields turned off quickly enough. Add up the scores of the two dice the players just rolled and then add this total to the amount of damage that's already been absorbed by the Castellon shield.

If this takes it above 12 points, it explodes as usual. If not, the shield stays on and it suffers the effects of critical damage to its shield controls. Place a **shield controls – shield on** counter on the model's base.

CASTELLONS AND INFERNO CANNON

If an inferno cannon's 9-square area of effect overlaps with a Castellon shield, only hits on ships count against the shield. Dice that land in squares that don't contain ships are ignored – they don't add to the Castellon's total of damage absorbed.

COBRA DESTROYERS

Cobra Destroyers are always destroyed when reduced to 0 damage. Don't bother rolling to see if they've become crippled – they can't survive the devastating attacks launched against them as well as larger spaceships.

IRONCLADS AND PLASMA TORPEDOS

A question that's come up in a couple of games we've played is: Does a plasma torpedo only affect an Ironclad battleship if it rolls 4, 5 or 6?

The answer is: No – a plasma torpedo affects an Ironclad whatever it rolls provided it lands in a Hit square in the Combat Tray. The nature of a plasma attack means that an Ironclad's extra armour gives no special defence against it – just as shields are no extra defence for craft like Gothic battleships.

ENGINE DAMAGED AND SAIL DESTROYED CRITICALS

If a spaceship suffers an Engine Damaged, Sail Destroyed or Sail Damaged critical that reduces its maximum speed to 1, it no longer moves as part of the squadron. Give the damaged spaceship its own counter on the helm computer – you'll need to mark the counter in some way to distinguish it from the rest of the squadron.

If you manage to repair the critical, the spaceship still moves on its own. You can reform the squadron by giving the rest of the squadron reform orders and then moving this spaceship next to one of the other ships in the squadron – it must also be facing in the same direction. From next turn, you can again move all the ships together as a complete squadron.



TONY HOUGH

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ORDER FORM

CODE / DESCRIPTION	QTY	TOTAL PRICE
TOTAL:	POSTAGE & PACKING:	GRAND TOTAL (TOTAL + P&P) =
NAME AND ADDRESS:		

HOW TO ORDER CITADEL MINIATURES

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 dispatching 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!

ALTERNATIVES

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.

FOREIGN ORDERS

We are very happy indeed to supply foreign orders through our UK Mail Order Department.

POSTAGE & PACKING

Total up your order and add the following postage & packaging costs:

UK & BFPO add £2.50

Overseas (including Eire) add 40% if you pay by credit card. P&P will be charged at cost.

METHODS OF PAYMENT

You can pay by cheque or postal order. Alternatively, we take Access and Visa cards - write with your order, and include the card number, the cardholder's name and signature, the card expiry date, and your name and address. Better still, phone our Mail Order Hotline to place an immediate order - make sure you have your Access or Visa card with you when you phone.

UK MAIL ORDER

Our UK Mail Order Hotlines are open for your orders from 9.00am to 6.30pm on weekdays. The numbers to ring are (0773) 760462 or (0773) 713213.

If you're writing in with your order, send it to:

GAMES WORKSHOP MAIL ORDER SERVICE,
CHEWTON STREET, HILLTOP,
EASTWOOD,
NOTTINGHAM NG16 3HY

Or you can fax the order, through on
(0773) 530155



US MAIL ORDER

For US telephone orders (Visa and Master Card only) ring (301) 644 5699, Monday through Friday between 9.00am and 5.00pm EST. Or you can post orders to:

GAMES WORKSHOP MAIL ORDER SERVICE,
3431 C BENSON AVENUE,
BALTIMORE, MD 21227-1072

Please add \$4.00 postage and handling. Maryland residents add 5% sales tax, residents in Virginia add 4.5% sales tax, residents in California add 6.75% sales tax, and residents in Pennsylvania add 6% sales tax. Write for free catalogue.

Cash, COD, and Canadian Postal Money orders are not accepted. Minimum order is \$20.00 and postage will be free if your order is over \$150.00.

You can also fax Visa or Mastercard miniature orders direct to the US on (301) 242-1839. Please remember to include the card number, the cardholder's name and signature, the card expiry date and your name and address.

CANADIAN MAIL ORDER

For Canadian telephone credit card orders (Visa and Mastercard only) ring (416) 595 1159, Monday to Saturday between 11.00am and 8.00pm EST.

Postage and handling will be charged at cost. Please note that we are taking telephone credit card orders only. For postal orders, please contact our US Mail Order Service.

BLOOD BOWL ELVES



THROWER 1
073301/3A



CATCHER 1
073301/2A



LINE MAN 1
073301/1A



KICKER 1
073301/5A



LINE MAN 2
073301/1B



BLITZER 1
073301/4A



CATCHER 2
073301/2B



THROWER 2
073301/3B



CATCHER 3
073301/2C



LINE MAN 3
073301/1C



BLITZER 2
073301/4B



KICKER 2
073301/5B



ELDRIC SIDEWINDER
(STAR PLAYER)
073387/10



CHEERLEADER
073301/6

BLOOD BOWL CHAOS



DORJAK SURECLAW
(STAR PLAYER 1)
073498/4



WORMHOWL GRAYSCAR
(STAR PLAYER 2)
073498/5



GALMEN GOREBLADE
(STAR PLAYER 3)
073498/8



DUKE LUTHOR VON HAWKFIRE
(STAR PLAYER 4)
073498/7



WITHERGRASP DOUBLEDROOL
(STAR PLAYER 5)
073387/7



LEWDGRIP WHIPARM
(STAR PLAYER 6)
073498/1



BILEROT VOMIT FLESH
(STAR PLAYER 7)
073498/3



CHAOS PLAYER 1
073498/2



CHAOS PLAYER 2
073498/6



SLARGA FOUSTRIKE
(STAR PLAYER 8)
073387/16



DIETER HAMMERSLASH
(STAR PLAYER 9)
073387/6



CHAINSAW WIELDING LOONY
073387/15



CHEERLEADER
073498/16

CHAOS DWARFS



THROWER
073498/10



CHAOS PLAYER 3
073498/15



CATCHER
073498/11



CHAOS PLAYER 4
073498/12



CHAOS PLAYER 5
073498/9

BLOOD BOWL BIG GUYS



OGRE PLAYER 1
073363/1



OGRE PLAYER 2
073363/6



M'GORG'GN'THROG
(OGRE STAR PLAYER)
073363/2



MINOTAUR PLAYER 1
BODY (073363/14)
LEGS (073363/13)
(THIS MODEL COMES IN 2
PARTS, BODY AND LEGS)



BELLOW THUNDERSLAM
(MINOTAUR STAR PLAYER)
073363/10



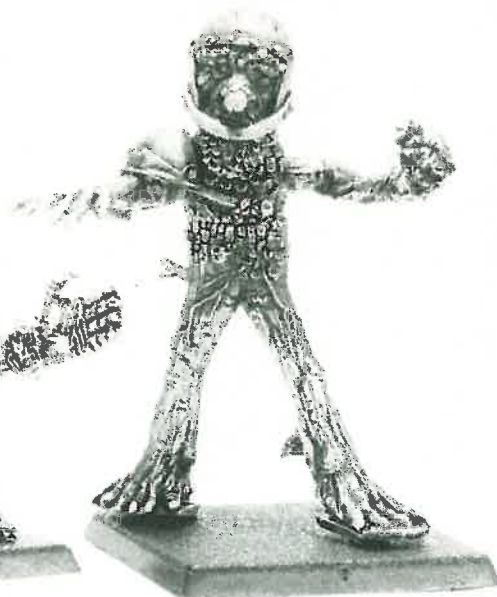
MINOTAUR PLAYER 2
073363/11



TROLL PLAYER
073363/5



GROGRAT CRUNCHSKULL
(TROLL STAR PLAYER)
073363/4



TREEMAN PLAYER
HEAD (073363/7)
ARMS (073363/8)
LEGS (073363/9)
(THIS MODEL COMES IN 3 PARTS,
HEAD ARMS AND LEGS)

BLOOD BOWL DWARFS



LINE MAN 1
073348/8



THROWER 1
073348/7



BLITZER 1
073348/4A



LINE MAN 2
073348/3A



KICKER 1
073348/2A



KICKER 2
073348/2B



KICKER 3
073348/2C



BLOCKER 1
073348/1A



LINE MAN 3
073348/3B



LINE MAN 4
073348/3C



BLITZER 2
073348/4B



BLOCKER 2
073348/1B



BLOCKER 3
073348/1C



BLITZER 3
073348/4C



FLINT CHURNBLADE
(STAR PLAYER 1)
073387/11



BARK FARBLAST
(STAR PLAYER 2)
073387/4



INJURED 1
073348/5A



INJURED 2
073348/5B

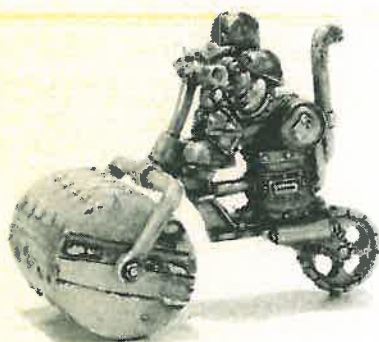


REFEREE
073348/6A



CHEERLEADER
073348/6B

DWARF DEATH ROLLER



ROLLER HALF 1
073407/1



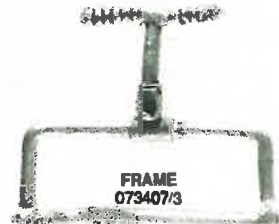
ROLLER HALF 2
073407/2



ENGINE
073407/4

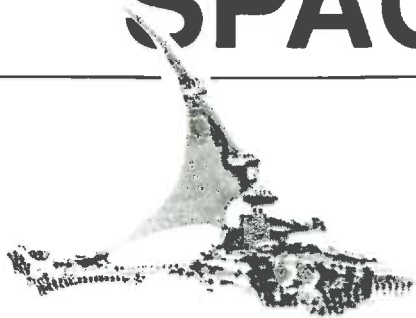


DRIVER
073407/5



FRAME
073407/3

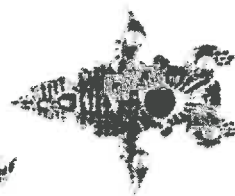
SPACE FLEET



ELDAR SHADOWHUNTER



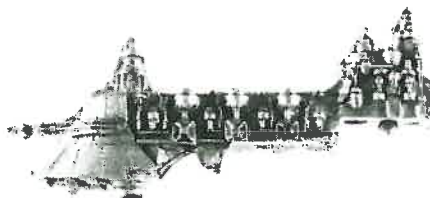
SHADOWHUNTER SAILS
077817/1



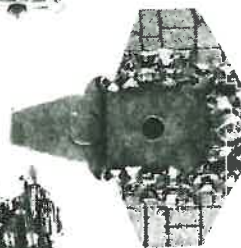
SHADOWHUNTER SUPERSTRUCTURE
077817/2



TYRANT BATTLESHIP



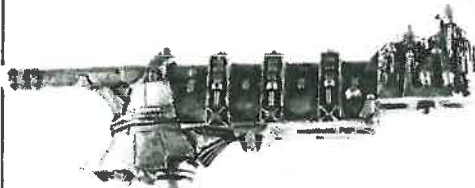
TYRANT SUPERSTRUCTURE
077804/2



TYRANT / DOMINATOR ENGINES
077797/1



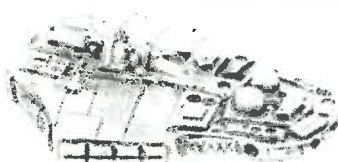
DOMINATOR BATTLESHIP



DOMINATOR SUPERSTRUCTURE
077797/2

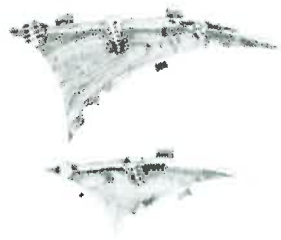


GOLIATH FACTORY SHIP
077760/1



GALAXY TROOP SHIP
077745/1

GOTHIC BATTLESHIP AND ELDAR WRAITHSHIP SPRUE





Jeff Sonnentag - 1st Place Eldar Epic Battleforce

US East Coast competition



Michael Stevenson - 1st Place Vehicle - World Eaters renegade Landraider - US East Coast competition