

# GAMES WORKSHOP™

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PRESENT THEIR MONTHLY GAMES MAGAZINE

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Wayne England



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Jervis Johnson



William King



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Kevin Walker

# GAMES WORKSHOP™

## RETAIL DETAIL

A WHOLE NEW RANGE OF EXCITING EVENTS AND ACTIVITIES BEGINS THIS AUTUMN

## GAMES WORKSHOP GAMING CLUBS

All of the UK Games Workshop Stores\* are now open 'till 8.00pm every Thursday for special weekly games clubs.

Each week you can come along to your local Games Workshop store to meet with other gamers and take part in gaming sessions involving all of Games Workshop's Games, including *Space Hulk*, *Dark Future*, *Blood Bowl*, *Space Marine*, *Warhammer 40,000*, *Warhammer Fantasy Battle*, *Adeptus Titanicus*, and *Talisman*



As well as setting up and organising the games, the shop staff will be more than happy to give you advice, hints and tips on painting and converting your miniatures, or on any other aspect of the Games Workshop hobby.

To find out what's happening at your local Games Workshop, just phone up or drop in to see the Manager. He'll be pleased to give you details of all the forthcoming events in your area.

And remember, as well as the Thursday night gaming sessions, the stores are the focus for the Gaming Leagues. So get along to your local shop now and join in the fun.

GLASGOW  
SHOP  
CHRISTMAS  
OPENING  
EVERY SUNDAY  
THROUGH DECEMBER  
1pm - 5pm

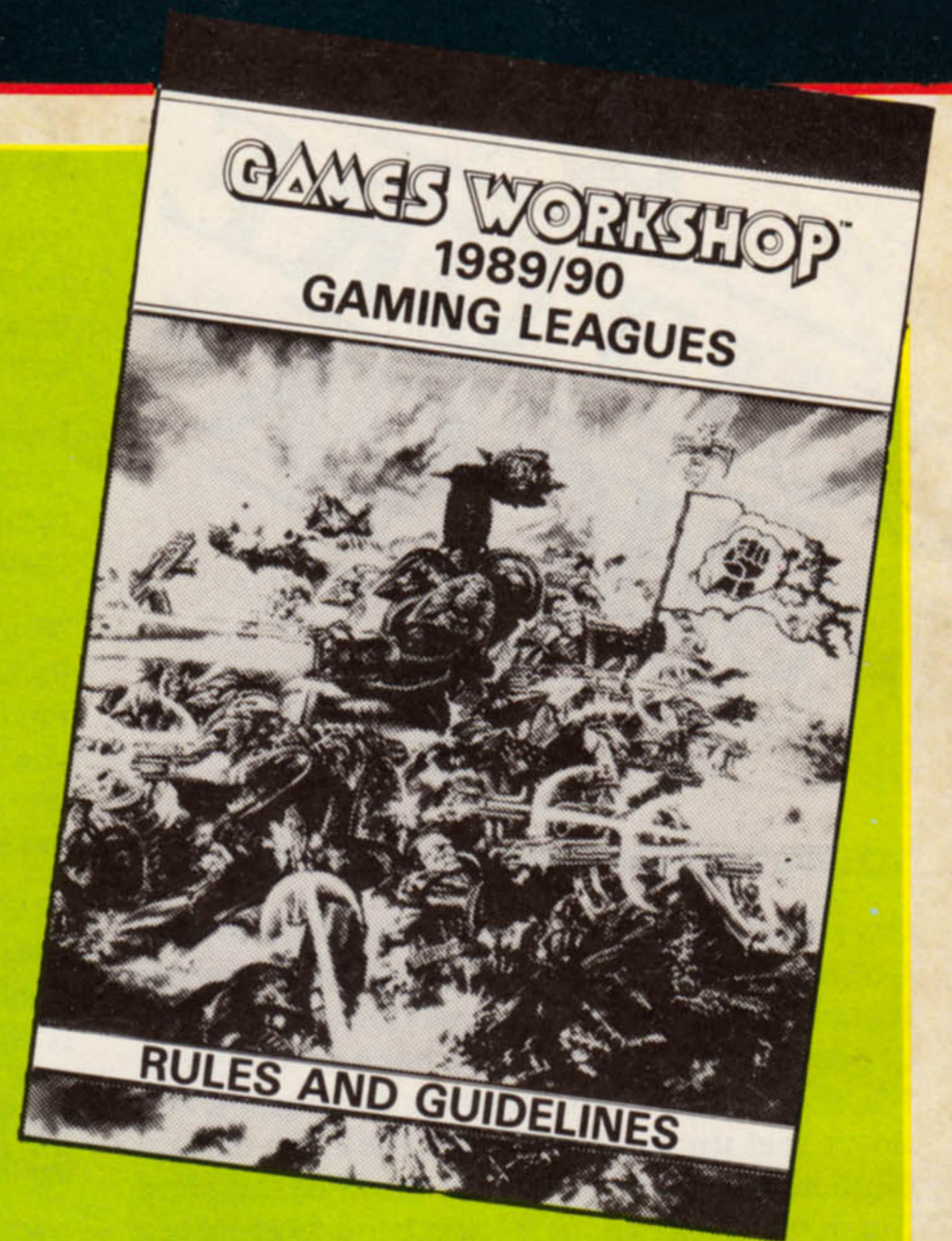
\* Except Birmingham





## GAMING LEAGUES

Beginning this Autumn, your local Games Workshop will be registering players for the Games Workshop National Gaming Leagues. Each store will be running local leagues in *Blood Bowl*, *Space Hulk*, *Warhammer Fantasy Battle* and *Warhammer 40,000*. The top players in each league will qualify for entry to the regional heats and ultimately the chance of a place at the Gamesday Grand Finals. To enter the leagues, simply drop into your local store and ask the Manager for a registration form. The only requirement for entry is that for each game, you provide your own team, army or force of painted Citadel Miniatures.



## MINIATURE PAINTING CLINICS

The in-store miniature painting demonstrations are already underway, with expert advice from the 'Eavy Metal' team. Your local Games Workshop will be supplementing these demonstrations with regular miniature painting clinics. Whether beginner or veteran, the shop staff will be delighted to cast a critical eye over your work and to give you their expert advice on how to obtain the best results with Citadel Miniatures, Paints and Brushes.



## MINIATURE PAINTING DEMONSTRATIONS

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# CULTURE SHOCK

## YOUNG BLOODS PAINTING COMPETITION

Over the years, the standard of entries for the Golden Demon Painting Competition has got higher and higher - at the same time, the number of people entering the hobby has grown rapidly. For those of you who are new to painting and don't feel up to challenging the likes of past Golden Demon winners Ivan Bartleet and Steve Blunt, we've started the **Young Bloods Painting Competition**.

This will be run at all the UK Games Workshop stores and is open to anyone who is under 14 years old, or who has been painting miniatures for less than a year. There will be two categories: **Single Miniature** covers any Citadel or Marauder Miniature designed to fit on a base size up to 25mm x 25mm; **Monsters** covers any single Citadel or Marauder Miniature designed to fit on a base size up to 40mm x 40mm. You can only enter one miniature per category (no conversions) and all entries must be handed in by January 20th 1990. Regional judging will be on Saturday February 10th; each regional winner will receive a £10.00 Games Workshop voucher and will go through to the Young Bloods Final at Golden Demon Day.

So if you've only been painting for a short time, here's your chance to show the masters what they're going to be up against!

## BLOOD BOWL FINAL

The Blood Bowl final between **Gareth Jones** and **Giles Brown** was held recently at the Games Workshop Nottingham store. It was a hard-fought match, with Gareth emerging as the final victor. Congratulations Gareth. He now takes possession of the magnificent Blood Bowl Helmet, crafted especially for the competition by the **Raven Fantasy Armoury**. Look out for a full report of the game in a forthcoming issue.



## SPACE MARINE

You may have noticed that the *Space Marine* rulebook makes reference to a **plastic deviation template** - you've probably also noticed that the box contains no such item.

Don't worry - this isn't an omission. It's the rulebook that's wrong: the plastic deviation template isn't meant to be a *Space Marine* component.

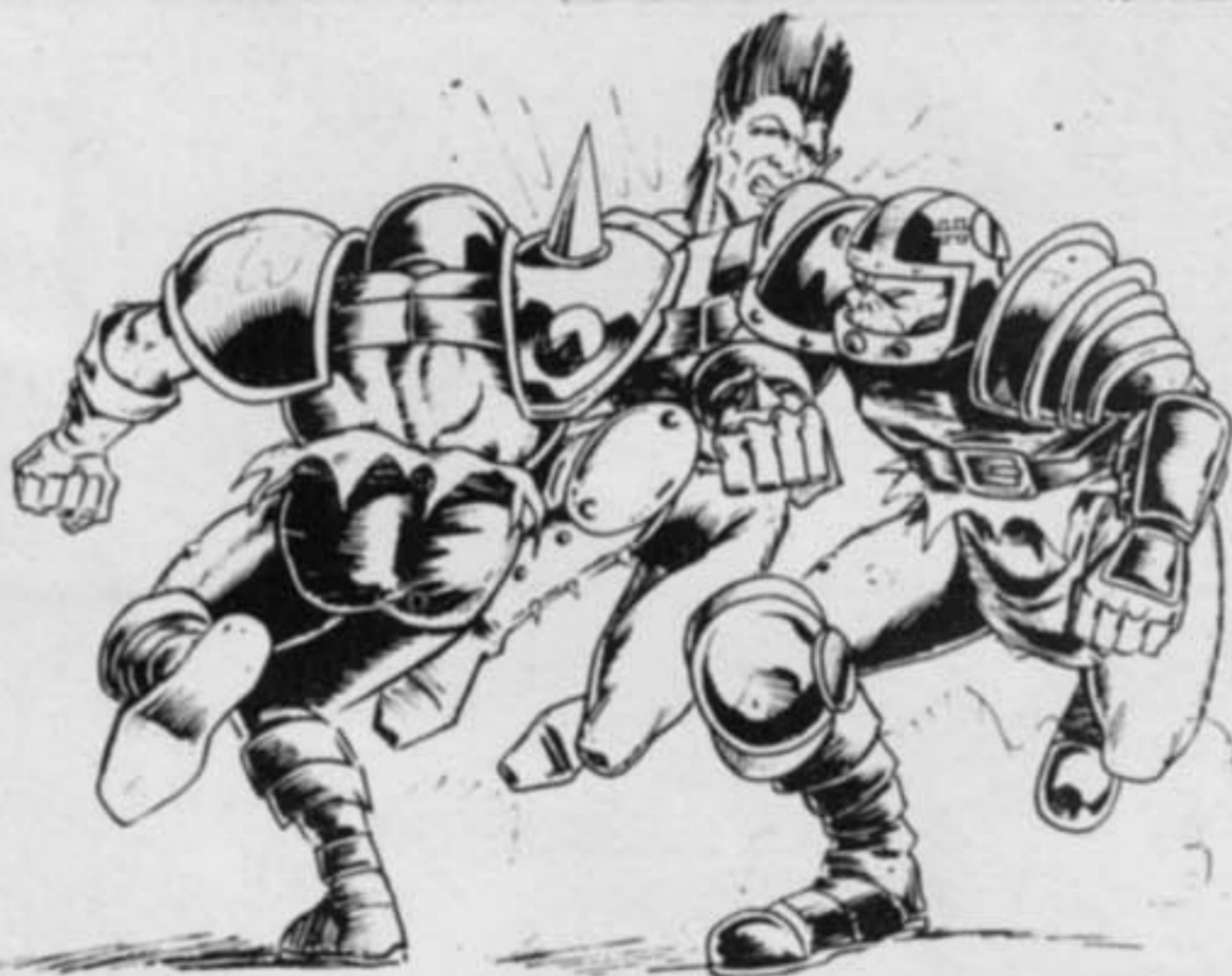
When we first designed the game, we thought of including a deviation template, so we wrote it into the rules. Then we had a better idea: why not put the deviation template onto the burst area templates so that you could easily work out deviation without having to swap templates?

This was obviously the best way to do it, so we designed the burst area templates with the numbers 1 to 6 around the outside. Everything is there on the one template which means you can place the template, roll the dice and move the template without having to swap back and forth.

Unfortunately, when we edited the rulebook, we missed a couple of references to the plastic deviation template - these should obviously have been taken out.

## ORK HORDE & ELДАР LEGION

Last month we also made a mistake in the **Ork Horde and Eldar Legion** ad: we said that each box contains 8 sprues of models. Well the good news is that each box actually now contains 10 sprues: that's 200 Ork Boyz and 30 Battlewagons, or 200 Eldar Avenging Warriors and 20 Falcon Grav-Tanks!



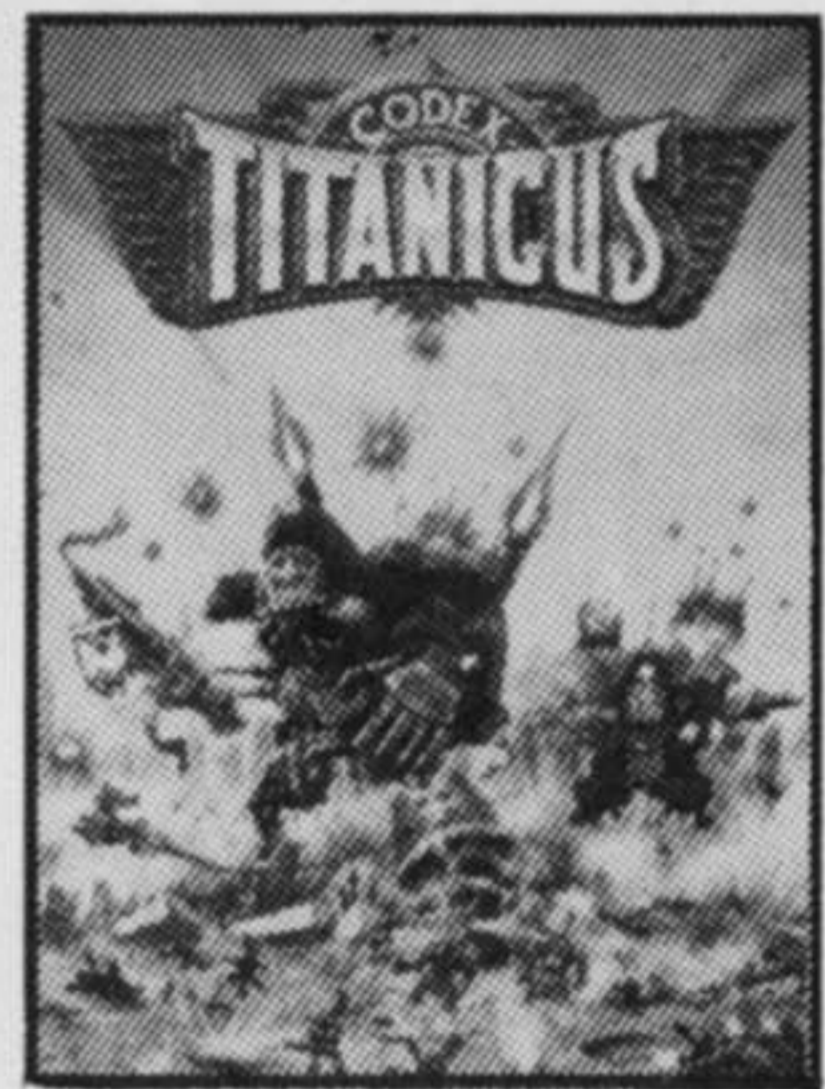
## ORKS

**Kev Adams** and **Bob Olley** are hard at work on a new range of Ork miniatures as part of the ongoing Orks project. Initial releases will include metal and plastic models, plastic kits of Ork vehicles, a lavishly-illustrated book telling you everything you wanted to know about Orks (but were afraid to ask), rapidly followed by the *Warhammer 40,000* Orks army list.

Last month in *Culture Shock*, we had a sneak preview of Bob's work, so we thought this month we'd show some of Kev's latest models. You'll agree that these Orks are some of the best models that each designer has ever done, and are well worth waiting for.

## CODEX TITANICUS

The finishing touches have now been made to **Codex Titanicus**, the first supplement for *Adeptus Titanicus* and *Space Marine*, and it should be on the shelves in the very near future. One of the major features of the book are the full-colour plates detailing Imperial, Ork and Eldar Titan colour schemes and markings. For a sneak preview, take a look at the War Griffons spreads elsewhere in this issue, so that you can paint up your Titans ready for the book's release.



## US PREVIEW SERVICE

Over the past six months, we've been offering a special service to stores in the US, providing a sneak preview of forthcoming miniatures. Some of these miniatures are actually available only through the preview service and won't be sold elsewhere.

US customers who haven't seen any of these preview miniatures should ask their local hobby or games store about them.

If retailers would like more information about the preview service and its availability, contact Mark Hall, Sales Manager at Games Workshop Inc, 3431 Benson Avenue, Baltimore, Maryland 21227 - telephone (301) 644 1400.

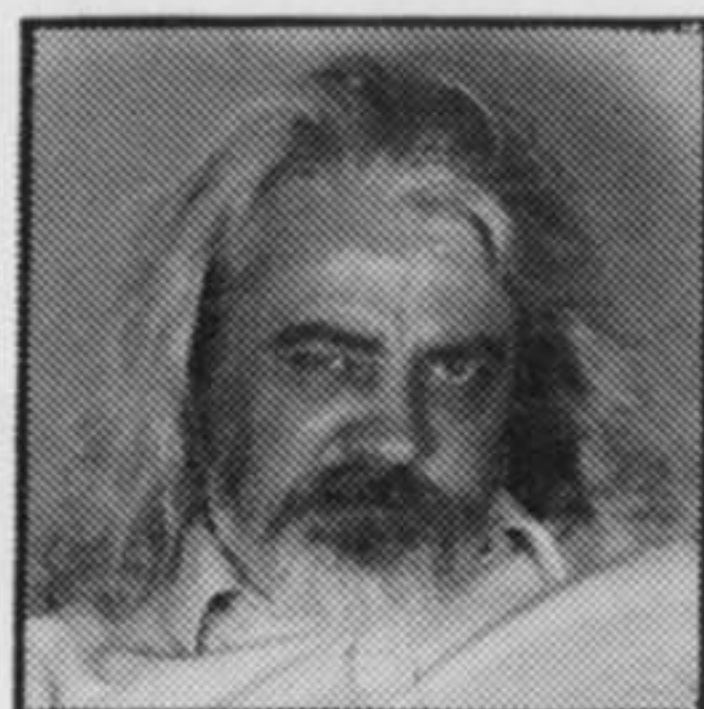
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**Games Workshop Mail Order** in the US has recently moved. From now on, all correspondence should be addressed to: Games Workshop Inc, 3431 Benson Avenue, Baltimore, Maryland, 21227. The US Mail Order telephone number is (301) 644 5699.

## GLASGOW CHRISTMAS OPENING

During December, the **Games Workshop Glasgow** store will be opening on Sunday afternoons, between 1pm and 5pm. The ideal chance to do that last-minute Christmas shopping.

## APOLOGIES



Last month we erroneously credited the artwork in the *Marienburg* article to Martin McKenna. It was, of course, by long-serving Games Workshop artist **Tony Ackland** - now the resident artist at Flame Publications. Martin has in fact been busy working on a number of other projects, including the *Warhammer* novels.

## WARHAMMER FANTASY ROLEPLAY

Coming soon are three new *Warhammer Fantasy Roleplay* books. The first is **Empire in Flames**, the long-awaited final part of *The Enemy Within* campaign. Written by **Carl Sargent** with additional material by **Mike Brunton**, the adventure opens with the characters being summoned to a meeting of the Electors as part of Graf Boris's entourage. The events that unfold plunge the Empire into civil war and the characters play a crucial part in resolving the bloody uprisings.

Also by **Carl Sargent**, developed this time by **Graeme Davis**, is **Lichemaster**, an adventure featuring a Liche and his Undead hordes, released as part of our new specialist roleplay **Flame** imprint. With the aid of a Daemon, the Necromancer Heinrich Kemmler is returning after 15 years to take a terrible revenge upon the peaceful valley of Frugelhofen.

The third new book is a new edition of the **Warhammer Fantasy Roleplay Character Pack**. This contains 50 character sheets with a completely new booklet by Graeme Davis: *The Graf Manfred Inn*, a detailed adventure location with three outline adventures.

## JUDGE DREDD

As well as WFRP, the Flame team are just putting the finishing touches to **Judge Dredd Second Edition**, by **Carl Sargent** and **Marc Gascoigne**. This is a completely revised edition of the popular *Judge Dredd* roleplaying game, and it comes with a big ready-to-play scenario, *The Secret Team*. There's also some much-requested new features, such as *The Perp Game* - for the first time, this gives you the chance to play the bad guys!

While we're talking about Flame, if you think you have the talent to draw maps for any of our roleplay books, we'd like to hear from you. Please write to Paul Benson at the Design Studio (Enfield Chambers, 14-16 Low Pavement, Nottingham NG1 7DL), enclosing some samples of your mapwork.

## EPIC BATTLES

To continue our support of our Epic Battle systems, *Adeptus Titanicus* and *Space Marine*, we'll soon be expanding our range of Epic scale vehicles. Three of the first to be released are shown on the right. You'll find full rules for using these vehicles elsewhere in this issue.

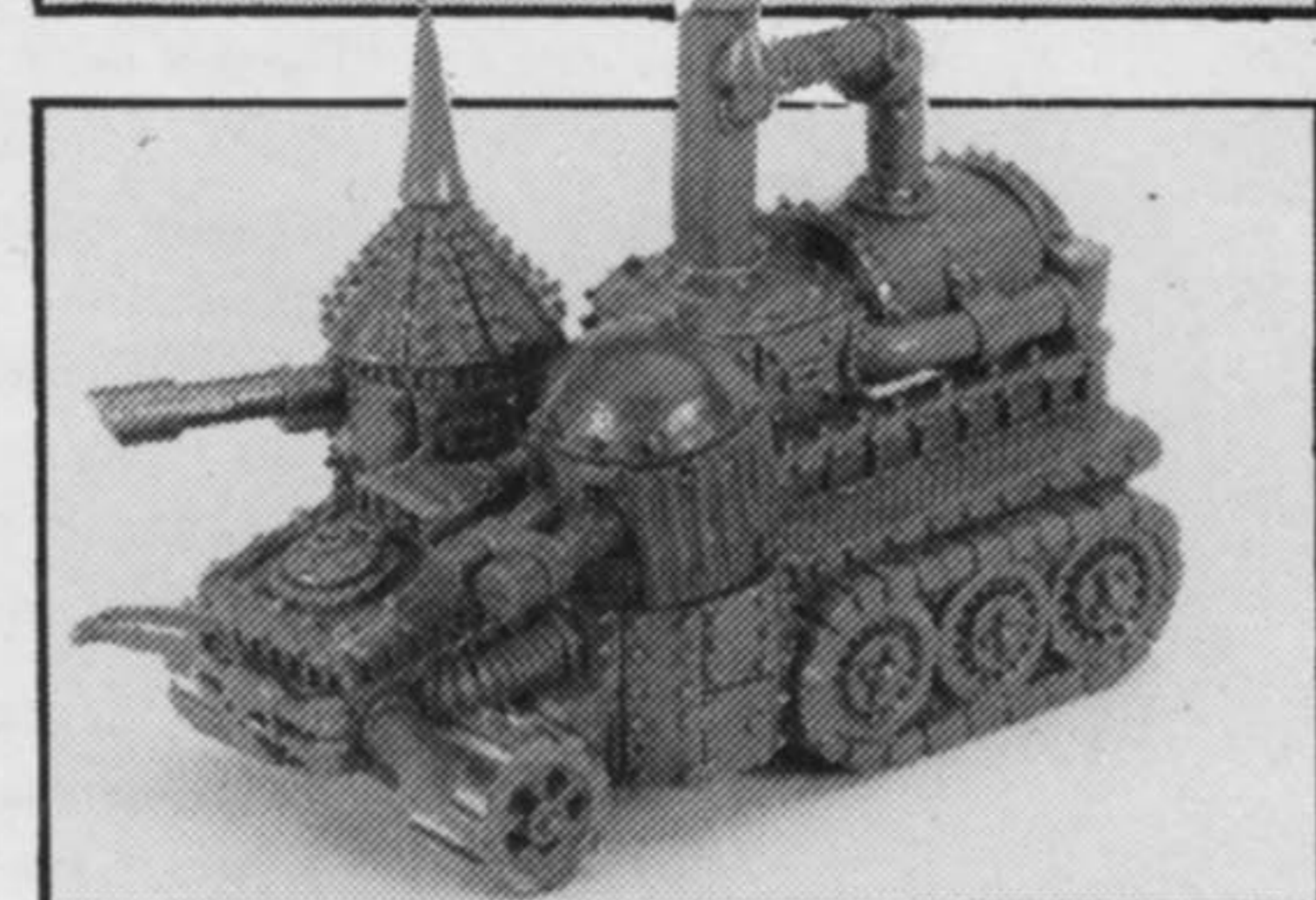


## GOLDEN DEMON ENTRIES

Last month's Golden Demon entry details said that the maximum height for the single Titan category is 250mm, and the base size for Mounted Miniatures is 45mm square.

Both numbers are in fact wrong; the maximum height for a Titan should be 110mm, while the base size for a mounted miniature is 75mm square.

Apologies to everyone who has already started on their models.



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# WAR GRIFFONS

Each Order of Titans has its own distinctive heraldry and colours, originated when the Order was formed. While there are some exceptions to the general pattern, most Orders follow the same basic scheme. Indeed, the War Griffons Order is one of those that conforms closely to the standard designs.

The War Griffons take their name from their forge world, Gryphonne IV and use the Griffon as the basic symbol for most of their badges.

The Order Banner (shown below) also bears the Divisio Militaris eagle in the top left-hand corner. While the placement of this device is the same for most Orders, the eagle's form varies depending upon the Divisio to which the Order is attached. The Order banner is usually flown from both carapace mounts.



## HONOUR BANNER

Mounted between a Titan's legs, the Honour Banner carries details of the Titan's origins, honours and kills. The emblem of the Order to which the Titan belongs is shown at the top of the banner, with the Order's forge world given directly below. The bottom of the banner is split into two vertical bands; the left displays the rank of the Princes in command of the Titan with a representation of his rank badge, the individual Titan's honours, and a litany of deliverance from danger, while the right displays the Titan's kill markings.

## HERESY BANNER

This banner is a recent addition to the Order's heraldry, and is flown by those War Griffons that have taken part in battles against Traitor Orders and units. It is flown from one of the carapace mounts, replacing an Order banner, and depicts the Order's claw symbol savaging the Eye of Horus, as well as citations and honours from the battles the Order has taken part in.

As a mark of the Order's loyalty to the Emperor, the banner also displays the Divisio Militaris Eagle and the purity seals which the Order has been awarded. The Order's campaign motto, *Bellum Justum* (lit. War of the Just), is also prominently displayed.



Titan crews' chest badge



## TITAN CREW

Each crewmember's uniform follows the strict guidelines laid down in Imperial texts. Although the suit itself is made to be practical, and is of a standard design, variation is allowed in such details as the chest badge which bears the rank emblem - which is itself repeated on the left shoulder - and the Order badge on the right shoulder. This means that each Order's uniform is subtly different from any others.

The suit itself is made from rubberised plastic, and contains numerous bio-links which, along with the surgically implanted mind impulse or sighting links, mean that the crewman can interface with his Titan directly. The spinal link also contains the life support cables that are needed, and can be attached to a remote unit with which a Princes can monitor his Titan's actions when he is not aboard.

Personal decoration of the suit is not uncommon, especially among Moderati who mark their kills on their left sleeves. It is also common practise for the Princes to add his crew's honour marks to his uniform.



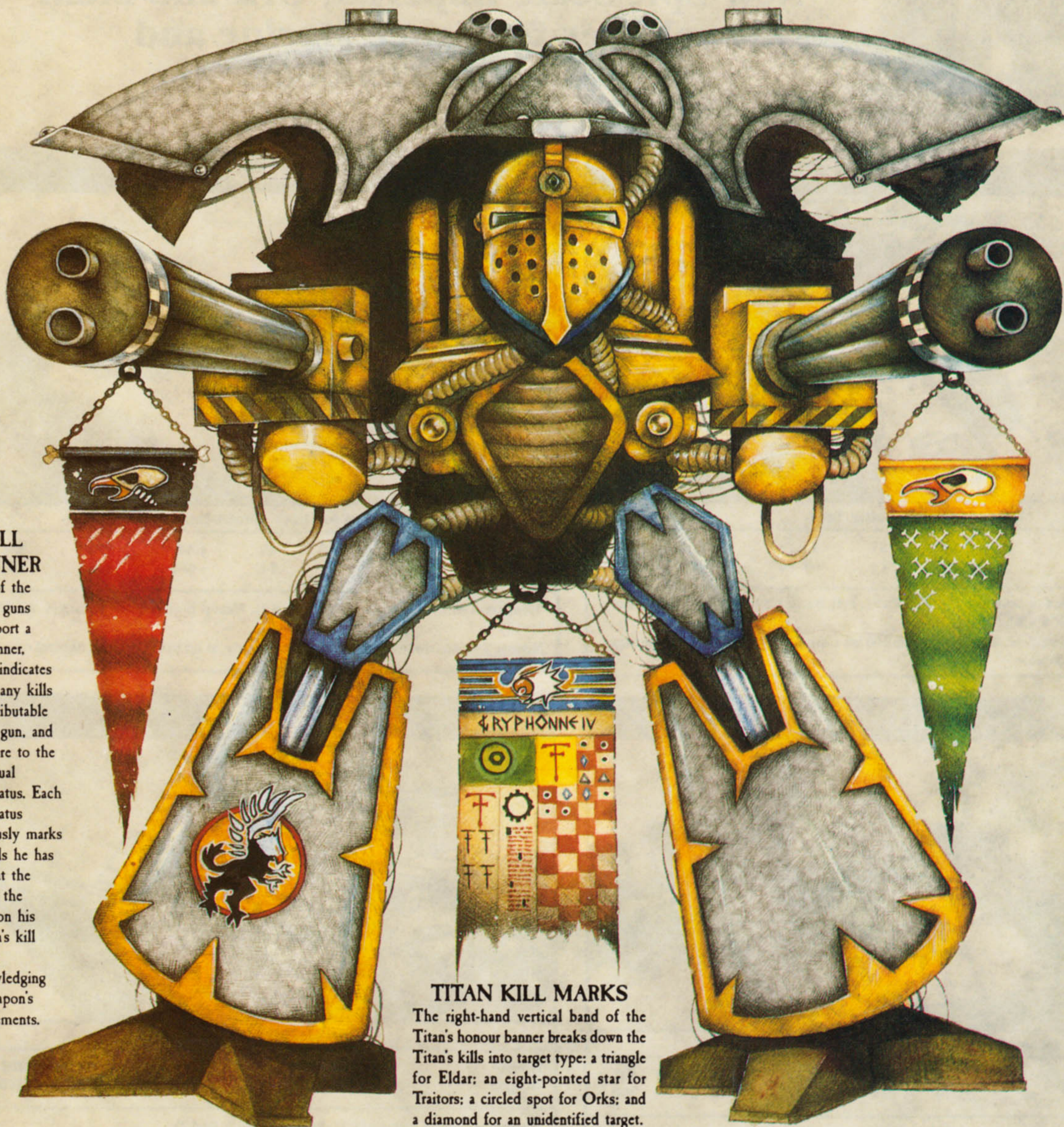
MODERATUS

PRINCES SENIORES

MODERATUS



# WARLORD



## KILL BANNER

Each of the Titan's guns may sport a kill banner, which indicates how many kills are attributable to the gun, and therefore to the individual Moderatus. Each Moderatus religiously marks the kills he has made at the end of the battle on his weapon's kill banner, acknowledging his weapon's achievements.

## TITAN KILL MARKS

The right-hand vertical band of the Titan's honour banner breaks down the Titan's kills into target type: a triangle for Eldar; an eight-pointed star for Traitors; a circled spot for Orks; and a diamond for an unidentified target.

## PRAETORIAN RANK EMBLEM



This emblem, mounted on the Titan's right leg plate changes colour to indicate the commander's rank: the Princes and Princes Seniores are both blue with white heads and claws; the Princes Seniores emblem is distinguished by its white wing tips. A Praetorian emblem has a Griffon with a black body, white head and claws.



## PRAETORIAN CREW INSIGNIA

This symbol is embroidered on the right sleeve of Moderati under a Praetorian's command.



## WARLORD IDENTIFICATION MARK

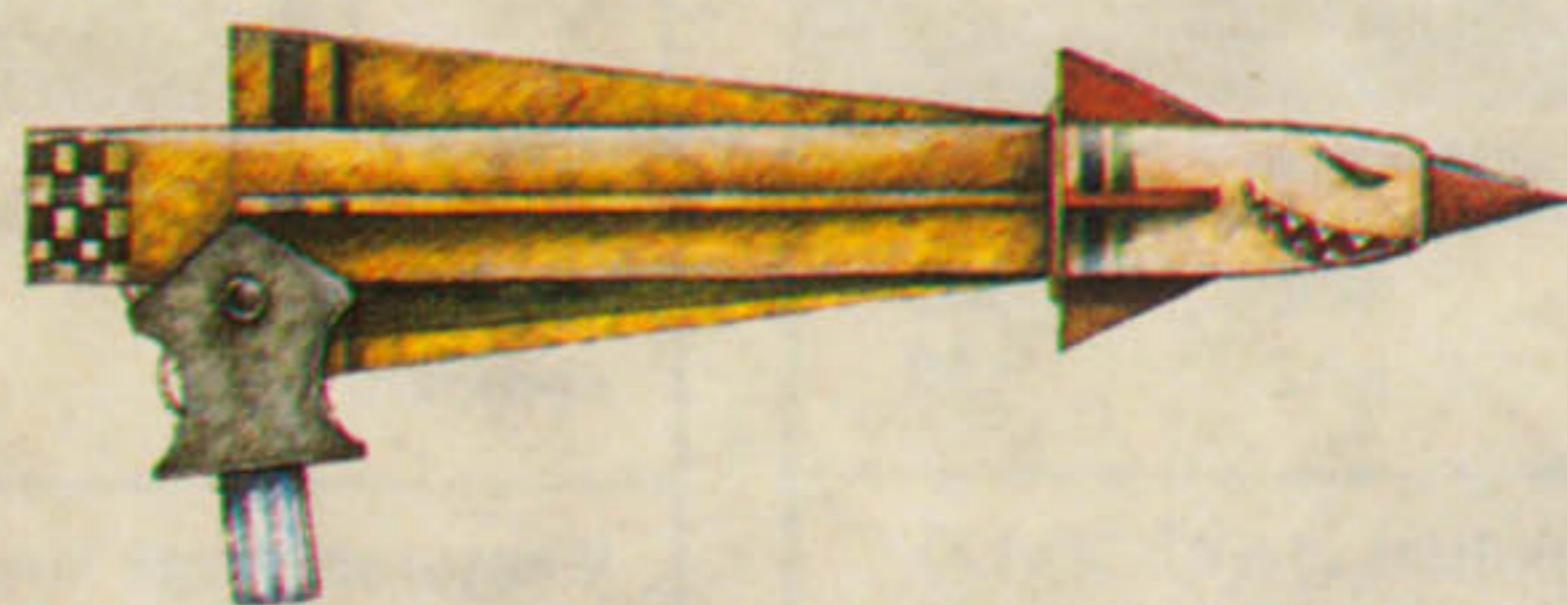
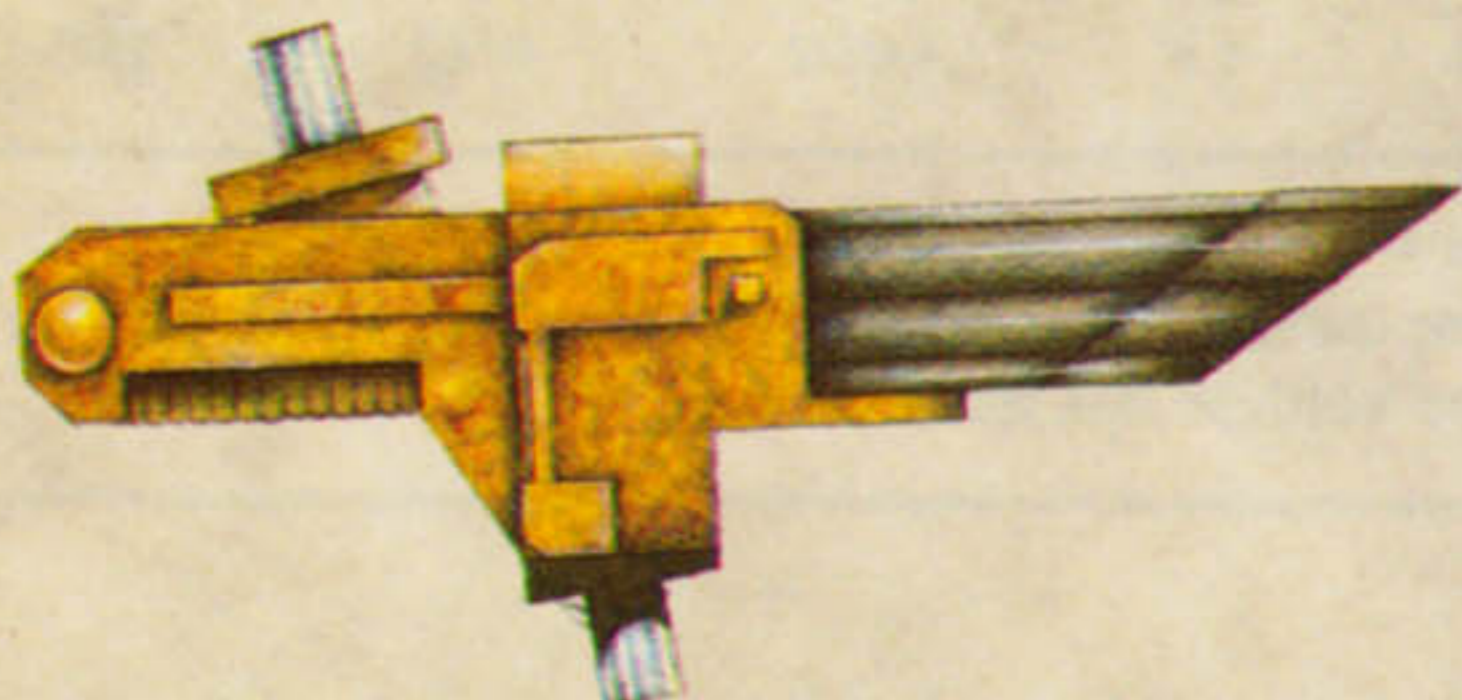
## PRAETORIAN RANK BADGE

This appears as both an embroidered patch on the Praetorian's left sleeve, and as a medallion attached beneath his chest badge. It is similar to that worn by a Princeps Seniores in that it bears twelve lugs; indeed it is the same badge, for when the Titan commander achieved the rank of Praetorian a laurel wreath was added to his old badge.



## LAS-CANNON

It is common practise amongst Moderati to paint, name, and even bless their weapons; most believe that such a gun will have a higher success rate than one that is ill-treated.

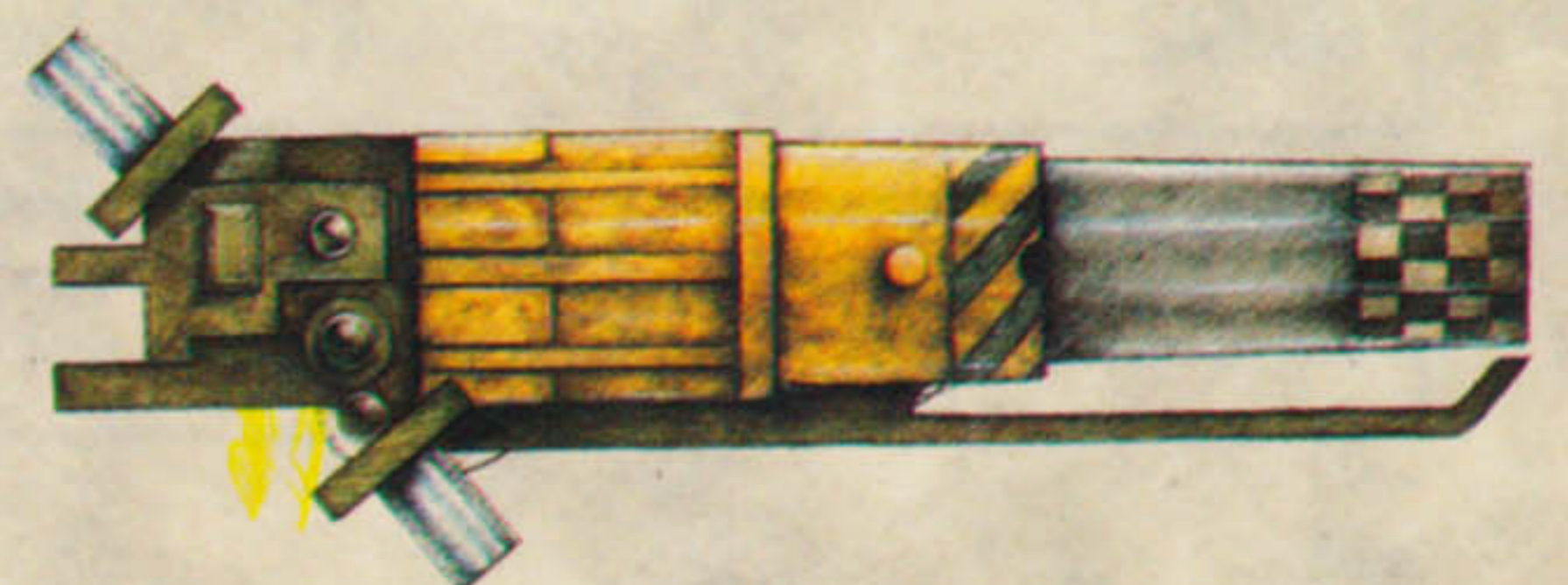


## SUPPORT MISSILE

Even though they are one shot, expendable weapons, missiles are also painted with bold, striking patterns; in the heat of battle they help identify the missile's type.

## MACRO CANNON

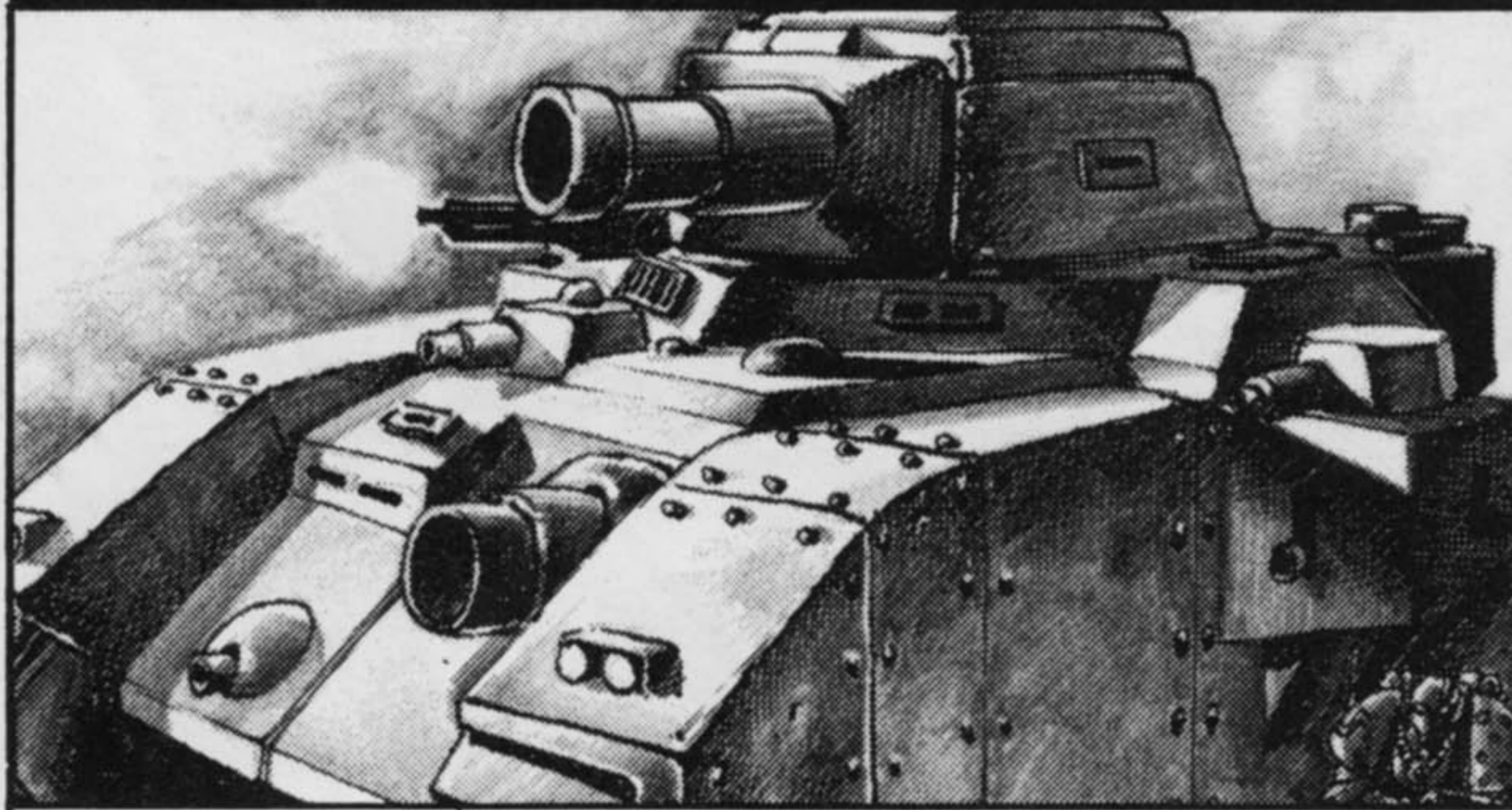
Like all of the Titan's weapons, the macro cannon is designed to be easily removable; phased crystals provide the information link between Titan and weapon.



# WAR MACHINES

New Epic Scale Imperial, Ork and Eldar vehicles for *Space Marine* and *Adeptus Titanicus*.

## GLAIVE



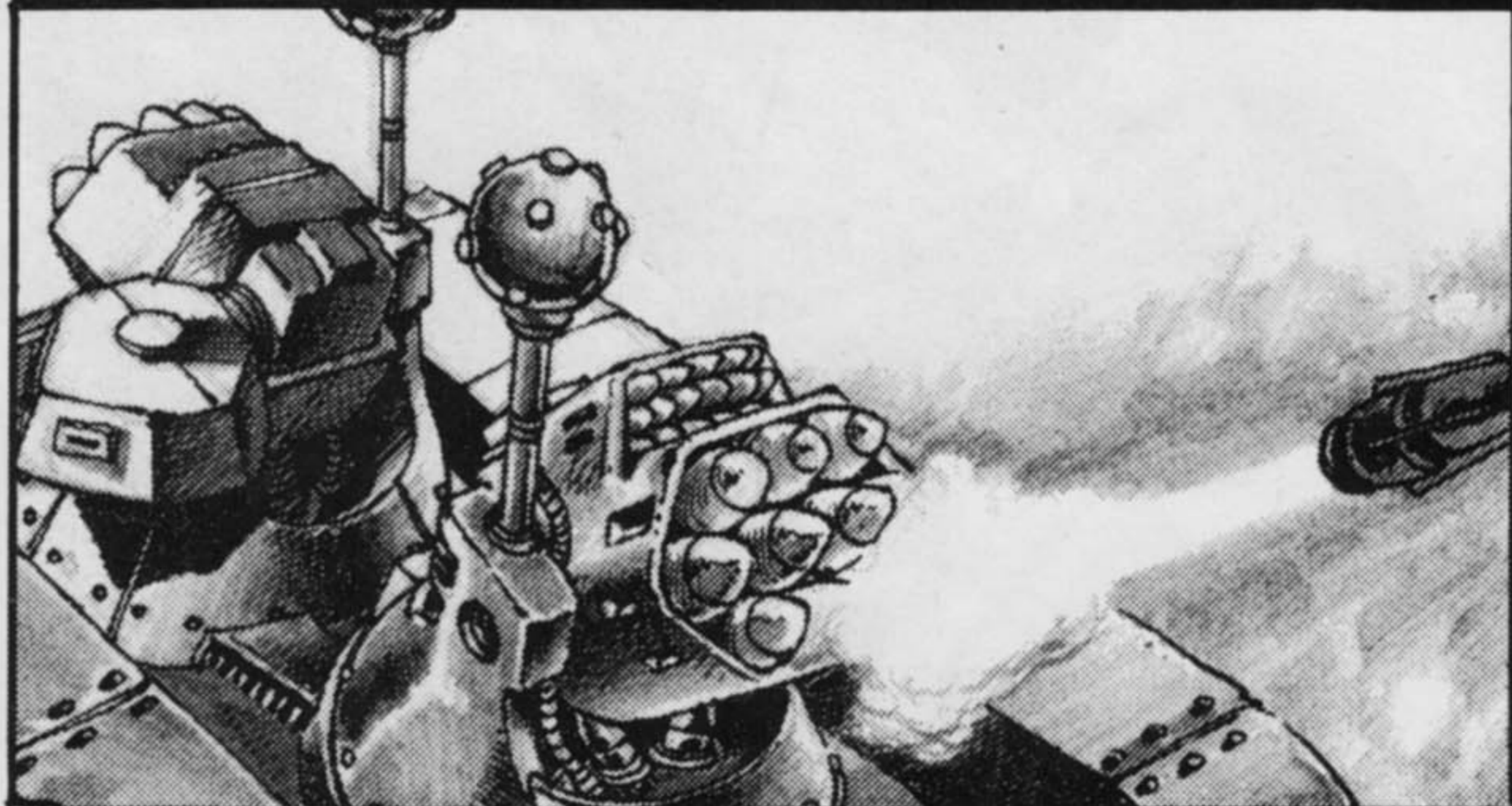
Heavy Battle Tank

Name	AR	SV	CAF	SPD	BR
Glaive	0	2+	+4/+2	12/16	290

**Weapons:** Las-Cannon (SwL1, SwR1, SwF1, Tt1), Battle Cannon (Tt1, FxF1), Heavy Bolters (SwL2, SwR2, Tt1)

**Notes:** Heavy vehicle. The turret mounted las-cannon must fire at the same target as the battle cannon.

## MANTICORE



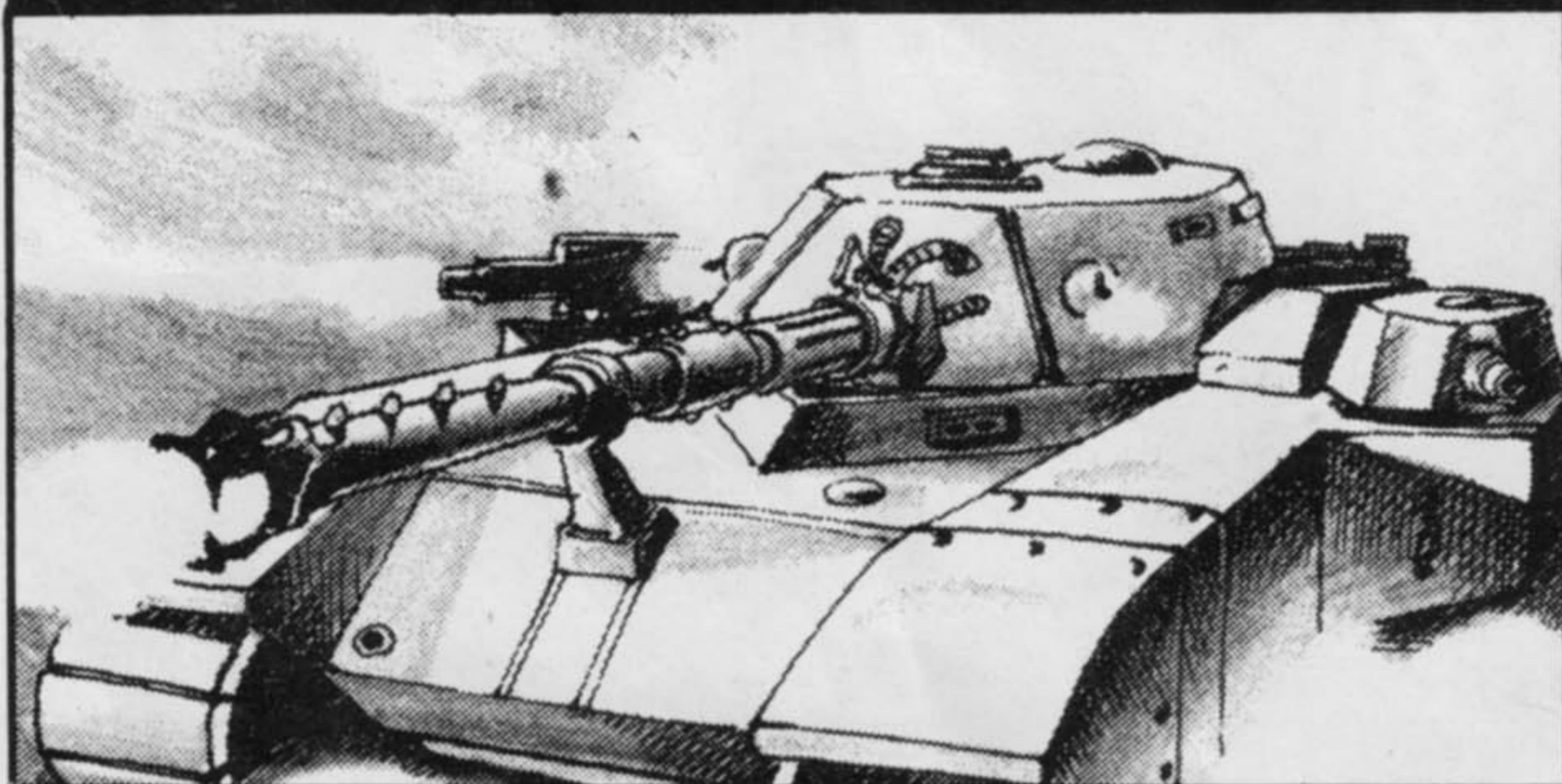
Self Propelled Artillery - Multi-Launcher Variant

Name	AR	SV	CAF	SPD	BR
Manticore	0	4+	+0/-2	8/12	150

**Weapons:** Multi-Launcher (SwF2, SwR2), Heavy Bolter (SwF1), Bolters (SwR2, SwL2)

**Notes:** The multi-launchers may fire indirectly, at up to twice their normal range.

## FALCHION



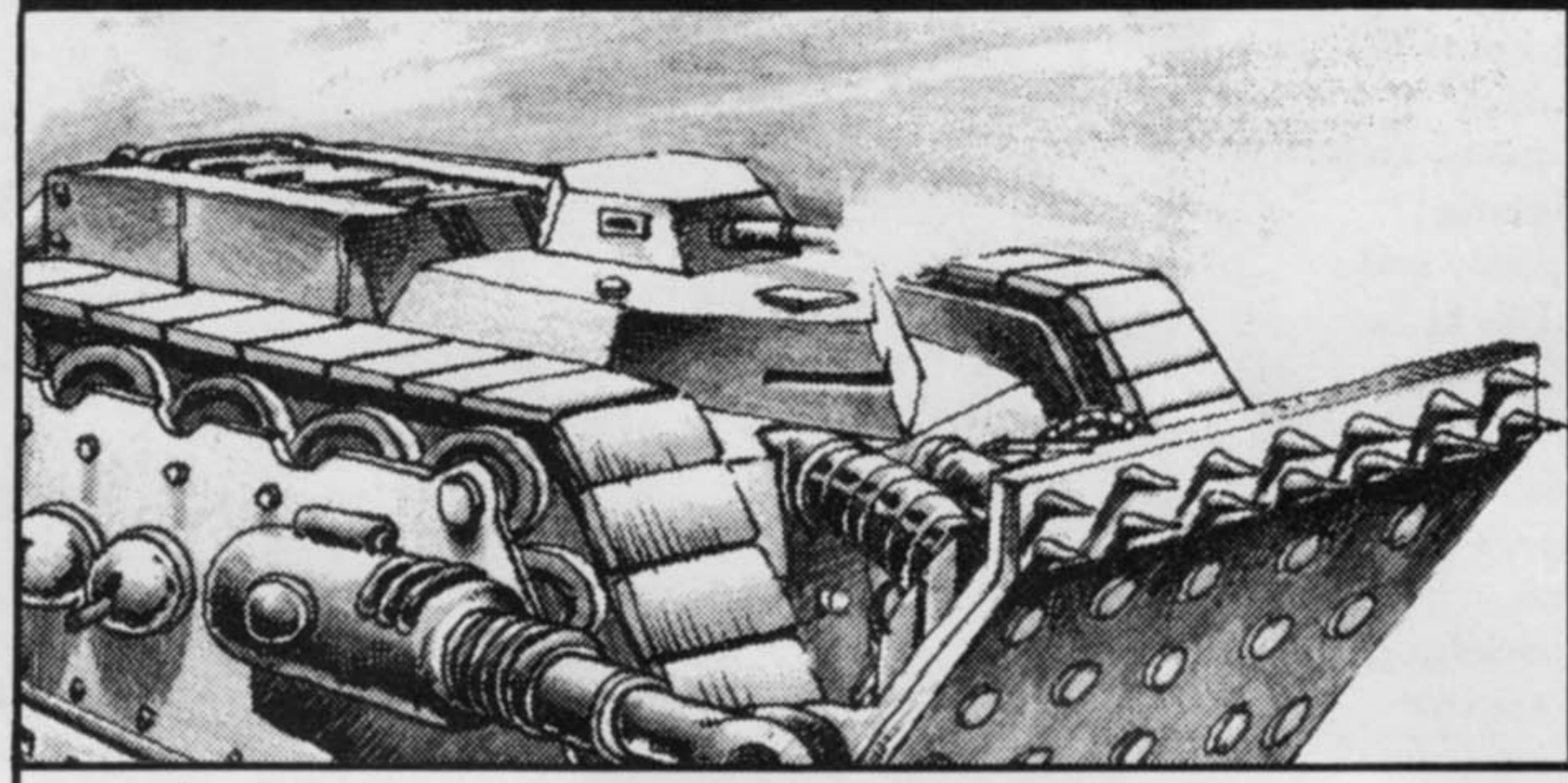
Heavy Battle Tank - Self Propelled Gun Variant

Name	AR	SV	CAF	SPD	BR
Falchion	0	2+	+4/+2	12/16	200

**Weapons:** Defence Laser (FxF1), Las-Cannon (SwL1, SwR1)

**Notes:** Heavy vehicle.

## GORGON



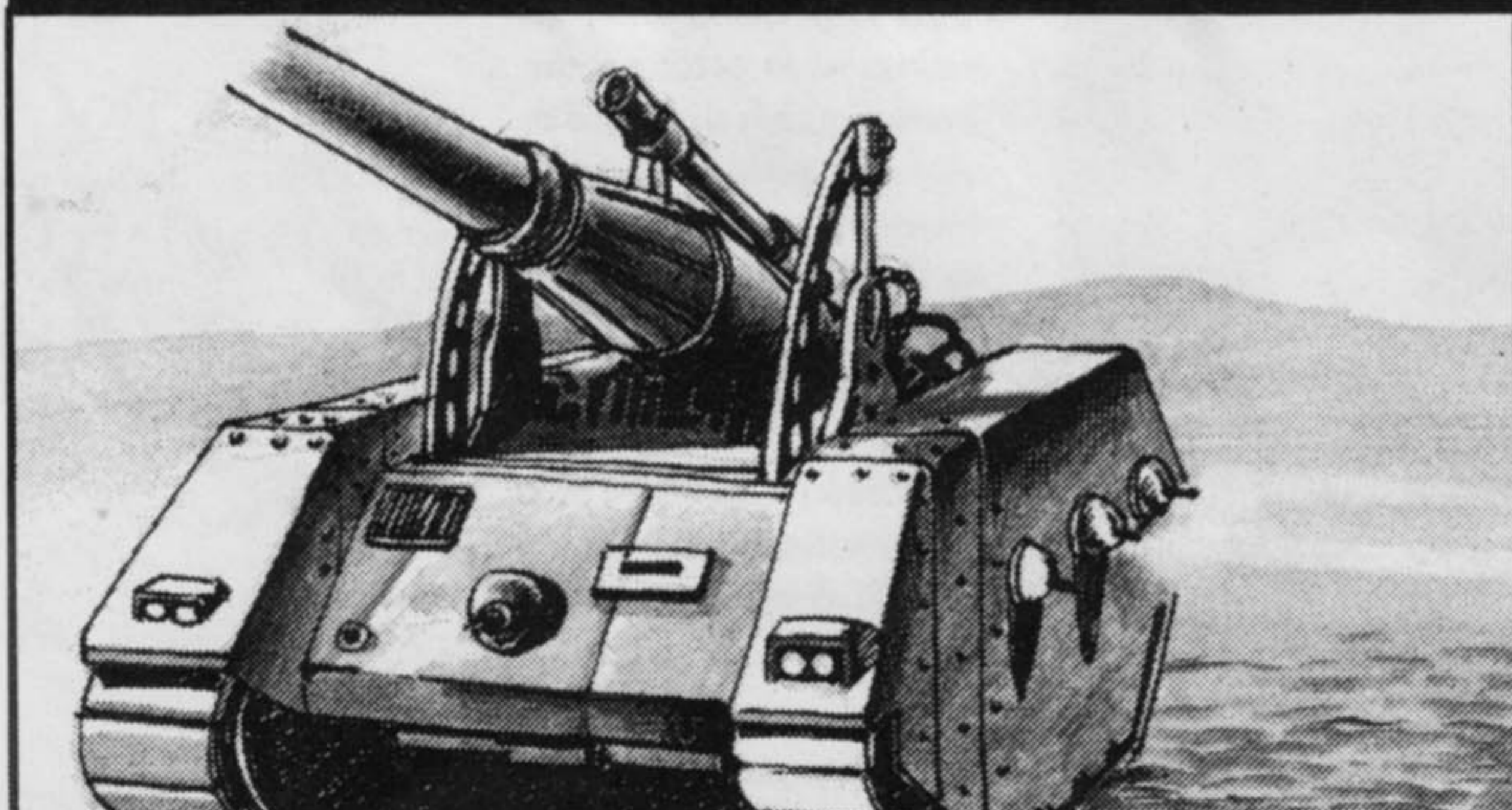
Minelayer/MineSweeper

Name	AR	SV	CAF	SPD	BR
Gorgon	0	4+	+0/-2	12/16	150

**Weapons:** Auto-Cannon (Tt1), Bolters (SwR2, SwL2)

**Notes:** Minesweeper and minelayer. Carries four mines instead of the normal two.

## BASILISK



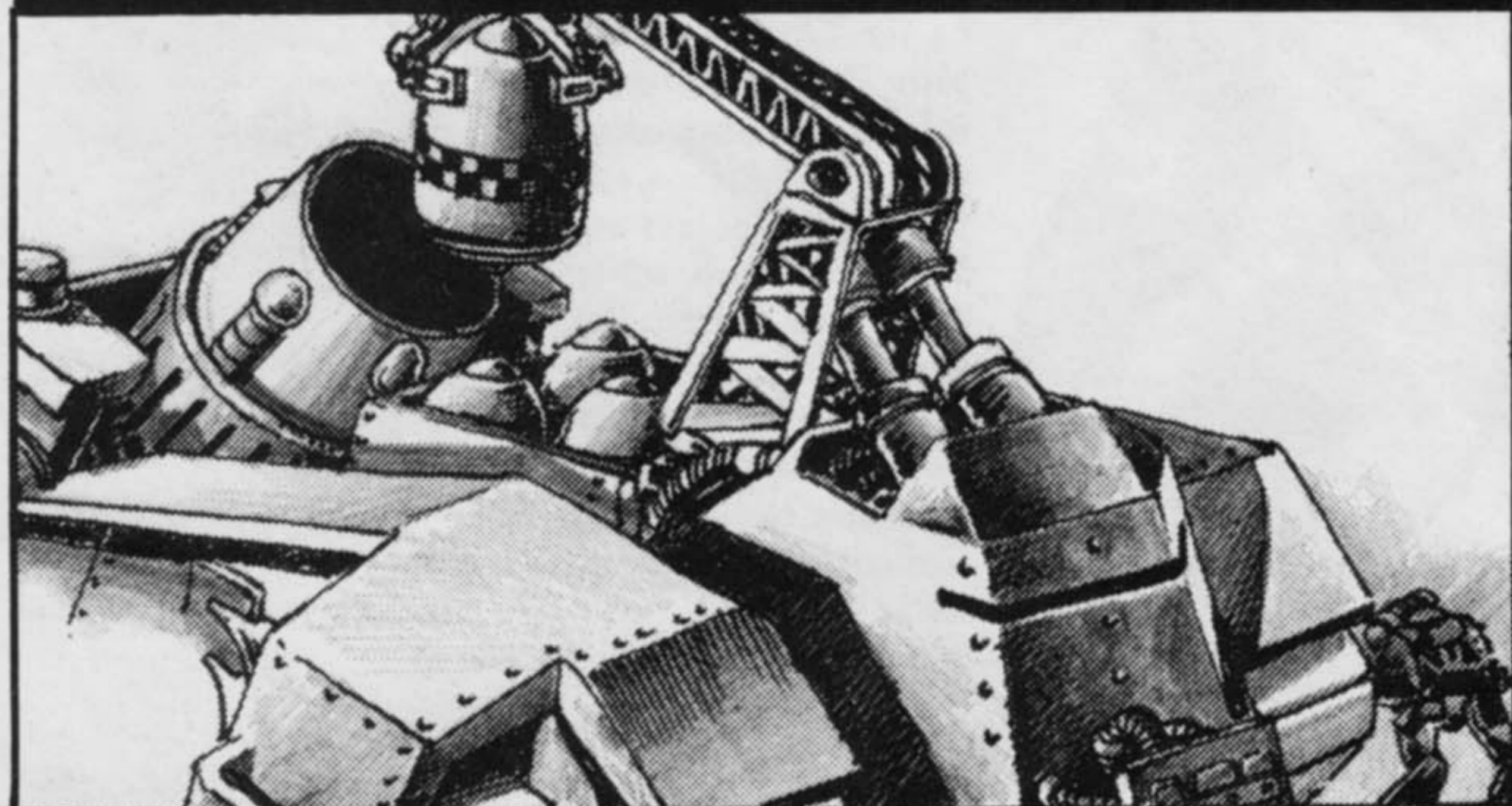
Self Propelled Artillery - Macro-Cannon Variant

Name	AR	SV	CAF	SPD	BR
Basilisk	0	4+	+0/-2	8/12	150

**Weapons:** Macro-Cannon (FxF1), Heavy Bolter (SwF1), Bolters (SwR2, SwL2)

**Notes:** The macro-cannon may fire indirectly, at up to twice its normal range. The macro-cannon may only fire if the vehicle has first fire orders.

## BOMBARD



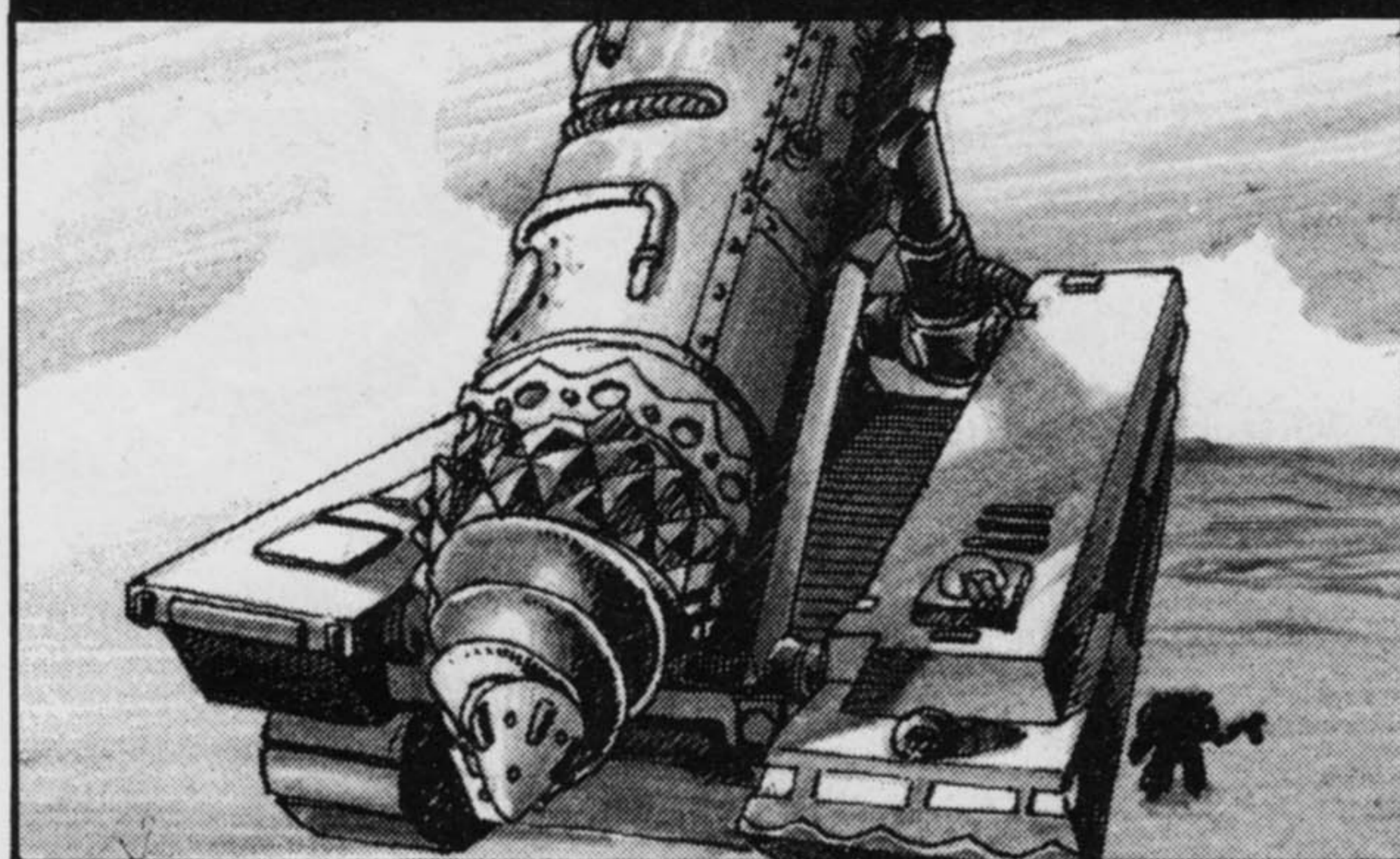
Siege Mortar

Name	AR	SV	CAF	SPD	BR
Bombard	0	4+	+0/-2	8/12	150

**Weapons:** Siege Mortar (SwF1), Bolters (SwR2, SwL2)

**Notes:** The siege mortar may fire indirectly, at up to twice its normal range. The siege mortar may only fire if the vehicle has first fire orders.

## HELLBORE



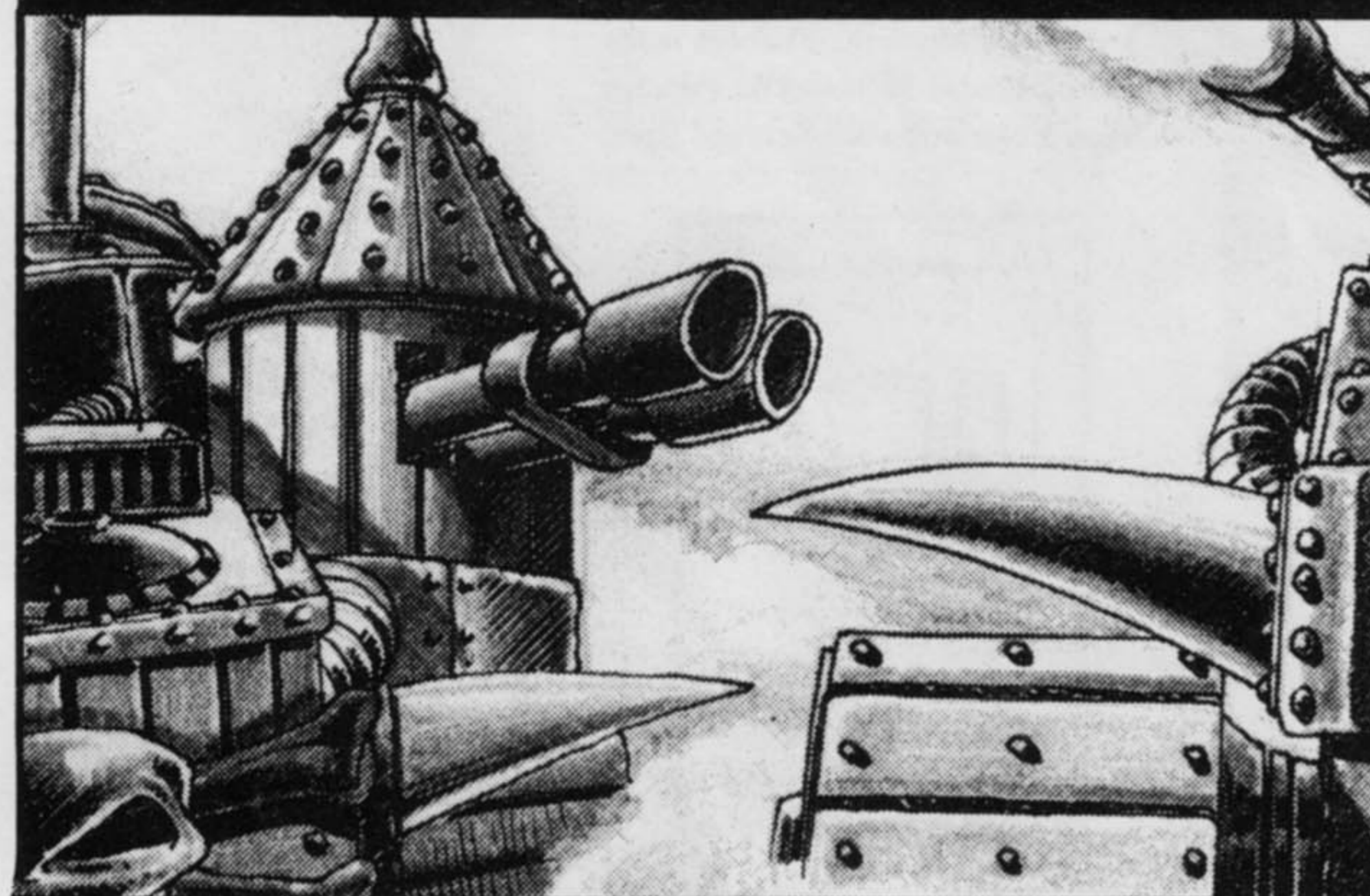
Heavy Mole

Name	AR	SV	CAF	SPD	BR
Hellbore	0	2+	+4/+2	8/12	250

**Weapons:** On Hellbore: Multi-Launcher (Tt2), Heavy Bolters (SwL4, SwR4); On transporter: Bolter (SwF1)

**Notes:** Heavy vehicle. May move 10cm per turn underground. May carry 8 infantry stands/dreadnoughts or four light vehicles or two Rhinos.

## BIG BATTLEWAGON



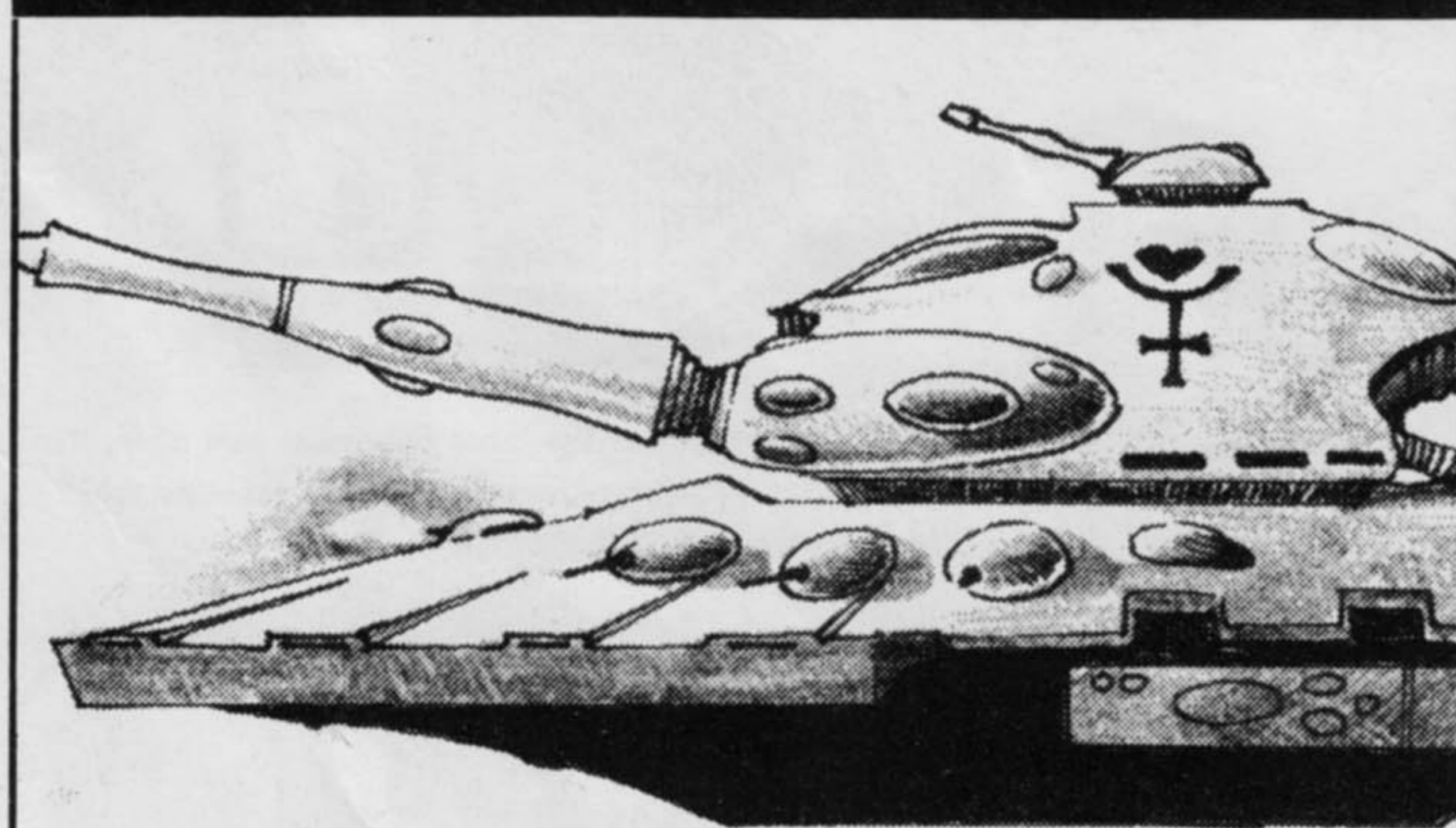
Ork Heavy Battlewagon

Name	AR	SV	CAF	SPD	BR
Big Battlewagon	0	3+	+5/+3	16/24	200

**Weapons:** Battle Cannon (SwR1, SwL1), Bolters (SwR3, SwL3)

**Notes:** Heavy vehicle. May carry four infantry stands.

## TEMPEST



Eldar Heavy Grav-Tank

Name	AR	SV	CAF	SPD	BR
Tempest	0	3+	+3/+1	16/32	200

**Weapons:** Pulse Laser (Tt1), Las-Cannon(Tt2), Shuriken Catapults (Sw4)

**Notes:** Skimmer. Twin rapid firing las-cannon in turret combine to fire as single pulse laser, thus are classed as a pulse laser in the weapons section above.

## NEW WEAPONS TABLE

VEHICLES & TITAN TARGETS WEAPON TABLE					
Weapon	Range		To Hit Roll		CHR
	Short	Long	Short	Long	
Battle Cannon	36cm	72cm	3+	5+	4+
Siege Mortar	20-72cm	-	3+(B)	-	3+

INFANTRY TARGETS WEAPON TABLE					
Weapon	Range		To Hit Roll		SRM
	Short	Long	Short	Long	
Battle Cannon	36cm	72cm	4+	5+	-1
Siege Mortar	20-72cm	-	4+(B)	-	-2

Note that the vehicles' speed, AR, save and cargo capacity are unchanged.

SR = Short range

LR = Long range

THI = To hit vs infantry

SRMI = To hit vs vehicle & titans

THV = Saving roll mod vs infantry

SRMV = Saving roll mod vs vehicles & titans

Name	SR	LR	THI	SRMI	THV	SRMV
Glaive	36	72	2+/4+	-1	2+/3+	-1
Falchion	72(B)	-	4+	-2	2+	-3
Basilisk	72(B)	-	4+	-2	3+	-2
Manticore	36(B)	72(B)	4+/4+	-1	3+/5+	0
Gorgon	36	72	4+/5+	-1	5+/6+	0
Bombard	20-72(B)	-	4+	-1	3+	-2
Hellbore	36(B)	72(B)	2+/4+	-1	3+/5+	0
Big Battlewagon	36	72	3+/5+	-1	3+/6+	-1
Tempest	30(B)	60(B)	2+/6+	-1	3+/5+	-1

1. May only attack targets in FxP weapon's arc.
2. May attack indirect at up to twice normal range.
3. May lay and sweep mines
4. Minimum range 20cms. Place three damage markers on buildings that are hit.

## NEW RULES

The following new rules cover the special abilities of the above vehicles.

### HEAVY VEHICLES

Heavy vehicles can sustain more damage than normal vehicles. The first hit that would have destroyed the vehicle is ignored. The second damaging hit destroys the vehicle as normal. Place a building damage marker beside a heavy vehicle that has suffered one hit, as a reminder that the second hit will destroy it.

### INDIRECT FIRE

Weapons that may fire indirectly do not need to have a LOS to the target. Instead, they may fire as long as another friendly unit has a LOS to the target. The range is still measured from the attacking unit. Units that fire indirectly suffer a -1 to hit modifier.

### SIEGE MORTARS

Place three damage markers on any building that suffers a critical hit from a siege mortar, rather than the normal one. Siege mortars have a minimum range of 20cms.

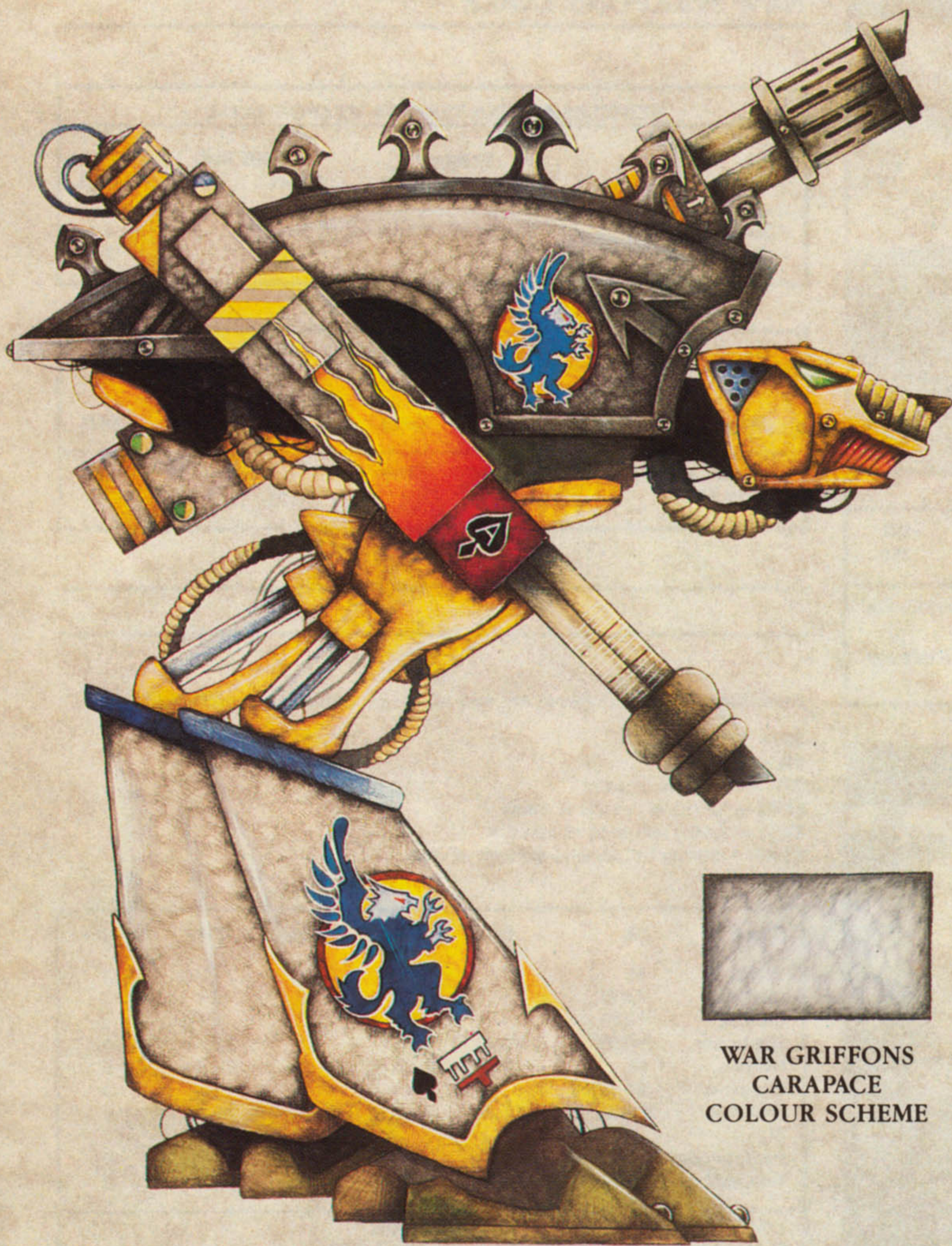
### LAYING MINES

A mine may be released at any time during the vehicles move: place a counter at the appropriate point. It becomes active at the start of the next phase. A mine ignores void shields and causes critical damage on a 2+.

### SWEEPING MINES

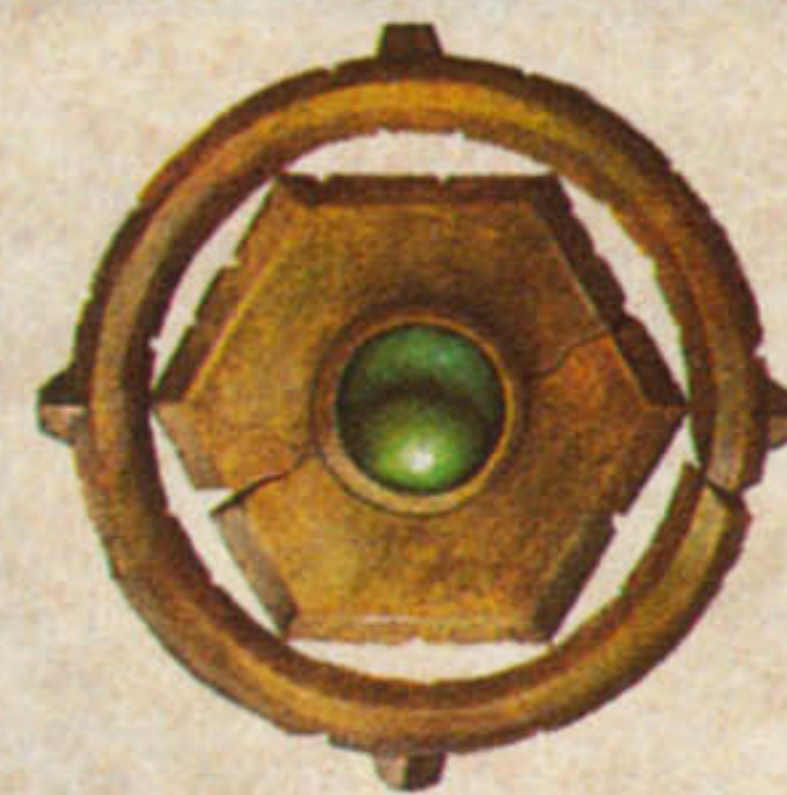
Whenever the vehicle moves within 3cm of a mine counter roll a D6: on a 1-5 the mine is destroyed, remove the counter; on a 6 the mine detonates.

# WARHOUND



## PRINCEPS RANK BADGE

Upon each promotion, the outer ring of the crewman's rank badge is replaced. Upon becoming a Princeps, the original ring - the plain circle worn by all Moderati - has four lugs added. Like the ring, they are made from the same metal ore as the Order's Titans, and are inscribed with a prayer of loyalty.



## PRINCEPS CREW INSIGNIA

Those Moderati under the command of a Princeps wear this symbol on their right sleeve.



## PRINCEPS RANK EMBLEM

Although normally found only on the Titan's right leg, the rank emblem may also be displayed on the right-hand side of the carapace - especially on Warhound Class Titans where the Princeps is the sole crewmember. Note that the Princeps version is blue with white head and claws.



WAR GRIFFONS  
CARAPACE  
COLOUR SCHEME



## WARHOUND IDENTIFICATION MARK

This symbol is the Warhound Titan identification mark and is painted on the lower portion of the leg plates where it can be easily seen by ground level troops.

# ARMoured VEHICLES

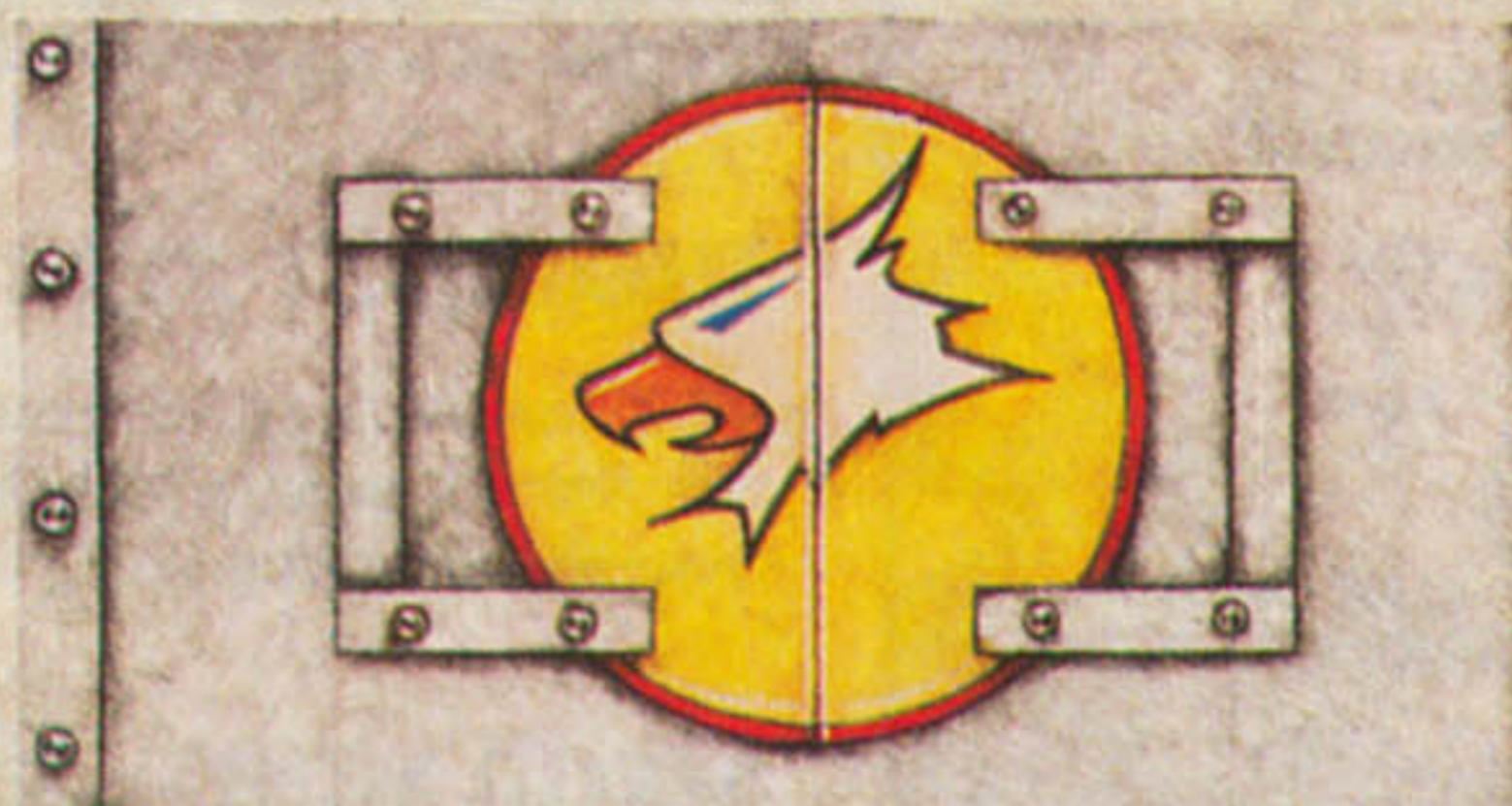
## RHINO



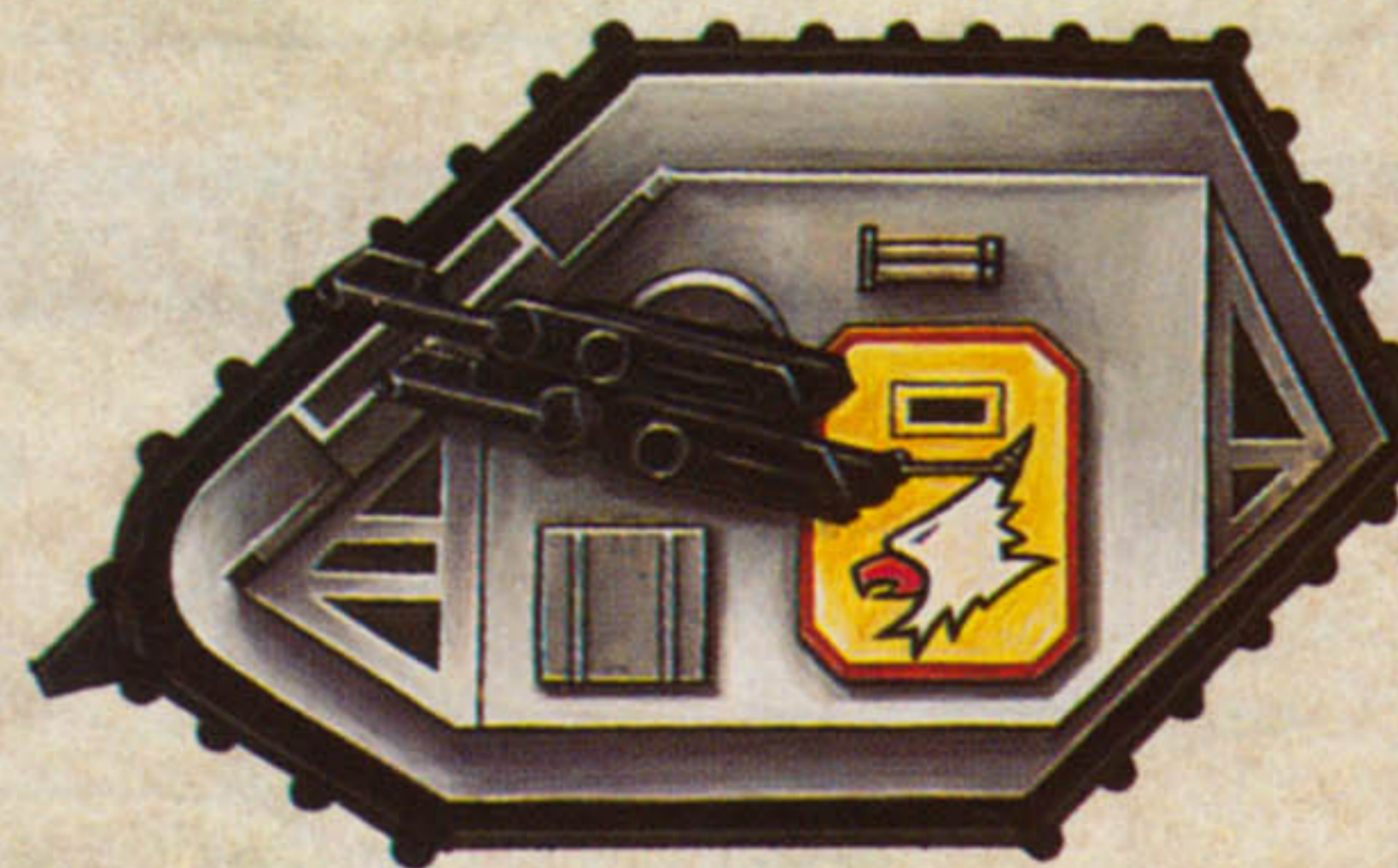
The tops of the vehicles display the Order's vehicle recognition symbols, so that a Titan Princeps may see which sort of troops it contains. In many Scutarii regiments these identification marks are also derived from the Order's symbol. In many cases they determine the armour recognition symbols that the crew wear in terms of colour if not design.

## ARMoured VEHICLES

The Order's badge is also used as the insignia on all of its associated vehicles and troops. These troops are known as the Scutarii, and are levied from the Order's Forge World. They follow the normal Imperial Guard structure, but have much more rigorous recruiting procedures.



## LAND RAIDER



The Order's badge is the most important part of Scutarii markings and appears prominently on all their armoured vehicles, and uniforms.



## INFANTRY RECOGNITION SYMBOLS

The infantry recognition symbols are worn on both sides of the helmet. Their colour depends on the type of unit: green for assault units; blue for devastator units; and red for both tactical and support, as they fight in conjunction. The colour of the shoulder emblem, shown right, also varies with the type of unit, following the same pattern.

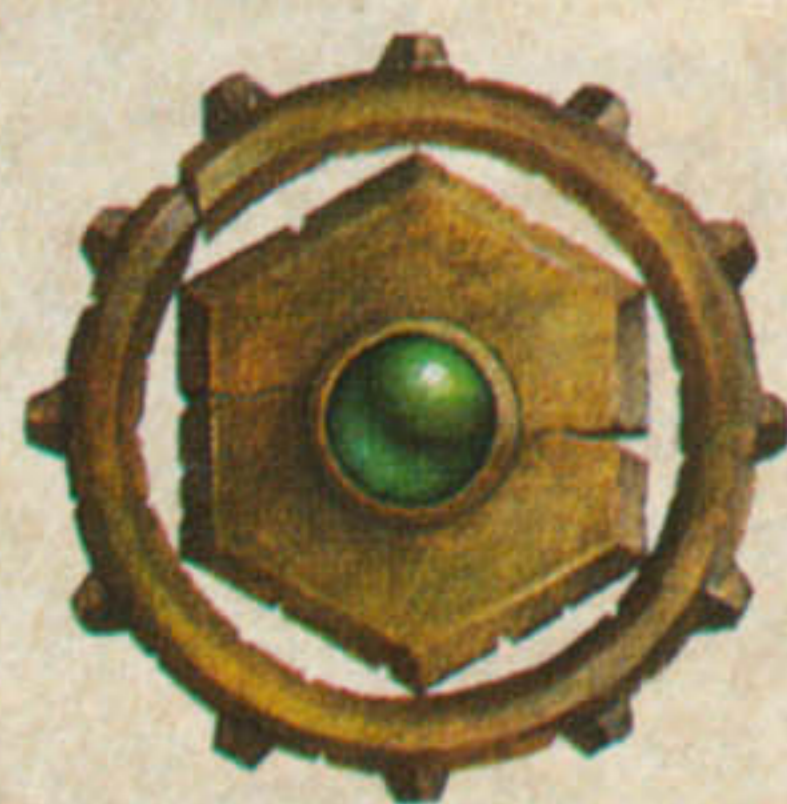


## ARMOUR RECOGNITION SYMBOLS

The three variations for the helmet flashes of Land Raider, Predator and Vindicator crewmembers are shown above. Like the infantry recognition symbols, their colour varies. Unlike the infantry symbols, they do not follow a preset pattern: they vary in line with the vehicle's own recognition symbol, painted on the vehicle's roof for the benefit of Titan crews.

# REAYER

## PRINCEPS SENIORES RANK BADGE



Like all of the other rank badges, the Princep Seniores's contains a gem at its centre. The gem, in this case emerald, is a phased crystal, and is used as a key to the Titan's control room.

## PRINCEPS SENIORES MODERATI

Those Moderati commanded by a Princeps Seniores wear a white winged Griffon on their left sleeve.



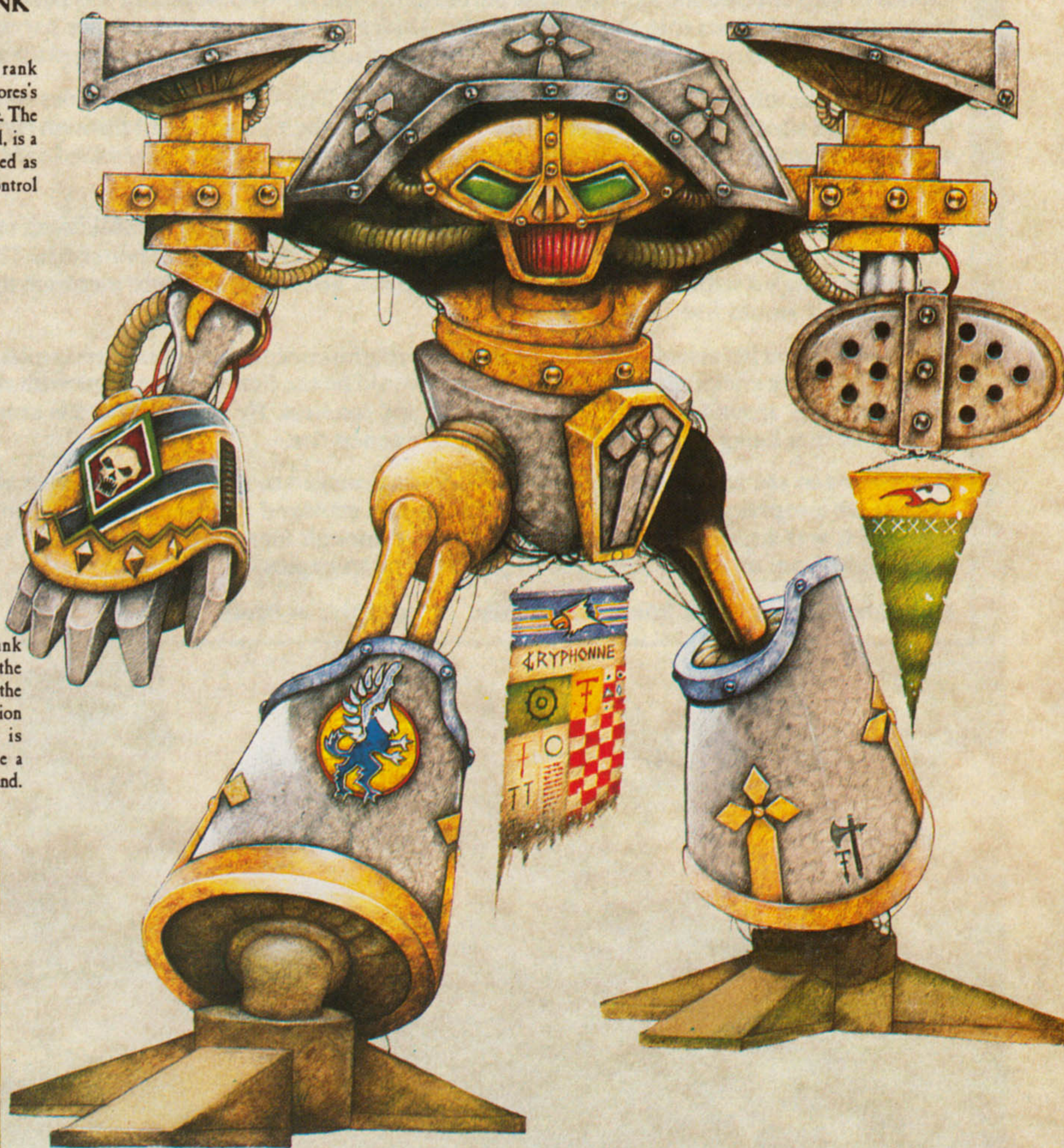
## PRINCEPS SENIORES RANK EMBLEM

The Princeps Seniores rank emblem differs from that of the Principes in its use of white on the wing tips and head. The addition of white to an emblem is commonly used to indicate a Princeps Seniores is in command.



## REAYER IDENTIFICATION MARK

Each class identification mark, in this case the Reaver's, serves a dual purpose: they are awarded to each Titan upon leaving the Mars factories, and serve as a guarantee that the construction of the Titan conformed to an STC pattern.



Clouds of ash reflected the light from the burning city. The sky over Ragsburg was tainted by fire. Incendiary blossoms bloomed as explosions tore the night asunder. Under cover of a multi-launcher barrage from their support Titan, the weary Ultramarines began their final push against the Thousand Sons' emplacement.

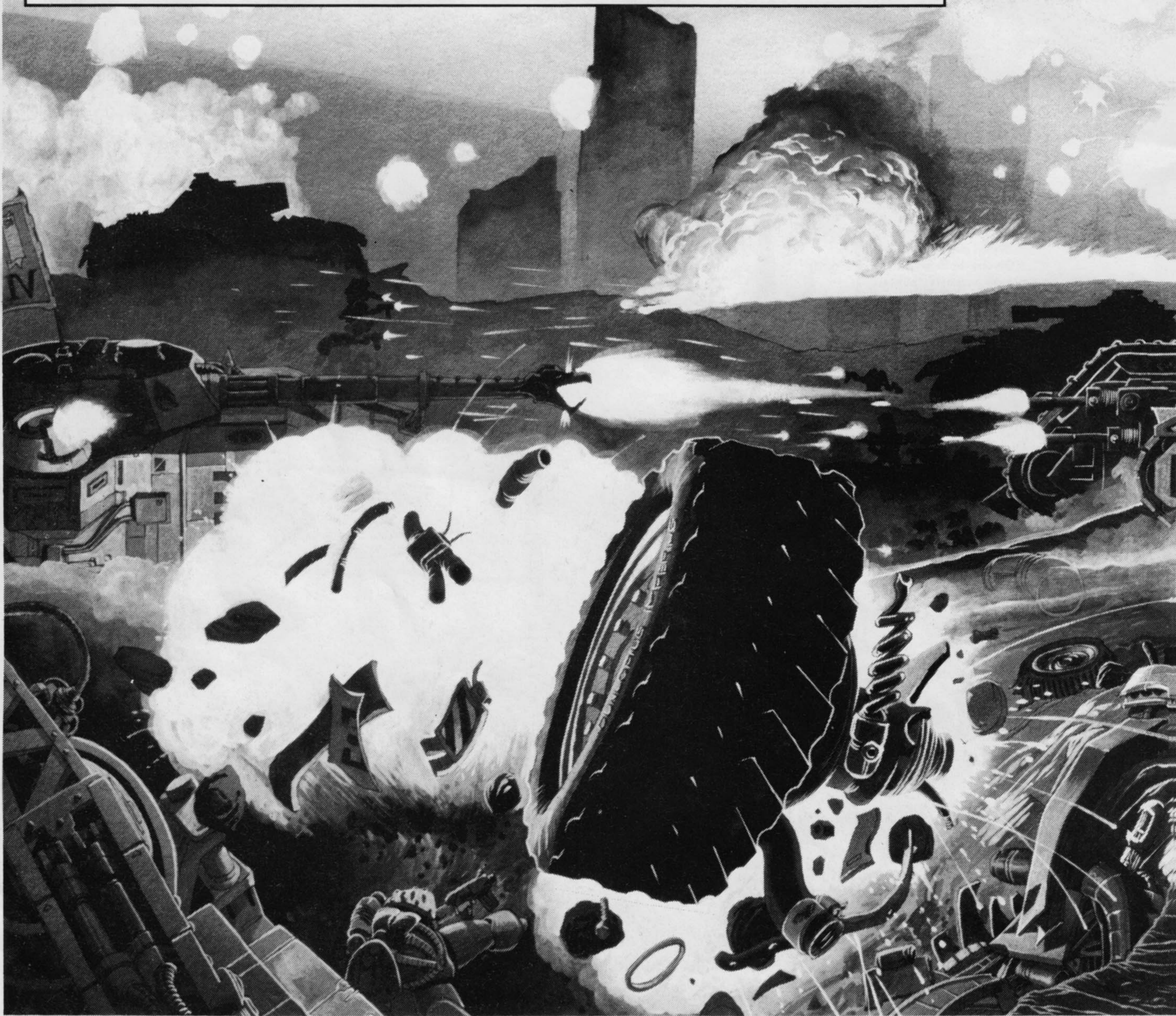
Trask started as missiles blazed into the distant buildings. This time the Ultramarines were going to take the Bromium Refinery and silence the Mole Mortars that had pounded their positions all through the past week. He felt righteous anger blaze through him as he remembered his fallen comrades. He was determined to avenge them. The rebels would pay.

Bolter fire sparked across the heavy Hercules tanks. The headlights of the following tank cut through the mist and gloom. The air was full of the throbbing of mighty engines and whine of bolter fire. The acrid smell of spent bolter cartridges mingled with the oily stench of the great machines. Two hundred metres to the enemy line, thought Trask, wondering if would live to reach it.

Brother Kane and his assault squad hurtled overhead, the conspicuous cherry-red emission of their jetpacks drawing enemy fire. Trask envied them the fact that they would be the first to get to grips with the Thousand Sons. Suddenly the cacophony around him went curiously flat and toneless. He realised that his armour's aural filters had cut in to prevent him being deafened as the Hercules opened fire.

He strained to see what their targets were and just managed to make out the low, deadly silhouettes of the Rebels' Vulcan self-propelled guns. The Thousand Sons had managed to mount a counter attack. Briefly Trask wondered whether it was a trap. Did the heretics really have enough force to push them back again, or was this a desperate last stand? From up ahead came the bright flash of an explosion.

Fifty metres to go. Trask knew the moment of truth was at hand.





# WARHAMMER

ROGUE 40,000 TRADER

40,000



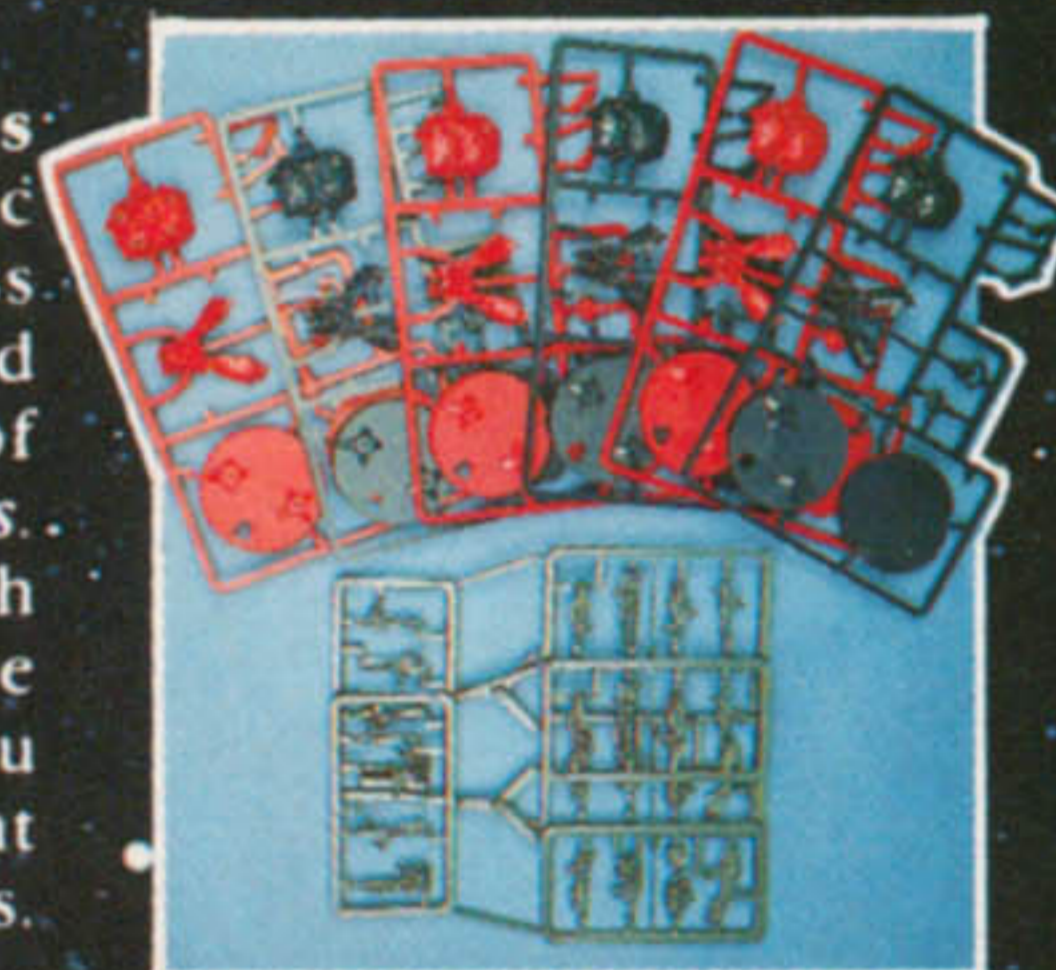
Games Workshop's epic scale games, *Adeptus Titanicus* and *Space Marine*, are set in the Warhammer 40,000 universe during the dark days of the Horus Heresy. *Adeptus Titanicus* and *Space Marine* allow you to fight massive battles with hundreds of epic scale miniatures. Whoever you choose to side with, there are dozens of different models to collect and paint to create your armies.

*Adeptus Titanicus* and *Space Marine* are fully compatible - by combining the two games, you can fight mixed actions between Marines, vehicles and Titans - and are fully supported by an extensive range of miniatures, and by regular rules supplements in *White Dwarf*.

# EPIC BATTLES



**Battle Titans** contains 6 plastic Warlord Class Titans to expand your games of *Adeptus Titanicus*. They come with interchangeable weapons, so you can represent dozens of variants.



**Adeptus Titanicus** allows you fight the epic Titan battles of the Horus Heresy, as the Traitors rebel against the Emperor. *Adeptus Titanicus* contains 6 plastic clip-together Warlord Class Titans with a range of interchangeable weapons, 8 buildings, data cards, counters, weapon templates, range rulers, dice and complete rules.

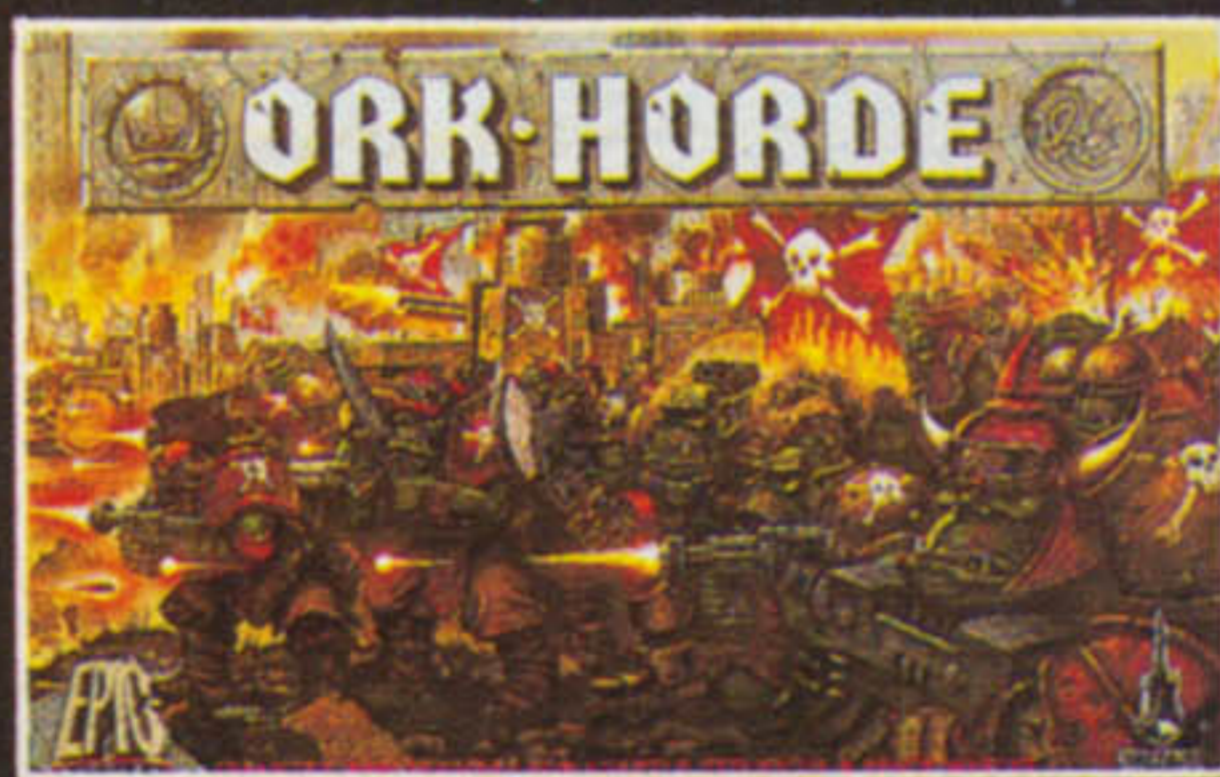
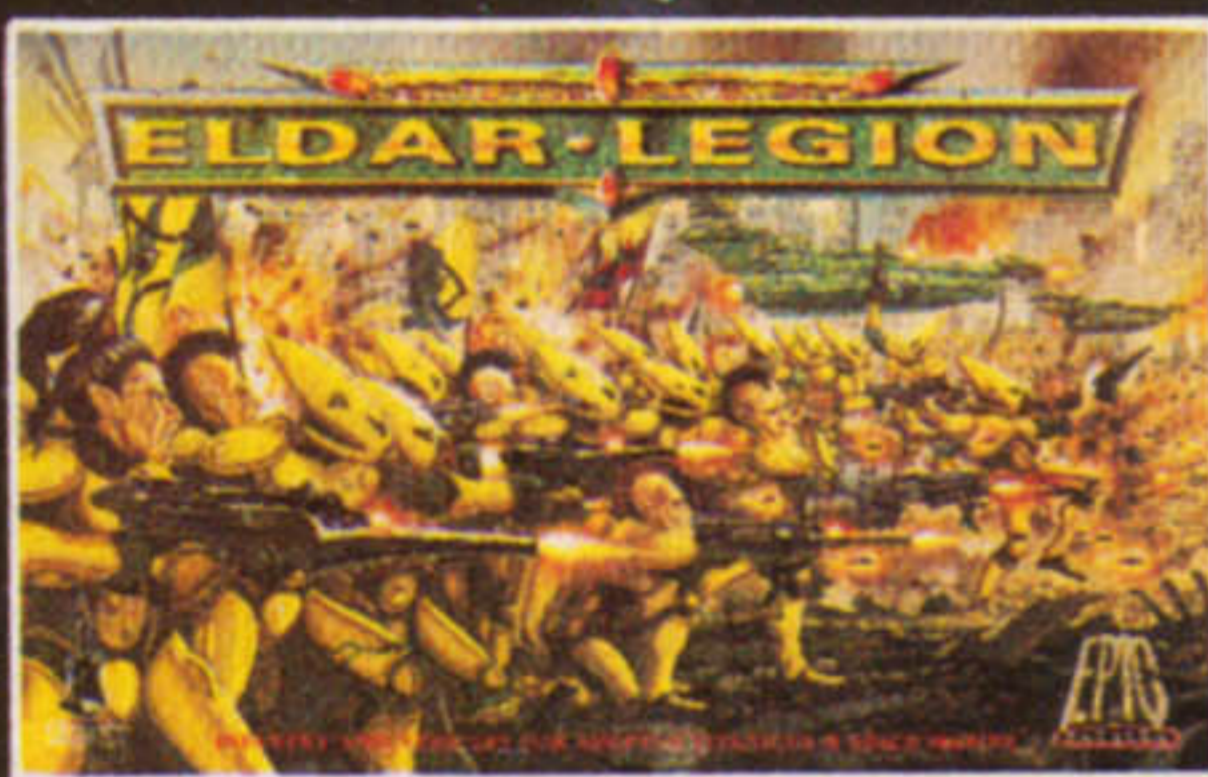


**Codex Titanicus** is the first supplement for *Space Marine* and *Adeptus Titanicus*, and contains rules for Ork and Eldar infantry, vehicles and Titans. The book also contains rules for new Imperial vehicles, dreadnoughts and robots

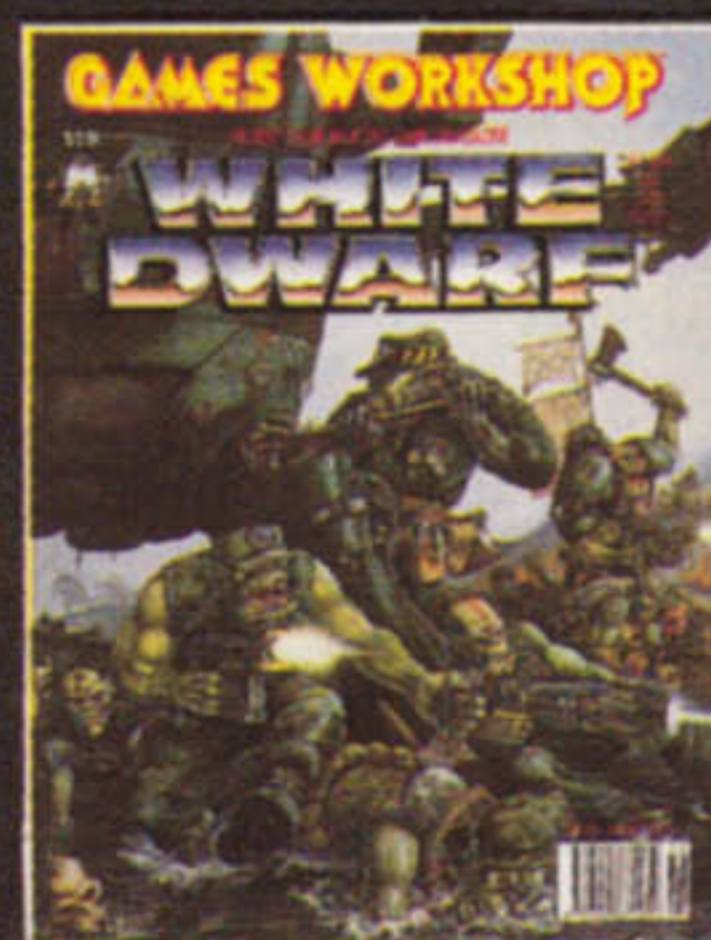




**Space Marine** contains everything you need to stage vast infantry and armour battles during the Horus Heresy, when Marine fought Marine and the existence of the Imperium was threatened. *Space Marine* contains over 360 finely-detailed epic scale plastic Marines and armoured vehicles, 14 card and plastic buildings, data cards, counters, weapon templates, range rulers, dice and complete rules.



**Ork Horde and Eldar Legion** each contains over 200 epic scale (6mm) plastic infantry and vehicles to expand the alien forces you have available in your games to field against the armoured might of the Imperium.



**White Dwarf** is Games Workshop's monthly magazine. As well as full details of the latest releases, *White Dwarf* features supplementary rules, hints on modelling and painting, news and previews.



**IN THE WORKS** - At the time of going to press, the following epic scale supplements and miniatures are in development:

**EPIC ARMIES** - a working title. Amongst other things, it will probably contain rules for new Imperial and Traitor vehicles, weapons and Titans.

**Emperor Titan** - the largest Imperial Titan. As well as an awesome fighting machine, the Emperor Titan serves as a mobile temple, bringing the Emperor's word to isolated planets.

**Psi-Titan** - operated by the Divisio Telepathica, and armed with a multitude of psionic attacks and defences, rules for Psi-Titans will be included in a future supplement.

**Titan Weapon and Head Variants** - a planned range of metal weapons and heads, including heads for specific Titan Orders, siege heads and Traitor weaponry.

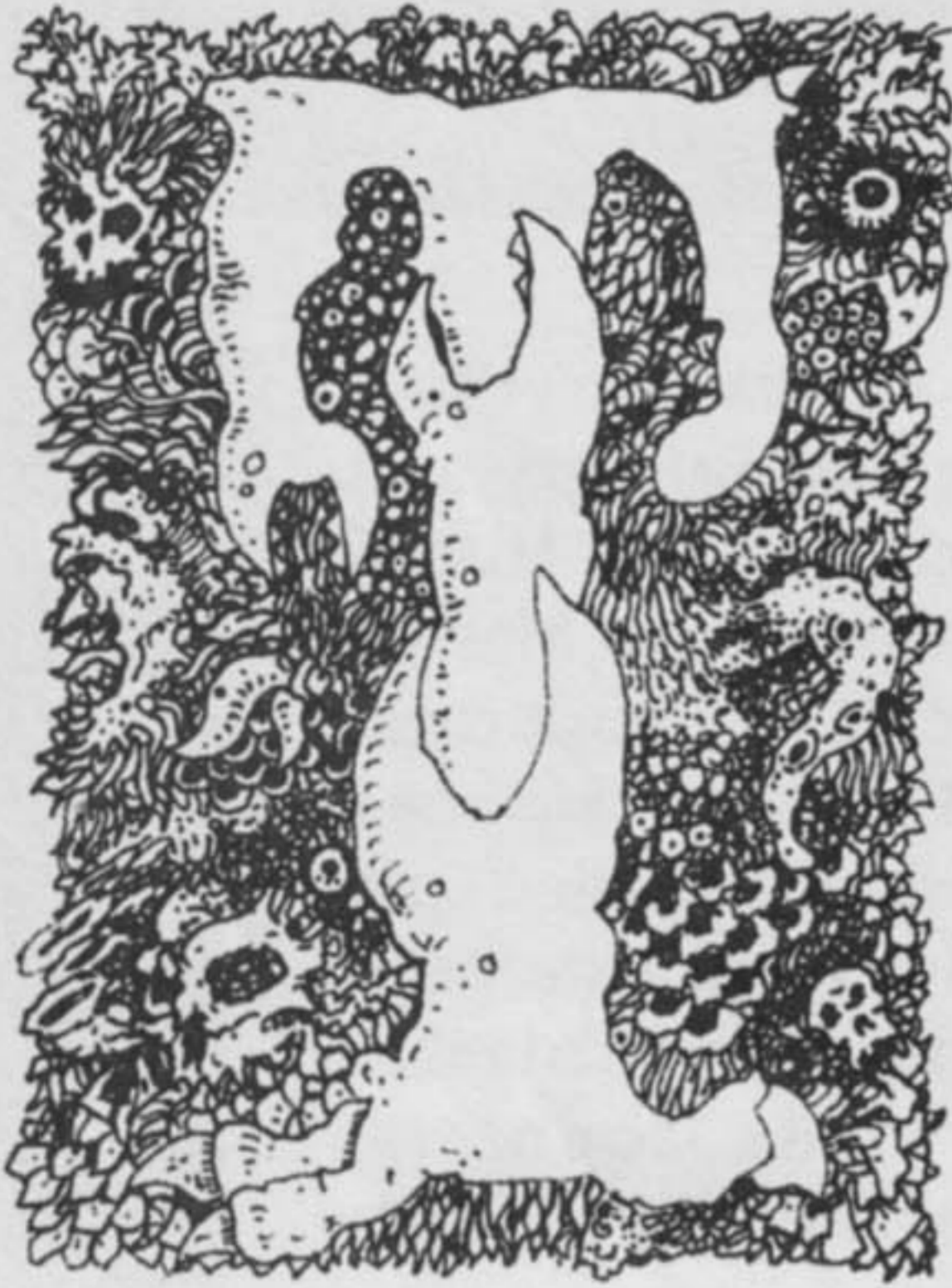
**Juggernauts & Zeppelins** - two huge war machines that dwarf even the mighty Titans. Juggernauts are vast mobile fortresses, bristling with weapons; Zeppelins are great airships that float above the battlefield, dealing death to anything that dares approach them.



**CITADEL MINIATURES**

Citadel Miniatures make a complete range of metal epic scale miniatures to use in *Adeptus Titanicus* and *Space Marine*, including: Imperial and Eldar Titans; Ork Gargants; Imperial vehicles, Ork vehicles and Eldar War Walkers.





# ZEENTCH

Tzeentch is the Changer of the Ways, and of all the Chaos Powers it is he who is most closely associated with magic. Though magic brings about change, it is only one instrument out of many, not the inspiration for change itself. The real motive may be found in all mortal hearts, for all men dream of a better tomorrow, of wealth and freedom to come.

These dreams of change are not limited to the impoverished or the powerless, for even rich men dream of greater wealth, or perhaps of an end to the responsibilities which their money brings. And while some people scheme with real intent, others lay their plots in a perpetual world of wishful thinking, but most dream for the sake of the dream without any real intention of change. From the impulse and the idle fantasy, the schemer's plan and plotter's dream, Tzeentch gathers his strength. He is the Changer of the Ways, the Lord of Fortune and Intrigue, and Master of all like things, whether petty or profound.

Tzeentch and his disciples are driven solely by the impulse for change. Some of his followers lose their minds in a wild abandonment of continuity and coherence. This often goes beyond simple Bacchic excess to such a loosening of moral and social restraints that they lose all consistency of personality, thought and speech, and become cackling, drooling, tear-strewn maniacs.

However, the followers of Tzeentch are inconstant even in their inconsistency. In the case of nations, commercial enterprises, and other major organised human endeavours, small decisions of no apparent consequence may be made, which will in time cause empires to fall or flourish, and dynasties to perish or prosper. In all these matters, Tzeentch is the supreme architect both of the madness of the moment and of the scheming and plotting that directs the course of history and the destiny of the world. His is the wheel of fortune that spins and spins, carried on by its own momentum, and stops... perhaps never.

Every Power of Chaos has his opposite number, another Chaos Power whose nature is the antithesis of his own. Tzeentch is the eternal adversary of the Chaos Power Nurgle, the Lord of Decay. Tzeentch's energy is founded upon hope and changing fortune; that of Nurgle comes from defiance born of despair and hopelessness.



*What ambition drives the mortal but ambition itself? What intrigues cover the very love of intrigue? What is the scheme that drives men forward but the slippery shadow of Tzeentch the Changer of the Ways.*

# THE LORDS OF CHANGE

*Greater Daemons of Tzeentch (Chi'khami'tzann Tsunoi)*

**Lords of Change**  
**The Watching Lords of Change**  
**The Eyes of Tzeentch**  
**The Feathered Lords**



The Lord of Change is blessed with the multi-layered cunning and timeless wisdom of Tzeentch himself, a deep and subtle understanding of the mortal fears that drive the world within its well-worn rut. How thoroughly the daemon understands and how much he despises the entrapping comforts of stability and familiarity. Nothing pleases him more than to see the world broken and made anew, to redirect the course of a life or of history itself, to spill mortal hopes upon the ground while raising the ambitions of others up to an unexpected pinnacle of power.

It is a playful and wreckless mind that lies behind the bird-like gaze of the Lord of Change, deeply intelligent, yet as uncaring of consequence as it is fascinated by it. The Lord of Change is like a child playing upon some gigantic anthill, poking with a stick at its inhabitants and laughing at the hopeless antics of their defence.

A Lord of Change is winged and feathered, but its most memorable feature is its head and in particular its eyes. For within the depths of its eyes lies all the wisdom and understanding of Tzeentch, so that few mortals can withstand the scrutiny of its gaze. It is said that when a Lord of Change looks upon a mortal it sees not only the creature's flesh and blood, but also all of its hopes and dreams as well as their ultimate failure or realisation.

The daemon's craning neck sits on a narrow feathered body, and its wings spread out behind in multi-coloured splendour. Lords of Change are often blue or yellow, but individuals may change colour if it suits them, adopting the striking plumage of the rainbow. Lords of Change do not regard it as essential to retain constancy of colour or appearance unless it pleases them to do so.

*The Lord of Change sat upon his throne, pensive, brooding, enshadowed by the flickering torches and the multi-coloured shroud of its own thoughts. Magnar the Clawed, Champion of Tzeentch, walked forward into the gloom, his clattering footsteps breaking the silence and stirring the swirling clouds of concentration. The daemon blinked and the coloured threads of its thoughts fled back into its skull. The great neck craned forward curiously.*

*'Magnarrrr...,' the voice of the daemon was low and purring.*

*'My Lord,' Magnar bowed his head low and the eyes of the daemon quivered with consideration.*

*'Magnar favourite of all my conspirators... have you come to tell me of the treachery of Meitrich Von Tolermann?' The words that Magnar had rehearsed so carefully clung to his palette. How could he know? Yet if he knew this what else did he know?*

*The daemon laughed and its laughter was a cawing mockery of innocence like the distant call of crows. Magnar felt as if his flesh were being sheared from his bones by that sound.*

*'Magnarrr...,' the voice purred as the daemon scrutinised its Champion, 'you must remember there is nothing I do not know, no-one I do not suspect! No-one no-one.'*

*The daemon laughed its mocking laugh once more and Magnar turned his face from that unforgiving stare.*

## LORDS OF CHANGE

The Lord of Change is the supreme manipulator of the affairs of the living. His Champions move through the world at his bidding, undertaking whatever task he has set them: a killing, the raising of some mortal to power, the destruction of potential rivals, and a thousand occurrences that might easily be mistaken for chance. Yet all events are pieces which fall into a complex and ever changing plan - a plan beyond the comprehension of mere mortals. This constant appraisal of the world and

interference in its progress is not always so subtle. Change can also be violent and sudden, and the Lord of Change is not above waging war to further its aims. The most potent weapon of Tzeentch is not brute force but magic. The Lord of Change is a powerful magician as well as an erudite tactician. If the daemon prefers to remain uncommitted in battle it is not through lack of courage or ferocity, but because it likes to direct its forces and control the flow of the fighting.

### LORD OF CHANGE

**Alignment:** Chaos (Tzeentch)

**Special Psychological Traits:** Hates all Daemons and Champions of Nurgle. If *pushed back* in close combat the Greater Daemon tests for *frenzy*. Otherwise standard for Greater Daemon.

**Magic:** A Greater Daemon of Tzeentch has a spell pool of 9 randomly determined spells - the first spell generated of any level will be a *Spell of Tzeentch* as described later (see *Magic of Tzeentch*).

**Magic Items:** A Greater Daemon of Tzeentch carries a Chaos Weapon with a single property. He also carries D6 randomly generated magic items (see *Summary* for generation charts).

**Special Rules:** A Lord of Change has a total of 10 attacks: 2 *bites*, 4 *claws*, plus either 4 more *claws* or 4 *weapon* attacks with its Chaos Weapon.

The Lord of Change's penetrating stare causes *fear+1* within 12". *WFRP* - the stare causes *terror* within 24 yards.

Due to its thick layer of feathers, the Lord of Change has a natural saving throw against damage of a 5 or 6 on a D6. *WFRP* - the Daemon has 2 armour points on each hit location.

#### Profile - Warhammer Fantasy Battle and WH40K

M	WS	B	S	T	W	I	A	Ld	Int	Cl	WP	PV
6	10	10	7	7	10	10	10	10+3	10+3	10+3	10+3	1400

#### Profile - Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	90	95	7	7	40	100	10	90	90	90	90	90	30



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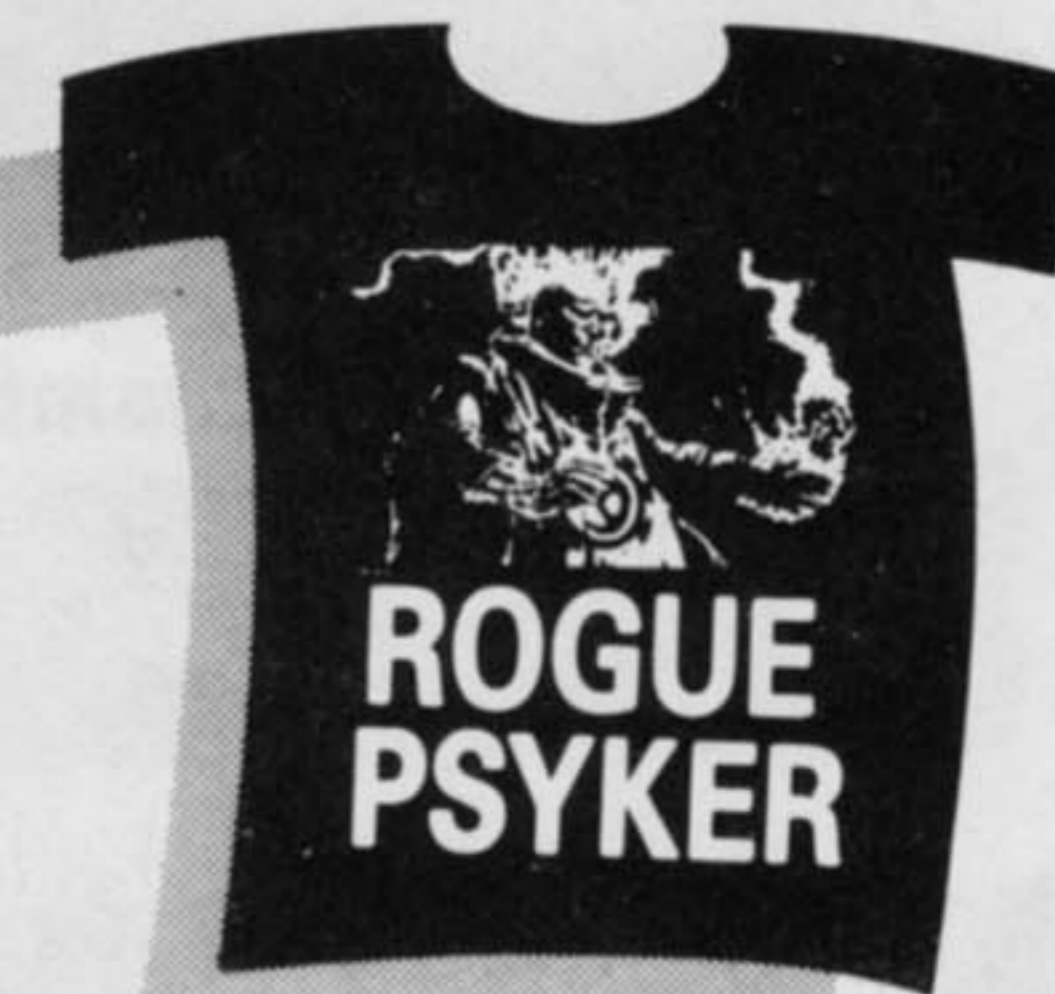


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# THE PINK HORRORS

*Lesser Daemons of Tzeentch (Tsani' kchami' i)*

Lesser Daemons of Tzeentch do not have solid material bodies. They are formed from pure magic, sometimes taking on a discernable form, sometimes blurring into a frantic little mass of pinkness as they dash and scamper across the battlefield. Strangest of all is their ecstatic cackle which sounds like the ceaseless braying of a lunatic. Pink Horrors continually make this noise, so the approach of several together sounds unnervingly like the advance of the hordes of Bedlam itself. As they laugh, the air around them fills with little strands of pink magic and the ground about their feet smoulders with a curious rosy light.

Pink Horrors are the magically fashioned slaves of the Lords of Change. To the Greater Daemons they are beyond consideration, mere automatons to be expended as part of their carefully wrought plans. On the battlefield they whirl about in a frantic and barely controlled ecstasy, chuckling insanely and stretching out their long arms in anticipation of the fight. Because they are made from raw magic, Pink Horrors can cast spells as they dance about the battlefield. The casting of a spell seems to fill them with increased joy, and they emit especially high pitched squeals of laughter as the magic screams and screeches in the air above their upraised arms. Combat drives them to new delights, and even death seems to satisfy some deeply rooted compulsion. In fact, Pink Horrors cannot die as such - when dealt a mortal blow they turn into a blob of gyrating magic. This changes colour to blue and then divides into two Blue Horrors with a characteristic whoop of satisfaction. Blue Horrors are fairly similar to Pink Horrors, except that they are half the size and their ecstatic cackles are even more highly pitched and piercing.



The Lesser Daemons of Tzeentch are known as Horrors. They take two distinct forms - the Pink Horror and the Blue Horror, but they fight together side by side as part of the same body of daemonic troops. Apart from its glowing pink skin, the Pink Horror is easily recognised by its high-pitched squeals of laughter, giving the Daemon two of its other common names: the Squealer or Screamer. The second type of Horror is the Blue Horror. It is almost identical in shape to the Pink Horror, but it is blue rather than pink, and its temperament is quite different. It wears a perpetual scowl and is thoroughly bad-tempered. It sneers and grumbles, muttering to itself in a low whining voice which gives way in battle to a snarling outburst of rage.

## PINK HORROR

**Alignment:** Chaos (Tzeentch)

**Special Psychological Traits:** *Hates* all Daemons and Champions of Nurgle. Otherwise standard for Lesser Daemon.

**Magic:** A unit of Pink Horrors has 1 randomly determined level 1 spell for every Daemon in the unit. A normal unit of 9 will therefore have 9 spells (see *Magic of Tzeentch*).

**Special Rules:** A Pink Horror has 2 *claw* attacks. When reduced to zero wounds a Pink Horror is not slain - instead it divides into two Blue Horrors.

### Profile - Warhammer Fantasy Battle and WH40K

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
4	5	5	4	3	1	6	2	10	10	10	10	140

### Profile - Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	45	4	3	5	60	2	90	90	90	90	90	01

## BLUE HORROR

**Alignment:** Chaos (Tzeentch)

**Special Psychological Traits:** *Hates* all Daemons and Champions of Nurgle. Otherwise standard for Lesser Daemon.

**Magic:** A unit of mixed Pink and Blue Horrors has 1 randomly determined level 1 spell for every Daemon in the unit up to a maximum of 9 (see *Magic of Tzeentch*).

**Special Rules:** A Blue Horror has 1 *claw* attack.

### Profile - Warhammer Fantasy Battle and WH40K

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

### Profile - Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	25	3	3	5	70	1	90	20	20	20	20	01

# BLUE HORRORS

*Lesser Daemons of Tzeentch (Tsani'kchami'i)*

Blue Horrors only pop into existence when a Pink Horror is dealt a mortal blow, taking the shape of two small blue replicas of their parent daemon. Their temperament is quite the opposite to Pink Horrors, and they are sullen and malicious like evil-tempered children. They quickly rejoin their fellows, adding a deeper whining note to the incessant cackling of the group. Blue Horrors are as keen for battle as their parent daemon, stretching out their gangling arms to grab an enemy and squeeze the life out of him. When not fighting they become blurs of hunched and shambling blue colour.

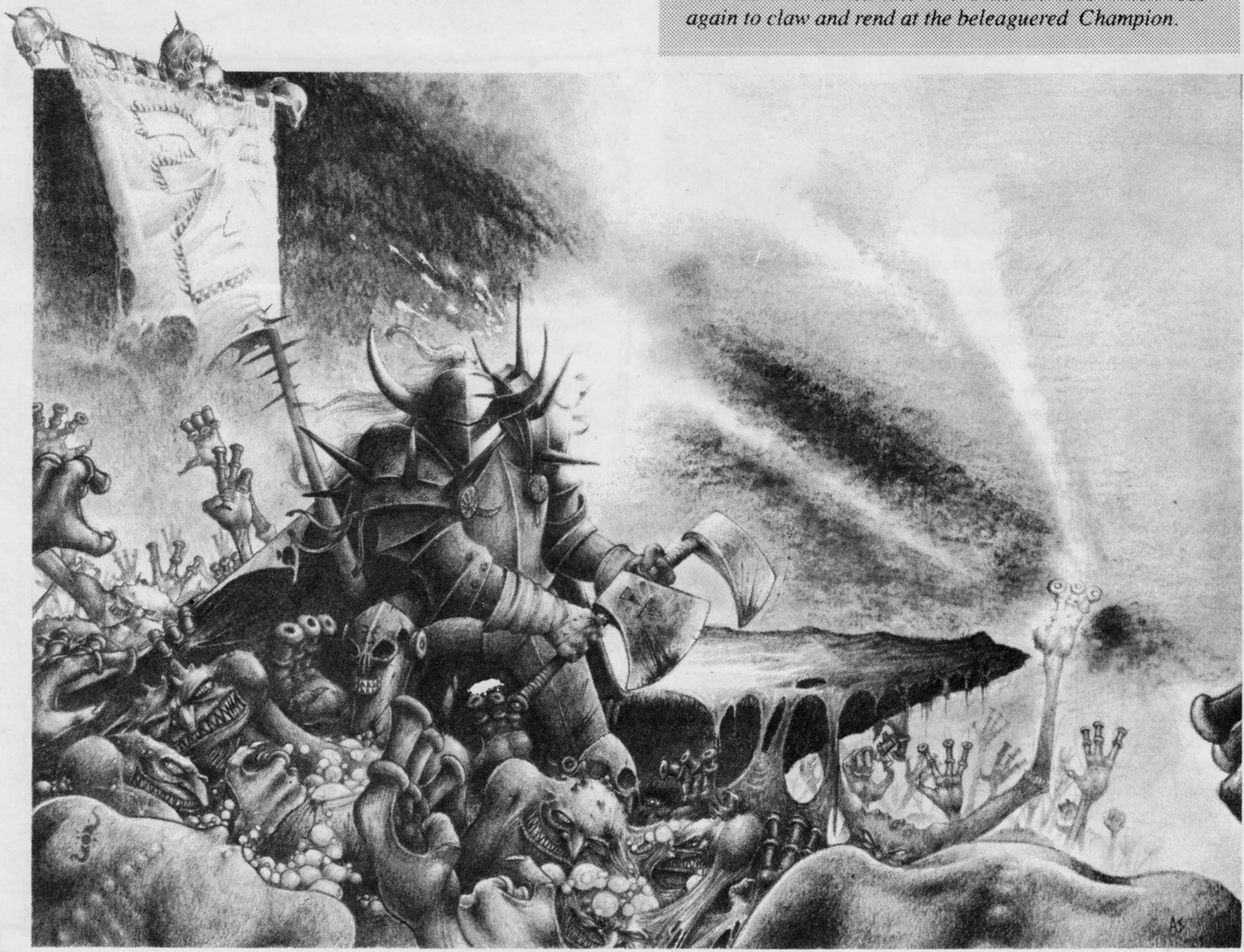
*The air spat with magic - magic that burned and hissed, magic that spurted like blood and burst into iridescent multicoloured flames. The Horrors foamed like a crashing sea upon their adversary.*

*"Blood for the Blood God!", bellowed Feldor Champion of Khorne, but it was not blood that flew from his cleaving axes but the daemonical magical ichor of the Horrors of Tzeentch.*

*A Pink Horror stretched its shaky hands and caught his cloak. With a single sweep of his broad axe he cleft the creature cleanly in two, but even so its mad laughing face continued to bray and cackle. Another axe blow severed a clawing limb, but as each Pink Horror fell, its corpse bubbled and turned into two Blue Horrors which rose again to claw and rend at the beleaguered Champion.*

**Blue Horrors**  
**Grumblers**  
**Spinning Sourguts**  
**Whiners**

**Pink Horrors**  
**Whirling Destroyers**  
**Screamers**  
**Squealers**  
**Screechers**



# FLAMERS

*Creatures of Tzeentch (K'Chanu'tsani' i)*

## Flamers

### Burning Horrors

### Fire Daemons of Tzeentch



as

Like Pink and Blue Horrors, Flamers are fashioned from pure magic and are only semi-solid, sometimes seeming almost transparent. They are bizarre creations, travelling along the ground by means of a soft skirt of pinkish flesh rather like an inverted mushroom. By drawing air into this fleshy, fungoid skirt and expelling it by means of a powerful contraction, the creature progresses along the ground in leaps and bounds. By way of arms it has two blue trunks which it can direct as it wishes. The arms have no hands, but instead each trunk ends in an open orifice from which magical flames spit and spatter.

Flamers have only the most rudimentary and instinctive minds, but they are finely attuned to the thoughts of the Lords of Change. They can sense and are dominated by the thoughts of the nearest or most powerful Lord of Change, and the daemon's wishes become the flamer's wishes so that it acts in total accordance with its masters' desires. Flamers are almost literally the instruments of the Greater Daemon's will.

The flaming limbs give the Flamers their name. However, this is not normal fire but the stuff of raw magic, coloured a daemonic shade of blue or yellow. The Flamer can use its flames to throw coloured fireballs at its foes, as well as to burn them up in close combat. As the fire crackles and hisses, smaller magical flames fall to the ground and take on the imitative form of a surrounding object or person - like a tiny marionette. The small representations of persons or events will continue to impersonate what is happening around, but in a curiously disturbing and mocking manner. The Flamer usually

ignores these little parodies of reality, but may happen to glance in their direction then destroy them with its magic fire. As the Flamer moves away the little scenes collapse into spluttering pools of magic which slowly fade into nothing. A Flamer will typically be followed by a series of these tiny images, which grow increasingly unstable and vanish as the Flamer moves away.

*Albrecht raised his sword to fend off the bludgeoning limb and the blue flames pattered upon his armour again.*

*'Damn you Gutterchild of Chaos!' he screamed as the magic gnawed his shoulder.*

*The Flamer arched its fungoid body high above him. Small blue flames spat from its limbs and fell to the ground. As each magic fire drop fell it immediately vapourised with a hiss. 'SSdammyooo... damnyou... gutterchild of Chaosss,' it spat. A tiny replica of Albrecht began to form in the blue vapour, a figure wearing black armour and carrying a broadsword like his own, but the face was that of an idiot and the cry that of a spoiled child. 'Damn You! Gutter Rat-a-tat-tat!' it screeched.*

*The Flamer struck again and the blue fire fell upon him, seeping and crackling into his armour and spattering his eyes and face. His vision swam with blue agony and his legs gave way under him. His sword tumbled to the ground as he collapsed screaming through burning lips. The little marionette lay upon its back kicking and gesturing melodramatically, calling out in its squeaky little voice, 'Hot! hot! hot!'*

**Alignment:** Chaos (Tzeentch)

**Special Psychological Traits:** Flamers are unaffected by any *psychology*.

**Special Rules:** The Flamer moves by leaping up to 9". It may cross ditches, walls, hedges and other linear obstacles without penalty, but cannot leap over obstacles more than 1" high. *WFRP* - the Flamer may leap up to 18 yards along the ground and up to 2 yards high.

The Flamer has 2 *bite* attacks. In addition a Flamer can use its 2 *flame* attacks to either shoot fire or burn an opponent in hand-to-hand combat. A shooting flame attack has a range of 6" and may shoot in any direction. If the flame attack hits its target then the target sustains D6 strength 3 hits. In hand-to-hand fighting roll to hit as normal, if successful the target sustains D6 strength 3 hits as for shooting. Any unit which suffers one or more wounds from a flame attack must take a *roul* test.

#### Profile - Warhammer Fantasy Battle and WH40K

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
9	3	5	5	4	2	4	2	10	0	10	10	140

#### Profile - Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	35	45	5	4	11	40	2	0	90	0	90	90	0



# THE DISCS

*Steeds of Tzeentch (K'echi'tsonae)*

## Discs

### Sky-Sharks of Tzeentch



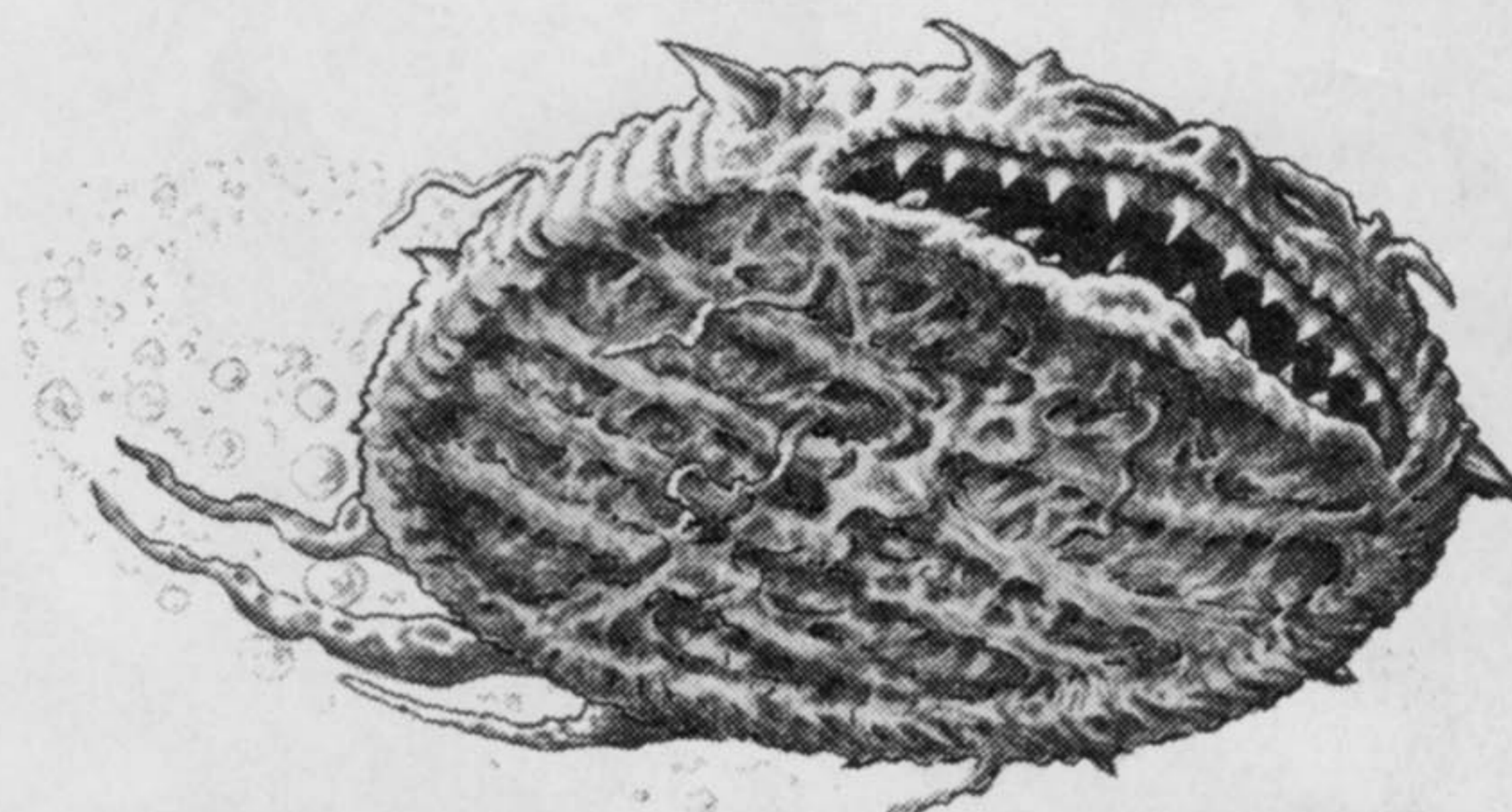
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The Realm of Chaos is inhabited by the Chaos Powers and their minions, by the shadow-selves of mortals, and by unsure fluttering creatures born from the recurrent emotions of the once-living. It is a hell of sorts, and a heaven of sorts, an endless sea of heavens and hells. It is inhabited by numberless hunters and killers, things that prey upon the fluttering creatures and even upon the shadowy spirits of men. Not the least of these are the shoaling Discs of Tzeentch, also known as the Steeds of Tzeentch. They roam the tides of the warp like shoals of daemonic barracudas, searching for the vulnerable things that inhabit it. The Disc shoals are vicious and uncaring hunters. They can scent the shadow-self of a vulnerable human, and will quickly find it and tear it to pieces, carrying the shattered remnants back to their Lord Tzeentch.

In the Realm of Chaos Discs are smoky creatures whose shifting forms hint at a profusion of teeth and penetrating little eyes. When they move into the material world at the command of their Lord Tzeentch, their raw magical bodies assume bizarre and unlikely forms. While most are round and disc shaped, some are covered in eyes, and others sheathed in living metal. They fly through the air, darting and turning through the firmament like sleek fish through clear waters. A Champion or other servant of Tzeentch may be given a Steed of Tzeentch to ride through the air by standing upon its flat upper surface.

Because Discs exist primarily in the Realm of Chaos, only entering the material world under the direction of their daemonic superiors, they can re-enter the Realm of Chaos at will. In this way they can carry a Champion of Chaos into the Realm of Chaos as a Warp Rider. However, mere mortals were not meant to exist in this immaterial universe and the exhilaration and sheer excitement can sometimes prove beyond human tolerance. The warp ride is the ultimate human experience - to be chased by the things that live within it, and sustained by the liquid air of pure magic, to return to the mortal world at a pitch of ecstasy, every nerve burning with the energy of raw magic.

*The winds of magic screamed and laughed around him. Faster and faster the sky-shark twisted, higher and higher he rose upon a pinnacle of fiery ecstasy. At last he realised what extraordinary power lay in the moment, and in a moment the thought was gone and all was speed once more. His body shook in spasms and around his feet the sky-sharks snapped, their skins glistening as magical sea-spray burst over their flashing bodies. His scalp tingled and buzzed - the moment would last forever - but soon the sky-sharks would overtake him and tip him into the waves of the warp. He laughed aloud and a thousand daemons heard his cry and turned as he tumbled and was lost laughing amongst the foaming pack.*



**Alignment:** Chaos (Tzeentch)

**Special Psychological Traits:** Discs are unaffected by any *psychology*.

**Special Rules:** A disc moves by flying up to 12". A Disc can carry a single rider into battle, but they can also fight without a rider. A Disc has a single *bite* attack, delivered by its razor-sharp edges as it rasps past a foe. Discs and Disc-mounted warriors can move out of hand-to-hand combat during their movement if the player wishes, carried by their Steeds away from their opponent and out of the fighting.

#### Profile - Warhammer Fantasy Battle and WH40K

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
12	3	-	3	3	2	3	1	10	0	10	10	15

#### Profile - Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
12	35	-	3	3	11	30	1	0	90	90	90	90	0





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*The Dwarf stood silhouetted in the doorway, his squat form filling it lengthwise. Torch light illuminated the strange tattoos that covered his half-naked body and turned his eye-sockets into shadowy caves from which mad eyes glittered.*

## • WOLF RIDERS •

*Characters by William King and Andy Warwick,  
taken from the stories Wolf Riders by William King and The Tilean Rat by Sandy Mitchell*

The characters presented here are for use with *Warhammer Fantasy Roleplay*, and are taken from the second of Games Workshop's short story anthologies, *Wolf Riders*.

The statistics given are for the characters at the start of the stories. Of course, you may wish to alter the character's details to fit in better with your own campaign, and should feel free to do so. However, we do suggest you read the stories before using these characters, as they give you a better idea of their motives and personalities than we can give in the limited space here.



*They lashed out at Gotrek,  
their blades drawing blood with every savage slash.*

### • GOTREK GURNISSON •

*'Fear, manling? A Trollslayer knows no fear.'*

Gotrek Gurnisson is a Dwarf with a problem: he is a Trollslayer - a Dwarf with a self-imposed deathquest. He seeks to atone for a personal crime, the nature of which it is better not to enquire into. However, he is simply too tough, too lucky, and just too plain mean to die; he seeks out the most dangerous foes and situations and invariably overcomes them.

In appearance Gotrek is a typical Trollslayer: nasty, brutish and short. A crest of hair rises from his shaven tattooed head, and his body is covered in tattoos. His expression is perpetually belligerent.

Gotrek must be one of the deadliest hand-to-hand fighters in the Old World. Again and again his axe has brought red ruin to his enemies. His combat competence, combined with his insane disregard for personal safety, make him a truly terrible opponent.

He is an extensively travelled Dwarf. He has ranged far and wide over the mountain ranges of the Old World and spent time in the greatest cities of the Empire. As an Imperial Dwarf he maintains a front of stalwart contempt for mankind's new technological civilisation, although secretly he is rather impressed by what he's seen.

Gotrek maintains a front of being a savage, uneducated brute. The reality is somewhat different. He was trained as an engineer in his youth, and has demonstrated some knowledge of the inner mysteries of the Masonic Cult. He can read and write, and is surprisingly knowledgeable on a number of subjects.

Like all Dwarfs, Gotrek is proud, loyal to his comrades and implacably opposed to his enemies. When not actively seeking death, he is a sad character, given to fits of depression and melancholia interspersed with bouts of rage. He has lost his entire family, which for a Dwarf causes more sorrow than a human can comprehend. He is bitter and lonely and his one real friend is the human poet and renegade Felix Jaegar.

Player characters could encounter Gotrek in a tavern when he is between adventures. If they are polite he will be civil, in an intimidating sort of way. If they are outnumbered in a brawl he'll jump in. If they can offer him a sufficiently doom-laden adventure he'll accompany them, dragging Felix, under protest, in tow. Alternatively the PCs might encounter him in the middle of howling wilderness engaged in yet another lunatic quest. If they're really unlucky they'll find themselves involved.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	49	39	4	4	8	49	2	39	35	39	39	39	39

**Skills:** Acute Hearing; Arcane Language - Arcane Dwarf; Art; Astronomy; Carpentry; Cartography; Concealment - Rural, Urban; Consume Alcohol; Disarm; Dodge Blow; Drive Cart; Engineer; Evaluate; Follow Trail; Frenzied Attack; Game Hunting; Gem Cutting; Haggle; History; Identify Magical Artifact; Lightning Reflexes; Luck; Metallurgy; Mining; Numismatics; Orientation; Read/Write - Khazalid, Old Worlder; Scale Sheer Surface; Secret Language - Battle, Classical; Secret Sign; Silent Move - Rural, Urban; Sixth Sense; Smithing; Speak Additional Language; Specialist Weapon - Double-handed Weapons, Fist Weapons; Spot Traps; Stoneworking; Street Fighter; Strike Mighty Blow; Strike to Injure; Strike to Stun; Very Resilient; Very Strong.

**Possessions:** 2-handed axe; Chain shirt (1 AP, body); other items as you see fit.

## • FELIX JAEGAR •

*"Honestly, gentlemen, I don't want any trouble."*

Felix Jaegar is a man with a problem: Gotrek Gurnisson. He has sworn to accompany the Trollslayer and record his death in an epic poem. To tell the truth he'd rather be at home in Altdorf studying Classical Literature but an oath is an oath...

How did a presentable, articulate, well-educated student at the Imperial University come to be following a crazed Dwarven berserker through all the god-forsaken lands of the Old World? This is a question that has often troubled Felix.

Fate has a way of playing strange tricks on a man, of sidetracking his life from its obvious path. This is what happened to Felix. Despite his pretensions to being a poet he seemed destined to follow in his father's footsteps as a wealthy wool merchant. That was until the day the bullying Wolfgang Krassner challenged him to a duel. From there things swiftly went down hill.

Felix accidentally killed Krassner and was expelled from the University during the ensuing scandal. Felix's upright and respectable father disinherited him. Embittered, Felix took to politics, becoming a streetcorner agitator against a society he increasingly perceived as corrupt. He was one of the instigators and leaders of the now infamous anti-Window Tax march, which first degenerated into a riot, and then into a bloodbath when the Imperial Cavalry intervened.

Felix was pulled out from under the hooves of the cavalry by the drunken Trollslayer, who then cut them a path to freedom. They made their way to the Maze: the seedy, criminal quarter of Altdorf. When Felix woke up after an epic pub-crawl he was horrified to discover that he had sworn to accompany Gotrek and record his death. Since he was being sought by the authorities he had no option but to leave town in the Dwarf's company. Since then he's had cause to regret swearing that oath.

Felix Jaegar is an amicable young man, about six foot in height with blonde hair and a duelling scar on his cheek. He has a perpetual, twitchy, worried expression on his handsome face, as befits one who is both a wanted outlaw and an associate of Gotrek Gurnisson. He speaks with the



*"Attackers, dead things from under the hills," Felix said. The words came out in jerky gasps.*

pronounced accent of an Altdorf intellectual, and his hesitant manner often causes people to underestimate him. Life as an outlaw has made him hard. Although he is not the sort of person to seek out adventure he has become capable of taking it in his stride if he has to.

Player characters are most likely to find Felix in the company of Gotrek. Felix is polite and well-spoken, and will respond with courtesy to even the rudest of people. He will be especially interested in talking with any academics, or anyone with news from Altdorf.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	49	39	4	4	8	49	2	39	35	39	39	39	39

**Skills:** Arcane Language - Magick; Cartography; Concealment - Rural, Urban; Disarm; Dodge Blow; Drive Cart; Etiquette; Excellent Vision; Follow Trail; Game Hunting; Heraldry; History; Lightning Reflexes; Numismatics; Public Speaking; Read/Write - Old Worlder; Ride; Secret Language - Classical; Silent Move - Rural, Urban; Specialist Weapon - Fencing Sword, Fist Weapons; Spot Traps; Street Fighter; Strike Mighty Blow; Strike to Injure; Strike to Stun; Swim; Wit.

**Possessions:** Sword; Chain shirt (1 AP, body); other items as you see fit.

## • SAM WARBLE •

*'All right. Who's first? The monkey or the organ grinder?'*

Sam Warble is an unusual Halfling: while most of his race are viewed by society as cooks and servants, Sam has carved himself a niche among the low-life of Marienburg as a respected private detective. While others of his kind find it difficult to rise above the level of menial work, Sam manages to make a reasonable living from his skills as an investigator.

In appearance, Sam is almost a typical Halfling: he stands just over 3' 6" in height and has a stocky build, but, unusually for a Halfling, Sam sports sideburns. He dresses in earth tones, and his clothes are utilitarian and simple in cut. Like all Halflings; he goes barefoot. His voice is suprisingly deep for his size, and he speaks with a slight drawl.

Sam has a remarkably thorough knowledge of the peoples and places of Marienburg, with particular emphasis on the slums and docklands where he spends most of his time. In fact, he is more at home here than he was with his Halfling relatives in his youth, a period of his life which he didn't particularly enjoy and which he has made great attempts to forget.



*Gripped by a horrified fascination, unable to tear himself away, Sam watched the drama unfolding within.*

Indeed, when he left the family home he left behind his original name, Buttermere. While the main reason he did this was because he hated the name, it also served to show everyone that a new chapter in his life was about to begin; to Sam it was simply the first step in gaining acceptance in Human society. To make this transition into the wider world easier, he chose to make his home in the city of Marienburg - a cosmopolitan city known for its atypical acceptance of other races.

Sam is a cool customer, and has a manner that is slightly unerving when you first meet him. He doesn't beat around the bush, and says what he means in as few words as possible - he could even be described as brusque, although this would be slightly unfair, as there is no malice intended, and his tendency to snap at people is not intentional.

While Sam can never hide the fact he is a Halfling, he doesn't let that stop him demanding respect from anyone he meets. He will not tolerate any jokes at his expense, and will expect people to treat him as he treats them. In all but personal size, Sam considers himself to be the equal of any Human.

Indeed, it is not uncommon for his closest friends to forget he is a Halfling - they simply treat him as they would anyone else. The only time that Sam's race is brought home to them is when he meets with them in his local, Esmeralda's Apron, a small Halfling establishment on the edge of the Elven quarter. It's simply that the tables and the roof are lower, and hence uncomfortable for Humans.

Sam has a slightly distrusting nature - which comes largely from his job - and has a knack for knowing when there is something he isn't being told. In his line of work this ability is obviously a huge help, and is the primary reason for his success. Of course, Sam also knows his own limitations and very rarely draws instant conclusions; his natural caution means he will play along until he is sure that he knows all the facts.

Having lived in Marienburg for a few years, Sam has now built up quite a large web of contacts. He has links with both the watch and the Thieves' Guild, and has a large number of informants and friends that he can call upon for help. If you need a guide to the city, or at least the less prosperous quarters, then Sam is your man.

Sam is best used as an acquaintance of the PCs, who they can call on when they need his particular skills. His charges are reasonable - considering the quality of his work - around thirty crowns a day plus expenses. Alternatively, he could get in contact with the party himself, to provide assistance for a particularly difficult job.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	40	3	4	5	50	1	40	25	30	30	45	35

**Skills:** Acute Hearing; Blather; Bribery; Concealment - Rural, Urban; Cook; Disarm; Disguise; Dodge Blow; Drive Cart; Evaluate; Flee; Fleet Footed; Follow Trail; Hagggle; Law; Luck; Night Vision; Palm Object; Pick Lock; Pick Pocket; Read/Write - Old Worlder; Set Trap; Shadowing; Silent Move Rural, Urban; Sixth Sense; Specialist Weapon - Parrying Weapons, Sling, Fist Weapons; Spot Traps; Street Fighter; Very Resilient; Wit.

**Possessions:** dagger; leather jerkin (0/1 AP, body); other items as you see fit



# THE SUIDDOCK TEMPLE SB7

At the far western end of the channel stands a semi-derelict and crumbling temple to Manann. The area around has become a squalid maze of slums and tenements, and the temple sees few worshippers nowadays.

The whole temple is filled with the kind of damp chill that sinks right into your bones and stays there; moss grows thickly on many of the walls, and in some places the floor is carpeted with lichen, making treacherous footing. Yet the temple has an air of life and vitality which is quite at odds with its derelict appearance.

The temple has only one attendant, a level 2 Cleric of Manann named Agnetha Zeetrouw. The congregation is made up largely of local down-and-outs - many of them seamen who can no longer find work due to age, injury or drink. They use the west wing of the temple as a makeshift hostel, even though the roof has recently collapsed.

## Common Knowledge

*"It's the oldest temple in Marienburg. They say it was founded by Marius himself."*

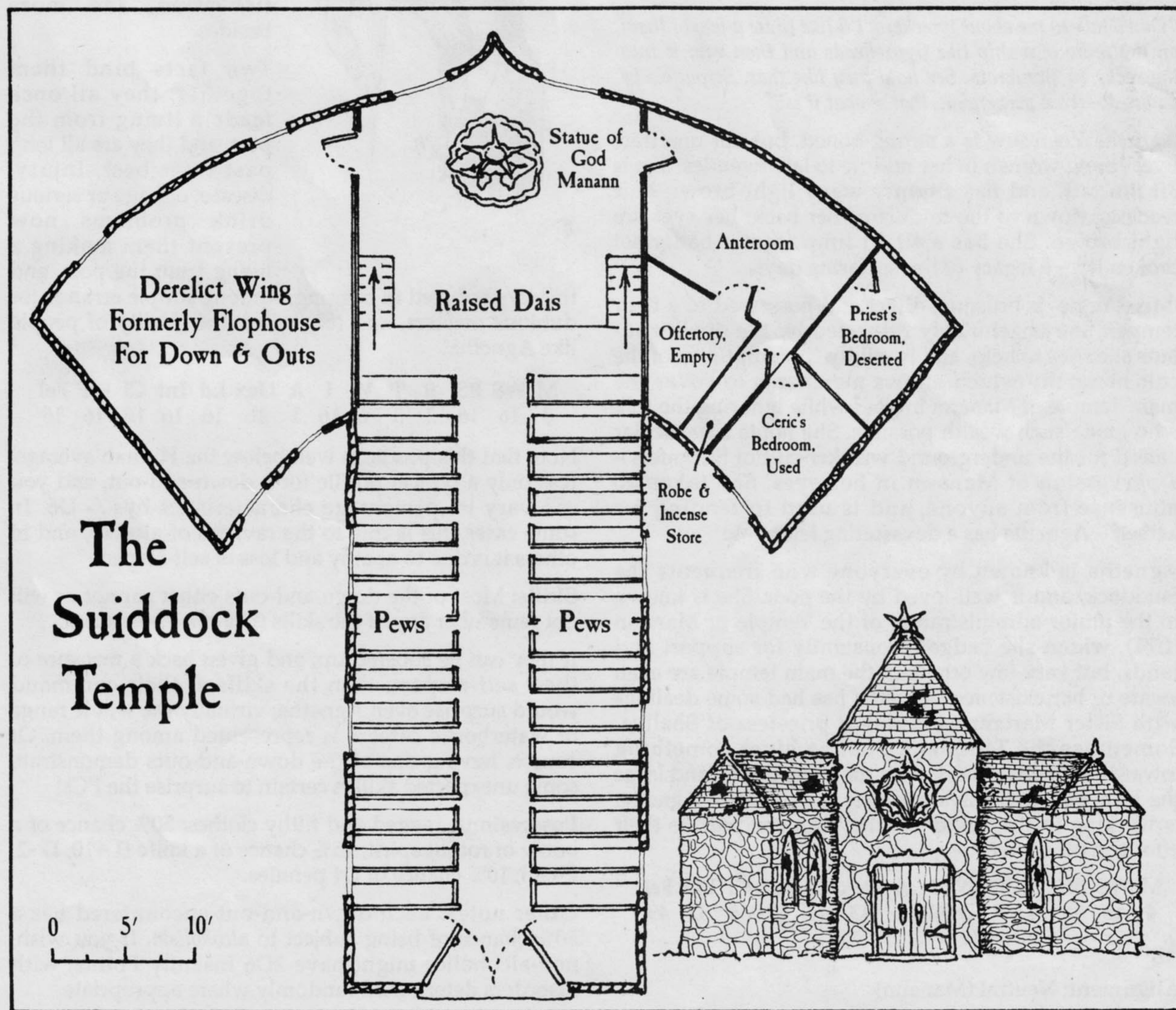
*"It's run by Miss Aggie; she's the only one who cares about the poor hereabouts. She's got a good heart, but mind you don't get on the wrong side of her."*

*"It's run by some crazy crippled woman who won't leave. She thinks she has a mission to look after the scum in the Suiddock."*

*"It's derelict, I think; it certainly looks it. It must have gone out of use when they built the big Temple in the city centre."*

*"Nobody uses it now except beggars and drunks. They crawl in there to get out of the weather."*

*"That could be warehouses, and a good stretch of docks, but will those temple fools listen to a reasonable offer? No. They think that a run down dump is still a temple!"*



## Agnetha Zeetrouw (SB7a), Priestess of Manann, ex-Seawoman, ex-Initiate



"HOY! And why are you poking about in here? Does it look like there's much worth stealing?"

"Makes me sick. You work hard, you make a merchant rich and then they just throw you away. If I had my way, I'd bring all the fat boys down here once a week to look at the people who really made their money."

"Have a good look round – this is where it all started. They say Marius founded this temple. Marius who? Marius as in Marienburg, that's Marius who! And now look at it. Just like

everything else in this town – they've got a new one that's bigger and shinier, so they just throw this one away. You know, that great big temple covered in gold right in the middle of town – you know what they tell me? They can't spare the cash to restore this one. Can't spare the cash! They must think I'm stupid – do I look stupid?"

"Don't talk to me about wreckers. I'd like to tie a few of them on the prow of a ship like figureheads and then ram it into the rocks by Breukrots. See how they like that. Stromfels be damned – it's a perversion, that's what it is!"

Agnetha Zeetrouw is a strong-boned, but not unattractive, young woman in her middle to late twenties. She is 5ft 8in tall, and has slightly wavy light-brown hair reaching down to the middle of her back; her eyes are light brown. She has a slight limp from a badly-set broken leg – a legacy of her seafaring days.

'Miss Aggie' is brusque, direct and possessed of a fiery temper. She is genuinely respected by the down-and-outs she tries to help, and is mildly contemptuous of the cult hierarchy which allows merchants to cover the main Temple of Manann in gold while ignoring the folk who made such wealth possible. She holds a particular hatred for the underground wrecker-cult of Stromfels – a perversion of Manann in her eyes. She takes no nonsense from anyone, and is used to fending for herself – Agnetha has a devastating left hook!

Agnetha is known by everyone who frequents the Suiddock, and is well-loved by the poor. She is known to the junior administrators of the Temple of Manann (C71), whom she badgers constantly for support and funds, but very few others in the main temple are even aware of her existence. Agnetha has had some dealings with Sister Marianne (SL14a), a priestess of Shallya. Sometimes the Temple of Shallya gives something towards Agnetha's work with the poor, but by and large the local cult of Shallya assumes that because Agnetha is working in the Suiddock, they can concentrate their efforts in other areas.

M WS BS S T W I A Dex Ld Int Cl WP Fel  
4 46 36 4 5\* 11 47 2 43 44 42 35 52 49

Age: 27

Alignment: Neutral (Manann)

**Skills:** Arcane Language – Magick; Boat Building; Cast Spells – see below; Consume Alcohol; Dodge Blow; Fish; Identify Undead; Magical Sense; Meditate; Public Speaking; Read/Write; Row; Sailing; Scale Sheer Surface; Scroll Lore; Secret Language – Classical; Speak Additional Language – Norse; Street Fighting; Strike Mighty Blow; Swim; Theology – cult of Manann; \*Very Resilient.

**Possessions:** sword; dagger (I +10, D -2, P-20); silver medallion with symbol of Manann

**Spells:** 33 Magic Points

Petty Gift of Tongues, Magic Alarm, Produce Small Creature, Protection from Rain, Zone of Warmth  
Elemental 1 Walk on Water, Zone of Hiding  
Elemental 2 Resist Fire

## The Down-and-Outs (SB7b etc)



This rag-tag collection of Humanity (and, for that matter, of Dwarfdom and Halflingry) come from a variety of backgrounds. Some were once sailors in Marienburg's merchant fleets, some were long-shoremen, stevedores, fishermen, and more besides.

Two facts bind them together: they all once made a living from the port, and they are all long past their best. Injury, disease, old age or serious drink problems now prevent them making a living from the port, and

they are reduced to begging, running simple errands for dubious masters, and relying on the charity of people like Agnetha.

M WS BS S T W I A Dex Ld Int Cl WP Fel  
3 16 16 3 3 6 16 1 16 16 16 16 16

Note that this profile is well below the Human average. It is only a typical profile for a down-and-out, and you can vary its percentage characteristics by +/- D6. In some cases this is due to the ravages of alcohol, and in others it is due to apathy and loss of self-respect.

**Skills:** Most of the down-and-outs either cannot or will not remember any of the skills they once possessed.

If they can be sobered up, and given back a measure of their self-respect, then the skills at their command would surprise even Agnetha; virtually the whole range of waterborne careers is represented among them. Of course, having one of the down-and-outs demonstrate some unexpected skill is certain to surprise the PCs!

**Possessions:** ragged and filthy clothes; 50% chance of a bottle of rotgut spirit; 25% chance of a knife (I +10, D -2, P -20); 10% chance of D4 pennies.

**Other notes:** Each down-and-out encountered has a 50% chance of being subject to *alcoholism*. If you wish, non-alcoholics might have 2D6 Insanity Points, with disorders determined randomly where appropriate.

# THE STEVEDORES' & TEAMSTERS' GUILD SR5

The Stevedores and Teamsters have offices in a converted warehouse on Riddra Isle, in the southwest section of the Suddock. From the outside, there is little to distinguish the guildhouse from the hundreds of warehouses on the waterfront apart from the sign of three barrels which hangs over the door. Inside, though, the warehouse has been divided and converted into a series of offices, meeting-chambers and other rooms.

The guild has a complete monopoly of unskilled labour in the docks. It provides various benefits for its members, such as payment of medical costs, support for widows and orphans, and even short-term subsistence grants for members who are unable to work. At most times of the day or night, there will be up to twenty guild members in the guildhouse, dealing with some guild business or simply drinking and chatting.

Lea-Jan Cobbius has run the guild with an iron hand for more than thirty years. Now in his sixties, he is still a feared and respected figure. And through him, the guild also takes an interest in the welfare of the Suddock and its residents generally; since most of the working population is made up of stevedores and teamsters, this is not as surprising as it might seem.

## Common Knowledge

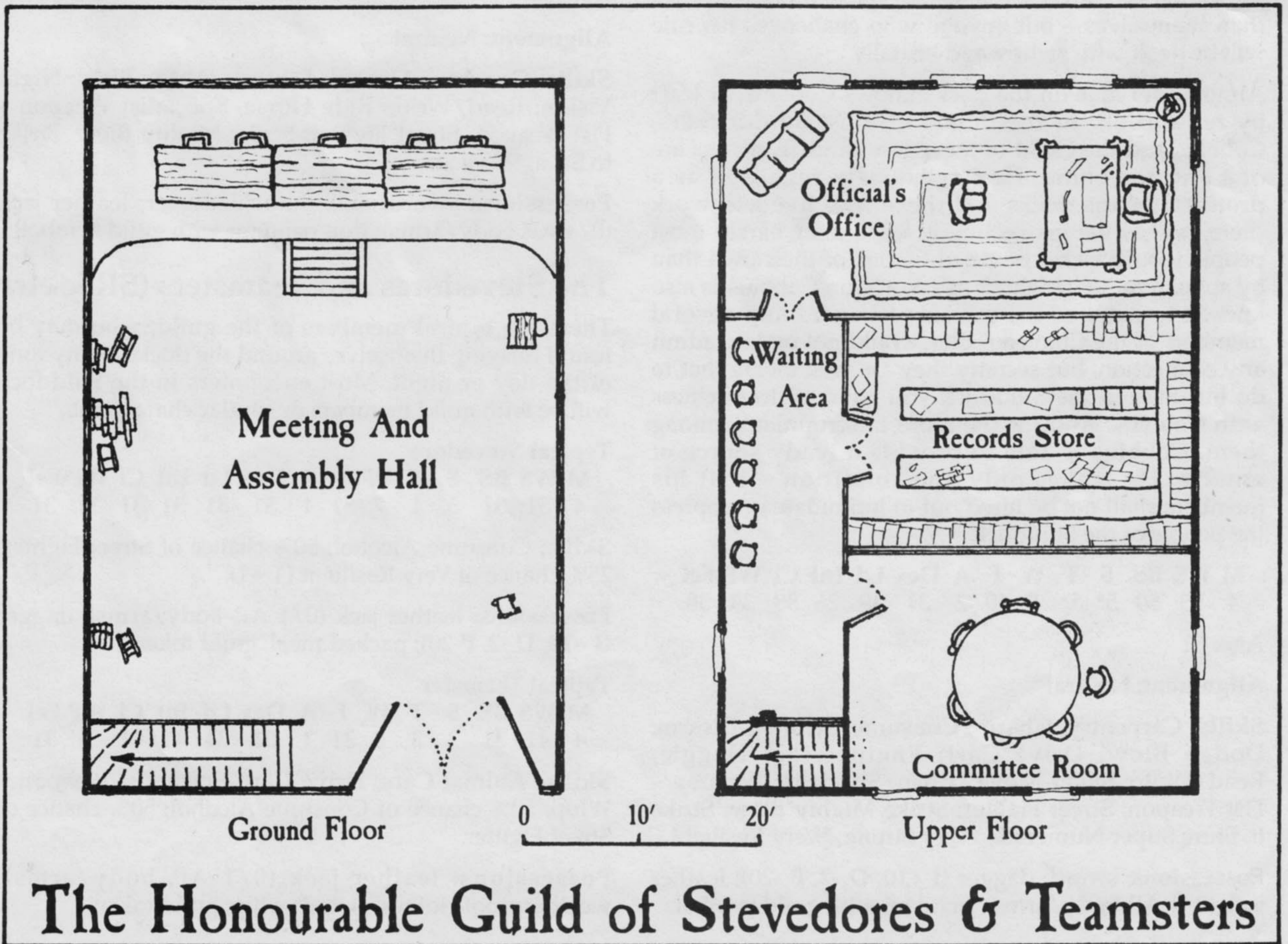
*"They're the most powerful guild hereabouts. Some say they're more powerful than the Watch, and I wouldn't doubt it."*

*"The Stevedores and Teamsters control everything that moves in or out of the docks. If it goes on or off a boat, ship or cart, it goes through them."*

*"Cobbius, the guildmaster, is a hard man. He fought his way up from the docks, and made the guild what it is today. Nobody crosses him – not unless they want Big Piet to pull their arms off."*

*"If you can get to talk to Cobbius, there's nothing he can't fix on most of the docks. If he wants to."*

*"Sure, I'm in the guild. You don't work here if you're not. I reckon it's a good deal, though. When you're working, you put in a shilling a week, and then if you need a doctor, or if you need to stay off work, it's all taken care of. Widows and orphans are taken care of, burial fees – you never need to worry about money again. And because we're all together, the high and mighty don't muck us about. Even the Council listens to the Guild."*



The Honourable Guild of Stevedores & Teamsters

**Lea-Jan Cobbius, Racketeer (SR5a),  
ex-Labourer, ex-Footpad, ex-Bodyguard**



*"I've got a proposition for you."*

*"What can I say? It's a tough and dirty world."*

*"These people look to me. I'm like a grandfather to them. That means I look after them, offer them advice when it's needed. Like the head of the family in any house round here. It also means I keep them in line, so they don't hurt themselves and each other."*

*"So it's not a perfect system. You got a better one?"*

*"Don't disappoint me."*

Cobbius is tall and rangy, with a bony, hawklike face. Despite his age, he still looks fit and dangerous. His iron-grey hair is close-cropped, and his eyes are piercingly blue and disturbingly steady. He has a scar about two inches long, just below his right eyebrow.

Cobbius is tough – he has to be, to keep the respect of the dockers – and brooks no interference from anyone. He believes that by taking control of racketeering in the docks he can minimise the harm it causes and turn it to good use. Cobbius sees himself as a benevolent ruler, protecting the lower classes from those more powerful than themselves – but anyone who challenges his rule will be dealt with swiftly and brutally.

Almost everyone on the docks knows Cobbius, at least by reputation. In the minds of most Suiddockers, Cobbius and the Guild of Stevedores and Teamsters are one and the same. He is generally regarded as a protector of the docks and those who live and work there, and while his regime is sometimes harsh, most people would rather be ruled by one of their own than by some remote merchant or councillor. Cobbius is also known to most of the merchant houses and several members of the Council – they would not openly admit any connection, but secretly they are well aware that to do business in the Suiddock you have to do business with Cobbius. And for the more unscrupulous among them, Cobbius is able to provide a ready source of muscle. He makes only one condition – that his members shall not be hired out to intimidate or oppress the people of the Suiddock.

**M WS BS S T W I A Dex Ld Int Cl WP Fel**  
4 55 50 5\* 5\* 8 40 2 31 49 26 38 33 38

**Age:** 62

**Alignment:** Neutral

**Skills:** Carpentry; Charm; Consume Alcohol; Disarm; Dodge Blow; Drive Cart; Engineering; Haggle; Read/Write; Silent Move Urban; Specialist Weapon – Fist Weapon; Street Fighter; Strike Mighty Blow; Strike to Stun; Super Numerate; \*Very Strong; \*Very Resilient.

**Possessions:** sword; dagger (I +10, D -2, P -20); leather jack (0/1 AP, body/arms); pendant with guild symbol.

**Pieter de Groot (SR5b), Judicial  
Champion, ex-Labourer, ex-Bodyguard**



Universally known as 'Big Piet', de Groot is a bear of a man; he is well over six feet tall and powerfully built. His sandy hair and beard are close-cropped, and his blue eyes look somehow too small for his square face. On the rare occasions when he speaks, his voice is quiet.

Big Piet is Cobbius' right-hand man, and the chief frightener for the guild. Cobbius is in the process of training him as a successor – for in addition to his fighting skills, Piet has a great aptitude for guild business.

Most people know Big Piet as the taciturn minder looming by the guildmaster's shoulder, and the man who upheld the honour of the guild (and the whole Suiddock) in a trial-by-combat against the champion of a Tilean merchant house a year ago. All Suiddockers know him by sight, but he keeps himself to himself, and only Cobbius knows him well.

**M WS BS S T W I A Dex Ld Int Cl WP Fel**  
4 71 38 6\* 4 12 58 3 37 30 44 42 31 33

**Age:** 24

**Alignment:** Neutral

**Skills:** Consume Alcohol; Disarm; Dodge Blow; Night Vision; Read/Write; Ride Horse; Specialist Weapon – Fist Weapon; Street Fighter; Strike Mighty Blow; Strike to Stun; \*Very Strong.

**Possessions:** sword; club; knuckleduster; leather jack (0/1 AP, body/arms); iron pendant with guild symbol.

**The Stevedores and Teamsters (SR5c etc)**

These are typical members of the guild, who may be found busying themselves around the docks at any time of the day or night. Most encounters in the Suiddock will be with guild members or similar characters.

**Typical Stevedore**

**M WS BS S T W I A Dex Ld Int Cl WP Fel**  
4 31 31 3 4 7 31 1 31 31 31 31 31 31

**Skills:** Consume Alcohol; 50% chance of Street Fighter; 25% chance of Very Resilient (T +1).

**Possessions:** leather jack (0/1 AP, body/arms); dagger (I +10, D -2, P -20); packed meal; guild token.

**Typical Teamster**

**M WS BS S T W I A Dex Ld Int Cl WP Fel**  
4 41 31 3 3 8 31 1 31 31 41 41 31 31

**Skills:** Animal Care; Drive Cart; Specialist Weapon – Whip; 50% chance of Consume Alcohol; 50% chance of Street Fighter.

**Possessions:** leather jack (0/1 AP, body/arms); weatherproof clothes; sword; whip; guild token.

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# GOLDEN DEMON AWARDS

# 90

## ● REGIONAL HEATS ●

The regional heats for Golden Demon '90 are almost here. If you want to be among the ten finalists from each heat and go through to the final in May 1990, then you'd better start painting! Below you'll find all the information you need to enter so start wielding that paintbrush NOW!

### 1. Single Miniature

Single miniature means just what it says: one Citadel Miniature mounted on an appropriate base, which should be no larger than 25mm square by 50mm high. Apart from the necessary cleaning and preparation prior to its painting, the miniature must not be converted in any way. No extra models, bits of models or bought accessories can be used as scenery on the base, though you are allowed to scratch build accessories for use on it. Just bear in mind that it is the miniature that will be judged, not the base. Don't forget that you can use any of the miniatures that fit on smaller bases - Snotlings, Dwarfs, Goblins etc. Miniatures which go on 40mm x 40mm slotta bases should be entered in the Monster Category.

### 2. Mounted Miniature

Within the size limit of 75mm square by 125mm high we're giving you a fairly free hand in this category. Limited conversions are allowed, and it's acceptable to use a miniature not necessarily designed as a rider, but which is converted as such. The same applies to the mount. The main restriction is that only one rider and one mount are allowed on the base, and the rider must be sitting on the mount. Weapon swaps, banners, miniature-positioning etc. are all acceptable, and machines (Jet Bikes, for example) may be used as mounts.

### 3. Monster

This category includes any miniature designed to stand on a 40mm square base or larger (including Blood Bowl monsters), up to the maximum base restriction of 100mm x 70mm x 90mm high. Only one miniature is allowed per base, with no extra model or model parts being allowed, as in the Single Miniature category. Remember that it's the miniature which will be judged on the context of the base, not the other way round.

### 4. Standard Bearer

This category allows plenty of scope for conversions and modifications, so long as the original miniature was manufactured by Citadel Miniatures, and fits within the base limit of 75mm square by 150mm high.

### 5. Vignette

There must be at least two models on the vignette, although there is no upper limit. The base size restriction is 125mm x 100mm x 125mm high, and you are free to model and convert models. Bear in mind that quantity doesn't necessarily mean quality - you don't need to cram hundreds of models onto the base. A vignette must portray a theme or an event, and this is usually best achieved with 5 or 6 miniatures at the most. Two well-posed models in the right setting can make an excellent entry - it's simply a case of applying some thought to the matter.

### 6. Epic Scale Vignette

This is a new category to reflect the interest that has been shown in Epic scale models and equipment. The maximum base size is 125mm x 100mm x 125mm high. All models must be Epic scale, and you may use as many as you like. Try to bear in mind, though, that a vignette must tell a story to the observer.

### 7. Single Titan

This category is very straight forward: a single Titan, unconverted, on a Titan base. No other model or model parts must be included on the base, though it may incorporate scratch built terrain. You may mount banners on the Titan, but bear in mind the height restrictions. The base size restrictions are that the Titan must be mounted on its proper base, and measure no higher than 110mm.

### 8. Vehicle Class

This is perhaps the most difficult category to describe. Within the base size restrictions of 200mm x 150mm x 150mm high, you must display a stunning combination of your painting and modelling skills. For ease of judging, the basic vehicles are limited to any which are available from Games Workshop in plastic kits. The basic vehicle body can be converted and modified as much as you like, so long as it still fits within the dimensions given above. Scratch built terrain is allowed, but there must be no more than five extra models on the base or vehicle.

Winners of the regional heats will receive a limited edition Golden Demon Honour Badge, a £10 GW voucher and an invitation to the Golden Demon Final to be held in May 1990.



## STAGGERED COMPLETION DATES

YOUR PAINTED MINIATURES MUST BE HANDED INTO ONE OF THE SHOPS LISTED BELOW BY THE FOLLOWING DATES:

- Sat 6th Jan Single miniature and single Titan
- Sat 20th Jan Mounted miniature and Monster
- Sat 3rd Feb Vignette and Standard Bearer
- Sat 10th Feb Vehicle and Epic scale vignette

▶ REGIONAL JUDGING SAT 17th FEBRUARY ◀

dates must be strictly adhered to  
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# GRANNY HETTA SB26a

Granny Hetta is one of the myriad street-people who make their living from the dockworkers, sailors and boatmen of Suddock. She paddles her small boat up and down the Bruenwasser, tying up at various points to sell the hot drinks and victuals that she cooks on her small spirit-stove. Her wares are basic - hot sausage in a bun, hot tea and rum - but they lift the chill of a winter's day and are very welcome after a hard morning's work.

Opinion is divided over Granny Hetta. Some people think she's a poor old woman who's gone a little touched after all these years, and buy her wares as much out of pity as out of hunger. Others - the few who know her better - know that she is as sharp as ever she was, and that nothing that happens on the Suddock escapes her notice. She is allowed to wander pretty much where she wants selling her food and drinks, and no-one takes much notice of a harmless old lady.

Everyone sees her, but no-one really notices her. As a result, Granny Hetta gets to see much of what is going on and she is therefore a wonderful source of miscellaneous information. She'll sell this to anyone for a fair price, and her activities as a lookout and listening-post for various organisations and individuals supplements her meagre income from food-vending.

Hetta's boat is a small rowing-boat about twelve feet long, with a tented awning at the back where she sleeps and keeps her few possessions. She propels it with a paddle rather than oars, although it still has a single rowlock on the port side - a relic from some previous owner.

Hetta has a good heart, sharp eyes, and is tough as nails - she has to be tough to have lived this long in the docks! She always has a handout for folk who are genuinely down on their luck.



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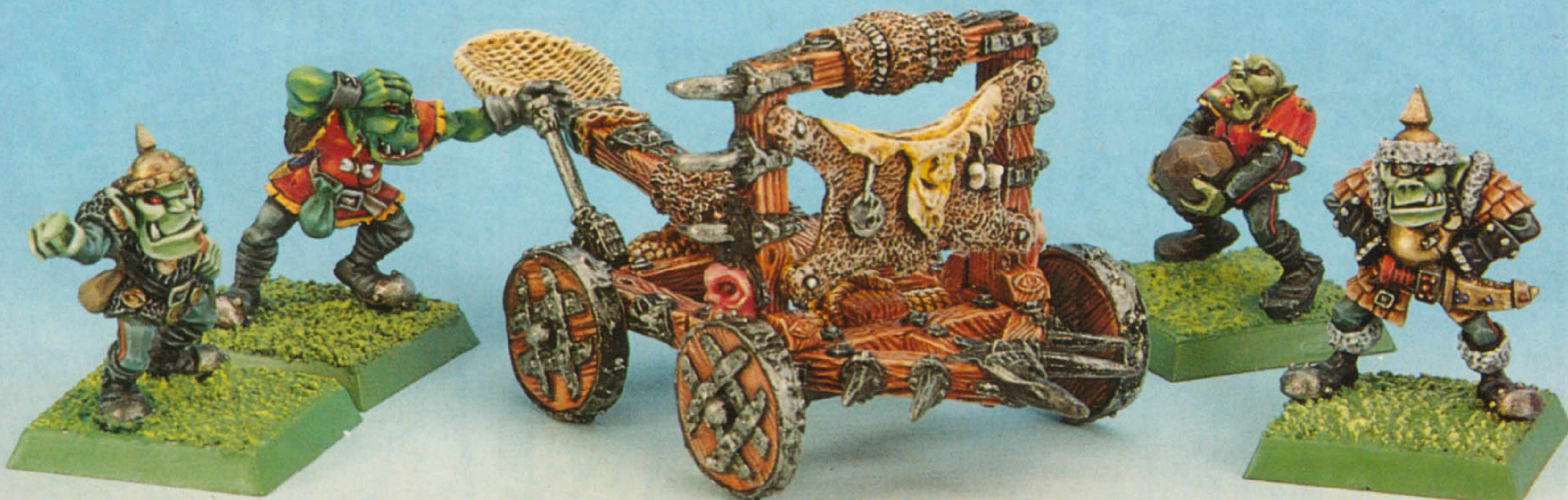


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# GOBLIN REGIMENT

MB4



## COMMAND GROUP



CHAMPION



STANDARD BEARER



LEADER



MUSICIAN

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All entries are to be in by Feb 1st 1990 and the Regional Judging will be held on the 24th Feb.

The Final will be at **Golden Demon Day** in May, where competition will be fierce for the prestigious **Marauder Blades**.

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## Granny Hetta (SB26a), Trader, ex-Boat-woman, Smuggler, Burglar & Pickpocket



*"HOT FOOD! HOT DRINK! Only a shilling a go!"*

*"What do I know? Oooh, you'd be surprised what I know, dearie."*

*"Ha! You should have been here in the floods of '48! You'd have seen some real water then! The water came well up over my waist, you know, even when I was standing on the quay!"*

*"Ah, you're too young to..."* (understand, know better, care, remember or any one of a dozen other verbs).

Granny Hetta is a little over five feet tall. Her hair is grey; it is tied back in a kind of a bun, but wisps are always escaping and hanging down in her eyes, which are a faded cornflower blue. She is thin and frail-looking, but her rapid, birdlike movements belie her delicate appearance. Anyone observing her for a few minutes will realise that she's stringy rather than frail, and as tough as old boots. She wears a pair of cracked and filthy eyeglasses jammed onto her sharp nose, but she always looks over them rather than through them.

She mutters to herself constantly, and sometimes rambles when talking to other people. While she's telling you about a ship which tied up yesterday, she might get side-tracked by the memory of a similar ship which tied up at the same wharf five years ago, or fifty years ago; she can't be hurried, and you just have to be patient and wait for her to get back to the point of her story – and the wait is usually worthwhile.

Granny Hetta is a kindly soul, and will always provide a free meal for anyone who is down on their luck. She has had a number of run-ins with Miss Aggie from the Suiddock Temple, who tries to stop her giving rum to the down-and-outs who congregate around the temple. Agnetha has tried to tell Granny Hetta that the rum's no good for them, but the old woman can't see the harm in one or two small drinks, especially on a cold day.

Just about everyone on the Suiddock knows Granny Hetta, and anyone who causes her any trouble is going to make a lot of enemies very quickly. As one of the Channel Rats who form the lowest stratum of Marienburg's society, she has their protection, and she is also protected by many of the people to whom she sells information. No Suiddocker would raise a finger to harm her, and stories are still told of a Norse sea captain who pushed her over in the street a few years ago. It seems that his ship somehow broke loose and grounded on the edge of Stoessel, costing him a hundred-Guilder fine. Then, oddly, the captain himself was found (by the Watch) hanging by his feet from the underside of a quay, just minutes before the incoming tide would have drowned him.

Granny regularly provides information for Lee-Jan Cobbius (SR5a) of the Honourable Guild of Stevedores

and Teamsters, and most Suiddockers guess that Big Piet (SR5b) was somehow behind the unfortunate sequence of events that befell the ill-mannered Norseman. She has a love-hate relationship with Agnetha Zeetrouw (SB7a) of the Suiddock Temple; sometimes Miss Aggie could cheerfully strangle Granny Hetta for handing out rum to the alcoholics at the Temple, and Granny thinks Miss Aggie should learn a little tolerance. That said, the two are kindred spirits in many ways. Borgoth the Ogre (SB17b) swears that her rum-laced tea gives him his prodigious strength, and he always buys at least three sausages from her every day, just as snacks between 'proper' meals. Granny is fast friends with old Ishmael (SB12a) at the Pelican's Perch; even Beaky (SB12b) recognises her as a friend and source of an occasional sausage; she likes Ingrid (SB12c) as well, and often points out good fishing spots to her in return for a fish or two. She often looks in at the Pilots' Guild to visit Eric Roergang (SS19b) and gossip about "the old days".

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	38	47	2	4	8	31	1	48	32	42	40	31	46

Age: 71

Alignment: Neutral

**Skills:** Acute Hearing; Blather; Bribery; Concealment Urban; Consume Alcohol; Drive Cart; Evaluate; Excellent Vision; Fish; Haggle; Orientation; Numismatics; Palm Object; Pick Lock; Pick Pocket; River Lore; Row; Secret Language – Thieves' Tongue; Secret Signs – Thieves' Signs; Silent Move Rural; Silent Move Urban; Spot Trap.

**Possessions:** Boat; stick (treat as club); dagger (I +10, D -2, P -20); small spirit stove; flask of spirit; bag of bread rolls; bag of sausages; eyeglasses.

### Using Granny Hetta in Adventures

In Granny Hetta, you have a perfect mechanism for feeding information to the players. The adventurers, of course, may be slow to catch on to that she is a fine source for facts and rumours, but Granny always seems to be paddling by in her boat when something interesting is happening. She sees far more than anyone suspects. If the adventurers ask Ishmael or another NPC for information, he will simply buy it from Granny Hetta and sell it on to the adventurers at a healthy profit. Marienburg is a city where enterprise flourishes, after all.

The other side of the coin is that information flows two ways. The arrival of a group of adventurers in the Suiddock will arouse the interest of various parties. Granny Hetta is a great source of information for anyone who knows the Suiddock. Lea-Jan Cobbius, in particular, is interested in everything that happens on the Suiddock, and will want a close watch keeping on adventurers and other especially interesting strangers.

And, of course, there are those in Marienburg who do not care for their business to be too public. Granny Hetta could easily see more than she should – and when someone turns up to silence her, the Gallant Player Characters just happen to be nearby. Granny's cries for help (and the adventurer's response) can be the start of any number of incidents. The exact nature of Granny's attackers is up to you: smugglers, cultists or foreigners – many secretive folk pass through Marienburg.

# HAAGEN'S WHARF SR10

At the eastern end of Riddra Isle lies Haagen's Wharf, a small privately-owned mooring run by one of the middle-rank merchant families. The wharf is small by Marienburg standards, and dates back several centuries; it consists of a jetty built out into the Brunwasser Kanal, a pair of warehouses and a small office maintained by the Haagen family.

The members of the Haagen family rarely concern themselves with this relatively minor part of their business empire. The Riddra wharf was among the first Haagen possessions in Marienburg, but now it is just one more piece of dockland owned by the family. Money moved away from Riddra years ago, and the Haagens' main businesses went too - Riddra had become unfashionable. The wharf is now overseen by Jochen Kaaimans with warehouseman Andreas Pakuister; manual labourers are hired in from the Honourable Guild of Stevedores and Teamsters.

Like many of the small, all-but-forgotten wharves along the waterfronts of the western Suiddock, Haagen's Wharf sees a certain amount of illicit activity. There is some smuggling, and some stolen goods are 'laundered' through the warehouses - stored there for a short time, and then given false documentation to make them look like they were imported legitimately. It is also used sometimes to hide people who are on the run from the law. These activities may bring the wharf to the attention of a certain type of adventurer...

## Common Knowledge

"Haagen's Wharf? You'll never see a Haagen round there, dear me, no. Far too run-down and grubby for them on Riddra!"

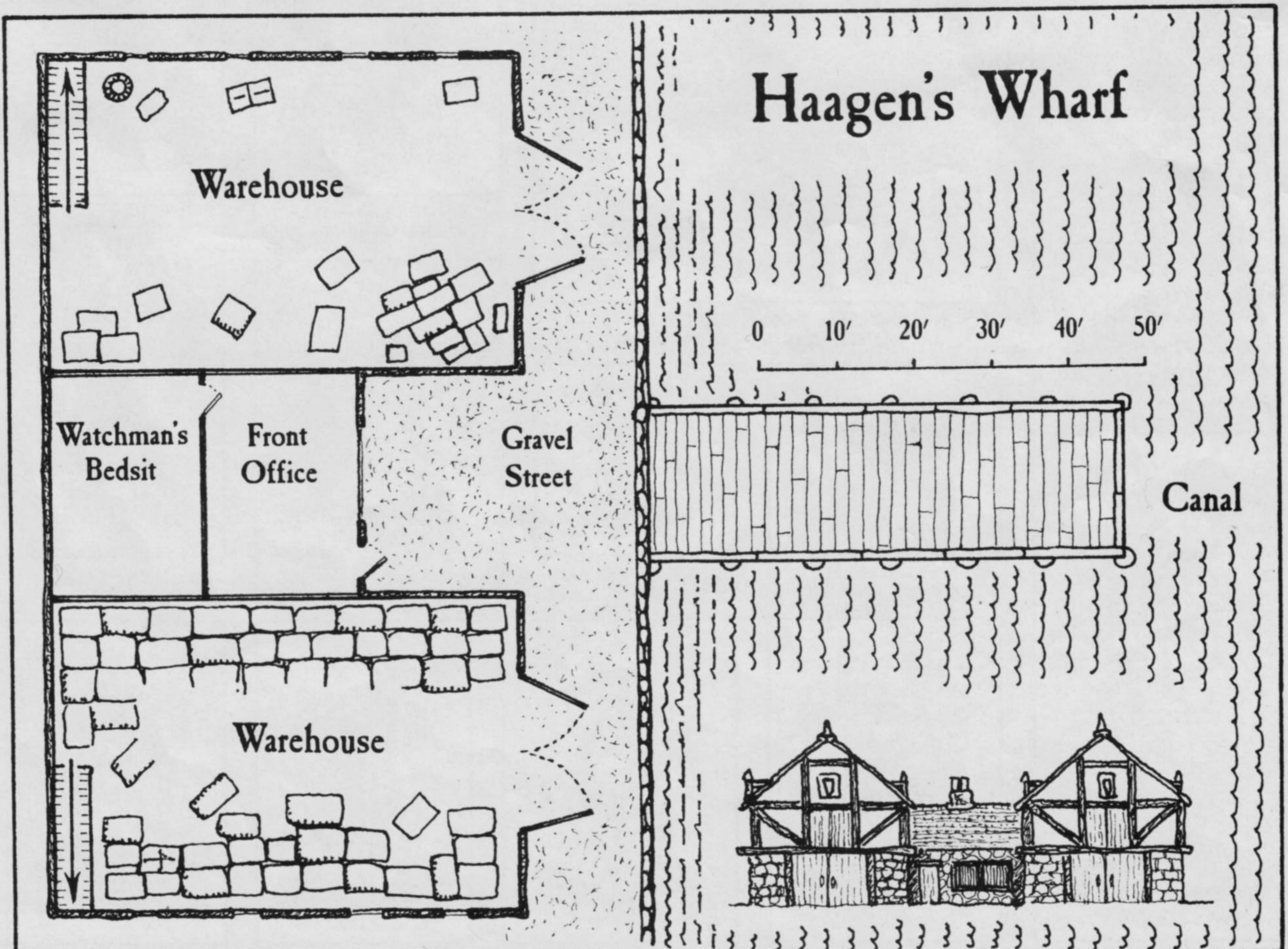
"There's plenty like it round here. Up West, the locals call it. Everything's old Up West - the Suiddock went east over the years. Sooner or later, I expect they'll pull everything down at the west and and put in some new docks and warehousing."

"It's an old wharf all right. Just look at the timberwork in that jetty. Must be five hundred years old, and it's still as sound as a Guilder. Now that stuff they've thrown up Down East, there's no comparison. That won't be around in five hundred years from now, and that's for sure."

"Haagen's Wharf? Haagen's? Kaaimans' Wharf would be closer to the truth. He runs that place, and might as well be the owner for all the notice the Haagens have ever shown. Just you watch yourself round that one. Count your fingers and your toes, if you follow my drift..."

"There's dozens of little wharves like this around here. Some are still independents, but most are owned by one family or another nowadays. Most of the families don't bother with them - the big money's Down East in the new docks."

"Smugglers' paradise, the west is. Most o' the owners don't know the 'alf on it, and them as 'as an inklin' don' care."



# EAVY METAL

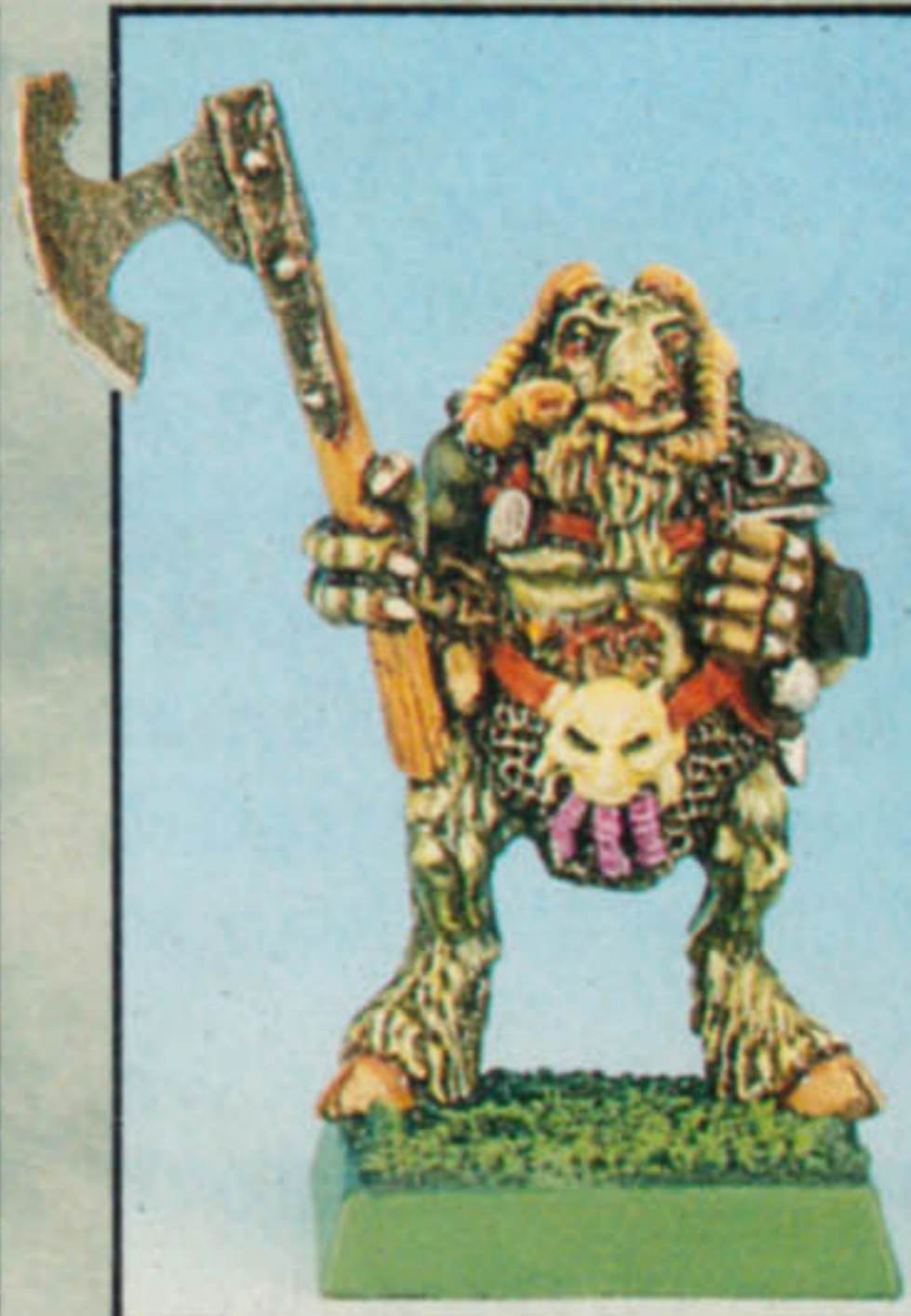
**A WIDE SELECTION OF MODELS FROM THE STUDIO STAFF, INCLUDING SOME OF THE VERY LATEST RELEASES. FOLLOWING LAST MONTH'S ARTICLE ON PAINTING SPACE MARINES, WE ALSO TAKE A NEW LOOK AT SOME OLD FAVOURITES, NOW ENHANCED WITH CITADEL'S NEW SPACE MARINE TRANSFERS.**



DEVASTATOR ULTRAMARINE - NOTE HOW FLAME BURST HAS BEEN ADDED TO THE NORMAL TRANSFER TO ACHIEVE THE SQUAD MARKING.



MARAUDER MINOTAUR



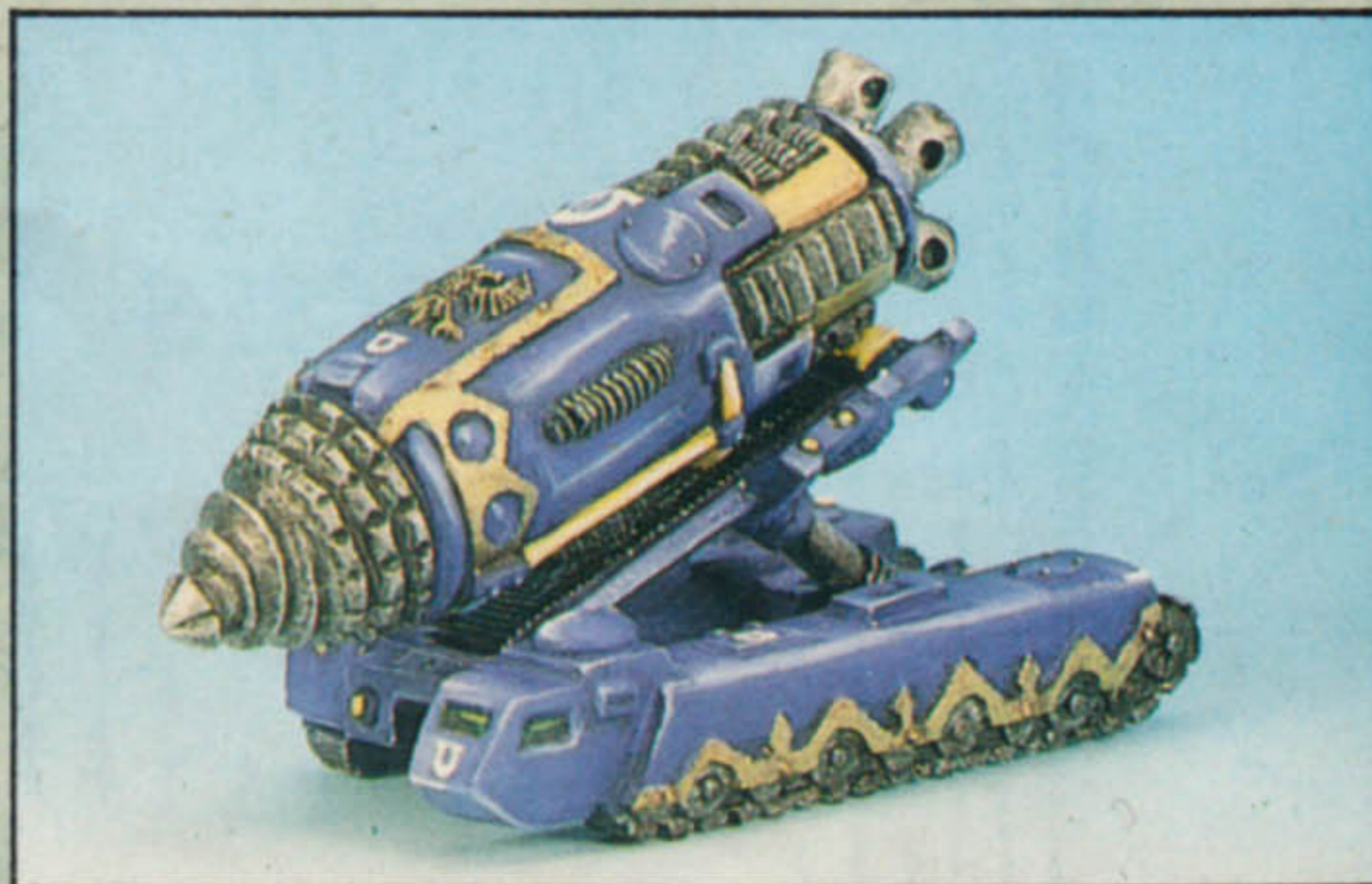
BEASTMAN OF NURGLE



BAD MOON NOBLE



FIRE ELEMENTAL



IMPERIAL MOLE - PAINTED IN ULTRAMARINE COLOURS



SALAMANDER TERMINATOR LIBRARIAN



ZOMBIE WARRIOR



SPACE WOLF PLASTIC WITH JUMP PACK



IMPERIAL TERMITE READY FOR LAUNCHING



IMPERIAL TERMITE BREAKING SURFACE



CHAMPION OF NURGLE



BLOODLETTER OF KHORNE



BLOOD ANGEL MARINE WITH MULTI-MELTA



3RD GENERATION GENESTEALER HYBRID



GENESTEALER HYBRID MAGNUS



3RD GENERATION GENESTEALER HYBRID

# EAVY METAL



INQUISITOR WITH POWER SWORD AND BIONIC LEG



MARAUDER MINOTAUR WITH BATTLE AXE



RATLING SNIPER



RATLING SNIPER



CONVERTED SNAKEBITE



GENESTEALER HYBRID



LINK ANGEL



PALANQUIN OF NURGLE



SKELETAL WAR BAND



PLASTIC MARINES PAINTED AS TACTICAL SQUAD ULTRAMARINES - NOTE THE USE OF CITADEL'S SPACE MARINE TRANSFERS FOR THE ULTRAMARINE SYMBOL - EASY ISN'T IT?

**Jochen 'Breukrots' Kaaimans (SR10a),  
Merchant, ex-Trader, ex-Scribe**



*"PAKUISTER! Where are you, you worthless scrap of nothing!"*

*"I'm in charge here. I say what goes and what don't go."*

*"You want to watch yourself, you do. You've clearly got no idea of who you're talking to."*

Nicknamed 'Breukrots' after the wreckers' rock of Marienburg, Kaaimans is a huge man, very heavily built and nearly six feet tall. His dark brown hair is unwashed, and hangs to his shoulders; his eyes are hazel, small, and

deeply sunk. He has a very loud voice, and seems unable to manage any tone lower than a shout. He spends most of his time in the office poring over his extensive collection of ledgers, getting up for a pace around the warehouses maybe twice a day. He lives on the site, and is responsible for the night-time security of the warehouses – hence his interest in firearms.

Kaaimans is a career pencil pusher, and has worked for the Haagen family for around ten years. He is happy to have charge of the wharf, since it gives him the chance to be a monarch in his own little domain. Sometimes, when he is in the right mood, he'll spend a day or so making Andreas' life pure misery, just because he can. Being left to do pretty much what he will at the wharf, he runs various petty frauds and dodges; even a cursory investigation of the ledgers by a character with a present or previous career as a Scribe, Trader, Merchant or Exciseman will reveal traces of enough malpractices to get him into deep trouble. A PC who has had one of those careers need only make an **Int** test to spot the irregularities.

Somewhere, in the lower echelons of the Haagen family's main operation, there must be someone who is aware of the existence of Jochen Kaaimans, but the family gives no sign of it. He has various illicit dealings with Thijs Modegekker (SR12a) and his smuggling gang and with Jan Omkoop (SH3f) of the Board of Trade Equity, with both of whom he enjoys a mutually beneficial business relationship. Occasionally he is called upon to do a 'favour' for Lea-Jan Cobbius (SR5a) of the Honourable Guild of Stevedores and Teamsters, providing a 'safe house' in his warehouses to hide some object, merchandise or person.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	42	41	4	5	10	44	1	39	59	63	50	51	51

Age: 35

Alignment: Neutral

**Skills:** Ambidextrous; Blather; Embezzling; Evaluate; Haggle; Numismatics; Read/Write; Secret Language – Classical; Secret Language – Guilder; Speak Additional Language – Arabian; Specialist Weapon – Gunpowder Weapons; Super Numerate.

**Possessions:** leather jerkin; sword; dagger (I +10, D -2, P -20); blunderbuss (R 24/48/250, ES 3, Rld 3) and 10 reloads; 2 pistols (R 8/16/50, ES 3, Rld 2) and 10 reloads; ledgers; writing kit; keys to warehouses.

**Andreas Pakuister (SR10b), Labourer,  
ex-Boatman**



Andreas is a small, skinny man, known to the Suiddock street brats as 'the Scarecrow'. His stooped shoulders make him seem even shorter than his full 5ft 6in, and his stringy frame belies even the small amount of physical strength that he possesses. His copper-coloured hair is lank and straight, hanging in his eyes at the front and to his shoulders at the sides and back. His eyes, when you see them, are a washed-out pale blue, and his face wears the perpetual expression of a

dumb animal that has become too used to being beaten. He moves slowly and speaks little.

Andreas is thoroughly victimised and mistreated by his overseer Jochen Kaaimans, and has taken the rap for his overseer's rackets and dodges on more than one occasion. No-one knows why he puts up with the treatment he receives – some say that he'd rather stick with the devil he knows, no matter how bad, while others maintain that he's too stupid to change. The two of them make an odd couple, but in a strange sort of way they balance each other.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	32	38	3	4	7	35	1	37	29	31	46	32	24

Age: 28

Alignment: Neutral

**Skills:** Fish; Orientation; Read/Write; River Lore.

**Possessions:** leather jerkin (0/1 AP, body); dagger (I +10, D -2, P -20); clipboard and papers.



# THE SABRE TANK HUNTER

The Rhino was built so that it could be readily converted to meet various specialist requirements. Many were hastily uparmed during the early days of the Horus Heresy, to cope with the increasing demand for heavy firepower. The Sabre Tank Hunter was the result of one such modification.

Vehicles formed by adding a fixed forward-firing heavy weapon to a Rhino have become known as Tank Hunters, after their major role during the Heresy. These vehicles also possess heavy frontal armour to protect them from enemy fire. But while there exist Tank Hunters with missile launchers, lascannon and other heavy weapons, the autocannon-armed Sabre is the most common.

The Sabre is best remembered for the role it played in the latter days of the Siege of Sebundapor. The city had been retaken by the Dark Angel Space Marines from a combined force of Chaos Renegades and Ork Freebooters. On the arrival of unexpected Ork reinforcements, however, the Marines found themselves pushed back into the Capital City of Kalinoo, their numbers severely depleted. The Orkish hordes saw their advantage and pressed towards Kalinoo across the famous Black Gorge - a mile wide crack in the earth, separating the advancing hordes from the city itself.

A single Tank Hunter squadron under the command of Marine Captain Ican Mandro took up positions in the Kalinoo heights, overlooking the Gorge's only remaining bridge. The bridge was made from solid adamantium, and had stood since the Dark Age of Technology. All other bridges across the Black Gorge had been destroyed, but this ancient structure had resisted all attempts at demolition.

Mandro allowed the advancing column of Ork vehicles to almost cross the bridge before ordering his gunners to begin shooting.

With deadly accuracy, the Sabre Tank Hunters picked off the lead vehicles, thereby blocking the bridge to the front. Once the column had halted, Mandro ordered his gunners to fire at the vehicles at the other end of the bridge, so that the Orks were unable to retreat. Once both ends of the line were blocked by destroyed vehicles, those in the middle were trapped, and Mandro's Tank Hunters coolly picked them off one by one.

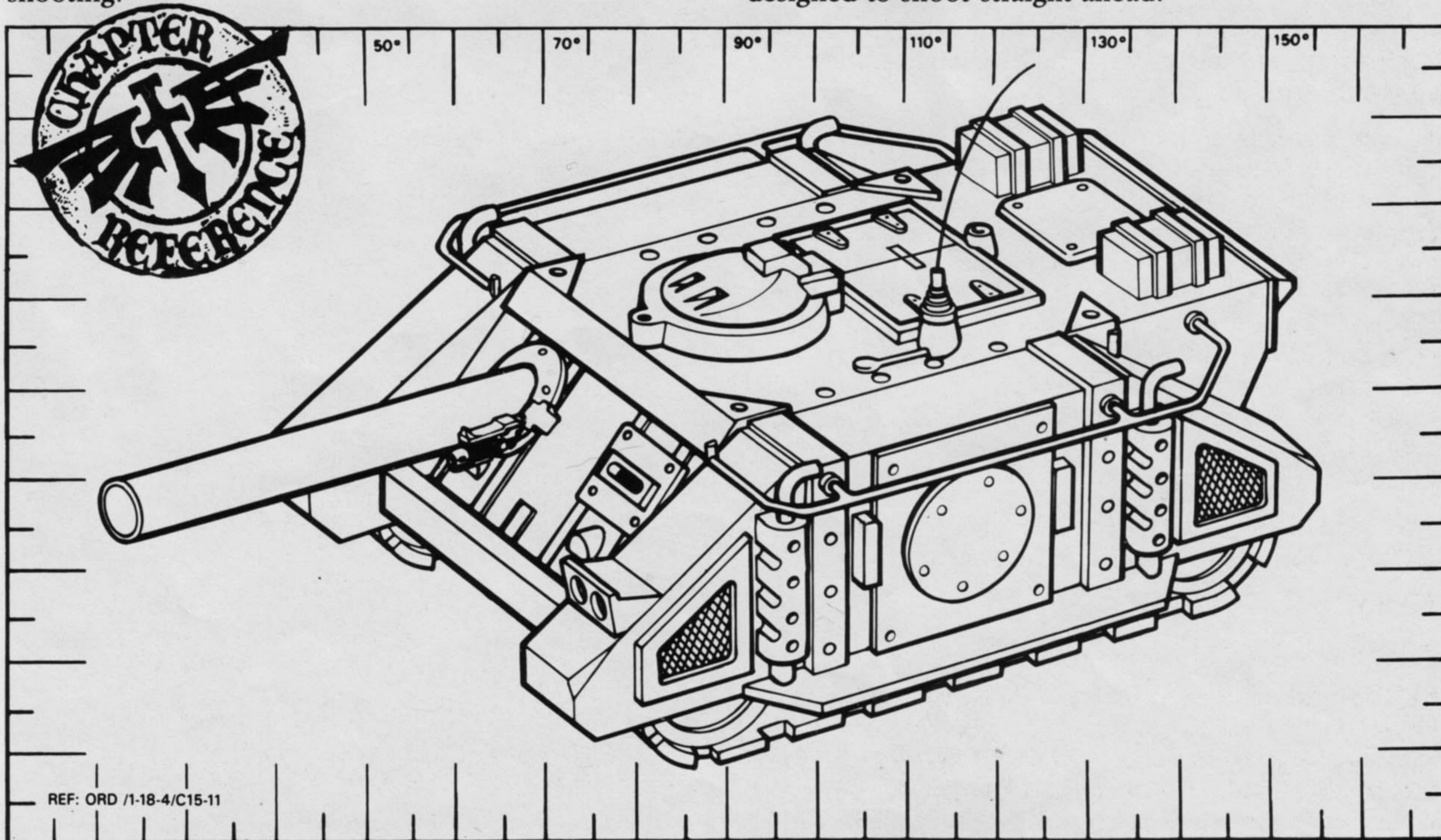
For his bravery and cool-headedness Mandro was acclaimed as Saviour of the Chapter and Hero of Sebundapor. The bridge still stands today and is known as the Mandro Crossing after this famous incident.

## ● RULES

The Sabre Tank Hunter uses the following profile. Note that it differs slightly from the standard Rhino.

SABRE TANK HUNTER					
Max Speed	Acc/Dec	TRR	Toughness	Damage	Saving Throw
16	8	1	8	40	4-6

The Sabre Tank Hunter carries no additional troops. It is armed with a single autocannon and a bolt gun, both designed to shoot straight ahead.



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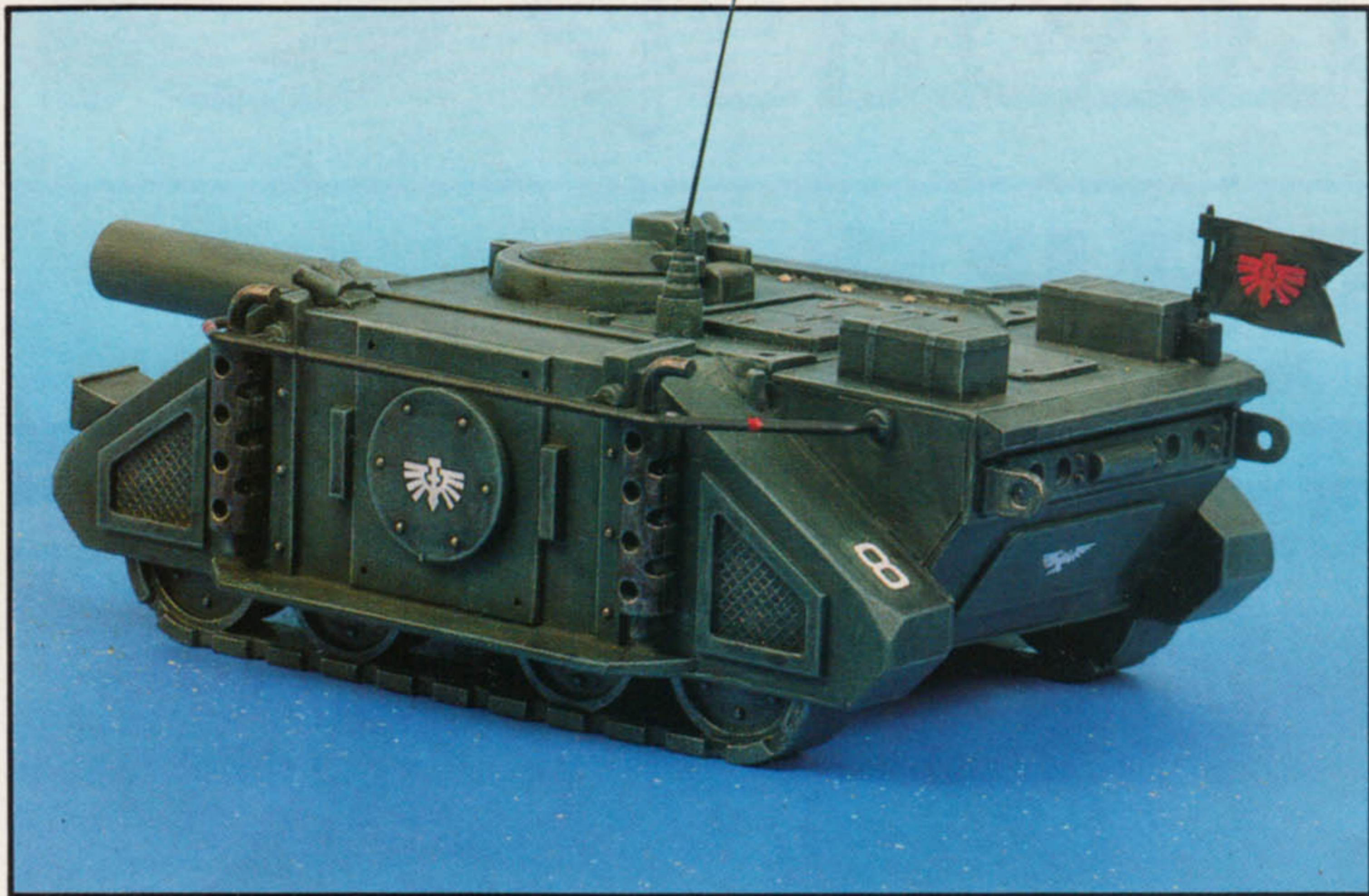
## SABRE

BY TONY COTTRELL

The finished Sabre Tank Hunter is painted in the colours of the Dark Angels Marine Chapter. The model was initially painted dark grey and drybrushed using a green-grey mix. Washes of a green and black mix were then applied followed by progressively lighter drybrushing. The metal areas were drybrushed with gold and chainmail. The rusty patches were done using a brown ink wash. The Chapter symbols are taken from the Citadel Space Marine Transfers and the numbers were taken from an aircraft kit.







## SCOUT TITANS

BY  
TONY COTTRELL &  
GUY CARPENTER

These Mammoth WH40K scale models were both made from numerous plastic toy and kit parts as well as plastic card and rod. Both models feature fully-detailed cockpits.



# MODELLING WORKSHOP

# G

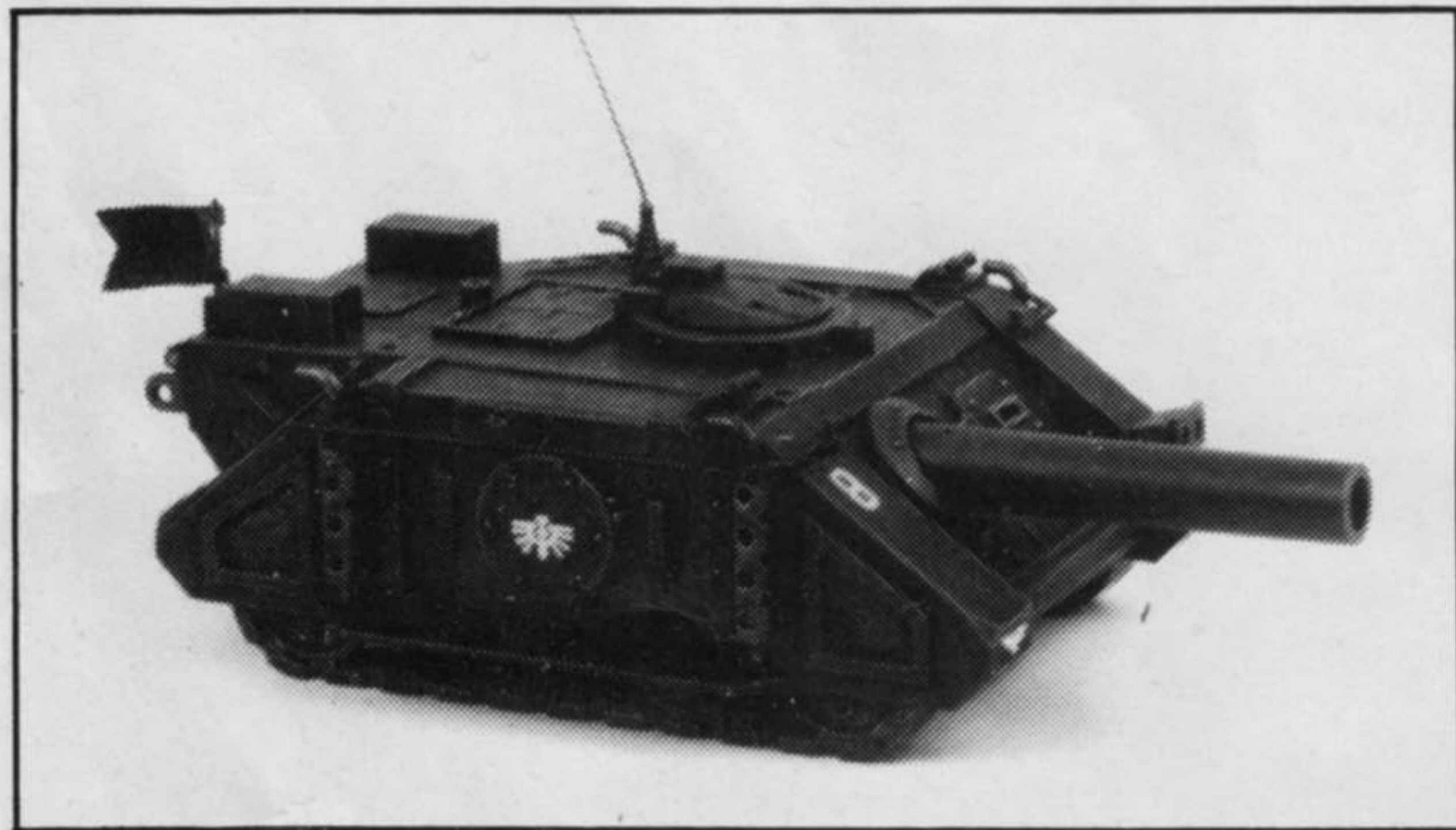
## SABRE

By Tony Cottrell

Following last month's Modelling Workshop which gave details for the construction of the Spartan Terminator Battle Tank, this month we use the remaining Land Raider and Rhino kit parts to produce the Sabre Tank Hunter.

The following tools will be useful to make the Sabre: a sharp modelling knife, some fine sandpaper, a pin-vice with a small drill bit and piercing saw.

In the instructions the numbers preceded by an "R" refer to Rhino kit parts, those by an "L" to Land Raider kit parts and those by "SB" to parts you will need to make specifically for this model.



### ● MAKING THE NEW PARTS

Parts SB5, SB6, SB8, SB9, SB11, SB12, SB13 are made from 0.03" thick plastic card or thin cardboard. Small holes are drilled in SB5 and SB11 using the pin-vice.

Parts SB7 are cut from thicker plastic card (0.06") or cardboard.

Parts SB10 are made from Rhino kit sprue.

Part SB3 is a Rhino hatch (R14) with the centre cut out to allow the gun barrel (SB1) to fit through it.

Part SB1 is a length of plastic tubing. The barrel of a pen would work equally well.

Part SB4 is cut from the Rhino front hatches (R6), the corners are rounded with sandpaper.

Part SB2 is the Rhino bolter (R13) with the back part removed.

With the exception of the gun barrel, all the plastic parts can be glued with polystyrene cement. Depending on the type of plastic the gun barrel is made from you may need superglue or two-part epoxy glue to stick it in place.

If you are using cardboard the parts should be stuck with two-part epoxy or contact adhesive.

Sandpaper can be used to shape and smooth any plastic, and any gaps that occur during assembly can be filled with model filler.

### ● CONSTRUCTION

1. Assemble the Rhino track units but leave off the side hatches (R8), and the stowage boxes (R20). Leave off the headlights (R12) from the right hand unit.

2. Glue the side plates (SB5) to the track units and the escape hatches (R4) to the side plates.

3. Glue the hull top (L12) to the track sections and glue the hatches (L13, L14, L16) to the hull top.

4. Glue the rear hull side plates (SB7) to the track units.

5. Glue the rear hull top plate (SB6) and the hull rear plates (SB8, SB9) to the rear hull side plates.

6. Glue the front and rear bars (SB10) to the model then glue the hull floor between the front bar and the hull rear plates.

7. Glue the gun barrel (SB1) and the bolter (SB2) to the mantlet (SB3).

8. Glue the gun assembly and the driver's window (SB4) to the vehicle front.

9. Add the grab rails (R19), the grenade launchers (R11), the stowage boxes (R20), the aerial (L26) and the top and rear access plates (SB11, SB12).

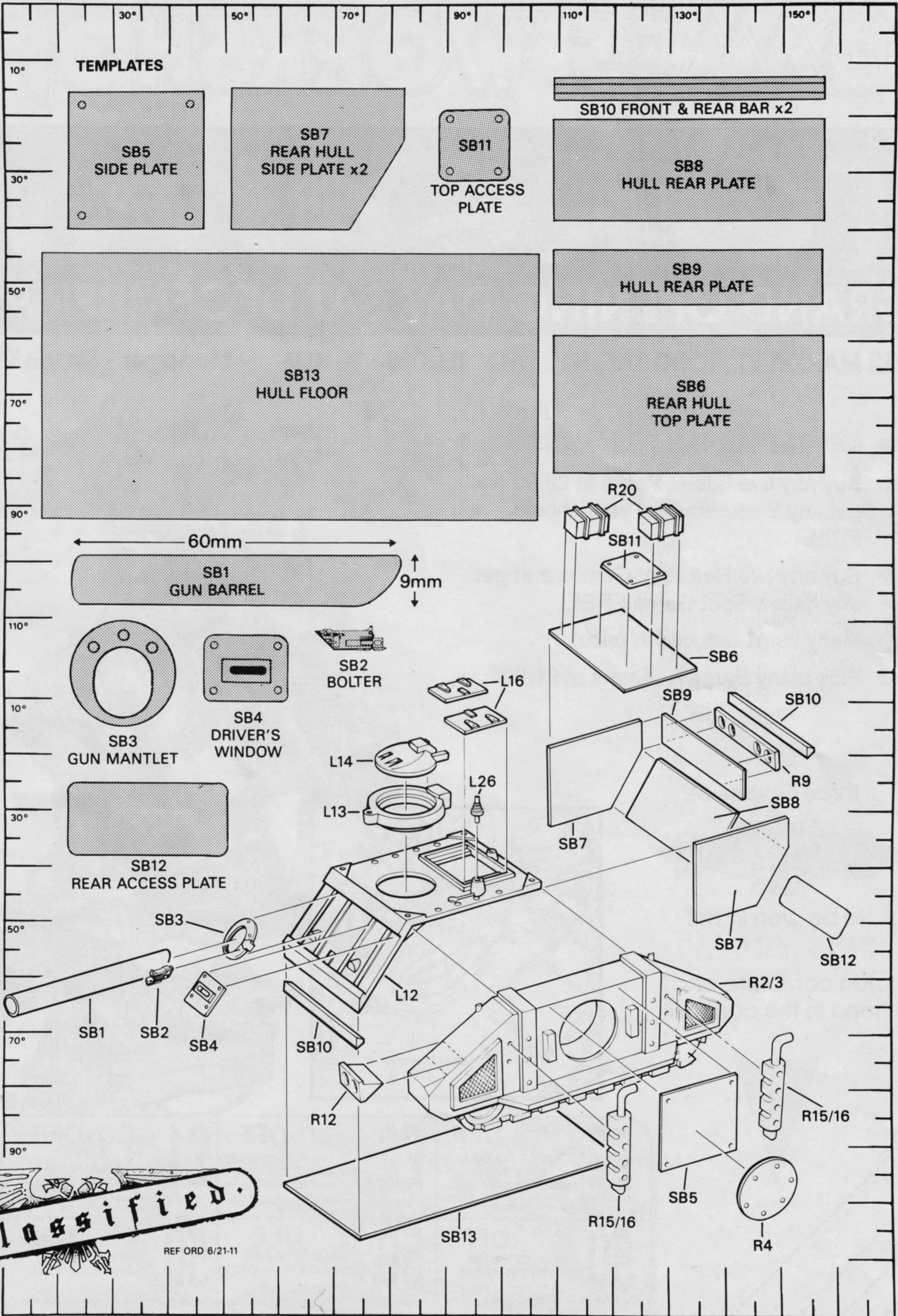
### ● PAINTING THE SABRE

Sabres are generally painted in the standard Marine Chapter or Imperial Guard colour schemes, although bright colours on the vehicles are rare as they are usually employed in ambushes and hit-and-run attacks. Blood Angel Sabres, for example, are mainly painted in Codex Grey rather than the Chapter's usual red.

Camouflage schemes are popular, as is the attachment of local vegetation to the vehicle's hull.

Identification symbols on the roof are not as common as on the other Imperial vehicles, as it is felt it may compromise the vehicles concealment.

Those Chapter and other Imperial symbols they do display can be added to your model using Citadel's Space Marine Transfers.



# GAMES WORKSHOP™

# TORQUAY

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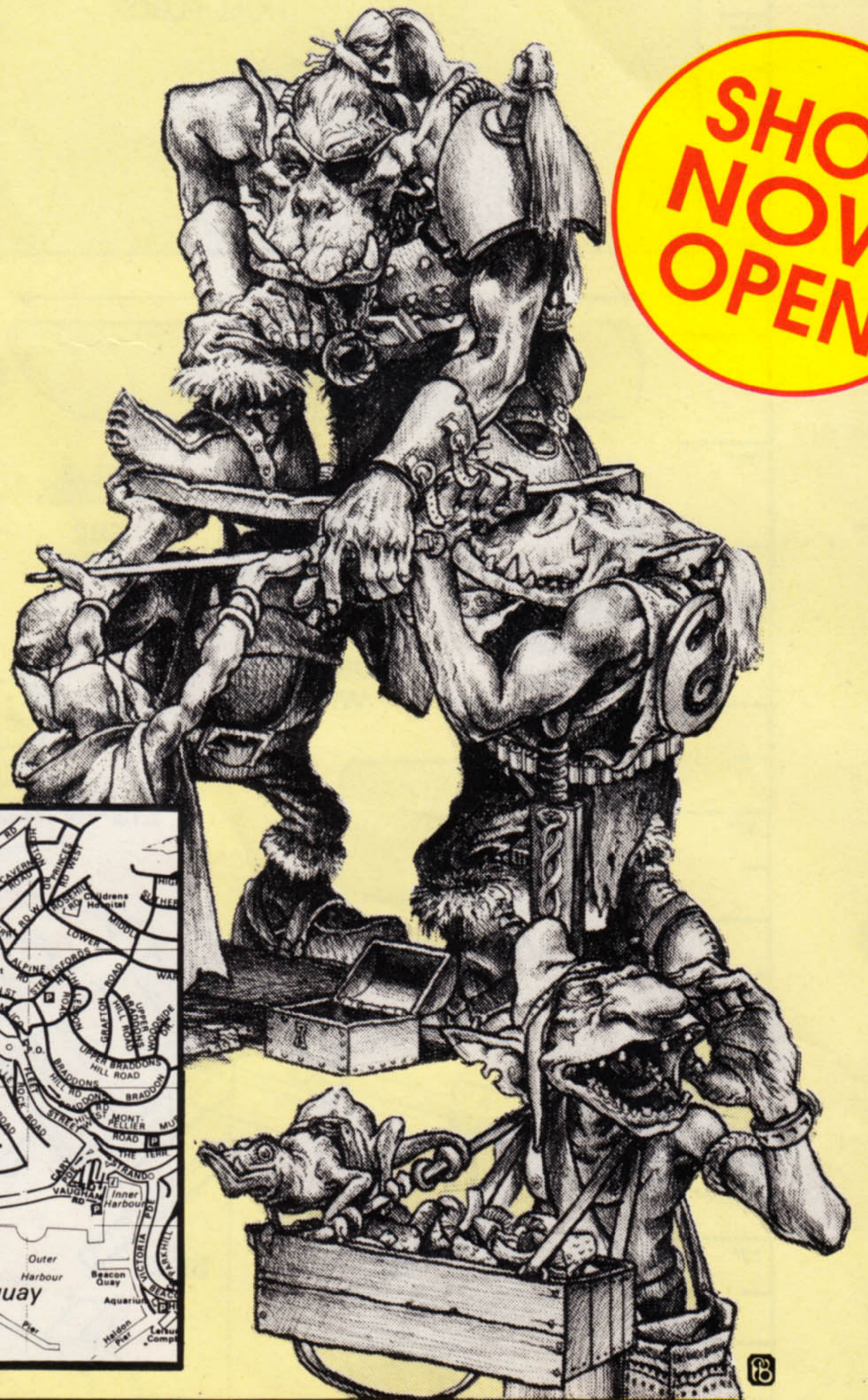
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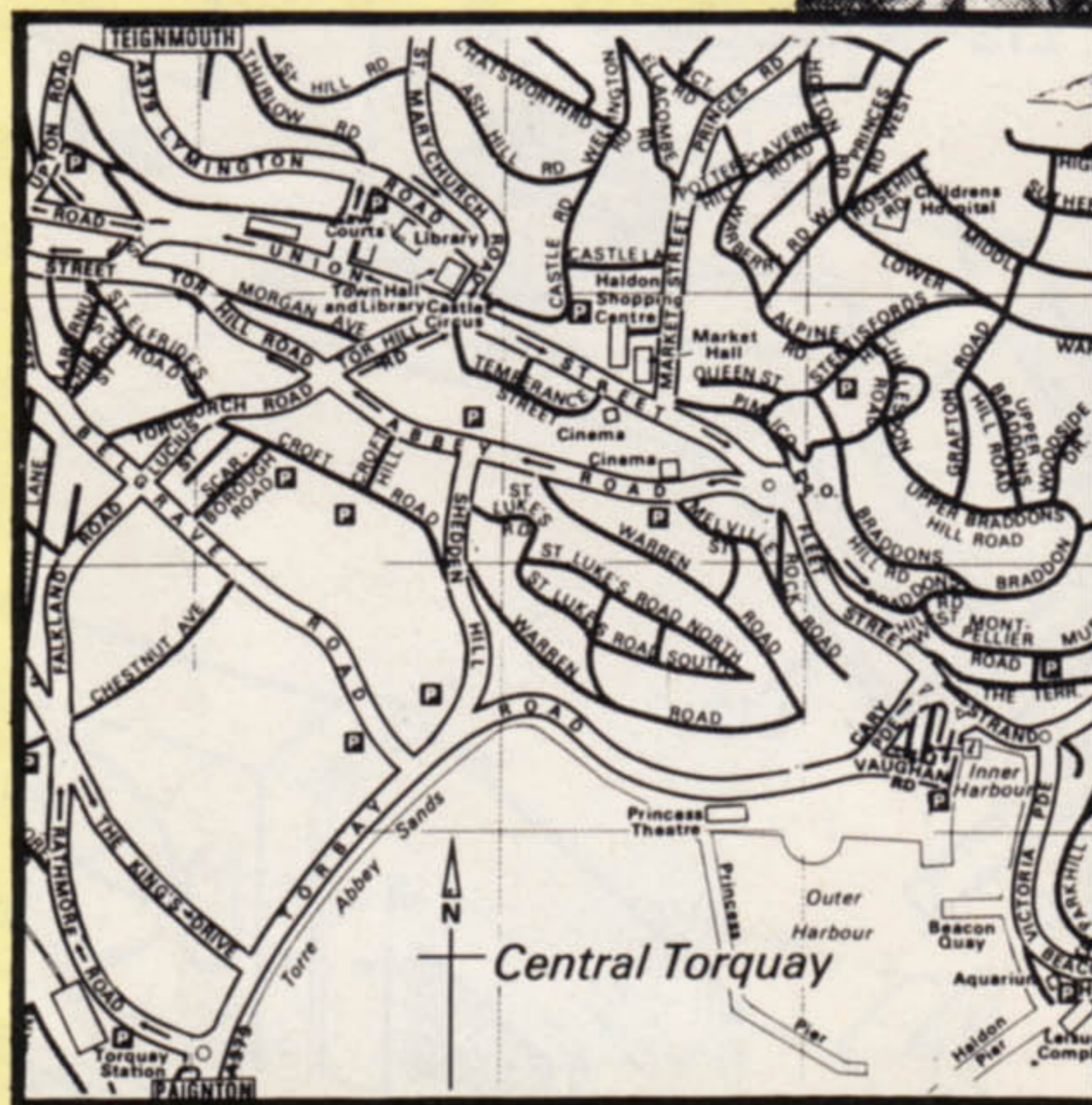
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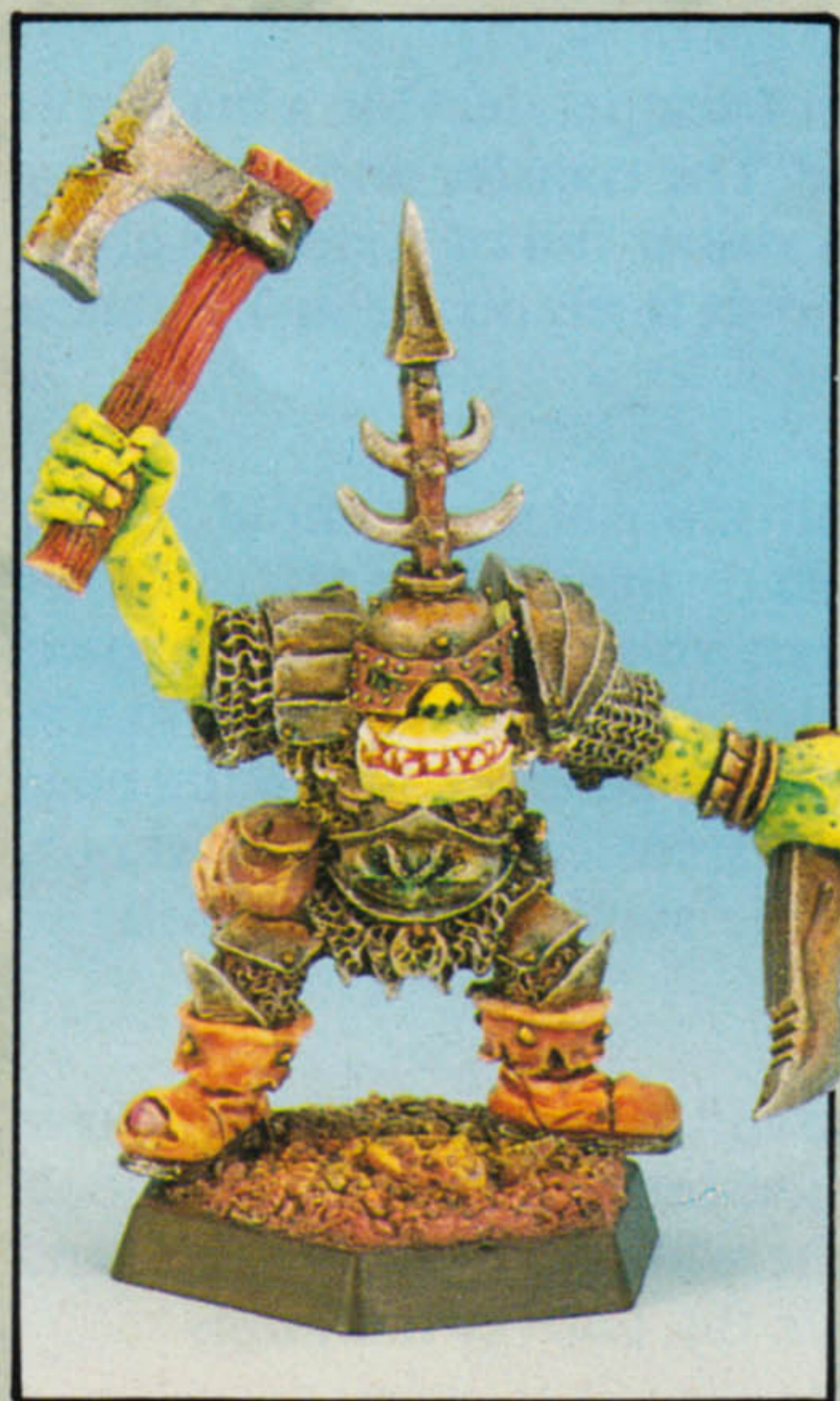
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# EAVY METAL



'EAVY METAL REGULAR PAUL BENSON BRINGS US SOME MORE CLASSICS FROM HIS COLLECTION.



GRIM BROTHER  
FANTASY ORC



TERMINATOR CONVERSION



TERMINATOR CONVERSION  
WITH LIGHTNING CLAW



ORDO MALLEUS  
TERMINATOR



BORAX BLOODAXE



THROBIN DEATH-EYE



UTHER DWARF-LORD



ORC CHAMPION



FANTASY ORC



GRIM BROTHER  
FANTASY ORC



DRUNKEN ORCS



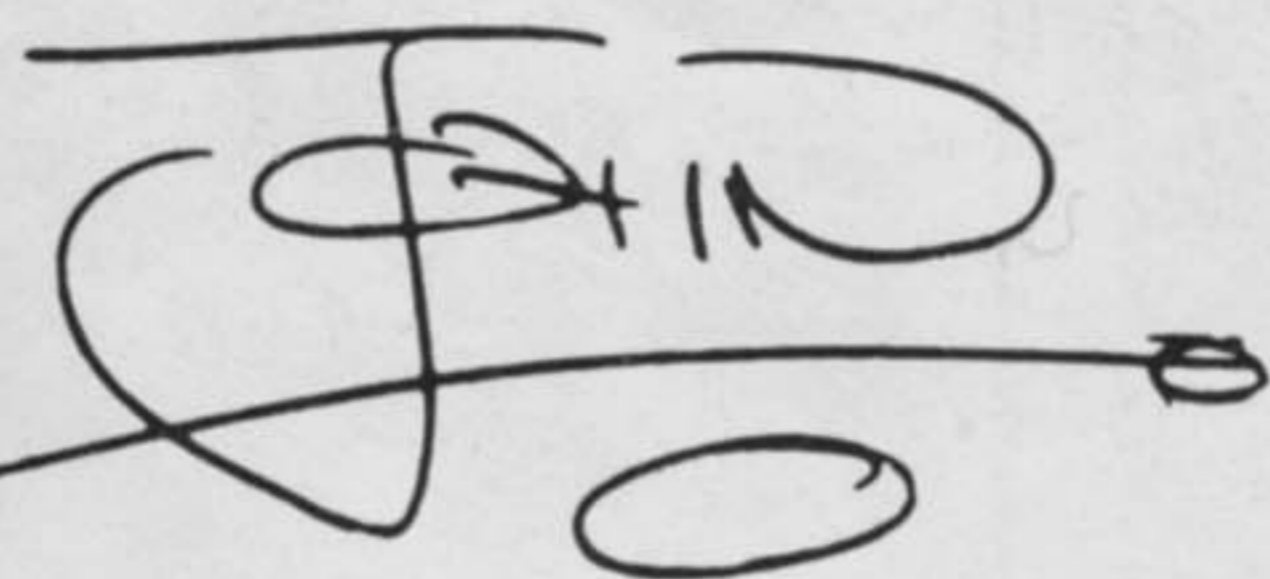
LAMENTERS COMMANDER AND GUARDS



GREAT UNCLEAN ONE OF NURGLE



PRESENTED BY JOHN BLANCHE



**Hi. Welcome to this month's 'Eavy Metal. This month we take a look at some of Paul Benson's work, plus the latest from the Studio Staff.**

## PAUL BENSON

Paul has again delved into his extensive collection of beautifully painted models to show us some examples of his work.

The Orcs are a few models taken from an Orc regiment Paul has built up, and are painted in a rather unusual way.

The whole model is first undercoated with Skull White. The armour and weapons are then given a thin wash of a Bestial Brown and Chaos Black mix and left to dry thoroughly. These areas are then drybrushed, first with a mixture of Chainmail and Chaos Black, and then with Mithril Silver. The addition of the Bestial Brown in the undercoat gives the metal a rusty look - well suited to Orcs.

The skin areas are painted with alternate layers of ink and blended paint. This method gives Paul's models that bright, crisp look which is so distinctive.

The shields have had their centre holes filled in with epoxy putty, before being rubbed across a flat sheet of glass paper to remove their rims. This gives Paul a smooth, round shield to work on. The battle damage - the cuts and chips on the shields - is added with a craft knife and wire clippers.

The lights on Paul's Space Marine and Terminator are first painted Skull White. They are then given a wash of an ink and paint mix. The white undercoat shines through the paint and makes it gleam. Paul paints gems in a similar way, but uses a base of Chaos Black. As a final touch, they are given a coat of gloss varnish.

The base on the Lamenter's Commander is made from parts of a plastic model kit, and was heavily drybrushed to show the various textures. The speckled affect is achieved by splattering tiny flecks of paint onto the model with an old toothbrush. Simply dip the toothbrush in the paint, hold alongside the model, and draw your finger back along the bristles.

The drunken Orcs also show the same attention to detail that makes Paul's models stand out. The ale slopping out from one of the bottles is made from a drop of resin glued to the bottle-neck. A thin wash of brown finishes it off.

## STAFF PAGES

All of the Space Marines shown on these pages use the new Marine Transfers for their chapter symbols. The Ultramarines were first painted as described in the *Space Marine Painting Guide* that comes with the new set of *Space Marine Paint Set*.

When the paint is completely dry, the transfer is applied.

The symbol is cut out with a scalpel, leaving a margin of 3 or 4mm around the edge. The transfer and its backing sheet are then soaked in a saucer full of water for about 30 seconds. If the transfer moves freely on the backing sheet then it is ready to use.

Hold the backing sheet against the Marine's shoulder pad and, using a damp brush, gently push the transfer into the correct position. Once there, you can use a paper towel to mop up any excess water. Leave the transfer to dry thoroughly. You may find that you can still see the edge of the backing film once the transfer is dry. If so, simply paint around the edge of the symbol very carefully to disguise it.

The Devestator Ultramarine and Tactical Blood Angel have also benefitted from these new transfers, but their symbols have been modified with the addition of Skull White and Sunburst Yellow to produce the correct markings.

The new Termites and Moles, which feature in the new *Adeptus Titanicus* and *Space Marine* supplement *Codex Titanicus*, are the latest additions to an expanding range of epic scale models. Tim has painted them in Ultramarine colour, and has again used transfers to add the markings.

The two Ratling Snipers are new conversions by Citadel's latest designer, Colin Dixon, and were painted by Phil Lewis using careful blending techniques.

The Skeleton war band and Nurgle Palanquin are painted by a couple of members of the Games Workshop sales team, and although primarily painted as gaming pieces, are very worthy of a place in 'Eavy Metal's pages. The Palanquin is particularly effective, with the worn bronze effect achieved by mixing Brown Ink and Shining Gold together, and then adding a Brown Ink wash to the area once it was dry.

The armour on the *Warhammer 40,000* champion was first given a wash of Woodland Green over a Skull White undercoat. The highlights were then built up with Skull White and Bilious Green until almost pure Skull White was being used.

The stonework effect on the Skeletons' bases was achieved by building up layers of epoxy putty into rough paving slab shapes. A base coat of Bestial Brown, highlighted with Orc Brown, gives them their distinctive stone finish.



# SPACE HULK

## RULES FOR ASSAULT, TACTICAL AND DEVASTATOR SQUADS

*By Richard Halliwell and Dean H. Bass*

The Marines in *Space Hulk* wear Terminator Armour. Ideally suited to combat in enclosed spaces, and affording a great deal of protection against Genestealer attack, it is the natural choice.

However, in many situations Terminator Armour cannot be used. Because of the armour's sheer bulk, Marines wearing it are severely restricted when aboard the more labyrinthian hulks. The standard issue Marine Armour on the other hand, with its reduced size and weight, allows a much greater freedom of action. Marine Armour has its role to play even against the terrifying power of the Genestealer race.

### MOVEMENT

Marines in standard issue Marine Armour have 4 action points to spend on movement and shooting. The costs of the various actions are listed on the summary sheet.

The main difference from the AP schedule in *Space Hulk* is that Marines in Marine Armour pay less AP's for turning: they may turn 90° for free, and only pays 1 AP for a 180° turn.

However, a Marine can't make two free 90° turns in succession - he's really doing a full 180° turn, and pays 1 AP. To turn for free, the two 90° turns must be interspersed with some other action - shooting, movement, or operating a door for example.

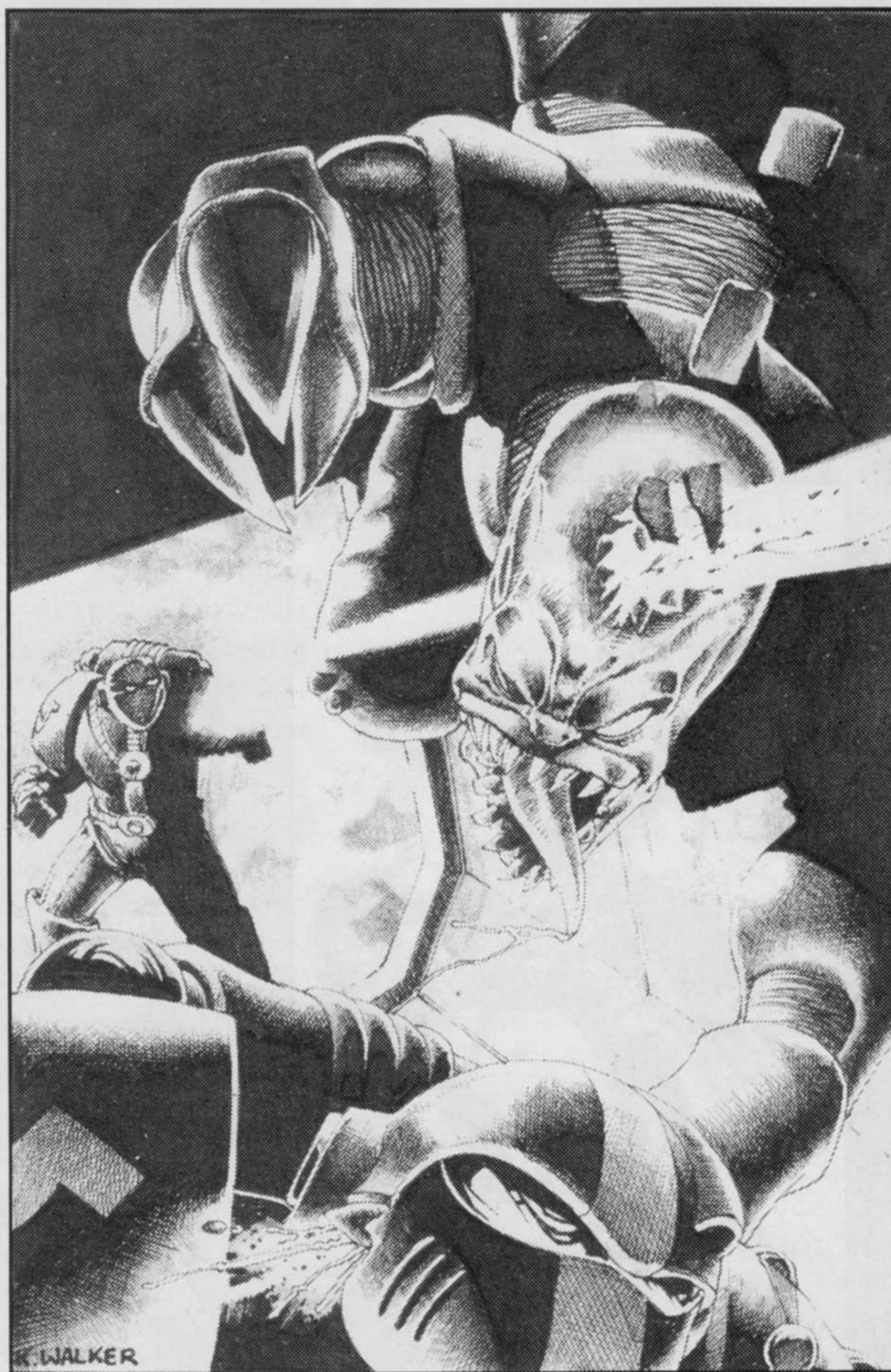
Marines in Marine Armour that are armed with missile launchers have to pay 1 AP for a 90° turn and 2 AP for a 180° turn, as missile launchers are large and cumbersome and are classified as *heavy* weapons. The standard flammers that Marines carry are not heavy weapons, and thus Marines armed with them also turn through 90° for free.

### CLOSE COMBAT

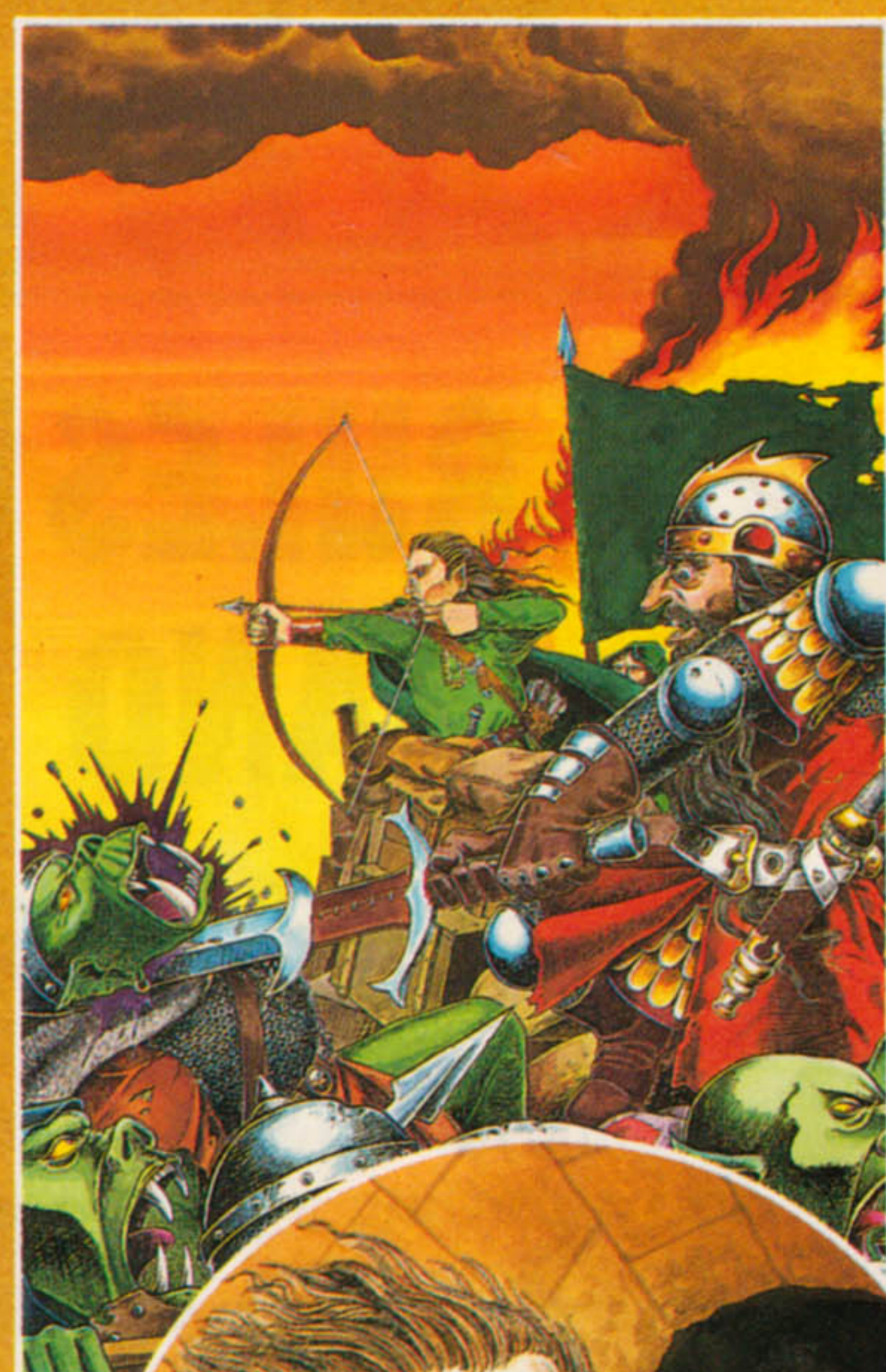
Although it allows more freedom of movement, Marine Armour is obviously far less powerful than Tactical Dreadnought Armour - putting its wearers at a considerable disadvantage in close combat. Marines in Marine Armour throw one dice in close combat, like Terminators, but they subtract -2 from the score.

This simulates the fact that while the Marine hasn't got a hope of killing the Genestealer with his fists, he may just be able to get a shot in with a bolter or bolt pistol.

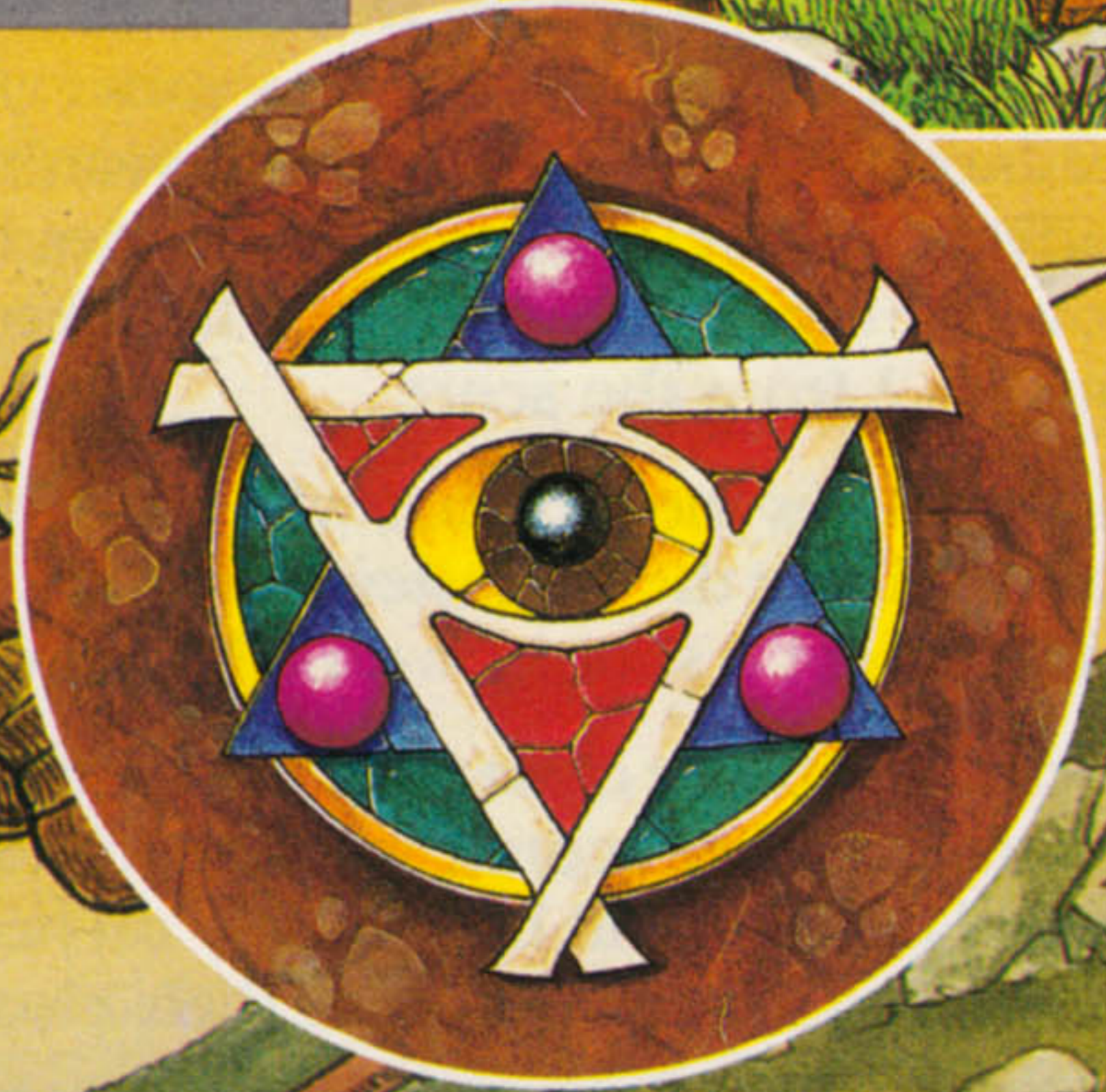
Sergeants are better close combat fighters: they only subtract -1 from their dice scores, while Marines with a flamer or missile launcher will have to rely on just a bolt pistol for defence and subtract -3 from their close combat scores.



*Brother Liathus comes to the aid of his ambushed Sergeant, a well-aimed shot tearing the Genestealer's skull apart.*



Zodiac	Leo, Year of the Dragon
Art	Brueghel, Durer, Moebius
Music	Any except metal
Books	Jack Vance, J.R.R. Tolkien
Films	<i>Bladerunner</i> , Russian epics
Hobbies	Wargaming
Food	Lots!
Ambitions	To keep on trucking





# Y CHALK ILLUMINATION

Gary Chalk is a name that has been synonymous with fantasy art and gaming for well over a decade. Born in 1952, Gary was educated at Kingston, where he graduated with a B.A. in Art and Design. Happily married to his wife Yin, Gary is the proud father of three goblin children. Gary started his career as a teacher, but quickly entered art studio work. This, teamed with his personal development as a fantasy artist, made it possible for Gary to hone his skills. His first foray into the games market was via the noted boardgame, *Cry Havoc*, which led to his affiliation with the newly formed Games Workshop. During this early period, Gary worked as Games Development Manager on such projects as *Talisman* and *Battlecars*. From here, Gary moved on to freelance status and worked on projects such as the *Lone Wolf* books and *Red Wall* stories.

Although Gary currently maintains his freelance status, he concentrates on producing artwork for Games Workshop; his colourful, meticulous images are part of nearly all our major projects. Many of you will recognise Gary as the friendly chap who gives delightful painting and gaming demonstrations at Games Day. As testament to Gary's great interest in the hobby, his personal collection consists of 4-5,000 painted miniatures, a large range of scratch-built buildings and lots of scenery.

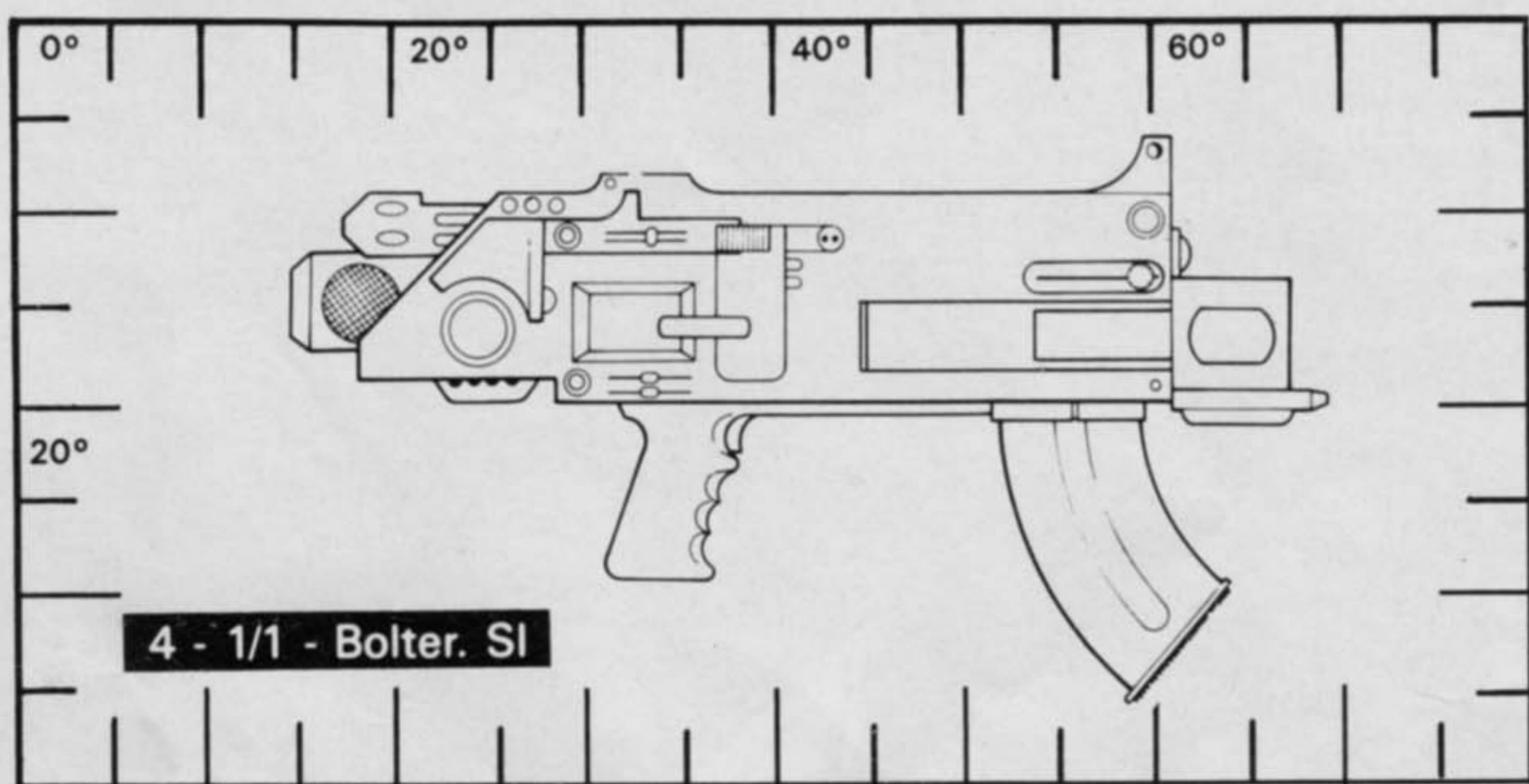


# IONS GARY CHALK ILLU

# WEAPONS AND GRENADES

Storm bolters are weighty and use a lot of ammunition. Marines in Marine Armour are equipped with single barrelled bolters which are lighter and slower firing. To supplement these slightly less powerful weapons, each Squad may also include Marines armed with flamers and missile launchers. In addition, the whole squad may be armed with a combination of armour-piercing crack grenades and anti-personnel frag grenades.

## BOLTER



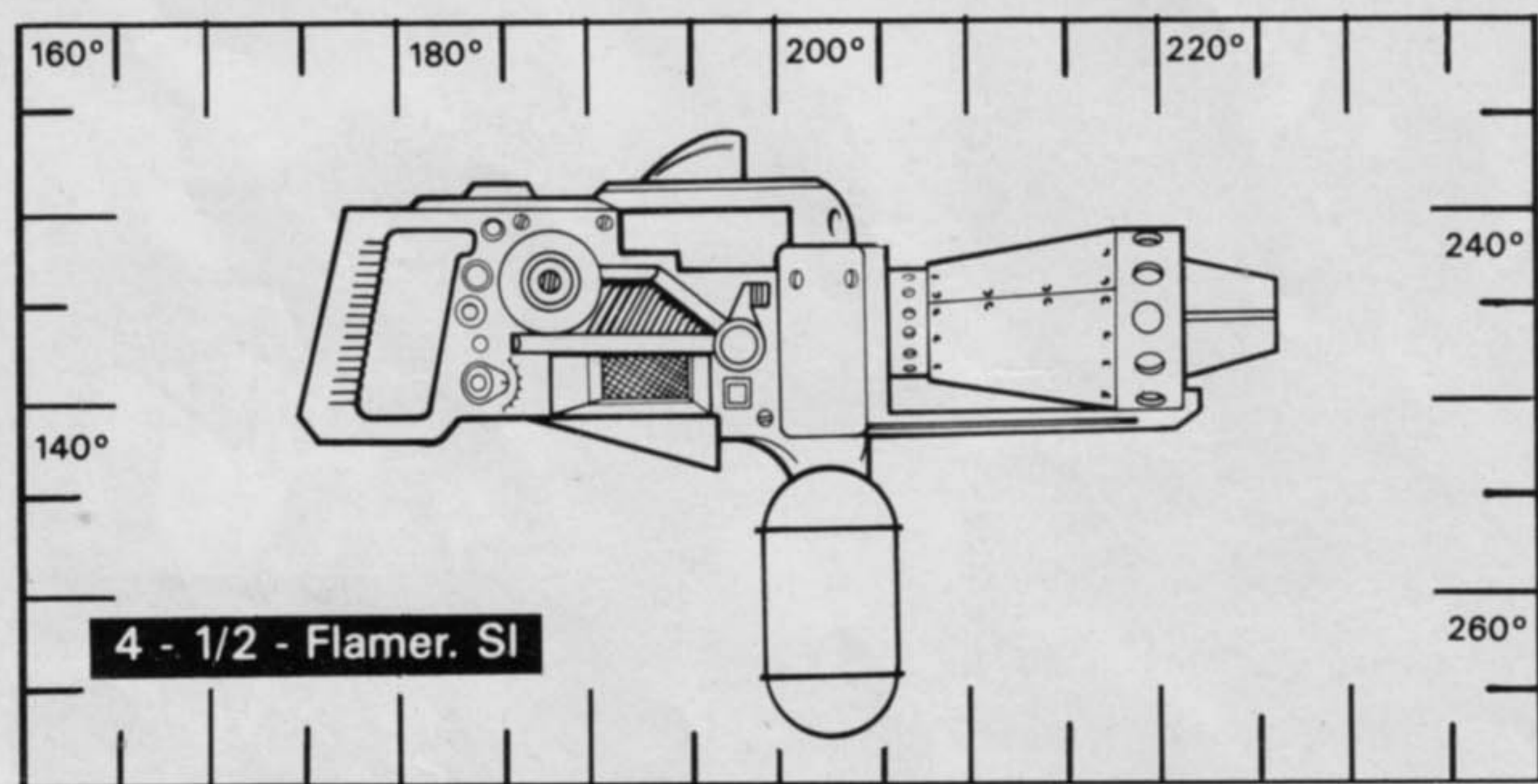
Bolters work in a similar manner to the bigger storm bolters used by Terminators, but only roll one dice instead of two. They are capable of sustained fire, but their maximum bonus is lower:

Sustained fire	Hit number
First shot	6
Second shot	5
Third and subsequent shots	4

### Overwatch

Bolters in overwatch roll one dice per shot, and kill on a score of six. They have a much lower rate of fire than storm bolters, so they do not jam in overwatch. The only way the Marine can lose overwatch during the Stealer turn is if the Marine suffers a close combat attack, or moves or turns by spending command points.

## FLAMER

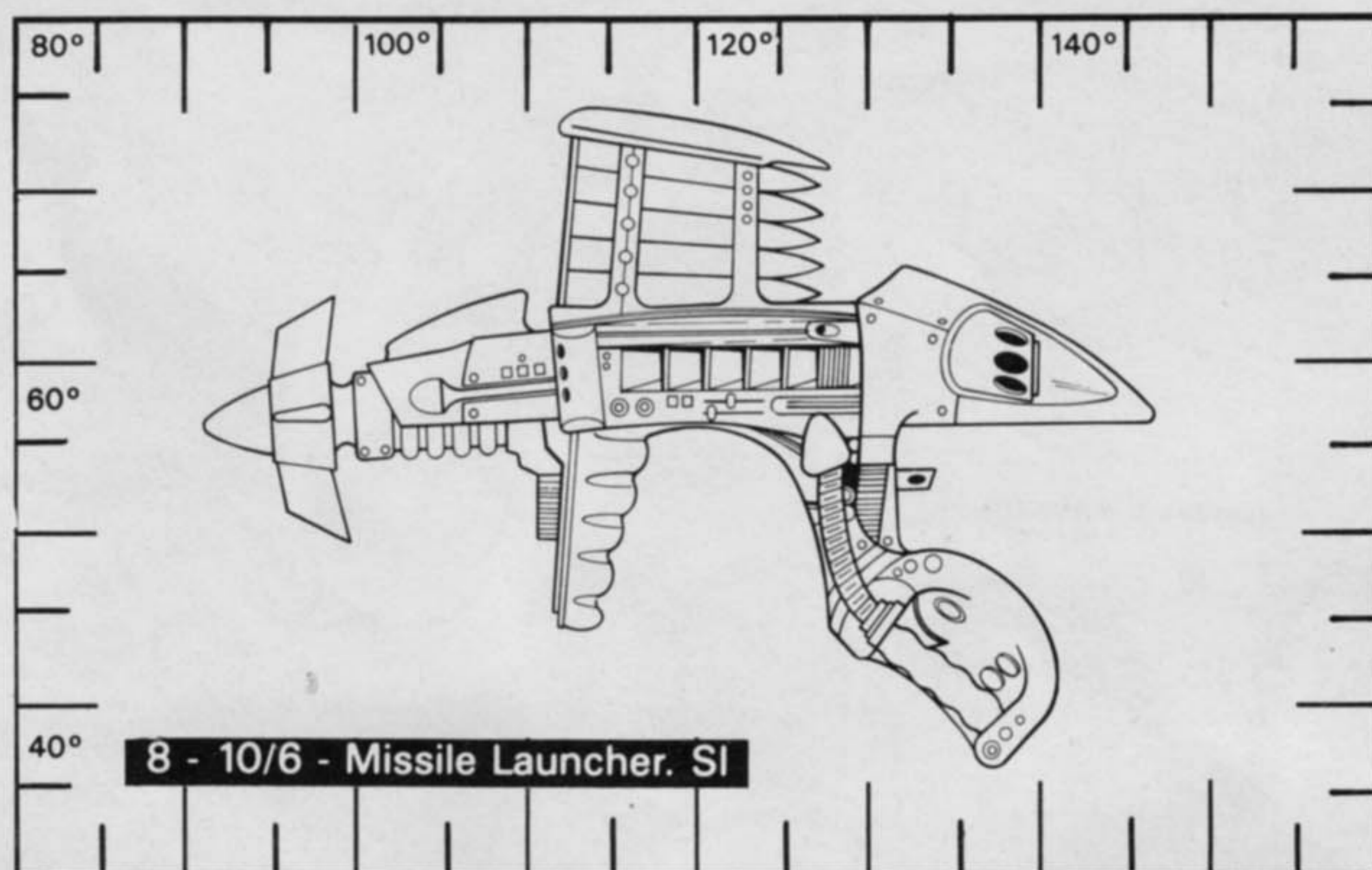


The ordinary flamer carried by Marines is a small, light weapon. It is fired using either one or both hands and works in much the same way as the heavy flamers carried by the Terminators in *Space Hulk*. Almost all the rules given for the heavy flamer apply: the flamer has six shots, a range of 12, each hit affects an entire board section and blocks movement and LOS.

The main difference between the two sorts of flamer is that a standard flamer is far less powerful: flamer hits kill Genestealers and Blips on a score of 4 or more. However, Marines in Marine Armour accidentally hit by the blast are removed on a score of 2 or more.

Flamer Marines carry one reload for their weapon. This reloading action costs 4 APs and can be paid for either by the Marine's own APs, CPs, or a combination of the two. The Marine player loses any remaining shots in the discarded load, and makes a new stack of flamer markers.

## MISSILE LAUNCHER



Missile launchers are bulky weapons, fired from the shoulder. Missile launchers are very deadly, with their performance improved by the extra versatility of having a choice of ammunition. A Marine with a missile launcher is a very powerful model, but the weapon's bulk and low rate of fire slow the Marine down.

All missile launchers are equipped with armour-piercing crack missiles, and area-effect plasma missiles. The Marine can choose which type of round to select on each shot, and can fire different types in the same turn. Plasma rounds have exactly the same effects as plasma grenades.

When firing crack missiles, the launcher is treated like a bolter: the player simply checks LOS and rolls one dice for each shot. Crack missiles automatically destroy doors, and they kill Genestealers on a score of 2 or more. As they don't block LOS, the launcher can continue to fire at anything behind the first target.

## GRENADES

One of the main advantages of Marine Armour is that it is less restrictive than Terminator Armour, and thus enables the Marine to be armed with grenades. These rules cover four types of grenade, each with a radically different effect. Grenades are particularly useful because they allow ordinary Marines to engage Genestealers hiding out of LOS.

## Throwing Grenades

A grenade may be thrown by a stationary Marine for a cost of 2 APs. They cannot be thrown on the move. The fire arc is the same as any other weapon.

Some grenades hit entire pieces of the board in the same way as a flamer, while others only hit one square. To avoid confusion the two different types are called *section effect* or *target effect* grenades.

## Section Effect Grenades

Targetting rules for section effect grenades are the same as for flamers: the Marine must be able to see at least one square on the target section. The maximum range for a section effect grenade is calculated by board sections, not by squares. However, unlike flamers, the grenades can only be thrown at a board section actually adjacent to the one that the Marine is standing on.

This rule gives section effect grenades a variable range. From certain vantage points, like a long corridor, the Marine will be able to hit Genestealers at quite a distance, while on and around junctions and corners maximum ranges get much shorter. Marine players should be on the look out for good squares from which to use these grenades.

## Target Effect Grenades

Target effect grenades hit only one square. To use one, the Marine must be able to trace a clear LOS to the target.

The maximum range is 3 squares, while the minimum is 2. Target effect grenades can never be targetted into an adjacent square as the Marine is too close, and might get hit by the blast.

## GRENADE TYPES

The following four types of grenade are the standard issue for Imperial Marines, and are designed to offer a wide range of tactical options that may be used against the enemy.

### Crack Grenades

Crack is a target effect grenade. It is a sticky, shaped charge that is used against armoured targets.

Against a static target like a door, the grenade is so powerful that a kill is more or less assured. Against a smaller, moving target, there is a chance that the grenade won't hit properly, making it far less effective.

Marines equipped with crack grenades have an effectively unlimited supply. Roll one dice per shot: crack grenades automatically destroy doors, and kill Genestealers on a score of 3 or more.

Crack grenades do not block LOS or movement; there is no need to place a marker on the board.

### Frag

Frag grenades are small, high explosive section effect grenades. A Marine armed with frag has an effectively unlimited supply. For each model in the target section, roll one dice. Frag grenades will leave doors unharmed, but kill Genestealers and Blips on a score of 6, while Marines in Marine Armour on a 4.

Once fired, a frag marker should be placed on the target board section, to show that LOS is blocked. Marines can

carry on throwing frag grenades into this sector, but there is no need to place extra markers. The frag marker is removed in the 'Stealers end phase.

### Melta-bomb

Melta-bombs are target effect grenades that superheat the area and melt-down anything in contact with it. Melta-bombs are devastating weapons, giving a guaranteed kill against Stealers and doors.

Only Sergeants may carry melta-bombs. Furthermore, they are much larger than other grenades, and ammunition is limited to eight shots.

When a Melta-bomb is thrown the Marine player selects the target square and removes anything in it. A pitfall marker is then placed facedown in the square. The marker represents a mass of hot gases and molten metals and completely blocks LOS and movement.

In the Stealer's end phase, the pitfall markers are turned over. A Marine moving onto a pitfall rolls a dice; if the dice scores a 1, the Marine falls through. Genestealers are not in danger of falling through - they ignore the markers.

Melta-bombs cannot be targetted into a square that already contains a pitfall. Other grenades fall through on a score of 1-2.

Marine players must be careful to only use melta-bombs against targets on their flanks or to the rear. If a Sergeant throws a lot of melta-bombs across the line of advance, the player will lose Marines when they are forced to move forwards across the pitfalls. As melta-bombs cannot be targetted into squares which already contain pitfalls, a Sergeant using melta-bombs can only keep Genestealers at bay for a limited number of turns.

### Plasma

Plasma grenades are section effect grenades that explode in a split-second burst super-heated plasma. The detonation is over in a flash, so plasma grenades do not block LOS.

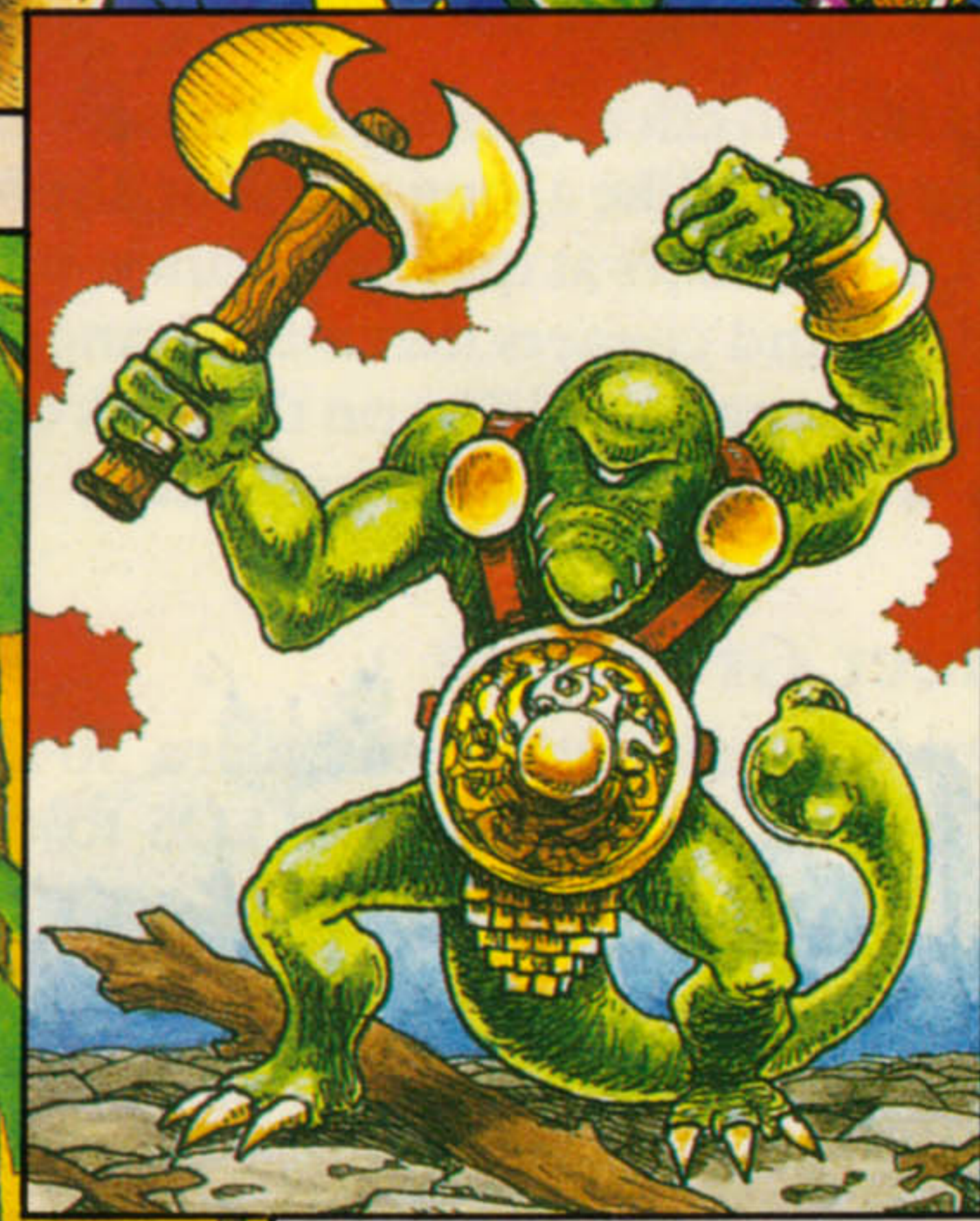
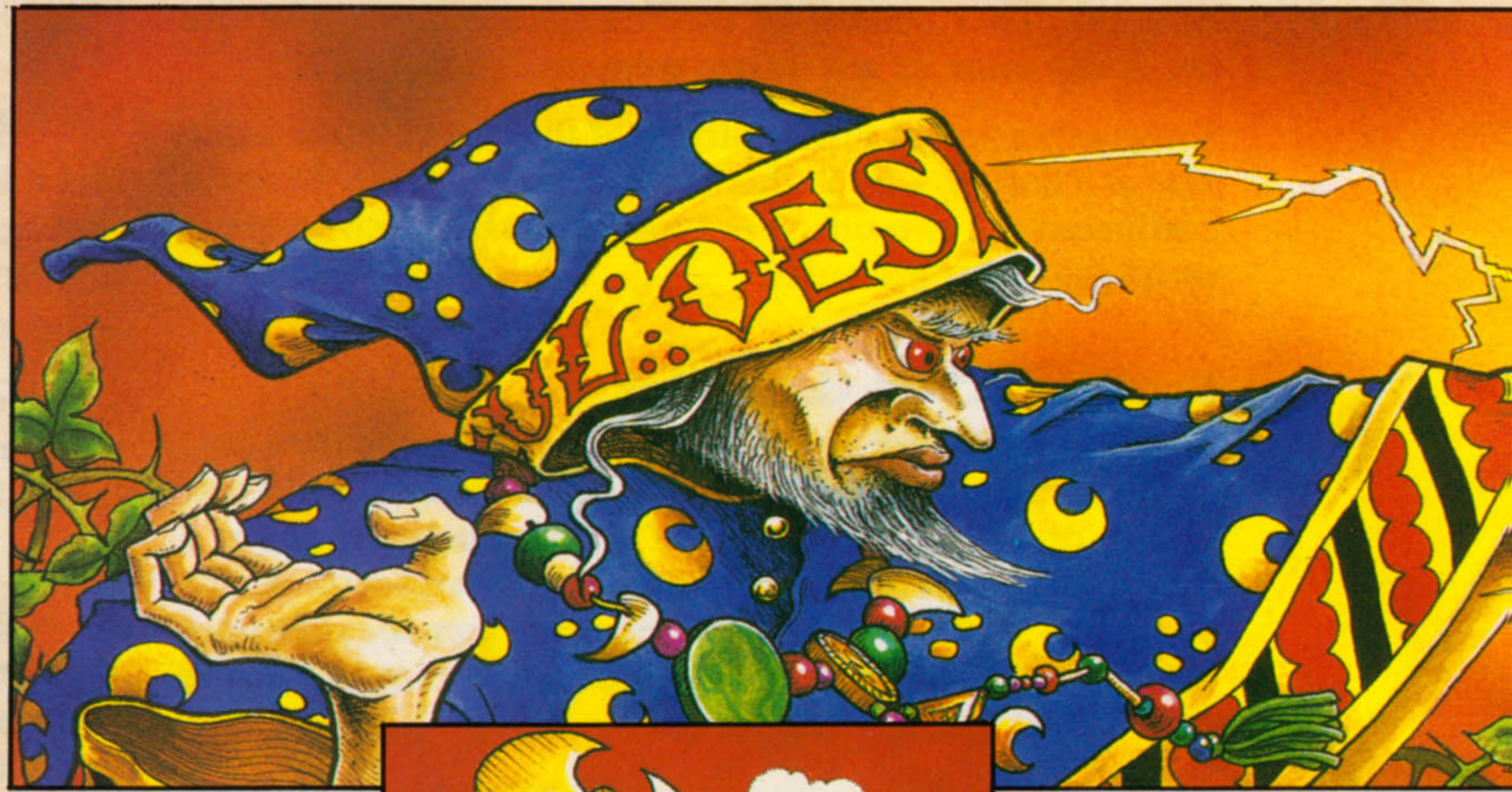
Plasma kills Genestealers and Blips on a score of 4 or more, destroys doors on a 5 or more, and kills Marines in Marine Armour on a 4.

## TERMINUS

Terminus is a practice common amongst Marines on desperate missions who wish to avoid capture. Simply put, the Marine takes out and primes a frag grenade. The tiny grenade can be kept in the palm of his hand so that it does not interfere with combat. It won't go off until the Marine releases his grip.

A Marine can prepare Terminus with a 2 AP action. A frag marker should be placed face-down next to the model. The Marine can then go on fighting as normal: he is free to move, shoot, operate doors, or even throw other grenades.

Only when the Marine loses a round of close combat will the grenade detonate. This immediately kills the Marine and his close combat opponent outright. Any other models or doors on the same board section suffer a normal frag hit. The frag marker should be turned over to show that LOS is blocked.

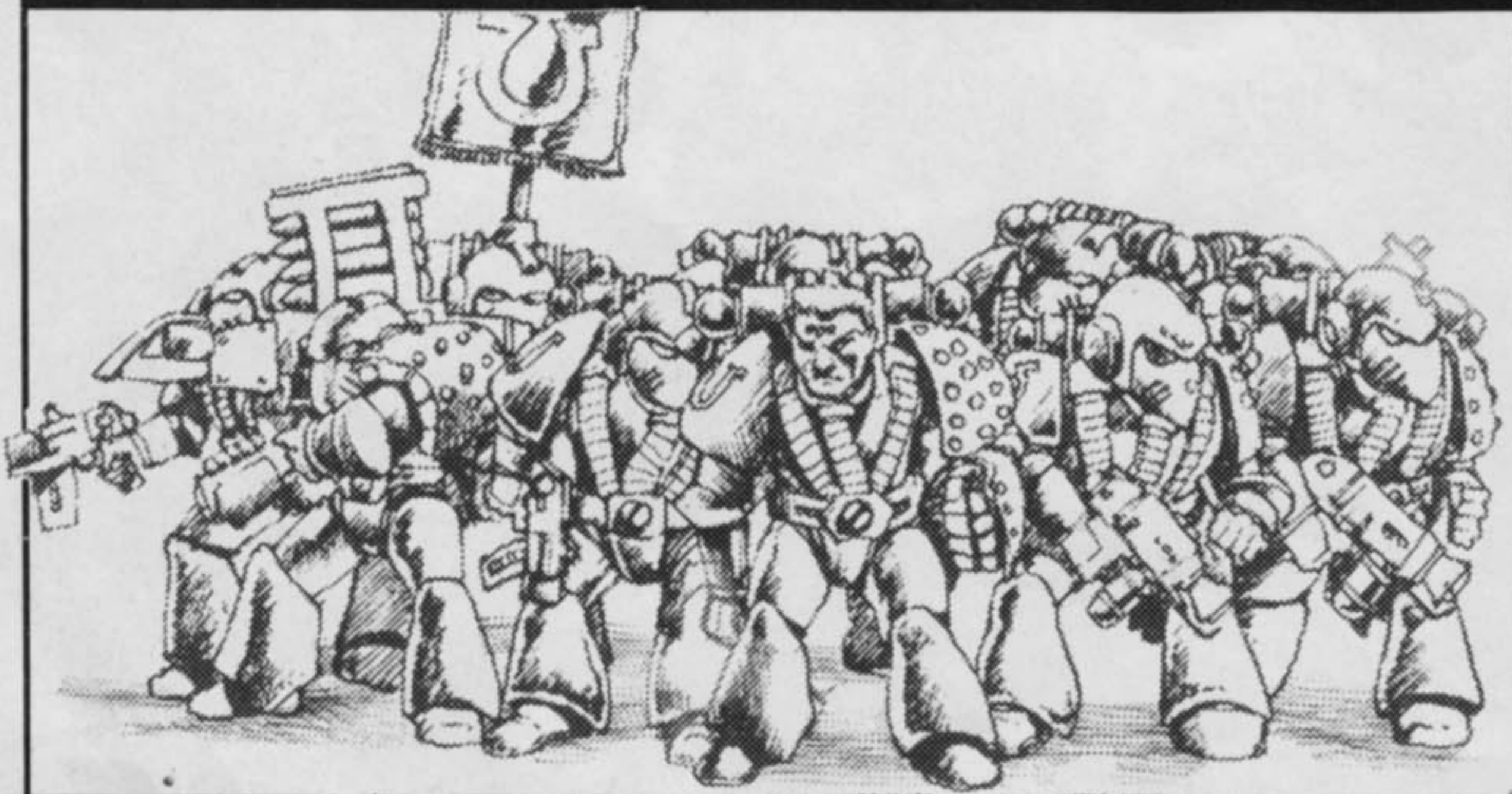




# ARMY LIST

Players using the bidding system for *Space Hulk* scenarios can, if they wish, choose their forces from the following lists. The player must draw all his forces from this list, and cannot use Terminator Squads.

## TACTICAL SQUAD - 8 POINTS



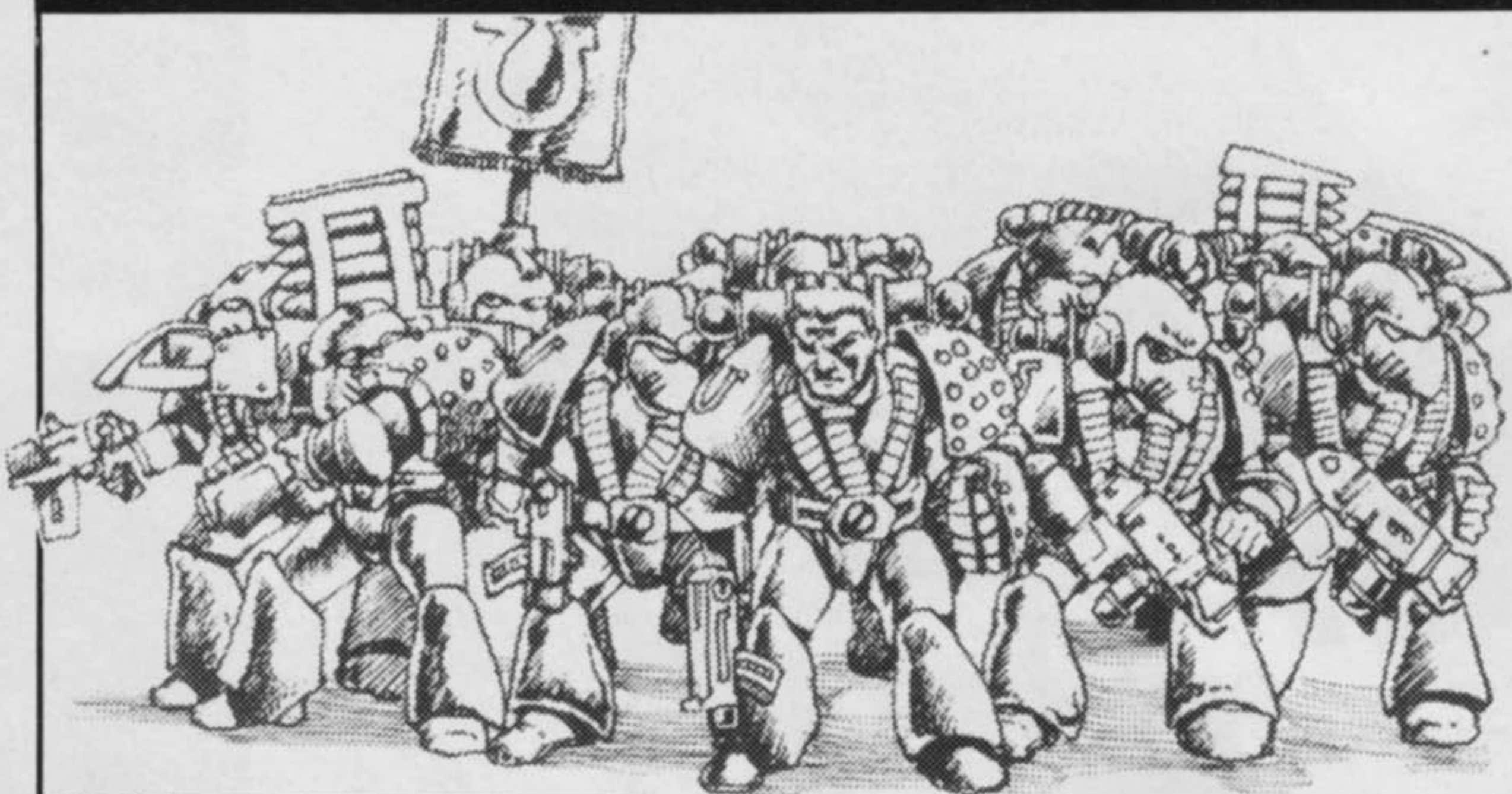
1 SERGEANT WITH BOLTER  
 7 MARINES WITH BOLTERS  
 1 MARINE WITH FLAMER (1 FREE RELOAD)  
 1 MARINE WITH MISSILE LAUNCHER PLUS CRACK AND PLASMA MISSILES.

### OPTIONS

### COST

EQUIP WHOLE SQUAD WITH CRACK AND FRAG GRENADES.....1 POINT  
 EQUIP SERGEANT WITH PLASMA GRENADES OR MELTA-BOMBS.....1 POINT

## DEVASTATOR SQUAD - 14 POINTS



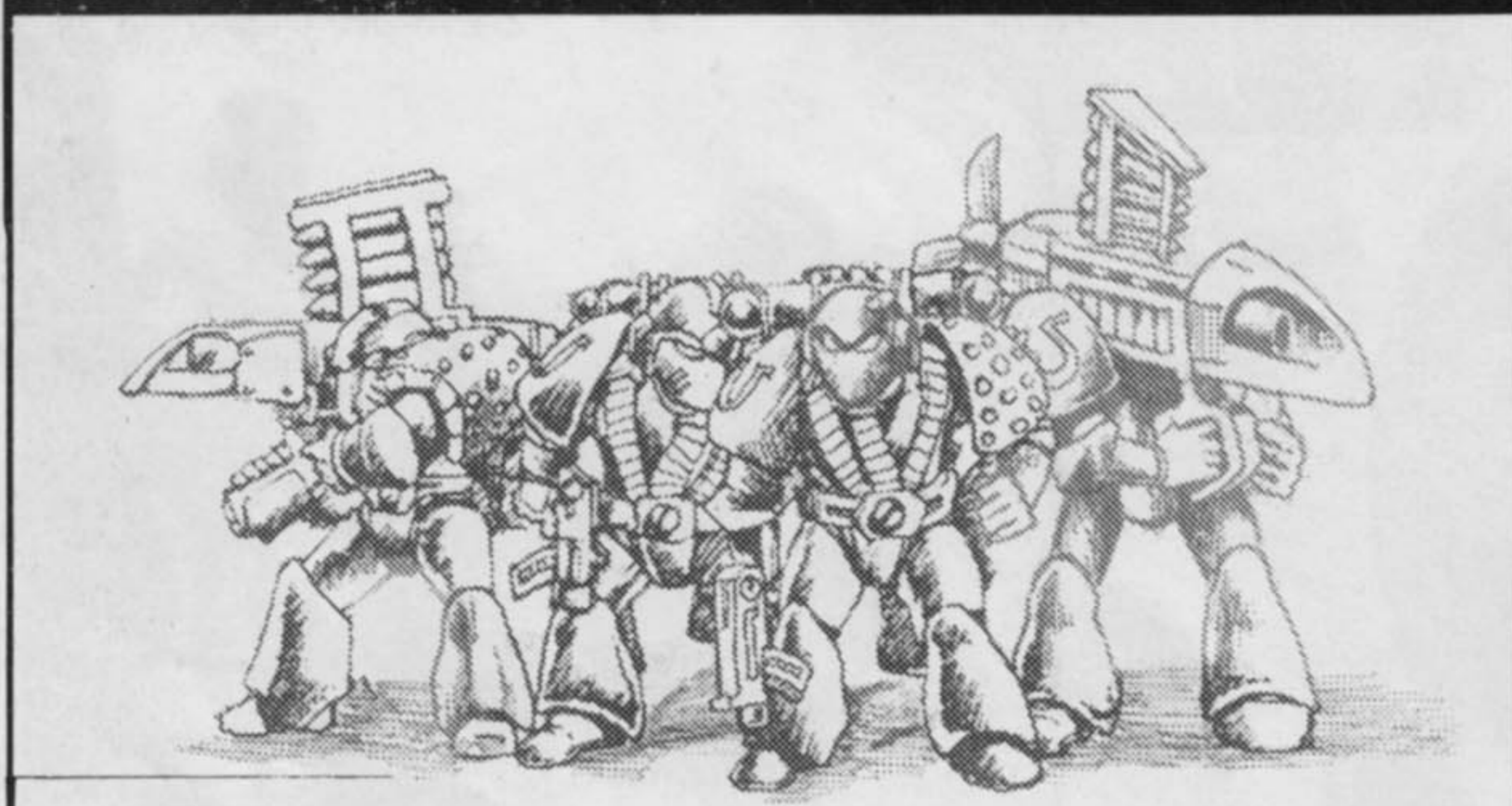
1 SERGEANT WITH BOLTER, CRACK AND FRAG GRENADES  
 5 MARINES WITH BOLTERS, CRACK AND FRAG GRENADES  
 2 MARINES WITH FLAMERS, CRACK AND FRAG GRENADES (1 FREE RELOAD)  
 2 MARINES WITH MISSILE LAUNCHERS PLUS CRACK AND PLASMA MISSILES

### OPTIONS

### COST

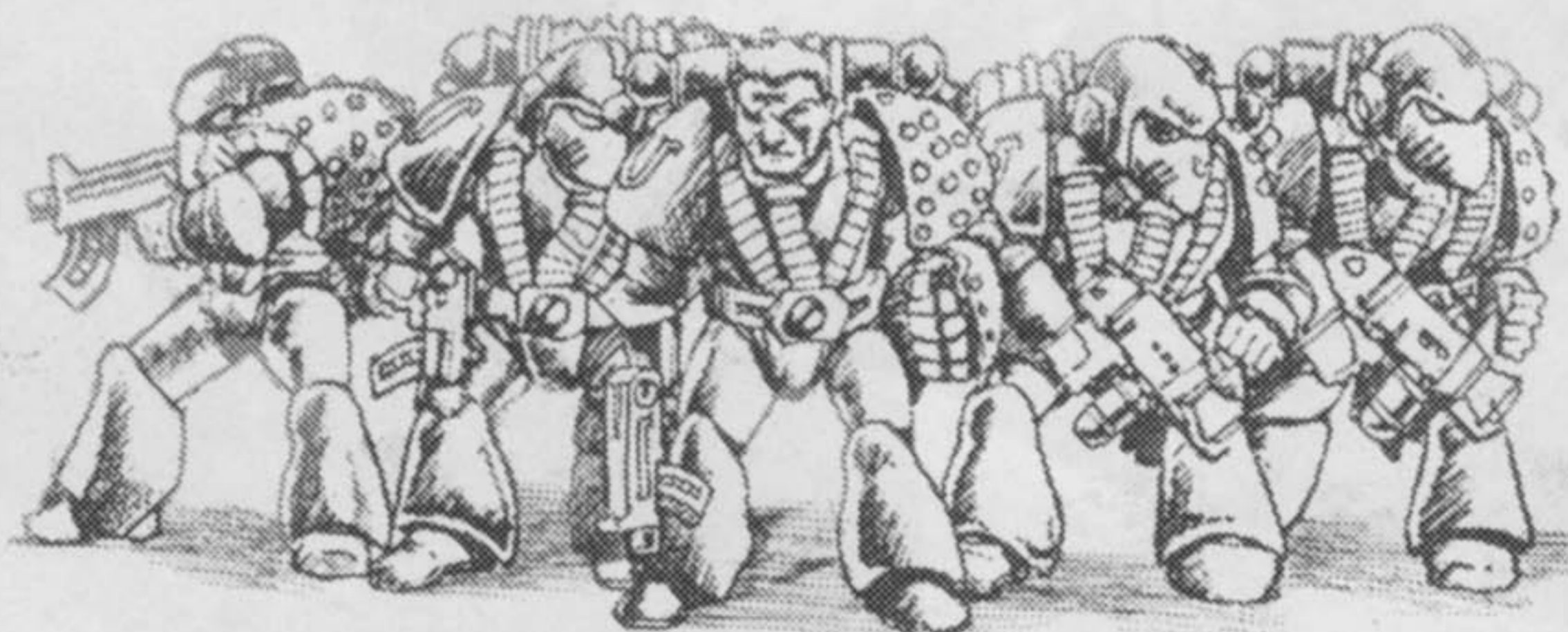
EQUIP SERGEANT WITH EITHER PLASMA GRENADES OR MELTA-BOMBS.....1 POINT

## HEAVY WEAPONS SQUAD - 4 POINTS



2 MARINES WITH BOLTERS  
 2 MARINES WITH MISSILE LAUNCHERS PLUS CRACK AND PLASMA MISSILES

## CLOSE ASSAULT SQUAD - 5 POINTS



1 MARINE SERGEANT WITH BOLTER, CRACK AND FRAG GRENADES  
 2 MARINES WITH FLAMERS (1 FREE RELOAD)  
 2 MARINES WITH BOLTERS, CRACK AND FRAG GRENADES

### OPTIONS

### COST

EQUIP MARINE SERGEANT WITH MELTA-BOMBS.....1 POINT

## BIDDING FOR FORCES SUMMARY

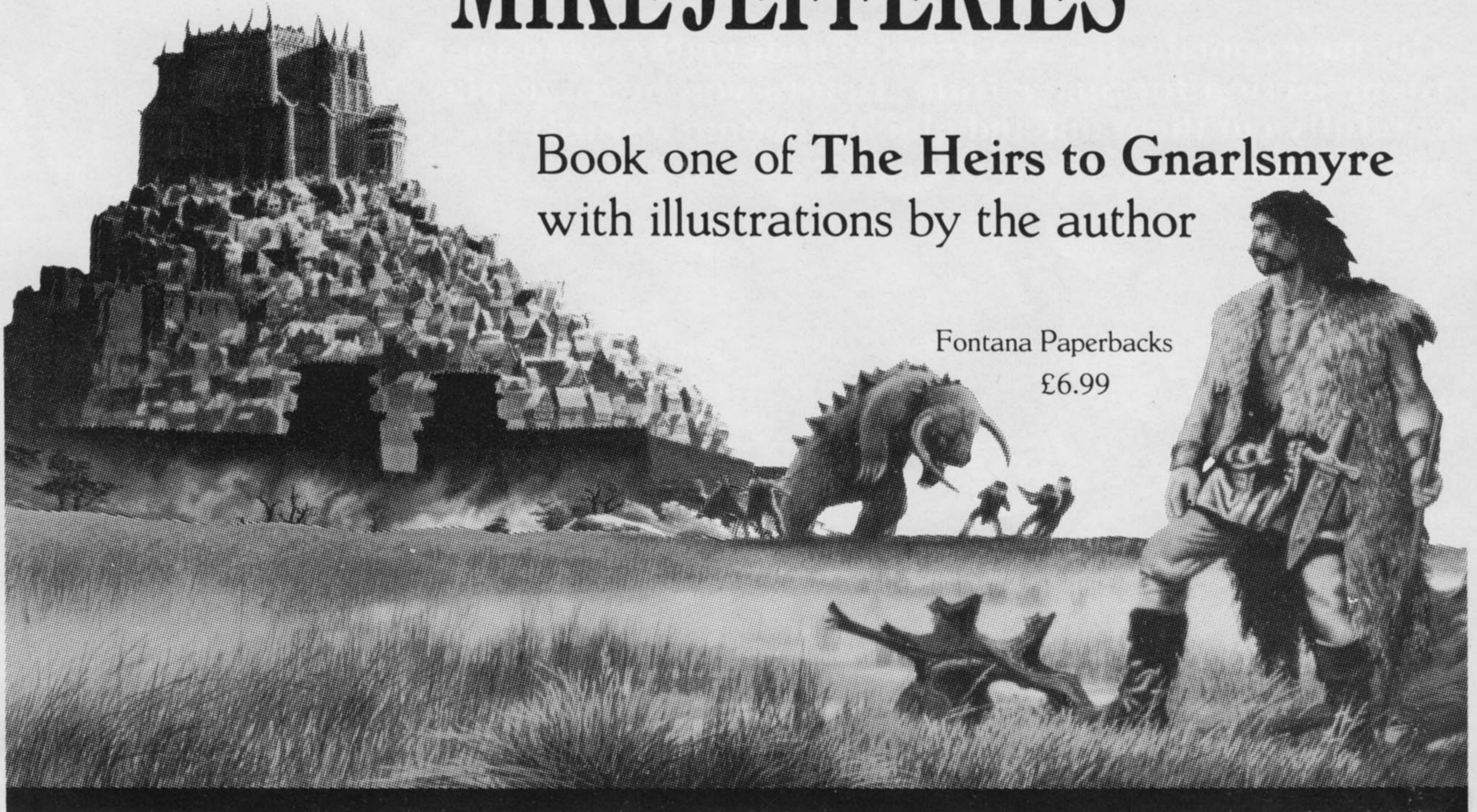
- Both players must agree that this system will be used before the game begins.
- Both players secretly write down the number of points they would spend on the Marine force, up to a maximum of 40 points. The player who has made the lowest bid is the Marine player; if both players bid the same amount, each must take a new bid.
- The Marine player uses the number of points he bid to choose his force, using it instead of the normal force used in that mission.
- The Marine player may select any number of squads, and may include any weapon upgrades or reloads.
- The total value of the Marine force must not exceed the amount of the Marine player's bid.
- The Marine force is now deployed; the Genestealer player begins with the forces and deployment instructions given in the mission.

# GLITTERSPIKE HALL

## MIKE JEFFERIES

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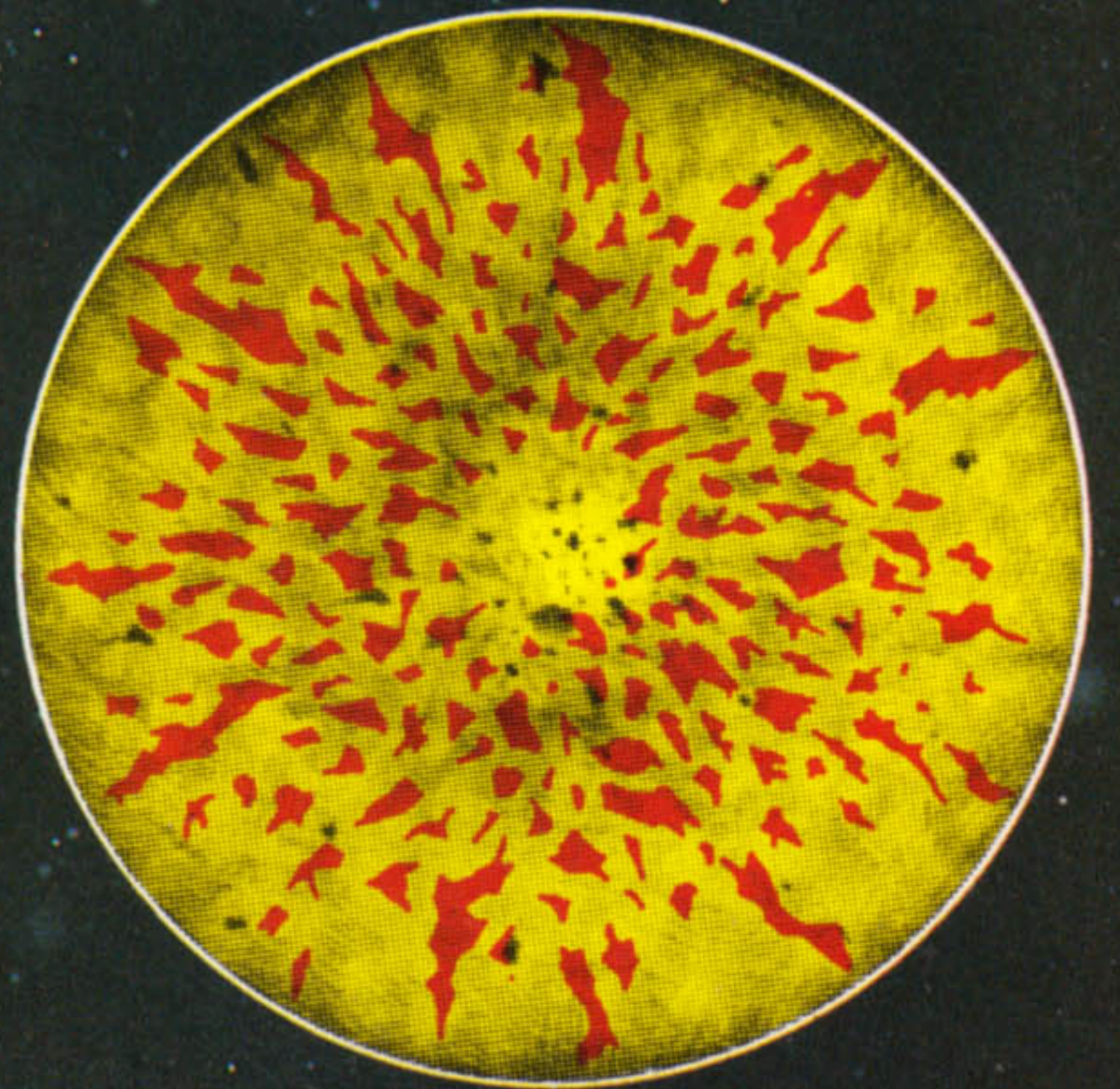
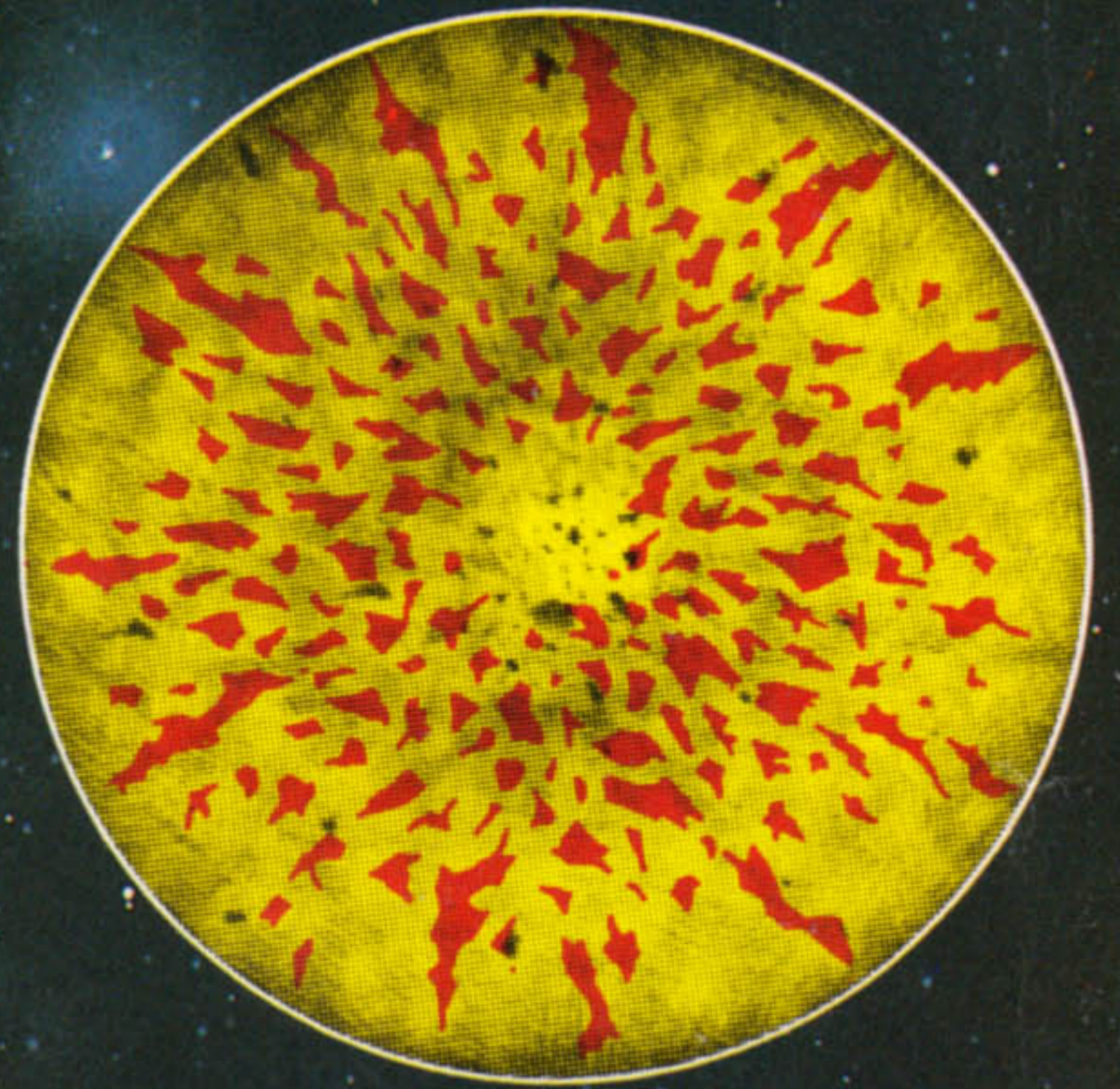
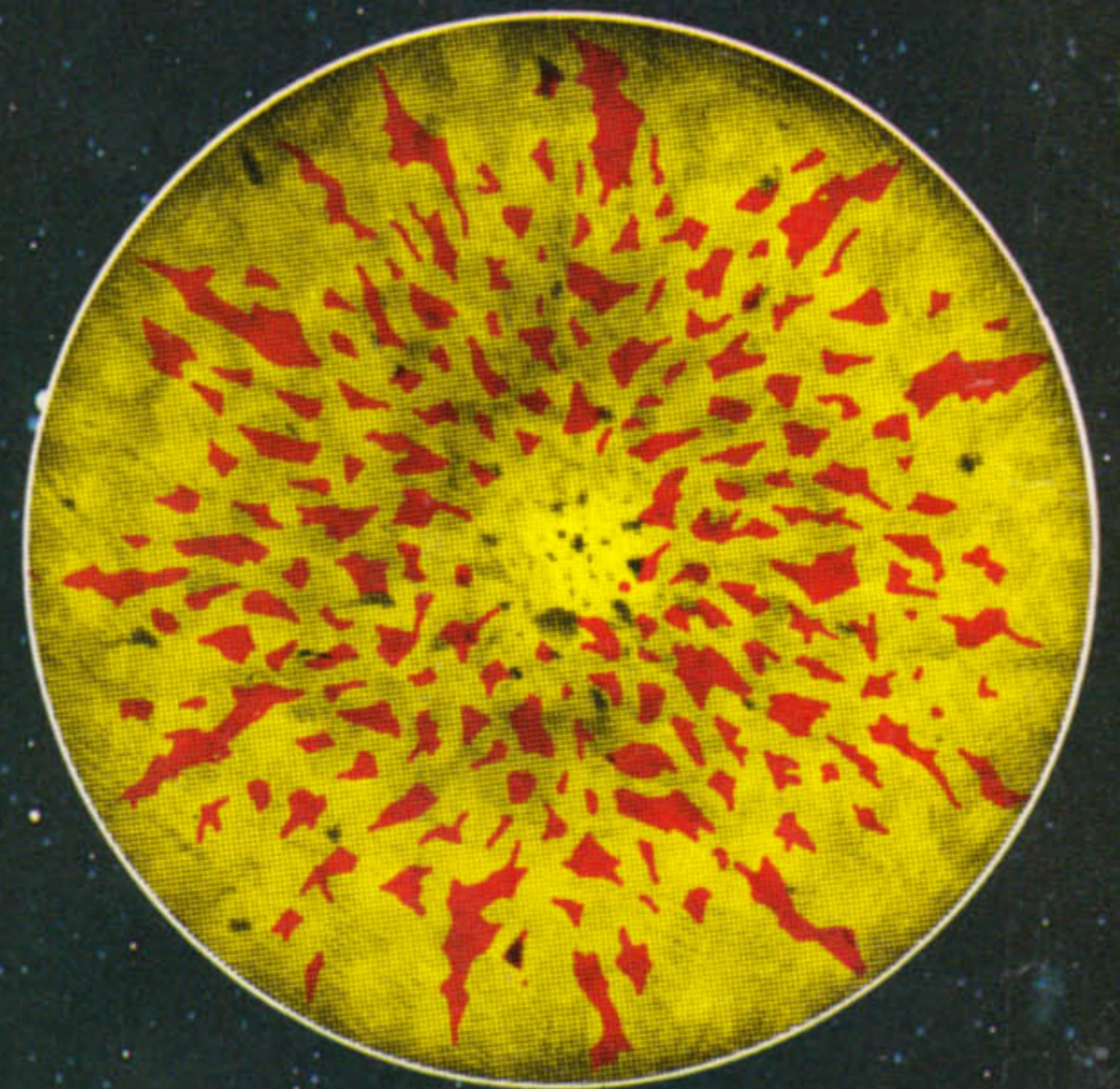
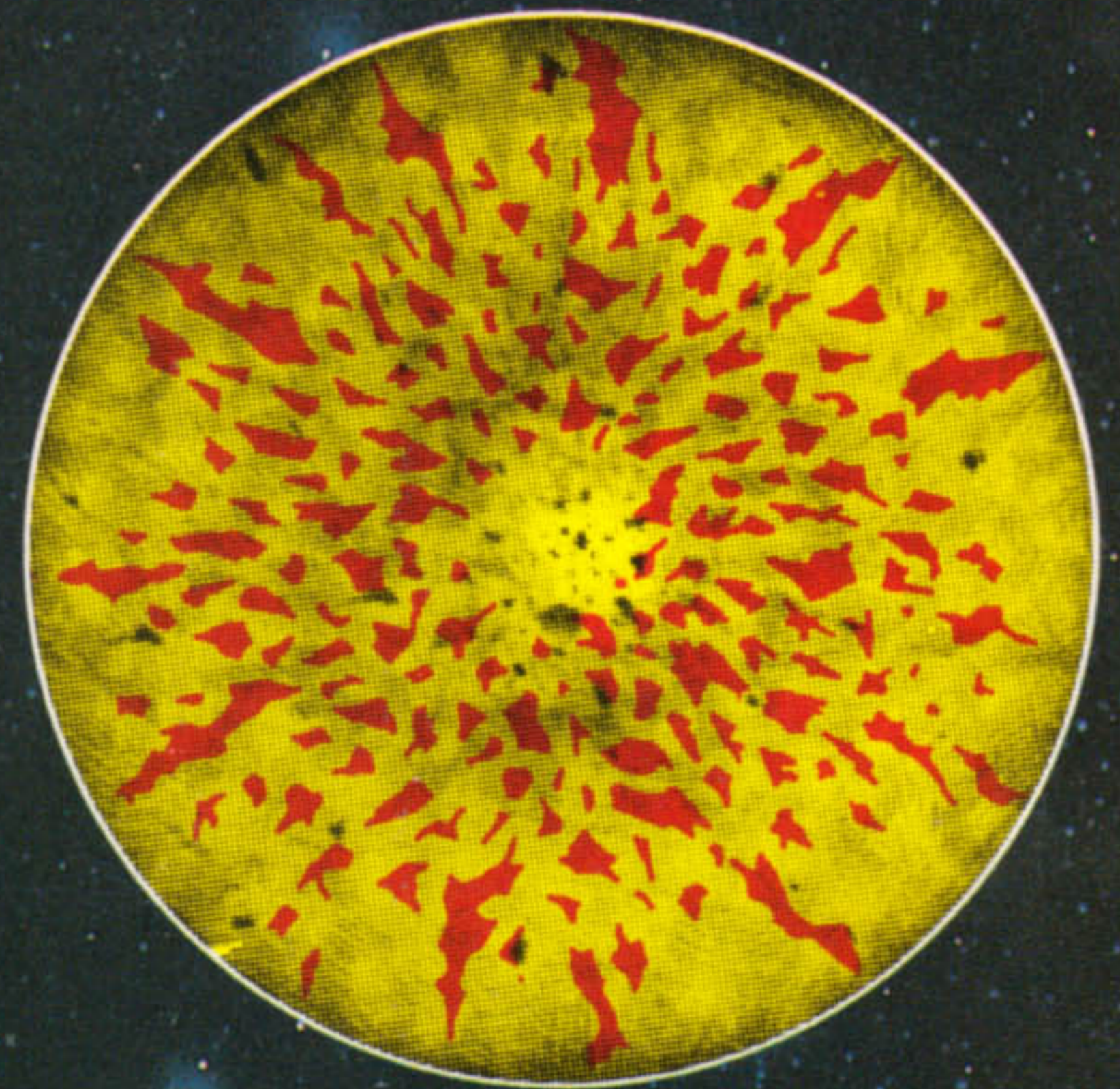
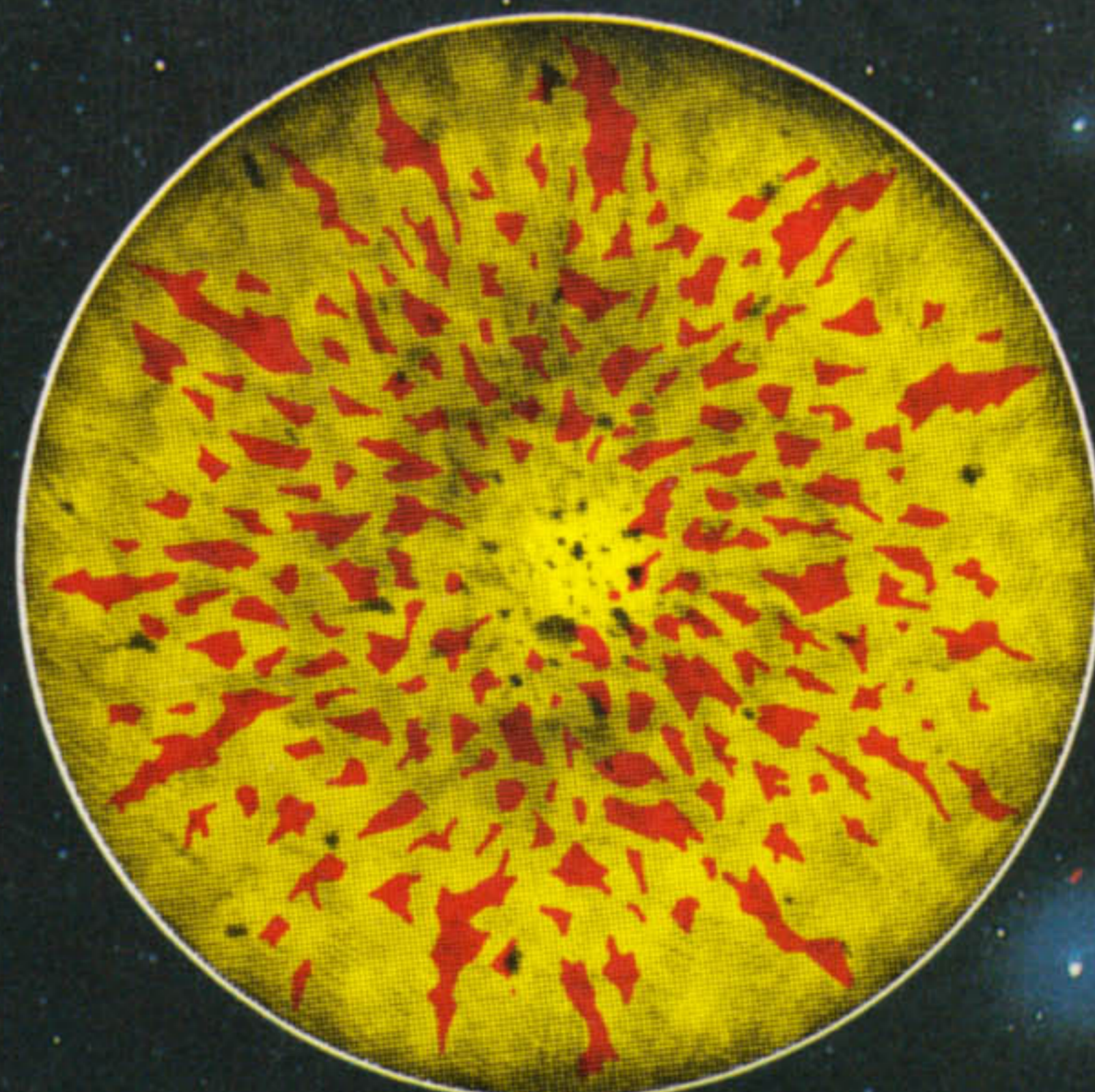
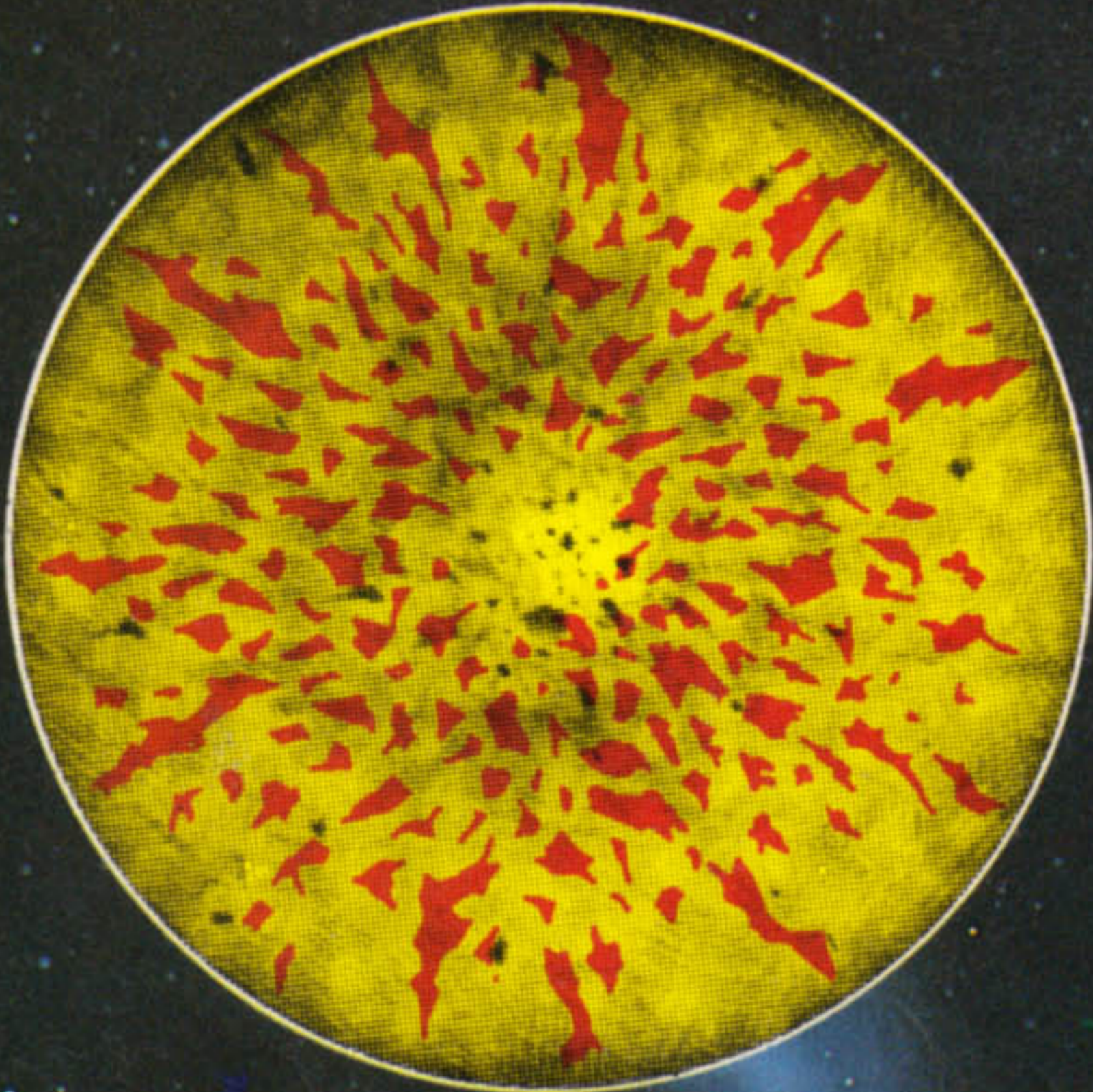
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Figure Painters: Abandon Art will also feature 3-D Art including sculpture and fantasy dioramas.  
If you are an experienced figure painter, write in for more details.

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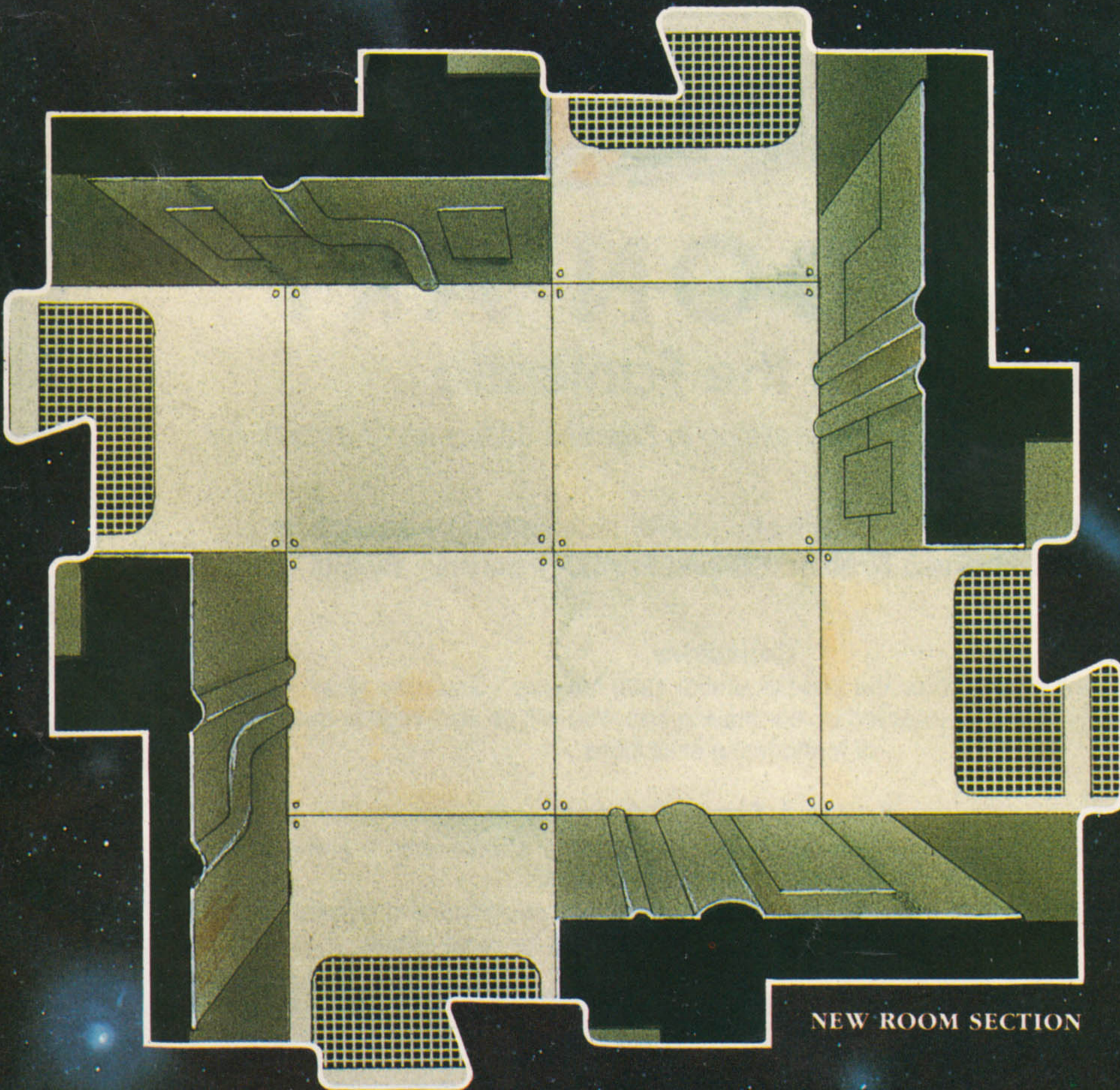
16 King St., Richmond, Surrey TW9 1ND Tel: 01-940-9307 Fax 01-940-3616.  
Nearest tube / BR Station; Richmond District Line / BR (5 mins walk) Parking nearby.

# SPACE HULK

This page contains the new Frag Grenade markers and a new room section for *Space Hulk*. Before you begin to play, carefully cut them out and glue them onto a sturdy piece of cardboard.



FRAG GRENADE MARKERS



NEW ROOM SECTION



# MARINE ARMOUR AND WEAPON SUMMARY

## RANGED WEAPON SUMMARY

Weapon	Range	Area Effect	Dice	Stealer	Destroy			Ammo	Block/Block LOS/Move	Sustained Fire	Over-Watch
					MA	Term	Door				
Bolter	UL/12	Target	1D	6	NA	NA	NE	UL	NA	YES	YES
Flamer	12	Sect	1D	4	2	NA	NE	6	NA	NO	NO
Missile launcher	12	As ammunition			As ammunition			UL	NA	NO	NO
Crack missile	12	Target	1D	2	NA	NA	Auto	UL	NO/NO	NA	NA
Plasma missile	12	Sect	1D	4	4	6	5	UL	NO/NO	NA	NA
Crack grenade	2-3	Target	1D	3	NA	NA	Auto	UL	YES/NO	NA	NA
Frag grenade	-	Sect	1D	6	4	NE	NE	UL	YES/NO	NA	NA
Melta-bomb	2-3	Target	1D	Auto	NA	NA	Auto	8	NO/NO	NA	NA
Plasma grenade	-	Sect	1D	4	4	6	5	UL	NO/NO	NA	NA

### KEY

**Range:** The distance the weapon can fire (bolters have unlimited range, except in overwatch, when their maximum range is 12)

**Area Effect:** Whether the weapon effects just the target or an entire sector.

**Dice:** The number of dice thrown when firing at the target.

**Destroy:** The number needed to roll on the dice to kill the target. MA means Marine Armour, Term means Terminator. NA indicates not applicable (it is not needed to play); NE means no effect.

**Ammo:** How many times the weapon can be used before running out of ammunition.

**Block LOS:** Whether the weapon blocks line of sight.

**Block Move:** Whether the weapon blocks movement.

**Sustained fire:** Whether the weapon receives a sustained fire bonus.

**Overwatch:** Whether the weapon can be put into overwatch.

### AP COST TO FIRE

### CLOSE ASSAULT SKILL

Weapon	AP Cost to Fire			Close Assault Skill	
	Fire	Move Forward & Fire	Move Backwards & Fire	Character	Skill
Bolter	1	1	2	Sergeant	-1
Flamer	2	2	2	Marine with Bolter	-2
Missile launcher	2	-	-	Marine with M.	
Grenades	2	-	-	launcher or Flamer	-3

### WEAPON AVAILABILITY

Ranged Weapons	Used by	Ranged Weapons	Used By
Bolter	Sergeant, Marine	Plasma missile	Missile launcher
Flamer	Marine	Crack & Frag grenades	Sergeant, Marine
Missile launcher	Marine	Melta-bomb	Sergeant
Crack missile	Missile launcher	Plasma grenade	Sergeant

### MISSILE LAUNCHER SUMMARY

1. Unlimited ammunition and range.
2. 2 APs to fire, must be halted. No overwatch.
3. Equipped with crack missiles and plasma.

### FLAMER SUMMARY

1. 6 shots, 12 square range.
2. 2 APs to fire, must be halted. No overwatch.
3. Hits entire sector, blocks LOS and movement.

### POWER ARMOUR SUMMARY

Move forwards 1 square	1
Move backwards 1 square	2
Turn 90°	3
Turn 180°	1*
Fire Bolter	1
Move forwards 1 square and fire bolter	1
Move backwards 1 square and fire bolter	2
Set overwatch	2
Fire flamer, missile launcher, or throw grenade	2
Close assault	1
Open/close door	1
Set Terminus	2
Reload flamer	4

\* Only free if the Marine isn't carrying a heavy weapon and in the Marine's turn. Otherwise 90° costs 1 point, 180° costs 2.

# DENZARK'S HAMMER

+++ Eureka: a medium-sized planet in a system containing an amazingly rich asteroid belt. A planet that has been contaminated with a heavy Genestealer presence.

+++ Action required: to obliterate the infection.

+++ Solution: extreme action required. Suggest we redirect ore asteroid to impact with the planet's surface.

When the Genestealers took over the system, the Imperial Guardsmen garrisoned there were overcome within hours. They did however raise the alarm.

The first Imperial forces to reach the planet were twenty Legiones Astartes of the Ultramarines, summoned by the signals from the last uncontaminated base.

With so few men, Commander Denzark was at a loss as to what he could do, until he noticed an ore tug easing into the system. He immediately launched an audacious attack on the tug.

By jettisoning the tug itself, he could redirect the massive chunk of ore to impact onto Eureka's surface with the force of a hundred thousand fusion bombs. The resulting destabilisation of the planet's orbit, the atmospheric pollution, and the rapid onset of the greenhouse effect would destroy the Genestealer population totally.

*Marine Denzark studies the defenders' final battle reports. By his side is Friedrich Chanat, senior Adeptus Mechanicus and commander of the base. The holographic display shows an overview of the Owa system.*

*The huge gas giant at the centre glows with a faint pinkish light, a stark contrast to the hundreds of bright red pinpricks that dot the rest of the display. Each of these represents a mine or refinery in Genestealer hands. Alone among them is a single green speck - the base where they are now standing.*

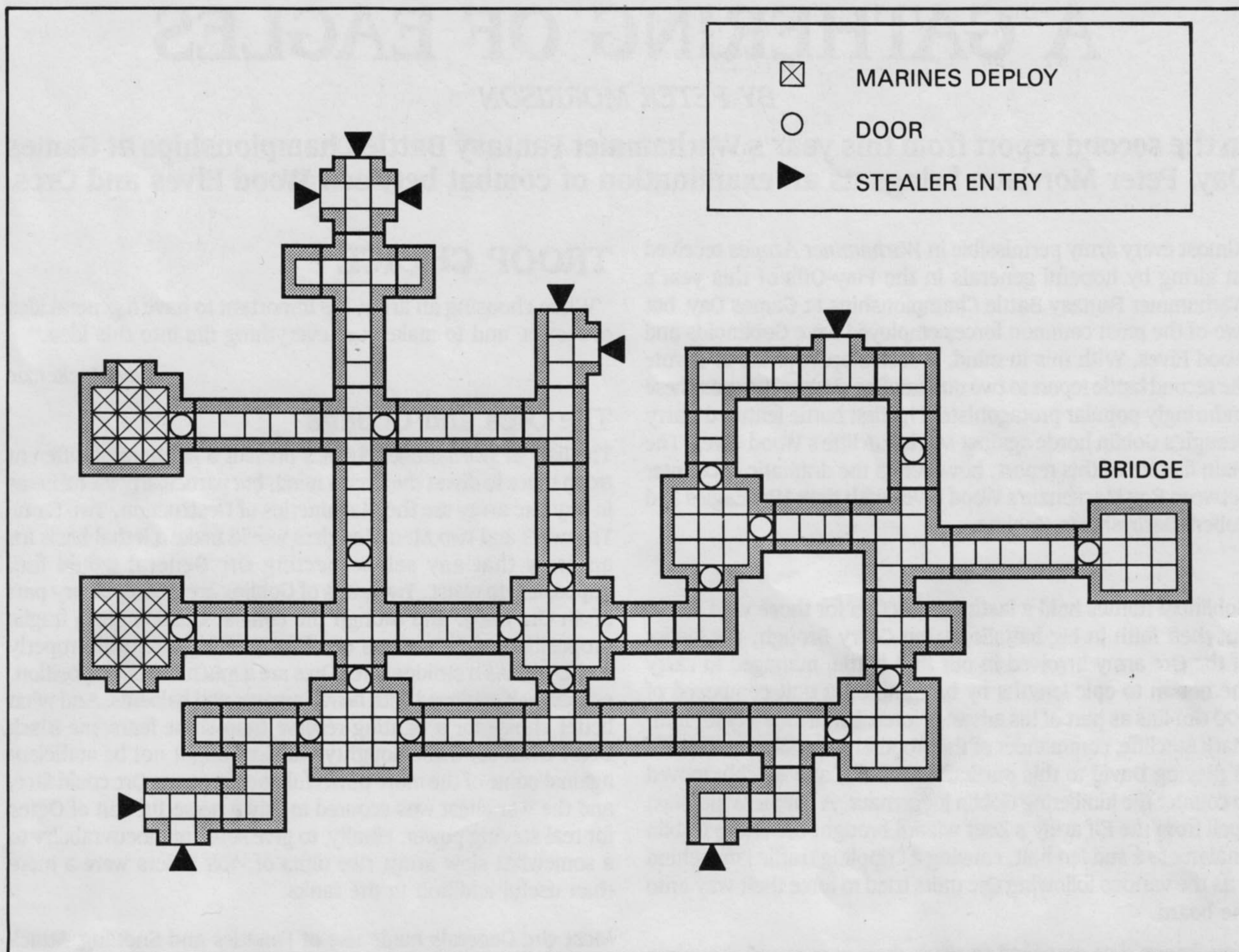
*"This vessel?" Denzark points to the scarlet line edging its way into geostationary orbit, high above Eureka's surface.*

*"That's the tug, sir. It isn't a ship as such, simply a fusion engine and crew quarters attached to the ore, which has been welded into one massive block. It's over 700 metres wide and 3km long, and contains thousands of millions of tonnes."*

*"Interesting. What do you imagine it would do to that?"*

*For a moment, Chanat is confused. Then realisation dawns - Denzark is pointing to the warm grey orb that represents the planet. He means what would it do to Eureka.*





### Objectives

The target room represents the vessel's bridge. The Marines are trying to reach the bridge to jettison the crew quarters (not represented on the map). Once these have gone the Marines simply have to hold the bridge and mop up any last Genestealers.

### Forces

**Marines:** Two full Tactical Squads of Marines, upgraded with crack and frag grenades. Squad A's Sergeant has plasma grenades, Squad B's has melta-bombs.

**Stealers:** The Stealer player begins the game with two Blips. He receives one Blip reinforcement per turn.

### Deployment

**Marines:** One full squad in each of the marked rooms. This represents the Marines deploying in the airlocks before entering the tug's control decks.

**Stealers:** Starting forces and reinforcements may come on at any of the marked entrances. This represents the Genestealers moving up from the crew module.

### Special Rules

Because Denzark is personally controlling the operation from the bridge of the warp shuttle, the Marine player gets three minutes and thirty seconds per turn. As usual, the loss of a Sergeant reduces this by thirty seconds.

The target room represents the tug's bridge. Jettisoning the crew module is an action which can be performed by a Marine anywhere in the room. The action costs 4 AP's; these can be partially or wholly paid for by command points.

Once this is done, the Genestealer player stops getting reinforcements. He must carry on playing with whatever forces are on the table. If, at this point, there aren't any Stealers left, the game ends with a Marine victory.

After the crew module has gone the Stealer player can only win by causing drastic damage to the tug's controls. This may be done by reaching the bridge and attacking the wall opposite the door in close combat.

The Genestealer rolls as though it were attacking a door, requiring a 6 to destroy the controls and win the game. Note that the Genestealer isn't allowed to make such an attack before the crew module is lost.

### Victory

The Genestealer player wins by either preventing the Marines jettisoning the crew module, or by subsequently damaging the tug's controls, as detailed above.

### Advanced Game

Once the Marine player gets used to handling the missile launchers and grenades, the Mission may become too easy. If this happens, increase the Stealer reinforcements to two Blips per turn.

# A GATHERING OF EAGLES

BY PETER MORRISON

In the second report from this year's Warhammer Fantasy Battle Championships at Games Day, Peter Morrison brings us an examination of combat between Wood Elves and Orcs.

Almost every army permissible in *Warhammer Armies* received an airing by hopeful generals in the Play-Offs of this year's Warhammer Fantasy Battle Championships at Games Day, but two of the most common forces employed were Goblinoids and Wood Elves. With this in mind, it seems appropriate to devote the second battle report to two outstanding clashes between these enduringly popular protagonists. The first battle featured Garry Brough's Goblin horde against Mark Sutcliffe's Wood Elves. The main feature of this report, however, is the dramatic encounter between Roy Mackenzie's Wood Elves with their War Eagles and Robert Darbyshire's Goblins.

Goblinoid hordes hold a lasting attraction for those who like to put their faith in big battalions, but Garry Brough, the leader of the Orc army involved in our first battle, managed to carry the notion to epic lengths by bringing on a unit composed of 100 Goblins as part of his advance force. Unfortunately for him, Mark Sutcliffe, commander of the Wood Elves, was quite capable of playing David to this particular Goliath, and quickly moved to counter the lumbering Goblin juggernaut. A simple Wind Blast spell from the Elf army's Zoot wizard brought the entire Goblin phalanx to a sudden halt, causing a crippling traffic jam behind it as the various following Orc units tried to force their way onto the board.

Any troops that managed to work their way round the edges of the stalled mass were dealt with by expertly-placed Elf archers, while the remainder of the Elves prepared to deal with the wind-swept mass in front of them. In due course, a wedge of Elf cavalry charged into the enemy but came to grief when they encountered three Goblin Fanatics armed with ball and chain. The Goblins in their turn fell prey to a Wood Elf wizard using some well-aimed Fire Balls and there things might have stood, had not the Goblins failed a panic test inflicted by a Bane Banner. As a result, all but two units of the Goblins turned tail and stampeded back through their own ranks, giving the Wood Elves a convincing victory.

Personal experience has taught that units of more than 40 models are too cumbersome to use effectively. Even so, it is good to see a General who is not afraid to try a new approach - even during a competition. Garry remains unrepentant, being convinced that the juggernaut was deployed too early, giving the Elves an easy victory.

The next Goblin army to be considered was organised on much more formal lines, but was destined to face the Wood Elf secret weapon - War Eagles! Would this mastery of the skies bring victory to the Wood Elves? We shall see.

Wood Elves, as their name suggests, love clean forest glades and woodland. The only kind of wood Goblins like is the sort that burns well to warm some verminous den. Plenty of excuse for a battle here then.

Starting with the Orcs, let's examine the course of the struggle between the Robert Darbyshire's Goblins and Roy Mackenzie's Wood Elves, beginning with a look at the two armies.

## TROOP CHOICE

"When choosing an army, it's important to have a general idea of tactics, and to make sure everything fits into this idea."

- Roy Mackenzie

## The Orcs and Goblins

The lists in *Warhammer Armies* present a plethora of different troop types to divert the Orcish mind, but particularly useful items in any Orc array are the Machineries of Destruction. Two Stone Throwers and two Man Manglers would make a lethal basis for an army that any self-respecting Orc General would find impossible to resist. Two units of Goblins are a compulsory part of an Orc army, and though the combat Goblins are a fragile proposition, their archers can be extremely useful if properly employed. As a striking force Orcs are a much better proposition, especially if equipped with heavy armour and halberds. And what better choice for a fighting reserve than some fearsome Black Orcs? Even so, these doughty warriors might not be sufficient against some of the more powerful opponents an Orc could face, and the war chest was scoured to buy a powerful unit of Ogres for real staying power. Finally, to give some manoeuvrability to a somewhat slow army, two units of Wolf Riders were a more than useful addition to the ranks.

Most Orc Generals made use of Fanatics and Snotling Attack Wagons at Games Day '89. On the whole they were not decisive weapons, but they did give more than one enemy general a nasty turn, as well as bringing a great deal of colour and enjoyment to the proceedings.

The complete Goblinoid army consisted of 11 units, with a generous selection of heroes and 2 Shamans added in order to give a steadier force than might be customary in these warbands.

## The Wood Elf

Wood Elf Bowmen are among the best that can be found in the pages of *Warhammer Armies*, so it came as no surprise that the majority of the army would carry bows. However, it was doubtful that all the opponents of this rustic ensemble would fail to close, so great attention was paid to putting some combat muscle into the army. Zoats are capable of fighting any opponent and a unit of mounted Elven Lords gave a handy fast-moving, hard-hitting reserve. To ensure the reliability of the army, no less than five heroes and two wizards - one of which was a Zoot - were employed to enhance the already strong morale. A final inspection of the army lists yielded two Eagles at the bargain price of 75 points each. What splendid mounts for the two level 20 heroes! Used with circumspection, these could be a real battle winner.

Flying beasts were much curtailed for the 1989 Warhammer Fantasy Battle Championships after a particularly successful run the previous year by a High Elf who brought no less than five Dragon Riders along as his entry into the competition. If over-used, the aerial troops available to some armies can bestow an unfair advantage onto their commander, so they should be employed with care. Roy Mackenzie's Elves were not the only troops to make use of flying beasts. As well as the Eagles, such things as Carrion and Harpies made an appearance, with varying degrees of success.

**THE WOOD ELF ARMY LIST**

TOTAL COST - 2990 Points

**1 Sylvan Chieftain**  
(Level 20 Hero with Eagle)  
Heavy armour, Spell Shield, lance,  
hand weapon  
Cost - 274 Points  
(Map Code E)

**1 Sylvan Chieftain**  
(Level 20 Hero with Eagle)  
Heavy armour, Spell Shield,  
lance, Frostblade  
Cost - 349 Points  
(Map Code F)

**15 Lords Bowmen (+1 Missile Elite)**  
Longbow, hand weapon  
+1 Guardian  
(Level 10 Hero with Warhorse)  
Heavy armour, shield,  
lance, hand weapon  
Cost - 280 Points  
(Map Code C)

**10 Wardancers**  
Light armour, shield, hand weapon  
+1 Wardancer Hero (Level 10 Hero)  
Heavy armour, shield, hand weapon  
Cost - 334 Points  
(Map Code H)

**1 Spellsinger (Level 10 Wizard)**  
Cost 118 Points

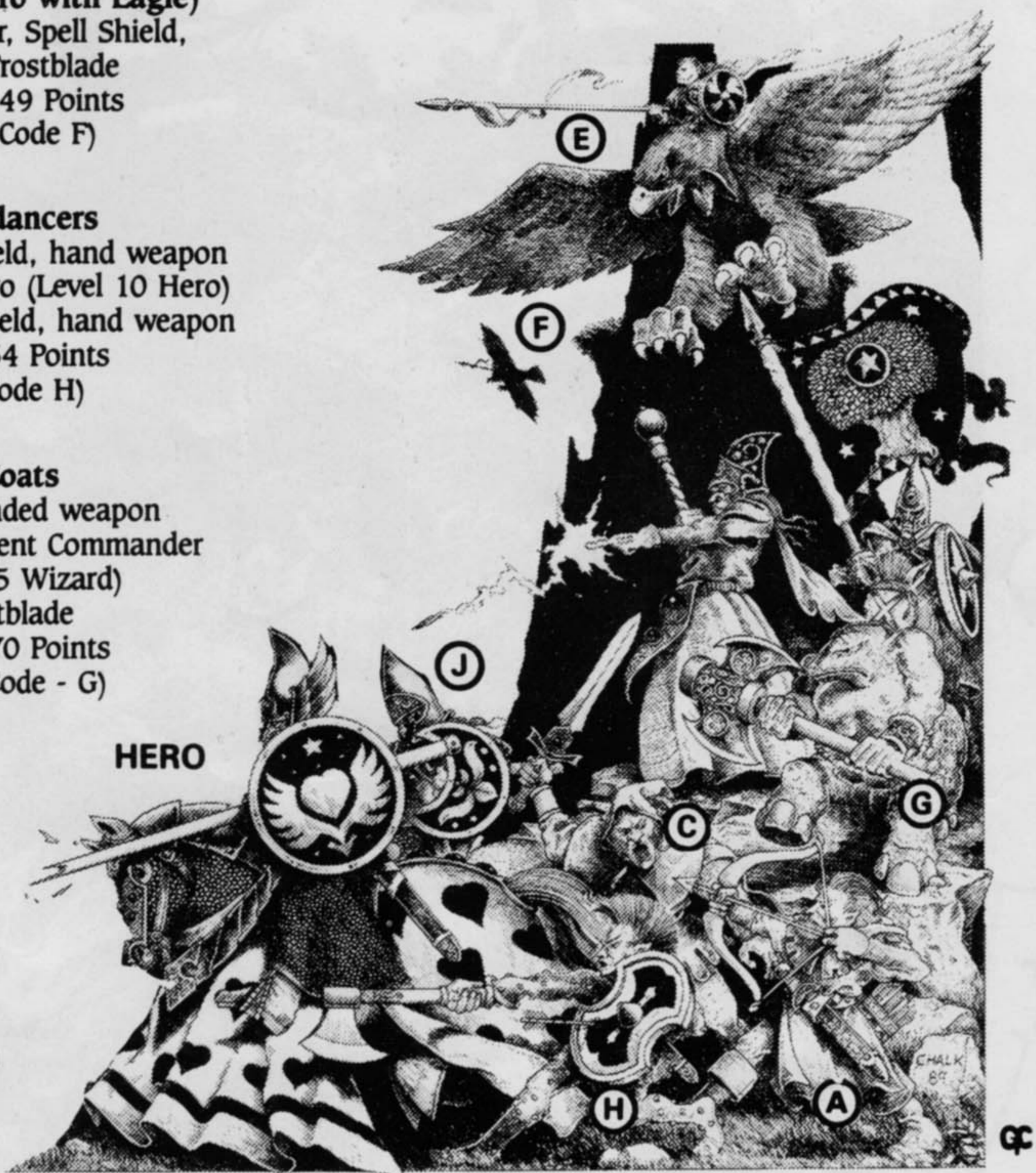
**7 Zoats**  
Double-handed weapon  
1 Zoot Contingent Commander  
(Level 15 Wizard)  
Frostblade  
Cost 770 Points  
(Map Code - G)

**8 Elven Lords (+1 Shock Elite)**  
Warhorse, light armour, shield,  
lance, hand weapon  
+1 Guardian  
(Level 10 Hero with Warhorse)  
Heavy armour, barding, shield, longbow,  
lance, hand weapon  
Cost - 355 Points  
(Map Code J)

**15 Archers**  
Longbow, hand weapon  
Cost - 165 Points  
(Map Code - A)

**15 Lords Bowmen (+1 Missile Elite)**  
Longbow, hand weapon  
Cost - 180 Points  
(Map Code D)

**15 Archers**  
Longbow, hand weapon  
Cost - 165 Points  
(Map Code B)



**THE ORC AND GOBLIN ARMY LIST**

TOTAL COST - 2996.5 Points

**1 Gaffer (Level 25 Orc Hero)**  
Magically-inscribed heavy armour, shield,  
hand weapon  
Cost - 197 Points  
(Map Code 6)

**2 Man-Mangler Stone Throwers, 12 Crew**  
Hand weapon  
Cost - 186 Points  
(Map Code 3)

**2 Skull Crusher Stone Throwers, 8 Crew**  
Hand weapon  
Cost - 124 Points  
(Map Code 7)

**5 Mercenary Ogres**  
+1 Level 25 Ogre Hero  
Shield, hand weapon  
Cost - 454 Points  
(Map Code 5)

**1 Snotling Attack Wagon**  
Hand weapon  
Cost - 40 Points  
(Map Code 11)

**27 Gobbos (Goblin Warriors)**  
+1 Level 10 Goblin Hero  
Light armour, shield, javelin, hand weapon  
Cost - 153.5  
(Map Code 11)

**26 Boyz (Orc Warriors)**  
+1 Level 15 Orc Leader  
Light armour, shield, halberd,  
hand weapon  
Cost - 366 Points  
(Map Code 6)

**1 Spook-Talker**  
(Level 15 Goblin Wizard)  
Cost - 115 Points  
(Map Code 8)

**1 Cruncher (Level 10 Orc Hero)**  
Bane Banner, shield, hand weapon  
Cost - 212 Points  
(Map Code 6)

**10 Gobbo Wulfboyz**  
+1 Level 10 Goblin Hero  
Wolf, light armour, shield, spear, hand  
weapon  
Cost - 170 Points  
(Map Code 1)

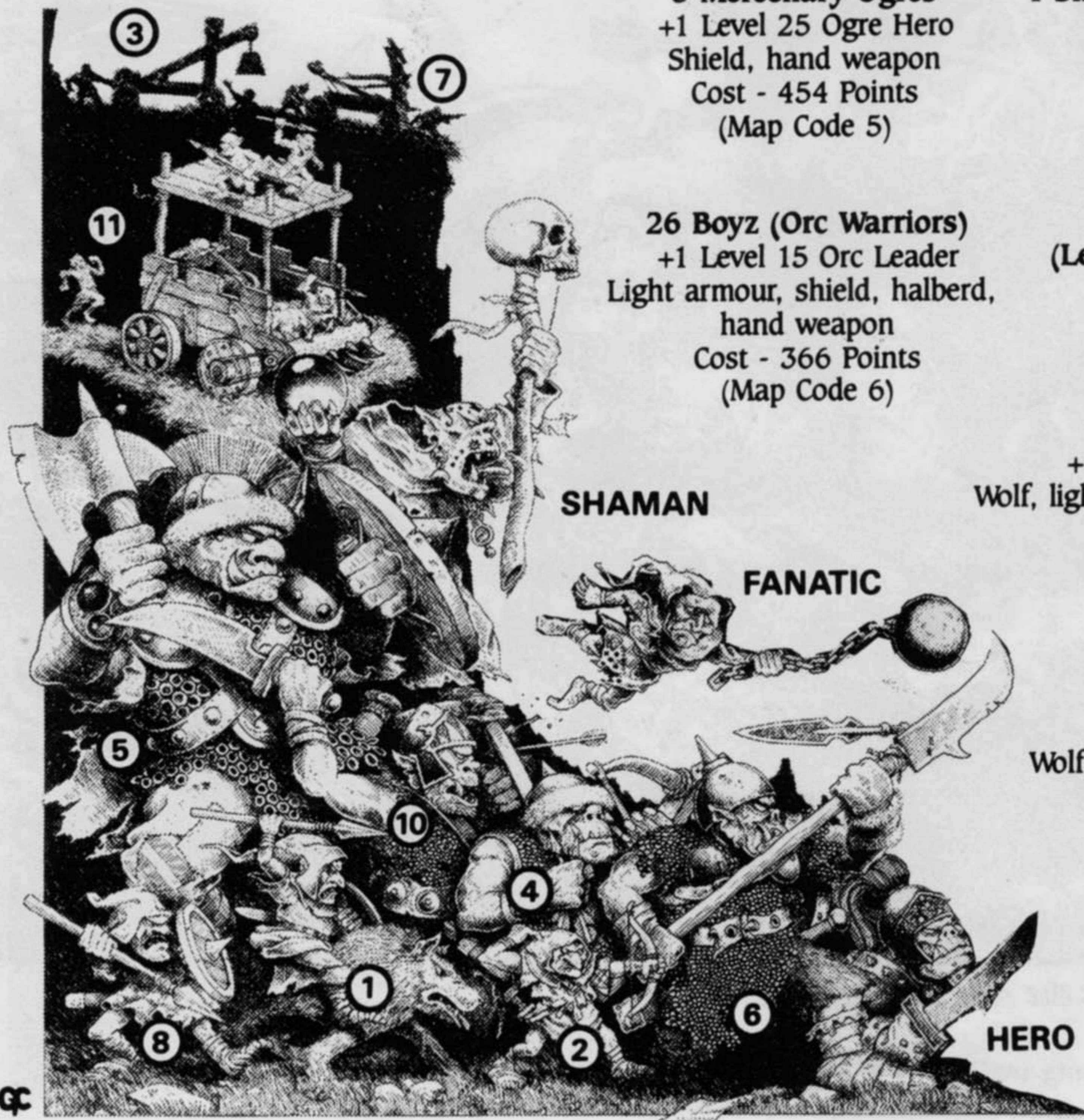
**31 Stickas (Goblin Archers)**  
+1 Level 10 Goblin Hero,  
+3 Goblin Fanatics  
Light armour, shield, short bow,  
hand weapon  
Cost - 278 Points  
(Map Code 2)

**10 Gobbo Wulfboyz**  
+1 Level 10 Goblin Hero  
Wolf, light armour, shield, spear,  
hand weapon  
Cost - 160 Points  
(Map Code 9)

**22 Arrer Boyz**  
+1 Level 5 Orc Hero  
Light armour, crossbow, hand weapon  
Cost - 291 Points  
(Map Code 4)

**1 Spook-Talker**  
(Level 15 Goblin Wizard)  
Cost - 115 Points  
(Map Code 6)

**9 Black Orcs**  
+1 Level 5 Hero  
Light armour, shield, hand weapon  
Cost - 135 Points  
(Map Code 10)





*The Goblinoid Horde and Wood Elf Army face each other at the start of the battle.*

*The Orc General sets up a living wall of troops to protect his heavy artillery. While they provide covering fire, the swift-moving Wolf Riders can harass the Elven flanks.*



*The Wood Elf Chieftain deploys his War Eagles and Archers so that they can respond quickly and efficiently to the threat of the Orc war-machines.*

## TACTICS

The foremost concern for the Wood Elf commander was the Orc War Machines. After all, his army contained two choice targets in the form of the Zoats and the Elven Lord cavalry. The only answer here was to use these two powerful units as a trailing force, due to arrive on move 4. Hopefully, the archers and the War Eagles would be able to cripple the Orc artillery before they could do any real damage, then the two shock units could destroy any Orcs that made it through the lethal curtain of Elf arrows.

The Wood Elf commander's concern about the Orc Stone Throwers was justified. Considering these to be his master weapons, the Orc general had planned his tactics around the destructive power of the two machines, which needed clear fields of fire. Because of the prodigious range of the Elf bows, the machines would need strong protection, which would be provided in the form of a large unit of Orc crossbows to punish attackers, plus a living screen of Goblins in front of each unit. Knowing that his machines were well protected, Robert could now send his Ogres and Orcs into attack supported by swift-moving Wolf Riders. The Attack Wagon and the Black Orcs could be employed as a trailing force to discomfort any Elf shock troops who were foolish enough to advance too far.

### The Set-up

Diagram 1 depicts the lay-out of both armies at the commencement of hostilities. All the units involved are marked by the map codes given here and in the army lists.

The Wood Elf army consisted of 9 units:

- |                 |                |
|-----------------|----------------|
| A. Archers      | F. War Eagle   |
| B. Archers      | G. Zoats       |
| C. Lords Bowmen | H. Wardancers  |
| D. Lords Bowmen | J. Elven Lords |
| E. War Eagle    |                |

The Orc and Goblin army was organised into the following units:

- |                     |                       |
|---------------------|-----------------------|
| 1. Wulfboyz         | 7. Two Skull Crushers |
| 2. Goblins          | 8. Goblins            |
| 3. Two Man-Manglers | 9. Wulfboyz           |
| 4. Orc Crossbows    | 10. Black Orcs        |
| 5. Ogres            | 11. Attack Wagon      |
| 6. Orc Halberdiers  |                       |

## THE BATTLE

The Orc General advanced his two units of Wulfboyz up the table, but otherwise declined to move. Not so with the Wood Elf: the entire line of archers (A, B, C & D) took a full forward move and commenced firing. A large volume of this fire fell upon the Man-Manglers (3), reducing one crew to firing every other period.

Worse was to follow! Out of the sky came two War Eagles (E & F), each swooping on one of the units of War Machines. This was too much for the crew of one Skull Crusher (7) and the other Man-Mangler. Both fled the field with their bony little arms wrapped round their equally bony heads. More missile fire depleted the ranks of the Wulfboyz, but not enough to force a panic test.

Drastic action was needed to rectify the Orcs' deteriorating situation. Without further ado, the Gaffer commanded his two units of Wulfboyz to launch attacks at each end of the Elf firing line. In typical Goblin fashion these two efforts were less than successful.

On the Elf left the Goblins (1) decided they didn't like the idea of attacking Elves, and the right flank charge (9) stopped short of the Elf line. The Orc General, who was advancing with the Orc assault unit, might have justifiably throttled a few of his Goblin troops at this point. This was a set-back that the Elves would be sure to exploit to the full. To further compound the embarrassing performance of the Orcs, both machines fired and missed their targets.

At this moment the Elf General, sensing the possibility of a quick victory, threw caution to the winds. With the Orc infantry still a long way off, there was a chance of destroying the two units of Wulfboyz, both still unformed by their failed charges, before help could arrive. The left flank Archers (A) launched a swift charge at the Wulfboyz (1), while the Lords Bowmen (D) carried the battle to the Wulfboyz on the other flank (9). The two remaining units were commanded to fire upon the Orcs (6) and the remaining engines. In the event, only a few casualties were inflicted on the Orcs and none at all upon the engine crews.

This was the moment when, as in so many *Warhammer Fantasy Battle* games, fortune abruptly changed sides. The Elf archers found, to their extreme dismay, that even disordered Goblins were a fearsome prospect when mounted on the backs of savage Wolves. In the resulting maelstrom of combat, the poor sword-armed Elves were hopelessly outclassed, failing to inflict a single casualty, being savaged and pushed back for their trouble.

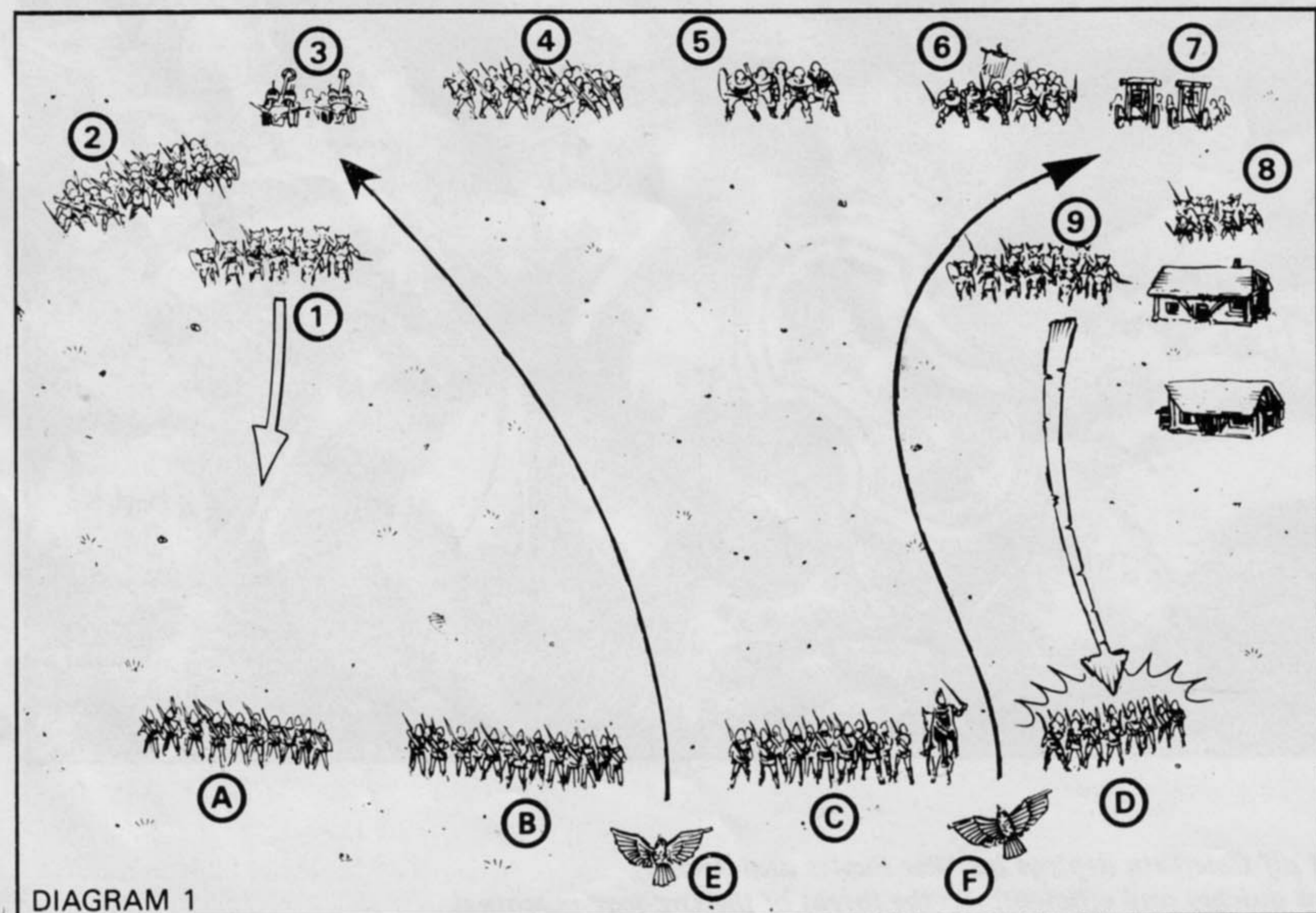


DIAGRAM 1

Heartened by this success, the Orcs pushed forward, led by aspearhead of formidable Ogres (5) and backed up by the arrival of the Black Orcs and the Attack Wagon (10 & 11). From Roy Mackenzie's point of view things were beginning to look black. The enemy looked as if he would overwhelm the advance guard by sheer weight of numbers, his bowmen were getting hammered in the melees, and the Skull Crusher was about to fire.

This last threat proved transitory as the stone arced over the Wood Elf ranks to land, with typical Orc accuracy, about six inches off the table edge. At this moment the Goblinoid battle standard was revealed as a Bane Banner, but it was still out of effective spell range. Good news, but not enough to outweigh another disastrous round of combat between the Elves and the Wulfboyz.



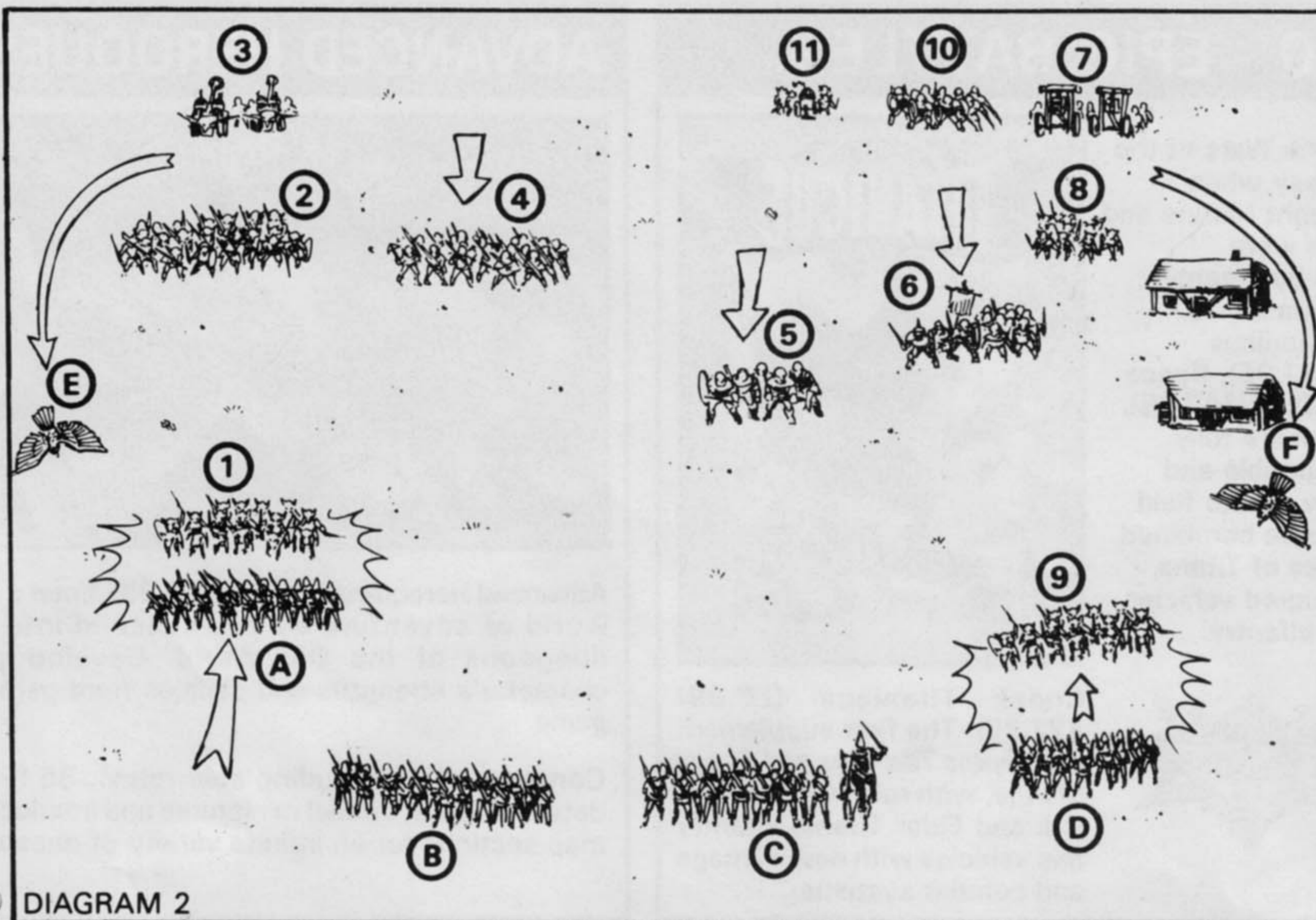


DIAGRAM 2

It was at this juncture that the cavalry, or, more precisely, the Eagles came hurtling to the rescue. Both the General and his second in command decided that the time had come to halt the degrading defeat of Elven regiments by some pathetic Goblins, and each Eagle was sent to intervene in a separate melee. One Goblin regiment (1) was shattered by the attack, but the hero of one unit attempted to fight back, only to have his head lopped from his shoulders by the Elven hero's Frostblade. Splattered by frozen droplets of blood, the Wolfriders fled for home. Both foot units were instructed not to pursue, but the Archers (A) had other ideas, and both the unit and the War Eagle went off on a Goblin killing spree.

For the Orc commander things were going from bad to worse. His Orcs might be getting close to the Elves, but his Wolf Riders were decimated. What else could go wrong? Well... Back at the Man-Mangler (3) the crew had become so irritated by the spectacle of a unit of Goblin archers (2) wandering up and down in front of them that they sallied forth for a good old Gobbo bash. The only unit capable of hurting the Elves was the Orc Crossbows (4), but their effectiveness was reduced by a relatively narrow frontage. Finally, the Bane Banner hurled its curse at a unit of Lords Bowmen (C), with absolutely no effect against the high Elven morale.

There was, notwithstanding, one potential hero in the fleeing Orc masses. The plucky Orc Shaman managed to disassociate himself from the debacle and rally. Chanting some arcane litany, he bravely turned to face the wheeling Eagle. Sadly his magic ricocheted off the Spell Shield of the airborne Elf, who promptly dealt him a death blow with the Frostblade.

## VICTORY

This was about the end for the Orcs. The arrival of the Zoot wizard (G), who possessed a *Wind Blast* spell, put a finish to any chance of the Ogres attacking, and all that remained was to systematically shoot at the remaining Goblinoid units which were too far away to pose any threat.

After a few moves the shattered remnants of the Goblin army lay down their arms and surrendered to the jubilant Elves.

There is no doubt that the War Eagles had a decisive effect on this battle, but it must be borne in mind that these creatures are vulnerable both to missile fire and to magic. Although the use of Spell Shields by both riders did reduce this threat somewhat, there are spells against which Spell Shields are useless. All in

all this battle was a fine illustration of the exotic edge that fantasy wargaming holds over the more conventional table-top games.

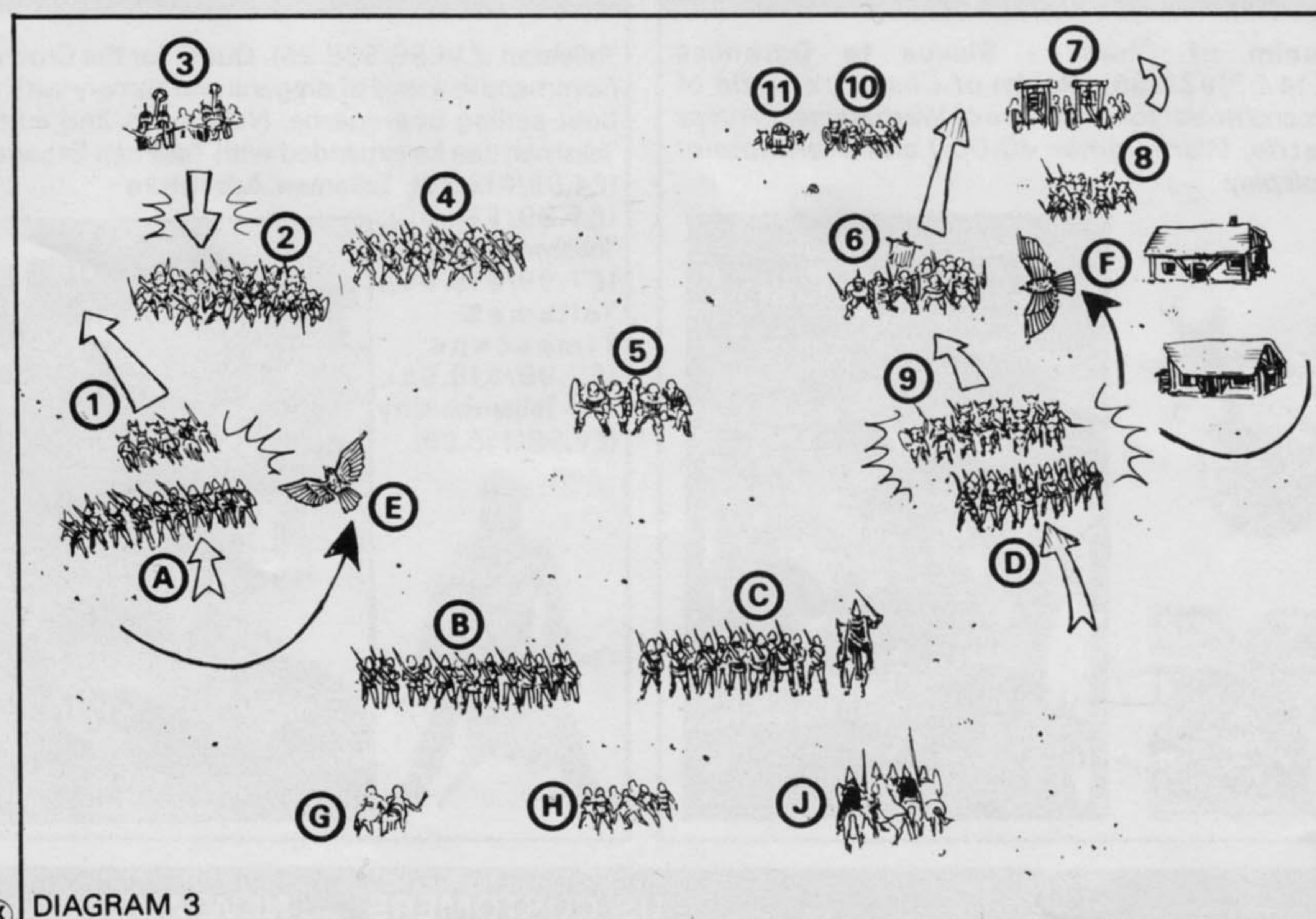


DIAGRAM 3

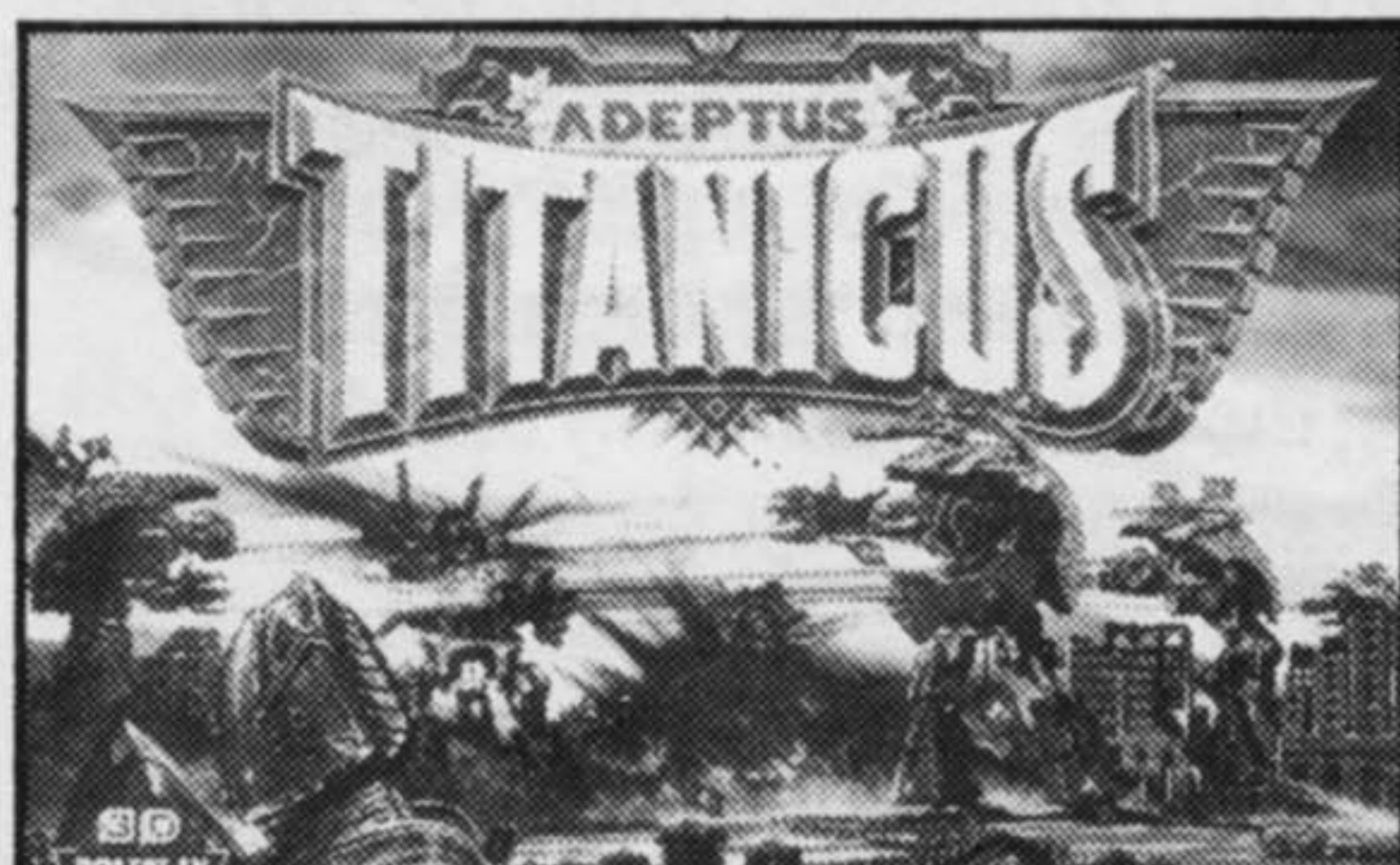
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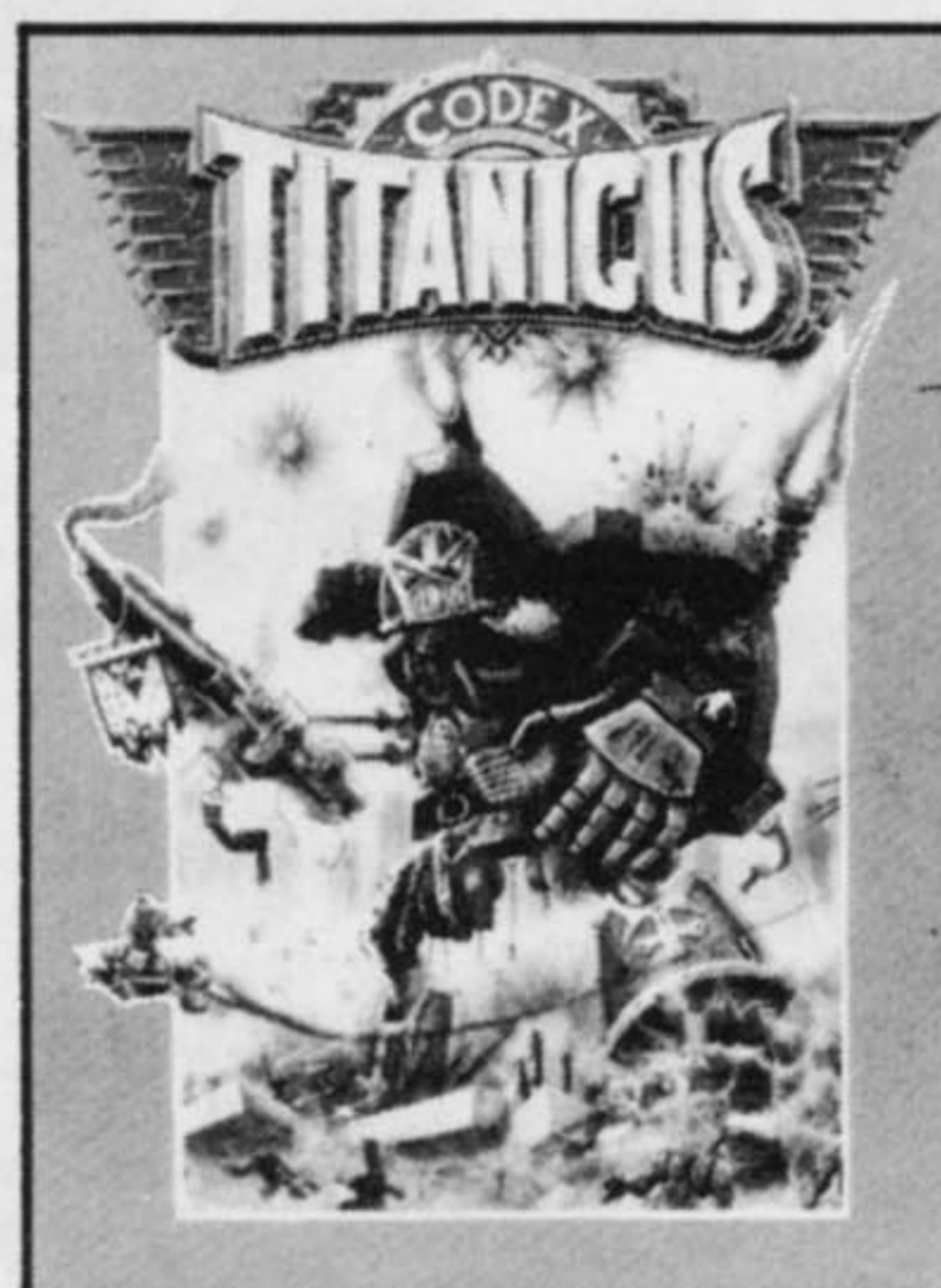
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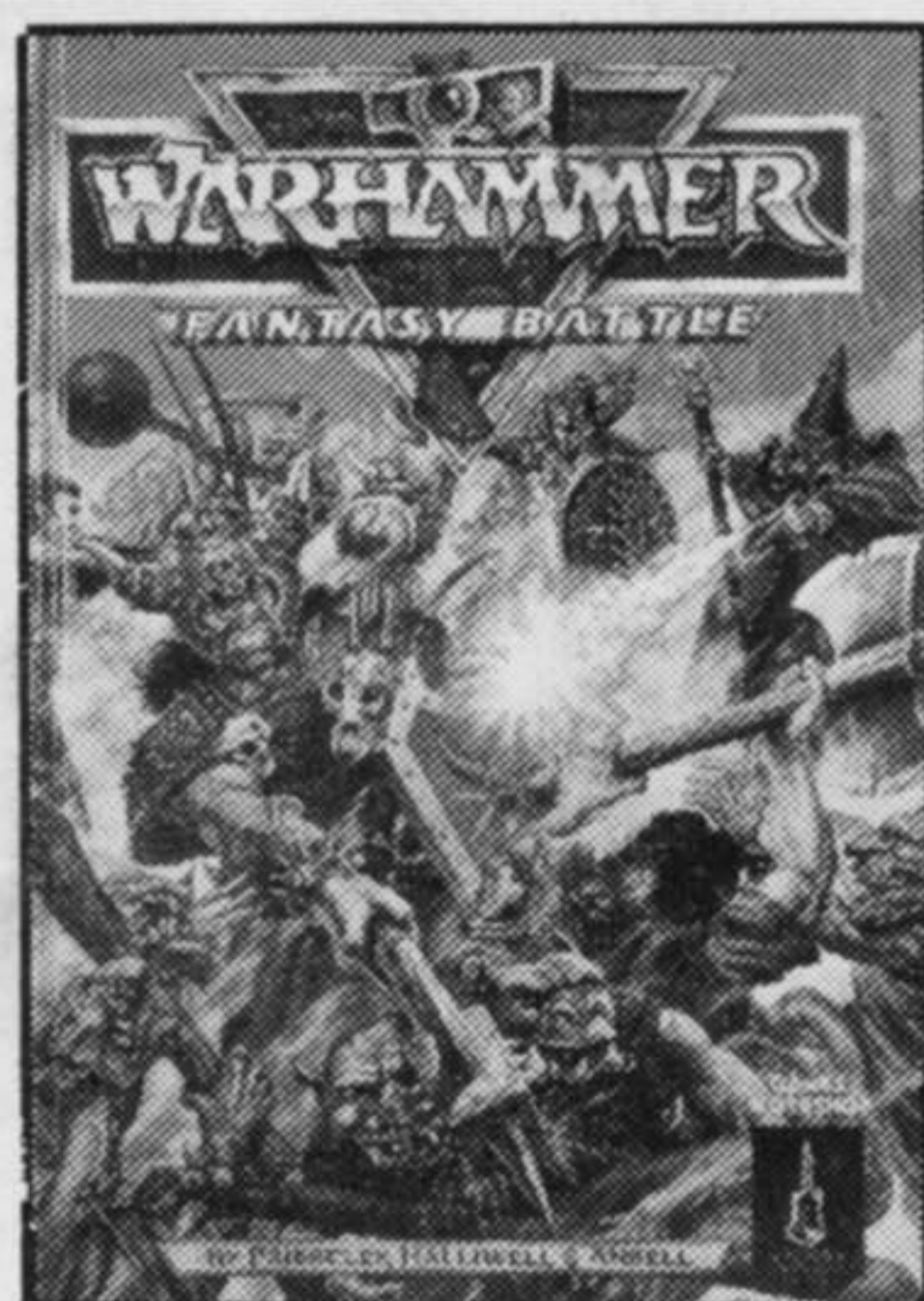
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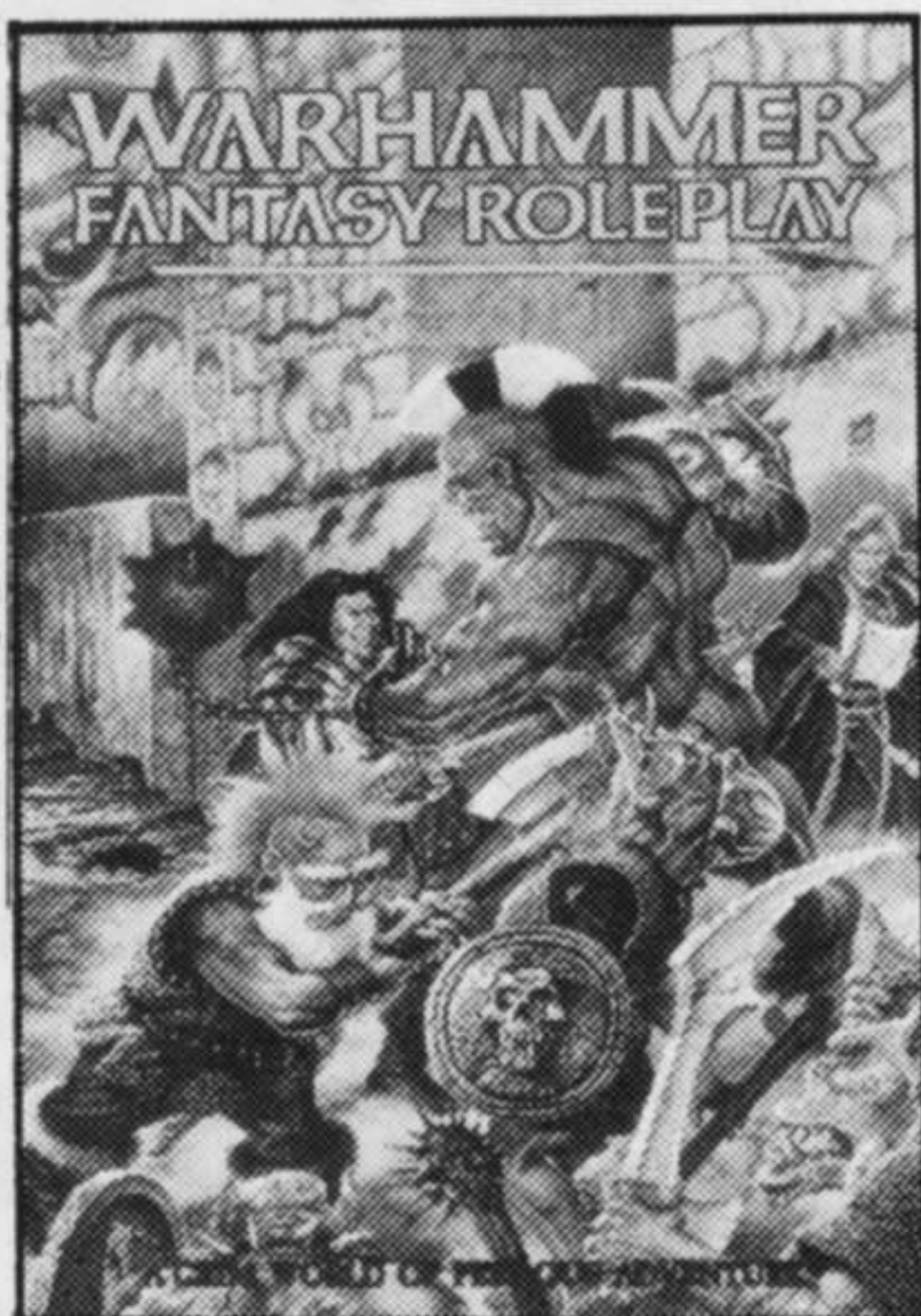
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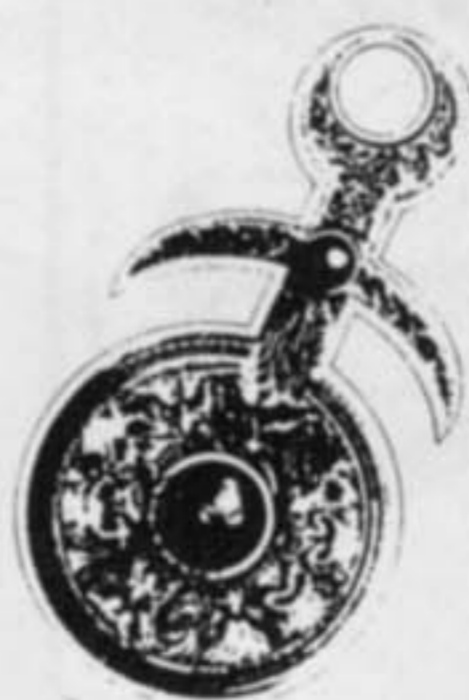
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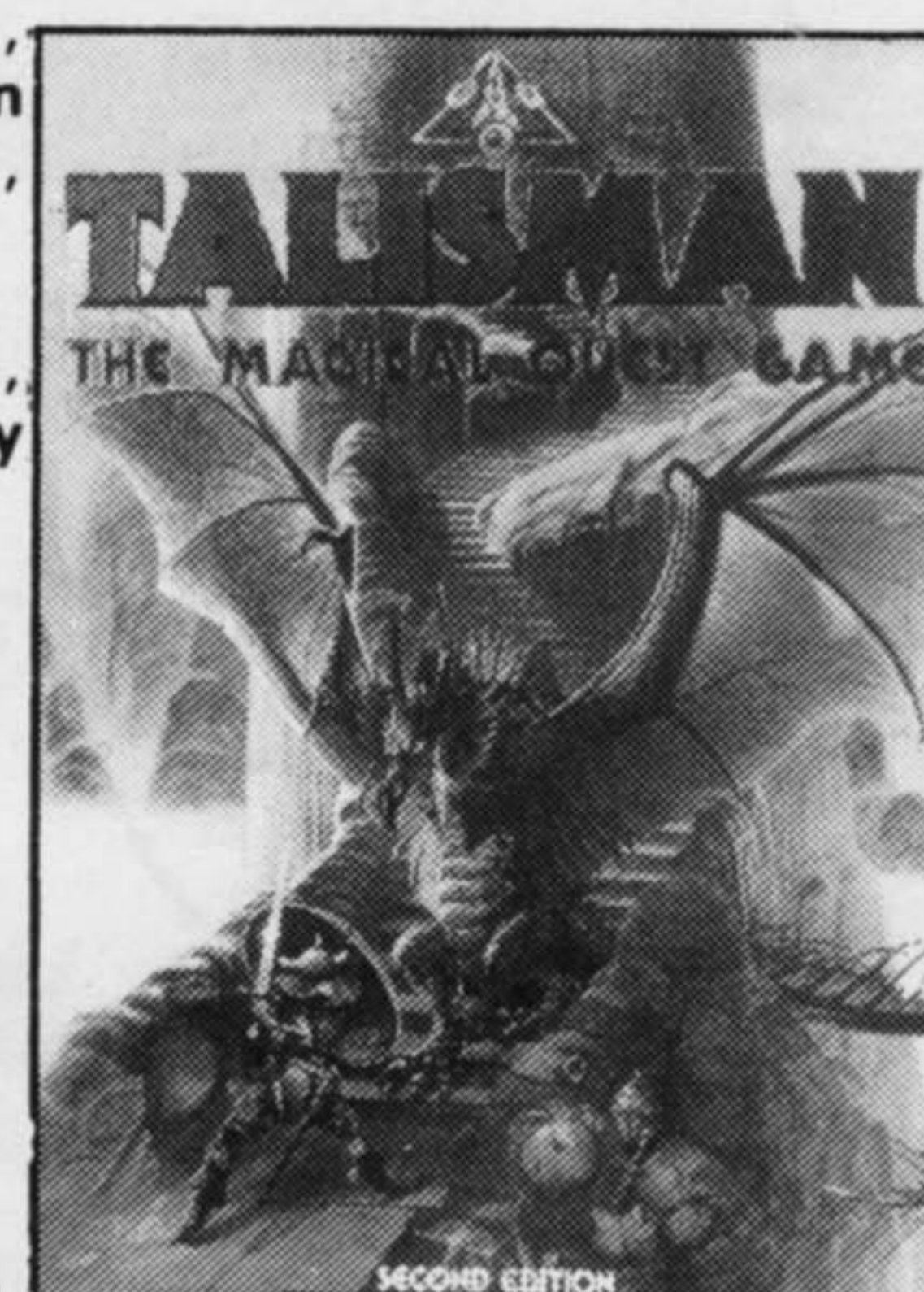
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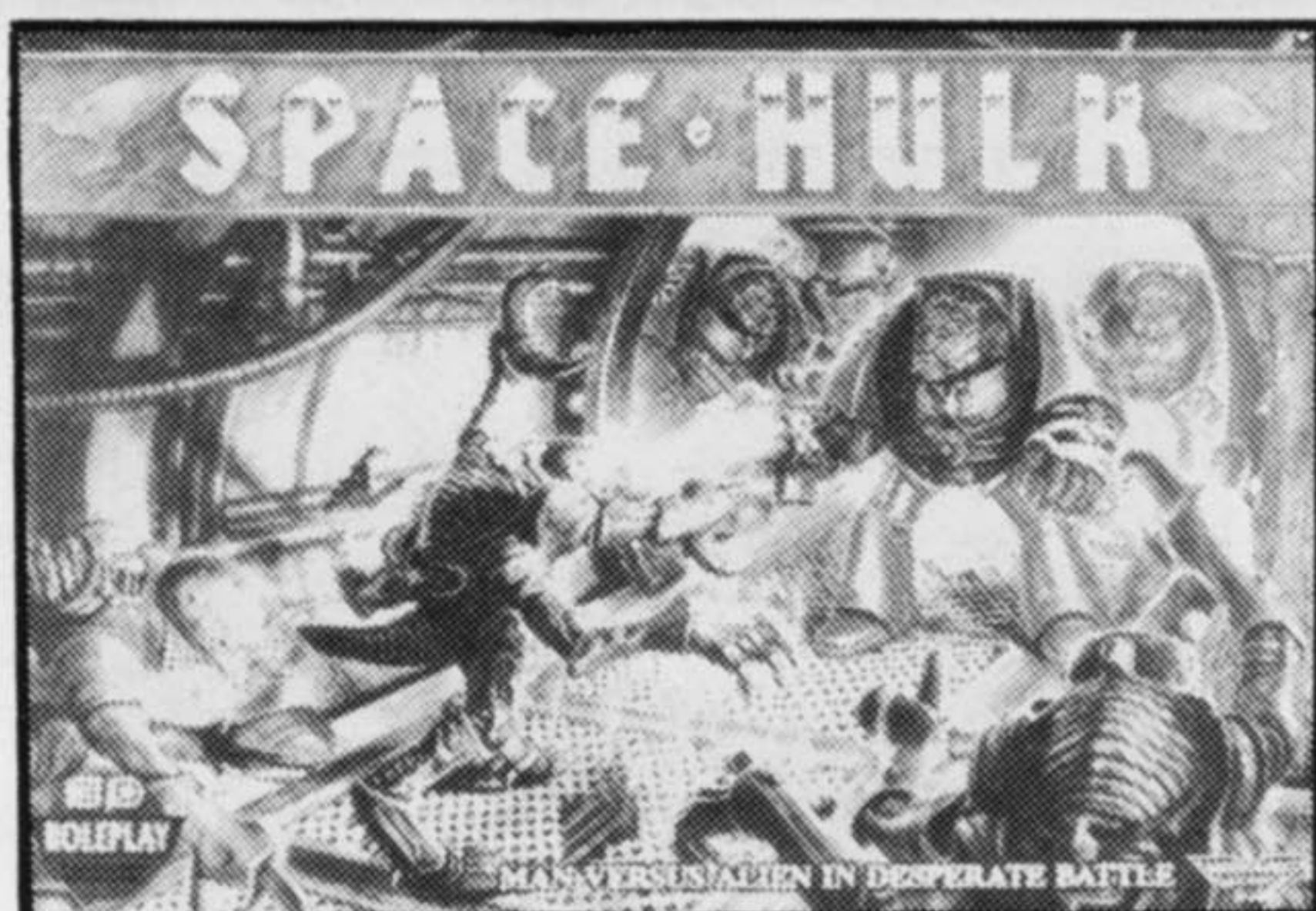
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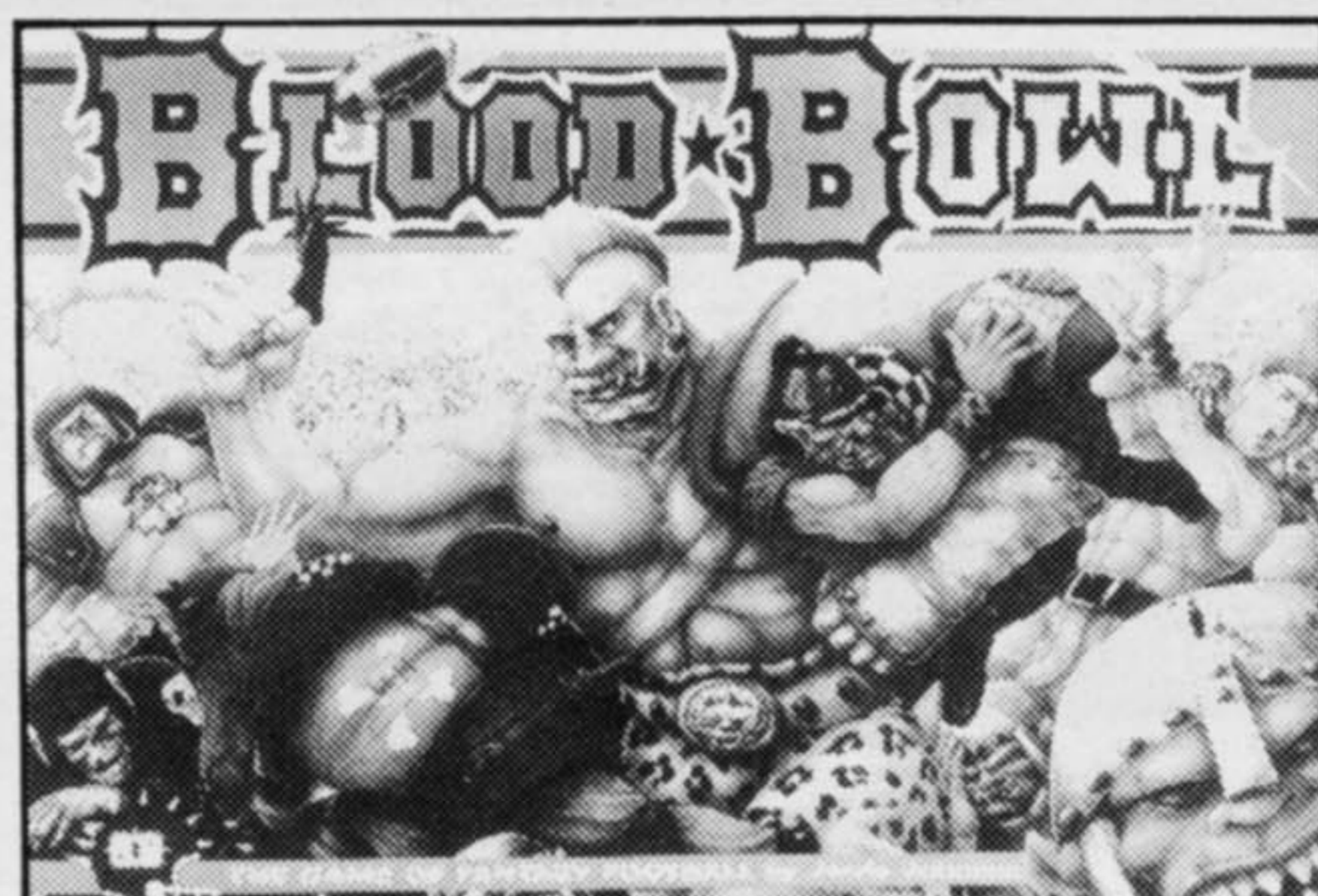
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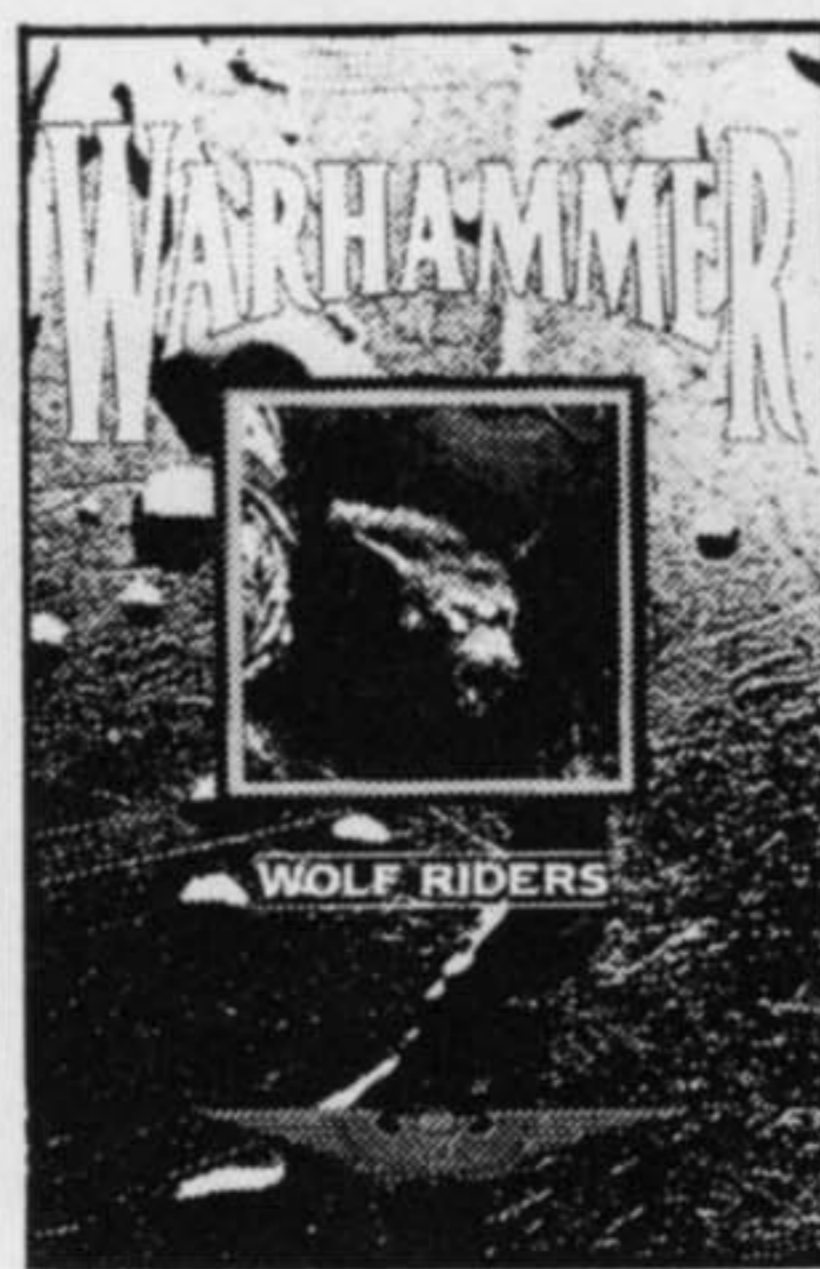
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# CITADEL MINIATURES™

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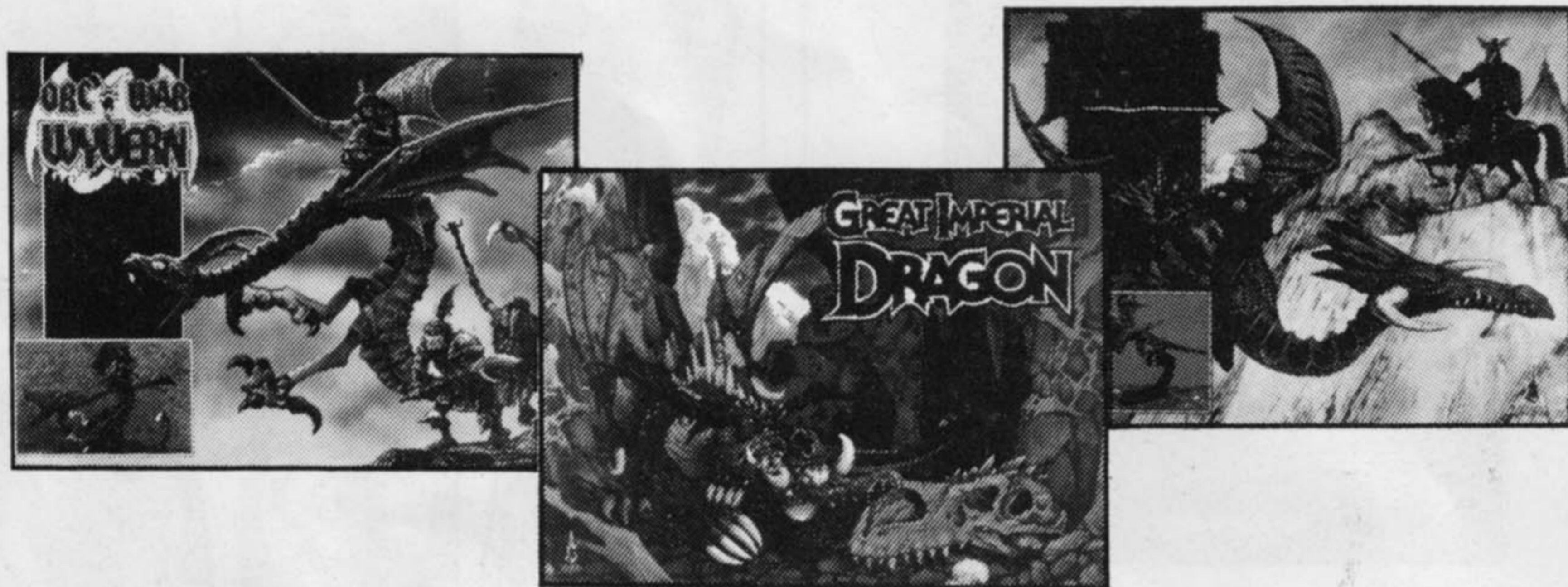
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# CITADEL MINIATURES™

## WARHAMMER 40,000



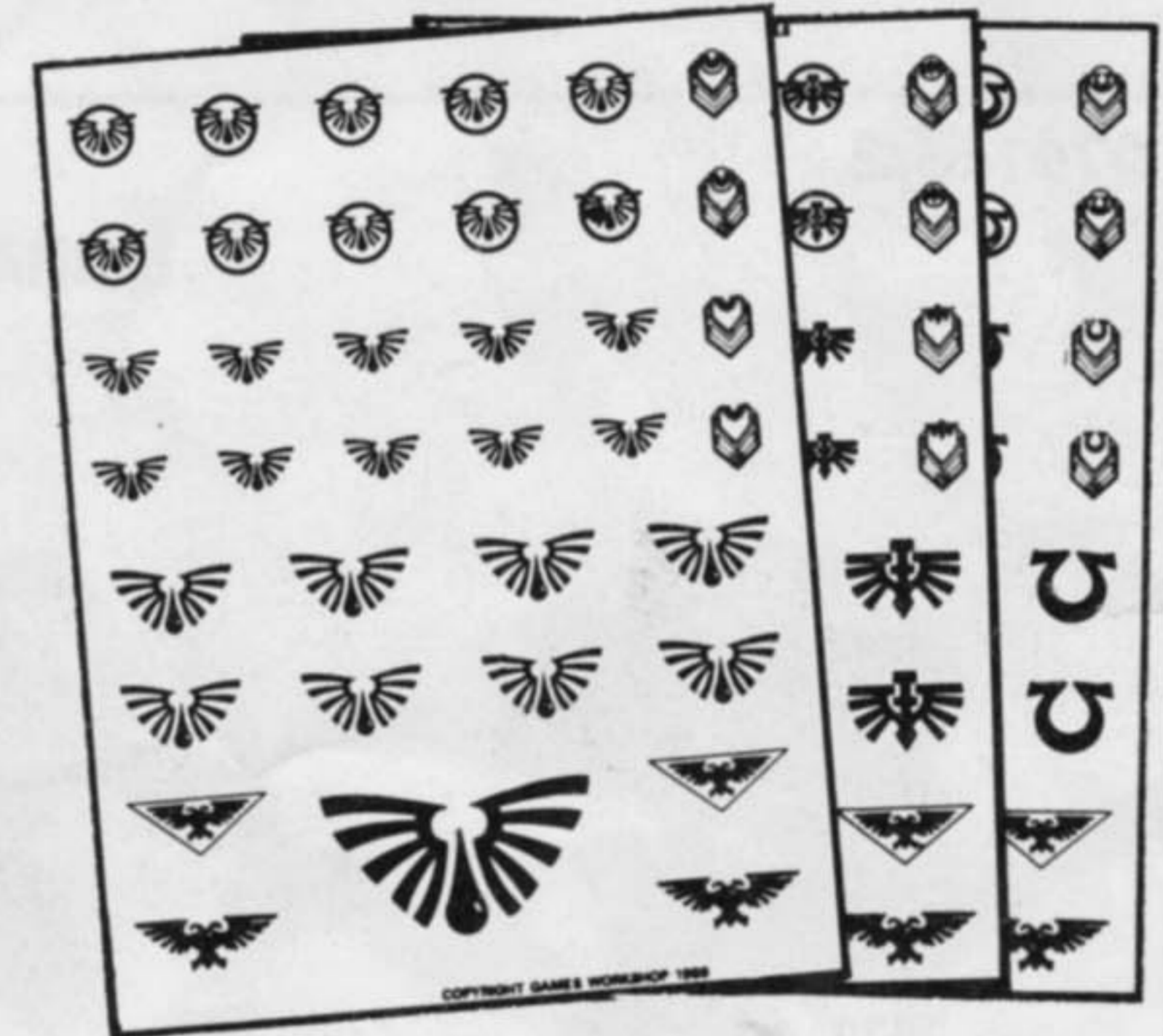
Fight the wars of the 41st Millennium with Citadel's high quality plastic and metal Warhammer 40,000 models. Imperial Space Marines (£9.99/\$22.95), Land Raiders (2 kits) (£12.99/\$28.95), Imperial Guard (£9.99/\$22.95), Predator (single kit) (£5.99/\$12.05), Space Dwarfs (£9.99/\$22.95), Land Raider (£6.99/\$19.95), Rhino (£4.99/\$11.95), Space Ork Raiders, Devastators, Eldar Harlequins, Terminator Squads (£11.99/\$26.95 each).

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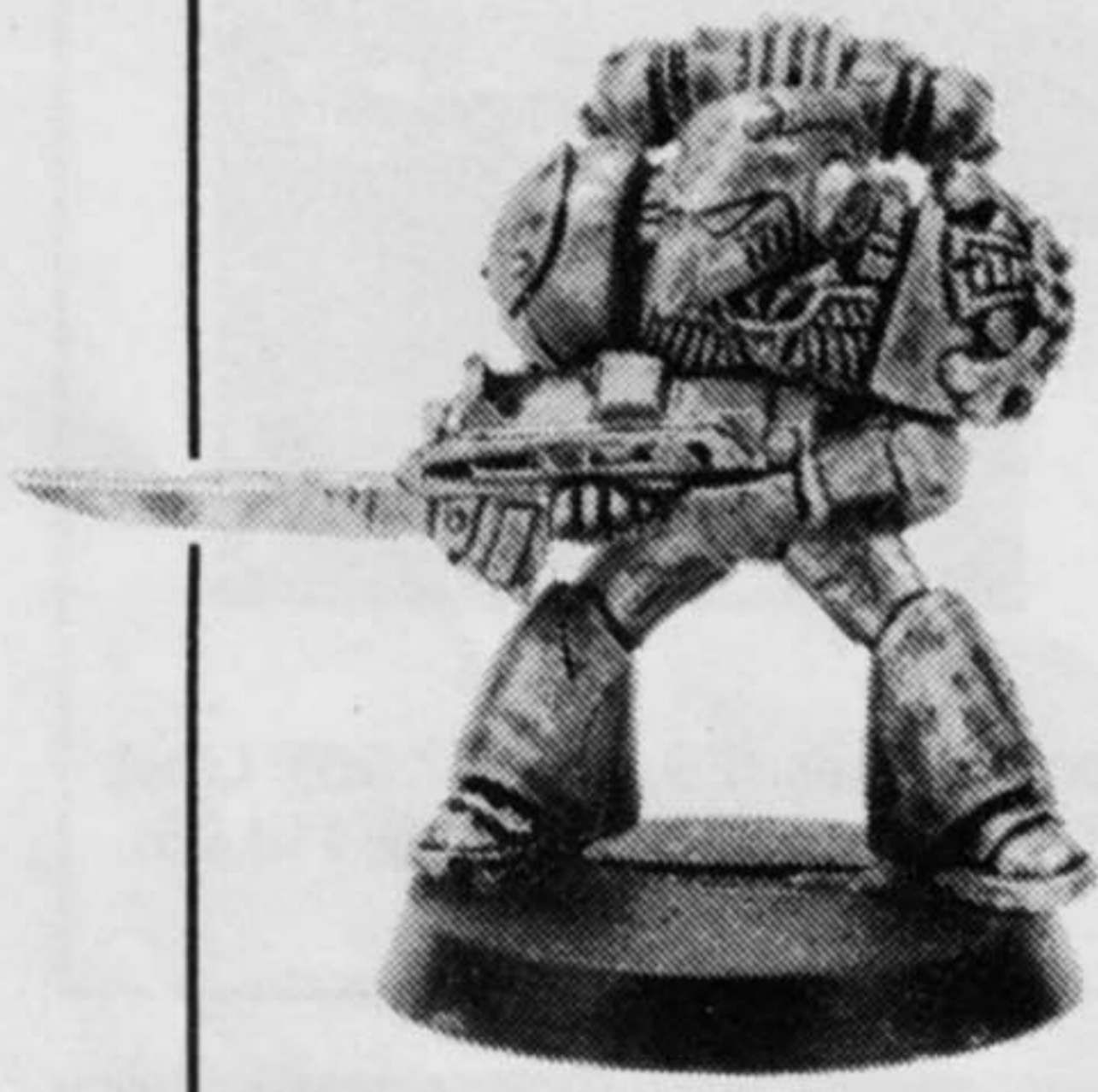


070145

# SPACE MARINES

070145/1

## MARINES WITH TERMINATOR HONOURS



MARINE WITH BOLTER



MARINE WITH POWERGLOVE & BOLTER



MARINE WITH BOLTER



070145/2

## LIBRARIANS



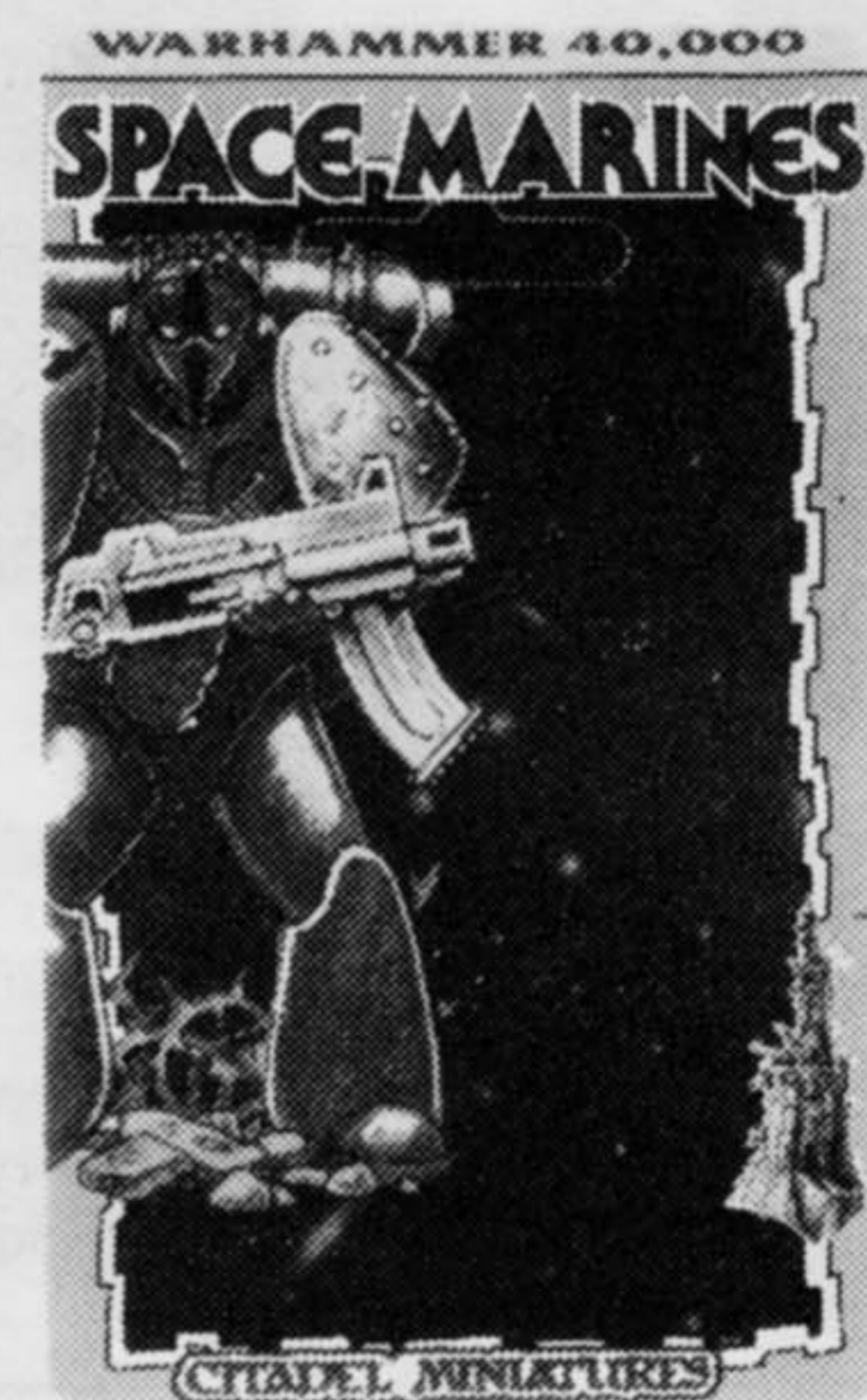
LIBRARIAN WITH FORCE SWORD



LIBRARIAN WITH FORCE SWORD & BOOK



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070145/3

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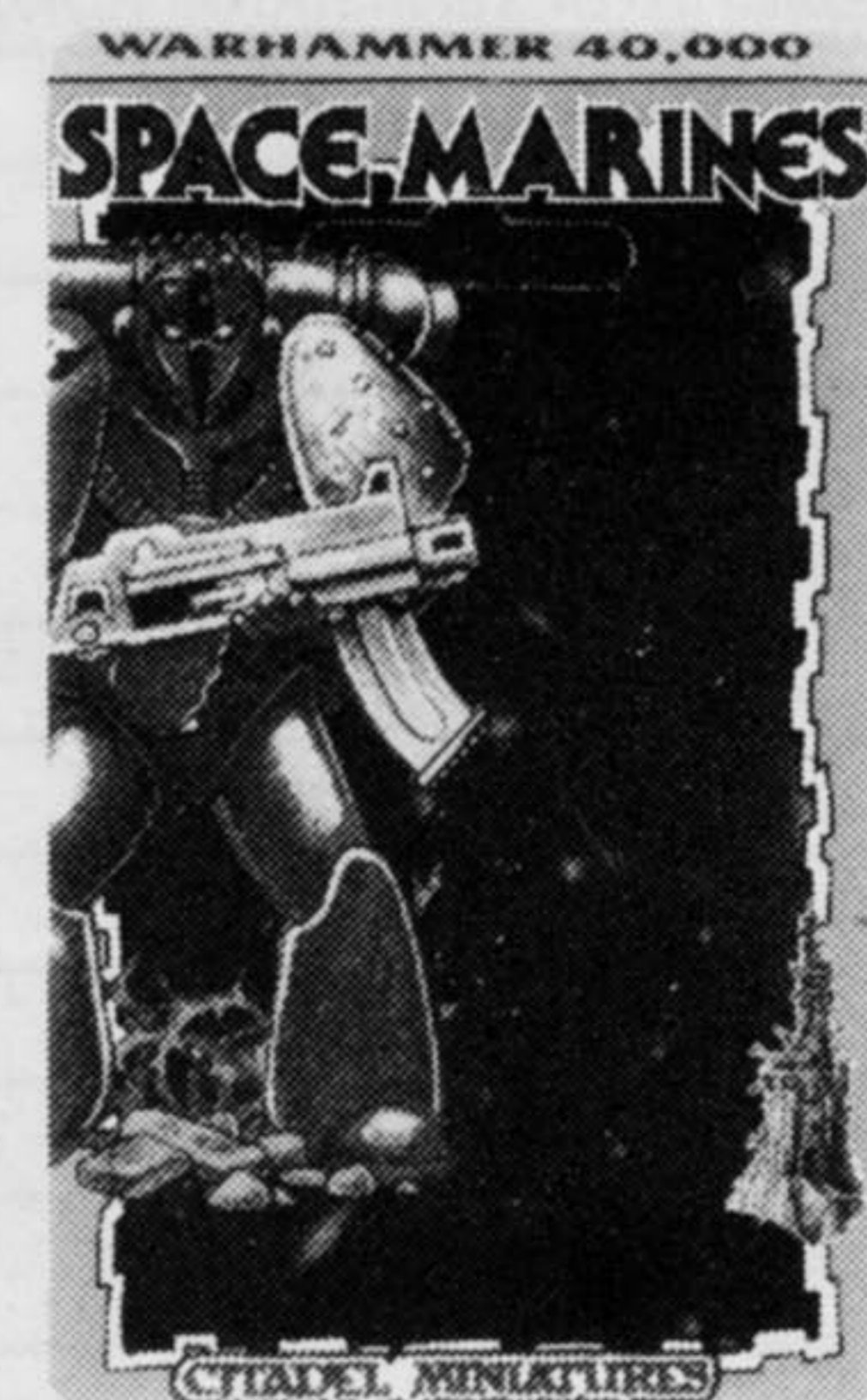
CAPTAIN WITH POWER SWORD & BOLT PISTOL



LIEUTENANT WITH POWER SWORD & BOLT PISTOL



LT. COMMANDER WITH POWER SWORD



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070145

# SPACE MARINES

070145/4

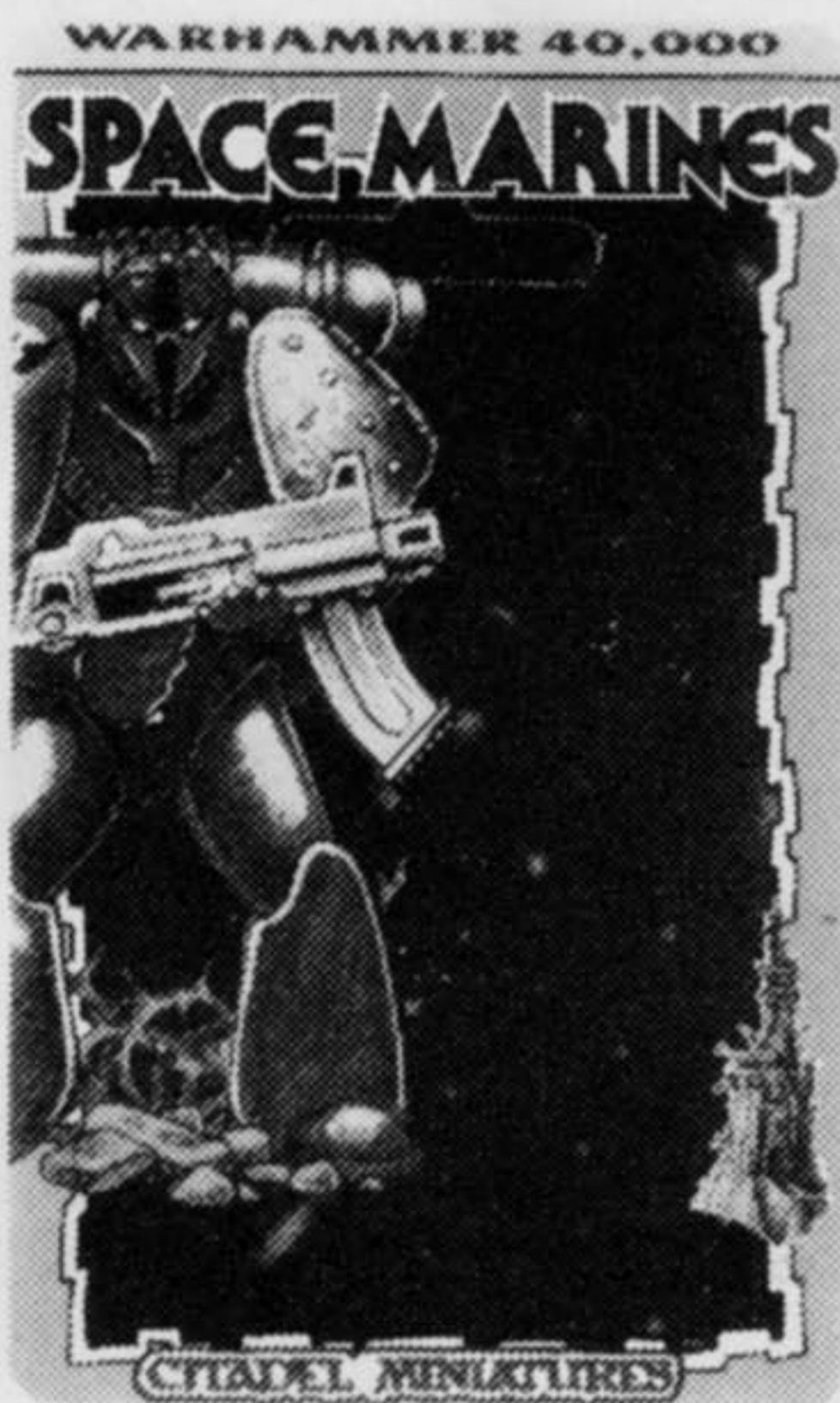


MARINE WITH BOLTER

MARINE WITH BIO-SCANNER

MARINE WITH POWERGLOVE & BOLTER

070145/5



MARINE WITH BOLTER

MARINE WITH POWERGLOVE & BOLT PISTOL

MARINE WITH TWO POWER GLOVES

070145/6



MARINE WITH PLASMA GUN

MARINE WITH BOLTER

MARINE WITH POWER SWORD

DESIGNED BY ALY MORRISON, BOB NAISMITH & MARK COPPLESTONE.

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WD77

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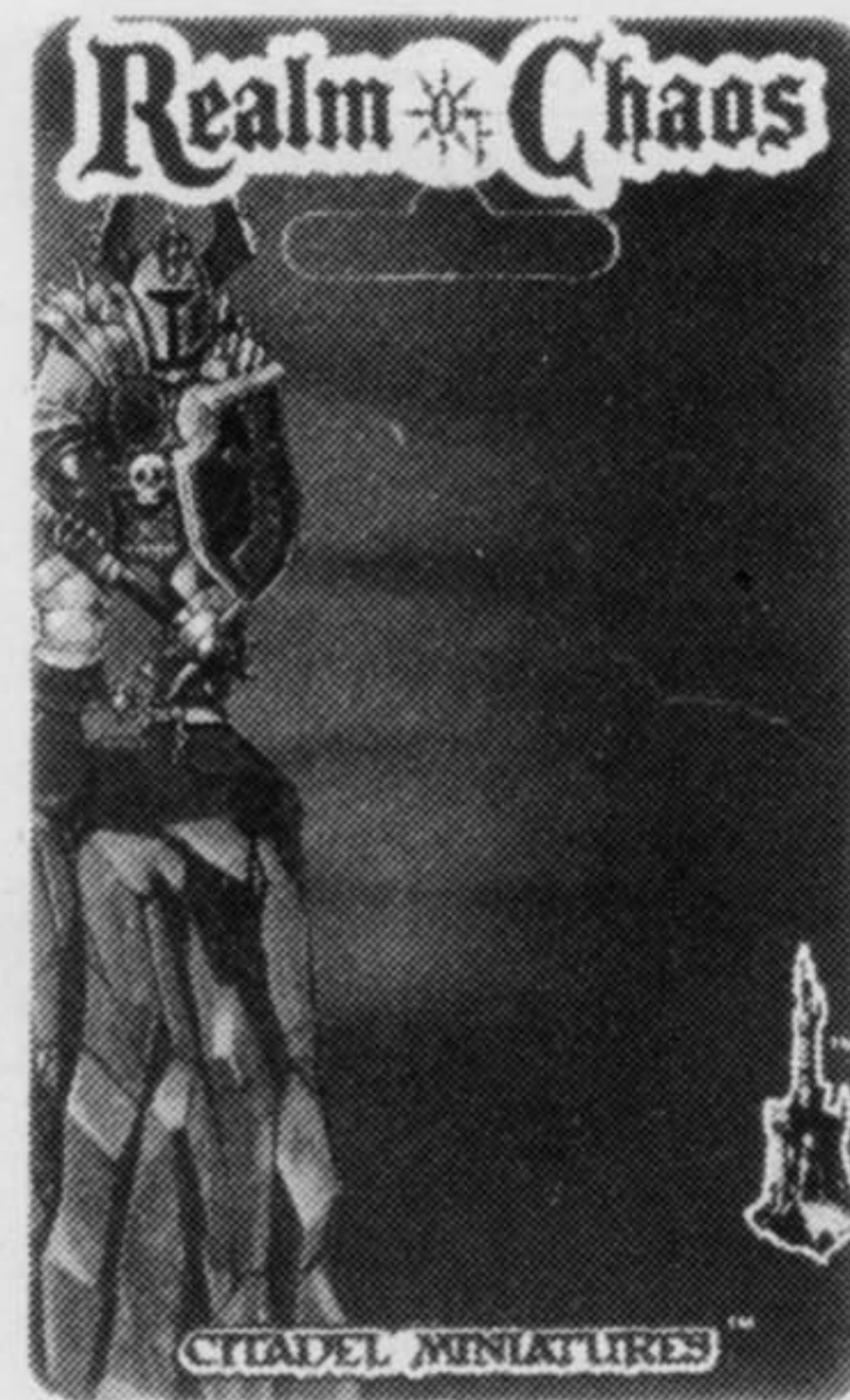


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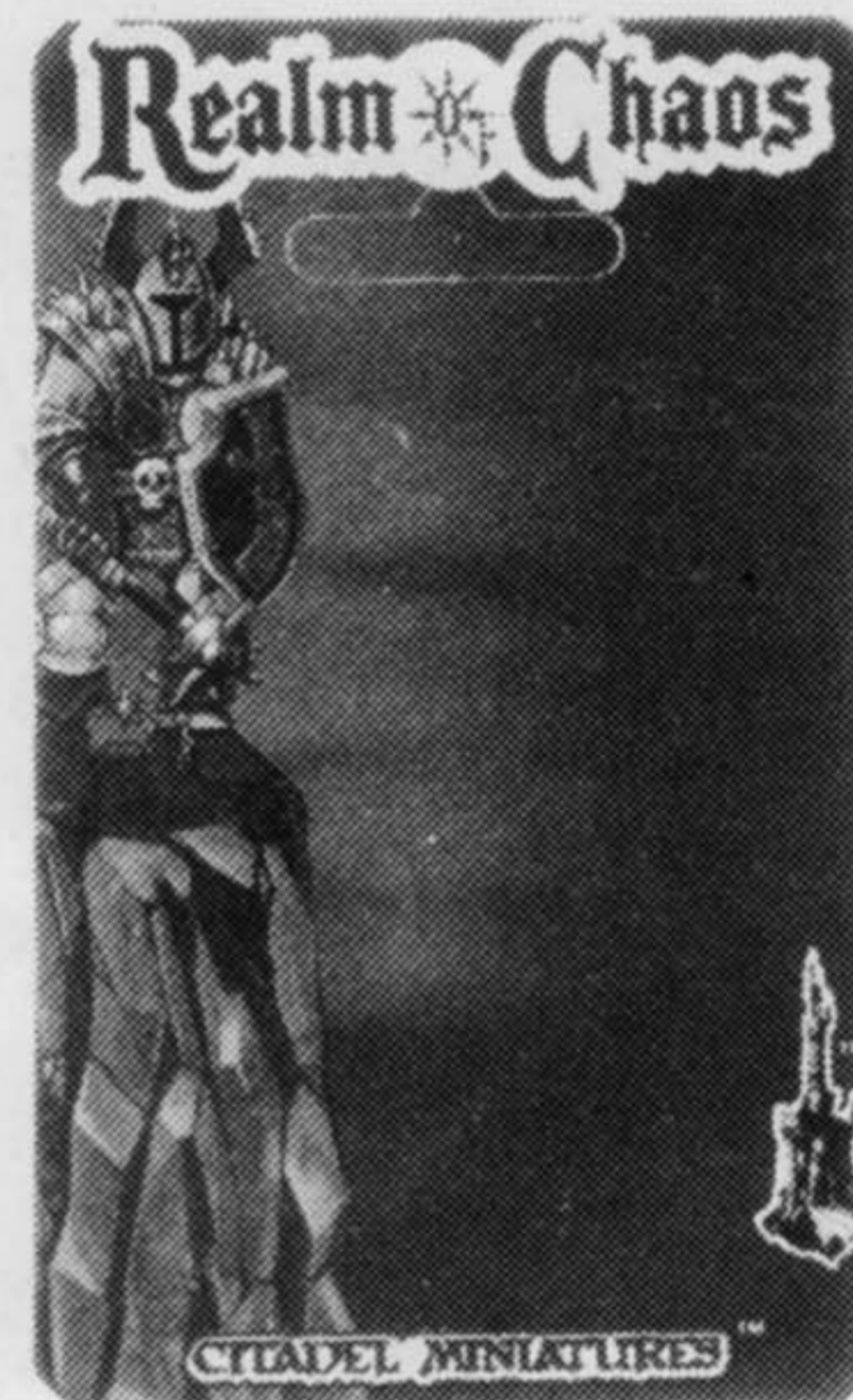
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# CHAMPIONS OF KHORNE

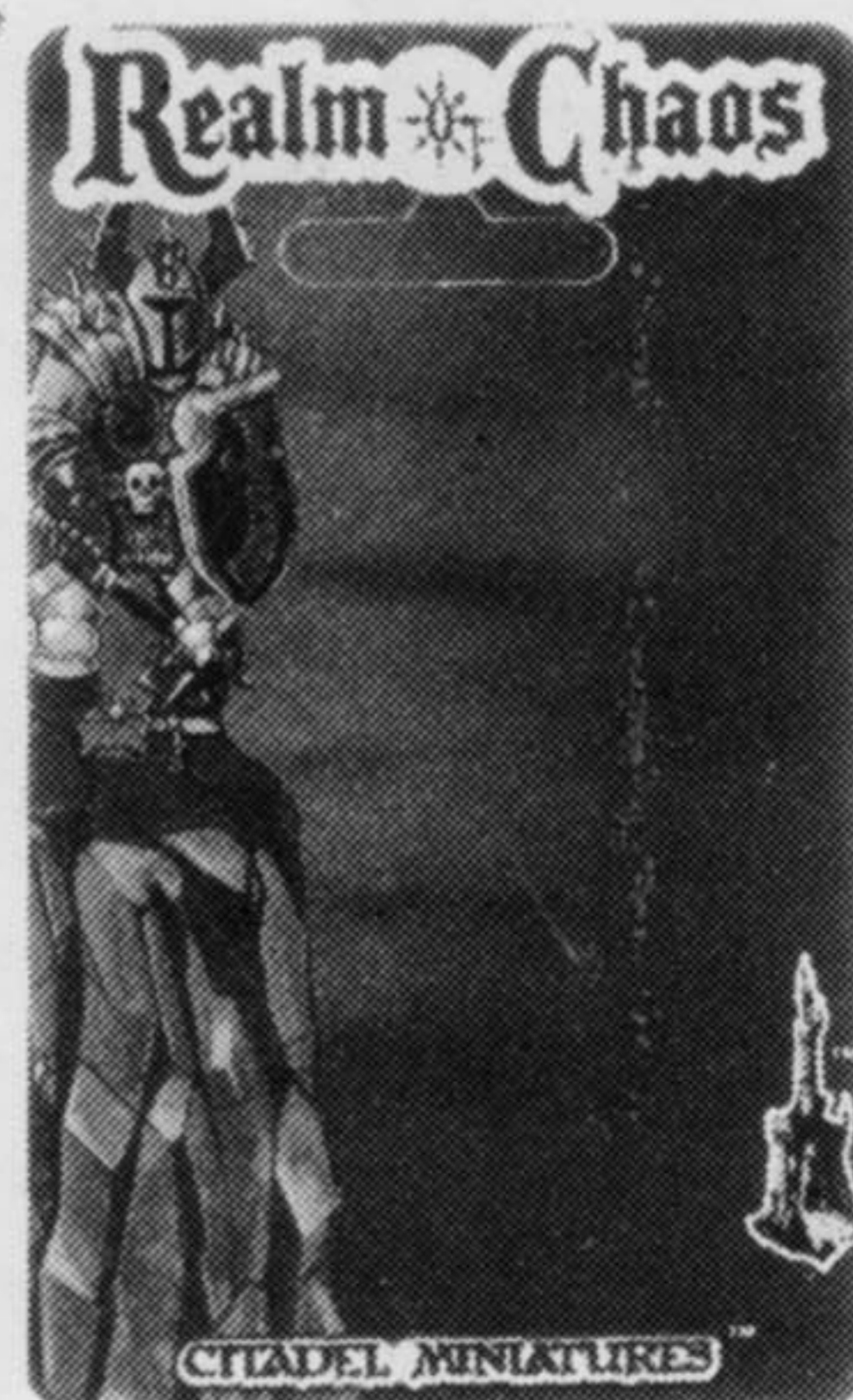
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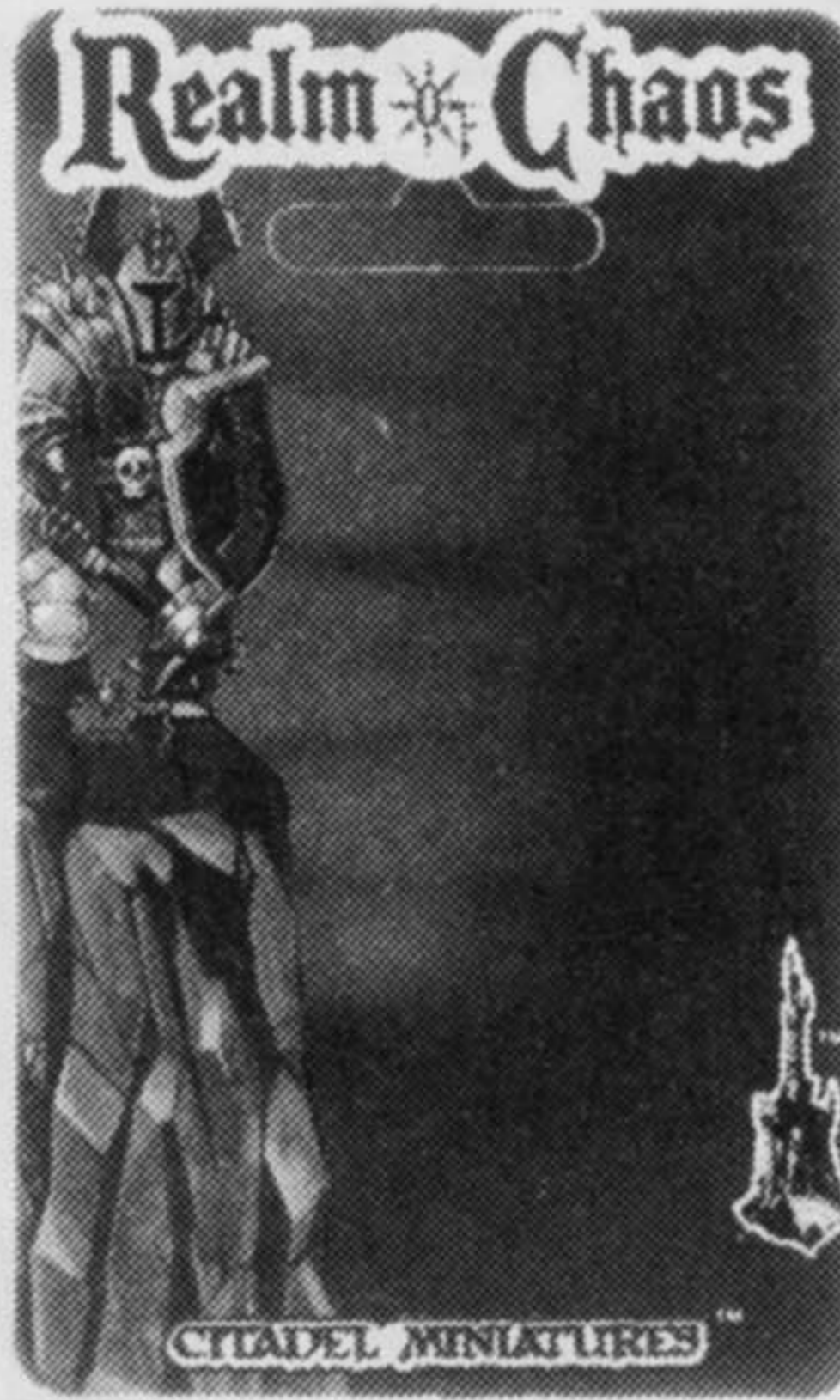




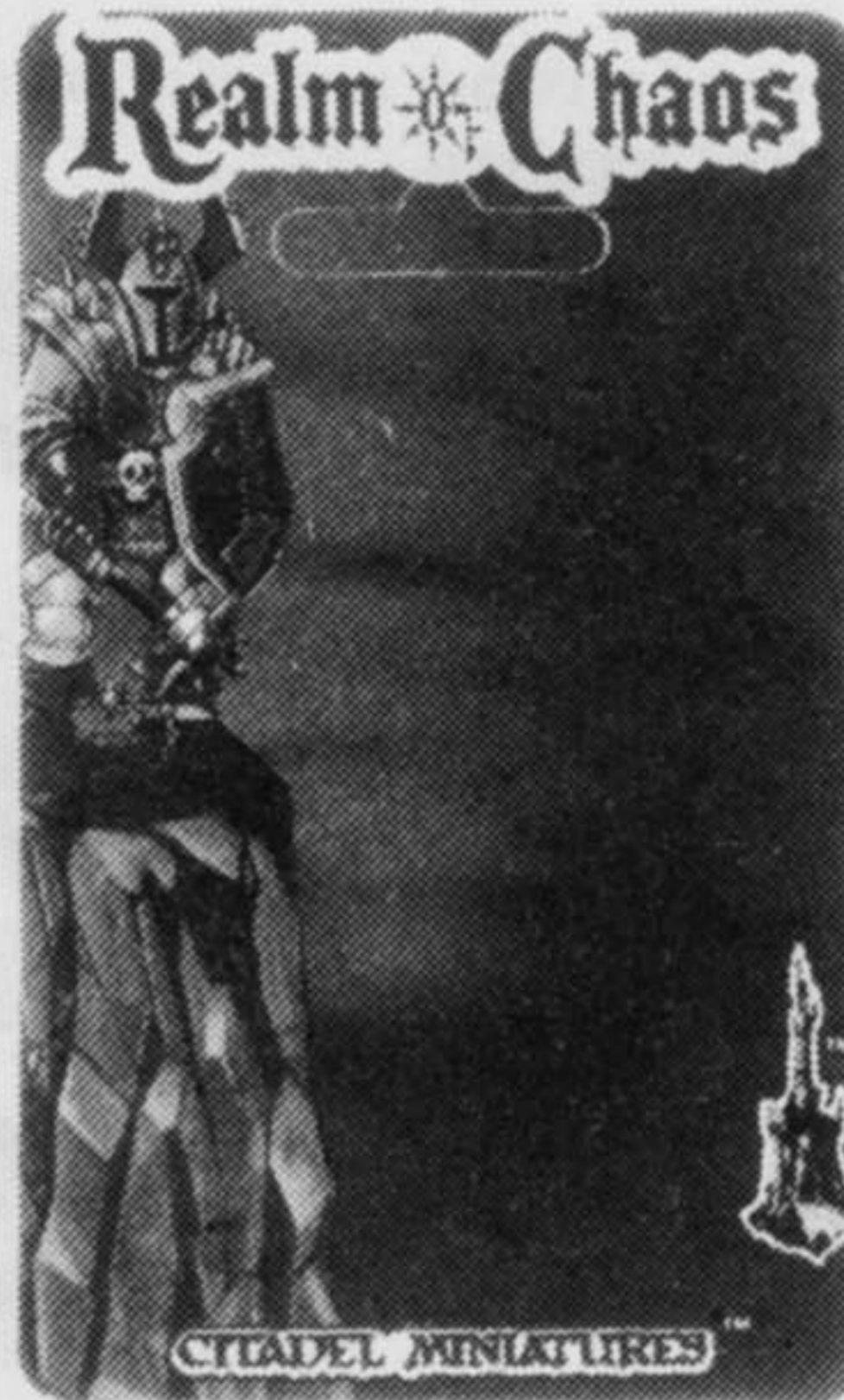
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# CHAMPIONS OF KHORNE

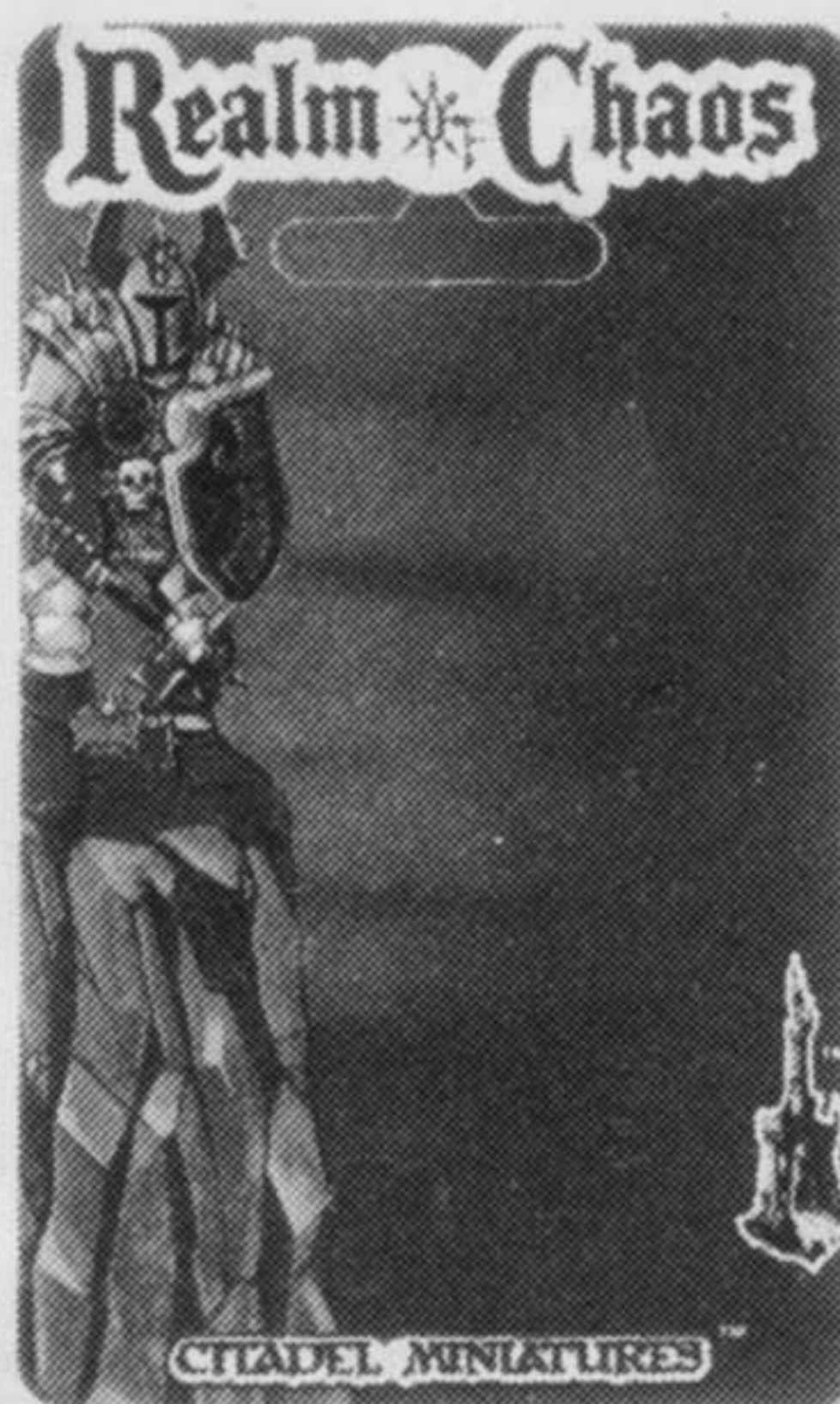
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073130/4



073130/5



073130/6



DESIGNED BY JES GOODWIN

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You'll need good communication skills and the talent to foster the best possible creative relationship between authors and artists. You should preferably have experience in the comic field and a good knowledge of Games Workshop games would be a definite advantage.

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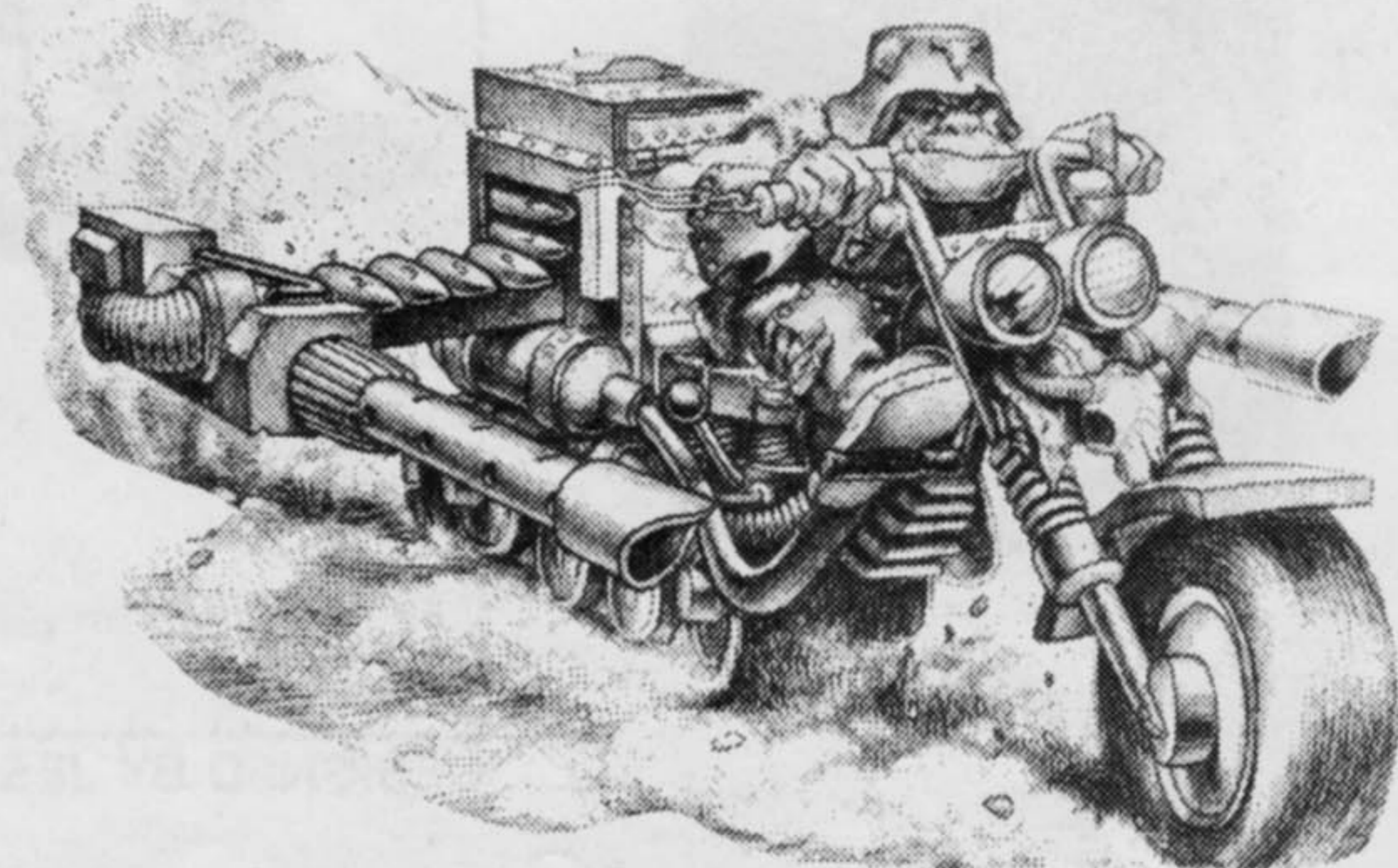
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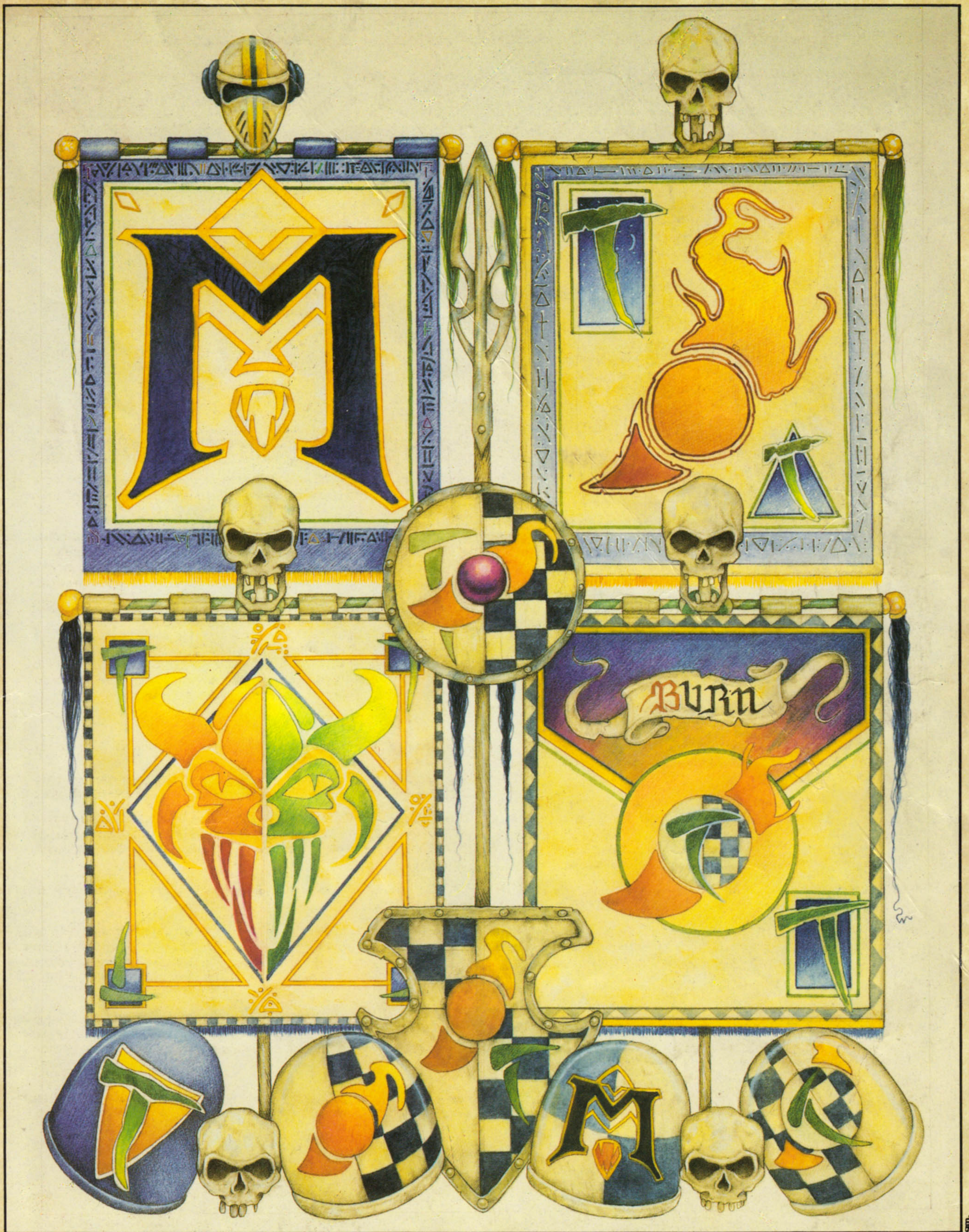
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### **SYMBOLS OF THE GREAT POWER TZEENTCH**

Top left: War Banner of Magnus the Red, Primarch of the Thousand Sons Chapter of Traitor Marines. The Primarch lives on as a Daemon Prince of Tzeentch, and his banner is carried into battle by the Thousand Sons. Top right: Banner of Change depicting Tzeentch's own Rune. Banners bearing this rune are commonly carried right into the thick of battle by the living and daemonic alike. Bottom left: Conquest Banner. Such banners are made by Chaos Champions to indicate their victory over an especially powerful enemy. They depict the enemy that has been vanquished - in this case a Greater Daemon of Khorne. Bottom right: Company Banner of the Thousand Sons Chapter of Traitor Marines. The division of the background indicates the company number. This is the 2nd company, the 1st has a blank background, the 3rd is tripartite, the 4th divided into four, and so on. Bottom row: shoulder pads of the Thousand Sons.

