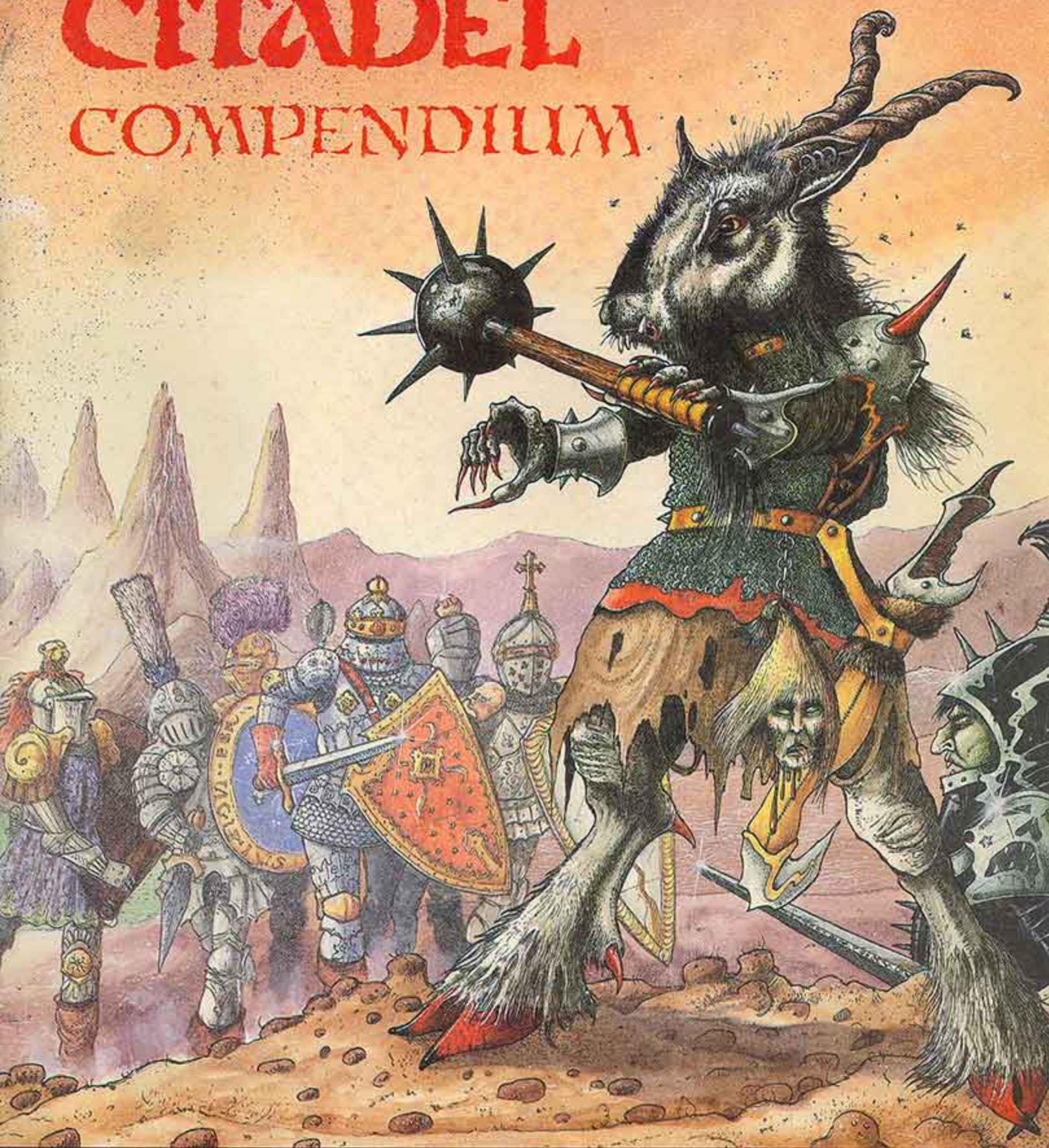


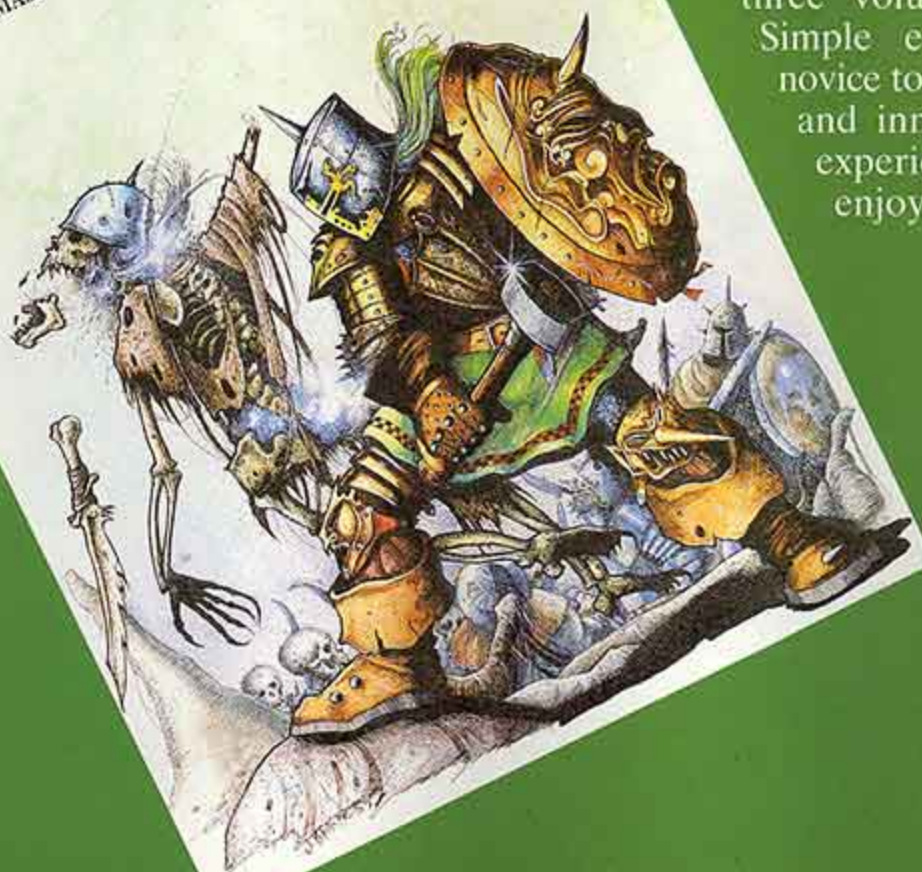
THE first
CITADEL
COMPENDIUM



AN IRREGULAR JOURNAL

LET'S SMASH SKULLS

WARHAMMER
THE MASS COMBAT FANTASY ROLE-PLAYING GAME



WARHAMMER is the long-awaited dual system for fantasy gaming written by Citadel Miniatures' own Bryan Ansell, Richard Halliwell and Richard Priestly. Whether you enjoy role-playing adventures or mass battles, it's all here for you in this three volume boxed set. Simple enough for the novice to learn, yet meaty and innovative for the experienced gamer to enjoy.

WARHAMMER gives you rules for Movement * Psychological Factors * Shooting * Combat * Flying Creatures * Fighting Tabletop Battles * Fighting in Dungeons * Creature Lists * Wizards and Magic * Spells * Necromancy * Random Generation * Enchanted Objects * The Games Master * Player Characters * Creating Adventures * Character Advancement * Injuries * Starting Expeditions * Running Campaigns * Encounter Charts * plus two special scenarios: THE ZIGGURAT OF DOOM and THE REDWAKE RIVER VALLEY.

WARHAMMER is distributed by
Games Workshop (US), PO Box 2537, Gaithersburg, MD 20870
and available in your local game or hobby store.



WELCOME TO THE *First* CITADEL COMPENDIUM

Welcome to the first CITADEL COMPENDIUM. Public demand has encouraged us to attempt to illustrate our entire range for the first time. We have opted for line illustrations in the main, as we find the printing of photographs in catalogues to be a rather unpredictable process, and we believe that drawings are the best way of letting you know what the models actually look like; we welcome your views on the subject! Of course, we can only show models available at the time of writing, Citadel's policy of systematically re-modelling the selection available across our entire range means that even as you read this the number of models available will have been changed and extended. Some codes will consist mostly of models from our old stalwart Fiend factory and Fantasy Tribe ranges, but we are reworking our new codes at a rate of about three a month, and you can be sure that in the near future you'll be seeing exciting new models of which ever subjects particularly interest you.

This brings us to the concept of the Citadel Compendium. The Compendium will allow us to regularly bring you up to date with our latest developments, it will take the form of an irregular journal; featuring complete current listings with illustrations. We will also take the opportunity to run articles on our models and related topics, and to publish scenarios, rules and additional material for WARHAMMER role-playing rules. Our staff are busy writing material for the next issue, but we hope that you, our customers, will be contributing too. We also hope to continue with our letters page, Eldritch Epistles, in the next issue, so please feel free to write with your comments, questions and suggestions, articles will also be very welcome. To avoid confusion, please address your correspondence to: Bryan Ansell, THE CITADEL COMPENDIUM, 10 Victoria St., Newark, Notts. Please be sure to use a separate sheet of paper from any mail orders etc.

Our plans for the near future include:-

More Runequest models, both individual models and boxed sets, including Rune Priests complete with their familiars, re-made Dragonewts and individual monsters.

Some splendidly ferocious BUGBEARS.

Major re-working and additions to C01:Fighters, our most popular code.

New Diorama sets, including Engines of War with Fantasy Crews.

A new range of Dungeon accessories featuring chests, urns and other items.

Our first WARHAMMER supplements featuring army lists amongst other things. We're really excited about Warhammer, having been playing with them for over a year now, and have plans for printing several supplements, as well as running additional material in the COMPENDIUM.

ROGUE TRADER: our Science Fiction Role Playing Rules. We'll be re-making and re-titling our Spacefarers models to coincide with the release of these.

Some, hopefully most, of these should be ready to appear in the next issue of the CITADEL COMPENDIUM, together with a few surprises!

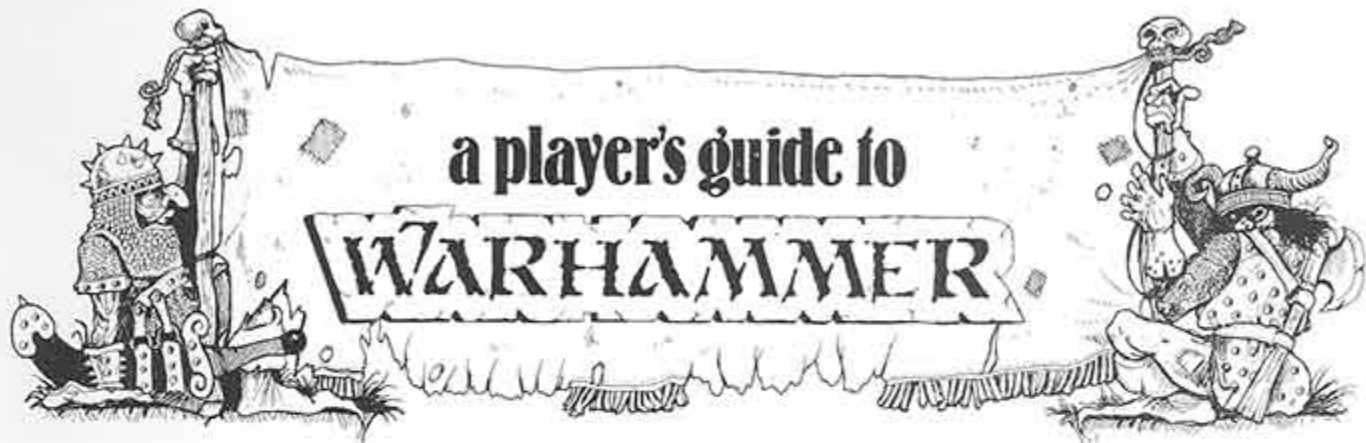
Best Wishes

Bryan Ansell

The Drawings and Photographs in this catalogue are not to scale.

October 1983

Citadel Miniatures
10, Victoria Street
Newark
Notts



Unlike just about every other fantasy game on the market, **Warhammer** has been built firmly from the models up. From the onset Citadel aimed to produce a set of playable rules that would enable gamers to use their full collections of models; thus facilitating gaming on the grand scale, with whole armies of strange and heroic fantasy soldiery. Needless to say, this turned up a number of unique problems of design. How, for example, could combat be quickly resolved without losing any of the character of established role-playing systems? How also could magic be accommodated onto the battlefield? and what about the 'all too obvious' effects on morale caused by huge monsters and terrifying spells?

In meeting these unusual requirements the authors of **Warhammer** have presented the gamer with some novel ideas. The game rules are contained in a three volume format, within a sturdy box. The first volume is called **Tabletop Battles**, and provides all of the basic rules for movement, shooting and combat. The remaining two volumes expand the scope of the rules to include Wizards, spells and magical items in the **Magic** volume, and character development and creating adventures in the **Characters** book. Whilst different sorts of dice are utilised for most of the generation systems, the mainstay of the combat rules is the traditional D6. This gives **Warhammer** games a solid and comprehensible 'game-flow', so much so that most of the rules can be committed to memory within a fairly short space of time.

The **Tabletop Battles** volume has some quite innovative material contained within a simple playing mechanism. Each of the players takes a turn in rotation - performing all of the usual actions, movement, shooting and combat. There is also an extra movement phase after shooting and combat, this allows unengaged troops and skirmishers a chance to move again, although you may not use this extra movement to initiate combat. This added move makes troops more mobile, so units don't get stranded all over the place. Two movement 'phases' also allows clever players to use their missile men to full advantage. Movement itself is fairly standard, with fixed move rates and penalties for the various types. Aerial movement is practical and effective, permitting flying troops a high degree of mobility and flexibility.

Shooting and combat both use a 1 model/1 dice system, rolling a D6 for each model firing or fighting to determine hits. Your chances of hitting depend on your **Bowskill**, for missile-fire, and **Weapon Skill** for combat. Each varies from 1 upwards, with goblins and most monsters down the low end, and heroes having levels of up to 10. Any hits caused are resolved, again with a D6, and the results depend on the **Strength** of the attacker and **Toughness** of the defender. This two-level system allows monsters to be clumsy and awkward, so they don't hit often, but powerful, so they can take more damage and any hits they score tend to be devastating. Most of the common 'massed ranks' creatures, such as men, elves, goblins and dwarfs, can take only a single successful strike - called a **Wound** - and are dead. Bigger critters get more **Wounds**, whilst heavily armoured individuals receive a saving roll.

Perhaps the most interesting and original parts of the game mechanism are the **Psychological Factors**. These represent the various effects of magical attack, large monsters and frightening things in general. Each of the effects is described, with an appropriate chart to determine troops reactions. Testing is done on a unit basis, although heroes and personalities may be immune to certain of the effects. The tests are simple D6 rolls, and do not inhibit the flow of the game at all. Factors covered are **Fear**, **Terror**, **Frenzy**, **Hatred** and **Stupidity**. **Fear** and **Terror** are, in effect, two levels of a similar factor. Troops failing to make saving throws turn and flee when presented by something they **Fear**, or else refuse to engage their enemy. **Frenzy** allows some of the more mentally unstable troops to go into berserk killing frenzies, very worrying it is too. **Hatred** simulates animosity between certain races, compelling some troops to attack others despite the contrary intentions of their commander. **Stupidity** is just that - a creature subject to **Stupidity** has a chance of occasionally degenerating into a slack jawed and ineffective vegetable when faced by some pressing problem.

Further rules cope with flying creatures, the effects of poisons, regenerating creatures and the different kinds of monsters. There is also a complete introductory scenario, **The Ziggurat of Doom**, which is intended to familiarise the players with the basic mechanisms.



Internal cover art for the Warhammer game. These illustrations, and those inside the books were all drawn by staff artist Tony Ackland.

The **Magic** volume introduces Wizards and spells into the game, with details for some sixty five spells in four levels of competence, including an additional four levels of Necromantic magic. Wizards are allowed certain innate abilities, including the ability to engage other Wizards in dangerous magical conflict. The spells are designed mostly for battlefield conjuration, and include such useful tactical ploys as creating areas of confusing mist and causing magical bridges to appear. The magic volume also includes a list of magical items, including swords and other weapons, which are intended to provide players with ideas and source material for games.

Volume three, **Characters**, expands the Warhammer package into a more traditional role-playing format. It introduces personal characteristics, **Intelligence**, **Cool**, **Will Power** and **Leadership**. The full development of these characteristics is left to the Games Master in the original game, although more thorough rules are provided in the growing amount of Warhammer supplementary material. Characters are allowed to acquire **Skills**, which the Games Master uses to determine potential employment and sources of income. **Alignments** are interesting, they include Evil characters who **really are!** There are also alignments for **Avarice** and **Hunger**, the latter acquires experience points by eating slain enemies. The Characters volume also includes rules for personal injuries, money and finance and encounters. A complete scenario adventure **The Redwake River Valley** introduces all of the new material within a fantasy campaign.



Original black and white box art for Warhammer by artist John Blanche.



So much for the rule-books, what about the game itself. Generals who sit down to play Warhammer for the first time will find the rules quick to learn and play. Monsters, Heroes and Magic may take some getting used to though. Monsters especially are **tough** -most monsters cause Fear or Terror in human-type opponents and only need win a single combat round to rout an entire unit. Undead types too are not the ineffectual, sword fodder of some role-play games, they're mean...really mean. Some Undead refuse to be eliminated at all except by powerful and rare magical weapons, and even then can be extremely obstinate. In fact the only characters who will stand up to most of the Monsters are Heroes - which is how it should be!

Future Warhammer releases sound tempting. In conjunction with specially designed scenarios Citadel will be releasing appropriate models, beginning with the **Norsemen** and **Slann** from the **Kremlo the Slann** adventure in this compendium. Further excursions into the fantasy world of Southern Lustria are planned by its creator and Warhammer author Richard Halliwell. As well as the models, there are also the first two boxed supplements due out soon. **Forces of Fantasy** provides a whole set of army lists, and special rules for players fighting large scale battles. Included are such things as Inter-goblinoid feuding, Undead instability, painting tips, sections on laying out scenery, battle-field encounters, Rune-swords, Power-weapons, new magic and monsters. **Realm of Chaos** is the ultimate playing-aid for players using Chaotic troops. Included are rules for Chaotic Gods and Demons, Champions of Chaos, Chaotic Attributes, Demon Swords, playing Chaotic characters and acquiring Chaotic followers.

WARHAMMER

WARHAMMER

The Continuing Saga.....



We've all been amazed by the response and enthusiasm which has greeted the launch of our own Games System - Warhammer, the rules that allow you to fight fantasy battles on the tabletop. The letters and ideas have been, quite literally at times, overwhelming. Groups of players all round the country have been using and adapting our rules to their own ends - and judging by your letters with some interesting results. Ourselves, well we are very happy to see our ideas expanded and modified; it's all very encouraging and bodes well for the future. Keep the ideas coming. Meanwhile we have arranged this selection of rules amendments and modifications which should clear up a few mistakes which crept into the rules. Occasionally we've found that what we wrote was not as clear as we intended - so a few words of explanation on vital points are included too.

THE TURN SEQUENCE

Vol 1 p5 says that **both** players may shoot in the Shooting Phase - this is a foul lie! in fact only the Active Player may shoot. The only exception is 'Return Fire' - see next section.

RETURN FIRE

In a player's Shooting Phase other players may attempt to shoot with figures whose Bow Skill is 6 or more. Throw a D6, add 1 for each point of Initiative. If the result is 10 or more that unit or individual may shoot. This does not prevent them firing again in their own Active Turn.

FIGHTING DEFENSIVELY

This is an advanced alternative rule designed for games involving only a few (less than 10) models a side, although it is applicable to any sized game. Any character model - a Hero, Wizard, etc. - may choose to fight defensively in combat. This means he forgets about trying to kill his opponent and just concentrates on parrying and trying to stay alive. This is particularly useful if you find yourself totally outclassed in combat. You must declare at the beginning of combat that you intend to **Fight Defensively**. Having done so you roll to hit as normal but with a +2 dice modifier - you will roll **first** even if your opponents Initiative is higher and he would normally have the first blow. If you succeed in hitting your opponent then you cause **no damage** - but your opponent may not attempt to hit you; you have 'blocked' his blow. You may fight defensively against as many individuals as you have attacks.

WEAPONS DIFFERENTIATION AND OTHER BONUSES

There are some of these listed on p 23 of Vol 1. More detail can be included in your games by introducing more bonuses to cover exotic weapons and situations. The following list summarises the factors given in Warhammer and includes a few new ones developed by ourselves and other players. You can cut this chart out and paste it into your copy of Warhammer over the existing chart.

	Initiative	To Hit	To Kill
CHARGE/COUNTERCHARGE	+1	-	-
FIGHTING ROUTING ENEMY	-	+2	+1
LANCERS	+1	-	+1
ARMED MONSTER S+4	-	-	+1
LONGER WEAPON	+1	-	-
LIGHT WEAPON vs SKIRMISH	+1	+1	-
LIGHT WEAPON vs SHOCK	-	-	-1
CROSS DEFENDED OBSTACLE	-1	-1	-
HEAVY WEAPON vs SKIRMISH	-1	-1	-
HEAVY WEAPON vs SHOCK	-	+1	-
HEAVY WEAPON vs ALL	-	-	+1

New items which won't be familiar are **Crossing Defended Obstacles** and **Heavy Weapon vs Shock**. If you are attacking troops who are behind some sort of cover - such as a barricade, hedge or wall - then you will suffer a penalty of -1 'To Hit' and -1 'Initiative'. Once you have pushed back the defenders you have 'scrambled' over the obstacle and there is no penalty. If the defenders push you back then they don't have to follow over the obstacle - but the unit pushed back still retreats 2" as normal.

Heavy Cutting and Thrusting Weapons - basically two-handed weapons and heavy pole-arms - receive a +1 'To Hit' bonus when fighting troops in Close Order. This is because troops in close order have little room to duck or dodge.

An additional bonus which we have introduced into our own games is the +2 'To Hit' and +1 'To Kill' if you are **Fighting Routed troops**.

USING MOUNTED FIGURES

A few people have asked us to clarify the rules for cavalry and other mounted models. If the rider is mounted on either a Horse, Boar or Wolf - then it counts as cavalry. Cavalry receive appropriate movement for the type and a +1 Saving Throw. Attacks against the cavalry are worked out against the RIDER with the appropriate bonuses. If the Rider is killed then the entire model is removed from play. This is a convenient way of working out cavalry because it saves having loose horses wandering about the battlefield. If the rider is mounted on a Wolf then that animal may itself bite and claw against combat opponents - attack with Giant Wolf Initiative, Weaponskill and Attack Strength. Opponents must still fight against the rider - this means that the Wolf could find itself being killed simply because the rider is killed. In the basic game we find this is fair enough because the rider/wolf combination is pretty powerful and the wolf is bound to be disadvantaged by having the rider on his back.

The only models actually designed to ride larger creatures are all either mounted on some form of Giant Riding Reptile or specially dealt with in the rules (Giant riding Elephant and Orc Riding Wyvern). If you wish to mount models on other large monsters, such as the Griffon, then use the same rules as for the Giant Riding reptiles. In combat the rider and creature both attack the enemy - but the opposition can only attack the creature. Once the creature is dead the rider is dismounted and may be engaged in combat.



Some players have indicated that they would like more detail for riding larger monsters and so we have developed the following rules. I must emphasise that these new rules are to some extent experimental -

- All Mounts and Riders may be considered separate. In combat the Rider strikes a blow and the Mount also strikes a blow where appropriate. Normal Horses, Donkeys, Mules etc, don't strike a blow but trained Warhorses do.
- Foot opponents may choose to either fight the Mount or Rider. If the Mount is so large that the Rider is out of reach of his enemies weapon then the blow must be struck against the Mount. Generally for foot opponents under 10' tall the Rider can be attacked if he is riding anything horse sized and not if he is riding anything bigger.
- Where two mounted opponents meet in combat riders may attack either riders or mounts; mounts may attack only mounts. Riders mounted on horses or horse sized creatures may not strike blows against riders riding larger creatures. They must strike against the mount.
- If a riders mount is killed then Throw a D6.
 - Rider is dismounted and must fight on foot.
 - Rider is thrown clear of mount. Place 2" behind combat. Fight on foot.
 - Rider is trapped under mount - take 1 Strength 2 Hit and roll a 4,5,6 on a D6 at the end of the Turn to break free. If attacked whilst trapped reduce Initiative to 1 and number of Attacks to 1 only. If you break free continue to fight on foot.
- If a rider is killed then the mount may continue to fight alone if it is intelligent, but a semi-intelligent or non-intelligent creature becomes subject to **STUPIDITY**. Non-intelligent creatures will move and attack randomly - this must be determined by the Games Master. As a general guide non-intelligent mounts without riders will attack the nearest troops if they are naturally aggressive (such as a non-intelligent stupid Dragon) and will run away if they are passive (such as horses).

6 Riders and mounts take separate Saving Throws - riders receive no bonus for being 'mounted'.

So a Dragon rider, for example, could charge into a unit of infantry. The Dragon will attack as normal, the Rider will attack as normal and the Infantry will attack the Dragon. If the Infantry succeed in killing the Dragon then the Rider rolls a dice to determine whether he is dismounted, thrown clear or trapped. Once dismounted he will continue to fight on foot.

If, for instance, a Griffon rider and a Hippogriff rider attack each other then the Griffon and Hippogriff must attack each other. The riders may choose to attack either each other or their opponents mount.

It is ultimately left to the GM to decide whether a mount counts as horse sized or bigger - but as a rough guide most monsters that can be ridden count as horse sized. For example Griffons, Pegasi, Unicorns, Hippogriffs, Manticores, Wolves, Boars, Carniverous Birds, and Centaurs. Creatures which count as bigger should be fairly obvious, Elephants, Dragons, Giant Reptiles, Winged Reptiles and the 'riding' Wyverns for instance.

COMBAT FACTORS FOR TYPICAL MOUNTS

The Characters Profile Factors - Strength, Initiative etc. are not given in full on this chart. In this and further charts the Factors are abbreviated to save space.

M	Move	I	Initiative
WS	Weapon Skill	W	Wounds
BS	Bow Skill	A	Attacks
S	Strength		
T	Toughness		

	WS	S	T	W	I	A
Warhorses (NI)	3	2	B	1	3	1
Horse (NI)	-	2	B	1	2	0
Giant Wolf (SI)	4	3	C	1	3	1
Giant Boar (NI)	3	4	D	2	3	1
Elephant	3	5	F	5	1	2

NI = Non-Intelligent / SI = Semi-Intelligent

ADVANCED RULE - DISMOUNTING OPPONENTS



If you are using the advanced 'Mounted Troops' rules then you can incorporate the rules given here if you wish. If you are attacked by a mounted model then instead of attacking the rider you may attempt to unseat him - flinging him from his mount and forcing him to fight on foot. You may only attempt this if you may normally fight the rider and not if you can only fight the mount. First declare your intention to try to dismount your opponent. Then roll 'to hit' as normal. For each hit roll 'to dismount' - Roll a D6.

- +1 If you are Lance armed
- +1 If you charged or countercharged this turn

Then consult this chart:-

- 1-2 No effect at all
- 3-4 You fail to dismount - Roll 'to kill' as normal but with a -2 dice modifier.
- 5-6 You have unseated your opponent - Roll again on the chart below.



Roll a D6 to determine what has happened to the dismounted rider.

- 1-4 Dismounted - continue to fight on foot
5-6 Dismounted but with complications

- | | |
|---|-------------------------|
| 1 | Foot caught in stirrup |
| 2 | Drops weapon - Disarmed |
| 3 | Trampled by mount |
| 4 | Flung to ground |
| 5 | Concussed |
| 6 | Knocked Out or Killed |

If your foot catches in the stirrup you will be dragged 1D6" by the mount and deposited as Concussed. Horse and similar mounts will always run away from the conflict. Aggressive and intelligent mounts will probably continue to fight in which case count as 'trample'.

Dropped Weapons may include shields (50% of the time) and may be picked up, or another one drawn, on the roll of a D6 - needing a 6 to succeed. Recovery increases by +1 per Turn and is automatic if there is a break in combat.

Trample involves - getting stood on... a lot. This can hurt, count as 1 Hit at the Strength Attack of the mount. So you'll probably survive being trampled by a horse - but a Dragon?

If you are flung to the Ground take 1 Hit at a Strength Attack equivalent to the number of 'pips' on your Saving Throw from armour. 6 is 1 'pip', 5 is 2, 4 is 3 and so on. Riders flung to the ground may not get up that Turn and may only fight defensively.

If you are 'concussed' this means that you are flung to the ground as above. In addition you receive a blow to the head and become a little bit 'vague' - from now on you are subject to **Stupidity** for the rest of the battle.

Knock Out or Kill means that the rider has been rendered out of combat and should be removed from play. Roll for injuries after the battle if you wish - Vol 3 p 16.

MORE MONSTERS

THE UNICORN

Unicorns resemble large white horses with a single horn growing from the forehead. Unicorns are basically good creatures and semi-intelligent. They are very sensitive to a persons aura and will flee or attack if approached by evil or chaotic types. They will permit themselves to be ridden by Virgins, Paladins and some goodly heroes. They are magical creatures and have the ability to nullify all magic within 6" of them - magic simply won't work within this area. An enhanced spell cast against the Unicorn has a % chance of working equivalent to the enhancement. So if you enhance the spell by 20 Energy Points then it will have a 20% chance of working. Unicorns cast a magical Aura around them equivalent to a combined Aura of Steadfastness, Aura of Protection and banish Undead. So Unicorns and their riders are immune from Fear and Terror, the Unicorn has a 4,5,6 D6 Saving Throw and automatically destroys all Undead within 8" (except for Liches, Undead Heroes and Champions, and Personalities.

	Move	WS	S	T	W	I	A
Unicorn	8"	5	5	C	3	4	2

THE PEGASUS

A Pegasus is a winged horse - often a normal horse with a Chaos Attribute. Pegasus are semi-intelligent and make excellent steeds if they can be tamed. A character requires a Willpower of above 8 to tame a Pegasus. Pegasus can fight in combat in addition to a rider but if their rider is killed they will usually fly away.



	Move	WS	S	T	W	I	A
Pegasus	8"	5	2	B	2	3	1

MAGICIANS AND ARMOUR

Quite a few of you have expressed abject disgust and horror at the fact that we allow Wizards to wear armour without penalty (Shrieks of disbelief). Well we have devised an Advanced Rule section to allow for reduced effectiveness of Wizards when wearing armour.



Wizards may not use shields and perform magic - they may carry shields into combat but then function as fighters with no ability to cast further spells until they remove the shield. Shields hinder a Wizards ability to make the correct gestures for effective conjuration.

Wizards may wear armour - but the presence of metal armour will interfere with the Wizards abilities, setting up bad vibes and confounding his magic. All Wizards wearing armour become subject to an increased **Fumble Factor** and must roll for a fumble everytime a spell is cast. Roll 2D6 as for a normal fumble. Tot up the modifiers that apply (Wounds etc) and add an additional 1 per Saving Throw 'pip' from armour. That is, if your Saving Throw is 6 - 1 'pip', if your Saving Throw is 5 - 2 'pips' and so on. Then if the score is 13 or more roll for a Fumble. This way the more armour a model has the more likely it is to 'fumble' a spell. Wrist Guards, the odd gorget and helmets don't add to the Saving Throw - so they don't make any difference to the Wizard, being quite small and mostly decorative anyway.

VAMPIRES

We didn't include rules for Vampires in **Warhammer** because we wanted to do a proper set of special Vampirism rules and didn't have the room to do it. But ardent fans of Transylvania's favourite son have asked us to account for our omission. To keep them satiated I have assembled our Vampire rules as they stand to date.

Vampires are created by the willing transmission of the phenomenon from one Vampire to a Human, or, alternatively, it is possible for Vampirism to be inherited from one or both parents. Both events are very rare indeed - Vampires are solitary or monogamous by nature and demand exceptionally high standards of intellect and sophistication in their spouses and companions. For this reason Vampirism tends to be restricted to only a very few aristocratic families - occasionally taking human wives into the line. Female Vampires would never take a human spouse, although they may take human lovers.

There are minimum Personal Characteristics required to become, or be eligible to become, a Vampire.

INTELLIGENCE	10
COOL	12
WILL POWER	8
LEADERSHIP	3

The Vampire supplements his own Life Energy from that of his victims and sustains his life indefinitely. Life Energy is expressed in the same terms as a Wizard's Life Energy. A Vampire's Life Energy can be generated by rolling $1D10 \times 200$. So a typical Vampire will start off with from 200 - 2000 points.



Vampires need to expend Life Energy to prolong their existence beyond their natural life spans. The natural life span has ended as soon as the character becomes a Vampire - Vampires are 'Undead'. They are so powerful, however, that they are not subject to the normal spells and restrictions which effect Undead. To sustain their life requires 10 Life Energy Points per day, which can be cut down to 5 points per day if the Vampire remains in a comatose state in his coffin during the hours of daylight.

Vampires may acquire additional Life Energy Points only by feeding from the Life Energy of victims. Victims can be of two kinds - short term or long term. A short term victim is attacked and killed instantly and yields only a little Life Energy - generate by rolling $1D10$. A long term victim is drained over a period and yields up all of their Life Energy - establish this as $2D6 \times 100$ minus 20 points for each year of their age, if this result in a negative number then the person is unsuitable to be a victim. Long term victims must have Personal Characteristics which make them eligible to become Vampires. The first attack on a long term victim will yield $1D6$ Life Energy Points, the second attack $2D6$, the third $3D6$ and so on until all of the persons Life Energy is used up. A long term victim does not have to be of the opposite sex but a victim of the same sex will yield only half of the normal Life Energy. Attacks of both kinds can only occur at night and only one attack may be made per night. The victim's blood should be drained. It will be obvious from the above that a Vampire will need to cultivate long term victims in order to survive.



A long term victim will die when their Energy reaches zero. A long term victim will rise up as a Vampire in their own right 3 days after burial. Generate the initial Life Energy Level $D10 \times 200$. A Vampire created in this way will usually have emotional ties with the original Vampire.

A long term victim can be prevented from becoming a Vampire if buried with the appropriate precautions. The head must be cut off, and a Lawful symbol of some kind placed around the neck and within the mouth. A chain of garlic flowers can be used in this context in conjunction with a cross.

Vampires may become Wizards in the same way as normal men - but cannot cast a Bless spell. Life Energy points will be expended as per normal but Vampires are unable to benefit from any magic that would increase or suspend their Life Energy. This means that Vampires make relatively poor Wizards because of the excessive drain on their Life Energy.

Vampires have the ability to transmute into either Giant Wolf or Giant Bat form with a Were-factor of 2 (2 on a $D6$ to transmute) - each Transmutation, including back to man, uses up 1 Life Energy Point. In daylight the Vampire must revert to Human form or be destroyed. Vampires can acquire Life Energy from victims in any form - but must rest as the human form in their Coffin to 'synthesise' the energy. In Giant Bat and Giant Wolf form the Vampire has the normal attributes of that creature, so in bat form he can fly, etc. In Wolf form he can act as a Wolf Pack Leader and command upto $3D6$ Pack Wolves. The Fighting Characteristics of each form are given below.

Vampires are characters and so their attributes may vary according to experience - the Fighter Advancement Thresholds can be used with $10x$ points for turning a victim into a Vampire and $2x$ points for killing and taking Life Energy. The maximum levels of character advancement do not apply. Typical Characteristics are given here and may be used on encounters if you wish, they are based on the premise that the Vampire is quite old and experienced.

Form	Move	WS	BS	S	T	W	I	A
Man	4	8	7	4	E	5	25	4
Wolf	9	8	-	4	E	5	25	4
Bat	1+Fly	3	-	2	A	5	25	1

Vampires are immune to all Fear, Terror and Morale - they are completely unaffected by psychological factors. They may choose to cause Fear or Terror in any individual within 6" who has a Will Power of 8 or less. They may try to fix an individual within 6" with a malign stare (50%) causing Stupidity+1.

A Vampire whose Wounds are used up is not destroyed but disembodied - the body will fade and vanish and reappear in the Vampire's Coffin or safe place. Obviously this makes it very important that the Vampire maintains and protects his resting place - this must consist of a coffin lined with earth from the Vampires homeland. The Vampire may rest in a comatose state in his Coffin, using up less Life Energy, and must return to his coffin to 'synthesise' Life Energy.

Games Masters and players should remember that Vampires are marvellously charismatic and sophisticated creatures, they are very intelligent and generally highly cultured with a wide grasp of foreign language, science and the arts. Most are talented artists and capable scientists. Vampires certainly do not jump from behind pillars, flash their fangs and openly attack whole regiments of adventurers without either aim or reason.

PERSONAL CHARACTERISTICS IN SPECIAL SITUATIONS

The Following situations are examples of how to use these factors, further situations can be dealt with by the imaginative Games Master as need arises.

Bluff - A character may attempt to 'bluff' his way through a situation, for example by pretending to be someone else or by pretending he is not responsible for some heinous event. His basic chance of succeeding will be $8 \times \text{Cool}$ as a %. For example if your Cool is 7 then you will have an $8 \times 7 = 56\%$ chance of success. The GM should feel free to add or subtract according to his discretion - for example if the player can come up with a particularly convincing or witty argument or if the situation seems relatively easy or distinctly tricky. If the character is trying to bluff a fairly brainless individual (Intelligence below 4) add 10%, an individual subject to **Stupidity** add another 10%; or a weak willed character (Willpower below 4) add 10%. If the character is trying to bluff someone with a higher Intelligence, higher Willpower or higher Cool then deduct 10% for each factor of each. For example if the guy you're trying to convince to let you in to a private assassins club has an Intelligence 2 higher than you, Willpower 1 higher and Cool 1 higher you must deduct 40% from your basic chance of success.

A few sample 'Bluffs'...

Trying to pass yourself off as someone else, a long lost son, a visiting wizard or the local tax collector - for example.

Trying to get into a building past a guard by pretending to have forgotten the pass word or to have an invitation. (The famous party crashing Bluff)

Pretending to have knowledge which you don't - for example pretending you know where the famous treasure of Mullah Aklan'd is buried

Duran Cogwheel, gentleman thief and wit, finds himself caught midrobbery (and half way up a drain pipe), by a local militia man. He attempts to 'Bluff' the militiaman into believing that he is an insomniac plumber.

Persuasion - A character may attempt to 'persuade' non-player characters to do things for them, either by convincing them that what they are about to do is in their own interests (even if it isn't) or by offering them money. This can overlap with 'bluff' - but is intended to cover instances such as trying to persuade someone to divulge where a certain great treasure is kept, when a certain guard goes on holiday, that he ought to murder his grandmother and collect the insurance. Your chance of success is $8 \times \text{Cool}$ as a % but minus the Intelligence, Cool and Will power of the guy you're trying to persuade. If bribery is attempted +1% per Crown (or the GM can determine according to Social Status and Alignment).

Mungum the Thief is trying to skillfully manoeuvre a Palace guard into divulging the whereabouts of the princess's bedroom, over a pint of 'Old Black Foul' and bawdy tales of Guardsmen's exploits.

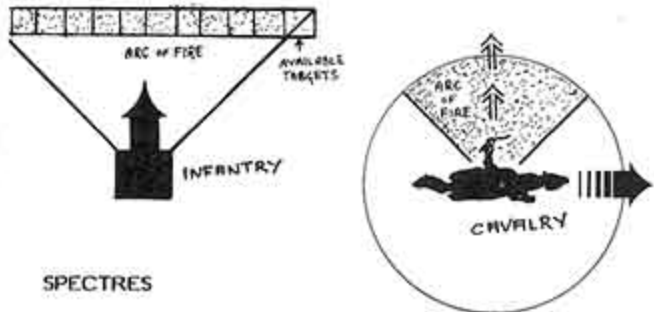
Reginauld, the trickster, is trying to persuade a local shopkeeper to subscribe to a new insurance scheme that he has just started.

Duran Cogwheel, having failed to 'bluff' the local lawman now tries to convince him to let Duran hold his Cudgel while he goes and fetches help.

Sringe, chief adviser to King Koboggle of Grump, is trying to persuade the King to lead an army to conquer his neighbour. Sringe intends to embezzle army funds while Koboggle is away.

FIRING ARCS IN BATTLES

Warhammer can be used to fight anything from a small skirmish involving only a few models to a game between massive armies. We didn't lay down any hard and fast rules on whether models can fire to the front only, all round or whatever. In our own games we have found it best to allow infantry armed with missile weapons, bows, cross-bows etc, to fire at targets within a 90° arc to their front only. Mounted troops with missile weapons are the same - except that their fire arc is normally at right angles to their front, and Mounted Troops in Skirmish Order may fire all round but suffer a -1 'To Hit' penalty for firing out of the 90° arc.



SPECTRES

Spectres are the most enigmatic and powerful of the ordinary undead types - exceptionally difficult to kill, immune to magic attack and non-enchanted weapons and causing paralysis by touch.

Spectres are the spiritual remains of long dead men - lost souls who are held to the earth because of some age long vow or curse. Oath breakers in particular may be forbidden passage into the realms of the dead, and they are compelled to remain earthbound until their oath is completed. Sometimes a Spectre may owe service, to a lord or wizard, although once the service is completed the spirits are freed from their bondage. When encountered a Spectre will not generally attack - unless in doing so he is fulfilling his 'oath'.

For example - the Wizard Comencratz has 5 bodyguards. One day an assassin sneaks into Comencratz castle, murders the guards and brutally slays the sleeping Wizard. The guards have failed to protect their master and Comencratz's son - Grangorok - calls upon the Spectres of the 5 Guards to return and do their duty protecting him from intruders. Now if another attacker attempts to slay Grangorok the Spectres will protect him, if they succeed then they may 'pass on' (the Games Master may decide that they may only pass on one at a time if he wishes).

Spectres are immune from non-enchanted weapons and attacks from most normal magic. They may be dispelled by a Necromantic Banish undead spell as normal, they may be dispelled by a normal 'Banish Undead' spell with a plus 3 'fumble factor'. They are effected by enchanted weapons - and a 'Blessed Weapon' will have normal effect.

Spectres causes **FEAR** within 15" and **TERROR** within 5" - on all normal living creatures. A Spectre attacks by touch and causes no damage - but has a paralysing effect, Throw to save as for Poison. If you fail to save against **Paralysis** then the victim becomes rigid and helpless - the effect lasting for at least an hour (6D6 Turns). A Cure Light Wounds Spell will cure this condition. **Player Characters** hit by a Spectre may roll to see which part of the body has been hit - and loose the power in that part only. Use the Wounds chart to decide which bit has been hit. The Games Master can determine the exact effects depending on how the character is equipped - for instance a 'left-hand' hit, and the character would drop his shield/lantern or whatever.

Desc.	Move	WS	BS	S	T	W	I	A
Spectre	3½	1	-	1	E	1	1	1

PERSONAL CHARACTERISTICS - ADVANCED RULES



In the basic Warhammer game we left it pretty much up to the Games Master to determine a character's ability to handle special situations and perform extra-ordinary feats. We said that the Games Master should use the Personal Characteristics to judge any situation, giving a character an arbitrary chance of achieving an action and modifying according to his 'Cool', 'Intelligence', 'Willpower' or 'Leadership' depending on which seemed appropriate.

Well now we'd like to pass on some of the advanced rules we have devised to utilise these 'Characteristics'. These are **only** used in conjunction with the 'Personal Characteristics' of individual heroes, officers, champions etc, 'other ranks' are all considered to have average characteristics.

COOL

A character's 'Cool' determines his temperament and ability to keep himself under control in stressful situations.

Characters with a Cool of 2 or less are always subject to **Frenzy**, and must make a compulsory throw when within charge range of enemy or when they are fired at. Rules for disregarding of armour while in **Frenzy** are waived for these unstable characters.

Characters with a Cool of eleven or more are **NEVER** subject to **Frenzy**, even if caused by magic.

Characters with a Cool of 12 are immune to **Terror** and **Fear**, even if caused by magic. They are also immune to 'Aura of Command' and 'Mind Control' Spells.

WILL POWER

A character's Will Power reflects his personal determination and self possession. Accordingly characters with very high 'Will Power' levels (of ten or more) can be very resistant to magic. Such characters are termed 'magically resistant'.

Add the 'Will Power' of the magician casting a spell to his 'Mastery Level' (Magical weapons are mostly considered to have a Will Power of 10). If this total is **less** than the Will Power of the magically resistant character then he is entitled to a D6 Saving Throw. This will be 1 'pip' on the dice for each point advantage - 1 'pip' is 6, 2 'pips' 5,6 and so on. If he makes his Saving Throw then the character takes no damage or effect from that spell. Of course, this rule will only apply to you if you have a Will Power of 10 or more.

Characters with a Will Power of 1 or 2 always take **double damage** or **effect** from magic.

For example:- A magically resistant character, with a Will Power of 12, is attacked by a Fire Ball from a wizard with Will Power 8 and Mastery 2. Subtract the wizard's Will Power and Mastery ($8+2=10$), from the character's Will Power (12). This works out as $12-10=2$. This gives him a Saving Throw of 2 'pips' - or 5,6 on a D6. If the same character were to be attacked by a goblin wielding a magic scimitar with a +2 'To Hit' and +2 'To Kill', then this weapon would count as having a Will Power of 10. Our character must again make his Saving Throw to be immune to the weapon's magic powers, if he makes the throw successfully the weapon will count as a normal scimitar for that round of combat. More powerful magical weapons will have extra plus factors for 'mastery'.

If you use this rule then Dwarves will be particularly resistant to magic, because of this Dwarves with a Will Power **over ten** will be so out of tune with the ways of magic that they will not be able to become Wizards. Dwarves never were over keen on things mystical anyway. Dwarves with a Will Power of 16 will then be totally **immune** to the effects of magic, they may not use magic items and cause **Fear** in any Wizard they approach within 12" of.

LEADERSHIP

A character's 'Leadership' determines his ability to lead and organise other people. In units of troops the 'Captain' of the unit may **add 1** to the Saving Throw against **Fear** and **Terror** for the whole unit if his Leadership Factor is 3. He may add an additional 1 for each Factor over 3. The maximum normal Leadership value is 4 for Men and Elves, 5 for Dwarves - so the maximum total plus factors would be +2 and +3.

'Captains' with a Leadership of 3 or more can try to stop units reacting to **Hated Enemy** - Roll a D6, you will need to score a 6 to stop the unit reacting for that turn. Add 1 for each point of Leadership above 3.

When Throwing for Morale a unit 'Captain' may **add 1** to the dice if his 'Leadership' is 3 or more.

In combat the leader of a unit may challenge his counterpart in the opposing unit to a man-to-man combat. If you refuse a challenge then your Leadership value is reduced to 1. If the combat is accepted then the two models must fight each other - until combat is over or one of them is killed.

INTELLIGENCE

Character's with a high Intelligence receive a percentage bonus on the Experience Points that they earn. Characters with a really low Intelligence suffer certain penalties.

Characters with an Intelligence of 1 are subject to **STUPIDITY**.

Characters with an Intelligence of 2 or less are unable to acquire more than 1 skill - they will not be able to learn to read or write and suffer a **minus 25%** Experience Points penalty.

Characters with an Intelligence of 4 or less may not become Wizards.

Characters with a Intelligence of 10 receive a +10% Experience Points bonus.

Characters with high Intelligence may learn new Skills quite quickly, and Games Master may wish to take this into account in certain situations. For example a character with an Intelligence of 10 could have a 10% chance of being made supervisor of a workshop if he is working there, or a character working as a Sailor could have a 10% chance of being promoted to Mate and so on.

'OTHER RANKS'

Ordinary 'rank and file' members of a unit do not have to roll for their Personal Characteristics. They are considered to have average values - which are.

	Cool	Intelligence	Will Power	Magically Resistant
Dwarves	5	9	10	
Elves	7	9	7	
Men	7	5	5	
Most others	7	5	5	



The Legend of Kremlo the Slann



A WARHAMMER SCENARIO

THE LEGEND

Kremlo was an orphan Slann, washed up on the shores of Southern Lustria. Here he was found and adopted by the Chieftan of the Norse village of Skeggi. Despite the vile and rather sickening appearance of the infant Kremlo, Harold Stoutback, who was a fine man and an outstanding foster-parent, treated him exactly as one of his own sons. Although quite why he did this is less than clear.

Now, before this tale can be fully understood, it must be explained that each of the many tribes of the Slann were distinguished by unique markings along their spines. Kremlo was a reptile Slann, his spine was bright blue, he was of the BlueSpineSpick tribe.

Anyway, life went on in the Stoutback household in a more or less normal fashion for twenty or so years, until one fateful spring day. Harold Stoutback and Ven, his oldest natural son, were out hunting in the mountains. Actually they had been ambushed and killed by bandits, but as yet no one in Skeggi knew of this. This left Kremlo as the technical leader of a Norse Thorpe; a unique position for a reptile.

He was going to regret this day - badly - but little did he realise the sort of grandiose hassle currently speeding his way through the cool oceanic streams. His tribe were in their spawning cycle. This sporadic phenomenon was marked by the young adult males painting their skin, forming warrior cliques and infusing sacred herbal preparations. Then, frenzied and helplessly manic as a result of these religious narcotics, they would take to the open sea for weeks, sometimes even months, and cause trouble all along the coasts of Lustria.

Kremlo was at home when about three dozen half-crazed Slann hooligans lumbered out of the water and butchered a group of fishwives who had been contentedly mending nets on the sea shore. Immediately all hell broke loose. Most of the village's

warriors were with Stoutback in the mountains. Kremlo, a few fishermen and the local berserkers, who had been drinking at the time, became involved in a bloody fracas with the Slann braves. Eventually after tremendous numbers of teeth, bones and limbs had been smashed or cracked, Kremlo and the settlers beat off the Slann.

A brief inspection of the corpses proved all of the Slann to be of Kremlo's own tribe - they were BlueSpineSpicks.

That evening, while Kremlo was still floundering in a sea of rage and terminal anger, word arrived of Stoutback's recent demise. Kremlo was now Chieftain. This had always been Stoutback's wish and most of the village reluctantly accepted. Some, Kremlo's two younger step-brothers mainly, were less than happy about the whole thing. But they kept quiet about it.

By the time dawn broke things were fairly tense in Skeggi. The berserkers, steeped in claggy gore, had been up drinking all night. Ghod they were in a bad way. Kremlo was already beginning to crack. Could it be that he too was suffering the subtly disturbing effects of the Slann spawning cycle? Nobody had got much sleep.

Some time around midday Kremlo and the berserkers had decided that revenge was necessary, retribution became the order of the day. So they decided to haul out the warboat and cross the Gulf to Central Lustria. Kremlo's instincts would lead him to his tribal home's spawning grounds, there the blood-letting would really start. Talk of genocide was rampant, the wounded from the previous day still wailed pitifully.

They set sail by evening. Throughout the voyage Kremlo behaved nervously, pacing up and down, talking to himself. The berserkers refused to stop drinking. Heroically they drank, keeping themselves awake by singing berserker songs. Sven and Ben, Kremlo's two younger step-brothers secretly plotted to kill Kremlo and get themselves out of the whole mess. The

warriors had sworn their allegiance to the Stoutback line, they were stoic, as was their way.

Kremlo led them all, as straight as he could sail, to Zapotec, his tribe's estuarine home. What happened there is unknown. None of those on the boat were ever seen again.

Perhaps it would be desirable to discover their fate by gaming this tale. All the events, characters and motives are covered below.

GAMING THE LEGEND

Maps for the two encounters at Skeggi and then at the BlueSpineSpick homeland - Zapotec - are given below. Anywhere between two and six players may take part. Each player must take either one of the parts listed below.

- Gamesmaster (essential)
- Kremlo (essential)
- The Slann
- The Younger Brothers - Sven and Ben
- The Berserkers
- The Villagers (who have no part in the journey to Zapotec or the fighting there)
- The Clansman (who are in the mountains with Harold Stoutback during the attack on Skeggi)



KREMLO

Kremlo is the central character of this tale. Whilst he is alive he may give orders to the clansmen, the Berserkers and the Villagers. He may also give orders to his brothers, they need not obey. Kremlo will not be able to openly harm his brothers in any way - unless they give him due provocation. He is not stupid though and is suspicious of them.

He also carries a phial of poison. Poured into the spawning pool, the poison will wipe out the Slann pre-born. This would be a vile deed, indeed. An awful and terrible blow against the BlueSpineSpick. If Kremlo succeeds in doing this he can treat the whole campaign as won.

Move	WS	BS	S	T	W	I	A
3*	5	2	2	C	1	5	1

*Note that swimming is as detailed in the Slann section below. Also from the moment the Slann first emerge from the sea at Skeggi, Kremlo is horribly manic and may, therefore, roll for FRENZY as detailed in Vol 1 of Warhammer.

Player's Objectives

- Skeggi Stay Alive. Kill 4 Slann
- Zapotec Poison Spawning Pools. Kill 6 Slann

THE BERSERKERS

Skeggi, like any other Norse village, has its local berserkers. These are the more aggressive of the village's headstrong young men. They tend to wear their hair long and subsist almost entirely on a diet of beer, mushrooms and herbs. Perhaps because of this, they are difficult to get along with and are often far more violent than is absolutely necessary. There are a dozen berserkers in Skeggi when the Slann land. They are all in the Ale Hut. One player plays the leader of the Berserkers, should he be killed another leader is selected and if possible another player should take over. All the berserkers have the following characteristics.

Move	WS	BS	S	T	W	I	A
4	3	3	2	B	1	4	1

All berserkers are able to roll for FRENZY as detailed in volume 1 of Warhammer. If the engagement at Skeggi is not played then use only 9 berserkers at Zapotec.

Players Objectives

- Skeggi Kill at least 7 Slann. Lose from 2 to 4 men.
- Zapotec Lose 2 to 5 men. Kill at least 8 Slann.

THE YOUNGER BROTHERS

There are two younger brothers, Ben (20) and Sven (18). Obviously they are both quite unhappy about Kremlo's claiming of the Chieftainship. There is, however, very little they can do about it publicly. If it became known that they had murdered Kremlo they would be exiled from Skeggi, and possibly stoned.

If, however, they could do away with Kremlo without anybody knowing, then they would be more than happy.

	Move	WS	BS	S	T	W	I	A
Ben	3	5	2	2	B	1	3	1
Sven	4	3	4	1	B	1	3	1

If Kremlo is ever killed in a battle then the player who was controlling him should instantly start playing the younger brother if he is still alive. Sven cannot become Chieftain unless Ben is out of the way.....

Players Objectives

- Skeggi Both Stay Alive. Kill Kremlo
- Zapotec Either Brother Stays Alive. Kill Kremlo.

THE VILLAGERS

At the time of the Slann raid there are only the berserkers and the villagers around. There will be 1D6 villages in each hut (use 5 huts to represent the village and Citadel Townsfolk to represent the villagers). There are also a dozen fishwives at the waters edge. They will be in a single group and subject to FRENZY should any of their number be killed.

	Move	WS	BS	S	T	W	I	A
Villager	4/3	2	2	2	B	1	2	1
Fishwife	3	2	2	2	B	1	1	1

Use Citadel Codes C32 for the villagers. They will be armed with swords and may be carrying shields.

Player's Objectives

Lose no more than 20 casualties - counting the fishwives as double.

THE CLANSMEN

The Lords and Warriors of Skeggi are hunting with Stoutback and play no part in the first encounter. Sworn servants of the Stoutback family they are loyal to it's head. Like the younger brothers, they are unhappy about being led by, what to all appearances, is a large frog. However, whilst he is alive they are committed to being loyal towards Kremlo. If they see either Ben or Sven kill Kremlo they will avenge him. If Kremlo dies for some other reason the Warriors will obey the oldest surviving brother.

There are 12 clansman aboard the ship that attacks Zapotec. They may be either wearing mail armour and have two-handed axes and smaller throwing axes, or alternatively, they may have bow and sword.

	Move	WS	BS	S	T	W	I	A
Axemen	3	5	4*	2	C	1	4	1
Bowmen	3	4	4	2	C	1	3	1

*Throwing axe only. Abilities with other missile weapons would be 2.

THE SLANN

The Slann Empire lies in decline, along the gulf coast of Cental Lustria. They are an exceedingly ancient race, some say that they are older even than the Elves (though they are very wrong). The Slann Empire was at the peak of it's power and sophistication when the first Sea Elf explorers arrived. Within a few years large numbers of Elf and Norse began to arrive in Lustria, attracted in particular to Krox's wealth of Gemstones and gold.

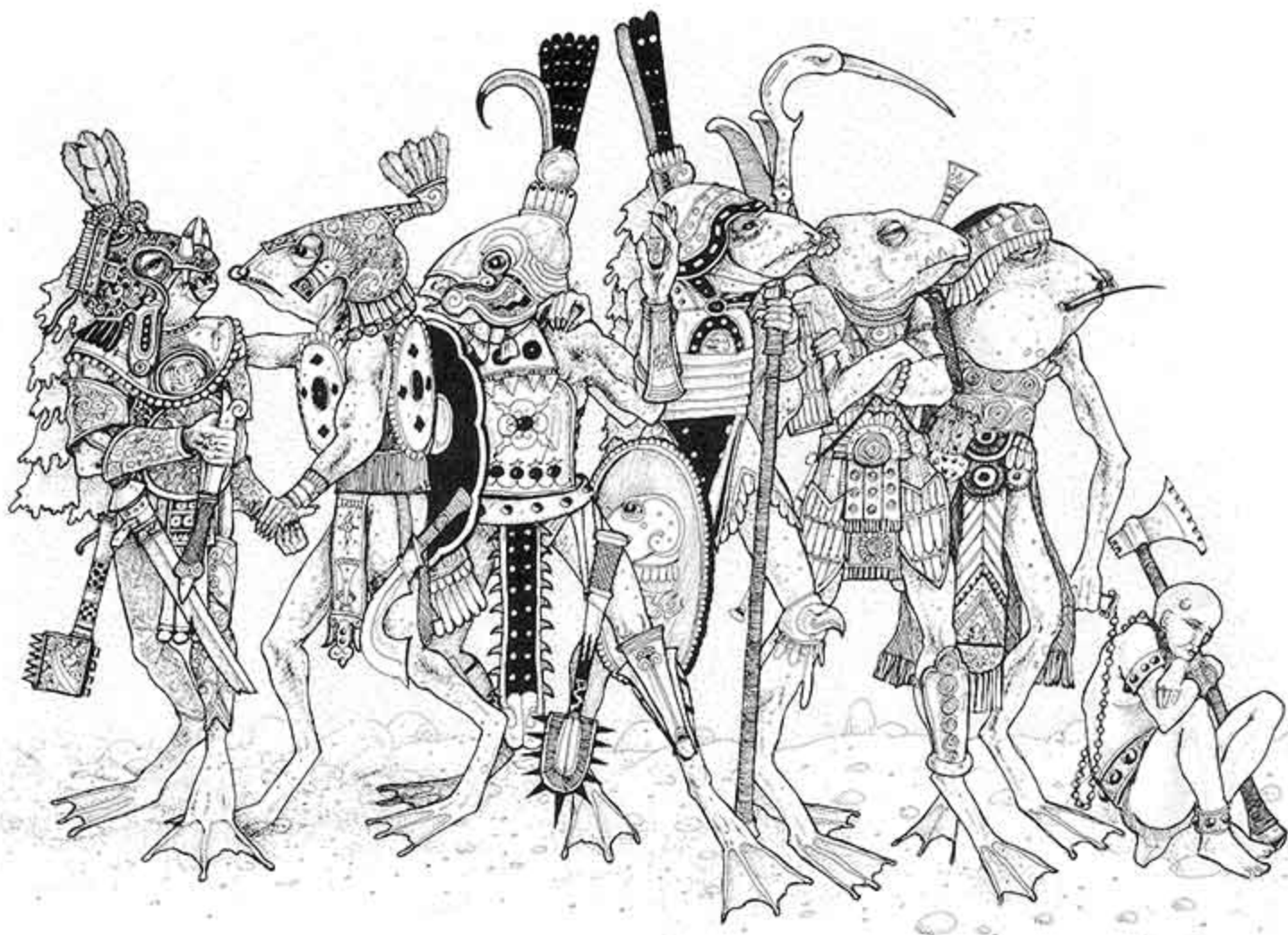
The strange magic and diseases brought with them by the Elves soon reduced Krox to an embittered and embattled outpost at the centre of the once vast Empire.

Slann are determined fighters. They stand about two metres tall and are green, blue, grey or sometimes yellow in colour.

There is a small Imperial army which increasingly uses lobotomised human eunuch warrior-slaves to make up for shortfalls in Slann numbers. Warriors of the Imperial army will wear armour made of shell or of gold. Tribesmen wear only shell and skins.

Being semi-aquatic they are good swimmers and move 4" swimming on the surface and 3" when swimming underwater. They may do this even when wearing armour and carrying weapons. A Slann who attacks a Norseman in the water will finish him off in one move - there is no need to dice for the result as it is something of a foregone conclusion.

Roll 4D6 to determine the number of braves attacking the village at Skeggi. At Zapotec use the instructions on the map to determine the quantity of attackers.



Below are the characteristics of the Slann. Special Slann models will shortly be released by Citadel.

	Move	WS	BS	S	T	W	I	A	ST
1 Imperial Herald	3	4	-	2	C	1	3	1	5
2 Low Swamp Palace Guard	3	6	4*	2	D	1	4	1	4
3 Empire Soldier	3	2	-	2	C	1	3	1	4
4 Tribesman Blowpipe	4	2	4*	2	C	1	3	1	6
5 Tribesman Water-scythe	3	3	-	2	C	1	3	1	4
6 Shore-Warrior Leader	3	4	-	4	D	1	3	1	4
7 Eunoch Slave-Soldier	3	1	2	2	D	1	1	1	6
8 Brave	3	2	3**	2	C	1	4	1	6
9 Brave with Blowpipe	3	1	3*	2	C	1	4	1	6

*Blow-pipe only. Blowpipes have the following characteristics.

Short Range	Long Range	Attack Strength
0-6"	6-12"	1-Weak

Blowpipes ignore the to hit modifiers given on page 16 of volume 1 of Warhammer. All hits must save against poison.

**With tomahawks and knives. Each brave will carry a good stock of both.

The Slann sentries marked on the second map are floating submerged with just their eyes above the water. They will never be seen unless they move or shoot their blowdarts. Then they can be seen by anyone within 6".

There are 3 detachments of Imperial troops posted at Zapotec. They are led by a single Herald. The Slann player is represented by this single model. Should he be killed then one of the Low Swamp Guards, and possibly a different player, will take over. Subject to the number of models you have available the Slann player or the GM may select any 3 units from the list below.

- 4 Low Swamp Guards
- 1 Herald, 6 Soldiers
- 1 Low Swamp Guard, 5D6 Tribesmen
- 1 Low Swamp Guard, 2D6 Tribesmen with blowpipes
- 1 Slave Warrior Leader, 5D4 Slave Warriors

Player's Objectives

- Skeggi Kill a Dozen Norse. Lose no more than 6 Braves
- Zapotec Kill all the Norse. Protect the Spawning Pools.

THE LONGBOAT

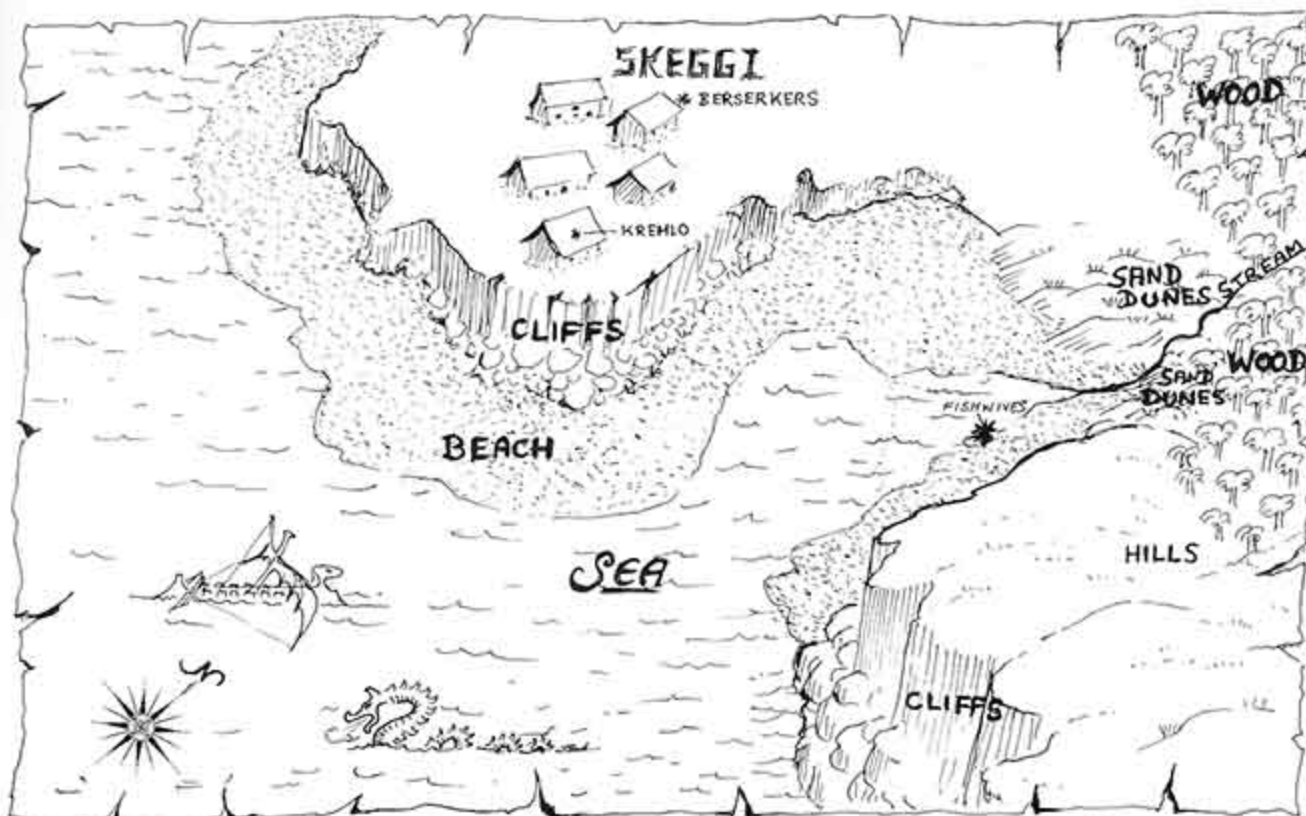
The Stoutback's war boat, the 'Golden Esmarelda', can be represented by any 1/72nd scale plastic or wood kit model, or scratchbuilt. In the river it may be rowed - but the sail is not used. The speed at which it moves will depend on the number of rowers.

Rowers	Upstream	Downstream
0-4	Can't move	4"
5-9	4"	6"
10 or more	6"	8"

Chasm

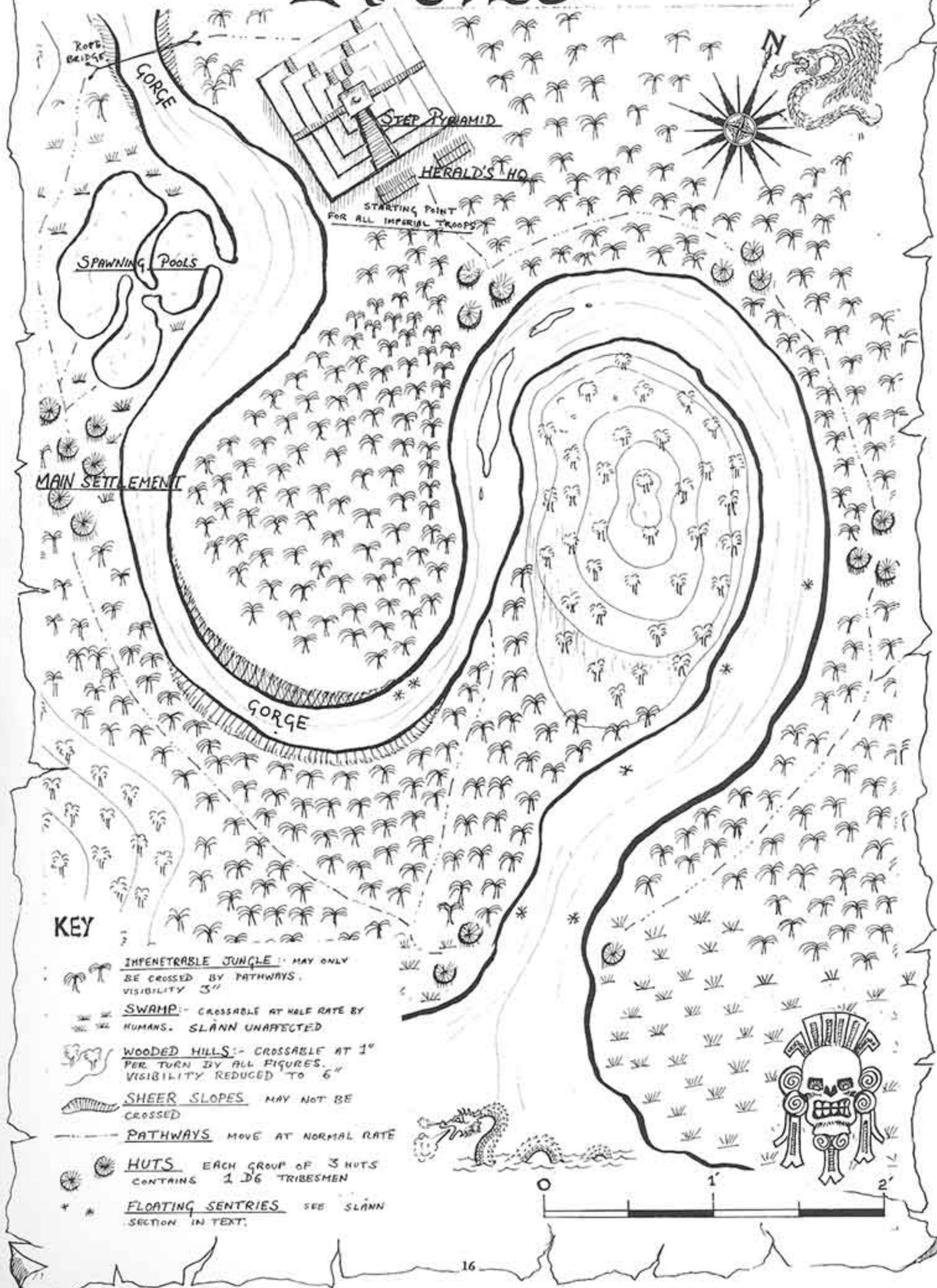
- Upstream minus 3"
- Downstream plus 5"

The boat counts as Soft Cover for figures rowing, hard cover for figures keeping their heads down. Slann trying to get aboard suffer a minus 2 'to hit' and 'Initiative' penalty. If they push their opponent back they are aboard.



CLIFFS:- UNSCALEABLE. HILLS & DUNES:- 1/2 MOVEMENT
 WOODS:- 1/4 MOVEMENT, VISIBILITY 2"
 STREAM:- 1 FULL TURN TO CROSS

ZAPOTEC



MAIN SETTLEMENT

STARTING POINT FOR ALL IMPERIAL TROOPS

HERALD'S HQ

STEP PYRAMID








GORGE

ROCK BRIDGE

SPAWNING POOLS

GORGE

KEY

-  **IMPENETRABLE JUNGLE**:- MAY ONLY BE CROSSED BY PATHWAYS. VISIBILITY 3"
-  **SWAMP**:- CROSSABLE AT HALF RATE BY HUMANS. SLANN UNAFFECTED
-  **WOODED HILLS**:- CROSSABLE AT 1" PER TURN BY ALL FIGURES. VISIBILITY REDUCED TO 6"
-  **SHEER SLOPES** MAY NOT BE CROSSED
-  **PATHWAYS** MOVE AT NORMAL RATE
-  **HUTS** EACH GROUP OF 3 HUTS CONTAINS 1 DG TRIBESMEN
-  **FLOATING SENTRIES** SEE SLANN SECTION IN TEXT.

ALCOHOLISM

Certain groups or characters can be subject to ALCOHOLISM. Every time any kind of action or fighting begins roll 2D6 for each group of alcoholics.

Result

- 2-5 Only just started the days drinking - no effect
 6 Rosy Glow - Initiative -2.
 7 Intoxicated - Initiative -2, Weaponskills and Bowskills both minus 2.
 8 Drunk - As Intoxicated but the figure has already lost most of his or her ability to feel pain and so may take an extra Wound point.
 9 Roaring Drunk - As Drunk, also the figure becomes subject to 'Stupidity'.
 10 Senseless. As Roaring Drunk but the Initiative penalty is increased to -3, as are the Weaponskill and Bowskill penalties. Throw D6 for each blow:-

1,2,3 +2 'To Kill'
 4,5,6 -2 'To Kill'

- 11-12 Blind Drunk. As 'Senseless' but the figure also becomes subject to the following rules:-

- May only see things within 12"
- Is subject to Drunken Frenzy. Must make a roll for **Frenzy** each turn enemy are in sight.
- Roll 2D6 at the end of your Active Turn. A Score of 2 and the figure has drunk himself sober and suffers no further alcoholic effects. If, however, the score on the two dice is 11 or 12 then the figure passes out for 2D6 Turns. Roll again for alcoholism when he comes round.

Some types are more or less alcoholic than others - this is expressed as a plus or minus modifier in the same way as STUPIDITY (see Warhammer vol. 1). The Skeggi berserkers are

always very drunk so are subject to Alcoholism +2. Other Warhammer types subject to Alcoholism are:-

10% of Halfings
 15% of Dwarves

Hill Giants are **ALL** subject to ALCOHOLISM +3. Elves, of course, are all committed temperance workers and never touch a drop (except for strictly medicinal purposes).

Of course as the poor alcoholic becomes gradually more inebriated his usual personal characteristics may become altered. For example a character normally sophisticated and charming may find it hard to be charismatic whilst staggering through a miasma of brown ale, cheap whisky and cheese and onion crisps.

Accordingly the personal characteristics can be altered by the Games Master as drinking proceeds.

Cool Intelligence Willpower Fumble

	Cool	Intelligence	Willpower	Fumble
Rosy Glow	-	-	-1	+1
Intoxicated	-1	-1	-2	+2
Drunk	-2	-2	-3	+3
Roaring Drunk	-3	-3	+1	+4
Senseless	-4	-4	+2	+5
Blind Drunk	-5	-5	+1	+6

Wizards who like to tipple can be a particular hazard - through the babblings of alcoholic stupor a magical accident is almost inevitable. Accordingly increase the Fumble Factor by +1 for Alcoholic Wizards (even when sober) and by the additional penalties indicated for Fumbles when drinking. Alcoholic Wizards always roll for Fumbles everytime they cast a spell.

Players and Games Masters are invited to elaborate and further expand the rules on Alcoholism - who knows one day we may well see the emergence of Alcoholics as a character class, and then.....Anti-Alcoholics.

RICHARD HALLIWELL

SAFETY AND YOUR CITADEL MODELS

Citadel models are designed and manufactured to the highest standards, they are intended for collectors and as playing pieces for gamers - **THEY ARE NOT TOYS.**

Citadel miniatures are made from a traditional type of alloy than contains lead. Lead can be harmful if ingested, however there is no danger if you are sensible.

PLEASE

**DO NOT PUT THEM IN YOUR MOUTH
 DO NOT BUY THEM FOR SMALL CHILDREN**

Citadel models should **never** be given to children under ten years old, and not to older children who you cannot trust not to suck them.

The alloy we now use, which we find ideal in terms of durability and fine detail reproduction, is sometimes subject to a certain amount of dis-colouration. You will occasionally find that castings are coloured in shades of blue, bronze or gold. This in no way effects the model, other than in giving it an unusual finish, and they take paint entirely normally. We recommend that all models are 'primed' with an cellulose based matt white paint before painting.



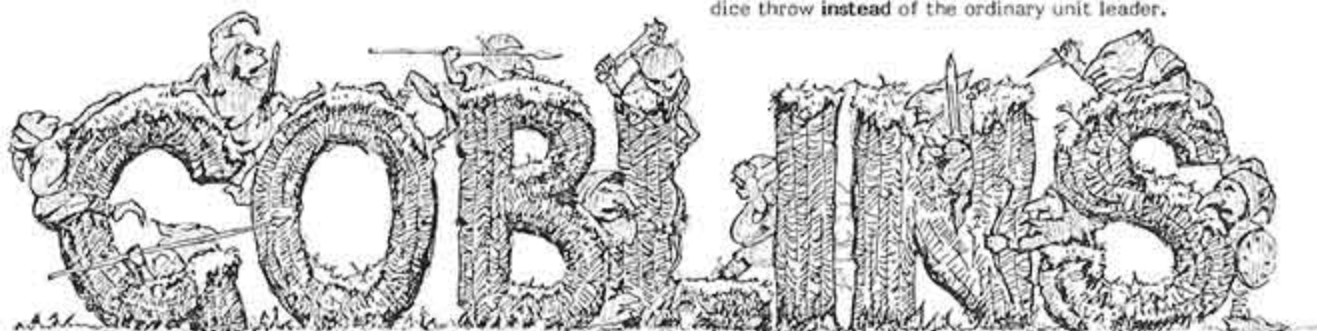
WARHAMMER

As everybody knows, goblins are an extremely quarrelsome lot. They argue amongst themselves, fight and even kill each other without much provocation. The only thing that keeps these creatures from their own throats is the prospect of killing something else. The **Inter-goblinoid Animosity Chart** provides rules for goblin troops going out of control and attacking their own troops, abusing their officers and behaving in a generally delinquent manner. The idea for a chart of this kind was born out of playing large scale Warhammer battles, with entire units of models rather than individual goblins. However, the idea is also applicable to individual goblins and can be adapted into any role-playing game system.

INTER-GOBLINOID ANIMOSITY

A 'goblinoid' is a creature of general goblin stock, and here I would include all goblins, hobgoblins and orcs as well as cross breeds. All of these types may be subject to **Animosity** - that is, they don't like each other very much!

At the beginning of his turn a player whose armies includes goblins or goblinoids must make a check for each Regiment that is not already engaged in combat. Roll a D6 - if a 6 is thrown then the Regiment becomes subject to **Animosity** for this turn, and may possibly lose control. If a score of from 1 to 5 is thrown then the Regiment is under control and behaves as required for this turn.



Regiments which have scored 6 must test immediately for **Animosity**. Friendly goblins who find themselves in combat with each other, due to the effects of a previous turn's dice roll, are **always** subject to animosity and test automatically. In such a combat both Regiments must be brought under control before the fighting can cease. If two squabbling goblinoid units are attacked by enemy troops then they will instantly forget about each other and fight the newcomers.

Roll a D6 and modify as follows

- ADD** The Leaders **Leadership** value. (Varies from 1 - ineffectual, to 4 or more for heroes.)
- ADD** One (1) for each enemy Regiment within 20". Add three (3) instead if the Regiment is of dwarfs - goblins hate dwarfs.
- DEDUCT** One (1) for each 'friendly' Regiment of goblinoids within 20". Deduct two (2) if the Regiment is of a different goblin or goblinoid race.

Now use your score on the animosity chart to find out what that Regiment decides to do.

Score	Result
Below 1	The Regiment loses all self control and attacks the nearest goblinoid unit, charging and giving missile fire where possible.
1-2	The Regiment will charge and fight any other unit of goblins within charge reach, taking any opportunity to fire missiles. If there are no goblins within charge reach then the Regiment will halt for the duration of the turn and fight amongst itself. Fight half the unit against the other half.
3	Some internal squabble develops into an open brawl within the Regiment. You may not move at all this turn. D6 members of the Regiment decide to fight amongst themselves.
4 or more	The Regiment is still under control and behaves as normal, swearing, cursing, spitting and gesticulating but not actually fighting.

Reactions apply only for the rest of that turn. A character model, such as a hero or wizard, may interject himself into a goblinoid Regiment that is out of control and try to 'sort 'em out'. He may then add his Leadership levels to the Regiments dice throw **instead** of the ordinary unit leader.

Advanced players may add character to their goblin units by taking into account the past record of each Regiment. If, for example Borg the Red's 'Red Goblins' were to attack Dagmutt's 'Night Goblins' then it is to be expected that Dagmutt would be 'out for revenge'.

Every time a goblinoid Regiment fights another it receives 1 'Animosity Point' (AP) against that unit. Record Animosity Points. If you have AP's against any unit within charge reach you are more likely to lose control and become subject to Animosity, add any AP's you have against **one** such unit to your initial D6 dice roll. This will be the highest possible, if two units are within charge reach you will ignore the one you dislike least. If you go out of control then you must try to attack the Regiment you dislike most.

After a few battles goblin Regiments will all dislike each other so much that they become to all intents and purposes useless. This may be realistic, but its a bit impractical. Therefore, as soon as your AP reaches 5 the Regiment can decide to 'bury the hatchet'. This is done in one of two ways. In the first way the Regimental Leaders get together over a few beers and agree that fighting is a bit silly and it would be a good idea to stop it. There is a 10% chance of this method working - if successful reduce AP's to zero. If the first method fails then the second method will be used. This involves the Regimental Leaders fighting to the death. Fight the combat in a spare moment, it will make a good basis for a mini-game. Winning leaders can install a new leader over the defeated unit. New leaders can be generated, or may be minor heroes as appropriate. Losing leaders get eaten. AP's are reduced to zero.

THE CITADEL Giant





CO1 FIGHTERS





CO2 WIZARDS



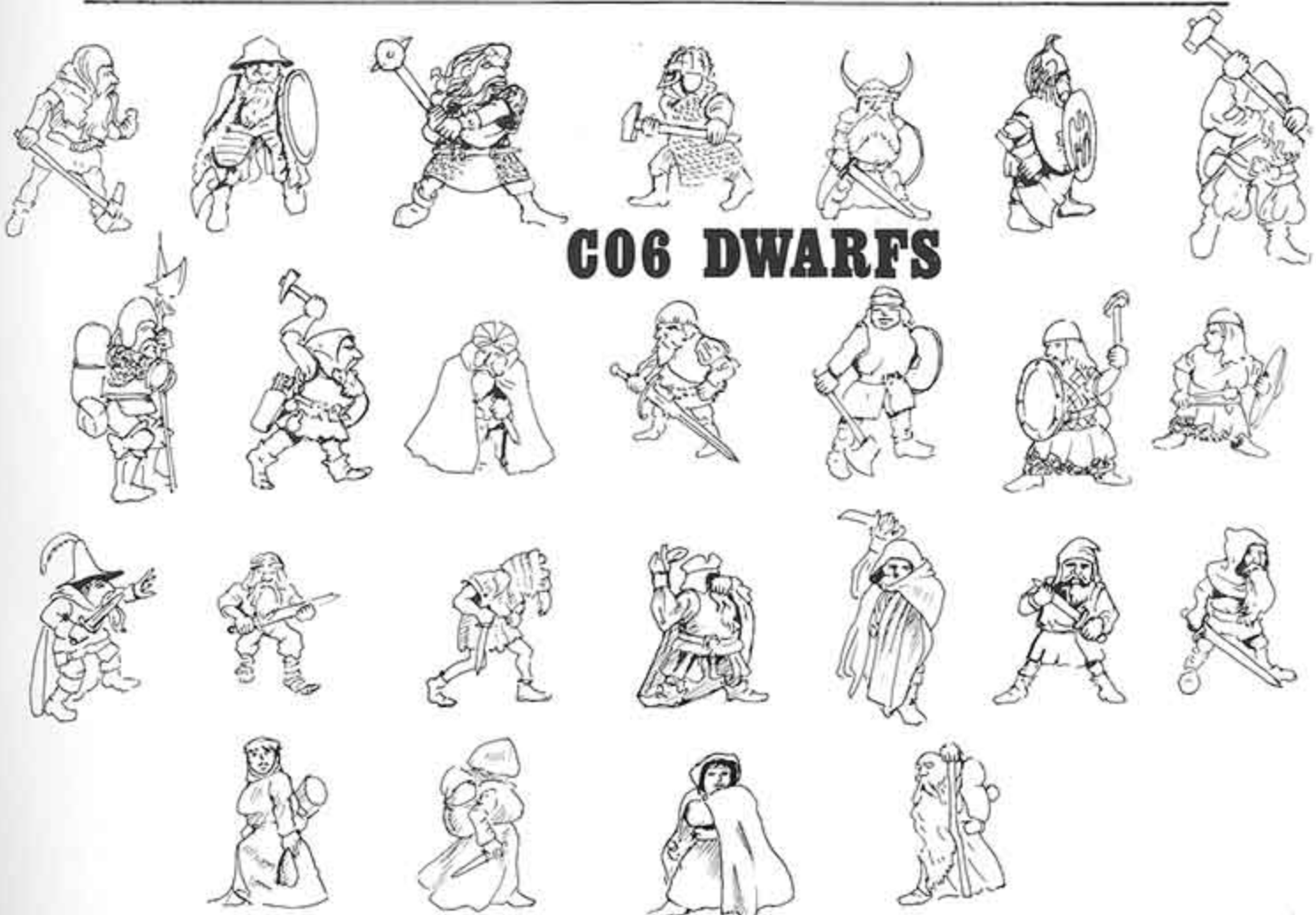
CO3 CLERICS



C04 THIEVES



C06 DWARFS





C13 GOBLINS



Lesser Goblins
Two Per Pack



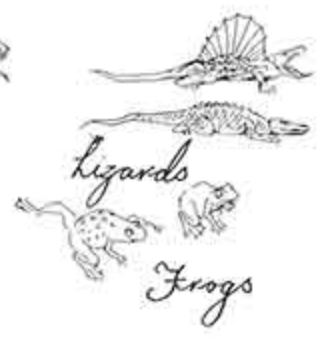
C15 ARMOURD ORCS



C 28 GIANTS



C 29 CREEPY CRAWLIES



C 35 KNIGHTS OF CHAOS



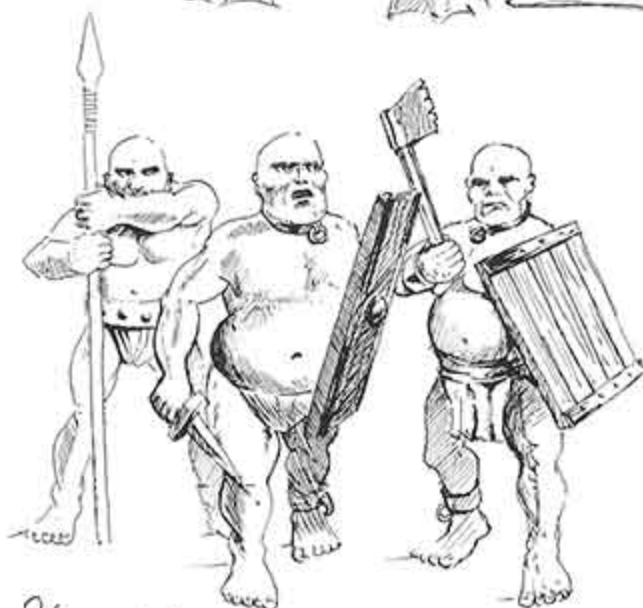
WARHAMMER MODELS



Slann



Krumbo



Slave Warriors



Norse Warriors



Speciality Set 1: Warriors of Chaos

- | | |
|-------------------------|------------------------|
| 1. Ulvar Vileblood | 6. Drakar Deathbringer |
| 2. Skathor Skullsmasher | 7. Ogroth Darksouls |
| 3. Kardos Bloodhelm | 8. Morthog Doomaxe |
| 4. Behmoth Blacksword | 9. Uthmog Elvenbane |
| 5. Athgul Evilhand | 10. Nekris Demonblade |



Speciality Set 4 - Goblin Raiding Party

1. Warlord Ubar Earbiter - Goblin Chieftain
2. Ubar's lieutenant - D'glish Sharpcut
3. Shaman Pogo Wildchant
4. Discipline Master Snurd Hideflayer
5. Goblin Champion - Torg Dwarfsmasher
6. Bulbug Orcleaver with Warhammer
7. Zurgush Wartpicker with Sling
8. Urag Legeater attacking with warpick
9. Gugblad Childsplatter with morning star
10. Norgus the Flatulant with spear



Speciality Set 5a: Warrior Knights of Law

1. Sir Lamorak de Gates
2. Sir Blamor de Lanis
3. Sir Villiers the Vallant
4. Sir Melias de Lisle
5. Sir Mellon of the Mountain
6. Sir Baudwin the Virtuous
7. Sir Aliduke Dragonbane
8. Sir Cadon Celestor
9. Sir Palomides Pureheart
10. Sir Lancelor de Lesl



ITY SETS



Speciality Set 2 - The Dwarf King's Court

1. King Dumin Ironbeard
2. Queen Asabelle Dragonsmiter
3. Orizard Oldrock - King's Champion
4. Quintin Limpfondle - Queen's Champion
5. Fungil Wisebeard - The Sage
6. Bomban Ironbeater - Royal Armourer
7. Sargeant Dimgol - Master of the Guard
8. Royal Guard Mimbrin
9. Cyril Bear - the Royal Mascot
10. Corbit Shortstuff - Gnome Jester



Speciality Set 3 - Knights of Chaos

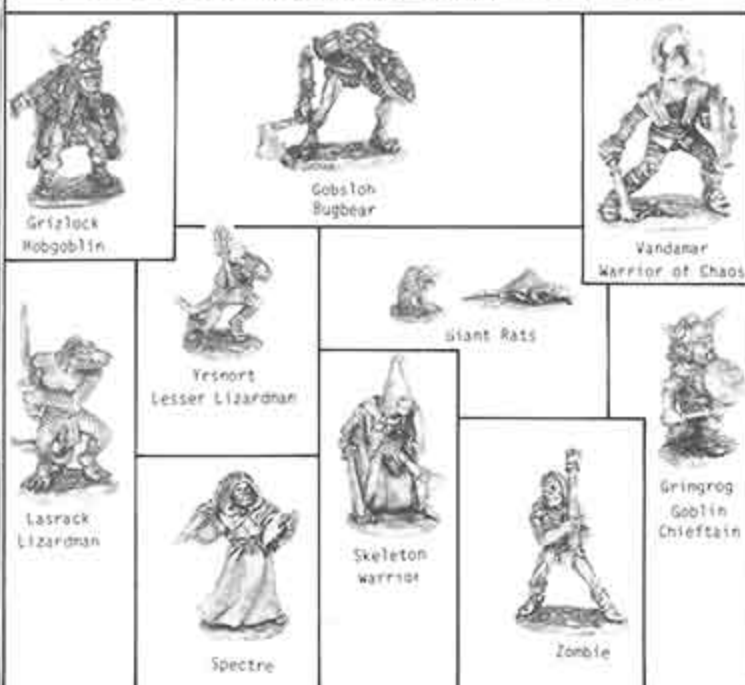
1. Tomar Spogh Warrior of the Divine Tuluk- with Bec de Corbin
2. Red Dulmoon Dark Saint of Insane God-with Great Axe
3. Agrad Anti-Paladin Champion of Laughing Jokkle
4. Gindar Molk Disciple of Dark Zoombar-with Spear
5. Thel Knight of Gorth the Great Obesity-with Falchion
6. Doomed Ratchragged Priest of Wenwoch the Waylayer-with Skull Mace
7. Rechgrindle Warrior Maiden of Dim Ponn- with Disembowling Spear
8. Buooophut Bane-Arrow Devotee of Alaman-Bowman of Chaos
9. Cursed Doomhandle Apostate of Heinus Suth-with Axe and Shield

STARTER SETS

DUNGEON ADVENTURER STARTER SET



DUNGEON MONSTER STARTER SET



CITADEL MINIATURES

Presents

BRYAN ANSELL'S

HEROIC ADVENTURERS!

1. Skarlos: Half-Elf Hero
2. Peregrine Redshirt: Wizard
3. Odan Grimbeard: Dwarf Hero
4. Olaf Thorginson: Dwarf Hero
5. Yamato-Talishi: Samurai
6. Phaidon Emiritus: Cleric
7. Helen: Lawful Adventuress
8. Gavin: Lawful Knight
9. Garlon: Lawful Knight



CITADEL PRESENTS - a series of boxed sets featuring the work of internationally famous miniature sculptors. Each set is designed and produced as a unique offering from some of the major talents throughout the modelling world.

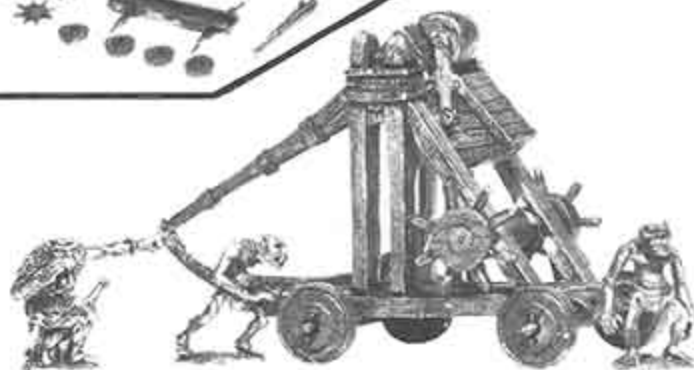
CHAOS MARAUDERS

1. Enkalon of Garusa: Wizard
2. Guardsman Toyne: Chaos Warrior
3. Guardsman Heely: Chaos Warrior
4. Chorsheema the Impaler: Goblin Champion
5. Cormanti of Khorne: Evil High Priest
6. Num-tin: Giant Hobgoblin Champion
7. Arralrack: Ogre Champion



TONY ACKLAND'S MONSTROUS ORC WAR MACHINE

The War-Machine in it's Component Parts



The War-Machine assembled

The Monstrous Orc War machine is the first in a series of giant engines of war. Models planned for future release include an 8 wheeled-Juggernaut with a crew of Dwarfs, a Bombard and more stone and bolt throwers. All of the crews will be largely interchangeable.

Coming your way!

Two New **WARHAMMER** Supplements—

FORCES OF FANTASY

BY RICK PRIESTLEY
and
BRYAN ANSELL

THE FORCES OF FANTASY - Fighting Battalions, Army Lists and Troops Types • Mustering the Army, Shield Patterns and Uniform Details • Heroes and Wizards, New Generation System for Battlefield Heroes • Advanced Rules •

..... The Forces of Fantasy, Citadel's new Warhammer Supplement presents players with a host of fantastic warriors and fighting characters, introduces varied attack modes for Giants, the Dread Night Goblin Fanatics, War Engines, Chariots, Regimental Champions and more....

REALM OF CHAOS

BY BRYAN ANSELL

THE REALM OF CHAOS - The Mark of Chaos, Chaotic Attributes • Chaos Champions - Role-Playing a Champion of Chaos • A Chaos Pantheon, Chaos Gods, Their Followers, Demons, and Creatures • Rune Weapons, the Power and Potency of the Magic Rune • Demon Swords, Demonic Weapons for Characters • Demon Shields

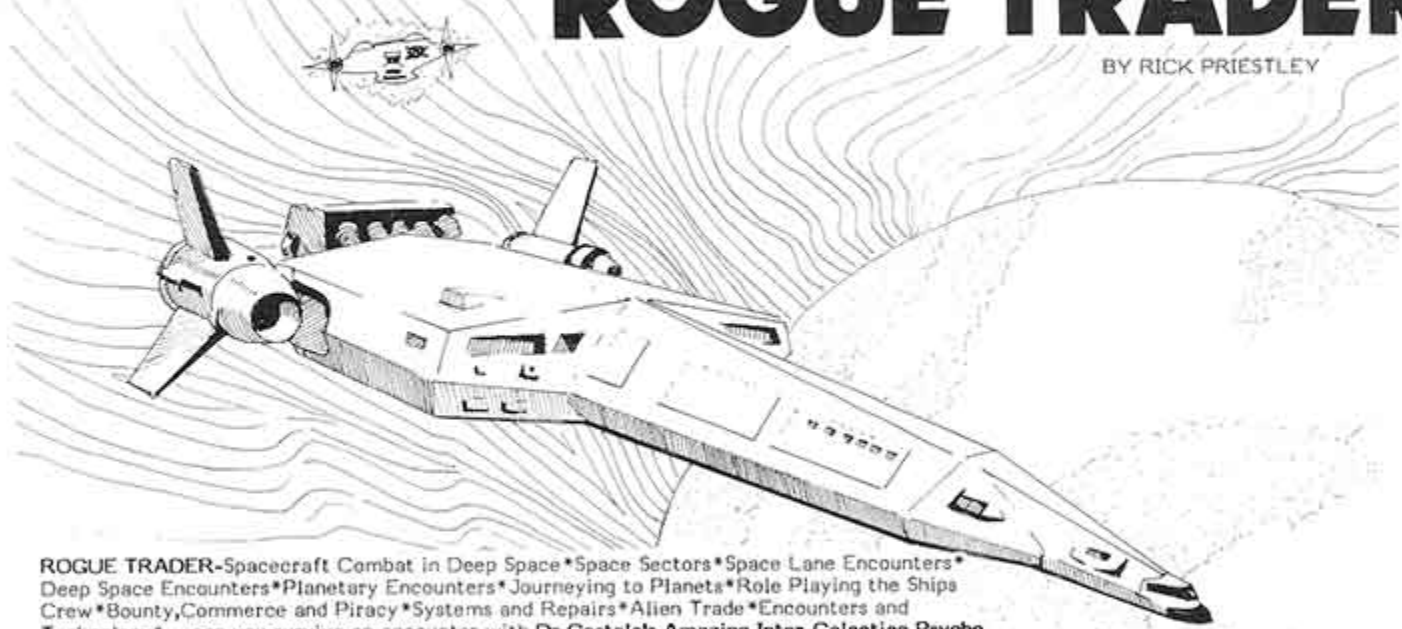
..... The Realm of Chaos, a Supplement for Citadel's Warhammer Game, takes you through the dominions of the strange and terrible Chaos Gods. As a follower of the Gods you accept an easy road to power - but will you survive the passage unchanged? or will fate warp your mind and body into something no longer human....

and!

CITADEL'S SF Role Play System

ROGUE TRADER

BY RICK PRIESTLEY



ROGUE TRADER-Spacecraft Combat in Deep Space*Space Sectors*Space Lane Encounters* Deep Space Encounters*Planetary Encounters*Journeying to Planets*Role Playing the Ships Crew*Bounty,Commerce and Piracy*Systems and Repairs*Alien Trade*Encounters and Technology*....can you survive an encounter with Dr Gostalo's Amazing Inter-Galactic Psycho Circus?,can you handle Fear and Loathing in Los Asteros?,Find out with ROGUE TRADER.



THERE IS NO SHORTAGE OF ARTICLES ON THE SUBJECT OF PAINTING METAL MINIATURES. HOWEVER THE VAST MAJORITY OF THESE ASSUME SOME PREVIOUS EXPERIENCE ON THE PART OF THE READER [NOT ALWAYS BY INTENT].

SO FOR THOSE OF YOU, WHO HAVE YET TO MAKE A START AT THE ART OF BURYING FINE CAST METAL MINIATURES UNDER LAYERS OF PAINT, HERE IS:-

The Absolute Beginner's Guide to Painting Miniatures

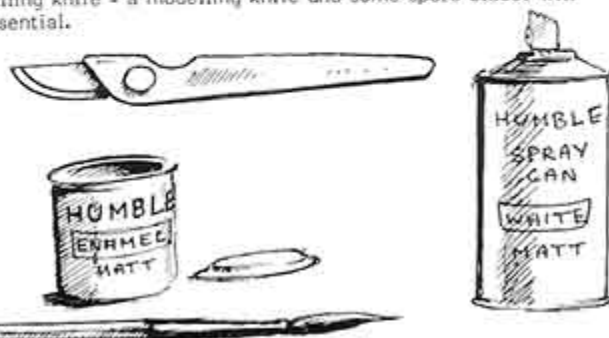
THINGS YOU WILL NEED.

Paint - of the wide variety of types that may be used I would recommend the humble tin of enamel, if only because of its availability. Be sure to purchase the matt type (although some gloss black will prove useful). Also, a spray can of matt white will be required.

Thinners - the above paint may be diluted with white spirit or turps substitute.

Brushes - rather than take out a mortgage on the best quality sable. A relatively inexpensive synthetic-sable mix will do to start with. Buy a brush with the longest bristles you feel you can cope with. The less steady your hands, the shorter the bristles should be.

Modelling knife - a modelling knife and some spare blades will be essential.





PREPARING THE MODEL

Remember that an inadequately prepared model will always result in an inferior finish.

Carefully cut and scrape away any excess metal on the model.

Attach the model to some object that you can hold comfortably when you are painting it. One method is to use blu-tac, or similar, to attach it to the bottom of a paint tin.

Lightly undercoat the figure using the spray matt white. Do not try to achieve a brilliant white finish, you will only succeed in obliterating most of the detail on the model. A pale grey colour is all that is required.

PAINTING THE MODEL

Do not use the paint directly from the tin. Mix the paint thoroughly (a match stick or cocktail stick is useful for this), and place a small amount on an old dish or similar. Dip your brush in thinners, then dip it into the paint. (The plastic part of the Blister Pack makes an excellent receptacle for thinners). Grip the brush lightly and, using only the tip of the bristles, apply the paint to the model. Let the bristles follow the direction of any folds on the figure. Try to ensure that all your brush strokes are made in the same direction. It is far better to apply several thin coats of paint rather than one thick one, but leave sufficient time for each coat to dry thoroughly, as instead of applying a new layer of paint you will be merely lifting the previous coat off. If you wish to apply a light colour of paint over an area you have previously painted with a dark colour then undercoat that area with white paint first.



WASHES AND SHADING

Shading does not have to be difficult, and always improves the appearance of a model. First make a wash. All this consists of is a little paint mixed with some thinners. You will have to practice a while to get the correct proportion of paint to thinners. Washes are lightly brushed over the entire area to be shaded, the colour will run into any folds/creases and leave the raised areas clear. Even if you do not shade all of a figure it is well worth applying a brown wash over any flesh areas on a model, particularly the face. Leave a model to dry at least a full day before applying any washes.

IRON AND STEEL

To get a realistic look to areas that are meant to represent the above two metals, first mix some silver paint with some clear gloss varnish, and then paint on as per normal. When this is dry (leave it for at least a day) apply a wash of gloss black. You should have an effect similar to dull steel.

LAST WORDS

When painting fantasy models the actual choice of colours is very important. Try to get a look at some of the books of fantasy artwork that are available. Also, a good idea is to look through natural history books. A good many ideas can be got by observing the natural colours of living things. Above all try to avoid merely copying other figures you have seen.

Ray Ashland



WARHAMMER

& Science Fiction!



It has become a convention amongst gamers that Science Fiction Games and Fantasy Games are somehow distinct and mutually exclusive. An odd situation, that in a hobby which promotes the imagination an irrational and avoidable barrier should exist. I have seen and participated in games in which the two genres have been mixed, and these have worked exceptionally well, keeping the players both amused and confused at the same time.

If you own a copy of **WARHAMMER** then you probably realise that the rules are designed to be used - if you wish change rules, redraw charts, invent new creatures anything should be possible, after all most of the enjoyment from a game comes from invention. And that - hopefully - is where I step in wielding a Laser Pistol and shouting 'Beware of Greeks bearing particle beam weapons'. Yes indeed, Science Fiction and Futuristic elements in general make a superb cross-over into any Fantasy Campaign. These can be worked very easily into the usual Fantasy contexts - an old technical civilisation could have left behind advanced artifacts, weapons, transports, gadgetry of strange and unknown kinds. Such artifacts can become vitally important to your adventurers, not quite understanding how they work - but being perfectly prepared to take advantage of the fact that they do!

In the following descriptions when I've used the word 'Turn' I refer to that player's Turn - the Active Player Turn in Warhammer. When I've used the word 'Move phase' I refer just to that part of a Turn in which the model is moved. So if an action takes 'A complete Turn' then the model may do nothing other than the action - he may not move, shoot etc. If an action takes 'A complete Move Phase' then the model may not move - but may shoot, combat and so on. With a bit of ingenuity these weapons can easily be adapted into any gaming system.

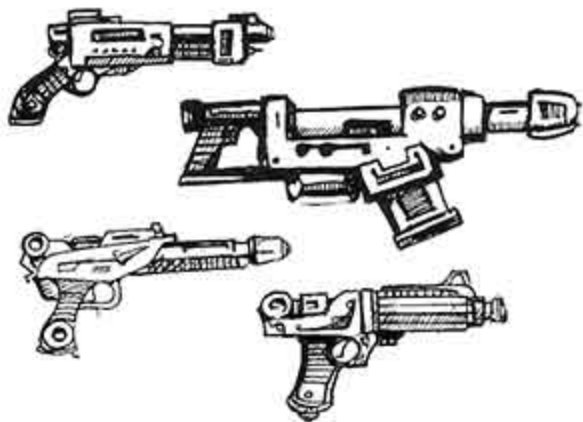
The Laser Pistol

Laser pistols make wonderful side arms for Heroes. A laser pistol can be fired once per Turn without effecting the weapons 'regenerating batteries'. If the firer has sufficient attacks the weapon may be fired upto 3 times a Turn, at

different targets if you wish. After firing this 'rapid fire' the weapon won't work for the following 2 Turns whilst the batteries regenerate. A Laser can be fired with one hand - like any pistol weapon. A Laser Rifle is a similar but larger weapon which requires two hands to use.

The Needler

The Needler is a powerful airgun which fires a steel needle, often poisoned or drugged in some way. The needles are carried in a magazine, each with up to 100 needles (D100 on finds), it takes an entire Turn to fit a new magazine. After each shot the weapon needs to be repressurised - this takes a complete Move Phase to complete. Every shot fires one needle perfectly, silently and very accurately, making this an ideal weapon for an assassin. Needlers can be built into ball-point pens, wizard's staves, swords or almost anything.



The Hand Flamer

A Hand Flamer is a large pistol weapon with a canister attached underneath. The canister contains a highly volatile chemical which reacts violently with oxygen producing a flaming sheet of burning chemical which sticks to skin and clothing. These are really nasty weapons - unreliable too. When firing a Hand Flamer a roll of a 1 on the 'To Hit' dice means the weapon has exploded - roll a D6.

- 1 The weapon is useless - you are unharmed
- 2 The weapon explodes causing a Strength 2 hit on you
- 3 The weapon explodes causing a normal Hand Flamer hit on you
- 4 The weapon explodes causing 2 normal Hand Flamer hits on you
- 5 The weapon explodes causing a normal Hand Flamer hit on anyone with 2" - and 2 hits on you
- 6 The weapon explodes causing a normal Hand Flamer hit on everyone within 6" - but leaves you miraculously unharmed!

When firing a Hand Flamer place a circular 2" radius template over the target area. All troops within the area are eligible to be hit, throw for each separately. Targets hit by a Hand Flamer will receive damage as normal - and then additional damage for each Shooting Phase that the chemical is still burning. Roll a D6 at the beginning of each succeeding Shooting Phase.

- 1-5 The chemical is still burning - take another hit.
- 6 The chemical has burnt out - no damage

Whilst on fire the victim is too physically and mentally occupied to do anything other than flap around trying to beat out the flames (determine movement direction and distance randomly - move as if routed). One canister fires only one shot - it takes a complete Turn to change canisters.

The Flame Lance

The Flame Lance is a powerful laser weapon. It resembles an ordinary Lance - except that it has a small button or catch on the butt. When the button is pressed the weapon will fire a bolt of laser energy from the tip. The discharge is much greater than a normal laser weapon. The batteries are self regenerating but because the discharge is so great the weapon may only be fired 3 times in a single day - and then requires a complete day to recharge. Each discharge causes 1D6 Strength 5 Hits. Anyone hit by a Flame Lance does not get a saving throw for armour (unless they are Heroes and then it is at the GM's discretion).

Hand Guns

Modern type Automatics and Revolvers with between 6 and 12 shots. (D6 or D12 on finding). Revolvers can be part loaded taking 1 complete Move Phase per 2 bullets. Automatics are reloaded from magazines - taking an entire Turn to do so. Hand Guns are noisy and can attract attention from undesirable sources.



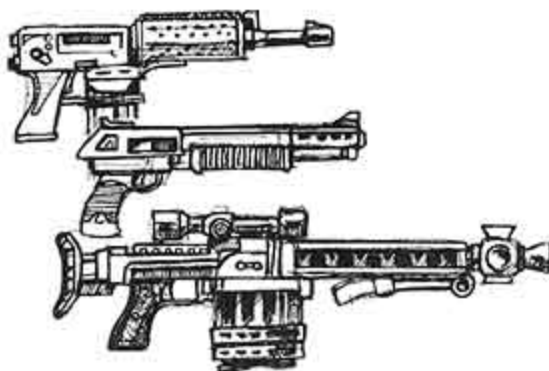
Rifles

A Rifle is a heavier large calibre version of a handgun requiring two hands to use. Obviously the performance of any rifle will depend on the weapon itself but I think we only need differentiate into 3 basic kinds.

Victorian types such as the British Martini-Henry and American Springfield. These fire a single shot which is loaded into the breach, the weapon must be reloaded after each firing. It takes 1 complete Move Phase to reload.

Early 20th Century types such as a Lee-Enfield. These have a magazine containing upto 10 bullets - varying from weapon to weapon. It takes an entire Turn to fit a new magazine, or a complete Move Phase to load a bullet into the breach. Some weapons, such as Winchesters, carry their ammunition in a tube rather than magazine and these can be part loaded like revolving pistols.

Late 20th Century types such as an ArmaLite. These are sophisticated weapons capable of either firing single shots or **Sustained Fire**. Loading is by magazine only - holding up to 20 bullets. If you wish you can fire the weapon like a machine gun - using 10+D6 number of shots up. This is called **Sustained Fire**. You must have at least 10 bullets left to fire in this way. When firing **Sustained Fire** take a 2" radius circle template, such as that used for magic, and place it over the target area. The target area can be anywhere that is visible to the firer and within the weapons maximum range. All figures within the template are eligible as targets and may be hit - throw for each separately. Figures not hit may do nothing else for the rest of that Turn - they are too busy keeping their heads down! They may not return fire that move. If you are firing Sustained Fire then you receive an Initiative modifier of +10 (so you usually get to fire first!)



Musket

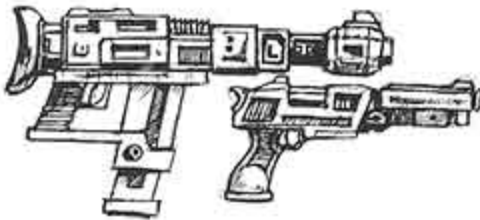
So what's futuristic about a musket? - if you're a medieval peasant then a musket is futuristic. A Musket takes an entire Turn to reload, although this can be cut down to 2 consecutive Move Phases if your Weaponskill is above 6 and you have experience with the weapon. A musket fires only a single shot. Muskets create a lot of smoke when they fire and could attract attention.

Shotgun

Shotguns can be either single or double barrelled and can either carry 1 or 2 shots accordingly. It takes a complete Move Phase to reload 1 shot. Shotguns have only a short effective range, but hits can be very nasty - causing horrible wounds rather than killing outright. Shots at short range cause D3 Hits ($\frac{1}{2}$ a D6) for each actual hit. Characters 'killed' by a shotgun blast roll as normal to generate Wounds and Injuries but deduct 20% from the D100 score and roll **twice** for each 'kill'. A sawn off shotgun is convenient to carry and hide, and can be fired one handed (if you have Strength of 3 or more). Sawn off shotguns have no long range.

Bolt Guns

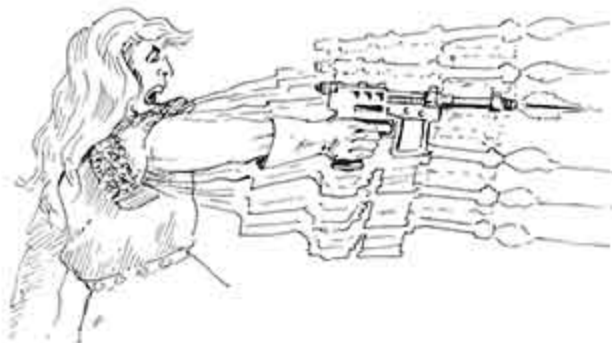
Bolt guns are ultra-modern versions of contemporary automatic rifles firing an explosive self propelling shot. The weapons tend to be heavy but 'stubby' and are usually recoilless. A Bolt pistol may fire one shot from a magazine of 5 bullets. It takes a complete Turn to change magazines. A Bolt Rifle fires either a single shot or Sustained fire of 5+D6 bullets from a magazine of 12 Shots. The bullets are explosive and each hit causes 1D6 actual Hits at an Attack Strength of 4. Sustained fire uses a template as for Automatic Rifles and has the same Initiative modifier - you require at least 5 bullets to fire a burst of sustained fire from a Bolt gun.



Bolt guns are prone to misfires and jams, largely because of the technical sophistication of the ammunition. If you roll a 1 on your throw 'To Hit', or your first throw 'To Hit' when firing sustained fire, then something has happened. Roll D6.

- 1-4 The shell fails to ignite properly - so there is no explosive effect. Reduce the Strength Attack to 2 and only 1 Hit. Sustained fire, Strength Attack 2 and 1 Hit per target. Roll 'to hit' as normal. Armour modifier +1.
- 5-6 The weapon goes wrong in some more critical way - Throw another D6.

- 1 The Weapon explodes with a template of 2" radius. All figures in the circle are eligible as targets as for Sustained Fire.
- 2 The Weapon jams - you must roll a 4,5,6 on a D6 to unjam the weapon now. If you fail it cannot be repaired until after the game. You must reload a jammed weapon before you may fire.
- 3 The Weapon jams - you must reload the weapon before you can fire.
- 4 The shot explodes prematurely - causing 1 Strength 1 Hit on you.
- 5 The shot explodes prematurely - causing no damage at all.
- 6 All of the ammunition left in the gun is accidentally triggered off at once - fire Sustained Fire onto the target. If 1D6+5 doesn't empty the magazine then fire two bursts of Sustained Fire and the weapon is now out of ammunition.



Grenades

Grenades can be thrown a distance of 5" + 2" per Strength level of the thrower. Various grenades have various effects. All grenades effect an area equivalent to a circle 2" in radius, like the magic template. Place the template over the target area - all models in the area may be hit. Roll a dice to hit each victim - if the first dice turns up a 1 then you have missed completely and must roll to see where the grenade has gone.

- 1-2 Undershot - the Grenade has fallen short of the target point by 1D6 inches. If this means the grenade lands on or behind the thrower then it has gone off in his hand.
- 3-4 Deviation to the Left - the grenade has veered 1D6" plus 2" to the left of the target point.
- 5-6 Deviation to the Right - as for left.



Roll to hit each figure in the target area individually.

Ordinary fragmentation grenades explode scattering casing and shrapnel over the area - Attack Strength 2. Troops caught in the area but not hit may not do anything for the rest of that Turn, they are only concerned with keeping a low profile.

Other Grenades release gases which cause effects such as Fear, Terror, Stupidity or Frenzy. Or they could contain mind controlling or hallucinogenic gases - I leave these as suggestions only. A particularly good one could cause its victims to believe they are fighting on the other side for D6 Turns.

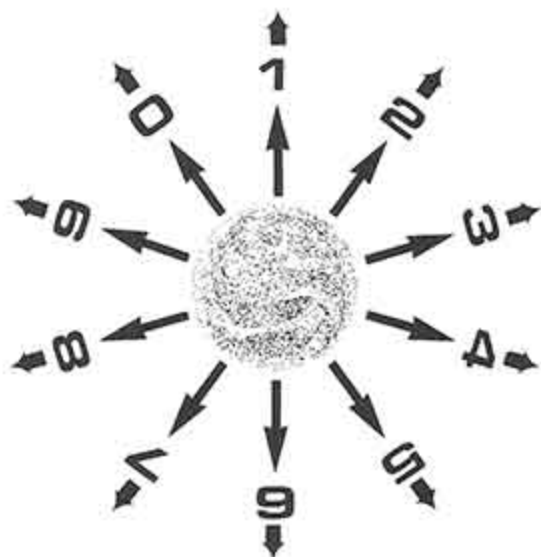
The Vortex Grenade is one of the most powerful grenade weapons available. Once activated the mechanism forms a Vortex - anything caught up in the Vortex is instantly destroyed without any saving throw of any kind. A Vortex is a swirling disruption of the space fabric - like a black hole - and can be represented on the table by a black cardboard circle. When the Vortex is thrown, roll a D6.

- 1-2 Nothing happens - the grenade hums a bit - roll again next move.
- 3-5 The Vortex starts a normal sequence with the appearance of a 2" radius Vortex.
- 6 The Vortex goes through an 'accelerated sequence' - expanding to 1D6+2" radius and vanishing. Everything within the area is destroyed.

A Vortex is a perfect sphere - so it is as deep and high as it is wide. Vortices destroy all matter and energy - you cannot fire, perform magic or see across a vortex. At the beginning of each Turn following the start of a normal sequence roll a D6.

- 1 The Vortex fizzles out - disappears - vanishes.
- 2 The Vortex moves 1D6" in a random direction.
- 3-4 The Vortex expands by 2" radius.
- 5 The Vortex shrinks by 2" radius.
- 6 The Vortex expands to radius 8" and disappears.

A Vortex will eat into the ground - so an area occupied by a Vortex will always produce a crater. Any Vortex shrinking to zero inches will disappear and not return. Any Vortex reaching a size of 8" radius has gone through its sequence and will disappear at the end of the Turn. A moving Vortex will dig a trench along its path. A Vortex moving over figures will kill them - Heroes (and all characters at the GM's discretion) may attempt to leap aside from an expanding, activating or moving Vortex - needing a 4,5,6 on a D6 to do so. Games Masters may choose to allow Heroes to roll free of an expanding Vortex - but if the 4,5,6 throw is not made they suffer horrible injuries or mutation. The Chaos Attributes chart given in the 'Mark of Chaos' article could be used for this.



Vortex direction of movement chart using a D10.

Flight Packs

A flight pack looks like a backpack with nozzles and jets, and emits a worrying smell of kerosene. A flight pack is controlled purely by leaning in the direction you want to go - so it doesn't effect your ability to carry weapons. The wearer can fly like any normal winged creature. A flight pack contains enough fuel to last for 5 Turns of flight - it takes 3 Turns to refuel from a large jerry can of suitable fuel. It takes a complete Turn to put on or remove a Flight Pack.

A figure wearing one of these things is in a certain amount of danger if he is hit by an energy weapon or explosive device. Roll a D6 - If the result is 6 then role again.

- 1 The Pack explodes - causing 1 Strength 2 Hit on everyone within 6".
- 2 The Pack catches fire. Roll to put the flames out in the rout phase requiring a 6 on a D6. If you should roll a 1 whilst trying to put out the flames the pack explodes (1 above). Whilst on fire you move randomly like a man hit by a Hand Flamer, you may not fly.
- 3 The Pack takes off out of control using all of the fuel to fly 5 miles straight up into the air.. and then you plummet straight back down again. The Games Master can dice randomly to determine where the poor flyer lands. His impact causes 1 Strength 6 Hit on anyone within 2" of his point of impact. The flyer himself receives no Saving Throw.
- 4 The Pack takes off and spins round out of control. During each Turn move the figure randomly - take off if landed, land if airborne and so on. The place where the flyer lands can be randomly determined by the Games Master.
- 5 The Pack starts to smoke and fizz noisily. Roll a D6 - in this many Turns the pack will explode causing 1 Strength 2 Hit on anyone within 6".
- 6 The Pack just stops working altogether.

All SF weapons can be confusing when they are found - so don't let your adventurers use them straight away. The best way to introduce, say, a laser pistol, is to describe it as a bent metal rod. Then let your players suss out for themselves what is going on. There must always be a chance a weapon will go

off whilst the company are examining it - but the GM should be lenient and not get them all killed! An adventurer will require several hours to find out how to operate any simple futuristic device, and probably a similar period to find out how to reload it. If they have encountered this sort of thing before then they won't require as long - this I leave at the GM's discretion. Remember that a player finding a weapon shouldn't really know how powerful it is, or whether it needs reloading, or any possible side effects. He certainly shouldn't be able to tell one type of grenade from another - so grenades are always an unknown quantity until they are used. You can mix in non-functional or unstable weapons too; ones that either don't work or work spasmodically or in unpredictable ways. In general you can apply the following rules to finding artifacts:-

A character finding an SF artifact for the first time cannot use it that game. He may use it in the next game if he makes his Intelligence %. This is the Intelligence x10 as a percentage. For example Intelligence =6 , Intelligence % = 60%. If you can roll under 60% on a D100 then you can use the weapon -only one person may try. If you fail to make the throw then try again next adventure.

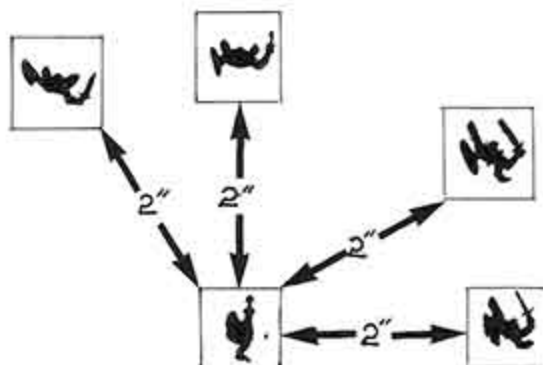
A character finding an artifact similar to one he already knows how to use may spend some time trying to make it work immediately - he may do nothing else. Roll a D6 at the end of each Active Player Turn. If you score a 6 then you can use the weapon. If you score 1 then you are utterly baffled, and must give up in disgust.



Some of the weapons described above modify the Initiative of the user - as indicated in the text and on the chart below. Also some weapons either ignore the effects of armour (Ignore - on the chart) or modify the normal saving throw. So, for instance, a Hand Flamer has a plus 2 modifier - so if your normal saving throw is 4,5,6 then your modified throw will be 6. If the saving throw goes above 6 then you can't save! - this modification is **inclusive** of any normal modifications for a high Strength hit.

Weapon	Short Range	Long Range	Attack Strength	Initiative Modifier	Armour Modifier
Laser Pistol	8	30	2	+1	-
Laser Rifle	12	50	3	-	+1
Hand Gun	8	30	2	+1	-
Rifle	12	36	3	-	+1
Shotgun	8	24	3 at Short D3 Hits 2 at Long	+1 (Sawn)	-
Musket	8	36	3	-	-
Flame Lance	12	50	5 D6 Hits	-	Ignore
Hand Flamer	-	20	4	-	+2
Needle Pistol	8	20	1 Poisoned	+1	-1
Bolt Pistol	8	30	4 D6 Hits	+1	Ignore
Bolt Rifle	12	50	4 D6 Hits	-	Ignore

If you intend to use Futuristic weaponry, or even if you don't, I would strongly recommend changing the rules on maintaining formations - especially for games involving less than 50 figures a side. The reason for this will become clear - and can be demonstrated practically by throwing a grenade into a solid formation of troops (messy). Figures are still organised into units - which can be of any number of troops but typically is about 12. Each individual in a unit must stay within 2" of another member, although they may move closer or into base to base contact if they wish. The gap is measured between the base edges - not the actual models - like so :-



A unit may split up. This is, in effect, the unit leader saying something like, 'You 4 men follow me and we'll storm the building from the front while the rest of you try to sneak in through the back'. To split up a unit takes an entire Turn during which the unit must remain stationary and the leader may not fire. The rest of the unit may fire as normal. Splitting cannot be done if the unit is already in close combat. The split unit cannot be split again - it can be remerged anytime. Once split the unit acts like two independent units.

When used for the first time Futuristic weapons cause **Terror** in the target unit. Used subsequently they cause **Fear** in target units taking casualties. Grenades cause **Fear** in target units and a target unit taking casualties must take a Morale test minus 2. Heroes are exempt from these effects.

The following account is of a proposed plot outline for a Science/Fantasy crossover game involving a Games Master and at least 1 - but hopefully more - players. The GM can take the role of all encounters. I haven't given enough details to actually play the scenario - that is up to you - but I think you'll find enough information to develop the plot. The game starts with the GM assembling all of his players and giving them the background story.....

THE PROPOSITION OF ERIC BORGESSION

Eric Borgesson is a very wealthy Swedish banker currently living in London - 1983 - the present. Mr Borgesson, an elderly and much respected man, has placed an advert in the press. The advert goes, 'Positions still remaining within proposed Antiquarian Expedition. Objectives to investigate newly discovered remains in Pakistan - Surveyors, Cartographers, Experienced Field workers and Scientists all required. Apply...'

You the players have answered this advert. Borgesson gives you the following information.

Recently a single ruined tower was discovered on the Pakistan/Afghanistan border. It has not previously been investigated, was discovered by an aerial survey and has not been entered.

The tower's design is consistent with it being very old - probably around 3 thousand years - and belonging to an ancient Indian culture.

The Pakistan government has agreed to the expedition taking place but is offering no help and cannot guarantee the safety of the group. There are many bandits, hill tribes and rebels not to mention possible border clashes.

Borgesson has received a number of death threats from religious factions opposing the expedition - but he has dismissed these as hoaxes.

The expedition will be led by Borgesson's son Gunnar - who is controlled by the GM - and there are already some people hired. The exact number can be determined by the GM - trouble shooters, a Pakistani who speaks the lingo, a few scientists. All these are 'followers', 'hirelings' or whatever you want to call them.

The players are flown to Pakistan. You will need to travel into the hills to find the tower. The roads are impassable by car or even land-rover. The adventurers have enough money to buy mules, hire guides and buy weapons. Shotguns and pistols may be bought - the GM can determine availability and cost. The GM can determine the effects of losing baggage, catching gastro enteritis etc, as he sees fit. The journey to the border could take days or weeks - the GM can draw a map and dictate rates of travel. Possible encounters up to this point could be:-

Government spies or thugs trying to find out what you're up to.

Religious Leaders trying to stop you.

Bandits trying to rob you

Army patrols who think you're rebels

Russian army patrols who think you're rebels

Smugglers - who could maybe trade you some good automatic weaponry.

Afghan Tribesmen who think you're Russians

Lost Journalists or American advisers

The GM can play around with these ideas and any others - so that if the group are clever they can pick up some friends and more weapons.

Eventually the group reach a giant natural bowl 2 miles in diameter - in the middle stands the tower. The group can now advance upon the tower.

What nobody knows is that this is no ordinary ancient monument - in fact the tower isn't even of human construction. 100 Million years ago a spaceship came to this part of the world and before they left the aliens constructed the tower. The tower contains a powerful transportation device that can transport anyone entering it to another similar device somewhere else in the Universe. The device works as a sort of time machine as well - so it can transport over distances and through time. Unfortunately the aliens were in too much of a hurry and the machine went wrong soon after it was built, creating an area of unstable space around the tower stretching 1 mile in all directions.

The effect is that any group entering the area are transported into either another time or place - maybe in some far off universe. Wherever they are transported to the image of the Tower will remain in a constant position - perhaps as a hazy shadow, sometimes as a solid image. Sometimes the local inhabitants will be able to see the Tower, sometimes not. For example, if the adventurers are transported to Alpha Centauri when the tower is 1/2 a mile away then the tower will appear 1/2 a mile away on Alpha Centauri, and the same for time jumps - the tower remains constant. Whether they are transported through time or space moving closer or further away from the tower will always cause a time/space jump. Sometimes the mechanism stabilises for, say, a day or maybe even longer and the travellers will be able to move freely within that time/space zone without any more jumps occurring. During these periods of stability the Tower will disappear altogether, and will only reappear again when the stability breaks down. The Games Master can give rough indications of when the Tower is going to return 'in phase' by dropping hints about 'shimmering on the horizon' etc. All this I leave up to the resourceful GM to determine - but I would suggest you allow a

high % chance of any one jump stabilising for a day and an outside chance of stabilising for over a week. Then roll dice to randomly determine when the mechanism breaks down again.

For example:-

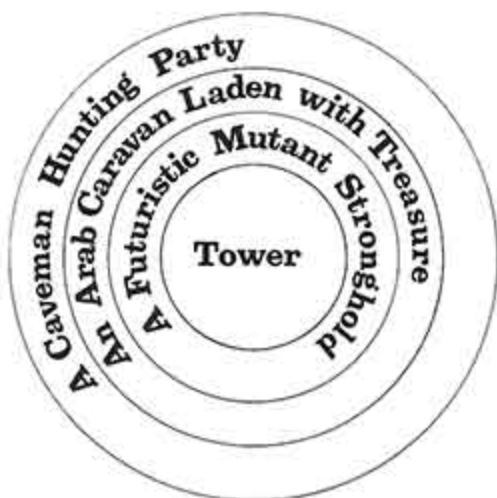
Basic chance of a jump being stable 75%.

Stable for D10 days. Roll a 10 and roll a D100 to establish number of days. Roll a 100 and roll a D6 to establish number of years.

It may be convenient to adjust these according to circumstance. If the travellers get split up they may enter different time/space zones at different times -this gives a good opportunity for added interest.

When the travellers eventually manage to reach the tower then, if they can figure out the controls, they can return to earth 1983 - or become permanently transported somewhere else if you want to continue the whole inter-galactic trans-time adventure.

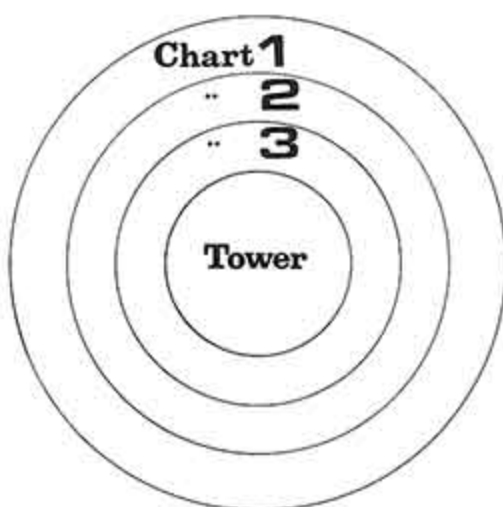
The diagram below gives one possible configuration for the effects of the tower - to some extent the nature of each time/space band will be determined by what models you have available. Obviously you can put in many more bands than this, and you can put in lots of bands if you want the adventure to last for a long time.



Another possibility, rather than use strict bands of fixed time/space zones, is to draw up a chart. Then every time the adventurers enter a new band you can roll on the chart to generate the salient details of the zone. A chart could just list the nature of the zone like this:-

- 01-05 Jurassic - Earth - Dinosaur Migration
- 06-10 Iron Age - Earth - A tribal Hunting party
- 11-20 Zone Time - Zone Place - A Goblin victory celebration
- 20-30 Zone Time - Zone Place - A Futuristic Town
- ETC

You could draw up a different chart for each time/space Zone if you wanted. The charts would then be useful if you wanted to continue with this sort of game again.



Another alternative is just to adopt a free form system with a chart for time and a chart for place. For example:-

- 01-05 500BC
- 06-10 300BC
- 11-15 100BC
- 16-20 100AD
- ETC

- 01-25 EARTH
- 26-35 MARS
- 36-45 MOON
- 46-55 ALPHA CETI 1
- 56-65 DIMENSION OF THE BLACK YUNGON
- ETC

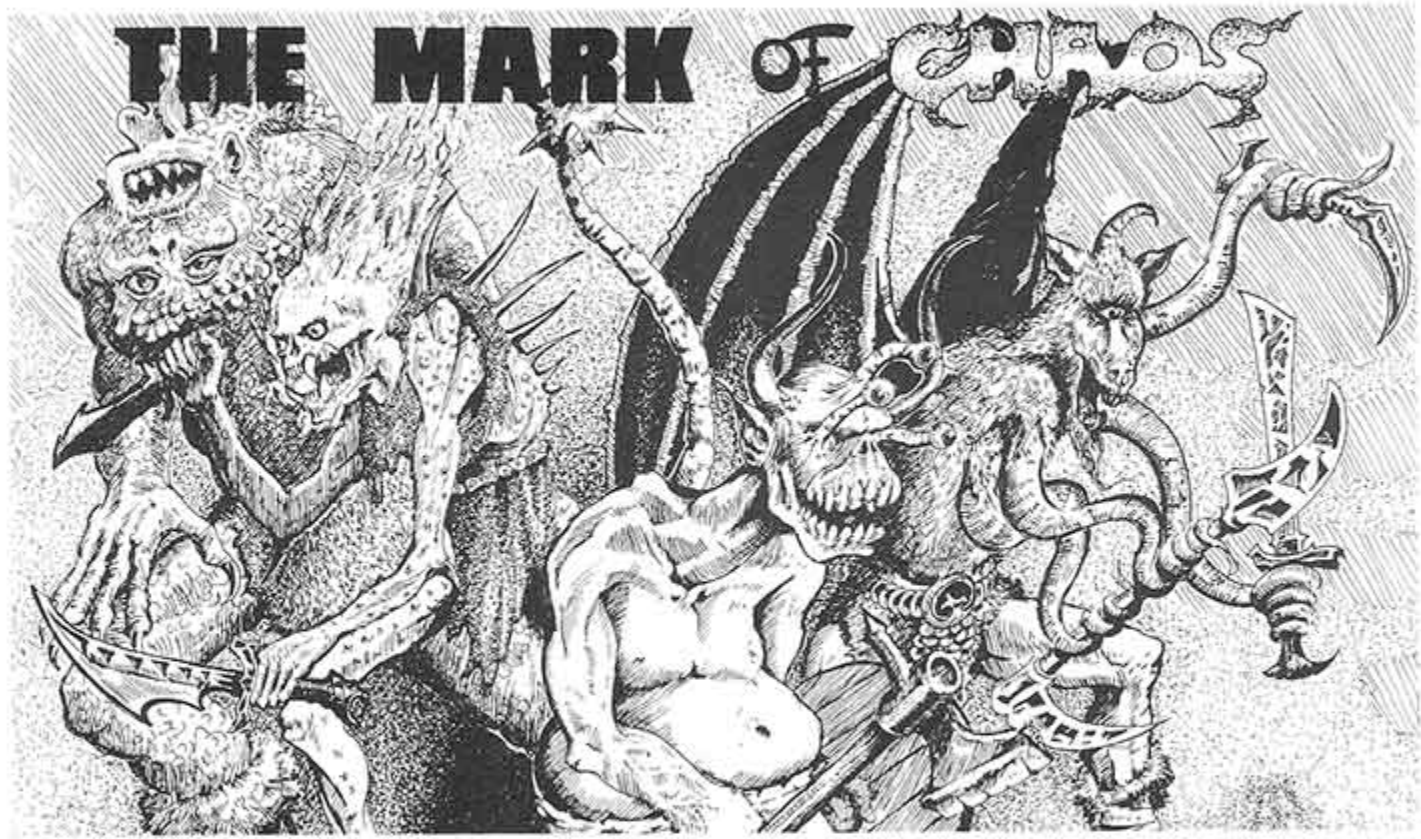
But this would require much more work on your part as you'd have to write histories for all your alien planets, Mars etc -but this would probably be the most rewarding approach if you have the time and intend to re-use the system at any time.

Whether Magic should work in all times or all places is up to you - alternative realities can have different cosmic laws after all. Eventually the adventurers can be given access to futuristic devices which allow them to control the time travelling process to some extent.

RICK PRIESTLEY



THE MARK OF CHAOS



These are the rules we use for Chaos creatures in our Warhammer Games, they are quite simple to adjust for use in other role-playing or fantasy battle systems.

Chaotic Attributes are the strange powers, disfigurements and mutations that mark the bodies and souls of many creatures whose lives have been touched by Chaos. Merely dwelling in a portion of the Multiverse where Chaos lurks close by will bring the curse of the Mark of Chaos upon a section of the population. In human society to bear the Mark is to be an

outcast, but Goblins, Orcs and the like regard it as an honour and a blessing.

Evil creatures tread a path very close to that of Chaos, and all evil or unpleasant beings (including humans) have a particular chance of bearing Chaos Attributes.

Chaotic Attributes may take a characters fighting characteristics beyond the normal limits for his race.

CREATURE LIST RANDOM GENERATION AND CHAOTIC ATTRIBUTES

Creature	Chaos Attribute	% Generation	Creature	Chaos Attribute	% Generation
Carniverous Bird	1%	01	Ordinary Men	1%	
Centaur	Creature of Chaos -10%	02-03	Evil Men	2%	
Chimera	Creature of Chaos -20%	04-05	Servants of Chaos	3%	
Demons	Demons may have Chaotic Attributes at there own will or that of their masters. About half of demons encountered will have Attributes; either randomly chosen or specifically selected by the Games Master	06-07	Manfish	2%	66-67
Dragons	5%	08	Manticore	Creature of Chaos -10%	68-69
Dwarfs	Very Rare	09-14	Minotaur	5%	70-71
Eagles	1%	15	Ogre	3%	72-77
Elfs	Unknown	16-17	Orc	2%	78-83
Dark Elfs	2%	18-20	Serpent Crawler	3%	84
Giants	5%	21-22	Slann	2%	85-86
Giant Frog	1%	23-24	Treemen	1%, except in evil enchanted woods -10%	
Giant Insects	2%	25-26	Trolls	Creature of Chaos -5%	87
Giant Rat	2%	27-28	Undead	Where Undead are the spirits of deceased beings who bore Attributes, the spirit form will usually carry at least the shape of those Attributes, they will often have no particular effect. See REALM OF CHAOS.	88-93
Giant Reptile	1%	29-30	Wercreatures	2%	95-96
Goblins	2%	31-36	Winged Panther	3%	97
Griffon	Creature of Chaos -10%	37-38	Winged Serpents	5%	96
Halfings	Unknown	39-40	Wolf	1%	98
Harpy	Creature of Chaos -10%	41-42	Giant Wolf	1%	99
Hobgoblins	20%	43-49	Wyvern	5%	00
Hippogriff	Creature of Chaos -5%	50-51			
Lizardmen	2%	52-53			
MEN		54-65			
Followers of Law	Never				
Goodly/Saintly Men	Very Rare				

SUBTABLES

DEMONS		UNDEAD	WERECREATURES		
Balrog	01-15	Skeleton	01-30	Weretiger	01-10
Jabberwock	16-20	Zombie	31-50	Wererat	11-30
Small Demon	21-40	Ghoul	51-65	Werewolf	31-60
Unique Demon	41-80	Liche	66-70	Wereboar	61-75
Chaos Demon	81-00	Ghost	71-75	Werebear	76-00
		Wraith	76-80		
		Wight	81-85		
		Mummy	86-90		
		Spectre	91-96		
		Vampire	97-00		

CHAOTIC ATTRIBUTES are given as a percentage chance, throw for each creature in the regiment. If it is found to have Chaotic Attributes, throw a D6:

1,2	One Attribute
3	Two Attributes
4	Three Attributes
5,6	D6 Attributes

If the first creature in a regiment to be thrown for is found to have Chaotic Attributes, then there is a chance equal to the Chaotic Attribute that the whole regiment has identical Attributes; this can produce a particular monstrous bunch of beasties!

A quick method of discovering how many creatures with Attributes there are in a regiment is to multiply the chance per creature by 5 and throw for each group of 5 creatures. If the score is achieved then just one of those has Chaotic Attributes.

CREATURES OF CHAOS

Some creatures are designated as 'CREATURES OF CHAOS', these have a particular affinity with the darkness of Chaos, and have a higher chance of Chaotic Attributes. Creatures of Chaos are always thrown for separately - the whole regiment never has the same attributes, and if a creature is found to have Chaotic Attributes, it always has D6 of them.

CHAMPIONS OF CHAOS

Those who ally themselves with the dark forces of Chaos can gain great power, but as their affinity with Chaos increases, their very body and soul may be distorted, until eventually they are not even recognisable as human, this is simulated by gradually gaining Chaotic Attributes. More of this in a future article.

SPAWN OF CHAOS

Once a creature has more than 6 Chaotic Attributes, it will scarcely be recognisable as the species it once was. At the same time its mind and soul will have given themselves over entirely to their Chaos masters; it will not have a trace of sanity left.

Such sad beasts are the CHAOS SPAWN, they roam in packs with others of their kind at the bidding of the CHAOS GODS.

Favoured CHAMPIONS OF CHAOS may be granted members of the Chaos Pack as bodyguards, steeds or beasts of burden; and as a reminder of what they may soon become!

Generate Spawn of Chaos by giving 5+D6 Attributes to any randomly generated creature.

REGIMENTAL TOTEMS

Those creatures with the mark of Chaos visible upon them are often regarded with great pride or affection by their fellows. Thus a particularly striking, silly or impressive looking

RANDOM GENERATION OF CHAOTIC ATTRIBUTES

%	Attribute	Ws	S	T	W	I	A
01-02	Blood Rage	-	-	+1	-	-	-
03-04	Breathes Fire	-	-	-	-	-	-
05-06	Cross Breed	-	-	-	-	-	-
07-08	Chaos Spawn	-	-	-	-	-	-
09-10	Chaos Lord	-	-	-	-	-	-
11-12	Evil Eye	-	-	-	-	-	-
13-14	Great Fangs	-	-	+1/2	-	-	-
15-16	Great Horns	-	-	+1/2	-	-	-
17-18	Hideous Appearance	-	-	-	-	-	-
19-20	Hypnotic Gaze	-	-	-	-	-	-
21-22	Horrible Stench	-	-	-	-	-	-
23-24	Iron Hard Skin	-	-	+1	+1	-	-
25-26	Long Limbs	-	+1/2	+1/2	+1/2	+2	-
27-28	Long Spines	-	-	+1	+1/2	-	-
29-30	Mace-Tail	-	-	+1/2	+1/2	+1	-
31-32	Magically Resistant	-	-	-	-	-	-
33-34	Magically immune	-	-	-	-	-	-
35-36	Massive Intellect	-	-	-	-	+2	-
37-38	Moronic	-1	-	-	-	-2	-
39-40	Mindless	-1	-	+1	-	-2	-
41-42	Manic Fighter	-	+1/2	+1/2	-	+1	-
43-44	Multiple Arms(each)	-	-	+1/2	+1/2	+1/2	-
45-46	Multiple Heads(each)	-	-	+1/2	+1/2	+1	-
47-48	Magician	-	-	-	-	-	-
49-50	Prehensile Tail	-	-	-	+1/2	+1/2	-
51-52	Powerful Legs	-	-	+1/2	+1/2	+1/2	-
53-54	Poisonous Bite	-	-	-	-	-	-
55-56	Plague Bearer	-	-	-	-	-	-
57-58	Quadruped	-	-	-	+1	-	-
59-60	Regeneration	-	-	-	-	-	-
61-62	Rapid Regeneration	-	-	-	-	-	-
63-64	Razor Sharp Claws	-	-	+1/2	+1/2	-	-
65-66	Scorpion Tail	-	-	+1/2	+1/2	+1/2	-
67-68	Snake Tail	-	-	+1/2	+1/2	+1	-
69-70	Spits Acid	-	-	-	-	-	-
71-72	Vampire	-	-	-	-	-	-
73-74	Very Fast(Move X2)	-	-	+1/2	-	X2	X2
75-76	Very Strong	-	+2	+1	+1/2	-	-
77-78	Wings	-	-	-	+1/2	-	-
79-80	Weaponsmaster	-	-	-	-	-	-
81-82	Very Agile	-	-	-	-	+2	+2
83-00	Non Useful Attribute						
	See Next Chart						

Ws	Weaponskill
S	Strength
T	Toughness
W	Wounds
I	Initiative
A	Attacks

member of a regiment may be regarded as acting exactly like a regimental standard. Creatures equipped to produce loud and strange noises, with a trunk for instance, can also be regarded as a regimental musician.

Creatures with WEAPONMASTER, GREAT HORNS, CHAOS LORD, HIDEOUS APPEARANCE, MANIC FIGHTER, BREATHES FIRE, MAGICIAN or any particular advantageous attribute or combination of attributes, will be a regimental officer.

RANDOM GENERATION OF NON USEFUL ATTRIBUTES

- 01-02 Skull Face
- 03 Flaming Skull Face
- 04-05 Rotting Flesh (Zombie Faced)
- 06-20 Bestial Face. Goat Head, Snout, Trunk, Muzzle etc.
- 21-23 Crest. Wattle or crest instead of hair.
- 24-26 Hunchback
- 27-30 One Eye
- 31-33 Three Eyes
- 34-36 Tail
- 37-39 Cloven Feet
- 40-42 Pin-Head
- 43-45 Huge Head
- 46-48 Long Neck
- 49-50 Hopper. One large leg and foot - hops along at half speed.
- 51-53 Headless. Face elsewhere on body
- 54-56 Puny. Halve Strength, Toughness and move distance.
- 57-59 Tentacles. Tentacles instead of arms.
- 60-62 Furry, or bald if normally pelted.
- 63-65 Very Warty Skin
- 66-68 Big Ears
- 69-71 Long Nose
- 72-74 Re-arranged Facial Features. Swap round eyes, mouth, nose and ears.
- 75-77 Scaly Skin
- 78-80 Vividly Coloured Skin
- 81-83 Brightly Pattered Skin - Stripes, Dots etc
- 84-86 Game Master's Choice. Invent something silly or inconvenient.
- 87-89 Bulging Eyes - Like a Frog
- 90-92 Eyestalks
- 93-96 Enormously Fat
- 97-98 Long Legs
- 99-00 Short Legs - half movement distance.

CHAOTIC ATTRIBUTES

BLOOD RAGE

The individual becomes subject to FRENZY

BREATHES FIRE

Creatures larger than man-sized breathe fire with the same template as a Dragon (4x2") - Range 12", Attack Strength 3. Man sized or smaller creatures have a template of 2"x1" - range 6" and Attack Strength of 2.

CROSS BREED

The creature has the attributes of a cross breed between the basic species of the creature and another randomly determined species. Monsters will be crossed with humans about 50% of the time. You will have to determine your own rules for the resulting hybrid.

CHAOS SPAWN

Throw D10 additional Chaotic Attributes. The creature will gain an additional attribute each month.

CHAOS LORD

This creature has been favoured by the Gods of Chaos, and is chosen to lead it's fellows. It will take D4 extra Wounds for it's species. Add D4 to each of - Initiative, Strength and Toughness.

There is a 50% chance of being granted each of the following (throw for each)

1. A complete suit of Chaos Armour
2. Wizard's Powers (Throw Randomly)
3. D6 Extra Chaotic Attributes
4. A Demon Sword

EVIL EYE

If any figure comes within 4" of this creature it has a 50% chance of being unfortunate enough to meet it's gaze! This will thoroughly screw up the figures Karma, and he will be subject to a disadvantage modifier of 1 on all dice rolled for as long as the creature with Evil Eye lives.

GREAT FANGS

The creature bites with the effect appropriate for its size but with plus 1 to kill and minus 1 from the opponents Saving Throw.

GREAT HORNS OR TUSKS

The creature may charge as a mounted lancer. Plus 1 to kill.

HIDEOUS APPEARANCE

The creature causes TERROR in those smaller than itself, FEAR in others.

HORRIBLE STENCH

The creature smells very badly. Throw D6, this is the range of the stench. All figures who can smell the creature will be subject to a disadvantage modifier of 1 on all dice rolled. Elves (a fastidious bunch) will not approach within range of the smell. The creatures regimental comrades will be entirely used to the smell, and will be quite proud of it's effects on others, add two to their Morale Dice.

HYPNOTIC GAZE

The creature may fix it's gaze on one opponent at a time within 6". If it then throws a 5 or 6 on a D6, it's victim is fixated, and may make no actions at all. The victim will remain fixated as long as the creatures gaze remains upon it. Once the victim is free of the creatures gaze, it needs to throw a 5 or 6 on a D6 to start to act again.

IRON HARD SKIN

The creature has chitinous, warty or scaled skin, which gives it an additional saving throw of 4,5,6 on a D6 after any saving throws for armour. If this throw is made, any non-magical weapon striking the creature will break.

LONG LIMBS

Plus 2 to Initiative - Plus 2 to 'to hit' throw.

LONG SPINES OR SPIKES ON BODY

Any figure in combat with this creature has a 1 in 3 chance of spiking himself - counting as a Strength 1 Attack. 10% of such creatures are poisonous.

MACE TAIL

The creature has a tail with a knobbly 'mace' on the tip, rather like some dinosaurs. This can be used as a weapon with no deduction for using two weapons.

MAGICALLY RESISTANT

Has a saving throw of 4,5,6 on a D6 against any Magical attack.

MAGICALLY IMMUNE

Magic has absolutely no effect upon this creature.

MASSIVE INTELLECT

The creature is hyper-intelligent. He always makes the right decision, and knows everything the Gamesmaster knows.

MORONIC

The creature is incredibly stupid. When ever anything that requires the least thought is required of it; fighting, running, going through a doorway etc, there is a 1 in 6 chance of it getting it wrong in some calamitous manner. Drools a lot.

MINDLESS

A total automaton! simply obeys the commands of whoever currently holds sway over it. Ignores morale and the effects of Wounds.

MANIC FIGHTER

HATES any enemy regiment or figure that comes within 12" of it. Not subject to Morale.

MULTIPLE ARMS

Throw a D6

1-4	Two extra arms
5-6	Four extra arms

MULTIPLE HEADS

Throw a D6

1-5	One extra head
6	two extra heads

MAGICIAN

Creature is a Wizard, generate randomly as in BOOK OF SPELLS.

PREHENSILE TAIL

The creature has a prehensile tail capable of wielding an additional weapon or shield.

POWERFUL LEGS

Kangaroo like legs, make normal move, then leap half as far again, leaping over troops if desired, and appearing behind opponents.

POISONOUS BITE

The creatures bite is poisonous.

PLAGUE BEARER

The creature carries a vile disease. The Gamesmaster must determine its incubation period and effect. Anyone bitten stands an 80% chance of infection, clawed or scratched 60%, struck by weapon 40%, in close combat 20% and within 2" proximity 5%. Its fellows will usually be immune.

QUADRUPED

If the creature is humanoid, its arms become forelegs, a creature that normally goes on all fours now walks erect, with forelegs becoming arms.

RAPID REGENERATION

The creature has regenerative powers at greater than normal rate - roll twice to regenerate.

RAZOR SHARP CLAWS OR PINNERS

These strike as swords, with a plus 1 'to kill' and minus 1 from the opponents saving throw.

REGENERATION

The creature has regenerative powers.

SCORPION TAIL

Throw a D6

1-2	Non-Poisonous
4-6	Poisonous

The tail strikes with a plus 2 'to hit' whenever the creature would be eligible to bite. The non-poisonous variety strikes with the effect of a sword. The poisonous variety has an Attack Strength of 1D 10.

SNAKE TAIL

The creature has a tail which terminates in the head of a snake. This attacks with a Strength of 1. There is a 50% chance of the snake's bite being poisonous, Strength D6.

SPITS ACID

When the creature is entitled to bite, it may instead spit acid.

Throw a D6

1-2	No effect
3-4	Hit - must make saving throw, or agonising effects of the acid score the equivalent of a kill.
5-6	Hit in the face -blinded and killed as above. No saving throw unless face protection is worn.

VAMPIRE

The creature becomes a Vampire - requiring massive meals of human blood to survive. Generate Initial Life Energy level as D6x200 - see the rules for Vampires in the additional rules article.

VERY AGILE

2 Extra blows in combat and an extra saving throw of 5,6 on a D6 in combat - 4,5,6 against missile fire.

VERY FAST

Double move distances, and number of blows in combat. Double Initiative.

VERY STRONG

Add 2 to Strength Grade.

WEAPONSMASTER

Add 6 to the creatures weaponskill with any one favoured weapon.

WINGS

Creature is winged, either feathered or reptilian.

Throw a D6

1-2	Small Wings
3-4	Medium Wings
5-6	Enormous wings

Small wings are useless and cannot be used to fly. Medium sized wings enable flight as normal. Huge wings allow normal flight - but are a bit cumbersome on the ground - trailing, getting dirty and tripping up the creature. Halve movement distance when on the ground - movement through woods becomes impossible. Movement in small buildings is at 1" per turn.

Duplicate Results

If the same result comes up more than once, double its effect or accentuate it in some appropriate way. Some results will tend to cancel each other out. The Gamesmaster should not slavishly follow the results from rolling on these charts (or from any other part of the Warhammer system), but should use them wherever possible as a basis for using his imagination to the full; creating creatures for his players to encounter, if rolling a few characteristics seems to be creating an interesting beast, then let your own creativity take over to finish it off, and you will have the satisfaction of coming up with something really special.

Fighting Characteristics

Creatures bearing the Mark of Chaos are often bigger, tougher, faster or meaner than their untainted fellows. On the Random Generation Chart we indicate rough guides for the Gamesmaster for modifications to the beasts' fighting characteristics if it has particular Attributes. Fractions should usually be rounded down.

EXAMPLES OF CHAOTIC ATTRIBUTES

1. ZYGOR SNAKE-ARMS



Zygor the Night Goblin has been determined to have Chaotic Attributes; we throw a D6 to determine how many - a 4, giving him 3 attributes. Three throws on a D100 give us 50, 84 and 91. PREHENSILE TAIL, and two NON-USEFUL ATTRIBUTES, we throw again for these; 52 and 57: HEADLESS AND TENTACLES.

So we decide that Zygor has three tentacle like prehensile tails instead of arms and that his face is situated in the middle of his body.

Move	WS	BS	S	T	W	I	A
4/3	2	3	2	B	1	3	1+1

2. LEAPING SLOMM TWO-FACE

As Trolls are Creatures of Chaos, Slomm the Troll, gets D6 Attributes. We roll the dice and find that he has 4:

POWERFUL LEGS

GREAT FANGS

MULTIPLE HEADS (one extra)

BESTIAL FACE (s)

We decide quite arbitrarily that Slomm has the heads of a Walrus, this fits quite well with Great Fangs. Slomm's Attributes give him plus one to his Wounds, Initiative and Toughness beyond the attributes of a normal Two-Headed Troll, and each of his heads bites with +1 'to kill' and -1 from his opponents saving throw.

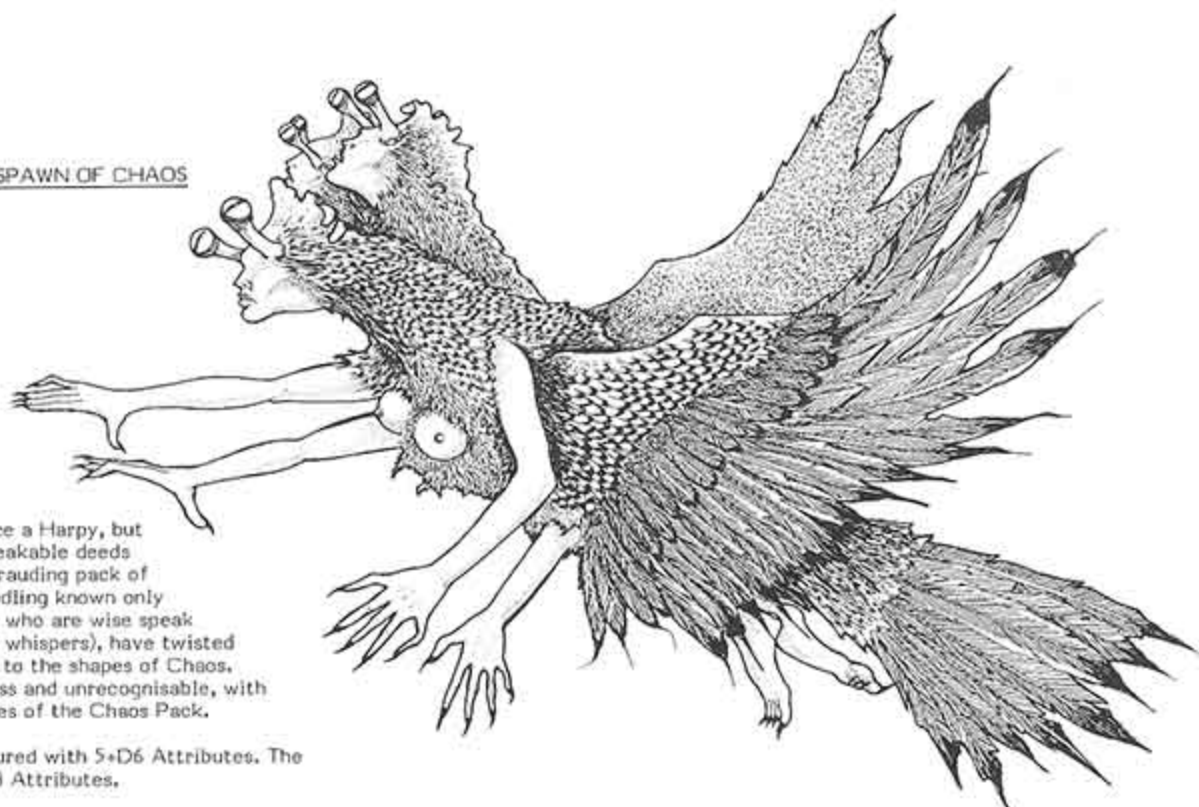


SLOMM

Move	7"+3½" leap
WS	3
Strength	4
Toughness	B
Wounds	5
Initiative	4
Attacks	2 plus 2 Bites at +1 Kill, -1 from opponents saving throw.

STUPID. SUBJECT TO FRENZY. USES TWO WEAPONS WITHOUT PENALTY. CAUSES FEAR IN MEN OR SMALLER. REGENERATION.

3. NGAARANH: SPAWN OF CHAOS



Ngaaranh was once a Harpy, but centuries of unspeakable deeds serving in the marauding pack of the vile Chaos Godling known only as Kka (and those who are wise speak that name only in whispers), have twisted her body and soul to the shapes of Chaos. She now runs, gross and unrecognisable, with the other creatures of the Chaos Pack.

Ngaaranh is honoured with 5+D6 Attributes. The D6 comes up 3 - 8 Attributes.

QUADRUPED	(We decided that she will have four human type arms and hands which function as quadruped legs.
EVIL EYE	
IRON HARD SKIN	
MULTIPLE HEADS	(2 Extra - we decide this will increase the Effect of the Evil Eye by 20%)
BREATHES FIRE	4x2" Template range 12" Strength 3 for each head
EYESTALKS	
HORRIBLE STENCH	Range 5"
CREST	We give the poor girl wattles instead of hair.

All this adds 2 each to our ex-Harpy's Wounds, Toughness and Initiative.

MOVE	4" and Flight
WS	4
Strength	3
Toughness	E plus 4,5,6 weapon breaking saving throw
Wounds	4
Initiative	4
Attacks	3 Bites +3 Fire + Stench + Evil Eye 80%.

This repulsive creature is very tough indeed, with her various powers she could do a lot of damage to any normal unit of troops. Her appearance is horrific too, so she causes FEAR in all troops, and TERROR in units of man sized or smaller less than 10 strong.

CHAOTIC ATTRIBUTES AND TABLETOP BATTLES

Now that we've gone through the rules for Chaotic Attributes and most of you have rolled up a few trial monsters, you are no doubt asking how to go about providing models of them to use in your battles.

When you have determined that a member of, say, a Goblin regiment, has Attributes, and discovered what they are, it is possible to use your imagination to picture the creature, while using the original model to represent it on the table. Once the battle is underway you should soon stop thinking of it simply as another Goblin, as you picture its wings, fangs and extra arms. Blue-tack can be used to model on temporary arms, tails, heads etc and will not damage the models paint job. The stage beyond this is to actually provide models of the Chaos creatures you use. Citadel will be manufacturing various Creatures of Chaos in our **WARHAMMER** range, but it is very satisfying to set about converting and constructing your own.

Citadel produce a list of spare bits and pieces that are available separately (send us a stamped SAE) but it is by no means exhaustive; any piece that is cast by us is available separately, give us a ring or drop us a line if you're after something in particular. If demand is sufficient we also hope to produce sets of heads, torsos and limbs to assemble as you wish.

In our own games we have a convention that Creatures of Chaos are only permitted if a model is provided. There is no way that our collection could encompass all possible eventualities, so we have a system which compromises between variety and visual appeal.

When the dice roll reveals that an Orc regiment has a member bearing the Mark of Chaos, he can only be used if his commander has an Orc model with a suitable number of Chaotic Attributes available. Obviously the model will already have specific physical Attributes, and it is assumed that if a physical mutation is rolled it is automatically changed to one the Orc model already has. Attributes which do not involve a change to physical appearance remain as rolled.

The player must therefore have an Orc model with the right number of physically evident Attributes to be able to use it (Blue-tack can still be used to add the odd tentacle or whatever).

Extra points must be paid for these creatures powers, otherwise everyone would be busy converting models with the most advantageous physical changes.

CONVERSION EXAMPLE - XAXUS CHAOS-THRALL

Xaxus has been determined to have six Chaotic Attributes.

GREAT HORNS
CROSS BREED (with a Dwarf)
LONG NECK
MASSIVE INTELLECT
QUADRUPED

This gives Xaxus Fighting Characteristics between those of a Dwarf and a Man, with additions to his Toughness, Intelligence and Wounds due to his Attributes:

Move	6"
Weapon Skill	4
Strength	2
Toughness	C
Wounds	2
Initiative	5
Attacks	1

Charges as a Mounted Lancer - +1 'To Kill'

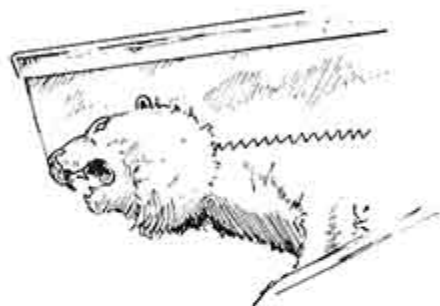
As a quadruped Xaxus cannot wield weapons, fortunately he can use his great horns, he would be able to bear an ally into battle, perhaps a Lesser Goblin or Kobald slave or assistant. He is quite powerful in combat, but his greatest advantage is his mighty intellect, which will make him greatly valued amongst the Hordes of Chaos.

THE CONVERSION

YOU WILL NEED

Razor Saw
Brass or Copper Wire
Pliers
Modelling Knife
Modelling Putty: Milliput
Handy-Strip
Tuff-Stuff
or similar
Instant Glue or Epoxy.
Pin Vice or Drill

All of these can be had from your local model shop. Remember, you can give yourself a very nasty cut with a razor saw, pin vice or modelling knife, younger readers should be sure to have their parents go over the instructions with them before they attempt the project.



So we have a horned Dwarf-man in quadruped form. The body was the first thing I picked; a smooth coated form would seem best for an ex-Human, and it had to be small enough so as to seem appropriate with a Dwarf's head perched on top of it. I came down on either the Ral Partha Trollhound or the Citadel Weretiger in Beast Form. I chose the latter because it has Human hands instead of front paws.

The Tiger head needs removing carefully, sawing all the way round with the razor saw is the best plan, then just twist it off with pliers. If you pad the pliers with a rag you can take the head off without damaging it and use it in a future conversion.

The new head is that of a Dwarf. I chose a bareheaded one so that it could be seen to have actual horns rather than a horned helmet. I decided to add the wire frame for horns before beheading the model; to have something to grip while I drilled. Horns are best added by drilling right through the head so that a length of wire can be passed through the head, glued and bent into shape. I use a pin vice for drilling holes, it's probably the most useful tool of all; a bit like a propelling pencil which holds a small drill bit, much more controllable than any of the expensive electric mini-drills. A pin vice is invaluable for drilling holes into components so that they can be permanently fixed together with a short length of wire and glue, there is then no chance of your prized conversion ever coming apart.



Once your horns are fixed and dry, you can use the razor saw and pliers routine again to remove the Dwarf's head. The basis for the long neck as a 25mm length of wire. A hole about 4mm deep is drilled into the stump of the Weretiger's neck, and a matching one up into the Dwarf's head. The wire is glued into the tiger and the head glued to the other end.

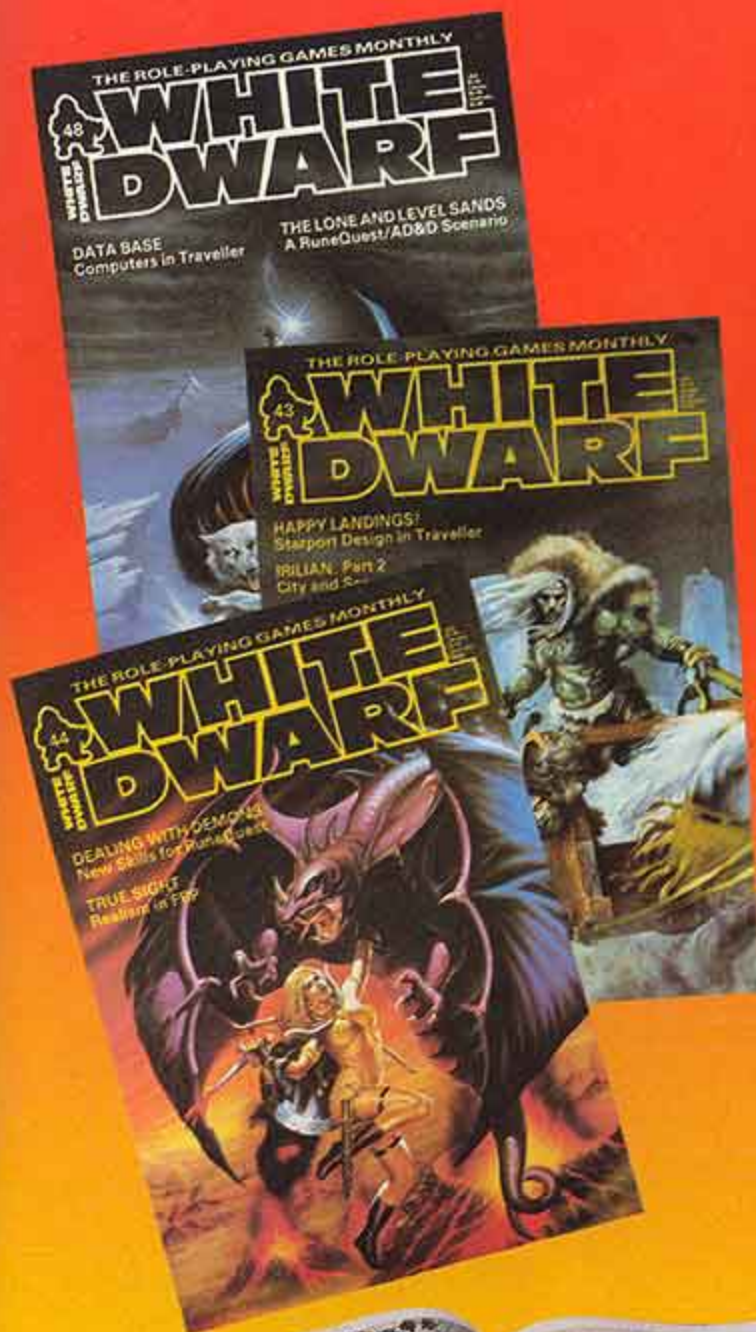


When all this is dry it can be bent into a natural looking pose. The horns should be given proper shape with a coating of putty, and a slender neck and beard modelled on. All that then remains is to undercoat, paint and varnish your model (I gave him a Lesser Goblin rider too) and your simple conversion is unique model; people will ask you where you bought it! The tiger head and Dwarf body could form the basis of your next project.



BRYAN ANSELL

When it comes to dungeon design, we think we have a lot to offer



We've been building castles in Britain for over 900 years. The country is steeped in legend, myth and history. It is not surprising, therefore, that scenarios in **WHITE DWARF** are praised for their realistic atmosphere and content. And it is hardly surprising that **WHITE DWARF** wins so many awards. **WHITE DWARF** is the leading British magazine dedicated to role-playing games such as **Advanced Dungeons & Dragons**[®], **RuneQuest**[®], **Warhammer**, and **Traveller**[®]. Each month it features articles, scenarios, cartoons and departments such as:

- * Fiend Factory - the creature feature
- * Treasure Chest - a magical miscellany
- * Microview - computer gaming news
- * Scenarios, reviews, letters, miniatures and information
- * And, of course, our own comic characters, Gobbledigook and Thrud the Barbarian



Edited by
Ian Livingstone
co-author of
*The Warlock
of Firetop Mountain*

Place an order today at your local game or hobby store,
or write for subscription details to:

Games Workshop (US), PO Box 2537, Gaithersburg, MD 20870

Advanced Dungeons & Dragons[®] is a registered trademark of TSR Hobbies Inc. RuneQuest[®] is a registered trademark of Chaosium Inc. Traveller[®] is a registered trademark of Games Designers' Workshop.

THE CITADEL COMPENDIUM

Featuring:

ILLUSTRATIONS OF THE ENTIRE
CITADEL RANGE OF MINIATURE
FIGURES

THE ABSOLUTE BEGINNERS GUIDE
TO PAINTING FIGURES

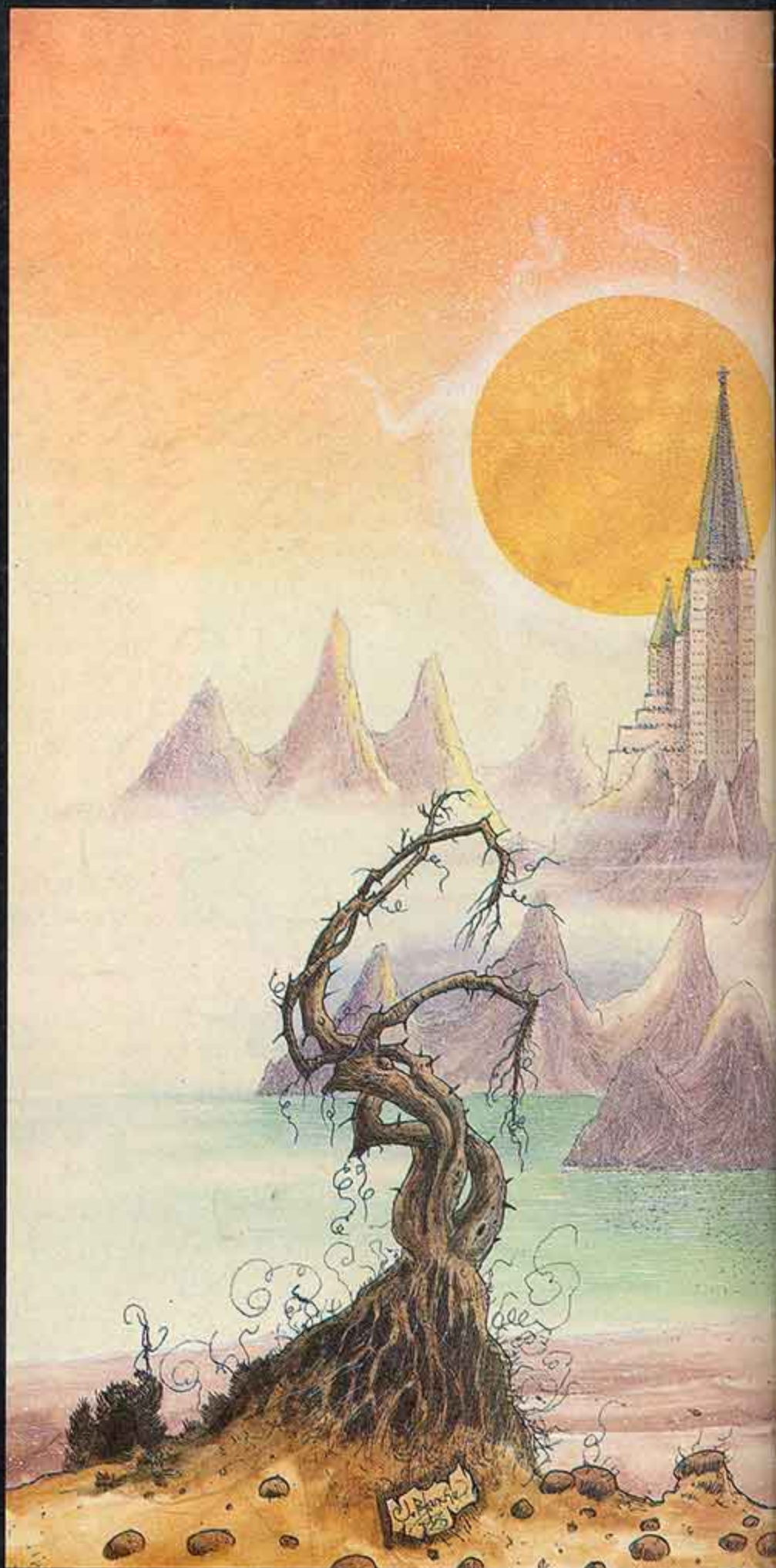
ELDRITCH EPISTLES
LETTERS FROM THE CITADEL
MAILBAG

WARHAMMER
THE CONTINUING SAGA
ADDITIONAL RULES FOR USE WITH
OUR MASS COMBAT ROLE-PLAYING
GAME

WARHAMMER SCIENCE FICTION
FUTURISTIC DEVICES AND WEAPONS
FOR THE WORLDS OF WARHAMMER

THE MARK OF CHAOS
THE GENERATION OF CHAOTIC
ATTRIBUTES FOR ROLE-PLAYING
CHARACTERS

THE LEGEND OF KREMLO THE SLANN
A COMPLETE WARHAMMER
SCENARIO



CITADEL MINIATURES

\$ 3.00

A DIVISION OF GAMES WORKSHOP LTD.