



THE CITADEL

JOURNAL

ISSUE 6



**GAMES
WORKSHOP**



MAN O'WAR

TM

UNDEAD PLAYSHEET

THE ADMIRAL

You must choose one of the following to be your fleet's Admiral. Each Admiral allows you a certain number of Crew points for every 500 points (or part) that the total fleet is worth. Each ship has a maximum Crew allowance, and the cost of the different types of Crew is detailed below.

Admiral	Cost	Battle Honours*	Crew points/500 points
Liche	300	12	10
Necromancer	250	11	8
Tomb King	50	7	9

* Including Battle Honours for being Admiral.

Crew type	Bonus to roll if leading the attack	Crew points
Zombies	-1	1
Skeletons	0	2
Wights	+1	3

NECROMANCY

The Wizard of the fleet (or the Liche/ Necromancer Admiral) uses the following rules. The Wizard counts as an ordinary Wizard for all purposes, and also confers the additional liabilities and benefits listed below.

As long as the Wizard is still alive the ships may move and fight normally, if he dies or is captured the ships lose the binding magic and collapse into the sea. When he dies all ships of the line immediately take D6 below the waterline hits, with no saving throw allowed. Battle Honours are awarded as usual.

Once per turn, at any time in the Battle Phase, the Wizard confers the following bonus to the fleet. A single ship within 6" of him (including the ship he is on) may do one of the following; move immediately, fire all its weapons immediately or roll an extra D6 in a single round of a boarding action.

FLOATING NECROPOLIS

MAXIMUM CREW: 8

MOVE

Magic: 6". The ship may turn and change its facing without restriction.

WEAPONS

2 Screaming Skulls firing ahead. 2 Screaming Skull Catapults firing behind. 3 Screaming Skull Catapults broadside.

SPECIAL RULES

Necromancers and liches gain an extra Spell card while on board. Killed Crew can regenerate. If a crew is killed roll a D6. On a roll of a 5 or 6 they have regenerated and are not removed.

GHOSTSHIP

MAXIMUM CREW: 5

MOVE

Sail: 6"

WEAPONS

1 Screaming Skull Catapult firing ahead. 2 Screaming Skull Catapults broadside.

SPECIAL RULES

If an enemy model wishes to board, ram or shoot at a Ghostship, then they must roll a D6. On a roll of a 1 they are automatically unsuccessful causing the attacking model to do nothing else for the remainder of the turn. Any other result means the attack goes ahead as normal.

SKULLRAMMERS

MAXIMUM CREW: 3

MOVE

Magic: 6". The ship must turn and move normally.

WEAPONS

No ranged weapons.

SPECIAL RULES

May ram. To make a ram, ship must move at least 3" in a straight line before contacting the target vessel. Target must make a below the waterline saving throw or suffer damage as shown by a roll of a dice on the following table:

1-2	1 point of below the waterline damage
3-4	2 points of below the waterline damage
5-6	3 points of below the waterline damage

In addition, the target vessel also suffers a number of hits to randomly determined Low locations. Roll a dice and consult the following chart to see how many are affected. Locations that suffer a hit must make an unmodified saving throw or have a Blaze marker placed on it.

1-2	1 Low location hit.
3-5	2 Low locations hit.
6	3 Low locations hit.

DEATHSHIPS

MAXIMUM CREW: 3

MOVE

Sail: 6"

WEAPONS

1 Screaming Skull catapult battery firing ahead.

SPECIAL RULES

None



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Clearly mark your envelope with the name of the game you are writing to us about. If you want a reply you *must* enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail. We do read every letter, but it may take a little time for us to reply to you, so please be patient!

JOURNAL

EDITORIAL

NORSE ARMY LIST

Fanfare (tral-la-la-la-laaa!). Here is the first instalment of the Citadel Journal Warhammer Armies- Norse. We'd like to take a brief moment to thank everybody who sent in stuff for us to look through (you can stop now. Please?). Many people sent ideas covering the same troop types, and lots of people actually came up with the same rules. Rather than listing everybody and risking offending somebody by missing them out, we dedicate the Citadel Journal Warhammer Armies- Norse to every reader who contributed.

You may not see your idea in print, but we did go through each letter. This doesn't mean your idea was not workable or good, just that we, capricious beings that we are, preferred the version we are showing here. There's no reason why you can't try to fit your own rules into the system, after all its the Citadel Journal and what you want goes...

Along with the Undead Man O' War article in this issue, the problem of miniatures arises for the Norse. Undoubtedly you will have a flyer with this copy of the Journal showing you what's on offer from Games Workshop's splendid Mail Order staff, and this should cover most things in the Bestiary.

However, Snow Trolls, Dire Wolves and the like aren't in the Citadel model range currently and so a bout of figure converting will be in order. If any of you would like to send in an article on the conversions and modelling you have done, we'd be glad to try and publish it within these pages.

(Britain's plastic elephants make a good basis for a War Mammoth, or you can contact the British Museum for a plastic Mammoth model. Nigel Stillman says he gets his from the Early Learning Centre!)

THE WARHAMMER TOURNAMENT

Wow! Is this going to be the best Fantasyfest of fun and frolics ever! 250 eager gamers packed into confined spaces for a weekend. The chance to prove that your no loss record can stand up to the ultimate test. And the best chance ever to have a great time, talking to us lot, and other members of the studio staff. This is 3D Citadel Journal stuff. Living proof that gaming can be competitive and fun at the same time. Jervis Johnson has sweat blood over the last weeks welding together an accurate, usable system for the tournament, and we think you'll agree it is going to be a hot event!

UNDEAD MAN O' WAR

Another complete exclusive for the Citadel Journal, complete rules and Fleet list for Undead in Man O' War. Most of the comments made for the Norse above (actually all of them) apply here also. We had lots of original, and sometimes downright wacky, stuff sent in. A vigorous application of a fine toothed comb left us with the best bits, and they are here for you to use and abuse at your leisure.

Once again, any photo's or articles of conversions you create for your Undead fleet will be gratefully received. Another thought has just sprung to mind- the Undead magic users use the colour magic decks at the moment, with a simple Vanhels Danse Macabre type spell added on. How about, if we could compile a complete Necromantic deck for Man O' War? We don't need any bizarre rules, just some spells that reflect the way necromancy works. Just think on it for a while and send in your contributions.

WARHAMMER 40,000 VEHICLES

We've been getting fair few letters from you lot, on the subject of Baneblades and the likes in Warhammer 40,000. Unfortunately we haven't got enough room this issue for the Baneblade rules, but we were able to include three new vehicle cards. So feel free to use (or abuse) them and hopefully next issue will see the start of a veritable 40K Tankfest. So if you have any thoughts or ideas on this subject, why not drop us a line. But make it quick you only have a month before next issue goes to print.



DEGREE OF MODELLING SKILL

It has come to our attention that our Citadel Miniature 'expert' kits require a Degree of Modelling skill to be constructed. So we sent a team of undercover journalists to find out exactly which universities ran courses in Modelling Skill. Much to our horror none of the universities, not even the great universities - Oxford, Cambridge and Hull, ran courses in Modelling skill. So here at the Citadel Journal (fanfare) we present our own Degree in Modelling skill. To pass the course all you have to do is cut out the certificate overleaf and fill in your name. In future, when buying Citadel Miniature expert kits, don't forget to show your Degree of Modelling skill to the shop assistant to prove that you are eligible to buy that product.

Ian Pickstock

Gavin Thorpe

DEGREE

This is to certify that

**Has attained a Degree of modelling skill, and is therefore
 able to construct 'expert' Citadel modelling kits.**

**May we take this opportunity to congratulate you on your
 achievement and wish you a constructive future.**



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Grand Master of the Tectonic High
 Lodge. Chief Patron to the 'Save the
 Moon' charity, and Master of
 Ceremonies at the 42BC Ideal Stone
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WARHAMMER

DRAGONS

By Nicholas Tompkins

The following article is brought to you from across 'the pond' in the sunny old US of A. Nick Tompkins is a keen player of Warhammer and Warhammer 40,000 and during several of his games he has come up against a murmur of disgruntlement concerning Dragons in games of Warhammer, and I can't deny that we've had a few letters here at the bunker following similar lines. So Nick valiant defender of truth, justice, liberty and fair games for everyone brings you his alternative Dragon rules. Readers should feel free to use (or abuse) these rules in their entirety or to just use a bit they like or leave out a bit they don't like. Don't feel that you must use the rules, the whole rules and nothing but the rules, So help me Sigmar.

Dragons are the quintessential fantasy monster; more artwork has been devoted to depicting Dragons than any other single monster and also more stories in mythology than any other type of monster. With the exception of the Greater Daemon what other monster commands as much presence on the battlefield as a Dragon? The very name conjures images of great firebreathing juggernauts of destruction annihilating whole armies single handedly. Yet on the whole when it comes to fielding a Dragon in a game of Warhammer the reaction I most commonly encounter is "they're not worth the points cost".

In general, unfortunately this seems to be true especially when you compare them to Greater Daemons which have a similar points costs. Also another argument I often hear is that for 450 points it is better to buy a Manticore and a Chimera than a single Dragon. The Dragons greatest weaknesses are to my mind its lack of armour, relatively ineffective breath weapon in most cases and lack of spell casting ability. I would like to offer my suggestions for offsetting these weaknesses.



DRAGON ARMOUR

The massive scales and plates of the Dragon's hide should represent in some way its inherent toughness, Dragons are tough and hard to wound and usually any attack that can wound them negates their armour save anyway. The Dragons massive plates therefore offer it an UNMODIFIED save of 5 or 6 on a D6 against attacks. In the case of case of attacks that cause more than one wound the save is made before the number of wounds caused is rolled.

DRAGON'S BREATH

The Dragon's ability to breathe flames, smoke, fumes or freezing cold is part of what makes them so terrifying, in game terms however they only hit 50% of the time, and in the case of Red Dragons, their flame is weaker than that of either a Chimera or a Hydra. Currently the best Dragon to use is a White Dragon, as any hit on a unit effectively freezes the entire unit in place, this despite the fact that wounds are only caused on a 6. It should follow that the older and larger a gets the more potent all its attacks should be, to represent this the breath weapon damage for Great and Emperor Dragons are modified below. The Dragon breath of the modified Great and Emperor Dragons are worked in the same way as normal Dragon breath attacks. Take the teardrop-shaped flame template and place it with the broad end over your target and the narrow touching the Dragon's snout. Any model lying under the template area is hit on a D6 score of a 4 or more. However large targets should give the Dragon a +1 to hit and immobile targets such as War Machines confer a +1 to hit.

Red or Fire Dragons

Red Dragons breathe deadly flames, immolating whole units into a burning inferno. Each model hit by Dragon fire of a Great Dragon suffers a strength 4 hit. Damage is worked out as normal and armour saves suffer a -1 saving throw modifier.

Each model hit by Dragon fire of an Emperor Dragon suffers a strength 5 hit. Damage is worked out as normal and armour saves suffer a -2 saving throw modifier.

In addition, any Red Dragon can set buildings on fire as described in the game rules, and causes extra damage on targets which burn easily such as Treemen and Mummies.

Black Dragon

Each model hit by the oily smoke of a Great Dragon suffers a number of wounds equivalent to D6+1 minus the targets toughness. No armour save is allowed for armour.

Each model hit by the oily smoke of an Emperor Dragon suffers a number of wounds equivalent to D6+2 minus the targets toughness. No armour save is allowed for armour.

Blue Dragons

Blue Dragons generate an electric charge which they spit out in the form of arcing forks of lightning. This is not worked out using the flame template but as follows. The lightning has an initial range of 12" - nominate an enemy model within range as the target. The target is hit on the D6 roll of 4, 5 or 6. If the target is hit then the lightning bolt will leap to a model touching the original target on a D6 roll of 4, 5 or 6. If this target is hit the lightning bolt leaps to the next model on a D6 roll of 4,5 or 6 and so on.

The lightning bolt keeps leaping and striking a new target so long as you continue to roll 4 or more, or there are no target touching the last model struck. This may cause the lightning bolt to leap more than 12" from the Dragon. As soon as you roll a 3 or less the lightning bolt earths to the ground and there is no further effect. The Dragon can direct the bolt to some extent by choosing where the bolt leaps to in cases where there is a choice. Any model hit by the lightning suffers a strength 6 hit with Damage and Armour saves worked out as normal.

Great and Emperor Blue Dragons follow the same rules as above, with the exception that Great Dragons may spit two lightning bolts and an Emperor Dragon may spit three. All bolts must be targeted at the same unit, but not necessarily the same targets within that unit.

White Dragons

Any model hit by the freezing chill mist of a Great Dragon are numbed and frozen. Any frozen model suffers a wound on a D6 roll of 5 or more.

Any model hit by the freezing chill mist of an Emperor Dragon are numbed and frozen. Any frozen model suffers a wound on a D6 roll of 4 or more.

In addition, a unit hit by the freezing chill breath of any White Dragon is frozen to the spot. A frozen unit may fight normally if attacked, but may do nothing else until it thaws out. It takes a unit an entire turn to thaw out.

SPELLCASTING DRAGONS

Dragons are incredibly ancient creatures and may, in particular the Dragons of Ulthuan have had a lot of contact with magic. Dragons being the long lived and intelligent creatures that they are, it should come as no surprise that some rare individuals are actually able to use magic, this chance is represented by a D6 roll on the table below just before the game begins.

DRAGON TYPE	D6 ROLL FOR MAGIC USE	MAGIC LEVEL
Dragon	6+	1
Great Dragon	5+	2
Emperor Dragon	4+	3

For details of which deck the Spellcasting Dragon may choose from look up the colour of Dragon on the table below. Dragons, regardless of level always go last when choosing spells.

COLOUR

DECKS

Black Dragon	Light Magic
Red Dragon	Bright Magic
Green Dragon	Jade Magic
White Dragon	Ice Magic
Blue Dragon	Celestial Magic

I hope that these suggestions will make Dragons more useful to Warhammer players without upsetting the game balance, as a matter of fact I might even be willing to take on a Greater Daemon with a spellcasting Emperor Dragon now!

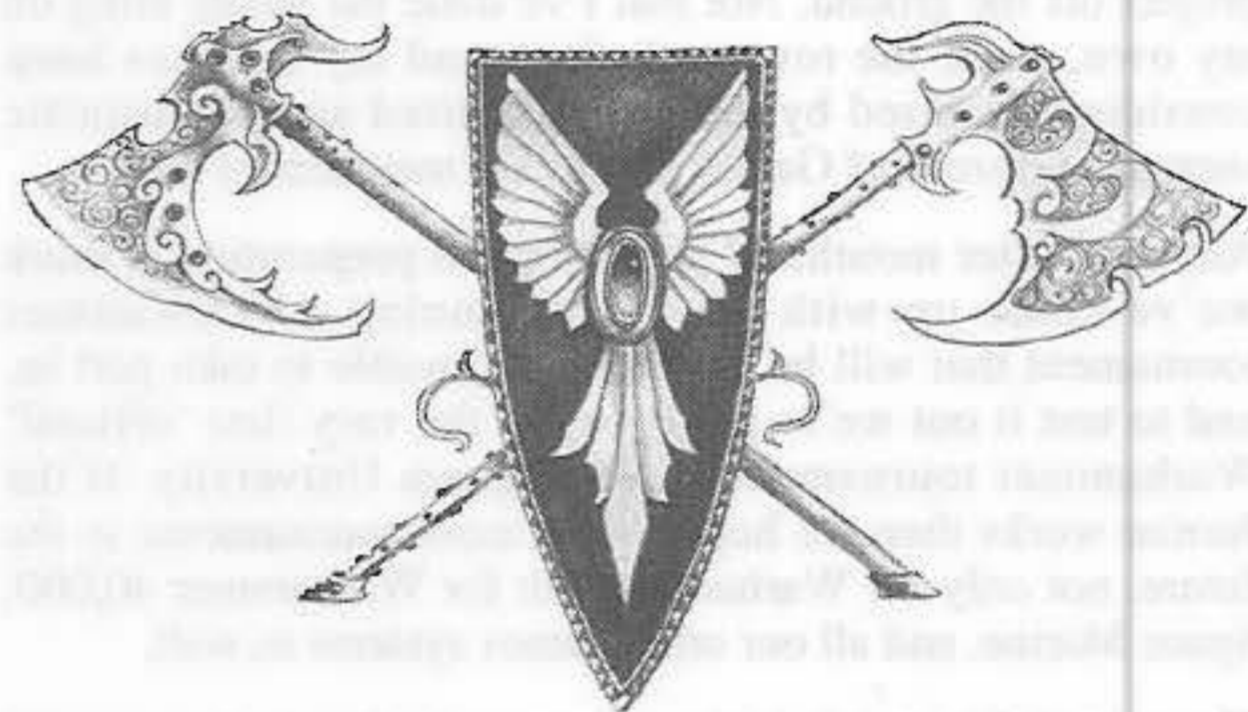
	M	WS	BS	S	T	W	I	A	Ld
DRAGON	6	6	0	6	6	7	8	7	7
GREAT DRAGON	6	7	0	7	7	8	7	8	8
EMPEROR DRAGON	6	8	0	8	8	9	6	9	9

FLY

Dragons have wings and can fly as described in the Warhammer rulebook.

TERROR

Dragons are huge and frightening monsters which cause *terror* as described in the Psychology section of the Warhammer rulebook. Remember that creatures that cause terror also cause *fear*.



NOTES ON SPELLCASTING DRAGON

Here at the Journal we would just like to warn gamers about using Spellcasting Dragons. The combination of these mighty monsters and magic can lead to some very powerful combinations. It isn't so much the offensive spells that you should be wary off, as these tend to be the same regardless of who cast them. However spells which heal can be especially good, for example a Green Dragon with the Jade spell Earth Blood, allowing the Dragon to disappear into the warp, restore itself to full wounds and draw the next D6 power cards.

Jervis Johnson says: "I don't like the idea of random magic users, they should pay the points like everyone else"

So bearing this though in mind, you could roll for your spellcasting ability when picking your army (with your opponent as a witness of course). If you roll over the required number, this indicates there is a spellcasting dragon available. But you must pay the extra points for the magic. Magic user pay 25 points per magic level. So a spellcasting Emperor Dragon would cost 825 points: 750 points for the Dragon and 75 points for a level 3 Magic user.

THE FIRST INTERNATIONAL WARHAMMER TOURNAMENT

Introduced by Jervis Johnson

For as long as I can remember, one of our ambitions at Games Workshop has been to set up and run a Warhammer tournament. Although Warhammer is primarily about playing games with friends in an easy going and light-hearted manner, it can't be denied that the serious confrontations which are part and parcel of tournament play make for extremely exciting games. I was therefore more than happy when Rick Priestley asked me if I'd like to try my hand at setting up our first 'official' Warhammer tournament - although at the time I had no idea of just how much work would be involved getting the project off the ground. Not that I've done the whole thing on my own, quite the reverse in fact, and my task has been considerably eased by the whole-hearted and enthusiastic support of dozens of Games Workshop members of staff.

Anyway, after months of planning and preparation, I think we've come up with a way of running a Warhammer tournament that will be extremely enjoyable to take part in, and to test it out we're going to run the very first 'official' Warhammer tournament at Nottingham University. If the format works then we hope to run more tournaments in the future, not only for Warhammer but for Warhammer 40,000, Space Marine, and all our other games systems as well.

The rest of this article looks at how and why the tournament has been organised the way it has. More importantly, at the end of the article you will find details of how you can enter the tournament yourself. As I hope will become clear over the course of the article, the 1st International Warhammer Tournament is going to be a truly splendid and historic event - so get that entry in **fast** because we anticipate all of the 250 available places being snapped up in a flash!

BACKGROUND

I've been interested in figuring out a way to run a successful Warhammer tournament for some time, ever since I received a letter from an American player telling me some horror stories about tournaments in which he had taken part in the USA. His letter set me thinking about what was wrong with the way tournaments had previously been organised, and what could be done to put these problems right.

The conclusion I came to was that most of the tournaments I'd heard about only did one thing - they only tested a player's ability to win games of Warhammer. On the face of it this is all a tournament needs to do, but in fact the Warhammer hobby is about much more than winning games; it also

includes figure painting, terrain making, modelling, good sportsmanship, and a host of other factors. I therefore decided to change the way that our tournament was to be run so that it covered the hobby as a whole, rather than one small part of it. This means that the 1st International Warhammer Tournament is not be only about playing (and winning!) games, but also takes into account as many other aspects of the Warhammer hobby as I could cram in! In other words, what the tournament should do is test your *over-all* ability as a Warhammer player.

This being said, the 1st Warhammer Tournament is very much an experiment. Although I'm pretty sure that the format I've come with will not only work, but work well, things could still go wrong, and there are bound to be areas which need improvement. Because of this, at the end of the tournament we'll be handing out questionnaires to all of the players so that we can get their feedback about how they feel that the tournament went. Hopefully the information this will provide us with will ensure that any future tournaments we run are absolutely perfect. (*Oh yes Jervis, and maybe one day you'll beat Andy Chambers in a Battle Report! Ed...*)

HOW WILL THE TOURNAMENT WORK?

The Warhammer Tournament is going to be run over 2 days at Nottingham University. We decided to hold the event at Nottingham University mainly because it's close to the Design Studio, which made it easy for us to sort everything out! Fortunately Nottingham is also easily accesible from most parts of the country by road and rail, and even has an International airport quite close by for anybody who wants to travel by air. In addition Nottingham's midlands location means that nobody will have to travel too far in order to get here (unless you're coming from Australia, of course...).

The event will start on Saturday 15th April at 10.00 am, and will finish at about 4.30 pm Sunday. The ticket price of £40.00 includes entry to the tournament itself, bed and breakfast accommodation in a Univeristy Hall of Residence, and free admission to the host of other events such as seminars, pub quizzes, and painting and modelling workshops that will be run over the weekend. Entry is strictly limited to 250 places, and tickets will be given out on a first come, first served basis, so if you want to take part you'd better get that entry form in **fast**.

The winner of the Tournament will be the player that scores the most total points in the 5 categories described below. The maximum possible score is 180 points, but it is highly unlikely that anyone will score this many points. Hopefully the wide point spread will mean that we get one overall winner without having to resort to a tie-break. In the case of a tie the winner will be the player who scored the most points in the Games Play category. If still tied the prize will be awarded to the player who has, in the opinion of the judges, the best army in terms of painting and army selection.

In addition to the overall winner we will also give out two consolation prize winners, one for the player that scored the most points for Games Play, and one for the player that scored the most points for Painting & Army Selection. Each winner will be awarded with a splendid certificate and a special T-Shirt, and will receive undying fame by having their photograph featured in the Journal. We've deliberately avoided handing out cash prizes because they go against the spirit of the tournament - you should be entering the thing for the kudos you will gain rather than any monetary reward...

THE POINTS SYSTEM

Games Play (0-60 points)

Players will take part in three 'official' tournament games against three different opponents over the weekend, using a 2,000 point Warhammer army on a 6' by 4' table. All the terrain used in the games will be provided by us. The players must use the same army for every game that they play.

Players score points in each of three games that they play. The system used to generate the points is rather complicated and arcane, but testing at the Studio has shown it to be considerably better than any of the other simpler systems that we came up with! The points are generated like this: the winner of a game scores a number of points equal to 10 plus *half* the difference between the two sides victory points (rounding up in favour of the winner), up to a maximum of 20 tournament points. Subtract the winners score from 20 to see how many points the loser gets. In the case of a draw each player gets 10 points. For example, if a player won a game by a difference of 4 victory points he would get a Tournament score of 10 plus (4 divided by 2) = 12 points, and his opponent would get a score of 20 - 12 = 8 points. Confusing, isn't it! Fortunately we'll have a computer system set up for the event that will work out everything automatically.

Painting (0-40 points)

Each player's painting ability will be rated by a group of judges on a scale of 0 to 40. The points scored are added to the player's total for game play.

Army Selection (0-20 points)

The overall composition of each player's army is rated by a group of judges on a scale of 0 to 20, with 0 being boring and uninspired, 10 being average, and 20 only being awarded to an army that is varied and highly appropriate for its race. This category has been included to try and discourage players from using armies that shamelessly exploit our army lists to try and produce weird 'tournament winning' armies. You know the type, the player that turns up with an army that consists of a powerful character on a monster, a couple of war engines, and a small regiment of rank and file to make up the numbers. Although personally I don't feel that such armies are the tournament winning juggernauts some players make them out to be, anybody using one should be aware that they won't score many points for army selection if they bring it along to the tournament...



Knowledge (0-30 points)

Players will be given a test paper when they register for the tournament on Saturday. The paper will have 30 multiple choice questions, which must be answered and handed in by 8.00 pm on the Saturday evening. It will be OK for players to look up answers in any reference books they have brought with them, though we will try to discourage players from consulting with each other or 'swapping' answers! Points scored in the test are added to the players total score.

Sportsmanship (0-30 points)

Each player will be asked to secretly select one of his three opponents as being the most sporting and friendly - in other words the one he would most happily play games with on a regular basis. Players will score 10 points for each opponent that rates them as their most sporting opponent. We've included this category to encourage players to take part in the tournament in the right spirit. In the past some tournaments have been spoilt by a minority of players that act in an unsporting manner in order to try and win the games in which they are taking part. Obviously we deplore such behaviour and hopefully the points that can be earned for being a sporting and friendly opponent will discourage players from even thinking of acting in this manner - after all you can pick up as many as 30 points in this category which could make all the difference to winning the tournament!

RULES QUESTIONS

Rules questions arise in most games of Warhammer, because the huge number of variables involved in the game make it just about impossible to cover every situation that might occur in the rulebook. Although there will be umpires available to sort

1st INTERNATIONAL WARHAMMER TOURNAMENT

out rules disputes, we hope that most players will be able to resolve any problems themselves, rolling a dice to sort the matter out if all else fails.

A good example of the kind of thing that can occur and how we'd like players to resolve it happened in a Studio playtest game recently, when a group of archers fired at a Dark Elf repeater bolt thrower. The question that arose was, is the repeater bolt thrower a large target or not? The Warhammer rules provide guidelines for sorting this out and note that *most* war engines are large targets, but the bolt thrower is quite a small model, so we were not sure if the modifier applied or not. Rather than get bogged down in a heated dispute, we simply rolled a D6, with 1-3 meaning the bolt thrower was a large target for the battle, and a 4-6 meaning it wasn't. This solved the matter quickly and easily and let us get on with the game.

OTHER ACTIVITIES

While taking part in the tournament will obviously be the main attraction, we are planning to set up a number of other events that will take place over the weekend. As we will have access to a number of seminar rooms in the University I plan to do a certain amount of arm-twisting at the Studio and get some of the talented people who work here to put on a seminar or two. Work is already underway on a fun team quiz to be held in the bar on Saturday night. We will have a team of experts from our Mail Order department at the show who will be able to answer any questions about Citadel's extensive back-catalogue of miniatures, and will be able to get you any rare or difficult to get hold of models that you might want. We will also be laying on a Coach to our Nottingham store on Saturday night and Sunday morning, which will open specially in case any players have some urgent purchases they just *have* to make!

Probably of more interest, however, is that we are going to make sure that all of the gaming tables will be available for players to use while tournament games are not in progress. Considering that there are going to be 250 die-hard Warhammer players and their armies at the event we anticipate 'ad-hoc' multi-player battles raging well into the small hours of the morning. And for those who prefer to save their game-playing energies for the tournament, there will still be the opportunity to have a drink and a chat with fellow gamers about Warhammer and the hobby in general, or to ask the various Studio members of staff that will be at the event any questions that you may have about why we do things the way we do. What we hope to do with these extra events is make sure that absolutely everyone has an enjoyable and entertaining weekend, even if they don't do very well in the tournament itself.

ENTERING THE TOURNAMENT

The 1st International Warhammer Tournament will take place over the Easter Bank holiday weekend, starting on Saturday 15th April at 10.00 am and ending at around about 4.30 pm on Sunday 16th April. Tickets cost £40.00, for which the player will get B&B accommodation in a University Hall of Residence and will be allowed to take part in the tournament as described above. Unfortunately we cannot offer a discount to players who do not want to stay in the Hall of Residence, as the cost to us is based on taking all of the rooms that are available. Lunch and dinner will be provided at reasonable rates by the University's catering department.

If you want to take part in the tournament then you must fill in and send off an entry form in the special envelope we've provided, along with payment to cover the cost of the entry fee.



It will be to your advantage to send off the booking form as soon as possible, as there are only 250 places available, and tickets will go on a first come, first served basis. You must let us know your name, age and what type of army you will be using when you fill in the booking form. You must be at least 14 years of age to enter the tournament, and players under 16 years of age will have to be accompanied by a guardian (see the note below).

We'll write back to everyone that sends an entry form, although only the first 250 entries we receive will get in to the tournament. Those lucky enough to get in will receive an information pack containing the full Tournament rules, a schedule, a detailed map showing how to get to the event, and a colour coded name badge that will have to be worn throughout the tournament (so don't lose it!).

Under 16s

Unfortunately we can't allow players of less than 14 to take part in the tournament for insurance reasons. In addition, as noted above, players under 16 years of age at the time of the tournament will have to be accompanied by a guardian who is at least 18. The total entry fee is £75.00 for the player and the guardian. The guardian will need to supervise their charges at times when they are *not* playing in tournament games, but during the game playing sessions they will be free to go off and explore Nottingham, or even take part in the tournament themselves if they wish. Note that you do **not** need a guardian if you are 15 now but will be 16 by the 15th April.

CONCLUSION

Hopefully this article has got across some of the enthusiasm and excitement this project has already generated at Games Workshop - in fact we've already had to tell staff that they are not allowed to enter the tournament themselves, not because they would have had an unfair advantage, but because otherwise we'd have filled up almost all of the places with employees before any of you lot got a chance to take part! However, if for some strange reason the event doesn't appeal to you, why not drop me a line at the Studio to let me know why not. I'd be most interested to hear where I've gone wrong. And if you do want to take part in the 1st International Warhammer Tournament, then what are you waiting for? Fill out the entry form straight away and get it in the post immediately!



THE FIRST INTERNATIONAL

WARHAMMER[®]

TOURNAMENT

ENTRY FORM

Name:

Date of Birth:*

Address:

Telephone:

Army Type:

* If less than 16 please fill in the details of the guardian who will be accompanying the player below. Note that the guardian must be 18 or over.

Name of Guardian:.....

Date of Birth:.....

If the guardian will be taking part in the tournament please fill in the type of army they will be using below. Simply write 'GUARDIAN' if not entering the tournament.

Army Type:.....

Method of Payment: Cheque Postal Order Access/ Mastercard Visa Switch

Card No: [] Issue No: (Switch only).

Card expiry date:..... Cardholder Name:.....

I declare that all of the information given above is correct and enclose payment of £40.00 (£75.00 for player and guardian) to enter the 1st International Warhammer Tournament. I agree to abide by the decisions of the umpires and to conduct myself in a manner which will not bring our hobby into disrepute.

Signed*:

Date:

*Signature of guardian if you are under 16.

OFFICE USE ONLY

Date Received:

Entry Number:

Badge Colour:

Info Pack sent:

JOURNAL

GAMES LEAGUE

Once again, we bring you the definitive guide and update to the Citadel Journal Games League; whose winning, whose losing and details for those of you who want take part in the tension and suspense that is the Games League (so we're told...).

The fighting has been as frenetic as ever, as shown by the table below. Paul Bentley and Mark Gilchrist have said that they are not going to fight a decider, which seems unambitious to me. Doesn't one of you want to be the undisputed league leader? Such expert gamers will undoubtedly be entering the 1st International Warhammer Tournament, won't they?

We've had a couple of challenges knocking around the bunker for a few months, and we've decided to print them. Feel encouraged by this and send in your own challenges.

GAMES LEAGUE TOP TEN

Player	Games Played	Points Accrued	Points Average	League Score
1 Mark Gilchrist	26	78	3	3.0
1= Paul Bentley	26	78	3	3.0
3 Craig Tongue	10	30	3	3.0
4 Bob Laws	5	15	3	1.5
5 Geordie Moss	5	14	2.8	1.4
5= B. Phillipson	5	14	2.8	1.4
7 I Maguire	5	13	2.6	1.3
7= Peter McCourt	5	13	2.6	1.3
7= Dick Van Peer	5	13	2.6	1.3
10 Thomas Delbosc	5	12	2.4	1.2
10 Alistair Christie	5	12	2.4	1.2

JOINING THE LEAGUE

Entering the league is dead easy, there's no membership forms to fill out and definitely no fees. All you have to do is play games and send us the details of the results on one of our forms (printed overleaf) what could be easier. It cost no more than the price of a stamp and you can enter several games at once. Basically if you play Games Workshop games regularly, you can join the Games League.

Any game can be a league game. Before you begin a battle you must agree with your opponent that this will be a league game and the result will therefore stand as a league result. A league game is fought just like any other game of Warhammer, Warhammer 40,000, Epic, Man O War, Blood Bowl, or whatever. You can use whatever armies you normally would, and you can agree to any variations of the games rules, restrictions on the army lists, or whatever personal preferences you customarily use. In other words you just play a game like you normally would!

Once the game is over the winner fills out the results form, both players add their names and addresses and then sign the form. We won't accept a form unless its signed by both players

and has an address for both players.

Your league position is determined by your averaged score. This is because some of you will play more games than others. So, if you have played 12 games, won 7, lost 4 and drawn 1, you will have a total score of 27 (21+4+2) and an average of 2.25. To weed out the occasional players all averages will be divided by a minimum of ten, so you really need to play ten games before your league score settles down properly.

Scoring

You accrue 3 points for each win, 2 for a draw, and 1 for a defeat. Your points average indicates the average number of points you have accrued so far. Your league score is the same as your points average if you have played 10 games or more, otherwise it is the points accrued divided by 10.

To keep things as fair as possible you can only enter a league result against the same opponent a maximum of 3 times. Any further games you play against the same opponent can't be counted in the league. This means that you will have to play at least four different players before you get a proper league rating (ie ten games) giving a reasonable indication of a player's ability.

CHALLENGES

Will anyone fight my as yet unbeaten 40K Genestealer army? Please contact me on (081) 310 9360 and ask for Chris. I also have vast swathes of troops for Games Workshop's other games systems.

Chris Hayes
15 Federation Rd.
Abbey Wood
London
SE2 0JT

(081) 310 9360

Peter Davies seeks Warhammer 40,000 player to take on 2,000 points of Dark Angels Space Marines. Write to me at the address below or give me a call.

Peter Davies
13 Cwm Nant
Cimla
Neath
West Glamorgan
SA11 3SA

(0639) 642918

GAME REPORT FORM

Name.....

Address.....

Postcode.....

Age.....

Game.....

Date..... Day.....

Type of Army.....

Size of Army.....

RESULT:

	WIN	DRAW	LOSE
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Player's Signature:

Name.....

Address.....

Postcode.....

Age.....

Game.....

Date..... Day.....

Type of Army.....

Size of Army.....

RESULT:

	WIN	DRAW	LOSE
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Player's Signature:

PLAYERS COMMENTS, HINTS & TIPS, HIGHLIGHTS OF THE GAME ETC:

(This area contains faint, illegible text, likely bleed-through from the reverse side of the page.)

'Some may question your right to destroy ten billion people. Those who understand realise that you have no right to let them live!'

- In Exterminatus Extremis



NORSE

Introduction

In the cold north of the Warhammer world lies the country of Norsca. Cold and forbidding, it would seem unlikely that people could live there in any significant numbers. However, the Norse are a populous race and their settlements reach towards the pole to the very borders of the Chaos Wastes. Alongside the Human Norse live the Norse Dwarfs in their hold at Kraka Drak, and they share many common traits and traditions. It is unsure whether the Norse grew more like the Dwarfs or vice versa, but it is a relationship that appears to work very well.

Whether Dwarf or man, the Norse are a warrior race and love nothing better than a good fight. When not gathering for a battle or raiding down the coast, the Norse spend their time hunting, drinking and fighting amongst themselves. When they go to war the Norse gather in huge bands and set off to find the enemy. They have few subtleties about their tactics, preferring to rush headlong at their enemies and overwhelm them with the force of the charge and their innate ferocity. The Norse are raised from an early age to wield a sword and shield, and many of their youngest warriors are but 14 or 15 years old. The harsh climate and rugged lifestyle of the Norse means they are used to hardships, and their love of battle means there are few inexperienced warriors in a Norse Warhird.

The Norse live in clans, each of which consists of a number of settlements. The smallest clans have but a single settlement, but some of the most dominant clans, such as the Stormraven and Thunderbear number over a hundred settlements and thousands of warriors.

Each settlement is a wholly self-contained entity, but the leaders of each settlement owe fealty to the clan leader. In this way the running of the day to day life of the clans is supervised at a local level, but overall hunting rights, organisation of Warhirds and similar large scale enterprises is made at the council of elders who advise the clan King.

Though not particularly pious, the Norse beliefs are very strong. They believe that when they die they will either go to Valhalla or to a limbo. In Valhalla, where those warriors who were brave and strong and met their death fighting go, it is the eternal destiny of the Norse soul to continue fighting and feasting in the Norse equivalent of paradise. In the limbo like-realm of Hel, the goddess of death, the spirits of Norse who die in their beds of illness or old age are tormented with physical and spiritual pain, turning their afterlife into a monotonous series of mind-numbing tortures. Needless to say,

the Norse have no fear of death in battle, and this leads them on to great acts of daring and heroism that would seem insane to an ordinary man.

NORSE HISTORY

The history of the Norse is disjointed and unrecorded except by the Sagas. The Sagas are epic poems of the deeds of great leaders and warriors, but even these are not committed to paper but are handed down from soothsayer to son. They detail the conquests of Norscan heroes, the slaying of mighty dragons and other beasts and heroic battles against the elements and the enemies of the clan. These Sagas are told in the fire lit glow of the winter nights, and have been passed on from storyteller to son, down through the ages. It is every Norseman's dream to have his life immortalised in a Saga, though few succeed. However, there are a few indisputable facts, chronicled by outside sources.

When Fenris swallows the sun,
When Odin's Shield darkens and dies,
When Thor's bane sweeps the deaden skies,
This is the time when the Wolves of Ragnarok run

When Ice Tempest covers the land
When Hel's breath freezes blood
When war rages in all the worlds
This is the time when Ragnarok stalks

When Hunlaf bellows his mighty cry
When Beowulf strides from blasted waste
When Keorl casts bloody spear
This is the time of the hero

When Grimmir adorns golden harness
When Askur howls anger again
When Eric swings embattled axe
This is the time for Ragnarok to die

Ragnarok and the time of heroes
As predicted by Dagur Ironspear

Over two and a half millenia ago Sigmar forged the Empire from the tribes of humans inhabiting the region. However, not everyone saw this as the way of the future, and shortly before the founding many of the people left their ancestral homes and moved northwards, away from the brewing trouble between Sigmar and the Orcs and Goblins. They were proud people and the rule of the Unberogens was not to their liking.

These nomadic people eventually crossed through what is now Kislev and met with the scattered settlements in the far reaches of the Troll Country. Through many hardships they toiled, their people assailed by marauding beasts, the bitter winter blizzards killed the young and the old, and hostile tribes of Orcs and other humans attacked them at every turn. Only the toughest people survived, those with the will to live and the energy to fight on even when hope had gone.

When they arrived in the summer of Imperial year -2 the wandering tribes engaged in a series of wars to sort out their territories and rights. These wars lasted for roughly 350 years, during which time the native Norscans became embroiled in the affairs of the newcomers and were forced to protect their homes from the invaders. It was at this time that many of the newer settlers of Norsca became part of existing Norse clans and gradually the entire migration settled down and the newly arrived Norse started to mix elements of traditional Norse culture with their own customs.

For the next few centuries the Norse concerned themselves primarily with establishing power within their own lands, exterminating monsters in the surrounding countryside and 'agreeing' hunting territories. The outside world was largely unaware of the sudden increase in the Norse population. When things had settled down again in Norsca (which means that neighbouring clans were only fighting each other about twice a year instead of five or six times) the Norse started to be struck by their warrior spirit.

The first Dragonships and Kingships were built by the Wolfclaw clan around the year 514, and within 75 years nearly every coastal tribe had ships ploughing backwards and forwards across the Sea of Claws on raids. Most of these raids were directed against other Norse ports, but fleets were also known to mount attacks on towns within Kislev and the Empire. In 718 a large fleet combining ships from the Wolfclaw, Stormfang and Thunderbear clans descended upon Erengard, the principle port of Kislev. They run their ships aground and razed most of the settlement.

A punitive force of Kislevite cavalry was repelled twice, and the rampaging Warhird only took to their ships again when their army broke into the various clan factions and the Norse began fighting amongst themselves. The Norse had made their presence truly felt for the first time in seven hundred years, and their raiding parties continue to be a threat to the present day.

800 years ago arose a strong leader of the Wolfclaw clan, named in the Norse Sagas as Hunlaf Thorsson. He forged an alliance with the warriors of the Stormraven clan, and between them they numbered many thousands of warriors. Hunlaf was said to be touched by Thor, the Norse god of storms and war, and with the aid of his allies he managed to subdue most of south eastern Norsca to his rule. Hunlaf was the first High King of Norsca and founded the Line of Kings, which have continued to rule Norsca, in name at least.

Hunlaf's successor was Beowulf and he was one of the greatest leaders ever to grace the clans of Norsca. He forged an army from the warriors of twenty four clans, ranging from the Fremens in the south to the Iceblade clan in the north. This was the first Norscan national army, and Beowulf led the men north

Upon rocky shore, glimmering in twilit gloom,
the fell breath vented from the mound.
The drake, fire enveleped and soaring high,
rose upwards like a thunderbolt to the clouds.
Keorl, the ring-giver of Stormraven, thrust out his spear,
challenging the dragon to return.
A howl of rage greeted the challenge,
and lightning streaked silvery hide,
as Thor's bane swept mighty pinions out
and fire-blast wreaked revenge
upon the battle-harness of the brave Keorl.

The earl of Stormraven raised his head,
his gilded helmet protecting
from blaze tempest of dragon's wrath.
The Spear of Odin, Halrir daemonsbane,
streaked forth through the smoke and sought
that vital spot, within the dragon's breast,
where giant heart beat and gave life.

The spear struck home,
but the blade shattered on the scales
of that monstrous denizen of the mound.
At the last loyal Halrir had failed,
and in doing was destroyed,
a fitting end to a weapon forged from honour
and slaked in blood since Thor first stepped up to Graugnir
the beast of Hel, and struck down
that evil son with a single blow.
Keorl was not dismayed, and drew his sword,
that fang of Fenris. Icy cold was the light
of that sword, bane to foes across the worlds.

Once again the breath of the drake spewed forth,
fiery ruin blazing around the the bold ring-warden.
As the beast closed in, Keorl leapt to the attack.
The sword swung and ichor spewed from the ruined eye.
Fury unbounded, the dragon swept Keorl with dagger
claws, and his lifeblood started to pour from the crack
in his harness. With one desperate cry, Keorl lunged
once again, and brought his hands about the drake's neck.

Sinews of steel matched against timeless stone of evil,
Keorl's hands touched and he clasped them together.
The dragon thrashed, and spewed forth more burning
doom, but Keorl strengthened even as the drake
felt the darkness of Hel descending upon its eyes.
With a final spasm of strength keorl twisted,
neck cracked and came away from the body,
and keorl leapt aside to avoid the poison dragon
blood that bubbled from empty shoulders.

From the Saga of Keorl Thunderhand

towards the Chaos Wastes, fighting beside his brother Ingrid at the battle of Norduven, where the two of them slew a Greater Daemon of Khorne and then headed their army after the fleeing Chaos Warriors and Beastmen. Beowulf and Ingrid pursued the Chaos host into the depths of the Chaos Wastes and were never seen again. It is said that they will continue to fight Chaos until the time of Ragnarok, when the gods will walk the earth and Chaos will be defeated or victorious in a final cataclysmic battle. When Ragnarok comes Beowulf and Ingrid will emerge from the Chaos Wastes and once again lead the combined might of the Norse against their most deadly enemies.

LINE OF KINGS

The Line of Kings was established by Hunlaf Wolfclaw Thorsson and the leaders of the Wolfclaw clan have inherited the title of High King ever since. The High King rules from the fortress of Heorot and commands the allegiance of thousands of Norse. However, only in times of great peril does the High King need to assemble the clans, as each clan under his control is almost independent and can raid and protect themselves without outside aid.

Every so often a High King seems to be appointed by the gods, and a great destiny is laid down for him. When this happens the Norse gather together in a great Warhird and set off on a great raid or conquest. These High Kings have the name Thorsson added to their list of titles and they are charismatic leaders. In battle they seem invulnerable to normal weapons and can cut down swathes of their enemies singlehandedly.

Fortunately for the rest of the world these God-like beings are few and far between, and their time in this world is brief, for they only touch upon the lives of other men for a short time. The first of these was Hunlaf Wolfclaw Thorsson, and his son Beowulf was also such a gifted individual. Eric Red-axe, who led a great raid on Ulthuan, is said to have been a child of Thor, and he was the latest of these men to change the histories of the Norse.

Even the High Kings that do not share the honour of being Thorsson are reputable leaders and fighters, and lead by example. They reward the worthy with valuable gifts and dispense justice with an even hand. The heritage of a High King is a source of pride for all the Norse who live under his protection and the leaders of the clans have sworn binding oaths of fealty and honour.

NORSCA

The domain of the High King, known as Midgard, stretches from the huge iron-clad walls of the fastness at Heorot on the Sea of Claws in the south, to the great glacial valley of Thorfrost, some three hundred miles away.

Compared to most kingdoms in the Old World, the rule of the High King does not stretch far, but the Emperor and the King of Bretonnia do not have to enforce their law across windswept tundra and sharp peaked mountain ranges. The High King's messengers and enforcers must journey across deep ice-veiled rivers and through the many folded fjords of the coast. Despite the seemingly impossible odds of seeing that his law is upheld throughout Midgard, the High King manages to rule with an iron grip.

The clans within the realm are free to run their lives pretty much as they wish, as long as the tithes are paid and they do not hinder the servants of the High King. However, sometimes a feud or dispute erupts into inter-clan war that threatens to engulf more and more neighbouring clans. At these times the High King leads his personal army of Wolfclaw veterans to settle the matter. If the disputing clans do not heed the High King's arbitration then he does not hesitate to enforce his ruling with the sword and axe.

Beyond the shifting borders of Midgard lies the rest of Norsca - the Wild Lands. These lands are populated by the older Norscan clans, those that have lived there for much longer and were not part of the exodus from the founding of the Empire. Many strange beasts also roam the wastes and mountains, preying on each other and also unwary travellers. Of these the Snow Trolls are the most common, though Cave Bears, Dire Wolves and Frost Giants often make their presence felt too.

Since they do little farming, the autumn sees the Norse hunters leave their settlements on long trips, dragging back their huge prey, such as the mammoth and elk, on wolf drawn sleds. The carcasses are then salted and cured to preserve them over the next eight months. As the autumn of Norsca is so short this hunting frenzy leads to most of the inter-clan battles that take place, as the warrior-hunters fight for the scarce resources available.

During the long winter months Norscan life is very introverted. The clans set aside their feuds for the season and look to their own survival against the blizzards, avalanches and Ice Tempests that threaten them. The food stores are the main resource during the winter, and any rival clan that destroys a settlement's food supplies is usually destroyed by other neighbouring clans. Death on the battlefield is an honourable end, but lingering starvation and hunger for both the warriors and their families, is a doom that no clan should force upon another.

Occasionally a Norse settlement is beset by the variety of ravaging creatures that live in the Wild Lands. In the harsh winter of 1986 the town of Durfang in the northern reaches of Midgard was devastated by the starving timber wolves, bears and monsters moving south to find food. Since then it has been the High King's responsibility to send hunters into the woods during the autumn to kill these savage beasts before their hunger drives them to attack another settlement.

THE NORSE REAVERS

The coastal clans of the Norse lay claim to large fleets of Longships and Kingships which carry their war parties all over the known world. The Norse Reavers are the scourge of the Sea of Claws, pillaging towns and villages all along the Empire and Norscan coasts. Their raids and attacks are not just restricted to north either. Norse Reavers have attacked fleets around the Southlands, and even as far away as the coast of Lustria.

The Reavers are utterly fearless, and their pride rests on how much booty they can take during a raid. Most of the time the Norse Reavers ply the seas, raiding convoys and lone ships foolish enough to be out on their own. Now and again though, the Reavers gather in a large fleet and mount a raid on some isolated coastal town. The pattern is simple and has worked for them on countless occasions. The Reavers defeat any seaborne force on the water and then run their ships aground. With characteristic Norse enthusiasm they then storm the town or village, burning the houses, stampeding the animals and killing all who try to stop them.

A favourite tactic of the Reavers is to kidnap some local dignitary and hold them to ransom. They return to their ships with the burgomeister or noble and demand that the settlement empty their coffers for his safe return. There have been occasions when the Norse have been forced to execute their captive, purely to maintain their reputation....

When not fighting in a raid, the fleets sail back and forth across the seas searching for merchant fleets and convoys crossing to Marienburg or Erengrad. These are prime targets for Norse attacks and of late the Emperor has decreed that convoys on the Sea of Claws must be accompanied by an appropriately sized Imperial War Fleet. This has not deterred the Norse at all, who enjoy the prospect of fighting the Greatships, Wolfships and Galleys of the Empire. Beacon towers along the coast light huge fires to warn nearby settlements whenever a Norse war fleet is sighted.

The roar of laughter drifted through the crisp, cold air. Ulfar trudged through the snow drift towards the tavern. Passing a frozen puddle, he looked at his reflection. His dark eyes stared back at him, framed by his mane-like hair. He noticed the red stain around his mouth, and he washed his face with some melted snow. Looking up at the darkening sky, he tried to remember the battle. He recalled accompanying Haraldur and his regiment of Huscarls to the village of Kodradfief. His recollections also went as far as the Norse lining up against the Orcs.

The jeers and shouts had echoed along the valley, both armies chanting madly, running along to the savage beat of pounding war drums. Then his memory failed. His last vision had been a huge Black Orc wielding a brutal two handed axe. He stopped his reverie and decided to find out what had happened next.

The tavern was full, the clan celebrating the day's victory and the expectation of tomorrow's Orc hunt was evident. In the corner two Berserkers were engaged in a head-butting contest. They squared off a few paces apart, heads bowed down. Then, as a comrade shouted to start, they charged headlong at each other, their skulls clashing with an audible thud. The man who remains conscious the longest is deemed the winner, and contests could last for hours.

Shouting for a jar of mead, Ulfar strode across the dimly lit hall to Haraldur and his fellow Huscarls. They were engaged in a loud game of knuckle-throwing, and a large pile of treasure was laid in the middle of the table as a bet. As Jarlik tossed the rune-enscribed knuckle bones against the far wall, Haraldur noticed Ulfar's approach.

"By Thor's beard Ulfar, you look worse than I will tomorrow morning! Anyone would think you'd had to fight those snivelling greenskins by yourself."

Ulfar sat down on the long bench beside the table and grinned wolfishly.

"I probably did! Seriously though lad, how did I fare against the scum?"

Haraldur settled back, obviously preparing to recount an epic speech. He was well known for his skills with words as well as the mighty axe he wielded in battle.

"The Wolfclaws set out with the dark of night, their hearts full of rage at the thought of the Orcs on their lands. With Fenris Fang and Odin Shield they marched to war..."

"I know what we damn well did lad, just tell me how many of the Orcs I killed!"

"Some people just don't appreciate tradition. You have to do things the proper way, otherwise you lose the whole feel of the battle."

"Look lad, I was killing people when your father was learning which end of a sword was the sharp bit, so shut up about tradition. If you don't tell me how many of the scum I killed I'm going to bite your damned head off!"

"Don't think you can scare me! My Huscarls killed forty Black Orcs, and then we cut down a handful of Trolls. But that wasn't all, we also scared off their chieftan, just by looking at him! You started on the Black Orc boss, damned near pulled his arm off and choked him with the

wet end! Then you bit the faces off a few Trolls, but they didn't seem to notice too much. After that it was all getting a bit hectic. I saw you chasing after some greenskins on large pigs, and then you were lost in the crowd."

"See lad, that wasn't too difficult for you was it!"

Ulfar wandered off to find somebody else to tell him how he had fared against the boar riders. He spied Frund the Dwarf by the fireplace, arguing with another of his kin. He walked over to them and slapped Frund heartily on the back, almost knocking him over. The Dwarf turned round, frowning murderously. His expression eased when he saw the Ulfjarl standing behind him.

"Ah, Ulfar, just the person to see. My cousin Snorri is from Karaz a Karak in the Worlds Edge mountains by the Empire. He says its biologically inviable for a human to turn into a wolf, and I think you could prove him wrong."

"Say that again shorty, it sounded like gibberish to me, and if it was an insult you better start running!"

"My cousin Snorri here reckons that you can't turn into a wolf." Frund's eyes twinkled with a mischevious glint. "He's also wagered a silver inlaid scabbard and a gold drinking horn on the matter. We might be able to split the loot up somehow..."

Ulfar turned on the stranger and bent down to growl in his ear.

"Can't go wolf, eh? I hope you believe the evidence of your own eyes."

Ulfar began breathing deeply, and closed his eyes. He felt the taint roaring through his veins. His heart hammered in his chest and his skin tingled and itched. He felt the hairs pushing through the pores of his flesh, and he tasted the blood in his mouth from his fangs ripping through his aching gums.

Letting out a howl of triumph and rage, he opened his eyes. The red haze was there, tinging the edges of his vision. He could smell the sheer terror of the small form standing in front of him. His ears picked up the faintest sounds; the heavy breathing of the taverns occupants, the whistle of the wind outside the thick wooden walls.

A surge of energy rushed through his body, and he felt like pouncing on the hapless Dwarf. He felt his own blood trickling down the long claws that now tipped his elongated fingers. His muscles were swollen and adrenaline flowed throughout system. The body was in prime condition, despite his human age, and he new what it was like to be immortal. The call of the night hammered away at the back of his mind, constantly trying to seduce him. He wished to break down the doors and race off on the hunt.

Applying his willpower Ulfar managed to control the animal emotions raging through his mind. He adapted his form again, allowing himself to talk more easily, though he knew from experience that to others his voice would sound slurred and basic.

"You take scabbard, and I'll drink from goblet!"

BESTIARY

NORSE

The Norse are a warrior race that live in the most northern lands. They are famous throughout the Old World as great fighters and magnificent sailors. Norse Longships and Kingships have crossed the oceans to raid Ulthuan, land of the High Elves, and constantly attack small settlements on the coast of the Sea of Claws.

The Norse themselves are tall and fair-skinned. They have piercing blue eyes, blond hair and broad muscled chests. They favour moustaches and long beards and frequently plait their hair into braids. They are much given to singing, drinking and laughing, but are also quick to anger and are relentless opponents. In battle they scream shrilling battle cries as they charge across the field. The reason they excel at war is due more to the fact that they are ferocious and well trained fighters, rather than any particular wealth of tactical skill or strategic knowledge.

Norse society is is very provincial, and Norse only have a nominal capital and ruling body. Instead of such rigid organisations, the Norse have their own tribal leaders and War Chiefs. Sometimes two or more tribes unite for a common cause or against a particularly dangerous foe and one of the War Chiefs has to become the overall general of the contingent. This is usually sorted out fairly quickly. Each leader aspiring to the position simply states to the assembled warriors why he should be in charge, what victories he has

won before and tells them why he thinks the other aspirants should be under his command. The other warriors then choose which of the leaders they want. If the decision is still disputed the contested Chiefs sort out their rights by trial of combat. If one manages to kill the other he gains the position of Thain, as it is known in the Norse tongue.

In battle Norse manage to sweep away their foes simply by the raw aggression they unleash. Since they are raised from birth as fighters they are highly skilled with all manner of weapons, though swords, axes and hammers are favourite.

Norse religion is also based around battle and a Norseman who dies in battle goes on in the afterlife as a great warrior, continually feasting and fighting in the realm of Asgard. For this reason the Norse have little fear of death and know that if they fail to fight at their best their soul will be eternally tormented by Hel, the Goddess of Death.

SPECIAL RULES

COUNTER-CHARGE

Norse Warriors are adept at meeting foes head on, and can react to charging foes with astounding speed and determination. If an enemy unit declares a charge on a unit of Norse from the front roll 1D6. If the score is equal to or more than the unit leader's Initiative then the Norse fail to react and the charge proceeds as normal. If the score is less than the unit leader's Initiative the Norse unit may be moved up to 4" towards the charging unit, with all the usual movement restrictions for terrain. Both units will count as charging, and will gain any bonuses for charging as normal, with modifiers for lances, flails, etc. Hits are worked out in normal order since no side can claim the charging rule and automatically hit first. A roll of 6 will always fail, regardless of the leader's Initiative. This only applies to charges from the front.

Obviously a unit which is already in hand to hand combat or cannot move for any other reason does not benefit from this ability.



NORSE BONDSMAN- STUART THOMAS

Troop Type	M	WS	BS	S	T	W	I	A	Ld
NORSE	4	4	3	3	3	1	3	1	7
CHAMPION	4	5	4	4	3	1	4	2	7
HUSCARL	4	6	5	4	4	2	5	3	8
THAIN	4	7	6	4	4	3	6	4	9

Troop Type	M	WS	BS	S	T	W	I	A	Ld
SHAMAN	4	4	3	3	4	1	4	1	7
SHAMAN CHAMPION	4	4	3	4	4	2	4	1	7
MASTER SHAMAN	4	5	4	4	4	3	5	2	8
SHAMAN LORD	4	5	4	4	4	4	6	3	9

ULFWERENAR

Ugrot watched as the humies marched across the valley floor. Kicking his boar he guided his unit left of their line, determined to charge them in the flank. His second in command, Shaka, yelled over the noise of the boars galloping through the snow.

"We'z on our own out 'ere, what if dey turn round and attack us?"

"Don't be stoopid, humies can't move fast enough to catch us now!"

Ugrot slowed down to negotiitate a stream and then looked out across the Norse line again. The humies were still advancing into the centre of his army and he grinned.

"See Shaka, dey haven't even seen us, dere's no way dey's gonna stop us now!"

It was then that he noticed the group of Norse warriors at the end of the line stop and turn towards him. He saw them crouching down and they seemed to get darker.

As the Werewolves loped across to cut him off, Ugrot smacked Shaka round the back of the head and yelled

"Why didn't yoo tell me dey had blokes who could do dat sort of fing!"

Deep in the forests and mountains of Norsca are many strange things and, like the rest of the Old World, Warpstone can be found there. One of the strangest effects it has is on the wolves of the area. They eat contaminated food and their blood and saliva becomes tainted. After this their bite brings a curious infection to the sufferer. When Morrslieb is high the warped moon begins to have its affect on the traces of warpstone in the victim's blood. The victim rapidly changes form becoming a large wolf with red eyes and an insatiable hunger.

The Ulfwerenar, as they are known, can learn to control their tainted lives and can bring on the transformation themselves. Many of them lead perfectly normal lives, and the most experienced and oldest can even resist the change when Morrslieb shines full.

The War Chiefs of the Norse hold great respect for the Ulfwerenar, and they are considered partly blessed by their kin. It has also been known for the children of an Ulfwerenar to inherit the taint, and some Norse noble families have a strong tradition of being Ulfwerenar.

In battle the Ulfwerenar take to the field in their human form and as the battle progresses their blood runs faster and the scent of the enemy fills them with a thirst for blood. When the change would be most devastating they take on their wolf form and charge in, tearing into the enemy with reckless ferocity.

SPECIAL RULES

ULFWERENAR

While in human form Ulfwerenar are treated as an ordinary Norse unit unless detailed otherwise in the following special rules. This means they do have the counter-charge ability

TRANSFORMATION

When a unit of Ulfwerenar starts a battle they are in human form with the profile given below. At the start of each turn, before any charges are declared, the Ulfwerenar may attempt to change into Werewolf shape.

The unit should make a leadership test. If the test is failed the unit does not change and may do nothing else that turn. If the test is passed the unit changes successfully, exchange the human models for the Werewolf ones. From then on they are treated like Werewolves and may not change back into human form until after the battle.

WEREWOLVES

While in Werewolf form Ulfwerenar are subject to the following rules.

Frenzy. The Werewolves must charge towards the nearest enemy and gain double attacks in hand to hand combat. See the psychology section of the Warhammer rulebook for full details of *Frenzy*.

Blood Thirst. When the Werewolves wipe out a unit, either by killing the last member in hand to hand combat or by running them down as they flee, there is a chance that they will stop to feed on the corpses. Make a leadership test if the Werewolves destroy a unit. If it is failed the Werewolves go into a feeding frenzy and may do nothing in their next turn. A unit of Werewolves which is still in hand to hand combat when they wipe out a unit do not need to test for the blood thirst. A unit of feeding Werewolves may fight as normal if they are charged.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
ULFWERENAR	4	4	3	3	3	1	3	1	7
WEREWOLF	9	4	0	3	3	1	3	1	4

THRALLS

Norse and other enemies that are actually captured in a raid or battle usually become slaves, or thralls. This is an immense dishonour to the Norse, and such captives are not treated well, forced into a life of monotonous drudgery (*we know what that's like- ed*).

A thrall is owned by a Norse noble until he has earned his freedom by being a thrall for an allotted time or performing some greatly redeeming deed.

The Thralls are usually armed with crude missile weapons such as slings and javelins, as the use of such cowardly devices would stain the honour and warrior soul of a full blooded Norseman.



TROOP TYPE	M	WS	BS	S	T	W	I	A	Ld
THRALL	4	3	3	3	3	1	3	1	6

HUSCARLS

Huscarls form the warrior elite of the Norse armies. They vary in background from accomplished veterans to minor nobles. Of all the Norse, the Huscarls have the most flexible tactical possibilities. They can charge headlong into the foe with the rest of the army, or they can slowly advance under the cover of a well made shield wall, allowing them to penetrate deep into the enemy's battle line.

The Huscarl have no formal organisation in social terms, but are simply a unit formed when the best of the army's warriors get together prior to the battle. They greet old friends, swap boasts and generally look forward to the coming fray with delight.

The warriors of the Huscarl are highly trained and motivated, and although they are an informal unit they can act together with perfect coordination, only achieved by years of battlefield experience and mutual trust. When they march to war, they march to win, and the timely intervention of the Huscarl has swung many battles in favour of the Norse.

On the attack or while defending an area, the Huscarl are equally formidable. Their blood freezing war cries as they charge makes seasoned opponents pale, while their stubbornness makes them virtually impossible to shift once they have taken ground.

TROOP TYPE	M	WS	BS	S	T	W	I	A	Ld
HUSCARL	4	4	3	4	3	1	3	1	8

NORSE BEASTMASTERS

The Norse are not a particularly accomplished race when it comes to farming or animal husbandry, but what they are good at is hunting. There is a small group of men in each settlement that devote their entire lives to training beasts to hunt. Wolfhounds, wolves and even bears have all been trained to be used for hunting or in battle.

SPECIAL RULES

MOVEMENT

One or more Beastmasters may lead a pack of Snow Trolls, Bears or Giant Wolves, or a combination of the creatures. They are placed at the rear of the unit, and the whole unit will move at the speed of the slowest creature (including Snow Trolls under the effects of Stupidity). Note that the slowest moving creature will normally be the Beastmaster himself.

SPECIAL RULES

NORSE

The Huscarl are Norse and so have the counter-charge skill.

SHIELDWALL

The experience of the Huscarl allows them to use their shields to create a solid wall of wood, metal and leather around them. Each warrior knows exactly where to hold his shield in the formation, which covers the entire front, sides and top of the unit.

A Huscarl unit may form a shield wall as long as it does not do the following actions; march move, charge, change formation or strike blows in hand to hand combat. While the Huscarl have the shield wall formed they may add +1 to their armour saving throws. If the Huscarl do not move at all they may add +2 to their armour saving throws. If the Huscarl receive a charge they count as not moving and therefore receive the +2 saving throw bonus for the first round of hand to hand combat.

A shield wall only covers the front, top and flanks of the regiment and so does not protect the regiment against attacks made from the rear.

A regiment of Huscarl that uses the counter-charge skill count as charging themselves and so may not form a shieldwall. A unit of Huscarl armed with double handed weapons may not use a shield wall to defend against a charge if they wish to use their double handed weapons in the same combat round.

COMBAT

Each creature in the unit fights with its own profile. Note that you must keep a record of how many wounds have been suffered by each type of creature rather than just the unit as a whole, for the purposes of removing models.

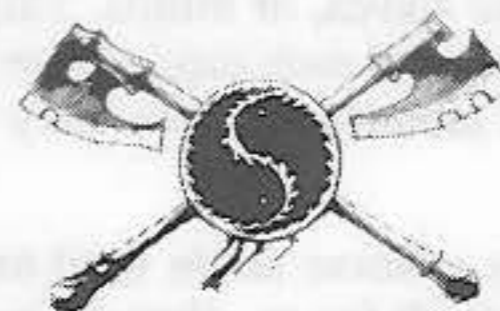
LEADERSHIP

The Beastmaster's Leadership is always used by the creatures in the pack as long as one Beastmaster is still alive. If all of the Beastmasters are killed the creatures will use their own individual Leadership values for any tests they are required to make.

TROOP TYPE	M	WS	BS	S	T	W	I	A	Ld
NORSE BEASTMASTER	4	4	3	3	3	1	3	1	7

GIANT WOLVES

The Giant Wolf is a large and dangerous creature that roams the mountains and deep forests of the Old World and beyond. The hunting packs of these beasts have been known to attack well armed caravans and destroy them. They are used by goblins as mounts and most are slain whenever they are seen. To the Norse, however, the wolf plays an important part in their mythology and religious beliefs and is worshiped and respected as a great hunter. The Giant Wolves of Norsca are incredibly fast and vicious, and Norse tribes have trained packs that they lead into battle.



TROOP TYPE	M	WS	BS	S	T	W	I	A	Ld
GIANT WOLVES	9	4	0	3	3	1	3	1	3

DIRE WOLVES

Another effect of Warpstone contamination is the existence of Dire Wolves. Similar in physical terms to ordinary Wolves, they are much larger than their untainted cousins and can easily be ridden by a full grown man. As well as having enlarged bodies, the Dire Wolves of Norsca are ill-tempered and vengeful creatures that delight in the hunting and slaying of other creatures. Wild Dire Wolves roam around in packs of five to ten strong, which is more than enough to see off most prey, even the gigantic mammoths of the Norscan glacial valleys.



Dire Wolves have incredibly strong jaws, which can tear flesh and snap bones with ease. Their powerful shoulders and back legs move them along at an astounding speed and when they pounce onto their prey they are usually certain of a kill. Some particularly vicious Dire Wolves are cast out of their packs for being too mad and warp-tainted for even these cruel and merciless killers. While other Dire Wolves have a healthy respect for the Norse, these outcasts (Kernja in Norse) often raid villages and towns. They break down the gates in the dark of night and rampage through the streets slaying anything they encounter and destroying huts and fences with their mad headlong charges.

SNOW TROLLS

At the peaks of the mountains in Norsca there are many creatures that rarely ever venture below the snow line. Of these, one of the most common types is the Snow Troll. Snow Trolls are excellent trackers and can follow their prey for hundreds of miles if necessary. They do not carry weapons of any kind, and instead they rely on their wickedly barbed claws to slice through their prey with a single sweep of their long arms. Some of the Norse settlements deeper within the mountains actually have small communities of these simple creatures. The Snow Trolls appreciate the warlike tendencies of the Norse, and realise it is much easier to have someone bring your food to you than to run after it for hours before eating. The Norse bring the Snow Trolls with them to battle, and the special handlers point them at the enemy and try to stop them doing anything completely stupid. Once in combat Snow Trolls are devastating opponents, felling foes all around them.

SPECIAL RULES

STUPIDITY

Snow Trolls do not excel at mental gymnastics and remembering what part of the body they stuff food into can be a bit of a problem sometimes. Snow Trolls that aren't in hand to hand combat are subject to the rules for *stupidity* as detailed in the Psychology section of the Warhammer rulebook.

FRENZY

When they are fighting Snow Trolls are inwardly reassured by the fact that they know what they are doing and try even harder to do it properly. This means that Snow Trolls are affected by *frenzy* and must charge foes within range, and gain double attacks in hand to hand combat. See the Psychology section in the Warhammer rulebook for full rules.

SPECIAL RULES

FEROCIOUS CHARGE

Dire Wolves can cause horrendous damage to their prey, but it is when they charge in, claws flailing and jaw snapping left and right that they are at their most devastating. When a Dire Wolf charges into hand to hand combat it gains +1 attack and all of its attacks that turn are at strength 5 instead of strength 4. This changes its saving throw modifier accordingly.

FEAR

Dire Wolves are monstrous creatures and strike fear into the hearts of those they attack. Dire Wolves cause *fear* as described in the psychology section of the Warhammer rulebook. This means that they are immune to fear themselves and treat terror as fear.

DEATH FRENZY

When a Dire Wolf realises it is going to die it goes into an uncontrollable rage, lashing out at all nearby with no distinction between friend and foe. When a Dire Wolf is killed any model in base contact suffers a Strength 4 hit on a D6 roll of 4+. This has a -1 saving throw modifier as normal.

TROOP TYPE	M	WS	BS	S	T	W	I	A	Ld
DIRE WOLVES	10	5	0	4/5	4	3	7	3/4	6

FEAR

Snow Trolls are large and imposing creatures, and their fanged maws and deadly talons look very frightening. Snow Trolls cause *fear* as described in the Psychology section of the Warhammer rulebook. This means they are immune to fear themselves and treat terror as fear.

RAZOR SHARP CLAWS

The hands of Snow Trolls end in long serrated claws that have specifically evolved for the purpose of tearing through things with relative ease. Any saving throws made against hand to hand attacks from a Snow Troll suffer an additional -1 modifier (giving them a -3 saving throw modifier instead of the usual -2).

REGENERATE

Snow Trolls can take an awful lot of injuries before they are finally killed, mainly due to the fact that they can regenerate any wounds they are dealt.

When Snow Trolls are involved in combat work out the number of wounds they suffer as normal. Once all combatants have finished their attacks the Snow Trolls may attempt to regenerate. Roll a D6 for each wound suffered in that combat, on a roll of 4 or more the wound is regenerated and not deducted from the Snow Trolls' current wounds total. Models should be removed as normal for wounds that aren't regenerated. Only wounds that aren't regenerated are counted when you work out the combat resolution for that turn.

TROOP TYPE	M	WS	BS	S	T	W	I	A	Ld
SNOW TROLL	6	3	1	5	4	3	2	3	4

ULFJARL

Ulfjarl are the princes of the Ulfwerenar. They are descendants of some of the most ancient and honoured families in Norsca. They have been Ulfwerenar for so long they have completely mastered the control it requires to change form, and can even stop at middle stages to become half-man, half-wolf.

Although Ulfjarl have been known to accompany regiments of Ulfwerenar, they are equally at home with other warriors as well. Before the battle they can be seen sitting in a quiet corner summoning the mental energy and willpower for the change, or carousing in the beer tents with the other warriors, building up a state of mind that will bring about the transformation in the midst of the battle.

In battle the Ulfjarl accompany units of ordinary warriors, hiding within their ranks until they are close enough to strike. Just as the opposing army comes into contact with the unit the Ulfjarl is hiding in, he invokes his powers and turns into his were-form. Slashing left and right, he leaps into the opposing unit and gorges himself in an orgy of blood letting, letting the wild side of his mind free for a short while.

The Ulfjarl are incredible fighters, having long fangs, sharp claws and inhuman speed. This, coupled with their sheer power and ferocity, turns them into whirling, snarling shadows of death which strike sudden and bowel-churning fear in their opponents.

After the battle the Ulfjarl congregate in a peaceful spot away from the battlefield, and lope of into the wild together to gorge the ravenous hunger aroused by their fighting. They return to their companions late in the evening with no recollection of their performance in the battle, eager to find out how many enemy they have killed and other great deeds they have performed.

SPECIAL RULES

DISGUISE

At the start of the game the Ulfjarl starts concealed within another unit, as indicated in the Army List section. A single regiment may conceal up to 2 Ulfjarl. Do not place the Ulfjarl model on the table, instead make a note of which unit he is hiding in. The Ulfjarl cannot be targeted separately until he is revealed, and moves and acts as the unit he is hidden in.

If the Norse unit is forced to flee they drag the Ulfjarl along with them. If the unit is destroyed then any Ulfjarl within the unit are also killed.

ATTACK

The Ulfjarl are revealed and placed on the table once the unit is fighting in hand to hand combat. The player declares that the regiment conceals an Ulfjarl and places the model in a rank where they can fight, moving other models if necessary.

Because of the speed and surprise of their attack the Ulfjarl attacks in the first round of combat, before anyone else. If the opposing unit contains troops with a similar attack, such as Skaven Assassins, each player should roll a D6 to see whose attacks are worked out first. The Ulfjarl can make any attacks against models in base to base contact, so it is useful to place them next to a character or other important figure.

FURTHER FIGHTING

After the Ulfjarl has worked out his initial attacks they themselves can be attacked in the normal way. Once an Ulfjarl has been revealed he will move and fight with the unit.

In future combat rounds and other hand to hand combats the Ulfjarl can be positioned anywhere within the unit to take on whichever opposing models the player wishes.

LEADERSHIP

The Ulfjarl remains with the regiment, but his Leadership cannot be used for Leadership tests except those taken by himself.

If the regiment is broken or forced to flee, or subject to some other unfortunate psychology or Leadership-based test which it fails, the Ulfjarl can choose to remain with the regiment and suffer the consequences, or pass a separate Leadership test and join another regiment within 6".

FEAR

The sight of a savage wolfman leaping into your ranks is an unnerving experience. For this reason, Ulfjarl causes *fear* as described in the psychology section of the warhammer rulebook. Remember that he is immune to fear himself, and treats terror as fear.

TROOP TYPE	M	WS	BS	S	T	W	I	A	Ld
ULFJARL	5	6	4	4	4	1	5	2	8



ULFJARL- STUART THOMAS

BEARS

Bears still roam across the Old World and beyond in large numbers, and in the forests and mountains of Norsca they prosper. They can find plenty to eat, and they can escape the worst winters by hibernating in the valleys, though this has given many Norse hunters a scare on more than one occasion, as they stumble upon its slumbering form.

The Norse realised the potential of trained bears many centuries ago, and their Beastmasters find and rear cubs so that they can fight in groups.

Bears are formidable opponents, their awesome size and strength has been greatly enhanced by selective breeding by the Beastmasters. Their huge paws and powerful torsos allow them to crush their foes beneath them or to disembowel their enemies with a mighty swipe of their claws.

TROOP TYPE	M	WS	BS	S	T	W	I	A	Ld
BEAR	4	3	0	5	5	2	3	2	6

NORSE BERSERKERS

Berserkers are special type of Norse warrior. They can work themselves into a killing frenzy that makes them awesome opponents in hand to hand fighting. Before a battle they have head-butting contests and vast quantities of strong beer, which leaves them wild-eyed and frothing at the mouth. Once they see their enemies they lose control completely, attacking foes many times more powerful than themselves. They have no regard for their own lives and throw themselves at the enemy without a trace of fear.

Once a Berserker reaches an enemy regiment he turns into a human whirlwind of blades, spinning, slashing and chopping with a strength only possibly achieved by a madman. Because of their complete immersion in their psychotic state of mind, the Berserkers have no comprehension of the rest of the battle, and sometimes come dangerously close to attacking their compatriots in their fury.

TROOP TYPE	M	WS	BS	S	T	W	I	A	Ld
BERSERKER	2D6	5	0	4	3	1	5	2-10	8

SPECIAL RULES

HIDE

Certain Norse regiments can conceal Berserkers, as indicated in the Army List section, and no regiment can hide more than two Berserkers. Do not place the Berserker models on the table, instead make a note of which units contain Berserkers. The Berserkers stay with their units, being manhandled, bound and otherwise restrained by the warriors, until they are released.

If the Norse unit is forced to flee they drag the Berserkers along with them. If the unit is destroyed then any Berserkers within the unit are also killed.

ATTACK

Berserkers are released once the unit they are hidden in comes within 8" of an enemy unit. This is not an option, the Berserkers burst free from the unit as soon as the unit approaches, there is nothing the other warriors can do to prevent this. This movement interrupts the normal turn sequence and is worked out before any other considerations. For example, if a unit charges from more than 8" away it should be placed 8" away when the Berserker's actions are worked out. After this is done they are free to continue the charge if the player wishes.

MOVE

The Berserkers burst free from the regiment and hurtle headlong straight towards the enemy. Take each released Berserker model in turn and place it in the middle of the regiment's side that is nearest the enemy unit that triggered the release. The Berserker then moves 2D6" in a straight line towards the triggering unit. The Berserker attacks the first unit he touches.

FIGHTING

When Berserkers fight in hand to hand combat they always strike first, regardless of charging, initiative or any other special abilities, such as Skaven Assassins. To work out how many attacks the Berserker has for that combat round you should roll the artillery dice (numbered 2, 4, 6, 8, 10 and Misfire). The result is the number of attacks the Berserker makes against the enemy unit.

If the artillery dice roll comes up as a misfire he has no attacks that turn, and due to fatigue begins to slow down. In a combat round in which the artillery dice comes up as a misfire the Berserker may be attacked as normal (see below).

When the enemy wish to attack the Berserker, either in hand to hand combat or with missile fire, their to hit rolls must be a natural 6, regardless of their Ballistic skill, Weapon skill or any other to hit modifiers. Any to hit roll of 5 or less is deflected by the whirling wall of steel that surrounds him.

A Berserker continues to fight against a unit until he is slain, the regiment is destroyed or the unit is broken. A Berserker cannot pursue a unit, he simply doesn't notice them running away!

FURTHER MOVEMENT

If at the start of the Norse player's turn a Berserker is not in base to base contact with another model, he will move randomly across the battlefield searching for a foe. Roll the scatter dice and move the Berserker 2D6" in the direction indicated (remember that there is a small arrow over the 'T' on the 'HIT' faces).

A Berserker may move over obstacles and difficult ground with the normal movement penalties. If the Berserker ever comes in contact with another unit, friend or foe, he will fight them as detailed above. A Berserker is treated like a separate unit once he is released, and players must declare charges against him, etc.

IMMUNE TO PSYCHOLOGY

Since they are completely unaware of anything except the need to spill blood, Berserkers are immune to all psychology and cannot be broken in hand to hand combat. They never take fear, terror or panic tests.

NORSE HUNTERS

The Norse have few laws, and none of them are written. They do have quite a few unspoken customs and taboos, however, and many young warriors find they have fallen foul of some tradition they have never heard of and are cast out of the settlement and banished. Other banished individuals are fully guilty and many a rash Norse has been thrown out for having an illicit affair with a noble's wife or daughter.

A clan would never take in the outcasts of another, as this would be a great insult to the clan who turned them out, and a blow to the dignity of the clan that accepted them. No Norse would ever want to take in somebody who had besmirched their honour.

These young men grow older, living in the wilderness and learning the ways of nature. They form their own communities far from the others and scratch out their existence by hunting and foraging.

When battle comes the outcasts gather and use their woodmanship and hunting skills to ambush the enemy and strike deep into their battle line. For this reason the hunters are pardoned for a short period during the battle, but nobody trusts them entirely.

TROOP TYPE	M	WS	BS	S	T	W	I	A	Ld
NORSE HUNTER	4	4	4	3	3	1	3	1	7

After the battle the Hunters do not join in with the drinking and boasting with the other Norse, they quietly make their way back to their own camp, taking with them any loot they managed to snatch from the fallen enemy.

The Hunters are treated by the rest of the army as an unpleasant but useful element, and they receive no thanks or reward for risking their lives on the field of battle. This does not bother them at all, as they are still Norse and the call of battle still flows strongly through the blood in their veins.

SPECIAL RULES

SPECIAL DEPLOYMENT

The Hunters are adept at infiltrating the enemy army's position and springing traps and ambushes from unexpected hiding places. The Hunters are set up after the enemy has placed all of his units on the table. The Hunters can be set up anywhere outside your opponent's deployment zone, as long no model in the opposing army has a line of sight to their set up position.

If both armies contain troops with this skill you should each roll a D6, with the player scoring lowest having to set up one of his infiltrating units first. You should alternate between the players if each army has more than one unit with this kind of ability.

SKIRMISH

Hunters can skirmish if you wish, following all of the rules on page 90 of the Warhammer rulebook.

Frealaf glanced up at the trees again, and almost stumbled as he ran into a snow-covered rock. Regaining his balance he concentrated on running. He took a deep breath with each stride, his long loping steps taking him effortlessly down the mountainside. He heard a keening howl behind him, and risked another look over his shoulder.

There, just coming out of the trees, he saw his pursuer. It was easily twice as tall as a man, and its thick shaggy fur trailed behind it as it bounded through the snow drifts. It had been steadily gaining on Frealaf for the past hour, and he knew he would not be able to outdistance it.

Leaping a few feet into a crevasse, Frealaf changed course and headed west, towards the Frostflood, which cascaded down the valley five hundred paces to his left. Hoping to mask his scent in the fast flowing waters, Frealaf spurred himself to a burst of speed and sprinted for the icy river.

Frealaf then saw another Snow Troll closing in from the other side of the river. Almost wild with fear he swerved down hill again and sprawled headlong in the snow as his foot touched a patch of ice.

The Snow Troll that he had originally been fleeing from was now only a hundred paces away, and he could see its rank breath issuing from its mouth in blasts of vapour. The smell of the creature drifted down wind and Fealaf gagged. Fighting the nausea he got up and pulled his small hunting spear from its strap on his back. Taking this in his right hand he stood, feet shoulder width apart, and faced the onrushing creature.

When it crouched for its killing leap ten paces away Frealaf hurled the spear. As if guided by Thor's hand it flew true, straight into the creature's open mouth. The barbed head protruded from the back of its skull as it crashed to the ground in front of him.

Hearing a bellow Frealaf turned to see the other Snow Troll bearing down on him. He leapt to the fresh corpse and tugged at the spear. It was stuck firm and Frealaf knew he wouldn't be able to free it in time. Whirling around once more he set off running again. There was a small copse of trees two hundred paces down the valley, and Frealaf headed for this somewhat temporary sanctuary.

Reaching the trees Frealaf dived in and grabbed a branch. Swinging himself up with ease, he crouched next to the trunk, waiting for the Snow Troll. It was a few heartbeats and then the ragged beast crashed into the copse and stood below him sniffing the air.

Drawing a long hunting knife from his belt, Frealaf stood up on the branch. When the creature turned away from him and bent to sniff the ground he dropped onto its back. Bringing his arm round he plunged his knife into its eye. The Snow Troll threw him to the ground and reared up above him.

The creature took a step towards him and he staggered. As its slow nervous system registered the knife sticking from its eye it bellowed with pain and slowed. When it realised who fatal the injury was it tumbled to the snow, almost crushing Frealaf. Sighing with relief Frealaf retrieved his knife and started to skin the body.

WAR MAMMOTH

The mammoth is one of the largest land bound creatures in the Warhammer world. Descended from the truly huge Maakil of the time before the Elves, mammoths are terrifying monsters to fight against. In Norsca, where clouds of Warpstone dust occasionally spread across the mountains and valleys, there are certain types of mammoth (called Hronjir by the Norse) that are even larger and more fearsome than their normal kin. These mammoths are much sought after by wealthy Thains, who train them for battle, or command their Shamans to enchant the mammoths to their service.

A War Mammoth is often decked out in armour plates, with serrated steel sheaths on its tusks and spiked collars around its neck and ankles. The have a lone rider who steers his mount as much as he can, prodding the beast in the right direction and letting the animal's own ill temper drive it into (and usually through) the other army. Another use for War Mammoths is as carriages for huge battle towers that contain archers or a large bolt thrower. These war machines trample into the midst of the enemy, causing havoc with cavalry as horses are terrified of the beasts.

Mammoths are very thick skinned and their layers of fur also prevent them from damage, but their truculence and difficulty to control makes them less useful than many outsiders suspect. Despite their disadvantages, the War Mammoth is extremely dangerous, especially against heavily armoured foes, which it crushes underfoot.

TROOP TYPE	M	WS	BS	S	T	W	I	A	Ld
WAR MAMMOTH	8	3	0	7	6	6	1	3	5

SPECIAL RULES

TERROR

War Mammoths are huge creatures, and their trumpeting and stamping makes the ground tremble. War Mammoths cause *terror*, as described in the psychology section of the Warhammer rulebook. As it causes terror the War Mammoth also causes *fear* and is immune to fear and terror itself.

PANIC HORSES

The War Mammoth is strange in that it causes unreasoning terror in horses, which sweat and stampede at the smell and sound of the beasts. Any terror tests caused by the Mammoth that are taken by a unit on horseback are at -1 Leadership.

TRAMPLE

The War Mammoth has a variety of attacks at its disposal, ranging from its tusks, to the huge feet. As it charges into a unit it tries to stomp over as many foes as possible. When a War Mammoth charges into combat it inflicts an additional D6 S7 hits, in a similar way to a chariot's attacks.

THICK SKIN

The War Mammoth's body is covered by a tough, leathery hide, which is further protected by a thick layer of hair. This means the War Mammoth gains a saving throw of 5+.

RAMPAGE

War Mammoths have been described by their riders as 'several tons of bloody minded, stubborn muscle', and it is a reputation which they deserve completely. They are single minded and confrontational, and sometimes do exactly what they please, just to show their Norse masters just who is in charge. This sometimes manifests itself as charging headlong into the nearest troops, whether they are friends or foes!

At the start of every Norse player's turn in which a War Mammoth is not in hand to hand combat, the rider must make a Leadership test. If the test is failed the War Mammoth moves 2D6" in a direction indicated by a roll of the scatter dice.

Any unit which the War Mammoth moves into while it rampages must fight the War Mammoth in hand to hand combat. The War Mammoth counts as charging and it will trample the unit. If the unit is an enemy unit it will be engaged in combat as usual. If the unit is a friendly unit the rider is allowed to take a Leadership test at the start of every subsequent hand to hand phase, and if successful the War Mammoth should be moved so that it is no longer touching the other unit. The War Mammoth will continue to attack the other unit if the Leadership test is failed.

Missile troops and war engines mounted in a battle tower are thrown about by the War Mammoth's sudden charges and so they may not fire in the same turn that a War Mammoth rampages.

SHOOTING AT WAR MAMMOTHS

When shooting at a War Mammoth and its rider roll to hit as normal, adding +1 to the roll because the War Mammoth is a large target. Once you have established how many hits have been scored you must roll apportion them between the rider and the monster. For each scored roll a D6.

D6 Roll	Hit
1, 2, 3 or 4	The War Mammoth is hit - roll to wound the War Mammoth as normal.
5 or 6	The rider is hit - roll to wound as normal.

Work out wounds separately on either the rider or the War Mammoth. Take any saving throws due to the target as normal. The War Mammoth has its Thick Skin which will give it a basic save of 5 or 6 on a D6. Riders may save for their armour, but remember they do not receive the additional +1 as do cavalry riding smaller creatures.

HAND-TO-HAND COMBAT

Unlike other monsters the War Mammoth is so huge that its sheer bulk makes it very difficult to choose your target in hand-to-hand combat. When attacking the War Mammoth in hand-to-hand combat work out hits as normal comparing weapon skill against that of the rider. For each hit scored roll a D6 to determine whether the War Mammoth or the rider is hit.

D6 Roll	Hit
1	The rider is hit - roll to wound the rider as normal.
2, 3, 4, 5 or 6	The War Mammoth is hit - roll to wound the War Mammoth as normal.

Work out wounds separately on either the rider or the War Mammoth. Take any saving throws due to the target as normal.

SLAYING THE WAR MAMMOTH

If the War Mammoth is slain, then it will collapse to the ground killing any rider and models on board. If the rider is slain then unlike other monsters the War Mammoth may continue to fight as normal. However it will have to take its Rampage test (see above) using its own leadership of 5.



OI! GERROFF MY TREE!

A seasonal scenario for Warhammer by A. Nutter (Gav Thorpe)

In the cruel winter of 2361 the Old World was beset by raging snowstorms, avalanches, blizzards and bone-freezing winds. It was the harshest winter in written history, many thousands of people died from exposure and starvation. For years afterwards hunting was bad and the ground infertile.

During this bleak period the rulers of the Old World did their best to keep things together, trying many things to uplift the morale of the citizenry. Unfortunately, this proved disastrous in one case, when Emperor Kurt the Barmy decreed he would erect a huge christmas tree in Nuln. He sent out scouts to scour the land for the most perfect tree in the Empire, and they returned a few weeks later to report success. Deep within the Forest of Shadows lay an ancient grove, in which stood the tallest tree they had ever seen. It almost shone in the sunlight, its needles glossy and strong.

Determined to retrieve this tree for himself, the Emperor sent woodsman to chop it down and bring it to the Imperial palace at Nuln. One of the foresters returned, saying they had been ambushed by Orcs who were now camped around the tree. This fired the anger of Emperor Kurt, who summoned a force and marched on the Orcs. However, the Orcs far outnumbered the Imperial army, and Kurt decided he would charge in, chop down the tree and run off with it as fast as possible, fearing the consequences of a drawn out battle with the large Orc Host.

Now you can fight the infamous Battle for the Tree.

THE BATTLEFIELD.

Below is a map of the sacred grove, where the Battle for the Tree took place. The Tree itself should be suitably imposing, and large enough for two models side by side to touch it in base contact. There are two deployment zones for the Orcs, as shown on the map. The Orc player should deploy The Guards first, then the Empire player may set up his army, then the Orc player should set up the Relief Force.

THE TREE

The poor defenceless Tree that is the cause of everybody's yuletide problems. It has the following profile.

Special Rules: Once the Tree is reduced to zero wounds it is chopped down and may be loaded onto a Foresters Cart automatically (see later section).

	M	WS	BS	S	T	W	I	A	Ld
THE TREE	0	0	0	0	6	5	1	0	10

SPECIAL RULES

In addition to the normal victory points, the Empire player also gains 5 VP's if he manages to chop down the Tree and take it off his own table edge.

Only Foresters may chop down the Tree, as detailed in the forces section below.

THE FORCES

Orcs
The Orc army starts with 4,000 points of troops. At least 500, but no more than 1,000 points must be The Guards, who deploy around the tree. The army general cannot be in The Guards, but at least one character must be included (he is Da Officer of Da Watch). The rest of the force is the Relief Force and deploys separately as shown on the map.

Empire
The Empire force is 3,000 points strong and deploys as shown on the map. The Empire army must be led by Emperor Kurt the Barmy and must include at least one unit of Foresters.

FORESTERS.....7 points per model

Your army may include any number of Foresters. These brave men have accompanied Kurt the Barmy on his epic quest to bring the Tree to Nuln. They are the only troops capable of chopping the Tree down.

	M	WS	BS	S	T	W	I	A	Ld
FORESTERS	4	3	3	3	3	1	3	1	7

Equipment: Felling Axes (count as two handed weapons), And they've probably got some ropes and saws, but they don't count.

Save: None

Options: A regiment of Foresters may be equipped with light armour at a cost of 2 points per model.

Special rules: The Foresters may attack the Tree in hand to hand combat. They do not need to charge the tree (though they can if they wish!). All blows against the Tree hit automatically, there is no need to roll to hit. Work out damage as usual.

Foresters may Skirmish as described in the Warhammer rulebook.

FORESTERS' CART.....15 points
 Your army may include an number of Foresters' Carts, up to a maximum of one per Forester regiment. The Foresters' Cart has a crew of one forester. The cart is pulled by two horses, with the profile shown below. The cart is treated like a chariot, except that it does not inflict any automatic hits when it charges in hand to hand combat.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
CART	-	-	-	7	7	3	-	-	-
FORESTER	4	3	3	3	3	1	3	2	7
HORSE	8	1	0	3	3	1	3	-	-

A Foresters' Cart must stay within 2" of a Forester regiment. The Tree can be loaded automatically on to a Foresters' Cart that is within 2" of the unit that chops the Tree down. Once it has a tree on it, a Foresters' Cart may leave the table by any edge, and if it does so they Empire player gains 5 victory points.

EMPEROR KURT THE BARMY.....145points
Sword of Barachek +60 points

Kurt the Barmy became infamous in Imperial history for his amazing lack of thought. He was a terrible diplomat (starting the 'every-other-day' war with Bretonnia), had no fiscal responsibility at all, and was only elected Emperor because the other candidates were even worse(a Halfling came a narrow second in the vote)!

Weapons/ Armour: Kurt the Barmy wears heavy armour and rides a barded warhorse, giving him a save of 3+. However, Kurt doesn't usually realise when he's been hurt, so a saving throw of a 6 will always save, even against weapons and attacks which would normally allow no saving throw or have a modifier of -4 or more.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
KURT	4	6	6	4	4	3	6	4	9
RUDOLPHUS	8	4	0	3	3	1	4	1	6

May Ride: Kurt rides the famous stallion Rudolphus Dobbin, which has the profile shown above.

Magic Items: Kurt is a Lord and therefore is allowed three magic items. The first of this must always be the Sword of Barachek.

SWORD OF BARACHEK

This sword belonged to Barachek, Kurt's father. Its unfortunate victims find themselves the centre of their own personal snowstorm, and are soon frozen solid.

If Kurt wounds an opponent with the Sword of Barachek, they must roll 1D6 and score under their Toughness. If they score equal to or over their Toughness a small black cloud appears over their head and they are turned into a snowman, remove them from the game.

SPECIAL RULES

LEADERSHIP

Kurt is usually totally oblivious of his surroundings, and seems unconcerned about the events around him. Kurt's Leadership is never modified, it always counts as 9. This only applies to Kurt, other troops should modify his Leadership as normal. This will only apply to *stupidity* tests and spells. etc. as he is immune to all other psychological affects.

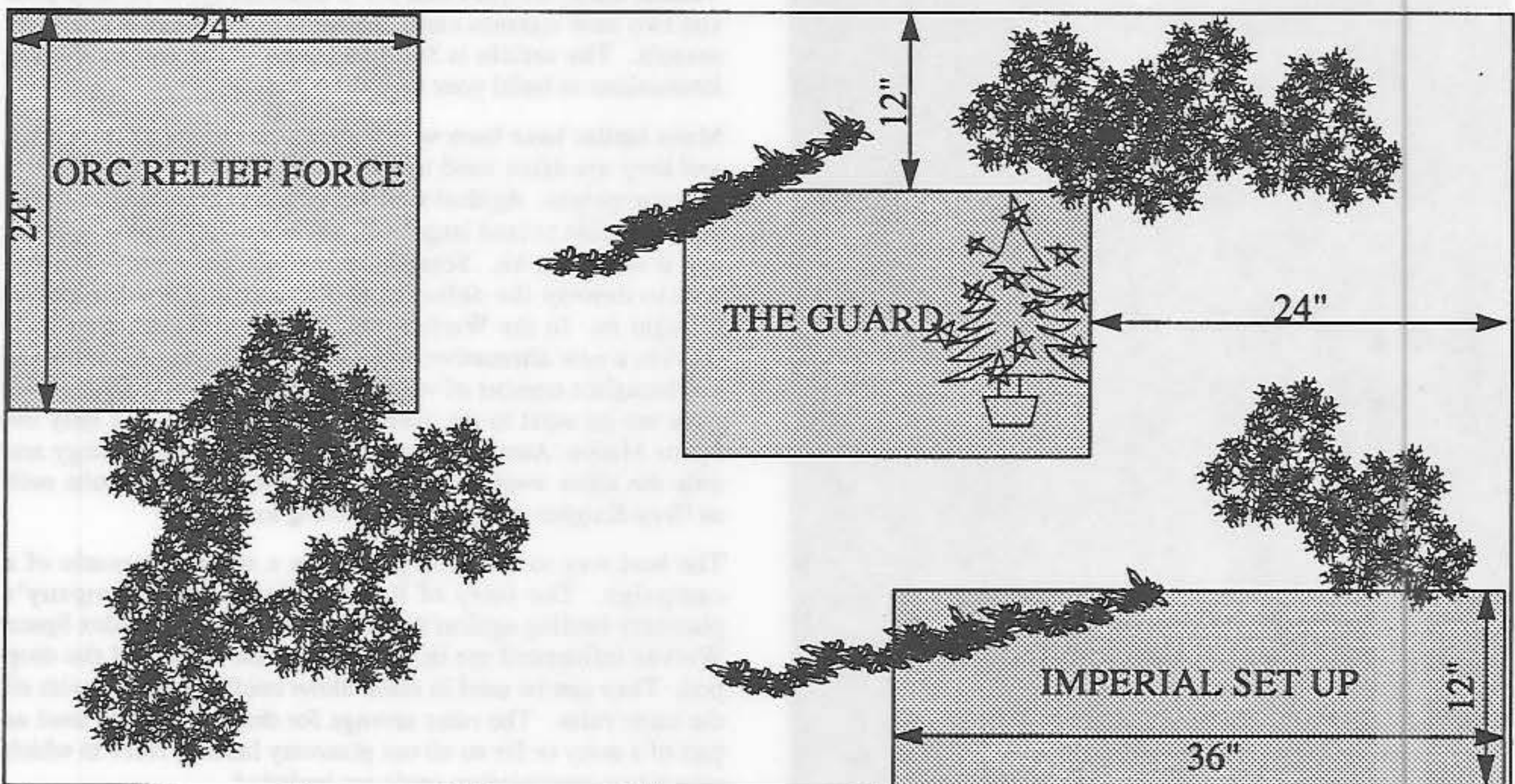
STUPIDITY

Kurt is subject to the rules for *stupidity* and follows all of the rules in the Warhammer rulebook.

PSYCHOLOGY

Kurt is too stupid to realise how fearsome and dangerous his opponents are. He is completely immune to all forms of Psychology except *stupidity*, which affects him as normal. Kurt is immune to break tests, but does not confer this bonus to a unit he is leading.

Kurt is never forced to flee, even if the unit he is with flees. He will steadfastly remain where he is while the rest of the unit flees normally. Note that in the case of Break tests this will mean the enemy will be unable to pursue if Kurt is still in base contact with a member of the unit.



WARHAMMER

40,000

DEATH FROM THE SKIES

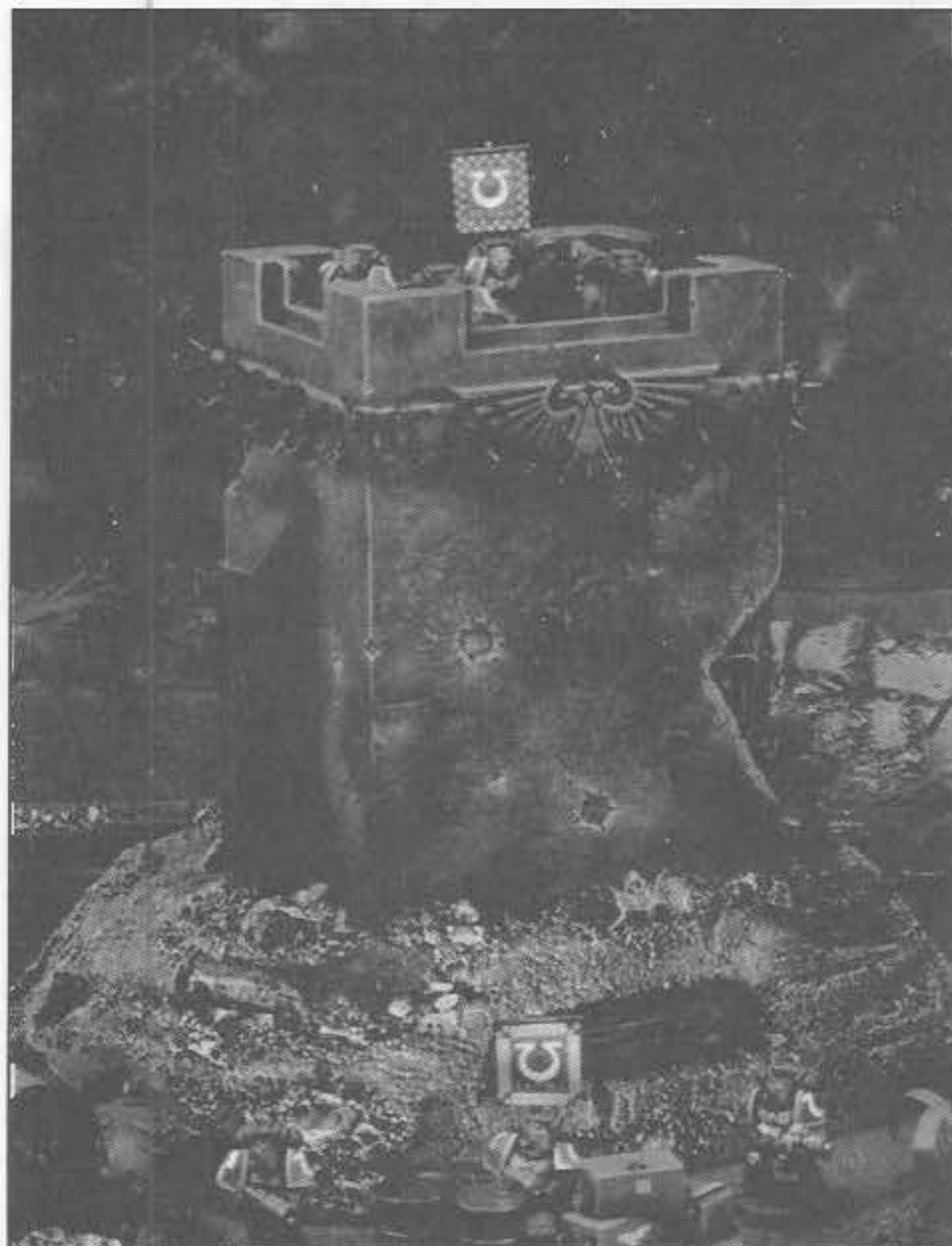
G Jökull Gíslason

This article comes to you, from the cold realms of Iceland, plummeting through the upper atmosphere, bringing screaming death to the enemies of the Imperium. Jökull, the norseman who brought us the 'Silent Voyager' Space Hulk campaign turns his attention to Warhammer 40,000. He gives us full details for Space Marine drop pods for your games of Warhammer 40.000 with full rules, missions and datafaxes. Plus model plans and guide, to allow you build your own squadron of drop pods.

Pestilience looked at his reflection in the stained reinforced window. He observed his bloated face and the boils that covered his left cheek. Pestilience touched one of the boils with a finger and let the pus slowly flow out, running down his cheek and onto the degenerate power armour that contained his diseased body. Truly he was a creature of Chaos, a champion of Nurgle. In the reflection he saw behind him the Governor Xenodix watch uneasily, fear and disgust were obvious in the Governors eyes. What could that foolish mortal know about the rewards of Chaos and Pestilience continued to look upon his beautiful image.

Now Pestilience stared beyond his reflection and into the Red sky of Optima Prima. Below was the outer part of Mountain City, built by the first settlers as they started to mine the rich ores of the mountain. As the world prospered the inhabitants had carved out the mountain and turned it into an industrial complex and hive world, only the noble families had continued to live on outside. It was here the defences were the weakest and the imperial army would attack.

The battlements of the Outer City were strong and the battle towers that surrounded it could take care of the mightiest of foes, but Pestilience knew that the Titans that were assembling at the edge of the horizon would eventually break through. Then he saw the sign he awaited, thin lines of smoke scarred the red sky vertically before him and landed within the Outer City walls. Pestilience turned to the Governor, "The assault has commenced, the drop pods of the Adeptus Astartes have arrived".



Players of the Epic game system will be familiar with drop pods, but this article is aimed at bringing these rapid deployment craft into the game of Warhammer 40.000. The rules fully described how to use drop pods in your battles. Vehicle cards are provided for 2 different types of drop pods and two new mission cards are included to stage a planetary assault. The article is followed with plans and modelling instructions to build your own drop pods.

Many battles have been won with the clever use of drop pods, and they are often used to spearhead planetary landings and start campaigns. Against well armed planetary defences it may be impossible to land large craft while the drop pod is so small that it is hard to hit. Sometimes marines are deployed in this way to destroy the defences so that the larger ships can be brought in. In the Warhammer 40.000 universe drop pods provide a new alternative to the game and as the Assault rules has brought a number of ways to strengthen your defence, drop pods are an asset to the assault. Note however that only the Space Marine Armies are allowed to use this technology and only the allies wearing fully enclosed environment suits such as Grey Knights can be brought along in them.

The best way to use drop pods is in a starting scenario of a campaign. The story of Ragnar Blackmanes Company's planetary landing against the Tyranids, printed in Codex Space Wolves influenced me in designing these rules and the drop pod. They can be used in stand alone conflicts as well with all the same rules. The rules arrange for drop pods to be used as part of a army or for an all out planetary landing force in which case a two new mission cards are included.

USING DROP PODS

The drop pods are deployed from outer space and crash into atmosphere at incredible speed. Drop pods contain powerful retro rockets but these only slow the speed enough so the pod does not burn up, they hit the ground with tremendous force, burning all that is beneath them as the retros fire with the force of a heavy flamer. For each drop pod you have you will need a 2" radius blast marker, one is printed at the back of this article for you to make copies. The blast markers should be numbered and their contents noted on a separate sheet of paper before the battle begins. The drop pods enter in the Space Marine player's movement phase. Place each blast marker on a clear area anywhere on the battlefield so that each is within 10 inches of the last. You are allowed to form a circle or line, just as long as each is within 10 inches of the last one you placed. Then roll for deviation using a scatter dice, a hit means it is dead on target but an arrow means it has deviated, roll 2D6 and consult the following table.

DROP POD SCATTER TABLE

2D6	Result
2:	Something has gone wrong, roll on the catastrophic launch table below to find out the extent of the problem.
3-12:	Move your drop pod to the number of inches indicated by the dice in the direction of the scatter dice.

CATASTROPHIC LAUNCH TABLE

D6	Result
1	Heat shield fails, pod and it's contents are destroyed as it burns up in atmosphere.
2	Retros fail, pod explodes on impact, D6 strength 10 hits within 3"
3	Fire in the hold. All models take a S4 hit with -2 sv modifier as if hit by a flamer (i.e. they can catch fire).
4	Wildly off target, bring squad on own table edge at beginning of your next turn.
5	Doors jammed, must close assault the doors to get out of the pod.
6	Delayed. Roll on Drop Pod Scatter table next turn.

If the drop pod lands on Impassable Terrain the pod is automatically destroyed. If it goes off the table you are allowed to bring in the troops it contains on the edge of the table where it went off at the start of your next turn, within 6 inches of where the pod went off.

If the pod lands on Very Difficult Terrain roll a D6. On a roll of 1,2 or 3 the pod has a bad landing and is tipped over - see Jammed Doors. On a roll of a 4, 5 or 6 the blast from the retros clears the terrain sufficiently to allow the pod to land as normal.

If any enemy models are under the 2" blast markers then they are allowed to try and jump out of the way. By rolling under their initiative to escape, a roll of 6 always fails. Vehicles are hit automatically with the exception of Dreadnoughts who may roll under their initiative to escape. Models escaping the pod are placed on the on the edge of the pod, when it is placed on the table. Models that fail to dive out of the way suffer a Strength 10 hit causing D20 wounds with a -6 saving throw modifier. Any models which survive should be placed at the

edge of the Drop Pod. Work out collisions against vehicles as if the vehicle were being rammed by another vehicle using the Drop Pod's ram value - see Datafax for details. For this type of collision only use the armour value of the bottom of the pod which is AV 22, as it is constructed to take serious damage. Vehicles use their highest armour value. If the vehicle armour is penetrated it is squashed underneath the pod and destroyed leaving the pod in place. If the pod fails to penetrate the armour value of a vehicle it hits then it lands badly and becomes Inverted, see special rules.

If the pod hits terrain containing soft cover, trees or Difficult Terrain the terrain underneath is automatically destroyed and the pod is left in place. If it hits a building or fortification work out collisions as if the pod had hit a vehicle.

If two pods land together in the same turn then place them side by side, as there are safety measures to prevent this. In following turns pods can land on top each other. In such cases only the landing pod is allowed to use the increased armour value.

Once the pod has landed, explosive locking bolts fire and the petal like sides unfold. If you wish you may attempt to open the pod. This is not automatic as the incredible friction the pod encounters on its way through the atmosphere causes such heat that the doors may have been fused together. Roll a D6. On a roll of 2, 3, 4, 5 or 6 the pod opens, but on a roll of 1 it remains closed and you can't try again until the following turn.

Jammed Doors

If the drop pod doors have been jammed either through damage from the enemy, passage through the atmosphere or the pod has been inverted it only opens on the roll of 4, 5 or 6. In addition you may only roll once, if you fail then the doors are sealed shut permanently and will have to be broken down.

Troops may not move out of the pod in the same turn that they land, but they may shoot as normal. If the doors are opened in subsequent turns, the troops inside may move and fight normally and the support weapons fire in the shooting phase.

Inverted Pods

If an Assault Pod is inverted, then the troops it contains will leave at the earliest opportunity. If a Support or Deathwind pod is inverted then the doors will never open, it will be useless and may not use its weapon.



ASSAULT PODS

Assault pods may carry up to ten Space Marines. Note it makes no difference whether the Space Marines wear power or Tactical Dreadnought Armour, the pod may always carry ten. This means that a Pod may contain one Space Marine Squad or two Space Marine Combat squads. Note that in the case of Space Wolves, if the Pack is accompanied by a Wolf Guard Champion then he may travel in the pod as well. This is because Wolf Guard champions are grizzled old veterans and generally don't need a seat during a drop, they usually stand saying things like 'How many 'drops' is this for you Lieutenant'. If a Drop Pod contains a Wolf Lord, Space Marine Captain or Commander then it will have been given an extra special check over by the Techmarines on the orbital barge to ensure that everything runs like clockwork. A pod containing one of the above characters may add +1 to the roll on the Drop Pod Scatter Table, if they wish.

If an Assault Pod is turned over or the doors are jammed the Space Marines inside may try to break out using hand to hand combat weapons such as lightning claws, power fists and so forth. Use the rules for hand to hand combat against vehicles as normal and roll for penetration as normal. If the armour is penetrated do not roll on the damage table as usual but count them as having cut open a hole to move through. The models inside may move away from the pod in the following turn at half their movement rate.

A destroying an empty Assault Pod can never give your opponent victory points, not even if he has the mission ENGAGE AND DESTROY. However if the pod is destroyed with its Space Marines still aboard, then the oppoent gets VPs just as if the pod was a vehicle.

SUPPORT PODS

In a planetary beach-head forces deploying from Drop Pods can find themselves without vital support of tarantulas, thudd guns and battle tanks. Support Pods carry a specially constructed auto-weapon and no crew. The weapons consists of a turret mounted heavy plasma and a special autofire targeting system which allows it to fire without a crewman. The heavy plasma gun may fire in your shooting phase, starting with the turn it opens. It follows all the normal rules for choosing a target, but is limited to a range of 24 ", enemies beyond that range can not be targeted due to the limited range of the gun's autofire targeter. The heavy plasma gun is counted to have BS 4 for the purpose of firing.

Support pods that are inverted upon impact never open and considered useless.



Support pods may be added to any existing Space Marine army list. They may only be purchased in combination with Assault pods. You may include 1 support pod for every two assault pods rounding odd numbers up.

The Support Pod should be treated as a vehicle for the puposes of victory points. Your opponent receives 1 victory point for destroying a support pod. If he has the mission ENGAGE AND DESTROY he will get an extra point.



DEATHWIND POD

The Deathwind Drop Pod is another special drop pod developed for the purposes of providing support for the planetary beach-head. Unlike the Support Pod which provides fire support, the Deathwind's role is to clear the area immediately around the landing sight of enemy troops, giving the main assault a chance to exit their pods and gain that vital foothold on the battlefield.

The Deathwind Pod contains a special missile launcher. As soon as the pod opens the missile launcher is triggered. The launcher rotates at speed, scattering missiles in every direction. The Deathwind Pod will fire its missile launcher in the same turn that its doors open. Which means as long as the doors open successfully the Deathwind Pod will fire its missile launcher in the same turn that it lands in.

The effects of the Deathwind missile launcher should be resolved in the shooting phase of the turn that it lands. Any models within 10" of the pod will be hit by the missiles on the D6 roll of a 4+, regardless of cover or modifiers for movement. Any model hit suffers a strength 4 hit, causing 1 wound with a -1 saving throw. The weapon counts as a blast weapon for the purposes of flak armour saving throws. The missile launcher is a one shot weapon and once fired the pod will take no further part in the game, except perhaps providing cover for any troops who wish to enter it. A Deathwind Pod which is inverted upon impact will never open and considered useless.

If the Deathwind Pod has fired its missile launcher, then your opponent may not gain victory points for destroying it.



However if it is destroyed before it is fired, then the Deathwind Pod should be treated as a vehicle for the purposes of victory points. Your opponent receives 1 victory point for destroying a Deathwind Pod. If he has the mission ENGAGE AND DESTROY he will get an extra point.

AIRBORNE ASSAULT

You are to go ahead of the attacking force. It is vital that you secure the area that you are about to drop into and clear it of all enemy opposition. From there the invasion force plans to establish a foothold for further attacks. You must not fail

Primary Objective

Bring down the enemy's strength in the area, destroy his forces wherever possible. It is imperative that there are no enemy units remaining to oppose the main army. In addition to victory points gained for destroying enemy forces you receive the following bonus victory points.

If there is no enemy squad which has suffered less than 50% casualties remaining on the table at the end of the game: +5 victory points

Secondary Objective

Capture enemy fortifications so that they can be used for your future defence.

For each fortification containing one of your units and no enemy units: +1 victory point



MISSION CARD

ATTACKING DROP PODS

The greatest benefit for the defending force is that forces within the Drop Pods may not move out of the pod on the turn that they land. This leaves the attacker with a difficult choice, he can either open the doors, which will lower the pods armour value, but will allow the troops to fire. Or he can wait until the next turn, but this means he will be wasting an opportunity to see if the doors will open. The drop pods may be fired at normally and troops can be deployed in overwatch against them, but overwatch shots made in the turn that they land will always be against a closed pod and suffer the -2 penalty for firing at a fast moving target. Closed Drop Pods may not be attacked in hand to hand combat except by Greater Daemons and the Avatar, their outsides are too hot to allow this. Once open the pods may be attacked normally.

If the Drop Pod is open then models firing at the drop pod may choose to fire at the Drop Pod itself or at any troops inside the pod. Troops inside the pod count as being in hard cover and are at -2 to hit. Models wishing to fire at the pod should treat it just like a vehicle, rolling for location and armour penetration as normal. Against a closed pod, only the pod itself may be targeted. For the purposes of shokk attack gun hits treat the pod as a fortification.

BRINGING DROP PODS INTO YOUR GAME

Drop pods can be used to transport part of your force or an allied Space Marine unit. You may bring in the pods during the movement phase in any of your turns. So you can have conventional ground forces being supported by units in Drop Pods. Keep in mind that it is your head that is in as much danger as the enemies.

An alternative is to play an all out invasion force in drop pods. To play such a battle all the Space Marines players units must arrive in drop pods with the exception of Terminators who can be teleported at the usual cost. Scouts may not be used at all. The only troop that may be deployed differently is the Assassin.

The table is set up using the standard rules but keep in mind to leave some areas clear to place the pods. The defender then places his forces on the table anywhere he likes. The defender is allowed to use fortifications if he wishes.

The first turn always goes to the Space Marine player when he brings down his first wave of Drop Pods. These missions can be played using the standard Mission Cards in which case some predetermined point must be set out for TAKE AND HOLD. Or you can play using the two new Mission Cards below. If you use the new mission cards then the defending player should subtract 25% of his total points before buying his force, this is to represent the fact that the defender must spread his force thin as he does not know where the attack will be made, while the attacker concentrates his force in the assault. It is also done for pure play balance reasons, the defender has a free choice when selecting his army while the attacker is bound to infantry and a limited selection of support pods. Both reasons are as good as the other in addition to the risk of drop pod assault and the first fire of the defenders. I suggest the missions be played with a variable turn limit, roll 1D6 and consult the following table.

D6 Roll	Number of turns
1-2	4 turns
3-4	5 turns
5-6	6 turns

PLANETARY DEFENCE

The enemy starships have arrived and an uneasy period of waiting has taken over. Your force has been deployed to a strategically important area where an enemy assault is suspected. The time has come, with drop pods screaming down overhead, you must do all you can to prevent the enemy from establishing a foothold on the planet.

Primary Objective

In addition to victory points gained for destroying enemy forces you receive the following bonus victory points for capturing enemy fortifications.

- Each enemy squad destroyed: +1 victory points
- Each enemy character killed: +1 victory points

Secondary Objective

Hold on to all defensive positions as possible to prevent the enemy from establishing supremacy of the area.

For each fortification still under your control and containing a squad with less than 50% casualties: +1 victory point



CONSTRUCTING YOUR DROP PODS

Making Drop Pod models is simplicity itself. The plans I have provided will allow you to make lots of quick basic drop pods. More experienced modellers however should feel free to add further details; rocket boosters, rivets and Imperial eagles are a few examples.

If you are making a Support Pod you should build the Assault pods as below, but add a turret to the central section, a Razorback turret is ideal, just replace the weapons with a heavy plasma gun and glue the hatches in the shut position. Making the Deathwind missile launcher is a little more tricky, with a quick hunt around the bitz box I am sure you can come up with something.

To make the Drop pods then photocopy the plans from the end of this article and stick them to a piece of cardboard, cardboard from cereal packets will do but I suggest thicker cardboard for the door sections. In fact it is best to use thin board for the bottom section. You can glue photocopies to the cardboard or find some other way to transfer the plan to the cardboard. Then cut along the solid lines but only score lightly into the dotted lines, note that the pentagon in the centre of the bottom section is for reference only and should not be cut into.

First you should bend the edges of the bottom section until you form a cup, then attach the small flaps onto the adjoining side. Using glue is fine but I find it better to staple them for extra support. Then lightly trim the edges so that the side wall is even where it joins together.

Fasten the power source together so that it forms a standing wall in the shape of a pentagon, again I suggest stapling. Then fasten the larger end in the marked area of the bottom section and place the small pentagon piece on top. You might have to trim the top piece a bit so the edges will not be standing out.

Then cut out the door sections, you could leave the piece in the centre but it gives the model a stronger appearance if you cut it out and then place thick cardboard pieces about 1.5 cm wide

vertically under the door section so that each goes a bit atop of the next filling the empty area and forming a rifflled look. Alternately you could place transparent plastic sheets from used wrappings to make windows, if you want your drop pod to have windows. Then attach the door sections to the bottom section with the wide sides fastened on the inside of the rim.

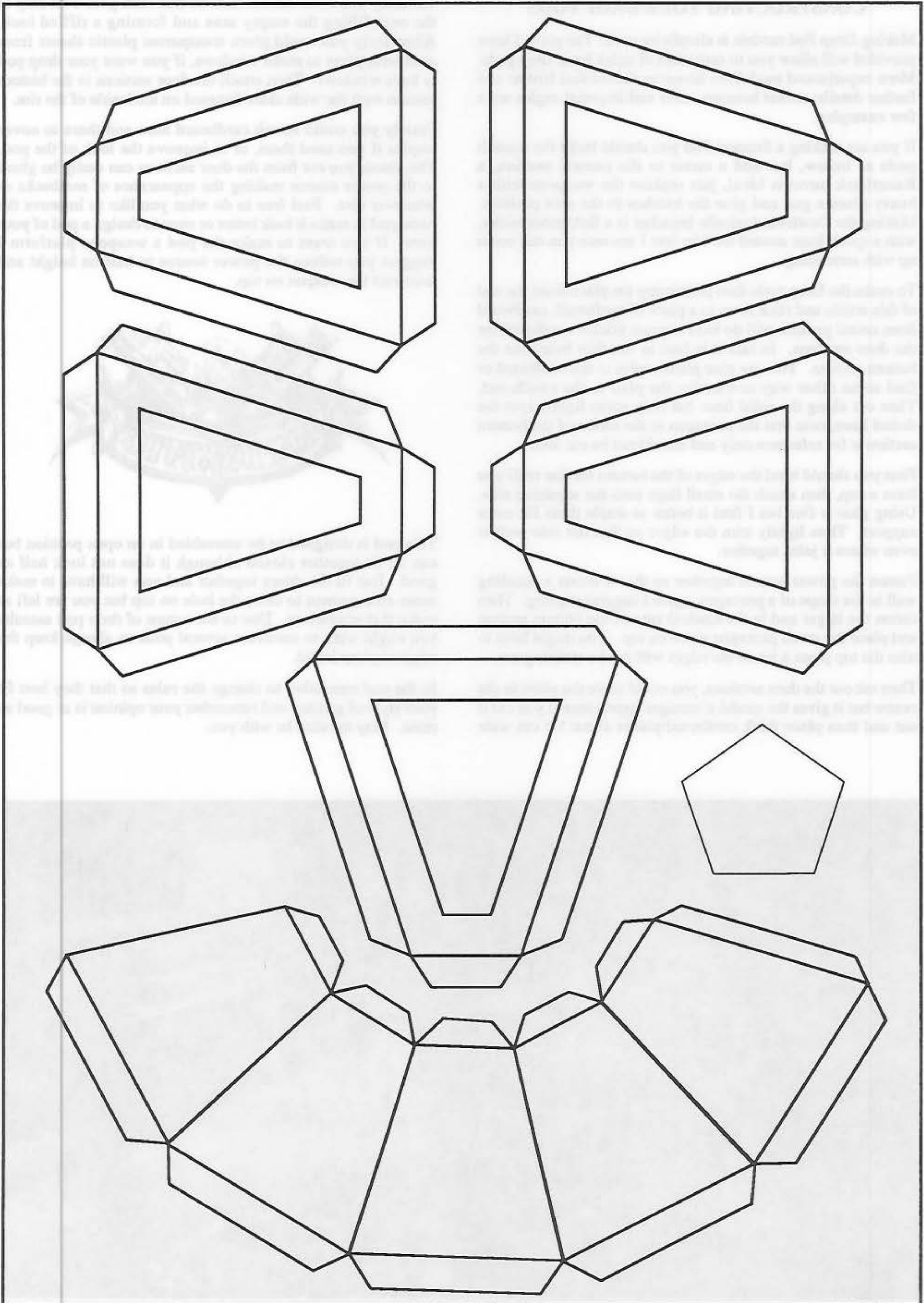
Finally you could attach cardboard here and there to cover staples if you used them, or to improve the look of the pod. The pieces you cut from the door sections can easily be glued to the power source making the appearance of seatbacks or whatever else. Feel free to do what you like to improve the basic pod to make it look better or even to design a pod of your own. If you want to make the pod a weapons platform I suggest you reduce the power source to half its height and construct the weapon on top.

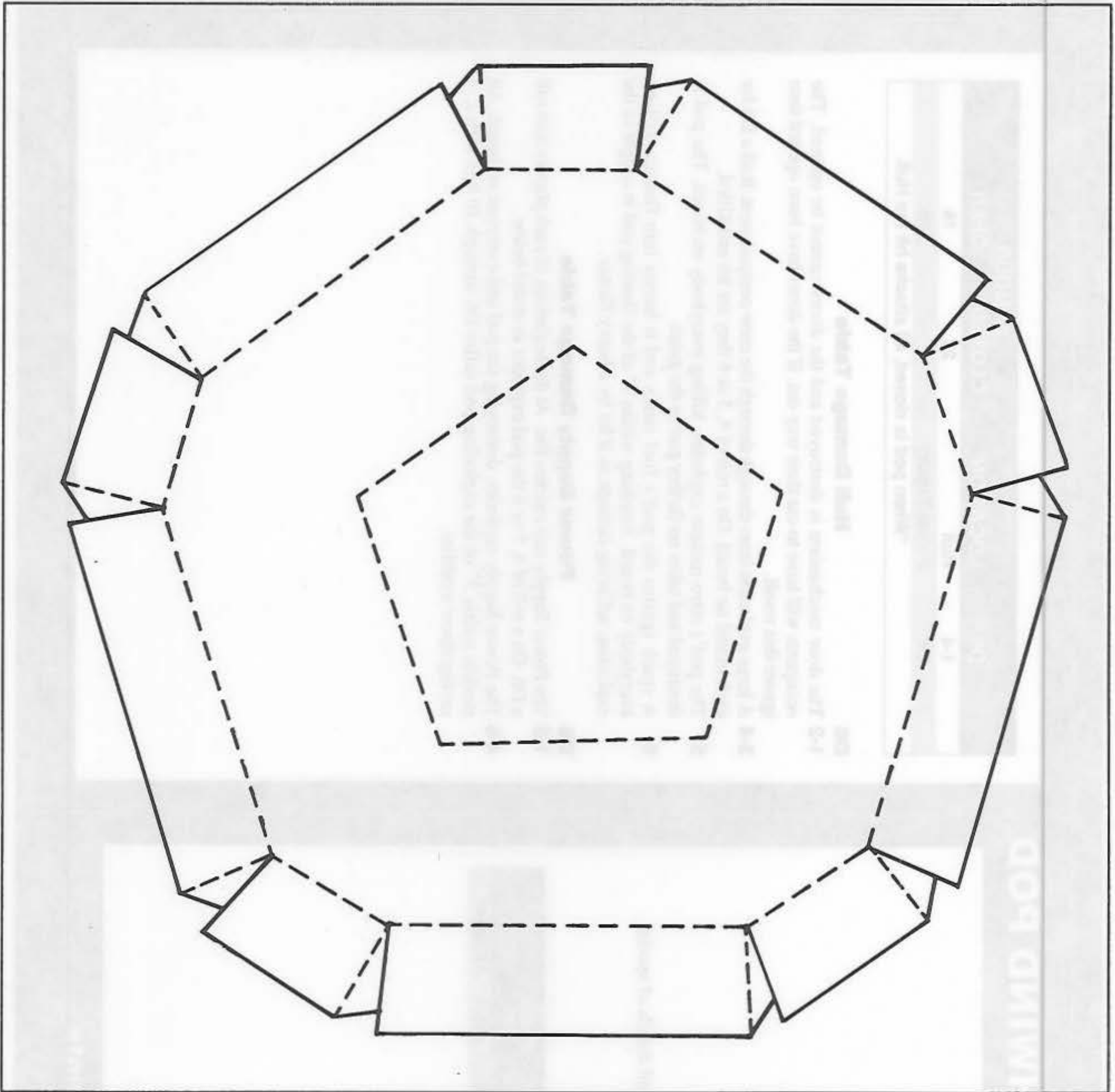


This pod is designed to be assembled in an open position but can be fit together closed although it does not look half as good. Just fit the doors together and you will have to make some arrangement to close the hole on top but you are left to make that yourselves. Due to the nature of drop pod assaults you might want to construct several pods so always keep the original plans intact.

In the end remember to change the rules so that they best fit your style of gaming and remember your opinion is as good as mine. May the dice be with you.







FABRICATOR GENERAL



DESIGN: MAR-IV/770359B

CONFIG: Adeptus Astartes Drop Pod

CAPACITY: 8 Space Marines

TECH-ADEPT: G Jökull Gíslason

"From every culvert the scum of a thousand generations in the breeding, a great swarm of evil and destruction, and darkness consumed the city of Galaspar"

SPACE MARINE DEATHWIND POD

VEHICLE DATA

CREW:

NONE

RAM VALUE:

STRENGTH 8 -5 SAVE

D20 DAMAGE

MOVEMENT

SPECIAL

WEAPONS

One Deathwind Missile Launcher, see main text for full details of special rules.

WEAPON DATA

WEAPONS	RANGE		TO HIT		SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG			
Deathwind	-	-	-	-	-1	D6+4	10" Blast

D6	LOCATION*	ARMOUR	
		CLOSED	OPEN
1-4	Hull	22	16
5-6	Power Supply	-	16

*When pod is closed, all attacks hit the Hull.

D6

Hull Damage Table

1-2 The door mechanism is destroyed and the doors cannot be opened. The occupants will have to cut their way out. If the doors have been opened then ignore this result.

3-4 A large explosion tears through the crew compartment. Roll a D6 for each model on board. On a roll of 4, 5 or 6 they are hit and killed.

5 The pod's retro rockets explodes, killing everybody on board. The pod is destroyed and takes no further part in the game.

6 A spark ignites the pod's fuel tanks and it bursts into flames, killing everybody on board. Anything within 3" of the flaming pod is caught in the explosion, suffering damage as if hit by a heavy flamer.

D6

Power Supply Damage Table

1-2 The Power Supply unit catches fire. At the beginning of each players turn roll a D6. On a roll of 4, 5 or 6 the pod explodes as stated below.

4-6 The Power Supply explodes, destroying the pod and everyone on board. All models within 3" of the exploding pod suffer D6 strength 10 hits with a -3 saving throw modifier.

POINTS COST: 75 points

SPACE MARINE ASSAULT POD

VEHICLE DATA

CREW:

NONE

RAM VALUE:

STRENGTH 8 -5 SAVE

D20 DAMAGE

MOVEMENT

SPECIAL

WEAPONS

NONE

TRANSPORT

10 Space Marines in power or Terminator armour.

D6	LOCATION*	ARMOUR	
		CLOSED	OPEN
1-4	Hull	22	16
5-6	Power Supply	-	16

*When pod is closed, all attacks hit the Hull.

D6

Hull Damage Table

1-2 The door mechanism is destroyed and the doors cannot be opened. The occupants will have to cut their way out. If the doors have been opened then ignore this result.

3-4 A large explosion tears through the crew compartment. Roll a D6 for each model on board. On a roll of 4, 5 or 6 they are hit and killed.

5 The pod's retro rockets explodes, killing everybody on board. The pod is destroyed and takes no further part in the game.

6 A spark ignites the pod's fuel tanks and it bursts into flames, killing everybody on board. Anything within 3" of the flaming pod is caught in the explosion, suffering damage as if hit by a heavy flamer.

D6

Power Supply Damage Table

1-2 The Power Supply unit catches fire. At the beginning of each players turn roll a D6. On a roll of 4, 5 or 6 the pod explodes as stated below.

4-6 The Power Supply explodes, destroying the pod and everyone on board. All models within 3" of the exploding pod suffer D6 strength 10 hits with a -3 saving throw modifier.

POINTS COST: 50 points

SPACE MARINE SUPPORT POD

VEHICLE DATA

CREW:
NONE

RAM VALUE:
STRENGTH 8 -5 SAVE
D20 DAMAGE

MOVEMENT
SPECIAL

WEAPONS

One heavy plasma gun mounted in a turret. The heavy plasma gun is fitted with an auto-fire targeter and has a 360° field of fire.

WEAPON DATA

WEAPONS	RANGE	TO HIT	SAVE	ARMOUR	SPECIAL				
	SHORT	LONG	SHORT	LONG	STR.	DAM.			
Heavy Plasma Gun	0-24	-	-	-	7	D4	-2	D6+D4+7	1 1/2" Blast Marker
Low Energy	0-24	-	-	-	10	D10	-6	D10+D6+10	1 1/2" Blast Marker

*Does not need to recharge when firing on max power

D6	LOCATION*	ARMOUR	
		CLOSED	OPEN
1-4	Hull	22	16
5	Power Supply	-	16
6	Turret	-	20

*When pod is closed, all attacks hit the Hull.

Hull Damage Table

- D6**
- 1-2** The door mechanism is destroyed and the doors cannot be opened. The occupants will have to cut their way out. If the doors have been opened then ignore this result.
- 3-4** A large explosion tears through the crew compartment. Roll a D6 for each model on board. On a roll of 4, 5 or 6 they are hit and killed.
- 5** The pod's retro rockets explodes, killing everybody on board. The pod is destroyed and takes no further part in the game.
- 6** A spark ignites the pod's fuel tanks and it bursts into flames, killing everybody on board. Anything within 3" of the flaming pod is caught in the explosion, suffering damage as if hit by a heavy flamer.

Power Supply Damage Table

- D6**
- 1-2** The Power Supply unit catches fire. At the beginning of each players turn roll a D6. On a roll of 4, 5 or 6 the pod explodes as stated below.
- 4-6** The Power Supply explodes, destroying the pod and everyone on board. All models within 3" of the exploding pod suffer D6 strength 10 hits with a -3 saving throw modifier.

Turret Damage Table

- D6**
- 1** The heavy plasma gun mounted in the turret is damaged and may only be fired if you first roll a 4 or more on a D6.
- 2** The turret is jammed and may no longer rotate. The heavy plasma gun may only fire in a straight line at targets directly in front of it.
- 3** The autofire mechanism is destroyed, the heavy plasma gun may no longer be fired.
- 4-6** The ammunition stored in the turret explodes and the pod is destroyed. Any models in the pod are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where it lands takes D6 strength 9 hits with a -6 saving throw.

POINTS COST: 95 points

MAN O' WAR

®

WHEN THE DEAD SAIL THE SEAS

BY JOURNAL READERS (Yes, you lot out there)

Okay! Okay! Give us a break! We've had loads of letters with ideas for Undead Fleets in Man O' War, nine people asked me about Undead at the Golden Demon Awards, and many more of you have written in with questions about when are they going to be released, what will they have in them, and so on. We've bowed to the pressure and taken all the best bits and compiled this article. Perhaps you might recognise an idea of yours.

From the tomb city of Zandri and hidden refuges within the Dragonback Mountains, the fleets of the Tomb Kings, Necromancers and Liches of the world set forth to enslave the living. From the Sour Sea on the borders of Nagash's realm, huge waterborne hosts drift silently out to raid the convoys of the Empire and Bretonnia.

Rather than relying on the vagaries of the wind, Undead fleets use the power of their Liches and Necromancers to move them silently through the raging seas. Black clouds of bats gather over the assembled vessels, blotting out the sun and swooping down on the enemy ships with bowel-loosening shrieks.

Accompanying the Floating Necropolises and Ghostships are the ranks of Deathships and Skullrammers. Above fly the hideous Zombie Dragons, whose pestilential breath corrupts the flesh and burns the skin. Soaring high in the air are the strange Carrion, drawn out of the Chaos Wastes by the fleet's controller and set to dive down on the enemy crews, attacking with beak, claw and wraith-like scythe.

The ships of the Undead fleet are crewed by various creatures, of which skeletons form the bulk. Zombies are employed where speed and alertness in boarding actions is unnecessary, while the flagships of the fleet have a contingent of Wights to lead the attack and storm over the enemy's bulwarks, wielding huge blades that cut men down like ripe corn.



GAME RULES

Choosing an Undead Fleet

The first thing you must decide upon when choosing your Undead fleet is who the Admiral is. It may be a Tomb King, Liche or Necromancer. The fleet must have a spell caster to keep the fleet moving and afloat, and Necromancers and Liches fulfil this role too. A Tomb King must purchase a Wizard as normal, who represents a less skilled Necromancer than those who can command entire fleets. Fleets led by a Liche or Necromancer may not have an additional Wizard. Pay the points indicated on the Fleet list for these characters.

Next you must purchase the rest of your fleet, within the restrictions given on the Fleet List.



Undead Crews

Undead crews can be formed from Zombies, Skeletons or Wights, or any mixture. Each Admiral allows you a number of Crew Points for every 500 points or part that the fleet is worth, which you use to summon your crew. Each Crew counter you purchase costs a certain number of Crew points. You may assign any number of Crew counters to a ship, up to the maximum shown on the ship's template. These can be of any type you have purchased. Obviously a ship which begins with no crew counts as abandoned from the start.

When you stack the crew on the ship's template, they are stacked in 'order of attack', with the counter on the top of the stack said to be 'leading the attack'. In boarding actions it is the boarding bonus (see later) of the counter that is leading the attack that is counted, and it is this counter that is killed if the Undead lose the boarding action. If the crew take casualties in some other fashion, determine which crew are lost by rolling a dice, selecting a counter at random, or some similar method.

BOARDING BONUS TABLE

Crew Type	Bonus to roll if leading the attack	Crew Points
Zombies	-1	1
Skeletons	0	2
Wights	+1	3

UNDEAD MAGIC USERS

The Wizard of the fleet (or the Liche/ Necromancer Admiral) uses the following rules, and has the casting bonuses indicated on the Necromantic Magic Users table at the end of this article. The Wizard counts as an ordinary Wizard for all purposes, and also confers the additional liabilities and benefits listed below.

As long as the Wizard is still alive the ships may move and fight normally, if he dies or is captured the ships lose the binding magic and collapse into the sea. When he dies all ships of the line immediately take D6 below the waterline hits, with no saving throw allowed. Battle Honours are awarded as usual.

Once per turn, at any time in the Battle Phase, a *Liche* or *Necromancer* may perform one of the following actions:

1. Allow a single Undead ship within 6" to move again, though it may not fire or strat a boarding action,
2. Allow a single Undead ship within 6" to fire all of its weapons again,
3. Allow a single Undead ship within 6" to roll an extra 1D6 while boarding and add the result to its score.

Undead Wizards may use normal Colleges of Magic spells, but do not belong to a single college and so do not get the benefits usually obtained by a Wizard using spells of his own college.

THE SHIPS OF THE DAMNED

The Undead Fleet has 4 types of ship; the Floating Necropolis, the Ghostship, the Skullrammer and the Deathship.

Screaming Skull Catapults

Most Undead ships carry batteries of Screaming Skull Catapults which follow these rules. The Screaming Skull Catapults may not be fired at short range as their high trajectory does not allow them be aimed at targets close to the vessel. The Screaming Skull Catapults must be targetted at a High location if the target ship has High and Low locations, and if they successfully hit the target location has a no modifier to its saving throw.

If the first location fails its saving throw and takes damage, the ammunition continues to plummet downwards, crashing through lower decks. A location directly beneath the first is hit (roll between possible choices) suffers a hit with a +1 saving throw modifier. If this is also damaged it continues downwards again, with subsequent hits having a +2, +3 and +4 saving throw modifier as its descent is slowed. It stops its fall as soon as a location passes its saving throw and doesn't get damaged.

Roll 1D6 at the end of the Battle Phase for a ship that has taken damage from a Screaming Skull Catapult during that turn, on a roll of 1 it loses 1 Crew counter as they panic and hide, or abandon ship.

FLOATING NECROPOLISES

The Floating Necropolis is a huge vessel, more akin to a fortification than a ship. It is similar to the Black Arks of the Dark Elves, and has considerable armour and weapons.

The Necropolis has vast banks of Screaming Skull Catapults, and also acts as a vortex for magical energy. A Wizard which ends the turn on a Floating Necropolis may hold one extra card than normally allowed. If he has more cards than normally allowed and is moved from the Floating Necropolis then he must discard one of his choice immediately.



A Necropolis is surrounded by an aura of magic, and allows the crew to survive and be resurrected from normally fatal damage. Whenever the Necropolis loses a crew, for whatever reason, it is saved from destruction on a D6 roll of 5 or 6, do not remove the counter from the ship's template.

A Floating Necropolis is moved by magical means, which pays no heed to currents or wind. These Undead ships may move and turn with no restriction. However, damage to the ship's hull fractures the magical field sustaining the ship, causing it to slow down as indicated on the ship's template.

GHOSTSHIPS

Ghostships are large Undead vessels, their huge bone structures shimmering with the magical energy which sustains them. They glide soundlessly through the waves, their rows of Screaming Skull Catapults pointing menacingly over the bulwarks.

Because of their slightly insubstantial nature, any vessel which attempts to board or attack the Ghostship in any way must roll a D6 first. On a roll of 1 they fail to contact the ship with their attack, and gaze in horror as cannonballs or bolts pass straight through. They may not do anything except defend themselves in boarding actions for the remainder of the turn. This does not apply to magical attacks.

DEATHSHIPS

Deathships are small vessels that form the bulk of any Undead fleet. Their speed allows them to manoeuvre easily, while their battery of Screaming Skull Catapults is a threat to any ship. The Deathship is armed with a single Screaming Skull Catapult battery that fires to the front.

SKULLRAMMER

The Skullrammer is a highly specialised vessel, on its prow is mounted a wicked, barbed blade that smashes through opposing ships' hulls with unearthly ease. When it strikes bolts of magical lightning arc out over the opposing vessel, causing even more damage and starting fires.

The Skullrammer glides along pushed by magical energy, and so does not rely on the wind to move it. However it is still shaped like a ship and must use the turning template as normal.

The Skullrammer may make a ram attack as detailed in the Man O' War rulebook. In addition, the target ship suffers an additional number of hits on random locations (if the ship has High and Low locations the Lightning bolts affect only Low locations). Roll 1D6 to find out how many lightning bolts hit the other ship:

D6 roll	Number of hits
1-2	1
3-5	2
6	3



Roll a dice for each lightning bolt to determine which location it hits. If you roll a 1 it has missed totally, any other roll which would normally indicate a miss should be re-rolled until a hit or a 1 is scored. The lightning bolts have no saving throw modifier, and will cause a Blaze if the ship fails its saving throw. The lightning bolts cannot cause critical hits.

FLYERS

An Undead fleet may purchase Carrion and Zombie Dragons as flyers. These follow all of the normal rules for flyers, and any special rules are detailed in the following descriptions.

CARRION

Carrion are huge winged beasts from the Chaos Wastes, called forth from their hunting grounds by the intense magic that surrounds an Undead fleet. On their back sits a small Wraith-like figure, which feeds off the escaping life force of the dying.

Points Cost	100 per squadron of 3
Move Rate	18"
Wounds	2
Saving Throw	6
Battle Honours	1 each

Special Attack

The Carrion may only use its special attack during boarding actions and so is covered in the next section.

Boarding Actions

The Carrion gets 1 dice +2 in boarding actions and close combat, as it has 2 wounds.

When the Carrion wins a round of combat it gains a +1 modifier to its boarding or combat roll in the next round. This is cumulative, and so if it wins two rounds in a row it gains +2, and so on. If it is beaten it gains no bonus until it wins another round of combat. This only applies to each boarding action or close combat individually, and so the Carrion never has a bonus in the first round of a new boarding action or close combat.

ZOMBIE DRAGONS

The Zombie Dragon is a corrupted and decayed version of the mighty beasts of the sky. Its skin is torn, its flesh leprous and its wings nothing but scrawny tatters held onto exposed bone and sinew. However, the magic of an Undead fleet allows it to fly once again.

Points Cost	75 each
Move Rate	15"
Wounds	4
Saving Throw	4, 5 or 6
Battle Honours	3 each

Special Attack

A Zombie Dragon can blast at its foes with a breath of pestilence which rots flesh and rusts weapons and armour. The breath will hit on a roll of 5 or 6 and if successful kills one Crew counter.

Boarding Actions

A Zombie Dragon has four wounds and therefore gets 1 dice +4 in boarding actions and close combats.

ANTI-FLYER WEAPONS

Undead vessels can carry a detachment of Skeleton Archers to fire at incoming flyers. They have a range of 3" and roll 4 dice. A regiment of Skeleton Archers costs 25 points as normal



UNDEAD FLEET

An Undead Fleet may consist of the following:

1 Admiral:

You must choose an Admiral for your fleet.

Type	Cost	Battle Honours*	Crew Points/ 500 points
Liche	300	12	10
Necromancer	250	11	8
Tomb King	50	7	9

* Including Battle Honours for being Admiral.

1 Wizard

If you have a Tomb King for an Admiral you must also purchase a Wizard. You may not purchase a Wizard if you have a Liche or Necromancer as your Admiral.

Type	Cost
Wizard Champion	50
High Wizard Champion	75
Master Wizard	100
High Master Wizard	125
Wizard Lord	150
High Wizard Lord	175
Grand Wizard Lord	200

Men O' War 1+

Your Fleet must include one Floating Necropolis.

Cost: 250 points.

You may have one Ghostship for every Ship of the Line squadron.

Cost: 150 points.

Ship of the Line Squadrons 1+

You must have at least one Ship of the Line squadron.

Skullrammers

Cost: 250 points per squadron of three.

Deathships

Cost: 150 points per squadron of three.

Flyers and Anti-flyer Weapons 0+

You may include one or more squadrons of three Carrion.

Cost: 100 points per squadron.

You may include one or more Zombie Dragons.

Cost: 75 points each.

You may buy up to one detachment of Skeleton Archers for each Man O' War in the fleet.

Cost: 25 points each.

Man O' War cards

1st card with admiral, subsequent cards at 25 points each.

NECROMANTIC MAGIC USERS

Sorcerer	Number of Spell cards	Casting/ dispel bonus*
Liche	8	+1
Necromancer	8	+1
Wizard Champion	2	0
High Wizard Champion	3	0
Master Wizard	4	0
High Master Wizard	5	0
Wizard Lord	6	0
High Wizard Lord	7	0
Grand Wizard Lord	8	+1**

*A Necromantic Magic User's bonus applies to all colleges of magic.

** Grand Wizard Lords may re-roll any type of spell that they fail to cast or dispel.

The Undead Sorcerers use the expanded rules for Man O' War wizards, detailed on page 37 of White Dwarf 164.



UNDEAD FLEET

FLOATING NECROPOLIS

MAXIMUM CREW: 8

MOVE

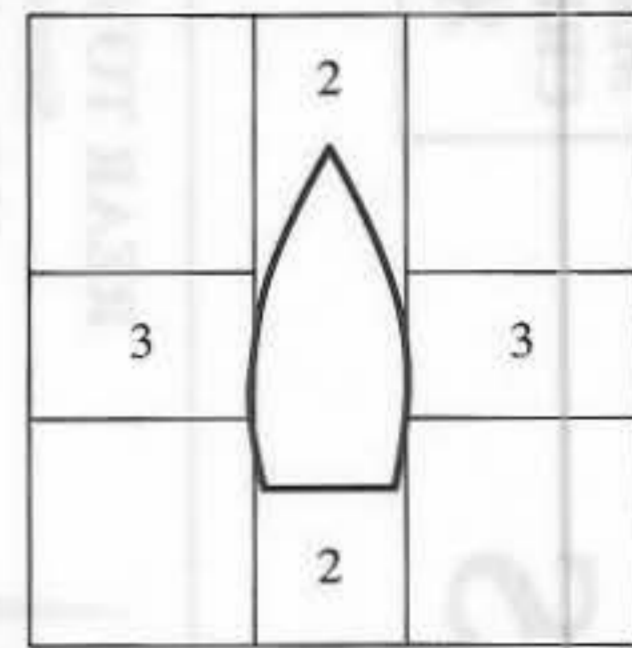
Magic: 6". The ship may turn and change its facing without restriction.

WEAPONS

2 Screaming Skull Catapults firing ahead. 2 Screaming Skull Catapults firing behind. 3 Screaming Skull Catapults broadside.

SPECIAL RULES

Necromantic Magic Users gain an extra Spell card while on board. Killed Crew regenerate and are not removed on a roll of 5 or 6, rolled for each counter.



GHOSTSHIP

MAXIMUM CREW: 5

MOVE

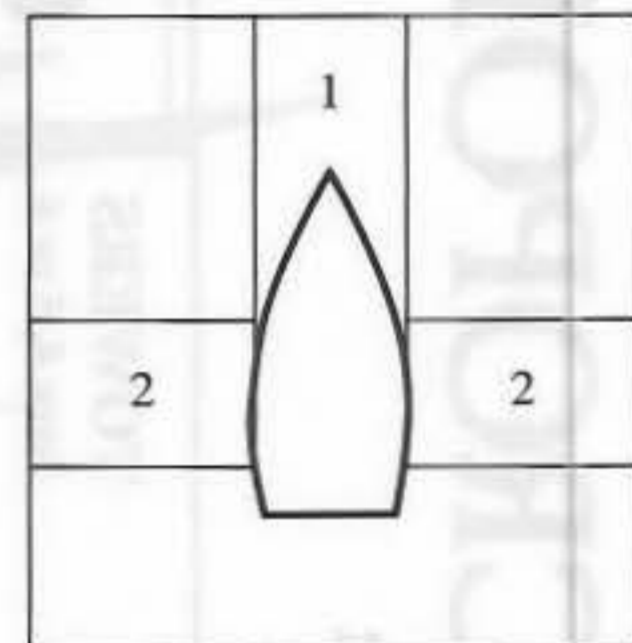
Sail: 6"

WEAPONS

1 Screaming Skull Catapult firing ahead. 2 Screaming Skull Catapults broadside.

SPECIAL RULES

Any attempts to board, ram or shoot at a Ghostship are automatically unsuccessful on a roll of a 1, causing the attacking ship to do nothing else for the remainder of the turn.



SKULLRAMMERS

MAXIMUM CREW: 3

MOVE

Magic: 6". The ship must turn and move normally.

WEAPONS

No ranged weapons.

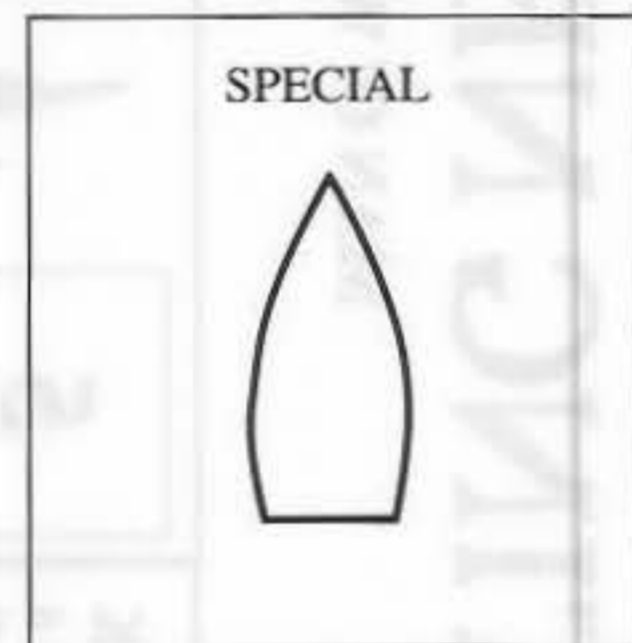
SPECIAL RULES

May ram. To make a ram, ship must move at least 3" in a straight line before contacting the target vessel. Target must make a below the waterline saving throw or suffer damage as shown by a roll of a dice on the following table:

1-2	1 point of below the waterline damage
3-4	2 points of below the waterline damage
5-6	3 points of below the waterline damage

In addition, the target vessel also suffers a number of hits to randomly determined Low locations. Roll a dice and consult the following chart to see how many are affected. Locations that suffer a hit must make an unmodified saving throw or have a Blaze marker placed on it.

1-2	1 Low location hit.
3-5	2 Low locations hit.
6	3 Low locations hit.



DEATHSHIPS

MAXIMUM CREW: 3

MOVE

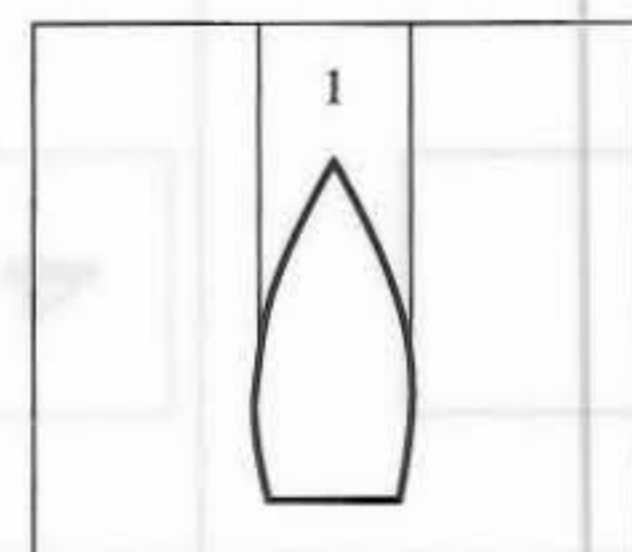
Sail: 6"

WEAPONS

1 Screaming Skull catapult battery firing ahead.

SPECIAL RULES

None



UNDEAD

FLOATING NECROPOLIS

MAN O' WAR

MAX. CREW
8

4

SKULL DECK
Save 4, 5 or 6
Fore Screaming Skull
battery lost

5

TOWERS
Save 4, 5 or 6

6

REAR TOWERS
Save 4, 5 or 6
Aft Screaming Skull
battery lost

2

FOREDECK
Save 3, 4, 5 or 6
Fore Screaming Skull
battery lost

3

4

MAIN DECK
Save 3, 4, 5 or 6
Each hit destroys one broadside
Screaming Skull battery

4

BASTION
Save 4, 5 or 6

5

KEEP
Save 3, 4, 5 or 6
Broadside Screaming Skull
battery lost

6

AFT CASTLE
Save 4, 5 or 6
Aft Screaming Skull
battery lost

-1" MOVE

-1" MOVE

-1" MOVE

-1" MOVE

-1" MOVE

-1" MOVE

SINKS

6

BELOW WATERLINE
Save 4, 5 or 6
First six hits each reduce the ship's speed by 1"
Seventh hit sinks ship

HIGH

LOW

MAGIC 6" (6")

BATTLE HONOURS: 12

NAME:

UNDEAD GHOSTSHIP

MAN O' WAR

MAX. CREW
5

4	FOREMAST Save 5 or 6 -2" move No critical hits	5, 6	MAIN MAST Save 5 or 6 Each hit reduces move by 2". No critical hits	HIGH		
2	FOREDECK Save 4, 5 or 6 Lose one random Crew counter	3	AFTDECK Save 4, 5 or 6 Broadside Screaming Skull battery lost			
4	BOWS Save 4, 5 or 6 Fore Screaming Skull battery lost	5	MAIN DECK Save 4, 5 or 6 Broadside Screaming Skull battery lost		6	STERN Save 4, 5 or 6
NO EFFECT	NO EFFECT	NO EFFECT	SINKS	BELOW THE WATERLINE Save 4, 5 or 6 First three hits have no effect Fourth hit sinks ship		

SAIL 6"
BATTLE HONOURS 5

Wight	Wight	Wight	Wight	Wight	Wight	Wight	Skeleton	Skeleton	Skeleton	Skeleton
Skeleton	Skeleton	Skeleton	Skeleton	Skeleton	Skeleton	Skeleton	Skeleton	Skeleton	Skeleton	Skeleton
Skeleton	Skeleton	Skeleton	Skeleton	Skeleton	Skeleton	Skeleton	Skeleton	Skeleton	Skeleton	Skeleton
Skeleton	Skeleton	Skeleton	Skeleton	Skeleton	Skeleton	Skeleton	Skeleton	Skeleton	Skeleton	Skeleton
Zombie	Zombie	Zombie	Zombie	Zombie	Zombie	Zombie	Zombie	Zombie	Zombie	Zombie
Zombie	Zombie	Zombie	Zombie	Liche	Necromancer	Tomb King	Necromantic	Zombie	Zombie	Zombie

<div style="border: 1px solid black; width: 80px; height: 60px; margin: 0 auto;"></div>	<p>UNDEAD</p> <h1 style="margin: 0;">SKULLRAMMER</h1> <p>SHIP OF THE LINE</p>	<div style="border: 1px solid black; padding: 5px;"> <p>MAX. CREW 3</p> </div>			
<p>RAM Save 3, 4, 5 or 6 1st hit, no effect. 2nd hit, ram destroyed</p>	<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center; font-size: 24px;">3</div>	<p>TOWERS Save 4, 5 or 6 -2" Movement</p>	<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center; font-size: 24px;">4</div>	<p>STERN Save 4, 5 or 6 -2" movement</p>	<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center; font-size: 24px;">5</div>
<p>HULL Save 4, 5 or 6 -2" Movement</p>		<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center; font-size: 24px;">6</div>			
<div style="border: 1px solid black; padding: 5px; display: inline-block;">NO EFFECT</div> <div style="border: 1px solid black; padding: 5px; display: inline-block; margin-left: 20px;">SINKS</div>		<p>BELOW THE WATERLINE Save 5 or 6 First hit has no effect, second hit sinks ship</p>			
<div style="border: 1px solid black; padding: 5px; display: inline-block;">MAGIC 6" (6")</div>			<div style="border: 1px solid black; padding: 5px; display: inline-block;">BATTLE HONOURS 2</div>		

<div style="border: 1px solid black; width: 80px; height: 60px; margin: 0 auto;"></div>	<p>UNDEAD</p> <h1 style="margin: 0;">DEATHSHIP</h1> <p>SHIP OF THE LINE</p>	<div style="border: 1px solid black; padding: 5px;"> <p>MAX. CREW 3</p> </div>			
<p>BOWS Save 4, 5 or 6 Screaming Skull battery lost</p>	<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center; font-size: 24px;">3</div>	<p>MAST Save 4, 5 or 6 Mast lost, cannot move. No criticals.</p>	<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center; font-size: 24px;">4</div>	<p>STERN Save 4, 5 or 6</p>	<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center; font-size: 24px;">5</div>
<p>HULL Save 4, 5 or 6</p>		<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center; font-size: 24px;">6</div>			
<div style="border: 1px solid black; padding: 5px; display: inline-block;">NO EFFECT</div> <div style="border: 1px solid black; padding: 5px; display: inline-block; margin-left: 20px;">SINKS</div>		<p>BELOW THE WATERLINE Save 5 or 6 First hit has no effect, second hit sinks ship</p>			
<div style="border: 1px solid black; padding: 5px; display: inline-block;">SAIL 6"</div>			<div style="border: 1px solid black; padding: 5px; display: inline-block;">BATTLE HONOURS 2</div>		

1


UNDEAD

CARRION

POINTS COST: 100 for 3 BATTLE HONOURS: 1

4,5,6

CARRION
Save 5 or 6
Each hit causes 1 Wound. No criticals.



MOVE: 18"

WOUND TRACK

NO EFFECT

DEAD

CLOSE COMBAT

Gets a +2 modifier as it has 2 wounds. When the Carrion successfully wins a round of combat it gains a +1 modifier to its boarding or combat roll in the next round. This is cumulative.

1

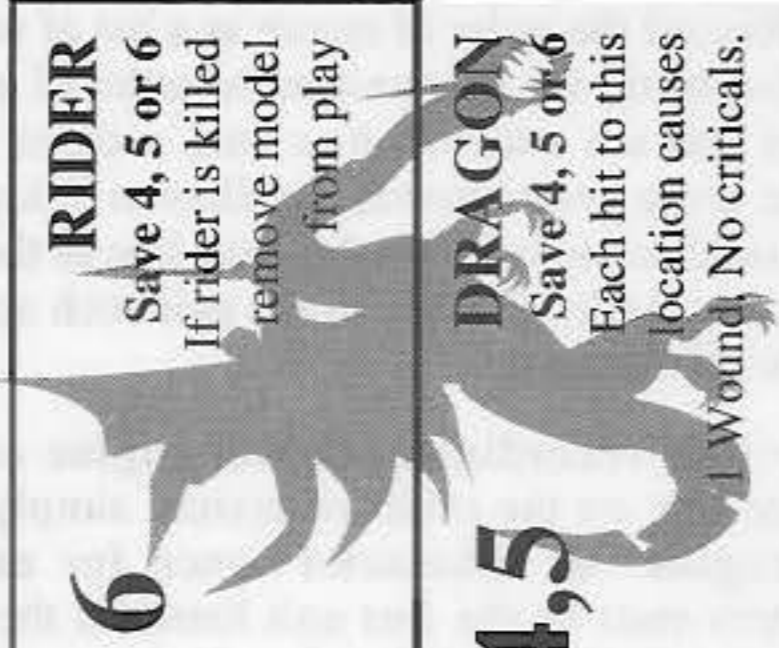
UNDEAD

ZOMBIE DRAGON

POINTS COST: 75 BATTLE HONOURS: 3

6

RIDER
Save 4, 5 or 6
If rider is killed remove model from play



4,5

DRAGON
Save 4, 5 or 6
Each hit to this location causes 1 Wound. No criticals.

MOVE: 15"

WOUND TRACK

NO EFFECT

NO EFFECT

DEAD

ATTACKS

Makes 1 dice breath attack, hitting on a roll of 5 or 6 and if successful killing one Crew counter.

CLOSE COMBAT

Gets a +4 modifier as it has 4 wounds.

Wight

Skeleton

Skeleton

Zombie

Zombie

Zombie

NECROMANCER



Wight	Wight	Wight	Wight	Wight
Skeleton	Skeleton	Skeleton	Skeleton	Skeleton
Zombie	Zombie	Zombie	Zombie	Zombie

Wight

Skeleton


Skeleton

Zombie

Zombie

Zombie

LICHE





THE MEETING ENGAGEMENT

By Richard Glazer

A new scenario for Warhammer

The Warhammer rule book only really allows players to fight one sort of battle, a classic 'Set Piece' battle where both sides know a battle is about to be fought and are well prepared for the coming confrontation. Generally both sides will have spent the night camped close to the battlefield, and will be able to see the opposing side's camp fires burning just a short distance away. In the early hours of the morning the two armies will start to deploy, troops stumbling and cursing as they attempt to form up in the darkness. When the dawn finally arrives the two armies will be in position and the battle will commence.

Of course, not all battles are like this. The siege rules in issue 5 of the Journal allow for a completely different type of battle to be fought, and a number of scenarios have been published which vary the basic scenario in the Warhammer rule book (The Battle Of The East Gate in the Dwarf army book, for example). The problem with all of these different scenarios, however, is that they are highly specialised and not really flexible enough to allow *any* two players to have a game. The purpose of this article, then, is to provide a new 'standard scenario' which can be played with *any* two armies of *any* size.

THE MEETING ENGAGEMENT

Along with the set piece battle, the most common type of battle that is fought is the *Meeting Engagement*. This type of battle occurs when two marching armies come upon each other and deploy for battle immediately, rather than making camp and waiting through the night before fighting the battle. In a Meeting Engagement troops deploy straight from the column of march to the battlefield, each unit arriving and deploying in an order determined by their position in the march column. Unlike a standard set-piece battle, the enemy's deployment is not hidden by darkness, which means that each general is able to react to his opponents deployment as he sees it unfold before him. A Meeting Engagement therefore favours the general who can think on his feet and quickly modify his plans as he goes along.

The rules below tell you everything you need to know to fight a meeting engagement using the Warhammer rules, and basically replace the deployment rules on page 13 of the Warhammer rules. Obviously you should only use these new rules if both players agree to do so before the game starts. Alternatively you can roll a dice to see which deployment rules are used; a roll of 1, 2 or 3 means uses the normal Warhammer deployment rules, while a roll of 4, 5 or 6 means use the Meeting Engagement rules below.

THE ORDER OF MARCH

After the terrain for the battle has been set up, each player must write down an *order of march* for all of the units in his army. Record the order of march as a list of units, the first unit in the list being the first unit in the order of march, and so on. Models that are attached to a unit, such as unit champions, Empire army detachments, or Skaven Warp Fire Throwers etc., should be included on the same line as their parent unit, as should any models hidden in the unit such as Goblin Fanatics or Dark Elf Assassins.

Rather than recording each war engine or character as a separate line on the order of march, simply write the word 'war engine' or 'character' once for each group. The characters *must* be the *last* unit listed on the order of march, but the war engines can be placed where ever you like in the order of march. Below is an example of an order of march for an Orc army made up of four regiments, three Goblin Fanatics, two war engines and four characters:

Orc Army Order of March

1. Gobbos with bows
2. Night Gobbos with spears (including 3 Fanatics)
3. Orc Boyz
4. War Engines
5. Black Orc Boyz
6. Characters

DEPLOYMENT

After both players have written down their order of march, they can deploy. Rather than recording their set-up on a map or fixing a screen across the table, the players take it in turn to set up units, starting with the first unit in their order of march and then working their way through the list. The player with the most units sets up a unit first (roll a dice to see who goes first if both players have the same number of units), then his opponent sets up a unit, and so on.

For example, assuming the Orc player above had more units than his opponent he would have to go first, setting up his unit of Goblins with bows. Next his opponent would set up the first unit on his order of march, then the Orc player would set up his Night Goblins with spears, and so on.

In a Meeting Engagement units may be deployed up to 18" on to the table, which is 6" further than normally allowed. However, when a unit is set up it must be at least 18" away from the closest enemy unit, and may not be closer than 12" to the neutral edges of the table. The rule about setting up at least

18" away from the enemy is very important, because it allows a player to set up a unit well forward and so deny his opponent large part of his usual deployment zone. This represents the advance forces of the two armies skirmishing and jostling for position as the two marching columns deploy for battle.

Once you reach the war engines entry on your order of march you must deploy *all* of your war engines, although they can be set up anywhere on the table and do not have to be placed all together as a group. Similarly, when you get to the characters entry at the end of your order of march, you must set up all of your characters. The only exception to this are unit champions, who are set-up at the same time as their unit, not with the rest of the characters.

Once both players have set-up all of the models in their army play proceeds to the first turn of the game. The player which finished setting up his army first automatically gets the first turn, to represent the extra time he has available to issue his orders while the opposing army is still deploying.

SPECIAL DEPLOYMENT

Some troops, such as Wood Elf Scouts and Skaven Gutter Runners, have special deployment rules that allow them to hide outside the normal deployment zones. Usually they have time to scout out the battlefield and hide themselves. This just isn't possible in a Meeting Engagement, when both armies are unlikely to know that a battle is about to take place. These troops must be included in the order of march as normal, and set up using the deployment rules above.

Before the game begins, after both players have set up their

armies, any units which have special deployment rules like this are allowed to make a single March move to represent their greater speed at deploying. If both sides have troops with this ability roll a dice to see who has to move their troops first.

ENDING THE GAME

As a meeting engagement takes place after the two armies have been marching for some time, it obviously means that there is less time available to fight the battle than there is for a set piece battle. Because of this, use the following table when rolling to see how many turns the battle lasts, rather than the table published in the Warhammer rulebook.

D6	Turns of daylight remaining
1-2	3 turns
3-4	4 turns
5-6	5 turns

SPECIAL RULES

Apart from the Order of March, Deployment and Ending the Game rules above, no other special rules apply to the Meeting Engagement scenario.

VICTORY CONDITIONS

The standard victory conditions on page 13 of the Warhammer rules are used for the Meeting Engagement scenario.



JOURNAL

Mumblings from Beyond the Void

(Or, Why oh why, can't a puppy dog fly?)

The sub-headers are getting sillier each issue...

Dear Bunker Beings

Recently I've detected a sad hint of English creeping into the Journal. I hope this stops NOW! I am one of your Gibberish readers, and some paragraphs in your last issue were completely devoid of anything I could understand. If you claim to write in Gibberish please continue to do so.

Micheal Fillips
Manchester

Wel IM shure you can unnerstand your reply perfickly then...

Oi! You lot!

I'll be frank and to the point. I am appalled by your Elastic Tape Measure award. This is for 2 reasons:

1, People who shamelessly exploit the rules (so-called power gamers) seem to miss the point about gaming. I think gaming is about having a good time, not arguing every point with your opponent.

2, I nominated one of my opponents and you didn't print it!!!! (*multiple exclamation marks is a sign of a twisted personality- ed.*) I think that somebody who uses an Warhammer 40,000 Imperial Assassin in Terminator armour should definitely be nominated.

I'm sure other readers will agree with me. Write in to the Journal and let them know if you agree with me.

Mr. Fair Gamer
Shrewsbury

We at the Journal (indeed Games Workshop as a whole) strive to make our rules clear. However, not every situation can be covered, and unscrupulous people may interpret things in a dubious fashion.

Oh, and don't forget if you are a self-confessed Power Gamer, why not write in and give your side of the argument (we're not saying anything at all, we are just the people who print what YOU say).

Hello chaps!

I've got a large Undead army for Warhammer, and my brother has an Empire force. We have played the 'Doomlord of Middenheim' scenario from Warhammer Armies- Undead several times. On each occasion I have lost, yet when we swapped armies and I commanded the Empire I found that winning was quite simple when you controlled the humans.

Since the Undead won in your battle report of the scenario I know it is possible to beat the Empire, I just can't figure out how. Please could you send me some tactics for this scenario so that I can beat my brother.

Brian Messenger
Southampton

What a sorry tale. We could have just sent Brian some ideas about tactics, and were putting pen to paper when we had an idea. We've thought of another one of those silly 'Interactive Journal Thangs' for you to participate in.

If you have the game winning tactics for this scenario (or perhaps another scenario or just for general games) then send them in. All you 'unbeaten' players out there must have the perfect army and the perfect plan. Let us know about it. It might just happen that somebody else out there knows how to crack your army...

Elastic Tape Measure

Despite Mr. fair gamers protests, here is this month's Elastic Tape Measure award, which goes to Dave Chippings of Liverpool, and was sent in by Richard Litson.

My mate Dave has a Dwarf army, and shamelessly uses a musician to increase their speed. He sets them up in a long row with his leader at the front (a unit 1 figure wide and twenty or so deep). He then uses the musician to reform them so that they are in standard formation around the leader. This means that the entire unit has moved forward 20+ inches. With their high Leadership the test is no problem for Dwarfs.

We definitely thought this was a prize nomination. This has to be one of the most inventive uses of a rule we have heard. If you think that your opponent is doing things far more outrageous than this, don't hesitate to let us know...

And just to clarify the point, we will not stand for this thoroughly despicable behaviour on the wargames table and certainly not at the forthcoming Warhammer Tournament. So don't say we didn't warn you!

MAGIC ITEM

60 POINTS

SWORD OF BARACHEK

This sword belonged to Barachek, Kurt's father. Its unfortunate victims find themselves in the centre of their very own personal snowstorm, and are soon frozen solid in the form of a snowman!

If Kurt wounds an opponent with the Sword of Barachek, they must roll a D6 and score under their toughness. If they score equal to or over their toughness then a fluffy pink cloud appears over their head and starts precipitating large quantities of snow on them. Before long the victim is a frozen snowman, remove the model from the game. Alternatively replace the model with a snowman model. Christmas cake decorations are ideal. The snowman takes no part in the game (except getting in the way) and the model counts as dead.

KURT THE BARMY ONLY

MAGIC ITEM



MAGIC ITEM

VEHICLE

5 Points

EJECTOR SEATS

This vehicle card can only be fitted to skimmer type vehicles.

This vehicle has been fitted with ejector seats for its crewmen, giving the crew a chance to escape if the vehicle is destroyed. If a damage result indicates that the skimmer is destroyed, then each crewman, not Transport, must roll under their initiative to eject.

Ejected models are placed D6" away in a random direction. They may move and fight in their following turn and form a single unit on the table.

VEHICLE



VEHICLE

25 Points

FIRE CONTROL SYSTEM

This vehicle card can only be fitted to vehicles whose weapons have targeters.

This special device may be attached to a single weapon system on the vehicle, replacing its standard targeter. It uses a gyro-stabilised laser targeter to lock the weapon onto its target, allowing the vehicle to fire while on the move. A weapon with this device may be fired at any point during the movement phase, allowing the vehicle to fire its weapon and then move off behind cover.

VEHICLE



VEHICLE

30 Points

COMPOSITE ARMOUR

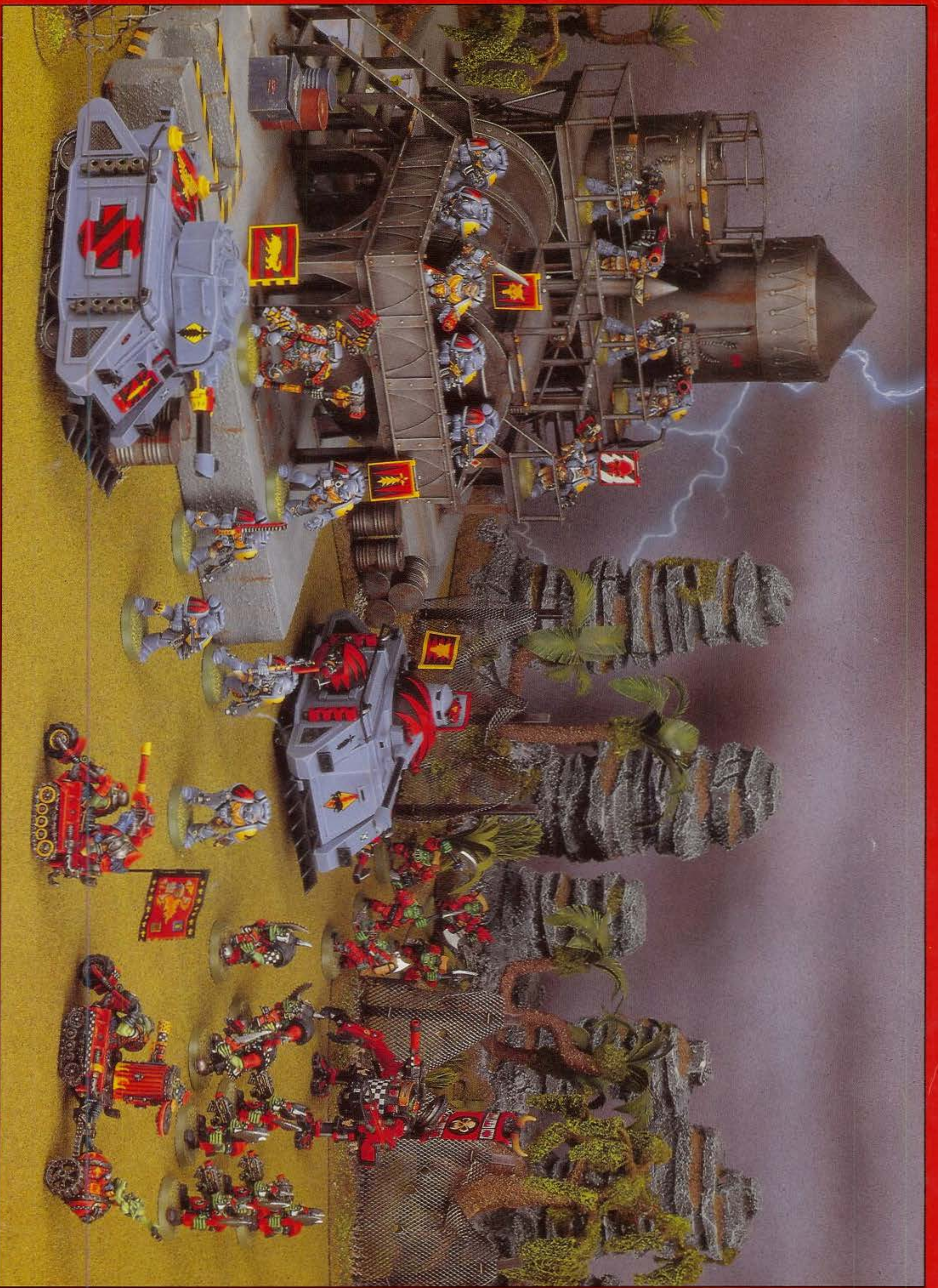
This vehicle card may not be fitted to skimmers and vehicles with exposed crew.

This vehicle has been fitted with highly advanced composite armour. The armour consists of specially shaped plates of laminated hyper-alloys and ceramics.

A model shooting at a vehicle with composite armour from the side must roll to penetrate the vehicle's front armour, just as if he had fired at the vehicle from the front.

VEHICLE





BATTLE TANKS OF BEREK THUNDERFIST'S GREAT COMPANY SPEARHEAD A SPACE WOLF ASSAULT