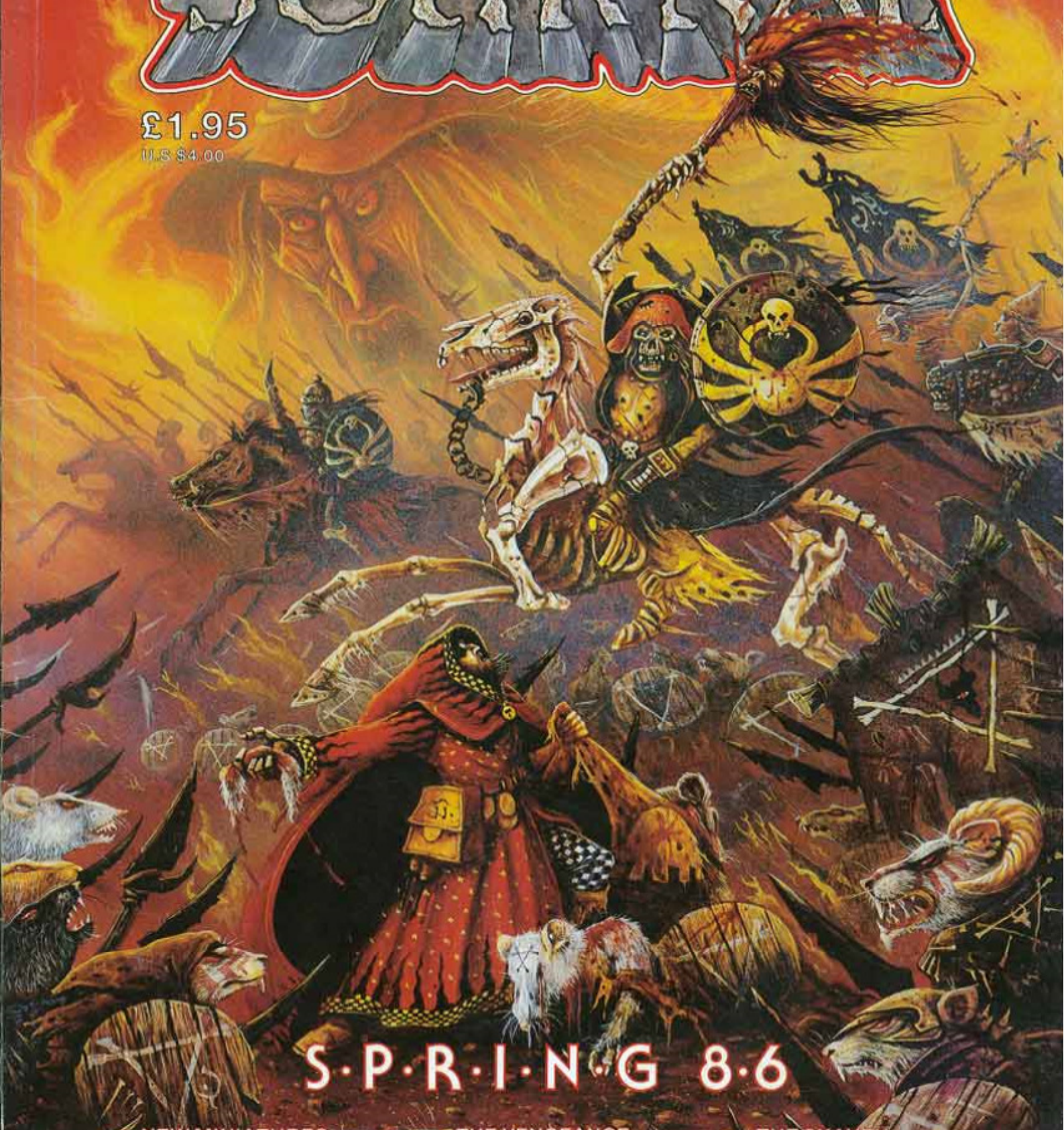


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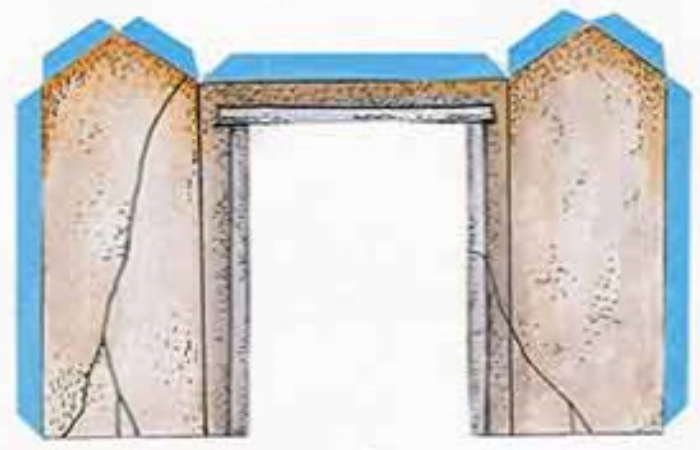
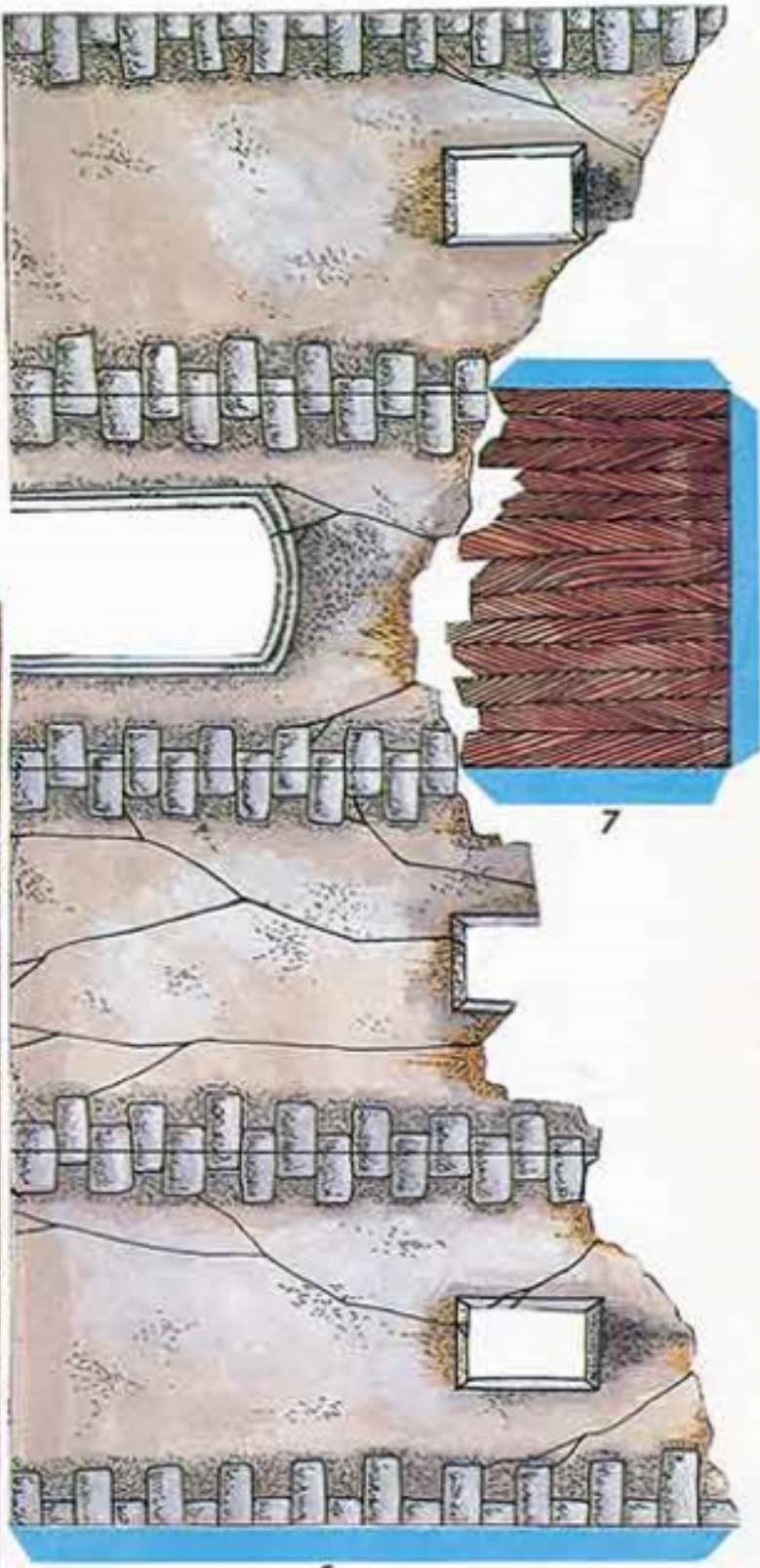
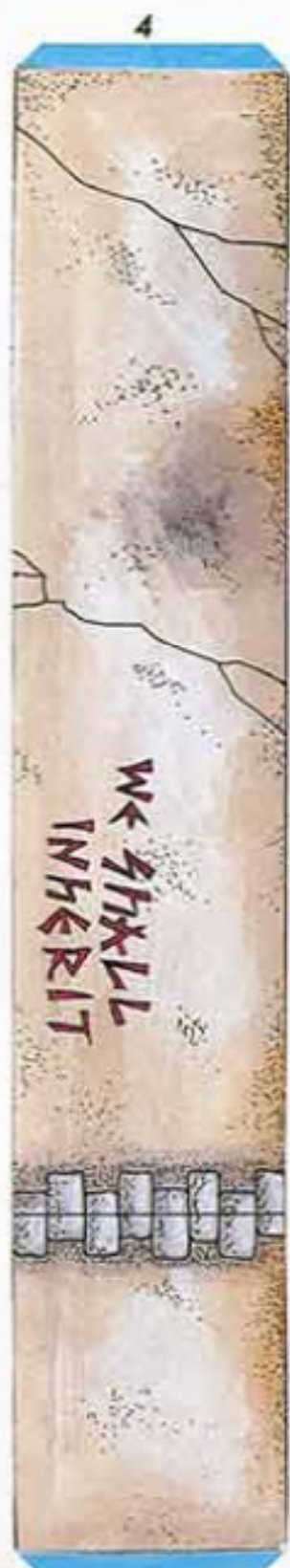


S.P.R.I.N.G 8.6

NEW MINIATURES
CATALOGUE UPDATE

THE VENGEANCE
OF THE LICHEMASTER
A WARHAMMER SCENARIO

THE SKAVEN
A NEW CHAOS RACE



THE CITADEL JOURNAL

S.P.R.I.N.G 8.6

The ragged assortment of pages you have before you is the new-look Citadel Journal. The Journal now washes cleaner and lasts longer whilst 9 out of every 10 owners say their cats prefer it. I hope you appreciate the mental effort, physical toil and considerable loss of life that has made this miraculous transformation possible. I was personally dragged wimpering from under my desk (where attempting to hibernate amongst a pile of old memo's and used tea bags) to write up a further Lichemaster adventure. This is a follow-on to the Warhammer Terror of the Lichemaster campaign pack entitled Vengeance of the Lichemaster, and, although I say it myself, it is utterly wonderful beyond human comprehension. In addition we bribed Jes Goodwin into writing about his great new Chaos Ratmen models - the Skaven. John Stallard, one of the Games Workshop's extensive network of Sales Managers, almost volunteered to write his article on making the best of Citadel's new plastic models: Thanks John (P.S. you owe me 8 beers and a curry). Staff "artist" Dave Andrews required only a mild beating to turn out the card models on the inside covers. I'm sure you'll agree this is one of Dave's best yet and hardly any blood or saliva on the drawings either! If this alone doesn't make your heart rebound around your ribcage then I can only conclude that you are senile, asleep or thoroughly traumatised with excitement.

Rick!

Rick Priestley

So-called Editor

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THE VENGEANCE OF THE LICHEMASTER



THE VENGEANCE OF THE LICHEMASTER

.... A Warhammer scenario by Rick Priestley

This is a follow-on adventure to *The Terror of the Lichemaster* Warhammer supplement (TOTLM). It can be played as 'the next step' in the Lichemaster saga, or as a separate game without reference to the earlier battles. You won't need the original supplement to play the game, but you will require a number of buildings. Those described are from TOTLM; however you can easily substitute these for any Citadel card buildings or models from your own collection. Lack of space prevents us from providing a full set of card counters for this scenario. However, in order that you can play this scenario without models, a number of black-and-white line drawn counters are included on the following pages. These can be cut out or photocopied and glued to card to make counters: they may then be coloured by you if you wish. Alternatively, different but reasonably similar models may be substituted to make up the numbers, or additional counters can be improvised by the players and gamesmaster.

If you have already played the TOTLM series of games, you might wish to change some of the details given here so that the events described follow those of your own campaign. For example, if any of the undead personalities are slain in your game then you can leave them out of this one, or allow the Lichemaster to reincarnate them as detailed later. If, of course, the Lichemaster totally fails in your campaign, the villagers of Frugelhofen defeating him at the final battle, then he won't be around to fight now! However, the Vengeance of the Lichemaster can still be fought as an entertaining battle in its own right, and you can always change the names and a few details to represent the efforts of another ambitious necromancer.



SUMMARY OF THE LICHEMASTER SAGA SO FAR

This section may be read by the GM and by the Lichemaster player if not already familiar with the background to the TOTLM.

Heinrich Kemler was once a great and much feared necromancer. He was councillor to kings and princes, scourge of his enemies, and bane of his rivals. For over a century he wandered the Old World, studying amongst the libraries of great houses, researching new and powerful magic, uncovering incredible ancient secrets. Around firesides and at the tables of common folk his deeds were retold in countless tongues, for tales of the Lichemaster were eagerly welcomed throughout the Old World. Then little was heard or seen of Heinrich Kemler for many years, his rivals grew to power, and there were rumours of war amongst the wizards. Kemler's many houses fell to ruin, his patrons turned to others for advice and he was, for a while, almost forgotten.

The struggle amongst the wizards had taken its toll on the aged necromancer; ambitious rivals had begun to usurp his power. Individually they were as children, but together they had succeeded in driving the Lichemaster near to the point of death. Magic had crackled through the air of the cities of the Empire. At Nuin he was defeated and driven west; at Helmgart he was for a while trapped and imprisoned; escaping his captors he fled south into the lands of Bretonia and the city of Quenelles, seeking sanctuary at the temple of Taal. But his pursuers soon caught up with him in the form of Hell Hounds, terrible creatures that can track a man's aura through time and space and whose unearthly fangs rend and tear at the very soul. With the last of his energy, Kemler banished his attackers in a struggle which shook the city for three days, its citizens fleeing into the outlying villages to escape the clash of magic. When they returned all sign of the Lichemaster was gone and most folk considered him slain.

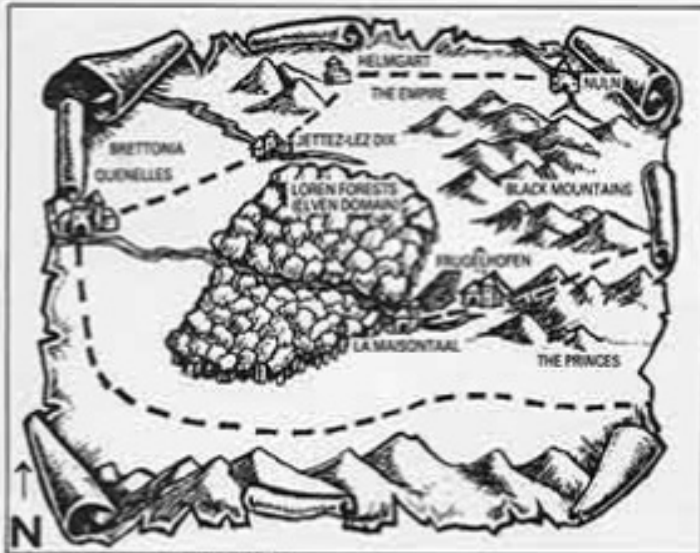
Heinrich Kemler, however, had not been slain, although he had been hurt beyond natural recovery. His body broken, his mind blasted, he wandered east into the lands of The Princes where he became a wandering beggar, a vagrant spirit no longer completely sane or able. Then one night, as he sought shelter in a rough cave high up in the Black Mountains, Kemler stumbled upon the resting place of an ancient warrior, a secluded grave chamber decked out in the regalia of the Gods of Chaos. The great black war-blade that lay upon the tomb stirred distant memories in the mind of the old necromancer, its runes awoke within him a curiosity he had not felt for untold ages. As his gnarled hands took the weapon he experienced an unexpected shock of power, as energy poured through it to feed his shrivelled soul. Then he began to remember: dim memories of his past flooded into his consciousness and he recalled the fall from power and the endless struggle against his rivals. Aware of his own weakness, still lacking his magical powers, he resolved to have vengeance on those who had almost destroyed him, a cruel and terrible vengeance that would leave their tattered souls screaming in an eternity of agony, a vengeance such as only a necromancer could conceive. Yet the Lichemaster needed power if he was to survive, and he was still weak. Without some further form of magical sustenance he was doomed to die; the power of the sword could be exacted only once, for it was a Chaos Tomb-blade, the resting place of a man's soul and Kemler had taken that energy into himself.



UNDEAD CAVALRY painted by Dave Andrews

The Lichemaster continued to wander The Princes, a rough mountainous land of petty principedoms and bandit chiefs. He was seeking for one specific place, a legendary grave mound that belonged to a long dead Chaos Hero. This was the mound of Krell, and Kemler had read long ago of its hidden secrets, of its powers of rejuvenation and its dead guardians. He sought for many months, from mountain valley to mountain valley, until, at last, he had almost reached the end of his energy and patience. Then he found it, nestling under a great glacier in a small side valley of the great Frugelhorn mountain, and he knew his vengeance had begun. At the site of the grave mound Kemler summoned the attention of the Gods of Chaos and struck a terrible bargain with them. Kemler would receive the help of the undead legions of Krell and would be given power for his conjurations. In return he must slay and destroy in the name of Chaos, reliving the destruction and anarchy that had shook the world whilst Krell was alive. Only by bringing death would the Lichemaster be gifted with further power, and only by that power could he remain alive. Heinrich Kemler had made a terrible bargain, but one which accorded well with his own plans.

The first victims of the Lichemaster's new powers were the inhabitants of the valley, the miners, farmsteaders and inhabitants of the tiny village of Frugelhofen. These are the events to be fought out in the TOTLM Warhammer supplement. The game that follows assumes that Kemler succeeds in defeating his foes, gains fresh energy and is able to summon further troops. These details are included in the player's brief and description for the Lichemaster.



... The Flight of The Lichemaster

GAMEMASTER'S BACKGROUND

This section should only be read by the GM.

Following on from the campaign in the Frugelhorn valley Heinrich Kemler strikes westward into the country of Brettonia. His target is to be the monastery of La Maisontaal at the edge of the Loren forest. This monastic community is one of the major cult centres of the god Taal, and houses a number of clerics as well as several artifacts of considerable power and value. Kemler has studied at the monastery in the past, and once considered its wizard-monks and their hierophantic leader Bagrian to be his friends. During his decline from power, however, they did nothing to help him despite age-old promises and his repeated pleas. The Lichemaster distrusts the intentions of the monks, and suspects them of deliberately aiding his foes.

Unknown to the Lichemaster the monks of La Maisontaal have become embroiled in a bitter fight against the Skaven of Skavenblight. Bagrian the Master of La Maisontaal has been conducting experiments with artificial mechanical life-forms. To finance and research his experiments he has helped the Lichemaster's enemies, accepting money and ancient technical manuals as payment. So far he has succeeded in creating a mechanical humanoid, but has not yet been able to bring it to life. To accomplish this he requires considerable power. In order to obtain this he penetrated the Skaven city of Skavenblight with the intention of stealing the Awesome Black Arc - an artifact of great power and the Skavens' greatest treasure. Bagrian successfully stole the Arc right from under the nose of the Horned God himself, returning to La Maisontaal with the Arc in its casket. Bagrian has been trying to open the casket ever since but without success. Meanwhile the Skaven have caught up with him and have attacked the monastery. It is as the monastery burns and the monks resign themselves to a last defence that the Lichemaster enters the scene.

The Skaven were suitably outraged that anyone should dare to steal their most sacred and powerful magical artifact. Search parties were quickly organised led by Grey Seers using special Seerstones to track the Arc. The Skaven knew that whoever stole the Arc would be unable to open it, because it was magically sealed and could only be opened by use of a warpstone key. Trailing the whereabouts of the Arc to a small monastery, the Skaven are presently engaged in attempting to recover their treasure by force. Most of the monastery is already burning, whilst the attackers are currently regrouping for another assault. As they prepare to launch themselves against their foes a third force enters the fray. The Skaven, of course, know nothing of this, could it be a relieving force come to save the monastery?

SPECIAL RULES

The crypt is obviously an important element in the game. It houses Bagrian's magical items, his mechanical warrior and the Awesome Black Arc. The Lichemaster is able to use his raise dead spell here too. The Skaven's Seerstone will guide them towards the crypt entrance. The door to the crypt is toughness 7 with 4 wounds. The door is magically locked so that it can only be opened freely by Bagrian, other characters will have to break it down before they can enter.

All standing buildings are 2 sections, toughness 7 and wounds 5. All doors are assumed to be toughness 6 with 3 wounds. The monastery walls are largely ruined following the Skaven's initial assault. They count as cover to troops behind them, each 4" section is toughness 7 and has 5 wounds.

Bagrian's mechanical warrior is completely inactive. It is a curious looking creature that moves along on wheels under its base. It has a combat pincer and a long range deathbeam weapon. See the Monks player's brief for details of stats. The machine can only be activated if struck by a bolt of lightning from the exposed Black Arc. If its casket is opened, the first lightning bolt will always strike the mechanical warrior, thus activating it. Once activated the mechanical warrior comes under the control of the Monks player. The construction is, however, slightly flawed, and so is subject to stupidity (the Monk player isn't aware of this and it is not included in his brief).

The Black Arc of the Covenant is a powerful weapon. Its casket can only be opened by use of the warpstone key carried by Gnowdoo the Grey Seer. If opened the Arc projects D6 lightning bolts per turn, each bolt has a range of 24". A clockface chart and a D12 can be used to determine the direction of each bolt. Bolts have the same effect as magical lightning. Each bolt causes D3 hits at strength 4 with no saving throw. Only models carrying a Seerstone will never be struck by lightning. The first bolt will always hit the mechanical warrior thus activating it. Any magical item carried by a character struck by lightning from the Arc is automatically destroyed.



GNOWDOOM GREYSEER

The Seerstone carried by Gnowdoo the Skaven Grey Seer functions exactly as described in the Skaven brief. As Gnowdoo approaches the Arc it will glow stronger, as he moves away it will weaken. In this way the Skaven player should be able to locate the entrance to the crypt quite easily.

GAMEMASTER'S BRIEF

This is a three-cornered game between the Lichemaster, the Master of Maisontaal and the Skaven. Read through the entire scenario before attempting to run it, including the briefs for each player. The game begins as the Lichemaster arrives on the scene, although the Skaven and the monks have already been fighting for some hours. The monastery lies partly ruined with many sections burning uncontrollably. Both parties have temporarily retired to regroup and no actual fighting is in progress. The games master should set up the scenery as shown. This can be modified in any suitable way to take into account the buildings available to you. The most important building, the monastery itself, is provided on the inside covers of this Journal. Woodland, hedges and other scenery must be represented by lichen or model trees. It will help to create atmosphere if flame and smoke effect cotton wool is used to decorate the burning buildings. A table of any size will suffice, but it is assumed a space of about 4 by 6 feet is available.

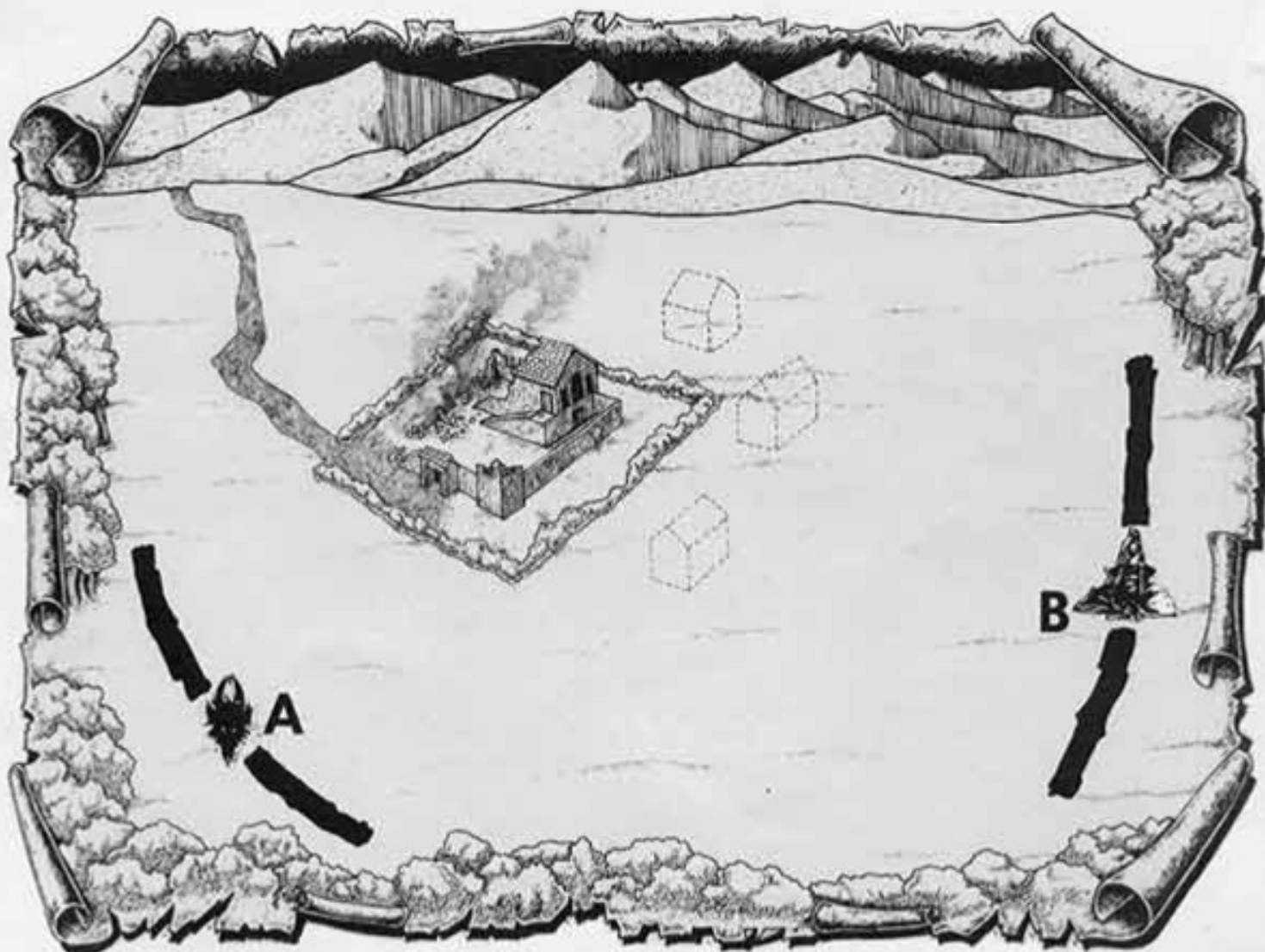
Once the table is ready the players may position their forces as shown on the map and as described in each player's brief. Play then proceeds in the following order.

- 1 Lichemaster Player
- 2 Skaven Player
- 3 Monks Player

Because the normal turn sequence in Warhammer is designed for two players, you will have to change the sequence slightly to take into account three sides. Each player takes a turn in order just as if fighting a two-sided game. However, during the combat part of the turn hand-to-hand combats are only fought by and against troops of the player taking the turn. So, for example, if it is the Lichemaster's turn and some of his skeletons were in combat against Skaven, then a combat is fought between them just as in normal Warhammer. If, during the same turn, Skaven were also in combat against Monks, then that combat is ignored because it is the Lichemaster's turn and he has no troops involved. The following diagrams should make this clear. In each diagram a unit of skeletons belonging to the Lichemaster (L) is in combat against a unit of Skaven (S) and against a small group of monks (M).



Each player should be presented with his brief before the game, and given any time necessary to make preparations. This is especially important in the case of the Lichemaster player, because he has the opportunity to use magic before the game; if this has to be done before play can begin the game will be delayed somewhat. Ideally the GM and Lichemaster can meet before the other players arrive to sort out any pre-battle magic. The briefs have been presented in such a way that they can be detached from the Journal without damaging it too much. Alternatively you might like to photocopy these sections if you wish to keep your Journal whole.



A SKAVEN STARTING POSITION B LICHEMASTER STARTING POSITION

TERROR OF THE LICHEMASTER



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The Terror of the Lichemaster is a supplement for Warhammer comprising a complete scenario by Rick Priestley with card buildings by Dave Andrews. Players take control of either the villagers, miners and farmers of the Frugelhorn valley in a desperate attempt to halt the evil undead forces of the Lichemaster. Comes with card counters, buildings, gamemaster's campaign book and full Warhammer stats for all forces.

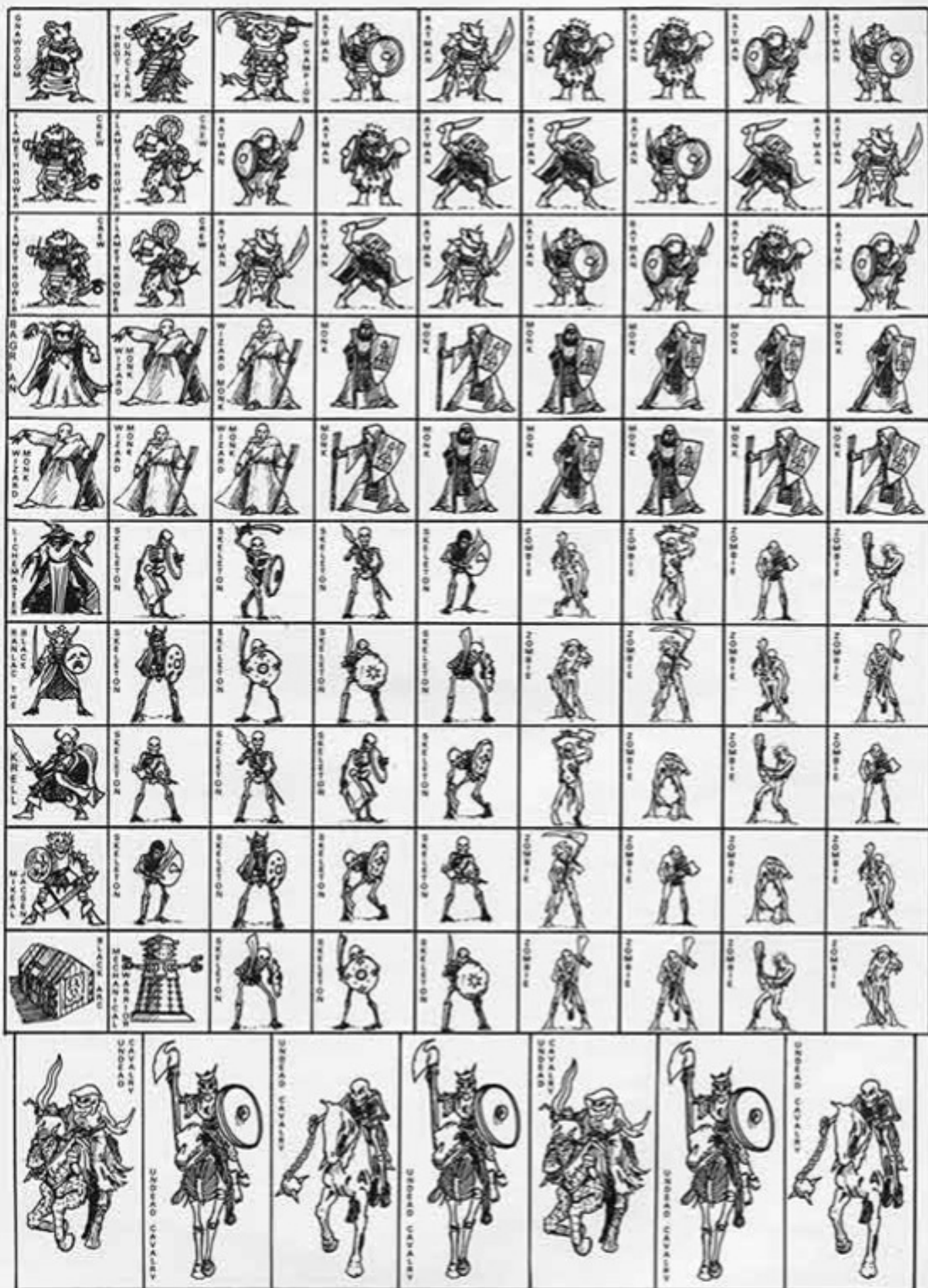
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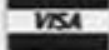
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SKAVEN

THE SKAVEN

... lines on the foul brood of Chaos Ratmen by their creator Jes Goodwin



Throughout the cold peace of the night the inhabitants of the Old World dream their private dreams of life and death, of power and fear, and of the vagaries of existence. Few, however, dream that whilst they sleep the lives of others continue apace beneath their homes, under the earth amongst the ancient sewers, drains and workings of inhuman origin. This is the domain of the Skaven - Lords of Decay - the foul brood of Chaos Ratmen. From city to city their passages take them, infiltrating existing tunnels, drainage systems and ruins both above and below ground. They are the dark agents of entropy, eternally gnawing at the fabric of order so that all falls into ruin: ruins to be fought over and ruled by the brood of Skaven and their chaotic masters. Beyond the Old World and into Cathay and the east, the Skaven tunnels reach out, uniting the world in the grip of their persistent anarchy. South into the Southlands and Araby their net stretches from ruin to ruin, into living cities and towns and the very homes of men. Even the seas cannot stop them, and Lustria and the New World too are infested, where jungle clearings reveal the monuments of the Old Slann, and where Skaven preside amongst the fall of a once mighty race. But of this sleeping men know little, and care to know even less, for the Skaven work slowly and carefully, rarely revealing themselves, executing their secret designs under the cover of darkness. And if an ordinary man or woman should disappear mysteriously from their bed, or a city watchman vanish without trace, then what of it? The world is a dangerous place, full of brigands and foul magic without needing to inquire beneath the earth.

What is there to know that fails to disturb even the dreams of men? What are the creatures that crawl beneath the earth, that call themselves the Skaven and hide amongst decay? To understand their origin and their purpose one must recall the fall of the greatest race to live upon the Known World, the Old Slann. The Old Slann lived and prospered in days before memory, in an age that preceded the rise of man and other intelligent creatures. They were strange, unfathomable and powerful beyond imagining. In their civilisation astrophysics, mystic-philosophy and arcane magic were as one, and their lives were directed by thoughts and emotions unknown and unknowable by such paltry minds as live upon the earth today. Yet, for all their power, the Slann fell and their civilisation persists only as a barbarous remnant, reduced in power and insight to a mere shadow of greatness. Of that fall little has ever been written; few men could even begin to guess at what happened so many, many years ago. Perhaps, of all living creatures, only the most mighty of Slann mages might glimpse a little of the truth of that great tragedy and of their part in it. The exact facts will never, can never, be known. However, an intelligent researcher, with access to certain of the ancient documents of the Old Slann, might be able to reconstruct something of what happened.

The Slann arrived in the Known World 7000 years ago. From where they came cannot be even guessed, but that they were of an extra-terrestrial origin seems certain. During their domination the Slann travelled upon other worlds, and may have revisited the Known World, bringing new animals and plants. The Old Slann moved throughout the galaxy with astounding ease, using what appears to have been an extensive system of spacial-gateways: tunnels through the fabric of space connecting stars and planets light-years distant. The Old Slann documents constantly refer to these as 'gateways', and there appear to have been many such gateways located in the Known World at various places. The same documents refer also to the dangers of these gateways, the constant threat of their destruction by terrible forces existing 'inbetween space'. If the spacial tunnels of the Old Slann were carved through a different reality, then that reality harboured many real and potent dangers. Perhaps they passed through seething seas of raw energy kept at bay only by dint of powerful and sorcerous technology, or perhaps through the halls of the gods themselves. Old Slann documents refer to the 'region of the gods' and the 'gateways' within the same context, but Slann ideas are strange and their language difficult and often confusing. Whatever the exact nature of their gateways, these mysterious creations were to destroy their civilisation on the Known World. Whether by accident or design, at least one, and possibly several, gateways became highly unstable, creating a vast and fluctuating core through the centre of the planet, turning the polar regions into hazy black-holes where time and reality became distorted. In effect, the gateway had gone out of control, opening up two regions which were no longer wholly part of the real universe, but forever connected to that other reality of which the Slann mages wrote, the region of the gods. At the time of this great catastrophe many strange creatures entered, and many weird beings of a higher order gained a foot-hold on the world. As well as living creatures, a great deal of raw chaos material was 'sucked' into our reality, deadly and potent matter with powers of an unknown and deadly kind. This was the material that was to become known as

'Warpstone', a mighty source of raw magic. Under its influence creatures could become twisted into new and horrifying shapes, and beastmen and new monsters could be mutated by its power. There lay the origin of many foul beastmen, and the origin also of those bestial creatures the Skaven.

The ruins of the Old Slann, and later those of other intelligent races, harboured their fair share of vermin. The giant rats fed well upon the carcasses of fallen civilisations. Somewhere, in some uncelebrated and hidden ruin, they fed upon the warpstone, a little at first perhaps by accident, and later in greater and greater amounts, and they became changed. Very quickly, within a space of a few generations they had become intelligent creatures, their bodies more humanoid, their minds sharpened by eating the stuff of Chaos. Their dependence on the warpstone remained, it fed them and drove their civilisation, it formed a vital part of their foul ceremonies and their worship of the Gods of Chaos. Today they have spread throughout the world. From their centres amongst long abandoned ruins they have established settlements beneath living cities and towns, they have placed spies amongst all manner of creatures, and they have learned much sorcery. Their objectives are to bring ruin and decay, but also to locate further pieces of warpstone, the material which they need to give them their special powers. Throughout their extensive network of spies and informants they soon learn of new sources of warpstone and are quick to gain it by whatever means necessary.

THE DISTRIBUTION OF SKAVEN

By their very nature the Skaven are mobile, moving quickly to exploit the process of decay. They can be found amongst most large underground complexes, beneath mountains and ancient fortresses as well as cities and ruins. Their strongholds are ruins throughout the world, from these centres their tunnels and warrens spread in a spiders web of unfathomable complexity. Skaven domains are widespread, from the fabled desert ruins of Araby, the abandoned city of Cathay and the mysterious dead Southland city, right across the long-lost ruins of the Old Slann in Lustria. In the Old World itself the Ratmen have erected the great, sprawling city of decay called Skavenblight. This secret and evil place is situated deep in the great wastes of the southern marshes that lie in north western Italia.

SOCIETY



The Horned Rat is feared and worshipped as the patron deity of the Skaven. This mighty Chaos god gnaws at the fabric of the multiverse, instigating the forces of decay. The god's image and symbols appear on clothing, tokens and as part of Skaven ceremonial worship.

The Thirteen Lords of Decay are the leaders of the Skaven and the high-priests of the Horned Rat. These are each mighty kings ruling from one of the great Skaven centres, or else leading mysterious lives studying the ways of magic and death. They are twelve in number (rather than thirteen) the number being completed symbolically by the Horned Rat himself.



The Grey Seers are the direct servants of the Thirteen Lords of Decay. There are many of them, and each is a magician of considerable power. Their energies are derived from the raw warpstone, which only they can transmute into pure 'refined' warpstone that is safe to be used for other purposes.





Clan Skryre is one of the most influential of all the Ratmen clans to which all Ratmen of any note belong. Each clan is to some extent specialised, and Clan Skryre are also known as the Warlock Engineers. They are masters of an insane blend of magic and science, the secret art which enables them to mould warpstone into many strange and horrible weapons, such as firethrowers, poisoned winds, screaming bells and the awesome Black Arc. All of these weapons are extremely dangerous and unreliable, and although the clan uses armour, counterspells and a large amount of guinea-pig slaves, casualties amongst the clan members are high. All engineers wear intricate masks, and speak in a strange riddling tongue full of technical and magical phrases.

Clan Eshin are the Night Runners, a clan of Rat-assassins who are active amongst the cities of man. They spread disorder by means of stealthy killings and poisonings. They use the warpstone to make special weapons, and to brew poisons and drugs which they use to control the normal rats of the city sewers.



Clan Moulder use the warpstone's powers to breed fell beasts from slave stock, tampering and improving upon their genetic structure. Tracker-rats, wolf-rats and the rare and much feared rat-ogres are all their handiwork, as are numerous other, less successful creatures.

Clan Pestilens are known also as the Plague Monks, fanatics dedicated to spreading disease and decay. These Skaven use the powers of the warpstone to cause plagues. They have agents scattered throughout the cities of the civilised world.

The **Warlord Clans** are often no more than a collection of small packs or gangs, each ruled over by the strongest, largest rats. The Skaven warlords occasionally have access to warpstone, usually in the form of chaos wargear, or enhancing drugs. The bulk of Skaven soldiery are from the warlord clans.



Slaves are present at all levels of Skaven hierarchy, carrying out menial or dangerous tasks. They may be of any race, humans, orcs, etc, even other Skaven. They are used as troops, and for the many hazardous experiments conducted using the warpstone. They are the lowest of all in Ratmen society, their lives are brutish, painful but mercifully short.

THE APPEARANCE OF THE SKAVEN

Skaven take the form of a giant rats twisted into a parody of human shape. They are between 4 and 6 feet tall. Other physical details vary tremendously, generations of inbreeding and the constant mutating effects of the warpstone have produced many strange and bizarre creatures. Skaven bodies are covered in a close fur, leaving only their ears and tails naked. They have wicked little red eyes, and huge sharp teeth, well suited to ripping and tearing. Most Ratmen show some scars or other evidence of the frequent and violent fights that are an integral part of Skaven life. Ratmen share many of the same range of physical mutations as other creatures warped by the effects of chaos, notably chaos beastmen. Most Skaven are brown or piebald, but some are black, white or even grey. Black Skaven are often large warrior rats, or may be the small but cunning rat assassins. White Skaven (albino) make adept sorcerors and are particularly susceptible to the effects of warpstone. Grey-furred Ratmen are quite rare, and are the most likely to bear some form of chaotic mutation.

Ratmen wear dark, ragged clothing and most have some form of body protection. Armour is frequently made of leather (although from what creature is better not considered). This will be covered in metal plates, studs, and assorted pieces of mail and plate. Armour is often adapted from that scavenged on battlefields, and may be ill-fitting and in poor condition. Both clothing and armour are dingy and unkempt, often with pack symbols painted on over the dirt. Many Skaven apply similar symbols to their fur using dye or by branding, copying them from the great decaying banners of their clans.

WARFARE AND THE SKAVEN

The primary weapons of the Ratmen are long knives; these are sometimes serrated or have cruel nicks or twists integral to their design. Various pole-mounted blades are also used to deadly effect. Skaven also employ many types of nets, weighted ropes and hooked weapons, which they use to entangle their foes, dragging them within range of their knives (which may be poisoned) and their bites (which may carry disease). In addition many Ratmen have spiked or studded tips fitted to their tails, and some can use their tails as an extra hand, to grasp a knife or throttle an enemy. Although Skaven are individually vicious, larger units lack discipline and will fight anyone (including each other) with little provocation. However, when properly controlled by a powerful leader, or augmented by the strange weapons of the Warlock Engineers, they can be driven into a state of fanaticism in which they become oblivious to casualties and danger. In such a state they are well nigh unstoppable!

SPECIAL WARHAMMER RULES

In Warhammer Battle, Ratmen of the Warlord Clans are organised into units, although they may have minor/major heroes who can function independently if required. Other clans may be organised into units, but would be more likely to operate as individuals or as small groups of 2 or 3 models. The Warlock Engineers often act as the operators or crewmen for the weird weaponry they produce. Ratmen have a basic profile as given below.

Basic Profile

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	3	3	1	4	1	6	6	5	7

Champion

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	4	4	3	1	5	1	6	6	5	7





Minor Hero

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	5	5	4	4	2	6	2	7	7	6	8

Major Hero

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	6	6	4	4	3	7	3	8	8	7	9

Points

Basic	4½
Champion	6½
Minor Hero	36
Major Hero	84



Skaven magicians belong either to the Clan Skryre or the Grey Seers. Of these the Grey Seers are the most mighty, whilst the Clan Skryre have specialist magical abilities that enable them to mould the powers of warpstone into potent and terrifying shapes. Members of Clan Skryre are magicians with a Mastery level of from 1 to 4, although most have only low levels. The Grey Seers are all powerful wizards, with Mastery levels of 4.

Mastery Level 1

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	3	3	1	5	1	6	6	5	8

Mastery Level 2

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	4	4	2	6	1	7	7	6	9

Mastery Level 3

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	4	4	3	7	1	8	8	7	10

Mastery Level 4

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	4	4	4	8	1	9	9	8	10

Mastery Level Points Value

1	50 + 10 points per spell
2	72½ + 10 points per spell
3	195 + 10 points per spell
4	360 + 10 points per spell

Maximum Number of Spells of Level

Mastery Level	1	2	3	4
1	3	0	0	0
2	3	3	0	0
3	3	3	3	0
4	3	3	3	3

Spells can be randomly generated or allocated by the GM if he so wishes. Alternatively, the player may choose his own spells, and the GM may then 'veto' any he considers unsuitable for that game. The player must then reselect or accept a spell allotted by the GM. The maximum number of spells a magician may have is limited by his Intelligence characteristic. Skaven magicians of level 4 Mastery may know 10 spells, therefore, and not 12.

Spells are cast by means of magic points and the maximum number that a magician can hold at one time is called his magical constitution level or magic level. The magic levels vary according to mastery level as follows.

Mastery Level

Magical Constitution Level

1	10 or 3D6
2	20 or 6D6
3	30 or 9D6
4	40 or 12D6

Unlike other magicians, Ratmen use magic points to cast spells, but may not then regain points by resting. The only way Ratmen can regain magic points is by consumption of warpstone. Each piece of refined warpstone gives the Skaven magician D6 points. The number of points gained may not increase the total held to over the magic level maximum, and any additional points will be lost. The Grey Seers may also gain magic points by the process of refining warpstone. Raw warpstone is grasped within the creature's paws, and energy is drained from it, at once endowing the Grey Seer with 2D6 magic points and turning the raw warpstone into the refined, safer product. Refined warpstone is still dangerous, but far less so than the unrefined material. A Grey Seer may choose to eat the warpstone he refines, or to pass it on for other purposes.



WARPSTONE ITS EFFECTS AND USES

A single piece of raw warpstone is usually about the size of a man's fist. It is irregular in shape, although its exact form will be hard to detect because of the intense black glow, gulping in light from the immediate vicinity, creating a small patch of darkness. In this form warpstone is very dangerous to all creatures, and prolonged exposure can cause severe mutation or death. It is by means of this material that the Skaven were created, as well as other foul beastmen, and many lesser abnormalities amongst living races. Raw warpstone can only be used in a controlled way once it has been refined. This is a difficult process, and one which only the most mighty of wizards are able to accomplish. The Skaven Grey Seers, however, have the natural ability to transmute warpstone, and gain energy by so doing. Although not immune to its warping effects, they are far less susceptible than any other creature.

Any creature exposed to warpstone within the general area (approx. 10 metres) for a period of a day or more, has a 5% chance of developing a chaotic mutation. This roll can be made once for a single exposure, or once a week for prolonged exposure. Chaos mutations can be determined from the chart provided. This is a shortened version of the far more extensive charts contained within our as yet unpublished Realm of Chaos Warhammer supplement. The mutations available have been specially selected as appropriate for Skaven, although other mutations might also be found. Grey Seers are constantly exposed to raw warpstone, but their chance of being affected is only 1% rather than 5. Nevertheless, many Grey Seers bear the mark of Chaos in some form or other. Any creature already bearing the mutation will die 50% of the time on receiving a second or subsequent one.

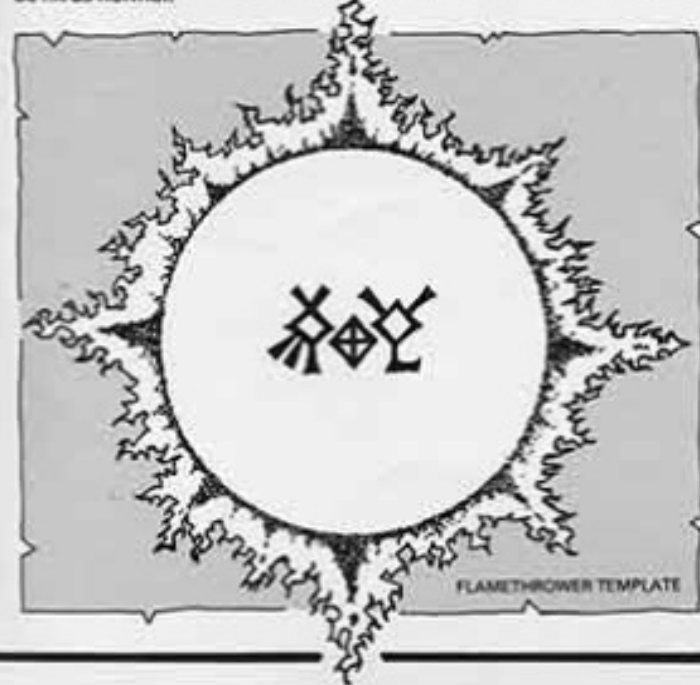
Refined warpstone is powdery and grey, quite unlike the original matter. Refined warpstone has no warping effects unless it is eaten, in which case there is a 1% chance per time of gaining a chaotic mutation. Normal, sane, sensible creatures wouldn't dream of eating warpstone. Skaven, however, are a different matter, and many bear the results of their unholy diet. Grey Seers may consume the stuff without risk of further mutation because of their special resilience.



As well as supplying the Skaven magicians with energy, warpstone is used by the clans for their own purposes. The Clan Skryre, the Warlock Engineers, are able to manufacture many strange and powerful weapons in this way. Carefully selected warpstone is added to metals during smelting, or annealed during hammering, lending magical qualities to weapons and armour. Other weapons are far more esoteric in design and function. Members of the Clan Moulder use small amounts of warpstone to cause mutations amongst their captive breeding stock, creating new races of twisted and loathsome creatures such as the wolf-rats. The Clan Pestilens have developed the use of warpstone as the perpetrator of germ warfare and use it to start devastating plagues. The Eshin, Rat-assassins, are adept at making deadly weapons and poisons from the warpstone. Even the Warlord Clans find uses for this strange and potent material, in the form of specially manufactured protective amulets, maddening battle-drugs, and mind-altering potions.



The Firethrower is a device designed to project a corrosive, flaming mixture. This volatile material is made using the warpstone in conjunction with other chemicals and magic: it is a much feared weapon and extremely deadly both to its foes and its crew! The firethrower is crewed by two Ratmen and these are moved as a single unit. The first crewman directs and fires the weapon, whilst the second carries and prepares the flaming substance itself. The weapon is fired using an area template. This is a circle of card 2" in diameter, and can be made quite easily using a compass. Place your card circle over your intended target, with the centre of the circle within 12" of the weapon. Any and all creatures whose bases lie wholly or partially within the circle may be considered as targets; roll to hit each in turn. In some cases it will be hard to decide whether a target is quite within the template, in which case the GM must decide or allow a random 50/50 dice roll. Any targets hit suffer a strength 5 attack. Survivors must make an immediate test against fear. Every time the firethrower is used there is a chance that it will go wrong and explode. If the first dice rolled to hit comes up a 1 then the device is assumed to have developed a fault and exploded. This kills the crew automatically and destroys the weapon. In addition place the standard area template over the site of the explosion, and any other creatures in the area will be hit as normal.



Plague Censers are specially made incense burners carried by certain of the Clan Pestilens. Warpstone is treated in such a way as it burns like incense. This is placed inside the burner and carried by a particularly brave Ratman. Censers are swung around the head of the Skaven, scattering their foul poisonous fumes in the air. Ratmen using these devices wear thick scarves to protect them from the fumes, although this doesn't always work! The effects of this gas are horrible to see, causing anyone breathing it to develop a rapid and painful form of plague in which the skin blisters and swells before breaking out into bleeding sores and boils. The swinging censer creates a fog of death within 2" of its user, this lasts only for that turn and then disperses into the atmosphere. Within this 2" radius all models are automatically hit causing a strength 3 attack. The censer wielder himself is prone to be hit on the dice roll of a 6 on a D6. A censer continues to burn and emit its noxious vapour so long as it is swung, though once its user is slain it will go out. In combat the censer may continue to be swung and then counts as if it were a double-handed mace.



Warpstone charms are made from pieces of warpstone. They are tokens of luck and may offer protection from magic. Charms of this kind are used by the most important amongst Skaven (i.e. the biggest and meanest). They take the form of irregularly shaped pieces of coloured stone, jewels or chunks of crude metal, all incorporating or exposed to the effects of warpstone. During their construction they are given a life of their own, so that they writhe and move constantly, and may be warm or soft to the touch. These pieces are literally hammered into the Skaven's skin, often about the head, sticking out like a row of studs. If a Skaven loses an eye, ear or some other facial feature, it may often be replaced by a warpstone charm, giving the creature a weird artificial eye. Any Skaven carrying a warpstone charm may use it once during the game. This enables him to re-roll any single dice throw, whether a throw to hit, cause a wound or a saving throw (or anything else). If attacked by magic at any time the presence of warpstone will increase the Skaven's will power by +1 for the purposes of any magic saving throw: this is automatic and can be used as often as the Skaven needs it.



Poisoned wind is one of the Clan Skryre's most famous weapons. A devastating magical wind is entrapped inside a globe of glass. The globe is produced by means of the warpstone, and small amounts can be seen inside the unbroken globe. Globes may be thrown 6", or smashed if the carrier prefers, releasing a sudden blast of strange gas. This lasts only that turn and affects all models within 2". The effects of the gas will vary from victim to victim, some suffer hardly at all whilst others go completely insane, attacking their friends or becoming utterly helpless. Roll a D10 - the effects are permanent.



SKAVEN

1-4 No effect

- 5 Victim becomes convinced he is being attacked by millions of small spiders, stomps about, screams, scratches, but may do nothing else for the rest of the game.
- 6 Victim is convinced that nearest tree, rock, or other piece of scenery is out to get him. He must charge and attack this for the rest of the game.
- 7 The victim becomes uncontrollably frightened and routs away from the rest of the unit. He may be rallied in subsequent turns.
- 8 The victim is deluded into believing that he is a bird, drops all of his weapons and equipment and attempts to fly. He may do nothing else for the rest of the game.
- 9 Victim suffers acute paranoia in which he believes every other model on the table to be against him. Randomise shooting and combat, work out hits on friends as appropriate.
- 10 Victim is convinced that the nearest friendly personality model has been secretly plotting against him. Attack this model immediately, kill anyone who tries to stop you.



Warp scrolls are powerful magic items inscribed upon the hide of living creatures using a special ink manufactured from warpstone. The ink causes intense agony and eventual death, but to be fully effective the hide must be flayed from the creature whilst still alive and then cured using finely ground warpstone power. Once inscribed the warp scroll can be used by any Skaven Plague Monk of hero status. The Skaven must remain for a turn reading and displaying the scroll. In the following turn the Skaven may direct the effects of the scroll against any enemy unit or individual within 24". Victims of the scroll suffer rapid and irreversible ageing, shrivelling and dying in a few brief seconds. This causes 1 automatic strength 3 hit on every target (on every member of the target unit). Surviving victims must make an immediate rout test.

Assassin weapons are used by the infamous Clan Eshin. During their manufacture a small amount of warpstone is incorporated into their structure, along with certain guarded magical spells known only to the Rat-assassins. An assassin's weapon constantly sweats a deadly poison, so that any wound, no matter how shallow will almost always prove fatal. Any wound hit from such a weapon causes not 1 but D4 wounds. In addition any saving throws are made at -1 (make only 1 saving throw no matter how many wounds are caused, they are either all saved or none). Most of these weapons take the form of swords or knives, but the Clan Eshin also uses throwing-stars made in the same way (range 6").



Potions of the Skaven are employed to improve the fighting abilities of the warrior Skaven. Every Ratman unit leader will have a potion which he can use before the battle. These potions are made from the warpstone and their properties are never predictable. By drinking of the potion the entire unit suffers one of the following effects for the duration of the battle.

- 1 The unit becomes steeled to death and fearless of danger, increasing the leadership of leader and warriors by +2.
- 2 The unit is filled with power against magic, increasing the unit's will power by +2 for the purposes of magical saving throws.
- 3 The unit becomes irrationally aggressive and is now subject to **hatred** against all creatures other than Ratmen.
- 4 The unit becomes subject to the strange and unstoppable killing fury known as **frenzy**.

- 5 The metabolism of the warriors is increased to a phenomenal level. Roll a D6 at the beginning of each subsequent turn. If the score is 2-6 the warriors may move twice as far as normal, have twice as many attacks, and may shoot twice with any missile weapons. If the score is a 1 then D6 random members of the unit drop dead from exhaustion whilst the remainder carry on at their accelerated rate.
- 6 Nothing happens... the potion was obviously a dud!

Other devices are rare they include the feared and insane Screaming Bells - giant bells constructed by the Warlock Engineers. These ring out a deadly peal of death upon the battlefield and have the power to devastate armies and raise whole cities. The most feared weapon of all is the Black Arc - the magically protected chest that holds a huge chunk of raw warpstone in a suspension of energy. The Arc is normally kept securely locked, and is borne by its dedicated litter bearers. Revealing the Arc itself causes terrifying destruction as bolts of pure dark energy fly in all directions rending buildings and flattening all before it! (Gamers will have to wait a while for these, however, as Jes's deranged brain tends to work considerably faster than he does!) ED ...



MUTATIONS

The following mutations are considered to be fairly common amongst Ratmen. Once it has been established that a Skaven has a mutation caused by the effects of exposure to warpstone, roll on the chart below to discover what it is. This is not an exhaustive list by any means, and many more mutations are possible. You can invent new ones of your own if you like.

%Chance	Mutation	Effect
01-25	Prehensile Tail	A common Skaven mutation enabling the creature to wield an additional weapon or shield. Gives +1 attack if a weapon is carried.
26-35	Spikes	Many Skaven have long spikes on their body, often forming a ridge along their spine or extensions to their shoulders. Such spines are extremely tough and increase toughness by +1.
36-45	Horns	Horns may be small and pointed or curled and goat-like. They confer an additional 'head-butt' attack. Horned Skaven are considered blessed by their monstrous God and held in awe.
46-55	Warty Skin	The Skaven's skin is horribly warty and mottled, rather like the head of an aged turkey. This confers no bonuses but is quite disgusting!
56-60	Scaly	Scales completely or partially cover the Ratman forming a pliant but tough armoured shell. This confers a +1 saving throw.
61-65	Carapace	Horny plates protect the creature's chest and possibly other areas from attack. This gives a +2 saving throw.
66-70	Leprous Flesh	Skin and flesh hang from the Skaven in sickening leprous fronds. This is so foul that creatures forced to fight the creature suffer a -1 to hit modifier on all blows.
71-75	Noisome Stench	The Skaven is blessed with a horrible personal problem and smells so badly that most creatures are instantly revolted. Ratmen, however, are used to such things and don't mind (if indeed they even notice). Other creatures in combat suffer a -1 to hit modifier is within 2" of a Ratman with this attribute.
76-80	Obese	The Skaven is extremely fat, almost completely spherical with huge folds of fat that flop about as it tries to move. Half all movement but increase toughness by +1.



- 81-85 **Iridescent Fur** The creature's fur changes colour constantly depending on the light. This has a confusing effect on combat opponents and inflicts a -1 to hit penalty.
- 86-90 **Long Fur** The normally close Skaven fur grows long and dense, the thick layer of matted fur confers a +1 saving throw.
- 91-95 **Skeletoid** The Skaven is incredibly thin, with bones sticking out all over the place. So horrific is the sight of this creature that it causes fear in humans, elves, dwarfs, halflings and other goodly or neutral creatures.
- 96-97 **Extra Limb** The Skaven has an extra arm which can be used to wield an additional weapon.
- 98 **Extra Limbs** The Skaven has a complete set of extra arms which can be used to wield weapons, shields, etc.
- 99 **No face** The creature has no face at all - but merely empty sockets and skin where eyes and other features should be. The creature may, however, still sense normally by a strange gift of awareness.
- 00 **Two-heads** The Skaven has two heads. He may talk to two people at once or even to himself if he wishes! No other bonus is conferred.




CREATING A RATMEN RAIDING FORCE

With all their different weapons and clan, the Skaven are a fascinating subject for a Warhammer army. This section is designed to help you work out a typical force of small or medium size. Larger forces can be created in a similar way, plus the incorporation of some of the especially exotic weapons or characters.

Warrior Clans always make up the majority of any Skaven force - never less than 75% in the field. The only exception is in the case of specialist missions conducted by the Clan Eshin, but these would be very small affairs. This figure does not include any personality models except for champions which may be included at the level of one per unit. Units may be of any size, but 20 models can be regarded as typical. Warriors are armed with long knives, swords, pole-arms and nets.



 **Heroes** may be included at the rate of 1 minor hero per 40 warriors, and 1 major hero per 80 warriors. Minor heroes have a 25% chance of having 1 chaotic mutation already, whilst major heroes have a 50% chance. Roll for these randomly. Magical weapons can be generated from the main rules, there is a 5% chance of a minor hero being so equipped and 25% chance for a major hero. Heroes can be of any appropriate clan.

Clan Skryre may be in attendance with any of their weird weaponry or as fully fledged wizards. A Ratman force may have up to 1 firethrower plus its crew for every 20 warrior Ratmen present, or 1 clan member with poisoned wind globes for every 10 Ratmen warriors. These crewmen can be either wizards, or non-wizard members of the clan, apprentices, servants and the like. A Ratman force may have no more than 1 level of wizard for every 20 warrior rats. So, 40 warriors might be attended by 2 level 1 wizards or 1 level 2, for example.



Clan Moulder may join a force of warriors in order to act as beast-masters for the various creatures that they create and control. These include the fell Ratogres, tracker-rats and wolf-rats. Each clan member can control a pack of up to 5 of these monsters, acting as their unit commander.



The **Grey Seers** are extremely important and influential Skaven and would only rarely involve themselves in anything other than the most important conflicts. A force comprising 100 or more warriors might include a single Grey Seer. Often they will be the leaders of the whole army, and all other personalities are under their command.

Clan Eshin are adept at assassination and all manner of undercover work. They are equipped with their special assassin weapons and all members of this clan have stats of at least champion status. On the battlefield they form small units of deadly fighters, usually no more than 1 assassin for every 5 normal warriors. In their own field, of course, they operate alone, and any small assassin skirmish might involve a force made up entirely of these individuals.



Clan Pestilens members are devoted members of the Horned Rat cult, and always have warpstone charms in some form or other. Sometimes they may be concealed. A member of this clan with hero status or more may also use the dread warpscroll (25% chance of a minor hero and 50% chance of a major hero having such a weapon). Any member of this clan may use a plague center, and these may be bought at an additional cost of 10 points each. This is not a large clan, and, on the battlefield, there should be no more than 1 member for every 5 normal warrior rats.

Slaves are sometimes drummed into military service to make up the numbers. They are poorly armed and equipped, and, to make matters worse, they are hobbled together with chains. This helps stop them running away and becoming a nuisance, but reduces their movement to half rate. Routed units suffer double casualties because of this.



SKAVEN

PAINTING YOUR SKAVEN

.... John Blanche explains how

Constant experimentation with new ideas and materials is really the name of the painting game. Even us old hands can be occasionally surprised. When pressed to paint some of our new Skaven for the Journal, there simply wasn't time for the usual lavish job. A new, faster technique was called for, and this article is the result. The outline below used in conjunction with the shading charts gives a quick, simple, but effective way to paint your Skaven models. Because of their scavenging and sewerise nature, dominant colours are dark and neutral. This makes life easy, because a 5 stage paint job can produce RESULTS!

- 1 Undercoat black
- 2 Flat colour
- 3 Dry brush
- 4 Lining
- 5 Embellishments

Undercoat black. To start with the models were cleaned up as normal. Mould lines and flash were removed with a modelling knife (watch fingers!). The models were glued to their slottabases using a fast-drying two-part epoxy adhesive. Any separate shields were attached in the same manner. Once the glue was dry the models were undercoated with Citadel Chaos Black and put aside overnight for the paint to dry thoroughly. A few hours in a warm place will serve instead if you're in a hurry! It's worth keeping a large old brush for undercoating, as the process is hard on decent brushes.

Flat colour. Choose colours for the tunics, robes, fur, etc. For example, grey fur, tunic brown, armour black, belts orangy-brown. See my chart for examples. Paint each area with the chosen colour and allow to dry. Deep areas of shading can be left black.

Dry brush. Lighter shades of the base colours are dry-brushed over them. Use any old brush for this, otherwise you will quickly ruin a good one. Dip your brush into the paint, wipe off most of the paint using a rag, then draw the brush across raised areas. Apply further lighter shades to highlighted areas as required. See my chart for colour details.

Lining. Using black or dark brown line all edges of clothing, equipment, belts, etc. A fine sable brush is needed for this operation and a steady hand!

Embellishments. Well this is where the fun starts. If you look at the photos you'll see what a difference those extra touches make. My own figures, the Journal cover and Jes Goodwin's article all provide further ideas for designs that you can use. You'll once more need that fine brush, this time to apply runes, warpaint, cuts, scars, zits, etc.

Once completed it remains only to paint and embellish each model's base before varnishing (matt or gloss to your choice). Now your Skaven are ready and waiting to take their rightful place in The Vengeance of The Lichemaster! The same technique can be used to paint any models, but it is especially appropriate for darker, evil types. The undead cavalry, skeletons and zombies featured in the Lichemaster scenario could be tackled in the same way and I've included 'bones' on my chart for anyone who fancies a try.

DRY BRUSHING CHART			
Flat Colour	Dry Brush		
	1st Shading	2nd Shading	
Black Black Black Dark Brown Red Brown Red Brown Brown Dark Grey Grey Light Grey	Dark Grey Dark Blue Dark Green Mid-Brown Orange Red Ochre Grey Light Grey White	Light Grey Light Blue Green Yellowy Brown Ochre Orange Light Ochre White White	TUNICS
Black Dark Brown Brown	Dark Grey Red Brown Orange	White Red Ochre	BELTS, POUCHES, BAGS, ETC
Black Black Gun Metal Dark Brown Red Brown	Dark Green Gun Metal Silver Gold Gold	Silver Silver	HELMETS, WEAPONS, ARMOUR
Black Dark Brown Grey Light Grey	Dark Grey Brown Light Grey White	Light Grey Orange White	FUR
Dark Pink	Pink	White	MUZZLES, EARS, HANDS, FEET & TAILS
Dark Red	Red		EYES
Dark Brown Brown	Tan Brown Yellow Brown	Cream White	BONES



Fig 1. The Basic Miniature - cleaned up



Fig 2. Undercoated black



Fig 3. Flat colour and dry brushing technique applied



Fig 4. Finished miniature, with detail and embellishments





Fig 1



Fig 2



Fig 3



Fig 4

Fig 1. SKAVEN FLAMETHROWER CREW Painted by David Andrews

Fig 2. CLAN PESTILENS MONK Painted by Charles Elliott

Fig 3. GNAWDOOM WITH SEERSTONE Painted by Charles Elliott

Fig 4. SKAVEN VS ZOMBIES Painted by David Andrews

Fig 5. SKAVEN SEER SLAVE Painted by Charles Elliott

Fig 6. THROT THE UNCLEAN AND SKAVEN BATTLE BANNER Painted by John Blanche



Fig 5



Fig 6

Going Underground



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MINIATURE MAGIC



Fig 1

A miniature is just a metal casting until it's painted, but only a real expert can turn that casting into a work of art! Which of the models below gets your vote of acclaim?

Fig 1. C12 GOBLIN painted by Kevin Adams

Fig 2. C15 ORC painted by Colin Dixon

Fig 3. C18 ZOMBIES painted by David Andrews

Fig 4. C15 ORC painted by Colin Dixon

Fig 5. ME44 URUK HAI from the Lord Of The Rings® range, painted and converted by Kevin Adams

Fig 6. Advanced Dungeons & Dragons® MINOTAUR painted by Colin Dixon



Fig 2



Fig 3



Fig 4



Fig 5



Fig 6

CITADEL MINIATURES

NOTE: These new selections of Citadel models are additions to those presented in the *Third Citadel Compendium* and *Autumn 86 Journal*. They do not represent Citadel's entire range by any means!

WARNING: These remember Citadel models are intended for serious and responsible collectors and gamers - they are not toys. Models contain lead which may be harmful if chewed or swallowed. Citadel miniatures are not recommended for children under 12 years of age.



Models indicated come complete with a separate, moulded, hard-plastic shield, allowing for the first time true, realistic shield thicknesses and enhanced three-dimensional effect. Each metal model is cast with a separate shield stud. Attach the shields to the stud using super-glue or similar adhesive. The studs are purposely moulded so that they can be painted to represent a metal shield boss.



Requires Assembly: This symbol indicates that the model or models are cast in two or more parts. Such models will need to be assembled by you. A degree of modelling competence is necessary to construct any multi-part kit, and we do not recommend them for inexperienced or very young modellers.

Most Citadel models now come with a separate Styrene Slot-base for gaming and display. Each base has either a pre-cut groove to take the insert, or a series of weakened grooves underneath. Use a screwdriver to push out weakened grooves where required (do not use the model tab itself or it will break). Apply glue to the tab on your model and fix to the slot-base as shown. Slot-bases provide a stable base for your models and are ideal for displaying them at their best.



Fig 1

Fig 2

Fig 3

Fig 4

Fig 5

Presenting a brand new selection of quality hand-cast miniatures from the country's top miniature sculptors. We think this latest release features some of the finest models we've ever made, with the high standard of fine-detail work collectors have come to expect from the Citadel forges.

Fig 1. DR WHO designed by Bob Naimith and painted by Lindsey Le Doux Paton

Fig 2. C01 FIGHTER designed by Jess Goodwin and painted by John Blanche

Fig 3. JUDGE DREDD designed by Bob Naimith and painted by David Andrews

Fig 4. ZOMBIE designed by Kevin Adams and painted by Charles Elliott

Fig 5. TALISMAN TROLL designed by Aty Morrison and painted by Charles Elliott

C47

SKAVEN

CHAOS RATMEN

Designed by: Jes Goodwin

THROT THE
UNCLEANASHISH
THE BLACK

CARVER

SKURGE
HOOKNETFLENCH
PACKLORDWYRDE
BANEBREATHKRULH
BACKRIPPER

ROTT

CANKER
DARKSPIKE

GLAVE



STEELRAT



SKUTTLE



GNAWDOOM

SKREE THE
SLAYERSPINE
BLIGHTMASTER

SKEWER



VERMYN

GOAR
HEADWRECKER

NIGHTRUNNER

Further additions to the stunning range of mutoid-deviants from the greatest of them all, ace designer and winner of the 1985 'Most likely to be reincarnated as something nasty' award Jes Goodwin. Fortunately we managed to persuade Jes to rake over the dying embers of his mind and come up with a special article on the foul brood of Skaven; you'll find this article in the Journal read it if you dare!

SCATHE
THE TAINED

FLEM

MALIS
MANWRACK

C27 FLAMETHROWER CREW



C21 UNDEAD CAVALRY

Designed by: Bob Naismith



SPIKEBONE



EVILROT



DOOMSMILE



GOREPROW



BLACKHEART



BLOODHARVEST



LIZARDSKIN



FALLEN FLESH



DEATHDART



BONES

These new models come from one of our most outrageously Scottish designers Bob Naismith. They are designed to fit the Citadel slottbases and exploit the "multi-part" system in which the horses are cast in two pieces to cut down on weight and cost. An unexpected bonus of using this method is that skeletal horses can be made to look really boney, and Bob has pioneered this aspect of design with his two piece horses for the Lord of the Rings miniatures range. The additional intricacy of assembly shouldn't deter modellers with any degree of experience, although younger or inexperienced modellers should ensure that they have the correct tools and be prepared for a little extra work.

Undead riders are skeletons mounted upon strange supernatural beasts, they are amongst the most frightening incarnations of evil. These mounts have their own special powers, which, in part, they pass on to their riders. They also have their own attack, but are otherwise considered as normal horses during play. On the death of their rider they will fade away, returning to the realms of the dead to await a new master. Like ordinary skeletons, undead riders need to be controlled, and may be controlled by any undead character, champion, hero, etc, who is leading them, or by a friendly necromancer or vampire within 12". Undead riders may be summoned by a necromancer in the same way as normal skeletons using the *summon skeletons* spell, this will summon D3 riders (as opposed to D6 normal skeletons). Mounted skeletal champions may be summoned in exactly the same way as normal skeletal champions. As mounted models, undead riders always have a saving throw of at least 6, and otherwise as for the individual model (usually 4, 5 or 6 depending on armour, shields, etc). An assortment of models can be placed in a single unit and given an 'average' saving throw. See *The Vengeance of the Lichmaster* scenario as an example.

Psychology and special rules are as follows. Undead riders are immune to all psychology except as given here. They cannot be routed and need never take rout tests. They cause fear in living creatures. They are subject to instability. They must be controlled in the same way as a skeleton unit, and suffer from stupidity if deprived of a controller. A unit which goes unstable and has no controller is automatically destroyed.

Undead riders have been given a single profile which includes rider and mount. Mounts are never found without riders, and so it would be inappropriate to give them a separate profile. They have 1 attack which is always at the same strength as the rider (given as +1 on the profile). In addition the following rules apply. Undead riders may move through or over all terrain without penalty except into/out of buildings. They may move through solid walls into/out of buildings losing half a move. Opponents cannot count cover against them. This is because the horses belong to, and to some extent remain in, the ethereal world and have the ability to move through normal matter.

Points additions have been made for the mounts, although they are not costed separately.

	M	WS	BS	S	T	W	I	A	Ld	Int	O	WP	Points
Undead Rider	8	2	2	3	3	1	2	1+1	5	5	5	5	11¼
Champion	8	3	3	4	3	1	3	1+1	5	5	5	5	18¼
Minor Hero	8	4	4	4	4	2	4	2+1	6	6	6	6	50
Major Hero	8	5	5	4	4	3	5	3+1	7	7	7	7	110



C18 ZOMBIES

Designed by: Kevin Adams

Zombies are will-less creatures formed from the bodies of the dead. They are magically animated in a similar way to skeletons and, like them, rely on magic to remain whole and coherent. They resemble corpses in various states of decomposition, their clothes are tattered and rotten and their flesh often putrid and decaying. Through gaping cavities in their palid bodies spill cold innards and the mocking vestiges of once living organs. Splintered ribs pierce shrunken flesh and broken teeth smile invitingly from behind fraying lips. When it came to designing a new range of these disgusting creatures there was clearly only one man for the job - Kevin Adams. His meticulous research, attention to detail, and incomparable sense of the sickening are truly admirable. Hours spent doing things best not considered in places which must remain forever unknown have definitely paid off for this remarkable young quasi-human.

M WS BS S T W I A Ld Int C WP Poht

Zombie 4 2 0 3 3 1 1 1 8 4 4 4 1 1/2

Zombies have no real feelings other than very basic instinct and so are immune to all psychology other than that specifically mentioned here. They can be routed, however, and must take rout tests when required. Zombies cause fear in living creatures they attack, although not in creatures that gather the courage to attack them. They are subject to instability. There are no such things as zombie characters, and units of these creatures are usually led by other undead characters, champions or heroes. A unit led by a skeleton hero must still test for routing, and, in the event of a rout, will be routed whole including its leader. The rout test may be made on either the Zombies' or leader's leadership, whichever is higher. (Skeletons are normally immune to routs, but when a leading unit become subject to its rules regarding routs and psychology - see Warhammer Combat p27 and 36). Zombies need to be controlled if they are to fight effectively. Any undead champion or hero leader may serve as the controller. A necromancer or vampire may act as a controller over units of friendly undead within his control range (normally 12"). A zombie unit without a controller becomes subject to stupidity and will always disappear never to be seen again if it becomes unstable.



SNAGGLESPLEEN



SLICEOUT



KANO-MEET



GRONRIPPER



PEECIEZ



PEELED



WRECKRIS



FLESHEATER



SPLINTERSKULL



PEK-GREGRI



SKEWSMEE



LUKNANEK



ROTSTAGGER

MORQUE
FIEND

DEADRINGER



BOWELBURST



BRAINBONER



SKINSCRAPER



GAVIN



RUSTBONE



GUTROTT

FLAYED
TROOMAN

C25 MINOTAURS

Designed by: Bob Naismith

WARBELLOW
BATTLEING AXEREDEYE
SWORDBREAKERLONGTEETH
LEG SMASHERBLOODY
THE BEASTHORNBUILL
HORRORHEADCLUBHORN
RUNESLASHERSLAGGUT
OFFAL TONGUEGRISTLEMAN
NILESABOVUS
SNARLSTEAMBLUDBRAG
BATTLEBREATH

The Gods of Chaos are strange and insane deities, difficult or even impossible for mere mortals to comprehend. When they laugh, and blood flies foaming from their lips, then their earthly domains grow like a cancer, and whole lands are engulfed so that they become seas of formless matter. From these areas of turmoil, known as the incursions of chaos, come many unnameable horrors, mishapped creatures of chaos whose twisted shapes mock the natural forms of beasts and men. Although the gods may subsequently calm, and the lands return to some semblance of normality as the incursions retreat, still creatures of chaos remain in the world, bringing slaughter, anarchy and death in the name of the Gods of Chaos. Not least amongst these fell creatures are the Minotaurs, giant beastmen combining the physical and mental attributes of man and bull (and occasionally other creatures in addition - for these are chaos creatures and so subject to constant mutation). Minotaurs are ferocious creatures with insatiable carnivorous appetites and cruel, perverted minds. They eat only the flesh of the living, tearing apart captives alive and swallowing chunks of quivering flesh before their very eyes. Living flesh and blood have an intoxicating effect upon the creatures, and their midnight feasts soon turn into orgies of savagery, murder and torture. The Minotaur's favoured food is man, but they will eat all forms of living creature and will turn cannibal if presented with no other source of nourishment. They live in hunting bands, usually based deep within the ancient forests of the northern Old World. From these hide-outs they mount spectacular raids against towns and small human settlements, often in the company of other beastmen and Warriors of Chaos. They are eager fighters, although brutish in intelligence and incapable of manufacturing or using sophisticated weapons or armour. Their skin is dark, whilst the bull head is usually black, the horns white or yellowish. Some Minotaurs carry the blessing of their gods in the form of goat legs, which are hairy and black. Eyes are often red, whilst the exposed skin around the muzzle and ears may be pinkish or grey.

	M	WS	BS	S	T	W	I	A	Ld	Int	D	WP	Points
Minotaur	6	4	3	4	4	3	3	2	8	5	7	6	40
Champion	6	5	4	5	4	3	4	2	9	5	7	6	66
Minor Hero	6	6	5	5	5	4	5	3	10	6	8	7	132
Major Hero	6	7	6	5	5	5	6	4	10	7	9	8	215

A minotaur's lust for fresh meat is so irrepresible that even amongst the thick of battle these creatures may stop to feed upon the wounded and dying. This is represented by a new psychological factor called **blood-greed** (offers of a better name would be appreciated - I couldn't think of one!). Blood-greed represents the creatures' natural urges to stop fighting, or behaving in a sensible manner, and to give way to its natural (or unnatural) instincts. The stimulus to feed is generated by the smell of blood. The rule works as follows.

If a unit is subject to **blood-greed** and its combat opponent routs then a test is made against the troops' (or leader's) **cool**. Throw 2D6. If the result is equal to or less than the **cool** the unit pursue their routing foes (they may not try to halt by testing on **leadership**). If the result is more than the unit's **cool** they must halt in their present position and remain halted, taking this test again at the beginning of each subsequent turn until a score of equal to or less than the **cool** is obtained. The halted unit will fight if attacked, but will not use missiles. The creatures are feeding on the still living bodies of the wounded. If attacked whilst feeding Minotaurs count **double attacks** (they don't like being disturbed!) Once a successful test against **cool** has been made the unit returns to normal.

C34 MINOTAUR LORD

Designed by: Bob Naismith

OX-ROAR
CHAOS CHAMPION OF
ULTIMATE SLAUGHTER

C32 SLANN

Designed by: Trisha Morrison

The Slann are the last descendants of the ancient and all-powerful Old Slann that conquered and shaped the world at the dawn of time. Today, however, much of their old science, technology and magic has been lost, and the civilisation of the Slann, great as it is, constitutes but a shadow of its former glory. They live exclusively in the continent of Lustria, in the southern part of the New World, amongst its steaming jungles and broad rivers. They are a semi-aquatic race and require a damp, humid atmosphere if they are to feel comfortable. In recent times they have suffered considerable decline due to the incursions of numerous adventurers, treasure seekers and colonists from the Old World. Once a proud warrior race, many have now turned to banditry and live as outlaws in the Lustrian jungle, even adopting human styles of dress and warfare as their own ways are gradually eroded. The heartlands of the Slann empire still remain largely untouched, however, and in the great Slann capital of Cotec their Emperor sits atop his great throne from where he can survey his cities and domains: ziggurats, temples and extensive spawning pools. His armies of warriors and lobotomised human slaves are still large and well equipped, his wizards yet the mightiest in the world, his people remain an ancient and resilient race. Although the invading humans are vigorous and aggressive, the old Emperor still has many hidden powers and will not easily give up his realm. Slann vary in colour from blue, green and yellow. Some are mottled or have tiger-stripes or similar markings. Warpaint is worn in battle and tribal or religious tattoos are common. Light blue, red and white are the colours favoured for skin decoration. Alignment is neutral.

This new range of Slann has been painstakingly designed by Trisha Morrison and must rank as her finest work yet really froggy! Careful attention to detail and a genuine feel for the exotic marks these models as something rather special.

	M	WS	BS	S	T	W	I	A	Ld	Int	Q	WP	Points
Slann	4	3	2	3	4	1	3	1	8	7	9	9	7
Champion	4	4	3	4	4	1	4	1	8	7	9	9	9
Minor Hero	4	5	4	4	5	2	5	2	9	8	10	10	40
Major Hero	4	6	5	4	5	3	6	3	10	9	10	10	87



RIBBET RIBBET



PENTAMUKADA



AKABYK



CUPACOCOA



ITZADOOYL



MYLKBOTYL



LEPNLUNI



PEK



PINACOLADA



ETHELALCO'OL



ZIPANZUMA



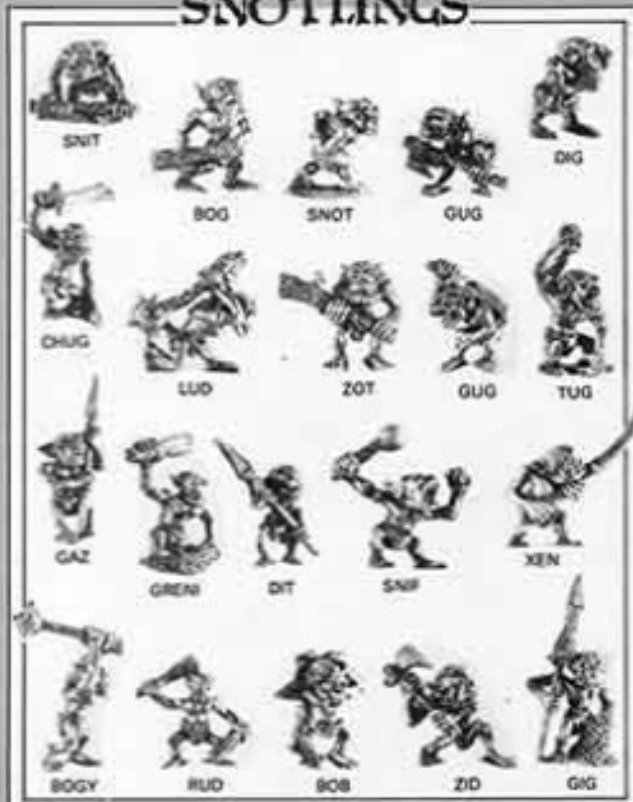
GOOLGYR

Lobotomised humans are used by the Slann as slave troops in order to bulk out their dwindling armies. Any large army of Slann must always include at least 10% slave troops, and may include up to 50%. Slave units must always be led by a Slann, who may be an ordinary leader with basic stats, or a champion or hero. Slave units are subject to stupidity, the test being made on the leader's intelligence so long as he is alive.

	M	WS	BS	S	T	W	I	A	Ld	Int	Q	WP	Points
Slave	4	3	3	3	3	1	3	1	7	2	7	7	34



C14 SNOTLINGS



The points value given has been deliberately reduced (it works out at 152 otherwise). This is to reflect their general weakness, despite the advantage of high wounds and attacks, neither of which are really much good given the weak WS, S and T. Snotlings are not subject to intergoblinoid animosity (too dim to recognise the kinship involved). They have an animal cunning which makes up for their lack of intellectual prowess, so they are not subject to stupidity. Snotlings often associate with other goblinoid races, perhaps living amongst them in their own narrow cave systems. They are also quite fond of trolls, probably being attracted by their pungent smell, and may be found living amongst the piles of rotting crud that invariably accumulate at the back of troll caves. Alignment is neutral.

Snotling	M	WS	BS	S	T	W	I	A	Ld	Int	C	WP	Points
	4	2	2	1	1	9	3	3	4	4	4	4	50

Snotlings are small degenerate relatives of goblins and orcs which they otherwise resemble. They live in large, close communities amongst dense forests, inhabiting underground 'sets' or caves excavated in the soft earth around the roots of trees. Entrance to a Snotling set may be gained via a concealed entrance, often a hollow tree-trunk or a compacted-earth passage under a slab of stone. Although theoretically concealed, and therefore hidden, anyone with a keen sense of smell should be able to find a set fairly easily and entrances can be recognised by means of the large piles of dung, offal and rubbish that surround them. Snotlings are creatures of habit - unfortunately most of their habits are pretty disgusting and thoroughly unhygienic. They are not very intelligent (even by goblin standards which are undemanding to say the least). Snotlings always appear in large numbers, they like to huddle together in groups and hate to be alone. Set-mates are recognised by scent and individuals may spend hours wallowing in a mixture of dung and urine just to acquire an especially acceptable pong. Although Snotlings make use of weapons and clothing they rarely manufacture such items, preferring to steal and convert goods from other races. These, and other interesting baubles, are frequently filched from sleeping travellers, from around camp fires or abandoned wagons. Only when vastly outnumbering their prey will they attack openly, otherwise merely trailing them through the undergrowth, awaiting an opportune moment for a quick smash and grab. Their favourite targets are the dead, dying and asleep!

Snotling models are grouped together on a single base in 3 ranks of 3 making a total of 9 models per base. This represents their instinct for keeping huddled together. The multiple base fights and acts exactly like a single model. Several bases can be placed together to make a substantial unit, but there is no formal minimal unit size. In combat each base has 3 attacks and can withstand 9 wounds. No deduction in fighting power is experienced due to loss of wounds until the entire 9 wounds are gone; once a base has taken 9 wounds it is completely removed. The 9 individual models on the base have no real individual existence, but are merely representational of the general mass of models. This is intended to reflect the fact that Snotlings acting en masse are very difficult to slay, simply because there are so many of them! If you like, think of the casualties occurring in a general way amongst the whole unit, as some Snotlings are slain others pile into the back to make up the numbers, in this way the number fighting the enemy always remains more or less the same. Although a Snotling unit may display a whole variety of weapons it is best to consider them all to be armed with hand-weapons such as swords, clubs, etc. If net-users are placed at the front of the base then that whole base may be considered to be not armed (see Warhammer Combat p41).



C11 HALFLINGS

Designed by: The Perry Twins

Halflings are an overfed and idle race, not much given to the military life. They prefer eating, drinking and sleeping to fighting, and, when forced on campaign, tend to hang around the baggage train within easy reach of the provisions. Nevertheless, they are extremely stubborn, and will react with surprising violence if they feel their livelihoods, homes or lunch sufficiently threatened. Halflings live chiefly in the part of the Warhammer Old World known as the Empire and speak Old Worlder with a distinctive warbling accent. Halflings are subject to alcoholism. Alignment is neutral.

Halfling	M	WS	BS	S	T	W	I	A	Ld	Int	C	WP	Points
Halfling	3	2	4	2	2	1	5	1	6	7	6	8	3½
Champion	3	3	5	3	2	1	6	1	6	7	6	8	5½
Minor Hero	3	4	6	3	3	2	7	2	7	8	7	9	34
Major Hero	2	5	7	3	3	3	8	3	8	9	8	10	81



At the height of the Incursions of Chaos the whole of the northlands were encapsulated within an entropic state. The old mountains and cities were melted away by ravaging gales of decay, whilst new, insanely shaped lands arose from the turmoil. For years the lands seethed and shifted like waves upon the sea, and creatures were transmuted into novel and disgusting parodies of earthly animals. The Gods of Chaos toyed with the lands for a while, their servants and creatures inhabited it, and their armies rolled southwards into the Old World. Then the entropic disturbances started to abate and the shifting lands became once more fixed, the grip of chaos was loosened and pushed northwards beyond the Northern Sea. But, although the main thrust of the chaotic invasions had been halted, still there remained patches of corruption, creatures irrevocably altered, their minds and bodies turned towards chaos. Beastmen lived amongst the forests of the Empire, Chimera were spied in the north, Harpies in the Mountains of Mourn, and in Norsca many of the Norse Dwarfs were corrupted in their turn. The power of the Chaos Gods had touched and polluted the minds of the Dwarfs and they had turned to the worship of those foul, unfathomable deities. The other Dwarfs shunned them, but the gods were kind, gifting their more dedicated warriors with untold power, honouring them with the mark of chaos. Today the Chaotic Dwarfs honour the gods in turn, shodding blood in battle, pursuing carnage and slaughter for its own sake, spilling libations of blood and burning their living captives so that the gods may taste and savour the stuff of life. In the northlands they battle the Dwarfs, Goblins and other creatures, in the Old World they hire out as mercenaries or join with bands of wandering chaotics, Warriors of Chaos and Beastmen.

Chaos Dwarfs are less swarthy than ordinary Dwarfs, their skin is palid, greenish or even dead white. Their hair is normally black or very dark. Armour and clothing is black and otherwise they dress and behave in a manner similar to other Warriors of Chaos. They may act as unit leaders over any chaotic troops, such as Beastmen and Warriors of Chaos.

These new models have been designed by two characters who have a great deal in common with the subject matter, being both extremely chaotic and not entirely tall. Devotees will instantly recognise the handiwork of famous dwarfen artisans Mike and Alan Perry.

M WS BS S T W I A Ld Int O WP Points

Chaos Dwarf 3 7 6 4 4 2 5 2 10 10 10 10 63

Chaos Dwarfs do not hate goblinoids like normal Dwarfs, nor do they suffer animosity against Elves. Chaos Dwarfs may be berserkers (no more than 10% in an army) and are then subject to frenzy (but not alcoholism as are normal Norse berserkers).

Out of the east he rode, upon a great warhorse the colour of lightning, brandishing a sword hell-forged in the smithies of Araby. His name was Luyt'ama Rah'slyn and he was the greatest adventurer ever to fall upon the valleys of the land known as The Princes. His evil doings were much talked about at the time, forming the basis for several popular ballads, including 'The Arab and the Cornely Pig' and 'The Drunken Elf is a goin' t'get 'iz Gizzard Sliced'. Within a few years he had carved out a petty kingdom, and established himself alongside the local warlords (much to their annoyance). His neighbours referred to him as 'The Mad Arab', and rarely invited him to their feasts as he invariably stole cutlery and abused the servants.

M WS BS S T W I A Ld Int O WP Points

Evil Hero 4 6 5 4 5 1 4 1 7 6 6 7
Warhorse 8 3 0 4 3 1 3 1 3 3 3 3

C16 CHAOS DWARFS

Designed by: The Perry Twins



C13 HEROIC ADVENTURERS

EVIL FIGHTER

Designed by: Bob Nalamith



LUYT'AMA RAH'SLYN

C26 MEN AT ARMS

Designed by: The Perry Twins



SWORDSMAN

COMMANDER
ALAN HACK

Although fantasy games tend to revolve around majestic heroes, wizards and outlandish monsters, no army would be complete without its appropriate corps of hardy warriors. These new Men-at-Arms have been meticulously researched by their designers Mike and Alan Perry to comply with historical archetypes. Twelve new variants are now available, and, together with existing models from this range, make a superb addition to any medieval based fantasy army such as the forces of the Warhammer Old World.

	M	WS	BS	S	T	W	I	A	Ld	Int	D	WP	Points
Men-at-Arms	4	3	3	3	3	1	3	1	7	7	7	7	5



BOWMAN



BASTARD SWORD



CROSSBOWMAN



ARCHER

SERGEANT
MICHAEL BOOGIT

POLE-AXE



HALBARDIER



WARRIOR LEADER



BILLMAN



SOLDIER WITH HALBARD

COMING SOON

More amazing Oriental types
from the talented hands of Aly Morrison.



CO1 FIGHTERS

Designed by: Jes Goodwin

Introducing a brand new selection of fighters by the talented designer Jes Goodwin. These fine models are guaranteed to make a good showing whether amongst the thick of battle or down you local dungeon. All of the new fighters are suitable for any fantasy role-playing game as well as for Warhammer Battle Rules, making excellent personalities, leaders or bands of fierce mercenaries.

	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP	Points
Fighter	4	3	3	3	3	1	3	1	7	7	7	7	5
Champion	4	4	4	4	3	1	4	1	7	7	7	7	7
Minor Hero	4	5	5	4	4	2	5	2	8	8	8	8	30
Major Hero	4	6	6	4	4	3	6	3	9	9	9	9	84

WEIRDLING
WARRIOR LORDANTONIO
EPSTEINALDIS
HORNHEADALDRED
FELLBLADEERIC
THE BALDEL-ADORAN
SURESHOTIVAN
BARESNANKALBI
SCHUTZOSAMUND DOOMSPIN
BERSERKERDIGGORY
FIREFIGHTERTHEOBALD
LOCKBLOWGNAWA
BATTERULF
GRIMHAND

A new selection of pillagers from the nimble fingers of Alan and Mike Perry. Ideal for any role-playing game. Also suitable for formation into ragged beggar regiments for Warhammer - or even a whole army of thieves determined to sack cities and pilfer. Thieves can be organised into units and then fight as any regiment of men. They are subject to the following special rules.

A thief regiment never pursues a routing enemy, but always holds and remains halted until it can roll equal to or less than its cool on 2D6 beginning at the start of its following turn. During this time the unit is busy looting the corpses of the slain, and will only stop if attacked. Missile fire is not permitted whilst units are looting. During their first round of any combat thieves are driven wild with the lust for pillage and the whole regiment may fight with double attacks. In the following round of combat attacks return to normal. In the third round of combat (and thereafter) the thieves will have become somewhat disenchanted and fight with only half their number of attacks (rounding up).

CO4 THIEVES

Designed by: The Perry Twins

SABHA
SELLSWORDCOSHIER
COLTAJAH RAJAH
THROAT SLICERTALBOT
STEPTOETHUMPER
CUFFEARBASHER
BILLRENALDO
THE ROOF-RATSCRAGGER
LUKENATHANIEL
SNEAKER
THE CUT-THROAT

ABOU-EL-GRUD

ELSENDER
NIGHTMANPICKER PETE
LIGHTFINGER

Thief units are subject to the new psychological factor avarice. Avarice is the uncontrollable desire for money, and manifests itself as compulsive looting of baggage trains, banks, pay wagons, etc. If a suitably lucrative target presents itself within charge range of any unit which is not already in combat, a 2D6 test must be made against the unit's cool. If the result is greater than the cool the unit must attack the target, entering buildings, overturning wagons and looting from that point on. Test on cool at the start of subsequent turns to stop looting, requiring the cool score or less on 2D6. During compulsive looting thieves will attack any troops that stand in their way, from either side, including personalities sent over to stop them.

	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP	Points
Thief	4	3	3	3	1	3	1	7	7	7	7	7	5

J.R.R. Tolkien's

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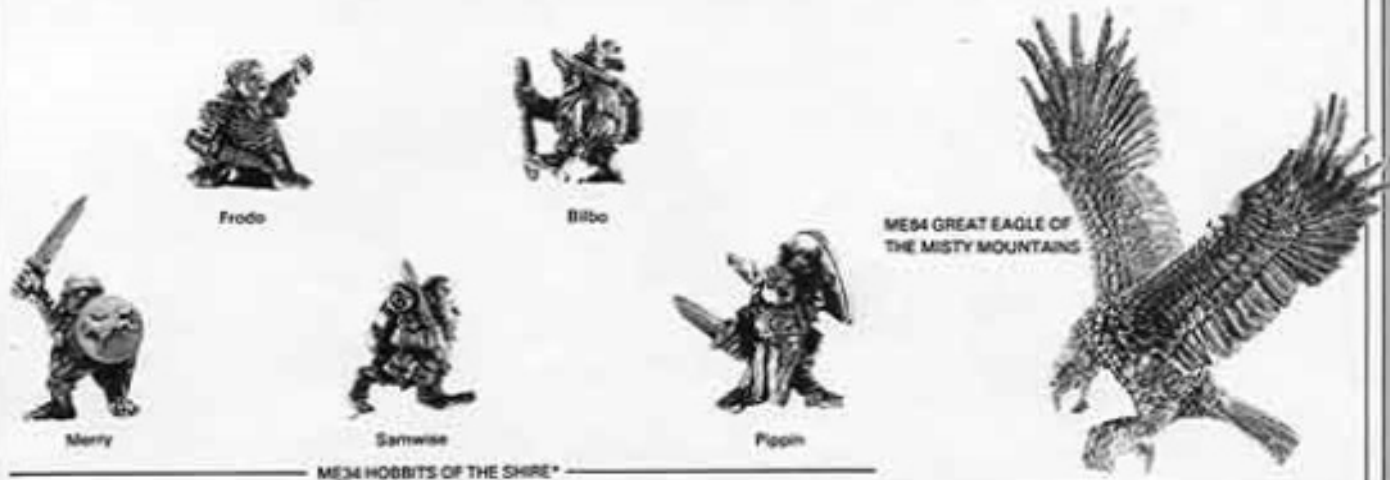
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TALISMAN

MINIATURES

Designed by: Aly Morrison



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TL3 THIEF, DWARF & PROPHETESS

TL5 TROLL & GHOU

TL2 WIZARD, MINSTREL & DRUID

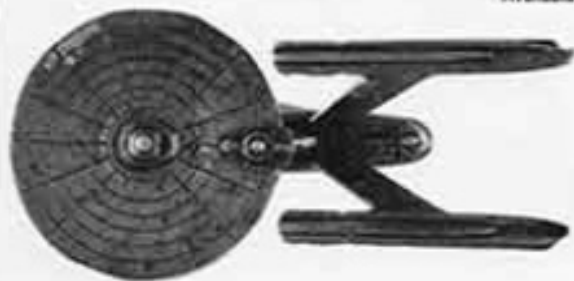
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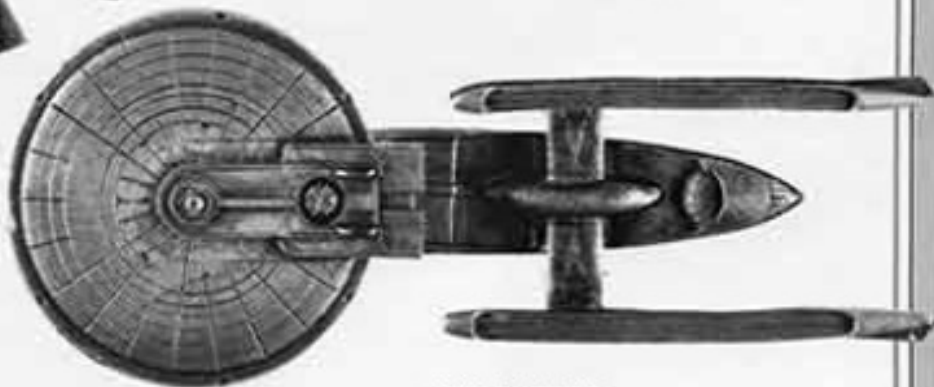
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2000 AD'S
JUDGE DREDD
 MINIATURES

A TITAN/CITADEL CO-PRODUCTION



JD7 JUDGE ANDERSON



JD1 JUDGE DREDD



MAD MA MAHAFFY



SHOJAN



CITY-DEF



WRECKER



CITY-DEF



BONE HEAD
MCGRAW



FUZZ GUN



MELDA DREEPE



SCRAWLER



WRECKER



CITY-DEF



KNEEPAD JONES



SECURITY



WRECKER

Rick Priestley takes a look at using Warhammer to enact large-scale action in Mega-City One.

It's a shoot out! After a long chase through the Mega-City, Judges have finally cornered the desperate perps in an abandoned warehouse. Bullets sing through the air as the fearless lawmen call for surrender. The perps must be flushed from their hiding places, hunted down and brought to justice. So, you're the Judge on the spot, what would you do next!

This is a brief set of rules designed for fighting shoot-outs and large scale battles in the Mega-City based upon Warhammer. The Judge Dredd Role-Playing Game does, of course, cover all these features in detail, but when it comes to representing gunfights of any size the action can slow down to a snail's pace. So, for those who want to fight out a few tabletop gunfights (and for Warhammer devotees everywhere ... and especially me) I have concocted this hard-hitting, take-no-prisoners, shoot-first-ask-questions-later, set of rules conversions.

THE JUDGES

Judges act as individuals of champion, minor hero and major hero status (rookies have basic human stats). Psi-Judges are considered to be the equivalent of wizards of mastery level 1.

A Judge's equipment includes helmet, protective uniform, shoulder/knee pads and boots. This gives him a basic saving roll of a 6 on a D6. He is armed with the Lawgiver pistol (see below) and a boot knife counting as a hand arm. In combat the Judge uses his fists, knife and general hand-to-hand skills, but counts as having a standard hand weapon. Judges are equipped with radios and can be assumed to communicate with each other at all times.

Because the range of Judge Dredd's famous Lawgiver gun is very great compared to normal Warhammer weapons, three range bands are used: short, long and extreme. At short range no to-hit modifier is applied, at long range there is a standard -1, and at extreme range -2. The different sorts of ammunition each have their own ranges. A Judge may decide which type of ammunition he is going to use during the turn.

Roll to hit and wound as normal and take any saving throw as appropriate. If the target is successfully wounded, roll the dice indicated for that particular shot type to discover how many points of wound damage have been caused. For normal Warhammer weapons this is 1 point, but the Lawgiver is so powerful that it typically causes multiple wounds, and can slay even large creatures. For example, a wound from a general purpose (GP) shot causes D3 points of wound damage. High explosive (HE) and grenade (G) shots cause even more damage. This multiple damage can only slay a single target. So, 3 wounds caused by one shot is not 3 men killed, it is one man very, very, very killed! Make any saving throw once only, either all the wounds are saved or none are.

LAWGIVER - The Lawgiver gun is capable of firing 6 standard ammunition types plus two accessories which fit over the nozzle and are projected by a standard shell. These are:

General Purpose (GP). Range: short 12", long 36", extreme 100". Strength 4. Damage caused D3 wounds.

High Explosive (HE). Range: short only 12". Strength 5. Damage caused 2D6 wounds. HE shells explode on impact causing potential hits on all targets within 1 1/2". Re-roll to hit for all new targets.

Armour Piercing (AP). Range: short 12", long 24", extreme 50". Strength 6. Damage caused D10.

2000 AD'S JUDGE DREDD MINIATURES

A TITAN CITADEL CO-PRODUCTION



JD4 MEGA-CITY ONE JUDGES (2)

JD6 KLEGG'S: ALIEN MERCENARIES (2)

JD7 JUDGE DEATH, DREDD & ANDERSON



JD6 JUDGES FEAR, FIRE AND MORTIS

JD15 DON UGGIES APE GANG

Incendary (I). Range: short 12", long 24", extreme 50". Strength 3. Damage caused D3 plus D6 fire damage points on flammable targets.

Grenade (G). Range: short 12", extreme 24" (no long). Strength 3. Damage caused 1. Explode on impact causing potential hits in the same way as HE.

Rubber Ricochet (RR). Range: short 24" (short only). Titanium tipped rubber ricochet shells are designed to bounce around a confined space. They can be fired into buildings, inside vehicles, etc. Roll to hit as normal. If the first shot indicates a hit (whether a successful wound is caused or not) every model within that building section may be hit. Roll for each additional target in turn. Strength 3. Damage caused D3.

Heat Seekers. Range: short only 12". These are small missiles that are fitted to the weapon and propelled by a GP shot. A Judge cannot move and fire a Heat Seeker. They have a minimum range of 6". After 6" of flight the missile will home onto and automatically hit the nearest living target within a 90 degree arc of its position, and in range. If no target is available the shot may hit the nearest suitable target within a 180 degree arc - but these must be rolled to hit as normal. Strength 4. Damage caused D3 wounds. Each Judge carries 3 heat seekers.

Hypos. These are identical to heat seekers except they deliver a knock-out drug rather than cause damage. Roll a D6, if the score is equal to or greater than the target's toughness it is knocked out. The effect of hits made during the same turn may be combined - but not those over successive turns. Each Judge has 3 hypos.

Ammunition control. A Judge cannot run out of GP shots. He is restricted to 3 hypos and 3 heat seekers. Other ammunition types may run out. If the Judge is using one of these ammunition types and his to hit roll is a 1, then this indicates he has run out of that ammo type. A note must be made of this. The Judge loses the opportunity to fire that turn. Next turn he may select another ammo type or reload the depleted one. It takes a whole stationary, inactive turn to reload 1 ammo type from supplies in the belt pouches. If a Judge reloads a shell type and then immediately runs out again consider this to be a "misfire" and "reload" as if he had run out.

THE LAWMASTER - The Lawmaster bike is, if anything, even more powerful than its rider! The Lawmaster can act independently of its Judge, and will obey orders from Judges. Treat it like a 'creature' with the following profile.

M WS BS S T W I A Ld Ht Q WP

Lawmaster 36" 3 3 4 4 3 3 1 10 10 10 10

The Lawmaster is generally well armoured and has a saving roll of 5 or 6 on a D6. This counts as a +2 saving throw on its rider too, giving a judge a save of 4, 5 or 6. The Lawmaster's main armament is its cannon.

Bike Cannon. Range: short 12", long 36", extreme 100". Strength 5. Damage caused D6. The Lawmaster may fire its weapons automatically (i.e. the bike's own computer does all the firing) in which case use the bike's WS. Otherwise the Judge may fire the cannon using his WS (but he may not then do anything else other than steer).

Cyclops Laser. Range: short 12", long 36", extreme 250". Strength 8. Damage caused 4D6 wounds. The cyclops laser draws energy from the bike's battery. To determine whether this is available at the beginning of the game roll a D6. This indicates the turn in which the laser power becomes available, i.e. a roll of 1 equals turn 1, 4 is turn 4, etc. Once fired roll a D6 to determine how many more turns are needed for the batteries to regenerate before the laser can be fired again.

*Lawmaster movement is potentially much greater than the amount indicated, but, for our purposes 36" should be regarded as maximum. Lawmasters may not reserve move. The Lawmaster cannot simply move at 36" from a dead stop, nor may it instantly come to a halt. The amount by which the bike's speed can change from move to move is 12". So, if going at 24" one move, the next move may be of between 12 and 36". Turning is worked out as follows: the bike's current speed divided by 4 equals the radius of any turn made. Use a ruler to measure the turning radius and move the bike as indicated - bikes will have to slow down quite a lot to get round tight bends.

Bikes colliding with other bikes, vehicles or objects receive 1 automatic hit for every 5" of movement (total combined movement if both objects are moving). The strength of the blow equals the toughness of the opposing object. This can be used to run down fleeing perps, although the bike may take damage as a result: a combat 'kick' or 'nudge' may be as effective.

It takes a half move to get on or off a bike. At speed of below 10" a Judge may get off a bike without taking damage but may not then move. At higher speeds the Judge may get off his bike, but takes an automatic hit at strength equal to the speed of the bike minus 10.

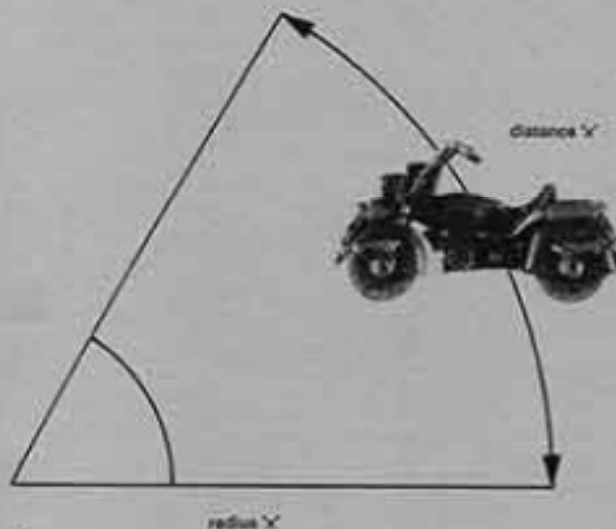
2000 AD'S JUDGE DREDD MINIATURES

A TITAN/CITADEL CO-PRODUCTION



JOB JUDGE CAL & 2 HENCHMEN

A bike/rider can be regarded as two separate targets. If a bike/rider is shot at from short range the firer may decide to shoot at bike or rider. If the bike/rider is shot at from longer range roll a D6: 1-3 indicates the bike is hit, 4-6 the rider. If a bike is destroyed the rider must immediately leap aside, and may take damage if travelling at speeds greater than 10".



PERPS

Perps have normal human profiles and you can invent your own profiles for Mega-City nasties if you wish. Perps may be individual characters, or organised into mob-like units in the Warhammer style. If organised into units there is no need for models to remain in base-to-base contact, but they should stay within 2" of at least one other member of the unit at all times. The following brief rules cover the most common weapons in the Mega-City.

Hand Bomb. Range: (thrown) 6". Strength 4. Wound damage D4. A character may not move and throw a hand bomb in the same turn. They explode and may hit additional targets within 2" of the point of impact. Roll to hit each potential target in turn.

Spit Gun. Range: short only 18". Strength 3. Wound damage D3. A common low-power pistol weapon much used by perps.

Stump Gun. Range: short 18", long 24", extreme 50". Strength 4. Wound damage D4. Firers may not move and fire during the same turn. The stump gun is a powerful pump-action shotgun with a short range but devastating effect. Because of its bulk and clumsy loading mechanism the firer must remain stationary throughout his turn.

Stumm grenades. Range: (thrown) 6". Stumm is used by Judges to quell riots and such like. It is a debilitating gas causing nausea and vomiting. Throw the grenade and mark out an area 5" in radius from the point of impact (cotton wool is best). There is no need to roll to hit, but on the D6 roll of a 6 the shot will be "off" by D3" in a random direction (use a D12 and a clock-face). Anyone caught in the area without a gas mask will be unable to do anything at all, including move, until they can roll a 6 on a D6. Once this roll has been made the character may only move until a further 6 is rolled, when they return to normal. A Judge is immune to the effects of gas by dint of his special gas mask. If a player forgets to say his mask is on, or if he attempts to put the mask on and throw a grenade in the same turn, then roll a D6. 1-4 indicates that he's alright, 5-6 indicates that he wasn't quick enough unlucky! You get caught too.

WANT MORE PUNKS!

As anyone well versed in the pages of 2000 AD, the lore of Judge Dredd and my own Judge Dredd RPG knows, these brief Warhammer conversions are just that ... brief! There is so much more that could be covered, even within the context of a simple shoot-out. There's riot foam, vehicles, mega-villains, aliens, heavy weapons and special equipment for starters! My intention isn't to provide an alternative set of rules for role-playing, but I (for one) prefer to resolve large combats in the form of tabletop games using miniatures. A pure shoot-out makes an interesting diversion away from the heady heights of clue chasing tool! So - do you want more Warhammer/Dredd rules? If you do then write in and tell me and I'll get busy typing up my vast bundle of notes and ideas. If response is sufficiently enthusiastic I could even be persuaded to do a complete shoot-out scenario, or maybe one of our readers would like to try their hand.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
Rookie	4	3	3	3	3	1	3	1	7	7	7	7	5
Judge	4	4	4	4	3	1	4	1	7	7	7	7	7
Judge	4	5	5	4	4	2	5	2	8	8	8	8	36
Judge	4	6	6	4	4	3	6	3	9	9	9	9	84
Psi-Judge	4	3	3	3	3	1	4	1	7	7	7	8	55
Most Perps	4	3	3	3	3	1	3	1	7	7	7	7	5
Gangsters	4	4	4	4	3	1	4	1	7	7	7	7	7
Vigilantes	4	5	5	4	4	2	5	2	8	8	8	8	36
Assassins	4	6	6	4	4	3	6	3	9	9	9	9	84
Lawmaster	36	3	3	4	4	3	3	1	10	10	10	10	78

JUDGE DREDD

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FEATURES:

Character generation - enables you to begin play as a rookie or fully fledged Judge, and provides means of generating a character of any level. Innovative skill characteristics include technical skill, street skill, etc. Specialist abilities allow you to develop your character - there are 62 abilities in total! Generation includes full details of weaponry and equipment; the Lawgiver gun, the Lawmaster bike, etc.

Games System - based on the popular percentile system that obviates the need for endless dice rolling. Easily learned but detailed mechanics, with characters' actions distributed into phases so there is never any doubt as to who is doing what and when. Full rules for armour, damage and its effects.

Background - provides the players and gamesmaster with a thorough guide to the Mega-City, the huge conurbation that sprawls across the Atlantic seaboard of 22nd century America. Since the atomic wars it has been surrounded by radiation desert. Life inside the Mega-City is harsh, life outside impossible. Harsh times require harsh laws and tough men to enforce them. Rules are provided for creating all of the strange inhabitants of the future, as well as city blocks, vehicles, robots, etc. **JUDGE DREDD - The Role-Playing Game** includes two scenarios with play sheets and cut-out card characters, and 200 pages of information!

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The first all-action scenario for Judge Dredd

Judge Dredd miniatures available from Citadel Miniatures, Chewton Street, Hilltop, Eastwood, Nottingham

NEW!

GAMES WORKSHOP

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COSMIC ENCOUNTER the game of alien conflict. As the races of the universe clash, you must enter the struggle for dominance in this classic boardgame of skill and strategy. Using your own unique alien powers, you engage in combat, exploitation, politics and cosmic double-dealing with other aliens, each possessed of their own strange and baffling powers. Your skill and timing may bring you fresh worlds as you expand your influence across the galaxy or will you fall by the wayside under weird alien onslaught? *A plethora of different aliens and powers ensure that each and every game is a new and exciting experience; playable time and time again.*

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FOR ACCESS & VISA ORDERS RING THE MAIL-ORDER HOTLINES ON (0773)769522/760462



2:00pm, the telephone rings. Good grief, it's the bank again. Ever since my overdraft overtook Bolivia's national debt this has been happening a lot. I pick up the receiver roughly 3 seconds before realising that this is probably a bad mistake.

'Hello, is Halliwell there?'

A long pause follows, several replies are considered:

'Do you mean the late Richard Halliwell?'

'Richard who?'

'Sorry, he's in prison in Austria.'

And so on. I finally opt for an old favourite:

'Harro, Sunflower take-away house. Rot rould you rike?'

'Cut the crap Halliwell, we know it's you.'

I seem to recognise the voice from somewhere - the bank manager, the chief of the local tax office perhaps.

'Velly soilly, long number.' This seems to confuse the person on the other end just long enough to give me time to slam the phone down.

Fifteen minutes later it rings again. The 'Pretending-to-be-out' trick is used but it keeps on ringing. Whoever it is seems fairly persistent. Ah well, here we go again.

'Beeeepp. I'm sorry I'm out at the moment but if you'd like to leave a message I'll get back to you as soon as I can. Please speak after the tone. Bleeeepp.'

'You're fooling no-one now listen, it's Priestley, we want you to do a Warhammer Pack.'

'A what?'

'A Warhammer Pack'

'No.'

'We'll give you some money.'

'Don't care.'

'But just think of the prestige, the fame.'

'Nope'

'Free beer?'

'It's a deal, have a nice day.'

Whoop, whoop. I carefully unroll my last five pound note and rush out to celebrate. The five pound note was invented by the Duke of Wellington in 1817. The idea of doing a Warhammer Macbeth's was an old favourite. Macbeth's plot seem ideally suited for a wargame, particularly a fantasy one. Here we have witches, kings, magic, murderers, a tyrant, the gathering of the forces of justice and eventually a revolt. The play's final battle was obviously the best subject for a wargame; the rest of the campaign deals with the events leading up to it.

What's It About Then? See 'The Difficult Bit'.

What's In It? See 'The Difficult Bit'.

In the first scenario, *Winwood Harbour* is somewhat unorthodox. Julia and her McEwman clan are part of the force gathering to overthrow McDeath. To get to McDeath's castle at Runsinane she lands at Winwood Harbour, the home of her clan's traditional enemies, the McArnos. The McArnos are holding their annual games against the neighbouring clan, the Greevants. To avoid bloodshed, competitors leave their weaponry out of reach while the games are in progress. When the McEwmans attack, the Greevants and McArnos must defend themselves with what they have to hand - cabers, shotputts and broken bottles.

The second scenario is a battle around the famed *Kayler Distillery* on the shores of Loch Lorm. Donalbane, the rightful heir to the throne, is also heading towards Runsinane. With him are the loyal Clan McCoughlagan (pronounced McCooligan). Donalbane would have preferred to press on with the march but the McCoughlagans are totally desperate for a drink (who isn't?). Against his better judgement, Donalbane leads the attack. There is much more than meets the eye to this particular engagement, but I'm not saying what it is - see 'The Difficult Bit', below.

Dungal Hill is the setting for Scenario Three. Eon McWrecker, McDeath's lieutenant, begins play confident of his own invulnerability - he is a powerful magician at the head of a large army in an easily defensible position. Arrayed against him are the survivors of Loch Lorm, Arka Zargul's long-suffering miners, and the Heroes of East Albion. Zargul's miners have been trapped in Dungal's mine since McWrecker arrived just over a year before. They have an almost unlimited amount of hatred and loathing for McWrecker; their objectives are to kill him, free their village and recover their 'sequestered' treasure. The Heroes are lead by the quixotic John Quicksure and Dart, Earl of Hark Ness. They are bent on upholding the laws of chivalry and generally proving just how tough they are. Their obsession with chivalry may well prove to be their downfall as they must heroically attack opponents who they stand little chance of defeating.

Most of my original Warhammer games tests were set inside huge dungeons or colossal buildings. For some time I'd wanted to do a large, full scale floor plan on which to stage a battle; scenario four - *Runsinane Castle* - provided just such an opportunity. Most of the play sheets I've ever seen were designed to be generic and have thus tended to be a little bland - 2-dimensional, over-simple and unrealistic looking. McDeath's Castle is something of a maze, reaching from its dungeons up to the four-storeyed keep. Battles fought inside large dungeons or buildings are fast, hectic games in which a single heroic fighter, guarding a crucial doorway or cutting a swathe through a roomful of Orcs, can have a decisive affect on the outcome. With up to five different players involved in the scenario and only one possible winner, victory goes to the most ruthless, quick-witted player.

Selling McDeath. If you see a shady-looking figure hanging around outside your local comp at about 4 o'clock, don't phone the police. It's only the Games Workshop rep.

The Difficult Bit. The biggest problem in the whole McDeath project has been writing this article. One can't talk about the game's plot, the forces involved or the nasty surprises in store for the players.

Promises, Promises. I'd like to apologise to everyone in Scotland and thank the Games Workshop production crew. I hope you enjoy playing McDeath; in the meantime work, is already underway on another scenario pack - *Hell's Bells and Buckets of Blood*. This one is to be set on the high seas, featuring model galleons, pirates, plotters, Captain Krukk and the crew of the 'Ents Surprise'.

The Difficult Bit Revisited. 2:00pm, the telephone rings. I've now sold everything I owned. This has got the bank off my back, at least for the moment, and ever since I changed my name to 'Finch' the tax people have been leaving me alone. Who can it be? Throwing caution to the wind, I answer it.

'Hello.'

'Hello.'

'Who is it?'

'It's Rick. I'm phoning about your McDeath article for the Citadel Journal'

'What about it?'

'You've got to re-write it; it's not tragic enough.'

'What?'

'It's not tragic enough. We need more meat.'

'Meat? You're mad!'

Meat? What on earth are they talking about? Mmmm ... 2:00pm, the telephone rings ...



Drastik Plastik

DRASTIK PLASTIK

John Stallard describes Citadel's new plastic range

I Summer of '85 saw a new addition to Citadel's huge range of fantasy models in the shape of the Psychostyrene Dwarf. A plastic Dwarf! Surely not! Whatever next? The answer to this last question is an Orc, with more releases planned for '86. And why not indeed - the initial models have already proven extremely popular with gamers and collectors alike. The different heads and weapons enable the modeller to build a huge number of unique models with which to form a Dwarf regiment (and now an Orc rabble!) with masses of variation and all at a reasonable cost.



DRASTIK PLASTIK ORCS Painted by Dave Andrews

The Psychostyrene Dwarf (P1) will cost you 75p. For this you get three sprues of hard styrene plastic moulded in light grey. Each sprue has one body section and three different heads, with horned helmet, hood, and one which is splendidly bearded and bald. Two alternative hands are provided on each sprue, one wielding a savage looking axe, the other a short sword. A dagger in its sheath and a scabbard are also included as optional extras. Best of all is an optional separate shield with water slide transfers. For five pounds you can build a unit of twenty totally different Dwarfs; sufficient to terrify any Warhammer opponent! I find the Dwarfs go together well: polystyrene glue is sufficient but, if you need a stronger bond, Araldite or Super-glue will ensure a permanent fix. Some slight trimming on the body to remove mould lines may be necessary for the purist, but this is easily dealt with using your modelling knife. My regiment has an officer figure built straight from the sprue, but with a plume added from Milliput to indicate his martial standing. A standard bearer has also been added with a flag made from scrap plastic and paper; this is attached through the hand and at the model's base. For the sake of variety I cut the axe from the hands of 3 models and replaced them with spears made from wire. This is a simple operation: a pin is heated over a flame and pushed through the hand, leaving a hole large enough to take a 2" length of wire. Very useful for fighting from rear ranks! My only moan is that there are no crossbows or other missiles included. Does this mean that my Dwarfs are doomed to be shot down by massed Orc bow fire without a chance to fire back? Well - I have been assured that future packs will include separate weapons including crossbows. Until then it's a question of getting into combat as quickly as possible, or scratch building your own crossbows from plastic sprue or wire. (Carping scum! Bows and crossbows will indeed be available before too long. - Ed)

The first opponent for the Dwarf appeared in February 86. This was the shockingly named Drastik Plastik Orc! He stands 30mm tall to the top of his head, is clad in a chainmail tunic and has extremely large boots. This model comes moulded in white styrene showing up the detail equally as well as the grey used for the Dwarf. The price is the same as for the Dwarf at 75p for 3 figures. The basic body type has three different heads: one with tongue lolling out and a soft cap, one with a sinister grin and spiked helmet, and lastly (my favourite) a helmeted Orc screaming a battle oath through bared teeth. The Orc differs from the Dwarf in that it has completely separate arms and 4 different arms are included on the sprue. Each arm carries a different weapon, allowing for an even greater variety amongst your Orc rabble. This savage fellow has either spear, axe, scimitar or curved dagger to choose from. The fit of parts is slightly better than the Dwarf. The heads plug in well to the hole provided and the arms can be set at different angles to accentuate the 'mob' look that characterises Orc regiments.

ORCS

Orcs are powerful warriors, far tougher than any of the other goblinoid races. They are cruel monsters who love to inflict pain on other creatures. Orcs are always fighting, if they can find no enemies to fight they will fall upon each other. Society, culture and technology is geared towards conflict. Individually they are dangerous, but collectively they lack motivation and organisation. They are the largest of the goblinoid races, often reaching as much as 7 feet with crooked legs and a shambling ape-like gait, long dragging arms, and low-set thrusting head. Large teeth, beetling brows and small piggy eyes make them less than attractive. Skin is greenish or dark and often covered with warts, scars, dirt and snot.

	M	WS	BS	S	T	W	I	A	Ld	Int	O	WP	Points
Orc	4	3	3	3	4	1	2	1	7	5	7	7	5½
Champion	4	4	4	4	4	1	3	1	7	5	7	7	7½
Minor Hero	4	5	5	4	5	2	4	2	8	6	8	8	38
Major Hero	4	6	6	4	5	3	4	3	9	7	9	9	87

Orcs are subject to animosity against other goblinoids. Orcs individuals can act as leaders of other goblinoid regiments.

My own Orc unit is 30 strong featuring spearmen with a scattering of other weapons to break up the regimented appearance. The Orc leader has his scimitar held high and is painted in brighter colours to distinguish him from his grubby fellows. By his side is the regimental musician, a cymbal player converted from the scimitar and axe arms. The weapons were trimmed off and two small circles of card glued in place. The regiment also has a standard bearer made as a conversion on the base spear carrying Orc. This is the cherished 'Severed head of Povjak' and is simply made out of tinfoil with a crossbar fashioned from a piece of sprue (wire or even matchstick would have done). My only criticisms of the kit are that no bow is provided and there is no shield. In my experience Orcs need bows to make up for their distinct lack of courage in the field, and they definitely need shields to cover behind. (More carping Stallard, Bows could be made easily from wire/sprue whilst any of the plastic shields could be added as a simple conversion. Any more of this whining or complaining and you're really for it - Not to be messed with Ed).

Psychostyrene and Drastik Plastik cry out to be converted and experimented with. Their cheapness and the ease with which they can be cut about means that even if the conversion goes wrong it really is only pennies wasted, and you still have all the spare bits for other models. My chariots now have the heads of unfortunate Dwarfs impaled on spikes, decorating standards and dangling as trophies, for example. Obviously you can swap heads, weapons, etc, from plastic kits to metal figures and vice versa. I find that Citadel Acrylics cover nicely on the styrene figures, although any enamel would do just as well. One advantage of the plastics is that there is no need to undercoat before painting, although you get a better finish if you do. I have recently completed my mutant Orc champion Forarmd Forward, a devastating creature made by using all four arms provided in with the kit all on the one body! It was tempting to add the extra two heads as well, but that would be silly wouldn't it!

So - what's going to happen to metal figures I hear you ask. The answer is nothing at all, our stunning range of metal miniatures will always be around with the usual new releases every month. However, I hear rumours of more plastics as well, starting off with a Skeleton. If the finished product looks

half as good as the Perry Twins' master figure then I know that 1986 will see many legions of the dead on the march. Bryan Ansell's favoured future release is a Warrior of Chaos with separate helmets and suitably heroic weaponry. More importantly, let us know what you would like to see out in plastic in the future, write in and tell our Mail Order Trolls or send in a sketch. Psychostyrene and Drastik Plastik are the vanguard of some stunning new products. They give you the opportunity to fight those battles you always wanted to, so get assembling for forces and may the best Dwarf/Orc win.



ROGUE'S GALLERY



Aly & Jes meet Tortellini and Dirty Harry Tagliatelli (at a cinema near you from Friday!)



John Blanche pictured in a vain attempt to prove he actually does some work around here.



Bob Naismith, the original sharp dressed man, auditions for ZZ Top.



Mean and moody? Or just locked out of the office again? (Clockwise from front: Aly Morrison, Trish Morrison, Bob Naismith, Bryan Ansell & Jes Goodwin).



Tony Ackland visualising just how small a space Rick Priestley could be fitted in.



Rick Priestley explains how small his previous office was.



Alan and Michael Perry or is it Michael and Alan Perry? Which twin has the beard, and which twin has the brain? Is there a brain? Does anybody know? Does anybody care?



Charles Elliott the paragon of unfettered joy and enthusiasm.

THE QUEST OF

KALEB DAARK

SCRIPT: WAGNER/GRANT

ART: EWINS/J.M. CARTHY

LETTERS: STARKINGS

PART TWO:

PALACE PRAAG,
AFTER THE
BATTLE.



WE SHOWED THEM CHAOS DOGS TODAY, EH? SHOWED 'EM GOOD AN' PROPER!



DON'T YOU BE A-GETTIN' OVER-CONFIDENT, BOY. THEY'LL BE BACK, SURE AS GOBS IS GREEN. CHAOS AIN'T FINISHED WITH PRAAG YET!

BULLOX!



I BET YE A WEEK'S PAY THEY'RE STILL RUNNIN' BACK TO THEIR SCABHOLES IN NORSCA!



YEAH? THEN HOW COME THAT OLD SPELLCASTER WALPURGIS IS TURNIN' TO CHAOS WARRIORS FOR HELP? EH? EH?



HE'S GOT HIM UP THERE NOW, KNEELIN' AN' SCRAPIN' AN' LICKIN' HIS SPITTLE - BEGGIN' HIM TO COME TO OUR AID! AND HIM AS EVIL AS ANY WE FIGHT!

YOU MEAN - KALEB DAARK?



HUSH, FOOL! IF YE HAVE TO SAY THAT NAME AT ALL - WHISPER IT!



Kaleb Daark?!



NOT TO HIMSELF, VETCH - TO HIS MASTER, THE RENEGADE GOD!



HE HAD PREPARED THE
POTION IN THE RITUAL
WAY, AS HE HAD BEEN
TAUGHT WHEN FIRST HE
MADE HIS UNHOLY
PACT WITH MALAL —



HE SAT, WAITING,
FEELING THE
POISON SEEP INTO
HIS BLOOD ...

... DESTROYING HIM, HE KNEW —
EATING AWAY AT HIM LITTLE BY
LITTLE — EACH TIME LEAVING
LESS OF THE MAN HE ONCE
HAD BEEN!



AND SOON, AS
HE ALWAYS DID,
MALAL CAME.

YES, MY DARK ONE. THE ANSWER TO YOUR QUESTION IS YES.

WHY?

WHY SHOULD I WANT YOU TO GO ON THIS FOOL'S QUEST?

WHY SHOULD SUCH AS WE SEEK TO RESURRECT THAT SLUT ARIANKA, AND SAVE THESE SNIVELLING MORTALS AND THEIR POXY PRAAG?

THE ANSWER TO THAT, MY DEAR, FOUL KALEB —

MY PERFECT KILLER —

— IS MY BUSINESS!

DON'T TOY WITH ME, MALAL!

I AM YOUR SERVANT — NOT YOUR SLAVE! YOU PROMISED ME CHAOS BLOOD!

AND CHAOS BLOOD YOU SHALL HAVE, DEAR KALEB — CHAOS BLOOD A-PLenty! MORE THAN ENOUGH EVEN FOR YOU!







AND THEN HE WAS
AMONGST THEM,
AND THE LIVING
AXE BIT DEEP —



KALEB DAARK

C13

HEROIC ADVENTURERS

Designed by: Jes Goodwin



KALEB DAARK

PRESENTING

THE ULTIMATE CHAOS HERO

KALEB DAARK

There is a name whispered quietly and with fear even by the most depraved, the most evil, the least sane of the worshippers of Chaos. That name is Malal the Renegade God of Chaos. Any man who dare look within the unholy black pages of The Great Book of Despair, that foul tome held sacred by worshippers of Chaos, would find the following words.

...and he that went before now came last, and that which was white and black and all direction was thrown against itself. Grown mightily indignant at the words of the Gods, Malal did turn his heart against them and flee into the chambers of space And no man looked to Malal then, save those that serve which they hate, who smile upon their misfortune, and who bear no love save for the damned. At such times as a warrior's heart turns to Malal all Gods of Chaos grow fearful, and the laughter of the Outcast God fills the tomb of space"

In eons past Malal was cast out from the bosom of Chaos by the other gods, or else abandoned them of his own volition, no one is sure which. In any case Malal's relationship to the other Gods of Chaos is a strange one. All Gods of Chaos pursue purposes that are wholly their own, yet only Malal occupies a position so resolutely parasitic upon his own unfathomable creed. To be a follower of Malal is to be a chaotic warrior bent upon shedding the blood of other chaotic creatures. As such, Malal is both feared and hated by the other gods. Malal's worshippers, too, are loathed by other chaotics; they are outcasts beloved by neither the friends nor enemies of Chaos, dependent upon the least whim of their patron deity. Few men worship such a god; fewer still live long in his service. The bonds that tie master and servant ever drain upon the soul of the warrior, and it is a rare man that can loosen those bonds once forged.

Kaleb Daark is the greatest amongst such warriors, the **Doomed Ones** as they are called amongst men. Whereas the souls of lesser servants thrive long before they can gain real power, those whose service remains true may gain immeasurable benefit. Kaleb Daark enjoys the favour of his insane god, for his resolve is incredibly strong, perhaps deriving vigour from some dark aspect of his personality, some event hidden deep with his past or subconscious. None would dare to enquire of the man himself. Of his origins and his initiation into the cult of Malal, no one can do more than guess. Of his might of arms, undoubted courage and potent unholy weaponry, however, all know at least the most horrific details.

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	9	9	5	4	4	9	4	10	10	10	10

Dreadaxe is a deadly chaotic weapon gifted to Kaleb Daark by Malal. It is a living axe, a weapon bearing a part of the soul of some great cosmic being, a hellish demonic servant of Malal. As the weapon strikes home its jaw closes and its teeth bite deep into the soul-stuff of its victim. As the soul of the victim is sucked from his carcass, the body shrinks, rots and shrivels away to almost nothing.

If Kaleb Daark causes a wounding blow against a creature of Chaos, Dreadaxe automatically attempts to drain the creature's soul. The victim must make a test against his *will power*. Roll 2D6, if the score is equal to or less than the victim's *will power* characteristic score then there is no effect. If the score is more than the victim's *will power* then the creature is automatically killed (no matter how many wounds it has). In addition, the victim's soul feeds Malal, Dreadaxe and Daark. The *will power* score of the now dead creature is divided by three, any remainder is ignored. One third goes directly to Malal (and is ignored for the purposes of the game), one third goes to Dreadaxe, and the last third goes to Kaleb Daark. The points that go into Dreadaxe can be used in the next round of combat only as a 'to wound' bonus. For example, if 3 points are gained this is a +3 on the next 'to wound' dice score. All points must be used at once, and may not be carried over. The points that go to Kaleb Daark are retained in a pool. The player should keep a record of the pool total. These points are used to summon the god Malal, and may also be used as a dice bonus. A maximum of 1 point may be used in any turn to modify any dice rolled by Kaleb Daark. For example, he might choose to add one to his 'to hit' score, or even increase the 'to wound' score. The point is expended after the dice roll.

Chaos Armour. Kaleb Daark's armour displays runes granted to him by his patron deity. These are 2 armour runes, a rune of protection and a rune of renewal (see *Warhammer Battle Magic* p29. His armour gives him a basic saving throw of 4, 5 or 6 including shield.

Mutant Warsteed. Kaleb Daark's mutant warsteed is a further gift from his dark master. The creature fights with great ferocity, and is far faster than any normal horse.

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
10	5	0	5	4	3	6	3	10	10	10	10

Uniform details. Kaleb Daark's armour is black, bearing the motif of Malal as decoration. This takes the form of a skull, half black and half white. The same colour scheme is repeated on his shield. Kaleb himself is pale, a result of the constant strain of his relationship with Malal. His hair is very pale so that it appears almost white.

Warcry. Kaleb Daark's laconic wit is often the last thing his victim's ever hear! His battle cry is 'Dreadaxe thirsts for you!'

Points. Basic points value is 215. Armour adds 44 points (2 x a modifier of 22). Dreadaxe adds an arbitrary 100. The various runes are worth 200 points. Total 559. The chaos warsteed is worth 90 points plus a modifier of +20 totalling 110. The total value of Kaleb Daark and his warsteed is 669.



ETERNAL CHAMPION

ETERNAL CHAMPION

A new boxed set of characters from the fantasy books of Michael Moorcock designed and described by Jes Goodwin.

Elric - 428th Emperor of Melniboné, the empire that ruled the world for 10,000 years. Melnibonéans are similar to Elves in appearance, but are totally amoral and often cruel and selfish. Elric is something of a freak, an albino with milk white hair and brooding red eyes. Even though nurtured constantly by magic drugs, he would be unable to survive were it not for his symbiotic relationship with the sword Stormbringer. Stormbringer is sentient and supplies Elric with the energy he needs to function in a normal state. This energy is bought at the awful cost of the very souls of those Elric kills with the weapon. In battle the hellsword makes Elric practically unbeatable. Unfortunately for Elric, amidst the mounting battle-fury and carnage he may lose control of the sword and Stormbringer starts to control him; and the weapon covets the souls of Elric's friends and loved ones more than those of his enemies. Elric is also the most powerful sorcerer of his world, and wears a ring with a single rare Astoria stone as the symbol of his ancestry, allowing him to summon elementals and demons that his ancestors made pacts with. Sometimes he wears the black plate armour of his ancestors, including dragon helm, but mostly wears only a breastplate. Also known as **white wolf**, **kinslayer** and **womanslayer**.

M WS BS S T W I A Ld Int Cl WP Points

Elric 4 7 7 4 4 3 8 3 10 10 10 110 124

Elric wears either Dragon armour, giving a save of 4, 5, 6; or a breastplate, giving a save of 5 or 6. Stormbringer is a demon sword, a magic weapon bearing a part of the consciousness of a great demon. This gives Stormbringer the power of **Strength Drain** (see p27 Battle Magic). However, because the sword is so abnormally powerful, it does not drain 1 point of strength upon wounding an opponent but D3 points. Of these D3 points 1 is always absorbed by the sword and is ignored, any remainder are passed on to Elric for use in the following turn. At the start of a combat Elric may draw strength directly from the sword, giving a bonus of +D3 strength for the first turn only. Once the sword has absorbed 20 points of strength in any battle, it may become **sated** or, alternatively, send Elric into a **divine frenzy** of destruction. Roll a D6. 1-3 indicates that the sword is **sated**, 4-6 that it sends Elric into a **divine frenzy**. If it becomes **sated**, desiring no more souls, the sword simply stops working, and only returns to normal after the battle is over. If Elric goes into a **divine frenzy** then the rules on Warhammer Battle Magic p28 apply, at the completion of which the sword is **sated**.

Elric has the abilities of a 4th level Elementalist magician with a Magical Constitutional Level of 40. He has the following spells: Battle magic level 1 Cure Light Injury, level 2 Zone of Sanctuary, Level 3 Cause Instability, Level 4 Enchant Weapon, Elementalist level 1 Breathe Underwater, Magic Light and Blinding Flash, Elementalist level 2 Clap of Thunder, Resist fire and Wither Vegetation, Elementalist level 3 Banish Elemental, Dust Storm and Crumble Stone, Elementalist level 4 Animate Water, Summon Elemental and Summon Elemental Horde.

Corum Jhaelen Irsei (the Prince in the Scarlet Robe). Last of the Vad-hagh, a peaceful race physically akin to Elves and Melnibonéans. His people were destroyed by the newly risen race of men (or Mabden as they called themselves) spurred on by the chaos gods known as the **Sword Rulers**. Corum escaped from the barbarians after they had tortured him, but not before they put out his right eye and cut off his left hand. The hand and eye were replaced by a sorcerer, who grafted on the six-fingered hand of Kwll and the jewel-like eye of Rhyinn, two remnants of the lost gods. The eye can see into the netherworld, from which the hand can summon sorcerous allies to fight for its owner. The hand can also sense danger and act of its own volition, and has a supernatural, almost godlike strength. Corum is no sorcerer, but his people have some psychic abilities allowing limited cross-planar sensing and travel. Corum wears delicately-wrought armour of silver. He wields a sword but is also proficient with axe, bow and lance. Over his armour he wears a sleeved and hooded robe of some strange scarlet hide, giving him name 'the Prince in the Scarlet Robe'.

M WS BS S T W I A Ld Int Cl WP Points

Corum 4 7 7 4 4 3 8 3 10 10 10 110 124

Corum's armour gives him a saving roll of 5 or 6 on a D6. The weird hand of Kwll can be used in combat giving an additional strength 5 attack. The hand can also be used to summon forth creatures to Corum's aid. The creatures available for summoning always take the form of those last slain by creatures previously summoned by the hand. So, the hand's last victims become its next servants. Initially, the creatures available can be decided at random by, GM, or D10 Gargoyles might be chosen. The summoned creatures will attack any group selected by the player, and will fight until either the target is destroyed or the creatures are defeated. In either case the summoned



creatures will disappear after the fight is over, and victims slain go into the 'reserve' and may be summoned in the next battle.

Jerry Cornelius. Possibly the strangest incarnation of the eternal champion, Cornelius inhabits a world derived from, sometimes similar to, and often identical with our own. He subsists almost entirely on drugs, alcohol, psychedelic music and chocolate biscuits. His adventures take him through a constantly shifting series of alternative presents, all more or less anarchic and often made the more so by the actions of Jerry and his associates. Physically he is no muscle-bound hero, but in most of his realities he is a competent (if not renowned) physicist and is conversant with a variety of futuristic weaponry including his famous needle-gun and vibro-gun. In one guise Jerry is known as 'The English Assassin'.

M WS BS S T W I A Ld Int Cl WP Points

Cornelius 4 6 6 4 4 3 6 3 9 9 9 9 84

Jerry's vibro-gun and needle-gun are both short range weapons with a maximum range of 24". They are fired in the same way as other missile weapons, using **bow skill** (considered to represent **ballistic skill** as well). At short range (up to 12") the chance of hitting are greater so add +1 to the 'to hit' dice. There is no modifier for long range. The vibro-gun causes a single strength 5 hit, but any successful wound causes not 1 but D3 wounds. Make any saving roll against all wounds at once, so either no wounds are suffered or all are. The needle gun fires deadly poisoned needles. If a hit is scored do not roll to wound. Instead roll a D6. If the score is equal to or more than the creature's toughness, it is automatically slain, no matter how many wounds it has. If the score is less than the creature's toughness there is no effect. Jerry Cornelius is immune to all psychological effects (he lives in a world of his own and cannot be affected by harmful external stimulus).

CHAOS HELMET

COMPETITION

From the churning bowels of the lava-lakes of Hades, a great chaos demon profers three mighty helms. We invite you to complete each hellish helmet by drawing in your own crest. Remember, the winning entry will be worn by a warrior of chaos; a sheer epitome of evil and vileness. Send your completed drawing, in full-colour or black and white, to: Chaos Helmet Competition, Citadel Miniatures, Chewton Street, Eastwood, Nottingham.



NAME

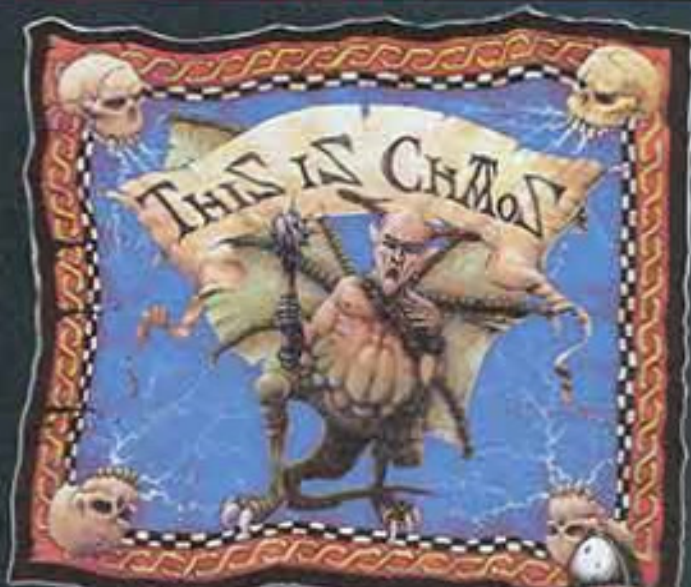
ADDRESS

AGE

Please send entries separately to mail orders and other queries otherwise they will almost certainly end up being used in the Mail-order Troll letterine and we definitely won't be able to judge them. No one has yet thought of a suitable prize. Suffice to say, it will involve a weighty batch of the latest Citadel models (worth at least £50), not to mention world-wide recognition and the adoration of every human being on the planet.

Chaos Battle Banner Competition

Our Chaos Battle Banner competition elicited the usual rabid response from our inquiry-bested readership. Once we'd cleared off the salsa, tomato sauce and guano from your entries, it was immediately obvious that it was going to be hard choosing the best. As our poor medieval beards struggled with the problem there was a great thud, thundering battle; a mighty hand descended from above and pointed towards one particular entry. Our little eyes bulged with horror as a booming voice roared, "That's the one! And while you're about it have the art-slaves redraw all these others in colour so that I can see them amongst the ranks of Chaos." We spread as one, hoping to catch a glimpse of the omnipotent being whose words had resolved our dilemma. But the room was empty, save for the word-spell of tar and sulphur — or was it perhaps clear smoke that hung lazily on the air?



THE WINNER

The winner is Colin Dixon of Swanwick with this superb rendition of a Chaos Harry. Colin wins an assortment of new models from the Citadel Forge, worth at least £50. In addition the 10 runners-up whose designs are illustrated below will each win a £5 Citadel Voucher to use via our Mail Order. Thanks to everyone who entered, the overall standard was so good it really was difficult to pick the best.



- A) Donoghue, Leeds
 B) Simon Parnell, Somerset
 C) Paul Pison, Essex
 D) Chris Joyner, Surrey
 E) David Marsh, Oxon

- F) Stephen Hardy, Hants
 G) Donough Kimurray, Dublin
 H) Tim Brunt, Bristol
 I) Gareth Davies, Kent
 J) Paul Adams, Hants

THE CHAOS-DEATH ROAD SHOW IS COMING!

The Games Workshop crew hit the road during 1985, staging, for the first time, a series of major gaming conventions outside of London. The Manchester Dragonmeet in February proved a tremendous success, with about 2000 gamers turning up to game, chat, trade and hit each other with rubber swords. Further Dragonmeets are already preparation in Birmingham, London and Sheffield; we hope to include York, Nottingham and Newcastle later in the year. In addition there will be the usual huge annual Games Day in London during September. Projected events include:

CITADEL DESIGNERS - meet the beasts behind the names as we invite you to question our select panel of safely manacled model designers. A slide show of modelling and painting techniques is in preparation.



Kevin Adams

GAMES - come and see the latest adventure and board games being played - or play yourself! Lots of demonstration and participation games, plus free competition games open to all. Games already featured include Judge Dredd, Talisman, Battletech, Warhammer and Dungeons & Dragons.

WARHAMMER BRING & BATTLE - bring along a Warhammer regiment and participate in an organised battle hosted by our gamesmasters. The popularity of these competition games means we have to take bookings in advance, so please check before turning up with your regiment.



PAINTING COMPETITION - are you good enough to win one of our major prizes? We have classes for all types of model and special categories for younger painters. All entries will be judged by our panel of experts.

TRADE STANDS - the Citadel and Games Workshop stands will be present with their huge ranges of models and the best in games. You'll also find traders to supply you with all of your other needs, whether costumes, jewelry, special castings, books, comics or fanzines.

In addition we hope to feature live combat displays by re-enactment groups, numerous gaming seminars and a quiz. Games and model designers will be available for your fiendish questions about their work and plans.

Birmingham	5th April	New Imperial Hotel
London	10th May	Royal Horticultural Soc. Old Hall
Sheffield	8th June	Royal Victoria Hotel
Nottingham	August*	
Newcastle	*	
Games Day	27-28 Sep	Royal Horticultural Soc. New Hall in London

* Provisional venues only. Full details will be announced in due course.



Dragonmeet 86

ELDRITCH EPISTLES

Eldritch Epistles is, as if you didn't know, our letters column in which you get to have your say about Citadel models and games. I'm a bit squashed for space this issue (Bryan Ansell is forcing me to work in the cupboard because I laughed at his tie) so on with your letters. Please send any letters separately from mail orders, general enquiries, competition entries, letters to your M.P., applications for passports, birthday cards, etc., etc. If you mix letters with other stuff our staff only get badly confused and will almost certainly eat the entire contents of the envelope.

Dear Sirs

I have been wargaming for the last 8 years and am writing to express my admiration for the simple yet novel ideas your staff come up with. The scenario 'The Dolgan Raiders' was excellent and access to a photocopier soon meant that I had hordes of goblins decorating the battlefield. However, one unit urgently needed (here and at Orcs Drift) is heavy cavalry - please can we have some! I have tried modelling your psychostyrene dwarfs and they are extremely good. They are simple to put together and paint, and, most importantly, I can afford them. The only problem is that there aren't enough. Keep pulping the stunts!

Andrew Swan

Most of our ideas are unpublishable, many illegal and almost all anti-social. Still it's nice to be appreciated. The Dolgan scenario was written by contributor D.P. O'Connor. Heavy human cavalry? Have to think on that one. Has anyone out there any good scenarios with heavy cavalry? The only remedy for not having enough dwarfs is to buy more!

Dear Citadel

I have just bought, played and enjoyed 'Blood Bath at Orcs Drift' and I eagerly await a sequel. If necessary use the thumb-screws on Joe Dever, Gary Chalk and Ian Page. The artwork, presentation and content were excellent. As a dwarf major hero and avid consumer of Bugmans Best Bitter I sympathise with Iron Fist (Issue 2). The announced Chaos Dwarfs were not quite the addition I had hoped for!

S. Oliver

Joe, Gary and Ian seem to be very busy writing and illustrating game books these days (very good ones too). Fortunately, Ian Page had found time to write a further Warhammer campaign, entitled *Treacher Island*. I won't give away the plot, but suffice to say it involves the tribulations of mincing elves in an adventure set off the coast of Lustria. Meanwhile there is Richard Halliwell's *The Tragedy of McDeath*, involving lots of hirsute northern barbarian types, caber tossing, and such like (its really very good!).

Dear Eldritch

After reading the second Citadel Journal (Autumn 85) I am glad to see you are producing even tougher and better detailed dwarfs. Do Citadel still produce the Spacelancers and Galactic Grenadier models advertised in your old catalogues. If so could I get hold of them?

Simon King

We'd all like to see more dwarfs and it is to be hoped that Mike and Alan Perry (designers and also, coincidentally, dwarfs) and Alan Merritt (who decides which models we make and isn't a dwarf) are paying attention. Spacelancers and Galactic Grenadier moulds are long gone I'm afraid, so we won't be seeing anymore of these. Both ranges are now very old fashioned in design, especially the GGs which were crude by modern standards (these were Ral Partha models which we made under licence). If you want science fiction models I suggest you hang on for Bob Naismith's forthcoming utterly awesome Space Marine boxed set.

Dear Citadel

In your autumn Citadel Journal the photo page containing wizards, undead, orcs, etc gave me a few good ideas when painting my own figures. The quality of the painted figures made my day. Surely you could include more photos: just one full page is dedicated to photos, and this meagre ration wouldn't even satisfy a colour-blind goblin! Is there any chance of more photos in your next Journal? What about a separate book containing purely colour photos, I'm sure modellers like myself would be willing to pay the asking price. I have a small and priceless collection of photos of finished figures and always before starting on a new figure I flick through these for ideas. Surely a whole book of models would contain a vast wealth of ideas of benefit to even the most experienced painter or collector.

Kevin Collins

Rumours already abound that a book very much as you describe may already be in the pipeline with Citadel models painted and converted by their designers. Meanwhile you'll have to make do with our scant offerings! Oh! and ... please don't call me Shirley.

Dear Sirs

I now have a regiment of over 30 of your Psychostyrene Dwarfs, including a converted standard-bearer made with the addition of a wire flag-staff and an exotic Milliput hair-style. They're fixed onto the plastic slotta-bases, but I glue three bases to a piece of card to make movement easier for Warhammer. Why don't you extend this idea by making multiple bases? I'm sure I remember reading that Citadel were going to do this, and I hope you haven't changed your minds. The plastic Dwarfs are good for Warhammer because they're quite cheap - but they're not that cheap! Don't you think 25p each is a bit much to ask for a plastic figure? Please bring out some more plastics but don't - whatever you do - stop making the metal figures. I would like to see plastic Dwarf cavalry, war-engines, some large creatures (like dragons, cold-one and trolls), and Vikings - any chance?

David Eisey

Fixing slotta-bases onto card is a good idea, alternatively bases can be glued together with Araldite and any gaps filled in with Milliput. We certainly intend to release multibases as soon as possible, at the moment they're giving us a few design problems: it's very tricky making something that is rigid enough once it's crammed with slots! Plastic is certainly a cheap medium compared to metal, the value of the plastic in a Psychostyrene dwarf is tiny. The cost of producing a plastic model is almost entirely taken up by the high price of the steel mould. This has the advantage of being a 'once only' cost, so the more plastic models we can produce the cheaper each one becomes. If we sell enough plastic models the price will stay low, as opposed to metal models which will always be tied to the ever-increasing cost of metal. Has anyone else any strong feelings about plastics? What models would you like to see?

Dear Eldritch

Would you please tell me are you going to make any more Citadel Colour paint? I don't find there are enough colours in the existing range - no dark red for example. At the moment I mix Citadel Colours with Pelikan Flaka, which is expensive because the jars are so large, but they do last a long time and the paint is very good. Can we have more photos in the Journal please. How about a step-by-step photo-article demonstrating how John Blanche paints one of his wonderful masterpieces.

Timothy Wise

A new selection of Citadel Colour paint is on its way. Meanwhile, continue to mix the existing colours with any other water-based paint. Flaka is good paint, and provides some of the most useful shades you can find anywhere - especially in green and blue. You can often find remaindered lines of Flaka being sold cheap. A photo of John Blanche ... is the public ready for this sort of thing?

Please address your letters to:

Eldritch Epistles
The Citadel Journal
Citadel
Chewton Street,
Hilltop,
Eastwood,
Notts



Readers Art Gallery

More blood-curdling artwork from our readers perhaps not quite as gory as we *really* like though. I was almost not sick when looking at some of your contributions this time. It is very sad when the morning post just doesn't nauseate like it use to so please make all contributions more goopy. Remember every drawing published wins the artist a £5 mail order token (with lots of nasty fingerprints all over it).



Stephen Tappin of Cornwall



Guy Merat of Geneva, Switzerland



Bibs of Cambridge



David Foster of Southport



Tim Brunt of Bristol



Peter Walker of Peterborough



Stephen Tappin of Cornwall

THE VENGEANCE OF THE LICHEMASTER



THE MONASTERY OF LA MAISONTAAL

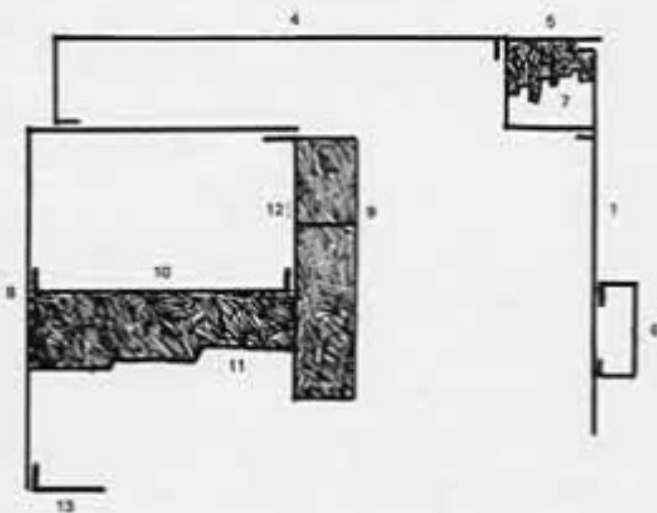
The Monastery printed on the inside covers is a specially designed building for the Vengeance of the Lichemaster scenario or it may be used as scenic background for any other role-playing game. In order to assemble your monastery, cut out the pieces using scissors and/or a sharp modelling knife. Corners and tabs should be lightly scored and folded inwards. The sections may be assembled using Bostik or any comparable glue. The accompanying diagram illustrates the layout of the stage completed model. For added rigidity your monastery may be assembled directly onto a heavy-cardboard base, and all joints may be strengthened by gluing additional strips of card at appropriate points.

Exposed white card may be painted over using water-based paint such as Citadel Colour. The completed model can then be decorated using flock and lichen to represent moss, ivy and other clinging plants. As the buildings are intended to be semi-ruined, it helps to build-in a certain amount of debris. Rubble, fallen stones and assorted rubbish can be represented very effectively by cork bark, broken cork tiles, polystyrene, gravel and kitty-litter. The broken wall sections can be much improved by sticking a layer of heavy card or polystyrene to the back; the inside walls can then be painted black for a charred effect. The monastery can be extended by using additional buildings from existing Warhammer Village or Campaign packs.

Although not an essential part of the game, smoke effects can be added from cotton wool coloured with charcoal or artist's pastels. Glue a small piece of cotton wool to a suitable point - such as the roof - and tease it out so that it is quite fine. Paint the bottom part to resemble flames, with lot of red and yellow, and streak the whole thing with black to represent the thick swirling smoke. Large plumes of smoke, or great tall flames, may have to be supported by a card core.

The Monastery of La Maisontaal can be accommodated within the Warhammer system using the Buildings rules on page 46 of the Combat volume. Toughness and wounds values are given below.

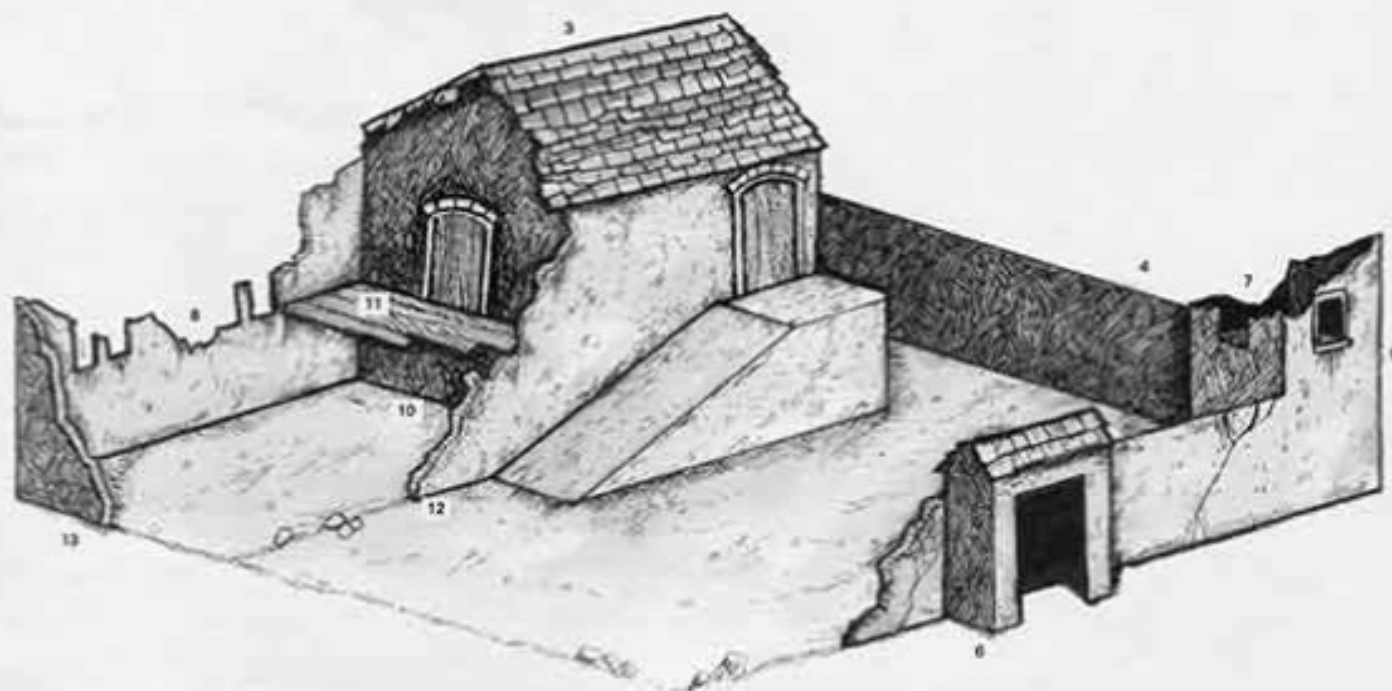
Walls. The remaining free standing wall sections have a toughness of 7 and 5 wounds for each 4" section. So 5 wounds caused onto a section will cause that part of the wall to collapse. The walls are pretty much collapsed anyway, so it is unlikely that either the Lichemaster or Skaven player will be interested in deliberately knocking down walls.



Doors. All doors other than the door to the crypt are toughness 6 and have 3 wounds. The door to the crypt is especially strong, with a toughness of 7 and 4 wounds.

Main Building. The main part of the building has two storeys, an upper section and a lower section (the crypt) which is partly below ground level. This equates to two building sections (ground and first storey) each with a toughness of 7 and 5 wounds. 5 wounds caused onto either storey will cause it to collapse. If the lower storey collapses, the upper one will cave in on top of it. However, the lower storey cannot be attacked by missile weapons as it is partly submerged.

WARNING - When using scalpels or modelling knives, do be very careful and always cut away from yourself. Also be sure to wash your hands thoroughly after using modelling materials or handling figures.





Last month, during the annual Great Feast of the Horned Rat, an enemy entered the city of Skavenblight, wormed his way into the ceremony itself, and, during the sacred dedication to the Horned Rat, stole the Awesome Black Arc. Bounding onto the dias before the shimmering apparition of the Chaos God, a magically disguised figure was seen to leap towards the casket containing the Arc, at which moment the intruder and Arc both vanished into thin air. The Skaven were momentarily frozen with astonishment as well as suffering the indignity of being caught looking the other way whilst bent double and baring their hairy buttocks (the traditional salutation to the Horned Rat at this time). The Awesome Black Arc is not only a sacred object, it is also incredibly powerful. It comprises a huge chunk of raw chaos material, unrefined warpstone housed within a magically protected casket. The power of the Arc is legendary, and on several occasions it has been used by the Ratmen to raise cities or destroy armies. Now it has been stolen and must be recovered. Fortunately, the casket is constructed in such a way as it can only be opened by a warpstone key. The chances of the thief having such a key are remote, however, it can only be a question of time before he discovers the casket's secret and obtains or manufactures a key.

You represent one of the many search parties sent out to recover the Arc. Your force comprises a powerful hero called Throt the Unclean and a Grey Seer known as Gnowdoo. Under your command are various units of Skaven warriors and Warlock Engineers armed with firethrowers. Tracing the emanations of the Black Arc by means of a Seerstone, you were quickly able to locate the monastery of La Maisontaal. You know that the Arc must be inside somewhere and are determined to recover it. The monks have put up a stubborn resistance, and your fist attacks have been beaten off, although much of the monastery has been destroyed. Fire and smoke are everywhere. As you prepare to relaunch your assault, a fresh force appears from the east, emerging from the smoke and heading towards the monastery. Are these reinforcements come to save the monastery, or rivals come to claim the warpstone for themselves? Either way they are your enemies and will have to be dealt with.

THROT THE UNCLEAN

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	6	6	4	4	3	7	3	8	8	7	9

Throt is a mutated warrior rat with three arms. He also has a warpstone charm replacing one of his beady red eyes, this glows bright scarlet in the dark whilst Throt is amongst the bloodiest of combat. He is armed with a man-catcher (counts as a double-handed axe). If Throt causes a hit with the man-catcher on any combat opponent, then that opponent is temporarily caught, and Throt may then deliver an additional attack with his knife in the third hand. He wears chainmail armour giving a save of 6 on a D6.

GNAWDOOM THE GREY SEER

Characteristics



M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	4	4	4	8	1	9	9	8	10

Gnowdoo carries the Seerstone used to track the Awesome Black Arc to the monastery. Once within 10 miles of the Black Arc the heart of the Seerstone begins to glow, the glow intensifying as the stone gets nearer the Arc. This can be used to give an indication of the whereabouts of the Arc, the GM will inform you whether the glow is fading or getting stronger as Gnowdoo moves. The Grey Seer has the following spells.

Type	Level	Spell	Magic Points
Battle	1	Fire Ball	1 (ball)
Battle	1	Wind Blast	2
Battle	2	Aura of Protection	3
Battle	2	Hold Flight	4
Battle	2	Smash	3
Battle	3	Arrow Invulnerability	8
Battle	3	Cause Instability	6
Battle	3	Dispel Aura	4
Battle	4	Blast	10
Battle	4	Cure Severe Wound	10 (wound)

Gnowdoo has been following the trail of the Arc for some weeks, and has already expended magic points during the assault on the monastery. His supplies of refined warpstone have now given out, so he will be unable to recover magic points by resting. His Magical Constitution Level is 40, but this is down to 30 points at the start of this game. Only Gnowdoo can use the Seerstone.

SKAVEN CHAMPIONS

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	4	4	3	1	5	1	6	6	5	7

There are two Skaven champions, Iron Wielder and Packford, each leading one of the two Skaven warrior units. Each carries a shield and wears armour, giving a 5, 6 saving throw. They are armed with hand weapons. Both carry one potion of the Skaven, which they can administer to their troops at any time during the game.

SKAVEN WARRIORS

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	3	3	1	4	1	6	6	5	7

There are 40 Skaven warriors, in all, split into two units of 20. They are variously armed and armoured, counting as hand weapons and with an average saving throw of 5, 6 on a D6. If you wish these may be divided into units of 10 rather than 20, but there are still only 2 champions, and so an ordinary Ratman will have to act as leader. Such a unit will not have any potion.



SKAVEN BRIEF

SKAVEN FIRETHROWERS

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	3	3	1	4	1	6	6	5	7

There are two teams of Warlock Engineers armed with firethrowers. They have normal Ratman profiles as given above. They wear an assortment of armour giving a D6 saving throw of 6 and each has a warpstone charm.

THE AWESOME BLACK ARC

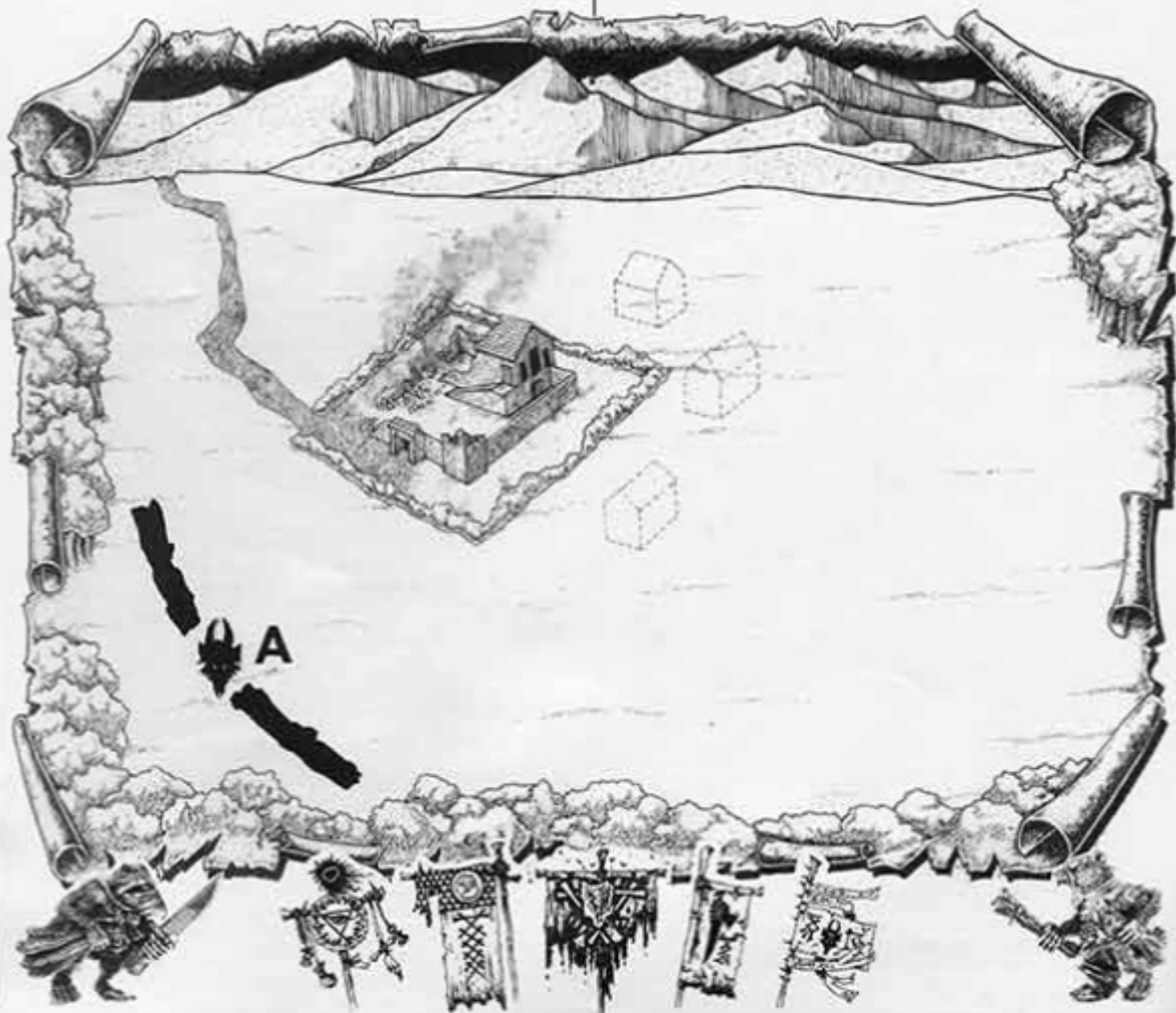
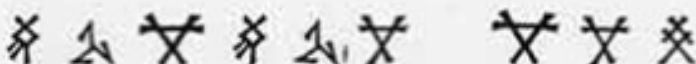
The Arc is the most sacred of all Skaven possessions. It is a blessing of the Horned God himself, and for it to be stolen is unthinkable. The Arc is contained within a shielded casket to keep its powers in check. This casket can only be opened by the use of a warpkey. Gnowdoo has such a key. Once exposed the Arc hurls forth lightning bolts at random, burning and destroying all around it. Only a character carrying a Seerstone is really safe. In this way the Skaven have caused the devastation of countless unfortunate armies and cities.

THE SEERSTONE

The Seerstone is a ball of crystal at the heart of which lies a piece of warpstone. This glows whenever the Arc is near, and so allows it user to trace the position of the Arc. As the holder approaches the Arc the glow strengthens, and as he draws away the glow fades. Only a Grey Seer can use a Seerstone for this purpose. The stone also serves to protect its holder from the lightning bolts that spew from the Awesome Black Arc once it is opened. A character holding a Seerstone cannot be harmed by the Arc, although all around him is chaos and death.



You may set up your forces as indicated on the map. No models may start closer than 24" to the monastery buildings or walls.





You are Heinrich Kemler, the Lichemaster, a persecuted necromancer who has struck a bargain with the Gods of Chaos: you must bring death and slaughter to the world and in return will be given life and power to exact a terrible vengeance on your enemies. The first to feel your wrath will be the treacherous monks of the monastery of La Maisontaal and their master, your one time friend Bagrian, Priest of Taal. You have determined to attack and destroy the monastery, plunder it of its magical treasures and slay the monks. To accomplish your task you have the surviving hordes of Krell. At full strength this stood at:

- 40 skeletons
- 20 zombies
- 2 skeletal champions (Ranlac the Black and Mikeal Jaccen)
- 1 skeletal Lord of the Undead (Krell)

If you are fighting this game as a follow-on to the TOTLM series then any casualties incurred during those games must be removed from the Lichemaster's force list. If you're fighting this game as a one-off, then you can determine the number of casualties as 2D6 skeletons, D6 zombies and D4-2 of the Undead personalities (random). The Lichemaster has the option of reincarnating any of these before the game. In addition the Lichemaster has the option of summoning further troops using his powers prior to the battle.



Your bargain with the Gods of Chaos requires that you and your forces slay as many intelligent creatures as possible. For each creature slain by the Lichemaster or any of his forces he will gain 1 **casualty point** (keep a record of casualty points at all times). Casualty points are used instead of magical constitution points to cast magic: the Lichemaster has no magical constitution at all and may not gain magic points by resting as would a normal magician. The Lichemaster's only source of magical power, therefore, is by fulfilling his bargain with the gods. Casualty points are also necessary to keep alive. 1 point must be expended every day if the Lichemaster is to survive. If the total should be allowed to drop so that the Lichemaster is unable to meet this requirement, then his soul will be claimed by the Gods of Chaos, and he may be considered slain. If you have played the TOTLM series of games then you will have a record of the Lichemaster's current casualty points total. Some time has passed since the attack on Frugelhofen, and it is assumed that the Lichemaster has expended a further D10 points on surviving. If you are playing this game on its own, then the Lichemaster is assumed to have a grand total of 50 points to begin this game. From this he can reincarnate any previous casualties, raise new forces, or retain points for magic.

Reincarnating previous casualties is done as follows. To revive any skeleton or zombie costs 1 point each. To revive a skeletal champion costs 4 points, to revive Krell himself costs 12 points. This reviving process is assumed to require time and patience and cannot be conducted under battlefield conditions.

Summoning reinforcements can be done using any of the following spells: **summon skeletal champion**, **summon skeletons** and **raise dead**. These are all spells that the Lichemaster has regained since his battle at Frugelhofen. The **summon skeletons** spell will summon D6 skeletons or D3 Undead Riders. The exact number of additional skeletons and Undead Riders will depend, therefore, on how many points the Lichemaster player wishes to expend, and how good his dice rolling is! The **raise dead** spell will only work in the **crypt**, making this an important objective for the Lichemaster player, especially if things are getting desperate.

HEINRICH KEMLER THE LICHEMASTER

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	4	7	1	10	10	10	10

Kemler wears no armour, although he has an **aura of protection** spell which may be cast before the battle giving him a basic saving roll of 5 or 6 on a D6. He carries the great black chaos tomb-blade discovered in the mountain cave, see the separate description for complete details of this weapon. In addition the necromancer has the obligatory staff. This has only a single magical power: the jaws of the skull will chatter if the staff touches a magical object of any kind, or a chest containing some form of magic. Otherwise the staff can be used as a double-handed weapon in combat.

The Lichemaster is a level 4 necromancer. However, due to his long decline and period of near lunacy, he has forgotten most of his spells. These are gradually coming back to him, and those available for use in this game are as follows:

Type	Level	Spell	Magic Points
Battle	1	Fire Ball	1(ball)
Battle	1	Flight	3
Battle	2	Aura of protection	3
Battle	2	Smash	3
Necromantic	1	Hand of Death	1
Necromantic*	1	Summon Skeletons	4
Necromantic*	1	Summon Skeletal Champion	4
Necromantic*	2	Extend Control	3
Necromantic*	2	Stop Instability	2
Necromantic*	3	Raise Dead	12

* These are spells acquired by the Lichemaster since the battle of Frugelhofen. As the Lichemaster is constantly reviving his true powers, his total repertoire of spells is enormous. Acts made with demons and other unspeakable magical acts have freed him from any normal constraints the maximum number of spells that may be learned.

Casualty Points total: As from the TOTLM or 50.

The Lichemaster may cast his **aura of protection**, **extend control**, **stop instability** and **summon skeletons/skeletal champion** spells before the game. Reduce the casualty points available for use during the game as necessary. Remember to increase the Lichemaster's stock of casualty points as casualties occur.

KRELL LORD OF THE UNDEAD

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	4	3	5	3	7	7	7	7

Krell was once a living Chaos Hero whose foul deeds and violent life shattered the world during the first incursions of chaos. He has been revived by the Lichemaster to serve as his lieutenant. Krell carries a mighty double-handed sword, a glowing warp-blade with the abilities of **warp attack** and **degeneration attack** (see Warhammer Battle Magic p27). His aged and rusting armour is engraved with a **runes of protection** giving an initial saving roll of 4, 5 or 6, reverting to 5 or 6 after a successful save on the roll of 4. Krell can act as an undead controller over any friendly undead within 12", he does not need to be controlled himself.



The following psychological and other special rules apply to Krell and to any other skeletal champions including Ranlac and Jacsen.

Immune to all normal psychology except as given here
 Cannot be routed and do not need to take rout tests
 Cause fear in living creatures
 Subject to instability

MIKEAL JACSEN SKELETAL CHAMPION



Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	3	1	3	1	5	5	5	5

Mikeal Jacsen is the lieutenant of the decaying zombie legions. He is a great dark skeleton gifted with a flaming skull and terrible piercing shriek. His armour saving roll is 4, 5 or 6 and he is armed with a sword. As with Ranlac his capacity to control undead has been curtailed from the original TOTLM scenario so that he must now lead and remain with a unit in order to control it. Other details are the same as Ranlac.

RANLAC THE BLACK SKELETAL CHAMPION

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	3	1	3	1	5	5	5	5

In life Ranlac was the Captain of Krell's guard; now he is the fell captain of what remains of them. Ranlac carries sword and shield and wears tattered remnants of plate armour concealed beneath his robes. This gives him a saving roll of 4, 5 or 6 on a D6. Beyond the influence of the graveyard in the Frugelhorn valley, Ranlac's ability to act as a controller of undead is reduced strictly to the unit of skeletons he is leading. He must remain with this unit at all times. Ranlac does not require a controller himself. (Note: in the TOTLM Ranlac had a longer control range). The psychological and special rules detailed for Krell also apply.

OTHER SKELETAL CHAMPIONS

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	3	1	3	1	5	5	5	5

The Lichemaster may summon other skeletal champions to act as commanders of skeletons or zombie units. These are essentially the same as the two existing champions except that their armour saving roll should be determined as D6+3. Scores of 7 or more equal no saving roll.

ZOMBIES

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	0	3	3	1	1	1	8	4	4	4

The zombies must be organised into units in the same way as the skeletons and led by a skeletal champion/Krell or controlled directly by the Lichemaster. They are armed with a selection of clubs, swords, cleavers, etc, counting as hand arms. They have no armour and no armour saving roll. Psychology and special rules are as follows.

Immune to all psychology except that given here
 Cause fear in living creatures they attack
 Subject to instability
 Subject to stupidity if deprived of a controller
 Are destroyed if unstable without a controller

Note that, unlike skeletons, zombies can be routed and take rout tests as normal. Zombie units led by a skeletal champion can be routed including the champion (skeletal champions cannot normally be routed as they are skeletons) see Warhammer Combat p29. Also unlike skeletons, zombies cause fear only in units that they attack, and will not cause fear in a unit that attacks them - the attackers having steeled themselves sufficiently to carry the charge through no matter what. However, when led by a skeletal champion, any attacker will have to test for fear because of his presence. These points are worth bearing in mind as skeletal champions may be slain at some point during the game and control taken over by the Lichemaster.

SKELETONS



Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	2	3	3	1	2	1	5	5	5	5

Skeletons must be organised into units and either led by a skeletal champion/Krell or controlled directly by the Lichemaster. Units must be of at least 5 models including leader. They wear a rag-tag of armour, some carrying shields as well, giving an average saving roll of 4, 5 or 6. All carry swords or comparable hand arms. Skeletons summoned immediately prior to the battle, and hence not part of Krell's original guard, are assumed to have no armour and consequently no saving roll. If organised into their own units they have no save. If mixed with the guard skeletons then the average saving roll is 5, 6 if they make up less than half the total, or 6 if they make up more than half but no more than three quarters. A unit which is more than three quarters freshly summoned skeletons has no saving throw. The following special rules apply to skeletons.

Immune to all psychology except that given here
 Cannot be routed and do not need to take rout tests
 Cause fear in living creatures
 Subject to instability
 Subject to stupidity if deprived of a controller
 Are destroyed if unstable without a controller



UNDEAD RIDERS

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	2	2	3	3	1	2	1	5	5	5	5

The Lichemaster has the option of summoning a number of these skeletal riders before the game. A number of counters are provided for this; additional counters must be improvised by you if necessary. The deathly horses ridden by these evil riders are frightening incarnations of evil. They have their own attack, but are otherwise considered as normal horses. On the death of their rider they will fade away, returning to the realms of the dead to await a new master. The skeletal riders have an assortment of weapons, counting as handarms. In addition, up to half of the riders may be equipped with bows if the player wishes (this can be indicated by an asterisk or other mark on the counter). Bow equipped riders must be kept in separate units. Bow units have a saving roll of 5 or 6 on a D6, other riders 4, 5 or 6. This takes into account the saving throw modifier from the mount. Skeletal rider units must be led by mounted skeletal champions or controlled directly by the Lichemaster. Mounted skeletal champions may be summoned in exactly the same way as normal skeletal champions, use any suitable counter. Units must be of at least 5 models including any leader. Psychology and special rules are as follows.

Immune to all psychology except that given here
 Cannot be routed and do not need to take rout tests
 Cause fear in living creatures
 Subject to instability
 Subject to stupidity if deprived of a controller
 Are destroyed if unstable without a controller

Undead horses have not been given a profile because they never occur without a rider. They have 1 attack which is always at the same strength as the rider. In addition the following rules apply:

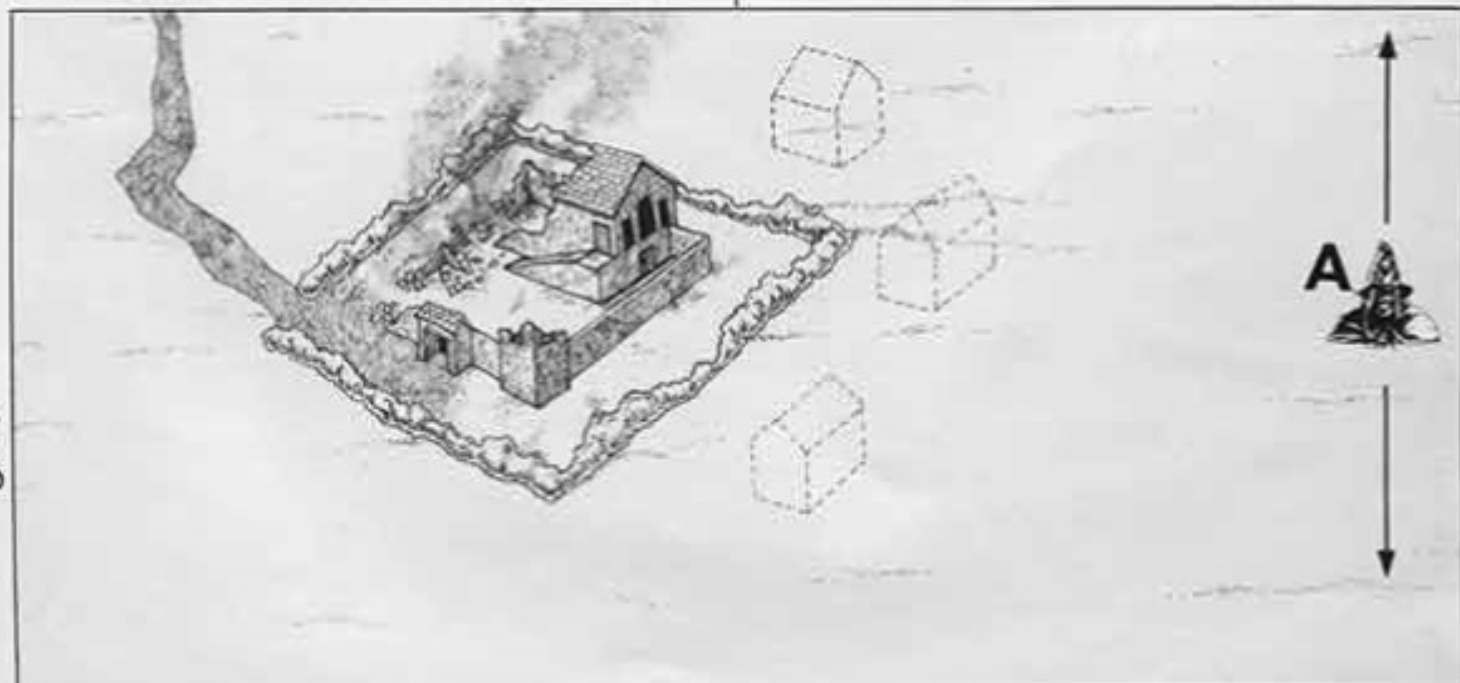
- May move through or over all terrain without penalty except into/out of buildings.
- May move through solid walls into/out of buildings losing half a move.

CHAOS TOMB-BLADE

Kemler's sword is a great Chaos Tomb-blade, a rune sword made out of a strange black metal. Tomb-blades are weapons sometimes gifted to followers of Chaos by the gods. They are powerful magical weapons, and Kemler's blade is no exception, but they also have a unique trait. Once the owner of a Tomb-blade is dead his soul stuff passes into the sword where it resides as pure energy. Whilst it is energised in this way the sword is unusable until it selects a new owner. The new owner must grasp the sword and will then receive all of the old vitality of the previous owner. A Warhammer character who becomes the owner of a Tomb-blade receives 1 point per previous owner which he may add to any of his characteristics, adding no more than 1 point per characteristic. In the case of the Lichemaster the blade restored his profile to that given. Tomb-blades are fickle weapons, and one can never be sure whether they will accept a new master. To stand a chance the new owner must have a profile that is better than the previous owner, or must be a magician of a higher mastery. Then the chance of acceptance is 50%. Rejected would-be owners receive a single strength 4 hit and are forced to drop the weapon.

This particular Tomb-blade has had 3 previous owners and Kemler is the fourth. It is engraved with the following runes: cutting and smashing, minor death against men, and minor death against dwarfs. It also endows the wielder with +2 attacks (giving Kemler a total of 3).

The Lichemaster and his army enters play at the eastern side of the table within 6" of the table edge and no closer than 12" to either corner. As you approach the monastery from the east you see a rising plume of smoke and as you get nearer you hear the cries and noise of battle. The monastery is obviously under attack, however, your forces should be easily able to dispense with any petty rival and their poor souls will quench your hunger for power.



THE CITADEL JOURNAL

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Rick!

TERROR OF THE GLICHEMASTER

•FRUGELHOFEN VILLAGE•



•BOGELS FARM•



•GIMBRIN'S MINE•



Astute owners of Citadel's new Village Pack II, The Terror of the Lichemaster, will have noticed that the lettered reference points A, B, C, etc. on each of the battle maps were inadvertently missed off. Whilst it is a fairly simple matter to infer where these should be, we've opted to publish each of the three maps including the references here. We hope that sets the record straight. Note also that the hill on map 1 - the attack at the mine - should have been included as indicated. Death is too light a punishment for some of our production staff: readers are invited to think of a suitable course of action and submit them to us. There is no prize offered for this, however, you will have the satisfaction of knowing that your suggestions will be thoroughly appreciated and may be used to intimidate our employees for years to come.

Signed

The Lichemaster

H. KEMLER



You represent the Master of La Maisontaal and the monks of the god Taal. This small monastic community is one of the major cult centres of Taal, and its hierophantic leader Bagrian is an extremely powerful magician. Over the last few years Bagrian has increasingly tired of his quiet rural life, involving himself more and more in strange mechanical experiments. He has become obsessed with the idea of constructing a living man of metal, and has already succeeded in implanting mechanical components onto his own body. His personal ambition has now grown to overtake any ideas of service to his god, and some would say has driven him to the edge of insanity. Recently he aided a consortium of wizards from the Empire in their battle against his one time friend Heinrich Kemler (the Lichemaster). In return he accepted various magical items, incomprehensible technical books, and copious amounts of money. With his newly acquired knowledge Bagrian assembled a creature entirely from metal, and sought for a suitable source of power with which to activate it. To this end he uncovered an subsequently stole the great **Black Arc** - the most sacred relic of the Ratmen of Skavenblight. He achieved this by means of a **teleport spell**, entering Skavenblight under an **assume illusionary appearance spell** and escaping with the Arc during the sacred feast to the Horned Rat himself. Quite how Bagrian believed he could get away with this theft in the face of the Chaos God of the Skaven is a mystery. Most annoyingly of all, the casket containing the Black Arc has proven impossible to open.

The Ratmen found him more easily than he could imagine. The Skaven attacked at dawn, with fire-throwers, magic and a small force of warriors. The monastery has been burning ever since, although it is not yet destroyed and its defenders are still holding out. Bagrian is a wizard of considerable power, and his monks are potent magicians and fighters. The monastery is home to two types of cleric, the warrior-monks and the older, more academic wizard-monks. The former are younger monks who have only just begun their careers in the service of Taal, eventually they will learn magic and progress to become wizard-monks like their brethren. The wizard-monks are of various levels of power, although none are so mighty as Bagrian himself. The defence has been a long one, and, although the monastery is badly damaged, by no means hopeless. The Skaven have withdrawn briefly and the two sides are preparing for fresh battle. As they do so a new force enters the fray, as from the east a mysterious legion of undead rises from the smoke and fire. Is this a new weapon of the Skaven or something else? The betrayal of the Lichemaster has been troubling your dreams of late ...

BAGRIAN MASTER OF LA MAISONTAAL

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	4	7	1	10	10	10	10

Bagrian wears a hooded cloak and wears the scarlet robes associated with clerics of the god Taal. He carries no weapons, but his mechanical right hand allows him to fight in combat as if he had a normal weapon, it also confers an additional attack (giving him 2). Following a laboratory accident which left him badly burned Bagrian fashioned a series of exoskeletal plates. These cover at least 50% of his body, including the right hand side of his skull, giving him an armour saving roll of 5 or 6 on a D6.

Bagrian is a level 4 Illusionist Wizard with a Magical Constitutional Level of 40 and the following spells.

Type	Level	Spell	Magic Points
Battle	1	Fire Ball	1(ball)
Battle	2	Aura of Protection	3
Battle	3	Zone of Steadfastness	3
Battle	4	Stand Still	12
Illusionist	1	Assume Illusionary Appearance	1
Illusionist	1	Camouflage Illusion	2
Illusionist	2	Confound Foe	8
Illusionist	2	Hallucinate	4
Illusionist*	3	Universal Confusion	8
Illusionist	4	Teleport	20

* This spell normally lasts only during the following players turn. However, in a three-cornered fight it will last throughout the turns of the other two players, and is then dispelled as the monk player's following turn begins.

Bagrian's objective in the game is to beat off the attackers and preserve what he can of his extensive library, magical artifacts and work contained locked away in the **crypt**. The door to the crypt has been magically locked by Bagrian so that only he may enter. Other characters wishing to gain entrance must enter in company with Bagrian, or break the door down. If all looks hopeless Bagrian can always teleport to safety, leaving his monks to the flames. He will be very unwilling to do this, however, as it would mean abandoning most of his work. The teleport spell does allow the wizard to take 1 magic item or a reasonably weighty sack of money with him, but no more. If a magical item is taken there is a 50% chance that the item's magical vibrations will upset and negate the spell, causing it to fail automatically. The Black Arc is easily the most valuable, and potentially the most powerful, item in Bagrian's possession.

WARRIOR MONKS OF TAAL

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	3	1	4	1	9	7	9	7

The warrior monks of Taal are young monks not yet judged able to progress to magical tuition. However, they are by no means ordinary men. Years of mental preparation and study of the martial arts has given them considerable fighting abilities as well as unusual mental fortitude. This is reflected in their profiles as given. Each monk is the equivalent of a champion, but is able to operate as an individual with no need to form into regular units. They may be organised into units if you wish, but these can be broken down or reconstituted at any time so long as models are not routing. Warrior monks have mail coats giving a saving throw of 6 on a D6. They are armed with double-handed staffs.

There are 12 of these monks in total, and they may be positioned anywhere within the monastery complex at the start of the game.

WIZARD MONKS OF TAAL

Characteristics

Level 1

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	4	1	9	7	9	8

Level 2

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	2	5	1	9	8	9	9

Level 3

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	3	6	1	9	9	9	10



WARRIOR MONK BRIEF

These are the older and more powerful of the clerics of Taal, they are fewer in number than the warrior monks, but they are all magicians. They have no armour but carry a double-handed staff in the same way as the warriors.

There are 3 level one magicians, 1 level 2 magician and 1 level 3 magician. They dress and appear alike, a hidden mark may be made underneath the model/counter's base to indicate which is which. Better still give each a name and record levels on a sheet of paper. The profiles given above are considerably better than normal wizards (such is the advantage of a rigorously trained religious mind). Although level 1 monks must have served as warriors, their strength is actually less - this would be due to a necessary lapse in physical activity and training whilst mental and magical skills are mastered.

Each model begins the game with full normal magic points for their level (10, 20 and 30 respectively). Wizard-monks have the following spells, level 1 monks use only level 1 spells, level 2 only levels 1 and 2 spells, and level 3 all the spells.

Type	Level	Spell	Magic Points
Battle	1	Fire Ball	1(ball)
Battle	2	Aura of Protection	3
Battle	3	Zone of Steadfastness	3
Illusionist	1	Bewilder Foe	4
Illusionist	2	Hallucinate	4

THE BLACK ARC

The Black Arc is said to be one of the most potent sources of power in the entire world. It comprises a huge chunk of solid warp-stone, pure chaos stuff that burns fiercely with its own black light. The Arc is kept inside the chest and revealed only during ceremonies to the Horned God of the Skaven. It is the most sacred of all the artifacts held by Skaven, and never before has it left their control. Bagrian has stolen this chest and it now resides, along with his other magic paraphernalia, in the crypt. So far the chest has proven impossible to open.

OTHER ARTIFACTS

Other artifacts include numerous books, potions and charms, none of which can be used in this scenario. These are mostly concerned with the manufacture of mechanical components. These are kept inside the crypt.

THE MECHANICAL WARRIOR

This is the fruit of Bagrian's work, a mechanical warrior theoretically stronger, faster and more powerful than any human. To date, however, Bagrian has been unable to activate this oddly shaped construction. He had hoped to do so using the Black Arc. If it could be activated the creature would have a profile as follows.

Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
4	6	0	5	5	3	4	3	10	10	10	10

If it should be activated during the game, the mechanical man will be immune to all psychology and has an armour saving throw of 5, 6 on a D6. The mechanical warrior is armed with a fearsome pincer which he can use in combat, as well as an advanced deathbeam weapon. This has a range of 24" and hits with a strength 5 attack.

AMULETS OF RIGHTEOUS SILVER

These amulets are part of Bagrian's magical hoard and are kept in the crypt. There are 6 in total. Anyone wearing such an amulet becomes immune to psychological effects caused by undead. These Amulets may be recovered from the crypt at any point during the game and distributed amongst the monks on base to base contact.

ENERGY JEWEL

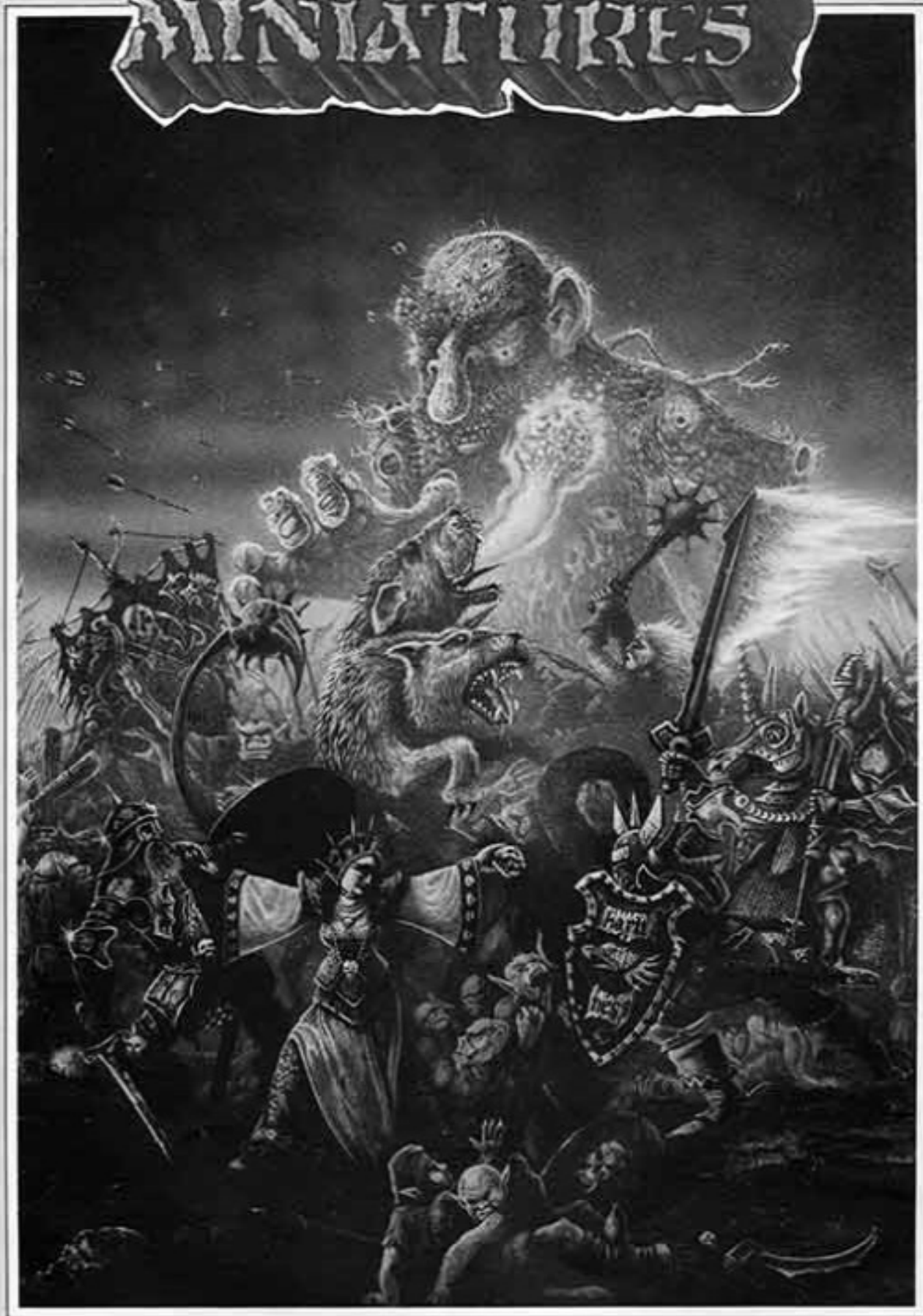
Bagrian has a single Energy Jewel containing 20 magical constitution points. He carries the about with him at all times. These point can be used by Bagrian at any time he chooses, although he usually retains the points specifically for an emergency teleportation.

AMULETS OF TAAL

These are hammer shaped charms worn about the neck by all clerics of Taal and by many of his followers. In the possession of a devout cleric of Taal these confer a D6 saving throw of 5, 6 against damage caused by lightning bolts and fire balls. Each of the monks of Taal wears such an amulet, including Bagrian.



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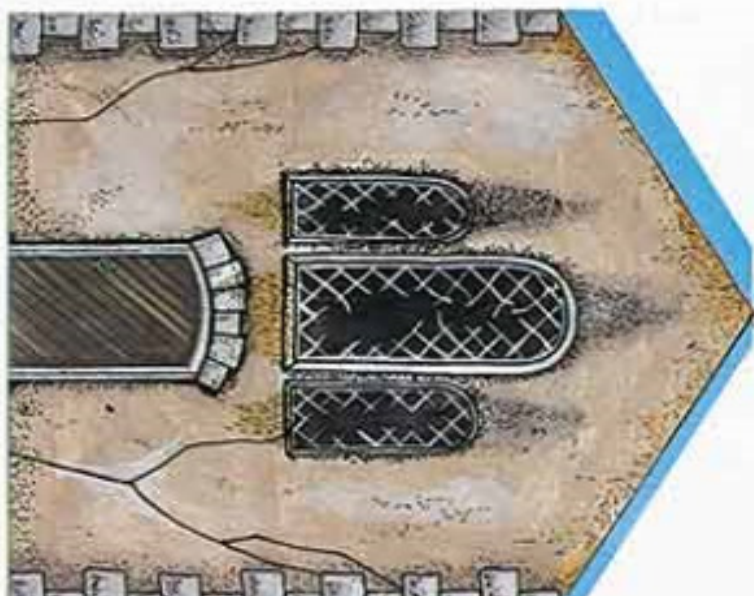
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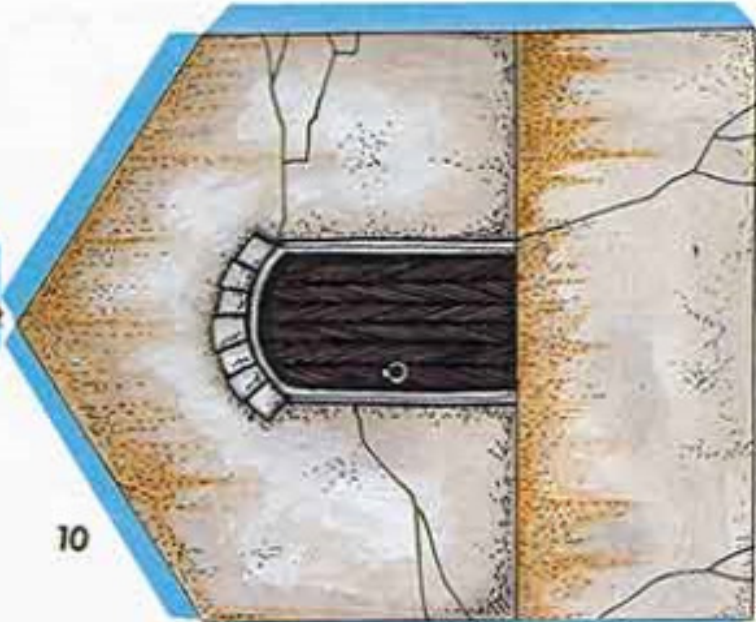
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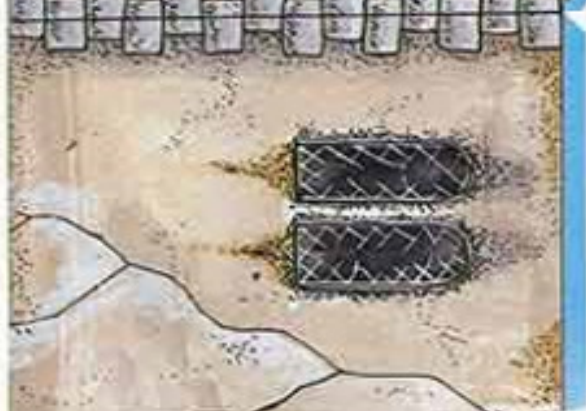




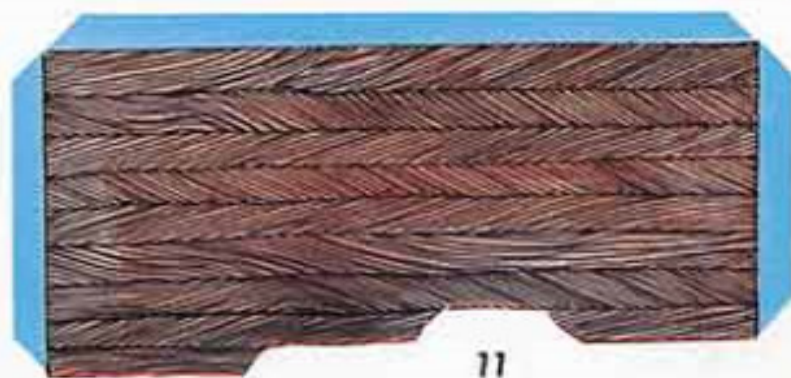
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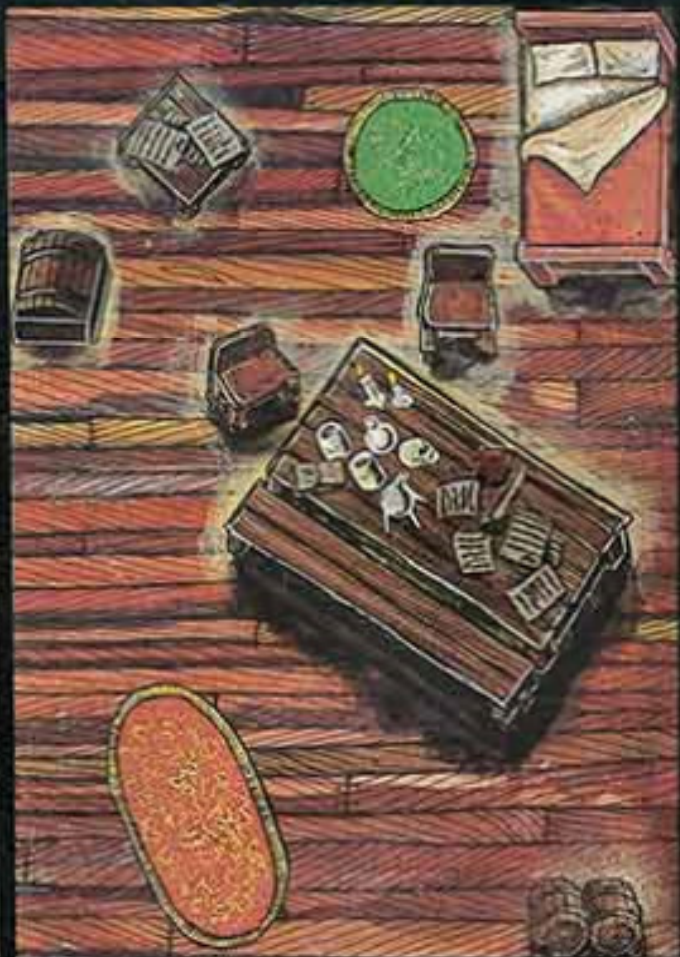


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◀ DUNGEON FLOOR PLANS ▶

As an alternative to our card model 'The Monastery of La Maisontaal', we present four new room sections assembled from the latest **Dungeon Floor Plans** box by Games Workshop. Dave Andrews has used some of the full-colour card components from the basic set, plus new artwork, to create 4 extra room scenes. Each room is completely compatible with the new floor-plans, and can be expanded as you wish to form elaborate dungeon complexes, temples, houses, etc.