

GAMES WORKSHOP™

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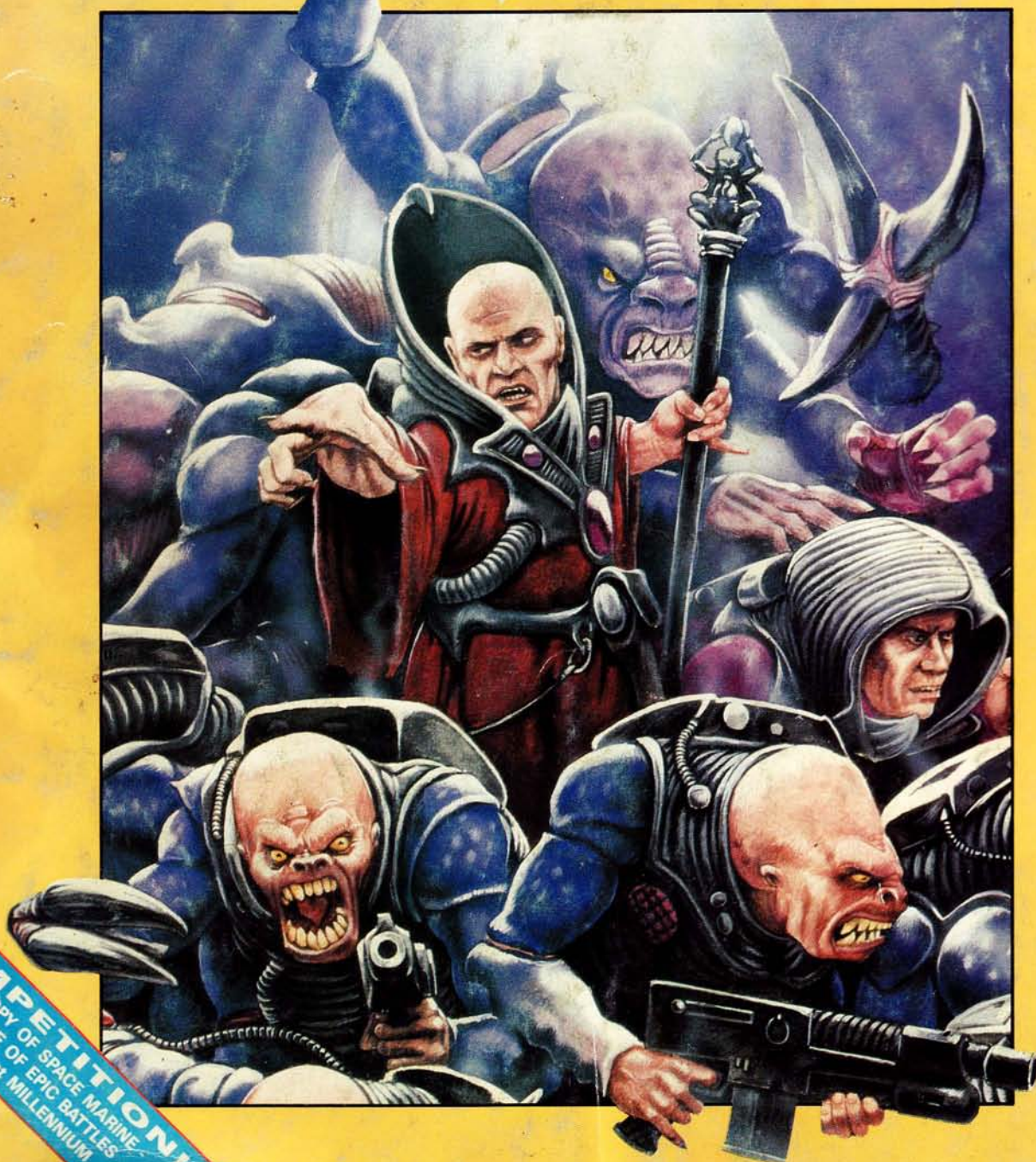
PRESENT THEIR MONTHLY GAMES MAGAZINE



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GAMES WORKSHOP

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WHITE DWARF

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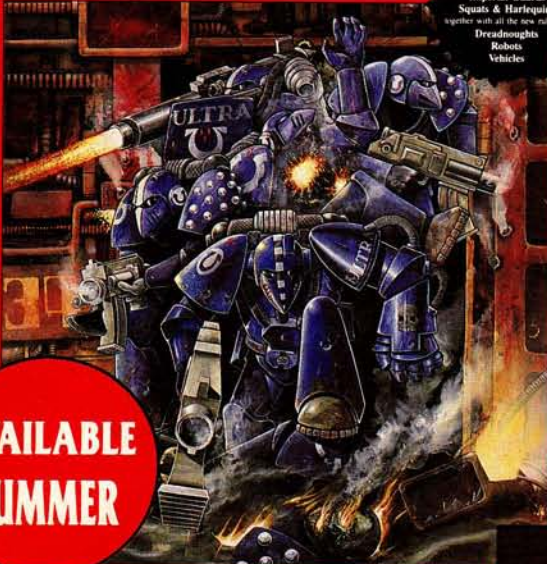
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WHITE DWARF
PRESENTS THE

WARHAMMER 40,000

CONTAINING
the complete army lists for
Space Marines
Imperial Guards
Squats & Harlequins
together with all the new rules for
Dreadnoughts
Robots
Vehicles



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COMPENDIUM

The WARHAMMER 40,000 COMPENDIUM is a collection of the best of White Dwarf 40K articles. It provides you with a complete update on the forces and technologies of the Warhammer Universe.

The WARHAMMER 40,000 COMPENDIUM contains the complete army lists for: Space Marines, Imperial Guard, Squats and Harlequins together with their histories and backgrounds. In addition, it includes the new rules for Dreadnoughts, Robots and other fighting machines together with all of the revised rules for vehicles.



CHAPLAINS OF THE IMPERIUM

At a time when the Imperium is at its most desperate, the Chaplains of the Imperium are called upon to lead the faithful in prayer and to provide comfort to the dying. This article explores the role of the Chaplains of the Imperium and the challenges they face in a world of constant war and suffering.

LEGIONES ASTARTES CHAPLAINS

The Astartes Chaplains are a unique and vital part of the Space Marine Legions. This article details their duties, their training, and the special powers granted to them by the Emperor of Mankind.



Death on the Reik is a part of the *Enemy Within* campaign for **Warhammer Fantasy Roleplay**. A visit to some old friends plunges the adventurers into a terrifying journey, with a heart-stopping climax in the midst of Chaos. This hardback book consists of an 88-page campaign adventure, 20 pages of maps and handouts, A2 colour castle plan and area map, plus a 20-page **WFRP** supplement on river adventures.

WARHAMMER FANTASY ROLE PLAY Death On the Reik



BY
ILLUSTRATIONS BY IAN GAGHER, JIM BAMBRA AND GRAEME DAVIDSON

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WITHIN
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Games Workshop's popular fantasy floor plans have been combined in a single book. All the full-colour floor plans from the *Dungeon Floor Plans*, *Caverns*, *Dungeon Rooms* and *Dungeon Lairs* boxed sets - 46 full-colour card sheets including 38 fully detailed special areas, tunnels, passageways, scenery and accessories. Everything you need for laying out your own dungeon adventures.



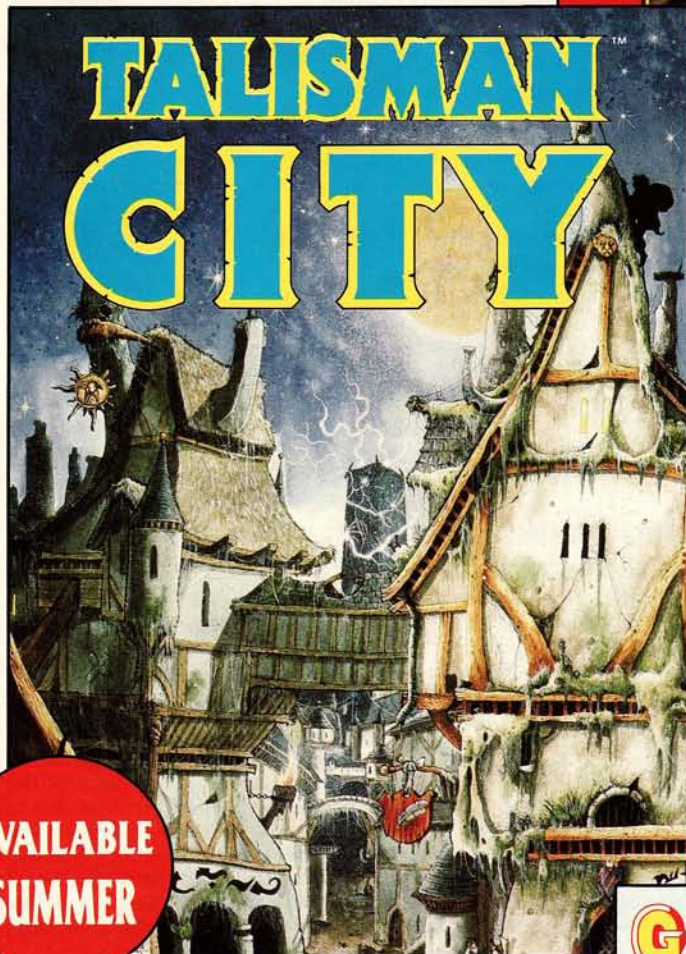
THIS BOOK CONTAINS FLOOR PLANS PREVIOUSLY CONTAINED IN THE BOX SETS: DUNGEON FLOOR PLANS, CAVERNS, DUNGEON ROOMS & DUNGEON LAIRS.

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FLOOR PLANS FOR WARHAMMER GAMES



TALISMAN CITY™

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Talisman City is an expansion set for **Talisman** which provides you with new Encounter cards, new Character cards, and an additional board. While exploring the **Talisman City**, you have the chance to become the King's Champion or Court Magician, and you can earn Gold to buy new equipment - or possibly even hire a boat to cross the river.



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CULTURE SHOCK

NEW ARRIVALS

Paul Green, who used to run our Sheffield shop, has just joined the Studio to help coordinate our in-house and freelance artists. Paul has a broad background in gaming, ranging from tabletop miniature battles, through roleplaying games, to strategy boardgames. On the artistic side, he attended a Foundation Course at Sheffield Polytechnic and he still draws when he can - some of his work can be seen in this issue. After games and art, his main interest is music: "I find that it helps create moods, especially creative moods for drawing. My main musical influences are bands such as Rush, Marillion and White Lion."



Paul Green

SPACE MARINE

Development work is coming to a close on **Space Marine**, our new boxed game of epic scale battles with Marines, Land Raiders and Rhinos. Designed by Jervis Johnson, the game will contain literally dozens of armoured vehicles and hundreds of Space Marines, plus vac-formed cityscapes with which to build a futuristic metropolis.

The *Space Marine* rules are complete and allow you to recreate the massive infantry and armour battles of the Horus Heresy. The game is also fully compatible with *Adeptus Titanicus* so your Marines and Land Raiders can fight alongside the gigantic Titan war machines.

On page 58 there's a *Space Marine* competition, so don't miss your chance to win one of the 100 copies of the game we're giving away.



Pages from the Warhammer comic

WARHAMMER FICTION

The next few months will see the release of the first of Games Workshops new Warhammer novels and short stories. *Warhammer Fantasy*, *Warhammer 40,000* and *Dark Future* books are all under way.

The first two novels to be published will be **Zaragoz** by Brian Craig, one of a linked series of books featuring the same hero, and **Drachenfels** by Jack Yeovil. We're also putting the last touches to the first of the *Warhammer Fantasy* and *Dark Future* anthologies, two collections of short stories by some of the country's leading young writers, including Steve Baxter, Nicola Griffith, Neil Jones and William King.

CITADEL MINIATURES

Over the last few months the price of tin, one of the major constituents of Citadel Miniatures, has been rocketing. We have held our prices for the last four years but, in the face of growing raw material costs, we regretfully have to announce an increase in the price of our metal miniatures. These price increases will take effect at the beginning of June.

SHOP OPENING

Games Workshop **Brighton** is holding its Grand Opening Day on the 17th of June. There will be plenty of special offers all day and various Games Workshop personalities to meet and talk to.

WARHAMMER COMIC

This summer we will be launching **Warhammer**, a new monthly comic with strips drawn by some of the best comic artists in the world. Among the characters featured in the first few issues are Sigmar Heldenhammer, the fantasy hero whose epic war against the Orcs and Goblins created the Empire of the Old World, and Captain Black, a commander of the Dark Angels Space Marines. There will be some familiar faces too, such as Redd Harvest, known to players of *Dark Future* as one of America's foremost Ops. And, by popular demand, Thrud will be back, wreaking havoc in his own inimitable style and drinking the Hobbitt's Armpit dry.

SPACE ORKS

Work is currently under way all over the Studio on **Space Orks** - miniatures are being designed, artwork is accumulating, text is being written, army lists compiled...

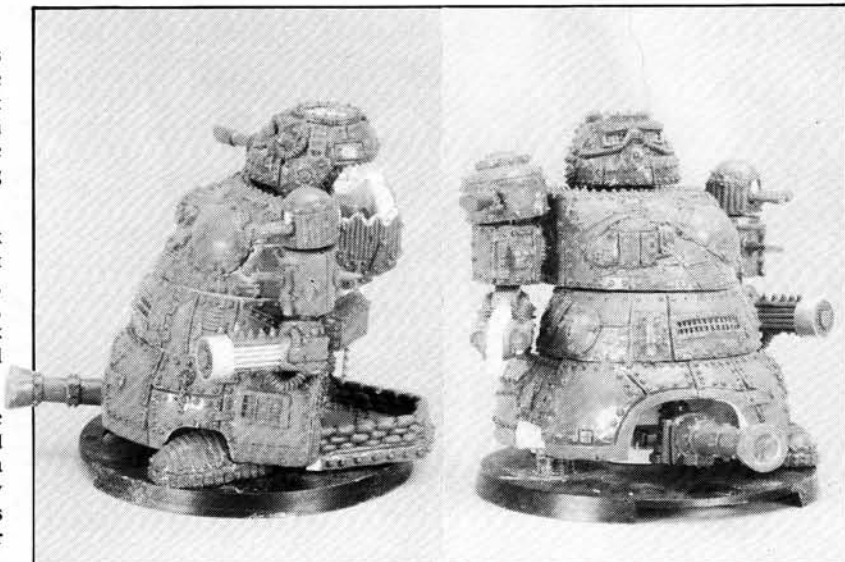
Since we first promised the Orks army list a few issues ago, the material has grown to such an extraordinary extent that we've decided to do a whole book just on Orks and their lesser greenskinned kin. This is one of the most exciting new projects for *Warhammer 40,000* in some time and when we've finished you'll be able to discover everything you ever wanted to know about Orks (and probably quite a few things you'd rather you didn't know!).

ORK TITANS

Kev Adams has just finished work on his Ork Titan, the latest war machine to be added to the *Adeptus Titanicus* range. Built by Ork Mekaniaks, swarming with Gretchin, heavily armed and armoured, the new Titan will soon be available for fighting against your Imperial and Eldar Titans.

The rules for Ork Titans and epic scale Ork infantry are going to appear in the first *Adeptus Titanicus* supplement, provisionally entitled **Codex Titanicus**, due out this summer. As well as the Ork rules, the *Codex* will provide additional material for Imperial and Eldar Titans.

And while we're on the subject, keep an eye out for the new Imperial Titan heads and weapons. Jes Goodwin has designed a whole range of alternative heads and new weapons for both Loyalist and Traitor Titans which will be released in the very near future.



Ork Titan prototype



Games Day is the premier gaming event of the year. There will be thousands of superbly-painted miniatures from all over the world, competition and participation games, Games Workshop and Citadel artists, writers, designers, seminars, displays...

DEMONSTRATION GAMES

- Mighty Empires
- Daemonic Legions
- Siege
- Adeptus Titanicus
- Blood Bowl
- The Knights of Outremer

PARTICIPATION GAMES

- Warhammer 40,000 Bring & Battle
- Adeptus Titanicus Bring & Battle
- Space Hulk
- Dark Future Streetfighter
- Troll Games
- Warhammer Fantasy Roleplay
- Warhammer 40,000 Roleplay
- Mythlore Live Action Roleplay

GAMES DAY 89

GOLDEN DEMON AWARDS 89

Saturday 27th May - 10am to 6pm
The Assembly Rooms, Derby

PAINTING COMPETITIONS

- Golden Demon Awards
- Marauder Blade
- Citadel Speed Painting

SEMINARS

- Warhammer Fantasy Roleplay
- Blood Bowl
- Warhammer Fantasy Battle
- Adeptus Titanicus
- Dark Future
- Warhammer 40,000

TRADE STANDS

- Citadel Miniatures
- Citadel Paints
- Games
- Books
- T-shirts
- Marauder Miniatures

PERSONALITIES

- Bryan Ansell
- Richard Halliwell
- Jervis Johnson
- Rick Priestley
- Nigel Stillman
- Graeme Davis
- Sean Masterson
- Andy Warwick
- Bob Avery

COMPETITION GAMES

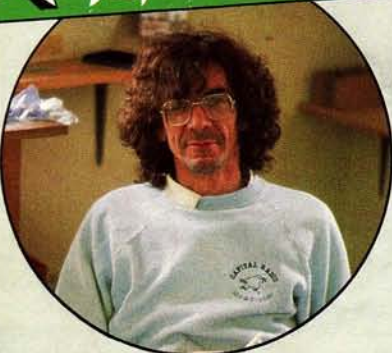
- Osprey Warhammer Fantasy Battle Play-Offs
- Dark Future National Finals
- Blood Bowl National Finals

ARTWORK AND MINIATURES

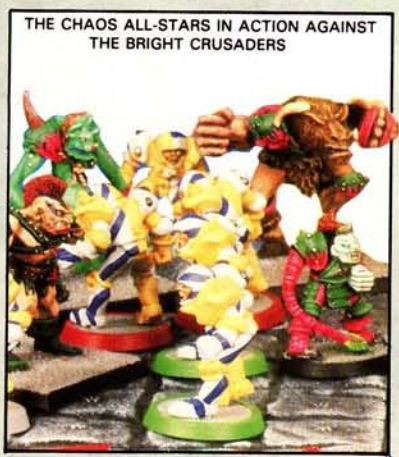
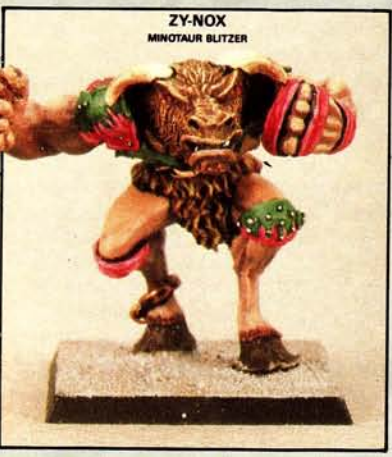
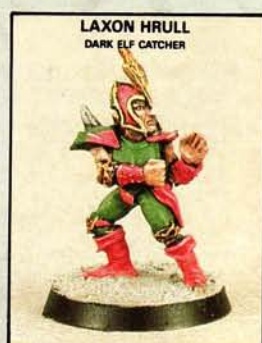
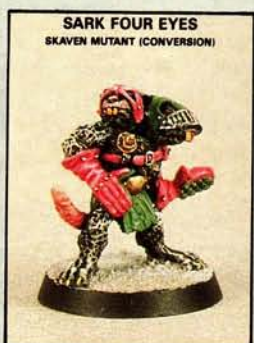
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- Darren Matthews
- Ivan Bartlett
- Rich Hodgkinson
- Andy Craig
- Pete Taylor
- Tony Cottrell
- Guy Carpenter

HEAVY METAL

CHAOS ALL-STARS



Phil Lewis adds some more Star Players to his own Blood Bowl team.





STEVE MUSSARED



1. JUDGE DREDD MUTIE



2. BLOODLETTER



3. DAEMONETTE OF SLAANESH



4. DAEMONETTE OF SLAANESH



5. PLASTIC 'ROGUE TROOPER'



6. BLOODBOWL ELF LINEMAN



7. CHAOS FAMILIAR



8. PLAGUE CART WITH UNDEAD RIDER



EPIC SCALE

9. ELДАР DREADNOUGHTS



10. BLOODBOWL: ZOMBIE



11. & 12. NIGHT HORROR CONVERSIONS



13. & 14. BLOODBOWL NIGHT HORROR CONVERSIONS



15. BLOODBOWL STAR PLAYER



16. GREATER DAEMON OF NURGLE CONVERSION

STORM RIDERS

by Nigel Stillman and Robin Dews

From out of the darkening clouds ride the Storm Riders - terrifying Skeleton Charioteers who can be summoned to fight on Warhammer battlefields by Necromancers.

When Uathach's foul warriors ride on stormcloud wings,
I will be here towards us not away in flight.
Fear your heart when the dark sky blackens,
On cold wheels of death the thunderclap comes.

- fragment from *The Curse of Uathach*

The Storm Riders, were damned forever to ride the skies by the curse of Sigmar upon his lieutenant Uathach at the time of the Goblin Wars.

Uathach was a warlord of the tribe of Teutognens, skilled and brave in battle, and the commander of Sigmar's chariots. His charioteers were loyal to their leader and would follow him into the thick of each fray, riding until their horses foamed and the scythes on their wheels were black with Goblin blood.

Sigmar had brought together the tribes so that they might fight alongside the Dwarfs to rid the land of goblinoids. His cherished dream, though, was for the unification of the tribes of Man, and for the establishment of a single Empire. In this dream he was not alone. Many tribal chieftains were weary of constant war. After years of conflict, they had now fought alongside and could no longer return to the tribal warfare and rivalries of the past.

But alone amongst them, Uathach nursed a dark ambition. He saw the power of a united Humanity - as the rush of each victory filled him, his thoughts began to turn with malice towards the Dwarfs. "We should also defeat them," he counselled Sigmar, "and the whole world would then be in our power and we would be chiefs indeed!"

"No Uathach!" replied Sigmar. "Your words are folly. We have no need of such greed, and if the Dwarfs should fall, then surely we could not survive."

Spurned and rejected, Uathach's malice turned to evil as he brooded on Sigmar's words. "He is a fool," he burned, "victories have turned him to weakness, whilst I am filled with strength."

In the grip of his obsession Uathach drew together his captains to plot revenge.

Three days later as the dawn broke, Uathach's charioteers rode into Sigmar's camp. Bloody they were, and on the point of Uathach's spear was impaled the head of Stronnomir, commander of the Dwarfs.

With anger in his eyes, Sigmar strode forward. Before he reached the chariots, Uathach spoke.

"Sigmar! The war has begun! The Dwarf contingent is scattered and news of the attack will soon reach King Kargan. No more will there be trust between Dwarves and Men."



He flung the severed head at Sigmar's feet.

"Now my Lord, you must make your choice or die. Will you fight for Men or for the Dwarfs?"

As Sigmar beheld the bloody head and perceived the extent of Uathach's treachery, a rage filled his soul. He leapt upon Uathach's chariot, and in his fury he tore the horses from their traces and severed through the shaft.

"Fool of fools!" he cried. "You shall be damned for this!"

In response to Sigmar's commands, his champions encircled Uathach's charioteers and with sword and spear began to hack them down. And in the midst of this carnage, Sigmar and Uathach struggled, close and bloody until with a final thrust Uathach was pierced and fell upon his knees. Terrible was the slaughter of Uathach's charioteers that day, and their blood ran deep in the tracks of their wheels.

As Uathach lay dying, Sigmar spoke to the stricken chief, his voice cracked with rage.

"Cursed Uathach, it was war you desired and even in death I damn you to ride the skies in search of war. Through all eternity you shall flee, pursued evermore by the lightning bolts of my wrath. Human no longer, you shall be known as the Storm Riders."

As he uttered these words, the sky blackened above them. In the silence that followed, the company saw the flesh fall from Uathach's men and their dead eyes wither in their sockets. The timber and steel of their chariots were transformed into the bone, and with Uathach's dying shriek they were drawn up into the sky. The dark clouds opened before them and the thunder of their wheels pounded into the driving rain.

Sigmar fell to his knees and wept. "A great wound has been done to our alliance, for which we will dearly pay. But King Kargan is wiser than this fool's ambition and we may yet survive."

So it was that the treachery of Uathach gave birth to the terrible nightmare of the Storm Riders. Chased across the heavens by Sigmar's wrath, they can be heard wherever stormclouds gather, searching for war and tortured by the curse that never lets them rest.

SUMMONING THE STORM RIDERS

First the wizard marks out a pentangle with powdered bone from a warrior slain by a follower of Uathach. In the centre of the pentangle he lights a small fire. Then the wizard raises on high a skull marked with the runes of thunder and lightning in red blood. In a loud voice, he utters the summoning incantation, calling on each of the damned charioteers by his mythological name.

Soon the sky darkens; stormclouds gather from the horizon and distant claps of thunder echo across the battlefield, the sound of rumbling chariot wheels and the pounding of horses' hooves.

The wizard hurls the rune-marked skull into the fire and calls on his army to begin the battle so that the Storm Riders will be attracted by the clash of weapons and the screams of the dying.

Soon the Riders swoop down onto the battlefield from the darkening skies, and fight for the wizard until the rune-skull has been reduced to powder. Then they depart from the stricken field, pursued once more by the lightning of Sigmar's wrath.

After the battle, the wizard should carefully sift the powder of the skull from the ashes of the fire, using this to set the pentangle for the next summoning. Meanwhile an apprentice must search the battlefield for the head of an enemy slain by the Storm Riders.

Any wizard versed in necromantic magic can summon and bind the Storm Riders using the new necromantic spell *Summon Storm Riders*. This means that a Necromancer, an Undead magician or a wizard with necromantic spells can call the Riders forth from the skies.

The wizard may choose to include this spell in his spell list instead of another second level necromantic spell.

SUMMON STORM RIDERS

Spell Level 2
 Magic Points 9
 Range 6"

Description

This spell summons and binds the Storm Riders. D6 Skeleton Chariots are summoned for every 9 *magic points* used. The Storm Riders arrive on the battlefield D4 turns into the battle (ie if the D4 score is 3, they arrive in the third turn). The Riders appear as a single unit with at least one model within 6" of the caster.

The Storm Riders are bound to fight for the wizard for 2 + D4 turns before returning to their cursed chase across the skies. Since the charioteers are due to fade at this appointed time, they they are not subject to *Instability* while on the battlefield.

The summoning ritual must be performed just before the battle begins. The player wishing to summon the Storm Riders must inform his opponent or the GM, or note down on a piece of paper, that he is casting a spell before the battle.

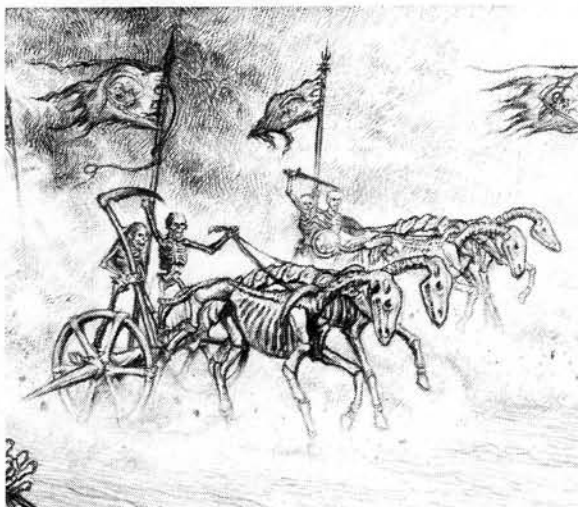
The player should also note down the turn of arrival and departure of the Skeleton Chariots and the number of chariots that will appear (the GM should do this if one is present).

The effects of the spell are worked out as detailed above and the appropriate number of *magic points* are deducted. The wizard therefore enters the battle with a depleted number of *magic points*.

Because the summoning takes place immediately before the battle begins, wizards are not allowed to rest before the battle to regain these lost points.

STORM RIDER SKELETON CHARIOT

CHARIOT	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SKELETON CREW (2)	4	2	2	3	3	1	2	1	5	5	5	5
UNDEAD HORSE (2)	8	2	2	3	3	1	2	1	5	5	5	5



WEAPONS: HAND WEAPONS, SPEARS OR DOUBLE-HANDED WEAPONS (SCYTHES)
ARMOUR: NONE OR LIGHT ARMOUR
CHARIOT: SCYTHED WHEELS

D6 Skeleton Chariots appear for every 9 *magic points* used in the *Summon Storm Riders* spell.

SKELETON ARMY

When Uathach's foul warriors ride
on stormcloud wings,
It will be here towards us, not away in flight.
Fear your heart when the dark sky blackens,
With wheels of death the thunderclap comes.



The SKELETON ARMY contains: a two-horse Skeleton Chariot with two Skeleton crew, 8 Skeleton Horsemen and 30 Skeleton Infantry equipped with a variety of weapons. These highly detailed plastic kits offer an almost endless range of modelling options.



Models supplied unpainted and require assembly. Not suitable for young children.



CITADELTM
MINIATURES

The SKELETON ARMY is designed for use with Warhammer Fantasy Battle and Warhammer Fantasy Roleplay.

GREY KNIGHT TERMINATOR SQUADS

by Rick Priestley and Paul Murphy

The Grey Knight Chapter of the Legiones Astartes serves as the fighting arm of the Ordo Malleus, the secret Daemon-hunting elite of the Inquisition. This article describes the Chapter's Terminator Squads and their fearsome Nemesis Force Weapon.

Alone of all the Marine Chapters, the Grey Knights possess full knowledge of the terror of Chaos. Designated Chapter 666, they are the Chamber Militant of the Ordo Malleus, and the Grand Master of the Grey Knights is traditionally a member of the Inquisition. The Knights are among the most faithful of the Emperor's servants, fully the match of the Inquisition in their zeal to defeat those who would overthrow the Imperium and steal the souls of Mankind. Their bodies are rigorously trained to withstand great pain and fear. Their minds are disciplined by the thousand rituals of detestation to face the worst horrors of the warp without flinching. And their hearts are strengthened by the Emperor's faith.



Grey Knight Marines are specially screened to exclude all but the strongest and most resilient psykers. Most Knights have no psychic ability at all, and thus are relatively safe from daemonic possession. Some, however, are extremely potent psykers, judged strong and pure enough to pit their powers against creatures from the warp. Equipped with Nemesis Force Weapons and protected by Tactical Dreadnought Armour, these elite warriors can hope to oppose even the Greater Daemons of Chaos.

The Grey Knight psykers are trained to work in small, extremely mobile strike forces, typically in squads of five men each. These squads, and the necessary support and transport units, are deployed at strategic locations throughout the Imperium, ready to move rapidly to any planet facing daemonic invasion.

Grey Knight Terminator Squads may be stationed in the field for decades at a time. And though to many the Chapter's homeworld is but a distant memory, it is every Knight's most cherished wish is to be buried in the chapel beneath the beloved fortress-monastery.

The creatures of the warp have but one trait with which you need concern yourself - their undying contempt for the Emperor. It is your task to quell the rebellion they preach, and the only sure way is to destroy them utterly.

- attributed to Qualtak Shoran, Inquisitor



● GREY KNIGHT TERMINATOR ARMOUR

The Grey Knights' Terminator suits are highly ornamented. They are heavily embossed, in an almost baroque style, with the standard Terminator symbol on the left shoulder and right knee, and the Grey Knights' distinctive badge (a sword through a tome) on the right shoulder and left knee. Each Knight goes into combat with a copy of the Chapter's sacred book of battle rituals, the *Libra Daemonicus*, in a special ceramite case on his breastplate. Purity seals are prominently displayed on his legs and thighs, signs that he is uncontaminated by the slightest taint of Chaos.



Each suit is equipped with a *psychic hood*, similar to those on the Aegis suits worn by Librarian Marines. The hoods offer the Knights excellent protection against psychic attack: treat every *psi point* the Marine spends in augmenting his *psychic saving throw* as 2 points (so a Knight who expends 3 *psi points* increases his **WP** by +6 for that *saving throw*).

● THE NEMESIS WEAPON

The *Nemesis Force Weapon* is the standard armament of the Grey Knight Terminator Squads. This halberd-like weapon is a more sophisticated and powerful version of the force sword. Each *Nemesis* is uniquely built to match the psychic field of its bearer, enhancing his hand-to-hand combat abilities far beyond those of an ordinary Marine. In addition, the *Nemesis* contains a compact bolter, cunningly built into the haft of the weapon.

CLOSE COMBAT

The *Nemesis* is a highly effective close combat weapon. It has the same abilities as a force sword - that is, the wielder can expend *psi points* to increase the effectiveness of a successful hit. For each *psi point* expended, the *Strength* of the hit is increased by +1 point, and the target's *saving throw* is reduced by -1 point. Thus, for example, a Grey Knight with S 4 can spend 3 *psi points* to give his *Nemesis* a S 7 attack and -3 *saving throw* modifier.

PSI-POINT STORAGE

The *Nemesis* also has the ability to store psychic power, acting as a psychic 'battery' from which the wielder can draw *psi points* to supplement his own during combat. At the start of a battle, a *Nemesis* has 2D6 *psi points* stored (this is in addition to the Grey Knights own *psi points*).

PSYCHIC BLAST

The *Nemesis* can be used as a focus for a *Psychic Blast* - a single blast of mental energy with a range of 12". The attack releases *all* of the psyker's remaining *psi points* and

every *psi point* stored in the weapon, reducing both scores to zero. The *Strength* of the attack is equal to the number of *psi points* used, up to a maximum of 10. The target is hit automatically, with no *psychic saving throw*, and its standard *saving throw* is reduced by -1 for every *psi point* used in the attack.

A successful *Psychic Blast* attack causes 2D6 *Wounds*.

Though exceedingly powerful, the *Psychic Blast* is a weapon of last resort. The mental strain of launching the *Blast* is tremendous, and afflicts the Knight with severe mental agony. After the attack, the controlling player must roll a D6: on a roll of 5 or 6, the Knight is completely disorientated by the pain - he immediately staggers D6" in a random direction.

The disorientated Knight continues to stagger D6" in a random direction during subsequent *movement phases*, until the controlling player rolls a 1 when determining the distance the Knight moves. On a roll of 1, the Knight overcomes the agony and may move normally for the rest of the game. While afflicted with pain, the Grey Knight fights as normal.

CONVENTIONAL WEAPONRY

The *Nemesis* incorporates a short-range, limited-ammunition bolter in the weapon's haft. As technological attacks have full effect against daemonic creatures, this gives the Knight important ranged combat capabilities against the forces of Chaos. The bolter holds 3 bolts, which can be fired individually or all at once, with a range of 4" and no modifiers *to hit*.

The bolter can be fired in close combat (*in addition* to any other close combat attacks), but counts as a normal bolter in all other respects. When the Marine uses the bolter, the controlling player must declare how many bolts are being fired, and he must keep a record of bolt expenditure.



Chubb, Secretary to the Governor, was not a happy man. None of his training in planetary organisation had prepared him for this - acting as intermediary between the Governor-General of Gbinga and an army of blood-crazed Cultists, a number of whom were at this moment besieging the Imperial Residency. Warily, Chubb made his report to the Governor. "They refuse to negotiate over the comm unit. They demand entry into the audience chamber, where they will dictate terms of surrender."

Completely engrossed with picking a bit of lint off his immaculate tunic, the Governor didn't appear to hear him. Chubb cleared his throat loudly a few times.

"Yes, yes, no need to go on - I'm not deaf, you know."

The Governor didn't seem to be taking the situation all that seriously. Chubb was confused. The Guard Commander had said that the Residency would probably fall this afternoon, and that the only reinforcements due before then were five Marines. What possible difference could five Marines make? He asked the Governor for instructions.

"Well, if they insist upon coming in, you'd better let them in, hadn't you? Why must I do all the thinking around here?"

Convinced that the Governor was completely mad, Chubb fled. He reported the orders to the Guard Commander, who, without blinking, passed them on to the men at the front gates. Entirely bewildered, Chubb wandered back to his office, preparing to die as he lived - behind his desk, surrounded by his beloved paperwork.

But it was not to be. The Governor summoned him to the audience hall to record the negotiations. Thus, he found himself in the last place in the world he wanted to be - standing next to a mad Governor, watching the arrival of the Cultists' leaders.

There were eleven of them. Ten were dressed for war, heavily armed and wearing full battle-armor covered with strange symbols. The eleventh was extremely large and completely encased in a voluminous black robe. A horrible stench came from within the robe, and the thing's tongue whipped out from time to time, as if testing the air. It made Chubb sick to look at it - he suspected that if he ever saw what was beneath the robe, he too would go quite mad.

One of the ten warriors was the creature Chubb had talked to on the comm unit. Obviously the leader of the force, an incredibly ugly Abhuman with the face of a pig, he strode forward until he was within a few feet of the Governor. The Governor regarded him with distaste.

"I understand that you, abem, sir, wish to discuss terms for surrender. Well, I'm afraid that it is, ah, Imperial policy to demand unconditional surrender - particularly with those of your, er, dubious social standing."

The Cultists stiffened, an angry hiss coming from the monster in the robe, and Pig-face fairly bristled with fury. "By the bloody teeth of Khorne, do not dare to mock us! We have you by the throat, scum, and you know it! It is you who must surrender to us - or you will all die in a fashion more horrible than you can possibly imagine!"

Chubb, who had a very vivid imagination, almost fainted. The Governor tittered. "Oh dear. There seems to have been some kind of misunderstanding. Quite amusing, in its own way - you thinking we were going to surrender, us thinking you - my, my, my! Ah, well, these things happen. I guess we have nothing further to talk about, then, do we? Chubb, please show these gentlemen to the door."

Chubb goggled. This went beyond madness. This was suicide. The Cultists' leader, who appeared to be as astonished as he was, suddenly barked an order and the warriors pointed their weapons at the Governor.

"My dear sir, you don't think I would be so foolish as to agree to a meeting with you undefended, do you?" He waved a hand airily, and two dozen Guardsmen appeared at the balcony surrounding the chamber.

Pig-face stared at them for a moment, then laughed. He barked another order, and the creature within the robe barked a reply. Slowly, almost theatrically, two huge twisted parodies of hands emerged from the voluminous sleeves of the robe and untied the belt. Everyone in the hall was frozen - even the Cultists appeared to be terrified. At last the belt was undone, and the creature slowly shrugged off the robe.

The creature was even more horrible than Chubb had imagined. Covered with bright, almost fluorescent, red fur, wearing red and black armour, a huge whip and axe at its belt, it had a face like a horned dog and bestial legs ending in clawed hooves. From its back hung two bat-like wings. It stood there for a moment, looking around slowly, and smiled. An infinitely dangerous smile - a smile anticipating bloodshed.

With shouts of terror and dismay, the Imperial Guardsmen dropped their weapons and fled. Chubb's legs gave way completely, and he crumpled to the floor. To his credit, though pale and shaking, the

Governor stayed where he was. Through a haze of fear, Chubb heard him murmur, "A Bloodthirster. We are honoured."

The Thirster looked at him and licked his lips. "My kill," he said in a voice like gravel dropped on an empty coffin, and moved towards the Governor, plucking whip and axe from his belt. The axe moaned as it was freed.

"Perhaps you had better discuss that with those gentlemen first, sir." There was no mockery in the Governor's voice - Chubb couldn't imagine anyone daring to mock this creature. The Governor nodded at the far side of the hall. It was completely empty. Then, suddenly, there was a shimmer of light, a soundless rush of air - and five men stood there.

The Marines - Chubb guessed that they were the reinforcements who arrived this afternoon - wore Terminator Armour, grey in colour, and covered with intricate embossing. They carried strange weapons, long halberds with glowing axeheads upon them. They faced the Bloodthirster without fear.

The Daemon snarled a cry of recognition - and, Chubb would almost swear, happiness. "Worthy meat!" it bellowed, raising its axe and whip, and rushing towards the men in armour. They met its charge unflinchingly, black Daemon Weapon and glowing halberds screaming through the air in a dance of power and fury. One of the Marines pointed at the Daemon and roared strange words - and the Daemon reeled back, clutching its head and screaming in pain.

But the Bloodthirster was strong. Recovering before the Marines could press their advantage, it counterattacked savagely. With astonishing quickness, the Daemon disengaged from the Marines it was facing and hurled itself at the Marine who had hurt it - appearing to be somewhat dazed by the ferocity of his own attack, the Marine had stumbled off to one side, away from the protection of his fellows.

Lashing out with its whip and entangling the Marine's weapon, the Daemon slammed its axe down onto the Marine's head - the axe sheared through the Terminator Armour as if it were butter, cleaving the Marine from neck to breastplate. Clutching futilely at the weapon buried in his chest, the Marine crumpled to the ground.

While the Daemon was wrenching its weapon from the body of the dead Marine, another Marine slipped around behind it and slashed a line of white fire across its undefended back. Black ichor dripped smoking onto the floor, and the Daemon's screams shook the building to its foundation.

Pig-face and the other warriors had been paralysed with surprise by the Marines' arrival, but the sight of the Daemon's wound brought them out of their shock and into a frenzy of anger and bloodlust. With bellows of rage they rushed to support the Daemon - and two Marines cut them down with almost contemptuous ease. This fight was between the Daemon and the Marines.

"I think we had better take our leave." The Governor helped Chubb to his feet, bolts of energy blasting the air around them, and the two stumbled through a door. As shame-faced Imperial Guards hustled the men away, Chubb babbled a question to the Governor.

"Space Marines. Grey Knights, to be precise. They were our reinforcements."

"But, but, who are the Grey Knights?" Chubb could barely speak, even now.

"Who are they? They fight creatures like the one in there. Beyond that, my dear boy, I think you would be much better off not knowing anything. In fact," the Governor looked at Chubb strangely, "I am very much afraid that you know too much already. Knowledge can be very dangerous..."

But Chubb wasn't listening. "Why the parley? Why didn't the Marines use their teleports to hit that, that thing, before it got inside?"

The Governor sighed. "It was too much of a risk. There were only five Knights, and one unfortunate accident could have killed them all. So we had to find a way to bring the Daemon to a place where the Knights could fight it. This was the obvious solution."

An explosion rocked the building. Dust and mortar filled the hallway. The Governor looked disgusted. "Tsk. Look at this tunic! It's filthy! Would you be so kind as to get me another one from my dressing room, Chubb?"

Grateful at last to have orders that he fully understood, Chubb willingly complied. Behind him, the Governor shook his head sadly. The boy had been a useful foil - excellent at making the enemy think them all foolish, weak and stupid.

It was unfortunate that he had witnessed the scene in the reception hall - an unforgivable mistake on the Governor's part. Chubb wasn't to blame, but that changed things not one iota. He had told Chubb the truth - knowledge is dangerous - and Chubb simply knew too much...

● ARMY LIST ADDITIONS

The following army list boxes should be added to the Grey Knights section of the Ordo Malleus army list in **Slaves to Darkness**.

0-1 GREY KNIGHT TERMINATOR CAPTAIN

Champion 300 Hero 450 Major Hero 600

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
CHAMPION	4	6	6	4	3	1	6	1	9	9	9	9
HERO	4	7	7	4	4	2	7	2	10	10	10	10
MAJOR HERO	4	7	7	4	4	3	7	3	10	10	10	10



BASIC EQUIPMENT

TACTICAL DREADNOUGHT ARMOUR NEMESIS FORCE WEAPON

PSYCHIC POWERS

Mastery Level 4 **Psi-level 12D6 psi-points** **Abilities 4D6**
 Psychic abilities are determined randomly. Roll a D4 for level and a D10 for each ability. If a duplicate ability is rolled, choose any of the listed abilities from that level as a replacement.

D10	Level 1	D10	Level 2
1	Aura of Resistance	1	Aura of Protection
2	Cure Injury	2	Ectoplasmic Mist
3	Hammerhand	3	Jinx
4	Immunity from Poison	4	Mental Bolt
5	Mental Blow	5	Rally
6	Steal Mind	6	Sense Presence
7	Telekinesis 1	7	Smash
8	Telepathy 1	8	Telekinesis 2
9	Teleport 1	9	Telepathy 2
10	Wind Blast	10	Teleport 2

D10	Level 3	D10	Level 4
1	Aura of Recalcitrance	1	Aura of Invulnerability
2	Animate Weapon	2	Change Allegiance
3	Cause Confusion	3	Cure Wounds
4	Cause Fear	4	Limbo
5	Destroy Aura	5	Mental Blast
6	Mental Blitz	6	Stasis
7	Rout	7	Strength of Mind
8	Telekinesis 3	8	Telekinesis 4
9	Telepathy 3	9	Telepathy 4
10	Transfer Aura	10	Temporal Distort

0-4 GREY KNIGHT TERMINATOR TACTICAL SQUADS at 1200 pts per Squad 1 SERGEANT AND 4 MARINES

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
GREY KNIGHT	4	5	5	4	3	1	5	1	9	9	9	9
SERGEANT	4	5	5	4	3	1	5	1	9	9	9	9



BASIC EQUIPMENT

TACTICAL DREADNOUGHT ARMOUR

NEMESIS FORCE WEAPON

PSYCHIC POWERS

Mastery Level 4
Psi-level 12D6 psi-points **Abilities 4D6**

Psychic abilities are determined randomly. Roll a D4 for level and a D10 for each ability. If a duplicate ability is rolled, choose any of the listed abilities from that level as a replacement.

D10	Level 1	D10	Level 2
1	Aura of Resistance	1	Aura of Protection
2	Cure Injury	2	Ectoplasmic Mist
3	Hammerhand	3	Jinx
4	Immunity from Poison	4	Mental Bolt
5	Mental Blow	5	Rally
6	Steal Mind	6	Sense Presence
7	Telekinesis 1	7	Smash
8	Telepathy 1	8	Telekinesis 2
9	Teleport 1	9	Telepathy 2
10	Wind Blast	10	Teleport 2

D10	Level 3	D10	Level 4
1	Aura of Recalcitrance	1	Aura of Invulnerability
2	Animate Weapon	2	Change Allegiance
3	Cause Confusion	3	Cure Wounds
4	Cause Fear	4	Limbo
5	Destroy Aura	5	Mental Blast
6	Mental Blitz	6	Stasis
7	Rout	7	Strength of Mind
8	Telekinesis 3	8	Telekinesis 4
9	Telepathy 3	9	Telepathy 4
10	Transfer Aura	10	Temporal Distort



● CYCLONE

TERMINATOR MISSILE-LAUNCHER FOR WARHAMMER 40,000

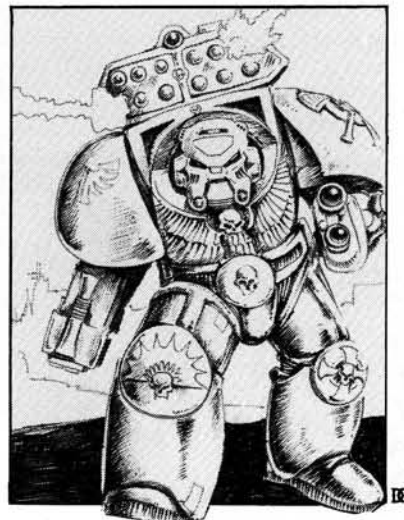
By Rick Priestley

Among the heavy weapons available to Terminator Squads is the *Cyclone* or *Terminator Support Missile-Launcher*, capable of firing devastating salvos of up to a dozen laser-guided super-crack missiles.

The bulk of Tactical Dreadnought Armour is such that many conventional heavy weapons can be carried only with extreme difficulty. For the same reason, normal in-line-of-sight video interface targeters cannot be used effectively. As an elite force, intended to undertake the toughest and most dangerous missions in the depths of space and on the most hazardous battlefields, Terminator Squads need a range of support weapons. Various weapons have been created by the Techpriests of the Adeptus Mechanicus to provide additional fire power without affecting mobility or compromising accuracy.

The Terminator Support Missile-Launcher, known to Marines as the *Cyclone*, is ideally suited to this purpose. Developed from salvo-firing ship-to-ship short-range killer missiles, the system would be equally at home mounted in the turret of an Imperial battle cruiser. It is loaded with 12 super-crack missiles, each primed for maximum concentration of fire effect. These can be fired singly or as a massive salvo of flaming destruction.

A Marine armed with the Cyclone Missile System also carries a storm bolter in his right hand.



● CYCLONE SPECIAL RULES

Range		Shooting to Hit		Save		Type		Area	T
Short	Long	Short	Long	STR	DAM	Mod	C H S F		
0-20	20-72	+1	+1	8	D10	-6			See Rules

- The Cyclone is built into the Marine's Tactical Dreadnought Armour and any weight or imbalance is compensated by attitude sensors, gyroscopic stabilisers and suspensors. As a consequence the Cyclone does not count as either heavy or as a slow weapon.
- The Cyclone guidance system is linked to the laser guider operated by the Marine's left hand. The laser guider shoots a thin beam of light towards the target, visible via the Marine's head-up holographic display. The laser guider is also used to trigger the weapon.
The Marine may fire either one or a salvo of missiles and use the guider to direct the missiles to their target. The +1 on the *to hit* modifiers is due to the effects of the guider, which also makes the system as accurate at long as at short range. When using the laser guider, the Marine is unable to fire the storm bolter in his right hand.
- The Marine may choose to ignore the guider system and just fire missiles over open sights. In this case the Marine is free to fire a weapon in his right hand without any penalty. The model may therefore shoot twice, once with the Cyclone and once with his other weapon. However, when firing in this way the laser guider cannot be used and the +1 *to hit* bonus does not apply.
- The Cyclone may fire a single missile. A single missile has no radius of effect - the missile it focused to cause maximum penetrative damage against a single target.
- The Cyclone may, instead of firing a single missile, fire all of its remaining missiles to produce a saturation effect of fire and devastation. This is called a *salvo*. A Marine must have at least 2 missiles left to fire a salvo.

A salvo is worked out as follows. Roll for initial deviation as normal and position an area template with a radius of 1/2" for every missile in the salvo. Once the template is in position, every target within the template is automatically hit. *Strength, damage and save* modifiers are as given above. No separate *to hit* roll is necessary.

- The Cyclone is loaded with 12 missiles. The player must record how many missiles have been fired. The Cyclone is loaded and armed prior to battle, and cannot be loaded by the operator. This means that once the Marine has fired 12 shots he cannot fire the Cyclone again.
- If a Marine equipped with a Cyclone is hit by enemy fire there is a chance that his entire stock of missiles will be accidentally fired in a single salvo. Roll 2D6; if the score is 11 or 12 the Cyclone immediately activates - roll on the *Catastrophic Launch Table*.

Catastrophic Launch Table

D6 Result

- All missiles explode immediately! The Marine is torn apart in a spectacular pyrotechnic display. Place the 1/2" template on the Marine and work out hits on other targets in the area. Each target receives one hit per remaining missile.
- All missiles launch simultaneously as a single salvo, guided to their target by the random position of the laser-guider in the Marine's left hand. The missiles hit the nearest possible target within a 90° fire arc of the Marine's front.
- All missiles launch simultaneously as a single salvo, guided to their target by the random position of the laser-guider in the Marine's left hand. The missiles hit the furthest possible target within a 90° fire arc of the Marine's front and within range. The missiles pass over closer targets without exploding.
- All remaining missiles launch simultaneously in a single unguided salvo. Without the benefit of the missile's laser-guider the salvo is fired straight ahead and lands D6 x D10" immediately in front of the Marine.
- All remaining missiles launch simultaneously in a single unguided salvo. The salvo veers around the table without the benefit of direction, its guidance system completely non-functional. Move the missiles 2D6" straight ahead of the Terminator. If a target lies in the missiles' path the salvo will hit it and explode, otherwise the missiles will change direction randomly (roll D12 for direction) and travel a further 2D6". The missiles continue to veer around in this way until they leave the table or hit something.
- The Marine's gyroscopic stabilisers which counterbalance the Cyclone system malfunction and he is spun round and round whilst firing missiles in random directions. The remaining missiles fire off one at a time. For each missile in turn, determine a random direction (D12). The missile will hit the first target within 1" of a direct line drawn in the relevant direction. As each missile is fired the Marine is jarred into a new position to fire the next.

Except with result 1 (which kills the Marine), once all the missiles have been fired the system shuts down and the Marine may continue normally.

Army List

The following addition should be made to the Options in the Terminator Tactical Squad box:

REPLACE AT 50 POINTS PER SQUAD

ITEM TO BE REPLACED
Heavy Flamer

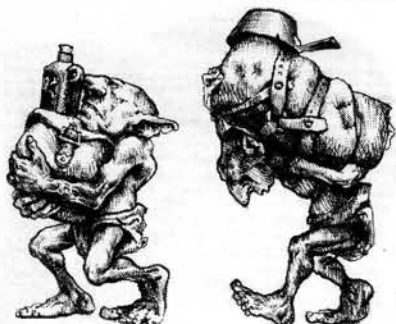
REPLACEMENT
Cyclone Missile System

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BLOOD BOWL CHAINSAWS

by Jervis Johnson

Among the many crazy players who are attracted to Blood Bowl, some of the most dangerous are those who wield the strange mechanical devices known as Chainsaws. Terrifying, death-dealing and occasionally self-mutilating, no team should be without its Chainsaw Wielding Loonies.

No-one remembers when Chainsaws were first seen on the Blood Bowl field. Some say that Man-Mangler McStone, the Dwarven engineer famous for his blood-chilling inventions, was the originator of the Chainsaw. Others claim that Man-Mangler was the first recorded victim of this whirring maelstrom of death. Connoisseurs of the game maintain that there is no contradiction between these statements, pointing out that many players have come to a sorry end after a careless swipe with their own Chainsaw.

Whatever the truth of the matter, it is clear that the Chainsaw is now a regular feature on the Blood Bowl field - even after the NAF's frequent, and usually unsuccessful, attempts to ban such weapons during the game. Who can forget Tork Smallbones valiant assault on the Orcland Raiders in '73 when he reduced the team to half-strength in a single whirlwind play of blood, bones and brain-matter? And who can fail to wince when remembering Tork's own sad end when he tripped and sat down on his Chainsaw?



CHAINSAW WIELDING LOONIES

At the start of the game designate up to 2 players as *Chainsaw Wielding Loonies*. A Loony has the same characteristics as a Lineman of his race.

Only a designated player may use a Chainsaw. If he is killed, other players cannot pick up the weapon (they're far too sensible to get anywhere near it) and the Chainsaw is removed from play.

While carrying a Chainsaw, a Loony cannot also hold the ball.

A Loony may make a *Chainsaw* attack instead of blocking or tackling. To make a Chainsaw attack, roll 2D6 - add the **AG** of the Loony and subtract the **AG** of the target. Then refer to the *Chainsaw Wielding Loony Table*.

Chainsaw Wielding Loony Table	
2D6 Roll	Result
2-4	Sorry! The Loony swings the Chainsaw rather too exuberantly, missing the target. Roll for scatter from the square in which the target is standing. If there is a player in the square indicated, he has been hit by the Loony's wild slash - check for damage and <i>Kickback</i> .
5-8	Curses! The Chainsaw misses.
9-11	Choppy Choppy! The Chainsaw hits the target - check for damage and for <i>Kickback</i> .
12 or more	Bzzzz, Chop, Thunk! The head of the target is neatly sliced off - see <i>Decapitation</i> . The Loony must still check for <i>Kickback</i> .

Any player hit by the Chainsaw must make an *Armour* roll, with a penalty of -2 to their **AV**. If the *Armour* roll is failed, the target must make an *Injury* roll, adding +2 to the roll.

Decapitation

A result of *Bzzzz, Chop, Thunk!* means that the target has been completely decapitated - understandably, this is fatal.

Remove the decapitated playing piece from the pitch and replace him with a *Head Counter*. Roll for scatter to see where the decapitated head ends up and move the Head Counter to the appropriate square.

The head may be picked up and carried or thrown just like a football. A player may not hold both the ball and the head.

If the Loony's team can get the head back to their Dug-Out, they score a huge moral victory. This entitles them to a *Team Reroll* as a reward. The only way the opposing team can stop this is to get the head back to their own Dug-Out first. A team gets the head into its Dug-Out if it can get a player holding the head into a square in the appropriate Substitute Entry Zone (the four squares besides the team's Dug-Out where new players can enter the game).

A *Team Reroll* may be used by the coach to reroll a dice at any time in the game. The coach can even force his opponent to reroll a dice, and the opposing coach has no option but to throw the dice again. The result of the second roll must be accepted, unless the opposing coach also has a reroll option which he can use to force a third roll of the dice. In any case, no dice roll may be rerolled more than once by each coach.

Kickback

Once the extent of the target's injuries have been determined, the Loony must check for *Kickback*. Roll a D6 - on a result of 1 or 2, the Chainsaw catches on a piece of armour or bone, gets stuck for a moment, and then kicks back, hitting the Loony.

The Loony must make *Armour* and *Injury* rolls just like any other target. On an unfortunate roll, he may end up merely stunning the intended target and disembowelling himself!

HEAD COUNTERS

Photocopy these counters, stick them to a piece of firm card and then cut them out ready for play.



BLOOD BOWL™

STAR PLAYERS

DORJAK SURECLAW

AGE 31 HEIGHT 5' 10" WEIGHT 168 lbs

CAREER STATS: Rushing 986 paces; Receiving 93 passes for 2342 paces; Throwing 36 from 54 for 428 paces; 83 Touchdowns; 34 Interceptions returned 353 paces; 18 Player Fatalities.

BEST GAME: Rushing 107 paces; Receiving 14 passes for 193 paces; Throwing 8 passes from 18 for 116 paces; 4 Touchdowns; 2 Interceptions returned for 53 paces.

SKILLS:

Dodge: Opponents tackling Dorjak must subtract -1 from Tackle rolls unless they have *Tackle* skill at level 1 or greater

Luck: Dorjak gets 2 re-rolls per game.

Sure Hands: Add +2 to the dice roll when an opponent tries to strip the ball from Dorjak.

MUTATIONS:

Claw: Instead of making a Block, Dorjak may make a *Slash* attack. If he rolls over his opponent's Agility on a D6, his opponent must make an *Armour* roll to avoid injury. A roll of 1 is always a miss, a roll of 6 is always a hit.

LEWDGRIP WHIPARM

AGE 23 HEIGHT 5' 9" WEIGHT 173 lbs

CAREER STATS: Rushing 327 paces; Receiving 19 passes for 97 paces; Throwing 176 from 214 for 2,728 paces; 28 Touchdowns; 32 Interceptions returned 153 paces; 8 Player Fatalities.

BEST GAME: Rushing 127 paces; Throwing 4 passes from 7 for 121 paces; 1 Player Fatality

SKILLS:

Long Throw: Lewdgrip may throw the ball up to 18 squares; use the shortest route, counting the target square but not the square Lewdgrip occupies. Roll on the *Long Bomb/row* of the *Throwing Table*.

Luck: Lewdgrip gets 2 re-rolls per game.

Safe Throw: If Lewdgrip's throw is intercepted, roll a D6 and add +2. The ball is missed on a total of 7 or more.

Tackle: Add +1 to Lewdgrip's *Tackle* roll unless opponent has *Tackle* skill of level 3 or higher.

Toughness: Subtract -1 from *Injury* rolls. A total of 1 or less results in no injury. A roll of 12 before modification still results in Lewdgrip being killed.

MUTATION:

Tentacle: Gives Lewdgrip *Tackle* skill of level 3, see above.

UGROTH 'RIPPER' BOLGROT

AGE 24 HEIGHT 6' 1" WEIGHT 168 lbs

CAREER STATS: Rushing 968 paces; Throwing 3 from 94 for 28 paces; 7 Touchdowns; 8 Interceptions returned 214 paces; 232 Player Fatalities; 1,023 Civilian Fatalities; 3 Referee Fatalities.

BEST GAME: Rushing 95 paces; 3 Touchdowns; 1 Interception returned 33 paces; 5 Player Fatalities; 327 Civilian Fatalities; 2 Referee Fatalities.

SKILLS:

Chainsaw: See the rules for chainsaws.

Dirty Tackle: Subtract -1 from opponent's AV after a successful tackle. If opponent fails his *Armour* roll, add +1 to his *Injury* roll. Successful tackle must be made by, not against, Ugroth, but does include the *Both Players Knocked Over* result.

Dislike Humans: If Ugroth wishes to hand off or throw the ball to a Human he must first roll a D6; on a result of 4-6 he takes a dislike to the player, and will not give him the ball. He may try another player.

Distract: Opponents in Ugroth's Tackle Zone subtract -2 rather than -1 when throwing or catching the ball.

Thick Skull: If stunned, place Ugroth in the Reserve box of the Dug-Out. He can rejoin the game at the start of his team's next turn. If he is KO'd, place Ugroth in the Stunned box.

FLINT CHURNBLADE

AGE 112 HEIGHT 5' 2" WEIGHT 221 lbs

CAREER STATS: Rushing 2,513 paces; 3 Touchdowns; 2 Interceptions returned 48 paces; 125 Player Fatalities; 753 Civilian Fatalities; 13 Referee Fatalities.

BEST GAME: Rushing 163 paces; 1 Touchdown; 10 Player Fatalities; 107 Civilian Fatalities; 13 Referee Fatalities.

SKILLS:

Block: Flint adds +1 to Block rolls unless his opponent also has the *Block* skill. Opponents must subtract -1 from Block rolls against Flint unless they have the *Block* skill at level 2 or greater. Players making a *Multiple Block* or *Ganging Up* total their *Block* levels before comparison.

Chainsaw: See the rules for chainsaws.

Luck: Flint gets 1 re-roll per game.

Mighty Blow: Subtract -2 from an opponent's AV after a successful *Block* by Flint. If the opposing player fails his *Armour* roll, add +1 to his *Injury* roll.

BLOOD BOWL STAR PLAYERS

These Star Player cards should be added to your pack of cards from the **Blood Bowl Star Players** book.

The cards are used in exactly the same way as those printed in **Star Players**. Coaches can either pick cards at random from the appropriate deck, or they can bid against one another for each player, spending Gold Crowns from their Treasury to secure the best players for their team.

Each of these players is also a Citadel Miniature, so you'll be able to field any Star Players that you hire.

Periodically we'll be printing more Star Player cards to expand the range of Blood Bowl heroes you can use in your games, so watch out for future sets.

Cut the cards out and photocopy the black and white side of the cards. Then stick the page to a thin piece of cardboard, with the coloured side facing outwards. The black and white photocopies should be stuck onto the back of this sheet. Make sure that you get the cards the right way round, or you'll have the wrong skills on the back of your cards! Once you've stuck everything in place, cut each card out and mix them in with your other Star Player cards.



©

LEWDGRIP WHIPARM

RACE:

Human Mutant

ALIGNMENT:

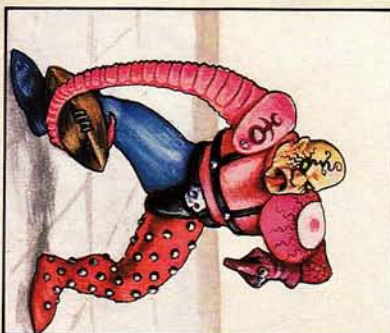
Chaos

NUMBER:

8

POSITION:

Thrower



MA	SP	ST	AG	TS	CL	AV
4	+2	3	3	2	0	9

SPECIAL SKILLS: Long Throw, Luck (level 2), Safe Throw (level 2), Tackle (level 3), Toughness (level 1)

MUTATION: Tentacle

FLINT CHURNBLADE

RACE:

Dwarf

ALIGNMENT:

Good

NUMBER:

6

POSITION:

Blocker



MA	SP	ST	AG	TS	CL	AV
3	+1	6	2	-1	-1	10

SPECIAL SKILLS:

Block (level 2), Chainsaw, Luck (level 1), Mighty Blow (level 2)

DORJAK SURECLAW

RACE:

Human Mutant

ALIGNMENT:

Chaos

NUMBER:

7

POSITION:

Catcher



MA	SP	ST	AG	TS	CL	AV
4	+2	3	3	0	0	9

SPECIAL SKILLS: Dodge (level 1), Luck (level 2), Sure Hands (level 2)

MUTATION: Claw

UGROTH 'RIPPER' BOLGROT

RACE:

Orc

ALIGNMENT:

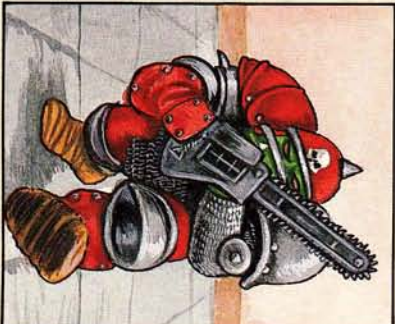
Chaos

NUMBER:

3

POSITION:

Lineman



MA	SP	ST	AG	TS	CL	AV
4	+2	3	3	0	0	9

SPECIAL SKILLS:

Chainsaw, Dirty Tackle (level 1), Diallike Humans, Distract, Thick Skull

STAR PLAYERS

GROGRAT CRUNCHSKULL

RACE:	Troll
ALIGNMENT:	Chaos
NUMBER:	4
POSITION:	Blocker



MA	SP	ST	AG	TS	CL	AV
4	+1	7	2	-2	-2	10

SPECIAL SKILLS:
Luck (level 1), Mighty Blow (level 3), Toughness (level 2)

BILEROT VOMITFLESH

RACE:	Human Mutant
ALIGNMENT:	Chaos
NUMBER:	8
POSITION:	Blocker



MA	SP	ST	AG	TS	CL	AV
3	-	5	2	0	0	9

SPECIAL SKILLS: Distract, Self Control, Toughness (level 3)
MUTATIONS: Leprous Flesh, Noisome Stench, Obese

M'GORG'GN'THROG

RACE:	Ogre
ALIGNMENT:	Chaos
NUMBER:	6
POSITION:	Blitzer

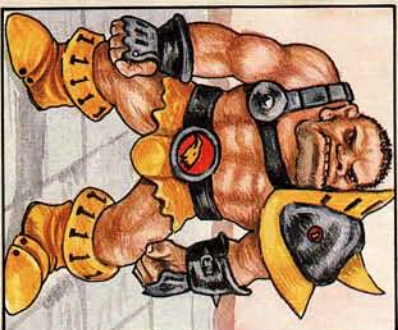


MA	SP	ST	AG	TS	CL	AV
5	+2	7	3	-1	0	11

SPECIAL SKILLS: Leap (level 2), Mighty Blow (level 3), Nerves of Steel, Sure Hands (level 2), Throw Team-Marc, Toughness (level 2)

GRAK'NG'GRAK GORTHAG

RACE:	Ogre
ALIGNMENT:	Chaos
NUMBER:	3
POSITION:	Blocker



MA	SP	ST	AG	TS	CL	AV
5	+1	8	2	-1	-1	11

SPECIAL SKILLS:
Block (level 1), Itchy Feet, Mighty Blow (level 2), Throw Team-Marc, Toughness (level 2)

BELLOW THUNDERSLAM

RACE:	Minotaur
ALIGNMENT:	Chaos
NUMBER:	11
POSITION:	Blocker

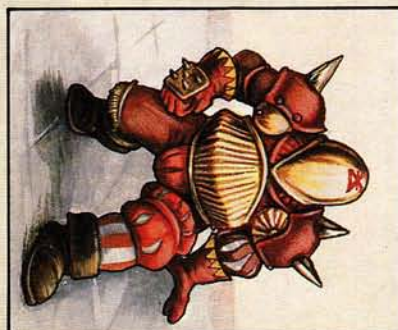


MA	SP	ST	AG	TS	CL	AV
5	+1	7	2	-1	-1	11

SPECIAL SKILLS:
Block (level 1), Luck (level 1), Mighty Blow (level 2), Strip Ball (level 2), Toughness (level 2)

GALMEN GOREBLADE

RACE:	Human
ALIGNMENT:	Chaos
NUMBER:	2
POSITION:	Blitzer



MA	SP	ST	AG	TS	CL	AV
4	+3	4	4	0	0	9

SPECIAL SKILLS:
Leap (level 3), Mighty Blow (level 2), Toughness (level 3)

STAR PLAYERS

M'GORG'GN'THROG

AGE 97
HEIGHT 7' 3"
WEIGHT 418 lbs

CAREER STATS: Rushing 2,208 paces; 2 Touchdowns; 1 Interception returned 103 paces; 7 Player Fatalities

BEST GAME: Rushing 130 paces; 2 Touchdowns; 1 Interception returned 103 paces; 7 Player Fatalities

SKILLS:

Leap: Add +2 to the dice roll when leaping over prone opponents.

Mighty Blow: Subtract -3 from an opponent's AV after a successful Block by M'Gorg'Gn'Throg, if the opposing player fails his *Armour* roll, add +2 to his *Injury* roll.

Nerves of Steel: M'Gorg'Gn'Throg ignores any opposing Tackle Zones when throwing, kicking or catching the ball.

Sure Hands: Add +2 to the dice roll when an opponent tries to strip the ball from M'Gorg'Gn'Throg.

Throw Team-Mate: M'Gorg'Gn'Throg may throw Goblin, Halfling or Snorting team-mates.

Toughness: Subtract -2 from *Injury* rolls. A total of 1 or less results in no injury. A roll of 12 before modification still results in M'Gorg'Gn'Throg being killed.

BILEROT VOMITFLESH

AGE 28
HEIGHT 5' 8"
WEIGHT 334 lbs

CAREER STATS: Rushing 1037 paces; Throwing 16 from 64 for 241 paces; 18 Touchdowns; 29 Interceptions returned for 284 paces; 32 Player Fatalities; 983 Civilian Fatalities; 2 Referee Fatalities.

BEST GAME: Rushing 147 paces; 1 Touchdown; 4 Interceptions returned for 83 paces; 3 Player Fatalities; 17 Civilian Fatalities; 2 Referee Fatalities.

SKILLS:

Distract: Opponents in Bilerot's Tackle Zone subtract -2 rather than -1 when throwing or catching the ball.

Self Control: Bilerot ignores all racial *dislikes* and *animosities*.
Toughness: Subtract -3 from *Injury* rolls. A total of 1 or less results in no injury. A roll of 12 before modification still results in Bilerot being killed.

MUTATIONS:

Leprous Flesh: Opponents must roll 4 or more on a D6 to Block or Tackle Bilerot.

Noisome Stench: All opponents in Bilerot's Tackle Zone suffer a -1 to all Block and Tackle rolls - even against other players.
Obese: Bilerot may never sprint.

GROGRAT CRUNCHSKULL

AGE 86
HEIGHT 9' 8"
WEIGHT 398 lbs

CAREER STATS: Rushing 2,213 paces; 8 Touchdowns; 63 Player Fatalities; 143 Civilian Fatalities; 26 Referee Casualties.

BEST GAME: Rushing 87 paces; 3 Touchdowns; 8 Player Fatalities.

SKILLS:

Luck: Grograt gets 1 re-roll per game.

Mighty Blow: Subtract -3 from an opponent's AV after a successful Block by Grograt. If the opposing player fails his *Armour* roll, add +2 to his *Injury* roll.

Toughness: Subtract -2 from *Injury* rolls. A total of 1 or less results in no injury. A roll of 12 before modification still results in Grograt being killed.

GALMEN GOREBLADE

AGE 27
HEIGHT 5' 6"
WEIGHT 168 lbs

CAREER STATS: Rushing 1,327 paces; Receiving 9 passes for 84 paces; Throwing 298 from 463 for 3,928 paces; 18 Touchdowns; 12 Interceptions returned 453 paces; 12 Player Fatalities.

BEST GAME: Rushing 173 paces; 3 Touchdowns; Receiving 2 passes for 34 paces; 1 Interception returned 53 paces; 2 Player Fatalities.

SKILLS:

Leap: Add +3 to the dice roll when leaping over prone opponents.

Mighty Blow: Subtract -2 from an opponent's AV after a successful Block by Galmen. If the opposing player fails his *Armour* roll, add +1 to his *Injury* roll.

Toughness: Subtract -3 from *Injury* rolls. A total of 1 or less results in no injury. A roll of 12 before modification still results in Galmen being killed.

BELLOW THUNDERSLAM

AGE Doesn't Know
HEIGHT 7' 7"
WEIGHT 430 lbs

CAREER STATS: Rushing 827 paces; Throwing 3 from 28 for 53 paces; 23 Touchdowns; 1 Interception returned 78 paces; 432 Player Fatalities; 964 Civilian Fatalities; 4 Referee Fatalities.

BEST GAME: Rushing 195 paces; 2 Touchdowns; 1 Interception returned 78 paces; 5 Player Fatalities; 43 Civilian Fatalities; 2 Referee Fatalities.

SKILLS:

Block: Thunderslam adds +1 to Block rolls unless his opponent also has the *Block* skill. Opponents must subtract -1 from Block rolls against Thunderslam unless they have the *Block* skill at level 1 or greater. Players making a *Multiple Block* or *Ganging Up* total their *Block* levels before comparison.

Luck: Thunderslam get 1 re-roll per game.

Mighty Blow: Subtract -2 from an opponent's AV after a successful Block by Thunderslam. If the opposing player fails his *Armour* roll, add +1 to his *Injury* roll.

Strip Ball: Add +2 to the dice roll when Thunderslam tries to strip the ball from an opponent.

Toughness: Subtract -2 from *Injury* rolls. A total of 1 or less results in no injury. A roll of 12 before modification still results in Thunderslam being killed.

GRAK'NG'GRAK GORTHAG

AGE 85
HEIGHT 7' 2"
WEIGHT 387 lbs

CAREER STATS: Rushing 1,926 paces; Throwing 3 from 48 for 51 paces; 59 Touchdowns; 1 Interception returned 87 paces; 524 Player Fatalities; 1,005 Civilian Fatalities; 7 Referee Fatalities.

BEST GAME: Rushing 176 paces; 4 Touchdowns; 1 Interception returned 87 paces; 7 Player Fatalities; 87 Civilian Fatalities; 3 Referee Fatalities.

SKILLS:

Block: Grak'Ng'Grak adds +1 to Block rolls unless his opponent also has the *Block* skill. Opponents must subtract -1 from Block rolls against Grak'Ng'Grak unless they have the *Block* skill at level 2 or greater. Players making a *Multiple Block* or *Ganging Up* total their *Block* levels before comparison.

Itchy Feet: Grak'Ng'Grak leaves the team after one game.

Mighty Blow: Subtract -2 from an opponent's AV after a successful Block by Grak'Ng'Grak. If the opposing player fails his *Armour* roll, add +1 to his *Injury* roll.

Throw Team-Mate: Grak'Ng'Grak may throw Goblin, Halfling or Snorting team-mates.

Toughness: Subtract -2 from *Injury* rolls. A total of 1 or less results in no injury. A roll of 12 before modification still results in Grak'Ng'Grak being killed.

ADEPTUS TITANICUS

IN

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The **Adeptus Titanicus** issues of **White Dwarf** are disappearing fast. Don't miss your chance to get the complete rules for Vehicles, Infantry, Close Combat and Robots as well as the rules for Reavers, Warhounds and Eldar Phantom Titans. Back issues can be obtained through Games Workshop Mail Order or from Games Workshop stores and Independent Specialist Stockists. All **White Dwarf** back issues are £1.50.



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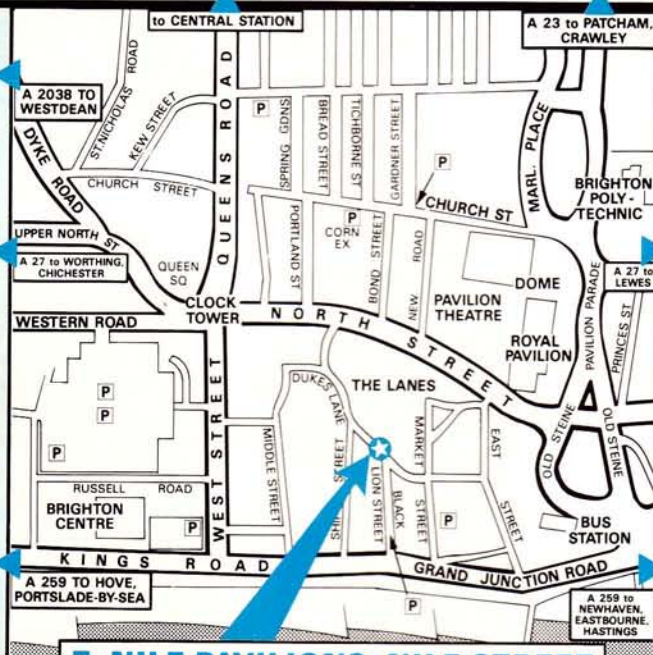
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17th JUNE



DEATH BLOW!

ADVANCED DAMAGE RULES FOR ADEPTUS TITANICUS

by Jervis Johnson

The following rules introduce several new categories of superficial damage, adding a new level of detail to the *Adeptus Titanicus* rules. These new rules are optional, and both players must agree on whether or not to use them before the start of a game.

TITAN ROSTER

In order to use these rules, you will need a copy of the *Titan Roster* for each Titan in your force. A blank Titan Roster is included with this article, for you to photocopy and use in your own games.

A Titan Roster contains the following information:

Titan ID: This tells you which of your Titans the Roster refers to. You can use a number, painted onto the Titan's base, carapace or banners; or you can record some identifying feature of the Titan, such as a personal emblem on a weapon banner.

Data Card Information: Copy out the information from the Titan's Data Card into the appropriate boxes.

Rerolls: This space is only used in the campaign game. Record the number of dice rerolls (if any) available to the Titan's crew here. Don't forget to reduce the number as the rerolls are used up.

Skills: This space is only used in the campaign game. Record the skills (if any) available to the Titan's crew in this space.

Damage: Record any damage to the Titan in this section. Any damage that is repaired should be erased or crossed out. It is a good idea to use a pencil to record the Titan's damage.

Kills: Record the Titan's kills here.

Titan ID <input style="width: 150px;" type="text"/>		
Left Carapace	DATA CARD INFORMATION	Right Carapace
	Speed	
Left Arm	Battle Rating	Right Arm
	Void Shields	
Remarks:		
Rerolls	Skills	Damage
Kills		

REPAIR ROLLS

The repair rules in the **Adeptus Titanicus** rulebook are not substantially changed, but repair and malfunction rolls are now combined into a single dice roll. This single repair roll is still made during the *repair phase*, following any rolls to see if downed Void Shields have become operational again.

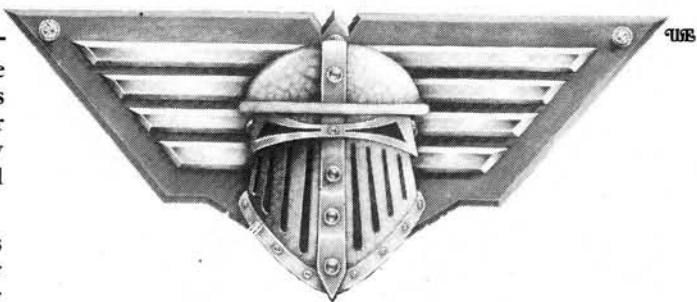
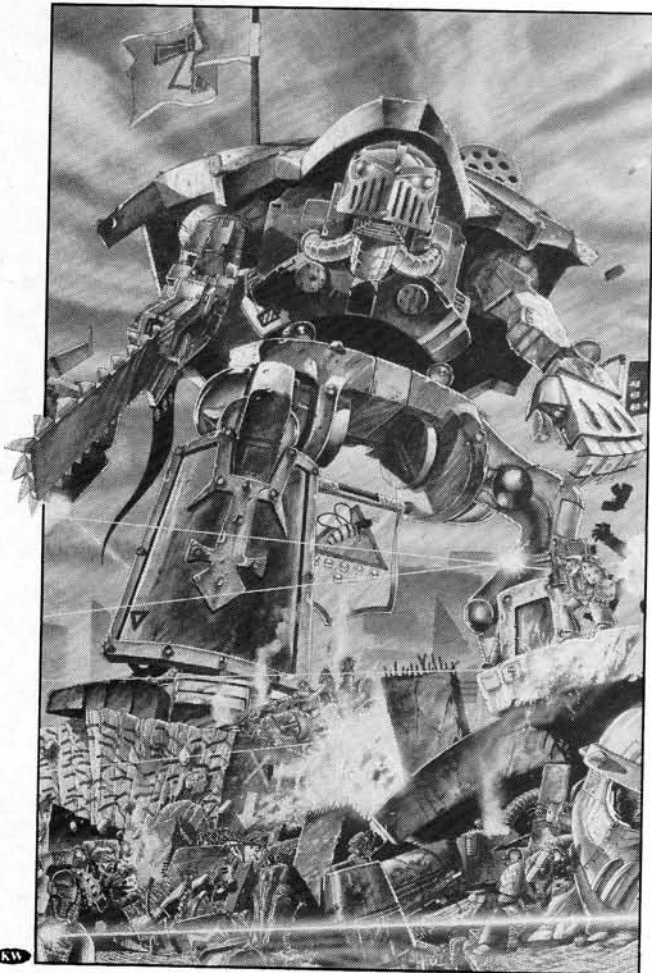
Any damaged weapon or system may be repaired, unless the damage tables specifically say otherwise. Roll a D6 for each weapon or system that you are attempting to repair and add or subtract any *Repair Roll Modifiers* (see below). If the modified dice roll is 5 or more the system has been repaired; if it is 1 or less the system has malfunctioned and suffered *Catastrophic Damage*. Any other roll means the system remains damaged - another repair roll may be made in the next *Repair Phase*.

REPAIR ROLL MODIFIERS

Damage Control orders	+1
Phantom Class Eldar Titan	+1
Repair Systems damaged	-1

THE RULE OF 1 AND 6

When making a repair roll, a natural (ie unmodified) roll of 6 *always* results in the system being repaired, and a natural roll of 1 *always* results in the system malfunctioning.



LEVEL OF DAMAGE

As stated in the rulebook, a successful hit against a Titan while all of its Void Shields are down causes real damage.

The following is an alternative system to determine the effects of such shots, and replaces the procedure given in the rulebook.

For each hit that causes real damage, you should roll a D6 and consult the following table to discover the *level of damage*.

LEVEL OF DAMAGE TABLE

Weapon	Hit Deflected	Superficial Damage	Critical Damage
Heavy Weapons			
Auto-Cannon	1 or less	2-5	6 or more
Las-Cannon	1 or less	2-3	4 or more
Missile-Launcher	1 or less	2-4	5 or more
Multi-Launcher	1 or less	2-4	5 or more
Multi-Melta	1 or less	2	3 or more
Plasma Gun			
- Sustained	1 or less	2-5	6 or more
- Maximal	1 or less	2-4	5 or more
Very Heavy Weapons			
Defence Laser	1 or less	-	2 or more
Macro-Cannon	1 or less	2	3 or more
Plasma Cannon			
- Sustained	1 or less	2-5	6 or more
- Maximal	1 or less	2	3 or more
Pulse Laser	1 or less	2-3	4 or more

Modifier: add +1 to the *level of damage* roll if the target is a *lightweight* Titan (eg a Warhound Class Scout Titan).

Hit Deflected: the hit was only a glancing blow and has no effect on the Titan.

Superficial Damage: roll 2D6 and refer to the *Superficial Damage Table*.

Critical Damage: roll 2D6 and refer to the *Critical Damage Table*.

CUMULATIVE DAMAGE

If an already-damaged weapon or system is hit again, roll a D6 for *cumulative damage* as normal, *unless* the damage table states that further hits have no effect. A roll of 1-3 means the second hit has no effect; a roll of 4-6 means the Titan suffers *Catastrophic Damage* - apply the normal *Catastrophic Damage* rules from the **Adeptus Titanicus** rulebook.

SUPERFICIAL DAMAGE TABLE

2D6 Roll	Result
2	Static - An electro-magnetic pulse surges through the Titan's electrical systems, disrupting them for a short time. The Titan may not do anything for the rest of this turn or any of the next turn. The damage is <i>automatically</i> repaired in the <i>end phase</i> of the next turn.
3	Psychic Shock - One of the Titan's Moderati (or one of the crew in the case of an Eldar Titan) suffers a disabling MIU overload. See <i>Crew Injuries</i> for the effect it has on play.
4	Left Carapace - Any weapons mounted on the left carapace are <i>damaged</i> , but may be repaired. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. The hit has no effect if the target does not have any weapons in this location.
5	Weapon Sensors - The Titan's weapon sensors have been damaged and may <i>not</i> be repaired. The Titan suffers a -1 modifier to hit from now on. Any further hits in this location have no effect.
6	Left Arm - Any weapons mounted on the left arm are <i>damaged</i> , but may be repaired. The hit has no effect if the target does not have any weapons in this location.
7	Systems Failure - If the Titan's MIUs or Reactor are already damaged, they <i>automatically</i> suffer <i>Catastrophic Damage</i> now. If neither is damaged, the hit has no effect.
8	Right Arm - As 6: <i>Left Arm</i> above but the hit affects weapons on the right arm.
9	Movement Sensors - The Titan's movement sensors have been damaged, and may <i>not</i> be repaired. The number of 45° turns it may make in a turn are reduced by one (to a minimum of 1). Any further hits in this location have no effect.
10	Right Carapace - As 4: <i>Left Carapace</i> above but the hit affects weapons on the right carapace.
11	Repair Systems - The Titan's auto-repair systems have been damaged, and may <i>not</i> be repaired. All future repair rolls suffer a -1 modifier. Any further hits in this location have no effect.
12	Knockout Blow! - The head of the Titan is severely damaged, and may <i>not</i> be repaired. The Princeps (or one of the crew in the case of an Eldar Titan) is injured: any anti-personnel weapons may no longer be used and see <i>Crew Injuries</i> for additional effects to the Princeps of an Imperial Titan. If the crew ejects later in the game, go straight to <i>Escape Table 2</i> . Any further hits in this location have no effect.

CRITICAL DAMAGE TABLE

2D6 Roll	Result												
2	Reactor Damaged - The reactor's power output is reduced to a trickle. All available power is being channelled into the auto-repair systems. The Titan may not be given any orders - including <i>Damage Control</i> orders - until the reactor is repaired, and therefore cannot move or fire.												
3	Mind Impulse Units Damaged - The Titan is given orders as normal, but may go out of control. Until the Mind Impulse Units are repaired, roll a dice at the start of each movement phase and each combat phase to see what the Titan will do:												
	<table border="1"> <thead> <tr> <th>D6 Roll</th> <th>Movement Phase</th> <th>Combat Phase</th> </tr> </thead> <tbody> <tr> <td>1-3</td> <td>Move normally</td> <td>Fire normally</td> </tr> <tr> <td>4-5</td> <td>May not move</td> <td>May not fire</td> </tr> <tr> <td>6</td> <td>Random move</td> <td>Random fire</td> </tr> </tbody> </table>	D6 Roll	Movement Phase	Combat Phase	1-3	Move normally	Fire normally	4-5	May not move	May not fire	6	Random move	Random fire
D6 Roll	Movement Phase	Combat Phase											
1-3	Move normally	Fire normally											
4-5	May not move	May not fire											
6	Random move	Random fire											
	Random Move: The opposing player may move the Titan, within the restrictions of the orders the Titan has for the turn.												
	Random Fire: The Titan fires all of its weapons at the nearest target available - friend or foe! - within the restrictions of the orders the Titan has for the turn and the rules for LOS. If there is a choice of targets, the opposing player can choose which weapons are used and what they fire at.												
4	Left Carapace - Any weapons mounted on the left carapace are destroyed and may <i>not</i> be repaired. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. Roll again if the target does not have any weapons in this location, or if they have already been destroyed.												
5	Void Shield Generators Destroyed - All Void Shields are knocked down, and may <i>not</i> be repaired. The Titan is without Void Shields for the rest of the game. Count any further <i>Void Shield Generators Destroyed</i> results as <i>Reactor Damaged</i> instead.												
6	Left Arm - Any weapons mounted on the left arm are destroyed and may <i>not</i> be repaired. Roll again if the target does not have any weapons in this location, or if they have already been destroyed.												
7	Legs Damaged - The Titan may no longer be given <i>Charge</i> orders. If it is given <i>Advance</i> orders, it may only make one 45° turn during the course of the move. It may still make a 45° turn if it is given <i>First Fire</i> orders.												
8	Right Arm - As 6: <i>Left Arm</i> above but the hit affects weapons on the right arm.												
9	Void Shield Generators Destroyed - As 5 above.												
10	Right Carapace - As 4: <i>Left Carapace</i> above but the hit affects weapons on the right carapace.												
11	Mind Impulse Units Damaged - As 3 above.												
12	Reactor Damaged - As 2 above.												

N FOLLOWERS OF NURGLE

1 CHAMPION OF NURGLE



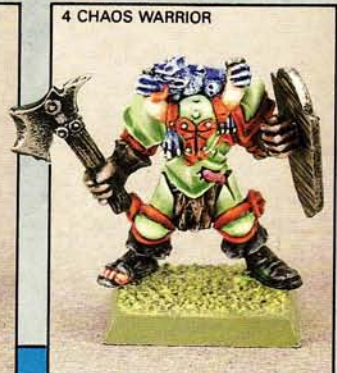
2 CHAMPION OF NURGLE



3 CHAMPION OF NURGLE



4 CHAOS WARRIOR



5 BEASTMAN



6 CHAMPION OF NURGLE



7 GREAT UNCLEAN ONE



8 BEASTMAN



9 BEASTMAN



10 PLAGUEBEARER



T FOLLOWERS OF ZEEENTCH

11 PINK HORROR



12 BLUE HORROR



13 PINK HORROR



14 CHAMPION OF ZEEENTCH



15 CHAOS WARRIOR



16 CHAMPION ON FLYING DISC



17 LORD OF CHANGE



18 CHAOS WARRIOR



19 CHAMPION OF ZEEENTCH



20 BEASTMAN



CREW INJURIES

IMPERIAL TITANS - MODERATI

Roll a D6 to see which Moderatus has been injured.

D6 Roll	Result
1-2	Left Arm
3-4	Right Arm
5-6	Carapace

The indicated Moderatus is too badly injured to control his weapons (note that *all* carapace-mounted weapons are controlled by a single Moderatus). Another Moderatus may take over these weapons, but suffers a -1 modifier to hit and may not fire his own weapons and those of the injured Moderatus in the same turn.

If you have one or more injured Moderati, you must declare which weapons are firing before rolling to hit.

IMPERIAL TITANS - PRINCEPS

The Princeps is too badly injured to control the Titan, and control must be taken over by one of the Moderati (the player may decide which). This Moderatus may no longer use his weapons.

Roll a D6 at the start of each *orders phase*: on a roll of 1, the Titan suffers *reduced control*.

A Titan suffering *reduced control* must use the same orders as it used last turn. The number of 45° turns the Titan may make are reduced by one (to a minimum of 1), and all *difficult terrain test* dice rolls suffer a -1 modifier. The Titan suffers a -1 modifier to hit in close combat, and close combat opponents receive a +1 modifier to hit.

If there is no uninjured Moderatus to take over control, the Titan grinds to a halt as if it had damaged MIUs.

PHANTOM CLASS ELДАР TITANS

Because the crew of a Phantom Class Eldar Titan are in mental rapport, a *Psychic Shock* result will stun the whole crew for one turn, in addition to injuring *one* of them.

The Titan may not attack, and may not be given any orders in the turn following the damage.

Longer-term effects depend on the number of crew members who have been injured:

Number of Injured crew	Effect
1	None. The Eldar Titan may operate as normal.
2	The Eldar Titan must choose orders at the same time as non-Eldar Titans. All rolls to hit suffer a -1 modifier.
3	As 2, plus the Titan loses its +1 to hit modifier with close combat weapons and counts as being <i>highly manoeuvrable</i> instead of extremely manoeuvrable.

The only effect of a *Knockout Blow* is to stop the crew ejecting or firing any anti-personnel weapons. The damage does not affect the Titan's Infinity Circuit.

LONG TERM CREW INJURY EFFECTS

If you are playing the campaign game, roll a D6 and consult the *Crew Injury Table* to find the long term effects of a crew-member's injury. Only roll once on the table, regardless of how many crewmen are injured.

CREW INJURY TABLE

D6 Roll	Result
1	Slight Wound - the injured crew recover fully in time for next game.
2-4	Serious Wound - this Titan crew may not be used for the next 3 games.
5-6	Killed - a replacement crew member is drafted in, and the Titan is ready for the next game. However, the crew is not so efficient as it was before:

Imperial Titans: the crew loses 10% of its experience points (rounding up) for each Moderatus killed, and 70% if the Princeps is killed. Skills are never lost unless the Princeps is killed, in which case *all* skills are lost.

Eldar Titans: the crew loses 25% of its experience points (rounding up) for each crew member killed. For each skill the crew has, roll a D6 and add the number of dead crew members; on a roll of 7 or more, the skill is lost.



GENESTEALERS

by Paul Murphy

This is the first of a two-part article describing the Genestealers, a race of aliens menacing the universe of *Warhammer 40,000*. This article describes the Stealers, discusses how they move about the galaxy and how their covens infiltrate the Imperium. The next article will contain Genestealer and hybrid game statistics, and an army list for Genestealer cults.

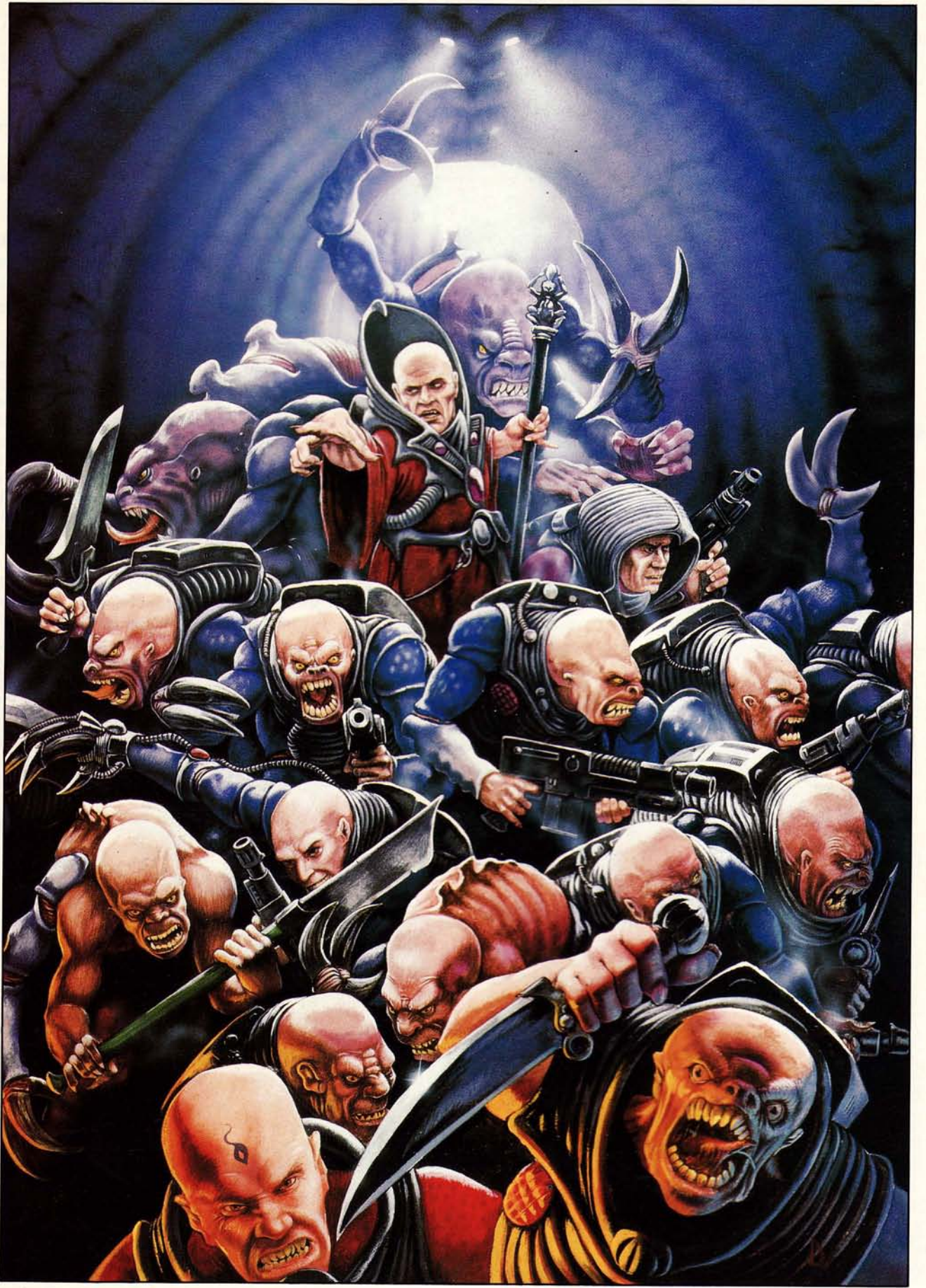
The Genestealers are a race of aliens from another galaxy who seek to conquer the Imperium from within. They infiltrate a planet, infecting citizens with their genetic material, causing their children to be born Genestealer-Human hybrids. A Stealer and its victims form a secret cult on the planet, wherein the Stealer's monstrous progeny can mature in safety and secrecy, until they are in a position to challenge the planet's rulers.

These cults seek to gain control over the host planet subtly, through hidden manipulation of the populace and subversion of the planetary government. However, they can put a potent force into battle if threatened. The Stealer cults sometimes form alliances with other cults, and they can be found fighting alongside Chaos or Vampire cults or warbands - or, if it suits their purpose, against them.

The Genestealers are among the most unusual of creatures Humanity has yet encountered, combining extraordinary intelligence and subtlety of mind with remarkable strength and quickness of body. Their torsos and extremities are protected by a deep blue carapace. Their sinewy muscles are purple-red. They are bipedal, standing in a perpetual crouch atop hooved feet, and they have two sets of arms, one equipped with Human-like hands, one with powerful ripping claws. The Genestealers' hairless heads are bulbous in shape, coloured the same deep purple-red as their muscles, with the creatures' fang-filled mouths and hypnotic eyes at the front.

Genestealers are stronger and hardier than Men, able to withstand even the most hostile environments - including hard vacuum - unprotected. They live for centuries.





REPRODUCTION CYCLE OF THE GENESTEALERS

The Genestealers' method of reproduction is as alien as their appearance. There are no male or female Genestealers: the Stealers do not mate with each other; they do not bear their own young. Instead, the Stealers 'infect' members of other races with their genetic material.

Genestealers are equipped with ovipositors, or egg-layers, in their tongues. They have the ability to mesmerise their victims with their gaze, in much the way a snake can paralyze a bird with terror. Once the victim is subdued, the Stealer pierces the victim with its tongue, which deposits an egg beneath the skin.

The Stealer's egg never hatches - in fact, 'egg' is something of a misnomer; it is more like a cancer than an egg. When implanted, the egg begins to alter the host's genetic structure, cell by cell, wreaking particular damage to the victim's reproductive system. The victim shows little outward sign of the infection - in fact, he gains some of the Stealer's remarkable strength, resilience, and longevity, becoming healthier than he was before. However, the damage is horribly evident in the victim's children.

When someone infected by a Stealer mates, his offspring are hybrids - part Human, part Stealer, with the Stealer traits predominating. Once mature, these hybrids infect other Humans with eggs: their children are also hybrids, though they will look more like normal Humans.

The cycle of infection continues until about the fourth generation, when the hybrids are all but indistinguishable from purestrain Humans. The fourth generation hybrids have no ovipositors and mate in the normal Human fashion, but they may spawn Humans, hybrids, or purestrain Genestealers.

Perhaps the most horrifying aspect of the entire cycle is that the Human hosts appear not to notice - or care - that their children are monsters. The parents love and cherish the creatures, above and beyond even normal parental affection. Whether this is because of some power of the child or because the parents are psychically dominated by the purestrain Genestealer is unknown.

Once the Genestealers begin to infiltrate and infect a new race, that race's days are clearly numbered. A single Genestealer can infect hundreds; their children can infect millions. Unless the infection is spotted early and ruthlessly countered, in short centuries the original race is all but extinct. This makes the Genestealers terrible, implacable enemies - they must constantly seek out new races to conquer, or their race will perish with their victims.

GENESTEALERS AND TECHNOLOGY

Though equipped with flexible, sensitive hands, purestrain Genestealers are mentally incapable of using even the simplest of tools and weapons. Apparently, the very concept of manipulating their environment through tools is entirely alien to their psychology, and they are not able to comprehend the workings of the lever, the spear or the blaster. This is extremely fortunate for the Imperium, for in every other way they are deadly warriors.

However, their hybrid children are not so limited. The first generation tends to have the same mental shortcomings as pure Stealers, but further generations - where the Human genes apparently have more influence - gain some of Man's facility with tools and weapons. Though not technological innovators, these later hybrids can use equipment others have designed and built.

We came in through the western wall at the height of the ceremony, as the frenzied screams of pain and ecstasy reached their loudest. To the left were the cult members, about two hundred men and women in all, lying fully prostrate on the floor. To the right stood their - priests? gods? children? - I don't know what to call them. There were perhaps a dozen of the creatures, dressed for battle and arrayed about a tall, handsome man in ceremonial robes, bearing a staff of some kind.

For a long moment, no one moved. The tall man looked at me. I could *feel* his eyes burning into my mind. I was frozen with terror and... and something like *anticipation*. He smiled. I - I don't know what would have happened next, if Gornn, my Ogryn Sergeant, hadn't torn loose a piece of the wall and thrown it at the tall man. He missed - and one of the creatures ripped Gornn's head off for his pains - but the tall man flinched, and the spell was broken.

I ordered my men to attack. You know the rest.

- *Final report of Rickkart Toll,
late of the Imperial Guards.*



● SPACE HULKS

Space hulks are massive, derelict vessels, locked in a strange, eternal voyage through the warp. These mysterious vessels appear only very rarely in Imperial space - and they bring either great wealth or great calamity to those who find them.

Very little is known about the warp. Some studies were undertaken during the Dark Ages of Technology, but most of the knowledge was lost in the Age of Strife, or suppressed by the Ordo Malleus in the years since. However, it is known that there are currents and eddies in the warp, which can trap a vessel in warp space forever, or turn it from its course and deposit it back in realspace light years - or centuries - from its intended destination.

The vessels known as space hulks suffer a different, and in many ways, much more unpleasant, fate. Space hulks have been wrenched from their course, and drift helplessly through warp space, travelling wherever the currents take them. They may stay locked in warp space for centuries, or drop back into realspace minutes after entering the warp.

It is impossible to determine where or when - or if - a hulk will return to real space, and even the psychic Astropaths are unable to influence or predict the hulk's voyage. Once the hulk is returned to realspace, it is not free. Minutes, hours, days, or years later, it will be sucked back into the warp, to endure another uncertain, endless voyage.

Passengers trapped aboard a drifting space hulk face slow death by starvation - or quick death by madness. Possibly the most unfortunate are those whose vessels have efficient life-support systems: they may linger for centuries.

There appears to be some kind of pattern to the arrival and departure of space hulks, and periodically, two or more appear in realspace at the same place and time. If one is empty and dead and the other inhabited, the crew of the inhabited vessel scavenges the other for metal, energy, and spare parts, seeking to repair their own dying ship or expand their living space by binding the two vessels together. If both ships are occupied, the crews may fight savagely to take each other's vessel. Over the millennia, the patchwork vessels attain huge size.

It is impossible to predict when a hulk will re-enter the warp, so anyone who boards them risks eternal prison. However, there are many who are willing to take that risk. Some hulks have been in existence since the Dark Age of Technology or even earlier - though their original inhabitants are long dead, these vessels are treasure-houses of lost technology, containing secrets which could bring unimaginable wealth to anyone who dares plunder them.

Genestealers use this to their great advantage in the war against Man. They have boarded a number of space hulks, accompanied by their hybrid children. The hybrids construct cryogenic suspension chambers for the pure Stealers - though hardy and long-lived, even the Stealers cannot survive for centuries in the awful cold and vacuum of space.

Once the cryogenic chambers are complete, the hybrids depart. The purestrain Genestealers sleep, and the hulk continues its eternal voyage. Though it may take centuries, eventually - inevitably - some day the space hulk will reappear in populated space, to be discovered and boarded by foolhardy treasure-hunters.

When the space hulk is boarded, sensors are triggered, awakening the sleeping Genestealers. The boarding party is attacked, overwhelmed, infected - and then released. Several Stealers accompany the party back to their ship, infecting the ship's crew as well, and then hiding themselves in the ship's holds.

Psychically controlled by the Stealers, the ship's crew have little or no memory of the attack, and may not be aware that they have been infected or that they are carrying Stealers. When the ship reaches a Human-held planet, an implanted crewman departs, accompanied by a Genestealer. The vessel becomes a plague carrier, bringing its cargo of death and despair to each planet it visits.

Once on the planet, the Stealer goes into hiding, and the crewman under his control begins to form a cult.

● GENESTEALER CULTS

There are many cults scattered throughout the Imperium. In an age where psychic power is strong, when Daemons and monsters stalk the galaxy, and the powers that be ruthlessly suppress all knowledge of these things, it is inevitable that the foolish, or curious, or power-hungry will seek this knowledge on their own. Such people often form religions, secret societies or hidden enclaves where they can experiment, plot, or worship far from the prying eyes of the Inquisition.

Some of these cults are harmless, run by religious quacks or charlatans; some are much more sinister. It is rumoured that there are millions of Chaos cults scattered throughout the Imperium, as well as other groups dedicated to the Emperor's downfall - including Genestealer cults.

When they arrive on a Human planet, the Genestealer and its Human thrall go as far away as possible from civilisation, settling in the most remote and desolate part of the planet - either in the far wilderness or deep in the bowels of the abandoned inner city. The Genestealer begins to prey on the Humans around him; those he infects join his cult. The children of the infected Humans (Human-Stealer hybrids) are kept well hidden from prying eyes.

A Genestealer cult usually masquerades as a new religion, with the Stealer's thrall as titular head. In outward appearance the religion is completely harmless, and often laudable, promoting hard work, cherishing the young and respecting the old, and encouraging extreme modesty (most of the priests and priestesses go about completely robed at all times). The religious message is simple, usually fortelling the coming arrival of the Blessed Children, who will lead their parents to eternal bliss.

Space Marines from the Blood Drinkers and the Nova Marines engaged in the process of cleansing the space hulk codenamed *Death of Integrity*. Members of the First Company from both Chapters led the assault, clad in Tactical Dreadnought Armour for extra protection. In all a kill ratio of 53 to 1 was achieved.

Total annihilation of the Genestealer population has subsequently been confirmed - the hulk is now being examined for STC materials.

- Diorama by Mike McVey



As it grows in power and influence, the religion attracts genuine converts, who have no idea of the sinister cult hiding behind it. Eventually, these dupes are initiated into the deeper mysteries of the faith - and infected themselves.

Though Genestealers are driven by a ferocious and all but uncontrollable need to infect victims to ensure the survival of their species, the pure Stealer restrains itself and its progeny from infecting too many Humans too fast, recognizing that the religion's too-rapid growth might arouse the suspicion of the Imperial Inquisition.

The years pass, and eventually the third and fourth generation hybrids are born. Some are virtually indistinguishable from untainted Humans. It is at this point that the cult begins to spread its power across the planet. The titular head of the religion, the original crewmember infected by the Stealer, is removed, and his place is taken by a fourth generation hybrid. The hybrid, having some of the Genestealers' hypnotic powers, literally mesmerises those who see him, gaining new and even more fanatical members for the cult.

Other fourth generation hybrids leave the close protection of the cult and, masquerading as diplomats, religious missionaries, merchants, or other travellers, spread the infection across the planet, and throughout the Imperium.

Once the fourth generation is born, virtually the only way to stop the infection is to sterilize the entire planet, killing every living thing on it.



● GENESTEALER CULTS IN BATTLE

When a Genestealer fights, it does so as a wild beast - rending its opponents with its powerful claws, tearing at them with its razor-sharp teeth.

A Stealer is all but unstoppable in close combat; even a man protected by Tactical Dreadnought Armour is no match. Thus, close combat is at the heart of a Genestealer cult's battle tactics - a massive wave assault of Stealers, hybrids, and Human fanatics. If the attackers reach the enemy's position, the enemy is almost certainly doomed.

In battle, the cult is led by its Magus - a fourth generation hybrid who is the figurehead leader of the cult. The purestrain Genestealer continues to advise the Magus, but it leaves the actual generalship to someone who is better able to understand the opponent's weaponry.

The Magus and Genestealer are accompanied by the core of the cult - the coven, containing most of the early-generation hybrids and a small number of Humans armed with ranged weapons. The coven takes no part in the early stages of the battle, merely directing the other troops, providing a rallying point, and awaiting the moment to spring.

The cult probably won't have a good deal of ranged weaponry at its disposal - the Genestealer is indifferent to such things and they are often difficult for any but legitimate military forces to attain.

Whatever ranged weapons the cult has are concentrated in a single unit. This unit takes up a good defensive position, attempting to engage the enemy's ranged weapons, pinning them down and drawing fire away from the coven's shock troops.

The bulk of the cult's fanatic Human members are provided with close assault weapons - short-range guns, if available, rocks, clubs, swords, and the like. Forming up in massive waves, they rush out onto the field, screaming wildly, firing indiscriminantly, and waving the cult's battle banner. This has two purposes: to work them up into an even greater frenzy, and to frighten and demoralize the enemy. They advance mindlessly, taking no notice of casualties - the only way to stop them is to kill them all.

When the enemy is demoralized or the battle hangs in the balance, the coven itself enters the fray. Moving close behind the fanatics, drawing protection from enemy fire by the seething mass of frenzied Humanity, the Magus, the purestrain Stealer and the early hybrids move in for the kill. When the fanatics have reached the enemy lines, the coven springs into action, ripping their opponents apart in an orgy of blood and destruction.

Of course, specific details vary from battle to battle. The cult may have auxiliary troops from allied Chaos cults or other Genestealer cults; rogue psykers or Beastmen may be fighting alongside the cult for their own purposes; the cultists may be mounted on horseback or within an armoured vehicle; the Magus may be possessed by a Daemon (an awesome combination indeed!). But whatever the circumstances, the overall tactics remain the same: get in close and tear the enemy apart.

Few can face the awesome might of a Genestealer cult at war. If discipline is at all weak, if they waver for even a moment, they are surely doomed.

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PALANQUINS OF NURGLE

P Of the Plague Lord's many strange devices, the *Palanquin* is among the finest. A Champion of Nurgle who receives a Palanquin is honoured indeed, held in high esteem by his master to warrant such a gift. Seated on his Palanquin, held aloft by a swarm of Nurglings, the Champion can enter battle enthroned, as glorious as any lord or princeling to the eyes of his admiring followers.

And on daemonic battlefields, bands of Daemons ride to war, carried by their lesser brethren, proud of their aging finery. Surrounded by a cloud of buzzing flies, wielding jagged broadswords, bringing with them the incurable taint of disease, Plaguebearers, Nurgle's Lesser Daemons, face their enemies from gilded thrones and taunt the lower beings who are to feel their master's wrath.

In the early light, the Palanquin was only a dark shape moving across a darker hillside. Behind it, smaller shadows followed in its wake - the insubstantial forms of hunched Beastmen and armoured warriors. No-one in the village below saw the procession. Carried on fouled furs, borne on a hundred tiny shoulders, Grossbart, Nurgle's Champion and Wizard, watched as his followers - he thought of them as his flock - fanned out across the hill and dropped into hiding.

When all were hidden, he congratulated himself on his cunning. Few of his Lord's Faithful would have thought of approaching from downwind. Grossbart sampled the air: fresh bread, dung from the stables, and the stale smell of peasantry.

He coughed, wheezing at the banality of it all and broke wind. His odour drifted away on the breeze, pursued by an eager horde of Nurglings who

bounced and delighted in its fragrances. Grossbart sniffed with surprising delicacy for a once-man of his size. His disapproval was clear. Immediately, the Nurglings fell silent and, chastened, returned to their places beneath Grossbart's chair and confinement, the Palanquin. He felt the stained cushions and mildewed horsehair shift beneath his weight as their shoulders lifted him again.

"Wait, my pretties, wait," Grossbart's voice wheezed out through ulcerated lips and over a furred tongue. He spat, and the phelgm hung on his armour like a fetid jewel for a moment, then it was snatched up. One of the smaller Nurglings chortled at its good fortune. Somewhat bolder and more intelligent than the rest, it reached up and stroked Grossbart's cheek. Its cracked, little voice crooned to the boil that was growing there as its clever fingers kneaded and stroked the flesh. Its claws found purchase on Grossbart's breastplate and, stretching up, it planted an affectionate kiss on the Champion's cheek.

Grossbart, distracted from the fight to come, grinned down at the daemonling. "There's pleasures to be had from an old corpse as well as a fresh one, eh, my friend? But look out there." Grossbart raised his arm and pointed. Obedient, the Nurgling turned innocent and empty eyes towards the battlefield. "See, there..." Grossbart said.

The light was getting better. The village was a straggle of houses along the side of the hill. Smoke rose from three chimneys, blending with the early morning mist. A water wheel turned in the stream. The place had an air of self-satisfaction, bolstered by good harvests and full bellies. The few villagers who could be seen looked as plump as their village - unaware, fat and ready for plucking.

What remained - or had ever been - of the Nurgling's nose wrinkled in disgust at the sight of its enemies. "Nasty," it said, summing up the village perfectly.

"Yes," Grossbart lifted the creature slightly higher, so that it could scratch behind his ear. "Nasty indeed, my friend. But not for long. Their flesh, those sinews, those eyes - all so clean and clear. They are raw meat. A starting point, no more."

The Nurgling stopped scratching and popped a small lump of flesh into its mouth. It spoke again, spraying its impromptu meal into Grossbart's hair. "Nasty!"

"Hush, little one. Ah, it is true that they will not appreciate our work. They will, perhaps, even resent the beautiful, palsied pearls of red and yellow on their skins. But that will pass. They will know, in the end, that what we bring to this place is for the best." The Champion patted the Nurgling on its head, his gesture made clumsy by his shaking limb. He shifted on the Palanquin. "Now, to work."

He spat again, staining the grass. He raised his fist and looked along the line of his followers. Red-rimmed eyes stared back. Then, with a jerk, he brought his hand down onto a crusted cushion. His voice was raised to a hoarse screech. "Forward. Onwards! ONWARDS!"

The Nurglings heaved his Palanquin upwards and then, their unnatural feet finding perfect purchase on the hillside, it swept down towards the houses below. All around Grossbart his followers and Beastmen howled in glee.

The sun rose above the hilltops. In the moment of his victory, Grossbart could see that even its light was sallow. A glorious, pale colour that washed health from the land around and promised him victory. And as he saw the villagers stagger from their homes, unsure of what to do, the pale light washed colour from their faces. They were ready to accept his tokens and blemishes on their flesh.



— PALANQUIN OF NURGLE —

The *Palanquins of Nurgle* are large ceremonial litters used by the Lord of Decay's most trusted servants. Seated on ornate thrones, these Champions and Daemons are borne into battle on the shoulders of a horde of Nurglings. Many of Nurgle's servants are permanently confined to their *Palanquins*, unable to move beyond these conveyances thanks to their multitude of physically debilitating plagues and pestilences.

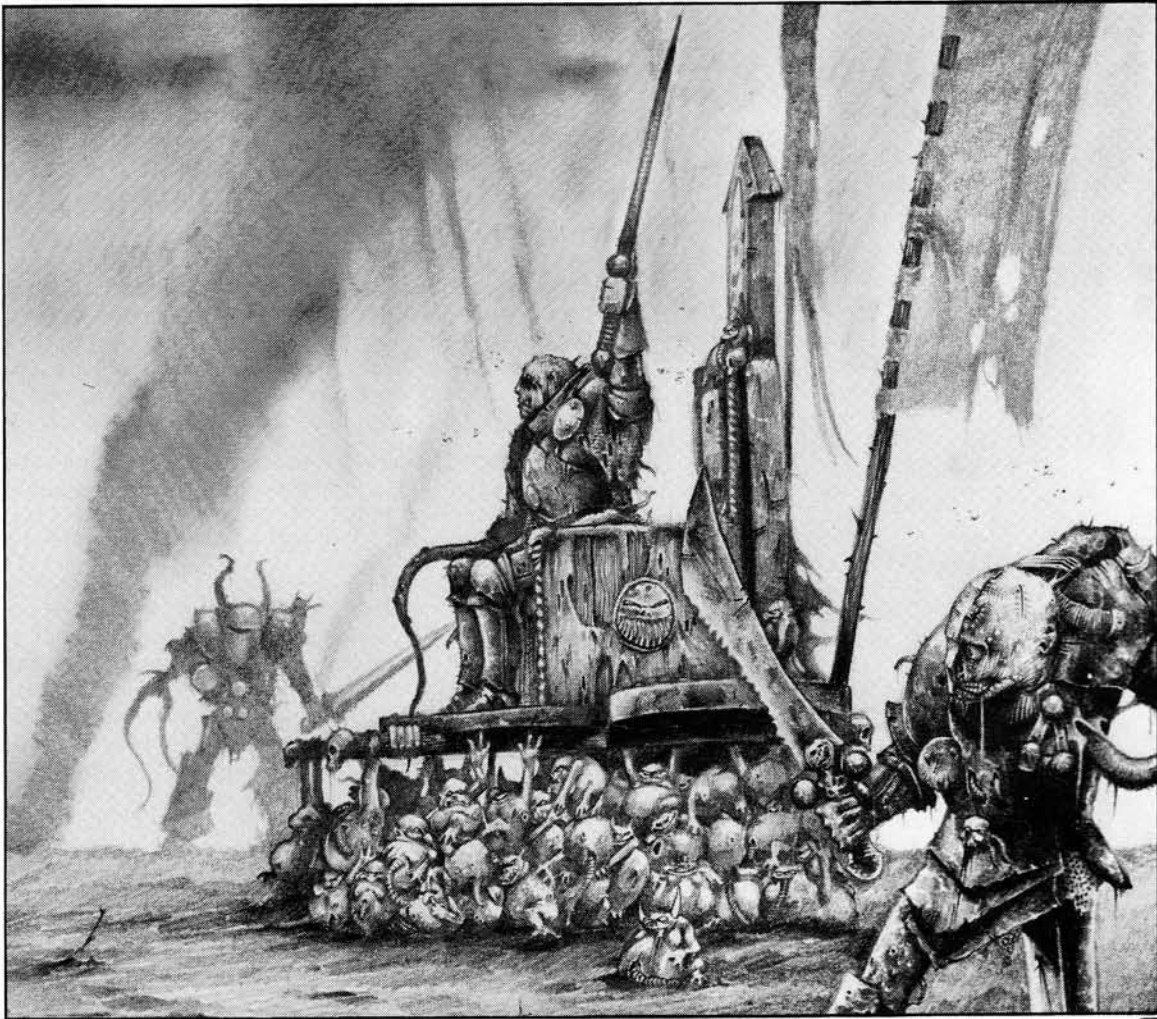
Palanquins usually show signs of decayed grandeur. Often they have gold fittings and velvet cushions, although in keeping with Nurgle's wishes these are battered, mildewed and encrusted with filth. A horde of Nurglings, the gibbering, flatulent Daemonic Servants of the Plague Lord, is magically bound to the fabric of each *Palanquin*. These act as its bearers, carrying their cargo upon a host of small shoulders. They are also capable of leaving their burden briefly to attack enemies, swarming forth to bite and nip at opponents.

When in hand-to-hand combat a *Palanquin* has D6 *bite* attacks as its Nurgling carriers swarm from beneath their burden and onto any opponents. Each of these attacks has *Weapon Skill* 2/25, *Strength* 1 and *Initiative* 2/20. No additional models need be provided, nor is it possible to slay the Nurglings who make these attacks. Losses suffered in combat are irrelevant, given the number of carriers required by each *Palanquin*.

Palanquins may be used by Champions of Nurgle and by Plaguebearers, his Lesser Daemons. They have a *Movement* of 8, and are surrounded by a fetid smell and a cloud of flies. All opponents in close combat against *Palanquin* riders are at -1/-10 to *hit* as flies buzz into eyes, noses and mouths (ie the same effect as the *Cloud of Flies* attribute, see *The Mark of Chaos in Slaves to Darkness*). It should be noted that the cloud of flies around a *Palanquin* absorbs the similar cloud around a Plaguebearer - the two -1/-10 to *hit* penalties are *not* cumulative.

The *Palanquin* itself has *Toughness* 5 and 3/17 *Damage Points*. It may be attacked instead of its rider (attacker's choice). Once reduced to zero *Damage Points* the *Palanquin* dissolves into a slippery mass of nauseous slime and its bound Nurglings immediately return to the warp.

Finally, the Nurglings frequently leave a pool of ordure and similar filth in their wake. Each turn/round roll a D6. A result of 6 indicates that the Nurglings have produced just such a pool. This should be represented by a 1" diameter marker placed upon the tabletop. Any creature moving into this marked area takes a *Strength* 4 hit due to the foul and corrupting nature of the Nurgling's waste substances. *Armour* (other than magical or Chaos *Armour*) is ignored and the victim receives no *armour saving throw*.



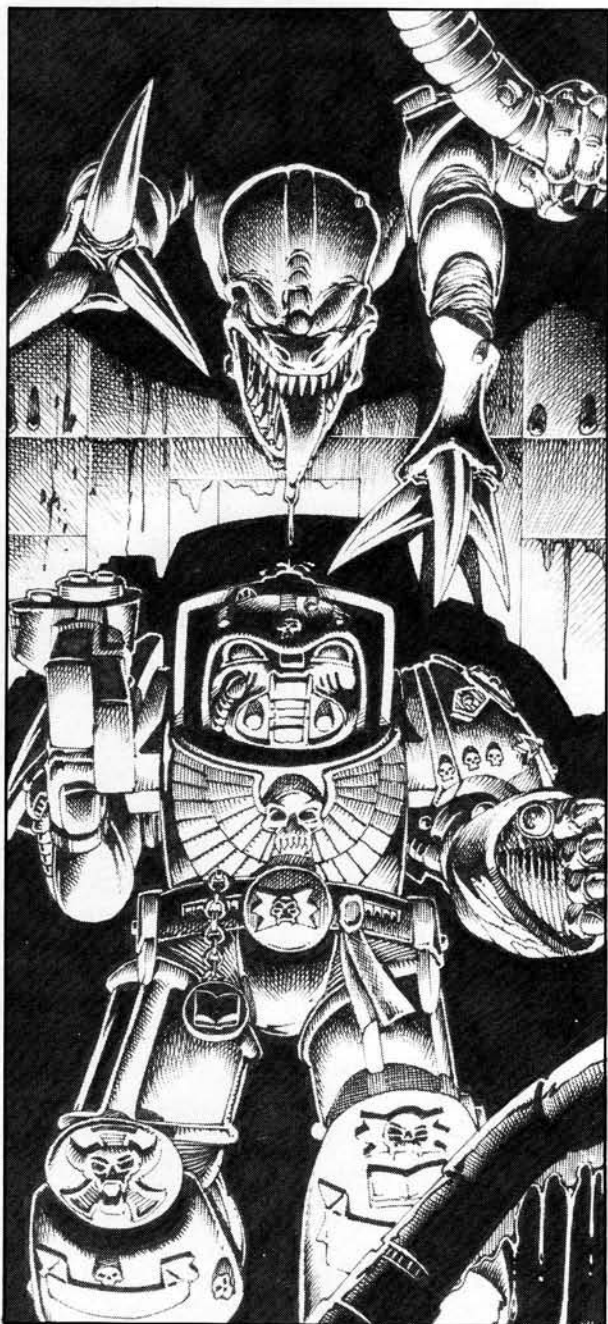
SPACE HULK

PITFALL

A SPACE HULK MISSION

by Paul Murphy

Space Hulk is Games Workshop's new game of combat between Terminator-clad Space Marines and the dreaded alien Genestealers. *Pitfall* is an additional *Space Hulk* Mission which introduces several new features: pitfalls, ladders, rubble and the disposal chute.



Pitfall takes place after Mission Six in *Space Hulk*. The Space Marines have successfully deployed the toxins into the Genestealers' cryogenics system, wiping out roughly 30,000 of the monsters. All that remains is the mopping up of the 6,000 survivors.

The remnants of the Blood Angels Terminator Squads, fourteen men in all, were carrying out a sweep of the landing areas where the rest of the Blood Angels (those who were equipped with standard power armour instead of Terminator suits) were due to arrive, when the Genestealers launched a counterattack. Pitifully weak compared to the massive assaults of the earlier actions, with only two hundred Genestealers taking part, it still came near to overwhelming the battered Space Marines.

Though the attack was beaten off at heavy cost to the Genestealers and only two fatalities among the Space Marines, six men were cut off from the landing area. Forming an *ad hoc* Squad under the command of Sergeant Martina, they attempted to fight their way back to their comrades, but were repulsed, losing one Marine in the battle. The Squad was forced to retreat into the bowels of the massive ship.

Not wishing to risk further loss of Marine life after the battle was won, Sergeant Martina decided to seek an alternative, safer route to his comrades. He requested assistance from the command crew.

Aboard the command vessel, Lieutenant Tarkenson studied the tactical maps of that area of the hulk, integrating the known and projected strength of the enemy. He quickly concluded that any attempt to return to the staging area was doomed to failure, even if supported by a sallying-forth from the remaining Marines. He was about to suggest that the cut-off Marines attack, and sell their lives as dearly as possible, when another thought occurred to him.

They were *Space* Marines, after all...

OBJECTIVES

The Space Marines are near to a disposal chute, designed to vent garbage into the reaches of space. If they can reach the chute and dive into it, they will be able to blast through the chute's doors and exit the hulk. Once outside, they can proceed under their own power to the assault torpedoes, entering via external airlock.

The Genestealers are attempting to destroy them before they escape.

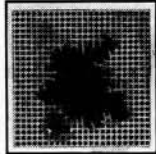
SPECIAL COMPONENTS

Pitfall introduces several new features for **Space Hulk**: pitfalls, ladders, rubble, and the disposal chute. Feel free to use these in Missions of your own design, or you can add them to the six Missions provided in the game itself. But be warned: they may damage play balance. You may have to adjust the force mix or victory conditions to compensate.

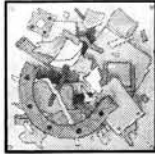
Page 43 contains two special map sections and sixteen new counters. Before play begins, cut them out and glue them to sturdy cardboard, making sure that the backs of the counters are identical.



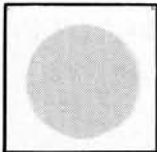
Ladder Counter.



Pitfall Counter.



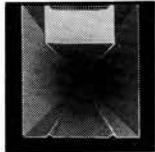
Rubble Counter.



Ladder Shadow Counter.



Pitfall Shadow Counter.



Disposal Chute map sections.

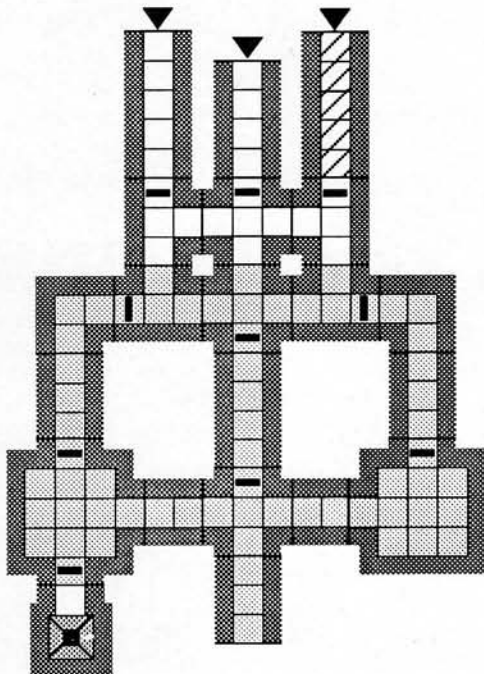


MAP

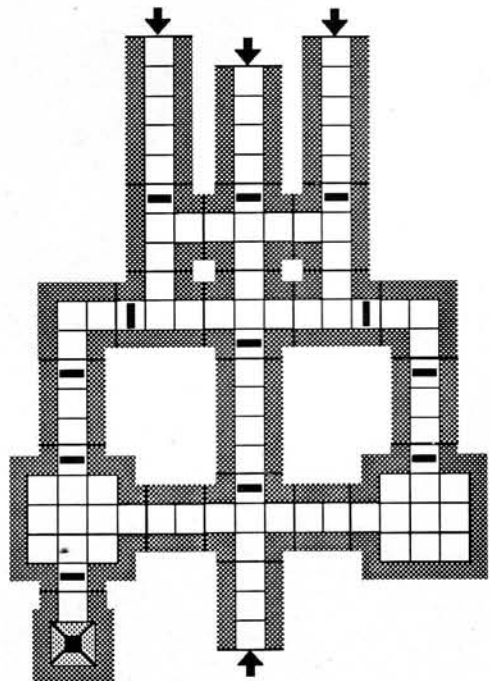
The map represents two different sublevels of the giant space hulk. The levels are virtually identical, and the upper level is directly above the lower one. Thus, a ladder in a space in the upper level would lead to the same space on the lower one. The disposal chute can be accessed via either level.

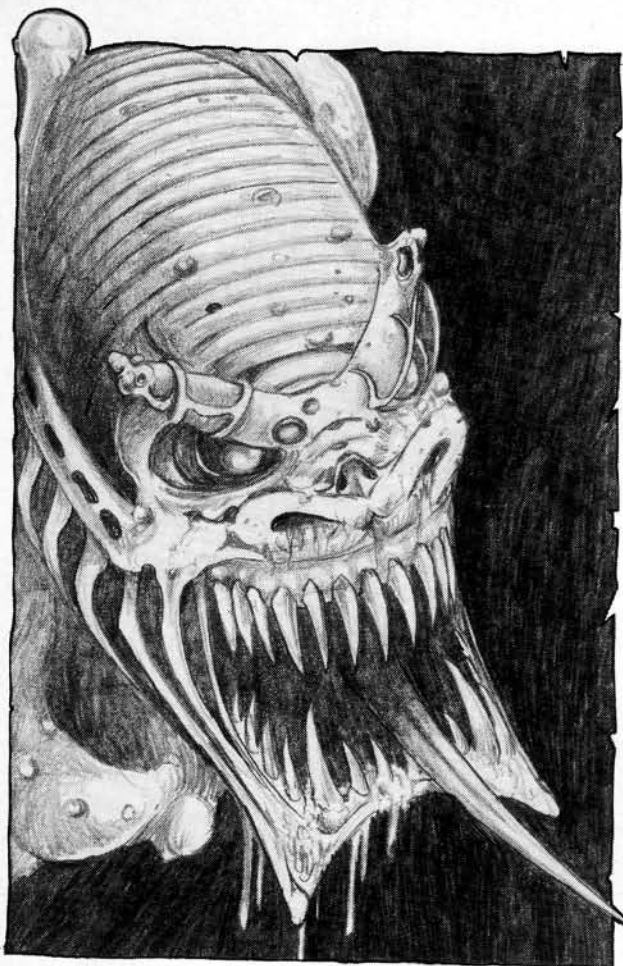
KEY			
	Marine Deployment Area		Stealer Entry Areas Turns 1-10
	Counter Placement Area		Stealer Entry Areas Turns 11+
	Door		Disposal Chute

UPPER FLOOR



LOWER FLOOR





SPECIAL SET-UP RULES

Set up the map as shown. Then separate the shadow counters from the others and place them to one side. Turn the remaining counters face-down and shuffle them together. Each player, in turn, places one of these counters (without looking at it) in any clear space in any of the shaded rooms or corridors on the upper level. No more than one counter may be placed in a single room or corridor section.

After they are placed, turn the counters face up. Then place an appropriate shadow counter on the lower level, directly beneath the ladders and pitfalls. Shadow counters have no effect upon play: they merely indicate the lower-level squares the pitfalls and ladders open on to.

FORCES

Space Marines: The Space Marines begin play with one complete Squad.

Genestealers: As the game opens, there are eighteen Genestealers between the Marines and the safety of space. Before play begins, the Genestealer player takes any number of Blips totalling eighteen Stealers, shuffles them, and places them face-down in the box top. These are all of the forces available to him for the first ten game turns; during that time he has a starting force of two Blips and gets two reinforcements per turn until he runs out.

On the eleventh and subsequent turns, additional Genestealers begin pouring into the attack. Mix *all* of the Blips not on the map into the box top; from this point on, the Genestealer has unlimited reinforcements. These arrive at the rate of *three per turn*.

DEPLOYMENT

Space Marines: The Space Marines set up on the shaded corridor section on the upper level.

Genestealers: During turns 1-10, the Genestealers' starting forces and reinforcements may be placed in any of the entry areas shown on the lower level. During turn 11 and after, his reinforcements arrive at the entry areas on the upper level.

UICTORY

The Space Marine player wins if he gets at least two Marines into the disposal chute. The game is drawn if only one Marine escapes.

It is our opinion that the Blood Angels Legionis Astartes have performed with courage and distinction in the action against the *Sin of Damnation*, suffering eighty five casualties while killing upwards of 31,000 of the enemy. It is therefore ordered that all records of their defeat six centuries ago be stricken from the Imperial history, and furthermore that they be reinstated in the ranks of the Legions of Honour.

- By Order of the Emperor



ADDITIONAL ROOMS AND COUNTERS FOR PITFALL

Pitfall introduces several new features for *Space Hulk*: pitfalls, ladders, rubble and the disposal chute.

The new map sections and counters are printed below. Before play begins, cut these out and glue them onto a sturdy piece of cardboard. Make sure that the backs of all the counters are identical (so neither player can tell which counter is which until they are turned over).

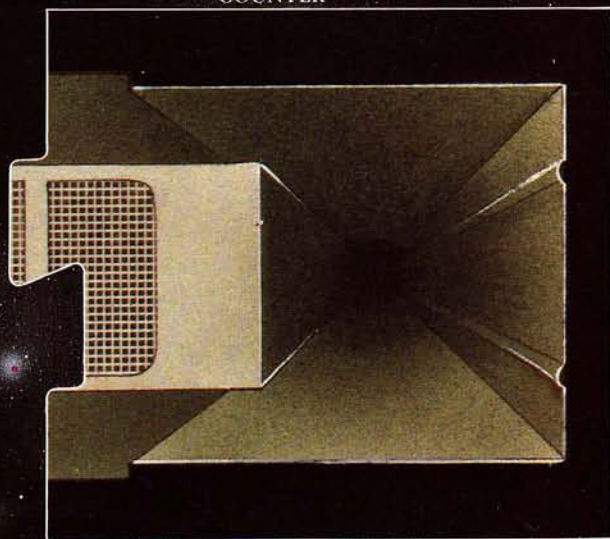
There are two sets of pitfall and ladder counters. The first set are used to represent the actual pitfall or ladder; the second set are shadow counters, used to show where on the lower level of the hulk the pitfall or ladder appears. The pitfall counters and pitfall shadow counters are each marked with an identification letter, A to F. When a pitfall counter on the upper level is turned over, you should place the corresponding shadow counter on the lower level directly beneath the pitfall (eg beneath pitfall A place shadow counter A, beneath pitfall B place shadow counter B, etc).



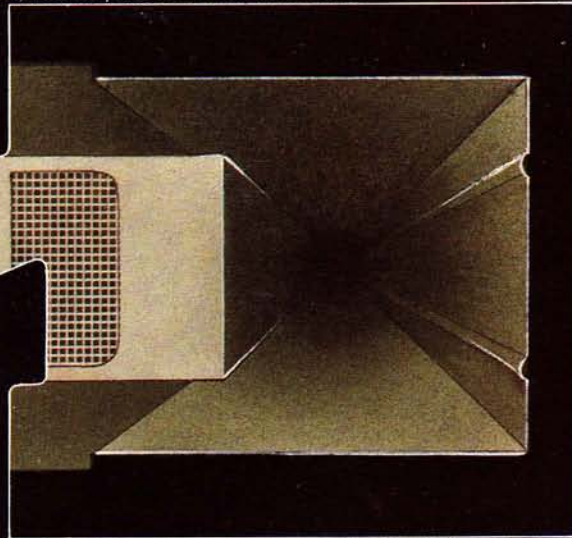
LADDER COUNTER

LADDER SHADOW COUNTER

RUBBLE COUNTER



DISPOSAL CHUTE MAP SECTIONS



PITFALL COUNTERS



PITFALL SHADOW COUNTERS

RUBBLE COUNTERS



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SPECIAL RULES

The Disposal Chutes

If a Space Marine or Genestealer enters the bottomless pit space, he is removed from the game.

Rubble

It costs an additional AP to enter a rubble space. (A Marine pays 2 APs to move forward into a rubble space; 3 APs to move backwards; etc.)

When a Space Marine fires a storm bolter at a target within or behind a rubble space, there is a chance his shot is deflected by the rubble. Once the target has been hit, the Stealer player rolls a single dice: if the roll is a 5 or 6, the shot is deflected. If the shot passes through or into more than one rubble pile, the Stealer player rolls for each pile of rubble.

The Stealer does not get to roll if the shot passes on a diagonal next to a rubble space; the shot must actually pass through the rubble.

Rubble does not block LOS. It has no effect upon flamer fire.

Pitfalls

The pitfall counters represent a hole in the floor of the upper level, opening onto the lower level. The holes do not continue down through the floor of the lower level - that is, a Marine who falls through the pitfall in the upper level crashes to the floor of the lower level: he doesn't fall any further.

Pitfalls do not block LOS. A flamer hit in a section with a pitfall in it will not affect the section above or below it.

Space Marines and Pitfalls

A Marine on the lower level cannot climb up through a pitfall.

When a Marine moves into a space containing a pitfall, the Marine player rolls one dice: on a roll of 1, the Marine tumbles to the space directly below. The Marine can also voluntarily jump into the pitfall, simply by announcing that he is doing so as he enters the space. (If the Marine decides to jump into the pitfall after he has already entered the space, he pays 1 AP to do so.)

Marines Jumping or Falling into a Pitfall

● If the Space is Empty

The Marine player rolls a dice: on a roll of 1-4, he lands badly and falls prone: place him face-down in the space. On a 5-6, he lands upright, with any facing the Marine player wishes.

● If the Space is Occupied by a Stealer

The Stealer player rolls a dice: on a roll of 3-6, the Stealer scuttles out of the way (the Stealer player moves it into any adjacent empty square, keeping the same facing) and the Marine follows the rules for falling into an empty square (see above). If the Stealer fails the roll, the Stealer is killed and the falling Marine is prone in that space.

● If the Space is Occupied by Another Marine

Roll a dice: on a roll of 1-3, the Marine below is killed and the falling Marine is prone in that space. On a roll of 4-6, the Marine below is knocked prone, and the Stealer player places the falling Marine in any empty adjacent space, also prone.

Effects of Being Prone

It costs 2 APs for a prone Marine to get up; the Marine player faces him as he chooses.

A prone Marine has no LOS. He cannot move, fire, or initiate close assault combat until he gets up. If a prone Marine is attacked in close assault, he subtracts one from his combat dice roll. In addition, he follows all rules for not facing his attacker (that is, he cannot harm the Stealer; if he wins or ties the roll, he can get up and face his attacker).

Stealers and Pitfalls

Stealers and Blips can enter and pass through pitfall squares without risk of falling. They climb up through a pitfall at a cost of 3 APs; they jump down for the cost of entering the square (or 1 AP, if they decide to jump after they already occupy the square). The Stealer player gives the jumping or climbing Stealer any facing he wishes.

Ladders

All pieces can enter ladder spaces without risk of falling. Marines, Stealers and Blips climb up or down ladders at a cost of 2 APs. The player may give the climbing or descending pieces any facing in the new space. Pieces can voluntarily jump down through ladder holes, following the rules for pitfalls above.

Close Assault Through Pitfalls and Ladder Spaces

Marines cannot initiate close assault through a ladder or pitfall. A Genestealer can close assault up or down through a pitfall or ladder space; its target must be in the space directly above or below it.

When a Marine is attacked through a pitfall or ladder space, he follows the rules for being attacked from the side or rear - that is, he cannot harm his attacker. However, if he wins or ties the first round of close assault, instead of changing his facing, he can retreat to any empty front or rear square without AP cost (but he keeps his current facing).

Blip Conversion

When converting a Blip in or directly below a ladder or pitfall space, the space above or below them is considered adjacent and Stealers can be placed there (following the normal rules for conversion).

Fire Combat Through Ladders and Pitfalls

A Marine can fire a storm bolter or flamer up or down through a ladder or pitfall space. Overwatch fire also takes place through pitfalls and ladders. Flamer shots affect only the sector they are targeted at; they have no effect upon the sector above or below them.

LOS and Fire Arcs through Ladder Holes and Pitfalls

Marines can trace LOS through pitfalls or ladders if they occupy or are adjacent to the space containing the pitfall or ladder. The view is quite limited: at best the Marine will be able to see through the hole to the space above or below and possibly some adjacent spaces.

Blocking LOS Through Holes

A model occupying the upper level of a pitfall/ladder space blocks LOS through the hole. A model at the bottom of the pitfall/ladder does not block LOS.



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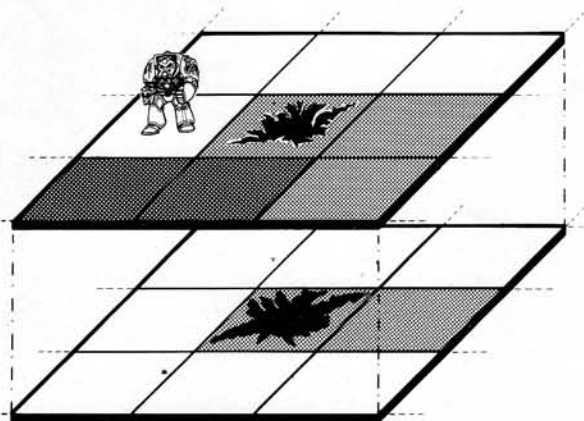
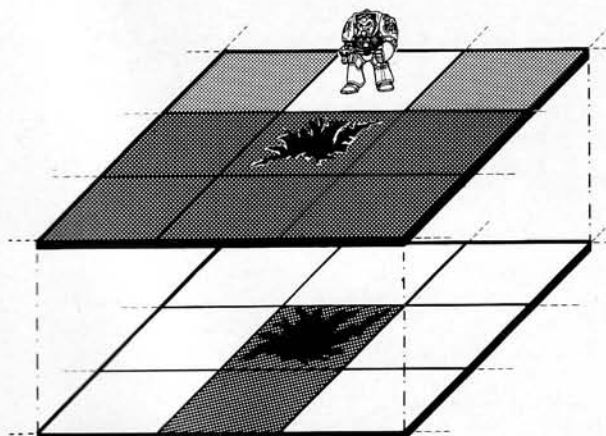
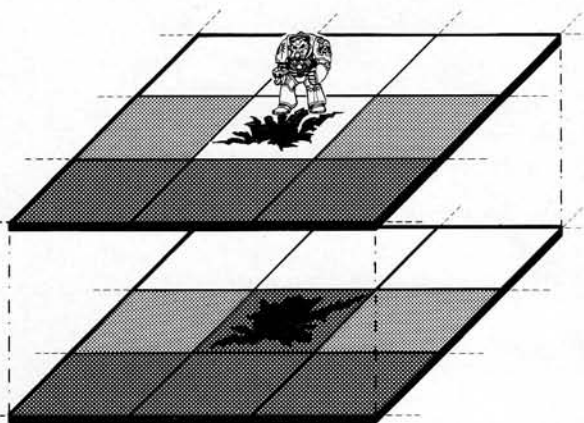
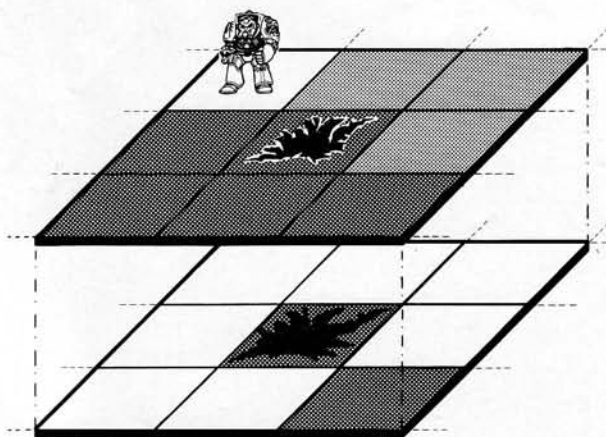
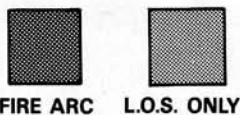
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AW

LINE OF SIGHT DIAGRAMS

The following diagrams show LOS and fire arcs through pitfalls or ladder holes.



Note: LOS and fire arcs up through a hole are the same as down. (For example, a Marine below and diagonally adjacent to a pitfall has LOS and fire arc to the pitfall space and the space diagonally opposite to him.)

The champions of fantasy return...

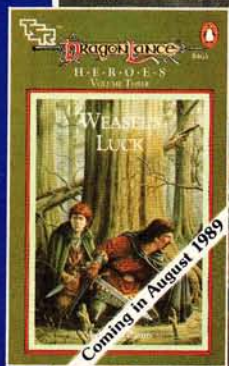
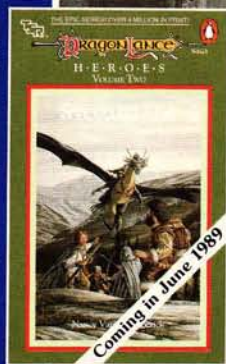
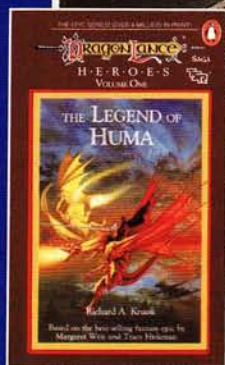
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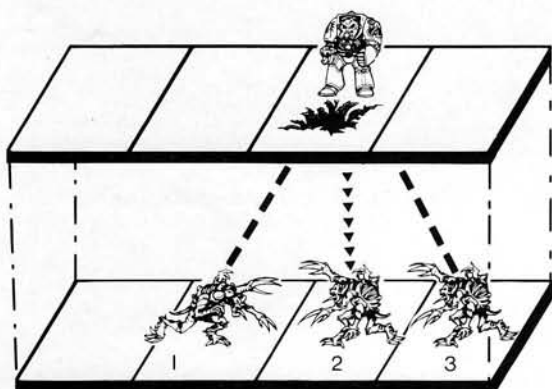
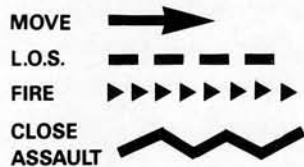


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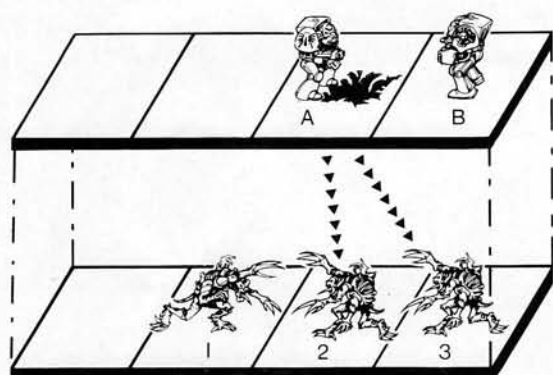
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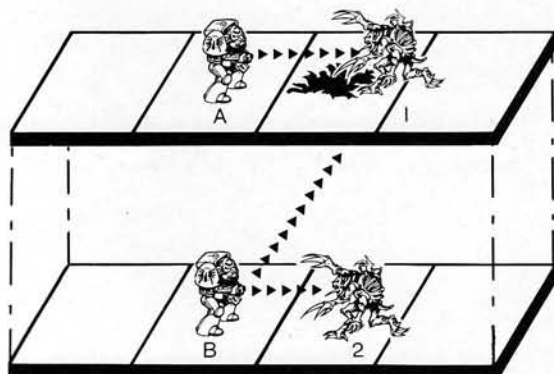
Example of Close Assault and Overwatch Fire Through a Pitfall



The Marine has LOS to Stealers (1) and (3); he has LOS and fire arc to Stealer (2).



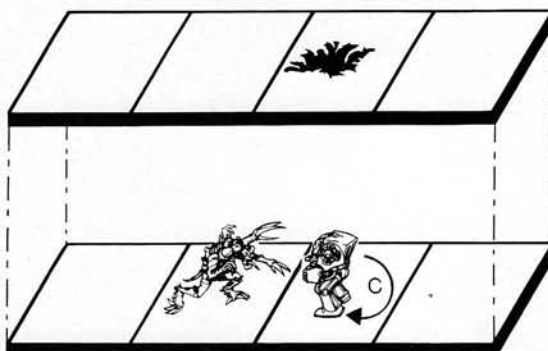
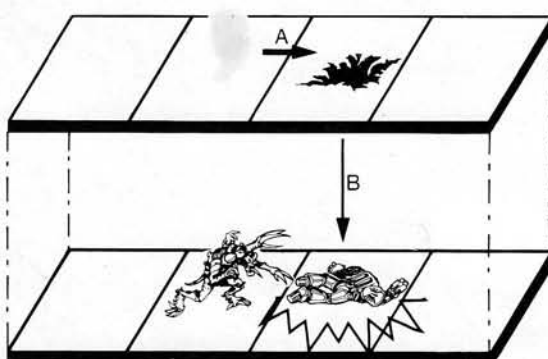
Marine (A) can see and fire at Stealers (2) and (3). Marine (B) cannot see any Stealers - Marine (A) blocks his LOS.



Marine (A) has LOS and fire arc to Stealer (1) but not Stealer (2) - Stealer (1) blocks his view; Marine (B) has LOS and fire arc to both Stealers - the lower Stealer does not block LOS.

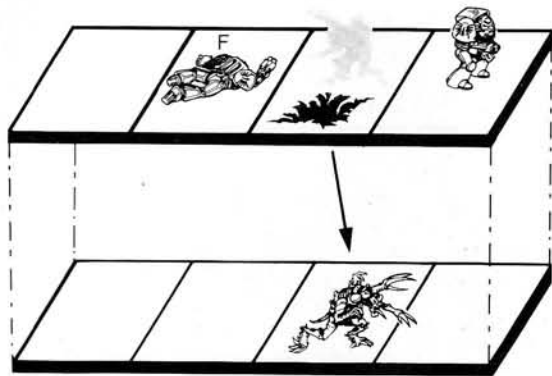
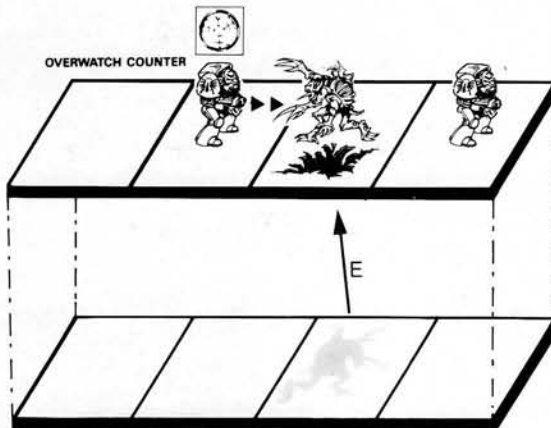
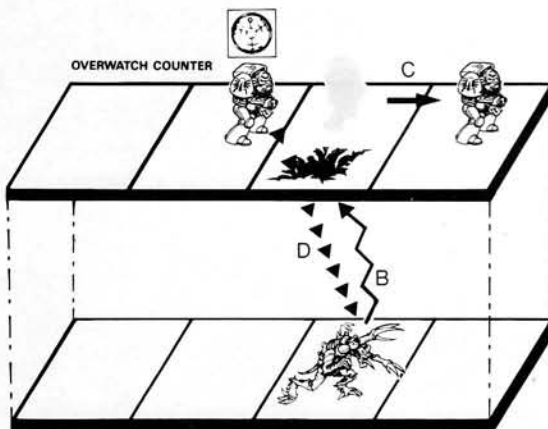
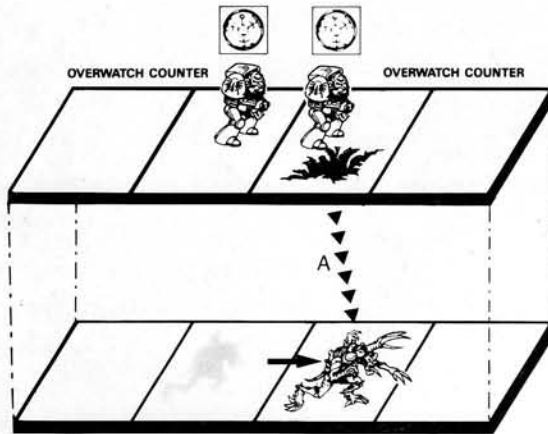


Example of Falling Through a Pitfall



The Marine moves into the pitfall square (A). The Marine player rolls to see if he falls: the roll is a 1 - the Marine falls! The Marine player then rolls to see how the Marine lands: the roll is a 3, so the Marine falls prone (B). The Marine player spends 2 APs to have the Marine stand upright; he prudently faces the Marine towards the nearby Stealer (C).

Examples of LOS and Fire Arcs Through Pitfalls and Ladder Holes



The two Marines guarding the pitfall are in Overwatch, but the Genestealer beneath them decides to attack anyway.

The Stealer moves forward (1 AP), drawing Overwatch fire from the Marine above him (A). The fire misses.

The Stealer attacks the Marine (1 AP) (B). The Marine wins the combat, but since it is through a pitfall, he cannot harm the Stealer. Instead, he moves out of the pitfall square (C). This move gives the Marine behind him a LOS to the Stealer; he automatically Overwatch fires at the monster (D). This misses, as well.



The Stealer leaps up through the pitfall and faces the firing Marine (2 APs) (E), drawing yet another round of Overwatch. Predictably, this misses.

The Stealer attacks the Marine, winning the combat in one round (1 AP) (F). He spends his last AP dropping down the hole once more, turning to face the one remaining Marine.

The enemy attacked from below, just as Portif was crossing the hole. They grabbed him by the leg, and he was gone in a second. By the time we got down to the lower level, he was dead. I was able to recover a portion of tissue from the wreckage of his Terminator Armour - he will return to fight again.

And perhaps by then he will have learned to watch his step.

- Sergeant Orwan, Blood Angels Legiones Astartes

Special Actions AP Chart

Special Action	AP Cost		
	Marine	Stealer	Blip
Jump Down			
Ladder Hole or Pitfall	0/1*	0/1*	0/1*
Climb Up or Down Ladder	2	2	2
Climb Up Pitfall	-	3	3

* 0 APs if the piece announces it is jumping as it enters the square (that is, there is no additional AP cost beyond the standard cost to enter the square); once in the square, it pays 1 AP to jump down.

STUDIO STAFF

Ivan Bartleet
 Andy Craig
 Richard Hodgkinson
 Darren Matthews
 Mike McVey

1. CHAOS ROBOT (CONVERSION)



2. ELДАР TITAN



3. ELF WARDANCER



4. GREY KNIGHT TERMINATOR



5. MARINE SCOUT



6. PLASTIC SKELETON CONVERSION



7. HYBRID GENESTEALER



8. MISSILE SUPPORT TERMINATOR



9. TRAITOR TERMINATOR



10. SQUAT ADVENTURER



11. CYBORC - BLOOD BOWL PLAYER



12. SQUAT ADVENTURER



13. "KINKY CHAOSSETTE"



14. COMMISSAR



15. COMMISSAR



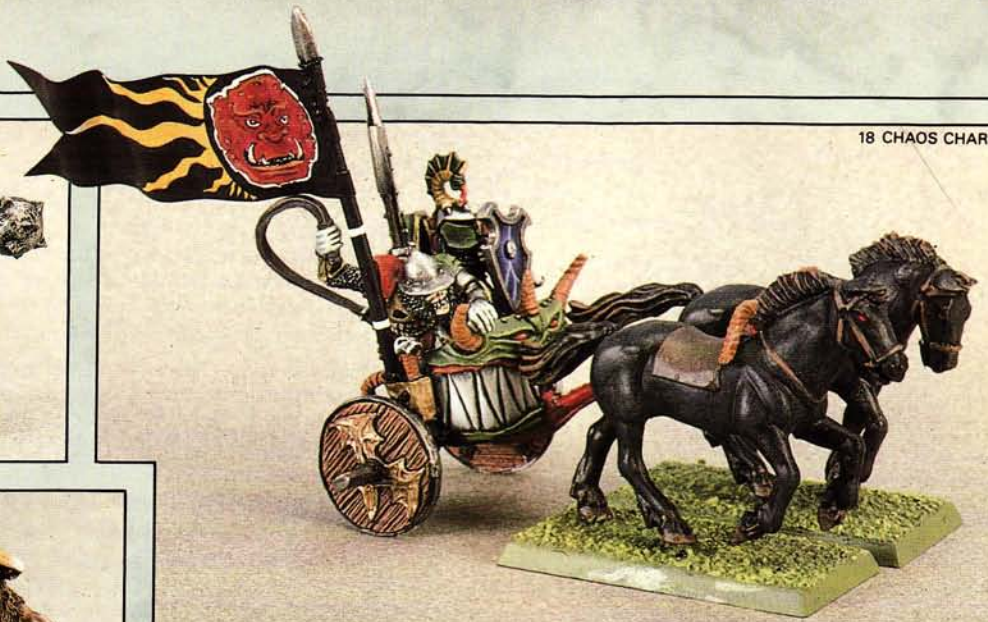
16. KNIGHTS PANTHER CONVERSION



17 CHAOS WARRIOR



18 CHAOS CHARIOT



19 BLOOD BOWL MINOTAUR



20 BEASTMAN



23 CHAOS KNIGHT



24 CHAOS KNIGHT



21 BLOOD BOWL OGRE



22 BLOOD BOWL CHAINSAW WIELDER - DWARF



26 BLOOD BOWL TREEMAN



25 CHAOS KNIGHT ON CONVERTED STEED





Welcome to the second of our new style 'Eavy Metal features. In these pages you will once again see some of the magnificent work produced by the Studio Staff and outside painters. As I mentioned in the last issue, we still want you to write in with your comments and queries on the miniatures featured on these pages. Phil and I read every letter, and we do take note of everything you have to say.

On April 8th I spent the day at the Nottingham branch of Games Workshop, demonstrating the techniques we feature in 'Eavy Metal and talking to people about all aspects of the hobby. I really enjoyed the day and I'd like to say thanks to all the people who came down to see me, particularly those who travelled considerable distances.

I'd also like to give a special mention to Jonathan Wood, who travelled down from Scotland with his parents for the day. At six years old he has to be one of the youngest and keenest painters I've ever met. Keep up the good work Jonathan.



Many of you who came into the shop asked me the same two questions: *How do you do your bases?* and *How do you paint checkered patterns?*

Both are very easy, when you know the techniques to use.

I finish bases by painting PVA glue - that's the white glue woodworkers use - onto the base of the model, taking care to avoid the feet. While the glue is still wet, I dip the base into a box of ordinary sand. I then shake off the loose sand and put the miniature aside. When it's completely dry, I paint the base with Woodland Green, over which I put a wash of green ink. Finally, I drybrush the base with a mixture of Woodland Green and Sunburst Yellow. Easy!

Painting checkered patterns on a model is just as simple: first paint the whole area in the lighter colour. Then, with the darker shade, paint a square grid over the lighter colour. Finally, fill in the grid to create your check pattern.

PAGE 6 - CHAOS ALL-STARS

Now, on to this month's miniatures, starting with Phil Lewis's Chaos All-Stars, fielded when Phil fancies a game of *Blood Bowl*.

Uncharacteristically for Phil, the bulk of these miniatures were started with a white undercoat, rather than his normal black. Phil also used inks for shading, which he finds gives a much cleaner, subtler tone to his work.

For instance, the pink areas on some of the miniatures were painted in the following way:

a) After cleaning off the flash and mould lines, Phil applied a Skull White undercoat to the model.

b) Once the undercoat was dry, he painted the basic pink tone, using a mixture of Skull White and red ink.

c) When this was dry, he applied a red ink wash - allowing the ink to flow into the crevices on the model, creating the areas of deep shadow.

d) While the ink wash was still wet, Phil used a Skull White/red ink mix to blend in the highlights. This is the tricky bit, and takes patience and practice. You may find that you achieve the best results when the ink is just beginning to dry, and is slightly tacky.

The rest of Phil's models were painted in much the same way, using a mix of Woodland Green and Skull White for the green areas, and Bronzed Flesh and brown ink for the skin tones. The bases were done using PVA glue and sand, as I described above, but Phil painted them with Citadel Greys instead of green and yellow.

One of the All-Stars of particular interest is Garak Grigolson (photo 4) which is totally scratch-built by building up an epoxy putty such as Milliput over a wire frame. This makes it totally unique to Phil's team.

Some of the other miniatures - Snake Sanders, 'Constrictor' Atlanson and Sark Four Eyes (photos 5, 7 and 8) - are also unique. They are conversions of production castings, using pieces from other miniatures and Milliput to create the players' mutations.

The more observant of you may also notice that the Tuern Redvenom and Dieter Hammerlash (the Star Players shown in photos 1 and 3) aren't normal members of the All-Stars. They've been lured away by a healthy fee in Gold Crowns from the Dark Renegades and the Mongrel Horde to bring the team up to full strength after a particularly arduous season.



Finally, before I hand over to Phil, who is going to take you through the rest of this month's miniatures, I would just like to draw your attention to the new **Skeleton Army** boxed set. It contains some of the best plastic miniatures Citadel have so far produced, including a marvellous Chariot model pulled by Skeleton Horses - pieces of which will make great material for converting into totems and banners!

PAGE 7 - STEVE MUSSARED

A new face visiting the Studio from time to time belongs to Steve Mussared.

Steve, who came third in the *Mounted Figure* category at Golden Demon '88, is a keen gamer - he lists *Warhammer 40,000*, *Warhammer Fantasy Battle*, *Warhammer Fantasy Roleplay* and *Blood Bowl* as his particular favourites.

Steve has collected Citadel Miniatures from their early days, originally painting them in enamels, moving onto oils, and finally on to acrylics and inks - which he finds give him the best results. All of Steve's miniatures are used for gaming, and very rarely will he produce a model for display only.

After a white undercoat, Steve will usually start with the flesh tones. For Human miniatures he begins with a chestnut ink wash, followed by Bronzed Flesh to build up the highlights. Other skin tones are done in much the same way, but using an ink wash of the appropriate colour.

Steve generally blocks in an area of the miniature, applies an ink wash, and then highlights with white while the ink is still wet - in much the same way I did with some of the Chaos All-Stars. Steve uses the drybrushing technique for hair, skeletons and bone, weapons and wood.

Steve also employs a slightly different technique for his bases than John or myself, using Milliput and small pieces of sponge and crystal. After ink washes and drybrushing, he decorates the base with Milliput and fusewire toadstools (made by Steve's girlfriend, Sharon) - leaving him with miniatures that would grace any games table. Well done Steve!

PAGES 28 & 29 - REALM OF CHAOS

This spread show the Daemons and servants of Nurgle and Tzeentch, the two Chaos Powers featured in *The Lost and The Damned*, the second part of *Realm of Chaos*. The two armies feature a number of, as yet, unreleased models, painted by various Studio artists including Andy, Colin, Darren, Ivan, Kevin, Mike, Richard and myself, as well as visitors Pete Taylor and Dale Hurst.

PAGE 28

The Champion of Nurgle and the Great Unclean One in photos 1 and 7, painted by Mike, were done with a Woodland Green base, which was then highlighted with a Goblin Green/Skull White mix. The different shades of green were obtained by varying the ratios of the paints used in the mix - adding a small amount of Chaos Black in certain cases, where a particularly deep shadow was required.

Ivan gave the flesh on the Champion of Nurgle in photo 2 a base coat of Bestial Brown, and then highlighted it with Hobgoblin Orange and Bronzed Flesh. A thinned Skull White/Sunburst Yellow mix was applied, to lighten the skin, and a glaze of yellow/green ink added to give the appearance of rotting flesh. A glaze is a wash of ink that is thinned to such an extent that the mix is almost colourless, and is applied to blend the different layers of paint together.

The Champion in photo 3 was painted in a similar way to the Champion in photo 1, not suprising as this miniature is also painted by Mike - only this time it was highlighted up with more white, so that a pastel affect was achieved. The lines on the armour were done with thinned black paint, before a coat of gloss varnish completed the effect.

The Chaos Warrior and the Plaguebearer in 4 and 10 are by Andy, and were given base coats of a Woodland Green/Sunburst Yellow/Skull White mix - which was then

washed with thinned green ink and highlighted using the base colour mixed with Skull White.

The Chaos Beastmen in photos 5, 8 and 9, all painted by Ivan, were given a base coat of Bestial Brown, highlighted with a Hobgoblin Orange/Bronzed Flesh mix to get a healthy Human skin tone. The flesh was then reworked with thinned Skull White/Sunburst Yellow to give an unhealthy hue, before a final chestnut and yellow ink wash was applied. The fur on the miniatures was painted with a Bestial Brown/Skull White mix, and drybrushed with various Hobgoblin Orange/Skull White mixes, until almost pure white was achieved. A final wash of brown ink was then applied, to blend the different layers of paint together.

Note that the miniatures shown in photos 4, 5, 8, 9 and 10 have not been released yet.

PAGE 29

Photos 11, 12 and 13 show a selection of Pink and Blue Horrors, painted by Kevin Adams and Dale Hurst. We hope to deal with the techniques Dale uses in a future *White Dwarf*, and to elaborate further on Kevin's methods, which we briefly mentioned last month.

Photo 14, by Colin Dixon, shows another method of painting yellows. Colin uses a base of Spearstaff Brown, drybrushed with a combination of Sunburst Yellow/Skull White and thin yellow/brown/orange ink washes, alternating between the two. Final highlights were then blended-in while the last ink wash was still wet.

PAGES 52 & 53 - STUDIO STAFF

This spread shows some of our latest releases, and a few very special conversions by members of the Studio staff.

The Chaos Robot conversion in photo 1 is the model that John Blanche was working on during his painting demonstration in April. It is made with parts of Warhound and Reaver Titans and a Chaos Champion, and is now back on display in the Nottingham shop where the demonstration was held.

Photo 4 shows one of the new Grey Knight Space Marines, clad in golden Terminator Armour. The miniature was first painted in Shining Gold, on top of which a wash of brown and orange ink was applied. Once this was dry, the rims and edges were repainted with Shining Gold - a simple technique, but one which achieves a stunning effect.

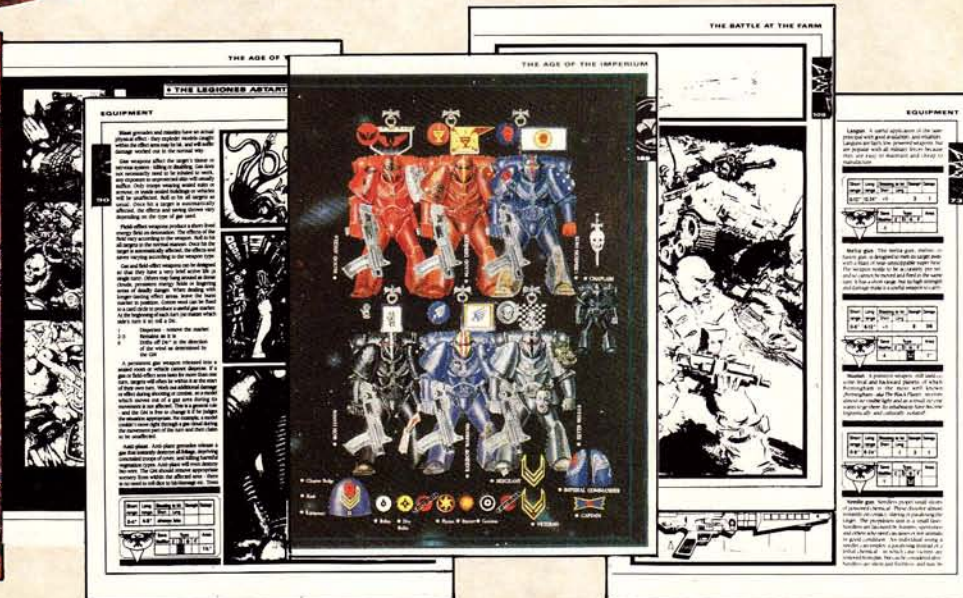
Photo 16 shows one of my conversions, inspired by John Blanche's painting of Baron Heinlich von Torlichhelm which graced the cover of *White Dwarf* 83. The plastic horse's legs were bent into shape by cutting small V-shapes from around the joints and then rebonding them firmly together - after which Milliput was applied to disguise the joints. Milliput was also used to create the horse's mane, tail and 'feathers' (the hair above the horses hooves).

Photo 25 is the third of our new Chaos Cavalry miniatures, here mounted on a converted metal Chaos Warhorse instead of a plastic horse. This conversion, by Darren, was done by removing the horse's head and replacing it with one taken from a Greater Daemon of Slaanesh. Milliput was used to create both the mane, which disguises the join between head and body, and the horn. Again very simple, but very effective.

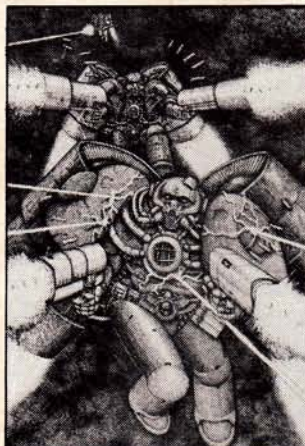
WARHAMMER ROGUE 40,000 TRADER

In the nightmare future of the 41st Millennium there is no time for peace. No respite, no forgiveness. There is only war.

WARHAMMER 40,000 is a science fiction battle game from the makers of **Warhammer Fantasy Battle**. The lavishly-illustrated hardback rulebook covers all aspects of the game, including an extensive description of the universe of the 41st Millennium and the Human and alien races, notes on buying and painting miniatures, plus a complete battle scenario to get you started. You can command forces of the dreaded Space Marines, bands of marauding Orks, groups of sophisticated but deadly Eldar, or any of several other races. Psionics, vehicles and heavy weapons are all covered in detail, and the profusion of illustrations and photographs convey the unique atmosphere that has made **Warhammer 40,000** the best-selling game of its type.



World Eaters Traitor Marines attack a detachment of Ultra-Marines.



The Space Marines of the Legiones Astarta - the finest warriors Humanity has ever known.



Marines and Predator tanks of the Space Wolves Chapter encounter an Ork raiding force, with a Dreadnought and a Battle Buggy.

CITADEL™ MINIATURES

CITADEL MINIATURES produce over a hundred finely-crafted new miniatures each month, both for Warhammer 40,000 and for Games Workshop's other hobby games. Citadel's range of many thousands of miniatures are universally used for all roleplay and combat games, but each model is specifically designed to be compatible with the Warhammer 40,000, Warhammer Fantasy Battle and Warhammer Fantasy Roleplay game systems.

Citadel's Warhammer 40,000 blister pack ranges include:

Space Marines
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Realm of Chaos Robots



WARHAMMER SIEGE is fully compatible with Warhammer 40,000 and Warhammer Fantasy Battle. A detailed section on sieges in the 41st Millennium includes fortress construction, heavy weapons, siege Dreadnoughts, etc.

REALM OF CHAOS is a two-volume set detailing the core of the Warhammer mythos - the dread Chaos Powers. Each volume contains full details of two Chaos Powers along with their followers and servant Daemons, and includes full army lists as well as extensive rules expansions for Warhammer 40,000, Warhammer Fantasy Battle and Warhammer Fantasy Roleplay.



A selection of miniatures from Citadel's boxed sets. From left to right: Terminator (metal), Space Marine (plastic), Eldar Harlequin (metal), Space Dwarf (plastic), Space Ork (metal), Imperial Guardsman (plastic).

Boxed sets of Citadel Miniatures are a popular way to build up the strength of your Warhammer 40,000 forces. As well as metal miniatures, there is an ever-expanding range of plastic miniatures - indistinguishable from their metal counterparts when painted, and with separate arms and weapons offering enormous scope for conversion and modelling work. Plastic vehicle kits provide a formidable force of armoured fighting vehicles, and vac-formed crater sheets offer quick, easy and high-quality tabletop scenery. The ranges of Warhammer 40,000 miniatures and models are constantly expanding.



WHITE DWARF is Games Workshop's monthly magazine, containing a wealth of information on Warhammer 40,000 and Games Workshop's other hobby game systems, full details of the latest Citadel Miniatures releases, supplementary rules, modelling and painting hints, and news and previews.

THE CITADEL CATALOGUE is packed with a vast selection of Citadel Miniatures' enormous range, and punched for storage in a ring-binder. Monthly update sheets are available by post or in **White Dwarf** magazine.

IN THE WORKS - Games Workshop's fantasy worlds are constantly expanding and developing, and Warhammer 40,000 is no exception. At the time of writing, Games Workshop staff are working on the following products of particular interest to Warhammer 40,000 gamers:

Space Hulk - The awesome firepower of Terminator Marines locked in deadly combat with alien Genestealers aboard a vast derelict spaceship. Features high-quality plastic miniatures and a flexible board system.

Confrontation - A new tabletop game in the Warhammer 40,000 setting. Fight vicious inter-gang wars in the lower levels of the Necromunda Hive World. The game is supported by a full range of miniatures.

Ship-to-Ship Combat - As yet untitled, a new miniatures-based boardgame of spaceship combat in the Warhammer 40,000 universe.

Imperial Assassins and Space Marine Scouts - two new boxed sets of metal miniatures.

Plastic vehicle kits - Ork and Eldar vehicles are currently in development.

Warhammer 40,000 products are available from all Games Workshop shops and specialist stockists, and from better toy and hobby shops everywhere. In the event of difficulty, or for further details of our latest releases, send a stamped self-addressed envelope to the appropriate address below:

Games Workshop Ltd.,
Chewton St, Hilltop
Eastwood, Nottingham NG16 3HY.

US customers please write to:

Games Workshop Inc.,
3431 Benson Avenue, Baltimore,
Maryland 21227.

**GAMES
WORKSHOP**

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WARNING! Citadel Miniatures' metal miniatures contain lead which may be harmful if chewed or swallowed. They are not toys, and are unsuitable for children under 12.

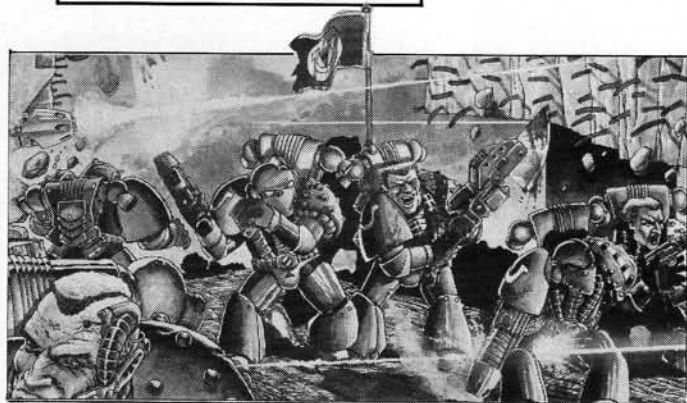
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SPACE MARINE™

COMPETITION

100

Games to be won



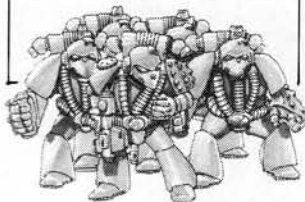
Space Marine is an epic-scale game of science-fiction infantry and armour warfare. The wars of the Horus Heresy have torn the Imperium of Humanity apart; Space Marine fights Space Marine, loyalist against traitor. The box contains everything needed to play the game, including detailed rules, vac-formed plastic buildings, and over three hundred epic scale miniatures: 320 Marines, 16 Land Raiders and 32 Rhinos! There are also rules for including Titans in your **Space Marine** battles.

To win a copy of **Space Marine**, simply answer the following four questions and send your answers on a postcard, clearly marked **SPACE MARINE COMPETITION**, to the appropriate address below.

QUESTION 1

Who - or what - was Warmaster Horus?

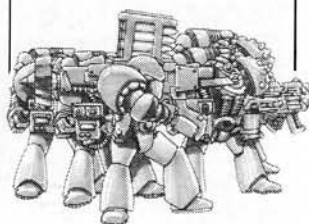
- A) The commander of a Tyranid hive-fleet
- B) An Imperial general possessed by Chaos
- C) A mad planetary governor who believed he was an ancient Egyptian god
- D) A renegade Inquisitor



QUESTION 2

Which of the following Space Marine Chapters did *not* remain loyal during the Horus Heresy?

- A) Imperial Fists
- B) Space Wolves
- C) World Eaters
- D) Blood Angels



QUESTION 3

Which of the following is *not* an Imperial armoured vehicle?

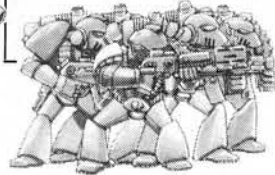
- A) Land Raider
- B) Rhino
- C) Predator
- D) Wartrak



QUESTION 4

How was the Horus Heresy ended?

- A) The Emperor killed Horus
- B) Horus killed the Emperor
- C) A peace treaty gave Horus one-third of Imperial space
- D) Horus was murdered by an ambitious subordinate.



We are running two separate competitions, one in the UK and one in the US. Be sure to check which closing date and address applies to you. Note that the US competition is only open to residents of the United States and Canada.

The first 50 correct answers in each competition will win a copy of the **Space Marine** boxed game. UK runners-up will each win a £5 voucher for the game, redeemable at any Games Workshop or participating Independent Specialist Stockist, or through GW mail order. A similar system will operate in the US.



UK ENTRIES

Closing date: 23rd June 1989

Entry address:

Space Marine Competition
GAMES WORKSHOP
Chewton Street, Hilltop
Eastwood, Notts NG16 3HY.

SENDING YOUR ENTRY

Entries should be written clearly on a postcard, or on the back of a sealed envelope.

RULES

The winners of the competition will be the first 50 chosen at random from the correct entries received by the specified closing date. All winners and runners-up will be notified by post. The judges' decision is final and no correspondence will be entered into. Employees of Games Workshop Ltd or their families may not enter. Vouchers for **Space Marine** are valid until 31st October 1989.



US ENTRIES

Closing date: 21st July 1989

Entry address:

Space Marine Competition
GAMES WORKSHOP
Laurel Center Mall
14858 Baltimore-Washington Blvd
Laurel, Maryland 20707



by David V Barrett

Lots of good action paperbacks this time - which means you can actually afford to buy the books, rather than having to get them all from the library (or charming someone into buying them for you).

There are plenty of post-nuclear holocaust novels, but not so many post-nuclear meltdown, though many of the effects are the same. Michael Swanwick's **In the Drift** (Legend 214pp £4.95 pb) is startlingly good.

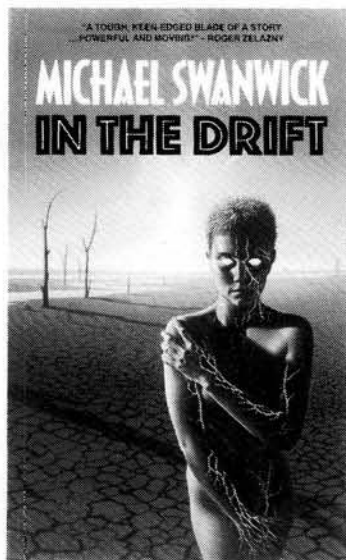
It's set in 21st century Pennsylvania, still blighted by the meltdown of the Three Mile Island reactor back in the 20th century. The Drift is the area polluted by radiation drifting in on the wind; there are mutants, there are dangerous radiation hotspots, and people have to wear air filters. Keith Piotrowicz finds himself growing up rapidly when he gets on the wrong side of the Mafia-like Mummies who run his city, and kills for the first time. The story is fast-moving; you find your loyalties switching between authority and rebels as characters change sides, and as the viewpoint shifts between characters over the years. Highly recommended - and the cover is stunning: fire-red melding into electric blue through a particularly radioactive violet. Beautiful.

These days kids grow up with the fear that pollution will destroy the world in their lifetime; in the 1950s and 60s the threat was the Bomb. In Leigh Kennedy's **Saint Hiroshima** (Abacus 182pp £3.99 pb), young Katie sees a film of the Hiroshima mushroom cloud the day after she sees a woman killed in a car crash. The two events fuse in her mind; the book is an evocative account of how the lives of Katie and her close friend Phil are irrevocably changed by her vision of the ghostly Saint Hiroshima. Not SF, but haunting.

In Pat Cadigan's **Mind Players** (Gollancz 276pp £3.50 pb), Allie is caught experiencing an illegal paranoid delusion, and when the Brain Police have finished cleaning up her mind she gets recruited as a mindplayer. After training, her job is to go into other people's minds via their optic nerves (I'm still squirming at the memory of her popping out her eyeballs each time she makes a connection) to sort out their psychoses, neuroses, paranoidias and other assorted

insanities. But you can't play around inside other people's craziness without picking up some of it yourself... We're flung into this right from page 1; it's powerful and deeply thought-provoking, especially when Allie gets into wondering just who in hell she really is.

Dark Toys and Consumer Goods (Macmillan 151pp £6.95 hc) is a collection of eight short stories, all set in a near-future Britain, by a writer completely new to me, Laurence Staig. Each story is a terrifying nightmare of consumerism gone crazy: the horror of Thatcherism in full swing. People are encouraged to BuyBuyBuy, and their love of technological gadgets is taken to an extreme. This is SF-as-Warning. It's published as a teenage book, but it gave me more shivers than anything else I've read recently. I don't care if it *is* a hardcover: *go out and buy it* - you'll never view a shopping centre the same again.



Douglas Hill has been around for a while, writing SF for a young audience. His first foray into Fantasy, with **Blade of the Poisoner** and its sequel **Master of Fiends** (Piper 192pp & 184pp £2.25 each pb) shows he's every bit as good in this genre.

Jarral has been cut by the evil Prince Mephtik's sword, and will die in a month's time if the blade and the poisoner aren't destroyed. One of his friends is blind, but can see all around him; another can mentally direct her arrows so they never miss; the third can make people see - or not see - what she mentally tells them. But Jarral's special Talent is even more potent, which is why the Unnamed Enemy, the Master of Fiends, is out to kill him. There are a lot of stock elements in these books, but Hill handles them well to create a tense and enjoyable adventure.

Another teenage book which adult Fantasy readers will love is Robert

Westall's **The Cats of Seroster** (Piper 278pp £2.25 pb). The Miw are twice the size of your average moggy, intelligent, and tough fighters. When the old Duke is murdered they save and protect his son. Meanwhile a young man, Cam, is conned into taking a bloodthirsty knife which makes him an immortal hero, and the cats help him in his fight against the usurpers to return the young Duke to his city. An exciting story, well told.

Bride of the Spear (Corgi 297pp £3.50 pb) is Kathleen Herbert's third novel set in 6th Century northern Britain, though the events predate those of her excellent *Queen of the Lightning* and *Ghost in the Sunlight*. Properly speaking this, like the others, is an historical novel, but its setting just after the time of Arthur, the belief of the characters in the old magic, and the fact that it is based firmly on the old Welsh tale "The Lady of the Fountain" in the *Mabinogion*, make this required reading for all lovers of quality Fantasy.

I'm never happy when a Big Name Author lends his name to a book title, as in Arthur C Clarke's **Chronicles of the Strange and Mysterious** (Grafton 189pp £5.99 pb) by John Fairley and Simon Welfare. This is the third book spin-off from Clarke's TV series about unexplained phenomena, and covers sightings of strange creatures, strange things falling from the sky, strange archaeological discoveries, strange... You get the idea. It's all interesting stuff, and there's a lot more of it in **The Encyclopedia of Unsolved Mysteries** (Blandford 318pp £6.95 pb) by Colin and Damon Wilson. Pence for pages this is far better value, but it's *not* an encyclopaedia; it's 42 chapters whose headings happen to be in alphabetical order. This one covers Atlantis, UFOs, the Loch Ness Monster, the Turin Shroud, the vanished Marie Celeste and much more. Both books are well illustrated; both contain hours of fascinating reading.

Finally, some reprints to cater to different tastes. Norman Spinrad's **The Men in the Jungle** (Grafton 316pp £3.50 pb) isn't up to the standard of his vicious Hitler parody *The Iron Dream*, and has none of the brilliance of his classic *Bug Jack Barron*, but if you're into blood-spurting nastiness on a planet where they raise babies for food, you might enjoy it.

Slippery Jim di Griz is back in Harry Harrison's spoof **The Stainless Steel Rat Saves the World** (Bantam 158pp £2.50 pb). Michael Moorcock's Fantasies **The King of the Swords** and **The Bull and the Spear** (Grafton 142pp & 158pp £2.99 each pb) are the third and fourth books of Corum.

And the best of this bunch: Cordwainer Smith wrote SF like nobody else, for both style and story; read **The Instrumentality of Mankind** (Gollancz 238pp £11.95 hc), and discover *really* excellent writing.

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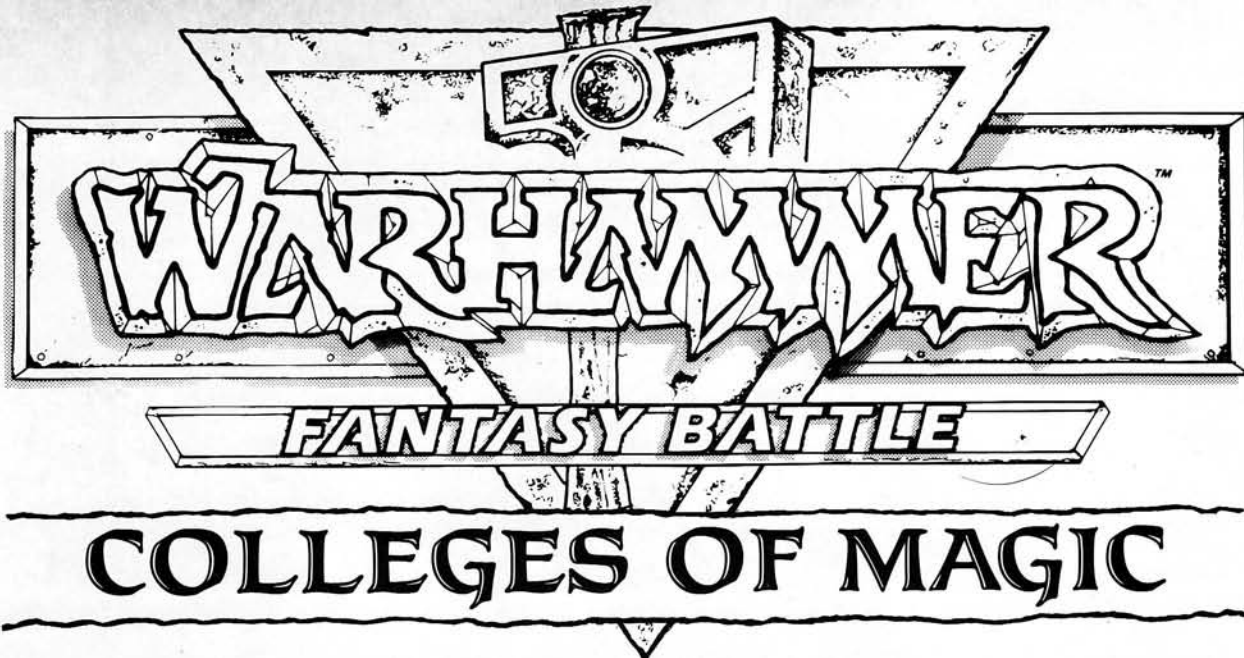
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WARHAMMER

FANTASY BATTLE

COLLEGES OF MAGIC

THE COLOURS OF MAGIC IN WARHAMMER FANTASY BATTLE

By Bryan Ansell and Rick Priestley

In the previous part of this exposition (*White Dwarf 113*) we looked at the magical flux, the eight colours of magic, their relationship on the Great Wheel, and the two Hub Magics of the Rainbow and the Dark Wizards. In this issue we provide new *Warhammer Fantasy Battle* game rules and spells for Colour Magic. Firstly, we shall explore in greater depth the symbols of the Eight Colleges and their significance.

We have already seen how magicians decorate their clothes with symbols appropriate to their college. These symbols also appear as decorative jewelry and as designs on weapons and staffs. All magic symbols help to focus the wizard's mind upon the magical colour from which he derives his power.

Symbols take the form of natural images, such as the Sword of the Grey College or the Arrow of the Amber College, and geometric symbols. Both types may be used to decorate the robes of wizards. In addition, there is a group of symbols which represent the Great Wheel itself and which can also appear as decorative designs on a wizard's clothing.

Note that whilst a symbol has magical power irrespective of which way it is oriented, it will be most powerful when oriented towards the station of the Great Wheel appropriate to the college (see the Great Wheel diagram in *White Dwarf 113*).

Light Wizards: This college stresses intellectual endeavour and purity, as characterised by its geometric symbol, the single Arrow moving straight up out of the Great Wheel. The natural symbols of Tree, Tower, Pillar and Candle or Lamp all reflect this upward movement, as well as representing intellectual endeavour and study.

Golden Wizards: These symbols stand for the aspirations and triumph of reason as symbolised by the soaring Eagle. The geometric symbol of the college echoes the eagle's head motif.

Jade Wizards: The majority of Jade symbols reflect their college's position at the third station of the Great Wheel and stress the magical potency of the number 3. The geometric symbol is said to represent an aerial view of a round barrow with its avenue pointing to the east (towards the rising sun). The Leaf is a popular symbol associated with the college, illustrating its close association with nature.

Celestial Wizards: Here the geometric symbol stands for both a visual representation of the Comet, and the mathematical measurement of the heavens which forms a part of the college's astronomical background. The Comet itself is displayed in many versions, representing knowledge amidst ignorance as the Comet is light in the darkness of the night.

Grey Wizards: The geometric symbol clearly indicates the position of the Grey College on the Great Wheel, consisting of a downward pointing broad arrow. An arrowhead pointing in the

same direction is sometimes used as a naturalistic variation. Arrowheads may be worn about the neck or carried as lucky charms. The most commonly associated natural symbol is the Sword of Judgement and the Swordsman, stressing the legendary good judgement of the Grey Wizards.

Amethyst Wizards: The geometric symbol indicates the position of the college and is echoed by the shape of the Scythe. Further natural symbols derive from the Grim Reaper. The symbol is said to represent mortality rather than death, and reminds the wizard that he must seek his rewards and pleasures in his mortal life.

Bright Wizards: The geometric symbol here represents a stylised version of the Key of Secrets which is also used as a naturalistic symbol. There are many variations upon the Key and Keyhole, showing the Key of Secrets as the means of entry into the knowledge of magic. The bunch of 7 Keys is a highly significant symbol of the college's power.

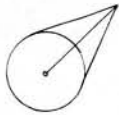
Amber Wizards: The Arrow is shown in naturalistic and geometric form, and stands for the Archer aiming for and piercing the sun or moon with his arrow. The sun and moon are both symbols of the Great Wheel and of the power of magic, and the overall symbol represents the wizard's endeavour to master it.

Symbols of the Wheel: These general magic symbols all derive from the eight-spoked Great Wheel, the spokes often being formed from a device associated with a particular college (eg swords for the Grey College). Only the eight-armed Wheel of Chaos is directly associated with Chaos and is avoided by all but Dark Wizards. The sun and the moon are both widely-used symbols of the Great Wheel.

Rainbow Wizards: These symbols show the Great Wheel as a whole, or as a unified force, representing the bringing together of the divided flux into a harmonious form. The Pyramid derives from the Upper or Light Cone of the Spindle of Magic. The Eye is a symbol of beneficence whose iris reflects the circular theme of the other symbols.

Dark Wizards: These symbols all represent the direct power of Chaos and the undivided energy of raw magic. The eight-pointed Wheel of Chaos is most common, and the Spider and Web symbols derive from it. The inverted triangle stands for the Dark Cone of the Spindle of Magic and is a direct opposite to the Light Cone.

GOLD



Geometric symbol



The Soaring Eagle symbolising aspiration



The Soaring Eagle against the Solar and Lunar representations of the Great Wheel

LIGHT



Geometric symbol



Variation of Geometric symbol



The Tree of Learning



The 7 Roots of Wisdom and the 7 Branches of Knowledge contained within the Tree of Learning



The Tower of Isolation

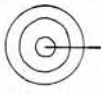


The Light of Learning

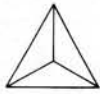


The Pillar of Wisdom

JADE



Geometric symbol



Pyramid embodying the number 3



The Triskele embodying the number 3 - there are many variations of this symbol



The Leaf as a symbol of nature



Geometric symbol



The Scythe and Grim Reaper symbolise not death but mortality



GREY



Geometric symbol



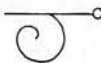
The Arrow - a graphic derived from the Geometric symbol



The Sword and the Swordsman standing for Judgement and Guardianship



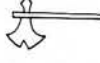
BRIGHT



Geometric symbol



The magical Key of Secrets



Axe-shaped variation of the Key symbol



The Lock upon the Unknown



Variations of the Lock upon the Unknown featuring the Sun as Great Wheel



The 7 Keys symbolising the secrets of the College



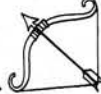
AMBER



Geometric symbol



The Arrow, Bow and Archer symbols of the College



The Lunar symbol of the Great Wheel pierced by the Arrow



Geometric symbol



The Comet as the Herald of Celestial Knowledge



GREAT WHEEL



Eight Arrows of Chaos - a symbol of the Great Wheel which is only openly worn by Dark Wizards



The Great Wheel



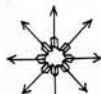
Variations of the Solar and Lunar disc symbolising the Great Wheel



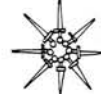
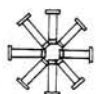
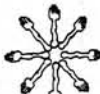
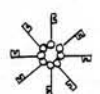
The Annulus as symbol of the Great Wheel - often coloured according to College



Annulus worn as neck charm



Variations of the Great Wheel favoured by various colleges showing swords, scythes, arrows, keys, bands, comets and pillars



Finger rings of different gemstones are also used by the various colleges, their shape is a symbol of the Great Wheel

RAINBOW WIZARDS



Geometric symbol



The Worm



The Crooked Wheel symbolising the bending of magic to the Wizard's will



The All-Seeing Eye



The White Triangle or Pyramid, the upper cone of the Magical Spindle



Variations of the Eye and Pyramid



DARK WIZARDS



The Eight Arrows of Chaos, the enduring symbol of Chaos as the source of all magic



Black Triangle Inverted - a symbol of the Dark Cone of the Spindle of Magic



Worm as neck charm



The Web and Spider



COLOUR MAGIC IN WARHAMMER FANTASY BATTLE

At the start of the game all wizards are declared to be of a specific college, either one of the eight colour colleges, the Rainbow Wizards or the Dark College. Their colour allegiance must be obvious from the appearance of their model.

Also at the start of the game any units or characters whose appearance strongly features one of the eight colours is nominated as being of that colour. Both players should note down the colour of these units and characters. If all the members of a unit carry an identical shield, for example, you might choose the colour of the shield as the unit's colour.

Units which have no distinct colour will not be subject to the rules given below. You should make a note of which units these are at the start of the game to avoid confusion later.

A wizard's college makes no difference to the spells he can cast - all of the colleges can use any of the usual spell types from *Warhammer Fantasy Battle*. A wizard's college may make some difference to the effectiveness of his spells when cast against wizards or units of a different colour. This is determined by the caster and target's colleges and their respective positions on the Great Wheel of Magic, as explained below.



SPELLS CAST AGAINST OTHER WIZARDS

Spells are only affected if the colour of the casting wizard lies adjacent to the colour of the target on the Great Wheel of Magic. Each colour is superior to the colour lying *clockwise*, and inferior to the colour lying *anticlockwise* on the wheel. For example, Celestial Wizards are superior to Grey Wizards and inferior to Jade Wizards.

1. A wizard may cast a ranged spell against an inferior enemy colour wizard regardless of normal targetting restrictions so long as he has line of sight (if the spell normally requires it - note that some of the new Colour Magic spells don't require line of sight, eg *Colour Challenge*). The spell is not restricted by its normal range. The target may be struck if it is in the front rank of a friendly unit or in combat so long as a line of sight can be drawn from the caster.
2. If a wizard casts a spell against a wizard of an inferior colour, he may immediately cast the spell a second time against the same target at no extra *magic points* cost.
3. If a wizard casts a spell against a wizard of an inferior colour the spell is automatically enhanced by +1 *magic point*, reducing the target's *magic saving throw* by -1. If the wizard casts twice, as he is allowed to do, then each casting is enhanced by +1 *magic point*. This enhancement is a natural result of the colour magic - it does not affect the caster's stock of *magic points*.
4. If a wizard casts a spell against a wizard of a superior colour, the target's *magic saving throw* (if any) is augmented by +1. This does not affect the target's stock of *magic points* - it is a free advantage because of his colour.
5. If a wizard casts a spell against a wizard of a superior colour, the target may further augment his *magic saving throw* using his stock of *magic points* as normal. However, each *magic point* expended increases the *magic saving throw* by +2 rather than the usual +1.

SPELLS CAST AGAINST UNITS

Like spells cast against other wizards, spells cast against units are only affected if the colour of the casting wizard lies adjacent to the colour of the target on the Great Wheel of Magic. Units that have no distinctive colour are not subject to the following effects.

1. If a wizard casts a spell against a unit or non-wizard character of an inferior colour, the spell is automatically enhanced by +1 (at no extra *magic points* cost to the caster) and any *magic saving throw* is therefore reduced by -1.
2. If a wizard casts a spell against a unit or non-wizard character of a superior colour, the target's *magic saving throw* (if any) is automatically augmented by +1 (at no *magic points* cost to the target).

THE HUB WIZARDS

The Rainbow Wizards and Dark Wizards are neither superior nor inferior to wizards of the other eight colleges. Spells cast against a unit, character or colour wizard by a Rainbow Wizard or Dark Wizard are therefore treated as normal, with no additional bonuses or penalties.

However, the direct opposition of the two types of Hub Wizards gives them equal and potent powers over each other - they are *both* superior to each other. A Rainbow Wizard casting against a Dark Wizard may cast twice, whilst the Dark Wizard may augment his *magic saving throw* using *magic points* on a 2 for 1 basis. The same is true of a Dark Wizard casting against a Rainbow Wizard. The normal +1 enhancement and +1 augmentation cancel each other out and are therefore ignored.

WIZARDS OF THE CHAOS POWERS

Any wizard follower of a Chaos Power may belong to the Dark College, and as such he neither benefits nor suffers from the effects of colour magic. His only special relationship is with the Rainbow College whose wizards oppose the ambitions of the Powers of Chaos.

A wizard whose College has the same dominant colour as his patron Power may display sufficient courage and strength of mind to retain his colour despite the ever increasing temptation to turn toward the Dark College. So, a wizard follower of Nurgle might be a Jade Wizard, and a wizard follower of Slaanesh might be an Amethyst Wizard. A wizard follower of Tzeentch might be either Golden or Celestial.

WIZARDS IN CHAOS ARMY LISTS

Armies of a Chaos Power may include only those wizards of an appropriate colour. When wizards are selected from the Chaos army lists their College should be determined randomly as indicated on the *Chaos Wizards Table*.

Players should provide wizard models painted in the correct predominant colour, as this will prevent any possible confusion that might otherwise occur. A wizard model may always be assumed to be a Dark Wizard whatever colour it is painted, although ideally Dark Wizards should be painted in dark colours or black.

CHAOS WIZARDS TABLE

Power	D6 Roll	College
Slaanesh	1-3	Dark
	4-6	Amethyst
Nurgle	1-3	Dark
	4-6	Jade
Tzeentch	1-2	Dark
	3-4	Golden
	5-6	Celestial

COLOUR SPELLS

Colour spells are a new type of magic that relates directly to the new Colleges of Magic rules. Colour Magic may be used by any of the Eight Colleges or the Rainbow Wizards, but not by Dark Wizards.

A wizard may choose to include any number of colour spells in his spell list up to his permitted maximum for that level. Note that at present there are only two levels of Colour Magic. Spells are determined by rolling randomly on the appropriate table. Other spells (if any) for these levels are then determined using the normal method.

COLOUR MAGIC SPELL TABLE

LEVEL 1

D6 Roll	Number	Spell	Magic Points
1-2	C1.1	Bonds of Colour	1
3-4	C1.2	Conceal Colour	1
5-6	C1.3	Focus Colour	1

LEVEL 2

D6 Roll	Number	Spell	Magic Points
1-2	C2.1	Disperse Flux	6
3-4	C2.2	Colour Challenge	3
5-6	C2.3	Combustion of Magic	8



C1.1 BONDS OF COLOUR

Spell Level	1
Magic Points	1
Range	Battlefield
Magic Saving Throw	Yes

This spell creates strands of coloured magic which snake their way across the battlefield towards an enemy wizard. As soon as they touch their victim, the strands spin themselves into bonds, trapping and immobilising the victim.

The spell may be cast against any wizard of an inferior colour, or by a Rainbow Wizard against any colour wizard. The Rainbow Wizard's spell does not receive the +1 enhancement, and is cast only once as opposed to twice.

Once bound a wizard may not move or do anything and may not cast further magic until he escapes. By expending D3 *magic points* in his *magic phase*, the trapped wizard may attempt an unmodified *magic saving throw*, and is free if successful, and may cast his own magic that phase.

C1.2 CONCEAL COLOUR

Spell Level	1
Magic Points	1
Range	Personal
Magic Saving Throw	No

This spell must be cast before the battle: 1 *magic point* is deducted before the players set up their troops. The wizard disguises his true colour by projecting a false image of some other colour of his choice. The magical flux that surges above him assumes the tint of his disguise and his clothes appear as the masking colour. To all appearances, the wizard is of a different college and a suitable model is placed on the table.

However, the false colour is simply a mask which is dispersed as soon as a spell is cast against the wizard, or when the wizard casts a spell himself. When this happens the model is replaced by one bearing its true colour and the normal effects of superiority and inferiority are applied.

C1.3 FOCUS COLOUR

Spell Level	1
Magic Points	1
Range	24"
Magic Saving Throw	Yes

This spell concentrates magic of the wizard's colour into himself and the area around him, while drawing the colour away from other parts of the battlefield. Streams of magic flow into the wizard until he is suffused with the energy of his colour. All other wizards of the same colour must attempt their *magic saving throw*, and any that fail will lose D3 *magic points* from their current total. The total number of *magic points* lost by other wizards is transferred to the casting wizard. If there are no other wizards of the same colour, the caster automatically gains D6 *magic points*.

If the additional *magic points* take the wizard's total to above his *power level*, his mind becomes dangerously overloaded. The wizard collapses to the ground, his body frothing and churning with uncontrollable magic colour. The wizard loses 1 *magic point* during each of his following *magic phases*, and remains inactive until his *magic points* are reduced to his *power level*. While overloaded the wizard can do nothing - magic of an inferior colour cannot affect him, but other magic affects him as normal. He may not use *magic points* to augment his *magic saving throw* when in this state.



C2.1 DISPERSE FLUX

Spell Level	2
Magic Points	6
Range	Battlefield
Magic Saving Throw	No

This spell is used to drive away first one colour and then the remaining colours of the magical flux. To those with wizardly sight, the battlefield becomes dull as the clouds of roiling magic fade and dissipate. As each colour disappears, any wizards dependent on it lose their powers and are unable to cast spells. The casting wizard chooses any of the eight colours on the Great Wheel as the first colour to be driven away and rolls a D6.

D6 Colour Roll

- 1-2 Chosen Colour 3-4 Colour anticlockwise
5-6 Colour clockwise

The colour indicated is dispersed immediately, and wizards of that colour can no longer cast spells. During every subsequent *magic phase*, including the *magic phase* of the enemy player, the colour adjacent to the most recently dispersed colour is also dispersed. Roll initially to determine whether dispersal proceeds clockwise or anticlockwise.

D6 Direction Roll

- 1-3 Clockwise 4-6 Anticlockwise

Once it has begun, dispersal continues in the direction indicated until the entire magic flux has been driven from the battle area and no more spells may be cast.

Rainbow Wizards can draw their power from any or all of the magical colours so they can continue to cast spells until all of the flux has been dispersed. Dark Wizards are not affected by this spell as they draw their power directly from the raw undifferentiated magic of the warp.



C2.2 COLOUR CHALLENGE

Spell Level	2
Magic Points	3
Range	Battlefield
Magic Saving Throw	No

This spell enables a wizard to challenge another wizard of the same college. This clash of wills draws colour from the flux in a spectacular bout of magical conflict. Glittering rays of colour arc across the battlefield and meet with a mighty roar between the two wizards. Far above the struggling magicians terrible beasts appear to leap from the twisting ropes of colour and tear at each other, ripping and clawing as the minds of the combatants lunge and parry in their magical duel. As one wizard finds a weak point and slips inside his opponent's defences, the beasts transform themselves into the victor's chosen spell and hurtle towards the defeated wizard.

Both wizards secretly nominate any spell from those they have and deduct the *magic points* cost of the spell from their total.

They both then secretly put aside a number of their remaining *magic points* as *challenge points*. Each wizard rolls a D6, and the highest scoring wizard adds the difference in dice scores to his *challenge points*.

The wizard who has the highest number of *challenge points* wins the contest and his spell is cast against the other wizard. The spell is not bound by range or other casting restrictions, and there is no *magic saving throw*. The loser's spell is not cast.

Magic points put into the *Colour Challenge* by the victor are regained immediately. *Magic points* put in by the defeated wizard are lost.

C2.3 COMBUSTION OF MAGIC

Spell Level	2
Magic Points	8
Range	Battlefield
Magic Saving Throw	Yes

By a tremendous effort of will the wizard harnesses and propels the colour of the flux corresponding to his college in a ball of bubbling magical fire of the appropriate colour. All local raw magic of that colour is burnt up by his efforts. If the spell is successful all wizards of that colour are unable to cast further spells for the rest of the battle.

The raw magic converted is hurled as a ball of coloured magical fire against the chosen target - the target may be anywhere on the battlefield. The target is entitled to the usual *magic saving throw*. The spell may be enhanced by the caster, but the target may not augment the save if he is a wizard of the same colour as the caster (all the raw magic of that colour has just been used up).

If the target's *magic saving throw* is failed, he is struck by a *Strength* 10 hit causing D6+1 *Wounds*. All models within 6" of the original target are hit by a *Strength* 10 hit causing D3 *Wounds* each. No *saving throws* apply.

If the initial *magic saving throw* succeeds, the power of the spell is rebounded onto the casting wizard, coursing through his body and bubbling back into the flux. The magical flux is restored and wizards may once again draw upon this colour. The casting wizard takes 1 *Wound* automatically and is reduced to an ineffectual screaming heap until he can roll a 6 on a D6 at the beginning of one of his following turns. While out of action the wizard cannot do anything at all, including use any of his magical power.



HAOS CHARIOTS

As a Champion gains rewards he is likely to attract large or especially powerful creatures to his retinue. In addition to the *gifts* of Chaos Spawn, Daemonic Steeds or Daemonic Hounds, a Champion's retinue may include creatures generated from the *Retinue Table*. Many of these creatures can be pressed into service to draw a Chaos Chariot for the Champion to ride.

A chariot cannot be gained directly as a gift - it must be built by the Champion's own followers. A Champion's retinue must include the workmen necessary to build the chariot. True to their heritage of craftsmanship and mechanical accomplishment, any Chaos Dwarfs in the Champion's retinue have the skill to construct such a chariot.

BUILDING THE CHARIOT

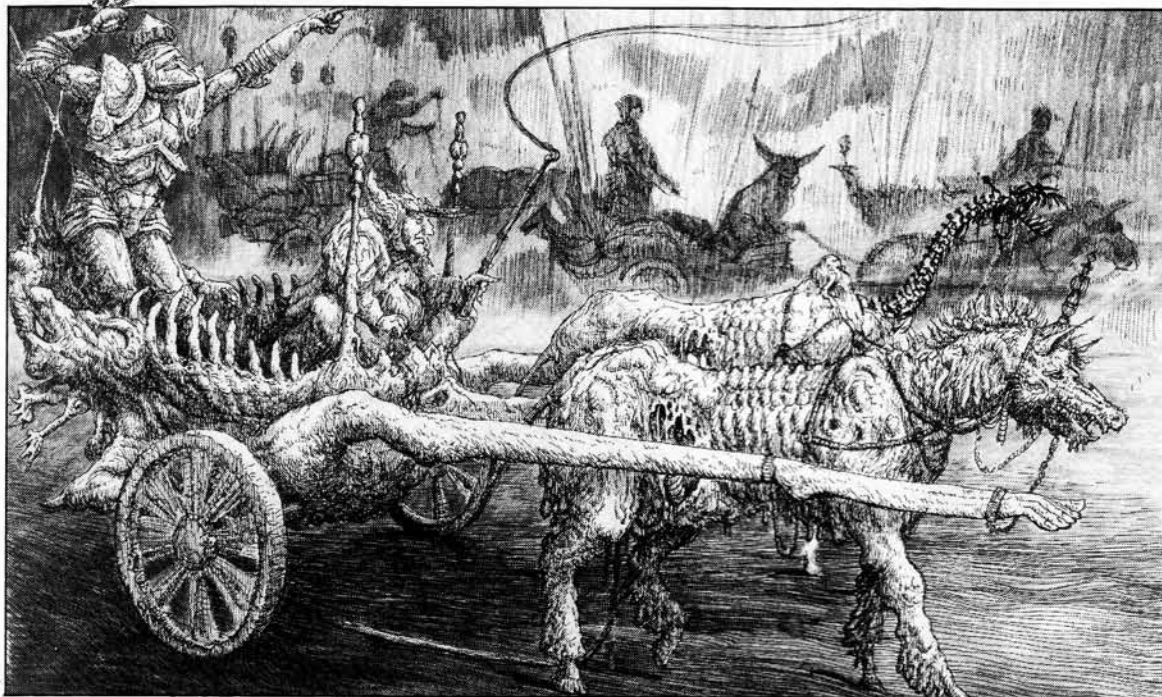
A minimum of two Chaos Dwarfs will be required for this work. Though warped by of Chaos, these Dwarfs retain their age-old skills and their fascination with all mechanical contraptions. They can construct the chariot out of wood, iron, bones or any other suitable material, binding it together with ancient incantations - the type of material makes no difference to the chariot's performance.

As well as two Dwarfs to build the chariot, the Champion's retinue must also include a creature or creatures to pull it. Ordinary chariots are usually pulled by horses, boars or wolves, but a Chaos Chariot can be pulled by any creature the Champion wishes to use, providing it is strong enough. Although the majority of Champions prefer to harness large, powerful creatures to their chariots, some are prepared to give this task to other, even intelligent, members of their retinue. Indeed, some worshippers would consider it an honour to serve as beasts of burden on behalf of their master.

The Chaos Chariot may be drawn by any creature from the retinue with a *Strength* of 6 or more. Alternatively, the chariot may be drawn by any two or more creatures of the same kind with a combined *Strength* of 6 or more. For example, 2 Chaos Steeds with a *Strength* of 4 each are needed to pull the chariot, but a Griffon with a *Strength* of 6 may do so on its own.

If a Champion's retinue includes the Chaos Dwarfs and draught creatures required, the Champion may immediately command that a chariot be built. The Dwarfs set to work on preparing the chariot for use in the Champion's next conflict. The Champion may choose to ride his chariot into battle in any following game. If the Champion chooses not to ride his chariot, the creature/s usually assigned to pull it may be deployed normally as part of his retinue. A Champion's retinue may only include a single chariot, as only the Champion is important enough to ride one. If the chariot is destroyed or damaged, the Champion may have his Chaos Dwarfs build him a replacement before the next battle.





SPECIAL RULES FOR CHAOS CHARIOTS

All the normal Warhammer Fantasy Battle chariot rules apply to Chaos Chariots. The number of creatures pulling the chariot may vary: the usual movement modifiers apply as shown below.

Number of Creatures Pulling Chariot

Number of Creatures Pulling Chariot	Move Rate
1	As for the creature minus 3"
2	As for the creature minus 2"
3	As for the creature minus 1"
4 or more	As for the creature

The Champion may ride alone in his chariot, or he may choose one of his retinue to accompany him as the driver. The driver must have an *Intelligence* of at least 5 and must be physically capable of driving the chariot. This is left to the discretion and common sense of the players.

Although the chariot may be driven by another character, the Champion's characteristics are still used as the basic for all *psychology* and *rout* tests.

A Chaos Chariot is constructed by the magical skills of the Chaos Dwarfs. Some of this magic is wrought into the chariot itself, protecting it and giving it certain magical properties. Because of this a Chaos Chariot, including its crew and draught creatures, can only be harmed by magical attacks: ordinary non-magical attacks have no effect. A Chariot may only be harmed by spells, attacks by Daemons, Elementals, Ethereal Creatures, Creatures of Chaos, and magical attacks from weapons.

The same magic which protects the chariot also enhances its attacks, including those of its crew and draught animals. All attacks are treated as magical, and therefore have full effect against creatures immune to non-magical attacks (including other Chaos Chariots).

The magical properties of chariots enable them to fly if pulled by creatures which are themselves capable of flight. The flying profile of the creature is used for the chariot: no speed penalties are applied.

Chaos Chariots may be constructed with whirling scythes if the Champion wishes. Scythe attacks are magical just like other chariot attacks.

A *Dispel Magic* spell cast successfully upon a Chaos Chariot has an extraordinary and spectacular effect. The Champion is allowed a *magical save* on behalf of the entire chariot. If he fails his save, the Dwarven magic that holds the chariot together begins to fail.

1. The Chariot immediately loses its magical protection, becoming vulnerable to ordinary non-magical attacks. However, creatures and Champions which are invulnerable to non-magical attacks in their own right do *not* lose their specific personal protection.
2. Any magical weapons or armour the Champion, crew or draft animals have has no effect in the target's following turn. Attacks made by the chariot, crew or draft creatures do not count as magical in their following turn. These effects last for one turn.
3. At the end of the chariot's following turn it will dissolve into the raw magic and material components from which it was formed. Roll a D6.
 - 1-3 The chariot dissolves into a ruined mass which is unpleasant but otherwise harmless. The crew and draft creatures are free to continue the battle.
 - 4-5 The chariot dissolves forming a mire. The draft creatures and crew are pulled into mire and stuck fast. To free themselves each individual must roll a 5 or 6 on a D6 at the beginning of its following turn.
 - 6 The entire chariot including its crew collapses and forms a *Vortex of Chaos* as described for the level 2 Battle Magic spell. If the Champion is still in the chariot he is slain - but can be recovered after the game as if he had fallen in battle.

DAMAGE AGAINST CHAOS CHARIOTS

The procedure for establishing damage is the same as for normal chariots. The attacking player establishes the number of hits as normal, whether from shooting or close combat. The close combat opponents of chariots always consider the chariot's *WS* to be the greatest *WS* of its crew (usually the Champion himself in the case of Chaos Chariots). When the *shooting* or *combat phase* is complete, the attacker rolls 2D6 and adds the number of hits from shooting or close combat. The attacker refers to the *Chariot Damage Table*

and reads the result appropriate to his score. For example, if the chariot sustains 2 hits from shooting, the player rolls 2D6 and adds +2 to the score.

The *Chariot Damage Table* in *Warhammer Fantasy Battle* has been designed for ordinary chariots pulled by horses or similar creatures. The new *Chaos Chariot Damage Table* given below should therefore be used instead. This chart may also be used for ordinary non-chaotic chariots.

CHAOS CHARIOT DAMAGE TABLE

2D6 Result

3-7 No effect

- 8 One of the chariot wheels is badly damaged and its spokes are splintered. This presents no problem while the chariot is travelling in a straight line. If the chariot attempts to turn the player must roll a D6; on a roll of 4 or more the wheel falls apart and the axle breaks as described under 13 below.
- 9 The reins become severed, tangled or detached from the draught creatures. If a crewman is subsequently slain the chariot will *run amok* on a D6 score of 5 or 6. If the chariot runs amok it will automatically charge the nearest target to its front in its following or any subsequent turn. The crew cannot fight or do anything else while the chariot runs amok - they must hold on tightly to prevent being thrown aside. If unable to charge a suitable target, a chariot which runs amok moves randomly (D6: 1-2 to the left, 3-4 straight on, 5-6 to the right). Once a chariot runs amok it continues to move randomly in this fashion during its turn. A chariot running amok off the table takes no further part in the game, but is assumed to stop off the table without sustaining further damage. The chariot, creatures and crew are therefore ready to take part in the Champion's next game.
- 10 One of the creatures pulling the chariot is struck. The creature is allowed its normal *armour saving throw*. If this is failed the creature sustains D10 *Wounds*. If the creature is slain the chariot comes to a halt and its crew must disembark to fight on foot. Any surviving draught creatures remain harnessed to the chariot and may not move for the remainder of the game.
- 11 One of the chariot's crew is struck - randomly determine which of the occupants is hit. The target takes his normal *armour saving throw*. If this is failed, the crewman rolls a D6 and sustains 1 *Wound* on the score of a 4 or more. On the roll of a 3 or less the crewman is unaffected. If the driver is slain another crewman may take over the reins automatically, but the chariot will *run amok* on the D6 score of a 6 (see 9 above).

2D6 Result

- 12 The chariot pitches violently to one side as the draught creatures rear up to avoid being hit. The crew are almost pitched overboard and are forced to cling on for their lives. The crew may do nothing in their following turn - they may not fight in close combat, shoot missile weapons, or cast any spells.
- 13 The chariot's axle snaps and the chariot skids D6 inches directly forward before coming to a halt. A skidding chariot causes D4 automatic *Strength* 4 hits against any unit in its path. Individual creatures or characters are also hit, but may leap aside and avoid damage on the D6 roll of a 4 or more. The chariot's crew are unharmed, and may dismount in their following turn in order to fight on foot. The draught creatures remain harnessed to the chariot and may not move for the remainder of the game.
- 14 The yoke attaching the draught creatures to the chariot gives way as the creatures buck and rear to avoid being hurt. If in close combat the creatures continue to fight and will pursue any routing enemy. If not in close combat, the draught creatures will automatically *run amok* as described under 9 above.
The chariot itself is now useless and its crew must disembark to fight on foot.
- 15 The chariot is abruptly overturned and its crew pitched violently over the side. All draught creatures and crew sustain D6 *Wounds* unless they make their basic *armour saving throw* on a D6. Surviving crew are placed within their normal move distance of the chariot and may continue to fight on foot. Surviving draught creatures remain harnessed to the chariot and may not move for the remainder of the game.
- 16+ A massive jolt throws the crew overboard. The draught creatures automatically *run amok* as described for 9 above. Each crew member sustains D6 *Wounds* unless they make their *armour saving throw* with an additional -1 penalty (subtract 1 from the D6 score). Surviving crew are placed within their normal move distance of the chariot as described for 15 above.

USING UNUSUAL CREATURES TO PULL THE CHARIOT

These rules place no restrictions on the Champion's choice of draught creature. Players must therefore be prepared to use a little common sense when harnessing their chariots. Severe or unusual mutations, especially those affecting movement, may make it impossible for creatures to serve in this fashion. There is certainly nothing to prevent a player using Humans, Trolls, or other bipedal creatures presuming they have sufficient combined *Strength*. Nor is there anything to prevent a player employing a Dragon or other large creature to pull his chariot.

Spawn or other severely mutated creatures make especially interesting draught creatures. It is possible that these creatures will each have different mutations, and that they may have differing *Movement* distances as a result. In such a case the player should take the lowest *Movement* as the base value (further deduction may be made depending on the number of creatures used). You will have to use common sense to determine which of a Spawn's attacks or other attributes can be used while it is harnessed to the chariot - if in doubt, assume it can't use them.



ATTACK!

A GAME FOR CITADEL COMBAT CARDS

By Jervis Johnson

Citadel Combat Cards are available in six different packs: Dwarfs, Goblinoids, Warriors, Chaos, Monsters and Spacewar. Each pack contains 35 cards showing beautifully painted Citadel Miniatures. Combat Cards can be used as a colour guide to painting your models, and for a variety of simple battle games. *Attack!* is a tactical board game in which you must outfight your opponent in order to kill his General and conquer his army.

COMPONENTS

Attack!!! is a simple board game for two players. To play the game you will need:

A pack of Citadel Combat Cards

A chess board

32 plastic bases, such as those used in Talisman. (If you don't have enough bases, lumps of plasticine work almost as well)

A D6

A D12 (if the optional rules are used)

The cards are then set up on the chess board, 1 card per square. Each player may set up his cards in any of the squares on his half of the board, with the back of the card facing towards his opponent. Within these restrictions the players have a free choice as to where they set up their cards.

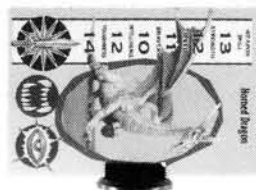
As the cards are set up with their backs facing the opponent, neither player will know which card the opposing player has in a square (though they will know where the opposing player's General is because of the way he's placed in his stand).

SETTING UP

Place the chess board between the two players. Take the pack of **Combat Cards** and deal 16 to each player. Each player should take the cards and stand them in the plastic bases like this:



15 Troopers



1 General

Any card can be chosen as the General, but take care - the first player to lose his General also loses the game. For a faster game, use 8 Troopers and 1 General.



PLAYING THE GAME

Both players should roll a dice - the player with the highest score goes first.

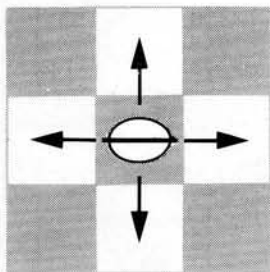
Each player takes it in turn to make one *move* and one *attack*.

A move consists of a player moving *one* of his cards up to 2 squares. A cards may move in any direction (including diagonally) or combination of directions. A cards may not move into a square occupied by another card, or off the board. Players do not have to move if they do not want to, and may move a card by only 1 square if they wish.

The General may *never* be moved.

After a move, a player may make an attack with *one* of his cards on *one* enemy card. Any card can be chosen to make an attack, including the one that has just moved. The player does not have to attack if he does not want to.

An attack can only be made on an enemy card that is in an adjacent square. Cards may not attack diagonally.



A card may attack adjacent squares.

Once the attack is declared, the cards involved are turned so that *both* players can see them. The two cards must then fight a *Duel to the Death*. The only time a player is allowed to look at enemy cards is during a *Duel to the Death* - their identity is kept secret at all other times.

The Duel to the Death

1. The card with the highest Speed *strikes* first. In the case of a draw, each player rolls a D6 - the player with the higher score strikes first.
2. Compare the Weapon Skills of the two cards.

Duelling Table			
	Striker's Weapon Skill		
	Higher	Same	Lower
D6 roll needed to score a hit	3-6	4-6	5-6

3. If the strike hits, compare the Strength of the card that made the hit to the opponent's Toughness. If the Strength score is higher, the opponent is killed and the duel is over. If it is equal to or less than the Toughness score, the striker must roll 4 or more on the D6 to kill the opponent.
4. An opponent who survives gets a chance to make a strike, as in step 2 above. Keep on fighting rounds of combat until one card is killed.

The card that is killed is removed from play.

The winning card is turned around so that its identity is once again hidden.

At the controlling player's option, the winning card may be advanced into the square that was occupied by the defeated card.

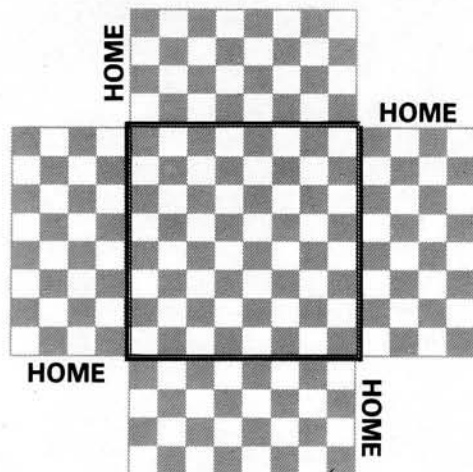
It is now the other player's turn to move and attack.

Winning The Game

The first player to kill the other player's General wins the game.

MULTI-PLAYER GAME

This is a variant that allows three or four players to take part in the same game. The board will have to be drawn up by one of the players, before the game starts, following the diagram laid out below. You may have to draw a chess board pattern large enough to allow each square to hold a Combat Card face down.



Board layout for multi-player game.

You will also need four sets of counters, one for each player. Each set should be a different colour and contain 16 counters, one of which should be marked with the letter 'G'.

Finally, you will need two sets of **Citadel Combat Cards**, which should be shuffled together at the start of the game. Alternatively, use one pack of cards per player, and allow each player to draw 16 cards from their own pack.

When setting up, each player may set up their cards anywhere in their own Home Territory. Each card is placed face-down in a square with one of the player's counters on top so that everyone will know who owns which card during the game. The counter marked with the letter 'G' denotes a player's General. In a three player game, Player 4's Home Territory is out of bounds and may not be entered by any card. As usual, each player should roll a dice to see who goes first, with play then proceeding clockwise round the board.

When a player's General is killed, all his cards are removed from play and he is out of the game. The winner is the last player left in the game.

If you are using the rules for Terrain, set up the Terrain markers in 'No-Mans Land'. All other game rules are left unchanged.

OPTIONAL RULES

Special Abilities

Some Combat Cards have strange symbols printed on the bottom of the card. Each symbol represents a *special ability* possessed by the card, which have the following effects on play:



Area Effect Weapon

This card may make a *ranged attack* against cards up to 3 squares away from the attacker (including diagonals). The attack is made against 2 cards in adjacent squares. Roll a D6 for each target; on a roll of 6 the target card is killed. The General may never be attacked in this way.



Berserker

If this card wins a combat it must advance into the loser's square, and may then immediately attack a second time if there is another enemy card adjacent to it. If it wins the second combat it must advance again, but may not attack a third time.



Fearsome Monster

When a Fearsome Monster is involved in a *Duel to the Death*, the opponent must make a *Bravery Roll* at the start of the combat. Roll a D12. If the score is equal to or less than the card's Bravery value it passes the test and may fight the duel as normal. If the score is *greater* than the card's Bravery it will *cover*. When a card covers, the Fearsome Monster always gets to strike first, and its Weapon Skill is doubled for the first strike only.



Leader

When a Leader makes a move, it may *order* another card that started the turn in an adjacent square to make a move as well. Both cards are moved in the same turn.



Wizard or Psyker

Instead of making an attack, a Wizard or Psyker can *probe* another card on any square on the board. The chosen card is turned round for 5 seconds so that its identity is revealed.



Magic Armour

A suit of Magic Armour makes the card immune to the effects of any enemy card's special abilities. For example, the card will never be killed by a Ranged Weapon and cannot be probed by an opposing Psyker or Wizard.



Magic Weapon

A Magic Weapon always kills an opponent if a hit is scored, no matter what the target's Toughness may be. The only thing that will save the target is a suit of Magic Armour.



Musician/Standard Bearer

A card that is adjacent to this card may add +3 to its Bravery if it has to make a *Bravery Roll* when fighting a Fearsome Monster.



Medic

Instead of making an attack, this card may try to cure a card that has been 'killed'. Roll a D6: on a roll of 6, the player may choose one of the cards that has been removed from the board and return it to play fully healed in an empty square adjacent to the Medic.



Ranged Weapon

Instead of making a normal attack, this card may make a *ranged attack* against any one enemy card that is up to 3 squares away (including diagonals). Roll a D6. The target is killed on a roll of 6. The General may never be attacked in this way.

Using Special Abilities

Only one special ability may be used per turn. You must reveal the card to the opposing player, but you only need to show the part of the card with the special ability symbol on it (this is easily achieved by covering the rest of the card with your hand).

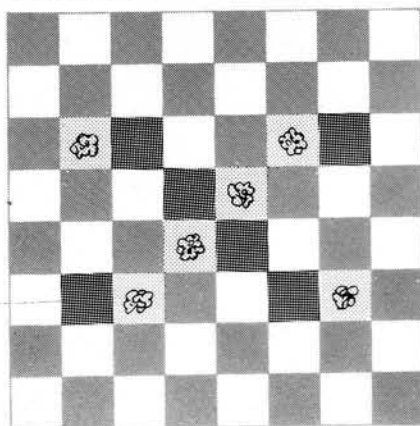
Two Pack Game

Use two packs of Combat Cards. Each player deals out 16 cards from their own pack. Note that this may lead to a rather unbalanced game, as some packs are 'better' than others. The players must agree on all the packs to be used in this game.

Terrain

To use this rule, one of the players will have to make up a set of 6 *Water Terrain* markers and 6 *Woods Terrain* markers before the game begins. Each marker should be large enough to fill one square on the board. Shuffle all the terrain markers together and set them up before the players set-up their cards. One marker should be placed face-up, in each shaded square on the diagram below:

Terrain Layout



Water



Woods



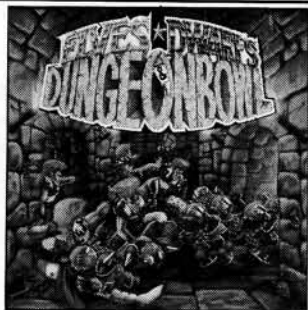
Terrain markers have the following effects on play:

Water: No card may ever enter a square containing a Water marker.

Woods: A card must stop moving as soon as it enters a square containing a Woods marker, even if it has only moved one square. Cards that are in Woods may never be attacked with Ranged or Area Effect Weapons.

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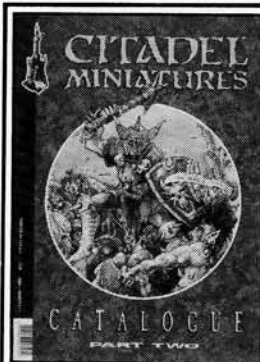
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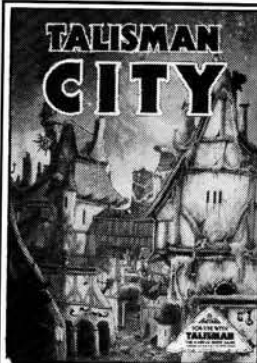
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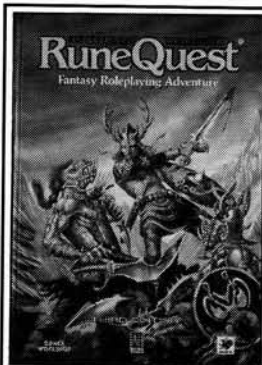
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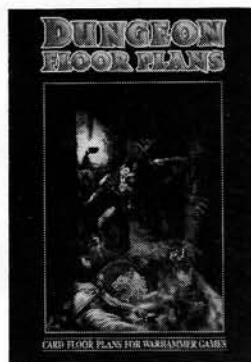
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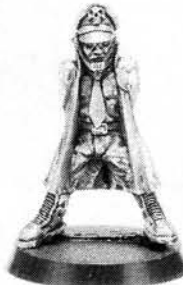
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401311



401312



401313



401314



EXAMPLES OF COMMISSARS WITH PLASTIC ARMS AND WEAPONS

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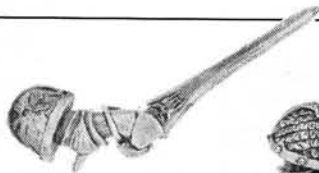
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023702



023703



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RIGHT ARM AXE
023705



RIGHT ARM HALBERD
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RIGHT ARM MACE
023706



MOUNTED LEGS
023708



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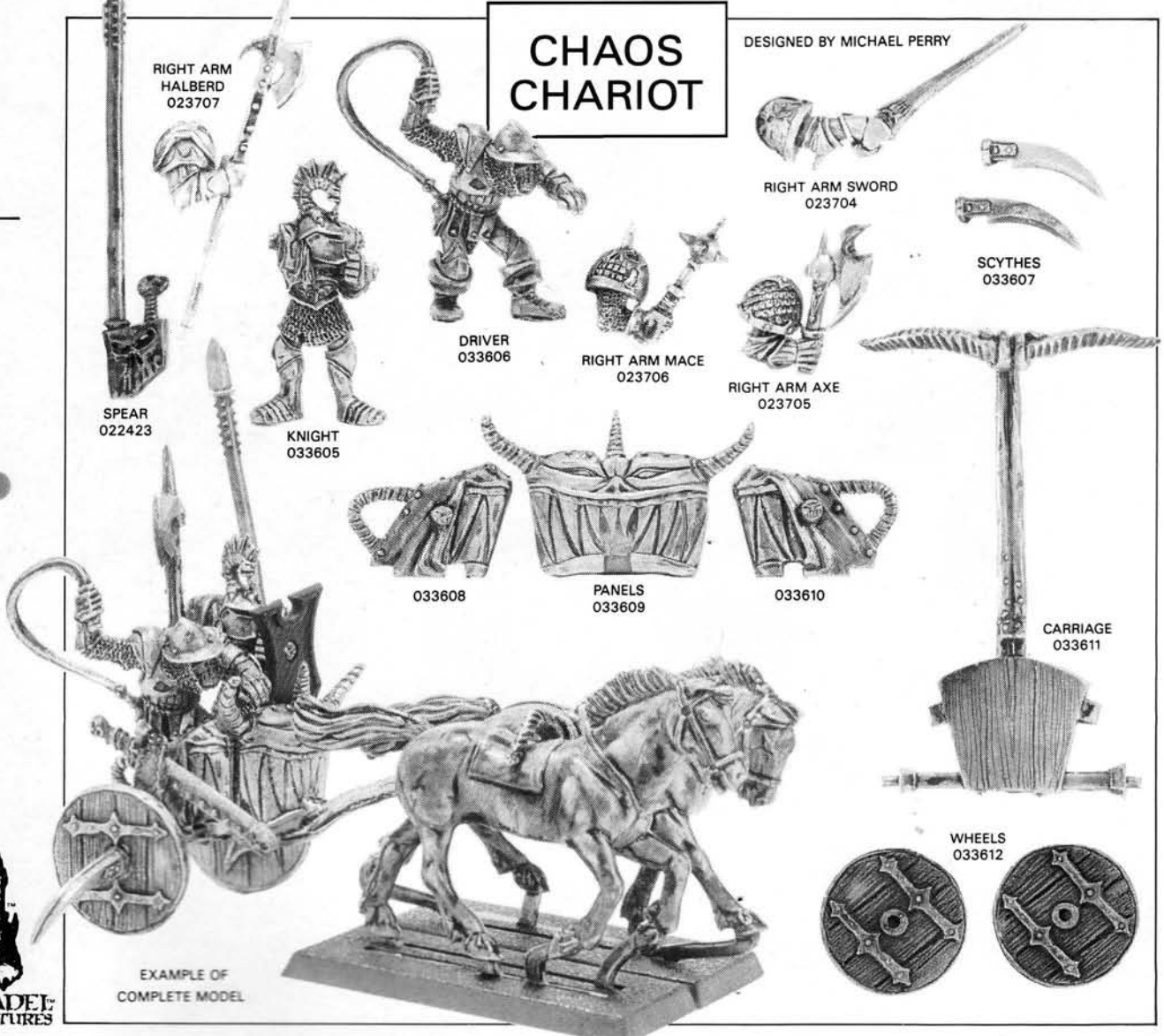
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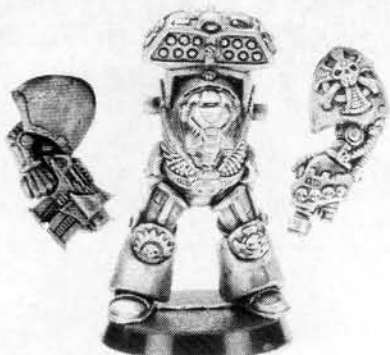


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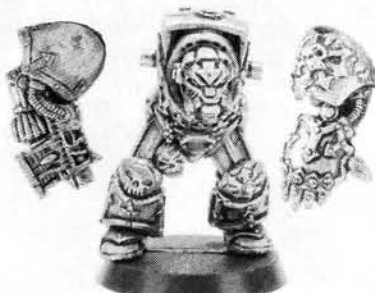


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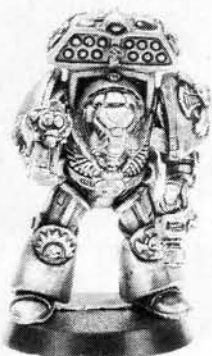
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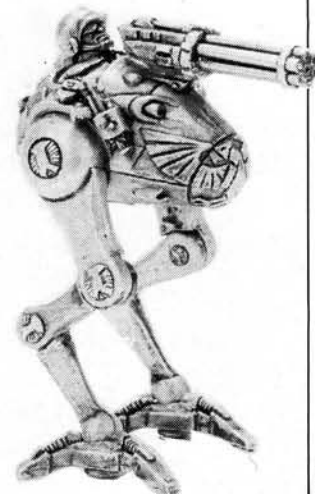
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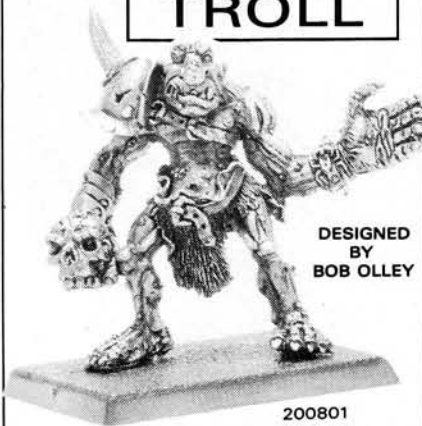
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