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112

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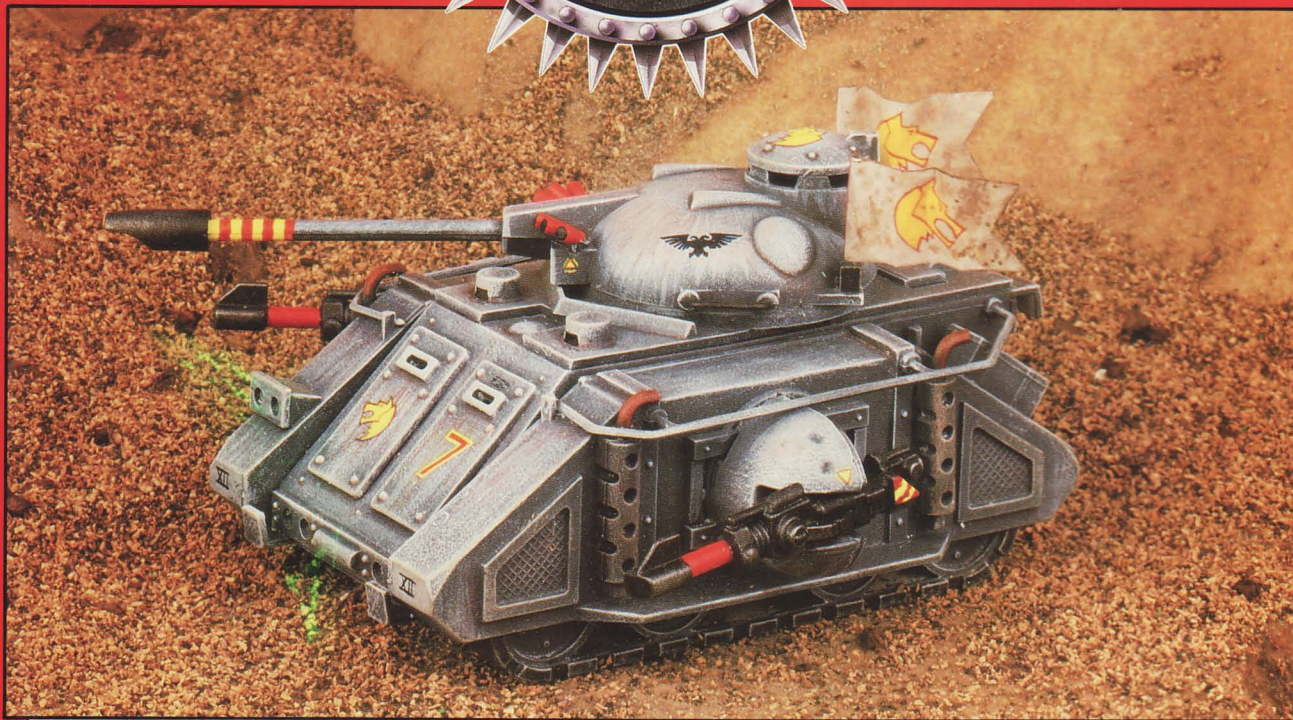
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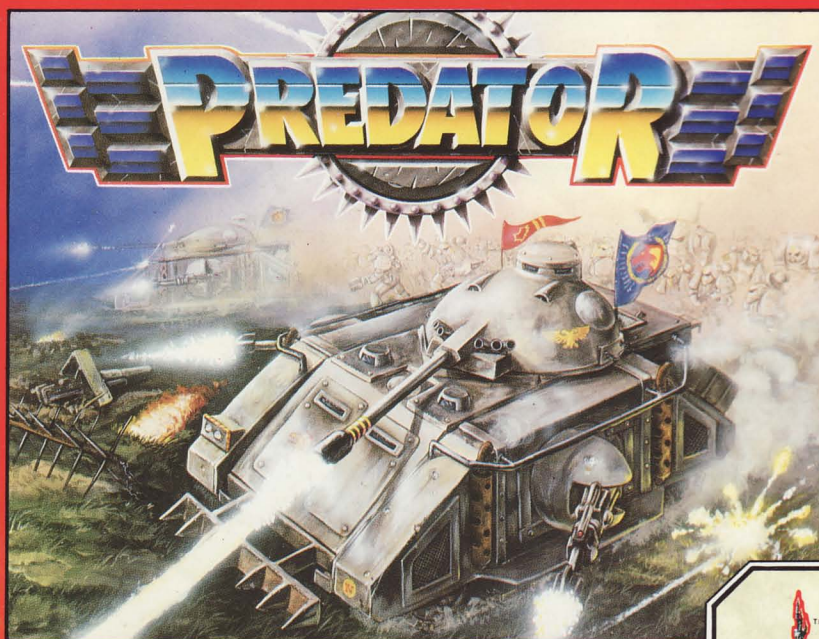


**COMPETITIONS!**  
Win *The Lost and The Damned* the new  
Realm of Chaos hardback and *Space Hulk*,  
the game of desperate battles between  
Marine and Alien.

# PREDATOR



The Predator is the Imperium's assault tank, combining highly effective firepower with mobility. Designed around the standard Rhino APC chassis, the Predator is armed with a pair of las-cannons and a turret-mounted auto-cannon. It is widely used by both the Space Marines and the Imperial Guard as an assault vehicle, breaking through enemy lines at the head of the advancing troops or moving rapidly across the battlefield using its heavy firepower to stop the enemy dead.



The Predator is a detailed hard plastic kit. Model requires assembly and is supplied unpainted. Banners not included.

AVAILABLE SPRING

# IMPERIAL ASSAULT TANK



CITADEL  
MINIATURES

Editor: Phil Gallagher

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*Bottom* - Orc army attacking a Mighty Fortress. Note the scratch-built siege tower and fortifications



JOHN BLANCHE



MATT CONNELL



WAYNE ENGLAND



JERVIS JOHNSON

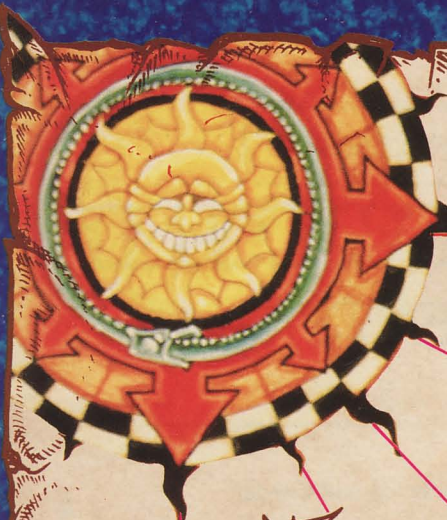


RICK PRIESTLEY



KEN ROLSTON

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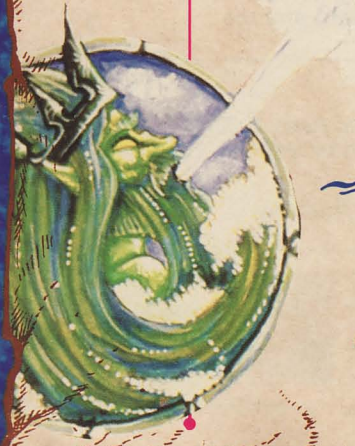
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Author of 'Eavy Metal the Grand Master of Blanchitsu John Blanche, will be at the Games Workshop shop in Nottingham on Saturday April 8th to answer your questions on painting Citadel Miniatures and will also be demonstrating painting techniques.



# CULTURE SHOCK

## NEW PRODUCTS

Work on Richard Halliwell's game of Space Marines versus Genestealers on huge derelict starships, **Spacehulk**, is continuing apace. Paul Murphy is now hard at work editing and developing the game. The box will contain loads of plastic miniatures of Marines in Terminator Armour and Genestealers, as well as full colour floorplans which will slot together to form the spaceship's passageways and rooms.

The new boxed set for **Blood Bowl, Dwarfs, Elves and Dungeonbowl**, contains two complete teams of plastic Dwarfs and Elves, along with the special rules needed to field them. The box also contains all of the components and rules you need to play **Dungeonbowl** - a **Blood Bowl** variant that is played underground, and involves the use of teleporters, pit-traps and exploding chests.

We can also reveal details of a new expansion to **Talisman: Talisman City**. In a similar way to **Talisman Timescape** and **Talisman Dungeon**, **Talisman City** provides you with an extra board - when you enter the city square in the original game your character is moved across onto the new board, where he can explore the city for as long as he wants. In addition to the city board itself, there are also new characters and encounter cards.

**White Line Fever**, the Dark Future expansion set containing rules for advanced manoeuvres, details of new weapons and equipment, and a vehicle design system, is going to cost less than we thought - it is now priced at £6.99, rather than £7.99, leaving you no excuse for not buying it.

The softback version of **Warhammer Fantasy Roleplay**, the UK's leading fantasy roleplaying game, is now available. As an added bonus, the mistakes from the hardback book have been corrected for the new format. The game still provides you with an atmospheric background to the Warhammer world, a unique career system for characters, fast and furious combat, over 150 spells, and in its new softback cover it is an even more attractive way to start roleplaying.

## RATSPIKE

More news on the art books. The collection by John Blanche and Ian Miller, entitled **Ratspike**, is almost ready and will be released in the near future. Following hard on its heels will be **Blood and Iron**, a collection by Les Edwards. Both books will contain the best colour and black and white artwork by each artist, including many pictures that you won't have seen before.



## SHOP NEWS

The **Manchester Games Workshop** has moved. Its new address is **Unit 1, 3 Brown Street, Manchester**. There will be a Grand Reopening Day on the 22nd of April with discounts and offers on a wide range of games and miniatures - see page 42 of this issue for full details of the Manchester Reopening.

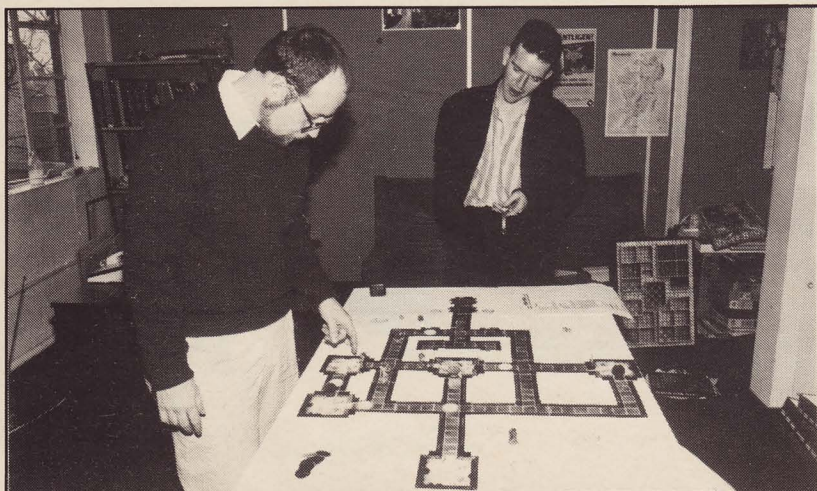
In recognition of its outstanding performance, the Games Workshop at **Southampton** has the honour of being out first Shop of the Month. The Southampton store has recently been doing particularly well with **Adeptus Titanicus**, selling more copies of the game than any of our other shops. Congratulations to Adrian Weston and the other staff at Southampton.

## PAINTING DISPLAYS

We are currently running painting displays in the Nottingham Games Workshop by our Studio miniature painters every Wednesday and Saturday. You can go along to have a chat with them, and perhaps pick up a few good tips. The dates arranged so far are:

March 25th	Phil Lewis
March 29th	Mike McVey
April 1st	Darren Matthews
April 5th	Darren Matthews
April 8th	John Blanche
April 12th	Richard Hodgkinson
April 15th	Ivan Bartleet
April 19th	Ivan Bartleet
April 22nd	Mike McVey
April 26th	Mike McVey
April 29th	Darren Matthews
May 3rd	Darren Matthews
May 6th	Richard Hodgkinson
May 10th	Richard Hodgkinson
May 13th	Ivan Bartleet
May 17th	Ivan Bartleet
May 20th	Mike McVey
May 24th	Mike McVey
May 27th	<b>Golden Demon Awards, Derby</b>
May 31st	Andy Craig

There will be no display in Nottingham on the 27th May, but the Citadel miniature painters will be on hand to answer your questions at Games Day in Derby.



Richard Halliwell and Paul Murphy playtest Spacehulk

### COACHES TO GAMES DAY

This year **Games Day** is being held at the Assembly Rooms, Derby. So that you don't miss the gaming event of the year, we have arranged for all of the Games Workshop stores to run coaches to the venue. For full details you should get in touch with the manager of your local shop.

In addition, some of the Independent Specialist Stockists are offering a similar service: **Wonderworld**, Bournemouth, **Southsea Models**, Southsea and **Role'n'Play**, Wolverhampton will all be running coaches to Derby on the 27th of May. Other shops may decide to organise coaches nearer the day, so check with your local shop for details.

Andy Warwick



### NEW ARRIVALS

There have been two new arrivals at the Design studio in the last month, both of them Andys: Andy Craig and Andy Warwick.

**Andy Craig** is our new miniature painter. Before coming to join us he was a Graphic Artist's Assistant for Lincoln Council. Andy has been painting miniatures for four and a half years, and is currently working on *The Lost and the Damned*, the second volume of *Realm of Chaos* due to be released soon. You can see some of his Eldar Harlequins in this month's *'Eavy Metal*.

**Andy Warwick**, previously a Commercial Artist, has joined the Editorial Staff as a writer. He will be working on *White Dwarf* and has just finished editing *Elves, Dwarfs and Dungeonbowl*. We'll be publishing his *Warhammer Fantasy Roleplay* scenario, *Is There a Doctor in the House?* in the very near future, and you can see his first work in this month's *Terminator* article.

### DAVID BARRETT

Due to the work involved with editing the new range of GW novels (the first of which is due for release this summer), David Pringle has given up writing *Critical Mass*. True to form, his replacement is another David: **David V Barrett**.

For the last four years, David has edited *Vector*, the critical journal of the British Science Fiction Association (c/o Joanne Raine, 33 Thornville Road, Hartlepool, Cleveland TS26 8EW). He reviews SF and Fantasy for the *Independent*, and has also written on SF for *New Scientist*, *Practical Computing* and *Computer Weekly*. He is currently editing *Digital Dreams*, an anthology of computer-related fiction for NEL, writing short stories, and working on a teenage novel. To pay the rent he has been a teacher of English and Religious Studies, an analyst for GCHQ, and a journalist. His present job is Special Projects Editor on *Computer Weekly*.

## STAFF VACANCIES

### FACTORY MANAGER AND FACTORY SUPERVISORS

Games Workshop are looking for experienced Managers and Supervisors for their factory based at Eastwood in Nottinghamshire, close to junction 26 of the M1. It is here that the Citadel Miniatures range is manufactured and packaged, and where orders are collated and dispatched for mail order, to our own chain of retail shops, and to trade customers in Britain and worldwide. Just a few miles up the road in Giltbrook we have an additional 20,000 square foot warehouse which is used for storage, incoming shipments and the collation of games products.

Approximately 100 people are employed on these two sites, mainly as labourers, packers and dispatchers.

We are seeking to recruit a Manager and several Supervisors as part of our continued expansion. After an initial induction process these individuals would be expected to fulfil roles of considerable responsibility. A cheerful disposition and the ability to tolerate continual change and constant aggravation is essential.

We would like to recruit staff who spend their leisure time involved in some aspect of military or fantasy modelling, collecting or gaming. Not only would such individuals find working in our unusual environment more fulfilling than would a complete outsider, but we would also gain considerable benefit from the perspective and overview they will be able to bring to their work.

However, we do want the best of both worlds: just being a hobby enthusiast doesn't qualify you for the role. We're looking for people with considerable experience and shop floor management skills.

Applicants should preferably be aged 30 to 45 with at least 10 years' factory floor experience - ideally in manufacturing, warehousing or distribution - and should currently occupy a position involving the direct supervision of shop floor staff.

Individuals outside this age range or with slightly different backgrounds will of course be considered.

With salaries appropriate to age and experience, the right people will find that employment at Games Workshop offers considerable opportunities for career development.

Please write with full CV to:

Jim Syme  
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# COMPETITIONS

## Realm of Chaos

### THE LOST AND THE DAMNED

The **Lost and the Damned** is the second volume of **Realm of Chaos**, introducing the servants and followers of Nurgle, the Plague Lord, and Tzeentch, Changer of the Ways.

To win a copy of **The Lost and the Damned**, simply answer the following four Chaos questions and send your answers on a postcard, clearly marked **THE LOST AND THE DAMNED COMPETITION**, to the address below.

#### QUESTION 1

What is the ultimate destiny of an Imperial Guard unit assigned to the Ordo Malleus which survives the terrors of battle?

- A) To join the forces of Chaos in rebellion against the Emperor
- B) Ascension to the hallowed ranks of the Grey Knights
- C) Execution at the hands of their superiors
- D) An audience with the Emperor himself

#### QUESTION 2

What kind of Chaos Weapon has a hilt and pommel carved from the solidified tears of a damned soul?

- A) Screaming
- B) Mindeater
- C) Hellblade
- D) Non-Flammability

#### QUESTION 3

What is regarded as the start of the first inter-legionary war?

- A) The induction of the Warmaster Horus into a Chaos coven on the feral world of Davin
- B) The seizure of the frigate *Eisenstein*
- C) The death of 12 billion souls during the scouring of Istvan
- D) The turning of the World Eaters, First Founding Space Marines, to the Blood God

#### QUESTION 4

What is the name of Marius Hollseher's book on Chaos and its followers?

- A) The Tome of Blood
- B) De Bestiis Chaotis
- C) Liber Malefic
- D) Malleus Daemonicus

## SPACEHULK

Set in the 41st Millennium, **Spacehulk** is Richard Halliwell's new game of spaceship boarding actions. Floating through the galaxy are vast derelict space hulks, each made from the husks of several dead starships, cobbled together into a maze of rooms and passageways. Potential treasure-houses of ancient technology, space hulks are boarded by Marines in Terminator armour, prepared to clear out whatever malignity awaits them - such as Genestealers...

To win a copy of **Spacehulk**, simply answer the following four questions and send your answers on a postcard, clearly marked **SPACEHULK COMPETITION**, to the address below.

#### QUESTION 1

What is the other common name of Terminator armour?

- A) Super Power Armour
- B) Tactical Dreadnought Armour
- C) Confined Action Armour
- D) Superheavy Marine Armour

#### QUESTION 2

What is a Genestealer?

- A) A biochemical nerve agent that causes irreparable damage to a victim's genetic structure, leading ultimately to death
- B) Someone involved in industrial espionage who steals the DNA-blueprints developed by bioengineering corporations
- C) An alien able to breed by manipulating the genes of its victims
- D) A type of Space Pirate renowned for removing the geneseed of fallen Marines

#### QUESTION 3

What is the medallion of a Terminator Captain made from?

- A) A single gemstone artificially grown in close proximity to the Astronomicon
- B) A rare star metal only found in small quantities on the moon of Yrrium V
- C) The skull of a bull narthax hunted down and killed by the Captain himself
- D) Fragments of the battle armour worn by the Emperor in his last stand against Warmaster Horus

#### QUESTION 4

Which of the following is a standard alternative heavy weapon for a Marine in Terminator armour?

- A) Assault cannon
- B) Chain fist
- C) Ripper gun
- D) Shuriken cannon

The first 50 correct answers from each competition will win a copy of **The Lost and the Damned** or **Spacehulk**. Runners-up will win a £5 Games Workshop voucher for the game, redeemable at any Games Workshop or participating Independent Specialist Stockist, or through GW Mail Order.

### CLOSING DATES

As we have to fly copies of *White Dwarf* over the Atlantic for readers in the US, there is always a delay in delivering the magazine. So, for the first time, we've decided to run separate competitions for the UK and the US with their own closing dates and entry addresses. There are 50 copies of the **Lost and the Damned** and 50 copies of **Spacehulk** to be won in each competition. Make sure that you send your entry to the right address - the US competition is only open to residents of the United States and Canada.

#### UK ENTRIES

Closing date  
14th APRIL 1989  
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### SENDING YOUR ENTRY

Entries should be written clearly on a postcard, or on the back of a sealed envelope. You can send your entries for both competitions on the same card, if you wish - but make sure you clearly mark which set of answers is for which competition.

### RULES

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DEATH EAGLE SPACE MARINES



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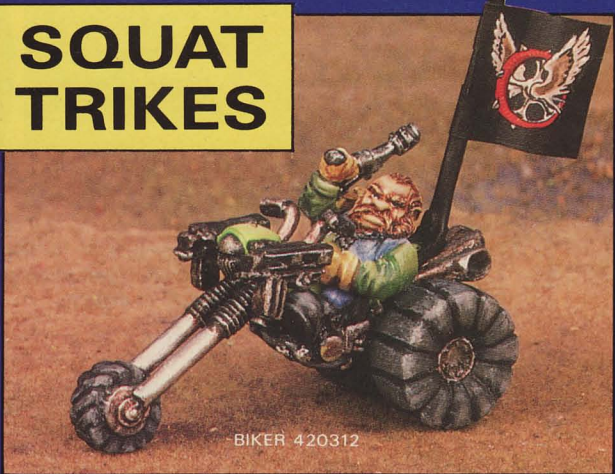
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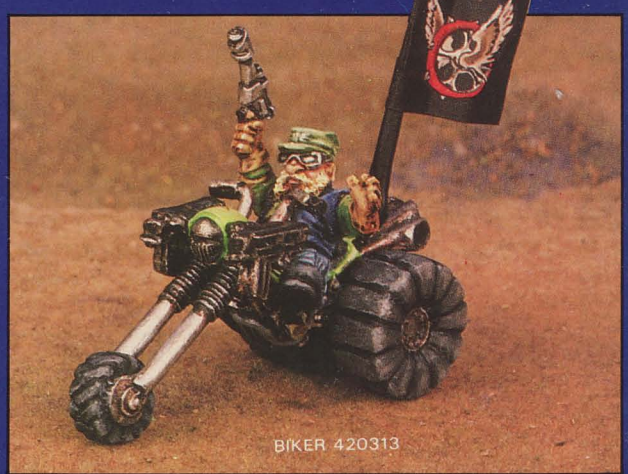
IMPERIAL GUARD WOUNDED



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TRIKES



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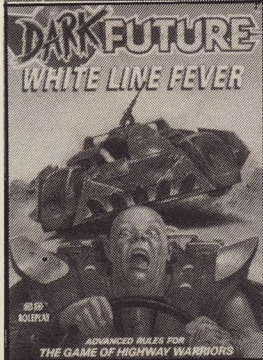




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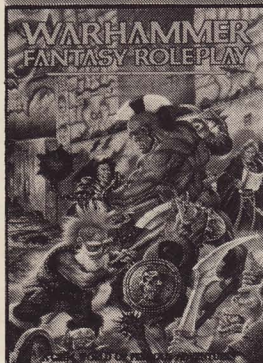
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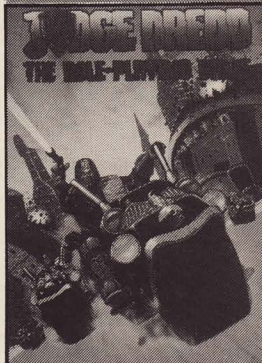
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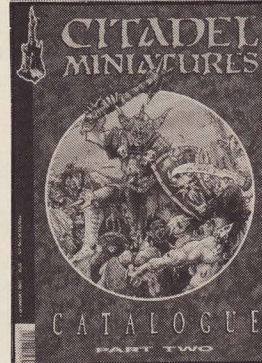
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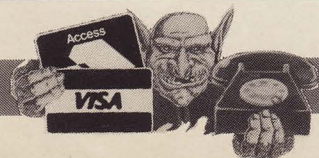
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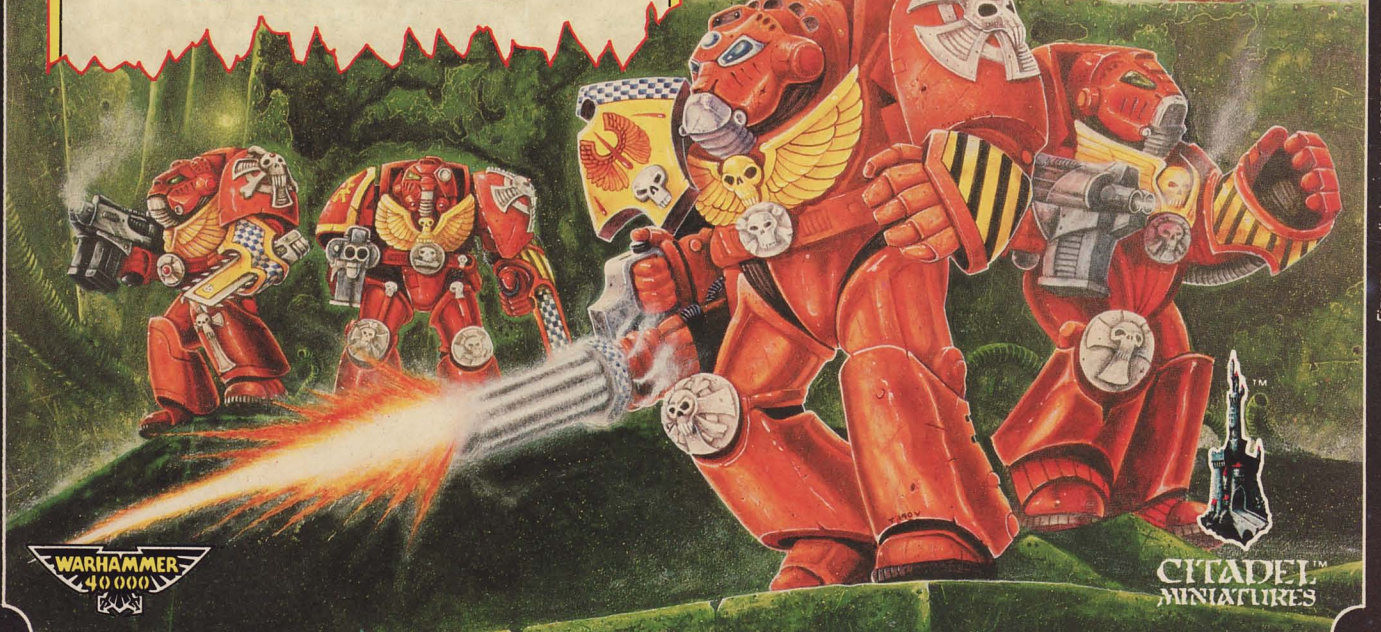
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# TERMINATOR SQUAD

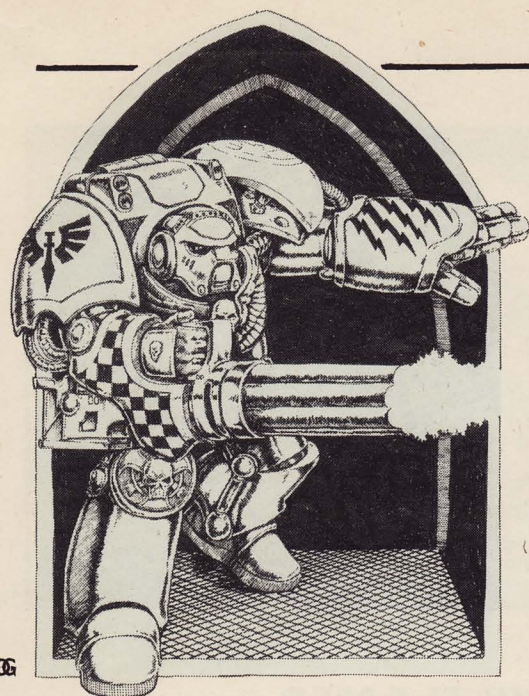
This box contains 8 metal Space Marines in Terminator Tactical Dreadnought Armour, including Captain and Librarian in Aegis suit. With interchangeable weapon arms, including heavy flamer and assault cannon.



WARHAMMER  
40,000

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# TERMINATOR

## SPACE MARINE TACTICAL DREADNOUGHT ARMOUR IN WARHAMMER 40,000

By Rick Priestley & Andy Warwick

The life of a Space Marine is always dangerous and sometimes fatal. Their most arduous duties expose them to the overheated tunnels of hive worlds and the interplanetary chill of abandoned space hulks. In these and similar enclosed, cramped environments, Marines are grateful for the added protection and firepower of *exo-armour* and the special training of *Terminator Squads*.

Also known as Tactical Dreadnought Armour, Terminator *exo-armour* is a development of the sealed environment suits used by spaceship crews, Space Pirates, and in many other lethal situations.

*Exo-armour* is constructed from heavy gauge plasteel plating, forming an armoured shell that can withstand even the colossal impact of high-speed orbital micro-debris. It is the only readily available armour suitable for working inside the high-pressure casings of plasma reactor shields, or the extremely corrosive environments inside the holds of bulk chemical carriers. These same qualities, suitably enhanced by the Adeptus Mechanicus, make Terminator armour virtually invulnerable from most weapons.

Almost all Space Marine Chapters have suits of Terminator armour, and train a small number of their best Marines to use them. The suits are valuable, and often very old. Many bear scars or medallions commemorating past actions, and are treated with the reverence due to ancient relics.

All Terminator suits contain their own independent power supply and enclosed life-support systems. Marine Terminator suits are heavily armed and also carry teleport homers, bio-scanners, energy-scanners, auto-senses, suspensors and targeters for their weapons, and communicators.

The communicators carried in Terminator suit are specially rigged to carry visual as well as auditory signals. This means that any member of a Terminator Squad can tune in one of his comrades, and see exactly what he sees through his own auto-sense unit. Although all Terminator suits are capable of broadcasting, to avoid confusion it is usual for only the Sergeant's suit to send out visual messages.

### SAVING THROW

Terminator armour confers a basic *saving throw* of 2+ on a D6. This is reduced by the *saving throw* modifier of an enemy's attack.

However, Terminator armour *always* confers a minimum save of 6, even if the enemy's *saving throw* modifier is -5 or more.

### PSYCHIC HOOD

The Terminator armour worn by Librarians, known as an Aegis suit, is distinguished by the metal hood that rises from the back to form a protective shield around the psyker's head. This cowl is interwoven with an intricate pattern of crystal filaments that form a psychically-attuned matrix, aiding the Librarian's defence against psi attacks.

Treat every *psi point* the Librarian spends in augmenting his *psychic saving throw* as 2 points. So a Librarian who expends 3 *psi points* to augment his save increases his **WP** by +6 for that saving throw.

"Fall back to defensive positions. I'll hold them here!"

Four huge bodies moved away from the junction, the heavy tread of the Terminator suits echoing down the corridors. Targal stood his ground, setting himself against a bulkhead in a defensive stance. Inside each Marine helmet a small holoscreen flashed to life as the squad tuned into Targal's visual channel. The other four Marines saw what Targal saw - Genestealers, fighting to reach the waiting Marine. The aliens threw themselves forward, their chitinous shells making a thunderous sound as they slammed into one another. The beat became more rapid as they got closer, Targal's heart began to quicken in sympathy.

"Imperator! There's dozens of them!"

The joints of Targal's armour hissed as he raised the assault cannon. The barrel started to spin, the whine of its motor quickly drowned out by the shells slicing through Stealers and exploding with a muffled thump. The squad watched: they could see Targal at the far end of the corridor, the Stealers hidden by the flash of the assault cannon - and the same scene repeated inside their helmets from Targal's viewpoint, the Stealers terrifyingly close.

"To the left - three comin' in fast!"

Targal turned just as the first Stealer reached him. Its jaws spread and clamped around his helmet. The visor began to run with saliva as the alien's jaw slid up and down, trying to chew its way in. Targal's chain fist juddered as he thrust it into the creature's mouth, the chain erupting through flesh and sinew and up into the Stealer's skull. The other Marines lost sight of him, buried under a mound of Genestealers. Blinded by the gore smeared across the visor, he barked his final request.

"Open a visual channel! Someone give me their view! I don't want any to escape!"

## TERMINATOR

# WEAPON SYSTEMS

There are a number of different weapon configurations used by Marines in Terminator armour. The most common is the storm bolter on the right and a power glove on the left. Other weapons used by exo-armoured Marines include heavy flammers and assault cannon on the right arm, and chain fists on the left arm.

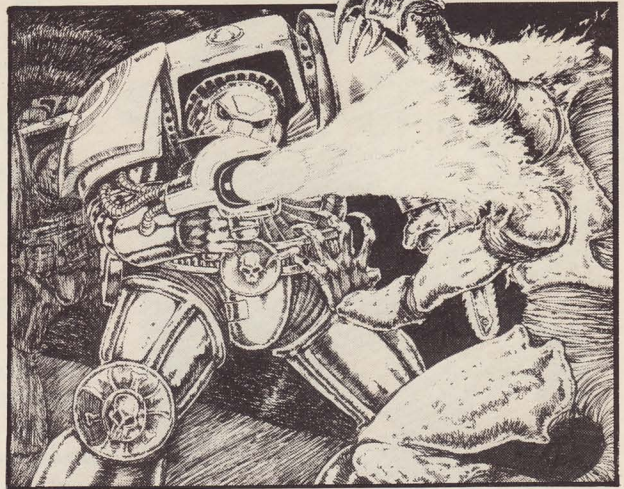
Marine Sergeants and Captains may replace their storm bolter with a power sword. Librarians in Aegis suits are usually armed with a force axe, allowing them to channel their psychic energy into a blow.

## STORM BOLTER

The main armament of a Marine in Terminator armour is the *combination bolter*, more generally known as the *storm bolter*. A storm bolter is basically two bolters firing in unison. The power of the armour allows the Marines to carry these heavy weapons without penalty, giving them an offensive capability to match their defensive advantages.

### Storm Bolter

Range		Shooting to Hit		Save			Type					
Short	Long	Short	Long	STR	DAM	Mod	C	H	S	F	Area	T
0-12"	12-24"	+1		4	1	-1		2"		X		6



## HEAVY FLAMER

One member of every Terminator Squad carries a special weapon of some kind in place of the storm bolter. This is usually a *heavy flamer*, a powerful version of the standard flamer with additional fuel capacity and improved range.

A target hit by a heavy flamer is set on fire, and suffers an additional automatic hit during every *combat phase* while the chemical burns - a target therefore receives two hits during the first turn: one from the original hit in the *shooting phase*, and one during the *combat phase*.

A burning model rolls a D6 at the start of its turn to determine if the fire goes out: a score of 6 indicates that the fire has gone out, otherwise it continues to burn as before.

A burning creature may do nothing (see below for exceptions). Friends in base-to-base contact can help to beat the flames out if they do nothing else during their turn. Add +1 to the test dice for every model helping.

Creatures in *frenzy* ignore the fact they are burning, and keep on fighting until they die. A model may also ignore the fact that it is burning if it has a *Toughness* score of 9 or more, because it is too tough for the flames to do it any harm!

### Heavy Flamer

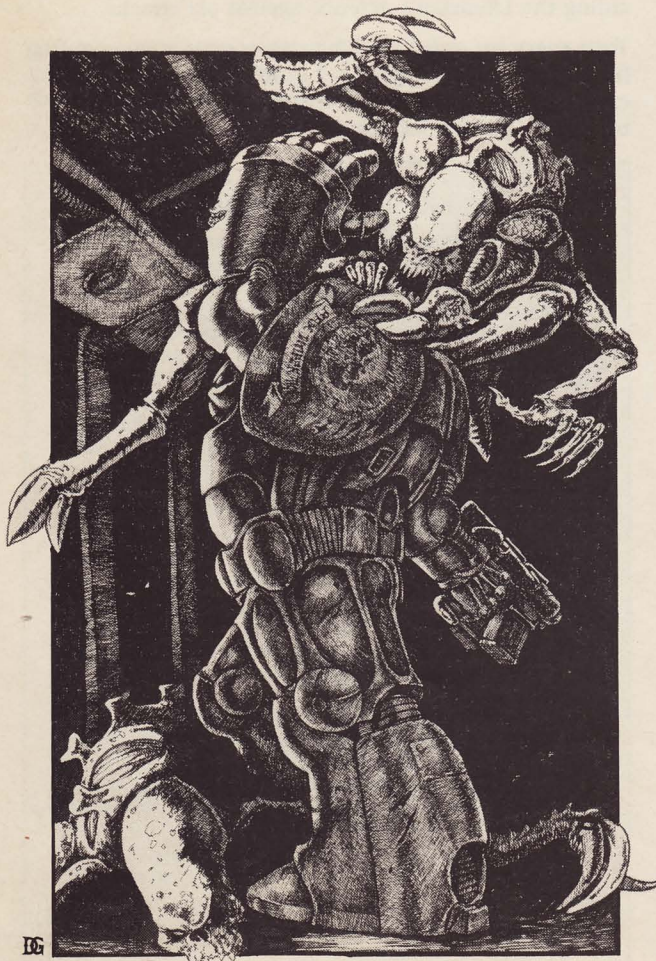
Range		Shooting to Hit		Save			Type					
Short	Long	Short	Long	STR	DAM	Mod	C	H	S	F	Area	T
0-6"	6-18"	+2	-1	5	1	-3		2"			1½"	6

## POWER SWORD

Sergeants and Captains are equipped with *power swords* - simple edged weapons surrounded by a powerful energy field that can easily slice through most armour.

### Power Sword

Range		Shooting to Hit		Save			Type					
Short	Long	Short	Long	STR	DAM	Mod	C	H	S	F	Area	T
Close Combat Only				5	1	-1	x					6



## ASSAULT CANNON

Although the heavy flamer is a favourite weapon among many Terminator Squads, a popular alternative is the *self-powered rapid-fire assault cannon*, usually known simply as the *assault cannon*.

This awesome weapon is a motorised, multi-barrelled auto-cannon that can pour out hundreds of shells per second. Although the weapon is made from a special ceramite alloy which conducts almost no heat, the barrels still reach temperatures of over 300°. Due to the high rate of wear on the barrels, assault cannon are regarded as disposable, and are generally discarded after a mission.

### Assault Cannon

Range		Shooting to Hit		Save			Type			Area	T
Short	Long	Short	Long	STR	DAM	Mod	C	H	S		
0-12"	12-32"	+1		8	D10	-3		2"		X	6

## POWER GLOVE

Marines in Terminator armour have *power gloves* as standard, and under most circumstances these are more than sufficient for their needs. A bulkhead or armoured suit will crumple like tin plate under the energised field of a power glove.

### Power Glove

Range		Shooting to Hit		Save			Type			Area	T
Short	Long	Short	Long	STR	DAM	Mod	C	H	S		
Close Combat Only				8	1	-5	X				6

The Captain has a slightly different type of power glove, incorporating a *grenade launcher* on the top of the glove itself.

This glove-mounted launcher has a much shorter than range than the normal shoulder-mounted version. It can be equipped with either crack or frag grenades.

### Grenade Launcher

Range		Shooting to Hit		Save			Type			Area	T
Short	Long	Short	Long	STR	DAM	Mod	C	H	S		
0-8"	8-16"			as ammo				½"	X		6

## CHAIN FIST

Punching through a heavy bulkhead or reinforced airlock door with a power fist can be a slow process. The *chain fist* - essentially a power glove with a built-in heavy chainsword - is designed to slice a Terminator-sized hole through almost any substance in a matter of seconds, using the energy of a power field to turn an activated chain.

### Chain Fist

Range		Shooting to Hit		Save			Type			Area	T
Short	Long	Short	Long	STR	DAM	Mod	C	H	S		
Close Combat Only				10	D4	-6	x	2"			6

Librarian Tirus felt the unmistakable surge of psychic energy. He threw up his mental barriers, the tuned matrix of his Aegis Terminator armour doubling his power. The assault was easily dissipated, and he turned to face his attackers. A hive-world gang stood about 6 metres away, las-pistols in hand, taunting him.

As Tirus began to advance, he returned the mental blow threefold. One of the men fell to the floor with his hands to his ears, trying to stop his brain from evacuating his skull.

The rest of the gang leapt forward - six were dead before they landed. The storm bolter's barrel began to glow as Tirus pumped shot after shot into the enemy. The men seemed to dance as each shell exploded beneath their skins, opening up pink craters across their bodies and filling the air with a red mist.

The music of the gun came to an end and the dance stopped.

Tirus turned away. "Stultitia in vita, iustitia in mors."

## FORCE AXE

Marine Librarians in their Aegis suits of Terminator armour are usually equipped with a *force axe*, a variation on the familiar force sword. Cast from carbon steel, these weapons enclose a carefully constructed psi-matrix that allows a psyker to channel his psychic energy into his blows.

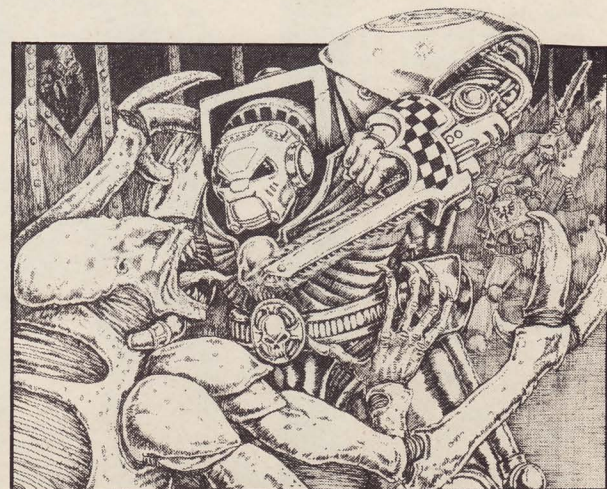
A Librarian scoring a successful hit with a force axe can use *psi points* to add to the strength of the hit (ie the S of the wielder). Each *psi point* used also reduces the targets *saving throw* by -1. For example, a Librarian with a S of 4 adds 3 *psi points* to his attack giving his attack a S of 7 and a *saving throw* modifier of -3.

### Force Axe

Range		Shooting to Hit		Save			Type			Area	T
Short	Long	Short	Long	STR	DAM	Mod	C	H	S		
Close Combat Only				as user	1			x			4

## SUSPENSORS AND TARGETERS

All weapons carried by Marines in Terminator armour (storm bolters, assault cannon, etc) are equipped with suspensors and targeters as standard. Marines in Terminator armour suffer no movement penalties for their heavy weapons and receive a +1 bonus *to hit*.





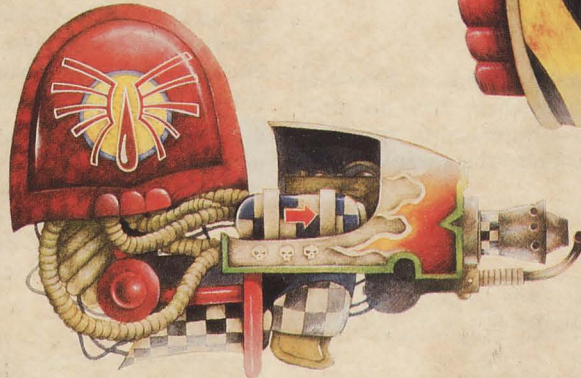
**Terminator Exo-Armour  
Standard Armament**



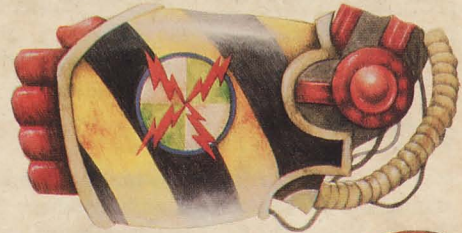
Assault Cannon



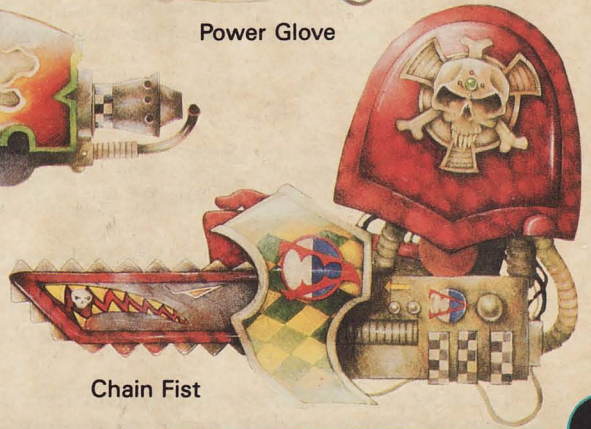
Storm Bolter



Heavy Flamer



Power Glove



Chain Fist

*Ref: Index Astartes.  
Blood Angel Chapter*

Within dark and forgotten places hide the enemies of the Emperor. You have been chosen to enter such places and, protected by the best armour the Adeptus Mechanicus can provide, cleanse it.

Take with you weapons, a valiant heart and the Emperor's blessing, and engage the enemy where it makes its lair. Acknowledge death as it approaches, but do not succumb to its touch, for your purpose is great.

You have proved yourselves to be worthy of the status you now hold. Every one of you standing here, all of whom have declared allegiance to the Emperor and take his will as your guide, have shown your courage and have been rewarded for it.

Those that stand before me, I charge you now, go forth and vanquish the foe.

*- sermon made by  
Chaplain Hanius to Blood  
Angel Terminator Squads  
before the attack on  
Thain II.*



**Blood Angel Chapter  
Marine**

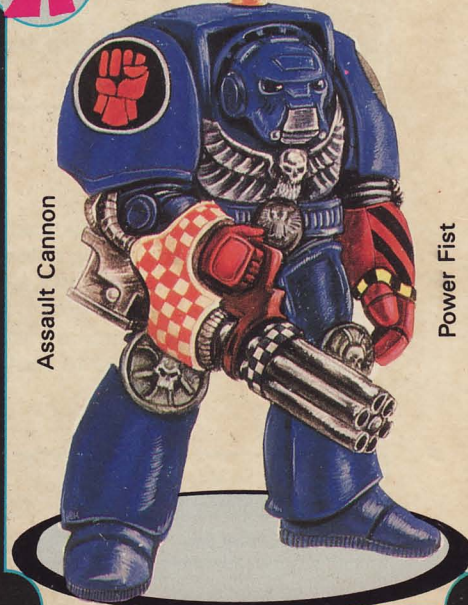


Storm Bolter

Power Fist



**Crimson Fist Chapter  
Marine**



Assault Cannon

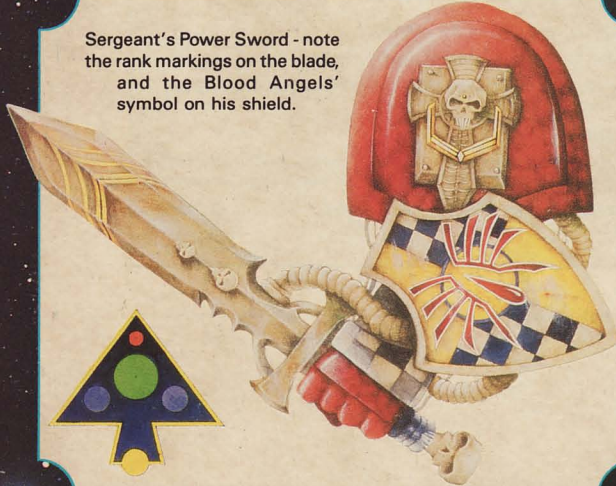
Power Fist



A squad of Blood Angel Terminator Marines battle Tzeentchian Renegades during the cleansing of Sibb's World. Faced with heavy resistance, Terminator Squads purified the planet within two months.



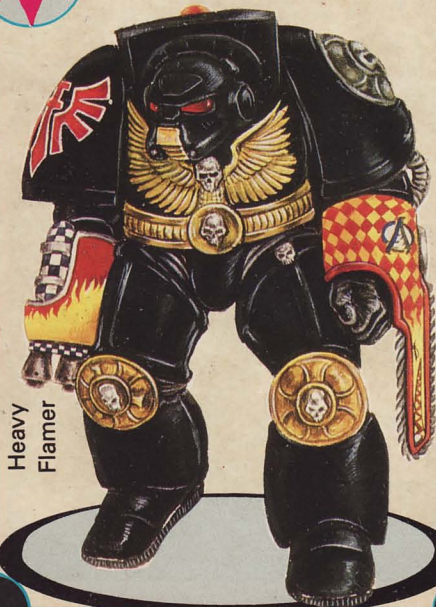
Sergeant's Power Sword - note the rank markings on the blade, and the Blood Angels' symbol on his shield.



The Terminator shoulder badge is usually made of stone. In recognition of acts of extreme valour, a Marine is sometimes awarded a *Crux Argentum* - a shoulder badge made of silver and encrusted with gems.



**Dark Angel Chapter Marine**

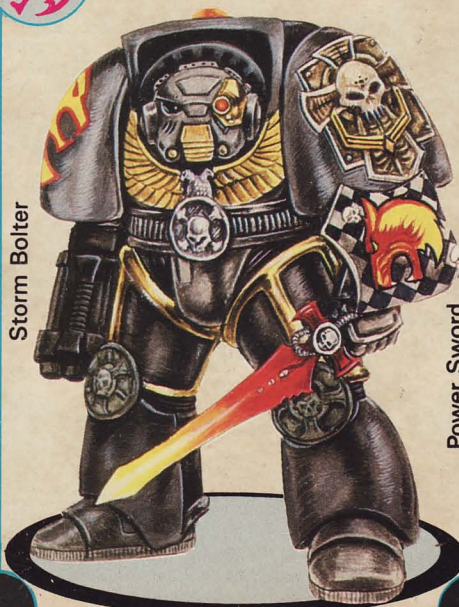


Heavy Flamer

Chain Fist



**Space Wolves Chapter Sergeant**



Storm Bolter

Power Sword

These pages taken from the Index Astartes - Chapter Uniform section, subsection Terminators, and Terminator Armament section.

Thought for the day  
You carry the Emperor's will as your torch. With it destroy the shadows.



## TERMINATOR

### REFRACTOR FIELDS

Terminator armour may be equipped with a *refractor field* - a defensive field that deflects an attack by refracting energy around the target.

Terminators equipped with refractor fields receive a separate *saving throw* of 5 or 6 which is taken before the normal armour save. Refractor fields do *not* suffer any modification on the *saving throw* due to weapon or other saving throw modifiers.

### GRENADE HARNESS

Terminator armour may be modified to incorporate a *grenade harness* consisting of six one-shot grenade launchers. As grenades are very small - about the size of a marble - the grenade harness does not encumber its user at all.

A grenade harness is loaded with 6 grenades, all of the same type, which are fired in two batches of 3.

Launchers are operated from within the suit, so grenades can be fired from a grenade harness in the *shooting phase* in addition to normal shooting.

When firing the grenades, place the first burst template exactly 6" in front of the Terminator within its usual 90° fire arc. There is no need to make any deviation roll - the grenade is programmed to hit this specific point. The remaining two grenades deviate D3" from the centre of the burst template for the first grenade.

A grenade harness can be equipped with either crack or frag grenades.

### TELEPORTING

A Terminator Squad may be teleported onto the table during the first turn of the game.

Teleporters are reasonably accurate - but not entirely. To represent this, nominate the *teleport reference point* used to fix the teleporter. Place a dice or other suitable marker at this point and nominate one *short* table edge as north (you can nominate any table edge if you've got a square table). Roll a D20 and move the marker this number of inches to the north (ie parallel to the long table edges); roll again, and move the marker this number of inches to the east (ie parallel to the short table edges).

The entire squad must be set up on the table within 2" of the final position of the teleport reference point, with normal coherency rules applying.

Remember to make sure that your initial teleport reference point is at least 20" from the nominated table edges - otherwise you run the risk of missing the table altogether!

"They'll never get in. Even a chain fist wouldn't break down that barricade"

A pale blue glow appeared in the corner.

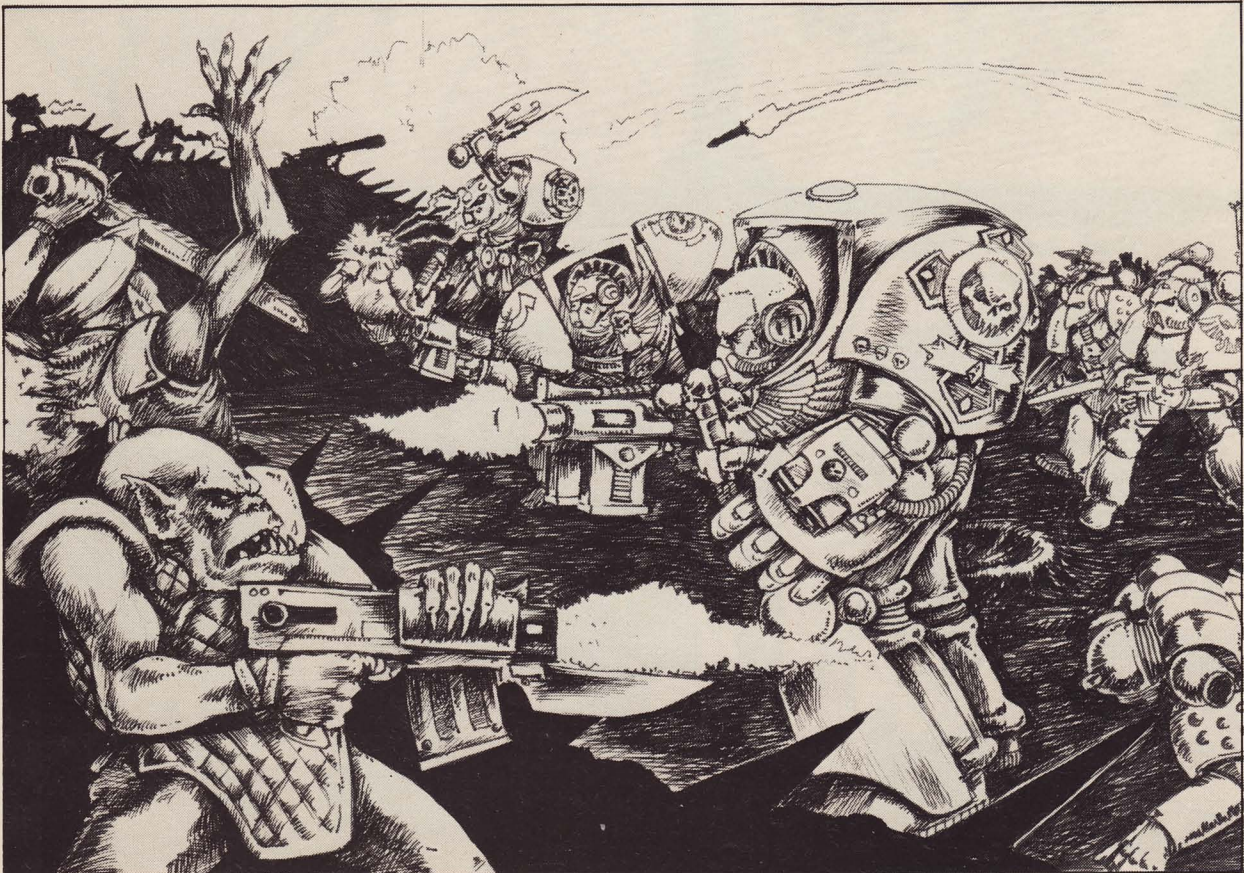
"You think they'd try though. I mean, they're not even trying to get in."

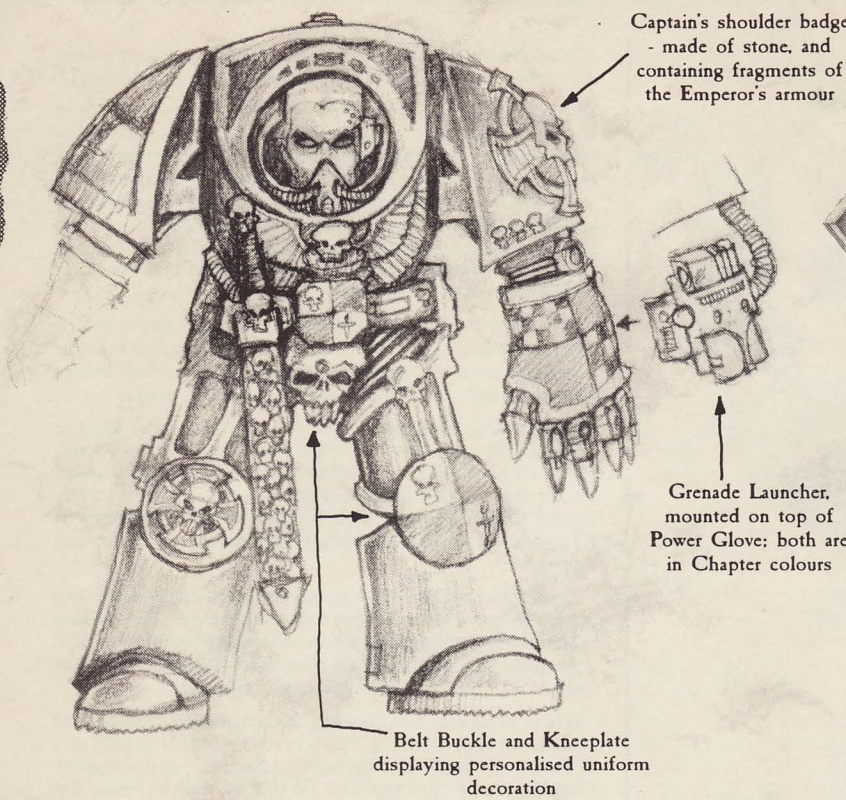
The glowing blue mist rapidly coalesced. The crunch of metal echoed from behind them.

"What was that?"

The dark shape, now solid, raised an assault cannon and tore the two men apart in one fluid motion. A communicator cut through the static.

"Teleportation complete. Targets terminated. Awaiting further instructions."





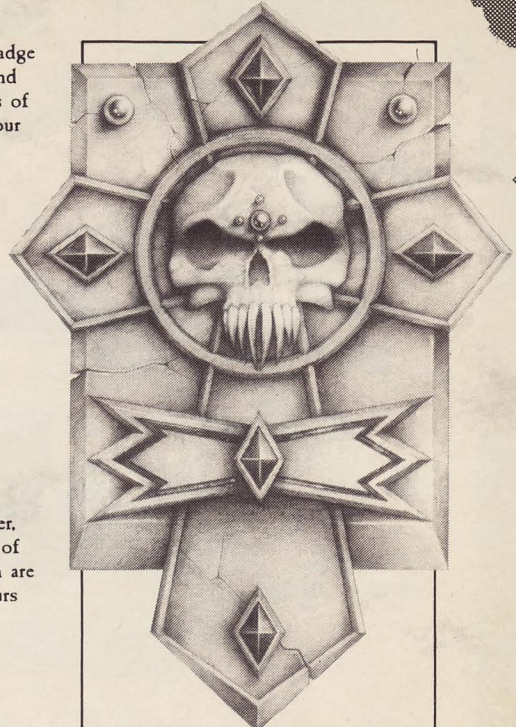
Captain's shoulder badge - made of stone, and containing fragments of the Emperor's armour



Grenade Launcher, mounted on top of Power Glove; both are in Chapter colours

Belt Buckle and Kneeplate displaying personalised uniform decoration

**MARINE CAPTAIN IN TERMINATOR ARMOUR:**  
Storm Bolter, Power Glove and Power Sword

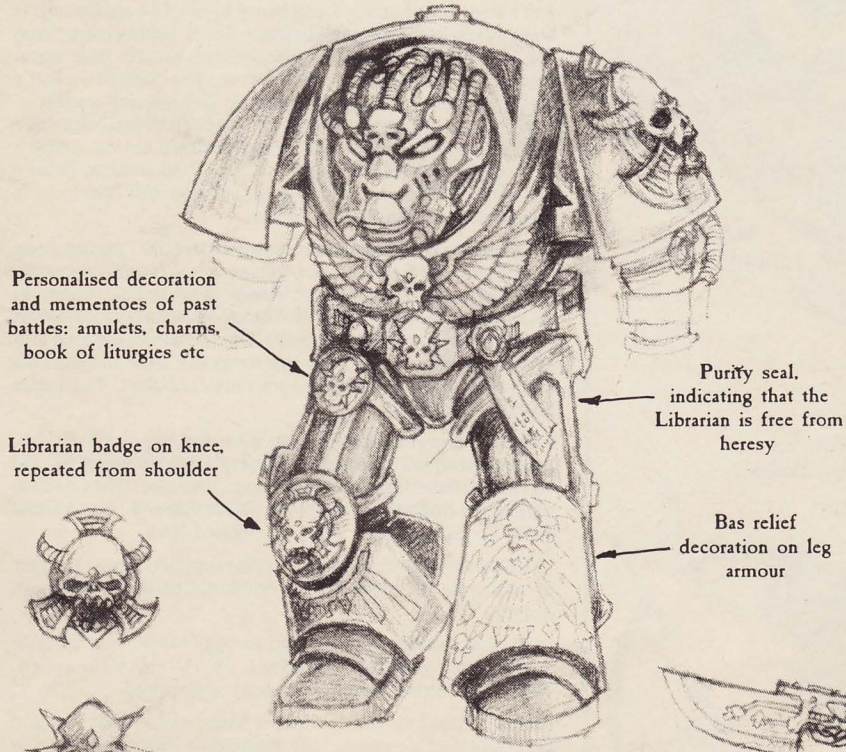


**CAPTAIN'S SHOULDER BADGE:**

made from stone, incorporating fragments of the Emperor's armour. At the climax of the Horus Heresy the Emperor personally led an attack upon the Warmaster's bunker with the Imperial Fist Marine Chapter and an elite unit of the Adeptus Custodes.

During the fierce fighting the Emperor came face to face with Horus, who, in the battle that resulted, seriously wounded the Emperor. The Warmaster was only prevented from taking the Emperor's life by the timely intervention of a squad of Imperial Fist Marines in Terminator Armour. The squad cut their way through walls and sealed doors to reach the Emperor's side and launched an unexpected counter-attack on the Warmaster. Distracted by their appearance, Horus was off his guard long enough for the Emperor to press forward and kill him. Although weak, the Emperor was still able to order that his armour be taken off and melted down, and that the pieces be made into badges that all Marine Captains attached to Terminator squads should wear in recognition of the service performed in the defeat of Horus.

The Librarian's Aegis suit incorporates a Psychic Hood, which is designed to augment the Librarian's defence against psychic attack



Personalised decoration and mementoes of past battles: amulets, charms, book of liturgies etc

Librarian badge on knee, repeated from shoulder



Purity seal, indicating that the Librarian is free from heresy

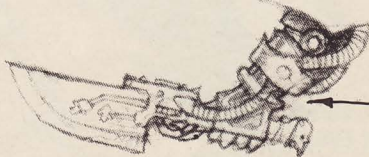
Bas relief decoration on leg armour



Shield, can be optionally attached to either arm

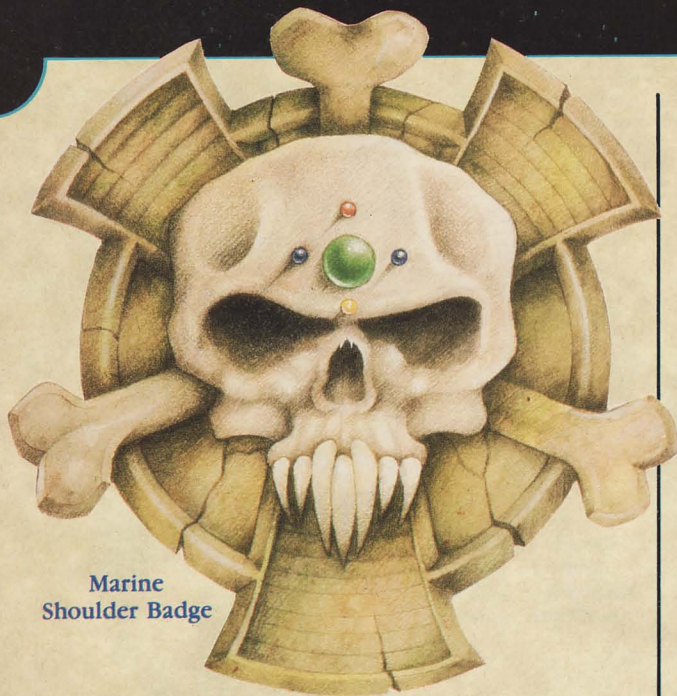
Librarian shoulder badge displayed here

Mounting for optional shield

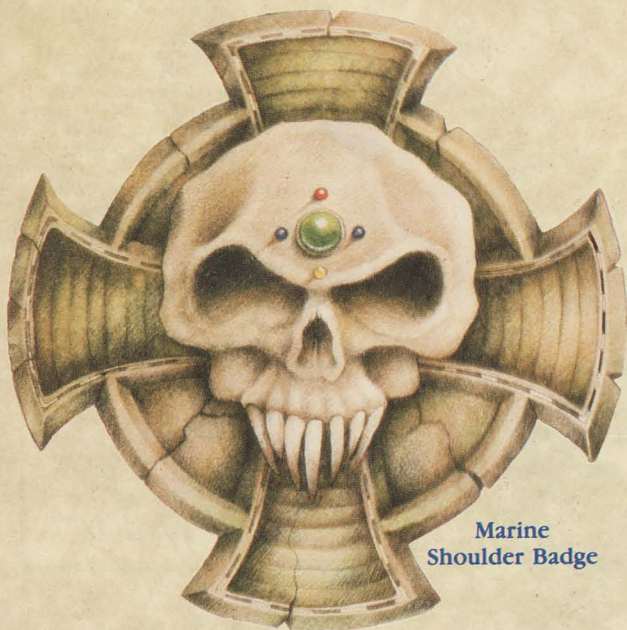


Force Axe (left arm)

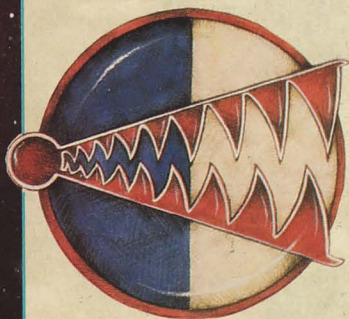
**LIBRARIAN IN AEGIS SUIT OF TERMINATOR ARMOUR:**  
Storm Bolter and Force Axe



Marine  
Shoulder Badge



Marine  
Shoulder Badge



Chain Fist  
Weapon Badge

Assault Cannon  
Weapon Badge



The teleporter chamber was dimly lit. Huge cables ran across the ceiling and walls, but there was little spare power for lights.

Even though they were in deep shadow, the five Marines in Terminator armour moved with precision. Their enhanced senses helped them pick their way across the floor and duck beneath the conduits. As they lumbered out of the darkness into a dim circle of light in the centre of the room, their weapons glinted, showing the Blood Angels' winged insignia. They were watched by three Marines in ship fatigues. The first stepped forward, moving in front of a technician making final adjustments to the teleporter.

"Sound off." Brother-Captain Mallen's wounds had not healed in time for him to lead the assault. But he had still brought himself down to the teleporter, though the effort had almost exhausted him. His Marines deserved his attendance.

"Brother-Sergeant Kinner." Kinner's power glove creaked as he flexed his fingers; he was always impatient before an assault. He raised his storm bolter and pointed it at the Chapter badge on the wall. Relays clicked as the targeter fixed the range. Kinner's habitual salute had, Mallen thought, overtones of disloyalty. But it always seemed to bring him victory. The Captain let it pass.

"Straus." Even in the dim lighting the devotional stripes and purity badges on Straus' exo-armour glittered. This assault would be his last as a simple Marine. His initiation rite to become a Novitiate would take place as soon as he returned. If he came back at all. "In Our Loyalty, Victory Is Certain."

"Felko." Even over the commnet, Felko sounded nervous. Not scared, but apprehensive. This was his first battle as part of a Terminator Squad, and he had confessed to the company Chaplain that he was worried. He had no wish to embarrass his battle-brethren by not pulling his weight, so he had volunteered to be on point duty - the first man teleported into action. Then he would be able to prove himself, even in the company of men such as these.

"Levi." The bolter's magazine was tiny in comparison to Levi's power glove, but he had no trouble in sliding it home. There was a click as the bolter's catch held the magazine. Levi shook his head, working the helmet seals carefully into place. His suit was battered and scarred and badly in need of repainting. It wasn't even in the proper Chapter colours, having come from the Ultramarine's armoury a generation before. Bare metal showed in several places. Levi, however, like many of the suit's previous users, had refused to let the Techmarines repaint it. Every time its Ultramarine colours had been hidden, the suit's wearer had been killed. Levi maintained that the suit knew it was only borrowed, and even the Techs had come to believe the same. They had given up trying to persuade him to have it repainted in the proper colours.

"Gorrias. Present and correct, Brother-Captain." Twenty years on, and the man's thick hive-world accent was still noticeable. Gorrias turned and raised the barrels of his assault cannon in salute to the Chapter badge, then dropped into a combat stance. He thumbed the cannon into life, and its barrels whirred into action. Gorrias could hear the weapon's hum through his armour. Satisfied, he sighed into his commnet. The other Marines chuckled.

Chaplain Brehgen pulled on his robe and stepped forwards. As one, the squad dropped to its knees. Brehgen gestured, and his Initiate moved beside him, bearing a small dish. The Chaplain dipped his fingers into the dish's oily liquid and drew a small circle on each helmet. Then he stepped back.

"The Blessing of the Emperor and the support of your Chapter be with you all." Each Marine nodded. The forms had been obeyed.

Felko was the first to stand. He shrugged inside his armour, and the exo's systems clattered as it tried to match the action. The other Marines stood up quietly and waited.

Brehgen raised his arms in a final benediction, then lowered them slowly. One by one, the Terminator Squad faded out as the teleporter took them into battle. The Chaplain looked at the empty space for a moment. Then he smiled in satisfaction. By now, the Emperor's enemies would be dying.

# JUDGE DREDD

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## 0-4 TERMINATOR TACTICAL SQUADS at 450 Pts per Squad 1 SERGEANT AND 4 MARINES

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MARINE (x4)	4	5	5	4	3	1	5	1	8	8	8	8
SERGEANT	4	5	5	4	3	1	5	1	8	8	8	8



### BASIC EQUIPMENT

TERMINATOR TACTICAL DREADNOUGHT ARMOUR

### STANDARD EQUIPMENT

SERGEANT STORM BOLTER  
POWER SWORD  
3 MARINES STORM BOLTER  
POWER GLOVE  
1 MARINE HEAVY FLAMER  
POWER GLOVE

### OPTIONS

#### REPLACE AT NO POINTS COST:

ITEM TO BE REPLACED	REPLACEMENT
POWER GLOVE (WHOLE SQUAD)	CHAIN FIST
HEAVY FLAMER	ASSAULT CANNON

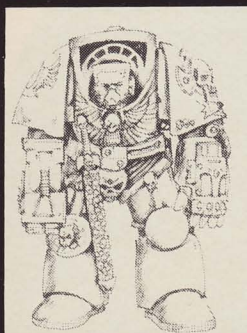
#### UPGRADE ENTIRE SQUAD:

UPGRADE	POINTS/SQUAD
REFRACTOR FIELD	100
GRENADE HARNESS (FRAG OR CRACK)	50

## 0-1 TERMINATOR CAPTAIN

CHAMPION 100 HERO 150 MAJOR HERO 200

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	6	6	4	3	1	6	1	8	8	8	8
HERO	4	7	7	4	4	2	7	2	9	9	9	9
MAJOR HERO	4	7	7	4	4	3	7	3	9	9	9	9



### BASIC EQUIPMENT

TERMINATOR TACTICAL DREADNOUGHT ARMOUR  
STORM BOLTER  
POWER GLOVE WITH GRENADE LAUNCHER (FRAG OR CRACK)  
POWER SWORD



### OPTIONS

#### UPGRADE CAPTAIN:

UPGRADE	POINTS/MODEL
REFRACTOR FIELD	60

## 0-4 LIBRARIANS

0-4 LEXICANIANS 120  
0-1 CODICIER 200

0-1 EPISTOLARY 280  
0-1 CHIEF LIBRARIAN 450

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEXICANIAN	4	5	5	4	3	1	5	1	8	8	8	8
CODICIER	4	6	6	4	3	1	6	1	8	8	8	8
EPISTOLARY	4	7	7	4	4	2	7	2	9	9	9	9
CHIEF LIBRARIAN	4	7	7	4	4	3	7	3	9	9	9	9



### BASIC EQUIPMENT

TERMINATOR TACTICAL DREADNOUGHT ARMOUR (AEGIS SUIT WITH PSYCHIC HOOD)  
STORM BOLTER  
FORCE AXE



### OPTIONS

#### UPGRADE ANY LIBRARIAN:

UPGRADE	POINTS/MODEL
REFRACTOR FIELD	60

### PSYCHIC POWERS

LIBRARIAN	MASTERY	PSI-LEVEL	ABILITIES
LEXICANIAN	1	3D6	1D6
CODICIER	2	6D6	2D6
EPISTOLARY	3	9D6	3D6
CHIEF LIBRARIAN	4	12D6	4D6

Randomly determine psychic abilities using a D10. Random determination between levels can be made using the appropriate dice (ie D2, D3, D4).

#### LEVEL 1

- AURA OF RESISTANCE
- CURE INJURY
- HAMMERHAND
- IMMUNITY FROM POISON
- MENTAL BLOW
- STEAL MIND
- TELEKINESIS 1
- TELEPATHY 1
- TELEPORT 1
- WIND BLAST

#### LEVEL 2

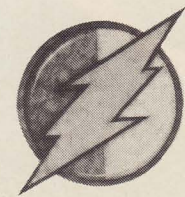
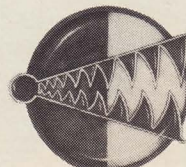
- AURA OF PROTECTION
- ECTOPLASMIC MIST
- JINX
- MENTAL BOLT
- RALLY
- SENSE PRESENCE
- SMASH
- TELEKINESIS 2
- TELEPATHY 2
- TELEPORT 2

#### LEVEL 3

- AURA OF RECALCITRANCE
- ANIMATE WEAPON
- CAUSE CONFUSION
- CAUSE FEAR
- DESTROY AURA
- MENTAL BLITZ
- ROUT
- TELEKINESIS 3
- TELEPATHY 3
- TRANSFER AURA

#### LEVEL 4

- AURA OF INVULNERABILITY
- CHANGE ALLEGIANCE
- CURE WOUNDS
- LIMBO
- MENTAL BLAST
- STASIS
- STRENGTH OF MIND
- TELEKINESIS 4
- TELEPATHY 4
- TEMPORAL DISTORTION



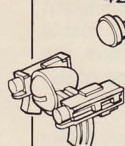
WARNING! This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 12 years of age.

# SQUAT BIKERS

SMALL WHEEL (TRIKE) 420305

LARGE WHEEL (TRIKE) 420306

HEADLAMP 420308

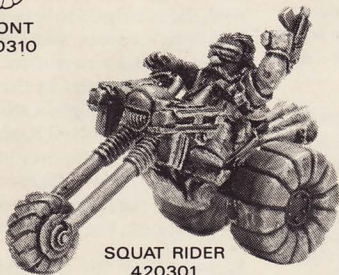


420309 HEADLAMP WITH BOLTERS

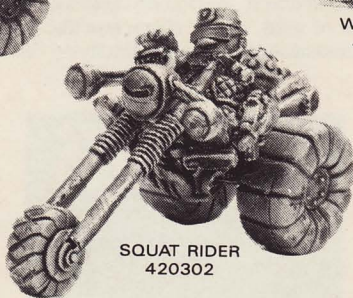
FRONT 420310

BODY 420311

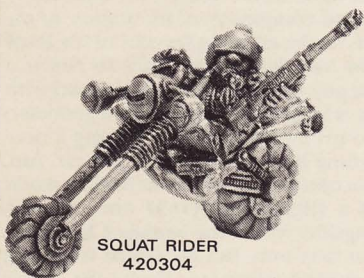
LARGE WHEEL (BIKE) 420307



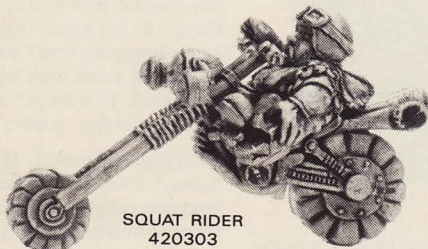
SQUAT RIDER 420301



SQUAT RIDER 420302



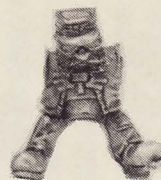
SQUAT RIDER 420304



SQUAT RIDER 420303



BIKER 420312



BIKER 420313



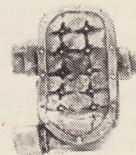
GUILDMASTER 420318



HEATHGUARD 420317



WARLORD 420314



SIDECAR



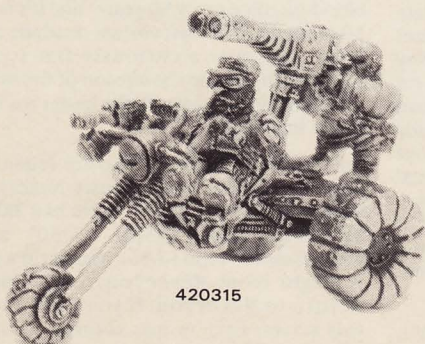
LIVING ANCESTOR (PASSENGER) 420316



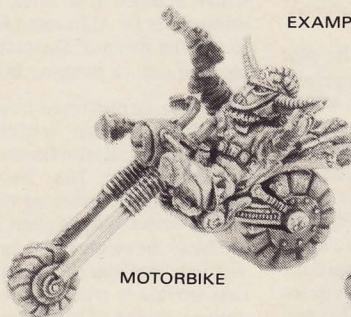
BIKE & SIDECAR

EXAMPLES OF BIKE CONFIGURATIONS

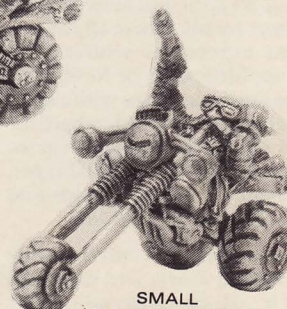
## HEAVY WEAPONS TRIKE



420315



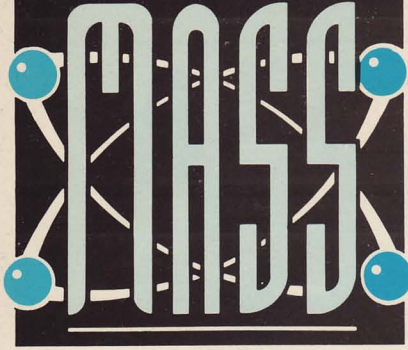
MOTORBIKE



SMALL WHEELED TRIKE

Designed by Michael & Alan Perry





by David V Barrett

There's a prominent figure in the London SF scene who calls everyone he likes Dave; it doesn't matter what their name or sex is - to him they're all Dave. It gets even more confusing when your name *is* Dave. This is by way of introducing myself, David Barrett, taking over this column from David Pringle, who had it from David Langford. There's a lot of it about. And here's another: David Zindell, author of a first novel which has to be the SF book of the year so far.

Publishers have a habit of comparing every new telephone directory-sized Fantasy book with *Lord of the Rings*; or if it's SF the blurb will read, as this one does, "Comparable to Frank Herbert's *Dune* in imaginative sweep and technical virtuosity." For once, they're understating the case. Zindell's *Neverness* (Grafton 444pp £12.95 hc or £7.95 pb) is better than *Dune*, and way, way better than the interminable *Dune* sequels.

Mallory Ringess starts the book about to take his vows and become a pilot in the Order of Mystic Mathematicians and Other Seekers of the Ineffable Flame. Interstellar travel depends on the pilots' mathematical skill in mapping their way from one window in space to another. Reading this book, I now know why mathematics is called a language - not in the sense of Fortran or Basic, but like French or English. There are very few science-based SF novels which are well-written; there are almost none which are as poetic as this.

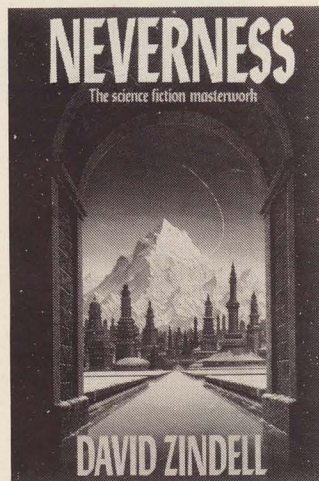
Without giving away as much of the plot as the blurb does, I'll say that we spend a fair amount of time in deep space, where Ringess meets a nebula-sized godlike intelligence, and a great deal more time on his home planet Icefall, where all seasons are different aspects of winter. The renaissance sophistication of *Neverness*, the city of the Order, contrasts with a more primitive corner of the world, where for a quarter of the book Ringess lives an Eskimo existence with Neanderthal-types, hunting seals through holes in the ice. And all in a quest for the secret of life.

This book has everything: a universe-wide panorama, a great story, and beautiful writing. But it's the characters who really make it live: each distinctive, each fallible, each true to him or herself. If I could give an award for best supporting character, it would be to Ringess' fat and pleasure-loving best friend Bardo, whose fruity farts echo

throughout the book. Wonderful stuff - one of those books you don't want to end.

In dire contrast is another universe-spanner, Greg Bear's new doorstep, *Eternity* (Gollancz 399pp £12.95 hc). If you've not read *Eon*, you'll find an awful lot unexplained and difficult to grasp in this sequel as there is no attempt to reintroduce the characters or the background to the reader. Pavel Mirsky comes back from the end of time to announce that the Way, a tunnel through space and time, must be opened and destroyed, for reasons which are never made very clear. But in the Way (in more senses than one) are the nasty alien Jarts. Three narrative strands wind interminably through the book, eventually joining up in completely predictable ways. It might have made a good novella - 400 pages is a tedious yawn.

Crackling with energy, Ian McDonald's *Desolation Road* (Bantam 355pp £3.99 pb) is a crazy chronicle of 23 years in the life of a small town in the middle of the Martian desert. McDonald creates a whole host of wild, wacky characters like Persis Tatterdemalion, a one-woman flying circus,



who is married to identical triplets; and the mysterious Dr Alimantando, who is led to found the town of *Desolation Road* by - I kid you not - a genuine little green man.

This is a sometimes confusing, often chaotic creation which, more than anything, recalls the heady days of the late 60s and early 70s: imagine Michael Moorcock's *Dancers at the End of Time* trilogy written by Harlan Ellison, and set halfway between the land of Oz and Vietnam, and you're getting near. Like many first novels it tries to do too much, has uneven pacing of both plot and emotional power, and has far too many major characters, though a surprising number of them are characters rather than undistinguished ciphers. But it's great fun, if you can stand the pace.

From one surreal work to another, completely dissimilar in tone. Steve Erickson picked up quite a reputation with his first novel *Days Between Stations*, and it's bound to be enhanced by his latest,

*Tours of the Black Clock* (Simon & Schuster 320pp £11.95 hc). Banning Jainlight narrates a series of odd events which lead to him becoming Hitler's private pornographer. At one point he sees a girl leaning out of a window in Vienna; this is "the moment that razors the Twentieth Century down its middle." Hitler successfully invades England; in fact, the war is still going on in at least one of the 20th Centuries in the 1970s.

Jainlight, who in some ways mirrors Hitler in his lack of moral conscience, nevertheless remains a sympathetic central character. And even Hitler's humanity is shown when, as an old incontinent dying man, he is helped to America by Jainlight. Jainlight's career and the 20th Century hinge on certain moments. Erickson's book hinges on the girl in the window, who becomes in Jainlight's stories for Hitler a reincarnation of Geli Raubal, the only girl the historical Hitler ever loved, and whose death in 1931 affected him deeply. Complex, moving and powerful, this is not an easy book, but it's well worth the effort.

If you enjoy the confusions of parallel worlds, go for *There are Doors* (Gollancz 313pp £12.95 hc), a deceptively simple tale from Gene Wolfe. None of the historically detailed complexity of his *Soldier of the Mist*, or the religious fervour of his *Book of the New Sun* volumes. Just Mr Green, a poor guy who spends a night or two with Lara, a beautiful girl (or is she a goddess?) who promptly vanishes, leaving a note warning him about doors. Doors? Yup, those openings between our familiar world and a slightly different one running alongside, which the bemused Mr Green soon falls into. But Mr Green is getting psychiatric treatment. Maybe the whole thing's in his mind - or maybe it isn't. He keeps bumping into Lara in various forms, including a ten inch high walkin' talkin' livin' doll. This book's a lot deeper than it pretends to be - read it and fall in love.

A change of mood. If you like Horror, Ramsay Campbell's latest novel *Ancient Images* (Legend 299pp £12.95 hc) is a nicely disturbing tale. A young film editor is trying to track down a lost Boris Karloff/Bela Lugosi film; the closer she gets to it, the more she finds that people connected with it are dying. Her trail leads her to a strange village with even stranger villagers, and a land that seems to crave a blood-sacrifice every 50 years - and it's now 50 years since the last violent death on the land... Despite a curiously flat style, Campbell builds up the tension of the story to a satisfying climax, all the better for not being inevitable.

Full marks to Grafton, who are reissuing Samuel R Delany's four classic *Neveryon* books one by one. So far we've had *Tales of Neveryon* (335pp £3.50) and *Neveryona* (544pp £4.50); coming in April is *Flight from Neveryon*, and in June, *Return to Neveryon*. If you don't know this series, they're just about the most solidly realistic Fantasy ever written. And if you don't know Delany, you're missing one of the finest writers in the SF & Fantasy world.



# GET AWAY!

With Joram to the magical world of *Forging the Darksword*

## MARGARET WEIS & TRACY HICKMAN

Authors of *The Dragon Lance Legends*



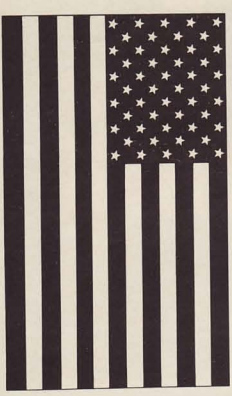
# THE DARKSWORD

TRILOGY: VOLUME II

## DOOM OF THE DARKSWORD

OUT NOW IN BANTAM PAPERBACK





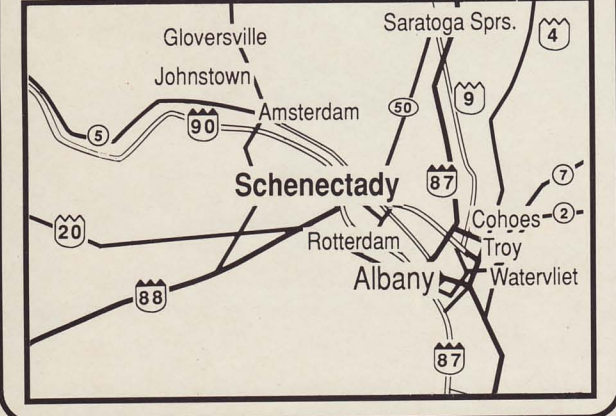
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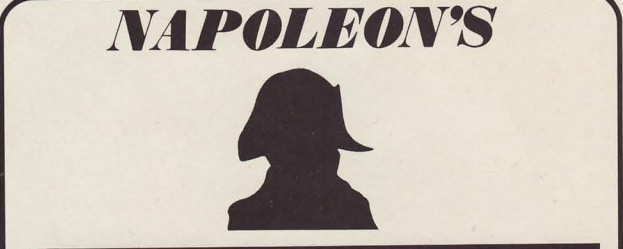
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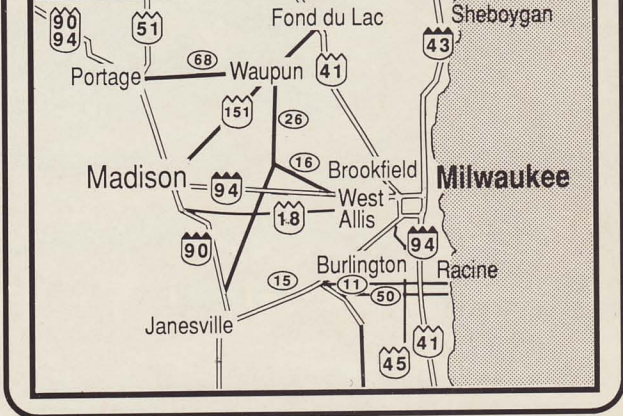
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### ORK WARTRAK AND FIELD GUN

by Rick Priestley and Graeme Davis

Fresh from the workshops of the Ork Mekaniaks come two prime examples of 'Orky know-wots' in action: The *Wartrak* mobile heavy weapons platform and the Ork Field Gun with its terrifying *hop-splat* ammunition.

There exists within Orkish society the strange and misunderstood caste known as the *Mekaniaks* (rhymes with *maniacs*) or Mekboyz. Mekaniaks are skilled mechanical meddlers - they have an innate ability to reconstruct machinery without truly understanding its inner workings, but take them away from their tools and workbenches and they appear stupid and clumsy.

The Mekaniaks are a combination of mad inventor and metal-butcher. They are never happier than when tearing apart a captured piece of machinery and using their intuition and the scrap metal to build something that does more or less the same thing as the original - most of the time.

Not all Orks share the Mekboyz' confidence in their creations - what may be 'safe as a Gretchin in a shell-ole' to a Mekaniak is often regarded with deep suspicion and mistrust by even the bravest and most foolhardy of Orks. And not without reason - the Mekaniaks' grasp of mechanisms rarely stretches to safety devices or foolproof operating systems. Because of this, the Mekaniaks will generally be found in charge of their own machines, often commanding a crew of Gretchin slaves.

In this article, we present two deadly products of the Mekaniaks' ingenuity - the *Wartrak* mobile weapons platform and the Ork Field Gun with its terrifying *hop-splat* ammunition.

The lead *Wartrak* screeched to a halt, throwing up a cloud of grit and foul smoke.

"Off! Off! Evreebody off! Fire!" Mekaniak Gogbolg stood up in the saddle and lashed at his Gretchin helpers with his ceremonial starting handle. The Gretchin, knowing what was expected of them, squeaked and dropped down to the ground, ready for action.

In an instant, they had knocked out the coupling bolt and had started pushing the Field Gun into position. Gogbolg grinned. Once again, he would be the first to fire on the 'ooman gits.

There was a low rumbling behind Gogbolg, and he turned just in time to see Bruggoz's gun team come over the rise, Field Gun first, followed by the towing *Wartrak*. Gogbolg bit his own nose in fury. The flash git had pulled the coupler out while he was on the move! If - and it was a big if - he managed to end up pointing in the right direction, he would be the first to fire. Gogbolg wasn't having any of that! Fortunately his own gun was already loaded with its *hop-splat*.

"Fire! Fire!" Gogbolg screamed at his Gretchin as Bruggoz's Field Gun swept past, its crew trying to load on the move.

"But boss...""Fire!""But..." "Do I 'av ta do everfing masself?" Gogbolg brought the starting handle down on the firing lever. The gun went off with a roar.

The Gretchin watched as the *hop-splat* whistled off towards the Human lines. Its chain was pulled to full stretch. Then, with tears of joy in their eyes, they watched Gogbolg whistling off towards the Human lines.

They had tried to tell him - the chain had been firmly wrapped around his foot.



# ORK WARTRAK

The Wartrak is part motorbike and part tracked vehicle. There is a weapon mount on its tracked rear portion, and its crew consists of a driver and a gunner. The Wartrak can be used to tow field artillery.

The standard armament for Wartraks is a las-cannon, but, like the Ork Battle Buggy, it can also be armed with a multi-melta, a plasma gun or a pair of bolters.

A Wartrak may be included in any Ork army, using the following army list box.

## 0-5 WARTRAKS WITH 2 ORK CREW

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK	4	3	3	3	4	1	2	1	7	6	7	7

VEHICLE:	MAX SPEED	ACC/DEC	TRR	CP	T	D	SV	EQ	W
WARTRAK	28	14	½	2	6	3	4+	0	2



Wartraks are designed with a towing hook to pull the Ork Field Gun.

### BASIC EQUIPMENT

ORK DRIVER..... FLAK ARMOUR  
 ORK GUNNER..... FLAK ARMOUR AND HAND WEAPON

### OPTIONS

THE WARTRAK IS ARMED WITH ONE OF THE FOLLOWING:

WEAPON	POINTS/WARTRAK
LAS-CANNON	200
MULTI-MELTA	200
HEAVY PLASMA GUN	200
TWIN BOLTERS	160

THE POINTS COST INCLUDES THE COST OF THE WARTRAK AND CREW

## SHOOTING

The weapon mounted on the Wartrak has a 360° fire arc. It can even be fired directly over the driver's head - which explains why there are very few tall Wartrak drivers!

Weapon	Range		To Hit		S	D	Sv	C	H	S	F	Area	T
	Short	Long	Short	Long									
Las-Cannon	0-20"	20-60"			9	2D6	-6	2"	x				6
Multi-Melta	0-12"	12-24"	+1		8	4D6	-4	2"	x			2"	6
Plasma Gun													
- sustained	0-20"	20-40"			7	D4	-2	2"	x	x	1"		6
- maximal	0-20"	20-72"			10	D10	-6	1"	x	x			6
Bolter	0-12"	12-24"	+1		4	1	-1						6

## MOVEMENT

The Wartrak is designed to cross rough terrain, and can cross *difficult ground* and streams without penalty. It can cross linear obstacles safely at speeds of 14" or less. It can cross linear obstacles at higher speeds, but must spend the next turn *out of control*.

When it is stationary, a Wartrak may be turned on the spot to face any direction, in the same way as a bike.

### Out of Control

The following things will cause a Wartrak to go *out of control* for its next turn:

- crossing a linear obstacle at a speed of more than 14"
- being hit by one of the following:
  - frag grenade
  - crack grenade
  - missile (any type)
  - heavy bolter

After one turn, control will automatically be regained, provided that the driver is still alive.

While a Wartrak is out of control, its speed and direction are determined randomly before movement. Roll a D10 and add the result to its current speed. Then roll again, and subtract the result of this second roll. The final number is the Wartrak's speed for that turn. To determine its direction, roll a D6.

#### D6 Roll Result

- 1-2 Straight ahead
- 3-4 Turns right - use normal procedure
- 5-6 Turns left - use normal procedure

## SHOOTING AT THE WARTRAK

At short range, an enemy may choose whether to target the Wartrak or its crew.

At long range, all hits are randomised: a D6 roll of 1-3 indicates that the vehicle is hit; a roll of 4-6 indicates the crew is hit. Crew hits are randomised in the normal way.

If the driver is killed, the Wartrak goes *out of control* for the rest of the game or until destroyed. If the gunner is killed the Wartrak's weapon can no longer be fired.

### Special Damage

The Wartrak is treated as a bike for purposes of damage but, because of its more solid construction, it is harder to destroy than an average bike.

Work out damage in the normal way, and adjust the Wartrak's **D** characteristic accordingly.

Every time the Wartrak takes a hit, roll a D6 and add the amount of damage sustained. If the result is 7 or more, *special damage* has been caused.

Once the Wartrak's **D** score has been reduced to zero, *all* further hits cause *special damage*.

#### D6 Roll Location

- 1-2 Wheels, Brakes and Steering
- 3-5 Body and Engine
- 6 Armament

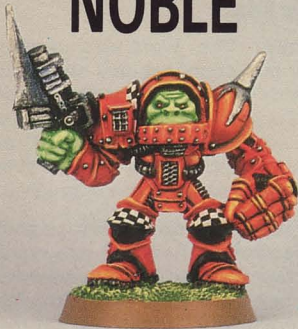
Mangeye slewed his Wartrak to a sudden halt as he saw the Squats at the top of the rise. Before he could start off in the opposite direction, a rage of noise and dazzling explosions broke around him - with a sickening screech, the engine seized up, covering Mangeye with shards of red-hot metal.

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# ORK RENEGADE



# ORK NOBLE



DESIGNED BY KEVIN ADAMS



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# GRETCHINS



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# ORK FIELD GUN

THE ORK FIELD GUN, WITH ITS ORK MEKANIAK AND GRETCHIN SLAVE CREW, CAN BE TOWED BY THE WARTRAK.



# ORK WARTRAK



## ● WARTRAK SPECIAL DAMAGE TABLES

### WHEELS, BRAKES AND STEERING

**D6 Damage**

- 1 **Brake System:** The braking system is shattered and rendered almost useless. The Wartrak's maximum rate of deceleration is reduced to 2".
- 2 **Tracks:** The tracks are partly torn from the Wartrak's wheels. Roll a D6 and add +1 if the Wartrak is moving over *difficult ground*. If the score is 6 or more, the Wartrak skids (see below). If the score is less than 6, the Wartrak's maximum speed is halved - if it is currently moving faster than this, the Wartrak automatically decelerates to its new maximum speed in its next turn.
- 3 **Skid:** Unless the Wartrak is stationary, the Wartrak is thrown violently off course, causing it to skid forward D6" before coming to a halt facing in a random direction (roll on a D12 clockface for direction). If the Wartrak skids over *difficult ground* or into any obstacle it is destroyed and the crew are killed. If the Wartrak was stationary when hit, see *Steering*.
- 4 **Steering:** The steering system is badly damaged making it difficult to control the Wartrak at speed. If travelling at over 10" the vehicle goes *out of control* for the remainder of the game. The Wartrak's *Turning Radius Ratio* is increased to 1.
- 5 **Suspension Control:** The Wartrak's front wheel buckles and bounces off as the machine nose dives into the ground. Stationary Wartraks are destroyed. Moving Wartraks skid forward D6" before coming to a permanent halt. In either case, the crew must make their basic *saving throw* or be killed.
- 6 **Systems Failure:** The wire and chain links that control all steering, braking and other functions are destroyed, sending the Wartrak *out of control* for the rest of the game. The crew can hang on to the careering machine, or may attempt to leap off during a *movement phase* - crewmen leaping off must make their basic *saving throw* or be killed.

### BODY AND ENGINE

**D6 Damage**

- 1 **Armoured Casing:** The Orks are lucky and the damage is restricted to the armoured portions of the Wartrak. The vehicle goes *out of control* for one turn.
- 2 **Engine Disabled:** The Wartrak's engine receives the force of the hit, reducing its power severely and causing thick oily-black smoke to pour from its casing. Halve the Wartrak's maximum speed and acceleration/ deceleration scores.
- 3 **Throttle Jammed:** The Wartrak pulls forward at full throttle, accelerating at its maximum rate per turn until it reaches twice its normal maximum speed. Once the Wartrak is moving at greater than its maximum speed, roll a D6 each turn to see if it goes *out of control* - this happens on a roll of 6. If it was out of control last turn, it stays out of control on a roll of 4-6. The crew may do nothing other than hang on or leap off - if the leap off, they must make their basic *saving throw* or be killed.
- 4 **Engine Destroyed:** With a loud clumping noise the engine grinds to a sudden halt, shredding mechanical components and bursting into flames as it does so. The Wartrak is rendered useless and the crew must make their basic *saving throw* or be killed.
- 5 **Transmission Shattered:** The Wartrak's power transmission fragments into countless tiny pieces of shrapnel. The vehicle skids forward D6" and explodes with a radius of 1" and a *Strength* of 5, causing D4 *special damage* hits. The driver and gunner are thrown D6" in a random direction (use a D12 clockface to determine this) and must make their basic *saving throw* or be killed.
- 6 **Fuel:** The Wartrak's fuel tanks burst open, spilling a pool of volatile fuel around the machine. Roll a D6; on a score of 1-3, the Wartrak's power cut out and the machine comes to an immediate halt. On a score of 4-6, the fuel erupts into a ball of fire with a 2" radius around the Wartrak - the vehicle is destroyed and the crew must make their basic *saving throw* or perish. Any other models within the fire ball take a single *Strength* 5 hit and D4 *Wounds* where appropriate.

"As me ole Da' yooosed ta say," said Grugit, stepping back from the Wartrak and waving an oily wrench at Mangeye. "Grugit, he'd say - coz dat wuz me name an' me Da' wuzn' stoopid - Grugit, me lad..."

"Grugit wot? Weez already 'ad Grugit! Wotz nex', den?" Mangeye had sat and listened to the Mekaniak's very boring stories all morning. Most didn't have a beginning, a middle, an end or any point at all. But listening was the price that had to be paid for having his Wartrak repaired.

"Grugit, he'd say, if yooz goin' ta be a Mekboy, yoo needz ta kno' one fing!" Grugit paused significantly. Mangeye sighed and looked interested, waiting for the next bit with as much enthusiasm as he could muster. He had the vague suspicion that the next word was going to be *Grugit*. He wasn't disappointed.

"Grugit, me lad, he'd say. A Mekboy needz ta fink on dis. Orky kno-whats meanz bigga nailz." Grugit grinned and stuck his head into the Wartrak's innards. "An' do yer kno' wot? Me ol' Da' wuz ded rite!"

There was a dreadful hammering noise. Mangeye leaned over Grugit's shoulder. The motor seemed to have more nails banged into it than before.

"Dere," said Grugit. "Try it nah!"

Mangeye climbed into the saddle and pressed the starter. The top of his head smouldered as the Wartrak's las-cannon melted a hole in the opposite wall. Mangeye's last thought, as he fell forwards in a dead faint, was that he was grateful not to be dead.

Grugit scratched his chin reflectively, and hammered another nail into the motor. "Fort der wuz sumfink missin'!"

### ARMAMENTS

**D6 Damage**

- 1 **Weapon Destroyed:** The Wartrak's weapon is hit and destroyed.
- 2 **Barrel:** The weapon's barrel is sheered clean off and the weapon is rendered useless.
- 3 **Trigger:** The weapon's firing mechanism is destroyed and the weapon rendered useless.
- 4 **Ammo Blockage:** The ammo feed or power supply to the weapon is blocked or severed. The weapon may fire once more and is then useless.
- 5 **Ammo Jammed:** The ammo feed or power supply is jammed or fused. Every time the weapon is fired from now on, roll a D6. On a score of 6, the weapon explodes, causing D6 points of damage to the Wartrak and *special damage* as appropriate.
- 6 **Ammo Hit:** The Wartrak's central ammo bin or power supply is ruptured open and destroyed. The weapons may no longer fire. In addition, the Wartrak takes D6 points of damage and automatically takes D3 further *special damage* effects.



## ● ORK FIELD GUN

The Ork Field Gun is a typical product of the Mekaniaks: it's big, it's loud, and it works - most of the time. Superficially, it is similar to an auto-cannon or heavy bolter, but instead of explosive shells it fires a form of chain-shot known as a *hop-splat* after the irregular way in which it moves around the battlefield.

The hop-splat consists of a rocket-propelled, non-explosive bolt, which trails a length of chain with a metal weight attached to the far end. It is fired in a folded position, but quickly opens out to become a whirling, scything menace to anything in its unpredictable path. The Field Gun itself is too heavy to be carried, and must always be mounted on a gun carriage or a vehicle.

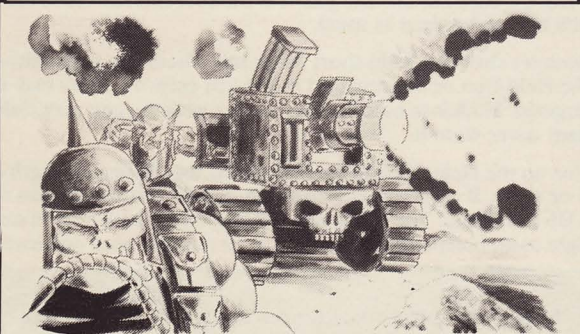
The Field Gun has a crew of one Ork Mekaniak and a pair of Gretchin slaves. Due to the weapon's unpredictable nature, the Mekaniak will usually stand back from the gun and let the Gretchin do the hard work - and take the risks.

### 0-5 FIELD GUNS WITH ORK MEKANIAK AND 2 GRETCHIN CREW at 50 Points each

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK MEKANIAK	4	3	3	3	4	1	2	1	7	6	7	7
GRETCHIN	4	2	3	3	3	1	2	1	5	5	5	5

#### Field Gun

Range	Shooting to Hit		STR	DAM	Save		Type					
	Short	Long			Mod	C	H	S	F	Area	T	
See Special Rules			6	D4	-2			x				6



The weapon can be pushed at half the movement rate of the crew. See the special rules for the Field Gun's hop-splat ammunition.

#### BASIC EQUIPMENT

ORK MEKANIAK	FLAK ARMOUR AND HAND WEAPON
GRETCHIN	FLAK ARMOUR

## ● MOVEMENT

The Ork Field Gun may be moved by its crew at half the movement rate of the slowest crew member, provided at least one crew member survives. The Field Gun may not fire in a turn during which it has moved.

## ● TOWING

### Limbering

An Ork Field Gun may be coupled to the Wartrak provided both models are stationary and within 1" of each other at the end of the *movement phase*. At least one of the gun's crew must be alive to fasten the coupling.

### Towing

When an Ork Field Gun is coupled to the Wartrak, it reduces the vehicle's **Acc/Dec** rating to 7. The Field Gun's crew ride on the gun itself, grabbing hold wherever they can as it bounces and rattles across the battlefield.

A stationary Wartrak cannot turn on the spot while it is towing a Field Gun.

While it is towing a Field Gun, the Wartrak also loses its ability to cross linear obstacles. If its driver attempts to do so (and Orks can be very forgetful about things like this), the vehicle suffers *collision damage* - D4 damage points for each 5" (round up) of its move, plus the obstacle's *Toughness*, minus the Wartrak's *Toughness* of 6.

In the process, the obstacle suffers D4 damage per 5" of the Wartrak's movement, minus the obstacle's *Toughness*, plus the Wartrak's *Toughness*.

*Example: A Wartrak towing a Field Gun moves 12" and tries to cross a wall (T 8). Collision damage to the Wartrak is 3D4 + 8 - 6, which works out to 3D4 + 2. Damage to the wall is 3D4 - 8 + 6, which works out to 3D4 - 2.*

When a Wartrak is towing a Field Gun, hits - including collision damage - are randomised between the two models and their crews as follows:

D4 Roll	Hit
1	Wartrak
2	Field Gun
3	Wartrak crew
4	Field Gun crew

Crew hits are randomised as normal.

The Field Gun may *not* fire while being towed.

### Unlimbering

There are two ways to unlimber an Ork Field Gun from a Wartrak: the safe way, and the way most Orks prefer.

The safe way is to bring the Wartrak to a halt, undo the coupling and set the Field Gun up within 1" of the Wartrak, pointing in the desired direction.

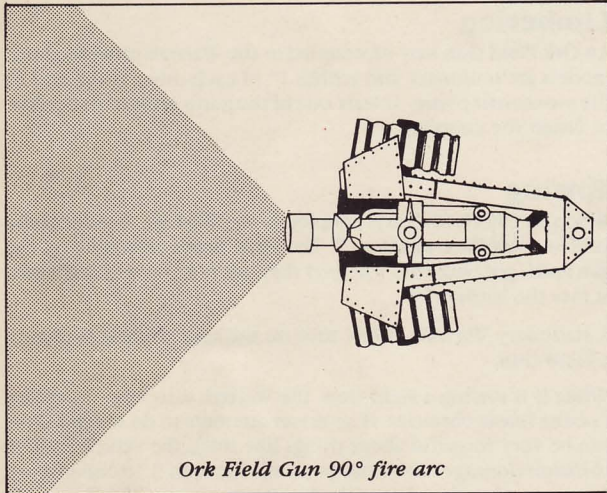
The way most Orks prefer is to knock the coupling-bolt out with a spanner while the Wartrak is still going flat out. The Field Gun bounces D6" in a random direction (but never further than the distance moved by the Wartrak that turn), and ends up pointing in a random direction (use a D12 clockface to determine these random directions). The Field Gun's crew is dismounted within 1" of the gun itself.

Once the Field Gun has been unlimbered, the Wartrak's **Acc/Dec** characteristic returns to 14.

## ● FIRING

At least one crew member must be in base-to-base contact with the Field Gun to fire it. This model can be either a Gretchin or a Mekaniak, but if a Gretchin is firing the gun, the Mekaniak must be within 6" to supervise the operation; if the Mekaniak is killed, or moves more than 6" away, the Gretchins will immediately run off at charge rate towards the nearest table edge, and may only be brought back under control if the Mekaniak moves within 6" of them. A Mekaniak may only supervise a single gun.

The Field Gun has a 90° fire arc, as shown on the diagram below.



Ork Field Gun 90° fire arc

If two crew members are alive, the Field Gun may be *traversed* (turned on the spot) up to 180° during the *movement phase*; if only one crew member is alive, it may be traversed up to 90°. The Field Gun may not fire in a turn during which it has been traversed.

The Field Gun is not fired in the normal way. Given the wildly irregular movement of the hop-splat, there is absolutely no point in aiming at a specific target; you simply point the gun in the general direction of the enemy and fire.

When the hop-splat is fired, nominate a target within the Field Gun's fire arc and roll D6:

D6 Roll	Result
1	Malfunction - roll on the <i>Malfunction Table</i>
2-6	Gun fires normally

### The Hop-Splat

If the gun fires normally, roll 3D6 and draw a line that many inches toward the nominated target from the end of the Field Gun's barrel. If there is *any* potential target along this line, the hop-splat stops at the first target, and causes one S 6 hit for D4 damage.

As soon as the first target is hit (or, if there is no target in the way, when the hop-splat comes to the end of its travel), one end of the chain embeds itself in the ground, and the chain whiplashes forwards, dragging the fouled end clear and taking the hop-splat off in a random direction. The new direction is determined by using a clock-face template and a D12 - treat the old direction of travel as 12 o'clock and roll 3D6 for the number of inches travelled. Again, if there is *any* potential target along this line, the hop-splat stops at the first target and causes one S 6 hit for D4 damage.

Repeat the procedure of moving 3D6 inches in a random direction until the hop-splat leaves the table or the distance roll on the last jump was 6" or less.

Weapon	Range		To Hit		S	D	Sv	C	H	S	F	Area	T
	Short	Long	Short	Long									
Field Gun	Not applicable		6	D4	-2				x			6	

## Malfunction

The war machines built by the Ork Mekaniaks work reasonably well most of the time - but there is always the danger of something going wrong, either with the weapon itself or with the crew that operates it.

Whenever the Field Gun is fired, a D6 is rolled and a roll of 1 indicates a malfunction. When a malfunction takes place, roll on the *Malfunction Table*.

### MALFUNCTION TABLE

D6	Malfunction
1	The Field Gun explodes, causing a single S 5 hit (for 1 <i>Wound</i> ) to all models within 3". The Field Gun is destroyed in the process.
2	The hop-splat jams in the barrel - one end is stuck in the muzzle of the Field Gun while the other end shoots out and flails about in a highly dangerous manner. All models within 6" of the gun must make their basic <i>saving throw</i> , or they are killed by the chain. The gun may be cleared and fire next turn if the Mekaniak survives.
3	The rocket explodes while being loaded. Any model within 1" of the Field Gun suffers a S 3 hit, for 1 <i>Wound</i> . The Field Gun is ready to fire next turn if the Mekaniak survives.
4	The hop-splat jams in the barrel, but the rocket is out and firing. The Field Gun leaps about six feet into the air, and comes down D6" in a random direction from its original position. Any model which happens to be in this position suffers a S 10 hit for D6 <i>Wounds</i> as the Field Gun comes down on top of him. The Field Gun is now pointing in a random direction, but may be cleared for firing next turn if the Mekaniak is still alive.
5	The crewman has forgotten to load the Field Gun, and this turn's firing achieves nothing but an embarrassing click. The gun may be fired normally next turn.
6	The crewman's mind suddenly goes completely blank. He looks at the array of levers and other controls, but somehow they don't mean anything any more. The Field Gun does not fire this turn, but may be fired normally next turn.

## ● SHOOTING AT THE FIELD GUN

Fire from long range randomly hits the Field Gun or the crew. Roll a D6: 1-3 the shot hits the gun; 4-6 the shot hits the crew. Crew hits are randomised as usual.

Enemies shooting from short range may choose to target either the Field Gun or its crew, and individual crew members may be targeted. Models in base-to-base contact with the gun may claim hard cover from it.

Hits on the Field Gun are ignored unless they have a *Strength* of 6 or more. If a hit is at S 6 or more, it will destroy the gun on a D6 roll of 5-6. The Mekaniak and any surviving Gretchin may fight as an independent unit after their gun has been destroyed.

Snagrog saw that something was wrong - his Gun had misfired three times now, and not even the Gretchin were that stupid. He rushed forward and pulled the side panel away, grabbing a Gretchin with his free hand and forcing its scabby arm into the Gun's groaning innards.

"Ere, 'old this," he shouted, "and duck when I yell *FIRE!*"



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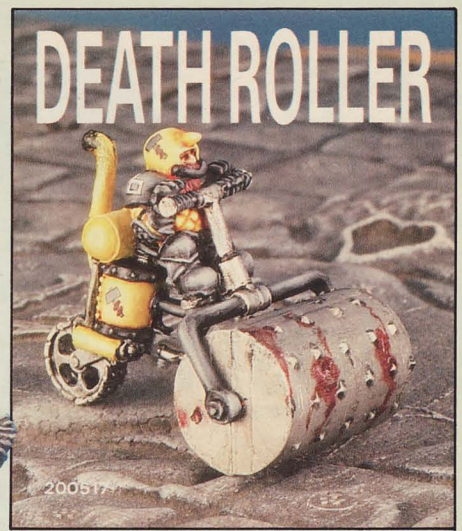


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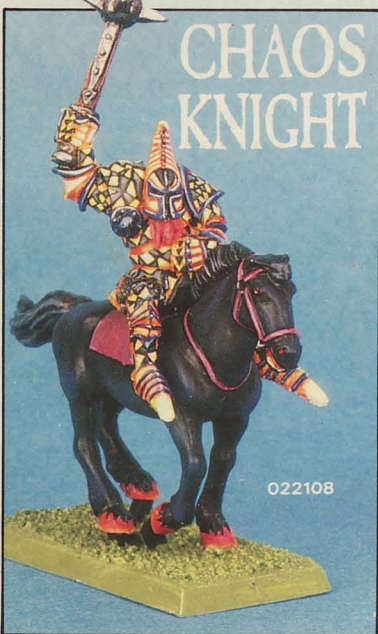


# DEATH ROLLER

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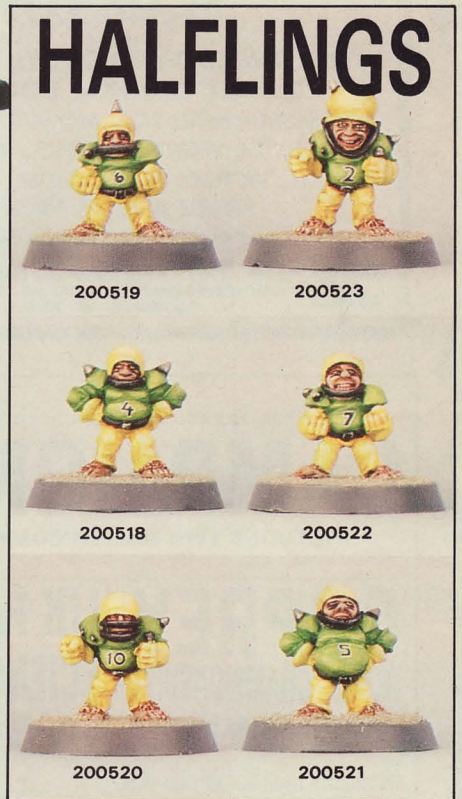


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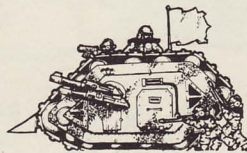
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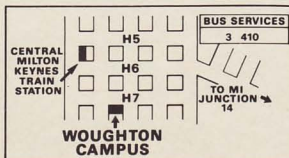
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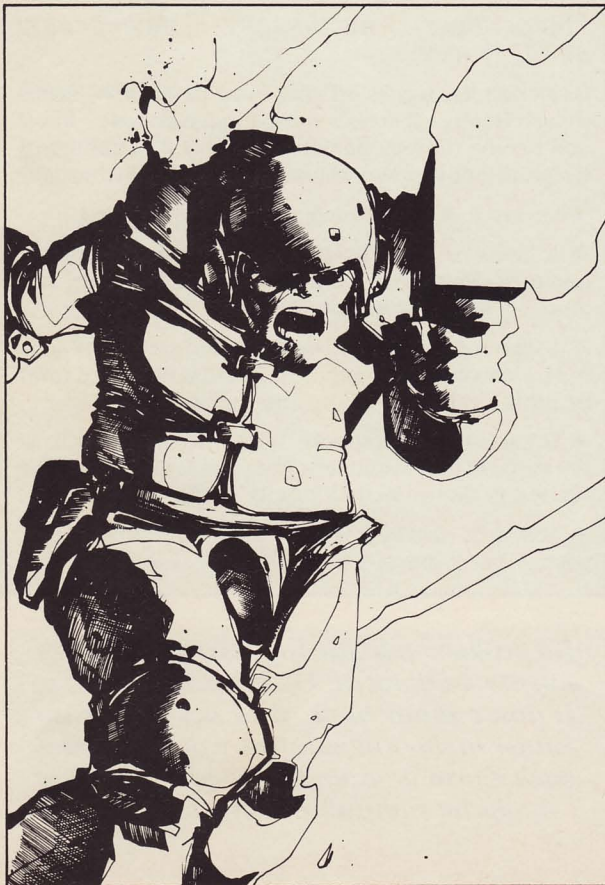
# VULTURE WARRIORS FROM DIMENSION X MEET PLENTY OF CHEERFUL ORKS WITH PLASMA CANNON: A PARANOIA/WH40K SCENARIO

by Ken Rolston

## ● INTRODUCTION

*Vulture Warriors from Dimension X Meet Plenty of Cheerful Orks with Plasma Cannon (VWDXMPCOPC)* is a **Warhammer 40,000** scenario pitting a bunch of fearless Troubleshooters from the **Paranoia** universe against a couple of dozen annoyed Orks. The two groups meet when the Troubleshooters zap into **WH40K** via the Transdimensional Collapsitron, a patently bogus space-and-time-continuum-crossing McGuffin first seen in the **Paranoia** adventure, *Orcbusters*. Lots of confusion, lots of terror, lots of firing of heavy weapons in small, enclosed places. Lots of fun, you bet.

*VWDXMPCOPC* is designed for those of you who don't have a lot of models or playing space or time. A skirmish between two small forces locked within the confines of an outpost on a barren, algae-covered planet. All you need are a couple of dozen figures, three box lids to represent the outpost, and one or two hours to kill. Oh - and an opponent would be nice, too.



Actually, *VWDX-etc.* is designed for *three* players: one commanding Da Boyz, one commanding the Loyal Citizens, and a Gamesmaster; it can be played without a GM - though you will lose some of the amusing terror and uncertainty provided by double-blind play.

If you can con somebody into Gamesmastering this for you, *don't read any further!* Your GM will read the scenario, set up the terrain, pick the forces, and do all the other hard work. All you have to do is show up reasonably on time prepared to blast the living daylights out of either a bunch of Godless Commie Ape-Smut Mutant Orks or Big Funny-Lookin' 'Ooman Gits, as the case may be.

As our story opens, a group of off-duty Orks are lounging around the vidbox, waiting for the shift to change, when, suddenly...

### The All-Purpose, Universally Efficacious, Globally Applicable Scenario Rationale, Part 1: The Loyal Servants of The Computer.

A squad of Troubleshooters are assigned to escort an R&D team on an exploratory expedition of Utmost Importance. The R&D team is testing a prototype of a device based on the Transdimensional Collapsitron captured in *Orcbusters*, along with various other wondrous devices.

The Loyal Servants of The Computer are conducted on a long traipse to a large chamber in an abandoned manufacturing sector. The head tech directs the escort, "Heads up, Citizens," and flips the switch on the Transdimensional Collapsitron.

*ZZZoooppp!*

The R&D team and its Troubleshooter escort show up wherever you like.

### The All-Purpose, Universally Efficacious, Globally Applicable Scenario Rationale, Part 2: The Loyal Stooges of Da Boss

Skinhead, Goruk, and Carrot, dey havin' a meanin'ful "Die!" log over da galley menu, while da udder boyz is sittin' around cleanin' bolters, watchin' meat wrestlin' on da Box, or sleepin' da sleep o' da dead in dey nice, warm hammocks.

*Whoop-whoop-whoop!* Da 'larms all goes at once.

*Dakka-dakka-dakka!* Da 'larms all goes off, 'cuz da boyz empty dey clips inna pesky noisemakers.

Meanwhile, in an adjoining room, accompanied by the acrid odour of frying interdimensional interstices, an assortment of oddly-garbed humans, obviously armed and armoured, materialise out of thin air.

● **Scenario Summary**

Da Orks are sitting in their barracks, minding their own business, when the base alarms indicate an intruder. They go looking, and find a team of Alpha Complex Troubleshooters and R&D techs on an inter-dimensional holiday. Da Orks whistle merrily as they empty their clips into intruders, furnishings, and bulkheads. Loyal Citizens spout loyal slogans as they shoot Commie mutant traitor Orks. A good time is had by all.

● **BRIEFINGS**

● **Da Orks Player's Briefing**

Take the player into a separate room and give him:

- His box lid with a barracks floor plan in it.
- His models (see *Da Orks Unit Roster*).
- His *Da Ork Player's Base Map*.
- His *Ho-Hum Off-Duty Status Report*.

Let him study this stuff and follow the directions in the *Ho-Hum Off-Duty Status Report*, and he'll be ready to start.



**The Ho-Hum  
Off-Duty Status Report**

Da squad is loafin' in Barracks B. Skinhead, Goruk, and Carrot is squabblin' over next week's menu in "Officers' Country." A couple Bloods is racked out in quarters, catching some shut-eye. Frangk, Kronkie, Chatchko, and anudder brother from Goruk's squad is watchin' "The Last Emperor" on da tri-vid, and Smokie is sittin' in da WC reading "Soldier of Fortune" comics. Da rest of Goruk's boyz is Z'ed out in deyz quarters. (Set up Skinhead and Goruk's units as indicated in the diagram on the Base Map. Gregk's unit is off-table, zooming around with flight packs, butchering the algae.)

Each of da boyz got his sword on him, and dems whats got pistols is got 'em on. Da rest of da weapons and grenades is neatly heaped on armoury shelves near da Vehicle Bay door.

Nuttin's happenin'...

Again...

Still...

You been in dis damp, algae-covered swamp for six months. You is apparently keeping an eye on da algae so no one steals it. A quick peek out da window reveals no vast invasion army slogging across da soggy algae mats or through da towerin' algae thickets. All you can see is Gregk's squad out zoomin' around with deyz flight packs, wastin' jet fuel and blastin' da algae inna steamy paste for laffs. In a few short hours dey'll be back... and YOU can go out and blast da algae for a while.

Big zoggin' deal. Anudder Thrillin' Day on Algae World...

*"BWEEEEEEET! BWEEEEEEET! BWEEEEEEET! BWEEEEEEET!"*

Da station 'larm goes off - but none of da entry 'larms is been triggered! Deyz's something in da base - but it don't come through da outer doors! Is dis anudder of Gregk's stoopid practical jokes? Or is we been invaded?

Whatever it is, we'd better find out - quicklike!

- A figure may don his mesh armor and respirator in one turn. He may take no other action that turn, and must be within one inch of the suit locker.
- A figure may gather his weapons and grenades in one turn. He may take no other action that turn, and must be within one inch of the armoury shelves.
- Gregk's unit will appear flying with flight packs at top speed in the second turn from a table edge. The table section is determined randomly (1D6).
- Your first turn begins now. Your Gamesmaster may answer questions at his discretion.

*Da problem wiv gardin' dis algae is dere's nuffink to shoot at. Da algae's no fun coz it don't shoot back, and dere ain't no 'onner in shootin' sumfink wot can't shoot back. Corse, dere ain't no 'arm in it neither - might be sumfink in dere.*

- Gregk

## ● Loyal Citizens Player's Brief

Take the player into a separate room and give him:

- His box lid with a barracks floor plan in it.
- His models (see below for sample Loyal Citizens unit roster).
- His *R&D Testing Expedition Mission Briefing*.

### R&D Testing Expedition Mission Briefing

"Now stay huddled up close, Citizens. Don't want to be outside the field when we fire this baby up, now do we?"

"The R&D Genius says we're going to travel someplace real interesting when he pushes the button on the widget. He also says we can't come back for a while, because if he uses the widget without letting it cool down after each use, it'll suppress the weak force on the inner shell of the third level of phlogistons. Or something like that.

"So we're supposed to stand around and make sure we have no trouble with Commie mutant traitors in the real interesting someplace we're about to visit. The R&D Genius says we probably won't have any trouble, because 'we'll likely end up sucking vacuum in the middle of an asteroid field anyway.' Whatever that is.

"And, when we get wherever we're going, we're supposed to wander off and explore it. 'Reconnoitre the location and retrieve any artifacts of interest.' And shoot Commie mutant traitors, of course. Goes without saying. 'It would also be nice if you were to come back alive to make your reports.'

"Considerate of them."

"Here goes," says the Genius. "\*\*\*\**Tweedle*\*\*\*\*," goes the widget.

"Well. That's interesting. Now we're in a nice clean place where there's this klaxon going '*BWEEEEEEET! BWEEEEEEET! BWEEEEEEET! BWEEEEEEET!*' real friendly-like. Well, better get the old laser rifles ready. As the Team Leader said to the Combot, 'Shoot first, and shoot later, and shoot some more if it's still moving. Then ask if anyone has any questions.'"

- Place your figures all together in the center of the large open area. All figures must be within a three-inch radius circle, or they were standing just outside the widget's field, and are probably a molecule-thick film spread over the walls of the test cell back at Alpha Complex.

- You first turn begins now. Your Gamesmaster may answer questions at his discretion.

## ● GAME LENGTH

The Troubleshooters and R&D team must protect the Transdimensional Collapsitron so they can return and report to The Computer. Unfortunately, the device must cool down after each use, or flipping the switch is likely to pop a couple of square miles of the Earth's crust into the outer atmosphere. So, the Troubleshooters have to hang around for ten turns.

Or for however long you want the game session to last.

## ● Ending the Scenario

The scenario ends when all opponents are dead or incapacitated, or when the Troubleshooters leave the table via Transdimensional Collapsitron. The widget cannot be used until the beginning of the eleventh turn, and all figures to be transported must be within a six-inch radius of the widget.

**Extension:** If both Orks and Citizens happen to be within the radius of the Transdimensional Collapsitron when it is activated, the whole bunch is transported back to a featureless, well-shielded room (8" x 10" in a box top is fine) with a host of interested R&D techs and observers gaping in horror through the indestructible view windows. Let them shoot it out to the last man.

## ● VICTORY CONDITIONS

**Note:** Neither side is aware of the other side's victory conditions.

### ● Decisive Victory

**Da Orks:** If the Troubleshooters return to Alpha Complex, they will no doubt report the presence of a whole bunch of traitorous Commie mutant Ork scum on this planet, and The Computer will no doubt send legions of Vulture Warriors across to wipe 'em out and generally make trouble for the nice folks in the 40K universe.

Capture or destruction of the Transdimensional Collapsitron is a Decisive Win for Da Orks.

**Loyal Citizens:** Taking a live captive Ork and returning to Alpha Complex will permit The Computer to interrogate said Ork. Such an interrogation will certainly establish the 40K universe as a hotbed of Commie mutant traitorous conspiracy, and will impel The Computer to dedicate Its resources to Destructive Re-Education of this dimension's populations.

A live captive Ork returned to Alpha Complex is a Decisive Win for the Servants of The Computer.

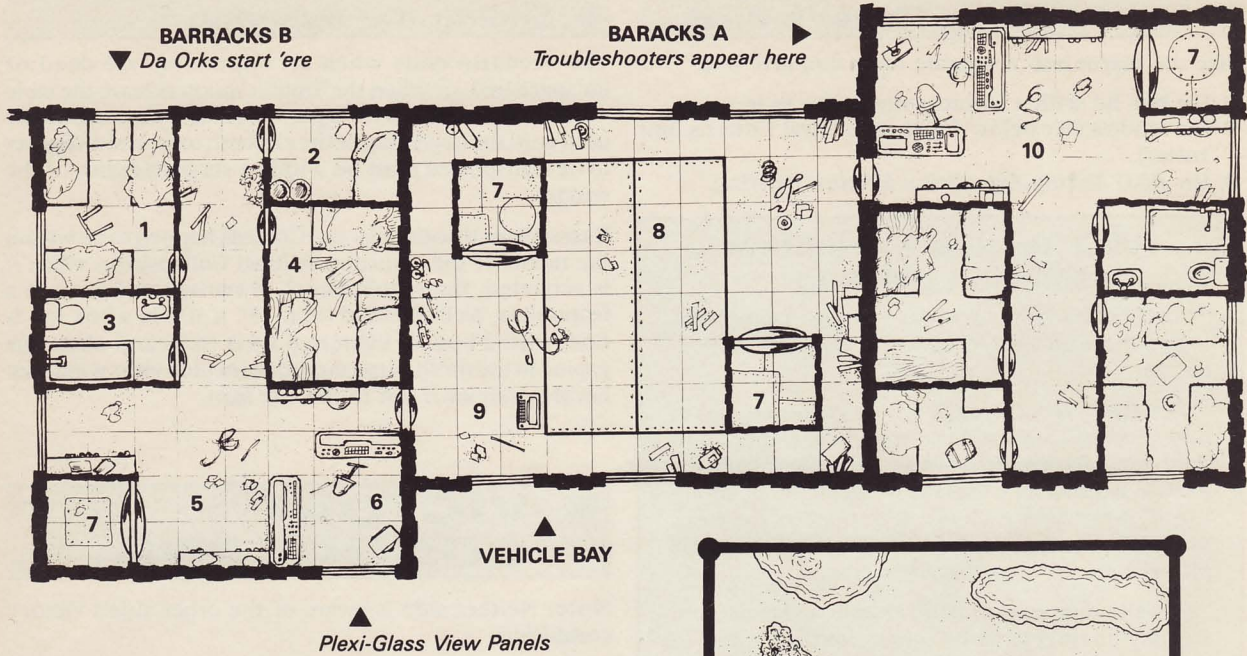
### ● If Decisive Victory Conditions Are Not Achieved

**Body Count:** A less subtle measure of victory conditions is in terms of body count. Alpha Complexians get one point per Commie traitor bagged. Orks get one point per Interdimensional Void-Pirate bagged.

**Capturing New Technology:** Another measure of victory is the capture of new technology. Each side may receive points for capturing the following devices from the other side.

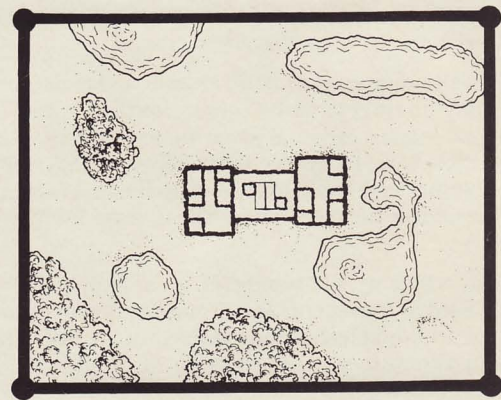
- Loyal Citizens: One point for a sample of a power suit and one for a heavy bolter.

- Da Orks: One point for a sample of a Psi-Inducer Helmet and one for a Conversion Beamer (X-17).



**LOCATIONS**

- 1-6 See *Da Ork Unit Roster* for Ork starting positions
- 7 Elevator/Airlocks
- 8 Vehicle bay doors
- 9 Vehicle bay command console
- 10 Loyal Citizen's starting position



▲ DA ORK BASE MAP

**THE SET-UP**

Anywhere in the **WH40K** universe. For fast and furious action, a constricted, enclosed space would be perfect - like the inside of a Rhino troop carrier, or a defensive bunker perched high on a pinnacle of an asteroid base. Unfortunately, a couple of grenades here, and the scenario is over - dramatically appropriate, but the gaming values leave something to be desired.

For a more protracted event with manoeuvre and tactics, a larger area with durable interior walls is preferred. We recommend you set up a tabletop with colourful scenery and such. The aesthetics of **WH40K** gaming demand that the table layout be dignified and elegant, as compelling in its modelling values as a fine HO train layout. For **Paranoia**, we feel such high aesthetic values ought to be playfully compromised. Here's a sample set-up and tabletop layout to inspire you, with some modelling tips.

**Sample Scenario Set-Up**

Look at *Da Ork Base Map*. This is what the gaming area should look like. The table itself should be covered with a nice green cloth (a vast, dense mat of algae), but it can be any colour you have handy, since algae comes in lots of colours - especially *intergalactic* algae. The liquid areas can be defined with pieces of coloured paper or cloth - any old colour, because this is *intergalactic* liquid. The algae thickets can be indicated with lichen, or with piles of lurid-coloured breakfast cereals (right - *intergalactic* algae thickets).

The base itself consists of three game box lids, each supported by four styrofoam or paper cups. Two lids form the Barracks (see the Barracks floor diagram), the other lid is the Vehicle Bay (see the Vehicle Bay diagram). You can either blow the diagrams up (if you have access to an enlarging photocopying machine), draw them right on the box lid, or purchase a copy of Games Workshop's lovely **Citi-Block** floorplans and build your own.

Four of the twelve cups should be marked with airlock/elevator doors - two of the Vehicle Bay cups and one each for the Barracks.

At the start of the scenario, the players are sequestered in separate rooms, each of which contains one of the barracks/box lids and that player's units. Once the firefight begins, bring the box lids and plonk them down on four cups on the table top as indicated on *Da Ork Base Map*, with the cups with doors placed to correspond to the airlock/elevators indicated on the Barracks and Vehicle Bay diagrams - but until the shooting starts, the players know only what's going on in their barracks.

This is known in the game racket as a "double-blind" scenario - that is, neither side gets to look at the other side's set-up or force-mix. This makes everybody really nervous, because nobody knows what sort of ambush they could wander into. In fact, in the beginning, neither Da Orks or the Loyal Citizens have any idea what they're up against. Halflings with plasma grenades? Death Leopard pranksters with acid spray cans? Everybody loves a surprise party.

## ● GAMESMASTER'S NOTES

**Turn Order:** Da Ork Player takes his turns last, since he has the home field advantage.

**Double-Blind:** In the beginning you'll have to carry the box lid with the Vehicle Bay diagram back and forth between Da Ork's and the Loyal Citizen's rooms. When one or both ventures to open a door to the Vehicle Bay, you can take them in and show them the main table layout. If either or both side just wants to open the door and look, you can show them the empty Vehicle Bay.

If either or both want to send a figure into the Vehicle Bay, stop them before they place their figures, take them into the main table layout, and place only the Vehicle Bay (not the Barracks yet) on the table. If only one side is entering the bay, have the player place his figures, and the other side may be invited in to respond in the next turn, if he has been observing from a barracks door. If both sides are entering the Vehicle Bay in the same turn, Da Ork player must deploy first, while the Loyal Citizen side gets to respond after watching Da Ork deployment.

Note that either side may figure out how to use the airlock/elevators to pull a flank manoeuvre, though Da Orks, who are familiar with base facilities and their operation, are more likely to notice this possibility.

Once the two sides have engaged, and all players are at the main table layout, plonk the two barracks down, and from then on the scenario is conducted like a standard **Warhammer 40,000** tabletop battle.

## ● Da Ork Base Notes

**Concrete Support Pillars:** The concrete support pillars are hollow, T8, D8. Four have elevator/airlocks.

**Walls, Floors, and Stuff:** The walls, floor, and roof of the base are ferro-concrete, T8, D5. The Plexi-Glass View Panels are T6, D2; when the steel shutters are sealed, they are T7, D5. (Shutters are opened or closed by a control button beneath the center of each panel.)

**Elevator/Airlocks:** The elevator/airlocks are summoned by a button next to the door. All elevators begin at the Base Level, except the Barracks A elevator, which begins at Ground Level. Elevator doors open automatically, and remain open, and may be moved into or out of in the turn they arrive. At the end of a turn they close automatically if a level is selected from a button inside the elevator, or if the elevator is summoned from another level; otherwise they remain open. Elevator movement is between turns, and elevators arrive at the other level and open their doors before the beginning of the following turn.

**Vehicle Bay Doors:** These are platforms which raise and lower between Ground and Base Level. They take one turn to raise or lower, and may be boarded in the following turn. They may be controlled independently from the Vehicle Bay Command Console or by a hand transponder carried by each Ork squad leader, though the Command Console overrides a hand transponder if there is a conflict (two parties summoning the Vehicle Bay platforms in the same turn). Opening the Vehicle Bay Doors fills the area with alien atmosphere (see below). When the doors are sealed again, the Bay atmosphere may be restored in one turn from the Command Console.



**Doors:** Doors are *Star Trek* whoosh-types that open instantly when the control panel beside the door is pressed. Opening and closing a door is instantaneous, and does not hinder movement. Doors do not lock, and may not be restrained short of destroying the door control panel (T3, D1). The doors themselves are T6, D4.

One side may fire from inside a door into another room, but may not fire through a room into another room, even if both doors are open. Weapon effects areas do not extend from one room to another.

**Alien Atmosphere:** When exposed to the alien atmosphere, figures without respirators or sealed units must test against T (roll 1D10 equal to or lower than T score) or receive an automatic S1 hit with no save at the end of each turn they remain in the alien atmosphere. A room is contaminated with alien air in the turn following a breach to the outside. Adjoining rooms are contaminated one turn later, if connected by open doors or man-sized holes.

When Loyal Servants arrive they have no respirators (except the Blue troopers), but they may scavenge ten units from the suit lockers in Barracks A.

**Clever Stuff:** Loyal Servants searching the Barracks A Sergeant's Quarters find maps of the base and duty rosters, miraculously written in English. Give the Paranoid player a map of the base and a review of the units he faces.

### ● Stupid But Entertaining Optional Special Rules

1. Loyal Citizens must pass a CI test to venture forth from an airlock/elevator onto the tabletop. (Green stuff everywhere - and No ROOF! Gahh!)
2. Red-level Citizens must pass a CI test to enter areas decorated in colours beyond their security clearance. This includes all rooms in the base (painted in Basic Ork Lurid Green) and the Great Outdoors, which is green, or orange, or fuschia algae.
3. The Troubleshooters are saddled with two or three experimental weapons. Each time an experimental weapon is fired, the Loyal Citizen rolls a D6: on a roll of 1, the device malfunctions in an entertaining fashion - explodes, doesn't fire, fires with triple the damage effects but immediately runs out of ammo, bullets or beams twang off walls and bounce around the rooms until they hit something soft, etc. (You can balance this by giving the Loyal Citizen a victory point for each experimental weapon he fires.)

### ● MODELLING TIPS

You can make a nifty Ork Base by spray-painting a bunch of game box lids and styrofoam, plastic or paper cups. (Spray-painting styrofoam cups melts them a bit but it's actually a neat effect. Slosh on a weak dark ink wash and they look impressively grundgy.) Gray suggests concrete; flat black suggests high-tech plastic and metal construction. Paint doors on the bottoms of several supports (cups), and paint flexiglass view panels on the box lids, or draw both doors and view panels on press-adhesive labels, then stick them on the painted cups and box lids.

**Note:** All this painting and decorating business is fine, but if you're in a hurry, don't be fussy: we playtested with unpainted cups and box lids, yet somehow managed to have plenty of fun anyway.



### ● CAMPAIGN SUGGESTIONS

If for some reason your players have a lot of fun with the scenario, you may be forced to run a very brief campaign of this nonsense. Here are a few suggestions:

**Troubleshooters Invade WH40K Space:** Alpha Complexians armed with Transdimensional Collapsitrons and stacks of R&D devices may appear at irregular intervals as a surprise third side in standard Orks-Vs-Decent-Entities Conflicts.

**Da Orks Invade Alpha Complex:** Da Orks capture a Transdimensional Collapsitron, and at the behest of some Orkoid overlords, they are sent to scout and/or obliterate the Interdimensional Red through Violet Peril. Put down a bunch of Citi-Block floor diagrams and let the Orks fry traitors until a Vulture Squadron appears.

**Da Orks and Troubleshooters Team-Up and Wreak Havoc in 40K Space:** After hurried negotiations, Da Orks and Troubleshooters realise they have a common goal - firing nifty weapons that make plenty of noise and blow stuff up. Alpha Complex R&D provides Da Orks with lots of adorable high-tech innovations - trooper cloning, pocket teleporters, crustal distorters, psi-power detectors, etc - while Loyal Citizens suit up in power armour and marvel at plasma generators that don't blow up in their faces most of the time.

**Troubleshooters Secret Society Members Make Deals with Da Orks, and Return and Loot Alpha Complex:** Quisling Secret Society members sell out Alpha Complex and The Computer. "Say, look, these Land Raiders are nothing. Back home we got this Warbot Model 425 Mark IV - 75-meters long, 40,000 metric tons, 280 tacnuke missiles - and whatta stereo system!"





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## C A T A L O G U E

PART TWO

## DA ORKS UNIT ROSTER

### Skinhead's Bombardiers

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



**Armour:**  
Mesh (Save: 5 or 6)

**Basic Equipment:**  
Sword  
Crack Grenades

#### Personnel

- **Skinhead:** Bolt Pistol, Power Axe, Bolt-Gun, Communicator, Energy Scanner
- **Carrot:** (Grenade Launcher, Frag, Suspensors), Bolt Pistol
- **Frangk:** (Missile Launcher, Crack and Frag, Suspensors), Bolt Pistol
- **Smokie:** Flamer, Bolt Pistol
- **Da Boyz:** 2 troopers with Bolters

### Goruk's Leatherheads

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



**Armour:**  
Mesh (Save: 5 or 6)

**Basic Equipment:**  
Sword  
Frag Grenades

#### Personnel

- **Goruk:** Bolt Pistol, Chainsword, Auto-Pistol, Communicator
- **Chatchko:** Flamer, Bolt Pistol
- **Kronkie:** Heavy Bolter, Bolt Pistol
- **Da Boyz:** 3 troopers with Bolters

### Gregk's Green Grossers

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



**Armour:**  
Mesh (Save: 5 or 6)

**Basic Equipment:**  
Sword  
Frag Grenades  
(Respirators)  
Standard Flight Packs  
(see p122 of WH40K)

#### Personnel

- **Gregk:** Bolt Pistol, Chainsword, Auto-Pistol, Communicator
- **"Toaster":** Flamer, Bolt Pistol
- **Oreogh:** Heavy Bolter, Bolt Pistol
- **Da Boyz:** 3 troopers with Bolters

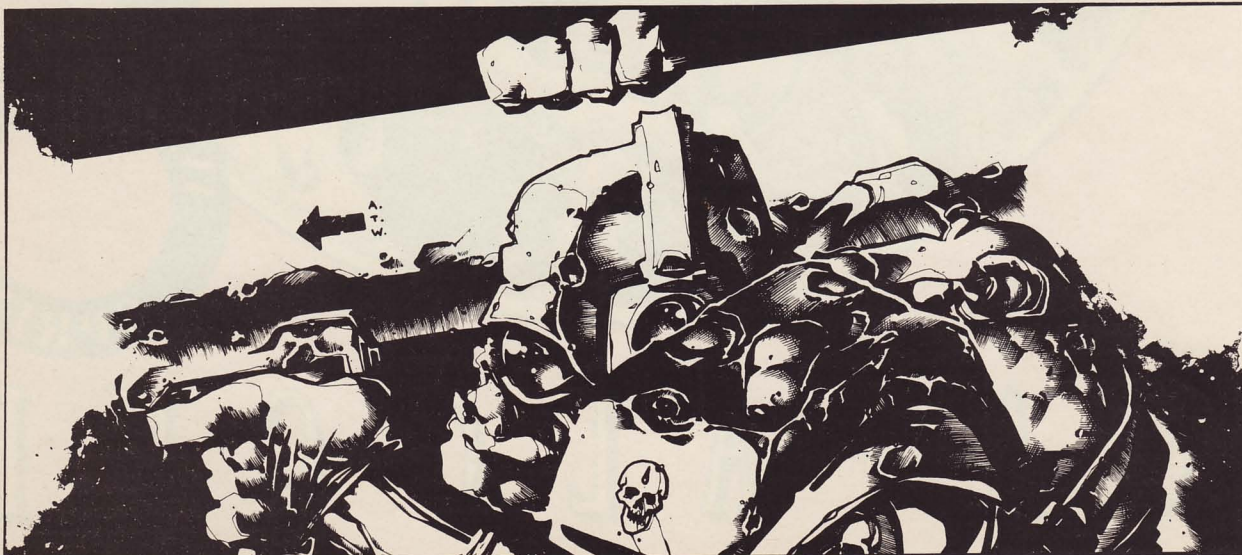
## ORK STARTING POSITIONS

Arrange the Orks as follows at the start of the game (see *Da Ork Base Map*, Barracks B for locations):

1. **Ork Quarters:** da two Boyz from Skinhead's Bombardiers (asleep).
2. **Ork Quarters:** empty.
3. **Bathroom Smokie.**
4. **Ork Quarters:** two of da Boyz from Goruk's Leatherheads (asleep).
5. **Recreation Centre:** Frangk, Chatchko, Kronkie and one of da Leatherhead's Boyz (watching da tri-vid).
6. **Command Consoles:** (Officers' Country): Skinhead, Carrot and Goruk (squabblin').

All of Gregk's Green Grossers start the game off the main table. They appear at the beginning of the second Ork turn at a random table edge - roll a D6:

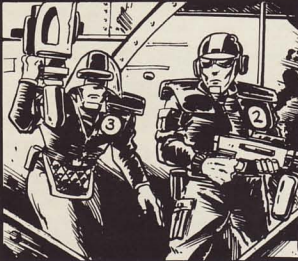
- |                  |                     |
|------------------|---------------------|
| 1 Left edge      | 4 Right edge        |
| 2 Top left edge  | 5 Bottom right edge |
| 3 Top right edge | 6 Bottom left edge  |



# LOYAL SERVANTS OF THE COMPUTER

## Troubleshooter Team, Red Clearance

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



**Armour:**  
 Reflec  
 (equivalent to Flak; Save: 6)

**Basic Equipment:**  
 Knife  
 Laspistol  
 Communicator

**Personnel**

- **Gonc-R-USS-3:** Flamer, Autogun
- **Toys-R-USS-2:** Missile Launcher ('Cone Rifle', Crack and Frag Missiles)
- **2 Red-Level Citizens:** Lasguns

## IntSec Blue Troopers

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



**Armour:**  
 Carapace  
 Helmet with  
 Photochromatic Visor  
 (Save: 4, 5 or 6)

**Basic Equipment:**  
 Knife  
 Communicator  
 Respirator  
 Laspistol

**Personnel**

- **Nevo-U-MYN-4:** Laspistol, Displacer Field (2nd Save: 4, 5, or 6) Registered Mutant: Psi level 20; Mastery 2 Level 1: Steal Mind, Teleport Level 2: Rally, Sense Presence)
- **Watt-I-WHO-6:** Laspistol, Displacer Field (2nd Save: 4, 5 or 6), Transdimensional Collapsitron
- **Jhani-B-GUD-4:** Melta-Gun (Plasma Generator)
- **Moe-B-DIK-2:** Heavy Plasma Gun (X-17 R&D Experimental), Targeter, 2 Suspensors
- **We-B-BAD-3:** Webber (Tangler), Bolt Guns, Frag & Crack Grenades



\*Alpha Complex bots are remote-controlled. The bot controller transmits video and sound to the hand-held control module, and the bot is controlled with a joystick (like a video game). If the operator is incapacitated, bots go out of control: *you*, Mr GM, get to move them around according to your whim until somebody picks up the controller.

## Troubleshooter Bot Support Team Red Clearance

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



**Armour:**  
 Reflec  
 (Flak equivalent; Save: 6)

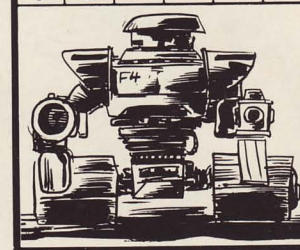
**Basic Equipment:**  
 Knife  
 Laspistol  
 Communicator

**Personnel**

- **Tim-R-USS-3:** Laspistol, Combat Control
- **Gen-R-USS-2:** Laspistol, Docbot Control
- **Cind-R-BLK-1:** Lasgun

## Combat Model F-4

M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
6	5	4	4	5	2	2	2	0	0	0	0

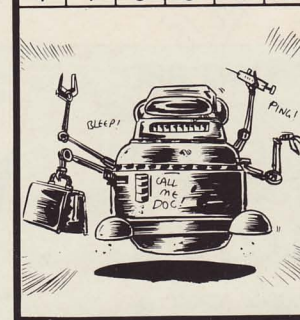


**Armour:**  
 Synthesteel  
 (Mesh Equivalent; Save: 5 or 6)

**Basic Equipment:**  
 Heavy Bolter  
 Hand Flamer

## Docbot Model 360

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



**Armour:**  
 Synthesteel  
 (Mesh Equivalent; Save: 5 or 6)

**Basic Equipment:**  
 Black Bag  
 (Restores "Knocked Out" to 1 Wound once per game. Stabilizes "Injured." Deaders are deaders. See page 239 WH40K.)



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# PREDATOR

The Predator is the Imperium's heavily-armed battle tank. A variant of the highly-successful Rhino armoured personnel carrier, it is armed with the formidable combination of two lascannons and a turret-mounted auto-cannon. Uniting speed and armour with impressive firepower and flexible targeting, it is constructed in large numbers by the Adeptus Mechanicus for use by both Space Marines and the Imperial Guard.

The Predator is mainly an assault tank, spearheading Imperial advances and destroying the enemy's own armour as the infantry move up alongside it. **Top:** A Predator from the Legion of the Damned has destroyed a Land Raider and Rhino of the World Eaters Traitor Marines during an action to relieve the beleaguered Banton III. **Bottom:** Two Space Wolf Predators advance as part of an assault against Eldar mercenaries on Holgar IV.



# PREDATOR IMPERIAL ASSAULT TANK FOR WARHAMMER 40,000

by Rick Priestley

The Predator is a mobile weapons platform built around the solid frame of the Rhino armoured personnel carrier. It is a standard Rhino variant, and is constructed in large numbers by the Adeptus Mechanicus for use by the Space Marines and Imperial Guard.

*Consider the Predator. Let your soul be armoured with Faith, driven on the tracks of Obedience which overcome all obstacles, and armed with the three great guns of Zeal, Duty and Purity.*

The Predator is a variant of the Rhino APC and, like the Rhino, it is built according to plans encoded in Imperium's Standard Template Construct system. It is said that the best Predators are built on the Adeptus Mechanicus forgeworlds, but throughout Imperial space these assault tanks are put together from local materials, all bearing the common stamp of STC design.

The primary features of the Predator are its three main weapon systems: a turret-mounted auto-cannon and two las-cannon in side sponsons. With its smoke launchers and turret bolt gun, this gives the Predator a formidable array of weaponry, ideal for its battlefield role as an assault tank.

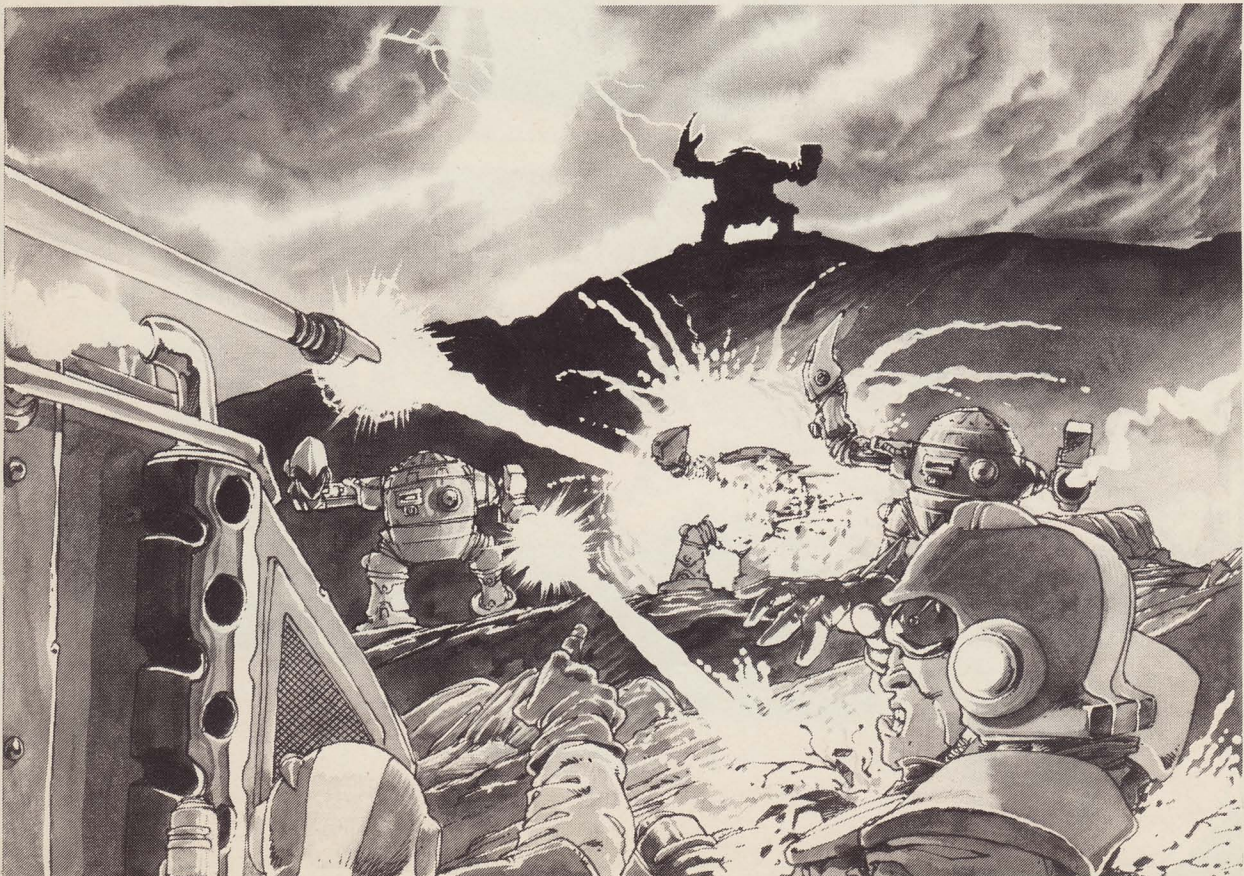
The Predator is widely used to hunt down and eliminate enemy vehicles and Dreadnoughts. The turret mounting of its auto-cannon allows the Predator to keep a target in its sights while moving swiftly forward, spearheading an assault or breaking through an enemy flank.

The Predator will usually carry a crew of four (driver and three gunners) but, like the Rhino and Land Raider, its auto-systems enable it to function without a crew if necessary. The crew are wired into their machine and are unable to leave the Predator during the battle - it takes too long to unstrap them from their tight harnesses and unplug them from the snaking pipes and cables that engulf them. Some crewmen, as a punishment for insubordination, are hard-wired into their vehicles and are only released after an exceptional show of valour.

Due to the internal space taken up by crewmen, weaponry and ammunition, the Predator has only a limited amount of space remaining for passengers. There is not enough room to carry squads of Marines or Guardsmen inside a Predator, but up to five passengers may be carried if necessary.

## PREDATOR PROFILE

Max Speed	Acc/Dec	TRR	CP	T	D	Sv
16	4	1	5	8	40	3-6



KW

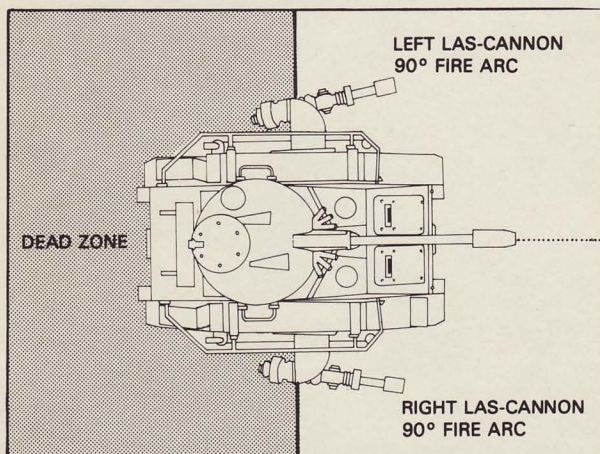
Jarrik edged the Predator between the buildings. Turning the turret swiftly to the left, the Ork Dreadnought rolled into his gunsights. Jarrik's finger moved confidently over the controls, arming the auto-cannon.

He squeezed the trigger and grinned as the Dreadnought consumed itself in a plume of black smoke. "Four down, six to go."

## ● ARMAMENT

The auto-cannon is turret-mounted with a 360° arc of fire.

The las-cannon mounted in the side sponsons each have a 90° arc of fire to the front of the Predator - covering the left and right hand sides of the vehicle.



In addition to its main weaponry, the Predator has two one-shot smoke launchers, each designed to fire three smoke or blind grenades within a 90° arc to the front of the turret. If the auto-cannon is being fired in the same turn as a smoke launcher, turn the turret to face the auto-cannon's target - this indicates the position of the 90° arc for the smoke launcher.

Each smoke launcher may be fired independently, but all three grenades in a launcher are fired together at the same target. The grenade type in each launcher must be specified before the battle. Once fired, a smoke launcher cannot be used again.

A single bolt gun is fastened to the cupola on top of the turret, and has its own 360° fire arc. The cupola may swivel independently of the main turret, and so it is not affected by which way the auto-cannon is pointing.

PREDATOR WEAPONS											
Weapon	Short Range	Long Range	Shooting to Hit		S	D	Sv	C	H	S F	Area
			S	L							
Auto-Cannon	0-20	20-72	8	D6	-3			2"	x	1"	
Las-Cannon	0-20	20-72	9	2D6	-6			2"	x		
Smoke Launcher	0-20	20-60									1½"
Bolter	0-12	12-24	+1	4	1	-1					

Note that the auto-cannon and las-cannon suffer no penalties for being heavy weapons and slow firing when they are mounted on the Predator.

## ● EQUIPMENT

Predators are fitted with the following as standard:

- 1" power field and power field synchroniser
- Auto-aim, auto-drive and auto-fac
- Ejector seats
- 4 targeters for auto-cannon, both las-cannon, and cupola-mounted bolter
- Communicator
- Sensor package (bio-scanner, energy scanner, rad-counter)
- Medi-pack

Note that the 1" power field covers the entire vehicle.

## ● ARMY LISTS

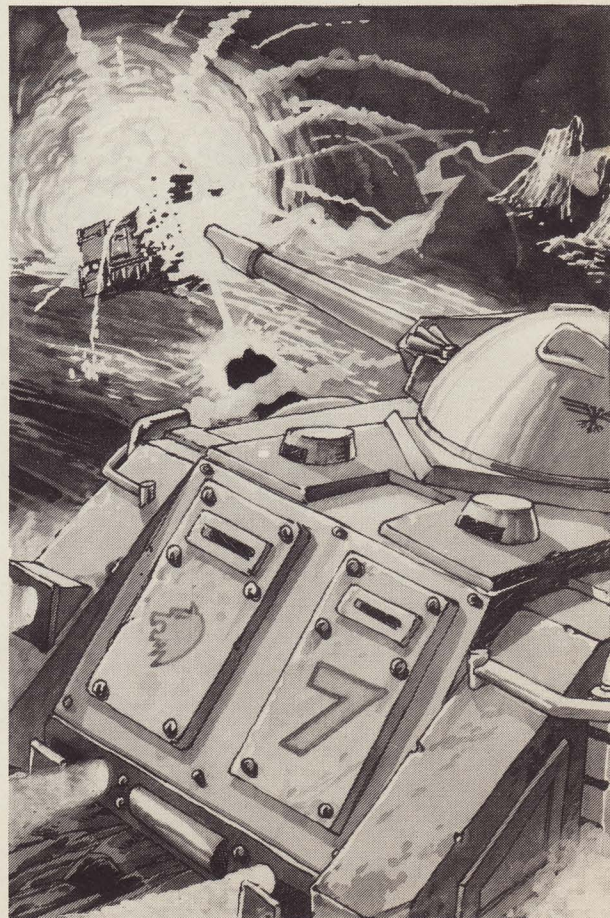
The following additions should be made to the *Vehicles* sections of the Space Marines army list (WD 105) and the Imperial Guard army list (WD 109):

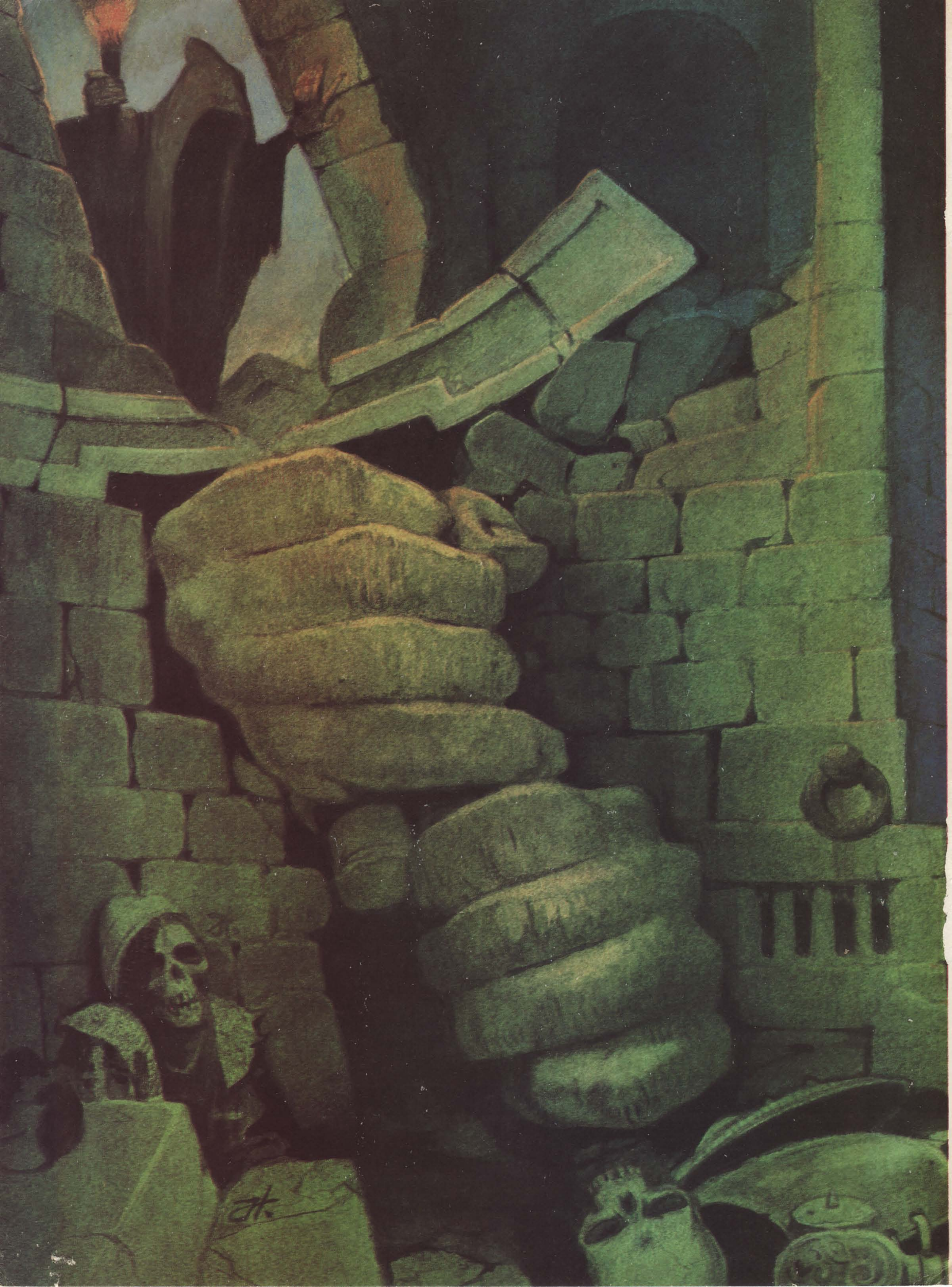
### Space Marine Army List

Vehicle	Points	Custodian
Predator	600	Techmarine

### Imperial Guard Army List

Vehicle	Points	Custodian
Predator	600	Adeptus Mechanicus







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# DARK FUTURE™

## ST. LOUIS BLUES

### READY-TO-USE VEHICLES FOR DARK FUTURE

By Dean Bass

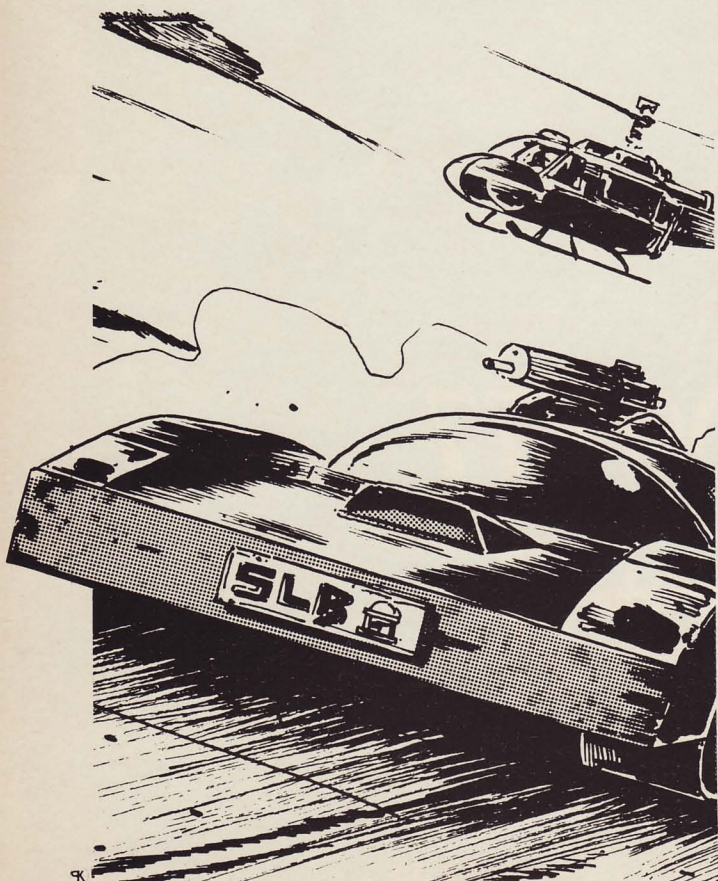
It can take a lot of time to design a few Interceptors and Renegades for *Dark Future* - so we've put together some ready-to-use vehicles allowing you to get straight to the fighting. This article explains how to use the data cards, and gives you the first set: Interceptors and bikes of the *St. Louis Blues*.

*St. Louis Blues* is the first part of an article giving you ready-designed cars and bikes for *Dark Future*. These vehicles are presented as *data cards*, showing all the information you need to use them immediately in play. The vehicles are designed using the advanced rules in *White Line Fever*, but you can use them with the basic *Dark Future* rules by ignoring new equipment and rear-firing weapons.

In addition to the rules for using the data cards, this month

there are cards for 12 Interceptors and 6 bikes, just some of the vehicles used by the *St. Louis Blues* Op agency. In the next issue, we'll give you data cards for Renegades and bikes of the *Plague Riders* gang.

Of course, although we've provided background details for the *St. Louis Blues* and the *Plague Riders*, you can use these data cards for anybody you want - they don't have to be used with this agency and gang.



*Damn, it was good! I was drivin' that ol' two-seat gunship with Davey James on my wing. Now, if you hang all them heavy ol' weapons on a thing that's only got a V6, you'll be strainin' to get over 90 or so. So we didn't figure we'd catch anything but bugs on the windshield. But them bikers, boy, they musta been takin' their afternoon nap. We got right up to them 'fore they saw us.*

*They sure sat up and paid attention when Davey took a snap-shot with his minigun, though. A couple of 'em musta had Nox on tap, 'cos they took off like a polecat up a tree. The rest were all lookin' round an' wonderin' what to do, so I let 'em have a suggestion - the high-explosive, twenty-millimeter kind. That convinced one biker - he rolled over in the dust on the shoulder of the road, nice as you please.*

*Davey didn't do bad, either, and we ended up with five more scalps. Shame about the two that got away, but still - they can tell their buddies about us. Then maybe they'll get real mad, and come lookin' for a fight again.*

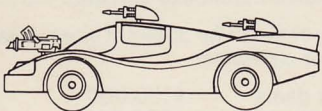
*- 'Cowboy' Jim Dermotty after a skirmish with Plague Riders bikes, April 1995.*

### IT'S IN THE CARDS

Why would you want to use data cards? You may have found that designing your vehicles takes up a fair amount of time. This is fine when you're working out all the details of a specific vehicle for yourself, but designing half-a-dozen vehicles can be a little time-consuming.

Data cards allow you to prepare even a large number of vehicles for a road encounter without too much work. The cards are ready for immediate use, and give you all the necessary information for reference during play.

The cards provide a variety of vehicles for a variety of jobs, from stripped-down *Performance* cars to heavily-armed *Gunships* and heavily-armoured *Tanks*.

CONFIGURATION		VARIANT		COST		
PERFORMANCE INTERCEPTOR		SINGLE-SEATER V6 WITH STRIPPED ARMOUR		\$100,000		
WEIGHT		HANDLING		6		
890		Vs HE		4		
SPEED		MAX DAM		24		
108(148)		INCREMENTS		18, 12, 6		
ACCELERATE		Lucy Pemberton (drive skill 7)				
19(38)						
BRAKE						
41/51						
WEAPON	LOCATION	ACCUR	DAM	SHOTS	RANGE	NOTES
40mm GRENADE LAUNCHER	HOOD	+1	+8HE	8	18	FORWARD FIRING
L.W. COMBAT LASER	ROOF	+2	+1	1/TURN	12	
L.W. COMBAT LASER	REAR CENTRAL	+1	+1	1/TURN	12	
NOX - INCREASED MAX SPEED AND ACCELERATION (148 & 38) COMPUTER BRAKING - INCREASED BRAKE PLUS PANIC BRAKE OIL INJECTION - SMOKE PRODUCTION - SEE RULES NOX WILL BLOW ENGINE ON A 2 OR 12. IF OIL INJECTION ALSO ON, THEN WILL BLOW ON A 2, 11 OR 12.						
ARMOUR TYPE	LOCATION					
	FRONT	REAR	SIDES	FLOOR	ROOF	
CARBON STEEL	0	0	0	0	0	
CARBON PLASTIC	0	0	0	0	0	

Each card contains the following information:

**Configuration:** the type of vehicle (eg *Interceptor Gunship* or *Performance Renegade*).

**Variant:** the number of crew (*single-seater* or *two-seater*), the engine size (eg *V6* or *V8*) and a note of whether the vehicle has *stripped* or *extra* armour.

**Basic Vehicle Characteristics:** the vehicle's *Weight*, *Speed* (with *Nox* figures in brackets if relevant), *Acceleration* (with *Nox* figures in brackets if relevant), *Braking* (split as *braking/panic braking* in vehicles with enhanced computerised braking), *Handling* (with normal handling in brackets in the case of cars with active suspension), *Handling vs HE hits*, *Maximum Damage* and *Damage Increments* (the three steps at which maximum speed, acceleration and handling characteristics are reduced).

**Weapons:** a list of the weapons that the vehicle carries, with details of their *Location*, *Accuracy*, *Damage*, *Shots*, *Range* and any *Notes* (eg *forward firing*).

**Systems:** additional engine and other systems, with any notes (eg order of missiles loaded into a pod).

**Armour:** the vehicle's *Carbon Steel* and *Carbon Plastic* armour, with points of each listed for *Front*, *Rear*, *Sides*, *Floor* and *Roof*.



### Keeping Track

Although the data cards tell you everything you need to know about each vehicle to begin play, you will still need to keep track of things like speed, damage taken, critical hits, ammunition used and usage of special equipment. This can simply be done to a piece of paper, but it is much easier to keep track of everything if you transfer the vehicle details to the appropriate playsheet.

### USING THE CARDS

There are three ways of choosing the vehicles to be used in a game. These are: *Selection*, *Semi-Random* (both using the cost of the vehicles to determine selection) and *Random*.

Before using either method, you should make sure that the cards are split into two packs: one for the Ops and the other for the Outlaws. Players should choose which side they are going to control (roll a dice if you can't decide), and select or draw cards from the appropriate pack.

The spread of vehicle costs has been designed so that a similar total cost can be reached by both sides using a mix of bikes and cars (as long as a sensible target cost is set in the first place). The three methods of using the cards give examples for three sizes of game: *quick*, *medium* and *long*. A *quick* game is a one-on-one game involving a maximum of 4 vehicles each; a *medium* game would have up to four players with about ten vehicles in total; and a *long* game could involve as many as ten players and revolves around fifteen or more vehicles.





## SELECTION METHOD

In this system, the players first agree a maximum cost for each group of vehicles. Each player then simply picks a number of Op or Outlaw vehicles up to the maximum cost allowed. The value of all your vehicles added together may be less than the agreed maximum, but obviously this makes a weaker force.

If two or more players are picking from the same set of cards (eg there are two Outlaw players), they should each roll a dice, with the high scorer picking first.

*For example: the players have decided on a maximum cost of \$180,000. The Outlaw player then looks through the Outlaw cards and picks out a \$70,000 Renegade, a \$50,000 Renegade and two \$30,000 bikes. The Op player looks through the Op cards and picks a \$150,000 Interceptor and a \$30,000 bike. The total cost of each player's vehicles is \$180,000, the maximum they agreed upon. They are now ready to play what should be an evenly-matched game.*

If you want, one player can pick his force first - each player should roll a dice, with the low scorer picking first. This gives the player (or players) picking second an advantage, because they can pick vehicles specifically for the task ahead. For instance, the Op player in the example above would probably make sure that the Interceptor was a Gunship as it's got a lot of killing to do.

By starting with different amounts of money to spend, you can vary the length of the game. Typical costs per player for different sizes of game are:

Quick game	\$120,000
Medium game	\$250,000
Long game	\$560,000

## SEMI-RANDOM METHOD

As above, you must first agree on a maximum cost for each player. Both packs of cards are then shuffled. Cards are dealt to each player from the appropriate pack, up to the maximum agreed. If the next card to be dealt would take the total cost over the agreed maximum, it is discarded and the player stops dealing (the minimum cost for a vehicle is \$30,000, so you can stop dealing if you are within \$30,000 of the maximum).

During the dealing of the cards, you may reject up to three cards: these are discarded and not counted against your total. After three rejections, you must keep all the cards as dealt until the maximum cost is reached.

*For example: An Op player is to be dealt Op vehicles up to a maximum cost of \$180,000. The first card dealt is a \$100,000 Interceptor, which the player rejects. The second card is a \$120,000 Interceptor which the player keeps. The third card is another \$120,000 Interceptor - this would take the player over the \$180,000 limit so it is rejected. The fourth card is a \$40,000 bike which is accepted. This takes the player's total to \$160,000, only \$20,000 away from the maximum cost allowed - as the cheapest vehicle is \$30,000, the player stops at this point.*

This system may not give quite such a balanced game as the Selection method, but it forces the players to make the best of the vehicles they are dealt while retaining some element of choice.

As with the Selection method, you can roll for which player picks first. It's not quite so important with this method, but it can still make a difference to the cards you choose to reject.

Typical costs per player for different sizes of game are slightly higher than for Selection:

Quick game	\$150,000
Medium game	\$270,000
Long game	\$600,000

## RANDOM METHOD

This is the quickest and easiest system to use as the players don't pick their cards at all. The players first agree on a number of cards (rather than a total cost). Each player then randomly draws the agreed number of cards from the appropriate pack.

For the best results, the Outlaw players should draw two cards for every one card drawn by the Ops.

*For example: two Op players each draw one card from the Op pack. There are also two Outlaw players, so they both draw two cards from the Outlaw pack.*

## UNBALANCED GAMES

After playing a few games of the two random systems, it becomes obvious that in the majority of games the two sides will be unbalanced, either in terms of the value of the vehicles, or because of the roles for which the vehicles are designed. It can be quite a pain having to chase three suped-up bikes in an Interceptor Tank, for example. However, don't forget that anything is possible given good tactics and better luck. One good critical hit can take out a \$150,000 Interceptor! So don't be put off by seemingly unbalanced sides - it could turn out to be one of your most memorable games.

If the idea of unbalanced games interested you, try an even more random system, especially if you're playing a multi-player game. Shuffle both packs of cards together to form a single pack and then deal each player a single card. Using this system just about anything can happen. In the most extreme case, you might get one side with only a bike or two, while the other side has several vehicles covered with armour and bristling with weapons - simply lasting a couple of turns could be considered a victory for the bikes.

## ONLY CHOOSING ONE SIDE

You can, of course, use this system to choose the forces for one player and fight them against vehicles that have already been designed using the normal rules from **White Line Fever**.

This can be done with either the Selection or the Random Selection methods. Calculate the total cost of the vehicles you have already designed and then use this as the maximum cost.

You can even combine designed vehicles with data cards on the same side - add up the cost of the vehicles you have already designed and then select or deal cards to make your total cost up to the agreed limit.

## THE ST. LOUIS BLUES

*- The following is from a Channel 23 interview with 'Little' Jim Howard, who has become the unofficial historian of the St. Louis Blues since being seriously wounded in the first battle with the Plague Riders.*

The St. Louis Blues is an agency that breaks all the rules. The Enderby Amendment was designed to place the pursuit and apprehension of highway criminals in the hands of private individuals and organisations, so the last people you'd expect to set up a Sanctioned Operative agency would be the City of St. Louis Police. But then, they had a real good reason.

Early in 1994, the sand around St. Louis was a real bad place to be. The local Maniax were no softer there than they were anyplace else, but the real trouble came from three local gangs: the Sandbaggers, the Death Stalkers and the Shotgun Posse. Things got worse when the three gangs merged, and started calling themselves the Plague Riders. They had a good general, too. Inside a month, nothing came into St. Louis, and nothing came out. The city was completely sealed in.

After a few weeks, a stretch limo pulled up outside the city hall, and a man in an expensive suit got out and went to talk with the Mayor. He told the Mayor how bad it was that the city of St. Louis was getting sealed in by the Plague Riders, and how regrettable it would be if the city were to get completely throttled. He said that his people would be happy to take care of it, if the Mayor would smooth the way for certain deals his people wanted to make in St. Louis. The Mayor promised to think it over, and the man in the nice suit got back in his stretch limo and drove away. And the Mayor sat down and wondered what to do.

It was about March 1994 when the Chief of Police got a confidential report from Washington. He didn't like what he read, not one bit. The Mayor didn't like it, either. Some Federal people had infiltrated the Plague Riders, and they'd found out a lot of interesting things. Like the Plague Riders were into some kind of death cult, and the top levels of this cult led right back to the Mob. Like they got regular visits from stretch limos, carrying men in expensive suits.

And that, if you'll pardon the expression, was the birth of the Blues.

The Mayor and the Chief held a big meeting, and decided what they were going to do. Also at the meeting was a Sanctioned

Op called Steve Johansen. The City Fathers had flown him in from Denver, where he'd just quit G-Force. It was said that someone had made him a better offer. When the meeting was over, Steve started making phone calls.

Over the next few weeks, a lot of Sanctioned Ops started flying into St. Louis. Ex-Express Op Cowboy Jim Dermott came in from Houston, and loner Jules Mason arrived from Miami. And they didn't forget the local talent, either. The Laser Lady herself, Lucky Lucy Pemberton, spent a while at city hall, and when she came out she had her Interceptor painted in new colours.

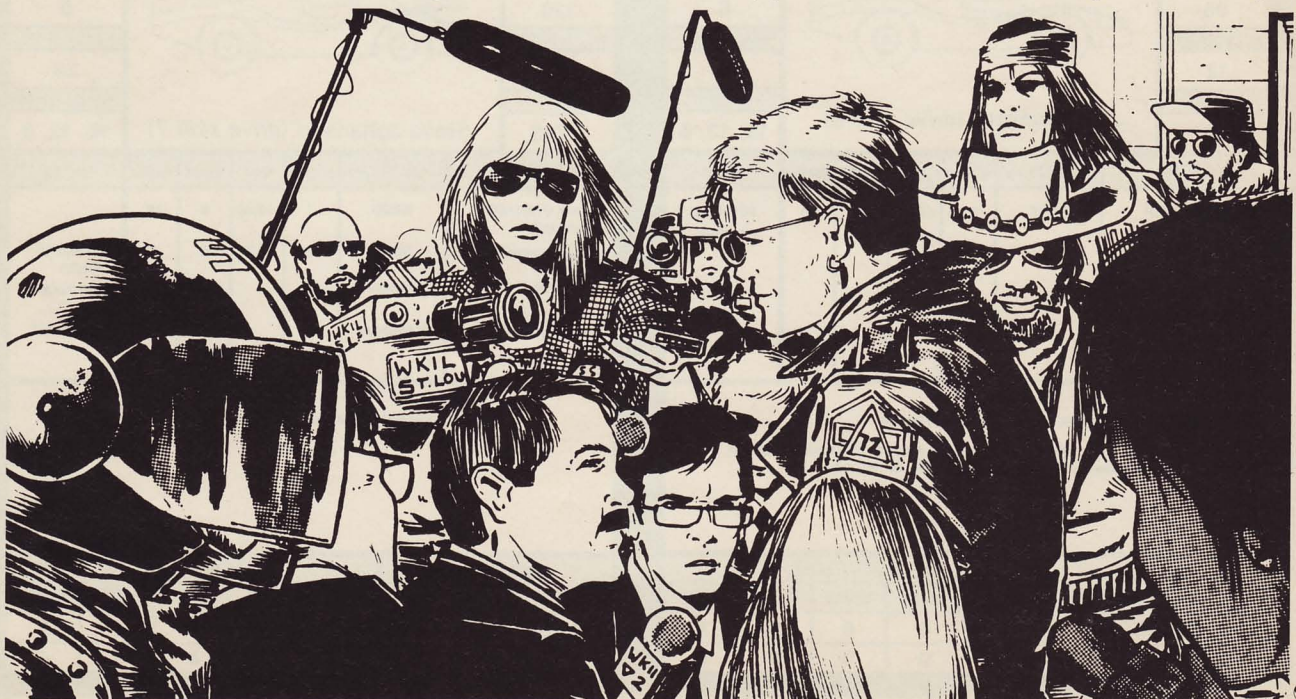
Everyone knew that St. Louis was putting a team together, but the next move took everyone by surprise. The Mayor went on TV to declare war on the Plague Riders, and announced an amnesty for any Outlaws who would fight the good fight.

Well, he certainly got a reaction. The good citizens were outraged, and it took a week of fast talking before the Mayor was sure he wasn't going to get impeached. The vulture stations loved it, and the Mayor founded the Herbert J. Tucker Orphanage with the proceeds from an exclusive contract with W-KIL to cover the war.

Actually, the amnesty wasn't quite so generous as it sounded. The Mayor had somehow forgotten to mention on TV that you only got the amnesty if the team decided to take you. The bounties on the people they didn't take paid for a base for the new team, and most of the equipment they needed.

The amnesty pulled in some good people, too. Harry 'Faster' Davies and Jimmy 'Red Devil' McCorkindale had serious reputations as solo Outlaws, but the real catch was the Cherokee bandit known as Lone Star. He said he wasn't bothered about the amnesty - the Plague Riders had killed his brother, and if anyone was going to take them out, he wanted to be there. Given Lone Star's reputation, the public at large wasn't too happy, but the St. Louis Blues - as the team came to be called - didn't mind a bit.

Now you might expect that a mixture of Ops, loners and Outlaws would have problems fighting on the same side, but after a week or so shaking down, the old feuds were mostly forgotten. They knew they were all that stood between St. Louis and the Mob, and they put old scores to one side and got on with the job.



# ST. LOUIS BLUES

The Blues first saw action on April 27th, 1994, when a convoy set out west on I70 to Kansas City, under escort from four Blues Interceptors. The Plague Riders were smart. They hit the convoy just as it crossed the Missouri bridge. But what they didn't know was that the Blues' main strength had crossed the river down at St. Charles and joined I70 behind them. Even now, they were heading east to the combat zone with all guns loaded and all lights green.



After that first battle, the Plague Riders were more careful. Even so, within a month or so they had been pushed back as far as Columbia in the west, Cape Girardeau in the south and Mount Vernon in the east. Over the two years or so since then, there have been victories and defeats, but the tide of the war is moving slowly in the Blues' favour. Red Devil McCorkindale has just rejoined the team after a six-month stay in hospital, with a brand new Huydermans Dex-10 cyborg arm, while Lone Star disappeared after a battle on I44 just outside Springfield. Some say he was killed, but his Interceptor was never found, and there's a persistent rumour that he's taken to the hills to pursue his quest for vengeance.

The Plague Riders may be on the run, but the further they are pushed back into the sand, the harder it becomes to push them any further. They may never be completely eradicated. What matters, though, is that their stranglehold on St. Louis has been broken, and the man in the stretch limo hasn't been seen for some time.

## The Vehicles

As with any agency, the success of the St. Louis Blues is down to much more than just the drivers. They have the usual backup facilities, with the best mechanics the City of St. Louis could find - including a few garage freaks and other Outlaw spannermen who came in under the amnesty. While several of the Blues' drivers have their own favourite cars, there is also a fleet of specialised vehicles, designed to do particular jobs.

**Performance cars** are designed for extended pursuit, when a gang has used a lot of fuel and ammo and wants to get away. They are light and fast, with firepower concentrated up front.

**Gunships** go all-out for attack. Firepower is the keyword, and they are used for secondary hits on Outlaw forces which are already involved in a fight, as well as in more general combat situations.

**Tanks** are the counterpart to Gunships. They are designed to soak up grief rather than hand it out, and are most often used to bait ambushes or for convoy support.

**Multi-role** designs aim at a perfect blend of speed, armour and firepower. They are generally used on routine patrols, or when the driver needs to be able to react to a variety of situations.

**Road Bikes** are light, fast, and lightly armed. They are primarily designed for scouting, but are also used by messengers - radio silence can sometimes give you a great tactical advantage - and by convoy outriders.

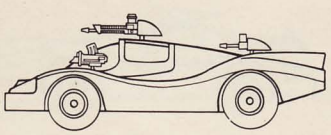
**Heavy Bikes** are built for serious fighting on two wheels, combining the manoeuvrability of a bike with enough firepower to stand toe-to-toe with a Renegade. They are used for general patrol work, as well as for hit-and-run raiding.

## SANCTIONED OPERATIVE DATA CARDS

The 18 data cards that follow are vehicles used by the Ops of the St. Louis Blues, but they can, of course, just as easily be used for the Sanctioned Ops of your own agency.

CONFIGURATION		VARIANT					COST	
INTERCEPTOR TANK		SINGLE-SEATER V6 WITH EXTRA CS ARMOUR					\$120,000	
WEIGHT							HANDLING	
2125							4	
SPEED							Vs HE	
86							5	
ACCELERATE							MAX DAM	
12		24						
BRAKE		INCREMENTS					18, 12, 6	
20		Jim Dermott (drive skill 6)						
WEAPON		LOCATION	ACCUR	DAM	SHOTS	RANGE	NOTES	
MISSILE POD*		ROOF	+2/+2	+8HE/ +6AP	6	50	FORWARD FIRING	
PASSENGER CAGE - DRIVER CRITICAL SAVING THROW								
MISSILE POD IS LOADED WITH HE AND SHAPED PLASTIC (ARMOUR PIERCING)								
MISSILES IN THE FOLLOWING ORDER - HE, SP, HE, SP, HE, SP.								
ARMOUR TYPE		LOCATION						
		FRONT	REAR	SIDES	FLOOR	ROOF		
CARBON STEEL		8	6	6	5	5		
CARBON PLASTIC		0	0	0	0	0		
CONFIGURATION		VARIANT					COST	
INTERCEPTOR GUNSHIP		SINGLE-SEATER V8					\$120,000	
WEIGHT							HANDLING	
1275							5	
SPEED							Vs HE	
120							5	
ACCELERATE							MAX DAM	
24		24						
BRAKE		INCREMENTS					18, 12, 6	
36/46		Steve Johansen (drive skill 7)						
WEAPON		LOCATION	ACCUR	DAM	SHOTS	RANGE	NOTES	
40mm GRENADE LAUNCHER		HOOD	+1	+8HE	8	18		
15mm AUTOCANNON		ROOF	+1	+3	8	18	FORWARD FIRING	
OIL LAYER		L.PASSIVE	-	-	12	-	SEE RULES	
SMOKE LAYER		R.PASSIVE	-	-	20	-	SEE RULES	
COMPUTER BRAKING - INCREASED BRAKING AND PANIC BRAKING								
NO NOTES								
ARMOUR TYPE		LOCATION						
		FRONT	REAR	SIDES	FLOOR	ROOF		
CARBON STEEL		0	0	0	0	0		
CARBON PLASTIC		4	4	4	4	4		

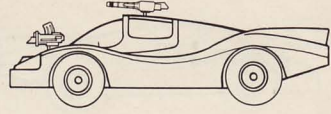
**Drive Skills:** if you're not using the St. Louis Blues agency, roll a D6: 1 = drive Skill 2; 2-3 = drive skill 3; 4-5 = drive skill 4; 6 = drive skill 5.

CONFIGURATION	VARIANT	COST
INTERCEPTOR GUNSHIP	SINGLE-SEATER V6	\$100,000
WEIGHT		HANDLING
1450		5
SPEED		Vs HE
96		5
ACCELERATE		MAX DAM
14		24
BRAKE	INCREMENTS	18, 12, 6
28	Jules Mason (drive skill 4)	

WEAPON	LOCATION	ACCUR	DAM	SHOTS	RANGE	NOTES
15mm AUTOCANNON*	HOOD	+2	+3/ +3AP	8	18	
LINKED 20mm GRENADE LAUNCHER	FRONT WINGS	0	+2HE	10	16	
TWIN 6mm MACHINE GUNS	REAR CENTRAL	+1	+1	12	16	
OIL LAYER	L.PASSIVE	-	-	12	-	SEE RULES

NO SPECIAL EQUIPMENT  
 SHOTS 2, 3, 4 ON AUTOCANNON ARE DEPLETED URANIUM IE. ARMOUR PIERCING.

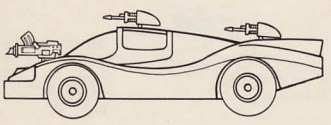
ARMOUR TYPE	LOCATION				
	FRONT	REAR	SIDES	FLOOR	ROOF
CARBON STEEL	0	0	0	0	0
CARBON PLASTIC	4	4	4	4	4

CONFIGURATION	VARIANT	COST
INTERCEPTOR GUNSHIP	TWO-SEATER V6	\$100,000
WEIGHT		HANDLING
1710		5
SPEED		Vs HE
92		5
ACCELERATE		MAX DAM
13		24
BRAKE	INCREMENTS	18, 12, 6
26	Carl Beck (drive skill 3) and Joel Back (gunner)	

WEAPON	LOCATION	ACCUR	DAM	SHOTS	RANGE	NOTES
7.62 MINI GUN	CUPOLA	+2	+4	4+4	12	DOUBLE LOADED
20mm GRENADE LAUNCHER	HOOD	+1	+2HE	10	16	
SPIKE LAYER	R.PASSIVE	-	-	-	-	SEE RULES

NO SPECIAL EQUIPMENT  
 NO NOTES

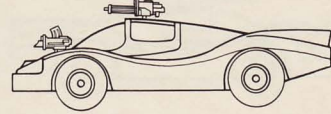
ARMOUR TYPE	LOCATION				
	FRONT	REAR	SIDES	FLOOR	ROOF
CARBON STEEL	5	4	4	4	4
CARBON PLASTIC	0	0	0	0	0

CONFIGURATION	VARIANT	COST
PERFORMANCE INTERCEPTOR	SINGLE-SEATER V6 WITH STRIPPED ARMOUR	\$100,000
WEIGHT		HANDLING
890		6
SPEED		Vs HE
108(148)		4
ACCELERATE		MAX DAM
19(38)		24
BRAKE	INCREMENTS	18, 12, 6
41/51	Lucy Pemberton (drive skill 7)	

WEAPON	LOCATION	ACCUR	DAM	SHOTS	RANGE	NOTES
40mm GRENADE LAUNCHER	HOOD	+1	+8HE	8	18	
L.W. COMBAT LASER	ROOF	+2	+1	1/TURN	12	FORWARD FIRING
L.W. COMBAT LASER	REAR CENTRAL	+1	+1	1/TURN	12	

NOX - INCREASED MAX SPEED AND ACCELERATION (148 & 38)  
 COMPUTER BRAKING - INCREASED BRAKE PLUS PANIC BRAKE  
 OIL INJECTION - SMOKE PRODUCTION - SEE RULES  
 NOX WILL BLOW ENGINE ON A 2 OR 12. IF OIL INJECTION ALSO ON, THEN WILL BLOW ON A 2, 11 OR 12.

ARMOUR TYPE	LOCATION				
	FRONT	REAR	SIDES	FLOOR	ROOF
CARBON STEEL	0	0	0	0	0
CARBON PLASTIC	0	0	0	0	0

CONFIGURATION	VARIANT	COST
INTERCEPTOR TANK	SINGLE-SEATER V6 WITH EXTRA CS ARMOUR	\$100,000
WEIGHT		HANDLING
1935		5
SPEED		Vs HE
88		5
ACCELERATE		MAX DAM
12		24
BRAKE	INCREMENTS	18, 12, 6
22	Jimmy McCorkindale (drive skill 4)	

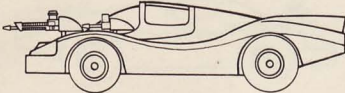
WEAPON	LOCATION	ACCUR	DAM	SHOTS	RANGE	NOTES
CHAIN GUN	ROOF	+3	+5	6	16	FORWARD FIRING
20mm GRENADE LAUNCHER	HOOD	+1	+2HE	10	16	
MINE LAYER	L.PASSIVE	-	+3	6	-	SEE RULES

NO SPECIAL EQUIPMENT  
 NO NOTES

ARMOUR TYPE	LOCATION				
	FRONT	REAR	SIDES	FLOOR	ROOF
CARBON STEEL	7	6	7	5	5
CARBON PLASTIC	0	0	0	0	0

Lucy Pemberton is something of a speed freak. She says it's because firing lasers just doesn't seem right unless she's cruising over a hundred in her performance Interceptor. But despite her off-hand attitude and street-cool rap, she's a skilled driver whose ruthlessness is matched only by her efficiency. As the leading local Op, her move to join the Blues was almost inevitable, but she pretended that it was a tough decision - Johansen was glad she made it. The Laser Lady is one of the Blues most valuable assets and is the only Op in the outfit as skilled as Johansen.

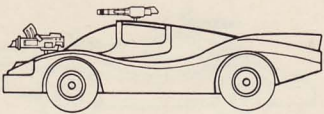
# ST. LOUIS BLUES

CONFIGURATION	VARIANT	COST
MULTI-ROLE INTERCEPTOR	SINGLE-SEATER V6 WITH EXTRA CS ARMOUR	\$100,000
WEIGHT		HANDLING
1855		7(5)
SPEED		Vs HE
88		5
ACCELERATE		MAX DAM
12		24
BRAKE	INCREMENTS	18, 12, 6
22	Stavros Garvias ( <i>drive skill 3</i> )	

WEAPON	LOCATION	ACCUR	DAM	SHOTS	RANGE	NOTES
15mm AUTOCANNON	HOOD	+2	+3	8	18	
LINKED 6mm MGS	FRONT WINGS	+2	+1	12	16	
OIL LAYER	R.PASSIVE	-	-	12	-	SEE RULES

REINFORCED TYRES - CRITICAL HIT SAVING THROW  
 ACTIVE SUSPENSION - INCREASED HANDLING (7)  
 NO NOTES

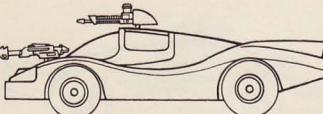
ARMOUR TYPE	LOCATION				
	FRONT	REAR	SIDES	FLOOR	ROOF
CARBON STEEL	6	5	5	4	4
CARBON PLASTIC	0	0	0	0	0

CONFIGURATION	VARIANT	COST
PERFORMANCE INTERCEPTOR	SINGLE-SEATER V8 WITH STRIPPED ARMOUR	\$120,000
WEIGHT		HANDLING
975		6
SPEED		Vs HE
136		4
ACCELERATE		MAX DAM
28		24
BRAKE	INCREMENTS	18, 12, 6
41/51	Harry 'Faster' Davis ( <i>drive skill 5</i> )	

WEAPON	LOCATION	ACCUR	DAM	SHOTS	RANGE	NOTES
7.62 MINI GUN*	ROOF	+2	+4/ +5AP	4+4	12	FORWARD FIRING
40mm GRENADE LAUNCHER	HOOD	+1	+8HE	8	18	

COMPUTERISED BRAKING - INCREASED BRAKE AND PANIC BRAKE  
 SHOTS 1, 2, 3, 4 IN MINI GUN ARE DEPLETED URANIUM, IE ARMOUR PIERCING; IT IS ALSO DOUBLE LOADED WITH 5, 6, 7, 8 AS NORMAL SHOTS. IT IS FORWARD FIRING.

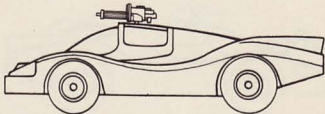
ARMOUR TYPE	LOCATION				
	FRONT	REAR	SIDES	FLOOR	ROOF
CARBON STEEL	0	0	0	0	0
CARBON PLASTIC	0	0	0	0	0

CONFIGURATION	VARIANT	COST
MULTI-ROLE INTERCEPTOR	TWO-SEATER V6 WITH EXTRA CP ARMOUR	\$120,000
WEIGHT		HANDLING
1750		5
SPEED		Vs HE
92		5
ACCELERATE		MAX DAM
13		24
BRAKE	INCREMENTS	18, 12, 6
26	Lizzie Wyatt ( <i>drive skill 4</i> ) and Freeman Vanner (gunner)	

WEAPON	LOCATION	ACCUR	DAM	SHOTS	RANGE	NOTES
15mm AUTOCANNON	CUPOLA	+1	+3	8	18	
HEAVY LASER	HOOD	+3	+6	1/TURN	30	

CHARGER - INCREASED MAX SPEED AND ACCELERATION (INCLUDED)  
 NO NOTES

ARMOUR TYPE	LOCATION				
	FRONT	REAR	SIDES	FLOOR	ROOF
CARBON STEEL	4	4	4	4	4
CARBON PLASTIC	2	1	1	1	0

CONFIGURATION	VARIANT	COST
INTERCEPTOR TANK	SINGLE-SEATER V6 WITH EXTRA ARMOUR	\$150,000
WEIGHT		HANDLING
2045		4
SPEED		Vs HE
86		5
ACCELERATE		MAXIMUM DAMAGE
12		24
BRAKE	INCREMENTS	18, 12, 6
20	Hannibal Fry ( <i>drive skill 3</i> )	

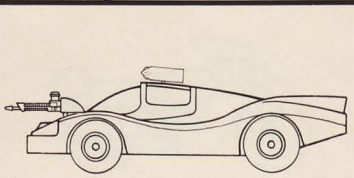
WEAPON	LOCATION	ACCUR	DAM	SHOTS	RANGE	NOTES
CHAIN GUN*	TURRET	+3	+5	6+6	16	DOUBLE LOADED
MINE LAYER	PASSIVE	-	+3	6	-	SEE RULES

EJECTOR SEAT - SEE RULES  
 CHAIN GUN IN ROOF TURRET HAS A 360° ARC OF FIRE.

ARMOUR TYPE	LOCATION				
	FRONT	REAR	SIDES	FLOOR	ROOF
CARBON STEEL	4	7	6	4	4
CARBON PLASTIC	2	0	0	0	0

Lizzie Wyatt and Freeman Vanner (multi-role Interceptor) are an ex-Turner, Harvest and Ramirez wing team from New York. Vanner is a brilliant mechanic who has been able to bring a good deal of practical expertise to the Blues, as well as proven marksmanship with an A-cannon, while Wyatt applies her finely honed driving skill. She quit THR after a vicious roadfight against a Maniax gang left her sightless. Though her eyes were replaced, she suffered a crisis of confidence and thought she was finished. News of the Blues was beginning to spread and Vanner tried to persuade her that it was a move she should make. She asked him, if it was such a good idea, why wasn't he going, too? Vanner looked startled and replied, "Who said I wasn't?"

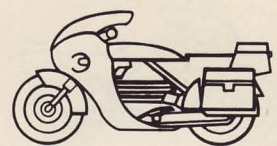


CONFIGURATION	VARIANT	COST
MULTI-ROLE INTERCEPTOR	SINGLE-SEATER V6	\$150,000
WEIGHT		HANDLING
1815		5(7)
SPEED		Vs HE
88		5
ACCELERATE		MAX DAM
12		24
BRAKE		INCREMENTS
22	Cal Booker (drive skill 5)	18, 12, 6

WEAPON	LOCATION	ACCUR	DAM	SHOTS	RANGE	NOTES
15mm AUTOCANNON	HOOD	+2	+3	8	18	
MINE LAYER	PASSIVE	-	+3	6	-	SEE RULES
MISSILE POD* HE	ROOF	VARIES	+8HE	3	50	SEE BELOW
AP		VARIES	+6AP	2		
CAN		-	+3	1		

CHARGER - INCREASED MAX SPEED AND ACCELERATION (INCLUDED)  
 ACTIVE SUSPENSION - INCREASES HANDLING  
 MISSILE POD IS COMPUTER CONTROLLED (SEE RULES). PODS ARE IN ORDER HE, SP, HE, SP, HE, CAN. (HE = HIGH EXPLOSIVE, SP = SHAPED PLASTIC AND CAN = CANISTER).

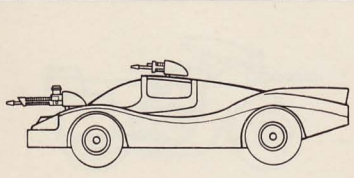
ARMOUR TYPE	LOCATION				
	FRONT	REAR	SIDES	FLOOR	ROOF
CARBON STEEL	4	4	5	4	4
CARBON PLASTIC	2	0	0	0	0

CONFIGURATION	VARIANT	COST
ROAD BIKE		\$30,000
WEIGHT		HANDLING
241		7/4
SPEED		Vs HE
115		-
ACCELERATE		MAX DAM
50		9
BRAKE		INCREMENTS
50	Jodi Anderson (drive skill 3)	6, 3

WEAPON	LOCATION	ACCUR	DAM	SHOTS	RANGE	NOTES
MINE LAYER*	PASSIVE	-	+3	4	-	SEE RULES

REINFORCED TYRES - SAVING THROW VS CRITICAL HITS  
 COMPUTER DRIVE - INCREASED ACCELERATION, BRAKING AND HANDLING (INCLUDED)  
 NOTE - MINE LAYER IS A LIGHTWEIGHT VERSION

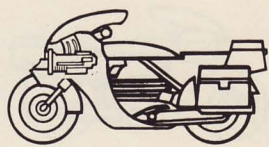
ARMOUR TYPE	LOCATION				
	FRONT	REAR	SIDES	FLOOR	ROOF
CARBON STEEL	1	0	0	0	0
CARBON PLASTIC	2	2	2	2	2

CONFIGURATION	VARIANT	COST
PERFORMANCE INTERCEPTOR	SINGLE-SEATER V12	\$150,000
WEIGHT		HANDLING
1080		9(6)
SPEED		Vs HE
150		4
ACCELERATE		MAX DAM
28		24
BRAKE		INCREMENTS
32	Sam Everitt (drive skill 2)	18, 12, 6

WEAPON	LOCATION	ACCUR	DAM	SHOTS	RANGE	NOTES
15mm AUTOCANNON*	HOOD	+2	+3AP	8	18	
COMBAT LASER	ROOF	+2	+3	1/TURN	20	FORWARD FIRING

DRAG CHUTE - BRAKING SYSTEM, SEE RULES  
 ROBOTIC DRIVE - INCREASED HANDLING (9)  
 AUTOCANNON IS FULLY LOADED WITH DEPLETED URANIUM (ARMOUR PIERCING) AMMUNITION.

ARMOUR TYPE	LOCATION				
	FRONT	REAR	SIDES	FLOOR	ROOF
CARBON STEEL	0	0	0	0	0
CARBON PLASTIC	4	4	4	4	4

CONFIGURATION	VARIANT	COST
ROAD BIKE		\$30,000
WEIGHT		HANDLING
340		7/4
SPEED		Vs HE
105		-
ACCELERATE		MAX DAM
40		9
BRAKE		INCREMENTS
50	Lemmy Weston (drive skill 4)	6, 3

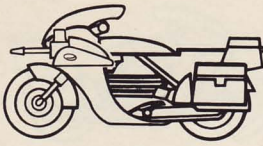
WEAPON	LOCATION	ACCUR	DAM	SHOTS	RANGE	NOTES
20mm GRENADE LAUNCHER	LEFT	0	+2HE	4	12	LIGHTWEIGHT
4.2mm MACHINE GUN	RIGHT	+2	+1	6	8	LIGHTWEIGHT

TWO WHEEL DRIVE - INCREASED BRAKING AND HANDLING (INCLUDED)

ARMOUR TYPE	LOCATION				
	FRONT	REAR	SIDES	FLOOR	ROOF
CARBON STEEL	2	2	2	2	2
CARBON PLASTIC	0	0	0	0	0

The agency's bikers all come from the same NoGo gang, the Dellwood Devastators. Lemmy Weston (road bike) is probably the meanest biker the Devastator's ever had. He was reluctant to cross the wire and join up with the Blues but had nowhere else to go. As it turned out, he was surprised at the warmth of the reception (he'll never forget leading the Devastator's right up to the steps of city hall) and the respect shown by the other Ops and Outlaws. He's effectively the gang leader and has to answer only to Johansen himself. But there's no personality clash to get in the way - Johansen knows a competent roadfighter when he meets one.

ST. LOUIS BLUES

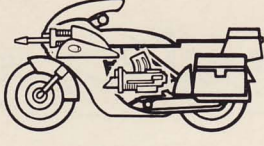
CONFIGURATION	VARIANT	COST
ROAD BIKE		\$40,000
WEIGHT		HANDLING
292		8/5
SPEED		Vs HE
115		-
ACCELERATE		MAX DAM
50		9
60	INCREMENTS	6, 3

Gel Decker (drive skill) 3

WEAPON	LOCATION	ACCUR	DAM	SHOTS	RANGE	NOTES
LINKED 4.2mm MGS	SIDES	+2	+1	6	8	LIGHTWEIGHT

TWO WHEEL DRIVE - INCREASED HANDLING AND BRAKING (INCLUDED)  
 COMPUTER DRIVE - INCREASED HANDLING, BRAKING, AND ACCELERATION (INCLUDED)

ARMOUR TYPE	LOCATION				
	FRONT	REAR	SIDES	FLOOR	ROOF
CARBON STEEL	0	0	0	0	0
CARBON PLASTIC	0	4	0	0	0

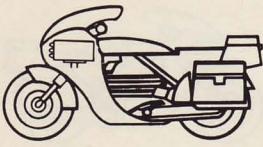
CONFIGURATION	VARIANT	COST
HEAVY BIKE		\$40,000
WEIGHT		HANDLING
338		6/3
SPEED		Vs HE
105		-
ACCELERATE		MAX DAM
40		9
40	INCREMENTS	6, 3

Barker (drive skill) 3

WEAPON	LOCATION	ACCUR	DAM	SHOTS	RANGE	NOTES
COMBAT LASER	LEFT	+2	+1	1/TURN	12	LIGHTWEIGHT
20mm GRENADE LAUNCHER	RIGHT	0	+2HE	4	12	LIGHTWEIGHT
SMOKE LAYER	PASSIVE	-	-	-	12	LIGHTWEIGHT

CRASH BARS - ROLL, CRASH OR COLLISION DAMAGE DECREASED

ARMOUR TYPE	LOCATION				
	FRONT	REAR	SIDES	FLOOR	ROOF
CARBON STEEL	0	0	0	0	0
CARBON PLASTIC	3	2	2	2	2

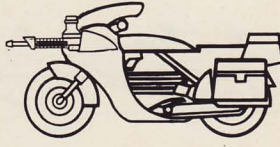
CONFIGURATION	VARIANT	COST
HEAVY BIKE		\$50,000
WEIGHT		HANDLING
448		6/3
SPEED		Vs HE
100(110)		-
ACCELERATE		MAX DAM
35(70)		9
35	INCREMENTS	6, 3

Spike (drive skill) 3

WEAPON	LOCATION	ACCUR	DAM	SHOTS	RANGE	NOTES
50mm HE MISSILE	LEFT	+2	+8HE	1	20	SEE RULES
50mm CANISTER MISSILE	RIGHT	-	+3	1	20	

REINFORCED TYRES - SAVING THROW VS CRITICAL HITS  
 NOX - INCREASED MAX SPEED AND ACCELERATION (110 AND 70), BLOWS ON 2 OR 12.

ARMOUR TYPE	LOCATION				
	FRONT	REAR	SIDES	FLOOR	ROOF
CARBON STEEL	6	4	3	3	2
CARBON PLASTIC	0	0	0	0	0

CONFIGURATION	VARIANT	COST
HEAVY BIKE		\$50,000
WEIGHT		HANDLING
490		6/3
SPEED		Vs HE
96		-
ACCELERATE		MAX DAM
33		9
35	INCREMENTS	6, 3

A-cannon Anne (drive skill) 3

WEAPON	LOCATION	ACCUR	DAM	SHOTS	RANGE	NOTES
LINKED 15mm AUTOCANNONS	OUTRIGGER	+1	+3	8	18	

OIL INJECTION - MAKES SMOKE

ARMOUR TYPE	LOCATION				
	FRONT	REAR	SIDES	FLOOR	ROOF
CARBON STEEL	6	2	2	2	2
CARBON PLASTIC	4	0	1	0	0

If you want to be successful in this business - if you want to survive - you've got to plan your operations. Think ahead carefully and make sure you've got the cars and bikes to do the job. There is no such thing as a vehicle for all occasions. If it's got enough armour to survive a four-vehicle ambush, it's going to be too slow for pursuit. If it's got enough weapons for gang-busting, it'll be too obvious for convoy support. The answer is to have specific vehicles for specific jobs, and to use them right.

# GAMES · DAY GOLDEN · DEMON · AWARDS

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Tickets are £2.00 each, available from all Games Workshop stores or through GW Mail Order.

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## THE GOLDEN DEMON AWARDS

The Golden Demon Awards are an international showcase for the best miniature painters in the world, and there will be thousands of superbly painted miniatures on display from the regional heat winners, with £1000's worth of prizes to be won. There are gold, silver and bronze Golden Demon trophies for the winners of the ten categories, and the much-coveted *Demon Slayer Sword* for the overall winner of the Golden Demon Awards '89.

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Games Day 89 is host to the prestigious *Osprey World Championships Warhammer Fantasy Battle Play-Offs*. There will be over forty tables of hard-fought battles in progress throughout the day, to find out which generals go forward to the *Warhammer Fantasy Battle* world finals.

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We'll also be previewing some of our new games, giving you a chance to look at games that won't be released until later in the year.

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## MARAUDER BLADE PAINTING COMPETITION

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There will be stunning displays of artwork by many of our artists - and the artists themselves will be there to answer your questions, have a chat about where they get their inspiration, and reveal what materials and techniques they use.

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There will be painting and modelling displays by the Studio's Miniature Painters, who will reveal their secrets and tell you how to produce superbly painted miniatures.

And throughout the event there will be seminars by GW writers and games designers, giving you the opportunity to ask questions about Games Workshop's books and games.

All in all this is going to be the highlight of the 1989 gaming calendar.

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To make sure you don't miss Games Day 89, we'll be running official GW coaches to the venue from all of the Games Workshop stores on the day itself. For full details of this service, check with your local Games Workshop as soon as possible.

Some of the Independent Specialist Stockists will also be running coaches to Games Day: *Wonderworld* (Bournemouth), *Southsea Models* (Southsea) and *Role'n'Play* (Wolverhampton) have all arranged a coach service for May 27th. Other shops may also be able to run a coach to Games Day and we suggest you check with your local shops for details.

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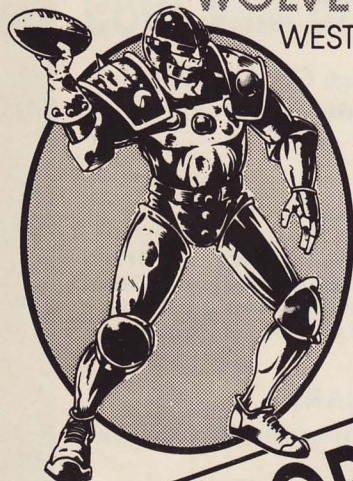
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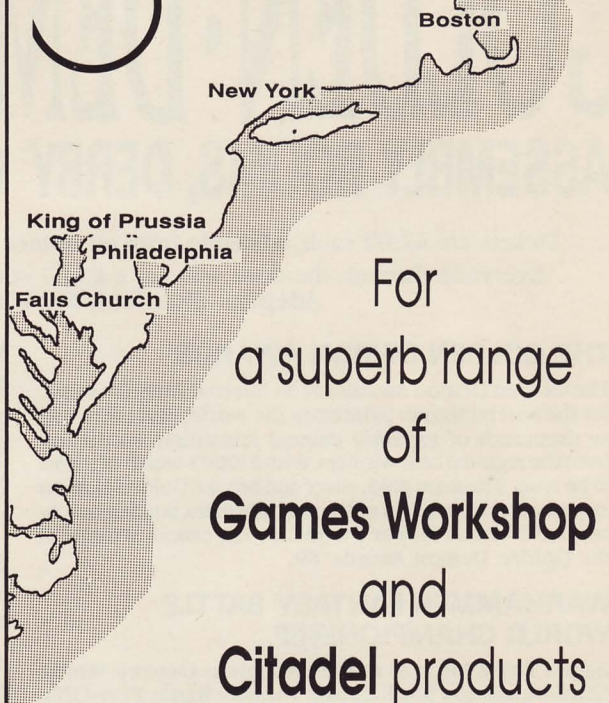
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# WARHAMMER™ FANTASY ROLE PLAY

## WARDANCERS

### A NEW WFRP CAREER FOR ELVEN CHARACTERS

by Matt Connell, Graeme Davis and D. Matalou

Continuing last month's article on *Wardancers*, we look at the training rituals of the elite Elven warriors, with details of their career and special skills for *Warhammer Fantasy Roleplay*, plus information on Adamnan-na-Briohna, God of the Wardancers.

*Brightbranch stood in the centre of the large but, a lone still figure amid a blurring tumult of whirling, sweat-sheened bodies. He felt excited, proud and nervous all at the same time, for this was a great day. Today - if all went well - he would at last become a Wardancer.*

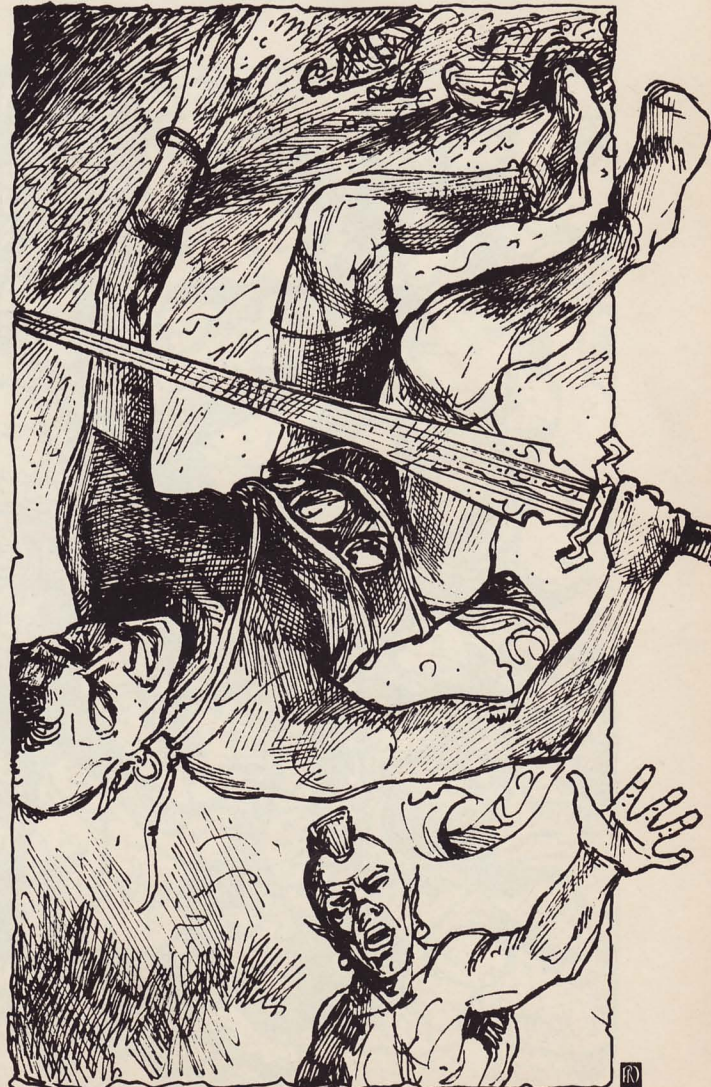
*It felt like a lifetime since he had taken his first steps into the strange and sacred caste. He could barely remember the time when, like the rest of his Elven kin, he used to think of Wardancers as alien beings - almost a separate race. His body had been trained, to a degree of strength, speed and agility which his younger self would not have thought possible. His mind and spirit had been trained, too - the wild music of the sacred drums and flutes thrilled through his body, calling to something deep, deep inside him. The effort to remain still was almost beyond him. And finally, the previous day, he had proved himself in battle. Now only the last rituals remained.*

*The five dancers leaped, spun and somersaulted around him in a mesmerising pattern as the voices of the bone flutes soared higher and higher. Then, almost without seeing the movement, he felt a touch on his shoulder. It was time for him to join the dance.*

*He leaped upwards like a salmon, somersaulting to kick the high ridge-pole of the but and shake down a few fronds of the bracken roof. His landing was perfect - scant inches away from one of the ring of Wardancers, who twisted away like a willow-branch in the wind. But Brightbranch was faster, and landed a light tap on his shoulder - the mere token of a killing blow. The Wardancer left the ring; now there were four.*

*Brightbranch launched himself into a high backflip, and three Wardancers lunged into the empty air where he had been. He landed, and swift taps on two shoulders left only the last pair of dancers in the ring.*

*The two Wardancers leaped toward him simultaneously as he cartwheeled to his left. At the last minute, one of his attackers - a tall Elf-maiden with luminous amber eyes and resin-stiffened hair the colour of the dawn - twisted towards him, following his evasion. As his feet hit the earth floor, he bounced into a cartwheel back to his right - the second Wardancer was surprised for a fraction of a heartbeat, long enough for Brightbranch to land his fourth blow.*



The others formed a loose circle around Brightbranch and his last opponent. They circled each other warily; Yavathol was the leader of the troupe, and Brightbranch more than half-suspected that she had been sparing him so far, so that she could test him to the limits in single combat. Her catlike eyes glowed in the half-light of the hut, and her smile still disturbed him.

Brightbranch stayed still, evenly balanced on the balls of his feet. He knew that she was his most dangerous opponent, and decided to let her come to him. Then, at least, he would have the advantage of balance.

After what seemed like an hour, Yavathol moved. She flowed toward him like the wind rippling long grass. Brightbranch launched himself into a high leap, but somehow she was there with him when he should have left her flat-footed on the ground. He twisted away from her reaching hand and hit the ground rolling. He was still inside the ring, but only just.

Yavathol landed on both feet, and bounced like a ball into a back-somersault that took her clear across the hut. Brightbranch buried himself into the air, and the two landed simultaneously.

Two hands flashed out like striking snakes to two shoulders. Brightbranch stood uncertainly, not knowing whose blow had landed first.

"Well done, Brightbranch," Yavathol chuckled like a purring wildcat. "The fight is yours."

## · THE STORY SO FAR ·

The first part of the *Wardancers* article is a *Complete Encounter* in which the party of adventurers are ambushed by Orcs deep within a forest. The Orcs seem to be winning when through the trees appear three Elves, twisting and back-flipping as they launch into an impressive acrobatic attack on the ambushers. With the help of the characters, the Elven Wardancers defeat the Orcs. The PCs are then escorted to the Wardancers' encampment, where they see one of their saviours, a young Elf named Brightbranch, perform through the final ritual dance that makes him a true Wardancer.

## · TRAINING ·

Having witnessed the awesome abilities of the Wardancers, it is quite possible that your players may express an interest in taking up the career for themselves. If this does happen, Lord Erdil first explains that such training could only be considered for an Elf, and that the candidate would have to go through all the ritual and testing that a member of the Elven community is expected to complete before becoming a Wardancer. If any players concerned are still interested, the Elf Lord suggests that they go and speak with Yavathol, for it is she that makes all decisions concerning the settlement's troupe of Wardancers.



The candidates are received by Yavathol in the troupe's hut. At first she is very sceptical of the newcomers' commitment and must be convinced that these characters are serious in intent. Much depends on the candidates' performance when Yavathol challenged the PCs at Brightbranch's final acceptance. If they fought with Yavathol, she is well disposed towards them. If they declined the challenge with a suitable excuse, perhaps praising the Wardancer, Yavathol is prepared to listen. But if the candidates seemed to just back out of the challenge, no amount of talking will convince Yavathol that they are worthy to become Wardancers.

Provided the characters can convince her of their commitment (roleplay Yavathol's rather abrasive character to the full!), Yavathol is happy to accept the characters for testing. The first stage in the process of becoming a Wardancer is the candidates' ritual acceptance into the caste. This must be done before the testing, as it is considered important that Adamnan-na-Brionha, the Wardancer's god, should be alerted to the candidates' attempts, so he may aid worthy ones and hinder those he considers unsuitable. In reality such attention from Adamnan is rare, but the rituals must be adhered to.

The ritual is simple, and takes place in front of the whole settlement. Candidates must bathe three times, symbolically washing away their former lives in preparation for their new one. The aspirants are then dressed in simple white robes and must kneel before the assembled troupe. The troupe musicians play a free-wheeling chant, calling Adamnan-na-Brionha to accept the aspirants. Yavathol asks the candidates if they are serious in their aspirations, reminding them that it is not a decision to be taken lightly. This statement of commitment from the candidates ends the ritual. The rest of the day is spent coaching the aspirants in the dance forms that later become the basis for the Wardancer's abilities. The candidates must now take up residence in the Wardancers hut.

On the following day the characters testing takes place. This begins with another ritual dance, at the end of which the characters are given the arms they will use as Wardancers. The test proper then begins.

The test may take one of several forms (see below). You should choose the one that appeals to you. Whatever you choose, make the test a real one for the PC. It would be easy to let it become a mere formality, with the PC assured of making Wardancer status. You should avoid this, and try to make it clear to the player that this is for *real* - no free rides. This will make the test exciting for the players, and will enhance their feelings of having achieved something special if they succeed.

Three different types of test are detailed below:

1. The test may take the form of fighting with some convenient enemy (such as the Orcs that Brightbranch was tested against). If you choose this option, the aspirants are kept on alert until Yavathol's scouts bring word of a suitable enemy: Goblinoids or Beastmen are the most likely opponents, but you could use almost any monster. The important thing is to balance the encounter to give your characters a tough challenge. They are accompanied by Yavathol, but she may well stand at the sidelines, appraising the PCs' performance. She moves to rescue the PCs if needed, but only when they are in deep trouble - taking critical hits or spending *fate points*! Any PC who shouts for help will get it, but is deemed to have failed the test.



2. The candidate may be tested by engaging the leader of the troupe in single combat. Yavathol favours this test for any PC who has not already fought with her. In order to pass the test the aspirant must successfully strike the troupe leader at least once during the fight, and most importantly, the candidate must not back out of the fight even if they fear for their life - the leader will stop the fight when he or she is satisfied with the aspirant's performance, often inflicting terrible wounds to test the courage of the candidate.
3. The final form of test could involve the rest of the party. Each aspirant must land a blow on six non-Wardancers, fought one after the other. These opponents are usually Elves, but honoured guests (ie the party!) are also acceptable. As soon as the aspirant lands a blow (ie causes a *Wound*), he moves on to the next opponent. The opponents are expected to fight back to the best of their abilities, and Yavathol is on the look-out for any cheating. The aspirants may yield at any time, failing the test.

After this test the aspirants must perform a ritual dance to Yavathol's satisfaction. The best way to run this is to get your players to jig around the room! If your players are too inhibited to allow you to get away with this, make each character take a *Toughness* test, reflecting the exhaustion of fighting six opponents and a *Dexterity* test to show the elegance of his movements. A failure in either means that the aspirant makes a botch of the dance, and fails the test to become a Wardancer.



R

### · GAMESMASTER HINTS ·

When you run this part of the adventure, you should try to capture the feelings of ritual and ceremony - this is an important step for the characters, and you should make it a moment to remember. Assuming the characters pass their test, they spend the night practising some basic acrobatics in preparation for the next day's public acceptance into the troupe. The characters also have their hair dyed and set, and their bodies are painted with bright patterns that must be left to wear off with time.

After all this the characters' real training begins, during which they learn all the Wardancers' special skills, the code of the Wardancer and their place in Elven society. The new Wardancers are also instructed in the worship of Adamnan-na-Brionha, the Lord of the Dance. You can tackle this training in one of two ways - both options are given below, and you should choose the one that most suits your campaign's flavour.

**Option 1:** Training takes a few weeks and is paid for with *experience points*, just as with other career changes. This is the best option if you want to keep the character in the campaign for the next adventure.

**Option 2:** The complexity of the skills that must be learnt mean that the training takes a couple of *years*. This amount of time would mean little to an Elf, but a lot to a character's player. What is he going to play with while all this training is going on? This need not be a problem - there happens to be a Wardancer in the troupe who wishes to adventure in the outside world. If the player agrees, you can generate such a character and have the player concerned adopt the role of this Wardancer. This gives the player a spare character in case of future need and the Wardancer in training can be brought back into play at a suitable point later in the campaign.

### · WARDANCERS IN ELVEN SOCIETY ·

Being a Wardancer is more than just a matter of acquiring a few new skills. The Wardancer usually adopts the worship of a new god, and takes up a life that often involves living communally with the rest of a Wardancer troupe. Being accepted into the caste marks the start of a new life for the Elf - Wardancers see themselves as an elite group of warriors, and their dedication often borders on the fanatical. This elitist and often supercilious attitude is the reason for their separation from the mainstream of Wood Elf society and their habit of living in communities at the edge of a normal Elven settlement.

Although most troupes are still closely attached to a nearby Wood Elf settlement and generally accept the instructions (or suggestions, as they see them) of the settlement's leader, the troupe's activities are largely determined by their chief Wardancer, a respected warrior treated as a near equal by the local Wood Elf leader. Wardancers are greatly admired by other Elves, for no-one disputes the Wardancers' contribution to the safety of the Elven settlements. But underlying this admiration is a certain amount of fear and suspicion for those who choose to live apart - the strange behaviour of these warriors is often disconcerting.

You should try to make sure that any characters who become Wardancers take on board all these social changes, and don't just treat their new career as a few nifty techniques for becoming two-dimensional killing machines. Use the approbation of the Elven community and an occasional blessing from Adamnan to reinforce the character's behaviour as a Wardancer. If the character continually acts in a graceless or cowardly manner, feel free to show Adamnan's displeasure by suspending one or more of the character's special skills (the character is wracked by strange muscular pains, preventing the use of the skill) until he has proved himself by undertaking a suitable trial.



## ·WARDANCER CAREER·

Among the Wood Elves of the Old World, the most feared and respected warriors are the Wardancers. They live for the glory of battle, and dedicate themselves to reaching the peak of fighting prowess. They are also masters of courtesy and dance, performing their intricate manoeuvres with consummate ease and grace.

Wardancers are to be found in many of the larger Elven settlements in the forests of the Old World. They prefer the company of their own kind, but often live a little way apart from the main settlement, practising their warchants and feats of arms while waiting for action.

Wardancers may become adventurers for a number of reasons. An adventurer's life offers plenty of action, and almost unlimited opportunities to hone their skills against a variety of opponents. They are wilder than the majority of Elves, and some find life in the forests tame and dull. Wardancers may even take to adventuring among other races as a result of an unspoken disgrace or indiscretion, much (although it's unwise to make the comparison) as a Dwarf may become a Troll Slayer.

Wardancers are distinguished by their graceful pride, their love of fighting and their fondness for spectacularly-dyed hair, often stiffened with tree-resin.

## ADVANCE SCHEME

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
+1	+40	+20	+3	+3	+8	+20	+2	+10			+20		+10

## SKILLS

Acrobatics, Ambidextrous, Dance, Distract\*, Dodge Blow, Marksmanship - Thrown Weapons only, Specialist Weapon - Two-Handed Weapons, Strike Mighty Blow, Strike to Injure, Transfix\*, Warchant\*, Whirling Death\*

\* New skills are described below.

## TRAPPINGS

Hand Weapon, Shield, Spear or Two-Handed Sword or Two-Handed Axe

## ENTERED FROM\*

Bounty Hunter, Mercenary Captain, Judicial Champion, Pit Fighter, Outlaw, Scout

\* Non-Elves may not enter this career.

## CAREER EXITS

Mercenary Captain, Outlaw Chief, Judicial Champion

## ·SPECIAL SKILLS·

## TRANSFIX

This skill allows the Wardancer to confuse an opponent with a rapid succession of feints and flurries. The Wardancer must make a successful **I** test to use this skill. His opponent must make a **WP** test - if he fails, the Wardancer gains a +10 to *hit* bonus against him, and the *transfixed* victim suffers a -10 to *hit* penalty against the Wardancer. A Wardancer fighting more than one opponent need only make a single **I** test; each opponent must make a **WP** test, and all those who fail are affected as normal.

These modifiers continue, without any further tests, until the *transfixed* opponent hits the Wardancer (although he need not actually cause a wound).

The Wardancer cannot *transfix* opponents with **Int** 6 or less, or opponents who are immune to *psychology* (eg Undead).

## WARCHANT

A Wardancer may only sing his *warchant* when he is charging an opponent. The Wardancer must make a successful **Int** test to raise a rousing *warchant*, and the effects are as follows:

1. The Wardancer may choose to enter *frenzy*;
2. All friendly characters gain a +10 bonus to *fear* and *terror* tests while the Wardancer is chanting;
3. All hostile characters and creatures suffer a -10 penalty to all *fear* and *terror* tests while the Wardancer is chanting.

The *warchant* lasts until the Wardancer is wounded, or until he spends a round out of combat (ie a round in which he is neither attacked nor tries to land a blow). A new *warchant* may be raised when the Wardancer charges again.

## DISTRACT

This skill allows the Wardancer to hold an opponent off by performing an intricate, almost balletic, sequence of jumps, twists and back-flips.

The Wardancer may not make any attacks in a round while attempting to *distract*, but has a +10 bonus to all *dodge* and *parry* attempts due to his tortuous weaving and ducking. If the Wardancer is wounded, he may not use this skill in the following round.

## WHIRLING DEATH

When he throws himself into the state of maniacal fury known as *Whirling Death*, the Wardancer may make additional attacks up to double his **A** score. Thus, **A** 3 allows 3 additional attacks, and so on. Each additional attack must be paid for with 1 **W** point, representing the strain this self-induced fury puts on the Wardancer's physique.

The Wardancer may not *parry* while using *Whirling Death*, although he may attempt to *dodge*. *Wound* points spent while using this skill are recovered normally. A Wardancer who reaches zero **W** while in a state of *Whirling Death* becomes unconscious until healed back to 1 **W**.

This skill may not be used in conjunction with *Distract*, *Transfix* or *Warchant*.

## PSYCHOLOGY

Like all Elves, Wardancers are subject to *animosity* against Dwarfs, and in addition they are subject to *hatred* of all goblinoids.

## WEAPONS AND ARMOUR

Wardancers, or characters who have been Wardancers, may not use any of the special Wardancer skills while wearing more than 1 **AP** of non-magical armour on each location (shields excepted), or while using any weapons other than hand-to-hand weapons or thrown missiles.

## · ADAMNAN-NA-BRIONHA: THE LORD OF THE DANCE ·

**Description:** Adamnan-na-Brionha was born in the mists before the dawn of time, of a union between the forces of Sound and Motion. The Wardancers hold that he is *The First Being*, whose dance structures the Universe. He is also known as *The First* and *The Lord of the Dance*.

Adamnan-na-Brionha reflects two seemingly contradictory aspects of life - the joy of dance and the fury of righteous slaying. He appears as a mighty Elf, whose left hand side is slender and graceful, and whose right side shows the massive muscles of a mighty warrior. His face is also split between an expression of transcendent bliss and one of eye-popping fury.

The Wardancers believe that it is their fusion of war and dance that provides the earthly interpretation of their deity's cosmic manifestation.

**Alignment:** Neutral.

**Symbol:** Adamnan is symbolised by a flute held in a clenched fist. Devotees of The Lord of the Dance usually adopt one of the flamboyant Wardancer hairstyles, and, in addition, they must wear their god's symbol, either as a pendant or a pair of earrings. Their left ear holds a tiny flute, often worked in silver, while the right is home to a clenched fist, usually worked in gold.

**Area of Worship:** Adamnan-na-Brionha is worshipped by Wood Elves across the Old World, including all Wardancers.

**Temples:** The organised trappings of most religions are alien to these free-living Elves, and formal temples are not used - Adamnan-na-Brionha is to be worshipped in the heart, not tied to any one place.

**Friends and Enemies:** Followers of Adamnan are on good terms with those who worship the rest of the Wood Elf pantheon, and have a generally positive (if condescending) attitude towards the Old Faith and the cults of Taal and Rhya. They also get on reasonably well with followers of Ranald.

Other Human cults are generally ignored, and the Dwarven pantheon is regarded with a certain amount of amusement.

Traditional racial enemies - especially goblinoids - are regarded with contempt and hatred, as a kind of vermin to be destroyed at every opportunity.

**Holy Days:** Specific dates hold little meaning for the followers of Adamnan-na-Brionha, and his cult has no specific holy days. It is *events* and *actions* which are important, hence dancing, rightful killing, training, and the acceptance of new Wardancers are all held to be sacred acts when performed with the correct attitude of mind. For those versed in the higher mysteries of Adamnan, each action, however trivial, forms part of the Dance of Life and every experience is deemed to be as significant as every other.

**Cult Requirements:** The cult is open to all Elves. An Elf must complete the Wardancer career before proceeding to become an Initiate of Adamnan.

**Strictures:** The cult of Adamnan places few strictures on its members: they must keep themselves fit and supple at all times, and never act in a manner that threatens the good of the Elven race.

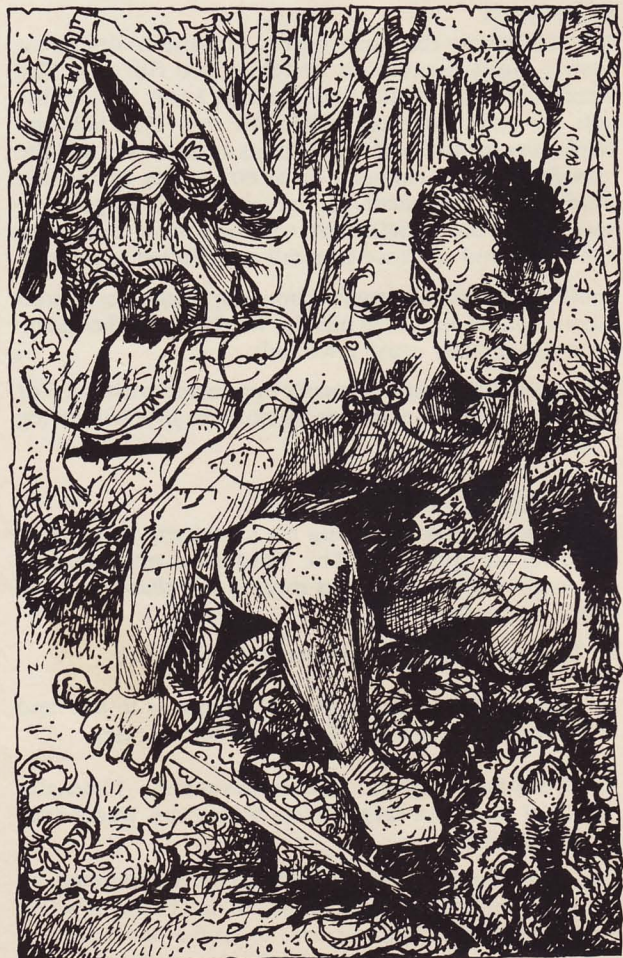
However, certain things may particularly please or displease Adamnan; these are mainly related to attitudes rather than actions. Entering combat with joy and righteous anger and fighting with athletic elegance are considered pleasing to the Lord of the Dance. Killing in a mean-spirited, cowardly or inelegant fashion attracts his displeasure.

**Spell Use:** Clerics of Adamnan may use all Petty Magic spells, and all Battle Magic spells except *Fire Ball*, *Wind Blast*, *Lightning Bolt* and *Curse of Arrow Attraction*. Instead, Clerics of Adamnan may use the level 1 Illusionist spell *Bewilder Foe* and the Elemental spells *Cloud of Smoke* (level 1), *Resist Fire* (level 2) and *Dust Storm* (level 3).

**Skills:** Initiates and Clerics of Adamnan may gain *one* of the following skills at each level: *Dance*, *Musicianship*, *Sing*, *Street Fighter* and *Wrestling*. These skills must be bought with Experience Points as usual.

**Trials:** A trial set by Adamnan will usually involve dealing with a creature or group of creatures that has failed to treat the Elven race with due respect - for example, goblinoids encroaching into the forest, or Human woodcutters and charcoal-burners who have dared to invade the deeper parts of the forest and cut down the *lornatalim* tree. The style in which a trial is undertaken is at least as important as its success.

**Blessings:** A blessing from Adamnan may take the form of the single use of an appropriate spell, a skill from the lists above, or the automatic success of *one* test from the following list: *Fall*, *Jump*, *Leap*, *Reaction*, *Risk* or any test on **WS**.



# BLOOD BOWL™

## DEATH-ROLLER

### DWARF STEAM-POWER ON THE BLOOD BOWL PITCH

by Jervis Johnson

Rules for using the latest Dwarven secret weapon in *Blood Bowl*. Exhibiting their usual invention and ingenuity, the Dwarf Engineers Guild have taken the humble grass-roller and turned it into the *Dwarf Death-Roller*.



## DEATH-ROLLER

One of the first things Sacred Commissioner Roze-el realised when he codified the Sacred Laws of Nuffle was that weapons were going to make a mess of his plans (and the players' uniforms). The whole point of Blood Bowl was to provide an epic spectacle in place of normal, stalemated warfare - not to be over in thirty seconds of frenzied bowfire. Thus, the famous Rule 2 was a paragon of simplicity within the rules of the game: "Players shall not employe ye waypons".

But if Roze-el had hoped that such measures could protect his game from mechanical assistance, then he was sadly mistaken. It was a pretty forlorn hope that Blood Bowl players would abide by *any* rules, but to suggest that they couldn't gain some small edge by the prudent use of artillery was optimistic beyond belief.

Thus, the game has had a long history of teams trying to get weapons onto the pitch - and of the officials trying to find ways to ban them without being on the receiving end. Some teams get to use weapons by having teams of lawyers who exploit loop-holes in the NAF rules justifying the employment of the weapon concerned. The loop-hole is usually sealed up quickly but inefficiently - and so the NAF rulebook just keeps on growing, and secret weapons are still being used.

Which brings us to the Dwarf Death-Roller, one of the most spectacular, if not the most efficient, secret weapons fielded by any Blood Bowl team. First used by the Dwarf Warhammerers way back in '64, the Death-Roller has proved extremely popular with Dwarf teams, as it is so easily improvised from the rollers found at the more sophisticated and well-kept grass-laid stadiums. NAF officials have done their very best to keep Death-Rollers off the pitch - at least while the match is in progress - but somehow the Dwarf lawyers always seem to find an excuse for their team to use it. It looks like the Death-Roller could be here to stay!

## THE DEATH-ROLLER

	MA	SP	ST	AG	TS	CL	AV
Death Roller	4	0	8*	-	-	-	10

\* The Death-Roller's **ST** may be increased - see *Attacks* below.

A Death-Roller needs one Dwarf crewman. The crewman is integral to the machine and may not leave it while the Death-Roller is on the field.

The Dwarf crewman has the normal characteristics for his position.

Opposing players may not attack the crewman in any way, but can attack the machine itself by using a block (though you'll find that you will almost certainly have to use the *Ganging Up* rules).

Death-Rollers may not be tackled.

Death-Rollers do not have a *Tackle Zone* and (believe it or not) may never catch the football. In fact, if the football ever ends up in a square occupied by a Death-Roller, it is assumed that it gets squashed flat and play has to be restarted as if a Touchdown had been scored, with the team last scored against given initial possession of the ball.

Death-Rollers must be set up so that they are at least partially in their team's End Zone at the start of the match or when setting up after a Touchdown has been scored.

A Death-Roller does *not* count towards the limit of 11 team members on the pitch at any one time, although its crewman does.

## USING THE DEATH-ROLLER

A coach may decide that his team has a Death-Roller at the start of any game. In order to use the Death-Roller the team *must* have at least one Dwarf in its roster. If the team does not contain any Dwarfs, one of its Blitzers or Catchers must be replaced with a Dwarf Lineman, who will be used to control the Death-Roller. Chaotic or Neutral teams may use Chaos Dwarfs, who have the same characteristics as normal Dwarfs.

Having decided that his team will use the Death-Roller, the coach must find out if the officials will allow it to stay on the pitch.

### Getting Away With It

Once the team has brought a Death-Roller onto the pitch, the NAF officials will be looking up ancient rules and little-known regulations in an attempt to ban the Death-Roller later in the game.

After each Touchdown, roll a D6 and consult the *Official Ruling Table*.

This may mean that the Death-Roller is taken out of play and returns to the field several times during the course of a game as the lawyers and officials madly search through case-histories and quibble over legal niceties in an attempt to outmanoeuvre each other.

Official Ruling Table

D6 Roll	Ruling
1-3	The team's lawyers are able to outsmart the NAF officials. If the Death-Roller is on the field, it may remain; if it has been sent off, it can return to play.
4-6	The NAF have plugged another legal loop-hole regarding weapons on the pitch. If the Death-Roller is on the field, it is sent off; if it is already off, it stays off.

*For example: the Death-Roller is on the pitch at the start of the game. After the first Touchdown a 5 is rolled and it is sent off. After another Touchdown, a 1 is rolled and the Death-Roller returns to play.*

A team that cannot use its Death-Roller may still field the Dwarf crewman as a normal member of the team. However, they take the chance of the Dwarf being seriously injured or killed. The Death-Roller cannot return to play without a Dwarf crewman, so this may be risky unless the team has more than one Dwarf member.

## MOVEMENT

A Death-Roller covers four squares and has a *facings* just like a Large Monster (see **Star Players**).

The Death-Roller can make one of the following moves:

- move 1-4 squares straight ahead
- turn in place but not move
- reverse 1 square straight back

A Death-Roller that moves in reverse may not make an attack in the same turn.

If the Death-Roller's move would take it into an occupied square it must come to a halt immediately.

### Loss of Control

The Death-Roller is a difficult machine to control, especially at speed. To represent this you must declare the number of squares the Death-Roller will move *before* it is moved and then roll a D6. If the score on the dice is less than the number of squares declared the machine goes *out of control*.

A Death-Roller that is out of control will move randomly. Roll a D6 for each square of movement you declared, and refer to the *Random Move Table*:

Random Move Table	
D6 Roll	Result
1-2	<b>Swing Left:</b> Turn the Death-Roller 90° left, and then move it one square forward.
3-4	<b>Straight:</b> Move the Death-Roller one square forward.
5-6	<b>Swing Right:</b> Turn the Death-Roller 90° right, and then move it one square forward.

If a random move would force the Death-Roller to enter an occupied square, it must immediately stop and attack the player(s) in its *Attack Zone* (see *Attacks* below).

If a random move forces the Death-Roller to move over a sideline, even partially, it is removed from play - it is now happily ploughing its way through the crowd! It may be able to return to play as normal after the next Touchdown.

## ATTACKS

The two squares directly in front of a Death-Roller are known as its *Attack Zone*. A Death-Roller may make a block against players in its *Attack Zone* once it has finished its move.

If the Roller makes a block it must attack both squares, making a *multiple block* if it is attacking two standing players (see below for prone players). The Death-Roller may attack even if it hasn't moved.

Note that a Death-Roller does *not* attack when moving in reverse, although it must still come to a halt if its move would take it into an occupied square.

Add the number of squares the Death-Roller has moved this turn to its **ST** when it makes a block. In addition, the Roller gets the 'skill' of *Mighty Blow*, with a level equal to the number of squares it has moved this turn. For example, a Roller is moved 3 squares and then makes a block: it has a **ST** of 11 and *Mighty Blow* skill at level 3.

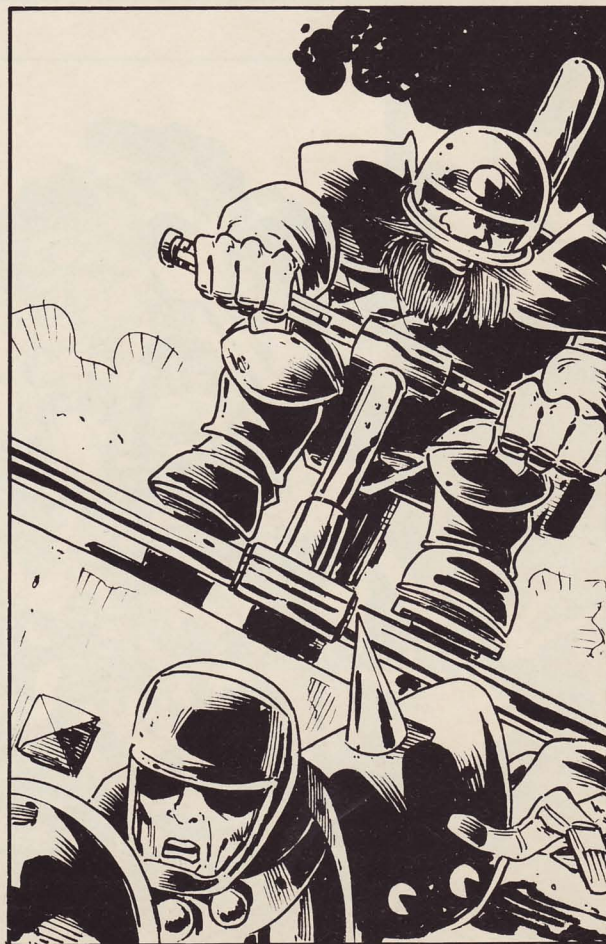
Any prone players in the squares that a Death-Roller is attacking must make an *Armour* roll to avoid injury (with appropriate modifiers for the Death-Roller's *Mighty Blow* skill). Do not roll on the *Block Table* for these players. If there is one standing and one prone player in the *Attack Zone*, the Roller makes a normal block against the standing player and the prone player makes an *Armour* roll.

### Damaging a Death Roller

If a Death-Roller is ever knocked over it must make an *Armour* roll, and is *broken* if it fails the roll. This is the only effect of being knocked over for a Death-Roller - it does not have to 'stand up' if the *Armour* roll is passed.

A Death-Roller that is stunned is automatically broken - there is no need to make an *Armour* roll.

A broken Death-Roller remains on the pitch, but may not move. It is removed from play once the next Touchdown has been scored and cannot take any further part in the game. Players may not move into squares occupied by a broken machine. The Dwarf crewman is considered to have been seriously injured in the crash, and may no longer be used in the game.



# ADEPTUS TITANICUS™

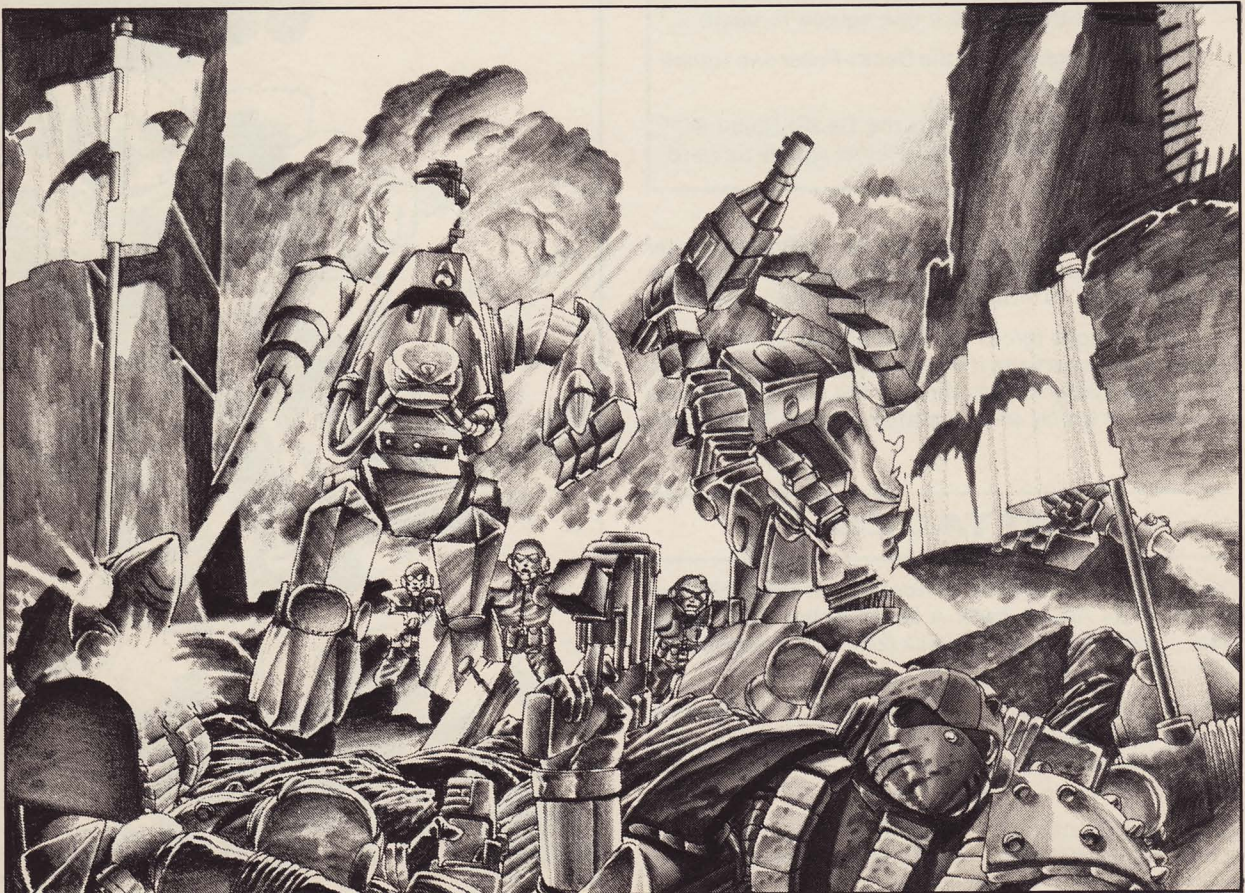
## CONQUEROR!

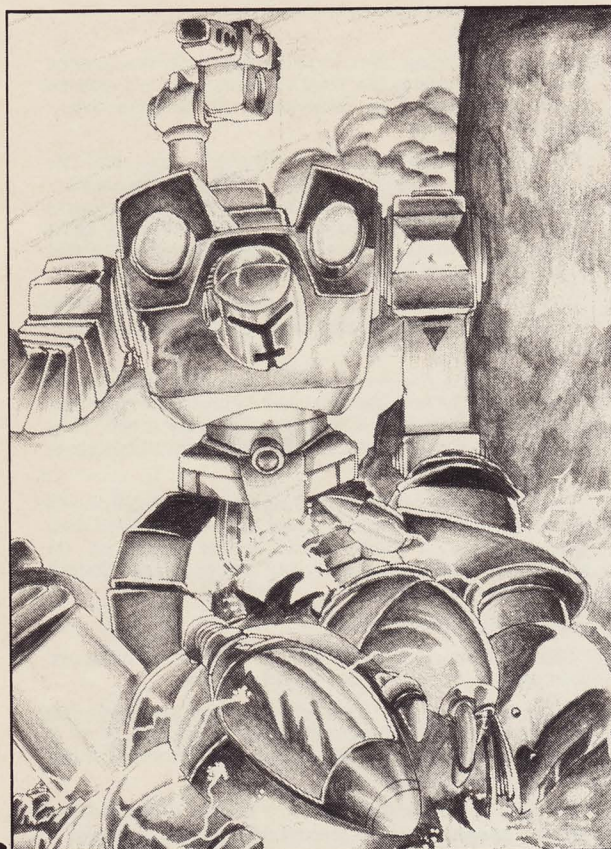
### ROBOTS IN ADEPTUS TITANICUS

by Jervis Johnson

The Adeptus Mechanicus is a vast organisation, and the Titan Orders of the Collegia Titanica form but one of its fighting arms. Another arm of the Adeptus Mechanicus is the *Legio Cybernetica*, which fields its Battle-Robots in support of Space Marine and Imperial Guard forces on a thousand battlefields. During the wars of the Horus heresy, Robots were fielded by both Loyalists and Traitors. This article provides rules for Imperial and Traitor Robots in *Adeptus Titanicus*.

Robots are similar in most ways to Dreadnoughts, and all of the rules that apply to Dreadnoughts apply equally to Robots. However, Robots are distinguished from Dreadnoughts by the fact that they have no crew. In place of a crew, they have a *program*.





KW

## ROBOT PROGRAMS

Each Robot detachment (*not* each individual robot) must be given one *program* for the duration of the game. Place a *program counter* beside each detachment at the start of the game. The program counter may *not* be changed once the game has started. We have provided a set of counters for you to photocopy. Stick the counters onto a piece of card and cut them out ready for use.

The following programs are available:

**Battle Program:** This is a general-purpose program, which makes the Robot detachment seek out and engage the nearest enemy.

**Support Program:** As its name suggests, the Support Program makes the Robot detachment avoid close combat with the enemy, while laying down supporting fire for friendly units.

**Defensive Program:** This program is used when a Robot detachment is used to defend a point on the battlefield. The Robots will fire on any enemy units within range, and charge into close combat with any enemy infantry that comes too close.

**Take & Hold Program:** This orders the detachment to advance to a nominated point and defend it.

The order counter that is given to a Robot detachment in each *order phase* is decided by the detachment's program. Refer to the *Robot Orders Table* for each detachment, and read down the list until you find the first case that applies to *any* of the Robots in the detachment. The order counter that is given to the detachment is listed to the right. You must always start at the top of the list and work down, and you must stop at the first case that applies even if it only applies to one of the detachment's Robots.

## ROBOT ORDERS TABLE

<b>BATTLE PROGRAM</b>	<b>Orders</b>
Enemy infantry stand within charge range	Charge
Enemy within weapon range	First Fire
Enemy in sight	Advance
No enemy in sight	No orders
<b>SUPPORT PROGRAM</b>	<b>Orders</b>
Enemy infantry stand within charge range	Fall Back
Enemy within weapon range	First Fire
Enemy in sight	Advance
No enemy in sight	No orders
<b>DEFENSIVE PROGRAM</b>	<b>Orders</b>
Enemy infantry stand within charge range	Charge
Enemy within weapon range	First Fire
Enemy in sight	First Fire
No enemy in sight	No orders
<b>TAKE &amp; HOLD</b>	<b>Orders</b>
Enemy infantry stand within charge range	Charge
Objective not yet reached	Advance
Enemy within weapon range	First Fire
Any other situation	No orders
<b>Charge Orders:</b> Charge nearest enemy infantry stand - the Robots must enter close combat if possible.	
<b>Advance Orders:</b> Advance towards nearest enemy (except <i>Take &amp; Hold</i> - see below).	
<b>First Fire Orders:</b> Fire on nearest enemy.	
<b>Fall Back Orders:</b> Move directly away from the enemy infantry stand. If there is more than one enemy unit within charge range or if the <i>Fall Back</i> move would take the detachment into another stand's charge range), the detachment should move so that it ends up further from any enemy infantry stand than when it began the move.	
<b>No Orders:</b> The detachment remains stationary. If the enemy move with weapon range later in the <i>movement phase</i> , the Robots fire at the nearest enemy during the <i>advance segment</i> of the <i>combat phase</i> .	

## TAKE & HOLD

*Take & Hold* programs require an *objective*. Use an objective counter to mark the objective for a detachment. The objective counter may be placed anywhere on the table, including areas that are not currently with the Robot's line of sight. The counter may not be placed on a Titan base, vehicle or infantry stand - it is used to mark an objective *location*, not an enemy target.

*Take & Hold* program counters and the *Objective* counters have a number, so you can tell which objective counter applies to which detachment. For example, the Robot detachment with the *Take & Hold 1* program will advance towards *Objective 1*.

Robots with *Take & Hold* programs that have *Advance* orders *must* move towards their objective counter. The only deviations they may make from a direct path is in order to avoid impassable terrain. This does not stop them changing direction to charge infantry along the way.

An objective has been reached when any Robot in the detachment moves within 2cm of the objective counter. The counter is then removed from the table.

## CONQUEROR!

### ROBOT DATA CARDS

Robot data cards are almost identical to those for Dreadnoughts, except that they include one new entry - *close assault factor* (CAF). Add the Robot's CAF to the dice roll when it is engaged in close combat with an infantry stand.

### ROBOT DETACHMENTS

Robot detachments, or *maniples*, consist of four Robots of the same type. They may be used by Rebel or Imperial forces.

Note that the battle rating for a Robot detachment is equal to 75% of the combined *battle rating* of its Robots - it is three times the *battle rating* of an individual Robot, not four. This is because the Robots' programming imposes certain restrictions upon them by comparison with Dreadnoughts.

The five types of Robot detachment are as follows:

Detachment Type	Number and Class of Robot	Battle Rating
Castellan Maniple	4 x Castellan	105 points
Cataphract Maniple	4 x Cataphract	165 points
Colossus Maniple	4 x Colossus	120 points
Conqueror Maniple	4 x Conqueror	120 points
Crusader Maniple	4 x Crusader	165 points

Actuators wheezing, the *Gloria Mundi* finally reached the valley floor. Ferrera, the Titan's Princeps, hadn't realised that he had been holding his breath, and he let it out slowly, enjoying his relief.

The machine was beginning to show its age, and the pounding that it had taken had not helped. The cooling harness creaked as it tried to keep *Gloria's* damaged systems from boiling over. Every once in a while, the ready lights on the last remaining weapons flickered. Ferrera knew that somewhere the wiring to the las-cannons was damaged.

"Nearly home," Ferrera said. His crew said nothing. With the shields down, they knew better than to waste time on pleasantries.

Ferrera moved *Gloria* forwards, stepping over a small stream. Then he saw the armoured figures in the tree line, a line of a dozen robots, watching his every move. They stood directly in his path, astride the only available route towards the Order's base.

The Titan stepped forwards again, and the Robot's advanced, matching Ferrera's move. As one, they raised their guns, sighting on *Gloria's* head, where Ferrera sat. He stopped the Titan and took one step backwards. The Robot's lowered their weapons.

"Kylos, melt them down!"

"Unable, Princeps." Kylos, the las-cannon's Moderatus, sounded weary. "I've just lost fire control!"

"Emperor's Teeth!" Ferrera pushed *Gloria* forwards, and the Robots took fresh aim. He pulled back and, or so it seemed to him, the Robots relaxed again. Forwards, back. Forwards, back. Stalemate.

The hum of power from *Gloria's* reactor deepened and became rougher. Ferrera looked down at his controls.

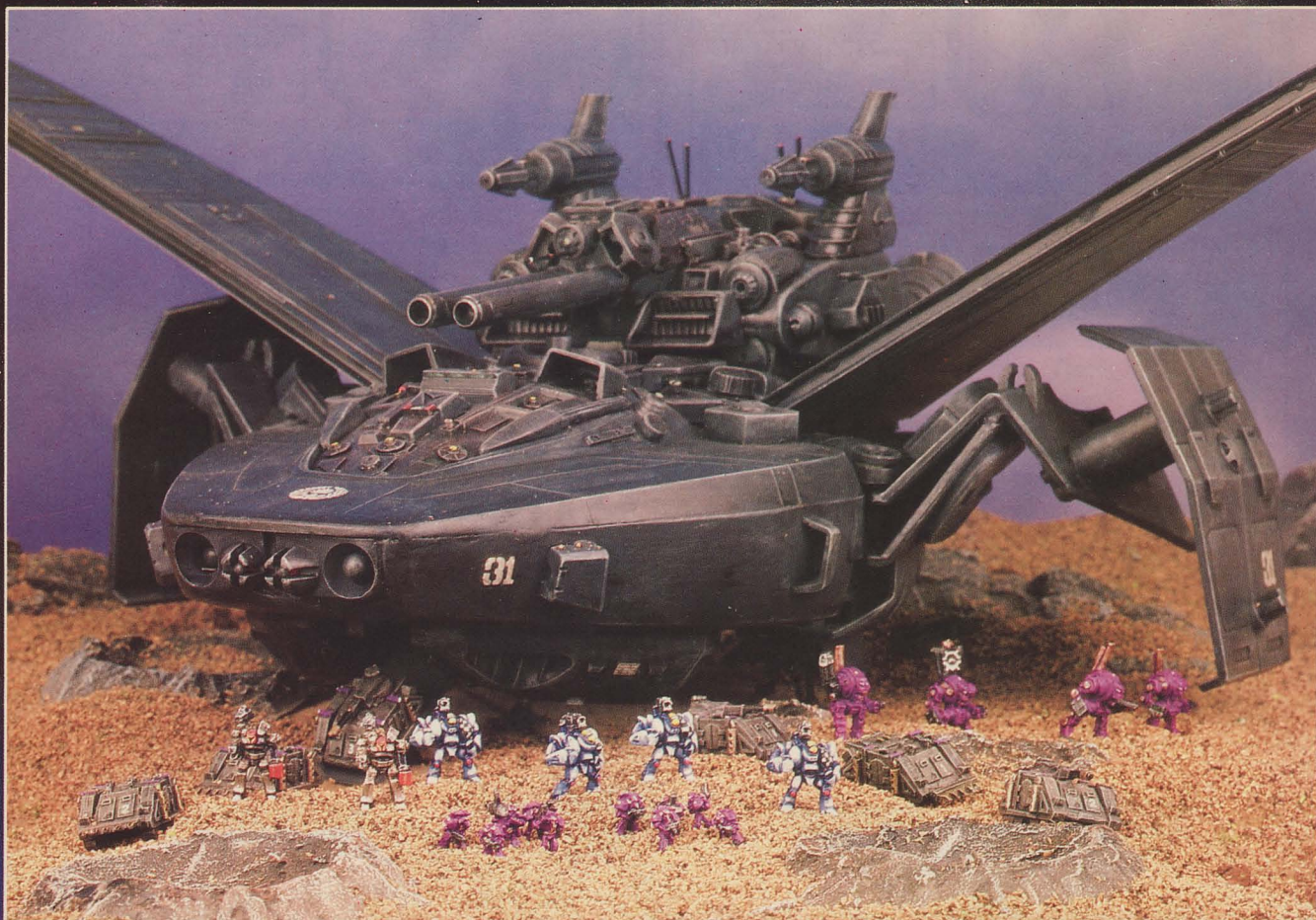
"I think we have a problem."







*A robot skirmish during the Scouring of Entessian. Two Firebrands Titans, accompanied by Dreadnoughts and Conqueror Class Robots of the Red Scorpions Space Marine Chapter, encounter a small holding force of Rebel Robots while making a flanking attack on the industrial sector of Myrdinn City.*

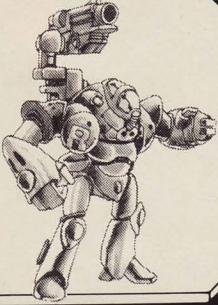


*Traitor forces deploy from an Assault ship during the attempted relief of Brandstat on Tarren IV. Rhino forces of the Emperor's Children advance while Marines, Dreadnoughts and Colossus and Castellan Class Robots secure the landing area.*

Top: Models painted by Mike McVey, Darren Matthews, Phil Lewis and Graeme Davis.  
Bottom: Models painted by Darren Matthews and Tony Cottrell. Assault ship by Tony Cottrell.

CONQUEROR!


**CASTELLAN**



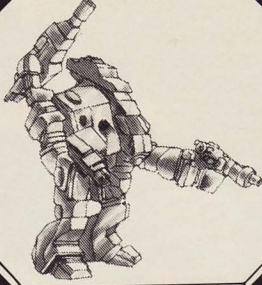
**WEAPONS**  
Heavy Bolter (FxF)

<b>ARMOUR RATING</b>	<b>DAMAGE RATING</b>
0	+1
<b>SPEED</b>	<b>CLOSE ASSAULT FACTOR</b>
4/8	+4

**BATTLE RATING 35**




**CATAPHRACT**



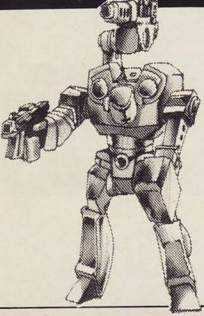
**WEAPONS**  
Las Cannon (FxF)  
Bolter (LA)  
Flamer (RA)

<b>ARMOUR RATING</b>	<b>DAMAGE RATING</b>
0	+1
<b>SPEED</b>	<b>CLOSE ASSAULT FACTOR</b>
6/12	0

**BATTLE RATING 55**




**COLOSSUS**



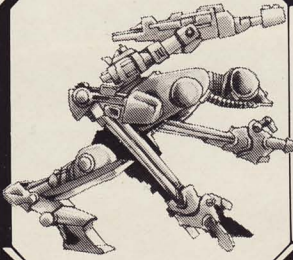
**WEAPONS**  
Melta-Gun (FxF)  
Vehicle Mounted Bolter (RA)

<b>ARMOUR RATING</b>	<b>DAMAGE RATING</b>
0	+1
<b>SPEED</b>	<b>CLOSE ASSAULT FACTOR</b>
4/8	+2

**BATTLE RATING 40**




**CRUSADER**



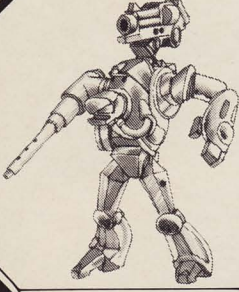
**WEAPONS**  
Las-Cannon (FxF)

<b>ARMOUR RATING</b>	<b>DAMAGE RATING</b>
+1	+2
<b>SPEED</b>	<b>CLOSE ASSAULT FACTOR</b>
8/16	+3

**BATTLE RATING 55**




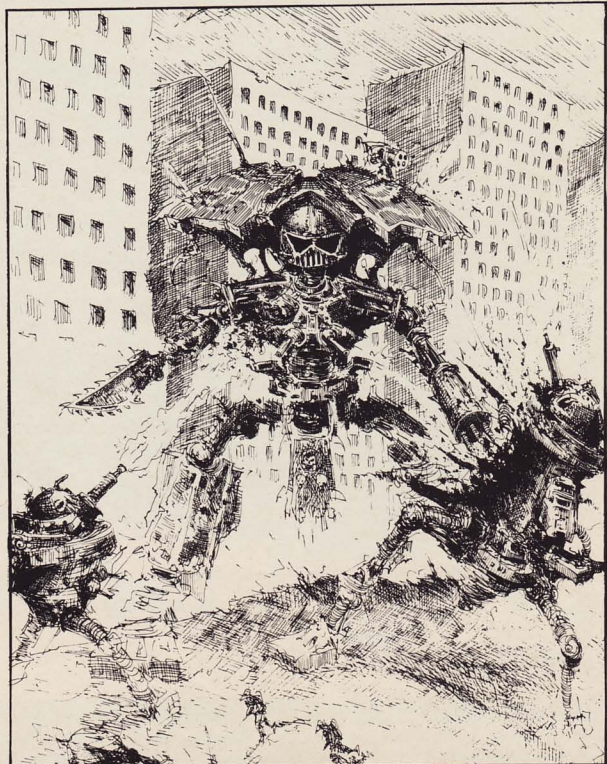
**CONQUEROR**



**WEAPONS**  
Auto-Cannon (FxF)  
Heavy Bolter (RA)

<b>ARMOUR RATING</b>	<b>DAMAGE RATING</b>
0	+1
<b>SPEED</b>	<b>CLOSE ASSAULT FACTOR</b>
6/12	+1

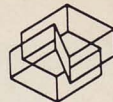
**BATTLE RATING 40**

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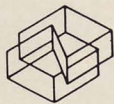
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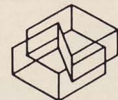
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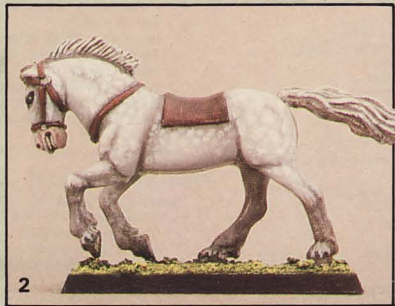
This month, as well as presenting a simple guide to painting horses for those of you wishing to paint the new Rough Riders or Fantasy Knights, we take a look at the work of Mick Beard and Paul Benson. We also showcase the work of Andy Craig - the latest addition to the Studio's miniature painters and Golden Demon winner - as well as having a look at new models by some of the other Studio staff.



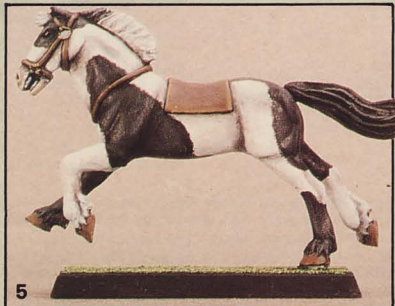
Chaos Champions riding into battle.



Imperial Guard Rough Riders of the 2nd and 7th Yussa Regiments making a final charge.



Chestnut, dapple grey and palomino horses on the move.



Skewbald and piebald horses, and a horse with tiger stripes suitable for a chaos warrior.



7

40K Assassin conversion.



A selection of Andy Craig's Eldar Harlequins.



More of Andy's Eldar Harlequins. Note the subtle shading and bright colours.



Harlequin Warlock.



Rich Hodgkinson's Squat Hearthguards.



Rich's Squat Warlord, two Hearthguards and a Living Ancestor.



Living Ancestor.



Squat Tech Priest.



Squat Exo-Armour.



Squat Tech Priest.

## PAINTING HORSES

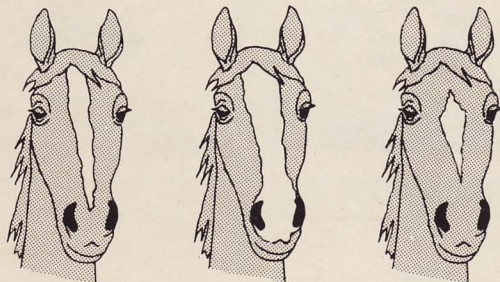
Many people have written to me asking how to paint horses. It appears that a lot of you are intimidated by them. Don't be, the solutions are fairly easy, and if you follow the guidelines below you may be pleasantly surprised.

The techniques for painting horses are identical to those used for painting any other model. Those of you fully conversant with the art of miniature painting need look no further than a book containing either illustrations or photographs of horses. Part of the trick to painting any animal is knowing that adding realistic detail to your basic colour is often enough for a successful paint job.

The quickest and easiest way of painting a horse is to lay on the chosen base colour and simply drybrush the highlights. If you keep your highlight colours fairly close to the base colour then you should be able to avoid the scruffy finish that I know afflicts some of you.

Photos 1 to 6 show you the main types of horse colouration, including a rather unusual chaotic colour scheme. Real horses vary immensely, so if you have trouble mixing the exact colours shown don't worry too much. General points regarding individual features such as hooves, saddles and so on apply to all horses.

**1 - Chestnut** is probably the most common horse colour, and can be of almost any shade. Various mixes of Swamp Brown, Hobgoblin Orange and black are used for the base colour. The addition of more orange will brighten the mix, so that it is suitable for the highlighting process. The addition of more black and some yellow will take the colour towards a warm grey which will give you a dun colour. A chestnut's mane, tail and lower legs are generally black, as is its muzzle. White stockings on the lower legs as well as diamond-shaped and elongated muzzle patches add a strong contrast and really bring the model to life.



The horse in this photograph also features a flank symbol of a horse's head set in between Imperial wings. The horse's flanks are ideal for this type of imagery - you may have seen the painted hands on the ponies of Renegade Indians.

**2 - Dapple grey.** The base colour for this type of horse can be any shade of grey from fairly dark to virtually white. When you dry brush the highlights you should ensure that they don't get too light, as the dapples themselves are just carefully dabbed on to the neck, flanks and back, and you do not want them to blend into the base colour. You can, of course, just leave off the dapples if you require a plain grey or white horse.

Like a chestnut, a dapple grey's lower legs, mane and tail can be black or even dark grey. Its muzzle is painted with a flesh/grey mix, which is also a good colour for the horse's nostrils and the inside of its ears. You can use the same flesh/grey mix for its hooves, which can be any shade from black, brown or biege.

Going back to its head, you will find that if you paint the mouth with a fairly dark colour it should be easy to pick out the teeth with white or cream. Its eyes should also be painted with a dark colour. Because of the size of a horse's pupil, virtually all of the white area of its eye is hidden. You could of course paint the whites in, and have the pupil rolled back in fear, but generally it is better just to paint the eye dark brown or black and add a tiny dot of white as a highlight.

**3 - Palomino.** A horse of this beautiful, rich, creamy colour - usually associated with dandified Mexican bandits - could be very effective as an Officer's or Paladin's mount. The colour is achieved using a mix of yellow, orange and white, which has been shaded with brown ink blended into the recesses. The mane and tail are white, dry brushed over a grey base.

**4 and 5 - Skewbald and piebald** respectively, white horses with brown or black patches. Both of these types of horse should be painted a basic white to which you can add the patches in irregular shapes, with minute scalloped edges to keep the shapes looking naturalistic.

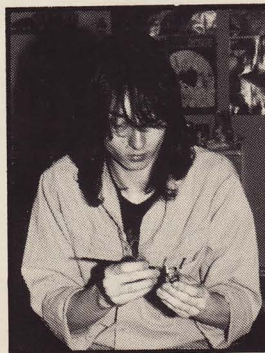
**6 - This is a tiger-striped** mount of Chaos, which demonstrates very well the use of natural history reference books. Leopards, zebras and giraffes, as well as many others, can be used as the base for experiments. Alternatively you could try strange combinations of colours using the dapple technique - it's up to you.

Of course, when considering Chaos steeds the archetypal colour scheme has to be jet black with flaming red eyes. A black horse is very easy to paint, you need only briskly drybrush a highlight colour, usually dark grey or dark brown, over your black base colour and there you have it. As a final touch, our horse has been given red hooves as well as red eyes.

Horse furniture (reins, saddle cloths etc) are best painted in a contrasting colour to the horse's base colour - eg biege for dark chestnuts and blacks, and dark browns for light chestnuts and greys. Red furniture looks particularly effective on greys and whites and is ideally suited to Officer figures.



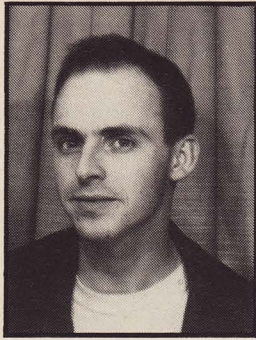
## STUDIO ARTISTS



The second page of miniatures shows a small collection of work by new Studio artist Andy Craig, along with a few models by other Studio artists which have never before seen the light of day. At the time of writing I am not sure of any of the techniques that Andy uses, but his miniatures are subtly shaded, clean and bright. I particularly like his conversion based on a *Warhammer 40,000* Assassin, shown in photo 7. Some of you may well

remember Andy's Elf Cheerleader from the Golden Demon Awards last year.

## MICK BEARD



Another Golden Demon winner, Mick Beard - an R.A.F. Technician - is a Citadel fan who likes to take his miniatures a stage further than just painting them. Mick's individual way of painting is carefully designed to achieve the best result's without wasted effort. For starters, to allow maximum detail by not clogging the model with layers of pigment, Mick does away with an undercoat. This is not something I would normally

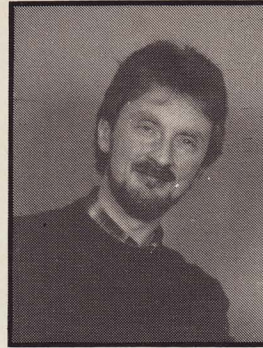
recommend if you are going to handle your models but as Mick only displays his, and tends to restrict himself to earthy, realistic colours, it causes him no problems.

After any conversion work, Mick paints the model as plain colours over the bare metal. This allows him to judge the effectiveness of the chosen colour scheme - if he doesn't like it then he starts again. Next, he completely paints and finishes the face. Mick obviously realises the importance that the face (or head) of a model plays in the overall success of a paint job. If after this stage he is not satisfied, he strips the whole lot off and starts again.

Painting exclusively with a No 3 and No 00 brush, Mick, who admits that he is unhappy with drybrushing, blends the paint carefully using both Citadel paints and inks.

When the miniature is complete it is based, usually on a wooden plinth which is decorated with twigs, gravel, spare weapons and so on. Any modelling work that is needed here is done with epoxy putty. The final effect is shown on the final page of miniatures. My favourite of Mick's models is the Nurgle Daemon (photo 11) - the extremely subtle blending and the effective treatment of the base complement the model without overwhelming it.

## PAUL BENSON

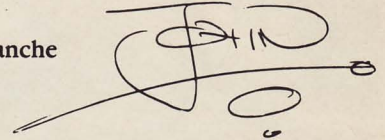


Our third page of miniatures come from the talented hands of schoolteacher Paul Benson.

Paul's models are startlingly bright, with bases and patterning his particular forte. Study the photograph's carefully and you will notice Paul steers away from dark shading, instead utilising a deeper version of the base colour. For instance, Paul will shade a lime green base colour with an emerald green, rather

than using a mid green base shaded with a black or brown/green mix. This kind of solution to shading is what gives Paul's miniatures that bright, crisp, clean look.

John Blanche



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# PAUL BENSON



8

Chaos Spawn Conversion.



Adeptus Mechanicus.



Eldar Harlequin on unusual base.



9

Converted Champion of Khorne.



A pair of Goblins - note the arrow sticking in the shield.



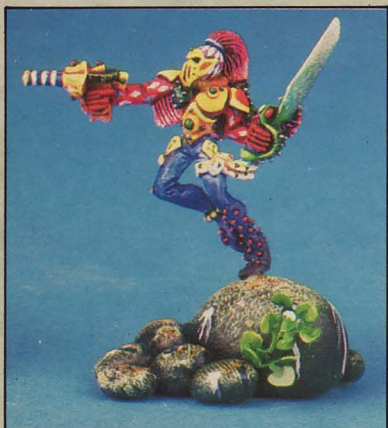
Eldar Harlequin.



Chaos Jester.



Demonette of Slaanesh.



Harlequin Trouper.



10

Reaver Titan painted as a 25mm scale robot.



Harlequin Avatar.



# MICK BEARD



'Look out behind you'.



A bear rider - the unusual mount makes a good model.



11

Greater Unclean One, complemented by a detailed base.



'The Crypt of Medusa'.



'Bring out your dead'. Plague cart with skeletal driver.

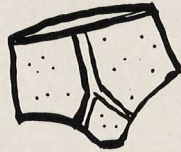


Mounted Khornate Champion.

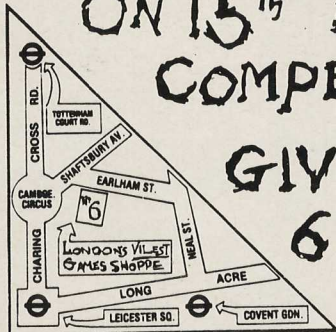
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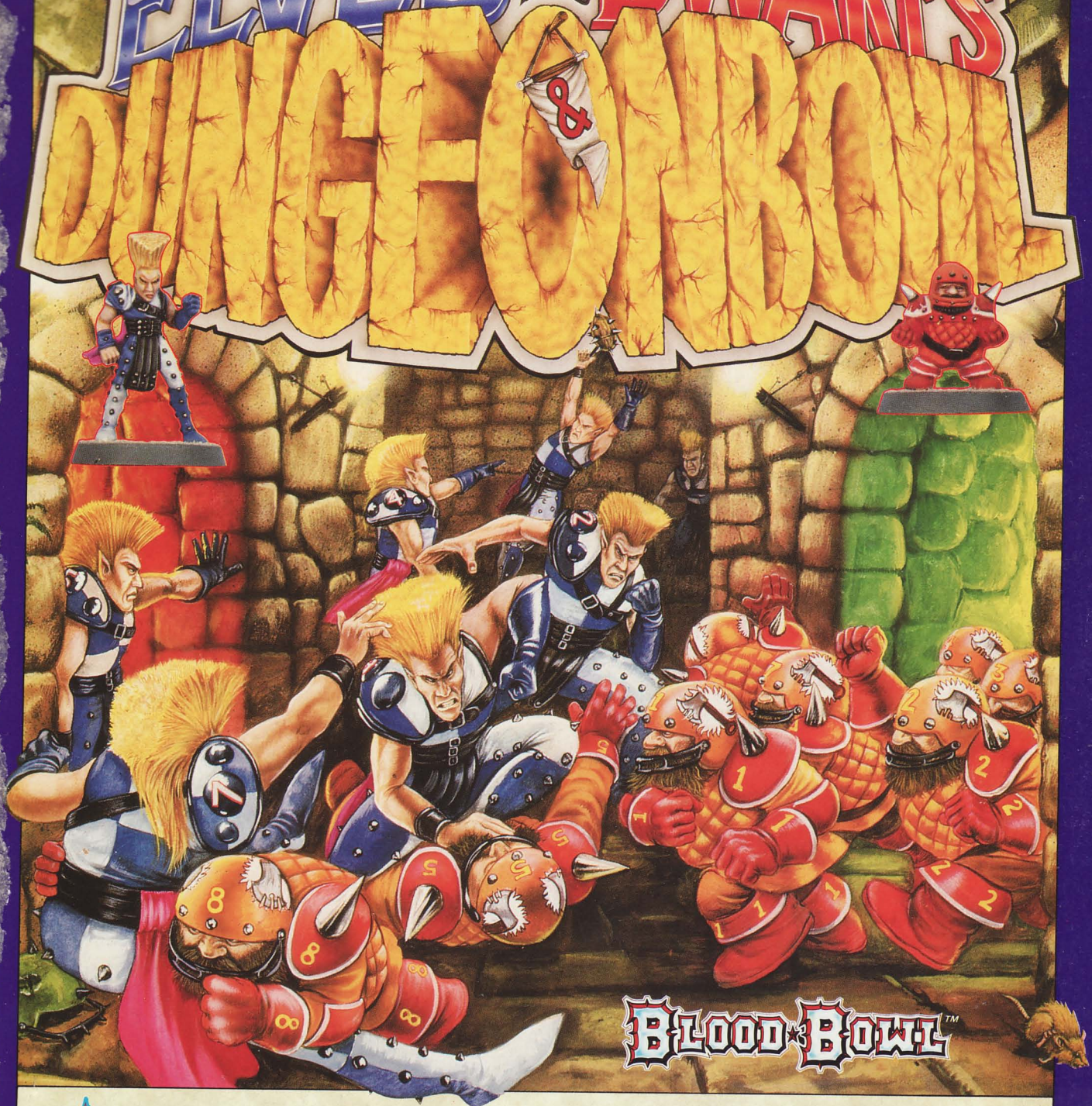
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