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HEROQUEST

SPACE CRUSADE



SPACE MARINE™



Armies of the Imperium describes the Space Marine and Imperial Guard armies that comprise the Imperium's fighting forces. This box contains additional Space Marine game rules for a host of fighting machines, troop types, and special characters such as Inquisitors, Librarians, and Commissars. Rules for Space Marines cover Ultramarines, Dark Angels, Blood Angels and Space Wolves in depth, whilst the rules for Imperial Guard introduce the super-heavy tank formations, the awesome Capitol Imperialis, the Leviathan super-heavy command centre, and such unique troops as Ogryns, Ratling Snipers, and Beastmen. The Armies of the Imperium rulebook includes a full colour section illustrating Imperial colour and camouflage schemes, unit markings, and banner designs. Also included in this box are epic army cards for all the new troops and formations described in the rule book, allowing you to create many new units for the Space Marine game.

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WHITE DWARF

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Space Marines storm a Space Hulk from MB's Space Crusade game.

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This special five part campaign sends the Space Marine players on a desperate search for a renegade biologist from the Adeptus Mechanicus. The campaign introduces new rules for Space Marine Librarians and a complete card-based psychic combat system for *Space Crusade*.

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CAMBRIDGE WARHAMMER DAY

Mike McVey and Wayne England will be appearing at the Games Workshop Cambridge store on the 25th January 1992. Mike will give his advice and tips on painting Citadel and Marauder miniatures, while Wayne will be fielding his Dwarf army and taking on all comers in a special *Warhammer Fantasy Battle* game.

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The forces of the Tyrannid Hive Mind threaten to destroy the Imperium of Mankind. Andy and Jervis have developed a complete set of rules for fighting *Warhammer 40,000* battles between Tyrannids and the armies of the 41st Millennium. We've also provided a complete army list covering all of the different creatures of the Tyrannid Hive Mind that you can photocopy or cut out to use in your games.

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Following on from our special *Heroquest* adventure we present The Eyes of Chaos as an epic quest for *Advanced Heroquest*. The heroes are sent to clear out a band of Ogres from an ancient tomb complex deep in the Vault Mountains. What terrible secrets are the heroes going to discover in the catacombs under the tomb complex? *Heroquest* and *Advanced Heroquest* games plunge the players into a dangerous world of magic and mayhem. *Advanced Heroquest* is an open ended system that enables you to create an endless series of adventure quests and allows you to use the complete range of Citadel Miniatures heroes and monsters in your games.

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Andy Chambers



Robin Dews



Wayne England



Jervis Johnson



Mike McVey



Tim Prow

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Games Workshop Stores are much more than just places where you buy games – they are the centre of hobby gaming in your area. We expect that lots of customers will be buying or receiving Games Workshop games or Citadel Miniatures as Christmas presents this year. If you find you're unsure about any of the game rules or want to know what extra models are available to increase the size of your force or army, please drop by or phone your local store. Our friendly staff are more than happy to help you with any questions or queries you might have about the Games Workshop world of hobby gaming. Throughout the year, there are regular activities including workshops and, demonstrations of all kinds that everyone is welcome to come along to and join in with. Drop in to or call your local Games Workshop Store for more details, plus up-to-the-minute news of any other special events.

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If you buy two Citadel Miniatures **blister packs** you can get a third of equal or lesser value **free!**

We also have a small quantity of special limited edition Space Marine Captain miniatures from the UK Games Day to give away!

PLUS – many other special values all weekend.

The Los Angeles store is Games Workshop's West Coast headquarters, where you can find all the latest releases from Games Workshop and Citadel Miniatures. No matter what your gaming experience, there's always something new going on at the store. The manager Dave Kingston and his staff have created a huge selection of gaming terrain for Warhammer 40,000, Warhammer Fantasy Battle and Space Marine. Dave painted the store's Ultramarine army and will be more than happy to give you a game almost anytime.

Shad Keatinge, the other full-time staff member is a Warhammer Fantasy Battle fanatic who fields a vast Undead horde. If you are interested in Warhammer Fantasy Battle or want some advice on building up your army, then speak to Shad. The store also hosts regular painting demonstrations, modelling and terrain building workshops and participation games. To keep in touch with all of the special events and activities make sure you get put onto the mailing list on your next visit, or give Dave a call at the store.

SATURDAY 29TH FEBRUARY

WARHAMMER 40,000 PARTICIPATION GAME. 'BATTLE OF THE ARENA PLANET'

From across the galaxy, forces have been assembling on a deadly arena planet in preparation for a fight to the death. If you want to participate in this exciting game of Warhammer 40,000, bring along a painted unit of any Warhammer 40,000 models worth 350 points or less.

Plus speed painting contests held throughout the day.

SUNDAY 1ST MARCH

SPACE MARINE PARTICIPATION GAME

Dave Kingston will be running a special Space Marine scenario for anyone interested in learning to play. You can bring along your own painted miniatures or use some of the store collection. Space will be limited, so sign up early.

WARHAMMER FANTASY BATTLE PARTICIPATION GAME 'RETURN OF THE NECROMANCER'

A thousand years have passed since the great Necromancer Mortis Mortum was defeated and sealed into his tomb. Now once again, hordes of Undead have been seen stalking the countryside and a great army has been raised to defeat them.

Bring along 350 points of good or neutral Warhammer Fantasy Battle troops or your own painted Undead regiment to fight on the side of Mortis.

Command Group Painting Contest

You've got all day to paint four models. Bring along a character model, a standard bearer and two other Citadel miniatures. You'll need to bring your own brushes, but all paints are supplied.

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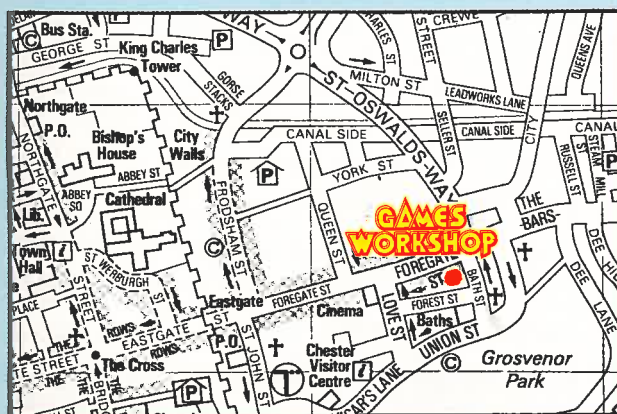
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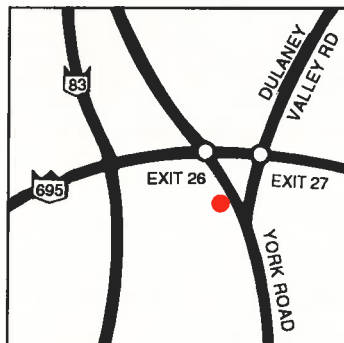
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GOLDENTM 92 DEMON

NATIONAL CITADEL MINIATURES PAINTING CHAMPIONSHIPS

18th APRIL 1992 – BIRMINGHAM NEC

With Golden Demon 1992 approaching fast, now's the time to start painting your miniatures for the regional finals. Some of the categories have changed from last year and there's a new set of rules given below. All miniatures must be either Citadel Miniatures or Marauder Miniatures (or a combination of the two) and they can be metal or plastic. Just call in to your local Games Workshop Store for more details on how to enter.



1991 1st place Mounted Miniature – Empire General
by George Dacunha

1. Single Miniature

Single Miniature means just what it says: one miniature mounted on an appropriate base, which should be no larger than 25mm square. The overall height of the model plus base must not exceed 50mm. Apart from the necessary cleaning and preparation prior to painting, the miniature must not be converted in any way.

No extra models, bits of models or bought accessories can be used as scenery on the base, though you are allowed to scratch build accessories for use on it. Just bear in mind that it's the miniature that is judged, not the base. Don't forget that you can use any of the miniatures that fit on smaller bases – Snotlings, Dwarfs, Goblins etc. Miniatures which go on 40mm x 40mm bases should be entered in the Monster category.

2. Mounted Miniature

Within the size limit of 100mm square by 125mm high, we're giving you a fairly free hand in this category. Limited conversions are allowed and it's acceptable to use a miniature not necessarily designed as a rider but which is converted into one. The same applies to the mount.

The main restriction is that only one rider and one mount are allowed on the base, and the rider must be sitting on the mount. Weapon swaps, banners, re-positioning miniatures etc are all acceptable, and machines (jet bikes for example) may be used as mounts.

3. Monster

This category includes any miniature designed to stand on a 40mm square base or larger (including Blood Bowl monsters) up to the maximum base restriction of 100mm x 150mm. The maximum height of the base plus model is 90mm. Only one miniature is allowed per base, with no extra model or model parts, as in the Single Miniature category. Remember that it's the miniature which is judged on the context of the base, not the other way round.

4. Command Group

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

5. Warhammer 40,000 Vehicle

This is perhaps the most difficult category to describe. The base size restriction is 200mm x 150mm with the overall height of the model (including the base) being no more than 150mm. For ease of judging, the basic vehicles are limited to any which are available from Games Workshop in the form of a plastic kit. The basic vehicle body can be converted and modified as much as you like, so long as it fits within the dimensions given above. Scratch-built terrain is allowed but there must be no more than 5 extra models on the base or vehicle.

6. Warhammer Fantasy Battle War Machine

The base size restriction is 100mm x 150mm with the overall height of the model (including the base) being no more than 150mm. The War Machines should be any which are available from Games Workshop in the form of a metal kit. The War Machine can be converted and modified as much as you like, so long as it fits within the dimensions given above. Scratch-built terrain is allowed.

7. Diorama

There must be at least 2 models in the diorama but there is no upper limit. The base size restrictions are 125mm x 100mm with the overall height of the model (including the base) being no more than 125mm. You are free to convert or scratch build models. Bear in mind that quantity doesn't necessarily mean quality – you don't need to cram hundreds of models onto the base. A diorama must portray a theme or an event, and this is usually best achieved with 5 or 6 miniatures at the most. Two well positioned and well painted models in the right setting can make an excellent entry – it's simply a case of applying some thought to the matter.

8. Space Marine Battleforce.

This is a group of epic scale miniatures headed by a Titan or Gargant. The battleforce may be up to 1 Company plus 5 support cards and 1 special card of models and should be appropriately based. Entrants should provide a typed roster sheet detailing their battleforce.

9. Warhammer Fantasy Battle Army

The Army chosen must be a practical Warhammer Fantasy Battle army of up to 1000 points. Troops should be mounted on bases for actual tabletop use – not display bases.

10. Warhammer 40,000 Army

The army chosen must be a practical Warhammer 40,000 gaming army and can be worth up to 1000 points. Troops should be mounted on bases for actual tabletop use – not display bases.

HOW TO ENTER THE REGIONAL FINALS

You may, if you wish, enter once into each of the categories. You can enter Golden Demon 1992 at any Games Workshop Store in the UK, US or Canada. All you need to do is pick up an application form from your local Games Workshop Store, fill it in and return it with your painted miniatures. All UK entries must be at your local Games Workshop Store by the following dates:

1. Saturday 29th February:

Single Miniature and Mounted Miniature

2. Saturday 7th March:

Monster Miniature, Command Group and Warhammer 40,000 vehicle

3. Saturday 14th March

Warhammer Fantasy Battle War Machine and Diorama

4. Saturday 21st March

Epic Battle force, Warhammer Fantasy Battle Army and Warhammer 40,000 Army.

US AND CANADIAN ENTRIES

All entries must be in at your local store by:
28th March.

All of the winning entries will be transported to the Towson store where the Grand finals will be held on **25th April**, and the overall winner will receive the mystery prize!

WHO ENTERS THE FINALS

In each Store there will be 10 regional winners, one from each of the ten categories. Each regional winner goes forward to represent his shop in the particular category at the Grand Finals at the NEC in April 1992. The regional winners will also receive a Golden Demon Badge and a winners certificate. At the finals they'll have the chance to win trophies for themselves and their store and maybe even the coveted Golden Demon Slayer Sword.

SPACE CRUSADE

RENEGADE

A FIVE-PART CAMPAIGN FOR SPACE CRUSADE
BY ANDREW KENNEDY-SKIPTON

Hermiatus, a Magos Biologus of the Adeptus Mechanicus has disappeared while working on an anti-gene that has the potential to immunise humans against infection by Genestealers. It's suspected that in the course of his research he accidentally became infected with the Genestealer plasm and fled in terror. *Renegade* is a five-part campaign for Space Crusade which involves the Space Marine players in a desperate search to locate and capture Hermiatus.

CAMPAIGN BACKGROUND

The Alien player reads the following information out loud to all of the Space Marine players at the start of the campaign.

"Hermiatus was a Magos Biologus of the Adeptus Mechanicus. A brilliant exo-biologist and superb geneticist, he was sanctioned by the Inquisition to conduct classified research into the structure of Genestealers with the express aim of developing an anti-gene that would prevent infection by the terrible Genestealer plague.

In the course of his research on the hive world of Necromunda, he accidentally became infected by one of the genetic materials he was attempting to neutralise. The Genestealer plasm began to work on his mind and body, and soon after his infection he became aware of changes within himself. By the time he realised what was happening, it was too late.

Desperately he attempted to administer his own untested anti-gene before the Genestealer virus gripped him completely, but it was hopeless. The infection altered the balance of his mind and within a few days he left Necromunda after destroying his laboratory along with all his notes and experimental work.

The Inquisition quickly noticed Hermiatus' unscheduled departure from Necromunda and discovered what had

happened. They realised that not only was Hermiatus now a dangerous heretic who carried crucial information on the development of the anti-gene, but also the secrets of the Adeptus Mechanicus itself. Desperate to locate him, they launched an all-out search for the missing geneticist.

They picked up his trail and after several weeks tracked him down to the Beta Magellan Sector of the galaxy, a troublesome area frequently cut off by warp storms and a haven for pirates and other fugitives from Imperial justice.

Rumours and other information picked up on the way convinced his pursuers of the extreme danger Hermiatus could cause the Imperium.

Finally they made a breakthrough. A message was intercepted that appeared to originate from a Genestealer Magus sent to a hidden receiving station. The message spoke of the transfer of an important passenger at a way station called Terifus on the edge of Beta Magellan.

Immediately a small force of Space Marines was dispatched to Terifus in an attempt to locate and intercept Hermiatus.

This is where the campaign starts.

MISSION SEQUENCE

- Mission 1:** Find the information revealing Hermiatus' destination.
- Mission 2:** Capture the Supply Station before the Alien cargo ship arrives.
- Mission 3:** The road to Gorinum - assaulting the supply ship.
- Mission 4:** Assault on Gorinum - attacking Gorinum from the supply ship.
- Mission 5:** Penetrating the heart of Gorinum and capturing Hermiatus.

CAMPAIGN NOTES

Between missions, the normal rules for winning and promotion apply. Occasionally there will be some additions to these, depending on how each side

performed in the previous mission. When this happens, the options are clearly stated in the special rules.

To get the most out of this campaign it is advisable to have some extra Purestrain Genestealer models, plenty of Genestealer Hybrid models, some Space Marine Terminators and one Librarian for each Space Marine Squad. For missions 4 and 5, extra Purestrain Genestealers and Genestealer Hybrids are essential. If you turn to the back of this issue, there are details of just some of the available miniatures and how to order them.

Before starting the campaign, be sure to read the Campaign Background to the Space Marine players otherwise they won't understand the link between each mission properly, and will not enjoy the campaign as much. We've included tables for Terminators and Genestealer Hybrids. More detailed rules appeared in White Dwarf 134, and copies of this issue are still available from Games Workshop Mail Order.

Movement	6
Armour Value	0
Life Points	1
Hand-to-Hand	2 Light Weapons dice
Firing	1 Heavy and 1 Light Weapons dice

SPECIAL RULES

To help simulate the cramped confines of a space station or base, in each mission there are a number of obstacles strewn around the board. These are single square markers representing pillars, control panels or just general furniture. The rules for these markers are as follows.

- 1) All 8 markers are placed by the Alien player before each mission starts.
- 2) No markers may be placed in a corridor or in the two squares in front of or behind a door.
- 3) Not more than one obstacle marker may be placed in a room.
- 4) Not more than two markers may be placed in a single board section.
- 5) Each marker completely blocks the line of sight through that square.
- 6) A miniature or a blip may not pass through a square containing a marker.
- 7) A marker may not be fired at unless specified as a mission objective.
- 8) Unless otherwise stated, a score of three or more is needed to destroy a marker.

USING TERMINATORS AND LIBRARIANS

Terminators are veteran Space Marines equipped with Tactical Dreadnought Armour. This is constructed from heavy-gauge plasteel plating and can withstand colossal impacts and protect a Space Marine in the most hostile of environments. Each suit bears the scars and medallions of ancient actions and is treated with great reverence.

In this campaign players can use Terminator squads if they wish. Players are free to use normal Space Marines if they want to but they'll find some of the missions tough going! Players must choose at the start of the campaign whether they want to use normal Space Marines or Terminators, once they've decided, they can't change their minds later on in the campaign. If players want to use Terminators they must give up **four** of their equipment cards to do so.

Librarians are highly accomplished Space Marine psykers, trained to use their powers in combat to devastating effect. Librarians wear a special kind of Terminator armour called an Aegis suit. One Librarian is available for each squad. If the Mission: Dreadnought supplement is being used, the Librarian is automatically available.

However, if the campaign is being played without Mission: Dreadnought, the Space Marine player must give up two Honour Badges to be able to use a Librarian in the campaign. Detailed rules of how to use Librarians are included further on in this article.

Space Marine Squads

The exact composition of the Space Marine squads will vary according to whether you have the Mission: Dreadnought supplement or not.

When using Mission: Dreadnought, Terminator squads consist of 5 Space Marines but also have an additional Librarian and an extra Terminator armed with a Heavy Weapon for a total of 7 models in the squad. However, they don't get to use the Tarantula.

If you are playing without Mission: Dreadnought then you may still use a Librarian in the game but the Space Marine player must give up any one of his Terminators and 2 honour badges to do so. This gives the Space Marine player a total of 5 models.

A Librarian may only be used if the Space Marine player is using Terminators. Only one Librarian may be used in each Terminator squad.

Terminators can be armed with either Lightning claws, a Thunder Hammer and Storm Shield or a Storm Bolter and Power fist. Terminators armed with Heavy Weapons can have either a Heavy Flamer or an Assault Cannon.

TERMINATORS

Movement	4 squares
Armour Value	3
Life Points	1
Hand-to-Hand	
Power Fist	1 Heavy and 1 Light Weapons dice
Thunder Hammer and Storm Shield	2 Heavy Weapons dice
Lightning Claws	2 Heavy and 2 Light Weapons dice
Power Sword	2 Heavy Weapons dice
Firing	
Assault Cannon	2 Heavy and 1 Light Weapons dice
Heavy Flamer	2 Heavy Weapons dice
Storm Bolter	1 Heavy and 1 Light Weapons dice

VICTORY CONDITIONS

For the purpose of determining who wins the campaign, victory points are assigned to each side at the end of every mission. These victory points are counted as being totally separate from any other points gained during games. They are dependent on whoever wins the Primary and Secondary Missions. The victory points awarded to the Space Marine players are always added together, since they are all on the same side.

- For every Primary Mission won, a player receives 10 victory points.
- For every Secondary Mission won, a player receives 3 victory points.
- To win the campaign, the Space Marines must gain a total of 35 victory points.
- For the Alien player to win, he must have at least 35 victory points.

Any other result is a draw.

SPACE MARINE LIBRARIANS

ARMOUR

All Librarians have an armour value of 3



MOVEMENT

All Librarians move 4 squares

FIRING

Storm Bolter



HAND-TO-HAND COMBAT

Force-Axe



LIFE POINTS

All Librarians have 1 Life Point

Vortex and Object Markers

Stick these markers onto thin card and cut them out carefully with a sharp modelling knife or pair of scissors.



COMPUTER TERMINAL



MISSION 1

PRIMARY MISSION

MISSION HT-AF001 SECTOR BETA MAGELLAN – OBTAIN ALIEN INTELLIGENCE

You must obtain information regarding the whereabouts of Hermiatus. Space Marine squads are ordered to assault alien space station Terifus and interface with the base computer. The Primary Mission token will be won by the player who successfully accesses the computer.

SECONDARY MISSION

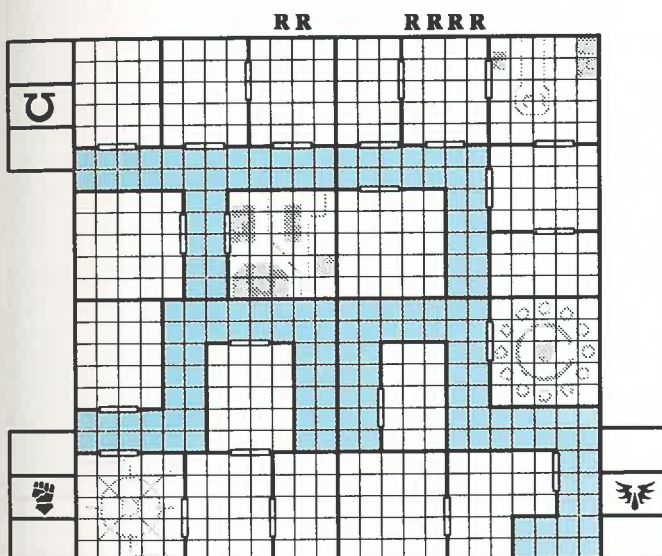
ALIEN TELEPORTER ACTIVATED

Alien reinforcements are teleporting into the base. Destroy the teleporter equipment. The Secondary Mission will be won by the Space Marine player that destroys the obstacle in the Command Centre. It is destroyed on a score of three or more.

BLIPS

Without Mission: Dreadnought. All blip tokens are used.

With Mission: Dreadnought. All Ork, Gretchin, Android, Chaos Space Marine, MKVII and MKIX Dreadnought blip tokens are used.



MISSION 1 SPECIAL RULES

The Alien player places an obstacle in the Command Centre to represent the teleporter. It can't be fired at until the Secondary Mission is revealed. Line of sight rules apply when trying to destroy it.

PRIMARY MISSION

Before the game starts the Alien player designates which room contains the computer terminal. The counter is then placed anywhere in the room and counts as an obstacle. No other obstacle may be placed in the room. Only Commanders may access the computer. Access is gained by manoeuvring the Commander into a square adjacent to the square containing the terminal. It takes two full consecutive turns to retrieve the information from the computer. If the Commander performs any other action at all (including moving, firing or using order cards) then he must start again from the beginning. The game is over when two uninterrupted turns have been spent accessing the computer and the Alien player has had his subsequent turn. There is no need to return to the docking claws.

SECONDARY MISSION

After the Secondary Mission has been read out, the Alien player may use any square within the Command Centre to bring on reinforcements in addition to the squares marked on the map in the game layout. He may do so until the teleporter is destroyed by the Space Marines. The normal rules for reinforcements still apply.

Alien Reinforcement Tokens (without Mission: Dreadnought)

No. of Marine players	Gretchin	Orks	Chaos Marines	Androids	Dreadnoughts
1	all	none	none	none	none
2	all	all	none	none	none
3	all	all	all	all	none

Alien Reinforcement Tokens (with Mission: Dreadnought)

No. of Marine players	Gretchin	Orks	Chaos Marines	Androids	Dreadnoughts
1	all	none	none	4	none
2	all	all	none	all	none
3	all	all	all	all	none

MISSION 2

PRIMARY MISSION

MISSION HT-AF002 SECTOR BETA MAGELLAN - LIGHTNING ASSAULT

Hermiatus is heading for an asteroid base called Gorinum. The computer data has told us the location of Gorinum and a relay station which supplies it. A cargo ship heading for Gorinum is due to stop off at the station for refuelling, and the relay station must be captured before the ship arrives so we can infiltrate Gorinum.

The Primary Mission token will be won by the Space Marine player that scores the most points. If the Alien player survives long enough to play all of his event cards, the supply ship arrives and the Alien player wins the primary mission.

SECONDARY MISSION

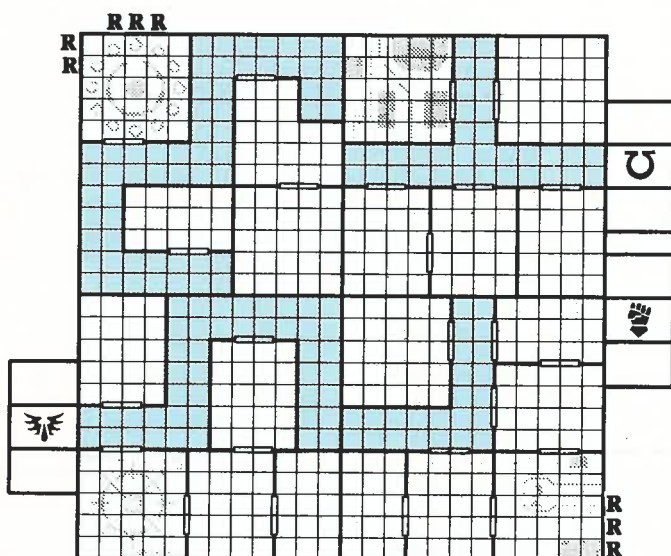
DANGER! DANGER!

The mother ship has detected Aliens trying to send a warning to Gorinum. The mother ship is jamming the message but they may break through given time. The obstacle in the Machine Room represents the communications equipment. The Secondary Mission will be won by the Space Marine player that manages to destroy the equipment.

BLIPS

Without Mission: Dreadnought. All blip tokens **except Androids** are used.

With Mission: Dreadnought. All Ork, Gretchin, Chaos Space Marine, MKVII and MKX Dreadnought blip tokens are used.



MISSION 2 SPECIAL RULES

PRIMARY MISSION

If the Alien player won the first mission, instead of claiming his Alien Event Card after moving up one rank, he may choose to add two Android blip tokens to his initial forces.

SECONDARY MISSION

When the secondary mission is read out, count the number of Alien Event Cards remaining in the pack. The number of turns before the Alien player gets a warning to Gorinum is equal to the number of cards divided by two, rounding fractions up. In the event that the Space Marine player does not destroy the obstacle in the Machine Room by the time half of the Alien Event Cards have been played, then the Alien player wins the Secondary Mission.

One obstacle marker is placed in the Machine Room to represent the transmitter equipment.

Alien Reinforcement Tokens (without Mission: Dreadnought)

No. of Marine players	Gretchin	Orks	Chaos Marines	Androids	Dreadnoughts
1	none	all	none	none	none
2	all	all	none	none	none
3	all	all	all	none	none

Alien Reinforcement Tokens (with Mission: Dreadnought)

No. of Marine players	Gretchin	Orks	Chaos Marines	Androids	Dreadnoughts
1	none	all	none	2	none
2	all	all	none	4	none
3	all	all	all	6	none

MISSION 3

PRIMARY MISSION

MISSION HT-AF003 SECTOR BETA MAGELLAN – TARGET: CARGO VESSEL

The Alien Cargo Transport must be captured to allow us to mount our sneak attack on Gorinum asteroid base. The Primary Mission token will be won by the Space Marine player who scores the most points after all blip and reinforcement tokens have been claimed.

SECONDARY MISSION

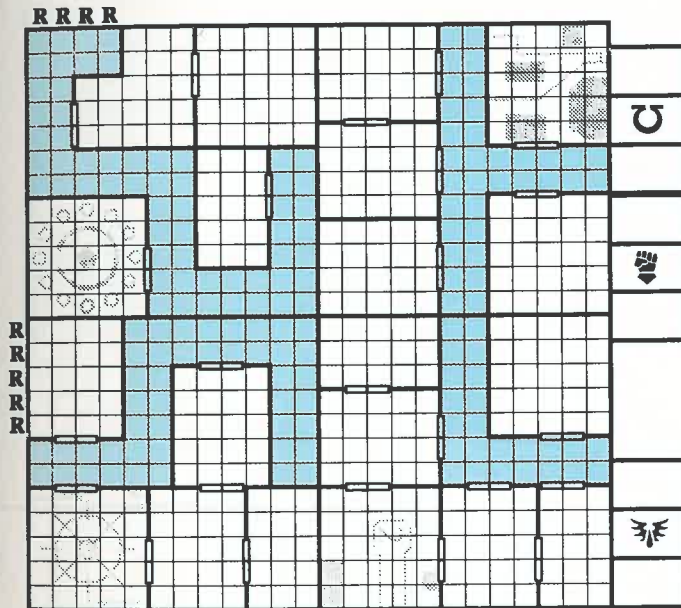
INTELLIGENCE REPORT

The Aliens are using a new type of Android. These must be destroyed at all costs. The Secondary Mission will be won by the Space Marine player that destroys the most Androids. In the event of a tie, roll one Heavy Weapons die and the one with the highest roll wins the token. If the players roll the same score then re-roll until someone wins.

BLIPS

Without Mission: Dreadnought. All blip tokens **except Androids** are used.

With Mission: Dreadnought. All Ork, Gretchin, Chaos Space Marine, MKVII and MKVIII Dreadnought blip tokens are used.



MISSION 3 SPECIAL RULES

If the Alien player won the Secondary Mission from Mission 2 then the Dreadnought Reinforcement token is added to his reinforcement pool. When the Secondary Mission is read out, all the Android Reinforcement tokens are added to the Alien force. Any Android reinforcements picked up may not be played until the Secondary Mission is revealed.

For this mission only, Androids have the following statistics.

Movement	5 squares
Armour value	2
Firing	1 Heavy Weapons die + 2 Light Weapons dice
Hand-to-Hand	2 Heavy Weapons dice

Because these Androids are experimental they are more prone to faults. If the 'Android Fault' Alien Event Card is read out while there are any Android miniatures (not blips) on the board, roll one Heavy Weapons die for every Android miniature in play. If a 3 is rolled then the Android has malfunctioned beyond recovery and is removed from play. The corresponding blip token cannot be claimed by any of the Space Marine players.

Alien Reinforcement Tokens (without Mission: Dreadnought)

No. of Marine players	Gretchin	Orks	Chaos Marines	Androids	Dreadnoughts
1	none	none	none	none	none
2	all	all	none	none	none
3	all	all	none	none	none

Alien Reinforcement Tokens (with Mission: Dreadnought)

No. of Marine players	Gretchin	Orks	Chaos Marines	Androids	Dreadnoughts
1	none	none	none	special	none
2	all	all	none	special	none
3	all	all	none	special	none

MISSION 4

PRIMARY MISSION

MISSION HT-AF004 SECTOR BETA MAGELLAN – PRIMARY ASSAULT

Using the Cargo Shuttle, a small force will penetrate Gorinum and destroy all outer defences. Initial scans indicate that there are large concentrations of heavy armour present. The Primary Mission token will be won by the Space Marine player who gains the most points from Android and Dreadnought blip tokens, including reinforcements.

SECONDARY MISSION

GENESTEALER HYBRIDS ATTACKING

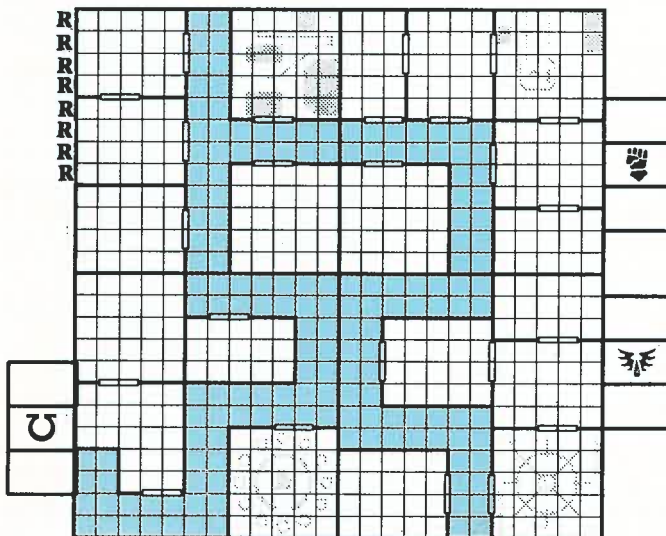
Large numbers of Genestealer Hybrids have been detected. Find and eliminate. All Hybrids must be destroyed to prevent them spreading infection.

When the Secondary Mission is read out, then all Ork reinforcement tokens are added to the reinforcement pool. Whenever an Ork Reinforcement token is played then a Genestealer Hybrid is placed instead of an Ork. The Secondary Mission will be won by the Space Marine player that kills the most Hybrids.

BLIPS

Without Mission: Dreadnought. All blip tokens are used.

With Mission: Dreadnought. All Ork, Gretchin, Chaos Space Marine, Android, MKVII and MKX Dreadnought blip tokens are used.



MISSION 4 SPECIAL RULES

If the Alien player won Mission 3 there is no effect on this mission. It is assumed that another squad managed to capture the Cargo Ship.

No Orks may be placed as reinforcements during this game. Whenever an Ork reinforcement is played, a Genestealer Hybrid miniature must be placed on the board instead. If there are no Genestealer Hybrids left to place on the board, then the token is not used.



Alien Reinforcement Tokens (without Mission: Dreadnought)

No. of Marine players	Gretchin	Orks	Chaos Marines	Androids	Dreadnoughts
1	none	none	none	all	none
2	all	all	none	none	none
3	none	none	all	all	all

Alien Reinforcement Tokens (with Mission: Dreadnought)

No. of Marine players	Gretchin	Orks	Chaos Marines	Androids	Dreadnoughts
1	all	none	none	6	none
2	all	none	none	8	MKVII
3	all	none	all	all	MKVII



DAVID GALLAGHER

MISSION 5

PRIMARY MISSION

MISSION HT-AF005 SECTOR BETA MAGELLAN – ALL-OUT ASSAULT

Capture the renegade Hermiatus at all costs. He has mutated into a form of Genestealer Hybrid and we must analyse this new threat before his knowledge of Imperial secrets can be passed on. He is known to have surrounded himself with a large Genestealer force.

The Primary Mission token will be won by the Space Marine player that captures Hermiatus.

SECONDARY MISSION

PSYCHIC DISTURBANCE

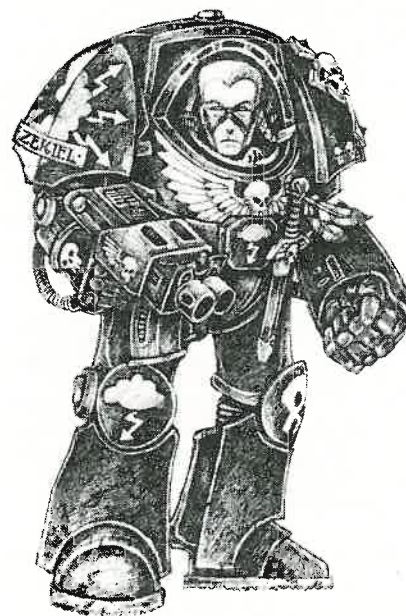
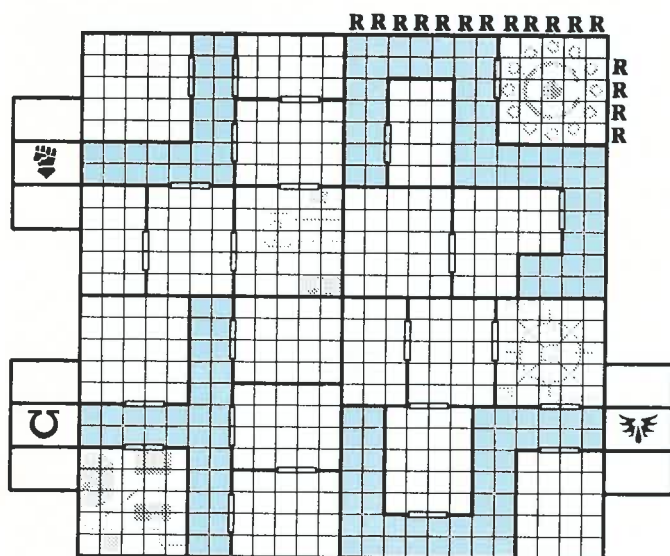
Mothership scanners have detected psychic transmitters scattered throughout Gorinum. These may affect your troops. Destroy any transmitters found.

The Secondary Mission will be won by the Space Marine player that destroys the most obstacles. From now on, all obstacles represent psychic transmitters. See the special rules for Mission 5 for their effects on play.

BLIPS

Without Mission: Dreadnought. All blip tokens are used.

With Mission: Dreadnought. All Ork, Gretchin, Android, Chaos Space Marine blip tokens are used plus one MKVII and one MKX Dreadnought blip token.



JES GOODWIN

Alien Reinforcement Tokens (without Mission: Dreadnought)

No. of Marine players	Gretchin	Orks	Chaos Marines	Androids	Dreadnoughts
1	all	all	all	all	all
2	all	all	all	all	all
3	all	all	all	all	all

Alien Reinforcement Tokens (with Mission: Dreadnought)

No. of Marine players	Gretchin	Orks	Chaos Marines	Androids	Dreadnoughts
1	all	all	all	4	none
2	all	all	all	6	MKVII
3	all	all	all	all	MKIX

MISSION 5 SPECIAL RULES

If playing without *Mission: Dreadnought* then all the players should use Terminator Squads as per the rules given in White Dwarf 134, with the exception that there is no additional cost for this. The players may select their equipment cards as normal. If using *Mission: Dreadnought*, the players do not have to use Terminator armour but if they do, they get it for free.

All Androids have the statistics as shown as shown below. The Space Marine players should be made aware of this before the game starts.

Movement	5 squares
Armour value	2
Firing	1 Heavy Weapons die + 2 Light Weapons dice
Hand-to-Hand	2 Heavy Weapons dice

The Chaos Space Marine Commander blip token is used to represent Hermiatus. When Hermiatus is placed on the board, four Genestealers are also placed within two squares of him. If it is impossible to place any number of them within this distance, or if there is a lack of available Genestealers, then they **may not** be brought onto the board at a later stage and the chance to play them is lost.

When Hermiatus is reduced to zero life points then he is not considered dead. He is captured by the Space Marine player who fired the shot that reduced his points to zero. As in Mission 4, no Orks can be placed as reinforcements. When an Ork Reinforcement token is played, a Genestealer Hybrid is placed instead. The Alien player also has the option of playing two Ork reinforcement tokens together and placing a Genestealer Hybrid who is armed with a Heavy Weapon. If one of these miniatures is killed by a Space Marine player, he receives the two Ork Reinforcement tokens.

Once the Secondary Mission has been revealed, the obstacle markers are shown to be psychic transmitters that interfere with the minds of the Space Marines. From this point on, an obstacle can be treated as a target.

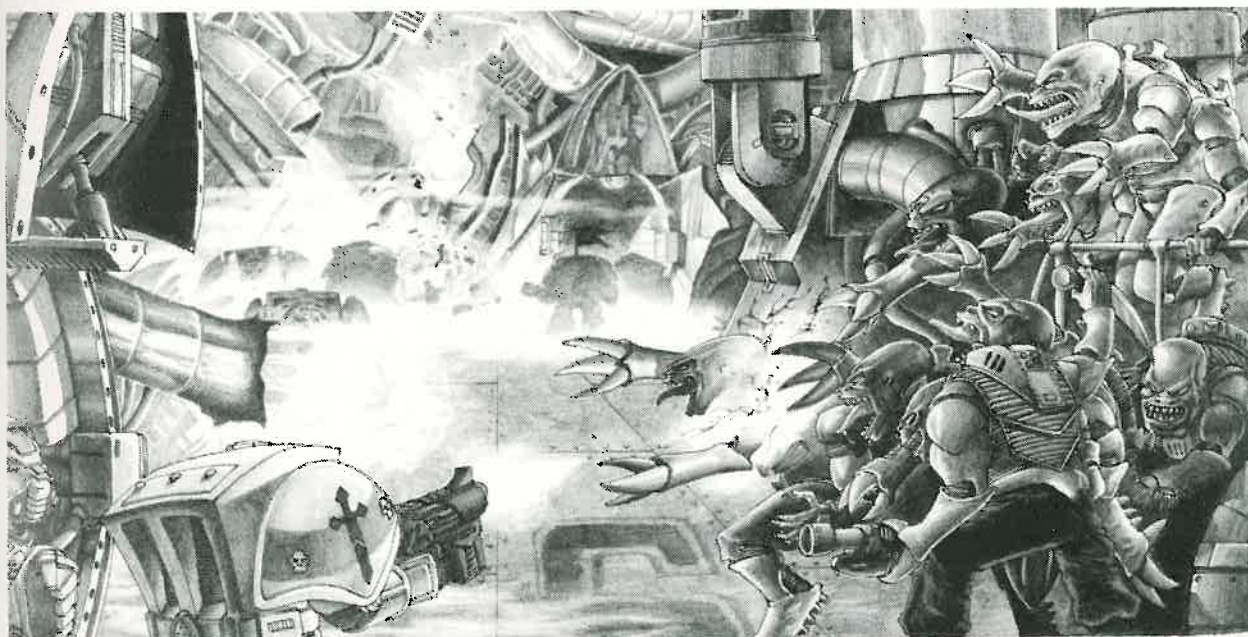
Any Space Marine entering a room containing a psychic transmitter must roll 1 Heavy Weapons die. On a score of 3 he has succumbed to its effects and during that turn he rolls one die less when attacking and defending. This applies to both firing and hand-to-hand combat. If he is still in the room at the start of the next turn, he must make the test again before performing any actions. Space Marine Librarians are unaffected by the psychic transmitters. The Alien player should make the Space Marine players aware of their options before the game starts, but should not give any hint as to the use of the obstacles in this game until the secondary mission is revealed.

HERMIATUS

The changes in Hermiatus have created a new and even more dangerous form of Genestealer Hybrid. His body has taken on the toughness, reflexes and speed of the Purestrain Genestealer while retaining enough human characteristics to be able to use many types of weapons. Above all though, Hermiatus is feared most because of his great knowledge of the Imperium and what may happen if this knowledge is passed on to create an even more terrifying enemy.

Hermiatus' statistics are as follows:

Movement	8 squares
Attack (Heavy Bolter)	2 Heavy Weapons Dice
Hand-to-Hand	2 Heavy Weapons Dice
Armour Value	3
Life Points	1



KEVIN WALKER

SPACE MARINE LIBRARIANS

Space Marine Librarians are highly accomplished psykers trained to use their powers in combat. Librarians wear a special kind of Terminator armour known as an Aegis suit. This has a modified psychic hood which encases the Librarian's head and helps to deflect harmful psychic attacks. In addition to a standard storm bolter, Librarians wield deadly force weapons. These are constructed around a meticulously engineered psi-matrix which allows the psyker to channel his energy through the weapon to devastating effect.

Librarians have the following statistics:

Movement	4
Armour value	3
Firing	1 Heavy and 1 Light Weapons dice
Hand-to-Hand	2 Heavy Weapons dice and 2 Light Weapons dice
Life Points	1



Deathwing Space Marine Librarian

USING PSYCHIC CARDS

To represent the Librarian's psychic powers, we've introduced a set of special cards for use with your games of Space Crusade. We've provided each Space Marine player with 12 cards to represent just a few of a Librarian's different psychic abilities.

The cards are arranged into four suits – the Psionic suit, the Power suit, the Kinesis suit and the Temporal suit. They are all colour coded; yellow for Psionic cards, red for Power cards, green for Kinesis cards and blue for Temporal cards. At the start of each game, Space Marine players who have a Librarian in their squad can select **four** psychic cards from this 12. You are allowed to choose only one card of each colour.

If a Librarian wishes to use psychic powers, the player informs the Alien player at the beginning of the turn and places the appropriate card face up on the table. He may only play one card per turn.

The Librarian may not perform any other action when using psychic cards unless the rules state otherwise. All psychic cards are discarded after use.

PSIONIC CARDS

CONTROL

The Librarian sends a beam of psychic energy into the mind of an enemy. The Alien shudders with terror as the Librarian's iron will grips him, controlling his thoughts and actions.

Control can be cast on any Alien model that is in the Librarian's Line of Sight and within 6 squares. The Space Marine player can use the controlled model to move, fire or attack in Hand-to-Hand combat as if it were one of his own models. The controlled model retains all of its normal statistics for moving and firing. The Librarian loses control of the model when it's the Alien player's turn.

SCAN

The Librarian sends a glittering stream of psychic power ahead of himself. Through this stream he is able to see with his mind's eye around corners and through closed doors.

All Aliens in the room feel a spine-tingling chill as ghostly feelers brush across their skin. The air becomes slightly misty and a distant whistling noise is heard from all sides.

The Space Marine player nominates any two rooms on the board and any blip tokens in these rooms must be revealed and converted into models.

SMITE

The Librarian unleashes a burst of psychic energy that attacks his enemies by using their strong emotions of hate and animosity towards him. Unable to defend themselves against this terrifying psychic attack, victims are consumed in fire and their bones disintegrate into fine sand.

Any Alien models (apart from Dreadnoughts) within the area of effect shown below are destroyed. Dreadnoughts lose one Life Point.

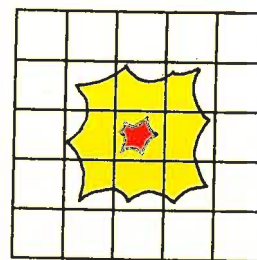


Diagram showing the area of effect for Smite

 CONTROL TARGETING: LINE OF SIGHT RANGE: 6 SQUARES AREA OF EFFECT: MODEL The Librarian sends a beam of psychic energy into the mind of an enemy and takes control of his victim. The Space Marine player can move and fire the model as if it were one of his own. Control lasts for one turn and the range of movement is limited by the Alien's Move Value.	 SCAN TARGETING: ENTIRE BOARD RANGE: NO LIMIT AREA OF EFFECT: TWO ROOMS The Librarian sends a glittering stream of psychic power ahead of himself. Through this stream he is able to see with his mind's eye around corners and through closed doors. The Space Marine player nominates any two rooms on the entire board and all the blip tokens in these rooms must be revealed and converted into models.	 SMITE RANGE: 0 TARGETING: SELF AREA OF EFFECT: 9 SQUARES The Librarian unleashes a burst of psychic energy that affects his enemies by using their strong emotions of hate and animosity towards him. Unable to defend themselves against this awesome psychic attack, they are consumed in fire and their bones disintegrate into fine sand. Any Alien models (apart from Dreadnoughts) within two squares of the Librarian are destroyed. Dreadnoughts lose one Life Point.
 HELLFIRE TARGETING: LINE OF SIGHT RANGE: 8 SQUARES AREA OF EFFECT: 9 SQUARES The Librarian unleashes a roaring blaze of psychic energy, filling the affected area with huge red and orange flames. Orks and Gretchin are automatically destroyed by the flames if they're within the area of effect. For other Aliens, the Marine player rolls 2 Heavy Weapons dice per model to see if they're destroyed. The roll must beat the Alien model's armour value by one to destroy it.	 LIGHTNING ARC TARGETING: LINE OF SIGHT AREA OF EFFECT: 10 SQUARES A bolt of psychic energy flies from the Librarian's hand to strike down his chosen target and leaps from enemy to enemy until its destructive power is exhausted. The Lightning Arc has an Area of Effect of 10 squares and can hit any models in the Librarian's Line of Sight. For each Alien hit by the Lightning Arc, roll 2 Heavy Weapons dice. If the score exceeds the Alien's Armour Value, the model is destroyed. Once the Lightning Arc fails to kill a model, its power is exhausted.	 VORTEX RANGE: 0 TARGETING: SELF AREA OF EFFECT: 4 SQUARES The Librarian sacrifices himself in an incandescent burst of raw psychic energy. The Vortex counter is placed where the Librarian was standing and he is removed from play. At the start of each subsequent Alien and Marine players' turns, roll a 6 sided dice. If the score is a 1, 2, 3 or 4, the counter moves 2 squares in the indicated direction. If the score is 5 or 6, it is removed. A Vortex can pass through walls but destroys any models, doors or object markers it touches.
 BLAST TARGETING: LINE OF SIGHT RANGE: UNLIMITED AREA OF EFFECT: 1 OBJECT Emerald beams of energy fly from the hands of the Librarian. A Blasted object – and hence its path of destruction – moves 5 squares directly backwards. Blasted objects can never move diagonally. Any Alien model in the way is automatically destroyed, apart from Dreadnoughts who lose one Life Point.	 JINX TARGETING: LINE OF SIGHT RANGE: 5 SQUARES AREA OF EFFECT: UP TO 3 MODELS The Librarian can throw a Jinx on mechanical devices, causing them to temporarily malfunction. Models affected by this are rendered useless for one turn. They cannot move or shoot and should be placed face down on the board to indicate this. Jinx only affects Dreadnoughts or up to 3 Androids and automatically takes effect.	 TELEPORT TARGETING: SELF RANGE: 1 BOARD SECTION Using his powerful psychic ability, the Librarian can Teleport himself once anywhere within one board section (a quarter of the whole board). He must do this at the beginning of the turn. He can also complete any other actions, such as moving and firing a Storm Bolter or engaging in Hand-to-Hand combat.
 BURST OF SPEED TARGETING: SELF The Librarian creates an accelerated time field around himself, making it seem to him that everyone else is hardly moving at all. As he strides forwards, ripples of blue fire run up and down his armour, leaving pools of luminescence wherever he steps. Burst of Speed enables the Librarian to take a second turn immediately after his first.	 WARP TIME TARGETING: SELF AREA OF EFFECT: BOARD SECTION The Librarian draws on his psychic powers to slow down time within a chosen area. The Librarian casts Warp time on a complete board section, (a quarter of the whole board). Warp Time affects all of the Space Marine models, allowing them to take a second turn as in Burst of Speed. The Librarian is not allowed to attack at all because of the intense concentration needed to keep the Warp Time working.	 AURA TARGETING: SELF An Aura is a psychic shield that protects the Librarian player for one turn. The Librarian puts all his effort into a single defensive screen that surrounds him and protects him from harm. When the card is played, the Librarian's armour value increases to 4 for one turn. Playing this card does not prevent the Librarian from moving or firing, but he must play it at the start of the turn.

POWER CARDS

HELLFIRE

The Librarian unleashes a roaring blaze of psychic energy that fills the affected area with huge red and orange flames. The intense heat of this psychic effect will melt armour and boil the flesh of any Alien in the way.

Orks and Gretchin are automatically destroyed by the flames if they're within the area of effect. If there are any other Alien models in the area of effect, the Space Marine player must roll 2 Heavy Weapons dice for each one to see if they are destroyed. The roll must beat the Alien model's armour value by one to destroy it. Hellfire blocks Line of Sight for the whole of the Space Marine player's turn.

The range of Hellfire is 8 squares and the central target square must be in Line of Sight.

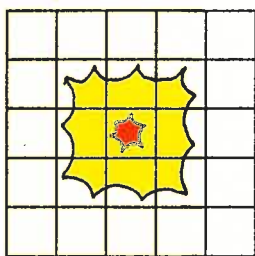


Diagram showing the area of effect for Hellfire



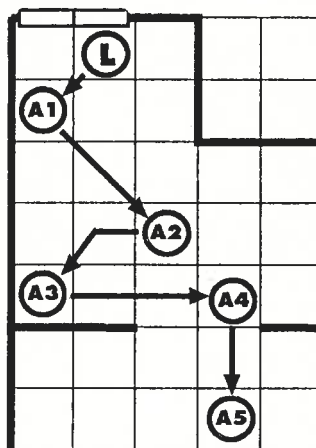
MARK GIBSONS

Mark Gibsons '91

LIGHTNING ARC

A bolt of psychic energy flies from the Librarian's hand to strike down his chosen target, then leaps from enemy to enemy until its destructive power is exhausted.

The Lightning Arc can hit any targets within its Area of Effect of 10 squares and within the Librarian's Line of Sight. For each Alien hit by the Lightning Arc, roll 2 Heavy Weapons dice. If the score exceeds the Alien's Armour Value by at least one, the model is destroyed. The lightning arc will continue to attack aliens within its area of effect and Line of Sight of the Librarian until it fails to kill a model. Once this has happened, the lightning arc's power is exhausted and no further attacks are made.



The Lightning Arc can hit up to 10 targets within the Librarian's Line of Sight, as long as it does not travel through more than 10 squares, starting to count from any of the squares adjacent to the Librarian.

At A1, the Lightning Arc has travelled 1 square, at A2, it has travelled 3 squares, at A3 it has travelled 5 squares, at A4 it has travelled 8 squares and at A5 it has travelled 10 squares.

VORTEX

Vortex is only used in situations where a Librarian knows there is no hope of survival and chooses to sacrifice his own life for his brother Space Marines. He releases all of his psychic power in one raging whirlwind of pure energy.

Vortex is a truly frightening psychic effect. Not only because it destroys nearly everything it touches, including the Librarian himself, but also because it is utterly uncontrollable. Because of this, Librarians save its use for truly desperate situations. Once cast, the Vortex is on its own!

A Vortex counter is placed to cover four squares, one of which must be the Librarian's square. He is then removed from play. At the start of each subsequent Alien and Space Marine turn (not individual Space Marine player's turns), roll a normal 6-sided die to see which way it travels. If the score is a 1, 2, 3 or 4, it travels 2 squares in the direction shown on the Vortex counter. If the score is 5 or 6, it dies down harmlessly.

The Vortex destroys any models, doors or object markers it touches and they are immediately removed from play.

The Vortex will travel straight through walls. If it moves completely off an edge of the board, the Vortex cannot re-enter play and is removed. A Vortex marker blocks Line of Sight.

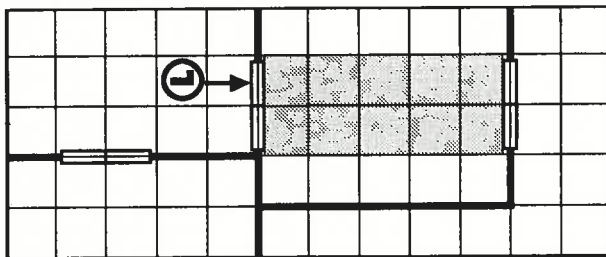
 CONTROL TARGETING: LINE OF SIGHT RANGE: 6 SQUARES AREA OF EFFECT: MODEL The Librarian sends a beam of psychic energy into the mind of an enemy and takes control of his victim. The Space Marine player can move and fire the model as if it were one of his own. Control lasts for one turn and the range of movement is limited by the Alien's Move Value.	 SCAN TARGETING: ENTIRE BOARD RANGE: NO LIMIT AREA OF EFFECT: TWO ROOMS The Librarian sends a glittering stream of psychic power ahead of himself. Through this stream he is able to see with his mind's eye around corners and through closed doors. The Space Marine player nominates any two rooms on the entire board and all the blip tokens in these rooms must be revealed and converted into models.	 SMITE RANGE: 0 TARGETING: SELF AREA OF EFFECT: 9 SQUARES The Librarian unleashes a burst of psychic energy that affects his enemies by using their strong emotions of hate and animosity towards him. Unable to defend themselves against this awesome psychic attack, they are consumed in fire and their bones disintegrate into fine sand. Any Alien models (apart from Dreadnoughts) within two squares of the Librarian are destroyed. Dreadnoughts lose one Life Point.
 HELLFIRE TARGETING: LINE OF SIGHT RANGE: 8 SQUARES AREA OF EFFECT: 9 SQUARES The Librarian unleashes a roaring blaze of psychic energy, filling the affected area with huge red and orange flames. Orks and Gretchin are automatically destroyed by the flames if they're within the area of effect. For other Aliens, the Marine player rolls 2 Heavy Weapons dice per model to see if they're destroyed. The roll must beat the Alien model's armour value by one to destroy it.	 LIGHTNING ARC TARGETING: LINE OF SIGHT AREA OF EFFECT: 10 SQUARES A bolt of psychic energy flies from the Librarian's hand to strike down his chosen target and leaps from enemy to enemy until its destructive power is exhausted. The Lightning Arc has an Area of Effect of 10 squares and can hit any models in the Librarian's Line of Sight. For each Alien hit by the Lightning Arc, roll 2 Heavy Weapons dice. If the score exceeds the Alien's Armour Value, the model is destroyed. Once the Lightning Arc fails to kill a model, its power is exhausted.	 VORTEX RANGE: 0 TARGETING: SELF AREA OF EFFECT: 4 SQUARES The Librarian sacrifices himself in an incandescent burst of raw psychic energy. The Vortex counter is placed where the Librarian was standing and he is removed from play. At the start of each subsequent Alien and Marine players' turns, roll a 6 sided dice. If the score is a 1, 2, 3 or 4, the counter moves 2 squares in the indicated direction. If the score is 5 or 6, it is removed. A Vortex can pass through walls but destroys any models, doors or object markers it touches.
 BLAST TARGETING: LINE OF SIGHT RANGE: UNLIMITED AREA OF EFFECT: 1 OBJECT Emerald beams of energy fly from the hands of the Librarian. A Blasted object – and hence its path of destruction – moves 5 squares directly backwards. Blasted objects can never move diagonally. Any Alien model in the way is automatically destroyed, apart from Dreadnoughts who lose one Life Point.	 JINX TARGETING: LINE OF SIGHT RANGE: 5 SQUARES AREA OF EFFECT: UP TO 3 MODELS The Librarian can throw a Jinx on mechanical devices, causing them to temporarily malfunction. Models affected by this are rendered useless for one turn. They cannot move or shoot and should be placed face down on the board to indicate this. Jinx only affects Dreadnoughts or up to 3 Androids and automatically takes effect.	 TELEPORT TARGETING: SELF RANGE: 1 BOARD SECTION Using his powerful psychic ability, the Librarian can Teleport himself once anywhere within one board section (a quarter of the whole board). He must do this at the beginning of the turn. He can also complete any other actions, such as moving and firing a Storm Bolter or engaging in Hand-to-Hand combat.
 BURST OF SPEED TARGETING: SELF The Librarian creates an accelerated time field around himself, making it seem to him that everyone else is hardly moving at all. As he strides forwards, ripples of blue fire run up and down his armour, leaving pools of luminescence wherever he steps. Burst of Speed enables the Librarian to take a second turn immediately after his first.	 WARP TIME TARGETING: SELF AREA OF EFFECT: BOARD SECTION The Librarian draws on his psychic powers to slow down time within a chosen area. The Librarian casts Warp time on a complete board section, (a quarter of the whole board). Warp Time affects all of the Space Marine models, allowing them to take a second turn as in Burst of Speed. The Librarian is not allowed to attack at all because of the intense concentration needed to keep the Warp Time working.	 AURA TARGETING: SELF An Aura is a psychic shield that protects the Librarian player for one turn. The Librarian puts all his effort into a single defensive screen that surrounds him and protects him from harm. When the card is played, the Librarian's armour value increases to 4 for one turn. Playing this card does not prevent the Librarian from moving or firing, but he must play it at the start of the turn.

KINESIS CARDS

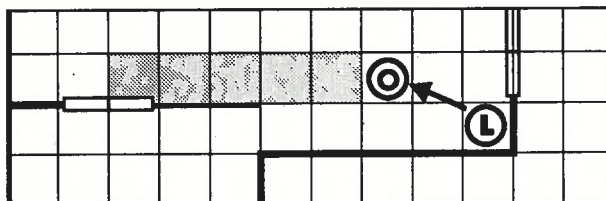
BLAST

Emerald beams of energy fly from the hands of the Librarian. As these energy beams hit solid objects such as doors or obstacles, they tear them apart and send a devastating shower of debris in a straight line along a corridor or room. The Blast itself cannot be cast at a model, only on objects such as doors or obstacle markers. A Blasted object – and hence its path of destruction – moves 5 squares directly backwards. Blasted objects can never move diagonally. Any Alien model in the way is automatically destroyed, apart from Dreadnoughts who lose one Life Point.

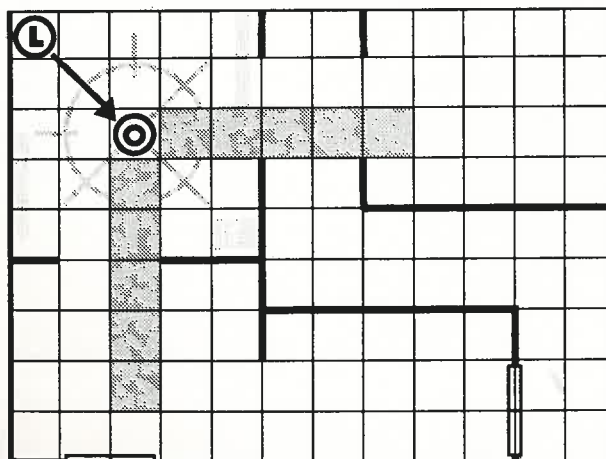
The targeted object must be in Line of Sight when the Blast card is played.



The Librarian directs a Blast at a door and it moves 5 squares directly backwards. Note the area of effect is 2 squares wide because of the width of the doors. All the areas shaded grey show the affected squares. Any models in this area (apart from Dreadnoughts) are destroyed.



The Librarian directs a Blast at an object marker and it moves 5 squares directly backwards. Note the area of effect is 1 square wide because an object marker only covers 1 square. All the areas shaded grey show the affected squares. Any models in this area (apart from Dreadnoughts) are destroyed.



If the Librarian directs a Blast diagonally, the Space Marine player has the choice to move the object either horizontally or vertically.

JINX

The Librarian can throw a Jinx on any Androids or Dreadnoughts, causing them to temporarily malfunction. The Librarian twists the inner workings of the machines, so that cogs never mesh and firing pins never make contact. Any models affected by this are rendered useless for one turn. They cannot move or shoot and should be placed face down on the board to indicate this.

Jinx can only affect Androids or Dreadnoughts and automatically takes effect. If the card is played on a Dreadnought, it only affects one model. However, the card can affect up to 3 Androids if they are in the Librarian's Line of Sight. Jinx has a range of 5 squares. All targets must be within the Librarian's Line of Sight when Jinx is cast.

TELEPORT

Using his powerful psychic ability, the Librarian can Teleport himself once anywhere within one board section (a quarter of the whole board). He must do this at the beginning of the turn. He can also complete any other actions, (apart from using another psychic card) such as moving, firing a weapon or engaging in Hand-to-Hand combat.

TEMPORAL CARDS

BURST OF SPEED

The Librarian creates an accelerated time field around himself, making it seem to him that everyone else is hardly moving at all. As he strides forwards, ripples of blue fire run up and down his armour, leaving pools of luminescence wherever he steps.

The Space Marine player plays the card after he has moved and fired. This enables the Librarian to take a second turn immediately after his first. He can move, fire or attack in hand-to-hand combat in this turn as normal but cannot play another psychic card. The Librarian casts Burst of Speed on himself and its effect is automatic.

WARP TIME

The Librarian draws on his psychic powers to slow down time within a chosen area. To onlookers, the Aliens affected seem to be moving in slow motion. The Librarian casts Warp time on a complete board section, (a quarter of the whole board). Warp Time affects all of the Space Marine models, allowing them to take a second turn as in Burst of Speed. The Librarian is not allowed to move or attack at all because of the intense concentration needed to keep the Warp Time working.

AURA

An Aura is a psychic shield that protects the Librarian player for one turn. The Librarian puts all his effort into a single defensive screen that surrounds him and protects him from harm. When the card is played, the Librarian's armour value increases to 4 for one turn. Playing this card does not prevent the Librarian from moving or firing, but he must play it at the start of the turn.

BLIPS

It should be noted that Scan, Vortex and Blast all effect blip counters in the same way they effect Alien models.

 CONTROL TARGETING: LINE OF SIGHT RANGE: 6 SQUARES AREA OF EFFECT: MODEL The Librarian sends a beam of psychic energy into the mind of an enemy and takes control of his victim. The Space Marine player can move and fire the model as if it were one of his own. Control lasts for one turn and the range of movement is limited by the Alien's Move Value	 SCAN TARGETING: ENTIRE BOARD RANGE: NO LIMIT AREA OF EFFECT: TWO ROOMS The Librarian sends a glittering stream of psychic power ahead of himself. Through this stream he is able to see with his mind's eye around corners and through closed doors. The Space Marine player nominates any two rooms on the entire board and all the blip tokens in these rooms must be revealed and converted into models	 SMITE RANGE: 0 TARGETING: SELF AREA OF EFFECT: 9 SQUARES The Librarian unleashes a burst of psychic energy that affects his enemies by using their strong emotions of hate and animosity towards him. Unable to defend themselves against this awesome psychic attack, they are consumed in fire and their bones disintegrate into fine sand. Any Alien models (apart from Dreadnoughts) within two squares of the Librarian are destroyed. Dreadnoughts lose one Life Point
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SPACE HULK



MAN VERSUS ALIEN IN DESPERATE BATTLE



The Warhammer 40,000 universe is vast. Across a million, million worlds the Imperium holds sway. But there are other races, other civilisations, that strive to take control; when faced with such threats conflict is inevitable. The Genestealers are just one of Mankind's enemies. Spreading like a cancer through Imperial Space, they ride the derelict space hulks that drift between the far-flung planets of the Imperium. They infect and dominate each planet that lies in their way. The only defence open to the Imperium is to destroy the infection at source.

In **Space Hulk** you fight battles between Space Marines clad in Terminator Armour and the Genestealers aboard space hulks.

Space Hulk includes: 30 Plastic Citadel Miniatures (10 Terminators and 20 Genestealers); 19 large full-colour interlocking board sections to lay out an infinite variety of scenarios; a comprehensive rulebook; counters; and a missions booklet containing 6 pre-generated missions and background information on the Imperium, Terminators and the Genestealer threat.

GENESTEALER



With **Deathwing**, the Space Hulk mission generator, you can easily create new scenarios and board layouts. It contains 20 new board sections; solo rules; a six mission Campaign; 12 extra plastic Citadel Miniatures; and a lavishly illustrated rulebook containing full details of new Terminators and weapons; plus a 15,000 word novella by William King featuring Deathwing, the Terminator of the Dark Angels.

Genestealer: 15 new plastic Citadel Miniatures (5 Librarians and 10 Genestealer Hybrids with a choice of weapons and arms); rules and cards for a new psionic combat system; counters and 8 large board sections; and detailed background and painting information for the Grey Knights Chapter.

DEATHWING



SPACEHULK EXPANSION AND MISSION GENERATOR

SOLO
PLAY



CITADEL
MINIATURES



Citadel Miniatures produce thousands of different metal and plastic models for Warhammer 40,000. There are Terminators, Genestealers and a wide range of different Ork models including plastic and metal vehicles, heavy weapons and boxed sets.

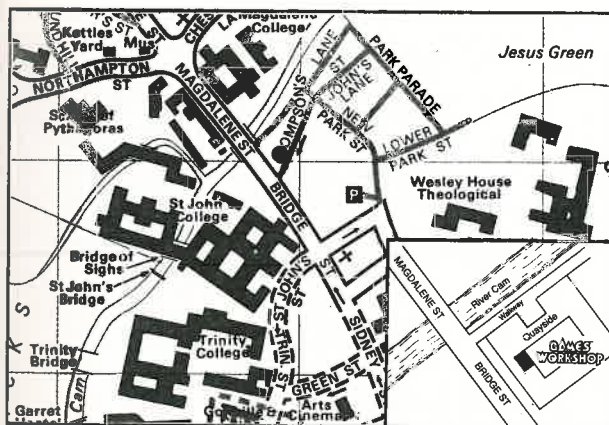
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Games Workshop's Mike McVey and Wayne England will be appearing at the Cambridge store on Saturday 25th January 1992

Mike McVey will be passing on hints and tips for painting Citadel Miniatures at his all day painting demonstration. If you want to know how to get the best results on those special personality models or your basic troop types, come along for a chat. Mike will also be bringing the Wood Elf army that we've recently featured in the pages of White Dwarf. This is your chance to take a first hand look at Mike's spectacularly painted models.



Wayne England is one of Games Workshop's artists and his work has featured in many of our games and books.



Wayne will be fielding his superbly painted Dwarven army in the valiant defence of a small village

on the edge of the Grey Mountains. Can his Dwarfs withstand an attack from the savage hordes that threaten the village?

If you've never played **Warhammer Fantasy Battle** before, now is your chance to learn by taking part. Bring along your own painted unit of evil or chaotic troops to join in the attack on the village. Everyone is welcome.

Dragon Masters™

By the time you read this, Dragon Masters, our new fantasy board game, should already be in the shops. Created by award-winning games designer Ian Livingstone, it's a fast-moving game of action and exploration set in the Elven Kingdoms. We've been playing the game since the prototype arrived here many months ago, and haven't been able to resist designing some new exploration counters. The best of these are presented here for you to add to your own games.

Dragon Masters is the first fantasy board game we've published since Dungeonquest and Talisman. It's not that we've got anything against board games - although we do tend to prefer games involving models - it's just that we don't often come across a game that really grabs our attention as an original and exciting design. When the Dragon Masters' prototype arrived, however, we quickly realised that we just had to get it into print.

The game was designed by Ian Livingstone, who seems to have the knack of coming up with simple-but-effective game systems - the sort with rules that take no time to learn, but forever to master. Ian has been associated with Games Workshop for a long time. Together with Steve Jackson, he founded the company in the early seventies, published the

very first White Dwarf magazine, and a few years later the two of them launched the world-wide best-selling Fighting Fantasy gamebooks.

Dragon Masters has all the right elements for an exciting fantasy board game - a full-colour map board, nicely illustrated playing cards and counters, lots of specially designed plastic models - and a fast-flowing game system that makes you want to play it again and again.

The game is set against the background of the early history of the Elven Kingdoms of Ulthuan. This was when the Elves first encountered and formed allegiances with the ancient race of Dragons. As they explored the land, the various noble families would often come into conflict, and feuds and



wars would break out as they jostled for power. However, no one wanted these wars to be too costly in terms of bloodshed - the elves were never a numerous people - and so highly ritualised rules of war were developed. Conflicts were limited to a maximum of two years' duration, and it was agreed that, at the end of this period, the richest combatant would be adjudged the victor.

The basic principle of Dragon Masters is very simple. Each player (as a High Elven prince) tries to build up a horde of dragons and to raise armies while exploring the surrounding wilderness and expanding his kingdom. Of course, the other players are out to do the same, and may need putting in their place by staging the odd dragon raid on their territory, playing the occasional 'natural' disaster event card on them, or even by mounting an invasion.

You get dragons by rolling on the Hatching Table at the beginning of your turn. If you're unlucky, no eggs hatch and you get nothing. If you're lucky, a powerful Emperor dragon joins your forces. All your dragons are kept together in a dragon horde which you must keep carefully hidden from the other players so that no one is sure exactly how many dragons the other players have at their disposal. During the game, dragons can be used to augment your armies and/or to send on dragon raids against the armies and settlements of the other players.

Gold - which is eventually used to decide who wins - is acquired according to how much territory you control. You can spend it to build villages and cities, to hire wizards, or buy ships and horses. You need villages and cities to raise armies, while ships are essential for sea travel. If you don't have a wizard on your side, you can't use any of the spell cards which you may draw from the Event card deck.

Each turn you can also raise an army or two. Your home castle produces one army per turn, and if you manage to build a city, that will produce another.

At the start of the game, each area of the board has a face-down Exploration counter. Whenever your prince enters one of these areas, you flip over the counter and follow the instructions on the game's reference sheet. You might find a gold mine - which will give you extra gold each turn, you might get the chance to raise another army, or explore a dungeon, or then again, you might just run into a bunch of marauding orcs...

The players also have a hand of event cards which they can play at any time to inflict village-destroying natural disasters on each other, cast spells, use in combat and so on. Hidden in the deck is a Year End card, and when this comes up for the second time, the game is over - it's time to count your gold to find the winner!

EXPANDING THE GAME

Although Dragon Masters has all the models you need for a 4-player game, it is possible to expand the game to allow 5 or 6 players to take part, if you have a copy of Mighty Empires. Extra Mighty Empires pieces should also be available from Games Workshop Mail Order.

To play the game as published with 5 or 6 players, you will need to add enough pieces from Mighty Empires so that each player gets the following:

6 villages, 9 armies, 2 or 3 Battle Dragons (2 each for 6 players, 3 each for 5), 3 or 4 Emperor Dragons (3 each for 6

players, 4 each for 5), 1 Castle, 1 City, 1 Ship, 1 set of banners, and no gold pieces.

With more than 4 players, gold will be in short supply, so no one gets any to start with. You can always keep a paper record of gold pieces accrued if you prefer. Each player gets fewer Battle Dragons, too, but this is more than compensated by the extra numbers of Emperor Dragons.

The game plays exactly the same as before - each player chooses one of the 6 starting areas on the board, places their Castle there, and off you go!

Mighty Empires pieces could also be used to expand the game even if you only have 3 players, but you will have to work out some slight modifications to the published rules. This isn't something we've had time to try ourselves, so we'd be grateful to hear from anyone who can tell us whether they think it works or not!

The basic idea is that all the pieces from both games go into one big 'pool' (the box lid will do just fine) from which anyone can draw. The only piece the players get to start with is 1 Castle - to denote their starting areas. Dragons are drawn from the pool as the players roll on the Hatching table, and the size of the pool sets the limit to each player's horde. When the pool is empty, no one can draw any more dragons.

The same applies to building villages and cities, raising armies, and buying ships - as long as there is a piece in the pool (and the player has enough gold), a player can build, raise or buy as many of the above as he or she wishes.

Any City may be upgraded to a Castle (as long as there is a Castle model in the pool). This costs 5 gold plus one City model. You may not upgrade a city on the same turn that it was built, however. Castles outside your starting area provide an additional income of 2 gold each turn, and each player may raise an additional army for each castle owned.

In combat, a castle outside your starting area can be attacked like any other settlement - these castles have a combat strength of 3. Note, however, that 'home' castles in starting areas may still never be attacked.

Defeated armies and dragons, and destroyed settlements go back into the pool, so they can be used again.

Try to ensure that everyone is quite clear at all times as to who controls what on the board - this will prevent unpleasant disputes as the game heats up!

NEW COUNTERS

In order to use the new Exploration counters printed with this article you will need to mount them onto suitable card before you cut them out. It will obviously be easy to tell these new counters from the old ones, by both appearance and feel - if this bothers you at all, and you feel that the player drawing the counters for their initial placement may be influenced to go for one sort or the other, simply roll a die for each area on the board - on a 1-3 draw one of the original counters, on a 4-6 draw one of the new ones.

Detailed explanations of each of the new counters are given on the following pages.

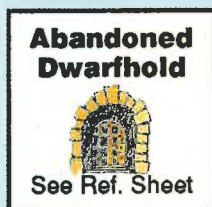
We've also noticed that the Playing Pieces chart on the *Reference Sheet* of the rules gives Princes a Combat Strength of 2. This should obviously be 1, as described in the rules themselves.

NEW EXPLORATION COUNTERS

Whenever you enter an area with an Exploration counter, flip it over and refer to this chart to find out what happens. The counter is removed unless the chart tells you to leave it in play.

LAND COUNTERS

ABANDONED DWARFHOLD



Explore the stronghold by rolling on the table below:

D6 Discovery

- 1 **Potion.** Roll a dice: 1 – Paralysis, miss your next Move; 2-3 – Speed, take another Move; 4-5 – Strength, gain 1 army; 6 – Poison, lose 1 army.
- 2 **Treasure Chamber.** Roll a dice: 1 – Gain 1 gold; 2-5 – Gain 2 gold; 6 – Gain 3 gold.
- 3 **Orcs - Strength 2.** Fight a battle against these monsters.
- 4 **Teleporter -** Your prince and any accompanying armies are immediately teleported to any friendly area (your choice).
- 5 **Dwarfs -** Gain 1 army.
- 6 **Chaos Gate -** Draw another counter from the unused stack and apply its effects immediately.

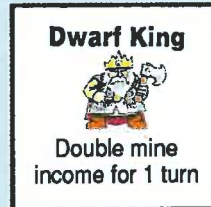
CHAOS GATE



Leave this counter face up in the area where it was found and draw another counter from the unused stack. The Chaos Gate

will stay in effect for the rest of the game, whether this area stays under your control or not. Whenever a Prince enters this area, draw another counter and follow the appropriate instructions.

DWARF KING



As soon as this counter is revealed, you immediately collect income from all your mines. Then, discard the counter.



BAG OF GOLD

Gain 1 gold piece.



DRAGON

Gain 1 Dragon (roll on the Hatching Table to determine which sort).



PLAGUE!

As soon as this counter is revealed, all players must lose 1 army or 1 village (if they have them).



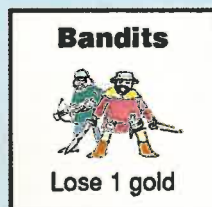
FOUL SORCERY

If you own a Wizard, he is struck down by evil magics. Discard the Wizard card.



MASTER THIEF

When this counter is turned up, you may steal 1 gold piece from any other player, and return it to the pot. Draw the piece without looking at its value.



BANDITS

A bunch of savage cut-throats ambush your supply train. Lose 1 gold.



MAGIC STANDARD

Keep this counter. You may trade it in for an extra +1 in any combat (not Dragon Raids).

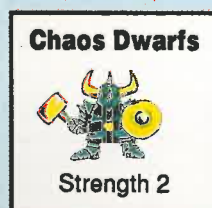


DRAGON ORB

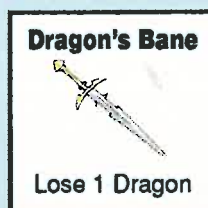
Leave this counter face up in the area for as long it stays in your control. The orb's

magical power protects this area and prevents anyone from conducting any Dragon Raids against it. If you lose control of the area, the counter is discarded.

CHAOS DWARFS, DARK ELVES, & SKAVEN



Fight a battle against these monsters. Their combat value is shown on the counter.



DRAGON'S BANE

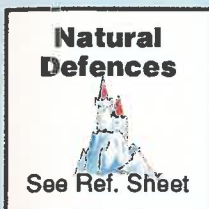
Lose 1 Dragon - your choice of Emperor or Battle.



HORSE THIEF

If you own a Horse, it is stolen. Discard the card.

NATURAL DEFENCES



its combat value. If you lose control of the area, discard the counter.

Leave this counter face up in the area where it was found. Any settlement (village or city) built in this area adds +1 to



OLD DRAGON

Keep this counter and trade it in for a bonus of +1 to your next roll on the Dragon Hatching Table.

SELL SWORDS



your armies are on the board, you must fight the mercenaries. Their combat value is 1.

When this counter is revealed, you have the chance to acquire 1 army at the cost of 1 gold. If you don't wish to pay, or all



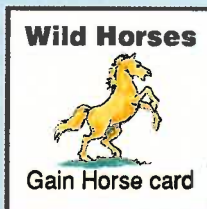
VILLAGE

Gain 1 village - if you have any left to build. If not, the counter has no effect.

WANDERING MAGE



If you have not already acquired a Wizard, you can exchange this counter for one now. If you have a Wizard, simply discard this counter.



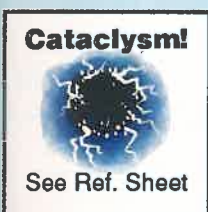
WILD HORSES

If you have not already acquired a Horse, you can exchange this counter for one

now. If you have a Horse, simply discard this counter.

SEA COUNTERS

CATAclysm!



The Gods are in turmoil! Immediately draw and play the top card of the Event deck (including spells, even if no Wizard is owned).

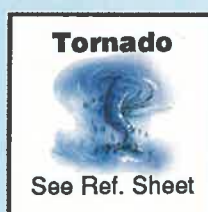
MAELSTROM



Whenever a ship enters the area, draw a random sea counter from the stack of unused ones and apply any effects immediately.

Leave this counter face up in the area where it was found. It will stay there for the rest of the game.

TORNADO

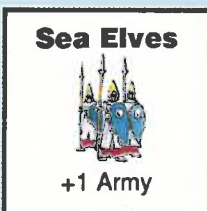


Your ship is blown to the nearest Island or Coast area (whichever is nearer) and destroyed (unless protected by the Sea God).



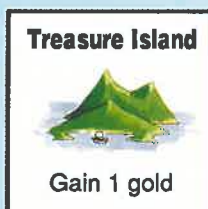
CORSAIRS

Fight a battle against these rampaging pirates - their combat value is shown on the counter.



SEA ELVES

Gain 1 Army, if you have not already placed all your available armies on the board. Otherwise, no effect.



TREASURE ISLAND

Gain 1 gold.



DRIFTING HULK

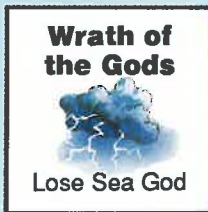
You have found a usable abandoned ship. Take this counter and use it exactly like a

ship model, obeying all rules which normally apply to ships.



SEA FOG

You are lost! Nominate another player who must choose which way you move next turn.



WRATH OF THE GODS

If you have acquired the aid of the Sea God, the rowdy behaviour of your crew turns

him against you. Discard the Sea God immediately.

DRAGON MASTERS EXPLORATION COUNTERS – FRONTS

To make your new Dragon Masters counters remove this page from your White Dwarf and glue it to some thin card. Once this has dried, carefully cut around the outside of all the counters. Do not separate the individual counters at this stage. Remove the red counter backing sheet and cut around all of the counters in the same way. Glue the backing sheet to the back of the cardboard, making sure that the words are the same way up on both sides. When the glue is completely dry, you can cut out the individual counters by carefully cutting along the lines with scissors or a sharp modelling knife and use them in your games.

Maelstrom  Draw random Sea counter	Sea Elves  +1 Army	Corsairs  Strength 1	Corsairs  Strength 1	Treasure Island  Gain 1 gold	Treasure Island  Gain 1 gold
Wrath of the Gods  Lose Sea God	Tornado  See Ref. Sheet	Drifting Hulk  Use counter as ship	Treasure Island  Gain 1 gold	Dwarf King  Double mine income for 1 turn	Master Thief  See Ref. Sheet
Plague!  All players lose 1 army or 1 village	Treasure Island  Gain 1 gold	Horse Thief  Lose horse	Abandoned Dwarfhold  See Ref. Sheet	Drifting Hulk  Use counter as ship	Drifting Hulk  Use counter as ship
Drifting Hulk  Use counter as ship	Cataclysm!  See Ref. Sheet	Sea Fog  See Ref. Sheet	Old Dragon  +1 next Hatching roll	Old Dragon  +1 next Hatching roll	Old Dragon  +1 next Hatching roll
Wild Horses  Gain Horse card	Wandering Mage  Gain Wizard card	Wandering Mage  Gain Wizard card	Wandering Mage  Gain Wizard card	Wandering Mage  Gain Wizard card	Old Dragon  +1 next Hatching roll
Wild Horses  Gain Horse card	Wild Horses  Gain Horse card	Wild Horses  Gain Horse card	Dragon Orb  See Ref. Sheet	Dragon Orb  See Ref. Sheet	Natural Defences  See Ref. Sheet
Dragon Orb  See Ref. Sheet	Sell Swords  Pay 1 gold for 1 army or fight Str. 1	Natural Defences  See Ref. Sheet	Village  +1 village	Dragon Orb  See Ref. Sheet	Village  +1 village
Sell Swords  Pay 1 gold for 1 army or fight Str. 1	Dragon  See Hatching Table	Bag of Gold  Gain 1 gold	Chaos Gate  Draw random Land counter	Bag of Gold  Gain 1 gold	Skaven  Strength 1
Foul Sorcery  Lose wizard	Bandits  Lose 1 gold	Magic Standard  +1 in combat	Dragon's Bane  Lose 1 Dragon	Dark Elves  Strength 1	Chaos Dwarfs  Strength 2

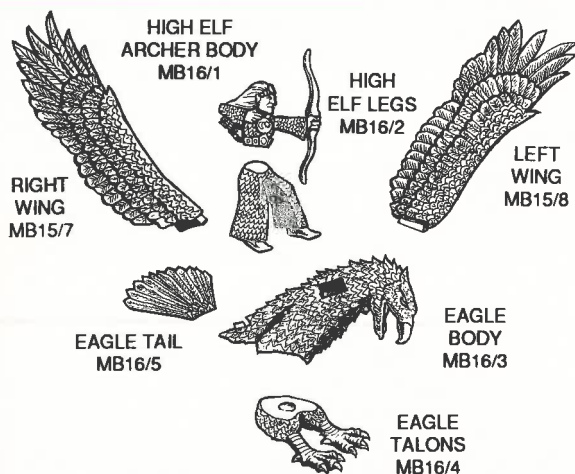
SEA	SEA	SEA	SEA	SEA	SEA
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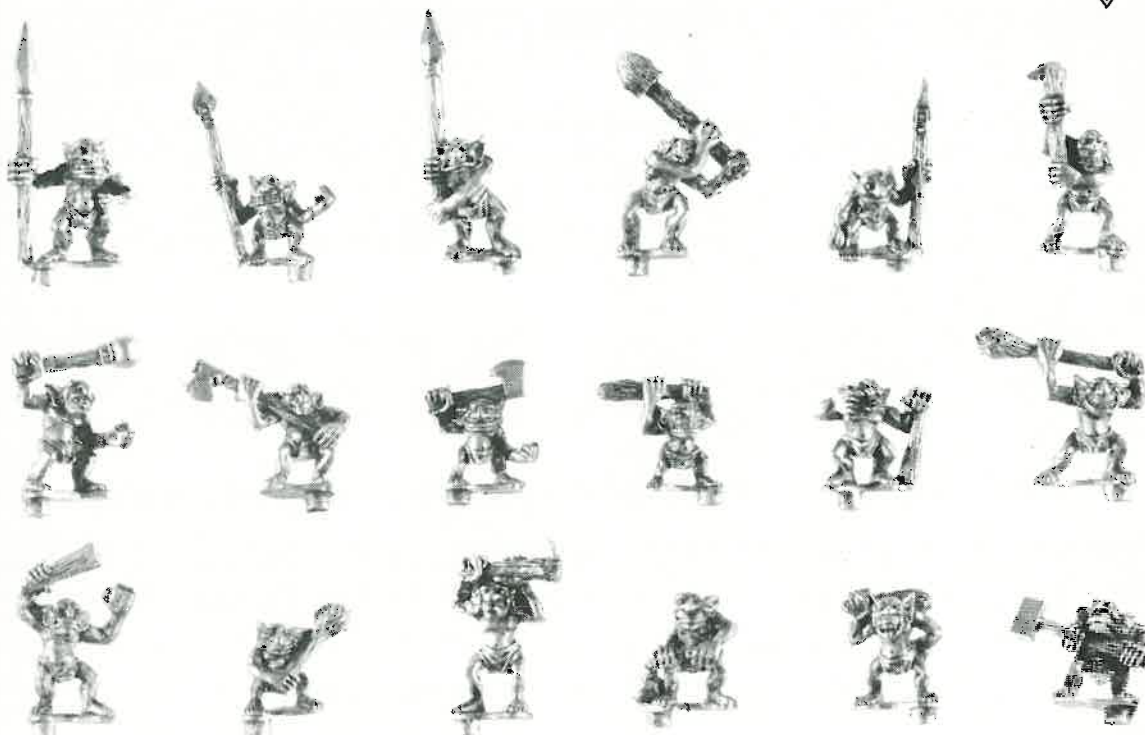
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TYRANIDS

By Andy Chambers and Jervis Johnson

From the icy void of interstellar space surge the terrifying forces of the Tyranid hive mind. A massive intelligence formed from the consciousnesses of untold billions of creatures, it threatens the complete destruction of mankind.

In the 41st Millennium, the rule of the human Imperium encompasses almost the entire galaxy, a glittering circle of stars ninety thousand light years from rim to rim. It is the largest and most populous empire of all time, comprising more than a million worlds and untold billions of human beings. The Imperium is ruled by the ancient and immeasurably powerful Emperor. Once he was a mighty, living man who forged the bonds of the Imperium. As the power of the Imperium reached its height the Emperor was betrayed by his own Warmaster, Horus, who had been possessed by the Powers of Chaos. The Emperor won the fight, saving the Earth and the whole Imperium from Chaos, but his body was terribly wounded in the struggle. For ten thousand years he has continued to control the destiny of the Imperium, thanks to a complex life-support system which preserves his body. His wishes are enacted by means of the Adeptus Administratum, a colossal bureaucratic organisation based upon Earth, but with the authority and means to control the entire galaxy.

Despite the power of the Imperium, the human race remains under constant threat from the many hostile aliens which seek to destroy or enslave mankind. The enemies of humanity are strong, but man has so far proved stronger, more resourceful and ultimately more enduring. This is largely due to the armed forces of the Imperium. Vast Imperial fleets travel the star clusters of the galactic core and the outer rim, carrying armies of Space Marines and Imperial Guard to wage war on planets fifty thousand light years from Earth.

Beyond the human galaxy lie the vast uncharted regions of intergalactic space. Empty distances too vast to comprehend thwart all of mankind's attempts to navigate them. These are the great barriers which separate galaxy from galaxy and keep the farthest stars the subject of conjecture and mystery. Now something stirs in the frozen emptiness. An intelligence moves through it, a mind that is many inter-linked minds, immeasurably old and alien. This is the Tyranid hive mind,

and it has crossed the great, dark void in search of new planets to despoil. Now its advance forces have reached the Imperium, and the fate of mankind and every living thing in the galaxy hang in the balance.

The Tyranids have travelled to the Imperium in a hive fleet consisting of a great dark swarm of millions of individual spacecraft. Each spacecraft is a gigantic living beast, a creature fashioned from organic tissue by means of sophisticated genetic manipulation. During the aeons-long journey across the void the Tyranids have slumbered in a state of frozen hibernation. As the edge of the hive fleet approached the Imperium the spacecraft stirred from sleep and their inhabitants slowly began to thaw. The Tyranids awake and recall the age-old purpose of their kind.

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

Humanity will be absorbed, broken into strands of DNA to be used to create a new generation of bio-technology. It will be the death of the human race, but to the Tyranid hive mind this is of no more consequence than the mining of ores or the harvesting of crops. For the Tyranids have no sense of pity or compassion, they are as utterly beyond human understanding as humans are beyond their comprehension. To them man is just an inefficient and primitive lifeform, something to be consumed and turned to a higher purpose. Such has been the fate of a thousand galaxies, of millions of intelligent species, since time immemorial.

THE TYRANID HIVE MIND

The Tyranid hive mind is a single co-ordinating will that directs the entire hive fleet. It is formed from untold billions of individual consciousnesses, each of which is a living creature in the hive fleet. Some of these minds are capable of individual rational thought, some are capable of making only limited decisions, and others are mere automatons whose minds perform only basic motor functions. The extent of this ability to act and think freely varies and depends upon the creature's role in the hive fleet.

Such an evolved consciousness is impossible for humans to comprehend. The billions of creatures in the hive fleet all act in concert, serving as individual cells in the single creature that is the hive mind. Mankind still searches vainly for the higher beings they suppose control the hive fleets, and though such mighty creatures exist they no more control the hive mind than single brain cells control a man's body. It is the sum of the hive mind which motivates it, not its constituent parts.

The Tyranids are the undisputed masters of genetic manipulation and bio-engineering. Great factory-creatures, the Tyranid Norm-Queens, ingest genetic materials and churn out all the countless types of creatures that go to make up the hive fleet.

Tyranid technology is based upon biological engineering. All functions are performed by genetically tailored bio-constructed creatures which have a rudimentary consciousness and form part of the hive mind. The Tyranid spacecraft are living creatures, and individual components such as sphincter doors, food hatcheries and teleportation cysts are highly modified living things. Even the most basic Tyranid devices have their origins as living tissue and have a thread of the hive mind within them.

Tyranids also use gene-manipulation to create new races of servant creatures from captives. These advanced bio-constructs are artificial races bred by the Tyranids. Their minds form part of the hive mind but they can still think and act for themselves and can make and act upon decisions within the limits engineered into them. There are many hundreds of these races, amongst them the Genestealers and the Zoats. Although these awesome creatures may look monstrous and horrific to human eyes, they are all designed to fulfil some specific role.

THE SHADOW IN THE WARP

In order to move from planet to planet, human spacecraft travel through the alternate dimension of psychic energy known as the warp. The warp is the medium through which human Astro-telepaths send psychic messages enabling the million worlds of the Imperium to communicate with each other. A great psychic beacon, the Astronomican, shines through the warp to guide spaceships through its dangerous reefs and shoals.

The Tyranid hive fleet also travels through the warp. Normally any spacecraft moving through the warp sets up vibrations which can be detected by a human Astropath, but the hive fleet is so unimaginably vast that it creates an impenetrable disturbance like a huge blocking shadow. This shadow is the dark, impenetrable will of the hive mind itself, before which the astral spirit of a puny psyker is as safe as a candle in a hurricane.



The shadow cast by the hive mind presents an impenetrable wall which prevents Astropaths from sending or receiving telepathic messages, stops spacecraft entering the warp and forces spacecraft already in the warp wildly off-course. As the Tyranid hive fleet advances, the area of the Imperium swallowed up by it simply stops communicating, giving almost no clues as to what has happened.

THE ADVANCE OF THE TYRANIDS

Hivefleet Kraken has now reached the outer part of the Imperium and the entire south-eastern spiral arm lies under its dominion. Only now has the full extent of the danger been realised, as fleeing refugees struggle back into free space. It is tremendously lucky that any people have survived at all, as their spacecraft have been pushed thousands of light years through the warp by the advancing edge of the Tyranid hive fleet.

A thousand human worlds have already fallen to the invader, their populations consumed or imprisoned by the Tyranids. Even after so short a time new races of human-based bio-constructed creatures swell the armies of the hive mind.

Only the vaguest details of the fighting have reached the Imperium. Millions of human warriors have died. Entire Chapters of the Imperium's Space Marines have vanished without trace leaving no clue to their fate. The Lamenters Chapter is presumed to have been destroyed and the Scythes of the Emperor has been reduced to a few scattered remnants.

But these human warriors have not died in vain. During the fiercest fighting Space Marine spacecraft engaged ships of the Tyranid fleet. Boarding parties entered the vitals of the immense alien craft, gathering information about the Tyranids and successfully destroying untold thousands of aliens. The information gained by these brave Space Marines is essential if the Tyranids are going to be driven back.

Armed with this precious information the Imperium prepares for open war against the enemy it has named Hivefleet Kraken after the mythical monster of Earth's ancient past. The weaponshops of Mars turn out new and more potent machineries of war, gleaming new spacecraft pour from the shipyards of the Imperium, and the vast resources of the Imperial Guard gradually swing into action as millions of men prepare to fight for the very survival of mankind.

TYRANIDS IN WARHAMMER 40,000

The hive fleet has swallowed up a thousand Imperial worlds already and confused details of the fighting on the planets portray the Tyranids as an unstoppable force. Tales have reached the Imperium of skies turned black over whole continents by clouds of wind-born poison spores. Confused stories of hulking monsters that stalk the land, ripping and slashing with their gigantic claws; of millions of bio-constructs crawling across a world, devouring everything in their path and leaving the planet a wasteland. Whole population centres have been subdued or wiped out in a single night, those taken alive envying the dead. Such battles as are fought turn into nightmares when the terrifying Tyranid weapons are unleashed against ill-prepared defenders. Men are driven mad with terror and despair before the Tyranids ever reach them. Others are frozen by the sight of the creatures. Weapons hanging uselessly in their hands they can do nothing more than watch the bloody approach of their butchers.

The Space Marines have fought too, their altered bodies and psycho-conditioning enabling them to better withstand the Tyranids. But even they are unable to deny the horror of their opponents. Even when cut off and surrounded, the

Tyranid Warriors and their bio-constructs fight with uncompromising ferocity, trying to kill as many enemy as possible with no thought for their own lives. The Tyranids seem to have no concept of defence. As long as they can perceive enemy forces they will continue to attack, hurling themselves against their opponents in wave after relentless wave. Often a Tyranid battleforce will be completely destroyed and a relative calm will fall, but only for as long as it takes a new force to reach the area and attack. Tyranids never rest, never retreat, and never surrender.

THE TYRANID HIVE MIND IN WARHAMMER 40,000 GAMES

All of the creatures fielded as part of a Tyranid force in Warhammer 40,000 are part of the hive mind. The hive mind perceives the galaxy on such a vast scale that only whole planets are truly significant to it. However, the hive mind instills a sense of purpose to all the Tyranid creatures and imparts a vast overview to the more self-aware beings within it. All of the Tyranids and their servants have a kind of telepathic contact with creatures genetically related to them. This works in a pyramid fashion, with the thoughts of the most basic creatures moving up through a chain of other creatures with higher intellect to contribute to the hive mind.

As the experiences pass up the chain they are sifted and collated by the higher creatures who add their own interpretations and experiences. This can be likened to the workings of a single, vast nervous system. The relatively unintelligent creatures which contribute their tiny sparks of awareness are akin to nerve endings in a sensory system, the higher creatures form the nerve synapses and the Tyranids with true sentience and self awareness are the individual brain cells. The hive mind is the sum total of the thoughts and experiences of all the Tyranids in the galaxy. It would be wrong to say that this means there is only one Tyranid mind which directs the whole hive fleet, rather everything within the hive fleet, however tiny, has some influence over its actions.

LOSING CONTACT WITH THE HIVE MIND

The hive mind passes down directives to instruct and coordinate its members. This process is the Tyranids' one flaw, because the hive mind only has a limited range at which it can exert its influence over the creatures within it. Tyranids or creatures in close proximity boost the range and power of their telepathic contact. The range at which a creature can maintain contact with the hive mind depends on its intelligence. The simpler Tyranid constructs and slaves must move in larger groups and remain within range of more intelligent creatures, such as Tyranid Warriors, to maintain their contact with the hive mind.



ADRIAN SMITH



ELDAR AND BLOOD ANGEL SPACE MARINES JOIN FORCES TO FIGHT A TYRANID HORDE ACROSS THE RUINS OF A DEVASTATED COLONY

As long as a Tyranid or creature is in contact with the hive mind it is immune to psychology and will never rout (the creature's normal emotions are over-ridden by the will of the hive mind). Because the hive mind dominates a creature's psychological profile, Tyranids and creatures are not given an Intelligence (Int) or Willpower (Wp) characteristic - just Leadership and Cool. While in contact with the hive mind a creature's Int and Wp characteristics count as being 10. When out of contact with the hive mind these characteristics become the same as its Ld/Ci.

Without the control of the hive mind most Tyranid constructs will become confused and revert to their most instinctive reactions. Only the truly intelligent denizens such as Tyranid Warriors and Zoats will be capable of carrying out rational plans. Thus it is vitally important to keep all of the elements of a Tyranid force in contact with the hive mind to maintain its flexibility and efficiency.

If you look at the Tyranid army cards you will see that certain creatures such as Hunter-Slayers and Squig Hordes have a maximum range that they can be from the nearest Tyranid Warrior without losing contact with the hive mind. These ranges vary according to the size and intelligence of the creatures. The range is always measured from the closest model in the unit to the closest Tyranid Warrior model.

If at the start of the Tyranid player's turn any unit of creatures is out of contact with the hive mind it will be mentally stunned and unable to act for that turn. Special counters are supplied with these rules and one is placed next to the unit to indicate that the unit is stunned. Stunned creatures can't move or shoot, and fight in close combat with a -2 penalty to their weapon skill. They also become subject to psychology and rout tests. To make up these counters, cut them out and fold along the dotted line. Glue the two sides together and let them dry before cutting out the individual markers.

If any units are marked with a stunned counter at the start of the Tyranid turn, first measure to see if they have regained contact with the hive mind by a Tyranid Warrior moving closer to them. If this is the case the stunned counter is removed and the unit can act as normal. If the unit is still out of contact roll a d6: on a 1, 2, or 3 leave the counter in place - the unit remains stunned. On a 4, 5 or 6 the unit reverts to its basic instincts and attacks the nearest enemy in a berserk frenzy. This means that they will charge into close combat if possible or, failing that, move at double rate to get as close as possible to their foe. Berserk creatures may not fire any ranged weapons. Flip the counter over to show its 'berserk' side. If a berserk unit comes back under the control of the hive mind it immediately loses its berserk counter.

TYRANID STUNNED AND BERSERK COUNTERS

STUNNED	STUNNED	STUNNED	STUNNED	STUNNED
No move or fire -2 WS	No move or fire -2 WS	No move or fire -2 WS	No move or fire -2 WS	No move or fire -2 WS
BERSEK	BERSEK	BERSEK	BERSEK	BERSEK
No fire Charge nearest enemy model	No fire Charge nearest enemy model	No fire Charge nearest enemy model	No fire Charge nearest enemy model	No fire Charge nearest enemy model

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WD40



Note that this restriction is in addition to the normal rules on squad coherency and that Tyranid or creature units can never voluntarily split up.

THE TYRANID ARMY CARDS

The actual Tyranid army list is presented in a new format we have been developing. One thing which can really slow games down is having to look through books and White Dwarf's to find rules, weapon stats, creature stats, special rules which aren't in the same place as the other rules etc. To try and overcome this we've taken all the different units you can have in a Tyranid army and we've placed them onto special 'Army cards' which you can use to play your games of Warhammer 40,000.

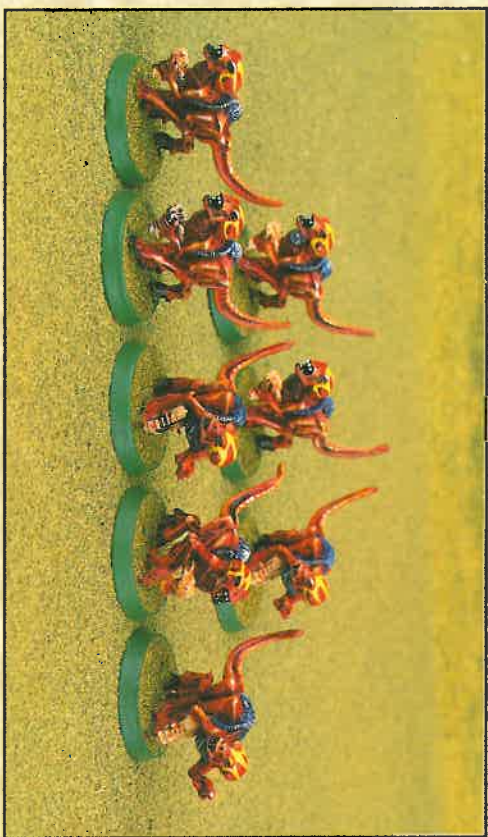
The cards act as the Tyranid army list. They are double-sided. One side has a colour photo of the unit/creature, and some background details. The other side contains all the rules information you need to play the game, such as the unit cost, the stat line, details on weapons, armour, and all the relevant special rules.

You can make use of the cards in a various ways:

1. If you don't mind cutting up your copy of White Dwarf, the quickest option is to cut the army cards straight from the pages of the magazine. Of course, because they're only paper, you may find they are a bit floppy.
2. If you don't want to cut up your copy of White Dwarf, you can photocopy one or both sides of the army card and stick them onto a piece of card. Obviously, the side of the army card with the rules information is the most important, so if you want to save on costs just photocopy this side.

If you don't mind cutting up your copy of White Dwarf, there is a way you can get a sturdy, double-sided army card. First photocopy the rules side of the army card and stick it onto a piece of card. Then cut the army card out of White Dwarf, and stick it colour side up on the other side of your piece of card. This way you will have the (photocopied) rules on one side of the card, and the colour photo and background information on the other.

HUNTER-SLAYER SQUADS



Hunter-Slayers resemble Tyranid Warriors, but are smaller and faster. On board the Hiveships their role is to protect the vessel by moving quickly through the narrow arterial passages of the ship to attack intruders. In planetary invasions packs of Hunter-Slayers accompany Tyranid Warriors, rooting out hidden defenders and running them to ground. Their minds are ferocious but simplistic, and they are apt to become confused if they stray too far from the Warriors and the influence of the hive mind.

Hunter-Slayers are normally one or two metres tall and run on four legs, clutching a Fleshborer in their forelimbs. Though individual Hunter-Slayers aren't as tough and resilient as Tyranid Warriors they attack in large packs, relying on determination and weight in numbers to overwhelm their foes.

TYRANID BATTLE SQUADS



Tyranid Warriors are the elite fighters of the hive mind and as such are the most commonly seen type of Tyranid. The ships of Hivefleet Kraken carry untold millions of Warriors in frozen hibernation to use as an invasion force against any world that resists them. Tyranid Warriors are intelligent and self-aware, they can communicate with the hive mind and command lesser Tyranids and bio-constructs.

Warriors have six limbs and stand over twice the height of a man. Their lower limbs end in sharp hooves and are used as legs, leaving the middle and upper pairs to use weapons. Their bodies are sheathed in tough bony plates and scaly cartilage, giving them a resilient carapace. Pores on the Warrior's body constantly ooze a colourless slime which lubricates their bony armour and allows them to move more easily. Designed as lethal organic killing machines Tyranid Warriors are deadly opponents even when they fight with talons and fangs alone. Armed with a variety of terrifying bio-weapons, most commonly either a Deathspitter or a pair of Boneswords, sometimes a fearsome Devourer or Barbed Strangler, they are virtually unstoppable.

0 to any number of

TYRANID BATTLE SQUADS

at 200 points per squad of 3 Tyranids

	M	WS	BS	S	T	W	I	A	Ld/Ci
Tyranid Warrior	6	6	4	5	5	2	5	4	10

Chitinous body armour Save: 5, 6 Move: 6"

Weapons: Deathspitter or two Boneswords

Notes: Tyranids are immune to psychology and never rout.

Weapon	Range		To Hit		Str	Dam	Save	Special Rules
	Short	Long	Short	Long				
Deathspitter	12"	32"	+1	-	6	1	-2	See below
Boneswords	Close	Combat	-	-	6	1	-2	Close Combat Weapon

Deathspitter Special Rules: A hit from a Deathspitter splatters deadly corrosive slime around the target. Any other models within 2" of a model hit by a Deathspitter are splattered by the slime on a roll of 4, 5 or 6 on a D6. Models that are splattered by the slime take a \$3 hit with no saving throw modifier.

Note that you **don't** roll for splatter if the Deathspitter misses. A Tyranid Warrior armed with a Deathspitter can only use two arms in close combat, and so has its Attacks characteristic reduced to 2.

0 to any number of

HUNTER-SLAYER SQUADS

at 60 points per squad of 8 Hunter-Slayers

	M	WS	BS	S	T	W	I	A	Ld/Ci
Hunter-Slayer	6	4	3	3	3	1	4	1	5

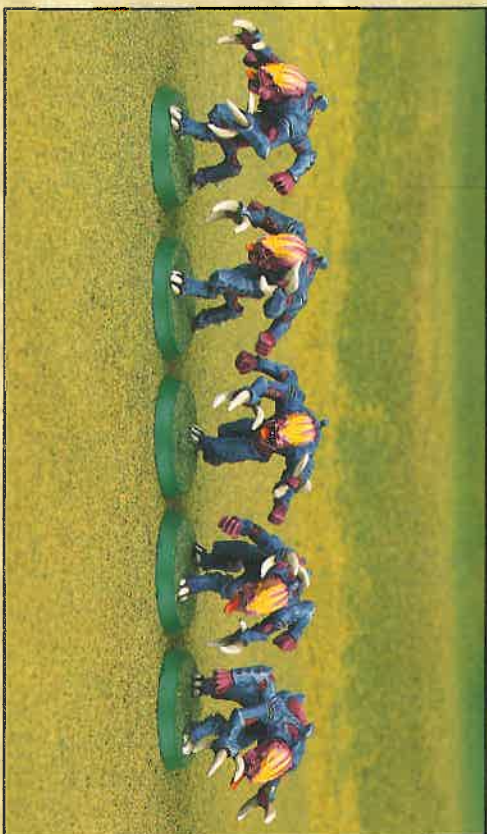
No armour Save: None Move: 6"

Weapons: Fleshborer

Notes: Hunter-Slayers are immune to psychology and will never rout as long as they are within 12" of a Tyranid Warrior. Hunter-Slayers that are more than 12" from a Tyranid Warrior lose contact with the hive mind.

Weapon	Range		To Hit		Str	Dam	Save	Special Rules
	Short	Long	Short	Long				
Fleshborer	8"	16"	+1	0	4	1	0	None

PURESTRAIN GENESTEALER BANDS



The Imperium has had many encounters with Genestealers aboard space hulks and on planets in the past, long before it was realised that they were the vanguard of Hivefleet Kraken. Genestealers possess the six-limbed bodies of Tyranid bio-constructs. They are fast, intelligent and exceedingly deadly, equipped with powerful ripping claws and fang-filled mouths. They can operate entirely on their own without the guidance of the hive mind, having a brood intelligence of their own.

Genestealers are common aboard the hive fleet, where their speed and power make them devastating shock attack troops. More insidiously, they are placed aboard drifting space hulks and allowed to spread in front of the approaching hive fleet to prepare the way for planetary invasion. It seems unlikely that such monsters could hide in human societies, but by lurking aboard space hulks Genestealers are able to snare and infect rash explorers and implant them with their genetic material. Once infected, a victim can be controlled psychically by the Genestealers, becoming totally devoted to their cause. The Stealers' genetic attributes are passed on to the victim's offspring, creating monstrous Genestealer Hybrids whose own children will one day produce a new generation of Purestrain Genestealers.

ZOATS



Zoats share the six-limbed structure of Tyranid Warriors and are probably an ancient and highly evolved form of bio-construct created using the Tyranid's own genetic material. Zoats were created as investigators, their main role being to understand and communicate with creatures outside the hive mind, assessing their value. Zoats are capable of assimilating information about languages and psychology with stunning speed, making rapid and accurate leaps in their comprehension of alien creatures. Due to this innate capability of understanding the subtlest nuances of facial and body language, Zoats are remarkably charismatic and enigmatic creatures who are able to convey more meaning in a look or gesture than a native can manage in a sentence.

Zoats are often used to subvert members of alien races to bring them under the control of the hive mind, leading them against those who try to resist the Tyranids. In keeping with this role Zoats are tremendously strong warriors with thick, horny hides. Driven forward by their four powerful legs, a charging Zoat is like a battering ram of hide and muscle – such that sheer speed and momentum keep it moving even if mortally wounded. In hand to hand combat a Zoat can crush most opponents in seconds – living proof to other races of the awesome power of the Tyranids.

0 to any number of

ZOATS

at 50 points per Zoat

	M	WS	BS	S	T	W	I	A	Ld/Ci
Zoat	6	5	3	6	6	3	5	2	9

No armour Save: None Move: 6"

Weapons: 2 Flesh Ripper pistols or a Flesh Ripper pistol & a Power Fist or a Strangler.

Notes: Each Zoat allows you to include one band of Brood Brothers in your army. A Zoat armed with 2 pistols may fire both in the same turn with no penalty.

Weapon	Range			To Hit			Str	Dam	Save	Special Rules
	Short	Long	16"	Short	Long	+1				
Flesh Ripper	8"	16"	8"	+2	+1	4	4	1	-1	Close Combat Weapon
Power Fist	Close Combat	18"	36"	-	-	8	1	-4	-	Close Combat Weapon
Barbed Strangler	18"	36"	-	-	-	4	Special	-1	-	See below

Barbed Strangler Special Rules: The Barbed Strangler fires a seed pod containing an embryonic Barbed Strangler Beast. If the target is wounded and its saving throw is failed then the model is ripped to pieces and killed, no matter how many wounds it has. A full grown Barbed Strangler Beast bursts from the torn corpse, hooked tentacles slashing out to capture new victims. Anything within 5" of the first target will be grabbed on a D6 roll that exceeds the range to it. Any living thing that is grabbed is killed automatically, though a new beast is *not* created. Non-living things are trapped until freed. A Barbed Strangler Beast can only be killed by a hit from a flamer or an area effect weapon.

0 to any number of

PURESTRAIN GENESTEALER BANDS

at 200 points per squad of 5 Genestealers

	M	WS	BS	S	T	W	I	A	Ld/Ci
Purestrain Genestealer	6	7	0	6	4	2	7	4	10

No armour Save: None Move: 6"

Weapons: None

Notes:

- Genestealers are immune to psychology and will never rout as long as at least one Tyrannid Warrior or Genestealer Patriarch is alive on the table. Otherwise they lose contact with the hive mind.
- Genestealers have 4 Claw attacks, each with a -1 saving throw modifier.
- There is a -1 to hit modifier when making ranged attack against a charging Genestealer.
- Genestealers may attempt to hypnotise one enemy model within 6" in the combat phase. The target must test vs **WP** on 2D6 or be paralysed until the hypnotic stare is broken by the Stealer taking damage, leaving the victim's view or turning its stare to another. The Stealer may move as normal.
- Genestealers may make a single implant attack instead of making their four claw attacks. If the victim is held by the Stealer's hypnotic gaze the attack is automatically successful. If not, then the Stealer must win a round of close combat. If the attack succeeds the gene material is implanted, there is no damage roll. If the victim is wearing a helmet or armour that covers his face he gets a normal saving throw. After being implanted the victim collapses and is unable to do anything else for the rest of the battle.
- Genestealers may not use weapons of any kind.

GENESTEALER PATRIARCH



A Patriarch is an ancient and venerated Purestrain Genestealer who is the progenitor of an entire 'Stealer brood. The Genestealers and Hybrids under his control are all his descendants, engendered long ago when he first came to a planet and implanted their human parents. As the web of the brood extends further and further with each generation the Patriarch grows physically and gains greater psychic powers, becoming a bloated and obscene caricature of a Genestealer.

The Patriarch of the brood will always try to establish a firm power base within the host civilisation in order to consolidate the brood's position. He may attempt to do this by having his brood infiltrate the military, social, governmental, religious or even the criminal strata of society as well as by manipulating kinship bonds with infected humans and Hybrid descendants. He has to gain enough material power in terms of wealth, manpower, and weaponry to ensure that the brood cannot be threatened. As the power of the brood reaches its zenith the Patriarch becomes a psychic beacon to the Tyrannid hive mind, shining through the warp to guide the hive fleet to worlds already brought to their knees by Genestealer infestation.

GENESTEALER MAGUS



The Magus is the figurehead of the Genestealer brood, selected from amongst the Hybrids as the most human-looking. To the outside world the Magus appears to lead the brood, often taking the role of High Priest if the brood is masquerading as a religious sect. In this role he can easily move through human society, his enhanced charisma and otherworldly air helping him to command respect and wield influence over the unsuspecting humans. In reality the Magus is constantly directed through brood telepathy with the Patriarch.

As Genestealers will always attempt to infect human psykers by preference, the Magus is frequently a powerful psyker. Even if he is not the arrival of the hive fleet brings him, like the Patriarch, almost unlimited psychic strength through the hive mind. The Magus will not hesitate to use his powers to crush enemies of the brood, having little to fear from the daemonic entities lurking in the warp.

Up to 1 GENESTEALER MAGUS

at 100 points each

	M	WS	BS	S	T	W	I	A	Ld/Ci
Genestealer Magus	4	3	3	4	3	1	5	1	8

Psychic shield Save: 5,6 Move: 4"

Weapons: Force Weapon and Laspistol

Notes:

1. The Magus is a 4th level psyker (see Warhammer 40,000 rulebook).
2. The Magus may attempt to hypnotise one enemy model within 6" in the combat phase. The target must test vs **WP** on 3d6 or be paralysed until the hypnotic stare is broken by the Magus taking damage, leaving the victim's view or turning its stare to another. The Magus may move as normal.

Weapon	Range		To Hit		Str	Dam	Save	Special Rules
	Short	Long	Short	Long				
Laspistol	8"	16"	+2	-1	3	1	-1	Close Combat
Force Weapon	Close	Combat	-	-	-	-	-	See below

Force Weapon Special Rules: Having a Force Weapon allows the Magus to increase the strength and saving throw modifier of blows struck in close combat by 1 point each per psi point expended.

Up to 1 GENESTEALER PATRIARCH

at 150 points

	M	WS	BS	S	T	W	I	A	Ld/Ci
Genestealer Patriarch	5	7	0	6	5	4	6	4	10

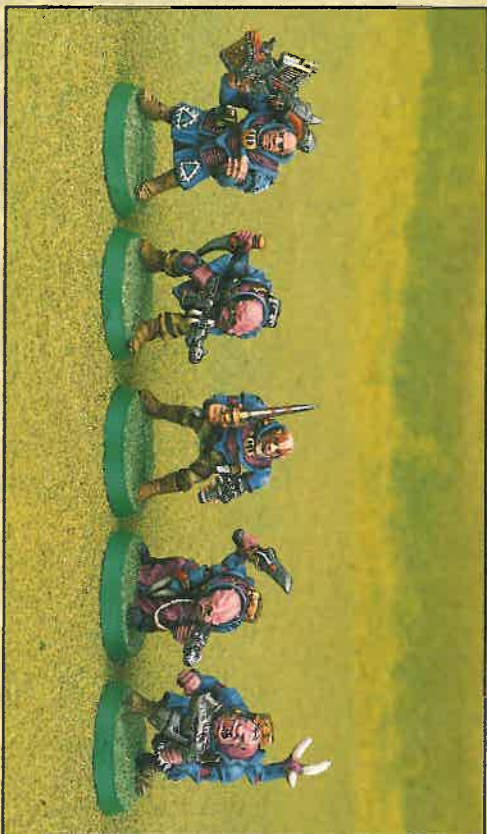
No armour Save: None Move: 5"

Weapons: None

Notes:

1. The Patriarch is a 4th level psyker (see Warhammer 40,000 rulebook).
2. The Patriarch has 4 claw attacks, each with a -1 saving throw modifier.
3. The Patriarch may attempt to hypnotise one enemy model within 6" in the combat phase. The target must test vs **WP** on 3d6 or be paralysed until the hypnotic stare is broken by the Patriarch taking damage, leaving the victim's view or turning its stare to another. The Patriarch may move as normal.
4. The Patriarch may make a single implant attack instead of making its four claw attacks. If the victim is held by the the Patriarch's hypnotic gaze the attack is automatically successful. If not, then the Patriarch must win a round of close combat. If the attack succeeds the gene material is implanted, there is no damage roll. If the victim is wearing a helmet or armour that covers his face he gets a normal saving throw. After being implanted the victim collapses and is unable to do anything else for the rest of the battle.
5. The Patriarch never uses weapons of any kind.

GENESTEALER HYBRIDS



As the first Genestealer Hybrids are born they go on to infect more humans. With each succeeding generation the newborn Hybrids gain more physical and mental traits from their human parentage. Most Hybrids can use technological devices and weaponry by the third generation, though they cannot innovate and merely use or copy existing devices. Hybrids frequently lead bands of Brood Brothers in battle and when Purestrain Genestealers first embark on a space hulk Hybrids accompany them to operate the cryogenic facilities, lifeboats and the vessel's weapons. Fourth generation Hybrids can pass for human, though third generation Hybrids frequently have three arms and retain the Purestrain's sharp fangs and staining, hypnotic eyes so they must still hide from scrutiny. Ultimately the fourth generation Hybrids give rise to a new generation of Purestrain Genestealers.

BANDS OF BROOD BROTHERS



Brood Brothers are humans which have either been implanted by Genestealers or subverted by the subtle influence of Zoats. They are completely devoted to the Tyranid cause and are fanatically loyal. Frequently Brood Brothers are drawn from the ranks of planetary defence forces or local militia - their training and access to weapons making them well suited to fighting on behalf of the Tyranids. Shortly before the arrival of the hive fleet the Brood Brothers on a planet will begin a campaign of sabotage and guerrilla warfare to wreck planetary defences and tie down loyal troops. Sometimes the efforts of the Brood are sufficient to cause the complete collapse of authority on the planet before the Tyranids arrive. More often the forces of the planet survive but in such a crippled state that the Tyranids need do little more than mop up surviving resistance.

BANDS OF BROOD BROTHERS

at 85 points per band of 10 Brood Brothers

	M	WS	BS	S	T	W	I	A	Ld/Ci
Brood Brother	4	3	3	3	3	1	3	1	7

Flak armour Save: 6 Move: 4"

Weapons:

Brood Brothers may be armed with Lasguns or Laspistols and Chainswords at no additional points cost

One model per band may be armed with a Heavy Bolter for 20 extra points

One model per band may be armed with a Lascannon for 40 extra points

Notes:

1. You may include one band of Brood Brothers in your army for each Zoat, Magus and Patriarch and one band for each pair of Genestealer Hybrids.
2. Brood Brothers are immune to psychology and will never rout as long as there is a Zoat or Hybrid leading the band, or the Genestealer Patriarch is within 24". Otherwise they lose contact with the hive mind. They are subject to *frenzy* at all times.

Weapon	Range		To Hit		Str	Dam	Save	Special Rules
	Short	Long	Short	Long				
Heavy Bolter	20"	40"	-	-	5	1D4	-2	Sustained Fire. Move or Fire
Lascannon	30"	60"	-	-	9	2D6	-6	Move or Fire
Lasgun	12"	24"	+1	-	3	1	-1	None
Laspistol	8"	16"	+2	-1	3	1	-1	Close Combat Weapon
Chainsword	Close	Combat	-	-	4	1	-1	Close Combat Weapon

Any number of GENESTEALER HYBRIDS

at 10 points each

	M	WS	BS	S	T	W	I	A	Ld/Ci
Genestealer Hybrid	4	4	2	4	3	1	5	1	8

Mesh armour Save: 5, 6 Move: 4"

Weapons:

Any basic weapon or two close combat weapons at no additional points cost

Heavy Bolter at 15 extra points

Any other heavy weapon at 35 extra points

A Targeter may be added to any heavy weapon for 10 extra points

Notes:

1. You may only include Hybrids in your army if you have already taken either the Patriarch or the Magus.
2. Hybrids are immune to psychology and never rout as long as the Patriarch or the Magus is alive. If the Patriarch or Magus is killed they lose contact with the hive mind.
3. The hive mind is capable of directing its psychic energy through the mind of a Hybrid. To represent this a Genestealer Patriarch or Magus may cast their spells 'through' a Hybrid, measuring the range, checking the LOS, etc, from the Hybrid model instead of the psyker's model.
4. Hybrids may attempt to hypnotise one enemy model within 6" in the combat phase. The target must test vs WP on 2D6 or be paralysed until the hypnotic stare is broken by the Hybrid being killed, leaving the victim's view or turning its stare to another. The Hybrid may move as normal.
5. Hybrids may make a single implant attack instead of making their normal close combat attacks. If the victim is held by the Hybrid's hypnotic gaze the attack is automatically successful. If not, then the Hybrid must win a round of close combat. If the attack succeeds the gene material is implanted, there is no damage roll. If the victim is wearing a helmet he gets a normal saving throw. After being implanted the victim collapses and is unable to do anything else for the rest of the battle.

SQUIG SWARM

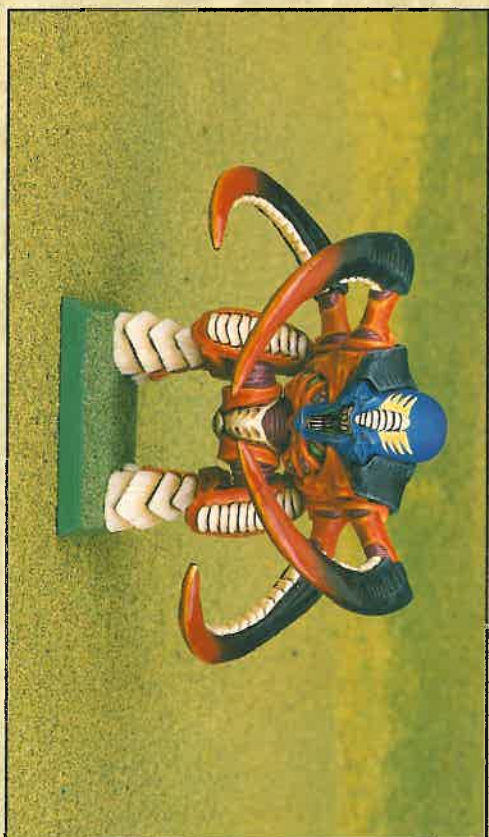


Countless billions of small creatures swarm throughout the hive fleet performing a myriad of different functions. Some flap or crawl around the Hiveships, repairing rents in the vessel's fleshy interior or tending to the larvae of other bio-constructs. Other devote their existence to seeking out and consuming diseased or dead flesh so that it (and they) can be consumed again by larger creatures.

Long ago the Tyranids started bio-constructing a range of hardy creatures from Ork genetic material. When other Orks found out about this outrage they stormed several Tyranid vessels to rescue their compatriots, only to find that they were too late and their compatriots had been changed into strange little creatures they dubbed 'Squigs'. The Orks recognised the Squigs as Orky and the Squigs seemed to recognise the Boyz - it seemed that a thread of the Orky spirit still remained in the hideously changed creatures and it was at odds with the hive mind. The Orks took back with them as many Squigs as they could find and, with much evolution and adaptation, they have since become a vital part of the Ork way of life. Meanwhile the Tyranids finally succeeded in ironing out the last of the Squigs' free will and turned them to their own purposes.

In planetary invasions the Tyranids are accompanied by swarms of Squigs which crawl and slither across the land consuming anything in their path. Because these small creatures have a small intellect devoted to a single purpose they must stay in large groups to maintain contact with the hive mind. These groups are exceedingly dangerous on the battlefield where they can quickly overwhelm unwary individuals and tear them to pieces with their fanged maws and hooked claws, stripping the corpses of flesh before moving on in search of fresh meat.

SCREAMER-KILLER



The Screamer-Killer is one of the larger Tyranid bio-constructs. It is a living engine of destruction designed for use in assaults, boarding actions and massed battles to crush enemy forces. Though less numerous than other Tyranid bio-constructs, Screamer-Killers are almost impossible to kill and capable of immense destruction. Given their great size, they are quite intelligent and can function at a considerable distance from the hive mind.

With its huge bulk, massively armoured carapace and four gigantic claws, the Screamer-Killer presents a frightening foe. At close quarters anything within reach of its deadly claws is mercilessly torn to pieces, armour and flesh shredded with negligible ease. More terrible still is its ranged attack. Rasping plates in the mouth, gases secreted in its lungs and a high frequency scream produced by the creature's unique vocal cords combine to produce ball of highly unstable bio-plasma. This forms for a split-second in front of the Screamer-Killer, held in place by a flickering electrical field generated around the creature's claws, before it is belched forth to burn its path across the battlefield and explode with incandescent fury.

Any number of SCREAMER-KILLERS at 150 points

	M	WS	BS	S	T	W	I	A	Ld/Ci
Screamer-Killer	6	6	4	7	8	10	6	4	10

Chitinous body armour Save: 2, 3, 4, 5 or 6 Move: 6"

Weapons: Arm-Claws & Bio-Plasma

Notes:

1. Screamer-Killers are immune to psychology and will never rout as long as there is a Tiranid Warrior within 36", otherwise they lose contact with the hive mind.
2. In close combat the Screamer-Killer has four attacks with its deadly slicing claws. Any opponent that is hit suffers a -2 save modifier. Alternatively it may make a single bear-hug attack instead of its normal attacks. The bearhug has S10, a -6 save modifier, and causes D6 wounds.

Weapon	Range		To Hit		Str	Dam	Save	Special Rules
	Short	Long	Short	Long				
Bio-Plasma	18"	36"	+1	-	8	1D6	-4	Move or Fire. 2" radius.

0 to 1 SQUIG SWARM at 15 points per base in the swarm

	M	WS	BS	S	T	W	I	A	Ld/Ci
Squig base	6	-	-	3	1	6	1	*	5

No armour Save: None Move: 6"

Notes:

1. The Squig Swarm can climb sheer surfaces by using their hooked limbs and adhesive slime. It can therefore climb walls, trees, or any other type of sheer surface as if it was flat level ground. Simply count the distance the swarm moves up or down the surface against its normal move.
2. The swarm cannot move more than 6" per turn, so it can't charge, but anything in contact with the swarm in the close combat phase is attacked automatically.
3. In close combat each base in the swarm makes a number of attacks equal to the number of wounds the base has remaining. All attacks hit automatically, just roll for damage using the swarm's Strength.
4. Because the hungry Squigs swarm all over their victim there is no armour save for wounds caused by the swarm unless the victim is wearing fully sealed armour such as Space Marine power armour or Eldar Aspect Warrior armour.
5. Because each base in the swarm is composed of dozens of creatures they are very vulnerable to area weapons. Hits by area weapons cause twice as many wounds as normal against bio-construct bases.
6. The Squig Swarm is immune to psychology and will never rout as long as there is a Tiranid Warrior within 12". Otherwise it will lose contact with the hive mind.

MIND SLAVE SQUAD



Some creatures captured by the Tyranids are not used as food or broked down for their genetic material. Instead they become the hosts for immature grubs of various Tyranid creatures. One such creature is the Mind Slaver, a crab-like bio-device that is used to take over control of other creatures when they have been damaged or malfunction. The immature Mind Slaver burrows into the captive victim and searches out the brain stem. Once there it curls round the medulla and takes over the creature's higher brain functions. As the Mind Slaver matures it lives on nutrients and vitamins in the victim's body until it eventually outgrows the cranial cavity and destroys the host.

In the intervening time the hive mind has full control of the host body and will frequently put the fighting skills of warrior-hoists to use. Mind Slaves can come from any race: Orks, Squats, Gretchin, Eldar. Imperial Guardsmen or even Space Marines. Often Mind Slaves will be fielded in apparently random groups consisting of several races, sometimes entire units appear as a group, frequently causing much consternation and confusion. The Tyranids seem reluctant to use whole armies of Mind Slaves though, as the Mind Slaves can regain control and change sides if they lose contact with the hive mind.

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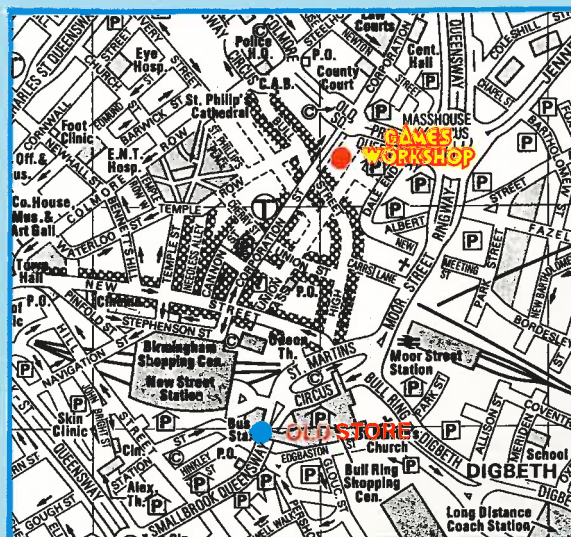
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0 to 1 SQUAD OF MIND SLAVES

at 50 points for a squad of 5 Ork Mind Slaves or

100 points for a squad of 5 Chaos Marine Mind Slaves or

100 points for a squad of 10 Imperial Guard Mind Slaves or

One squad from any other army list with a maximum points value of 300 points

	M	WS	BS	S	T	W	I	A	Ld/Ci
Ork Mind Slave	4	3	3	3	4	1	2	1	7
Chaos Marine Mind Slave	4	4	4	4	4	1	4	1	8
Guard Mind Slave	4	3	3	3	3	1	3	1	7

Ork and Imperial Guard Mind Slaves: Flak armour Save: 6 Move: 4"

Chaos Marine Mind Slaves: Powered Armour Save: 4, 5 or 6 Move: 4"

Weapons:

Imperial Guard Mind Slaves are armed with Lasguns.

Chaos Marine and Ork Mind Slaves are armed with Bolters

One model in the Squad may be armed with a Heavy Bolter for 20 extra points

One model in the squad may be armed with a Lascannon for 40 extra points

Notes:

1. You may include extra models in the Mind Slave squad at 5 points each for Imperial Guardsmen or Orks, and 10 points each for Chaos Marines. The extra models don't have to be the same as the ones already in the squad but they can't outnumber the models that were in the squad to start with.
2. Mind Slaves are immune to psychology and will never rout as long as there is a Tyrannid warrior within 12". Otherwise they lose contact with the hive mind. Roll a D6 for each Mind Slave that loses contact with the hive mind: on a 4, 5 or 6 the model drops dead immediately as it has lost control of its body. On a 1, 2 or 3 the model survives and comes under the control of the opposing player!

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Eldar War Walkers



Deathstrike Missile Launchers



Gorgon



Squadron of Hellhound Firethrowers



MkII Predator



Leman Russ battle tank



Imperial Guard Rapier Battery

This month's 'Heavy Metal' focuses on the new additions to the Eldar and Imperial fighting vehicles. Some of these, such as the Predator and Leman Russ are variations on the existing tanks. All the Imperium's vehicles and fighting machines are constantly modified and updated to suit the local conditions wherever they are deployed. In some cases, they are built to a slightly different specification depending upon the available construction materials.

These tanks often fight alongside each other and parts are interchanged to produce further versions. You can represent this by swapping round the turrets on the different bodies or doing minor conversions to individual models.

The MkII Predator has been painted in Codex Jungle Green. This is a mix of Woodland Green and Chaos Black and is highlighted with Goblin Green. The company colours have been added to the front of the tank along with the squadron badge.

The Leman Russ has been painted in Nightworld colours, a mix of Moody Blue and Chaos Black. The squadron badge on this model, as on the other vehicles, is from the new Imperial Armies transfer set. This contains dozens of designs that are ideal for use on any Imperial vehicle or Titan as identification markings or decoration.

The Rapiers have been painted in Strike Green. This is one of the standard colours for Imperial artillery batteries. We based the models on standard Epic bases and added a couple of spare Imperial Guard models as crewmen. Exposed holes in the base were covered with tape before it was painted and flocked.

Deathstrike missile launchers operate in batteries of three and can carry a mix of Warp, Harpoon or Barrage warheads. Any of these warheads can be fitted into either of the two missile body shapes shown here. Like the Rapiers, the Deathstrike launcher has been painted in Strike Green. Both missiles were given simple paint schemes and when these were totally dry we added the details by using transfers from the Imperial Armies transfer set.

The Hellhound Firethrowers have been painted in Fire Orange. The base coat of Blood Angel Orange was highlighted with Sunburst Yellow to give a burning orange finish. The arrow-head border on the lower part of the body is also from the Imperial transfer set. This and a couple of other decorative borders are supplied in stripes that can be cut to the correct length and then applied to the models.

The Gorgon has been painted in Codex Grey. This is a mix of Elf Grey and Chaos Black. The huge bulldozer blade has been painted Go Fasta Red to contrast with the model and emphasise its power.

The three Eldar War Walkers are part of our Alaitoc Craftworld force. They were given a base coat of Bleached Bone which was shaded with a wash of Brown and Yellow Ink. Once this had dried, they were drybrushed with Bleached Bone to pick out the highlights. The pilots were painted in the Alaitoc Guardian colour scheme of Enchanted Blue bodies and Bad Moon Yellow helmets.



THE EYES OF CHAOS

By Carl Sargent

The Eyes of Chaos is a Quest for MB Games' Heroquest. Included with this quest are some new monsters and a Henchman who will assist the Heroes in overcoming the perils of the Tombs of the Phalanx.

THE TOMBS OF THE PHALANX

Those who fell battling the forces of Chaos in the mountains bordering the Empire and the western land of Bretonnia are celebrated with a memorial service at their tombs, known as the Tombs of the Phalanx, each year. This time, a force of Ogres ambushed and killed the mourners. Only one man survived, Pierre Chancier, and he begs the Heroes to rid the Tombs of the Ogres who slew his friends.

However, all may not be as it seems. Old rumours tell of a force of Chaos magic below the Tombs, latent for many years. Has it been reawoken? Surely something more intelligent than mere Ogres directed their cunning and lethal ambush. Within the Tombs, perhaps some of the dead have stirred with the dire magic deep below them. Who can say? The mystery is for the Heroes to solve. However, they must not rob any Tombs within the dungeons, for this would surely bring a powerful curse down upon them.

NOTES

THE OGRES

The Ogres are given a standard number of body points. If you have MB Games' *Against The Ogre Horde* you may wish to use the variable body points tracks given there instead.

PIERRE CHANCIER

You will find details for Pierre in the Monsters and Characters section. He will accompany the Heroes if they want him to. In any event, he will lead them to the entrance to the Tombs of the Phalanx.

THE EYES OF CHAOS

These powerful emanations of evil magic may affect the Wizard or Elf Heroes during the Quest. Whenever the Heroes enter a room, roll a normal dice. If you roll 1, 2 or 3, the Wizard Hero must give up one of his spell cards. If you roll a 4, the Elf Hero must give up one of his spell cards. If you roll a 5 or 6, there is no special effect. If an affected Wizard or Elf has no spell cards left, he is unaffected. The player of the Hero may choose which spell he will give up. Some Eyes of Chaos have special effects which are described for particular rooms. Eyes of Chaos appear as small green glowing skulls floating in mid-air, with brilliant red eyes. They disappear in a puff of smoke when they have 'stolen a spell' from a Hero.

ENTERING THE TOMBS

Pierre Chancier accompanies the heroes on their journey to the Vault Mountains and guides them to the entrance to the tombs. The heroes should enter in single file through the doorway marked on the left-hand edge of the map. Pierre tells them that there are stairs down to the lower catacombs but he doesn't know their location. Now its up to you...

THE OUTER TOMBS

THE CURSE

If a Hero opens a tomb, trying to steal from it, he is struck by a curse and loses 1 body point permanently until the Quest is completed. If he loses all his body points through curses, he immediately turns into a Zombie and is played by the Evil Wizard player!

WANDERING MONSTERS

All Wandering Monsters in the upper level are Goblins.

A. OGRE GROUP

Instead of stealing a spell, the Eye of Chaos here makes the Ogres more powerful. All Ogres in this room attack with 1 extra Combat Dice.

B. OGRE AND GOBLINS

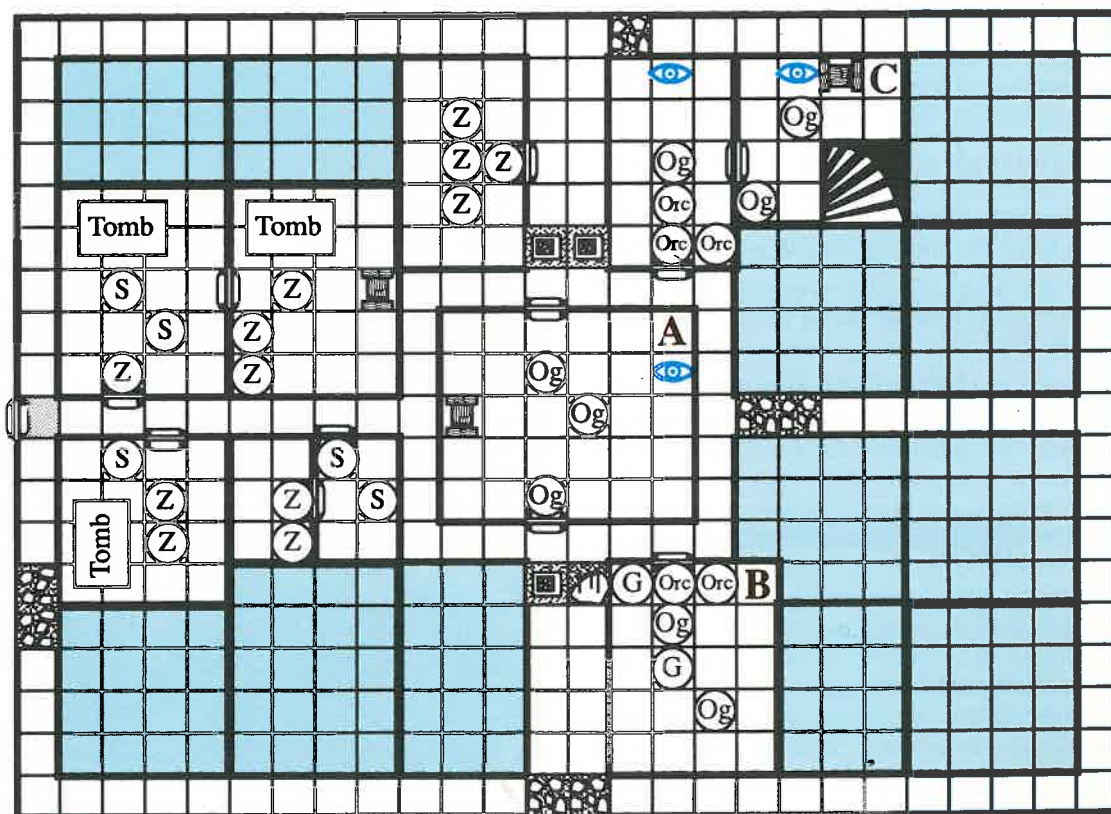
The Goblins here are armed with crossbows. Unfortunately, they're shoddy goblin crossbows and are so badly made that they cannot be used by Heroes. They do allow the Goblins to roll 3 attack dice, however.

C. ENTRY TO THE DEEP CATACOMBS

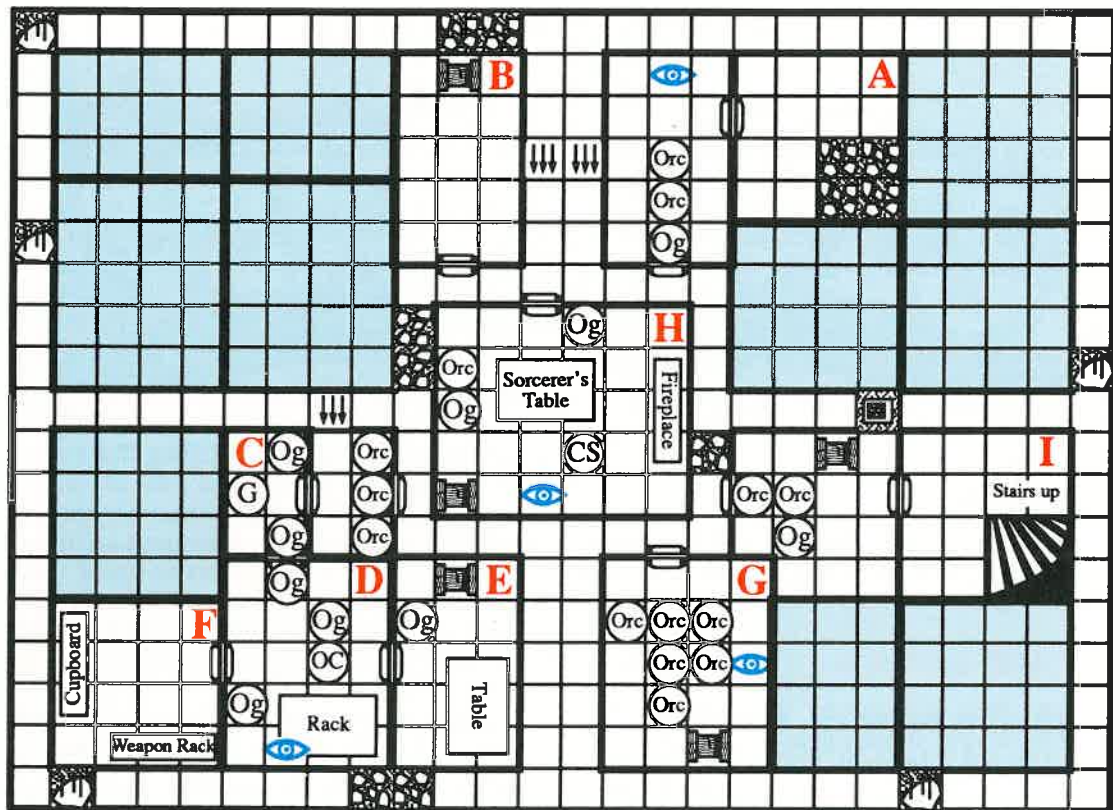
The Heroes are allowed to draw two Treasure cards when they open the Treasure Chest here. However, when they open it, a cloud of smoky gas instantaneously fills the room and each Hero must roll one combat dice. If he fails to roll a shield, he loses a body point. The cloud clears just as swiftly, and the Heroes see a Troll standing in the room, ready to attack them!

The steps down to the next dungeon level are dangerous and trapped in their own right. As the Heroes descend the steps, Falling Blocks drop from the ceiling behind them and start to roll down the steps after them! The Heroes have to run before the heavy fall of rocks. Each Hero must roll his standard 2 Move dice twice to get two numbers (between 2 and 12). Any roll of two dice totalling 6 or below is a failure and the Hero is hit by Falling Blocks as per the normal trap. If both rolls are failed, he is hit twice!

After the Heroes reach the bottom of the steps, they are trapped in the lower level, since the rock fall completely blocks the steps back up. They have to find the only other way out of the dungeon!



(Orc) Orc (S) Skeleton (G) Goblin (Falling Block) Falling Block (Chest) Chest (Door) Door
 (Og) Ogre (Z) Zombie (Eye of Chaos) Eye of Chaos (Pit Trap) Pit Trap (Blocked Passage) Blocked Passage



(Orc) Orc (CS) Chaos Sorcerer (G) Goblin (Falling Block) Chest (Door) Spear Trap
 (Og) Ogre (OC) Ogre Chieftain Eye of Chaos (Pit Trap) Blocked Passage

THE DEEP CATACOMBS

WANDERING MONSTERS

All Wandering Monsters in the lower level are Orcs, unless you roll 6 on a normal dice in which case they are Ogres.

A. ENTRY ROOM

The Heroes begin their exploration of the catacombs in this room. The rock filled area represents the trapped staircase that has just collapsed behind them.



B. FALSE CHEST TRAP

This trap has been left for the unwary! As soon as the lid is opened, the door to this room shuts automatically and is jammed. Stinking, reeking acid fumes cloud into the room from a huge smashed glass vial within the chest. To break down the door, the Heroes must smash it and roll a total of three or more skulls on attack dice. Each time they are unsuccessful or fail to do anything, any Hero inside the room loses 1 body point automatically.

C. OGRE GUARDS

The Goblin here carries a crossbow and so rolls 3 attack dice, but the crossbow is so badly made that no Hero would be able to use it.

D. THE OGRE CHIEFTAIN AND HORDE

The Ogre Chieftain in this room has a glowing red sword which flashes light in the same way as the Eye of Chaos. Until he is killed, the Ogre Chieftain may re-roll any one combat dice (attack or defence) of the Evil Wizard player's choice from his full set of rolls. The Eye of Chaos may also 'steal' a spell from a Wizard or Elf Hero in the normal way.

The Rack here has some clothes and sacking scattered about it from the Ogres' torture of a poor human victim. If the Heroes search this pile, they may draw a treasure card.

E. TREASURE ROOM

The huge, ugly Ogre who fights in this room is the Ogre Chieftain's trusted Lieutenant. The Treasure Chest here allows the Heroes to draw two treasure cards, and also allows the Wizard or Elf Hero to take one spell card of his own choice because a magical

scroll is among the treasures (from his own set of spells; if he hasn't cast any spells yet, he doesn't get this). Lastly, this Chest contains a huge Brass Key, which is the only way to open the door to Room H

F. STORE ROOM

This room contains all kinds of mildewed stores hoarded by the Ogres – spare clubs, rocks, rancid meat, mouldy cheeses, sacks of rubbish and the like. If the Cupboard is opened, it triggers a Spear trap from inside it. The Spear trap is spring-loaded and the Hero opening the Cupboard must roll two combat dice and lose 1 body point for each skull rolled. Inside the Cupboard is a bag with 80 gold crowns. The Weapon Rack contains a Spear which may be taken and used by the Heroes.

G. ORC NEST

The three Orcs behind the front three all have crossbows from which they fire red-tipped crossbow bolts. The tips glow in the same way as the Eye of Chaos does. The Eye of Chaos here doesn't steal any spells, but it adds 1 to the attack dice total for Orcs using crossbows within this room.

H. LAIR OF THE CHAOS SORCEROR

This is the evil genius who is behind the Ogres! The elements of the room are:



Ogres. These are normal Ogres.

Orc. The Orc has a crossbow as well as a normal hand weapon.

The Chaos Sorcerer. Each time a spell is cast against him, roll two combat dice. If the Chaos Sorcerer rolls a shield on either dice, the spell does not affect him. The Chaos Sorcerer has a set of the three Fire Spells to begin the combat here. He also has a bottle of a magical green liquid which he can drink, instead of attacking, at any time. Drinking this allows him to recover 3 body points.

The Eye of Chaos. The Eye of Chaos here blinks and glows brightly during the whole combat. It adds 1 to the defence dice total for all evil creatures here for the first three rounds of combat, then disappears in a puff of smoke and the fire in the Fireplace flares brightly.

The Treasure Chest. This allows the Heroes to draw 3 treasure cards, and ignore any Wandering Monster results.

The Fireplace. The magical fire glows brightly hot, and hanging above it is a magical Fire Ruby on a chain. It can be taken by any Hero, but the Hero loses 2 body points from heat damage. The Fire Ruby is worth 200 gold crowns.

As soon as the Chaos Sorcerer is killed, the entire room shakes slightly and begins to vibrate. Half a dozen small Eyes of Chaos appear in the room and look about them. They begin slowly to move towards the Heroes. Allow the Heroes time to search the Chest, and then they must run (make this clear to them). Rocks begin to fall from the ceiling. The place is falling apart! Little sparks and buzzes of Chaotic magic begin to fly everywhere. The Heroes may now enter up to two rooms they haven't entered before this place collapses completely and kills them all!

I. EXIT

This bare room contains the only set of steps out, which lead to safe haven back in the mountains after a secret trap door at the top of the stairs is lifted open.

MONSTERS AND CHARACTERS

The Eyes of Chaos contains four special types of monsters that are specific to the quest. These are the Troll, the Ogre, the Ogre Chieftain and the Chaos Sorcerer. Reference cards for these monsters are given below. Cut these out (or photocopy them if you prefer) and stick them onto thin card before you start play.

Pierre Chancier will assist the Heroes on their expedition, and he will serve the Barbarian or the Dwarf Hero. He does not ask for any share of treasure found; he simply wants to revenge his slain friends. You can cut-out or photocopy his reference card in the same way as for the monsters, or else use one of the Character Sheets from the Heroquest game.

OGRE



Move 6 squares
Attack 5 dice
Defend 5 dice
Body 2
Mind 1

OGRE CHIEFTAIN



Move 4 squares
Attack 6 dice
Defend 6 dice
Body 3
Mind 2

TROLL



Move 6 squares
Attack 3 dice
Defend 4 dice
Body 4
Mind 1

PIERRE CHANCIER



Attack - Throw 2 combat dice
Defend - Throw 2 combat dice
Move - Throw 2 standard dice
Body 5
Mind 3

CHAOS SORCERER



Move 8 squares
Attack 4 dice
Defend 4 dice
Body 3
Mind 4

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Not suitable for children under 3

ADVANCED HEROQUEST

THE EYES OF CHAOS

By Carl Sargent

The Eyes of Chaos is an adventure which takes place in ancient tomb complex deep in the Vault Mountains. The four Heroes are sent to clear out a band of Ogres who were responsible for the massacre of a group of soldiers holding a remembrance service at the tombs. The one survivor of the slaughter reports that the Ogres seem unusually cunning and well organised. What horrid secrets are the Heroes going to discover in the catacombs under the tomb complex?

Hundreds of years ago, a desperate Chaos Warband was finally cornered and destroyed in the foothills of the Vault Mountains. The battle was fierce and bloody, and the forces of Chaos fought to the death. Hundreds of brave Bretonnian warriors were killed, and rather than taking their ripped and torn bodies back to their families, the dead soldiers were consecrated and buried in a great cave complex carved into the side of a mountain. The caves were ancient, possibly thousands of years old, and appeared to be empty. The surviving Bretonnian soldiers erected a cairn at the mouth of the caves, and carved a new name above their entrance – the Tombs of the Phalanx.

Accounts of the soldiers' brave struggle passed into legend and grew with the telling, but the location of the Tombs has not been forgotten or lost. Once a year, a group of veteran Bretonnian soldiers make a pilgrimage to the Tombs to hold a memorial service for the dead, so their sacrifice may not be forgotten.



This year, only one veteran returned from the service, rambling deliriously about Ogres of great cunning. Thinking that a group of Ogres has moved into the Tombs, the local Lord sends for the Heroes to deal with them. Unfortunately for the Heroes, the situation is not as simple as it seems!

This quest is designed for the four Heroes, and the Mercenary Captain Pierre Chancier. The Heroes can also bring along as

many extra henchmen as they can afford. The lower dungeon levels are quite tough, and this Quest is best suited to Heroes who have already completed a Quest (such as the *Quest For The Shattered Amulet* in the Advanced Heroquest boxed game) and who have increased their Fate Points characteristic by at least one point.

GM SUMMARY

The Ogres who killed the old soldiers were more than just a random band of monsters. The Chaos Sorcerer Johannes Wiesehofer has discovered a potent source of raw Chaos energy deep in the catacombs, and is still working on controlling it. The last thing he wants is to be disturbed, and he has instructed the Ogres to keep the cave complex free from 'visitors'.

Johannes murdered his Sorcerer master and stole his secrets. He was prompted to do this when his master took delivery of an ancient magical cloak of unknown powers, redolent with the taint of Chaos. Impatient at the slowness of his master's teaching, and eager for more power, Johannes desired possession of the cloak. Before the old man could properly study it, Johannes stabbed him in the back, and wrenched the cloak from his palsied hands. Before fleeing, Johannes gathered together the best of his master's magic books and treasures, the cloak, and as much gold as he could find. He rode away from civilisation, heading south-east towards the mountains. At night he would camp and study his master's magic books, and eventually learned that a Chaos Flux existed in an ancient cave complex in the Vault Mountains.

The mysterious magic cloak turned out to be an Ogre Cloak, a marvel of chaotic magic. It could give the wearer the strength

of an Ogre, and allowed him to control the minds of several Ogre servants. Johannes' directions of his Ogre servants were responsible for the ambush and tactical cunning the Ogres displayed when wiping out Pierre's band.

Johannes is currently investigating a source of raw Chaos energy in the cave complex below the Tombs of the Phalanx. Protected by Ogres and a rabble of other creatures which have been bullied into guard duty, Johannes has begun to tap the power of the Chaos Flux in several ways. The most important of these is the Eyes of Chaos which infest the catacombs, exerting their baneful effects over wide areas. These are a special hazard the Heroes will have to face, and are fully described below.

In summary, the Heroes have a perilous task ahead of them. They think they will have to face some Ogres, and perhaps an Ogre Chieftain, but they actually face a Chaos Sorcerer with a body as strong as an Ogre's, a plethora of strange effects of Chaos, and more. This is a tough Quest indeed.

The Bretonnian poured out his sorry tale to his attentive listeners. Marching to an old battlesite burial ground to conduct a remembrance service for the dead, he and the other soldiers had been ambushed by Ogres. The brutes showed amazing cunning, throwing a feint attack on one side of the beleaguered group of Bretonnians while a stronger group rushed from rock cover to assault the soldiers from behind. Pierre was knocked unconscious by a rock, and only survived because the Ogres thought he was dead. When he regained consciousness, he discovered all his comrades had all been killed.

"Their strength we know about," Pierre hung his head in his hands. "But such cunning - mon Dieu! Ogres do not hide behind rocks, mon amis - they eat them. I am the only survivor, and I feel ashamed to be alive when all my comrades are dead, but how can one man stand alone against a dozen Ogres?"

Sven Hammerhelm nodded at the Bretonnian's words. Strictly speaking, Trolls featured more heavily in the rock-eating stakes than Ogres, but such cunning and trickery were unheard of among the loutish Ogre race. Magnus the wizard voiced the thought which was in all their minds.

"This isn't the work of ordinary Ogres, they would never be able to act in such a coordinated way. Something - or someone - must be controlling. Their master would have to be very strong, and possibly be using magic to enforce his commands. I seem to remember some tale about the Tombs of the Phalanx, now that Pierre has mentioned them."

Magus thought for a while, trying to remember. "According to the legends, there was a source of Chaos magic deep in the Tombs. It was latent magic, which is why the Tombs themselves were not affected and the soldiers have been able to hold their service of remembrance there safely each year. But if this magic exists, it is possible that someone has brought it alive. I think we should find out what's going on and put a stop to it quickly, before the evil can spread."

His friends and fellow Heroes nodded in agreement. Tomorrow, at first light, they would set out to the Tombs. This was truly a challenge worthy of their talents!

START		CURRENT		START		CURRENT	
WEAPON SKILL				SPEED			
8				8	6		
BOW SKILL				BRAVERY			
7	5			8			
STRENGTH				INTELLIGENCE			
6				7			
TOUGHNESS				FATE			
7	10			1			
NAME PIERRE CHANCIER				WOUNDS			
RACE: HUMAN CAPTAIN				4			

HAND-TO-HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
HIT ROLL		2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
HIT ROLL		7	8	9	10	11*

WEAPONS	RANGE	DAM.DICE	FUMBLE	CRITICAL
SWORD	N/A	4	1	12

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
CHAIN MAIL	-1	+2	-2
SHIELD	-1	+1	0
TOTAL	-2	+3	-2

EQUIPMENT
*NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE

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PIERRE CHANCIER

The Bretonnian Captain Pierre Chancier joins the Heroes as a Henchman of the Warrior Hero. He doesn't accept any payment, but if the Heroes have spare funds and offer him some extra equipment, he will not refuse. Pierre joins the Heroes on the condition that they do all in their power to kill the Ogres who wiped out his friends and fellow men-at-arms. Pierre will not allow the Heroes to plunder any of the soldiers' tombs, but treasure carried by monsters is quite another matter.

If the adventure is successfully completed, Pierre will stay as a loyal Henchman to the Warrior Hero. He will ask for no payment, nor a share of treasure, but the Heroes will have to pay his costs between adventures, and are honour-bound to help him with purchases of equipment.

Details of the Captain can be found in the Advanced Heroquest supplement *Terror in the Dark*, and are reproduced below for those players and GMs who do not have a copy of this product. Because Pierre is avenging his fellows in the Tombs (uppermost dungeon level), he is allowed to gain 1 Fate Point when the Quest Location is found on that level. He does not gain any Fate Points thereafter (although he can buy them as listed in the Advanced Heroquest rulebook, page 37, in the unlikely event he has 1,000 gold crowns to spare).

THE OGRE CLOAK

This is a new magical item which is only usable by Creatures of Chaos with an Intelligence score of 8 or more. The Cloak gives its wearer the physical form of an Ogre whenever they choose. Check the Monster Reference Table of the Ogre

against the Monster Reference Table of the creature wearing the Cloak, and increase all physical characteristics of the cloak-wearer to those of an Ogre, if they were lower to begin with. When in Ogre form the cloak-wearer counts as a *Large Monster* and also a *Fearsome Monster*. The change from one form to another is instantaneous.

The wearer of the cloak can also command up to six Ogres to do his bidding at a range of up to six miles if the Ogres fail an Intelligence test (which they usually do), and control lasts for up to one week, after which time it must be re-established. The Ogres won't do anything obviously harmful to themselves, but then they're so thick they can usually be deceived on that score anyway.

The Ogre Cloak is not usable by Heroes as it is tainted by Chaos, and would turn anyone who put it on into a foul creature of Chaos.

THE OGRES OF THE CATACOMBS

You can use the standard Monster Reference Tables for Ogres and Ogre Chieftains in this adventure. Johannes has trained some of the Ogres to throw rocks as ranged weapons, which makes them more dangerous than usual. The Ogres can throw rocks to a maximum range of 8 squares, and each rock has 5 damage dice. Ogres can also use rocks to attack people in adjacent squares, in which case they just drop them on their opponents. Dropped rocks have 4 damage dice at a range of 1.

Because these Ogres have been trained in rock-throwing, they have BS 5 with rocks only (it's not a general change to their Monster Reference Table). Their Hit Rolls are: range 1-3, 7;



MARK GIBBONS

range 4-8, 8. The Ogre Chieftains encountered do not throw rocks, it's beneath their dignity. When Ogres in a room are rock-throwers, the description of the room will tell you how many rocks they have available for throwing before they run out. Rock-throwing Ogres also have a Heavy Club which they will use when they have run out of rocks.

Lastly, some of the Ogres here have special psychological rules, and these are given in the room description. One of them hates Bretonnians, for example, and another one absolutely loathes Dwarfs. Monsters in a room with Ogres are not affected by the Ogres being *Fearsome Monsters*, since they are used to them.

The other monsters which may be encountered in the dungeon are a riff-raff attracted by Johannes' magic, servants of the Ogres, or (on the upper dungeon level) a fairly random collection of what one might expect to find in a Tomb complex. The few special cases (such as the Trolls on the middle dungeon level) are described more fully below. Note that Orcs should have a Toughness of 7, as in the *Terror In The Dark* supplementary rulebook, and not the old value of 8 given in the Advanced Heroquest Monster Reference Tables.

CHARACTER MONSTERS

The major Character Monsters in the catacombs are:

Johannes Wiesehofer

Johannes is the driving force behind acquiring himself a powerful Ogre retinue, other monster hangers-on, and the use of special Chaos magic within the dungeon. He is encountered in Locations M and N (the final Quest Location), and he will certainly fight to the death there. He is an exceptionally powerful Chaos Sorcerer given his magical cloak, and he also has a wider range of spells than most Chaos Sorcerers and, naturally, other magical items he stole from his dead master.

Gregor Wiesehofer

Gregor is Johannes' younger brother, also a Chaos Sorcerer. He has every intention of killing his older brother when the secrets of the Chaos Flux deep in the catacombs are uncovered (for Gregor knows he is not smart enough to learn them himself). Gregor has summoned a Daemonette to protect him, and these two are found in Location I.

"Greatgut", Ogre Chieftain

Addressed simply as "Lord Greatgut", this enormous Ogre Chieftain is magically controlled by the power of Johannes' cloak and commands his fractious rabble by the simple expedient of eating anyone who disagrees with him. Greatgut is a powerful Ogre leader, not least because of his magical club, which shines bright red and impresses the Ogres, who are easily cowed by a display of magic. Since the club was enchanted by Johannes and given to Greatgut, and Ogres are afraid of magic anyway, they are only too ready to submit to the leadership of their magnificent Chieftain and the Chaos Sorcerer. Greatgut lurks in Location K.

GENERATING THE CATACOMBS

Generate the upper level using the following system in place of that given in the Advanced Heroquest rulebook (pp. 12-15).

Tomb Rooms are empty save for a single tomb. If you have *Terror In The Dark* you can use the Coffin counter to show the tomb. If not, simply tell the players there is a tomb in the

room. Tombs should not be opened, as Pierre will forcefully point out, and contain no treasure. If a Hero opens a tomb, he must make a Toughness test. If he fails, grave dust clogs his nose and throat and weakens him (-1 to Strength and Toughness for the rest of the expedition). The first time a Hero opens a Tomb, Pierre will say that he will leave the Heroes if they do it again, and if they do, he carries out his threat. If any Hero kills Pierre, that Hero loses all his Fate Points immediately!

PASSAGE LENGTH TABLE

D12	Passage Length
1-3	1 Section
4-9	2 Sections
10-12	3 Sections

PASSAGE FEATURES TABLE

D12	Passage Features
1-2	Wandering Monsters
3-6	Nothing
7-10	1 Door
11-12	2 Doors

PASSAGE END TABLE

D12	Passage End
1-4	T-Junction
5-6	Dead End
7-9	Right Turn
10-12	Left Turn

ROOM TYPE TABLE

D12	Room Type	Room Size
1-2	Normal	Small
3-4	Tomb Room	Small
5-6	Hazard Room	Small
7-8	Lair	Large
9-11	Tomb Room	Large
12	Quest Room	Large

ROOM DOORS TABLE

D12	Number of Doors
1-5	None
6-10	1 Door
11-12	2 Doors

Also, the Quest Room on this upper dungeon level will not be either of the first two rooms entered. If you roll a 12 on the Room Type Table for either of the first two rooms entered, simply re-roll to get another result. For each subsequent room entered by the Heroes, add 1 to the dice roll on the Room Type Table. So, if the Heroes have already entered five rooms on the upper dungeon level, the next room will be the Quest Room if you roll 9 or higher on the dice. The Quest Room on this upper level is described below.

MONSTERS ON THE UPPER LEVEL

Use the Wandering Monsters Matrix and the Lairs Matrix below to determine the monsters on the upper dungeon level.

THE QUEST ROOM

The single Quest Room on this upper level is the Quest Location here. It contains two Ogres, both of whom use clubs only, and a Treasure Chest containing the following: 200 gold crowns, a Healing Potion, 8 ordinary Arrows, and a simple Magical Sword which adds 1 damage dice (this counts as a magic weapon, and can harm an Eye of Chaos). The room also contains a set of steps leading down, which are the only way to get to the next dungeon level.

LAIRS MATRIX

D12	Occupants	Treasure
1	1 Chaos Warrior & 1 Orc	40 GCs
2	2 Orcs & 2 Goblins	30 GCs
3	2 Skaven Champions & 1 Warrior	40 GCs
4	4 Zombies	20 GCs
5	1 Skeleton & 3 Zombies	25 GCs
6	3 Skaven Gutter Runners	60 GCs
7	4 Orcs & 4 Goblin Archers	60 GCs
8	3 Orc Champions	70 GCs
9	2 Skeletons & 4 Zombies	40 GCs
10	Undead Champion & 2 Zombies	100 GCs
11	Mummy & 2 Zombies	100 GCs
12	Mummy, 2 Skeletons & 2 Zombies	150 GCs

WANDERING MONSTERS MATRIX

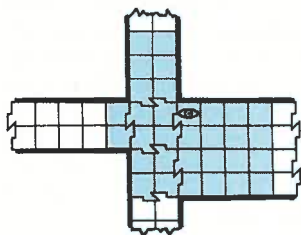
D12	Wandering Monster(s)	Treasure
1-2	2 Orcs	10 GCs
3-4	1 Skeleton	5 GCs
5-6	1 Skeleton & 1 Zombie	10 GCs
7-8	3 Zombies	15 GCs
9	2 Orcs & 4 Goblin Archers	40 GCs
10	1 Orc Champion, 1 Orc & 2 Goblins	40 GCs
11	1 Undead Champion	50 GCs
12	1 Undead Champion & 2 Zombies	60 GCs

THE LOWER DUNGEON LEVELS

There are two lower dungeon levels, both of which are completely mapped for you. There are no Wandering Monsters on these levels, though there are many special hazards! Some of the rooms have unique magical effects which hamper the Heroes, but one especial magical bane is very common here. These are the dreaded Eyes of Chaos.

SPECIAL MAGICAL HAZARD: THE EYES OF CHAOS

Johannes' mastery of the raw Chaos he is studying has extended far enough for him to be able to place magical Eyes of Chaos in the two lower levels of the dungeon. These Eyes appear as miniature (3" in diameter) glowing skulls with huge eye sockets; the 'bone' is white, the eye sockets red. You may use the Wound Counters to represent these in game play.



This eye located at the junction of four passages will affect all of the shaded squares. As soon as one of the heroes or henchmen enter the zone, the GM should make a roll on the table below to determine the effect of the eye.

These Eyes have Chaos effects which will affect all of a room which they are placed in, irrespective of room size, and up to 3 squares away in all directions in any passage they are located in. This includes around corners. It is possible for the Heroes to be affected by an Eye of Chaos before they can see it if it is around a corner from them. However, effects do not pass through walls or doors (nor through open doorways, for the sake of simplicity). The occupants of the dungeon, of course, are not affected by any adverse magical effects of the Eyes. When Heroes enter a zone of influence of an Eye of Chaos, roll one dice and check the table below for the effect which will occur:

EYES OF CHAOS: MAGICAL EFFECTS TABLE	
D12	Magical Effect
1	Anti-magical, see below.
2	Weakness: -1 to WS and Strength
3	Radiant Fear: All Bravery tests incur -1 penalty
4	Mental Enfeeblement: All Intelligence tests -1 penalty
5	Distorted Vision: -1 to BS
6	Magical Drain (see below)
7	Tainted Power: Enemies of PV 4+ regenerate
8	Slowing: Movement at half rate through the zone
9	Warp Attack (see below)
10	Flame Attack (see below)
11	Magical Null (see below)
12	Fate Point Null (see below)

Anti-magical (see below): Any Wizard trying to cast any spell in the zone must make an Intelligence test to be able to cast it.

Magical Drain: The first Hero to enter the zone has one of his magic items permanently drained of magic. If he has more than one magic item, the GM should randomly decide which has been affected. Don't tell the player this until he comes to use it. If the first Hero isn't carrying any magical items, the second Hero is affected instead, and so on.

Warp Attack: Enemies ignore any armour used by Heroes within the zone, their weapons simply seem to pass right through it! This does not apply to any magical armour worn by Heroes, though.

Flame Attack: Any Sword or Halberd used by an enemy spits fire within the zone and adds 1 extra damage dice to its attack.

Magical Null: All magic items possessed by Heroes are nullified so long as they are within the zone. They are not permanently drained, and will regain their normal properties as soon as they are taken out of the zone. Spells, however, work normally within the zone.

Fate Point Null: Fate Points are useless within the Zone, and cannot be used at all. If a Hero wants to use a Fate Point, simply inform the player that for some unknown reason, it just doesn't seem to have any effect, but the Fate Point is not lost.

All these effects last only for as long as the Heroes (or items, etc.) are within the zone, save for the Magical Drain which has a permanent effect. The Eyes of Chaos in Locations I and M are special, and have effects described in those locations; you do not roll on the table above to determine any additional effects.

Destroying an Eye of Chaos

Eyes of Chaos hover around 8 feet above the ground and can be struck at with weapons in the usual way (though the Dwarf is too short to hit one with a hand-held weapon such as an Axe or Sword). They have Toughness 8, but all ranged weapon attacks with a range above 3 have a -2 penalty to dice rolls because the Eyes are small. Each Eye has only 1 Wound. Eyes of Chaos can only be harmed by magical weapons or damaging spells; non-magical weapons do not damage them. They are not affected by spells which affect creature's minds (such as *Flight*), because they have no minds. Whenever an Eye of Chaos is destroyed, the released chaos energy flies apart in a miniature explosion. This will cause the Hero who struck the blow or cast the spell to suffer any *excess* wounds he caused over and above the one needed to destroy the eye!

DUNGEON COUNTERS

These are not used during game play in the usual way. The gamesmaster is told below when to take a Dungeon Counter and how to use it. This speeds up play and makes the GM's life easier!

OPENING DOORS

The monsters in these lower dungeon levels are cunning and well-disciplined. Many can open doors as sentries can, as discussed for each location. Some can even open a door, move, and attack all in the same Combat Turn!

DUNGEON, LOWER LEVEL 1

The lower levels of the dungeon are both fully mapped, and each room and important section of passage, etc., is described.

LOCATION A

This is a simple guardroom with 4 Orcs and 2 Goblin Archers. Each Orc has 10 gold crowns, and each Goblin has 5 gold crowns. Roll as usual on the *Eyes of Chaos: Magical Effects Table* for the effect of the Eye here (and in subsequent locations).

LOCATIONS B AND C

The monsters in these locations have been very well trained. As soon as the Heroes open the door to either room, the door to the other room will open as well. If either of the Eyes of Chaos in the wide passage between the rooms is destroyed, it makes a loud bang as it disappears. This noise is automatically heard by the monsters inside the rooms, and they cannot be surprised. If the monsters in the rooms have been alerted, roll a dice, and on a roll of 7 or more, the monsters get to move and attack first during the first Combat Turn here.

The Ogres will certainly try to get into the main passage where their size isn't a problem, except for the Ogre at the back of Location C who has rocks he can hurl at Heroes in the doorway. The monsters here can open a door, attack, and move all in the same first Combat Turn if you roll 7 or higher on the dice roll above.

Location B

Unless the monsters move first, the Ogre closest to the doorway will try to keep out of the way to begin with to allow the rock-throwing Ogre at the back of the room a clear line of sight to throw rocks through the door. He has four rocks he can use for ammunition. This particular Ogre has a great hatred of Dwarfs, and if he enters hand-to-hand combat with a Dwarf he can become a *Berserk Monster* (see *Alternative Monsters* in the Advanced Heroquest rulebook, page 40).

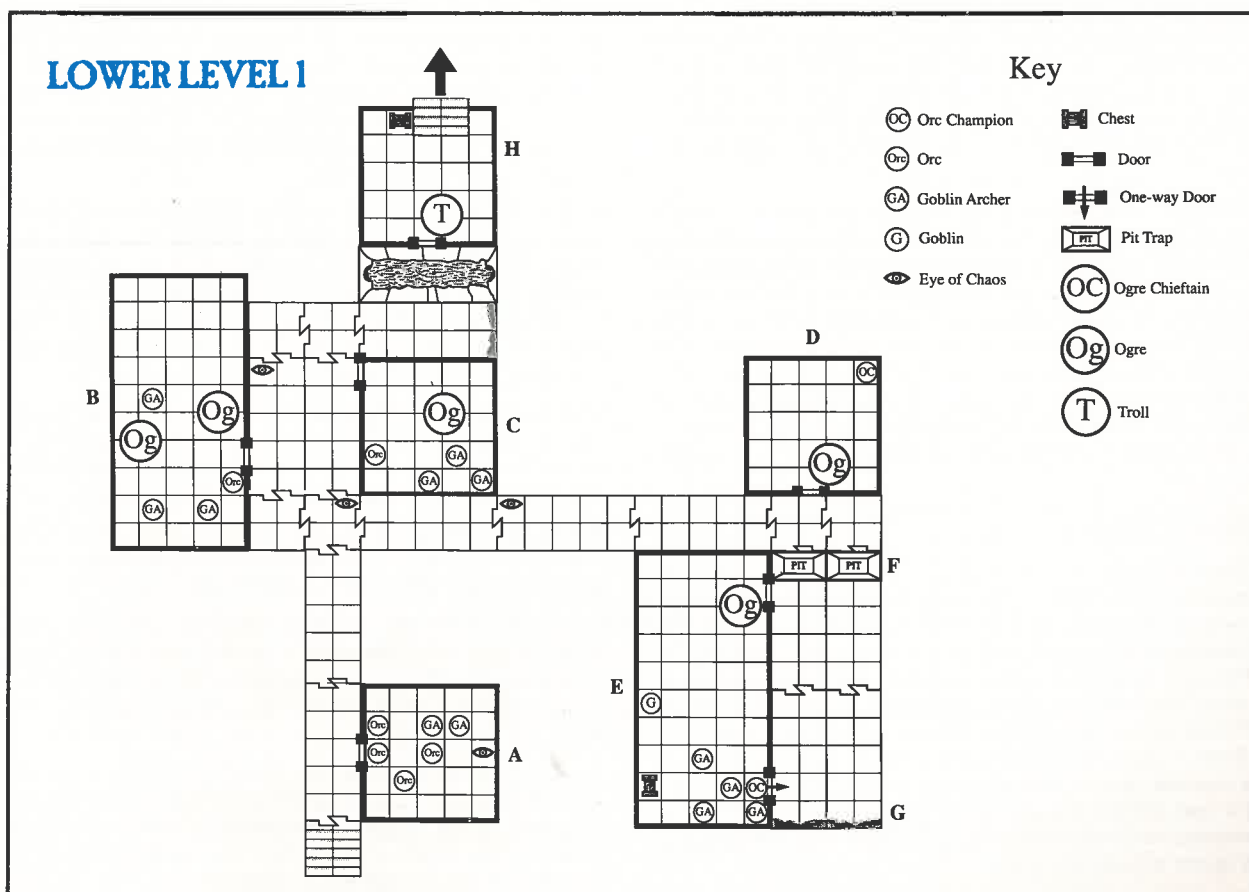
The Goblin Archers also stay away from the doorway to avoid hand-to-hand combat, leaving the poor solitary Orc to swing his Sword there. The monsters here try to either ambush the Heroes in the passage if they move first during the first Combat Turn, or force the Heroes to enter the room and fight, so they can surround them.

Each Goblin has 10 gold crowns, the Ogre closest to the door has 70, and the rock-throwing Ogre has 80 gold crowns.

Location C

The Ogre here will readily fight in the doorway or charge out into the passage if given the chance to do so. The Goblin Archers cower in the corner and won't leave the room. The single Orc will wait until the Ogre has been killed or has left the room before moving to fight. The Orc and Goblins are too cowardly to move while the Ogre is still in the doorway.

The Ogre has 60 gold crowns, the Orc has 10 gold crowns, and the Goblins have absolutely nothing except for a chewed rat one of them has wrapped up for lunch in a filthy piece of rag.



LOCATIONS D, E, AND F

The monsters here are as cunning as those in rooms B and C, but not quite so well trained. The Ogres are continually shouting at their Orc servants and may not hear noises outside. If a combat is going on outside one of the doorways into either room, roll a dice at the start of each Combat Turn. If you roll 9 or higher the monsters from the other room will hear, open the door, and come out to fight. Add 1 to the dice roll for each Combat Turn which has taken place, so if the Heroes have been fighting one group of monsters for three Turns, at the start of the next Combat Turn the other monsters will hear and come out to fight if you roll 6 or higher.

Read through the three individual locations here to get the best out of the monsters and the trap at Location F. The GM may take one Fate Counter to play in Location D or Location E, as he chooses.

Location D

There is a pile of three rocks beside the Ogre here, but he uses his Club in the doorway. He only uses the rocks if the Pit Traps at Location F are activated (see below for location details). The Orc Champion stays in the corner until the Ogre leaves the room or is killed. The Ogre has 80 gold crowns, the Orc Champion 10 gold crowns.

Location E

There are two doors to this room. The one at the bottom of the passage is a special one-way door which only opens outwards (out of the room into the passage). This means the Heroes cannot open it from the passage, but monsters can open it to go into the passage and attack the Heroes. The Orc Champion will emerge to protect the Goblin Archers, who will come out to fire at the Heroes in the passageway.

The Ogre fights by the other (normal) door, and as soon as this door is opened the Goblin will pull a wall lever and open the Pit Traps at Location F (details below). The Ogre, a greedy and cruel master, has all the treasure for this group stored in the Treasure Chest here, which is locked (the Ogre has the key).

The chest is not trapped. It contains 250 gold crowns, a Magic Mushroom in a bag (use standard rules from *Advanced Heroquest*, page 28), a salted boiled Dwarf leg the Ogre was saving for his supper, a Short Bow and 6 arrows, and a magical Potion of Regeneration. This may be drunk at the start of any Turn, and allows a Hero to regenerate Wounds just like a *Regenerating Monster* (see *Alternative Monsters* in the *Advanced Heroquest* rulebook, page 40). The effects last until the end of the next combat, or the one currently in progress if a Hero drinks the Potion in the middle of a fight.

LOCATION F

These Pit Traps will not be spotted by the Heroes (so do not make any dice rolls for spotting traps here) and cannot be disarmed by them. They will be activated by the Goblin in Location E when the normal door to that room is opened. The Pits open up when the lever is pulled. Any Hero standing on one of the four Trap squares automatically drops down into a Pit and suffers an automatic Wound. A successful Speed test allows a character to jump across a Pit, or climb out of one. If a character tries to jump over a pit and fails, he falls down the pit and suffers an automatic Wound. A character who manages to climb out of a Pit cannot move any further than to a square adjacent to the Pit.

The Ogres make life very difficult for any Hero, or other character, in a Pit or close by one. The Ogre in Location E will drop his rocks on top of anyone in a Pit if he can. Any character struck by a rock while down a Pit must add 2 to the dice roll for the Speed test to escape on the following Turn.

If any character standing in a square adjacent to a Pit is hit by a rock or club used by an Ogre, he must make a successful Strength test. If he fails, he's hit hard enough to knock him down into the Pit, and he suffers an additional Wound for his fall. The last problem with the Pits is fairly terminal. If an Ogre standing next to a Pit is killed, roll one dice. If you roll 7 or higher, the Ogre's body falls into the Pit and fills it. Any character already in the Pit is horribly squashed by the Ogre's body – roll 10 damage dice. The character loses 1 automatic Wound from being crushed each Combat or Expedition Turn until he's rescued. A character trapped underneath an Ogre cannot escape without the aid of his fellows. Two or more characters with combined Strength of 11 or more will be needed to rescue their squashed colleague.

LOCATION G

All four squares here contain a Blocks trap, and this is more difficult to spot than most (the trap is spotted only on a roll of 9 or higher on the dice). Anyone squashed by the falling block gets one minor windfall: a small bag containing 10 gold crowns falls as well as the Block. This only happens with the first of the four Blocks traps in these four squares.

LOCATION H

This is the only route to the bottom dungeon level, with steps leading down, and is very dangerous. To enter the room, the Heroes have to jump across the chasm to reach the door. Unfortunately, there is only enough room for one Hero to land on the far side next to the door. As soon as he lands, a pressure-sensitive plate below his feet activates an alarm and the door opens automatically (not by the monster inside opening it). The Troll guard by the door then attacks the Hero standing in front of the door!

A Hero fighting the Troll will be knocked into the chasm automatically if the Troll scores a critical hit. The door to this room automatically closes as soon as there is no-one standing outside it on the pressure sensitive plate. There are further complications: six Turns (Combat or Exploration) after the door to this room has been opened for the first time, a second Troll runs up the stairs to join in the fight.

This room contains a Treasure Chest with 250 gold crowns, and the following magical treasures which are taken from *Terror In The Dark* and detailed fully here for any readers who don't have this book.

A Bag of Lightness. This magic pouch holds up to 250 gold crowns quite weightlessly, and allows a character to carry twice his normal allowance of gold crowns.

A Soul Jewel. If a Hero or Henchman is slain, the Soul Jewel holds his soul, and if the jewel is crushed over the dead body the Hero or Henchman will come back to life as if treated with a *Power of the Phoenix* spell. The Jewel can only be used once.

Finally, the Treasure Chest also contains a scroll of two spells from the Bright Wizard's spellbook (*Flames of Death* and *Courage*). If the Wizard in the group of Heroes is a Light Wizard, the scroll will contain the spells *Dagger of Banishment* and *Strength of Life* instead.

DUNGEON, LOWER LEVEL 2

This dungeon level is very tough. The GM should be sure that he is familiar with the special rules which apply here, and to use them to the best advantage of the monsters.

LOCATION I

This is the laboratory of Gregor Wiesehofer, and it is guarded by a Daemonette and two Orc Champions. Use the Chaos Sorcerer and Daemonette Character Monster Counters here if you wish.

There is a special magical trap on the door here. When a Hero opens the door, a massive blast of wind hits all Heroes or Henchmen within three squares of the door. Each character must make a Strength test. If he fails, the character is moved backwards two squares and may not move in any other way during this Combat Turn. If another character is in the way of the backward movement, that character must move to the side to allow the pushed-back character to move past, but the character making the Strength test can move normally during the Combat Turn. If a character failing the Strength test cannot move two squares backwards because he comes to rest against a wall, that is where his forced move ends.

The Orc Champions here will fight hand-to-hand while the Daemonette and Chaos Sorcerer use their spells. Note that the Daemonette has the spell *Fireball* and not *Flaming Skull of Terror*. When the Daemonette has used its spell it will seek to attack hand-to-hand.

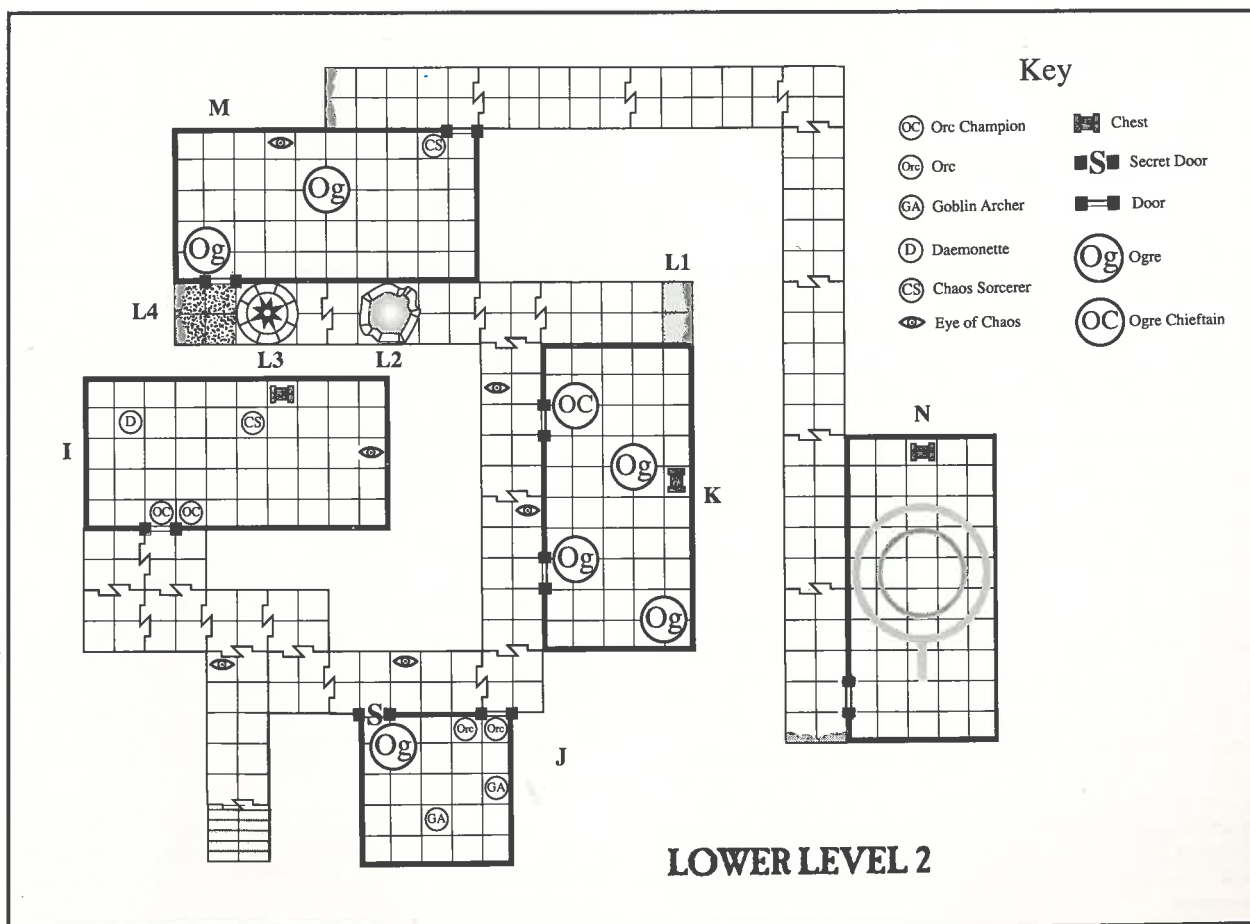
The Chaos Sorcerer will always try to avoid hand-to-hand combat and will use spells in preference.

The Chaos Sorcerer possesses a magic item from *Terror In The Dark* which is also detailed here. This is a *Robe of Toughness (Level 1)* which adds 1 to the Toughness score of any character wearing no armour, or only leather armour (it can't be used by any Hero or Henchman wearing metal armour). This gives Gregor a Toughness of 8. He also has a scroll with the spell *Fireball* in addition to the spells normal for a Chaos Sorcerer, and a Healing Potion which he will try to drink if reduced to 2 Wounds or fewer.

Finally, Gregor carries on a thong around his neck a warpstone key which is the only way of opening the door to Location M. Without the key, the Heroes cannot kill Johannes, so one of them will have to carry it. This has unfortunate effects, as described below.

The Eye of Chaos

The Eye of Chaos here is a powerful one. It adds 1 to the Movement for all monsters in this room (and subtracts 1 from all Hero and Henchman movement), and its baneful gaze weakens Heroes and Henchmen so that they have a penalty of -1 to Strength scores within this room. If the Eye of Chaos is still alive when Gregor is killed, the Eye wizzes about the room, getting bigger and glowing brilliant emerald green, then explodes. Any Hero or Henchman within the room is subject to 5 dice of damage when this explosion occurs.



The Treasure Chest

The Treasure Chest here is trapped with a Spike Trap. It contains a Healing Potion, 200 gold crowns, a quiver with 12 arrows, and a *Talisman of Fortune* with an elven design (which is why Gregor didn't use it). This Talisman confers 1 Fate Point on the first Hero or Henchman to pick it up, and if worn it then adds +1 to all D12 rolls made for spotting traps. Only the first Hero or Henchman to pick up the Talisman gains the extra Fate Point, even if the Talisman is then passed to someone else for the trap-spotting bonus. Lastly, the Chest also contains the mad, demented diary of Gregor, in a turquoise leather binding. Most of its contents are insane ramblings and pseudo-philosophical drivel about the survival of consciousness in the warp following death, but the following section should be read to players:

'Brother Johannes is close to controlling the Chaos Flux now, and soon I shall have to strike. With that damn cloak of his I can't hope to overcome him. I have to find some way of getting one of the Ogres on my side somehow. With his magical control, it seems hopeless. But I cannot let him triumph when I, Gregor, should be the Master!'

The warpstone key carried by Gregor is a 6" long key which appears to be made out of slightly glowing yellowed bone. Any Hero or Henchman carrying it must make a Toughness test when they enter each new Location. If the test is failed, the character develops a foul chaos mutation, which drains him of physical prowess. Roll a dice and consult the table below.

D12	Result
1-3	Lose 1 point of WS
4-6	Lose 1 point of BS
7-8	Lose 1 point of Strength
9-10	Lose 1 point of Toughness
11-12	Lose 1 Wound permanently

If any characteristic reaches zero because of these drains, the character becomes a mindless Chaos Spawn.

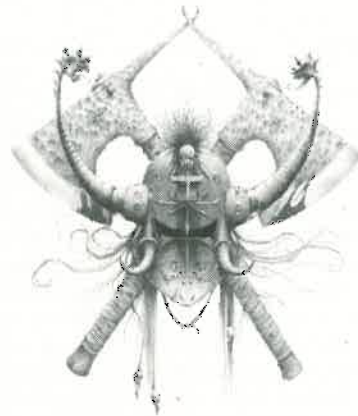
The obvious thing to do is to leave the key where it is and return to get it when Location M has been found, but players may well not think of this – don't point it out to them!

LOCATION J

The solitary Ogre in this room is hated by the other Ogres, and bullies the two Orcs and Goblin Archers unmercifully. The Orcs will fight with the Archers giving supporting fire, and the Ogre will try to move through the secret door to attack the rear of the adventuring group. He has two rocks he can throw, but he prefers to use his club and attack hand-to-hand if he can. He hates Bretonnians, and if he gets into hand-to-hand combat with Pierre Chancier he adds 1 to his damage dice against him in combat.

LOCATION K

Special Note: There are two Eyes of Chaos in the passageway outside, and in some squares their effects overlap. Heroes and Henchmen in those squares are subject to both adverse effects!



This is where the main group of Ogres live, although two of them are permanently acting as Johannes' bodyguards in Location N. There is a supply of 8 rocks scattered about the room, but the Ogres prefer to fight hand-to-hand if they can. If the Heroes only open one of the doors to this room, the Ogre standing guard at the other door will open it and emerge into the passage, trying to pincer the Heroes and Henchmen.



The Ogre Chieftain here has a huge sword which adds 1 to his Damage Dice and also acts as a *Ring of Magic Protection, Level 1*. It glows bright red when held by the Ogre Chieftain only (this is just for appearances and has no special effect). This magic sword was specifically enchanted for him and cannot be used by Heroes or Henchmen because it's far too large. The Ogre Chieftain has a deep and abiding hatred of human Warriors and adds 1 to his damage dice against a Warrior Hero or human Henchman (not including a Wizard's Apprentice).

These Ogres will emerge from their room and chase the Heroes all the way to the steps leading back up to the next dungeon level if they try to flee, but the Ogre Chieftain himself will not leave this room in pursuit. This might be away the Heroes can divide up the Ogres in order to defeat them more easily. However, this is a brutal combat and Fate Points are likely to get burned away. Heroes may well have to leave the dungeon and return in another expedition after this battle.

When the Heroes win here, the Treasure Chest has some goodies for them if they bypass the Mantrap on the chest. Two bags contain a total of 400 gold crowns; there is a small dagger which if used by a wizard inflicts 4 damage dice, a *Healing Potion*, a *Potion of Prowess* (+1 to Weapon Skill, Bow Skill, and Speed; effects last for 3 Turns, combat or expedition, and then wear off), and a *Long Bow of Swiftness* (the user of this can move and fire during the same Combat Turn, which is normally not allowed (Advanced Heroquest rulebook, page 20)).

LOCATION L

This passageway has several traps and will be a real test for the Heroes. The idea is to rip some Fate Points off them before they have to face Johannes Wiesehofer and his retinue.

The squares marked at L1 have a Fireball trap placed on them, and the power of Johannes' magic is such that this trap is exceptionally hard to find (Spot Chance of 11 or higher, and the Dwarf gets no bonus).

At L2, there is a pool of steaming acid some 10 feet deep. Any Hero entering the pool suffers 7 damage dice each Turn he stays in the pool. A successful Speed test must be made to leave the pool once a Hero is in it. A Hero may try to jump across the pool by making a successful Speed test. Building a Rope Ladder is the obvious strategy, but the acid fumes eat through rope very quickly. Two Heroes or Henchmen can get across safely, but the rope bridge collapses under the weight of the next (third) character to cross as the rotted rope gives way, dumping them into the acid pool.



At point L3 on the map there is a special Magic Circle. If he makes a successful Intelligence test the Wizard Hero will know that this is deeply tainted with the power of Chaos. Each time a Hero or Henchman steps on the Circle, roll a dice and check what happens on the Magic Circle Table below. All losses of characteristics are permanent except for Wound losses and the Curse effect which reduces Fate Points, which can be regained normally.

MAGIC CIRCLE TABLE

D12	Result
1	Lose 1 Wound
2	Lose 2 Wounds
3	Curse! Fate Points reduced to 1
4	Skaven Head, see below
5	Flight, see below
6	Skaven Paws, see below
7	Daemonette Head, see below
8	Weakness! Lose 1 point of Strength
9	Moron! Lose 2 points of intelligence
10	Skeleton Attack, see below
11	Nothing happens
12	Blessed Fortune! Gain 1 Fate Point

Skaven Head: The character's head turns into a Skaven's! He must make a Will power test; if this is failed the character's mind turns into that of a Skaven and he attacks the other Heroes. If the Wizard gains a Skaven head, he cannot cast spells since he doesn't know how to pronounce the mystical words of spellcasting in Queekish.

Skaven Paws: The character's hands turn into Skaven paws. This reduces WS and BS by 2 points each until the end of the current adventure, and even after that the character has a permanent penalty of -1 to WS and BS unless he can somehow acquire Skaven-made weapons.

Daemonette Head: The character's head turns into that of a Daemonette. He now counts as a *Fearsome Monster*, but this affects the other Heroes! If a Will power test is failed, the Hero's mind is filled with daemonic thoughts and he attacks his fellows.

In these three cases, any Henchman allied to the Hero will leave his service after the current expedition, not wishing to be seen with a master who is a mutated freak!

Flight: The Hero immediately flees from the Circle in a direction of the GM's choice. The fleeing Hero may ignore Death Zones as he tries desperately to run from the tainted magic. This may land him in L2, the acid pool, or L4, running into the far wall with unfortunate consequences (see below).

Skeleton Attack: Three Skeletons appear as close to the Hero as possible and attack him. They may ignore usual rules pertaining to Death Zones in their insane frenzied determination to kill him.

One way of avoiding the Magic Circle is to jump over it, which can be done successfully if the character makes a Speed test. Unfortunately, when he lands in area L4, the surface of the floor is covered in a very slippery, mucus-like substance. The character must make a second successful Speed test. If this is failed, the character skids right into the dead end and a Blocks trap falls from the ceiling and crushes him, inflicting 12 dice of damage. A character who skids into area L4 has no chance to spot or disarm the Blocks trap. A character who doesn't skid has normal chances for finding and disarming the traps, which are in the two squares at the dead end only.

LOCATION M

This door has a glowing keyhole, which appears almost as a knob of yellowed bone with a single central keyhole. Only the warpkey from Location I can open this door. Absolutely nothing else works.

When the Heroes enter this room, the far doorway is open with the Chaos Sorcerer Johannes Wiesehofer standing close by it. Before the main door is his Ogre guard, and in the middle of the room is a second Ogre which will interpose itself between Johannes and anyone trying to get to him in hand-to-hand combat. Don't forget that while Johannes is wearing the Ogre Cloak he looks exactly like an Ogre. It's only when he starts casting spells that the Heroes will begin to wonder what's hit them! Each monster here has some special magical defence or item, and the Eye of Chaos here is a strong one, so each of these is detailed individually.

The Ogre by the door will drink a *Potion of Regeneration* on the first Combat Turn, so that he becomes a *Regenerating Monster* for the duration of the combat here.

The Ogre in the middle of the room wears an *Amulet of Iron* to protect him from spell effects.

The Eye of Chaos radiates the following effects:

- Heroes within the room, or fighting in the doorway (the two squares immediately outside the door only), must make a Toughness test or suffer 1 additional damage dice from any spell damage which affects them;
- Monsters within the room have a Bravery of 11 automatically;
- All ranged attacks made in the room, or into the room, by Heroes or Henchmen have a -2 penalty.

Lastly, Johannes Wiesehofer has the following total profile when using his Ogre Cloak:

WS	BS	S	T	Sp	Br	Int	W
7	3	8	8	8	9	10	9

Don't forget that with the Eye of Chaos here, he has Bravery of 11. In addition to the normal Chaos Sorcerer spells, he has some other magic items. He has a scroll with the spells *Fireball* and the Dark Magic equivalent of *Flight*, and he has a *Dawnstone* with 2 Fate Points remaining. He will not use more than 1 of these Fate Points while he's still inside this room if he can possibly avoid it.

Johannes will flee through the open door when one of the two Ogres here is killed, and when the other one has been reduced to 4 Wounds or fewer. GMs should do their best to get him out alive. He runs off down the passageways into Location N and awaits the final shoot-out with the Heroes there. If a Hero is going to catch up with him, then the GM may use a Fate Point from the Dawnstone to add 4 to Johannes' move for one Turn during the pursuit.

LOCATION N (QUEST LOCATION)

Use the Large Room with the circle motif for this room. The circle is the zone of Chaos Flux with which Johannes has been working. He will make for the far wall beyond the Flux Zone, and he suffers no ill-effects from passing through it. From the far wall, standing beside the Treasure Chest, he uses spells and special attacks drawn from the Chaos Flux.



The Flux presents two problems for the Heroes: first, the attacks Johannes can draw from it, and second, the effects the Flux will exert on the Heroes if they try to enter it (which they must to overcome Johannes hand-to-hand, and to get at his HUGE treasure chest. Don't forget to tell the Heroes how enormous this treasure chest is!).

If the Heroes actually managed to kill Johannes in Location M, good luck to them, and there will be no combat here, but they will be subject to the ill-effects of the Chaos Flux when they try to retrieve the Treasure Chest.

The Chaos Flux

The area shown by the circle within Location N is covered with a very thin, slightly phosphorescent grey mist which seems to contain writhing bodies and screaming faces. Clawed hands, tentacles, and worse seem to flit about within the thin mist, grabbing at the Heroes as they approach. Oddly, the mist doesn't seem to restrict visibility; it's possible to see what is on the other side of it quite clearly. However, all ranged attacks within or across the Flux suffer a -3 penalty to hit rolls (this does not affect Johannes, of course).

JOHANNES' FLUX ATTACKS

Johannes can draw one of three attacks from the power of the Flux during each Combat Turn. Roll one dice; on 1-5, he gets an *Arrows of Chaos* attack; on 6-10, he gets an *Illusion of Terror* attack, and on 11-12, he gets an *Inferno of Chaos* attack. Johannes may always opt for a spell or hand-to-hand attack instead, if the GM prefers. He may not use a Flux attack in addition to any other attack in the same Combat Turn.

Arrows of Chaos

Roll a dice and divide by 3, rounding fractions up. This is the number of magical 'arrows' of energy Johannes draws from the Flux and fires at the Heroes that Turn. He can select different targets if he has more than one 'arrow' available. He has an effective BS of 6 with these, and each 'arrow' causes 3 dice of damage.

Illusion of Terror

One target Hero, selected by the GM, must make a successful Intelligence test (adding +2 to the dice roll) or be convinced that a nightmarish horror of Chaos is chasing him around the room. He is half-paralyzed with fear, and cannot attack in any way, but he can move 1 square in a direction the GM chooses (drag him into the Flux if you can). The Hero can make an Intelligence test each Combat Turn and, as soon as one is made successfully, the effect ends.

Inferno of Chaos

The Chaos Flux seethes with a tumult of energy and almost seems to boil for an instant. A horrible screaming pandemonium fills the room and each Hero or Henchman in the room must make a Toughness test or lose 1 point each of WS and BS, and also Strength, until the combat is over and they have left the room.

Entering the Flux

If a Hero or Henchman wants to engage Johannes in hand-to-hand combat he will probably have to move through the Flux. Movement is at half normal rate within the area of the Flux. While a character is within the Flux, roll a dice and consult the Magic Circle Table for the baneful effect on the Hero, and re-roll any result of 12. This should be done for any Turn in which the character is within the Flux at any time (even if he manages to move right through the circle in one Turn).

The Explosion of Chaos

When Johannes is killed here, the Chaos Flux begins to boil and swirl and the characters will know that an imminent explosion is at hand. If they enter Location N and have already killed Johannes, this happens one Exploration Turn after they have entered. In either case, they now have four Exploration Turns to get out before the Flux explodes, filling the room with a devastating blast of raw Chaos energy and killing anything and anyone inside the room.

This should be just enough time to get the Treasure Chest and make a run for it, but of course matters won't end there. The Chaos Flux expands from the room and along the long passage outside at a variable rate. Roll a dice each Exploration Turn as the Heroes flee. Divide the number rolled by two, and add 3 to it, so that the Chaos Flux advances between 4 and 9 squares up the passage each Turn. It will continue to expand all the way to the door to Location M, but will not expand further. Anyone caught within the Chaos Flux is forever lost to Chaos with all his equipment!

The Treasure Chest

Although it looks big and heavy, the Treasure Chest has an effective weight of 200 gold crowns: 100 gold crowns itself, and then it can carry up to 500 extra gold crowns at one-fifth of normal weight value. Any character can carry it, but loses 1 point of Speed while doing so because of its bulk (and this applies if a Hero or Henchman is carrying it while running from the Flux). If sold, this special chest will fetch a price of 300 gold crowns. When found, it contains the following items:

- 400 gold crowns.
- A bag with 10 gems each worth 35 gold crowns.
- A scroll of Bright Wizard spells (*Flaming Hand of Destruction*, *Inferno of Doom*, and *Power of the Phoenix*). the GM should alter these to Light Wizard spells of his choosing if the Wizard Hero is a Light Wizard.
- A Dwarf Dawnstone from Kadar-Khalizad which contains 4 Fate Points. Only a Dwarf Hero (or Dwarf Troll Slayer Henchman) can use this.
- An embroidered set of silk Araby cloths worth a total of 100 gold crowns.

RUN AWAY!

The Heroes may decide to run away from a combat in either Location M, or Location N, because life is getting too tough for them. If that happens, when they return Location M will be re-stocked with two new Ogres which have been attracted to Johannes' service by the magic of his cloak. Johannes will have healed any damage he suffered and will have all his spells regained, but any magic items he used up in the earlier combat will not be replaced.

FATE POINT AWARDS

The Heroes should receive a Fate Point each when they find the entrance to the lower dungeon levels, if they do so in one expedition. Because the lower dungeon levels are very tough, the Heroes will receive one Fate Point if they overcome Johannes Wiesehofer, no matter how many expeditions they take, and an additional Fate Point if they take three or fewer expeditions to complete both lower dungeon levels. If they manage to kill Johannes Wiesehofer in only two expeditions to the lower levels, they gain yet another Fate Point.

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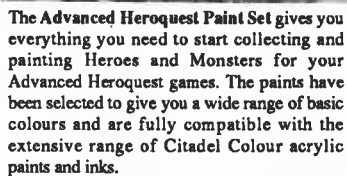
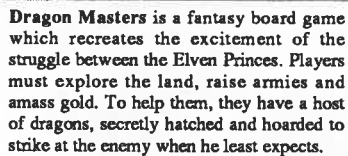
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EXAMPLES OF THE COMPLETED GENESTEALERS

Designed by Jes Goodwin with the Citadel Design Team

TERMINATORS

BODIES



CAPTAIN
RTB9/7



LIBRARIAN
RTB/6



MARINE 1
RTB9/5



MARINE 2
RTB9/4



MARINE 3
RTB9/3

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RTB9/1



STORM BOLTER 2
RTB9/10



ASSAULT CANNON
(WILL TAKE SHIELD)
RTB9/8



HEAVY FLAMER
RTB9/9

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| 2 x MARINE 3 | 3 x STORM BOLTER 2 |
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| 2 x SHIELD 3 | 1 x POWER FIST |
| 1 x CHAIN FIST | 1 x ASSAULT CANNON |



LEFT ARMS



POWER FIST
RTB9/2



FORCE AXE
(WILL TAKE SHIELD)
RTB9/13



CHAINFIST
RTB9/11



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

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



SHIELDS



SHIELD 1
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SHIELD 2
RTB9/15



SHIELD 3
RTB9/16

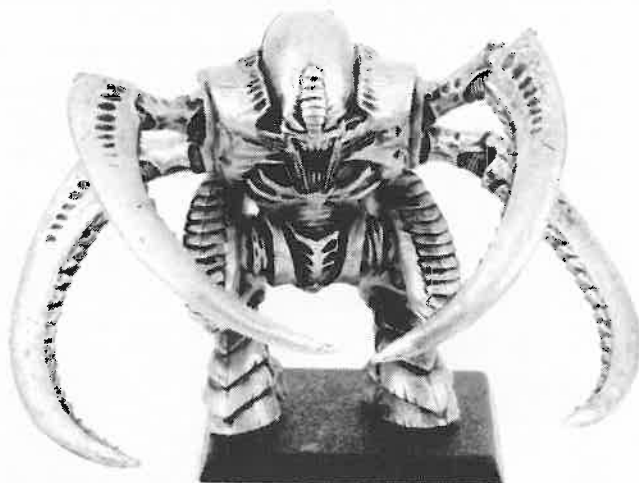
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Designed by Jes Goodwin

WD75

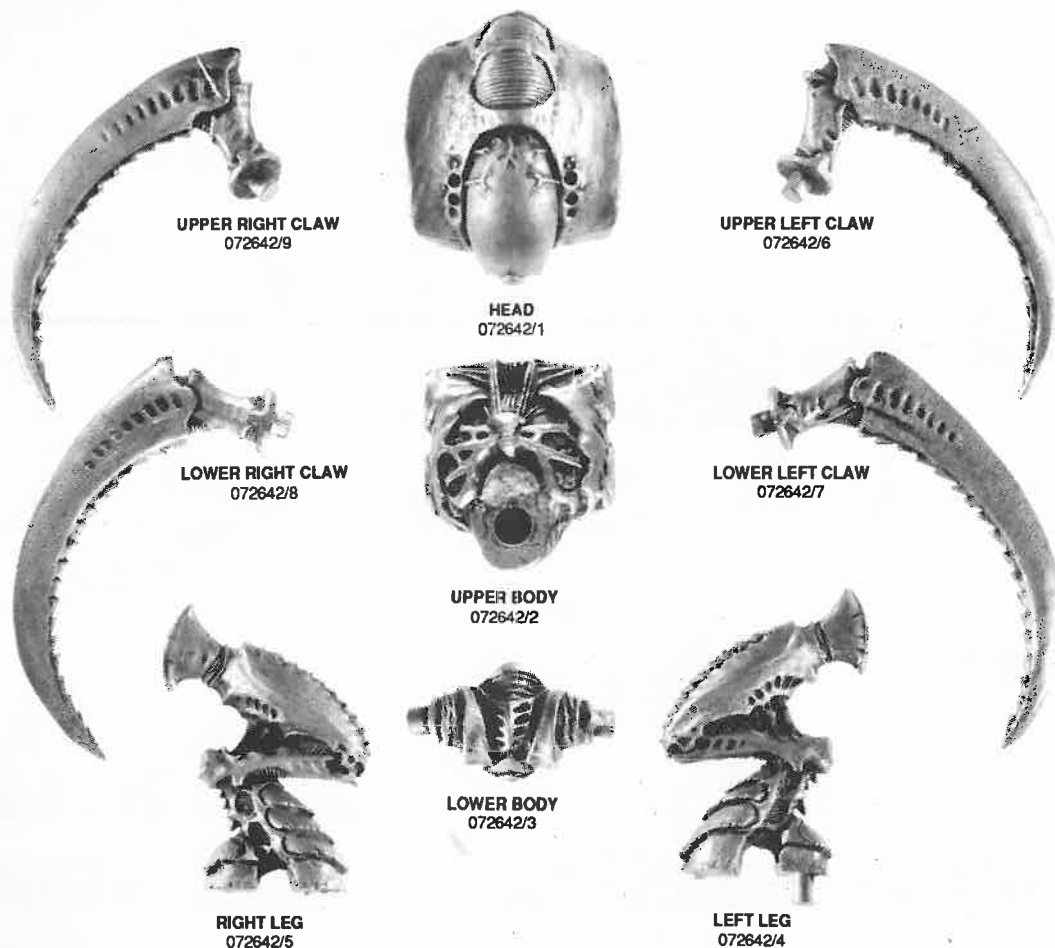
TYRANIDS

SCREAMER KILLER



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- | | |
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| 1 x LOWER BODY | 1 x LOWER RIGHT CLAW |
| 1 x RIGHT LEG | 1 x LOWER LEFT CLAW |
| 1 x LEFT LEG | |



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HUNTER SLAYERS

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FLESHBORER 1
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FLESHBORER 2
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ZOATS

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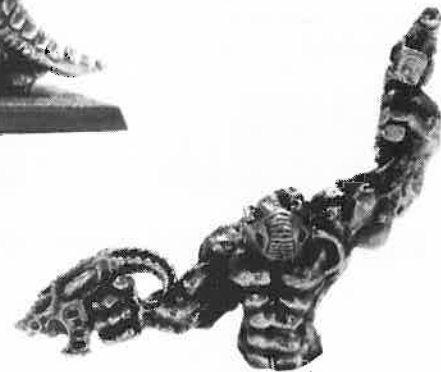
**ZOAT TORSO WITH
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ZOAT BODY
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**ZOAT TORSO WITH
MISSILE LAUNCHER**
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**ZOAT TORSO WITH
FLESHBORERS**
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EXAMPLES OF THE COMPLETE ZOAT MODELS



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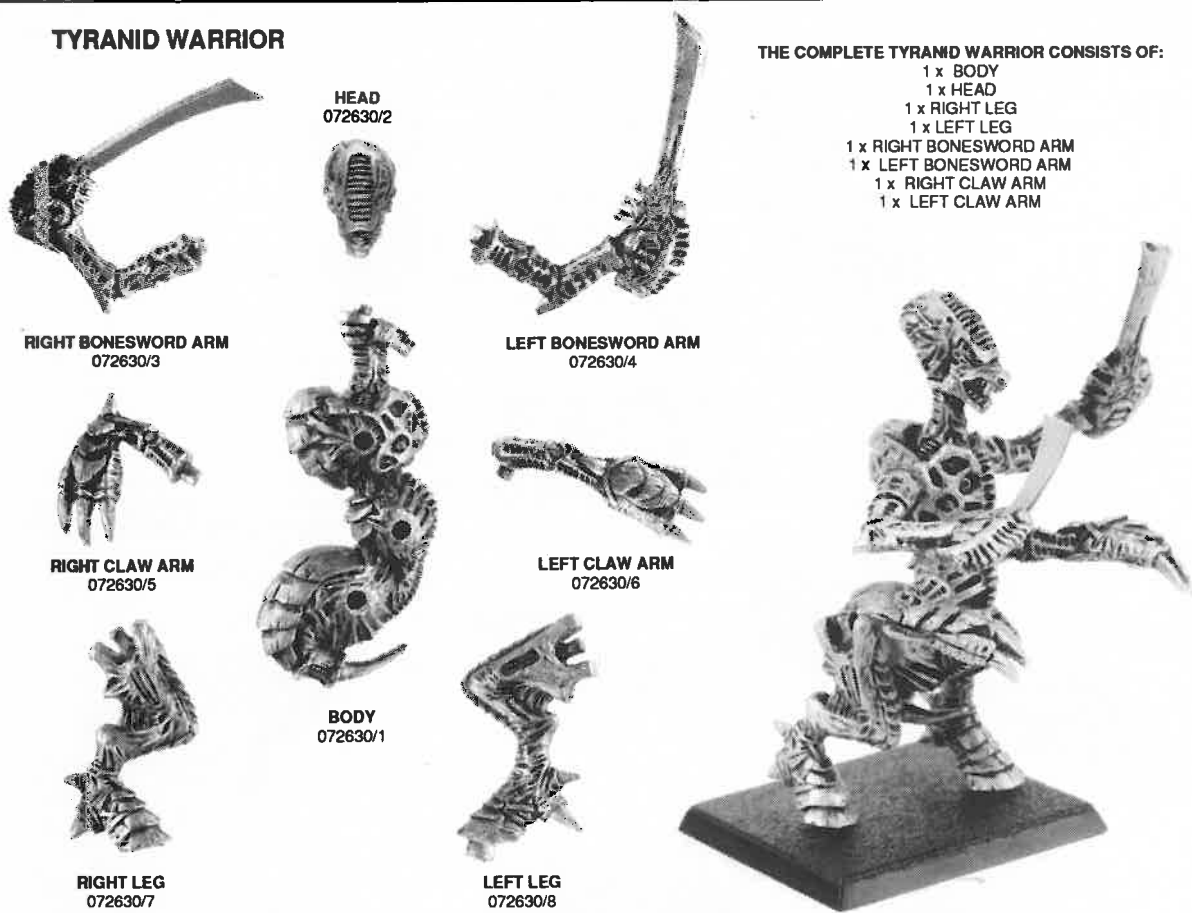
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EPIC WAR MACHINES

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PREDATOR Mk II CHASSIS
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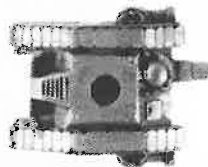


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LEMAN RUSS Mk II CHASSIS
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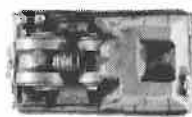


LEMAN RUSS Mk II TURRET
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HELLHOUND FIRETHROWER CHASSIS
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DEATHSTRIKE MISSILE LAUNCHER



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076066/12



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WD79

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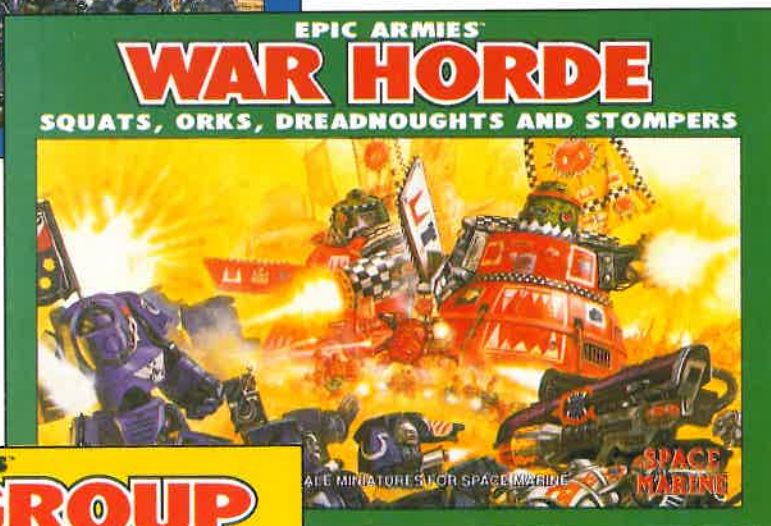
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