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AND
HEROQUEST**

HEROQUEST

SPACE CRUSADE



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ISSUE 134 FEBRUARY 1991

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WHITE DWARF CONTENTS

COVER: SPACE CRUSADE - *Jim Burns*

Jim's action-packed picture of a Blood Angels Space Marine Commander

GAMES WORKSHOP AND CITADEL MINIATURES NEWS

Up-to-the-minute info on the latest from Games Workshop and Citadel Miniatures

2

GAMES WORKSHOP LUTON GRAND OPENING

Special offers for the Luton Grand Opening on 16th February

3

SPACE CRUSADE - *Jervis Johnson*

New rules for *Space Crusade* expanding the forces at your disposal - for the Alien player there's Tyrant Warriors and Genestealer Hybrids - to face the aliens, there's Space Marine Terminators, Space Marine Scouts and Ork warbands

4

ADVANCED HEROQUEST: THE TROLLSLAYER'S OATH - *Ken Rolston*

Trollslayer Kili Thekkirsson enlists the Heroes' help to return the magical Dwarven warhammer Sognirstone to the Temple of the Living Ancestor in Durrag-Dol where Skaven now defile the ancient halls of Clan Durrag

12

HEROQUEST: THE HALLS OF DURRAG-DOL - *Ken Rolston*

Your Heroes must conquer the foul Skaven and recover an ancient Dwarven relic - includes new rules for Skaven as part of the Evil Wizard's forces

30

WAA-GHAZGHKULL - *Andy Chambers*

Andy's Goff warband picked from the new Goff army list - 2000 points of the meanest, toughest and shootiest Orks you could ever hope to meet

34

HOW TO PAINT YOUR WARBAND - *John Blanche and Mike McVey*

The official Citadel Miniatures guide to painting your armies, including two pages of banners and colour schemes to give you inspiration for your own warband

42

GOLDEN DEMON AWARDS 91

Revised details of the categories for the 4th International Citadel Miniatures Painting Competition with a full list of the Games Workshop and other participating stores

52

GAMES WORKSHOP STORE NEWS

The pick of next month's events at Games Workshop stores in the UK and US with maps to show you the location of your nearest Games Workshop store

54

GAMES WORKSHOP HULL GRAND OPENING

Hull holds its Grand Opening on 23rd February - special discount vouchers for use on the day

57

MODELLING WORKSHOP: ORK BUILDING - *Dave Andrews & Phil Lewis*

Templates and straightforward instructions for making an Ork building to use in your games of *Warhammer 40,000*

60

'EAVY METAL: RICHARD WRIGHT, ADRIAN DYSON AND STEVE MUSSARED

Golden Demon standard miniatures from the collections of three talented guest painters including newcomer Adrian Dyson

64

ADVANCED SPACE CRUSADE: ORK WARBANDS - *Jervis Johnson*

Rules for launching assaults on Tyrant space ships with Ork warbands, including warband force list, and rules for psychic attacks and the Shokk Attack Gun. Plus a new board section to expand your games of *Advanced Space Crusade*

66

BACK COVER: WAA-GHAZGHKULL

Games Workshop's Goff warband facing Eldar Aspect Warriors

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ADVERTS

Dark Future Novels - Krokodil Tears ...Inside Front	Marauder Miniatures 58
Flame - Warhammer Companion 15	Games Workshop Mail Order
Games Workshop Retail Staff Recruitment 16	- Waa-Ghazghkull Special Offer 76
Warhammer Fantasy Novels - Shadowbreed ... 33	Citadel Miniatures Catalogue 77
White Dwarf Subscriptions 51	MB Games' Space Crusade Inside Back



Bryan Ansell



John Blanche



Andy Chambers



Jervis Johnson



Rick Priestley



Nigel Stillman

GAMES WORKSHOP AND CITADEL™ NEWS

HEROQUEST AND SPACE CRUSADE

In keeping with this month's focus on MB Games' Heroquest and Space Crusade, we talked to Steve Baker, designer of the games, about forthcoming supplements. Steve told us what's coming up over the next few months.

For Heroquest there's the Dungeon Design Kit, an expansion that helps the Evil Wizard player design his own fiendish dungeons to challenge players with foul monsters and deadly traps. The kit will contain everything you need to design your own dungeons, including a dungeon design booklet and 4 sheets of dungeon feature stickers plus a new large character sheet.

Also in the pipeline is *Against the Ogre Horde*, a quest to destroy an Ogre fortress hidden deep in the mountains. The expansion set will contain 7 Ogre Citadel Miniatures, new rules on Ogres and Chaos magic, and 6 quests with new floorplan components.

Looking further ahead, there's plans for a whole range of new characters including, for example, additional types of wizard. More news on these when we get the details.

And, as you probably know, *Kellar's Keep* and *Return of the Witch Lord* are already available. Both sets contain 10 new quests and are packed with Orcs, Goblins and Undead Citadel Miniatures, plus new floorplan components.

For Space Crusade there's a Mission Design Kit with rules for veteran Space Marines who've gained new skills and extra toughness by surviving numerous missions. The kit will help you design your own missions, with 4 sheets of mission design stickers and pad of Space Marine data sheets.

Also for Space Crusade is *Mission Dreadnought*, in which the Space Marines are sent in to destroy a subterranean Dreadnought production plant on Kelmarith VI. The expansion contains 6 Space Marines, 2 Dreadnoughts and new Space Marine

weapons with rules for additional heavy weapons, Tarantula support weapons and new Dreadnought classes, plus a three-part mission.

On the cards for Space Crusade but still very much in the early stages are *Eldar* and *Tyrannid* supplements with new plastic Citadel Miniatures.

EAVY METAL PAINTING DEMOS

Heavy Metal experts Ivan Bartleet and Tim Frow will be demonstrating their painting skills in February at:

9th Feb - Ivan - Games Workshop Oxford

23rd Feb - Tim - Games Workshop Luton

Ivan and Tim will be showing you techniques to improve your painting at all levels of ability so if you've got any questions about miniature painting make sure you're there.

Feel free to bring along your own painted miniatures for expert comment - Ivan and Tim will be happy to give you some hands-on advice and invaluable tips and hints, whatever your standard.

WHITE DWARF PRICE

Although we've managed to keep the price of White Dwarf the same for nearly three years, we regret that the continuing effects of inflation force us to increase the magazine's cover price next issue. From White Dwarf 135, the new price will be £1.95.

The good news is that until the end of February we'll be continuing to offer White Dwarf subscriptions at the current price of £15.00 or US \$35.00 for 12 issues. So if you subscribe now you'll be able to make an even bigger saving than usual - over 35% off the new cover price! See elsewhere in this issue for subscription details.

'ERE WE GO

Just off to the printers is *'Ere We Go*, the new book of rules and army lists for Orks in Warhammer 40,000. *'Ere We Go* is packed with vital information for fielding Ork warbands including separate army lists for several of the major clans that give each clan its own character and tactical options. Andy Chamber's Goff warband, Waa-Ghazghkull, and the Ork painting guide by John-Blanche in this issue are tasters of what you can expect.

The book won't be available for several weeks so keep an eye on the shelves of your Games Workshop for its release.

And see the Games Workshop Mail Order page for details of how you can order *Waa-Ghazghkull* complete at a special offer price of over 15% off!



College Park Grand Opening

GAMES WORKSHOP COLLEGE PARK

Anxious gamers began waiting on Thursday for the Grand Opening of Games Workshop College Park - by Saturday morning the queue had grown to sizable proportions. Odin Shafer was first in the queue and his vigil was rewarded with the first American purchase of *Mighty Empires*.

Games Workshop games designer Ken Rolston was there to talk about some of his current projects. And another big attraction was the 3D Space Hulk game - Space Marine Terminators entered the hulk *Decadent Soul* to free captured Inquisitor Rituro. Peter Giovannoni fought hard but couldn't prevent victorious Bob Orr from leaving the ship with Rituro. Our thanks to everyone who came along and made it such a great day.

GAMES WORKSHOP VANCOUVER

Following the recent opening of our Toronto store, plans are afoot to open a second Canadian Games Workshop store, this one in Vancouver. We haven't finalised exactly where this store will be situated or when it will open, so keep a close eye on forthcoming *White Dwarfs* - we'll give you the full details as soon as we have them.

BANEBLADE

We've had a lot of people asking our Mail Order Service for hexagonal slottabases to make the Baneblade model featured in *White Dwarf* 132. Unfortunately we've stopped making this shape slottabase - apologies to all those who've been trying to get hold of them recently.

However, there's absolutely nothing wrong with using round slottabases for the Baneblade. There's no shortage of these - you can get them at your local Games Workshop store. And if you want uncut bases, get in touch with our Mail Order Service and they'll be able to supply them.

SIMON NICHOLSON

We seem to have lost touch with Simon Nicholson - if you're out there, Simon, please get in touch with Flame Publications, 3 Derby Terrace, Derby Road, Nottingham, NG7 1ND.



Winner of the US Readers Poll Grand Prize Draw, Jeremy Harder, surrounded by just some of the vast pile of Games Workshop games and Citadel Miniatures he won!



Prototypes of some of the Citadel Miniatures Ogres from the forthcoming Heroquest supplement, *Against the Ogre Horde*

GAMES WORKSHOP LUTON

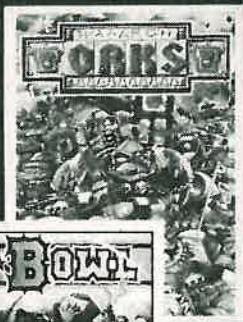
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SPACE CRUSADE

TERMINATORS. SPACE MARINE SCOUTS. ORK MOBS. TYRANIDS AND GENESTEALER HYBRIDS IN SPACE CRUSADE

BY JERVIS JOHNSON

These new rules for MB Games' Space Crusade allow you to take on the Alien player equipped in the Imperium's dreaded Terminator armour or at the head of a squad of Space Marine Scouts or mob of Ork Boyz! If you're the Alien player, you can now include Genestealer Hybrids or awesome Tyranid Warriors in your army! To use these rules you'll need the appropriate Citadel Miniatures from our vast Warhammer 40,000 range, available from any Games Workshop store or through our Mail Order Service (details of where to find your local Games Workshop store and how to Mail Order are given elsewhere in the magazine).

USING THE NEW COMPONENTS

We've included new reference cards for Space Marine Terminators, Space Marine Scouts and Orks, a set of 12 Ork order and equipment cards and an additional Alien Control Panel. Remove these pages from the magazine and stick them to thin card. Then cut out the individual reference, order and equipment cards. If you don't have a second copy of the magazine, you can photocopy the rules pages for personal use before cutting out the new components.

TERMINATORS

Terminator armour is constructed from heavy-gauge plasteel plating and is very strong. The suit is heavily armed and contains its own independent power supply and life-support systems. Almost all Space Marine chapters have suits of Terminator armour and train their best Space Marines to use them. The suits are valuable and often very old. Many bear scars or medallions commemorating past actions and are treated with the reverence due to ancient relics.

Most Space Marine Terminators are armed with a power fist and a storm bolter. Sometimes Terminator suits are fitted with a pair of lightning claws or with a thunder hammer and storm shield. These weapons make the Space Marine Terminator almost unstoppable in close combat.

Space Marine Terminators also use heavy weapons. These weapons are larger and more dangerous than the versions carried by Space Marines in power armour, because the Terminator armour can carry a much heavier load.

USING TERMINATOR ARMOUR

A Space Marine player can choose to equip his squad with Terminator armour instead of taking four equipment cards. A Terminator squad has one Commander, three Terminators and one Terminator with a heavy weapon.

The Commander always has a storm bolter and a power sword. The Terminators may carry a storm bolter and power fist, or lightning claws, or a thunder hammer and storm shield. The Terminator with the heavy weapon has a power fist and may carry a heavy flamer or an assault cannon.

You must choose which weapons each miniature will carry at the start of the game.

TERMINATOR WEAPONS

The following rules apply to weapons used by Terminators.

Storm Bolter

The storm bolter only affects one target, like a normal bolter, but it is a more powerful weapon and rolls a heavy weapon dice and a light weapon dice instead of two light weapon dice.

Power Fist

Most Terminators have a power fist as well as a ranged weapon. The power fist can easily crush enemies or deliver mighty punches. It is only used in hand-to-hand combat.

Assault Cannon

The Terminator assault cannon works in the same way as a Space Marine assault cannon, except that it rolls an extra light weapon dice.

Heavy Flamer

The heavy flamer shoots a burst of super-heated chemical that erupts into a ball of fire. The heavy flamer affects the same area as a missile launcher (the target square and all adjacent squares). All miniatures in this area will be attacked with the total number rolled on both dice.

Lightning Claws

Lightning claws are sheathed in deadly energy so their razor-sharp edges cut easily through bone and armour. Terminators with lightning claws may only attack in hand-to-hand combat. A Terminator with lightning claws can attack diagonally.

Thunder Hammer & Storm Shield

The thunder hammer and storm shield are power weapons that crackle with energy and flicker with a constant blue light. The thunder hammer uses this energy to deliver blows of explosive force. Space Marine Terminators with a thunder hammer may only attack in hand-to-hand combat. A Terminator with a thunder hammer can attack diagonally.

Self-Destruct: Instead of attacking, the Space Marine Terminator may cause the thunder hammer to self-destruct. If you do this, the Terminator is killed, but all miniatures adjacent to the Terminator are attacked with two heavy weapon dice and four light weapon dice. A Space Marine Terminator will only unleash this powerful force when he knows he is doomed but chooses to sell his life dearly.

Storm Shield: The storm shield is used to deflect damage. If the Terminator takes any wounds, roll a heavy weapon dice. The number on the dice is the number of wounds deflected by the shield - deflected wounds don't affect the Terminator.

SPACE MARINE TERMINATORS

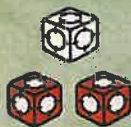
ARMOUR All Terminators have an armour value of 3.

MOVEMENT All Terminators move 4 squares.

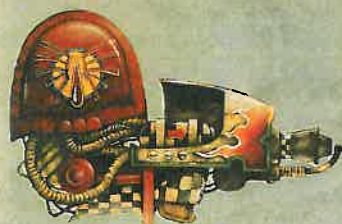
TERMINATOR WEAPONS



Assault Cannon



Firing



Heavy Flamer



Firing



Storm Bolter



Firing



Power Fist



Hand-to-Hand
Combat

Thunder Hammer
and Storm Shield



Hand-to-Hand
Combat

Lightning Claws



Hand-to-Hand
Combat



COMMANDER WEAPONS



Firing



Storm Bolter and Power Sword



Hand-to-Hand
Combat

EQUIPMENT



BATTLE FRENZY

Overwhelmed by the joy of battle, your Boyz leap into close combat with frenzied strength.

Any of your Orks may roll two extra heavy weapon dice in hand-to-hand combat. Discard this card after use.

EQUIPMENT



FRAG STIKKBOMBZ

Frag stikkbombz blast the enemy to bits – and they make plenty of noise!

Any one Ork may throw a frag stikkbomb instead of firing. The stikkbomb attacks in the same way as a missile launcher.

EQUIPMENT



FREEBOOTER

Your Nob has paid some teef to a Freebooter Ork who joins the mob for this mission.

Play this at the start of the mission – you get an extra Ork with the same stats as your Nob (except he only has one life) and your choice of Nob's weapons. Discard this card after use.

ORK EQUIPMENT CARDS

SPACE MARINE SCOUTS

At the end of his basic training, a Space Marine joins the Scout Company of his chapter. Space Marine Scouts are fast and mobile, and specialise in dangerous reconnaissance missions behind enemy lines. Their Commander is a veteran Space Marine Sergeant whose battlefield experience and bravery serve as an example for the Scouts.

Only when a Space Marine Scout has proved himself in battle is he allowed to wear the precious powered armour that shows he is one of the Emperor's elite troops.

Space Marine Scouts are armed with a bolt pistol and a large combat knife. The Space Marine Scout Commander is also armed with a bolt pistol but carries a chainsword instead of a combat knife. One Space Marine Scout is equipped with a heavy bolter which has been specially adapted so that it can fire hellfire shells.

USING A SPACE MARINE SCOUT SQUAD

A Space Marine player can choose to use a Space Marine Scout squad instead of a normal Space Marine squad. A Scout squad has one Veteran Space Marine Commander, three Space Marine Scouts and one Space Marine Scout with a heavy bolter.

The Veteran Space Marine Commander always carries a bolt pistol and a chainsword. The Space Marine Scouts have bolt pistols and combat knives, except for one that carries the heavy bolter.

DIVING PRONE

Space Marine Scouts are very agile and can try to dive out of the way of a ranged attack. The only exception is the Scout carrying the heavy bolter, who is too weighed down by the weapon to be able to dodge.

You can choose to dive prone after the Alien player has said that he will make a ranged attack but before the dice are rolled. Only the Space Marine Scouts that are being attacked are allowed to dive prone.

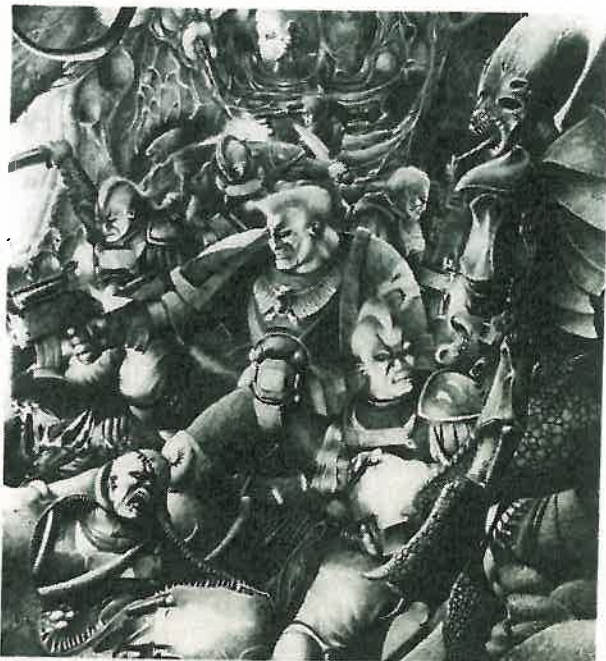
Move the Space Marine Scout up to one square and place him on his side in the square to show that he is flat on the floor. This may mean the opponent can't attack, as he can't see the Space Marine Scout in his new square. If this is so, the attack is wasted and cannot be used to attack another target.

While on his side the Space Marine Scout can't move and is not allowed to dive prone again. He rolls one less dice in hand-to-hand combat. However, his armour value goes up to 2 as he is much more difficult to hit.

You may choose to stand a Space Marine Scout up when you next move him. A Space Marine Scout that has to stand up may only move 6 squares instead of his normal move of 8 squares.

SPACE MARINE SCOUT WEAPONS

The following special rules apply to the weapons carried by Space Marine Scouts.



ADRIAN SMITH

Bolt Pistol

Space Marine Scouts are armed with bolt pistols. Although a bolt pistol has a shorter range than a bolt gun, this doesn't usually matter in the confined corridors of a space hulk. The bolt pistol only affects one target, like a normal bolter, and the same number of dice are rolled. However, it cannot be used to attack targets that are more than 12 squares away from the Space Marine Scout that is making the attack.

Combat Knife

Space Marine Scouts carry a combat knife as well as their bolt pistol. The knife has a mono-molecular edge which is so sharp that it can cut through steel and bone! The combat knife may only be used in hand-to-hand-combat.

Heavy Bolter

The heavy bolter may either fire as a heavy bolter or it may fire a hellfire shell. Hellfire shells are horrific weapons. They are made from a hollow crystal filled with a mixture of caustic acid and deadly poison. When the shell explodes, the slivers of crystal cut through flesh, while its contents burn and poison its victims. Only one hellfire shell may be loaded in the weapon at a time, and a new one must be loaded after the first is fired.

Firing as Heavy Bolter: When fired as a heavy bolter the gun only affects one target, but rolls two heavy weapon dice.

Firing Hellfire Shell: The hellfire shell attacks in the same way as a missile launcher and rolls the same number of dice. After the shell has been fired the gun must be reloaded before it can fire a hellfire shell again. Reloading takes the Space Marine Scout a whole turn and he may not move or shoot while he is reloading. The gun can still be used as a heavy bolter until it is reloaded. When the hellfire has fired, put a hellfire out of ammo counter next to the model to show it can't fire another hellfire shell until it reloads - take the counter away when it reloads.

Chain Sword

The Space Marine Scout Commander carries a chainsword as well as a bolt pistol. The chainsword has a powered edge studded with mono-molecular teeth which can chew their way through almost any armour. The chainsword may only be used in hand-to-hand combat.

SPACE MARINE SCOUTS

ARMOUR The Commander has an armour value of 2. All other Scouts have an armour value of 1.
MOVEMENT The Scout with the heavy bolter may move 6 squares. All other Scouts may move 8 squares.

COMMANDER WEAPONS



Bolt Pistol and Chainsword



SCOUT WEAPONS



Heavy Bolter

Hellfire Shell



SCOUT WEAPONS



Bolt Pistol and Combat Knife



ORKS

ARMOUR The Ork Nob has an armour value of 2. All the Ork Boyz have an armour value of 1.
MOVEMENT The Orks carrying a heavy plasma gun move 4 squares. All other Orks move 6 squares.

BOYZ WEAPONS



Heavy Plasma Gun



Firing



NOB'S WEAPONS



Plasma Pistol



Firing



Bolt Pistol and Power Sword



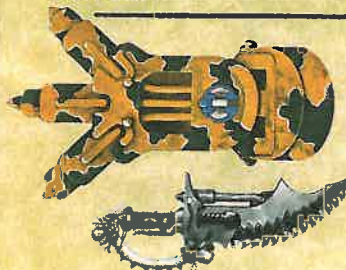
Firing



Bolt Gun



Firing



Power Claw and Chain Sword





ADRIAN SMITH

ORK MOB

Orks are large, green-skinned humanoid creatures with powerful limbs and heavy-jawed heads. They are a brutal race who love war.

Ork-controlled parts of the galaxy are not very organised or co-ordinated. There are countless different tribes of Orks and they all fight amongst themselves as well as against other races. If you decide to use an Ork Mob then you're using Orks from a different tribe to those used by the Alien player and the two tribes are deadly enemies.

Orks are split into Nobz and Boyz. Nobz are Ork nobles. Being a Nob is not an inherited title – you get to be a Nob by being so big and tough that you can order other Orks about. Nobz have the best weapons and armour because they get first pick of any captured booty. Most Nobz prefer to use short ranged weapons so that they can get into hand-to-hand combat with the enemy.

Da Boyz are the rank and file of Ork warriors. Boyz don't have much armour and are usually armed with the Orks' favourite weapon, the bolt gun – Orks like weapons that make a lot of noise and cause big explosions! A few Boyz carry heavier weapons but not very many as the best gear is usually nicked by the tribe's Nobz.

USING AN ORK MOB

A Space Marine player can choose to use an Ork Mob instead of a Space Marine squad. An Ork Mob is led by one Nob, and has ten Boyz.

The Nob is the equivalent of the Space Marine Commander and has 6 lives. You can choose which set of weapons he carries from those listed on the Ork Reference Sheet. The rest of the Boyz carry bolters just like those used by the Space Marines, except for two Boyz who carry heavy plasma guns.

Orks have their own set of equipment and order cards. We've included a set in this issue of White Dwarf. If more than one player wants to be an Ork, you'll need to make extra sets of cards – you can photocopy the cards we've provided (or buy another copy of the magazine!).

ORK WEAPONS

The following new weapons can be used by the Orks. All of the other weapons used by the Orks have either been described already in this article or in the Space Crusade rulebook. Ork weapons have the same effect as the other weapons – and whenever possible, they're a lot noisier!

Heavy Plasma Gun

The heavy plasma gun is an enormous and very dangerous weapon, similar to an enlarged version of the plasma gun used by Space Marines. The Orks love to use it because the eruption of the super-heated gas plasma makes so much noise and causes so much damage.

An Ork armed with a heavy plasma gun may either fire or move. He may not do both in the same turn. The heavy plasma gun attacks everything in straight line, just like a normal plasma gun, but gets to roll an extra two light weapon dice because it's so large.

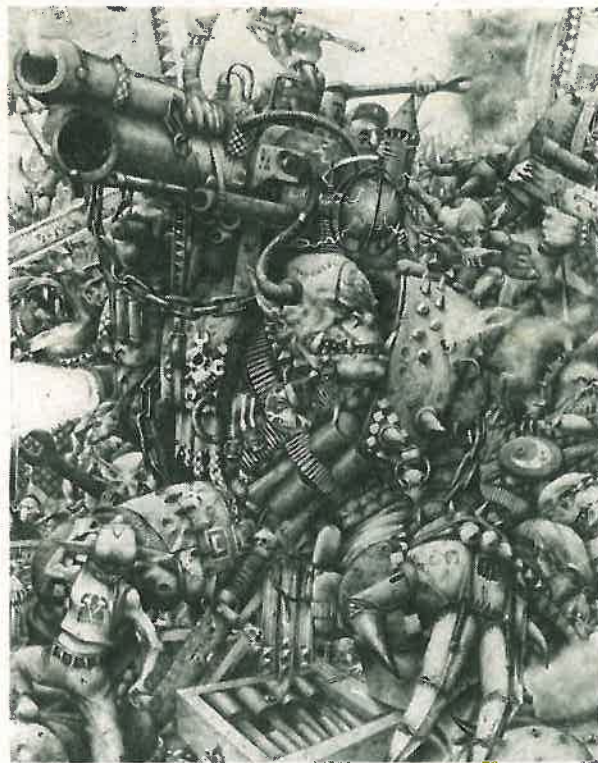
Power Claw

The power claw is a huge ripping and crushing mechanical device that can be used by the Ork Nob. It is the Ork version of the Space Marine power glove and may only be used in hand-to-hand combat.

Plasma Pistol

The plasma pistol is a version of the plasma gun designed for use at short range. It may not be fired at a target that is more than 12 squares away from the Ork Nob but affects all targets in a straight line up to this range.

As the pistol is smaller and easier to handle than a plasma gun, it doesn't slow the user down like a normal plasma gun would.



ADRIAN SMITH

ORK ORDER AND EQUIPMENT CARDS

ORDER

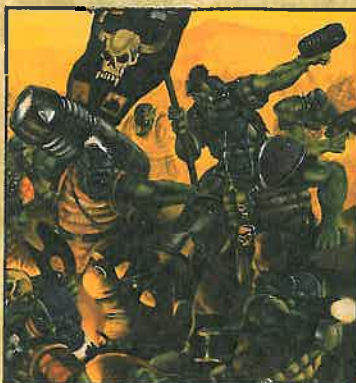


DAKKAI DAKKAI

This is for when there's loads of enemy skum to kill. It'll make your Boyz dead shooty.

Any of your Orks may fire twice. They may fire, move and then fire again OR fire twice before or after moving. Discard this card after use.

ORDER



GET A ZOGGIN' MOVE ON

This will make your Boyz move faster so they can get into battle dead quick.

Any of your Orks may move twice. They may move, fire and then move again OR move twice before or after firing. Discard this card after use.

ORDER



GET DA GITZI!

Your Boyz are gonna charge forward shootin', then smash the enemy gitzi - it's good for clearing the way.

Any of your Orks armed with bolters may fire them AND attack in hand-to-hand combat this turn. Discard this card after use.

ORDER



WAAARGHI

Your Boyz leap forward in a berserk attack and batter their way through the enemy skum.

Any of your Orks may roll an extra heavy weapon dice in hand-to-hand combat but can't shoot any ranged weapons. Discard this card after use.

EQUIPMENT



BIONIK BITZ

A Painboy has fitted a bionik arm to your Nob so he can crush the enemy skum in his mighty grip.

Your Nob may reroll one dice whenever he attacks in hand-to-hand combat to try to improve his score. Remains in use for the entire mission.

EQUIPMENT



POWER ARMOUR

Your Nob has a suit of well 'ard power armour to protect him from enemy attacks.

Your Nob's power armour may deflect enemy shots or hand-to-hand combat attacks - increase his armour value to 3. Remains in use for the entire mission.

EQUIPMENT



KUSTOM WEAPON

One of your Boyz is a Mekanlak armed with a kustom multi-barrelled kombi-weapon.

Choose one of your Boyz as the Mek. He can either fire his kustom weapon as a normal bolter OR he can put it into multi-barrelled death-shredda mode and unleash a hail of bolter fire with the same effect as a heavy plasma gun (in which case, he can't move in the same turn).

EQUIPMENT



PAINBOY

One of your Boyz is a Painboy and he can use his mendin' skills to patch up the Nob.

This card restores your Nob to six life points if he's been wounded. You can't use it if your Nob has just been reduced to zero life points. Discard this card after use.

EQUIPMENT



BOLT PISTOLS

Your Boyz are armed with bolt pistols as well as bolters giving them extra shootiness at close quarters.

All your Boyz may roll one extra light weapon dice in hand-to-hand combat. Remains in use for the entire mission.

TYRANID WARRIORS AND GENESTEALER HYBRIDS

Tyrannid Warriors and Genestealer Hybrids are two new creatures for the Alien player to use. As long as you have the correct Citadel Miniatures you may include these creatures in your alien horde.

Each of these creatures can be used to replace one of the other alien creatures if you choose. The descriptions below tell you which creatures can replace which – for example, Tyrannid Warriors can be placed instead of Androids. You don't have to use the new creatures – you can choose when you come to place it. So, for example, you could place an Android one time and then choose a Tyrannid the next.

Where the creature you're replacing is included in the Space Marine victory conditions, a Space Marine player still gets to take the relevant token when the replacement creature is killed. For example, if you've replaced an Android with a Tyrannid and a Space Marine kills the Tyrannid, the Space Marine player takes an Android token if one is available.

TYRANIDS

Tyrannids have six limbs and stand twice the height of a man. Their bodies are covered in thick bony plates which protect them like armour. A colourless slime oozes over their bodies and drips from their talons. These terrifying creatures are invading the galaxy, killing everything in their path. There's no peace to be made with the Tyrannids – only desperate war against the millions of invading Tyrannid spaceships.

Tyrannids are very strong. One kick from the bony hoofs on their legs can crush a man's skull, while the razor sharp claws on the middle pair of limbs could rip you to pieces in a second.

But that's not all. The Tyrannids are the ultimate genetic engineers. Everything they use is created from living tissue! Two examples of Tyrannid genetic devices are the weapons carried by Tyrannid Warriors in their remaining two hands: the deadly Deathspitter or ferocious Boneswords.

TYRANID WEAPONS

The **Deathspitter** is a living gun which fires a tiny living creature. When it hits, the corrosive flesh of the creature is spattered over the target. Anyone who survives the force of the hit may be poisoned by the creature, while armour is corroded away by the creature's powerful metabolic acids.

The **Bonesword** is also a living creature. The blade is a massively-enlarged horn with a sharp serrated edge. In the hilt is the creature's small brain which is able to generate a powerful surge of energy when stimulated by the wielder. This flows along the nerve tendrils in the blade, causing the sword to glow with crackling destructive energy which is released as soon as the weapon hits its target.

USING TYRANID WARRIORS

The Alien player can choose to place a Tyrannid Warrior instead of an Android. You can pick what weapon the Tyrannid is armed with (a Deathspitter or a pair of Boneswords) when you place the model on the board.

GENESTEALER HYBRIDS

Genestealers infect other living creatures with a deadly genetic virus instead of killing them. The virus is passed to the children of the infected creature who are born as monstrous Genestealer Hybrids. The Hybrids can in turn pass on the virus to new victims.

Hybrids vary greatly in appearance, depending on the number of generations that have passed since the initial infection by a Purestrain Genestealer. The more generations that have passed, the more like a human the Hybrid looks.

Hybrids are not nearly as strong or tough as Purestrain Genestealers. However, they still have one or two hands rather than only claws and talons like a Purestrain Genestealer. This means that Hybrids are able to use weapons like bolt guns or bolt pistols, as well as heavy weapons like missile launchers, autocannon and conversion beamers.

USING GENESTEALER HYBRIDS

The Alien player can choose whether to use a Hybrid armed with a normal weapon like a bolt gun or with one of the heavy weapons.

If you pick one of the heavy weapon armed Hybrids, you can choose to place the Hybrid instead of a Genestealer. You can decide what weapon the Hybrid is armed with (missile launcher, autocannon or conversion beamer) when you place the model on the board.

If you pick any other weapon, you can choose to place the Hybrid instead of an Ork.

GENESTEALER HYBRID WEAPONS

The following new weapons can be used by Hybrids. All of the other weapons used by Hybrids are the same as Imperial weapons. For convenience, we've only given a single set of combat dice for Hybrids armed with normal ranged weapons – the various combinations of different weapons and number of claws mean that the Hybrids are more or less equally effective whatever they're armed with.

Missile Launcher

This is a very similar weapon to that used by the Space Marines and attacks in the same way.

Autocannon

The autocannon is an automatic self-loading cannon which fires a caseless shot of great penetrative power. The autocannon fires in a similar manner to an assault cannon allowing you to split your hits between targets.

Conversion Beamer

The conversion beam projector, or beamer, projects an energy field which converts matter to energy. The more dense and massive the target, the greater the effect. As soon as a target is caught in the energy beam, its molecular structure begins to energise and break apart. After a few seconds the field reaches a critical level and the target explodes.

Because the energy of the weapon takes a short time to reach critical levels, a Hybrid with a beamer can either move or fire – he can't do both in the same turn.

Because the weapon is more effective against massive targets and lightly-armoured targets can often avoid the beam, when you roll to attack with a beamer you score a hit for each dice you roll under the target's armour value.

TYRANIDS AND HYBRIDS



TYRANID WITH DEATHSPITTER

Move: 4

Armour: 3



Hand-to-Hand



Firing



TYRANID WITH BONE SWORDS

Move: 4

Armour: 3



Hand-to-Hand



HYBRID

Move: 6

Armour: 0



Hand-to-Hand



Firing



HYBRID WITH AUTOCANNON

Move: 6

Armour: 0



Hand-to-Hand



Firing



HYBRID WITH MISSILE LAUNCHER

Move: 6

Armour: 0



Hand-to-Hand



Firing



HYBRID WITH CONVERSION BEAMER

Move: 6

Armour: 0



Hand-to-Hand



Firing

To score a hit you roll under the targets armour value



HELLFIRE OUT OF AMMO COUNTERS

ADVANCED HEROQUEST™

THE TROLLSLAYER'S OATH BY KEN ROLSTON

The ancient Dwarven halls of Durrag-Dol have been overrun by Skaven. The Heroes must journey deep within the World's Edge Mountains in the company of a fearless Trollslayer, Kili Thekkrsson. Kili has taken an oath to return Clan Durrag's ancestral heirloom, the mighty warhammer Sognirstane, to the Temple of the Living Ancestor in Durrag-Dol and has enlisted the Heroes to help him. So begins a dangerous battle against the Skaven and their mutated beasts.

This is a quest for four to six Heroes accompanied by Kili Thekkrsson and as many other Henchmen as the Heroes wish to bring along.



KEVIN WALKER

GM SUMMARY

The Trollslayer Kili Thekkrsson joins the Heroes as a Henchman. Kili refuses to accept any payment; he has joined the Heroes on the condition that they assist him in returning a magical hammer to its clan shrine in the ruins of the ancient clan Durrag colony, Durrag-Dol. Kili has forbidden the Heroes to plunder any Dwarven ancestral treasures, but he assures the Heroes that there is plenty of treasure to be wrested from the Skaven that now infest Durrag-Dol's ancient halls. A bounty of 5GC per pair of Skaven ears offered by the Imperial Dwarf League Council is a further inducement. Even more valuable, however, is Kili's intimate knowledge of the design and layout of Dwarven colonies like Durrag-Dol, which will be vital in exploring the ruins of this subterranean colony.

Durrag-Dol was a modest 500-Years-War colony in the World's Edge Mountains near the source of the River Stir, south of the great Dwarf city Karak-Kadrin. Durrag-Dol was never completed because its clan's earl-king, hearth guard, and clan warriors were slaughtered to the last Dwarf in a forest ambush far from their home and hearth during the closing months of the grim Elf-Dwarf wars of 4000 year ago. Without the protection of its clan warriors, Clan Durrag kinhearth was overrun and occupied by Orcs and Goblins in the early years of the Goblin Wars. The ruins of the colony are currently occupied by a Skaven clan nest.

Like most Dwarven colonies of its time, Durrag-Dol has several levels of farm galleries near the surface (levels 1 and 2), a main shaft (level 3), a gauntlet (level 4), and a kinhearth (level 5). Durrag-Dol also had workshops and extensive mines at lower levels, like all Dwarf colonies, but they are currently flooded and inaccessible. The Heroes will have to descend through the farm galleries, main shaft, and gauntlet to reach the kinhearth and the Temple of the Living Ancestor where Kili has sworn to deliver Clan Durrag's ancestral heirloom, the hammer Sognirstane (Roaring Stone in Khazalid).

RUNNING THE QUEST

Each time a Hero gains a Fate Point, he also attracts a Man-at-Arms. The next time a Hero gains a Fate Point, he attracts Kili Thekkrsson the Trollslayer instead of a normal Man-at-Arms. To begin the expedition, read the players' information (see the next page) aloud to your players. Then permit them to hire any Henchmen or purchase any new equipment before they begin their adventure.

The Heroes may take more than one expedition to explore Durrag-Dol and deliver Sognirstane to the Temple of the Living Ancestor. However, they cannot gain any new Fate Points until they have honoured their pledge to Kili and delivered Sognirstane to the Temple.

When Heroes return to Durrag-Dol after leaving it, all Quest Locations are re-stocked with monsters and otherwise returned to their original condition unless otherwise specified in the Quest Location descriptions.

KILI THEKKRSSON

Kili the Trollslayer becomes the Henchman of the Dwarven Hero with the highest Bravery score for the duration of this quest or, if there is no Dwarven Hero, Kili becomes the Henchman of the Hero of any race with the highest Bravery score. (If two or more Heroes have the highest Bravery score, roll dice to select Kili's favourite Hero.)

Kili will not accompany any Hero on any other quest until Sognirstane is delivered to the Temple of the Living Ancestor in Durrag-Dol. After Sognirstane is delivered, Kili will remain a faithful Henchman for the rest of his life, refusing any payment for his services.

Kili is a Berserker who automatically goes berserk at the beginning of a combat. He receives one free attack per turn, made at same time as his normal attack. Because he's frenziedly attacking without care for defence, he suffers a penalty of -2 to his WS when opponents work out their to hit roll. Kili must always move toward the closest enemy and engage him in hand-to-hand combat. He recovers from his berserk fit at end of combat.

Fate Points: Kili has one Fate Point until he delivers Sognirstane. Once Sognirstane is delivered, Kili has fulfilled his obligation of honour, and has no Fate Points. He may not gain Fate Points in the future. The goal of a Trollslayer is to die gloriously in battle, and Fate Points would interfere with the achievement of this praiseworthy end.

Trollslayer Henchman Special Rules

Trollslayers are subject to the Berserker special rules. Trollslayer Henchmen automatically go berserk at the beginning of a combat; the player controlling the Trollslayer Henchman does NOT decide if and when the Trollslayer goes berserk.

Trollslayers are not affected by the rules concerning Fearsome monsters.

Sognirstane

Sognirstane is a warhammer that adds +1 to the Strength of its wielder (already taken into account in Kili's current profile). He who bears Sognirstane hears mysterious, constant, muted sounds of whispery roaring audible only to the bearer. The sounds are the spirit voices of the Clan Durrag Living

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8			HAVER	8																											
BOW SKILL	3		INTELLIGENCE	5																											
5			BATT	1																											
7	8		WOUNDS	3																											
STRENGTH	8	NAME: KILI THEKKRSSON																													
8	10	RACE: DWARF TROLLSLAYER																													
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	SOGNIRSTANE	-	6	1	12																										
<table border="1"> <tr> <td rowspan="3">ARMOUR</td> <td></td> <td>BOW SKILL</td> <td>TOUGHNESS</td> <td>SPEED</td> </tr> <tr> <td>LEATHER</td> <td>-1</td> <td>+1</td> <td>-1</td> </tr> <tr> <td>SHIELD</td> <td>-1</td> <td>+1</td> <td>0</td> </tr> <tr> <td colspan="2">TOTAL</td> <td>-2</td> <td>+2</td> <td>-1</td> </tr> </table>					ARMOUR		BOW SKILL	TOUGHNESS	SPEED	LEATHER	-1	+1	-1	SHIELD	-1	+1	0	TOTAL		-2	+2	-1									
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Ancestor bound in the magical hammer. Also, when inside Durrag-Dol, the bearer of the hammer can hear the voices of the stone around them, rich with the spirits of the Durrag dead. When in a Dwarven tomb, the hammer speaks with one voice louder than others, but the words are still lost in the crowd and unintelligible.

If Kili is killed

If Kili is killed before Sognirstane is delivered to the Temple of the Living Ancestor in Durrag-Dol, Kili lives long enough to make a dying speech to the Hero he follows. Kili hands Sognirstane to the Hero and croaks out the following last request to his Hero companions in a solemn and formal tone:

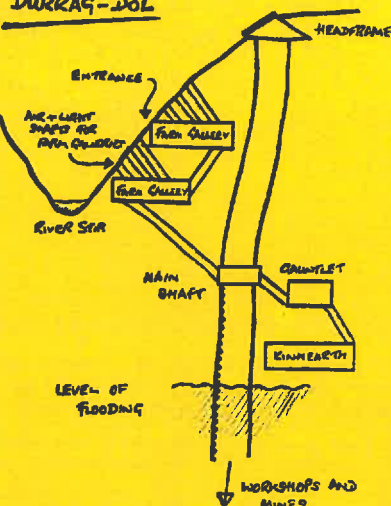
You honour my faith and blood, I make you obligation of honour and truefriend - take Sognirstane, and complete my quest, and make good my word. You fail me, my spirit will wander without rest forever, said and true - I swear on AIfginnar, Grungi, Grommo, the Nine, and all the Ancestors, you'll see my shade, you'll be sorry!

Kili will not tell the Heroes about Sognirstane's magical power, but if a Hero uses it, he will discover its virtue in combat. Thereafter, at the end of any expedition until Sognirstane is delivered, Kili's ghost appears to the Heroes and berates them as follows:

We are truefriends sworn on blood, gods, and Ancestors. This affair is a great stain on your honour. 'Til Sognirstane lies once more on the altar of Clan Durrag, your spirits shall find no rest. Shame not me by craven cowardice. Show yourself proud and earn the Ancestor's blessing.

Until the Heroes place Sognirstane on the Durrag ancestral altar, the Heroes cannot gain Fate Points, regardless of the completion of any Quest.

DURRAG-DOL



You and your companions know better than to visit the Hammer and Horn Inn on Dwarf Night. For one thing, Innkeeper Gunnar puts all the furniture in the cellar - sensible enough, but it makes proper social drinking a tad uncomfortable. And since Dwarf Night is the one night a week that Gunnar lets Trollslayers into the tavern, those that do come are very thirsty and full of irrepresible manic energy. But... well... you were thirsty, and it seemed a shame to waste such a pleasant night polishing your weapons.

The Trollslayer Thekkrrsson's challenge to a drinking contest was presented in such a cheerful and friendly fashion, and in so loud and public a voice, that you didn't see how you could refuse. And after five rounds of ale-and-whiskey slammers, you were sure you could outlast the fellow. Your companions report that you were indeed the last one standing, though only by a breath or two, and they also confirm that you had a long and apparently profound private conference with Kili while reclining at your ease upon one another in the sawdust heaped on the floor to soak up the various by-products of earnest social drinking.

Though you have no recollection of it, Kili has apparently sworn a solemn oath to follow you as a faithful companion for the rest of his days on earth - not such a long time, given the suicidal tendencies of Dwarven Trollslayers. These Trollslayer Dwarves have been disgraced or humiliated by some private matter and in consequence have sworn an oath to redeem their tarnished honour by seeking death in combat against the monstrous creatures that have overrun the ancestral subterranean homelands of the Dwarven race.

And, according to your companions, you have in return sworn a solemn oath to assist Kili the Trollslayer in returning an ancestral relic to an altar in the ruined halls of the extinct Durrag clan. Last night the trifling matter of a nest of Skaven currently occupying those ruins seemed hardly worth mentioning; indeed, you can't remember giving it a single thought. You'd like to remember, but the throbbing of your head and the industrious attempts of your stomach to rid itself of its scant fugitive contents have been terribly distracting.

Last night under the influence of strong spirits Kili was almost cheerful and fraternal. This morning his more typical sour and morbid Trollslayer personality is in evidence. You wince but struggle manfully to conceal your discomfort as he outlines in a gruff and booming voice the insignificant obstacles that may face you in your coming expedition into the ancient Dwarven colony of Durrag-Dol.

Kili scratches a crude diagram in the wooden floor with a knife point as he tells you in his thick Khazalid accent and broken Old Worlder about the design and layout of Dwarven colonies:

"At top, near the surface, are High Galleries." (Kili points to two levels close to the entrance to the underground colony.) "Barracks, beast pens, warehouses, fodderhalls... depends on the colony. Narrow shafts to surface for light and water - too narrow for us. We go in front door, here, at first level."

"Then we cross main shaft at third level." (Kili points to a long, deep shaft that extends from the surface to deep beneath the earth.) "Stairs go from High Galleries to walkways that cross main shaft. One false step and die. No rails on walkways, and the shaft is... deep. Perfect ambush spot. We fight Skaven guards sure, maybe traps."

"Then we take stairs down to Gauntlet, fourth level, large chambers, secret passages to let defenders trap and butcher intruders... like us. Skaven wait for us there, too, sure."

"Finally, here, fifth level, past Gauntlet, is Kinhearth, with Earl's Hall and Hall of Ancestors. Here altar of Living Ancestor - altar always in Hall of Ancestors - hidden by secret door maybe. No, no, no - never been down here, no, but I seen many like it, all the same. You know Dwarfs - find something that suits and stay with it, said and true."

"Here, down at bottom of main shaft, workshops and mines. Many miles. Bottom level flooded, so we not go there."

"Now, Skaven," Kili said, rocking back on his huge feet and frowning. "Most slaves, some warriors. Maybe Beastmaster, and Rat Ogres, maybe. Skaven use Rat Ogres for heavy work. If Fate is a Friend, we find Troll. If we do," Kili peers intently at you, "he's mine. Understood? Okay. What else. Maybe Skryre warpshooters. Plague Monks, maybe. Could be rat wizards, never finished, not many ratboys. Mines flooded, no warpstone, no ore, so maybe ratmen not interested."

"Now I tell about hammer." Kili pulls it from his belt and takes the leather sheath from its gleaming stone head. "Her hammer name is 'Sogniristane.' Yes, manlings, you see magic of the Dwarfs, said and true, and I know her name, the old Durrag tell me so himself. He is... heh... was clan earl-king, he dead maybe four-thousand years, he in the gods-forsaken woods of Bretonnia with rest of hearthguard, butchered like sheep with all his warriors by damned High Elf filth - pardon, Sharp-Ears. Okay. Wood Elf is not High Elf, and I intend you no offence of honour."

"I travel in woods, gets dark, I sleep out under trees, and old Durrag comes to me in a dream, says go here and dig there and I find this magic hammer. Take her back to clan altar, he says, or he haunts me in the world ever-after. Such Dwarfs are hard of word and honour, said and true; what Dwarf says, Dwarf will do. So I take hammer and swear to Ancestors."

Kili shows the Heroes the hammer and lets each of them hold it, saying, "Listen here! Shh! Be quiet! Listen very careful." And as each Hero takes the hammer in his hands, he hears a mysterious, muted droning sound, a whispery roaring audible only to the hammer's bearer. "Hear that?" Kili whispers. "What you hear, that is voices of Living Ancestors. They want to be passed on, but no Living Ancestor of Clan Durrag to welcome them, all dead. I return them to clan altar, where they join spirits of clan hearth, join the Great Sleep, maybe, maybe pass on, who knows."

"So we go, you and I." Kili points to you. "We'll deliver hammer. You and I have sworn, so we do. True men like us (Kili points at Human, Elf and Dwarf respectively) are nothing without name, honour, and word, said and true?"

"So. Now. You know what you must know." Kili concludes, sheathing Sogniristane and stuffing his few possessions into a small backpack. "We go. Now. Soon started, well started, said and true."

MONSTERS OF DURRAG-DOL

The current occupants of Durrag-Dol are Skaven and all the various types of Skaven detailed in the Advanced Heroquest rulebook are used.

In addition, four new types of Skaven Specialists – Slavemaster, Slave, Gutter Runner, and Beastmaster – and two new large monsters – the Rat Ogre and the Cave Troll – are encountered in Durrag-Dol. The Rat Ogre and the Cave Troll are also subject to the new special run amok monster rules (see below).

Skaven Slavemaster

The Clan Rictus Slavemaster rules his slaves with fierce brutality and the cruel lash. Skaven Slaves will not stand in combat unless intimidated by the Slavemaster's poisoned whip.

Unless a Skaven Slave is within six squares of a Slavemaster or within line of sight of a Slavemaster, the slave must roll his Bravery at the beginning of each turn or he runs from combat as fast as he can.

Skaven Slave

Skaven Slaves perform the heavy, menial and dangerous labour of the Skaven clans, and may be forced into battle as a poor and reluctant militia. Armed with improvised weapons like tools and agricultural implements, they present little threat to well-armed Heroes. Further, unless chained in position or dominated by the Slavemaster, Skaven Slaves will often run at first opportunity when confronted with an armed enemy.

Skaven Slaves can open doors just like Skaven Sentries. However, Slaves open doors so they can run away, so they do not gain +1 on surprise like Sentries and don't place a door in the room if there isn't one as you would with Sentries.

Skaven Gutter Runner

Skaven Gutter Runners are lightly-armed Skaven scouts and skirmishers. Armed with slings, they harry attackers from afar, but are weak in hand-to-hand combat.

The sling's maximum range is 12 squares, it does 3 dice of damage, and is treated as a move and throw missile weapon.

Skaven Beastmaster

Clan Moulder Beastmasters train and handle the various domesticated creatures of Skaven culture, including the mutated beasts of war like Tracker-Rats and Wolf-Rats.

Beastmasters also train and handle the giant creatures who serve the Skaven as beasts of burden and war like the Rat Ogre and the Cave Troll. Without the loving guidance of the Beastmaster's whip and goad, these creatures may run amok.

Unless a Rat Ogre or Cave Troll is within six squares of a Beastmaster or within line of sight of a Beastmaster, the large creature must roll his Bravery at the beginning of each turn or he runs amok.

Rat Ogre

The product of generations of selective breeding and warpstone-induced mutation, the Rat Ogre is a giant species of Skaven with primitive, brutal intelligence domesticated as a beast of burden and warfare.

Unless controlled by a Clan Moulder Beastmaster, a Rat Ogre in fighting frenzy may run amok and attack friend or foe indiscriminately.

Cave Troll

The Cave Troll has been successfully domesticated by the Skaven as a beast of burden and somewhat less successfully as a beast of war. Many Cave Trolls are too stupid to use tools like weapons, and are very unreliable in battle unless handled by a Beastmaster.

Run Amok: Special Rule for Monsters

Rat Ogres and Cave Trolls must roll their Bravery at the beginning of each turn or run amok. A creature that runs amok moves to attack a randomly-selected model, friend or foe, within five squares. If no model is within five squares, the creature stands in place and bellows and roars, waiting for something to come close enough to butcher.

CHARACTER MONSTERS

The Skaven-occupied ruins of Durrag-Dol contains three character monsters: the Clan Eshin Assassin Kheewyzz, the Clan Mors Warlord Shaffat, and the White Skaven Sorcerer Tsekkaz.

Assassin Kheewyzz

Kheewyzz is responsible for the security of the Durrag-Dol nest. Since the location of Durrag-Dol is apparently unknown to Orc raiders and adventurers, and since Durrag-Dol's flooded mines and workshop levels make it of little interest to competing Skaven nests, security here is fairly lax. However, by the time the Heroes reach level 3, Kheewyzz has received news of the intruders and has raced to the main shaft to organize its defence. He knows that, because of his weak security precautions, the nest is in serious danger unless he can delay the intruders, giving Clan Mors and Clan Moulder time to organize more substantial defenses in the Gauntlet and Kinhearh. Since Kheewyzz's life is forfeit if the nest is overrun as a result of his carelessness, he fights desperately to slow the Heroes down on level 3. However, Kheewyzz should use his ability to Escape so he can return later to join the defence of the Gauntlet and Kinhearh.

Warlord Shaffat

Shaffat is a minor clan war leader. His personal abilities are modest; he holds this nest only because no greater Skaven has deigned to challenge him for it. His magical halberd is an heirloom from the long-past glory days of his clan. He lacks nothing in courage, but his warriors and champions are less a threat than the giant Rat Ogre and Cave Troll of the Clan Moulder Beastmasters.

Sorcerer Tsekkaz

Tsekkaz, an albino wizard, is the only Skaven of Durrag-Dol of any distinction. He has chosen to live in this lesser nest because he has made powerful enemies among the Grey Seers, and he would prefer to avoid their scrutiny as much as possible. Though Shaffat as Warlord is the nominal ruler of the nest, Tsekkaz is in fact the dominant power here. Tsekkaz wears a remarkable artifact, The Black Hand of Death, a black enchanted gauntlet with bits of refined warpstone set in the end of the fingers. Each turn Tsekkaz may automatically touch one model within his Death zone. That model immediately takes 12 dice of damage. The Black Hand of Death is enchanted to harm only Humans, Dwarfs and Elves, and is not usable by the Heroes, though it may be sold to any College of Magic for 200 GC as a rare magic device for study.

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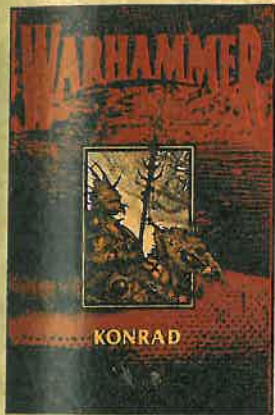
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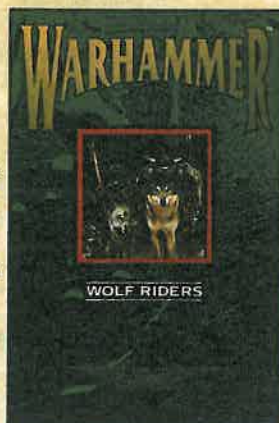
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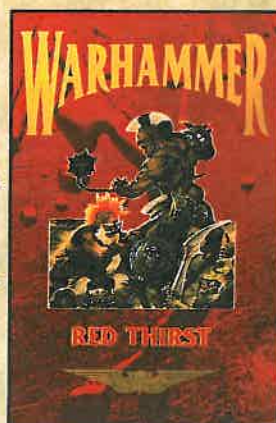
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DUNGEON ROOMS AND PASSAGES

Levels 1 and 2 of Durrag-Dol are created using the Durrag-Dol Passage and Room Generation Tables:

PASSAGE LENGTH TABLE

D12	Passage Length
1-2	1 Section
3-8	2 Sections
9-12	3 Sections

PASSAGE FEATURES TABLE

2D12	Passage Feature	2D12	Passage Feature
2-5	Wandering Monsters	19-20	2 Doors
6-14	Nothing	21-24	Wandering Monsters
15-18	1 Door		

PASSAGE END TABLE

2D12	Passage End	2D12	Passage End
2-3	T-junction	15-18	Left Turn
4-7	Dead End	19-22	Dead End
8-11	Right Turn	23-24	T-junction
12-14	T-junction		

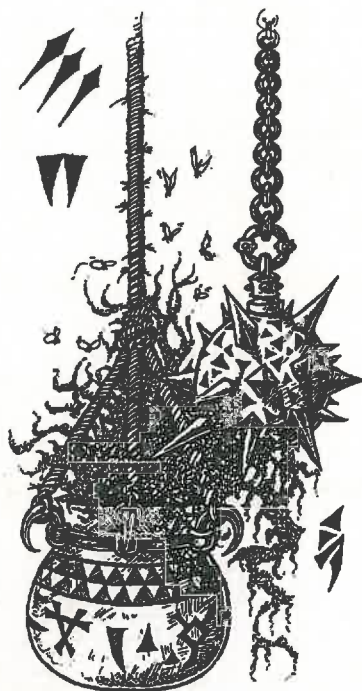
ROOM TYPE TABLE

D12	Room Type	Room Size
1-2	Normal	Small
3-8	Hazard Room	Small
9-10	Lair	Large
11-12	Quest Room/ Hazard Room*	Large

* Quest Rooms contain stairs down to the next level. There is only one Quest Room on each level. The second and subsequent times an 11 or 12 is rolled, the room is a Hazard Room.

ROOM DOORS TABLE

D12	Number of Doors
1-4	None
5-8	1 Door
9-12	2 Doors



Quest Room, Level 1

The monsters in this Quest Room are especially alert since they guard access to lower levels; these monsters receive a bonus of +2 to surprise rolls.

Only one set of stairs leads down to level 2; the second and subsequent times an 11 or 12 is rolled on level 1, the room is a Hazard Room.

Quest Room, Level 2

The level 2 Quest Room contains eight Skaven Warriors and two Champions; they carry 120 GC. Do not roll on the Quest Room Matrix. The room also contains a treasure chest; roll on the Treasure Chests Table. Also place in the room a set of stairs against the wall opposite the door entered by the Heroes, and place the Throne in the centre of the room to represent a statue of a seated Dwarf.

Read the following aloud when the Heroes enter the room:

The ten Skaven in the room turn as one when their sharp ears hear you enter. Against the far wall you see a set of stairs leading down. In the centre of the room is a statue of a seated Dwarf.

If the Heroes defeat the Skaven, they may take a closer look at the statue. Read the following aloud:

A cast-iron statue of a venerable Dwarf seated on a throne sits in the centre of the room. Garbed in the robes of a clan spiritual leader, the long-bearded Dwarf looks down at one open palm outstretched in front of him. An inscription is carved into the front of each chair leg. The first reads, "The Gift of Gold is a Precious Seed." The second reads, "The Flower of Wisdom is Precious Indeed."

If Kili accompanies the Heroes, read the following aloud:

Kili studies the statue. "Don't know. Never seen this before. A priest by robes. Could be a shrine, maybe. Dwarfs hold gold dear, said and true – but smart Dwarf holds wisdom more dear than gold."

This is a clan ancestral temple honouring a sage priest and all-father of the clan. The spirit of this long-dead priest haunts the chamber. In return for gold coin offerings placed in his hand, the spirit offers advice and wisdom to supplicants.

When 10 GC or more have been placed in the statue's open hand, they disappear with a sun-silver flash and a Dwarf's voice echoes throughout the chamber. Read the following hints aloud to the Heroes each time a sufficient offering is placed in the statue's hand. Speak in a low, whispering, hissing voice to suggest the unearthly speech of the spirits. After the third hint, all offerings are rejected (that is, they do not disappear) and the statue speaks no more. Once the Heroes have received all three hints, the statue will never accept their offerings or speak to them again.

Hint 1: Beware the touch of the Rat Wizard's Glove!

Hint 2: Upon the Altar of the Living Ancestor shall you dedicate the ancient treasures of the Earl-Kings-Beneath-The-Mountain and thus shall you earn his blessing.

Hint 3: Cleanse the clan hearth of the Chaos ratling filth, and you shall earn the inheritance and bear the name and blessing of Clan Durrag.

Only one set of stairs leads down to level 3; the second and subsequent times an 11 or 12 is rolled on level 2, the room is a Hazard Room.

DURRAG-DOL HAZARDS

When Heroes explore Levels One and Two of Durrag-Dol, use the following Hazard Table and Hazard Descriptions instead of the Hazards in Advanced Heroquest, pages 26-29.

HAZARD TABLE

D12	Hazard	D12	Hazard
1	Wandering Monsters	7	Rat Coop
2	Wandering Monsters	8	Moulded Rat Kennel
3	Mould Frames	9	Bat Coop
4	Mould Frames & Slaves	10	Sewer Drain and Dump
5	Dwarf Slave*	11	Pool
6	Grate	12	Dwarven Tomb

* This Hazard is a one-time event. The second and subsequent times this Hazard is rolled, treat the Hazard as Wandering Monsters.

Wandering Monsters

Roll on the Wandering Monster Matrix to determine the number and type of monsters present.

If any Skaven has escaped in a previous combat, the Skaven encountered are a patrol looking for intruders, and receive a +2 bonus to their surprise roll. If no Skaven has escaped in a previous combat, the Skaven encountered are engaged in weapons training and exercise, and the Heroes receive a +2 bonus to their Surprise roll.

Mould Frames

Lattice frames made from dried giant mushroom stalks are spiked to the ceiling. From these lattices hang thick curtains of glistening varicoloured moulds, with long vine-like strands supporting damp clots of densely-twined mould fibres.

Note: Because of these curtains of mould, line of sight to any target in these rooms is partially obscured.

If Kili accompanies the Heroes, read the following:

Kili whispers, "Ratmen eat soft moulds. Beat stalks into pulp and use fibres for rope cloth, and other such. Use Slaves, they do all work. Slaves not fight, or fight badly, but Slavemasters – ones with whips – are death-tough, said and true.

An unsupervised clanrat Slave is pruning and harvesting mould fibres for food and materials. Because of the obscured line of sight, do not place the Slave or go to combat until a Hero enters the room.

The Slave can open doors as a Sentry. If there is an unblocked exit, the Slave will attempt to escape through it. If the Slave escapes, the GM may take select a random dungeon counter. If there is no unblocked exit, the Slave will cower in a corner and refuse to fight. A Slave with no unblocked escape route will not resist capture, and may be left behind tied up or may be dragged along like a KO'd Hero.

Mould Frames and Slaves

This room is identical to the Mould Frame room above. However, 4 Skaven Slaves tending the mould crops here are supervised by a Slavemaster. Because of the obscured line of sight, do not place the Slaves or Slavemaster or go to combat until a Hero enters the room. If at least one Skaven escapes, the GM may take a wandering monster counter.



Grate

Through the grate a dark, filthy room may be seen below. Six naked Skaven Slaves huddle together in a tangled pile in one corner, snoring, twitching, and squeaking in the throes of unimaginable Skaven dreams.

If Kili accompanies the Heroes, read the following:

Kili whispers, "Ratman slaves. Too easy. Not worth killing."

Heroes may descend into the room below as with the normal Grate Hazard Room. Heroes may kill the Slaves with ease, let them escape, or capture them and tie them up. Slaves may be left behind tied up or may be dragged along like a KO'd Hero. The Skaven Slaves are not re-stocked if removed from the room or killed.

Rat Coop

The floor of this room is covered with a carpet of fat, well-fed rats.

This room is like the normal Rat Hazard Room. The Heroes have the same five choices (Rat Poison, Greek Fire, Magic, Fight It Out, and Slam the Door), except that Heroes who enter the room discover that they do not have to Fight It Out – for these rats are as docile as domesticated chickens. If they enter the room expecting to Fight It Out, read the following:

The sleek, well-fed rats swarm around your feet, casting their tiny muzzles and eyes up expectantly at you. They appear to be bred and domesticated like chickens. Fragments of dried mushroom meal on the floor suggests their diet. A specimen of this domesticated rat is worth 10 GC to a scholar – but you'll never sell more than one.

Dwarf Slave

Two Skaven and a wretched-looking, half-naked Dwarf are pounding long strands of mould in a shallow trough in the floor with wooden mallets. The Skaven are unfettered, but the Dwarf wears a stout chain fastened to metal cuffs around his ankles. A Slavemaster is supervising the labour. The Dwarf looks at you with dull incomprehension for a moment then, croaking hoarsely with excitement, he turns and swings his mallet at the nearest Skaven.

If the Dwarf is rescued from his captors, he becomes a Henchman to the Dwarf Hero with the highest Strength score (or Hero with the highest Strength score if there's no Dwarf Hero). The Dwarf Henchman does not have to be hired, but he has no arms or armour; these must be provided by the Hero.

Dwarf Slave

	WS	BS	S	T	Sp	Br	Int	Wounds	PV			
Current	8	5	7	8	6	8	5	3	1			
Target WS	1	2	3	4	5	6	7	8	9	10	11	12
Hit Roll	2	2	2	3	4	5	6	7	8	9	10	10

Damage Dice: 2

While wearing the chained cuffs, the Dwarf's Speed is 2. The cuffs can be broken open, but each attempt takes one complete exploration turn. No more than two Heroes can attempt to break open the cuffs at a time. Roll a dice and add the Heroes' Strengths – if the score comes to 20 or greater, the cuffs are broken open and the Dwarf may move at his normal Speed.

In addition, if the Dwarf Slave is rescued, he tells the Heroes what he knows about Durrag-Dol. Read the following aloud:

"I came down here two years ago. I thought I might find something the filthy Orcs, Goblins and Skaven had missed. I got as far as the main shaft, where the rats crippled me and took me captive. It's a tricky spot. There's walkways around the right and left walls, but there's a bunch of magic traps on them, little runic things inscribed on the stone flags that burst into flame when you step on them. Almost impossible to find them in the bad light. There's a centre walkway, too, runs right across the open shaft, no rails and walls on the edge of course. That's the way to go, but they had a bunch of ratboys with slings, and they flung a hailstorm of stones at me. One broke my ankle, and that was that. Don't know nothing about the lower levels; they kept me up here in the slave pens with the other Skaven."

If at least one Skaven escapes, the GM may take a random dungeon counter.

Clan Moulder Rat Kennels

A pack of huge, snarling, dog-sized rats lunge at the door as you open it.

If Kili accompanies the Heroes, read the following:

Kili yells, "Warp rats! Disease! Watch bites!"

Go immediately to combat.

	WS	BS	S	T	Sp	Br	Int	Wounds	PV			
Current	4	0	3	2	8	3	3	1	1			
Target WS	1	2	3	4	5	6	7	8	9	10	11	12
Hit Roll	7	8	9	10	10	10	10	10	10	10	10	10

Damage Dice: 2

The warp rats cause disease.

These warp rats always move, then attack. They always attempt to move as far as possible – in other words, attempt to Escape – before they attack. The rats are not affected by a Hero's Death Zone and Heroes are not affected by a warp rat's death zone. The rats attempt to escape from the room and the Heroes. For each rat that escapes, the GM may draw one dungeon counter at random.

The skin of a single dead warp rat is worth 5 GC as a scholar's specimen; other skins collected now or later are worthless.

The Bat Coop

Dozens of large, fat bats dangle from racks on the ceiling. In the centre of the room an emaciated, sickly-looking dog-sized rat lies on its side.

If Kili accompanies the Heroes, read the following:

Kili yells, "Blood-suckers! Disease! Watch bites!"

This room is like the normal Bat Hazard Room. These are vampire bats – they've drained the warp rat of its blood, and they swarm immediately to attack any fresh source of blood that enters the room. The Heroes have the same five choices (Screech Bug, Greek Fire, Magic, Fight It Out, And Slam the Door), except that any wound taken from these nasty domesticated vampire bats may cause disease. The weak, bat-bitten rat clearly indicates their normal diet. A single specimen of a vampire bat is worth 10 GC to a scholar; other specimens collected on this or other expeditions are worthless.

Pool

A cluster of whitened bone fragments lie scattered across the bottom of a clear, shallow pool. Among the bones a tiny silvery metallic object glints.

If Kili accompanies the Heroes, read the following:

Kili scratches his head, puzzled. "Should be water well for the farm. Looks and smells clean – but the bones, I don't know..."

The pool contains blind cave piranha, a choice Skaven delicacy which they harvest by sticking a haunch of meat into the pool, then flipping the ravenous piranha out of the pool as they clamp their powerful jaws into the hunk of flesh. Any Hero who sticks his hand into the pool searching for treasure unwittingly reinvents this distinctive Skaven fishing technique. Roll four damage dice. The metallic glint is a magic Crossbow Bolt of Death that slew a Skaven who was subsequently used as cave piranha bait.

Sewer Drain

The fetid odour of filth and decay is almost overpowering. You see a long, deep trench running across the centre of the room from one side to the other. The trench is about ten feet deep, with rank, dirty water running through it through low stone arches on the right and left side of the room.

If Kili accompanies the Heroes, read the following:

Kili says, "Phew. Sewer drain – and not cleaned since Great War, you bet. Filthy stinkers. Is wonder not clog or flood."

Use the Chasm to indicate the Sewer Drain. Treat the Sewer Drain as a Pit Trap that the Heroes have successfully spotted.



RUSS NICHOLSON

Models may leap over the Sewer Drain if they can roll less than or equal to their Speed. If they fail, they fall in and may take damage, then attempt to climb out. If there is more than one door to this room, at least one door must be on the opposite side of the Sewer Drain.

If Heroes Search for Hidden Treasure, roll on the Hidden Treasure Table, except that on a roll of 17-24, inform the Heroes that with a rope a Hero can descend into the Sewer Drain and search. If they have no rope, a Hero can climb down if he rolls less than or equal to his Strength. If he fails, he takes damage as if falling into a Pit Trap. Climbing out is as climbing out of a Pit Trap.

If the Heroes descend into the Sewer Drain and search, roll again on the Hidden Treasure Table, except that on a roll of 17-24 the Heroes have found a Dwarven Helm (BS-1, T +2) concealed behind a loose stone along with 25 GC.

Dwarven Tomb

The door opens on a low-roofed chamber with a number of horizontal, man-sized niches cut into the walls, some open, some covered with rock slabs.

If a Wizard enters the room, read the following:

You feel the tension of magical forces in this room. When you close your eyes for a moment and concentrate, you sense a diffuse aura of power in the air before you and hear a distant, indistinct murmuring as of a thousand voices whispering together.

If Kili accompanies the Heroes, read the following:

Kili says, "Dwarf common folk – all but nobles – buried in simple vaults down colony passageways. Each vault has several family burials. Once the burials

were all sealed by stone slabs; some looted later by Orc and Skaven filth. Families bury their dead and treasure with him, but most is gone, stolen by rats and filth. (Ptui!) Traps and curses of Dwarf tombs are death. You smart? Don't touch."

If a Hero searches a tomb for treasure, roll two dice and consult the following table. Before you roll the dice, warn the Hero that searching involves opening burial niches and disturbing the final remains of long-dead Dwarves. Kili advises strongly against disturbing Dwarven dead, and the Hero may not be willing to risk searching the room under the circumstances. If he does search the room, he must be prepared to deal with the consequences.

DWARVEN TOMB TREASURE TABLE

2D12	Result
2-6	The tomb seems promising at first, but finally nothing of value is discovered. The GM may draw 1 dungeon counter.
7-16	Nothing of value remains, but searching the room is easy and results in no appreciable delay.
17-22	The Hero finds an unusual piece of ornamental jewelry dating from the early Dwarven occupation of the colony. Roll a dice and multiply the score by five to find the value of the treasure in gold crowns. See <i>Curse of the Living Ancestor</i> in <i>Leaving Durrag-Dol</i> .
23	The Hero discovers a treasure chest hidden in the tomb. Roll a dice to see if the treasure chest is trapped. If the roll is odd, the chest is trapped; if the roll is even, the chest is not trapped. If there is a trap, roll on the Traps Table to determine the type of trap. Roll two dice and consult the Treasure Chests Table to determine the contents of the <i>terrag-Dol</i> .
24	The Hero finds a hidden magical treasure dating from the early Dwarven occupation of the colony – roll two dice and consult the Magic Treasure Table. See <i>Curse of the Living Ancestor</i> in <i>Leaving Durrag-Dol</i> .

QUEST LOCATIONS MAP KEY	
(SS) Skaven Sentry	(JZ) Skaven Jezzailachis
(SK) Skaven Warrior	(SL) Skaven Slave
(SC) Skaven Champion	(SM) Skaven Slavemaster
(GR) Skaven Gutter Runner	(T) Troll
(SG) Skaven Poisoned Wind Globadier	(RO) Rat Ogre
(BM) Skaven Beastmaster	

DURRAG-DOL QUEST LOCATIONS

The 3rd, 4th and 5th levels of Durrag-Dol have been pre-generated as Quest Locations.

Exploration Turns: For these three levels, follow the maps of the Quest Locations when laying out the floorplans.

Dungeon Counters: May be used in Quest Locations.

Secret Doors: None but those indicated on maps. Heroes may search normally and may search any wall, not just dead ends.

Hidden Treasure: Unless mentioned in a room description, there is no hidden treasure in Quest Locations. Heroes may search normally but won't find anything. Monster ears collected for bounties must be kept track of by the players, but there is no limit to the number of ears a Hero may carry.

LEVEL THREE: MAIN SHAFT

The main shaft of the Dwarven colony is an open shaft running from the surface to the lower levels of mines. Access from the farms to the residential sections of the colony cuts across the main shaft on narrow bridges of stone. Narrow stone walkways run around the outer walls of the shaft. The walkways and bridges have no guard rails or walls, and a single misstep will plunge the careless traveller into the echoing bottomless darkness of the main shaft.

This natural choke-point is the first major element in the defences of the Dwarven colony. Routes across the shaft are routinely trapped and guard chambers block access from the shaft to the kinhearth and other residential areas.

The main shaft traps of a colony like Durrag-Dol lack the elaborate mechanical elegance and fiendish subtlety of Freehold and First Empire devices. Instead the traps were often magical in nature, or omitted altogether in favour of less expensive, more flexible Dwarf warrior defenders. Durrag-Dol's current Skaven occupants rely on their White Skaven Sorcerer's Dark Magic traps and their Skaven Gutter Rumers to delay and punish intruders while stouter defences are prepared at lower levels.

Skaven Characters

When the Heroes enter level 3, take the Clan Eshin Assassin character monster counter. This counter represents the Assassin Kheewyzz may be played at the beginning of the Gamesmaster phase of any combat turn.

THE MAIN SHAFT

As you reveal the layout, explain carefully to the players that there are no walls on the interior sides of the outer walkways and no walls at all on the walkway that crosses the main shaft.

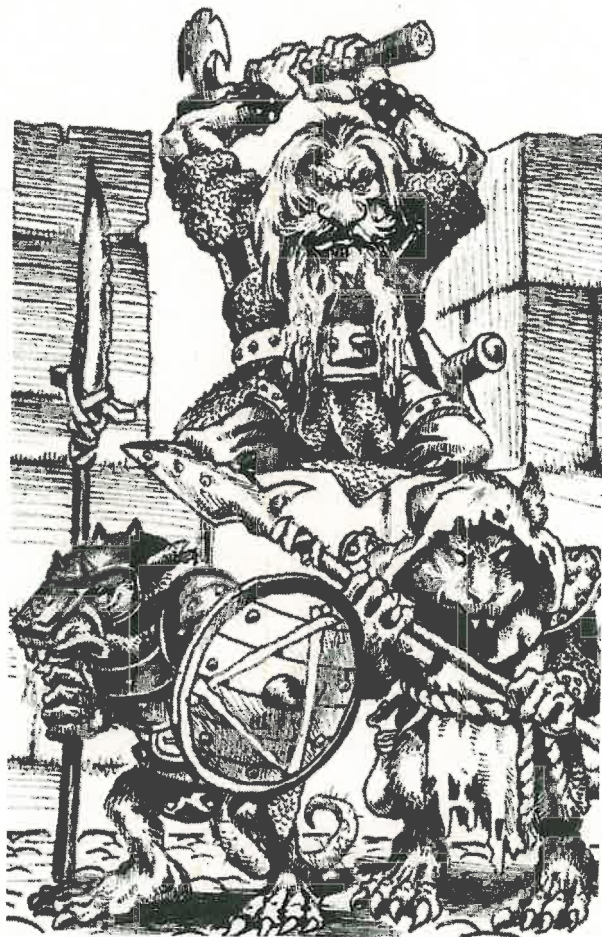
When the Heroes look through the bars of the lowered portcullis into the main shaft, lay out the main shaft as indicated in the diagram and read the following:

The vast darkness before you is dimly illuminated by glowstones. A huge open space like a vertical mine shaft extends out of sight above and below. Above you faint daylight can faintly be discerned through the ventilation portals of the great headframe. Below you the shaft drops into the depths of the lower mine levels.

Across this wide shaft are three narrow stone walkways. One walkway extends directly across the centre of the open shaft to a recessed chamber on the opposite wall. A man-sized figure in armour with a weapon stands at the far end of the central walkway in front of passage beneath a raised portcullis. There is a closed door to the right of the figure. The other two walkways hug the walls to your left and right and lead around the outer margins of the shaft to the opposite recessed chamber. No rail or wall restrains a traveller upon the walkways.

If Kili accompanies the Heroes, read the following:

Kili yells, "Get the sentry! He warns others!"



THE TROLLSLAYER'S OATH

Sentry

Go to combat. The man-sized figure is a Skaven Sentry. Unless prevented by lucky missile shots, the Sentry squeaks a loud alarm and runs immediately beneath the raised portcullis towards the stairs to level 4 to warn of the presence of intruders.

When combat is over (that is, when the Sentry has escaped or has been killed by missile fire from the Heroes), return to exploration turns and read the following.

A steady draft of cool, fresh air moves down the shaft from above. Huge stone pipes bound with iron run up and down into the darkness along the walls of the shaft. Some pipes are cold to the touch, covered with condensation and filled with the roar of moving water. Others are quiet and at air temperature.

The central walkway spanning the deep shaft is clearly the most often travelled, its surface worn smooth by frequent passage. The outer walkways are obviously much less frequently travelled.

At the far side of the central walkway one set of stairs leads down the centre of the shaft from the central walkway. Another set of stairs leads up the shaft from the central walkway. Neither stairway shows signs of common use.

If Kili accompanies the Heroes, read the following:

Kili says, "Good spot for ambush. Wizards or Warpshooters hit us from far away. We move fast, but watch for traps."

MAIN SHAFT MAP KEY

A: Choke Magic Traps

Squares marked with Choke symbols (see map key) are triggers for Choke traps. Place the magic circle template over the Hero who set off the trap. Any model under the template is in the trap's area of effect and suffers the effects of the Choke spell.

These traps may be spotted on a 9 or less, and may be disarmed on a 7 or less. If the trap has been disarmed before the victim chokes to death, the victim does not die and suffers no further effects from the trap.

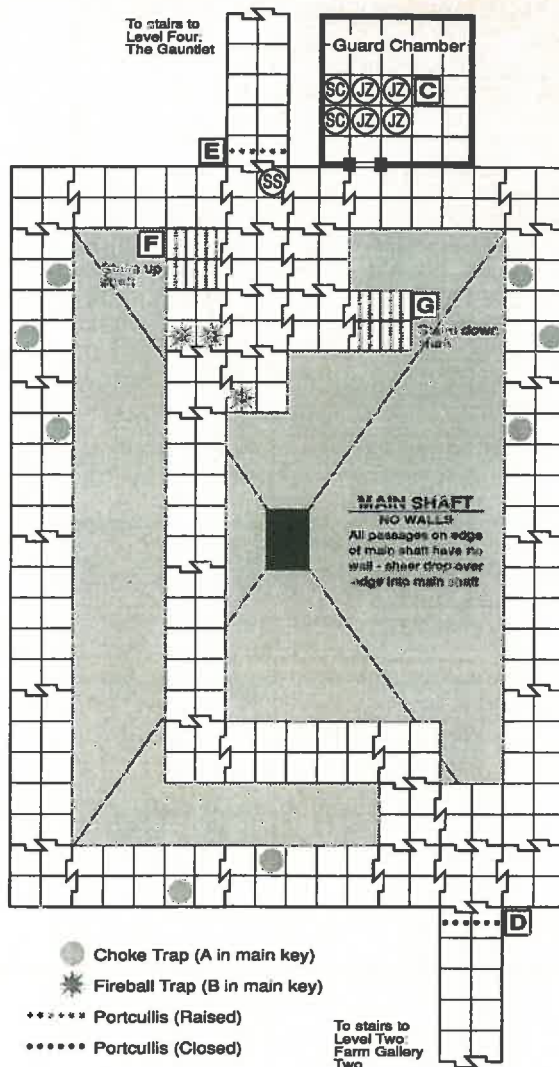
B: Fireball Traps

Squares marked with Fireball symbols (see map key) are triggers for Fireball traps. Place the magic circle template over the Hero who set off the trap. Any model under the template is in the trap's area of effect and suffers the effects of the Fireball spell.

These traps may be spotted on a 9 or less, and may be disarmed on a 7 or less.

C: Guard Chamber

The Skaven in this room wait one turn after hearing the Sentry's cry of alarm, then they open the door at the end of the Heroes' turn. Go to combat. The Skaven Jezzailachis move out onto the walkway and fire at the Heroes while the Champions move to guard the lowered portcullis across the corridor to level 4. Thus the Heroes may stumble into the



- Choke Trap (A in main key)
- ★ Fireball Trap (B in main key)
- Portcullis (Raised)
- Portcullis (Closed)

magic traps in their hurry to get into hand-to-hand with the Skaven. The room contains a treasure chest; roll on the Treasure Chests Table to determine the chest's contents.

D & E: Portcullises

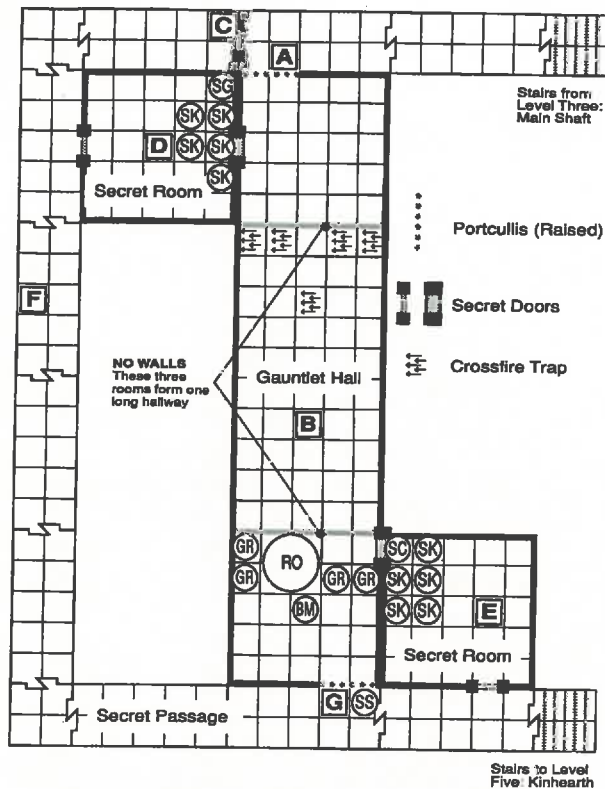
When the Heroes enter this level from the Farm Galleries, Portcullis D is lowered across the entire section of walkway. Portcullis E lowers immediately after the Skaven Sentry Runs beneath it toward the stairs to Level Four, becoming an obstacle to the Heroes. If the Sentry does not run beneath the portcullis, it remains raised.

F: Stairs Up and Out

These stairs lead up 100 yards to a ventilation and inspection grate which may be removed, permitting the Heroes to emerge from the shaft's headframe into the outside world.

G: Stairs Down to Workshops and Mines

These stairs lead down to the flooded workshops and mine levels. Since the Hoist Chamber at Durrag-Dol was never finished, these stairs were the only way the residents could travel between the kinhearth and the workshops and mines below.



LEVEL FOUR: THE GAUNTLET

The second major defensive choke-point of the Dwarven colony is the Gauntlet. The Gauntlet is a large trapped chamber with secret doors and passages to permit the colony's defenders to surprise and outflank intruders. In a colony like Durrag-Dol, the Gauntlet's traps are fairly simple and straightforward. The primary obstacle to intruders is expected to be the mighty Dwarven warriors of the colony who may emerge into the central chamber through secret doors while portcullises close off the intruder's escape route.

Skaven Characters

When the Heroes enter level 4, take the Clan Mors Warlord character monster counter to represent the Warlord Shaffat. This counter, and the counter representing Assassin Kheewyzz, if he is still alive, may be played at the beginning of the Gamesmaster phase of any combat turn.

The Gauntlet

As you reveal the layout, explain carefully to the players that there are no walls between the two small rooms and one large room that make up the twenty-square-long Gauntlet Hall (area B on the map).

When the Heroes look through the bars of the lowered portcullis into the Gauntlet, go to combat turns. Lay out the Gauntlet Hall as indicated (do not, of course, lay out the secret rooms or passages) and read the following aloud:

You stand at the end of a corridor. To your right on the corridor's dead end, a huge, dirty rat-hair tapestry hangs on the wall. Before you is a lowered portcullis.

Through the portcullis you see a long hall with a high arched roof. At the far end of the hall a huge, giant-sized rat towers over a leather-armoured Skaven with a

whip and goad. On each side of the giant rat are two Skaven Gutter Runners. Behind them a raised portcullis hangs above the only exit.

If Kili accompanies the Heroes, read the following:

Kili yells, "Yah! Rat Ogre! Get that portcullis up and let me at 'im!" As soon as he can, Kili goes berserk and charges across the hall to attack the Rat Ogre.

GAUNTLET MAP KEY

A: Portcullis

When the Heroes enter this level, Portcullis A is lowered across the open archway leading into the large hall.

B: The Gauntlet Hall

The Gauntlet Hall is a very large room made out of a large room and two small room sections. The internal walls are ignored, and the Heroes and monsters may move between the floorplan sections at will.

The lowered Portcullis A blocks line of sight for missile fire, but does not obstruct the casting of spells. The Rat Ogre, Beastmaster and Gutter Runners do nothing until the Heroes lift the portcullis and enter the Gauntlet Hall. If a Hero harms any Skaven with a magic spell, the Skaven Gutter Runners and Beastmaster run from the Gauntlet Hall through the raised portcullis, lowering it behind them, and escape to level 5. The Rat Ogre, unattended by the Beastmaster, runs amok.

If the Heroes discover Secret Door C and use Secret Passage F to sneak up behind the Skaven in the Gauntlet Hall, the Heroes gain surprise automatically.

When Heroes enter the Gauntlet Hall, the Rat Ogre runs forward to attack them while the Beastmaster stands and squeaks commands at it. The Gutter Runners cast sling bullets at the approaching Heroes, then defend themselves with swords in hand-to-hand combat. Rat Ogre ears are worth 10GC to the Imperial League.

Squares marked with Crossfire symbols (see map key) trigger a Crossfire Trap. The Skaven know about the traps and avoid the triggers but the Rat Ogre is too stupid; in running forward to attack the Heroes, the Rat Ogre may well trigger a Crossfire Trap or two. At the end of the first turn in which a Crossfire Trap has been triggered, the Skaven in Secret Rooms D & E open their secret doors and charge into the combat.

C: Secret Door

Secret Door C permits access to Secret Passage F. A Hero searching for secret doors discovers this on a roll of 7 or more.

D & E: Secret Rooms

A Hero searching for secret doors will discover them on a roll of 7 or greater. Secret Room D contains a Poisoned Wind Globadier and five Skaven Warriors. Secret Room E contains a Skaven Champion and five Skaven Warriors. Occupants of these secret rooms emerge and move to attack the Heroes at the end of any turn when the first Crossfire Trap is triggered.

If the Heroes have not set off a Crossfire Trap when they open a secret door to a secret room, they automatically surprise its occupants; ignore the monster locations indicated on the map and use the normal procedure for placing surprised monsters.

None of the occupants of either secret room or the Gauntlet Hall will come to the aid of the surprised secret room occupants, but the GM may use wandering monsters and ambush dungeon counters as usual.

F: Secret Passage

This secret passage is not guarded.

G: Portcullis

This portcullis remains raised unless the Skaven in the Gauntlet Hall run away after being attacked with magic. The Skaven Sentry here sounds the alarm if he sees the Heroes approaching through Secret Passage F.

LEVEL FIVE: THE KINHEARTH

The Kinhearth is the social centre of the Dwarven colony. The Kinhall is a large eating and meeting hall, usually with high arched ceilings and decorated with mosaics, statuary, ornamental stonework and other products of Dwarven High Craft, though Durrag-Dol's Kinhall, built during the grim 500-Years-War and never completed, is sparse and unadorned. Here the Earl and his court celebrate the great feast days and give weekly audience to clan concerns and grievances. The rest of the time the Kinhall is a gathering place for the clan elders, a social centre, and an informal school and nursery for clan youth.

Beyond the Kinhall lie the Ancestor's Hall, the Earl-King's Hall and Hearth, and the quarters of the Clan Hearthguard.

The Ancestor's Hall itself is the residence of the clan priests and a shrine and repository for the clan genealogies, records, and chronicles maintained by the clan priesthood. The Temple of the Living Ancestor holds the clan altars and is the centre of clan worship. In Durrag-Dol the temple contains two altars: one dedicated to Clan Durrag's Living Ancestor and one dedicated to Grungi, the Dwarven patron deity of mining.

The Earl-King's Hall is the public workspace of the Earl, where he may confer with his advisors and clan chiefs. The Earl-King's Hearth is the residence of the colony's Earl and his immediate family. The Hearthguard is the barracks of the noble Dwarven warriors chosen as the full-time personal guard of the Earl.

The current Skaven occupants of Durrag-Dol, wary of Dwarven magics, traps and curses, do not enter the Earl-King's Hearth or the Ancestor's Hall, and have not located the secret door to the Temple of the Living Ancestor.

The Skaven use the Kinhall much as would the Dwarves, as a gathering place. One of the former clan hearths nearby is occupied by a Clan Mors Skaven household ruled by the Warlord Shaffat. The Clan Mors Slavemaster and slaves reside in the other former clan hearth.

The albino sorcerer Tsekkaz lives in the former Hearthguard barracks, while his personal guard and private slaves live in the former Earl-King's Hall.

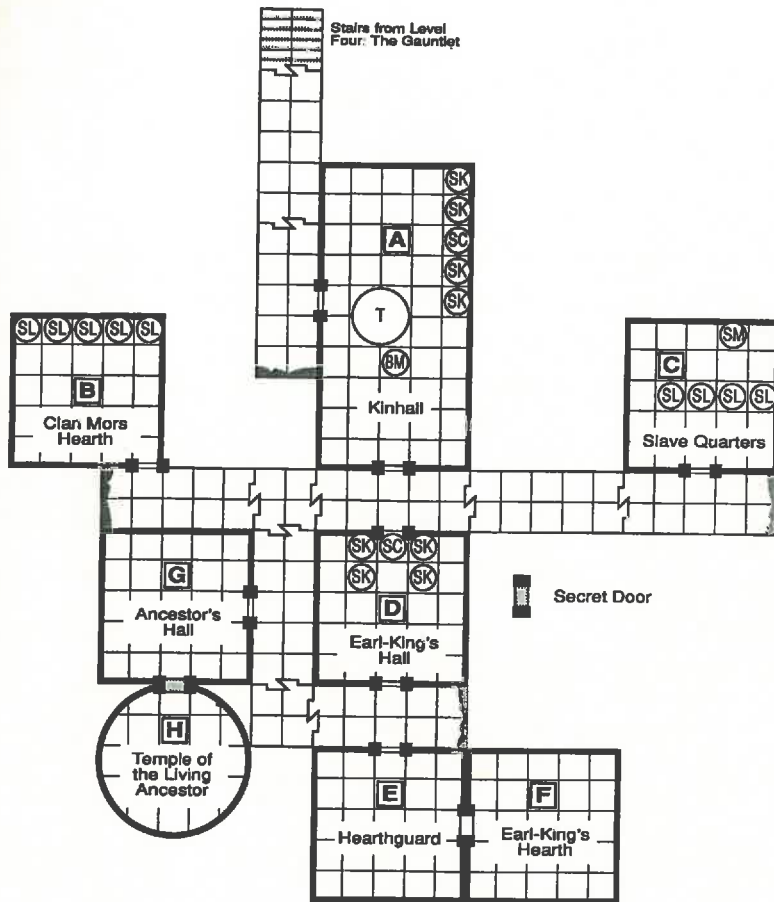
Skaven Characters

When the Heroes enter level 5, take the Clan Skryre White Skaven Sorcerer character monster counter to represent the Wizard Tsekkaz. This counter, and the counters representing Assassin Kheewyzz and Warlord Shaffat, if they are still alive, may be played at the beginning of the Gamesmaster phase of any combat turn.



ALISS NICHOLSON

THE TROLLSLAYER'S OATH



KINHEARTH MAP KEY

A: The Kinhall

Read the following when a Hero opens the door and looks into the Kinhall.

A large chamber opens out before you. The vaulted ceiling rises out of sight into the dimness above. From the two large open fireplaces along the walls, you recognize this room as the Kinhall, the main chamber of the Kinhearth complex – the heart of a Dwarven colony.

Through the door across the room must lie the Ancestor's Hall Kili says you're looking for. But maybe you'd better deal with the occupants of the room first.

In the centre of the room you see an armed, armoured and disciplined unit of Skaven led by a fierce Skaven Champion. Beside these ratmen looms the towering bulk of a huge Troll – a hideous figure with gnarled, warty green skin – and standing beside him is a Skaven with a whip and goad.

If Kili accompanies the Heroes, read the following:

Kili bellows, "Troll! Out of my way!" as he shoves through the door past everyone to get first shot at the Troll. As he struggles to push his way into the room he adds, "Rat with whip – Clan Moulder Beastmaster. Get him, and Troll goes mad!" And, of course, as soon as he can, Kili goes berserk and charges into the hall to attack the Troll.

Skaven, Troll, and Beastmaster

The Beastmaster sends the Troll to block the door if the Skaven win surprise. Otherwise the Beastmaster does his best to keep the Troll between the Heroes and himself.

Troll ears are worth 10GC to the Imperial League.

B: Clan Mors Hearth

Once occupied by the common families of the Dwarven colony, this hearth is the home nest of the Warlord Shaffat and his warriors. The Warlord and his warriors are not present, having been encountered elsewhere, but several juveniles are hiding here. These fight as Skaven slaves – that is, they avoid fighting (like Skaven Slaves).

C: Slave Quarters

The Skaven Slavemaster cowers here behind his slaves. When the Heroes open the door to this room, the Slavemaster orders his Slaves to attack the Heroes. If the Slavemaster is slain, the Slaves immediately cease fighting and attempt to escape.

D: The Earl-King's Hall

Read the following when a Hero opens the door:

As you open the door you find yourself face-to-face with a Skaven Champion and four Clanrat Warriors.

If Kili accompanies the Heroes, read the following:

Kili says, "Earl-King's Hall. Hearthguard and Earl's Hearth beyond far door." And Kili goes berserk and attacks.

E: The Hearthguard Barracks

The only interesting feature of this room is a great, downy nest in one corner filled with soft fur and delicate cloths.

If Kili accompanies the Heroes, read the following:

Kili says, "Skaven wizard nest. Watch out plenty – trapped, you bet, but treasure plenty."

The White Sorcerer Tsekkaz has placed a Shock Trap on his nest. If Kili has warned the Heroes, they get +2 to their chance to spot the trap.

The treasure in the nest is: 4 Healing Potions, 300 GC and a Magic Wand of Courage (usable only by a Human, Dwarf or Elf)

F: The Earl-King's Hearth

Read the following when a Hero opens the door:

Little remains in this room but charred fragments of furniture and wall hangings. The dust lies thick on the floor and the air is stale.

If a Wizard enters the room, read the following:

You feel the disturbances of magical forces in this room. When you close your eyes for a moment and concentrate, you sense an intense aura of power in the air before you and hear an unearthly, rasping, high-pitched hissing sound like steam escaping from a tight-lidded boiling pot.

If Kili accompanies the Heroes, read the following:

Kili says, "Earl-King's Hearth. Nothing left. I think curse guards this place, no Orcs can loot it, so Orcs burn it for spite, filthy beasts. (Ptui.)"

Kili is silent for a moment, then he says, more to himself than anything, "Was long, long time ago." And he turns away quietly from the door and leaves.

Any being entering this room who is not of Clan Durrag suffers the effects of a Mindstealer Trap.

Note that the Heroes may become members of the clan if they are successful in this quest (see *Leaving Durrag-Dol*).

Most of Clan Durrag treasures were lost with the Durrag in the Elf ambush millennia ago. All that remains here are a few gold coins in a charred oaken chest – the remnants of the clan treasury not yet spent when the Goblins finally overran the colony. Roll 1D12 and multiply by 10 to determine the remaining coins in the treasure chest.

G: The Ancestor's Hall

Read the following when a Hero opens the door:

The dust lies thick on the floor of this room. Dozens of small stone slabs set into the wall bear lengthy inscriptions in Archaic Khazalid and are decorated with carved faces, domestic and dramatic scenes and elaborate runic patterns.

If Kili accompanies the Heroes, read the following:

Kili says, "Ancestor Hall. Few men or long-ears – no offence – have seen one."

To enter the Ancestor's Hall, all Heroes must test as if in the death zone of a Fearsome monster. If the test against Bravery is successful, the Hero may enter the room. If the test fails, the Hero cannot enter the Hall unless he spends a Fate Point. Kili automatically passes this Bravery test.

If Kili accompanies the Heroes, read the following when he has entered the Ancestor's Hall:

Kili says, "Behind stone slabs you find stacks of thin stone tablets with histories and records of Clan Durrag and all low-clans and families.

We bring records to Imperial League Council for the Archives. Clan Durrag and Durrag-Dol not need any more, and... well... priests say good to read and remember lost clans, honour the lost ones, said and true.

"Now," Kili says, looking around the room carefully. "We look for secret door to Temple."

Superstitious fear kept the Skaven from entering this room. With Kili's aid, the Heroes automatically find the secret door to the Temple of the Living Ancestor.

Without Kili's help, each Hero may roll 1 dice once; a roll of 7 or greater discovers the secret door.

If the Clan Durrag histories and records are delivered to the Imperial Dwarf League Council, in gratitude the Imperial Dwarfs swear an oath to provide one free Resurrection of any dead Hero. This promise is only good once and only for one Hero.

H: Temple of the Living Ancestor

Read the following when a Hero opens the door:

The dust lies thick on the floor of this circular room. One altar with a statue of the Dwarven god Grungi is on the far wall. In the centre of the room a slab of marble ornamented with precious stones and delicately-sculpted Dwarven faces rests on a low, rough-hewn dais of bedrock.

If a Wizard enters the room, read the following:

You feel the presence of strong but subtle magical forces in this room. You sense a rich, deep, complex aura of power in the air. You hear what sounds like an army of whispering monks chanting in some unfamiliar language, the rhythm of their chant slow and sad.

The voices seem to be coming closer, growing louder, and louder, and louder...

If Kili accompanies the Heroes, read the following:

Kili steps forward, places the magic hammer Sognirstane upon the central altar, kneels, and speaks the following words:

"I kneel in deep respect, Living Ancestor. I, Kili Thekkrrsson, dedicate this Hammer, Sognirstane, heirloom of Clan Durrag, to the ancestors of Clan Durrag, and to the restoring of the First Dwarven Empire. I swear to myself and my ancestors a humble oath: if given your blessing, I shall turn this treasure to the great works of all Dwarfs, to the honour of the Ancestors and All-Father, and to the glory of all clans and hearths."

If Kili or a Hero places Sognirstane on the altar, read the following:

For a moment, the air is still. There is no motion. In this timeless moment the faces of the altar glow, and there is a great presence in the room, invisible, but palpable as breath on the back of your necks. A choir of hoarse, whispering voices seems to ring in echoes from the arched dome over your head, saying:

"You have our blessing. Go forth and honour our clan with your oath, and when you share our treasure, speak the name of Durrag so that all may know and remember."

The central altar is the Altar of the Living Ancestor. Any treasure from Durrag-Dol, including the Hammer Sognirstane, which is placed upon this altar and dedicated to the memory of Clan Durrag and the restoration of the former glory of the Dwarven Empire may be taken from Durrag-Dol without incurring the Curse of the Living Ancestor.

The precious stones set into the Altar of the Living Ancestor are worth 1000 GC. Anyone who defiles this sanctuary by looting the altar shall suffer eternally the Curse of the Living Ancestor.

LEAVING DURRAG-DOL

If the Heroes succeed in delivering Sognirstane to the Altar of the Living Ancestor, each gains 1 Fate Point.

If the Heroes deliver Sognirstane, and they have slain or otherwise removed every Skaven from Durrag-Dol, and if they have not plundered Dwarven treasures without dedicating them on the Altar of the Living Ancestor, each Hero is awarded 2 Fate Points. In addition, when they leave Durrag-Dol, the spirit presence of the Living Ancestor appears to them and speaks the following:

As you emerge from the halls of Durrag-Dol, a sphere of radiant light forms before you. Within this sphere of light, hundreds of Dwarven faces seem superimposed upon one another, and a voice with the resonance of a thousand echoes and harmonies rings in your ears.

"No Durrag lives to bear the Durrag name, to honour the Durrag heritage, or to share the Durrag inheritance. By cleansing these halls of the shame of conquest, you have earned the right and duty to take into your hands and heart the Durrag Clan."

"Henceforth with honour you may append Durrag to your called-name and may enjoy the hospitality of the Dwarven hearth as a Clan Warrior. The hearths of Durrag-Dol are now your hearths. May your clans increase in high regard and prudent wealth."


Curse of the Living Ancestor

A Hero who leaves Durrag-Dol with treasure looted from a Dwarven tomb must have sworn on the Altar of the Living Ancestor to dedicate that treasure to the restoration of the Dwarven Empire, or upon leaving must immediately present that treasure to the Imperial Guild. Otherwise that Hero loses one Fate Point permanently. The Living Ancestor of Durrag-Dol is still a powerful spiritual presence and his curse lies heavy on any who would plunder the burial goods of the clan.

MONSTER REFERENCE CARDS


These monster reference cards (along with those in the Advanced Heroquest rulebook) give you the profiles for all the monsters encountered in Durrag-Dol. You can also include any of these monsters in future quests that you write yourself.

CLAN ESHIN ASSASSIN KHEEWYZZ	WSBS S T Sp Br Int W PV
	9 9 5 7 12 9 7 4 8
HAND-TO-HAND COMBAT	
WS	1 2 3 4 5 6 7 8 9 10 11 12 Dam
Hit	2 2 2 2 3 4 5 6 7 8 9 10 3
RANGED COMBAT	
Range	1-3 4-12 13-24 25-36 37+ Max Dam
Hit	
EQUIPMENT / NOTES	
Poisoned dagger (counts as a sword)	

CLAN MORS WARLORD SHAFFAT	WSBS S T Sp Br Int W PV
	8 5 7 8 9 9 7 4 6
HAND-TO-HAND COMBAT	
WS	1 2 3 4 5 6 7 8 9 10 11 12 Dam
Hit	2 2 2 3 4 5 6 7 8 9 10 6
RANGED COMBAT	
Range	1-3 4-12 13-24 25-36 37+ Max Dam
Hit	
EQUIPMENT / NOTES	
Magic Halberd (Fumble 1-2, Critical 11-12)	

CLAN SKRYRE SORCEROR TSEKKAZ	WSBS S T Sp Br Int W PV
	5 7 5 5 10 6 10 4 10
HAND-TO-HAND COMBAT	
WS	1 2 3 4 5 6 7 8 9 10 11 12 Dam
Hit	3 4 5 6 7 8 9 10 10 10 10 1
RANGED COMBAT	
Range	1-3 4-12 13-24 25-36 37+ Max Dam
Hit	
EQUIPMENT / NOTES	
Dagger, Ring of Magic Protection, Black Hand of Death (see Character Monsters earlier) - Spells: Choke x 1, Flaming Skull of Terror x 1, Fireball x 2	

SKAVEN BEASTMASTER	WSBS S T Sp Br Int W PV
	7 5 6 6 10 7 5 3 3
HAND-TO-HAND COMBAT	
WS	1 2 3 4 5 6 7 8 9 10 11 12 Dam
Hit	3 4 5 6 7 8 9 10 10 10 10 3
RANGED COMBAT	
Range	1-3 4-12 13-24 25-36 37+ Max Dam
Hit	
EQUIPMENT / NOTES	
Leather Armor, Poisoned whip (as axe or warhammer, except fumble on 1-2 and critical on 11-12, specialist weapon can't be used by Heroes)	

RAT OGRE	WSBS S T Sp Br Int W PV
	7 3 8 8 7 8 4 7 7
HAND-TO-HAND COMBAT	
WS	1 2 3 4 5 6 7 8 9 10 11 12 Dam
Hit	2 2 3 4 5 6 7 8 9 10 10 6
RANGED COMBAT	
Range	1-3 4-12 13-24 25-36 37+ Max Dam
Hit	
EQUIPMENT / NOTES	
Fights with claws and fangs. Fearsome monster. Large monster. May Run Amok without Beastmaster	

MONSTER MATRICES

LAIRS MATRIX

D12	Occupants	Treasure
1	4 Warriors	40 GCs
2	2 Warriors and 1 Champion	40 GCs
3	5 Warriors	50 GCs
4	3 Warriors and 1 Sentry	50 GCs
5	6 Warriors	60 GCs
7	2 Warriors and 2 Champions	60 GCs
8	1 Slavemaster and 8 Slaves	80 GCs
9	8 Warriors and 1 Champion*	80 GCs
10	2 Gutter Runners and 1 Champion*	80 GCs
11	4 Warriors and 1 Warlord*	100 GCs
12	2 Champions and 1 Warlord*	100 GCs

* If you rolled 9-12, also roll on the following special matrix. If extra Skaven are rolled up, add them to those in the Lair.

D12	Additional Occupants
1-6	None
7-8	1 Slavemaster and 6 Slaves
9	2 Gutter Runners
10	1 Warfire-Thrower Team
11	1 Jezzail Team
12	1 Beastmaster and 1 Rat Ogre

WANDERING MONSTER MATRIX

D12	Wandering Monsters	Treasure
1-2	1 Sentry	30 GCs
3-4	1 Gutter Runner	30 GCs
5-6	4 Warriors	40 GCs
7-8	1 Slavemaster and 2 Slaves	40 GCs
9	5 Warriors	50 GCs
10	3 Warriors and 1 Champion	50 GCs
11	1 Slavemaster and 6 Slaves	60 GCs
12	2 Gutter Runners and 2 Warriors	80 GCs


QUEST ROOMS MATRIX

D12	Occupants	Treasure
1	3 Champions and 1 Warlord	120 GCs
2	6 Warriors and 3 Champions	120 GCs
3	6 Warriors and 1 Warlord	120 GCs
4	4 Gutter Runners and 1 Champion	140 GCs
5	4 Champions and 1 Warlord	140 GCs
6	8 Warriors and 3 Champions	150 GCs
7	3 Warriors, 3 Champions and 1 Warlord	150 GCs
8	8 Warriors and 4 Champions	160 GCs
9	3 Gutter Runners, 1 Beastmaster and 1 Rat Ogre	160 GCs
10	8 Warriors, 1 Beastmaster and 1 Rat Ogre*	180 GCs
11	3 Champions, 1 Beastmaster and 1 Cave Troll*	180 GCs
12	8 Warriors, 1 Beastmaster and 1 Cave Troll*	200 GCs


If you rolled 9-12, also roll on the following special matrix. If an additional occupant is rolled up, add it to those in the Quest Room.

D12	Additional Occupants
1-6	None
7	1 Slavemaster and D12 Slaves
8	1 Warfire-Thrower Team
9	1 Jezzail Team
10	1 Rat Ogre
11	3 Gutter Runners
12	1 Cave Troll


Note: all Gutter Runners in these matrices are armed with slings.



CAVE TROLL	WSBS S T Sp Br Int W PV
	5 1 9 9 7 4 3 9 9
HAND-TO-HAND COMBAT	
WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam	
Hit 3 4 5 6 7 8 9 10 10 10 10 7	
RANGED COMBAT	
Range 1-3 4-12 13-2425-36 37+ Max Dam	
Hit	
EQUIPMENT / NOTES	
Fights with claws and fangs. Fearsome monster. Large monster. Regenerates. May Run Amok without Beastmaster	



SKAVEN SLAVEMASTER	WSBS S T Sp Br Int W PV
	7 5 5 5 10 6 5 3 3
HAND-TO-HAND COMBAT	
WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam	
Hit 3 4 5 6 7 8 9 10 10 10 10 3	
RANGED COMBAT	
Range 1-3 4-12 13-2425-36 37+ Max Dam	
Hit 6 7 8 9 10 12 3	
EQUIPMENT / NOTES	
Poisoned whip (as axe or warhammer, except fumble on 1-2 and critical on 11-12, specialist weapon can't be used by Heroes)	



SKAVEN SLAVE	WSBS S T Sp Br Int W PV
	5 5 5 7 11 5 5 3 .5
HAND-TO-HAND COMBAT	
WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam	
Hit 3 4 5 6 7 8 9 10 10 10 10 1	
RANGED COMBAT	
Range 1-3 4-12 13-2425-36 37+ Max Dam	
Hit	
EQUIPMENT / NOTES	
Unless a Slavemaster is within six squares or in line of sight, a Slave must roll his Bravery or less or run from combat	



SKAVEN GUTTER RUNNER	WSBS S T Sp Br Int W PV
	5 6 5 5 10 6 6 3 3
HAND-TO-HAND COMBAT	
WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam	
Hit 3 4 5 6 7 8 9 10 10 10 10 3	
RANGED COMBAT	
Range 1-3 4-12 13-2425-36 37+ Max Dam	
Hit 6 7 8 9 10 12 3	
EQUIPMENT / NOTES	
Sword, Sling. +1 to surprise	

HEROQUEST

THE HALLS OF DURRAG-DOL

The Halls of Durrag-Dol is a quest for MB Games' Heroquest. Included with this quest are new rules for using Skaven in your Heroquest games and an option to include Kili Thekkrrsson as a Dwarf Trollslayer player character.

THE HALLS OF DURRAG-DOL

In the First War, Dimrond-a-Durrag, Earl-King of Clan Durrag, was a mighty warrior in the armies which cast down Morcar, Lord of Chaos, and the Legions of the Black Banner. Dimrond and his clan perished in that great battle and were laid to rest in Durrag-Dol, Clan Durrag's home and hearth deep beneath the roots of the World's Edge Mountains.

Durrag-Dol now lies in ruins, occupied by the vile Skaven, ratman servants of the Lord of Chaos. You must go there and retrieve Dimrond's magical hammer, Sognirstane, and the other treasures of Durrag-Dol. If placed upon the Altar of the Living Ancestors in Durrag-Dol, the Clan Durrag treasures may be dedicated anew to the war against Dimrond's ancient enemy Morcar.

Sognirstane lies among the Earl-King's burial treasures. However, do not disturb Dimrond's remains! And if you take any treasure from Durrag-Dol without dedicating it on the Altar of the Living Ancestor, your Mentor warns, you risk the Curse of the Dwarven Ancestors.



NOTES

Any character who takes treasure from Durrag-Dol and has not placed it on the Altar of the Living Ancestor and dedicated it to the war against Morcar will suffer the Curse of the Dwarven Ancestors. The cursed character defends with one fewer defence dice than normal until treasure taken from Durrag-Dol is surrendered as an offering to the Avenging Ancestors of the Dwarves.

A: Tomb of Dimrond-a-Durrag

The likeness of Dimrond is carved in stone upon the tomb. Ask if characters wish to open the tomb to search. If they do, a Skeleton appears in a vacant square adjacent to the tomb.

B: Secret Treasure Vault

The chest is trapped. Unless the trap is disarmed, anyone opening the chest will lose 1 body point. The chest contains Sognirstane and 100 gold coins.

Sognirstane the Magical Hammer

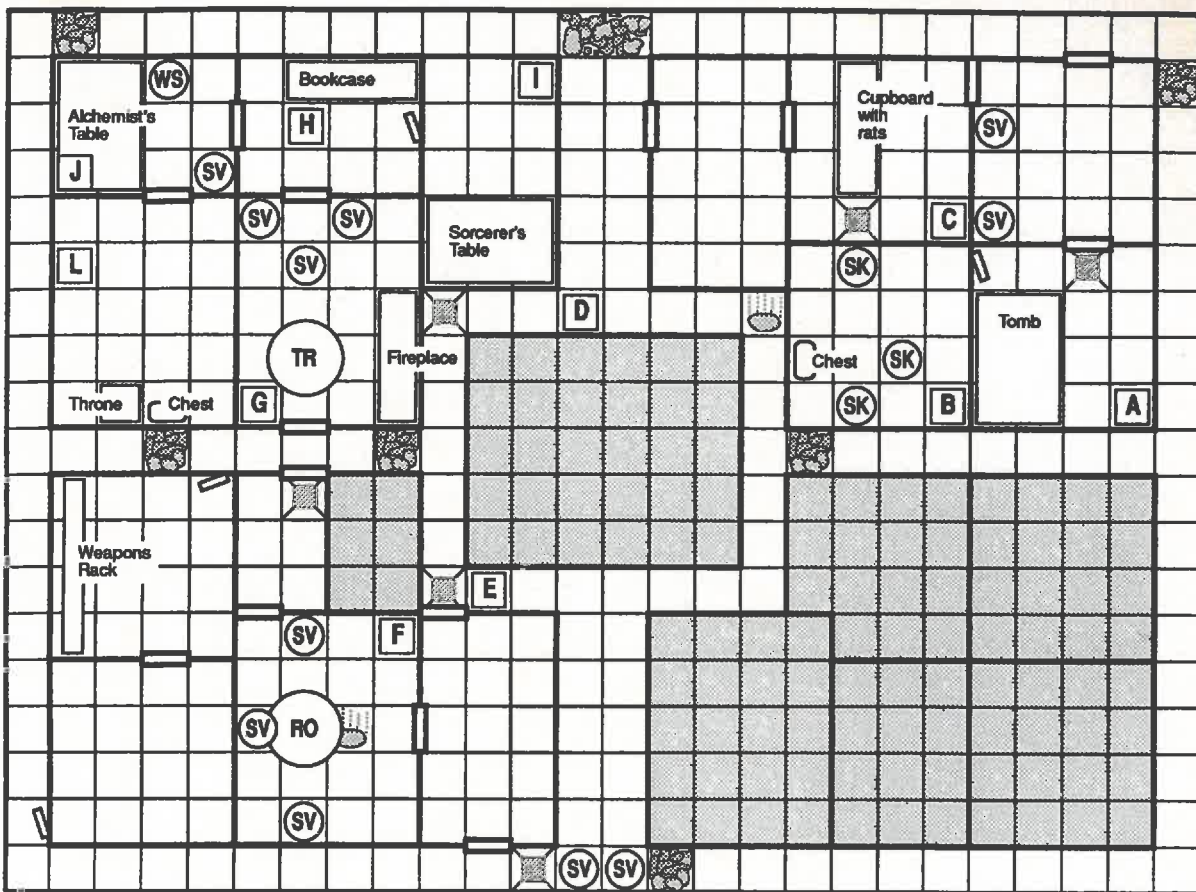
Sognirstane allows you to roll two combat dice in attack. You may also throw Sognirstane. If you throw the hammer at a monster and it dies, the hammer ends up in the square where the monster died. It cannot be used again until you spend an attack turn on that square picking up the hammer.

If the monster attacked is not killed, Sognirstane returns to your hand automatically and may be used next turn. Elemental magic spells have no effect on a character who possesses Sognirstane.

Sognirstane is a Quest Treasure. The player who finds it may keep it, and should record its powers and special abilities on his character sheet.

C: The Rat Kennel

Place two rats on top of the cupboard. Any character that ends his move next to the cupboard is attacked by rats with one attack dice; the character may defend normally. The rats are too numerous to kill - ignore all character attacks.



Pit Trap	Falling Blocks	Door	Skeleton	Troll	Rat Ogre
Blocked Square	Secret Door	Skaven	White Seer		

D: The Main Shaft

The large central room is the main shaft running down to the Dwarven workshops and mines. Explain to the players that there is no wall around the central room. Instead, they see a pit shaft dropping away into darkness. They can also see the two Skaven across the shaft. These Skaven begin throwing sling stones at them as soon as the characters are seen.

E: False Door Trap

This is a false door which cannot be opened.

F: The Gauntlet

The Rat Ogre and Skaven know about the falling block trap and do not move into the trapped square.

G: The Kinhearth

The fireplace is decorated with stone carvings of the Clan Durrag's exploits in the first great war against Morcar

H: The Hall of the Ancestors

In the bookcase the characters find the chronicles and family records of the Durrag Clan. Bringing these records out of the Durrag-Dol to the Dwarf League earns a reward of 50 gold coins.

I: The Temple of the Living Ancestor

Characters entering this room hear an eerie chorus of hoarse, whispering voices say, "Dedicate your treasure on this altar and receive our blessing." Any treasure taken from Durrag-Dol and not dedicated on this altar earns the Curse of the Dwarven Ancestors.

J: The White Seer's Chamber

When a character enters this room, a globe of poison gas smashes to the floor, filling the room with an acid, stinking green vapour. For three combat turns any creature in this room except the White Seer (who is immune to the poison) is attacked with 1 attack dice of poison in the Evil Wizard's turn. A rolled skull means the victim loses 1 body point; the victim cannot roll defence dice against this poison attack. The White Seer may also attack normally in each turn.

K: The Earl-King's Hall

The chest is magically locked and trapped. The trap cannot be disarmed or the lock opened by the Dwarf. Any character touching the chest receives a 3 dice attack against mind points - he may not roll defence dice. A character reduced to 0 mind points by this attack falls unconscious - he should then be removed from the board. A character seated in the Earl-King's Throne and possessing Sognirstane can open the chest without triggering the trap. The chest contains 100 gold coins.



MONSTERS

The Halls of Durrag-Dol introduces four new monster types: Skaven Warriors, Skaven White Seer Wizards, Rat-Ogres, Trolls. Reference cards for these monsters are given below. Cut these out (you can use photocopies if you want) and stick them to thin card before you play.

SPECIAL RULES

There are special rules for Skaven Warriors and White Seers.

Skaven Warriors

Skaven are armed with slings. Slings allow you to roll 1 combat dice in attack. Slings are ranged weapons and can't be fired at targets in the next square. They can be fired at any targets further away. Slings are specialist weapons which may not be used by player characters.

White Seer

The White Seer is an albino Skaven Wizard with wild and unpredictable sorcerous powers derived from eating refined warpstone. At the beginning of the Evil Wizard's turn, the White Seer may take one spell at random from an Elf or Wizard in clear line of sight. He may use that spell card immediately or save it for later use.

WANDERING MONSTERS

Any wandering monsters you meet in the Halls of Durrag-Dol are Skaven.

KILI THEKKRSSON AS A PLAYER CHARACTER

You can play Kili Thekkrsion as a Dwarven Trollslayer player character instead of the Dwarf player character.

Use the following information to fill in your character sheet.

Dwarven Trollslayer

You are a Dwarven Trollslayer. You are a fearless warrior, careless in defence, but inspired on the attack.

You always disarm traps that you find, and you may remove any visible trap in the same room or passage.

Attack

Throw 3 combat dice

Defend

Throw 1 combat die

Move

Throw 2 standard dice

Mind

3 points

Body

8 points

Dwarven Trollslayers can use any of the equipment cards except plate armour, which cramps a Trollslayer's extravagant battle style, and the crossbow, which is a weapon for cowardly peasants.

SKAVEN WARRIOR



Move 12 squares
Attack 2 dice.
Defend 2 dice.
Body 1
Mind 1

(See special rules for slings)

WHITE SEER



Move 6 squares
Attack 3 dice.
Defend 3 dice.
Body 4
Mind 1

(See special rules for spells)

RAT OGRE



Move 8 squares
Attack 3 dice.
Defend 3 dice.
Body 1
Mind 1

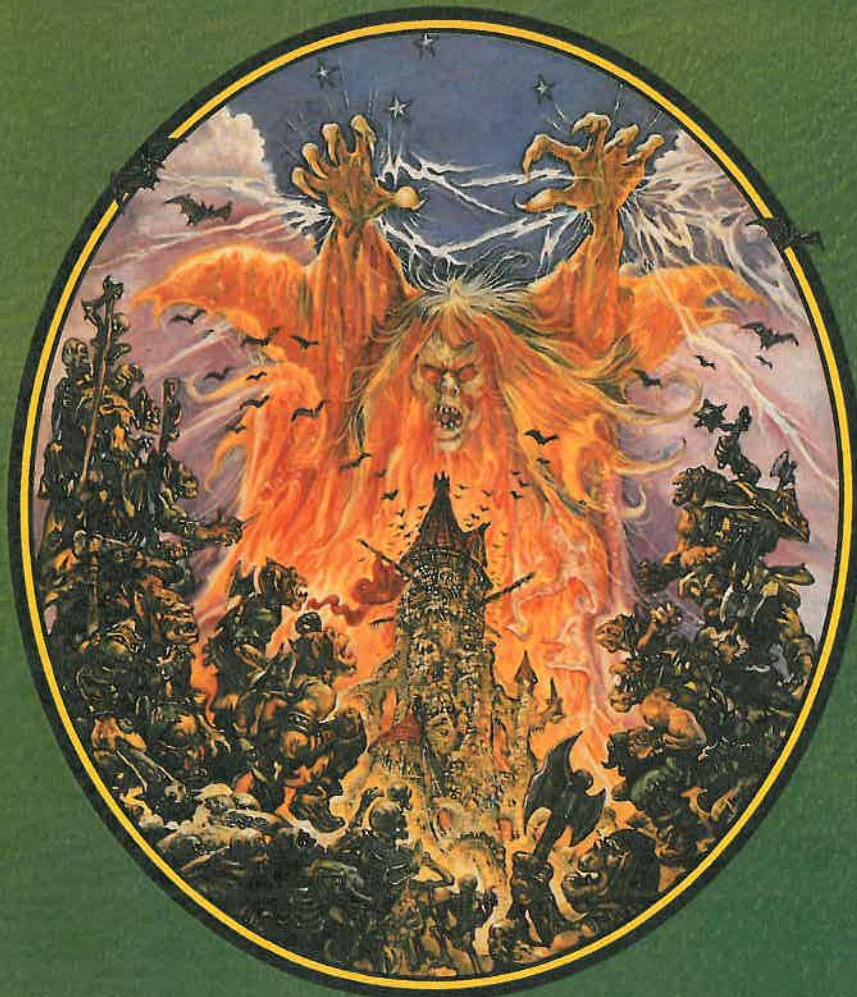
TROLL



Move 6 squares
Attack 3 dice.
Defend 4 dice.
Body 1
Mind 1

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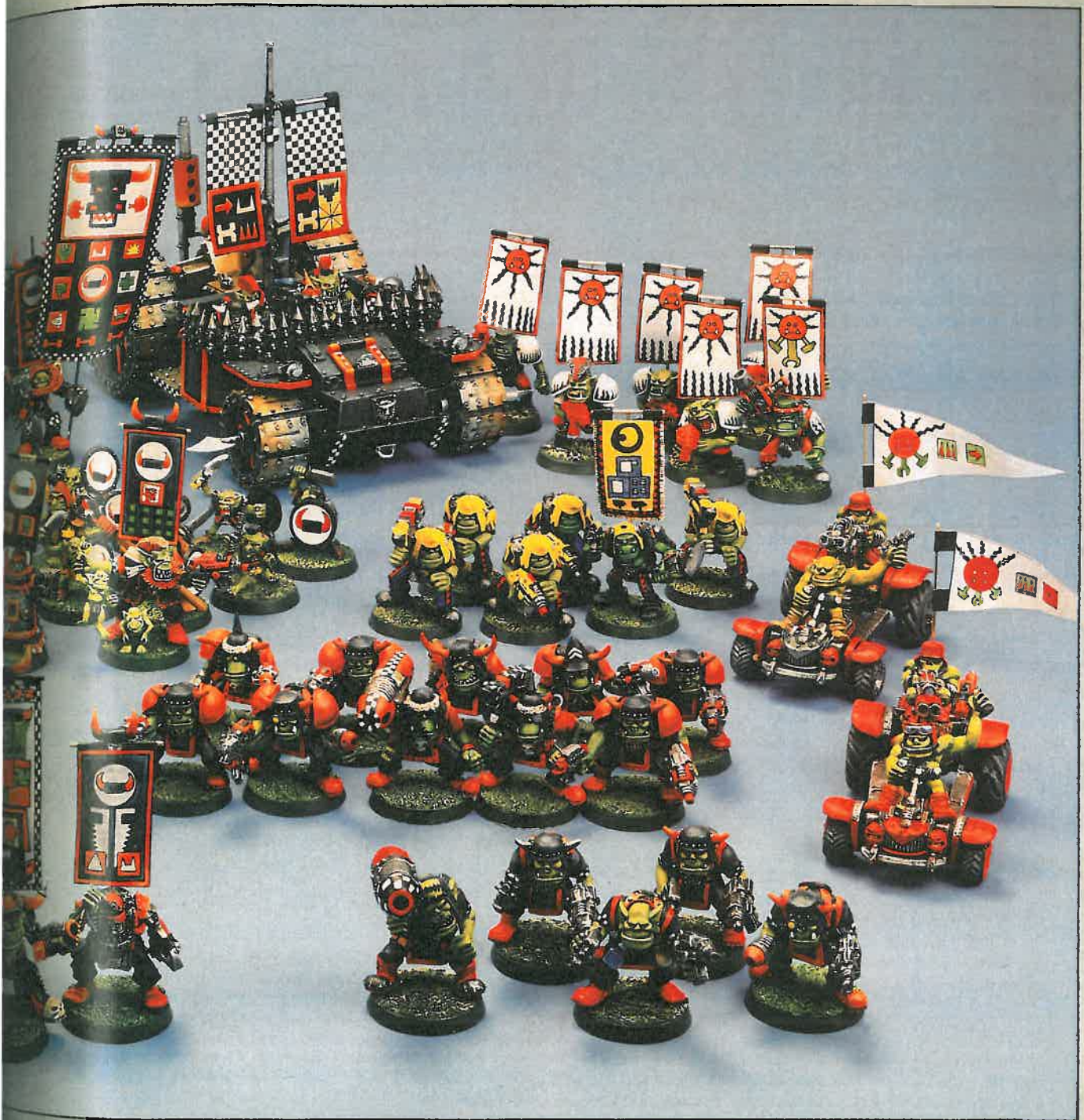
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The Warhammer Companion contains a rare mixture of diverse materials for GMs and players of Warhammer Fantasy Roleplay. Within these covers you'll find four complete adventures, a wide range of articles presenting new character careers, spells, magical items and advanced rules, plus a special selection devoted to Jack Yeovil's Warhammer novel Drachenfels.



WAA-GH
GOFF ORK



AZGHRULL

WARBAND

Ghazghkull Tarknash

A SAMPLE GOFF WARBAND

by Andy Chambers

Andy's picked his warband from the new Goff army list in 'Ere We Go, the forthcoming book of rules and army lists for Orks in Warhammer 40,000. 'Ere We Go contains separate lists for several of the major Ork clans, giving each clan its own character and tactical options. You'll find details later in the magazine of how you can order the whole of Waa-Ghazghkull at a special discount price from Games Workshop Mail Order.



I am going to design an Ork Warband. This will (hopefully) give you an idea of how to use the army lists so you can design your own. Alternatively, you can always use this as a ready-made Warband if it takes your fancy, I won't mind!

The first thing I have to do is decide which Clan my Warboss belongs to - as you may have already gathered from the title I chose the Goff Clan. This was for several reasons: the Goffs are very much into being big and hard, they get lots of Nobz and are seriously into close combat. Goff Boyz can also be made into hardened veterans - Skarboyz, and a few of these in the Boyz Mobz will really make them tough. Most important of all Goffs wear mostly black so they'll be easy to paint and look good on the table.

I want the Warband to come to a total value of 2000 points as that is as big as most battles are liable to get. Sometimes I might need to field a 1000 or 1500 point force, so to get round this I'll organise the Warband so that it consists of a 1000 point 'block' including all the compulsory troops and the Warboss, then I'll create two extra 500 point 'blocks' which can be added as necessary. Of course there's no reason not to just have 2000 points worth of stuff and pick out what you want before a battle but I find this way of doing things more convenient.

The first thing I'm going to do is select and equip my Warboss then see if that gives me a bit of a feel for how to characterise the rest of the Warband. I pick a Warboss because I don't want to tie up too many points in making him a Warlord at this early stage in designing the Warband. Once I know how far my initial 1000 points will get me I'll see about possibly upgrading him. I don't particularly want to have the Warboss in Power Armour, and there are lots of good Warboss models without it. Instead, to give him a bit of real protection, I give him a Mekaniak Kustom Force Field.

Weapons-wise I cross my fingers and pay for two rolls on the Stikkbomz Table, one on the Assault Weapons Table and two on the Bioniks Tables (he's obviously a battle hardened/scarred Nob who's clawed his way up).

The Stikk Bomz Table yields two Buzz Bomz (ie a tin can on a Stick filled with voracious Buzz Squigs), and the assault weapon is a Chainsword. The Bioniks Table first comes up with a Kustom arm replacement: a Bolter arm as it turns out. The other bionik part is a Cranial Rebuild. This could've been very bad (a Lobotomy for instance) but it turns out to be

a Stainless Steel Skull. That should really help him out in the Goff ritual head butt contests. In fact, it was undoubtedly what brought Ghazghkull up to the position of Warboss!

A Cranial Rebuild also has a 25% chance of awakening an innate psychic talent in the Ork receiving it - the roll comes up bang on 25%, brilliant - a really strong Warboss! I check up to see what power he's got and roll up Hammerhand - that means he can turn himself into a complete combat monster as necessary. No doubts at all as to how this Ork came to power.

So, to sum up, the Warboss wakes up one day after being wounded to discover that he has a stainless steel skull and innate psychic powers. He quickly rockets to power convinced that he has been blessed by Gork and Mork and marked for great things. This means that the Warband will be recruiting as fast as it can and be very serious about duffing over its opponents.

WARBOSS GHAZGHKULL

Ghazghkull became a Goff with a mission after losing 30% of his skull to a Bolter shell coming the other way. While recovering from his wounds Ghazghkull started to feel vague prickling sensations in the back of his head. He soon found that in the fury of combat he was filled with energy and power, which enabled him to crush all before him. He quickly rose through the ranks of Nobz to command a Warband of his own.

With the aid of his newly discovered psychic power he has impressed a large number of Goffs into joining him and now commands the loyalty of a large and well armed Warband. He has recently added a Bad Moon Mob, and Evil Sunz Mob and a Mob of Freebooterz to his ranks and is constantly hunting for new recruits. Now Ghazghkull intends to lead his Warband to war again and spread his reputation even further. He doesn't care who they fight, just as long as they win and get lots of booty. Some people might call Ghazghkull a megalomaniac - but they'd only get away with it because he doesn't know what the word 'megalomaniac' means...



THE WARBOSS AND RETINUE

Ghazghkull Mag Uruk Thraka

Ghazghkull is possessed of considerable cunning, and in battles tends to concentrate more on commanding his troops than most Warbosses. To this end he fights from his highly mobile Battlewagon to ensure everything is going according to 'Da Plan', only joining the fun at the critical point. In combat he favours demonstrating his psychic power and stainless steel skull 'up close and personal'.

Warboss: Ghazghkull

Flak armour, Knife, 2 Buzz Bomz, Chainsword, Kustom Force Field (Refraktor), Two Bionik Bitz (Stainless Steel Skull - level one psychic power Hammerhand; Bionik arm - Bolt Gun). *90 points.*

Retinue Nobz

I have to take five Nobz in the Retinue. I'm going to need a strong group for storming objectives so I'll make the Retinue Nobz into a tough close combat unit. Because they need to be tough I'll make one of them a Clanboss and one a Bigboss, but because I don't want to go too overboard at the moment I'll make the rest Bosses for the time being and come back to upgrade any later if I can afford it. To characterise the Clanboss a little more I'll pay to give him a roll on the Bioniks Chart. This turns up to be a Bolter arm, the same as the Warboss's - perhaps he's had it specially fitted to emulate his hero.

The Nobz will need to survive a lot of fire to get in close so I'll pay to equip them all with powered armour. All of them have Bolt pistols so to further increase their close combat power I'll go for a roll on the Assault Weapons Chart for each of them. This gives me a pleasing selection of Power Fists as well as a Plasma pistol for the Bigboss. If they intend to get in close the other thing they'll need is some Stikkbomz, so I pay for each of the Bosses to get a roll on the Stikkbomz Chart. After applying the +10% modifier I can provide one of them with a supply of Frag Stikkbomz, another with Frag Bomz and the third with a Buzz Bomb. These will be moderately useful, though it would have been nice to have at least one of them armed with Melta Bombs. Still, that's life in the Ork Warband.



I also need to have a Nob who I can put in charge of the Big Mob and use to keep them under control. I want to keep my powered armoured Boyz together so I buy an extra Bigboss and equip him with a force field (Konvertor), an assault weapon (Chainsword) and Stikkbomz (Melta). With this chap around to keep the Big Mob out of trouble they should manage admirably.

The Retinue Nobz are stoutly loyal to Ghazghkull and act as his hand and help to keep the Warband in line. In battle the Nobz fight with Ghazghkull in the Battlewagon and act as an assault group against the toughest opposition.

Snagrot: Clanboss

Power armour, Bolt pistol, Power Fist, Bionik Bitz (Bolter arm). *56 points*

Uzgrot: Bigboss

Power armour, Plasma pistol, Bolt Gun, Bolt pistol, Axe. *31 points*

Skumbag: Boss

Power armour, Bolt Gun, Bolt pistol, Krak Stikkbomz, Power Fist. *26 points*

MugLurk: Boss

Power armour, Bolt Gun, Bolt pistol, Buzz Bomb, Power Fist. *26 points*

Dur-Thug: Boss

Power armour, Bolt Gun, Bolt pistol, Frag Stikkbomz, Power Fist. *26 points*

Magrot: Bigboss

Flak armour, Bolt pistol, Bolt Gun, Knife, Chainsword, Melta Bomz, Force Field (Konvertor)

=205 points

Retinue Oddboyz

Goffs get relatively few Oddboyz in comparison to other Clans because the Boyz Mobz can only bring along extra Nobz. To make sure I've got some Oddboyz I'll have to include them in the Retinue and spend a few extra points on them to ensure they're well equipped.

I want the Painboy (Dok Grotznik) to be a little on the frenzied side - more interested in getting to grips with the enemy than fixing up Orks. So I pay for him to have an Assault Weapon (which turns out to be a Power Claw) and a roll on the Bioniks Chart (because it's very cheap for Painboyz). The Bioniks come up as Doks Surprise: Iron Mask, which gives me a further three rolls on the Cranial Rebuild Chart. The results are Respirator Mouth (moderately useful), Explosive Kranium (not so useful) and a Lobotomy (oh deary, deary me). The Dok doesn't even get an awakening psychic power for his troubles.

This is all not such a disaster as it seems, the Mad Dok will be a really interesting individual in the Warband, wandering around on his own being... well, mad. If I say that the Dok is the same one that fixed up Ghazghkull he also acquires a certain pathos. I don't intend to have any Madboyz in the Warband (they wouldn't be disciplined enough for Ghazghkull) so the Mad Dok gives me a chance to play with the Madboyz rules as well.

Gorbog the Retinue Mekaniak comes next, and after the Dok's unfortunate experience with Bioniks I think I'll just give him a Kustom Weapon and a Kustom Force Field. The Kustom Weapon turns out to be a modified Grenade Launcher with increased accuracy but reduced strength. The Mek should make a useful addition to the Retinue's fire power, though of course I'll have to roll for defects when I first use it.

Finally I come to Goblob the Runtherd. I'm starting to feel a little bit tight on points so I think I'll just buy him and stick with his basic gear. I'll probably buy him a Herd and Oddbitz later.

Ghazghkull's most trusted Oddboyz form part of of his Retinue. Dok Grotznik is the Painboy who fixed up Ghazghkull himself and has remained in good favour ever since. Unfortunately, the Dok recently had a nasty encounter with the Da Beest (the Warband's Dreadnought) while it was on the rampage. He ended up on the operating table himself under the enthusiastic but not so skilled knives of his Gretchin orderlies. Sadly, but perhaps predictably, the results were less than ideal, and Dok Grotznik has been a little crazy ever since.

Gorbog the Mekaniak is quietly drawing up plans for "somfink big an' shooty wiv' lotz of gunz" at the moment but won't tell anyone what it is. He has built a Tinboy for Ghazghkull, which he is currently 'field testing' to demonstrate that it's worth building some more. Goblob the Runtherd is in bad books for letting his Gretchin get out of hand and has had to sell most of his gear to make himself solvent.

Mad Dok Grotznik: Painboy
Flak armour, Bolt pistol, Power Claw, Knife, Bionik Bitz (Dok's Surprise! - Steel Mask, Respirator Mouth, Exploding Cranium, Lobotomy). *25 points*

Gorbog: Mekaniak
Flak armour, Bolt pistol, Knife, Kustom Force Field (Konvershun), Kustom Weapon (Modified Grenade Launcher Frag and Melta ammo, +1 hit modifier, -1 S, Orky glyph decoration, Incredible noise and flash). *30 points*

Goblob: Runtherd
Flak armour, Bolt Gun, Knife. *15 points*
=70 points

Ghazghkull's Wagon
One Ork Battlewagon *Free*

Retinue Total: 365 points



DA BIGMOB

Now to start on the actual Boyz Mobs. First I have to sort out the Bigmob. I don't particularly want to have large Boyz Mobs so I'll just keep to the basic ten strong Bigmob. The Bigmob is going to form a sturdy central unit for my army so I need to give it some decent heavy weapons. A Heavy Bolter is nice and cheap and a Heavy Plasma Gun has got plenty of oomph to deal with those hard targets and enemy vehicles, though admittedly it is a little expensive.

To make sure I get to use the heavy weapons effectively, I'll upgrade the two Boyz carrying them to Skarboyz, with a +1 to their ballistic skill. This brings the cost of the Bigmob to 194 points (100 points for the basic Bigmob plus 15 for the Heavy Bolter, 75 for Heavy Plasma Gun and 4 points to upgrade the two Boyz to Skarboyz). This is fairly cheap so I think I can afford to give the Bigmob Frag Stikkbomz for 10 points, and increase three more Boyz to Skarboyz to take the total up to 210 points.

The Bigmob forms the centre of Ghazghkull's Warband in battles. It is expected to close with the enemy up to short range and then pin them down while waiting for reinforcements to arrive so they can overwhelm the foe in close combat (though they usually don't wait that long).

5 Boyz: Flak armour, Knife, Bolt Gun, Bolt pistol, Frag Stikkbomz.

3 SkarBoyz: Flak armour, Knife, Bolt Gun, Bolt pistol, Frag Stikkbomz (one has +1 S, one +1 T and one +1 W).

1 SkarBoy: Flak armour, Heavy Bolter, Bolt Gun, Bolt pistol, Frag Stikkbomz. +1 Ballistic Skill.

1 SkarBoy: Flak armour, Heavy Plasma Gun, Bolt Gun, Bolt pistol, Frag Stikkbomz, +1 Ballistic Skill.

=210 points

FURST MOB - NAZGUT'S MOB

I want the Furst Boyz Mob to act as a flanking unit for the Bigmob (I've got a specific tactic in mind here which I'll explain later). They need a good heavy weapon so I'll give them a Heavy Plasma Gun (I rather like the plastic Heavy Plasma Gun the Orks get, which partially explains my propensity for using them - quite apart from the fact that they're really nasty). This takes the cost of the Mob to 125 points. I'll make the Boy carrying the heavy weapon into a Skarboy again and give the Mob Frag Stikkbomz to use up close. This takes the total for the Furst Mob up to 132 points.

This Mob comes from Nazgut's Household (Nazgut himself also fights in the Warband). They are referred to by the order in which they are committed to combat. The Furst Mob just has to stick with the Bigmob until it engages the enemy. They then move round their flank and chuck a few Stikkbomz before making a screaming charge into close combat.

4 Boyz: Flak armour, Knife, Bolt Gun, Bolt pistol, Frag Stikkbomz.

1 SkarBoy: Flak armour, Knife, Heavy Plasma Gun, Bolt pistol, Bolt Gun, Frag Stikkbomz, +1 Ballistic Skill.

=132 points

SECUND MOB - NAFROT'S MOB

This Mob comes from Nafrot's Household (Nafrot fights in the Warband too). The Secund Boyz Mob is going to be a fire support unit with three Skarboyz and improved BS for all of them, which should make for good accuracy when they open up! I'll just go for a Heavy Bolter as the support weapon because I also want to buy them a Battlewagon. This is to ensure they can deploy into a good spot to get some short range shooting in. With the Battlewagon the total so far comes to 96 points. For another 5 points I may as well give them Frag Stikkbomz as well to bring them to a total of 101 points.

The Secund Mob contains a lot of keen-eyed Skarboyz armed with Bolt guns, who follow up behind Da Bigmob in their Battlewagon. They are supposed to screech in and provide a burst of deadly supporting fire, then switch to using their Stikkbomz.

2 Boyz: Flak armour, Knife, Bolt Gun, Bolt pistol, Frag Stikkbomz.

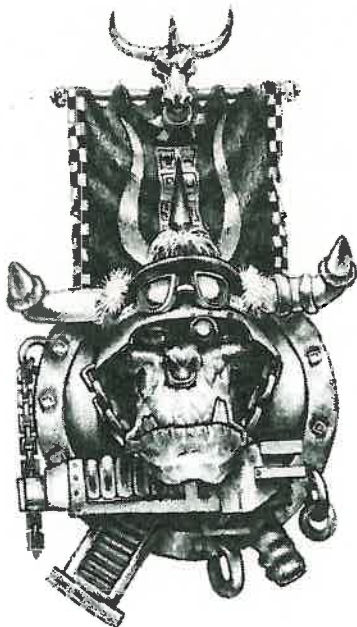
2 SkarBoy: Flak armour, Knife, Bolt Gun, Bolt pistol, Frag Stikkbomz. +1 Ballistic Skill.

1 SkarBoy: Flak armour, Knife, Heavy Bolter, 2 x Bolt pistols, Frag Stikkbomz. +1 Ballistic Skill.

1 Battlewagon: 25 points
=101 points

THURD MOB - NARBOG'S MOB

This Mob comes from Narbog's Household (Narbog himself also fights in the Warband). I'm getting towards the end of my first 1000 points but I still want to get some more Boyz. I haven't got any Boyz Mobs equipped with two Bolt pistols yet and with Goffs you get an extra Bolt pistol free anyway. So I take a Boyz Mob, add a Heavy Bolter as their support weapon (and a Skarboy to shoot it, of course) and equip them with Frag Stikkbomz. This brings the cost for the Mob to 72 points.



PAUL BOWNER

The Thurd Mob is used in exactly the same way as the Furst. They will either double up with the Furst on one flank or move round the opposite side. The Thurd are armed with two Bolt pistols each and Frag Stikkbomz, so they rely on closing with the enemy to get their licks in.

4 Boyz: Flak armour, Knife, 2 x Bolt pistols, Frag Stikkbomz.

1 SkarBoy: Flak armour, Knife, Heavy Bolter, 2 x Bolt pistols, Frag Stikkbomz. +1 Ballistic Skill.

=72 points

DA NOBZ MOB

I'm very close to my 1000 point limit on the first 'block' of troops for my army so I'd best sort out the Nobz now. I don't have any other Clans apart from Goffs so far, so I only have one Goff Nob. I've got three Boyz Mobz which means I could have up to six Goff Nobz (two for each Mob). With 120 points left I can just afford all the Nobz I could have, providing I limit myself to just Drillbosses with basic equipment plus either an assault weapon or Stikkbomz roll each. This will put me pretty neatly on 1000 points.

I decide to go for assault weapons on the principle that they're normally going to be with Boyz Mobz who've got Stikkbomz anyway. I end up getting Chainswords for virtually everybody. With these Nobz I can either split them up to lead their Household's Boyz Mobs, mount them on vehicles or form them up into a Mob of their own. I can't afford to buy these Nobz any vehicles yet but I may well do so later as my lack of Mekaniaks will stop me having many vehicles otherwise.

The Nobz normally split up to command their own Household's Boyz Mobs in battle: Nazgut with the Furst Mob, Nafrot with the Secund and Narbog with the Thurd. If the Nobz Wartrak and War Buggy are being used Waa-Dreg and Zogwort get to drive around on them having fun. This still leaves me with the option of banding all the Nobz together to form an elite close combat unit so they can really concentrate on 'mixing it'.

Nazgut: Drillboss from Nazgut's Household
Flak armour, Bolt Gun, Chainsword, Knife. 20 points

Nafrot: Drillboss from Nafrot's Household
Flak armour, Bolt Gun, Chainsword, Knife. 20 points

Narbog: Drillboss from Narbog's Household
Flak armour, Bolt Gun, Chainsword, Knife. 20 points

Waa-dreg: Drillboss from Nazgut's Household
Flak armour, Bolt pistol, Chainsword, Knife. 20 points

Zogwort: Drillboss from Nafrot's Household
Flak armour, Bolt pistol, Power Glove, Knife. 20 points

Gobrot: Drillboss from Narbog's Household
Flak armour, Knife, Bolt pistol, Chainsword. 20 points

=120 points

TOTAL SO FAR: 1000 points

BAD MOON MOB - MORBOG'S MOB

With the next 500 points I want to buy even more Boyz, and I think I'll take them from different Clans for a change. I also want to get some interesting Bitz to play with, but first I'll get the Boyz and see how many points I'm left with. I could have lots of different Clans but I'm quite happy with Goffs so I'll probably stick to one Mob of Bad Moons and one of Evil Sunz.

One of the reasons I'm getting some Bad Moons is because I think some chaps in different colours will help to break up all those Boyz Mobs dressed in black. I want to include a Nob and I'm also going to buy a Bad Moon Weirdboy for entertainment and psychic support. A wiser man might try to get a few other Mobs in his Warband so he can get more Mekaniaks. This is important so you can cut down on the inevitable breakdowns. But, because I'm dumb, I'm going to see if I can get away with just one or two (for at least the first few battles anyway).

I want the Bad Moons to be another fire support group like the Secund Mob. I equip them with two Heavy Bolters, so they can kick out plenty of fire and Smoke Stikkbomz so they can create a bit of cover and creep around. This brings the cost for the Mob to 85 points. I can afford to equip the Nob reasonably well so I buy him a roll on the Bad Moon Assault Weapons Chart and on the Force Field Chart. This gives him a Power Axe and, rather appropriately, a Kustom Force Field. This brings the total for the Bad Moons Mob to 120 points. The Weirdboy and two Minderz bring the total to 170.

Morbog and his Bad Moons are another recent addition to Ghazghkull's Warband. Morbog has joined more from a sense of curiosity about Ghazghkull's plans and how they work out than hero-worship. The Bad Moons usually tag along with the Secund Mob to give additional supporting fire, but if Morbog is feeling a little more adventurous they may try to flank the enemy and get into a position to use their Heavy Bolters to good effect. Unlike most Warbosses Ghazghkull doesn't let the Weirdboy, Gobzob, get away with anything. Consequently Gobzob is constantly miserable and morose, cultivating his appearance toward the completely funereal.

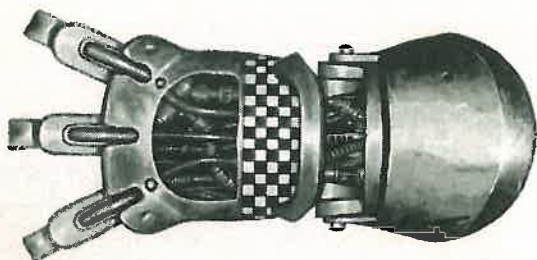
3 Boyz: Flak armour, Knife, Bolt Gun, Smoke Stikkbomz.

2 Boyz: Flak armour, Knife, Heavy Bolter, Bolt pistol, Smoke Stikkbomz.

Morbog: Drillboss
Force Field (Kustom), Knife, Bolt pistol, Power Axe.

Gobzob, Uzbog and Uzbog: Bad moon Weirdboy with two Minderz
Flak armour, Bolt Guns, Knives.

=170 points

**EVIL SUNZ MOB - GROG'S MOB**

I'm mainly buying this Evil Sunz Mob so I can get them to bring along an extra Mekaniak. With this in mind, and to keep the points down, I arm the Mob with a Heavy Bolter for support and Frag Stikkbomz for the Boyz. I also buy the Mek a Force Field and a Kustom Weapon. Unfortunately the Kustom Weapon turns out to be a mere Heavy Bolter but after some modifications it turns into a rather respectable heavy weapon - though I'll have to roll for defects the first time it is used. The Mekaniak will probably wander about a bit giving fire support but will stick with the Evil Sunz Mob most of the time.

These Boyz and their accompanying Mek come from Grog's Household of Evil Sunz Orks. Grog himself doesn't join the Warband (although I could always choose to bring him in later for more points).

4 Boyz: Flak armour, Knife, Bolt Gun, Frag Stikkbomz.

1 Boy: Flak armour, Knife, Heavy Bolter, Bolt Gun, Frag Stikkbomz.

Mekgog: Mekaniak
Flak armour, Knife, Bolt pistol, Heavy Bolter (Kustom special +8" range, +1 to hit, area effect 1" radius).

=100 points

FREEBOOTERZ MOB

To add a further splash of colour to my Warband I'm going to buy a small Mob of Freebooterz. I want to equip them reasonably well with Stikkbomz, Bolt pistols and so on so that they can get in and mix it with the Goff Boyz, and I also purchase one extra Boy just to bulk out their numbers a little. I buy the Kaptin a Bolt pistol, a Force Field (which turns out to be a Kustom Force Field) and one lot of Bionik Bitz which unfortunately turns out to be a wooden leg; annoying, I suppose, but at least it's quite piratical!

Ghazghkull doesn't really approve of Freebooterz very much. He thinks that they flaunt the fine Orky traditions of Clan and Tribe a little too freely. However, this consideration doesn't stop him from hiring them to do his dirty work and all the nasty, dangerous jobs going - after all, Ghazghkull is supremely practical. Kaptin Bogrot, on the other hand, is not going to get himself killed that easily and has an amazing capacity for surviving the most outrageously dangerous encounters unscathed.

5 Boyz: Flak armour, Knife, Bolt Gun, Bolt pistol, Smoke Stikkbomz, Melta Bomz.

1 Boy: Flak armour, Knife, Heavy Bolter, Bolt Gun, Bolt pistol, Smoke Stikkbomz, Melta Bomz.

Kaptin Bogrot: Flak armour, Force Field (Kustom), Knife, Bolt pistol, Bolt Gun, Bionik Bitz (Wooden Leg).

=144 points

RUNTZ

I've got just 86 points left from my first 500 point block so I can't afford much more. This isn't too important as I'll be spending all of the next 500 points on vehicles and Oddbitz. After rooting around for a while I come with something which costs exactly 86 points: a Runtbot and a Herd of twelve Gretchin to go with Goblob the Runtherd. I can use some fantasy Goblins for the Herd which I've had knocking around for quite a while. The Runtbot is considerably more useful than the Gretchin, though the Gretchin might manage to mug somebody if they get close enough. That takes care of the first 500 point block.

Goblob's Herd

12 Gretchin Runtz: Armed with Axe, Shield.

1 Runtbot: Grenade Launcher (Frag, Krak, Smoke), Runtbot Force Field.

=86 points

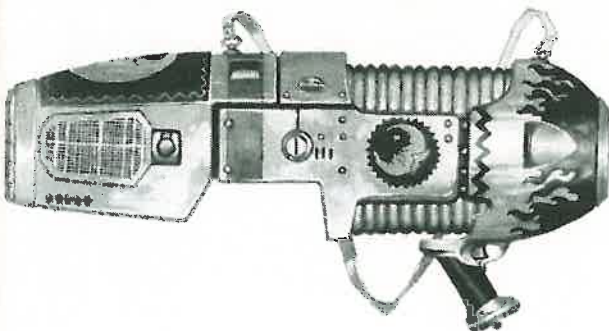
TOTAL SO FAR: 1500 points

ODDBITZ

So far I've only got two Battlewagons in the vehicles department so I'll splash out and go for as many more as I can get for 500 points. I have the one Goff Mek in the Retinue and the Evil Sunz Mek recruited along with Grog's Evil Sunz Mob, which means I can have up to three vehicles (one Goff and two Evil Sunz). I can also use the points to mount some of the Nobz on Nobz Bikes, Wartraks or Buggies if I want and get more vehicles that way.

I decide to go for a wide spread of different vehicle types so I can weigh up their performances over a few battles. I particularly like the Wartrak model so I'll definitely go for one standard Wartrak with a Heavy Plasma Gun and a Wartrak Scorcher for laughs. I'll also take a War Buggy with twin Heavy Bolters to see how well it does. The Wartrak and the War Buggy can be bought for two of the Goff Nobz. For the two Evil Sunz vehicles that their Mek entitles me to I'll go for a couple more War Buggies. That lot leaves me with another 110 points to spend.

A Dreadnought is a must, and quite cheap at 50 points. This leaves me with 60 points to spend. Because I've got one Runtherd in the Warband I can take a single Runtherd Oddbit. I don't have any artillery type stuff yet so I'll take a Hop Splat Field Gun - then I can tow it into action behind the



Wartrak. With my final 10 points I decide to increase the size of Goblob's Herd by a further 3 Gretchin, leaving me with 1 point unspent!

'Da Beest', Dok Grotznik's attempt at a Dreadnought, has been built with help of Gorbog, the Mekboy. Da Beest is pretty manic and unpredictable so most of da Boyz keep their distance from it on the field.

Ghazghkull usually deploys the Buggies to rush forward and pin the enemy down with fire. The Wartrak is used to tow the gun into action, dropping it off before charging into the fray. The idea is for the Wartrak to then move against the weakest part of the enemy line accompanied by the Wartrak Scorcher to burn out the opposition. Ghazghkull would be very loth to lose the Wartraks and won't commit them to any rash moves (unless he gets carried away). In the case of enemy vehicles being around the Wartrak will concentrate on trying to knock them out with a Maximal shots from its Heavy Plasma gun before retreating into cover while it recharges. Meanwhile the Scorcher will concentrate on keeping the enemy infantry at bay.

Dok Grotznik's Beest

1 Dreadnought: Power Claw, Heavy Bolter, 1 Mekaniak Kustom Force field. 50 points

Runtherd Goblobs' Gun

1 Hop-splat Field Gun. 2 Gretchin Krew. 50 points

Da Nobz' Vehicles:

1 Goff Wartrak (ridden by Waadreg): armed with a Heavy Plasma Gun. One Ork Driver with Flak armour, Knife and Bolt pistol. 75 points

1 Goff War Buggy (ridden by Zogwort): armed with Twin Heavy Bolters. One Ork Driver with Flak armour, Knife and Bolt pistol. 75 points

Mekboy Gorbog's Scorcher

1 Goff Wartrak Scorcher: Two Boyz Krew each with Flak armour, Knives and Bolt pistols. 1 Gretchin Krew. 90 points

Mekboy Magrot's Buggies

1 Evil Sunz War Buggy: armed with Twin Heavy Bolters. Two Boyz Krew each with Flak armour, Knives and Bolt pistols. 75 points

1 Evil Sunz War Buggy: armed with a Multi-Melta. Two Boyz Krew each with Flak armour, Knives and Bolt pistols. 75 points

Goblob's Herd

Da Runtz: 3 extra Gretchin Runtz for Goblob's Herd. Armed with Axe, Shield. 9 points

GRAND TOTAL: 1999 points

GHAZGHKULL'S GOFF WAR BAND

DA BOSS HOUSEHOLD DA BIGGEST AND MOST POWERFULL HOUSEHOLD IN THE WAR BAND

DA GOFFS WEAR BLACK AND THE USUAL ORKY DECORATION OF COLOURED BORDERS AND CHECKS. GOFFS LIKE SIMPLE PATTERNS AND BRIGHT COLOURS. NOTHING TOO FANCY COS THATS NOT VERY ORKY. BPS BRIGHT AND BOLD IS WHAT THEY LIKE.



DA BPS MOB BOY

SCAR GLYPH PATCHES ARE WORN BY VETERAN SCAR BOYS



ALL GOFF BACKPLATES HAVE THE HOUSEHOLD BADGE

GHAZGHKULL'S HOUSEHOLD WEAR A LOT OF RED IT'S THE COLOUR OF THEIR ENEMY'S BLOOD. EACH HOUSEHOLD HAS ITS OWN BADGE. ORKS DO NOT HAVE UNIFORMS BUT EACH HOUSEHOLD TENDS TO ADOPT A THEME SUCH AS CHECKED TROUSERS OR RED HELMETS ALTHOUGH THERE IS MUCH VARIETY DEPENDING ON THE INDIVIDUAL



SNAFROT



UZGROT



SKUMBAG



MUGLURK



DURTHUG

NOB BANNERS. DA GOFF NOBZ EACH WEAR A BACK BANNER. EACH HOUSEHOLD HAS ITS OWN COLOUR SCHEME EACH DISPLAYS THE HOUSEHOLD BADGE AND GLYPHS CHOOSN BY THE INDIVIDUAL



SARBOG



GROTSNIK



GROTSKAF

TO DEPICT HIS PROWESS, AND THE NOB SYMBOL OF THE BOLTER GLYPH. THE MORE BOLTERS SHOWN, GREATER IS HIS STATUS. THE BANNERS ARE MOSTLY WORN ON POLES ON THE ORKS BACK, BUT ARE SOMETIMES CARRIED BY GRETCHEN RETAINERS



MAGROT
NOB WILD BOY
DRILL BOSS



WILD BOY
SHIELD BADGE

A NOB OF VERY HIGH STATUS CARRIES THE WAR BANDS BOSS BANNER. ODD BOYS BANNERS FOLLOW A SIMILAR THEMES BUT WITH GLYPHS AND PICTOGRAMS DEPICTING THEIR TRADES



GHAZGHKULL



BOSS POLE BANNER

NARFUT'S GOFF HOUSEHOLD BOYZ

THE LESSER GOFF HOUSEHOLDS IN CHARZSKULL'S WAR BAND ALL WEAR VARIATIONS OF THE GOFF STYLE AND COLOURS.



BOY

BACKPLATE

GOFF HOUSEHOLD NOBZ



NARFUT



WAR DREK

GOFF HOUSEHOLD NOBZ



NAFROT



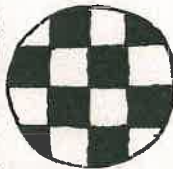
ZOGWORT

NAFROT'S GOFF HOUSEHOLD BOYZ

EACH HOUSEHOLD HAS UP TO TWO NOBZ, WHO MAY LEAD THEIR UNITS OR FORM WITH OTHER NOBZ INTO THE NOBZ MOB.



BOY



BACKPLATE

GOFF HOUSEHOLD NOBZ



NARFBOY



GOBROT

NARFBOY'S GOFF HOUSEHOLD BOYZ

THE NOBZ COATS ARE DECORATED WITH THE SAME SYMBS AS SHOWN ON THEIR BANNERS.

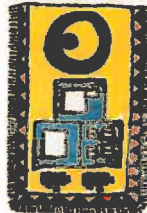


BOY



BACKPLATE

BAD MOON HOUSEHOLD NOBZ



MOR BOY

BAD MOON WIERD BOY



GOBZOB

MORBOY'S BADMOON HOUSEHOLD BOYZ

EXTRA HEAVY WEAPONS AND THE ADDITION OF A WIERD BOY MAKE A STRONG UNIT FOR DA GOFFS TO USE. BADMOONS ARE RICH ARE DRESS BRIGHTLY



BOY



BACKPLATE

EVIL SUN HOUSEHOLD NOBZ



GROQ



MEK GROQ

GROQ'S EVIL SUNZ HOUSEHOLD BOYZ

ALL EVIL SUNZ WEAR BLACK BANNERS



BACKPLATE



BOY



BOG ROT'S FREEBOOTER BAND

FREEBOOTER'S WEAR THE MOST FLAMBOYANT OF ALL ORK DRESS. OFTEN IN STRIPES OR POLKA DOTS.



BACKPLATE



BOG ROT

FREEBOOTER BANNERS AND BACK PLATES OFTEN SHOW VARIANTS OF THE JOLLY ORK SYMBOL OF SKULL AND CROSS BONES.

HOW TO PAINT YOUR ORK WARBAND

THE CITADEL MINIATURES WAY TO PAINT YOUR ARMY

If you're already familiar with Citadel Miniatures you'll also be familiar with the Golden Demon standard painted miniatures we publish in our games and White Dwarf magazine. However, we know it's impossible to paint a hundred or more miniatures to this standard when you're creating a wargames army. In fact, the criteria for painting an army are different to those for a Golden Demon entry. You may, of course, choose to have collector standard miniatures as leaders or officers in your army, but units require a more accessible and speedy solution.

Here we demonstrate how we painted an Ork army using techniques that can be achieved by the beginner or by the gamer who wants to paint a lot of miniatures quickly. We take you through these techniques right up to painting Golden Demon standard miniatures, but the emphasis is firmly on painting units of miniatures for tabletop battles.

Simple solutions to painting your miniatures don't mean less pleasing results than you'd get with Golden Demon standard miniatures – a large unit of painted miniatures have an appeal all of their own.

The painted miniatures shown here represent units from the warband of Goff Warboss Ghazghkull. We chose a Goff army because of the Goffs' no-nonsense policy to Ork life and war – lots of Boyz with bolters, a good spread of vehicles and a strong nobility led by a powerful Warboss and his retinue. Although typically Orkish, the Goffs' approach to dress and decoration is very graphic and direct, allowing us to paint a visually stunning army without getting tied down by too much intricate detail work.

Although we've only covered Goffs here, you can use this information to help you paint Orks from any clan. First look at the way Ghazghkull's warband is organised and the colour scheme pages that go with it. Then compare these to the clan army lists and their accompanying colour plates. From these sources, you'll easily be able to extrapolate how to paint your Ork warband whichever clan you've picked.

Stage 1 gives you a basic flat colour paint scheme. This means that you paint all the areas in the appropriate colours with no attempt to shade or highlight the sculpting of the miniature. The trick here is to keep the colours bright and clean, and to keep neatly to the edges of each area. A bit of patience is required but the result can be very pleasing and not at all unprofessional looking. The following four stages can be added later if you want as your skills and techniques develop.

Often people invest more time in officers, leaders and special miniatures so you may deliberately choose to paint your miniatures in different ways. It's up to you.

Stage 2 adds line work to some of the detail and edges of the painted areas. This emphasizes what you've got and requires a fine-tipped brush, a steady hand, a good light source and a more dilute mix of paint so that it flows easily.

Stage 3 adds ink washes to the base colours. The dilute wash falls into the depressions on the model, enhancing shaded areas and giving a three-dimensional effect.

Stage 4 is painting on highlights to further enhance the three-dimensional effect. Further details can be added at any of these stages if you want.

Stage 5 is a special stage – the collectors standard with full detail work, conversions to the miniature and with fully-blended highlights and shading, demonstrated by Mike McVey.

The examples shown have all been painted with Citadel Paints, Inks and Brushes. The metal castings, plastic arms, weapons and bases were trimmed clean with a modelling knife, assembled with superglue and undercoated with thinned Skull White and an old brush.

When you're using a modelling knife, always remember to cut away from your fingers and to use a new, sharp

blade – sharp blades are much safer than blunt ones because you don't need to push as hard and there's less chance of the blade snapping.

When you look at the photographs and colour guide, remember that Space Orks do not wear uniforms but do adopt similar ways of dress to their household brethren. This means that not every Ork in a household dresses exactly the same, but that they'll all have a certain resemblance to one another. Similarly, different households in the same clan have similar styles of clothing and decoration even though precise details may vary widely.

STAGE 1 – BASIC COLOURS

For the beginner, it's always best to remember that the semi-transparent nature of Citadel colours means that dark colours cover light ones easily but not vice versa. Black will cover red but red on black goes dull and brown. We want a bright, clean result so it's best to try and make sure the paint doesn't run into areas of another colour.

To help you with this, paint carefully and slowly at first – you'll get quicker with practice. However, don't be afraid of slips – some areas are awkward to reach and you'll invariably catch parts already painted. This is best remedied by covering the offending spot with a dab of white and then touching it up with the original colour – it's that easy.

It's also best to start with the colour of the biggest area, usually the body area. So for the Goffs, the first colour applied was Chaos Black to the tunic, helmets and trousers. Next came the flesh colour – a 50/50 mix of Bilious Green and Goblin Green.

While Goffs know implicitly that black is the one and only proper colour to wear, their Orkishness just shines out – apart from the usual black and white checkered patterns and glyph designs, Ghazghkull's household have a fond love of red. It's the colour of humie blood, after all! The practice of painting helmet horns red was taken up after a particularly bloodthirsty Goff Warboss (an ancestor of Ghazghkull) fought to the death and his horns were covered with gore. Orangey-red always looks brighter than a crimson red, particularly after shading, so Blood Angel Orange was applied to sleeves, helmet spikes, gun barrels, straps and tunic edging.

The ammunition pouches, stikk bomb handles and other accoutrements were painted in Snake-Bite Leather – these could also have been red but we choose an additional colour to make the miniatures more interesting. Boltgun Metal was painted on the guns, bracelets and dagger handles. For those of you with a steady hand, rivets, straps and helmets were also painted with Boltgun Metal. Don't worry about painting on the fine detail until you're confident to do so, but a light touch and a size 00 brush are what you need.

Also with a size 00 brush, Terracotta was added to open mouths, Blood Angel Orange to eyes and Skull White to fangs and teeth. The back plate was painted white and the glyph-style household symbol of bull horns painted on. The red horns were painted first and the black rectangle last, covering any rough edges left on the horn design.

The miniatures were finished with a coat of Salamander Green on their bases – we deliberately used a dark green as opposed to a grass green to contrast with the colour of the Ork flesh.

STAGE 2 – LINING

Stage 2 is the addition of lining – a fine line along the edges of clothing, belts, mouths, helmets, eye-sockets, etc. You can use Chaos Black for this and it can look very effective but sometimes, especially when its next to very light colours, it can look harsh and unrealistic.



Boyz from Ghazghkull's Big Mob



Rear view showing backplate designs



Nazgut's Goff Household Boyz



Rear view showing backplate designs

There are two ways of getting a more mellow effect. One is to use a darker version of the base colour itself, the other to use a dark brown. You'll probably need to dilute the colour to get a smooth flow.

Checkered patterning can be hard but there's a simple rule to follow to make the job easier. Paint the required area white, then either draw or paint a criss-cross grid on it and finally fill in alternate squares to get the checks.



Morbog's Bad Moon Household Boyz



Rear view showing backplate designs



Snotling Herd



Grotslag's Gretchin Herd and Runtbot

Ghazghkull has a unit of Bad Moon Orks with his warband. True to the opulent style of the Bad Moons, this squad is very bright and decorative. The tunic and trousers are Moody Blue with a touch of Electric Blue and the sleeves and hat are Bad Moon Yellow – what else?

The sleeve and trouser decoration is Chaos Black and Go Fasta Red. Triangular-shaped decorative motifs are easier than you might imagine if you use the natural shape of the brush tip, pulling away from the tip of the triangle.

As part of maintaining his balance of power, Ghazghkull makes sure that any Gretchin come under the jurisdiction of his own household. This is shown by the Gretchin shield decorations which are the same as on the backplates of the Boyz. These miniatures are painted in exactly the same way as the other Boyz but have more feral shades for their tunics, boots etc. You can vary the shades of brown if you want. Either use a number of the different browns in the range of Citadel Paints or vary the shades on your palette by adding small amounts of other colours.

As with the Gretchin Herd, the herd of Snotlings provide the ideal chance to use any of Citadel's fantasy range of goblinoids that you've already got painted. The stage 2 painted models shown here are from our collection of fantasy gaming miniatures.

The Ork mercenary pirates in the employ of Ghazghkull are still painted to stage 2 standard but with an extreme of added decoration. Stripes, polka dots and bright colours are the order of the day and suit these way-out Ork Renegades.



Bogrot's Freebooter Band

STAGE 3 – WASHES

Shading is putting shadows into the dips, hollows and under-surfaces of a miniature to create a more naturalistic look.

By far the easiest way to shade a miniature is to give it a wash of thin pigment which runs into depressions, dries there and creates a three-dimensional effect.

The simplest way to achieve this is to use Citadel Inks and paint them onto the base colour. A fine balance has to be achieved – you need enough pigment on the brush to run into the depressions but not too much to spill all over the miniature. A colour the same or darker than the base colour is chosen.

Very dilute washes of Citadel Paint may also be used, but Citadel Ink is by far the most satisfactory.



Nafrot's Goff Household Boyz



Rear view showing backplate designs



Retinue Nobz in Power Armour



More Big Mob Boyz from Ghazghkull's Household

STAGE 4 – HIGHLIGHTS

This stage is where we add highlights to the model to complete the three-dimensional effect. All prominent areas, such as bumps and ridges, are painted with the original base colour with a little white added. If the colour is too different to the original base colour, the overall effect will look too patchy. If the paint is too thick, detail will be lost, so trial and effort is called for. You can give additional smaller highlights on the areas of most prominence such as the nose, eyebrow ridge, the edge of tunics etc – simply add further white to the colour for these.

One thing you might find is that these four stages start to merge. As you

become more proficient at laying on shading and highlights, you'll start to blend the colours together, creating a smooth gradation, taking us into stage 5 and beyond.

FINISHING OFF YOUR MINIATURES

First, a quick and effective way to base your miniatures with a textured surface on the base. Paint the upper surface of the base with PVA glue (the sort of woodwork glue used at schools) and sprinkle on some sand (either builders sand or sand from a beach). Allow this to dry and then paint it with Ork Flesh Green and Bilious Green.

Banners can be photocopied, cut out from these pages or painted from scratch, depending on your skills and requirements. These can be glued to wire poles attached to the miniatures' backs just above the back plate.

The completely dry miniatures should now be varnished to protect the painted surface from handling. Matt varnish looks real but is not completely hard-wearing. Gloss varnish fully protects the miniatures and make the colours look brighter but looks less realistic – it's up to you which you prefer.

JOHN BLANCHE



The Big Mob with a Dreadnought and vehicles painted to Stage 4 standard. Note orange ink washes on iron surfaces to create rust and weathering effects

GHAZGHKULL AND HIS RETINUE ODDBOYZ

STAGE 5 – EXPERT STANDARD

Mike McVey describes the Golden Demon standard techniques that the expert Games Workshop miniature painters use when they paint unit leaders and other special miniatures like army standard bearers. These techniques aren't appropriate for the bulk of an army's miniatures but they are certainly something to aspire to for your most important miniatures.

The aim with these miniatures was to present an evocative group that enhanced the character of these specialist types. As these models are primarily gaming pieces, they were based on the correct round 25mm slottabases – this still leaves plenty of room for conversion and add-ons.

CONVERTING THE MINIATURES

The Warboss of an Ork army is the leader simply because he is bigger and harder than all the other Orks. Ghazghkull is no exception – so he has to look like the toughest, meanest Ork in the army. To help this impression, the model's pose was slightly changed to give it a feeling of more power and movement. Using a pair of flat long-nosed pliers, the bolter arm was carefully bent forwards and slightly down and the left foot was moved forwards. This immediately gives the impression that Ghazghkull is advancing – the addition of a raised chainsword adds to this feeling of aggression.

The only things that were added to this model are the magazine on the side of the bolter and the horned skull hanging from the hilt of the chainsword.

The magazine came from an old miniature that had previously been converted. It was pinned and glued into the side of the bolter which had first been filed flat in readiness. The skull is from a plastic Skeleton, taken from the Skeleton Army boxed set. A hole was drilled right through the skull from temple to temple and a length of brass wire was glued in the hole with about 5mm left protruding each side. The ends were filed to a rounded point and bent up to represent horns. The skull was then attached to the hilt of the chainsword with two pieces of florists' wire twisted together.

The retinue Painboy, Mad Doc Grotznik, allowed plenty of scope for characterisation, having a bionik head and a tendency towards mental instability. You can just imagine him trying to stuff handfuls of springs and wires back into the top of his head after it had exploded! Using a junior hacksaw, the bionik head was carefully sawn through, leaving it attached just at the back. The top was then bent back until you could clearly see underneath it – this had to be done very carefully so that the join did not snap. The insides were made from various thicknesses of wire bent and twisted to represent cables and springs. The springs are

very easy to make: simply wrap thin wire not too tightly round a piece of 3mm brass rod – when you think you have a long enough coil, just slip it off one end of the rod. You can stretch or compact it as much as you want once one end has been glued into the head.

The plastic arm makes the miniature very easy to pose – it didn't need any adjustments to fit exactly where it was required. A hole was drilled into the top and bottom of the fist and different lengths of wire were glued in. The wire from the top of the fist was thicker and the end was bent under the top of the head. A tiny cog was made by flattening a small ball of modelling putty and pushing small nicks into the side of the resulting disc. When this was dry, it was glued under the top of the open bionik head. The only other alteration was to bend the bionik arm down and forwards to give the model slightly more animation and life.

The Runtherd model has not really been converted – the only additions are the Snotlings and the runt-pole strapped to his back. The idea of the Runtherd struggling to control his herd while revelling in the thick of battle is very Goff-like, so the megaphone has been replaced with a bolter.



Warboss Ghazghkull and his Household Retinue of Oddboyz. From left to right: Gorbog, Grotznik, Ghazghkull and Grotslag

The runt-pole was made from a length of brass rod with a pincer from another Ork pinned to the end – the leather strap was made from thin sausages of modelling putty wrapped around the two pieces and flattened out. The best way to attach any metal object to a plastic arm is to drill right through the centre of the fist and glue a piece of wire through the hole, leaving 3-4mm of wire at either end. In this case, matching holes were drilled into the fist and arm of the Snotling and the pieces glued together.

The Mekaniak is the least converted of all the models. He has been posed leaning back slightly with one foot on a pile of rubble so that he can get some good leverage to pull out a particularly choice weapon. To do this, the miniature was cut at the back of the left knee with a junior hack-saw, cutting through far enough so that the leg would bend with the aid of a pair of pliers. Modelling putty was then used to smooth the join out. The pile of rubble is made up from scraps left over from previous conversions and vehicle kits – never throw anything away because you'll be able to use it sooner or later.

Once the conversions were done, they were cleaned with a fine needle file and finished off with a very fine piece of wet and dry paper to get a really smooth surface to paint on.

PAINTING THE MINIATURES

The first stage in painting any model is the undercoat. This is vital to the finish of the miniature – you'll never get a really good effect if you don't undercoat first. Spray primer gives a smooth and even coating with a very slight texture that takes the paint well.

The first step in painting a miniature to this level of detail is to paint all of the metal areas black along with all the areas that are going to end up black. As black is the most powerful colour, you don't want to get it on any other areas of the miniature. The next step is to paint any areas that are hard to get to – chances are that you'll get paint on other areas while you're painting these.

If one object is on top of another, always paint the one behind first. As a general rule, always start with the darkest tone of a colour and then highlight up with lighter and brighter tones, usually working right through to pure white.

Paint the face and the top of the head last of all. The face because it is the focal point of the miniature – when painted it really pulls the rest of the paint scheme together. The best way to hold a miniature is by putting your thumb under the base and one finger on top of the head – if you paint the head early on you'll just find that you wear the paint off.

A small pallet of basic colours was used for these Orks. Green, black and red make up 90% of the colours on each of the miniatures. Concentrate on one colour at a time, working right through from the base colour to the final highlight before starting on another area.

Paint on a couple of thin coats of the base tone. It's far better to paint on two thin coats rather than one thick coat as they bring out the detail rather than obscuring it. It's essential to get a good opaque coating straight away. Many people favour applying the base coat as a wash but you'll probably find if you do this that you struggle to get a good smooth effect with the highlights.

The highlighting is a very straightforward process. The highlights are applied to the highest and most prominent areas, and also to the flat areas around the edges as this is where the light naturally reflects. Each of the highlights is blended as it is applied – this smooths the highlights together and produces a very realistic effect.

We've often mentioned blending in Eavy Metal painting articles – here's how you do it.

As the highlights are applied, use a second brush (size 0 or 1) and draw it over the hard edge of the highlight. This brush should be damp but not wet to prevent flooding the area – all you're aiming to do is feather the edge off the highlight so that it becomes transparent.

When this is dry, lighten up the colour slightly and apply and blend the next highlight. Eight or nine highlights produce a smooth finish – obviously the more you use, the smoother the finish.

This all sounds very daunting but once you've mastered the technique it's actually very quick to do – just remember these rules:

- 1) The colour that you're painting the highlight over must be totally dry. If not, you'll remove paint when you're trying to blend.
- 2) The highlight colour must be thinned down so that it flows freely. There's no hard and fast formula for how much to thin paint – it's just something you pick up with experience. You'll find that you get a feel for it after a while.
- 3) Don't try to highlight large areas all in one go. Keep the highlights small and blend them straight away before they dry.
- 4) The second brush should be kept only just damp. The easiest way to achieve this is to suck the brush before you blend and rinse it in water straight afterwards – this ensures that no paint is left on the brush.

For every colour that you paint, use a base colour, one or two mid-tones of the colour, and white. The highlight colours are mixed by adding gradually larger quantities of the mid-tones to the base colour and then white when you reach the top highlights. The table below shows the colours used on these Ork miniatures.

Sometimes when all the highlighting is finished the result is pale and chalky – this is because there is a lot of white in the highlights. The solution to this is a simple technique called glazing. This is basically applying very thin washes of ink over the highlighted area so that the white in the highlights shines through and produces a brilliant finish. The ink is thinned down so much that only a hint of colour remains – when you apply this wash, make sure that it covers evenly and does not collect into puddles. Two or three glazes is usually sufficient.

The only thing you need to do to complete your miniature is to blend a little undiluted ink into the deepest recesses and around any belts, pouches etc – this gives deep shadow and strong definition and finishes off the naturalistic three-dimensional effect you've achieved.

COLOUR TABLE

Colour	Base Coat	Highlights	Glazes	Shading
Green	Ork Hide Green	Striking Scorpion Green up to Bad Moon Yellow up to Skull White	Green and Yellow Ink	Green Ink
Red	Blood Red	Bad Moon Yellow up to Skull White	Red and Yellow Ink	Red Ink
Black	Chaos Black and Black Ink	Moody Blue up to Space Wolf Grey	No Glaze	Black Ink
Metal	Chaos Black	Chainmail up to Mithril Silver	Blue and Brown Ink	Black ink

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GOLDEN DEMON AWARDS 91

THE 4TH INTERNATIONAL CITADEL MINIATURES PAINTING COMPETITION

With Golden Demon 91 approaching fast, now is the time to start painting your miniatures for the regional finals. Some of the categories have changed from last year and there's a new set of rules given below. All miniatures must be either Citadel Miniatures or Marauder Miniatures (or a combination of the two) and they can be metal or plastic.



1. SINGLE MINIATURE

Single Miniature means just what it says: one miniature mounted on an appropriate base, which should be no larger than 25mm square. The overall height of model plus base must not exceed 50mm. Apart from the necessary cleaning and preparation prior to 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's the miniature that is 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 bases should be entered in the Monster category.

2. MOUNTED MINIATURE

Within the size limit of 50mm 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, re-positioning miniatures 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. The maximum height of base plus model is 150mm. Only one miniature is allowed per base, with no extra model or model parts, as in the Single Miniatures category. Remember that it's the miniature which is judged on the context of the base, not the other way round.

4. COMMAND GROUP

This is a group of four miniatures mounted on the official sized bases for gaming to form a command group for either Warhammer Fantasy Battle or Warhammer 40,000. The miniatures may either be on foot or mounted and must contain a general/commander, standard bearer, hero/champion and one other model of your choice. The overall height of the group must not exceed 80mm and the base size for each should be no larger than 50mm square. The miniatures can be converted.

5. EPIC BATTLEFORCE

This is a group of Epic scale miniatures headed by a Titan or Gargant. The battleforce may be of up to 2,000 points, plus the Titan or Gargant, and should be mounted on the appropriate gaming bases (not as a diorama). Entrants should provide a typed roster sheet detailing their battleforce.

6. VEHICLE

This is perhaps the most difficult category to describe. The base size restriction is 200mm x 150mm with the overall height of the model (including the base) being no more than 150mm. 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 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.

7. DIORAMA

(This now replaces the Vignette category shown in WD 133)

There must be at least two models on the diorama, although there is no upper limit. The base size restriction is 300mm x 250mm with the overall height of the model (including the base) being no more than 200mm. You are free to convert or scratch build models. Bear in mind that quantity doesn't necessarily mean quality - you don't need to cram hundreds of models onto the base. A diorama must portray a theme or an event, and this is usually best achieved with 5 or 6 miniatures at the most. Two well positioned models in the right setting can make an excellent entry - it's simply a case of applying some thought to the matter. Don't forget you can enter Dragons and other large monsters into this category.

HOW TO ENTER

You may enter once into each of the categories if you wish.

IN BRITAIN

To enter, all you need to do is pick up an entry form from your local Games Workshop or any of the stockists listed to the right and then return it completed with your painted miniatures to the store. It's a good idea to place a small sticker on the base of each entry with your name and telephone number on it.

Your painted miniatures must be handed in at your local Games Workshop or listed stockist by the following dates:

30th March	Single Miniature and Mounted Miniature.
6th April	Monster, Command Group and Vehicle.
13th April	Epic Battleforce and Vignette.

Regional judging will be on Saturday 20th April 1991.

IN USA AND CANADA

If you live in the USA or Canada you can enter the Golden Demon Awards through any Games Workshop store. Just telephone your nearest store for further details.

REGIONAL WINNERS

The best 10 entries from each Games Workshop store and the best 3 entries from each other stockist receive Golden Demon badges and certificates. These winners will go on to represent their region in the Golden Demon final at Derby in May 1991, with a chance of winning the Golden Demon Slayer Sword.

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KENT, BR3 1DY
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CONTACT: PAUL
TEL: 081 688 8102

CROYDON
UNIT 35 DRUMMOND CENTRE,
KEELEY ROAD, CROYDON
CLUB NIGHT: EVERY NIGHT
CONTACT: PAUL
TEL: 081 880 4600

HAMMERSMITH
(NEAR RAVENSCOURT PARK
TUBE STATION)
1 DALLING RD, HAMMERSMITH,
LONDON, W6 0JD
CLUB NIGHT: THURSDAY
CONTACT: JOE
TEL: 081 741 3445

HARROW
296 STATION RD, HARROW,
MIDDLESEX, HA1 2DX
CLUB NIGHT: MONDAY
CONTACT: DAVE
TEL: 081 861 2360

CENTRAL LONDON
UNIT F10, THE PLAZA, 116-128
OXFORD ST, LONDON, W1R 1PA
CLUB NIGHTS: MONDAY TO FRIDAY
CONTACT: PHIL
TEL: 071 436 0839

THE NORTH

HULL
30 PARADISE STREET, HULL
CLUB NIGHT: EVERY NIGHT
CONTACT: DAN
TEL: 0482 589578

LEEDS
12-16 CENTRAL RD, LEEDS, LS1 6DE
CLUB NIGHT: WEDNESDAY
CONTACT: TIM
TEL: 0532 420834

LIVERPOOL
23 BOLD ST, LIVERPOOL, L1 4DJ
CLUB NIGHT: THURSDAY
CONTACT: STEVE
TEL: 051 708 6087

MANCHESTER
UNIT 1, 8 BROWN ST,
MANCHESTER, M4 3AB
CLUB NIGHT: THURSDAY
CONTACT: KARL
TEL: 081 882 8863

NEWCASTLE
63 CLAYTON ST,
NEWCASTLE-UPON-TYNE,
NE1 5PY
CLUB NIGHT: THURSDAY
CONTACT: IAN
TEL: 091 232 2418

PRESTON
15 MILLER ARCADE,
PRESTON,
PR1 2QA
CLUB NIGHT: THURSDAY
CONTACT: SPENCER
TEL: 0772 821855

SHEFFIELD
16 FITZWILLIAM GATE,
SHEFFIELD,
CLUB NIGHT: THURSDAY AND
SUNDAY
CONTACT: RICK
TEL: 0742 760114

YORK
26 GOODRAMGATE,
YORK, YO1 2LG
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CONTACT: EVAN
TEL: 0904 638875

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BRIGHTON
7 NILE PAVILIONS, NILE ST,
BRIGHTON,
BN1 1HW,
CLUB NIGHT: FRIDAY
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13 BROAD WEIR,
BRISTOL
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12 PARK ST, LUTON,
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UNIT 6, 1-9 PUDDING LANE
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READING
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CONTACT: RICHARD
TEL: 0734 698693

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23 EAST ST,
SOUTHAMPTON, SO4 1HG
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CONTACT: CHRIS
TEL: 0703 991902

TORQUAY
12 MARKET ST,
TORQUAY, TQ1 1AQ
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AND THURSDAY
CONTACT: ROB
TEL: 0803 201036

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519 BRIDGELINK,
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CONTACT: TED
TEL: 021 632 4804

DERBY
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DERBY, DE1 3NL
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CONTACT: DOMINIC
TEL: 0332 371657

DUDLEY
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MERRIFIELD CENTRE,
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CONTACT: SIMON
TEL: 0384 481818

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NOTTINGHAM,
NG1 3DU
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CONTACT: CHRIS
TEL: 0602 480551

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EH1 1QS
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CONTACT: MARC
TEL: 031 220 6840

GLASGOW
66 QUEEN ST, GLASGOW, G1 8DS
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TEL: 041 226 3782

USA

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TEL: (213) 395 6711

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PA 19147
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TEL: (215) 423 0534

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14858 BALTIMORE-WASHINGTON
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TEL: (301) 490 8863

CANADA

TORONTO
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CONTACT: MIKE
TEL: (416) 596-1159

You can enter the Golden Demon Awards at your local Games Workshop store or, if you can't get to one of our stores, you can also enter at any of the following addresses (note that Role'n'Play in Wolverhampton and Encounter Games in Cardiff have been added to the list from White Dwarf 133).

ENCOUNTER GAMES
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117 HIGH STREET, ORPINGTON,
TEL: 0689 21101

SPOT ON MODELS
43 HAVELOCK STREET, SWINDON, TEL: 0793 617302

ROLE'N'PLAY
4 BROAD STREET, WOLVERHAMPTON,
TEL: 0902 310027

ASHLEYS
9-10 MINI MARKET, LINCOLN, TEL: 0522 520168

SOUTHEAST MODELS & GAMES
69 ALBERT ROAD, SOUTHEAST,
TEL: 0705 733208

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STOKE-ON-TRENT
TEL: 0782 279294

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TEL: 0473 258356

ANOTHER WORLD
23 SILVER STREET, LEICESTER,
TEL: 0533 515266

TOPPERS OF CHESTER
24 WATERGATE STREET, CHESTER, CH1 2LA,
TEL: 0244 328802

GAMES AND PUZZLES
SIR ISAACS WALK, COLCHESTER,
TEL: 0206 574781

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BOSCOMBE, BOURNEMOUTH,
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GAMES WORKSHOP™

RETAIL STORE NEWS EVENTS FOR FEBRUARY

There are always exciting events going on at your local Games Workshop store, including gaming demonstrations, tournaments, bring'n'battles, painting and modelling workshops, and auctions. On these pages we've only got room to give details of a few of the special events – to avoid missing out, it's a good idea to drop into your local Games Workshop store and ask what's planned for the following weeks. Keep in touch because there are new events being announced all the time. The stores are also the centre for the Gaming Leagues in your area. If you haven't already joined the Leagues, it's not too late – ask for a rulebook and entry form at your store. And if you want a game but can't find an opponent, talk to your local store manager and he'll see if he can help.

CROYDON

Saturday 2nd February – Massacre at Menad-Kir: A Warhammer Fantasy Battle extravaganza – just bring along 100 points of painted troops chosen from the Warhammer Armies lists. All League rules apply, but no magic, Chaos or Undead.

Saturday 16th February – Space Hulk 'Colossus': The infamous Space Hulk 'Colossus' is careering towards the World of Rena II, a colony already overrun by Genestealers. The Space Marines must battle it out on the planet and in the hulk, freeing the colonists before the two collide. If you'd like to play this Space Hulk game, contact Paul at the store.

DERBY

Saturday 9th February – Chaos Warband Knockout: Just bring along your painted Chaos Warband to take part in a great day of battles. Contact the store for further details.

Saturday 23rd February – Advanced Space Crusade: We're setting up a massive game of Advanced Space Crusade with lots of exciting new challenges. If you'd like to play, just bring along your painted Space Marine Scouts or Tyranids.

MAIDSTONE

Week commencing 4th February – Warhammer 40,000 Squad Knockout: Is your Warhammer 40,000 Squad the pride of the galaxy? Here's your chance to prove your skills in a week of battles. Just bring along a squad of up to 200 points of painted troops (Space Marines, Imperial Guard, Orks, Eldar etc).

Week commencing 11th February – Space Hulk Commanders Tactics: On Monday and Friday we'll be showing newcomers to the game how they can improve their tactics.

Week commencing 18th February – Introduction to Mighty Empires: Five introductory, no-experience-needed sessions for apprentice Emperors of the Known World.

NOTTINGHAM

Saturday 9th February – Terrain Building Workshop: We shall endeavour to create the weird groves and fetid pools of the lands of Chaos. Please bring along any interesting pieces of dried, twisted, gnarled wood or twigs and branches that you can find on your country walks or in your back garden. They must be proportionate to 25mm scale miniatures. Also bring along any weird rocks and interesting pebbles.

Saturday 16th February – Guardians of the Chaos Heart: And now that we have some suitably weird terrain, we challenge all-comers to defeat the Guardians of the Chaos Heart, a shrine to Tzeentch set deep in the grove of Screaming Trees. You can roll up your War band in the preceding week and then pit them against the Mighty Gorehorn and his raging Minotaur Warband.

For full details of either event, contact Chris at the Shop.

NEWCASTLE

Saturday 23rd February – Warhammer Fantasy Battle Beginners Class: Come and try your hand at Warhammer Fantasy Battle, learn the basic rules and tactics, and get some experience of the game in play. We'll be running two sessions, at 10.30am and 2.30pm, covering all the basic rules and concluding with a small battle. If you have to travel any great distance to get here, why not give us a ring in advance so we can reserve a place for you.

DUDLEY

Saturday 2nd February – Warhammer Fantasy Buildings: We'll be running a building workshop so come along and practise your skills under expert tuition.

Saturday 9th February – Advanced Space Crusade 'Mission Impossible': Bring along a painted squad of 300 points and join in the battle against the Imperium's deadliest foe – the Tyranids. Contact Phil for further details.

OXFORD

Saturday 9th February – Advanced Heroquest Participation: Bring along a painted adventurer miniature and participate in this colossal adventure. Suitable for both beginners and experienced players alike.

Saturday 16th February – Advanced Space Crusade Participation: Bring along a painted Space Marine or Imperial Guard squad of 200 points and take on the might of the store's Tyranid force. This game is suitable for both experienced and novice players.

PRESTON

Saturday 9th February – St Valannus Day Massacre: An Advanced Heroquest participation game. An order of monks in a nearby monastery are under threat from an evil tyrant. If you'd like to play, contact Phil at the store.

Saturday 23rd February – Mighty Fortress: Players are invited to take part in a mixed Warhammer Siege game of Warhammer 40,000 versus Warhammer Fantasy Battle forces, with one side occupying a castle coveted by the other. The scenario offers a choice of attack or defence. If you'd like to play, contact Spencer.

TORQUAY

Assault On Hive Fleet Kraken: Over the half-term week, we'll be running a massive multi-player Advanced Space Crusade game. The Imperium has decided to launch a counter assault on the Tyranid ships leading the invasion. If you'd like to take part, you'll need to bring in 300 points of painted Imperial Guard or Space Marines – if you'd like to command the Tyranids, contact the shop.

It's also not too late to join our Warhammer Fantasy Battle campaign where your forces can fight in the Old World, Chaos Wastes or both.

HULL

Saturday 2nd February – Painting Demonstration by Steve Mussared and Rob Baker: Steve is a winner at Golden Demon, and is particularly famous for his Nuffie Nightmare Blood bowl Team. Rob's fame comes from his Deathwing Terminators, and both are regularly featured in 'Eavy Metal' (in this month's 'Eavy Metal there's some of Steve's Norse warriors). Come along and see them at work in the shop – they'll be happy to answer any questions you have about painting or converting your miniatures.

Saturday 16th February – 'Ere We Go Lads, Stomp Da Humies!: What better way to end the month than a huge Warhammer 40,000 battle. The Orks have cut off the Imperium's supply route to their bunker, which happens to be a bridge over the river Umba. The bridge itself is a tremendous feat of Imperial engineering and the Imperium must defend it at all costs. If you have 10 painted Space Marines, Imperial Guard or Squats, then bring them along and defend the Umba bridge. Remember Commander Renwick's words: 'One Ork on that bridge is one Ork too far!'

Saturday 23rd February – Grand Opening Day: for details see page 57.

UK RETAIL STORES

WHERE TO FIND YOUR LOCAL GAMES WORKSHOP STORE AT A GLANCE

If you want to know what's going on at your local Games Workshop store, drop in and check the noticeboard or ask any of the friendly and experienced staff who'll be happy to fill in the details and chat about games and Citadel Miniatures. If you can't make it in, give the store a call and ask when the next event is taking place - there's something happening most Saturdays at all the stores. And don't forget the evening Games Clubs when the stores are open until 8pm for playing League and other games - everyone's welcome, so come along and find out what's happening.



SCOTLAND

EDINBURGH
136 HIGH ST
GLASGOW
86 QUEEN ST

THE NORTH

HULL
30 PARAGON STREET
LEEDS
12-16 CENTRAL RD
LIVERPOOL
23 BOLD ST
MANCHESTER
UNIT 1, 3 BROWN ST
NEWCASTLE
63 CLAYTON ST
PRESTON
15 MILLER ARCADE
SHEFFIELD
16 FITZWILLIAM GATE
YORK
26 GOODRAMGATE

MIDLANDS

BIRMINGHAM
519 BRIDGELINK,
BULL RING CENTRE
DERBY
42 SADLER GATE
DUDLEY
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282-294 HIGH ST
CROYDON
UNIT 35, DRUMMOND CENTRE
HAMMERSMITH
1 DALLING RD
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CENTRAL LONDON
UNIT F10, THE PLAZA,
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7 NILE PAVILIONS, NILE ST
BRISTOL
13 BROAD WEIR
LUTON
12 PARK ST
MAIDSTONE
UNIT 6,
1-9, PUDDING LANE
OXFORD
1A BUSH HOUSE,
NEW INN HALL STREET
READING
UNIT 3, CHEAPSIDE
SOUTHAMPTON
23 EAST ST
TORQUAY
12 MARKET ST



For full details of your local store's address, telephone number, manager's name and Games Club evenings, see the complete retail stores list on the Golden Demon pages.

USA & CANADA EVENTS FOR MARCH

With Games Clubs every night, Monday to Friday, there's always plenty to do in our North American stores. If you're new to the hobby and want some advice on playing the games, collecting an army, painting your miniatures or building models, our expert and friendly staff will be more than happy to help you out and give you winning tips.

SANTA MONICA

Saturday 2nd March – Beginners' Warhammer Fantasy Battle: Bring a painted army of 750 points (500 points must be rank and file) and join in this special beginners' battle.

Saturday 9th March – Warhammer 40,000: Bring in one squad of painted Space Marines or Imperial Guard and try to clear the pirates from their city base.

Saturday 16th March – Chaos Warbands: Bring in your own painted Warband and gain power and glory for your Chaos Power in the wastes. You must roll up your Warband prior to the game and have it approved, so call the shop for details.

Saturday 23rd March – Blood Bowl Tournament: A knockout tournament with prizes for the winner and runner-up.

Saturday 30th March – Warhammer Fantasy Battle: Stop the Orcs and their allies from overrunning the frontiers. Bring along a painted Good or Neutral army of 1000 points. Each army may only have one magic item and is restricted to wizards of up to 15th level maximum.

COLLEGE PARK

Friday 1st March – Warhammer Fantasy Bring'n'Battle: Bring 500 points of your favourite painted army and fight for control of the battlefield. Armies will be provided for beginners.

Friday 8th March – Warhammer 40,000: An alien psychic signal is being sent from the unexplored planet Cygnus IV. Who will be the first to arrive and discover its hidden secret? Bring along 500 points of painted Warhammer 40,000 miniatures.

Friday 22nd March – Warhammer Armies Painting Clinic: Frank and Sean will be available all day for hints and tips on painting your Warhammer Fantasy Battle army.

PHILADELPHIA

Saturday 2nd March – Advanced Space Crusade: Compete or just come to learn the rules and strategies. At the same time you can learn how to paint your Tyranid and Imperial forces.

Saturday 16th March – Warhammer Fantasy Battle: Join forces to besiege the Dwarf Fortress of Thunder Keep and gain access to their gold mines. Bring 500 points of painted forces and be ready to battle down in the mines.

Wednesday 20th March – Troll Games Night: Come learn the Troll Games! Grotty, grubby Troll snacks will be served.

Saturday 30th March – Painting Clinic: This is always held on the last Saturday of the month. Bring your own brushes and miniatures – we'll supply the paints and advice.

FAIRFAX

Saturday 2nd March – Mega Dungeonbowl: Four-team Dungeonbowl games will be going on all day so sign up early.

Saturday 16th March – Battlewagon Burnout: Can your Warhammer 40,000 squad of up to 300 points stop the fastest and meanest Battlewagon on the planet? Come in and give it your best shot!

Saturday 23rd March – Warhammer Fantasy Battle Orc Bash: Bring in a painted Warhammer Fantasy Battle unit and join forces against the 6000 point store army of Orcs and Goblins.

Saturday 30th March – Warhammer 40,000 Kit Conversion: Bring in your Citadel vehicle kits to build and get conversion ideas from the staff.

LAUREL

Each Friday in March – The Cleansing of Kledis IX: The planet Kledis IX has been overrun by deviants and mutants. Your 3000 point Imperial force has been recruited by Rogue Trader Chnstorus Danell to purify the planet. Sign up now for this month-long Warhammer 40,000 campaign.

Wednesday 6th March – West Hive Story: Bring along your Confrontation gang to deal out justice Necromunda style.

Saturday and Sunday 16th-17th March – Modelling Workshop Weekend: Over the weekend we'll be showing you how to make scenery for your tabletop games. On Saturday we'll be looking at Warhammer 40,000 bunkers and fortifications, while on the Sunday it will be Warhammer Fantasy cottages and town houses.

Wednesday 20th March – Advanced Space Crusade: Bring along your painted Space Marines and Tyranids to fight for the fate of the galaxy. If you're a beginner, we'll supply the forces and explain the rules.

TORONTO

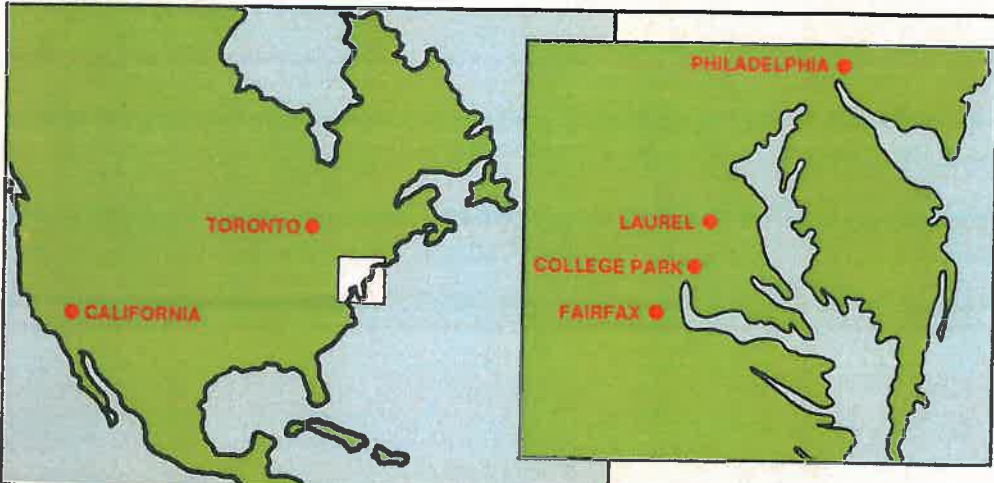
Saturday 2nd March – Warhammer 40,000 Bring'n' Battle: Just bring along 500 points of your favourite painted squads (no vehicles allowed) to compete for League points.

Saturday 9th March – Advanced Space Crusade Knock-Out: Those wishing to take part in this special knock-out tournament must register at the store by Saturday 2nd March.

Saturday 16th March – Chaos Warbands Elimination Match: A Warhammer Fantasy Battle competition for League points – register at the store by Saturday 9th March.

Saturday 23rd March – Titan Hunter: If you're interested in taking part in this Space Marine Epic battle, contact the store for more details.

Saturday 30th March – Painting Clinic: come along for expert tips and advice on painting your Citadel Miniatures.



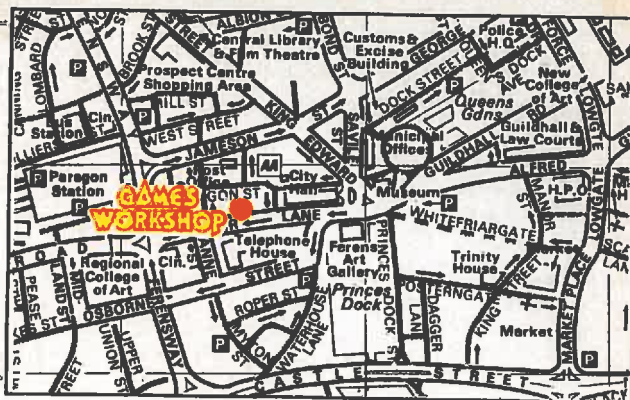
The map shows the United States and Canada. Red dots indicate store locations: California (West Coast), Toronto (Ontario), Philadelphia (East Coast), Laurel (Maryland), College Park (Pennsylvania), and Fairfax (Virginia).

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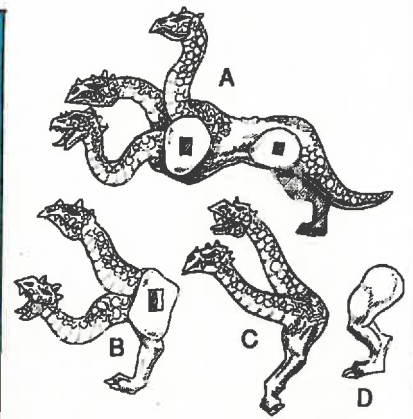


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CHIMERA**

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LION-HEADED BODY



EAGLE HEAD D



LIZARD TAIL B



GIANT RAT HEAD A



BOAR HEAD B



RAM HEAD C



LION TAIL C



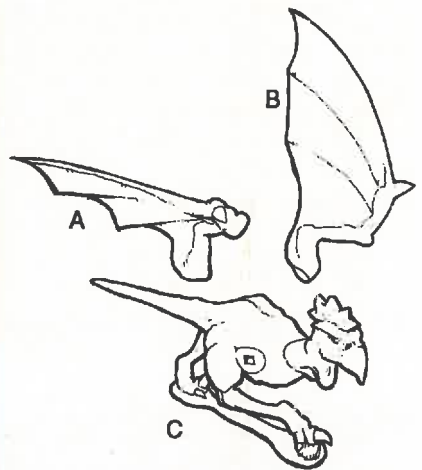
TENTACLE TAIL D

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MODELLING WORKSHOP

WARHAMMER 40,000 ORK BUILDING

BY DAVE ANDREWS AND PHIL LEWIS

This month, Dave and Phil are showing you how to make an Ork building for your Warhammer 40,000 tabletop battles. If you're an inexperienced modeller and you want some advice on any of the techniques described, or if you want to know where to get hold of the tools and materials you'll need, call in to your local Games Workshop store and they'll be more than happy to help you.

TOOLS AND MATERIALS

We used the following tools and materials to make our Ork building. They're all easy to buy and fairly cheap. If you have a problem finding any of these items, ask the staff at your Games Workshop store for the best place to find them locally.

All-purpose glue or epoxy gel suitable for card, plastic, balsa wood etc

Modelling knife with replaceable blades (remember to always work with new sharp blades – these are much safer than blunt blades).

Steel ruler (a plastic or wooden ruler will be ruined in a very short time) and set square.

Cutting surface, for example a thick piece of card or hardboard, to make sure you don't end up digging great chunks out of your best dining table.

5mm thick foam card – a foam sandwich with thin card on the outside. Foam card is available from art shops or graphic suppliers at around £6.00 for an 800mm x 1000mm sheet.

Mounting card which can be bought at most art shops for around £1.50.

Thin cardboard (the sort you get from cereal packets is just right).

A sheet of balsa wood 1.5mm thick which can be bought from modelling shops.

Plastic tubing or thin balsa dowel also available from modelling shops.

A small plastic pot or tub such as an old yoghurt or cream tub.

Plastic sprues from kits, games or sets of plastic Citadel Miniatures (the sprue is the plastic frame that holds the models or kit parts).

Coral sand available from pet shops.

Textured wall covering (such as Polyrippie) which can be bought from most DIY shops.

SAFETY FIRST

It's worth reminding you that modelling tools can be dangerous if they're carelessly used. Remember, they're sharp and they cut – and it's so much easier to make these models if you've still got fingers.

The most important safety rule is: **make all cuts away from your fingers.** It's much safer to cut through a sheet of card or polystyrene with several light strokes than with one heavy stroke. You're far more likely to slip when pressing too hard so you'll find that you actually get a much straighter cut with light strokes.

Always use a new sharp blade – sharp blades are a lot less dangerous than old blunt ones which you have to press very hard to cut through anything.

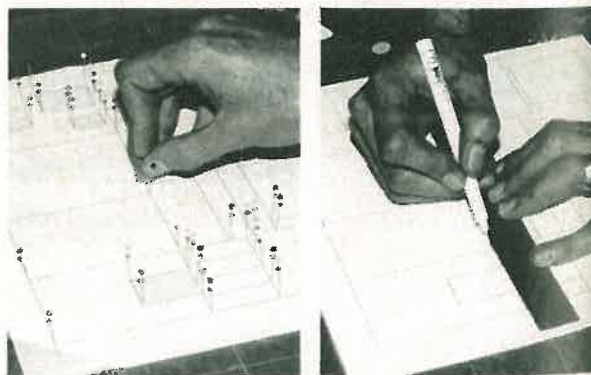
If you're unsure of what you're doing, then ask for some help, especially if you're a young modeller.

ORK SETTLEMENTS

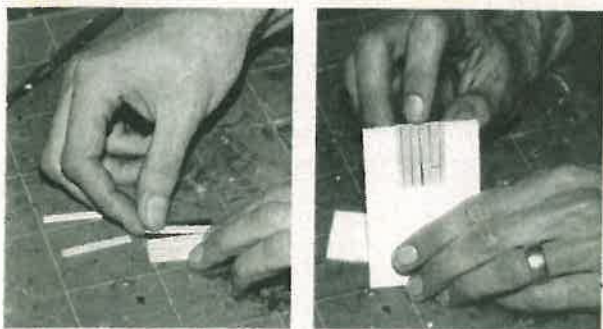
The building that we're describing in this article is a typical Ork house that might be found in most Ork settlements and outposts. Ork settlements are made up of the homesteads of Ork families clustered around the stronghold of their warlord. A family contains several households and each household builds its own solidly-constructed hovel jammed next to those of the other households facing into a central defended courtyard. The only way into a family settlement is through a single gateway. The courtyard is the centre of activity for the Ork family. In the courtyard are the drops and next to the drops are open areas cultivated with small forests of fungus. Here the Snotlings frolic and the Gretchin go about their tasks while the Orks laze around and sharpen their weapons.

Each household builds their own hovel, blockhouse or shack out of the most durable materials they can find. Typically, they search for the biggest rocks and boulders in the locality and roll them to the site to make the foundations. Gretchin and Snotlings fill up the gaps between the boulders with clay, mud and other sticky materials which are allowed to harden, creating a solid blockhouse for the household to dwell in. The basic structures can be large or small, one or several storeys high, and may incorporate grubbed-out bunkers and cellars. This method of construction is the norm in Ork settlements and would be used for the sort of building we're describing in this article.

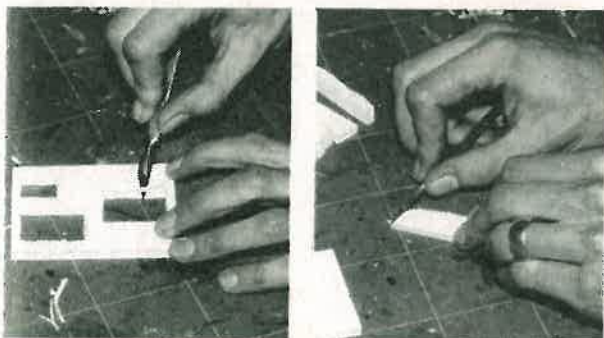
MAKING THE ORK BUILDING



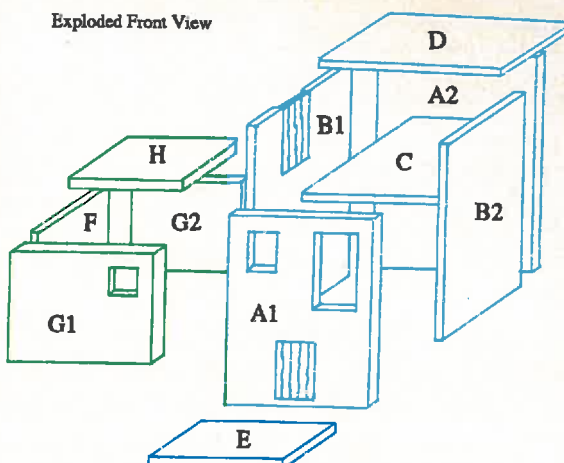
1. The first thing you need to do is transfer the building plans onto your foam card. Photocopy the templates and attach the photocopies to the foam card – masking tape is ideal for this. Push a pin through each of the corner points on the templates making a hole in the foam card underneath. When you've finished, remove the templates and draw in the lines between the holes with a pencil – you should now have a perfect copy of the originals.



2. Before you start to glue the pieces together, there are several things you need to do. First, the doors need to be able to fit behind the door openings. You'll need to make 2 doors for this building, the third entrance being left open for the time being. For each door, cut a piece of thin card slightly larger than the door opening (use the door opening as a stencil if you like). Next, to get the effect of wooden planking, cut a few strips of balsa 4-5mm wide and stick these on the card, leaving a slight gap between each strip. If you cut the strips without using a ruler you'll get a rough Orky feel to the door.



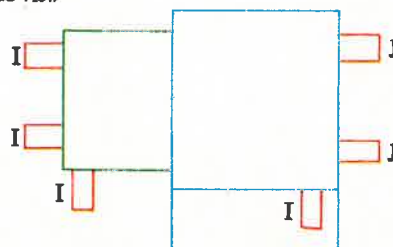
3. While you're waiting for the glue to set on the doors, round off all the edges of the doorframes, windows and buttresses. You're not after any sharp edges on this building because you want it to look like it's been made with clay or mud. Only trim away the front surface of the foam card as you don't want to alter the size of these holes. By the time you've done this, the doors should be dry and can be stuck to the insides of the walls.



4. Referring to the exploded diagram above, start to assemble the building. Attach the building to a base of mounting card about 140mm x 190mm. Note that the side walls (B1, B2 and F) are not as wide as the front and back walls (A1, A2, G1 and G2) – glue them inside the front and back walls so that the square roofs (D and H) fit neatly on top. When you're making the taller section of the building, remember to stick the first floor (C) into place before you stick the last wall on.

When the glue has dried, firmly round off all the edges on the building in a similar fashion to the doors, windows and buttresses.

Overhead View

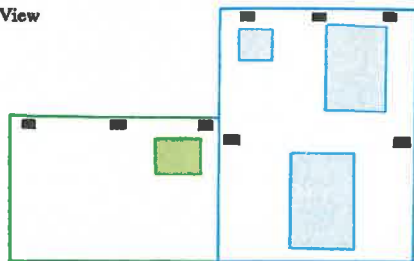


5. When you've finished rounding everything off, stick all the buttresses (I and J) onto the main building. The plan above shows you where each buttress should be positioned.



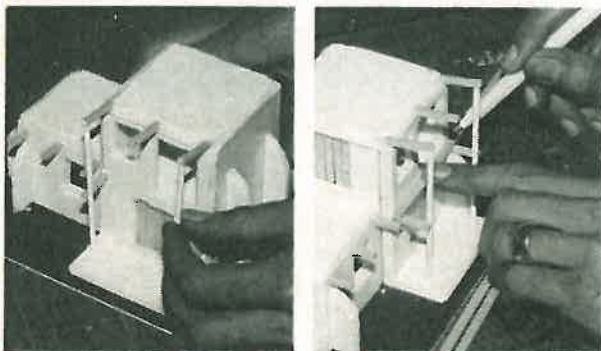
Part of a Warhammer 40,000 battle – an Imperial Guard army fights a Goff force for possession of some Ork buildings

Front View



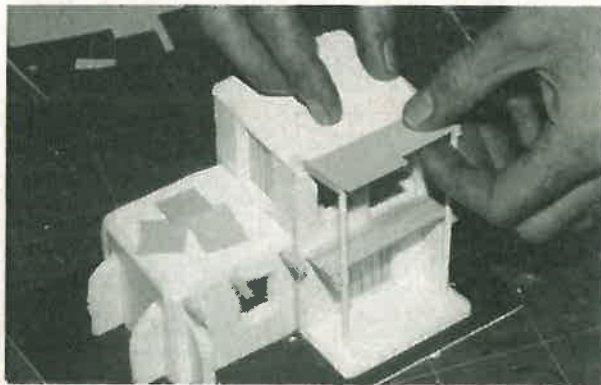
6. You can make the supporting girders poking out the front of the building from offcuts of sprues – we used the ones from the Ork Battlewagon cut to a length of about 30mm, but any similar-sized scraps from your bits box will do just as well. Carefully make holes in the foam card with your modelling knife, as indicated in the diagram, and push about a third of the girder in, fixing it in place with all-purpose glue.

Unless the sprue you're cutting is very thin, never try and cut through it in one go by using a lot of force – it's all too easy for the modelling knife to slip or for the blade to snap and fly off in a random direction. We tend to favour chopping the sprue into lengths slightly longer than we need with a pair of wire cutters, neatening the ends later with a modelling knife.

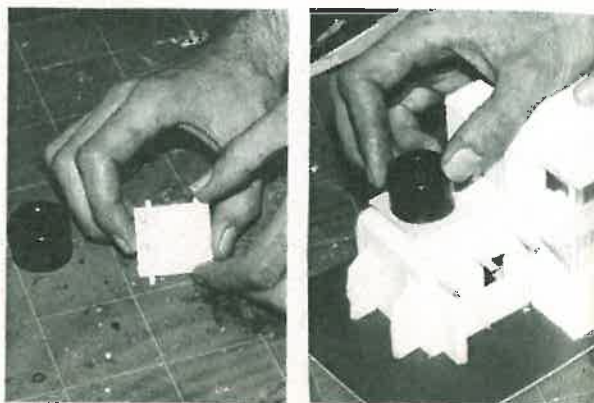


7. The scaffolding is put into position next. You can make this from sprues, thin balsa dowel or plastic tubing. If possible, glue the scaffolding to the underside of the top girders and the insides of the girders on the first floor. The foam card step by the main doorway, seen in the photo, can be used to support the scaffolding at the bottom if you make holes in it and glue the poles into place.

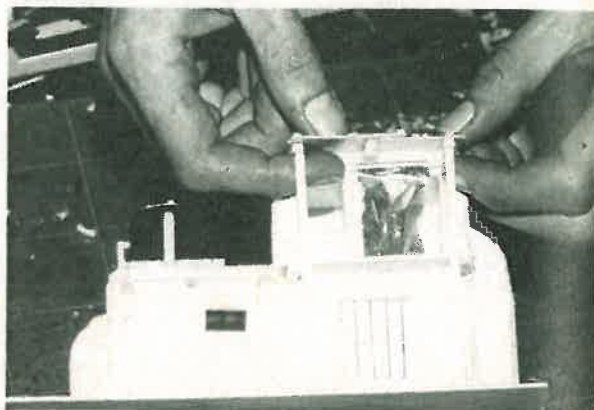
The balcony is made by cutting some more strips of thin balsa (about 5mm wide). Check the length by placing them over the first floor girders and mark where to cut with a pencil. When the planks are cut to the right size, glue them into place.



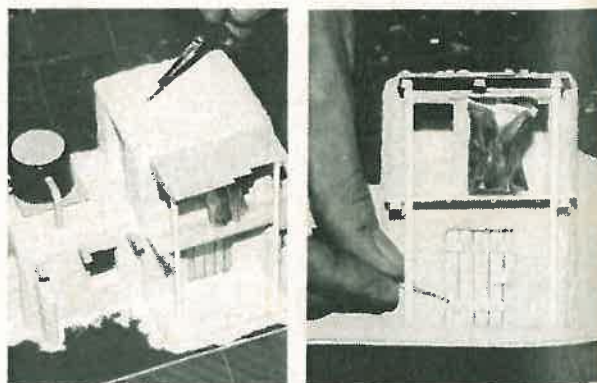
8. The roof plates are made from sections of thin card cut out and glued into place. It's a good idea to make the first piece long enough to cover all 3 girders. If you cut away a small section of this it gives the impression of two separate plates when the other sections of card are stuck on top. For extra detail, you can glue rivets made from small sections of round sprue on to the plates.



9. The platform for the tank on the lower roof is made out of thin strips of balsa about 5mm in width held together by 2 sections of balsa glued across the strips. You can make the tank itself from any suitably-sized plastic tub, bottle top, lid etc (we used a cut-down 35mm film container). Glue the tank onto the platform, which in turn you glue to the roof top. You can put extra detail on the tank by the addition of pipes (made from sprues) and a lid (a circular piece of card with rivets made from sections of round sprue as before).



10. The second floor door can be left open or you can add a simple curtain as we've done. We made this from a short section of round sprue for the rail with a sheet of paper folded slightly and wrapped over the sprue at the top.



11. You now give the surface of the building a coat of Polyripple (or similar self-texturing wall covering). This serves two purposes: it textures the flat surface of the foam card and it helps to cover any gaps or sections that have been left when trimming the edges of the building. Try not to get any of the texturing on the doors, girders, planking etc. Don't use a new brush when texturing the building as it's bound to get damaged.

At this stage you can add any final details like hinges, rivets and handles for the door. The hinges and handles have been cut from balsa scraps with the rivets being made as before.

PAINTING GUIDE

If you want to follow our colour scheme to paint your Ork building, details are given below – of course, you're free to create your own colour scheme. We've chosen shades of light brown and ochre so that our building looks like it's got a natural mud or clay finish.

Paint the main body of the building with a Skull White/Orc Brown/Bestial Brown mix to achieve a creamy-yellow colour. Shade it by adding more Bestial Brown to the original colour and then highlight by adding more Skull White to the original colour. For the wooden parts like doors and planking, use a base coat of Chaos Black and, once this is dry, drybrush with Bestial Brown. Give the metallic areas a base coat of Chaos Black and then drybrush with Chainmail. For the rust effect on the roof plates, add washes of Orange and Brown Ink until you get the desired effect. If you want to add rusty streaks to the tank like we have, paint a thinned mix of Terracotta and Blood Angel Orange over a wash of Orange and Brown Ink.

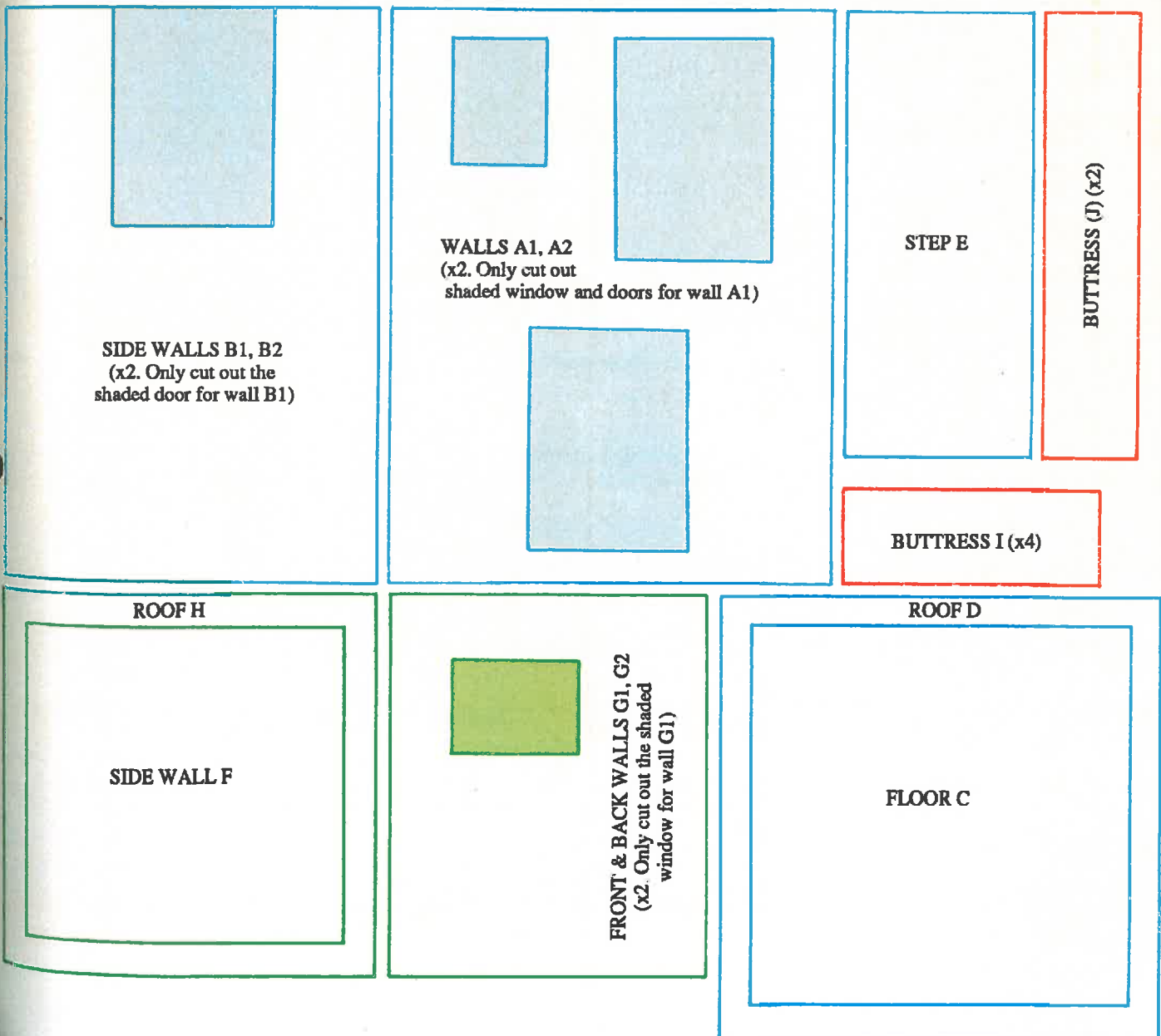
A vital part of the decoration of any Ork house are the glyphs painted onto the walls. These may boastfully announce the prowess of the occupants, advertise their services if they are Oddboyz, speak of their wealth or notable victories in battle, and generally belittle their enemies. There may also be clan symbols and decorations appropriate to the clan – for example, Goff houses may sport a black and white checkered pattern around the doors or along the top edge of the walls.

Households often paint their insignia on a front wall of their dwelling – this insignia is the same design as the backplates worn by the household's Boyz. Some households also display captured backplates taken from enemies who have fallen in battle. The more fearsome a household in battle, the more enemy backplates it will have to show off.

If you find painting the glyphs or backplates intimidating, you can use photocopies of the glyphs and insignia in Waaargh the Orks and stick these directly onto the wall of the building after you've finished painting it. We find it's best to paint the photocopied glyphs before you cut them out to stick them on the walls.

Once the paint has dried, trim the base to shape and give it a covering of PVA glue. Sprinkle the coral sand on the base and allow it to dry properly before painting the base to match your own terrain.

If you've got any questions on making buildings and scenery, or on modelling in general, why not write to Dave and Phil at Games Workshop Design Studio, Enfield Chambers, 14-16 Low Pavement, Nottingham, NG1 7DL. They'll answer the most commonly-asked questions in forthcoming Modelling Workshops. If you want some specific advice on the buildings or terrain that you're making, drop into your local Games Workshop store and the friendly staff there will give you expert tips on modelling and painting.



RICHARD WRIGHT

You may have seen some of Richard's stunning work in previous 'Eavy Metals. His most recent collection of display miniatures shows his incredible blending technique, fine use of colour and superb attention to detail which together definitely make them of Golden Demon winning standard.



Chaos Familiar



Close-up of the book pages showing the detailed illuminated script



Howling Banshee Eldar Aspect Warrior



Eldar Harlequin



Space Wolf Terminator Captain with close-up of personal heraldry



Eldar Harlequin Avatar



Eldar Support Team Crewman



Eldar Harlequin Death Jester



Blood Bowl Elf Cheerleader



Eldar Harlequin Warlock



Eldar Harlequin



Eldar Harlequin



Chaos Familiars



Witch with familiar



Eldar Warlock



Eldar Harlequin



**ADRIAN
DYSON
and STEVE
MUSSARED**

Adrian learnt many of his expert techniques for painting individual models from a demonstration given by Golden Demon winner Steve Mussared. Steve is going to be demonstrating his painting skills at Games Workshop Hull on Saturday 2nd February. Don't miss it!



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Fourth Generation
Genestealer Magus



Legion of the Damned
Terminator Captain



Eldar Warlock with
Witchblade



Eldar High Warlock



Eldar High Avatar



Swooping Hawk
Eldar Aspect Warrior



Norse Leader



Norse Warrior



Norse Musician



Norse Hero



Chaos Familiars



Squigs



Squigs

ADVANCED SPACE CRUSADE

ORK WARBANDS IN ADVANCED SPACE CRUSADE BY JERVIS JOHNSON

The Tyranids are a threat to every race in the galaxy, not just the Imperium. Tyranids have no allies, they simply see all other living creatures as raw materials to be used up as needed. Every race they meet is suppressed and consumed. So when Ork meets Tyranid there can be only one result - WAR!

ORKS AND TYRANIDS

To the Tyranids, Orks are simply another race to overwhelm and feed to their voracious appetite for new genetic material. Ork genestocks are used in the creation of Tyranid bio-construct creatures and the organic machines that the Tyranids use in place of mechanical devices. For the Tyranids the Orkoid races are useful because of their diverse genetic structures - the Tyranids have no interest in the Orks' unique culture and racial character.

In contrast, whenever the Orks encounter Tyranids they suffer an instant and deep-rooted feeling of YUK! The Tyranids are just so absolutely un-Orky that they cause an almost physical revulsion in Orks. But like every other race in the galaxy, the Orks have to fight the invading Tyranid fleet or they risk complete annihilation.

There are also Ork legends of a long-standing enmity between the Orks and the Tyranids, half-remembered tales that speak of great loss and an epic quest across space, of vile experiments and twisted creatures. The origins of this legend are lost but for many Orks the vague memory of a grudge or feud with the Tyranids is present in their minds as they go to war.

The Orks launch their assaults on Tyranid ships from mighty space hulks, derelict spaceships originally built by other races that have been 'mended' by Mekaniaks. From these ships they teleport into the outermost areas of the Tyranid ships and fight their way into the vital organs. Ork teleporters, like so much of Ork technology, are crude but effective devices. The forces they employ would crush and destroy mere Humans, but the Ork's robust physique and tough metabolism allow him to survive the terrible strains of teleporting.

Sometimes Orks will attack from space ships built by Mekaniaks, strange and unique vehicles much smaller than the vast space hulks but able to manoeuvre close to the Tyranid ships. Huge grappling hooks, powerful traktor beams and explosive boarding harpoons are all used to break through the tough outer skin of a Tyranid ship and land the Warband.

CHOOSING AN ORK FORCE

Ork Warbands are led by a Warboss, and consist of his own personal retinue and a group of Ork Mobz. Ork Warbands are made up of Nobz, Boyz and Oddboyz. Nobz are Ork nobles, in charge because they are bigger and tougher than the average Ork and can get hold of the best equipment. Da Boyz are the rank and file troops that form most of the Mobz. Oddboyz are Mekaniaks, Painboyz, Runtherdz and Weirdboyz. They are all highly individual and rather eccentric characters.

You may choose to use an Ork Warband instead of fielding a Space Marine or Imperial Guard force. If you do so then all of the units you choose must be Orks - you can't combine Ork and Imperial units in the same force.

Use the Force Points Table just as if you were choosing a Space Marine force. Once you've chosen the force, record it on the force roster as usual, using the squad counters you'd normally use for Space Marines.

There are certain restrictions on the units you may choose for the force:

- a) The force must include a Warboss, his Retinue, and a Big Mob. It may not include more than one each of these units.
- b) The Warband may not have more than one Mob of Wildboyz, Madboyz or Ogryns.
- c) The number of Oddboyz in the force is limited to two of each type, including the Oddboyz in the Warboss's Retinue.
- d) Any Oddboyz that you take, apart from those in the Retinue, must be attached to a Mob and are not represented by a separate counter. Simply record the Oddboy's characteristics as part of the Mob.
- e) Ork Mekaniaks and Orks armed with heavy weapons have their weapons generated randomly (see below). You generate the weapon after you've finished choosing your force.

USING AN ORK FORCE

A number of special rules apply when you are using an Ork force, all of which are explained below.

EXTRA ACTIONS

Unlike Imperial troops, Orks don't have a rank system as such. Of course Nobz will order other Orks around, but this is more for show than part of a tactical plan. The Warboss keeps control over his Warband by physical might – he's bigger and tougher and meaner than anyone else.

Ignore the modifiers to the extra action roll listed in *Advanced Space Crusade* when you're using an Ork force, and use the following modifiers instead:

Warboss is involved in battle	+2
Per Mob involved in the battle	+1

The +1 bonus per Mob applies as long as at least one member of the Mob is still involved in the battle.

MADBOYZ

Madboyz are Orks whose behaviour marks them as obviously and unashamedly mad. Of course, even normal Orks do things which a Human would think insane, but Madboyz are so reckless, manic and downright strange that even other Orks consider them crazy. They are regarded with a mixture of amusement and awe by ordinary Orks. Due to their often completely barmy behaviour they are grouped together into their own Mob – the Mad Mob.

Madboyz are highly unpredictable. Roll a D6 (not a D12) each time you take an action with a Madboy to find out his speed and the bonus for his close combat dice for that turn.

D6 Roll	Speed	Close Combat Bonus
1	1	-
2	2	+1
3	3	+2
4	4	+3
5	5	+4
6	6	+5

MEKANIAKS

Mekaniaks are Orks with an exceptional innate technical understanding – they are masters of Orky know-wots and kustomization. They are vital for the Warband as they build and maintain all of its vehicles and mechanical devices. They also have a strange knack for building outlandish and sometimes very effective weapons.

Mekaniaks are armed with a special kustom weapon. Full details on kustom weapons are included in the *New Ork Weapons* section.

NOBZ

Nobz are the elite of Ork society. Nobz are found in command of Boyz Mobz or organised into their own select Nobz Mobz. They generally have better equipment than other Orks.

Nobz are included in the Warboss's Retinue and as part of each Boyz Mob. After you have chosen you force you may choose to combine any of the Nobz from the Boyz Mobz into a single Nobz Mob represented by a separate squad counter.



PAINBOYZ

Painboyz are the Ork equivalent of medics and surgeons who eccentrically exhibit a fascination with pain, wounds and surgery. A particular Painboy speciality is the implantation of bionik bitz produced by Mekz and both professions frequently work together on bionik surgery.

In any battle that involves a Painboyz, keep all casualties to one side. If the Orks win the battle and the Painboy is still alive, roll a D12 for each casualty. On a roll of 11 or 12 the doc fixes up the Ork and the model may be returned to play.

RUNTHERDZ & HERDZ

Runtherdz breed and raise the Gretchin and Snotlings (collectively known as Runtz) which are vital to Ork society. Their herdz are mobz of Gretchin or Snotlings who have been raised by a Runtherd and not yet sold to Orks as servants. While not the most effective troops in the galaxy, they do occasionally have their uses.

Runtherdz are always accompanied by their herd of Runtz. For each Runtherd you may choose one herd of Runtz for free, either Gretchin or Snotlings. Note that if you have a Mekaniak with a Shokk Attack Gun he will need a supply of Snotlings in order to use the weapon.

Runtz cannot normally be given an extra action. However, this rule is ignored as long as a Runtherd is within 6 squares of the Runt when it is given the extra action. This represents the Runtherd encouraging his Runt and urging him on to greater things.

WILDBOYZ

Wildboyz are young Orks taken from the primitive wild bands where they are born. As they have not yet learned the benefits of Ork Kultur and Kustomz they dress and fight using primitive weapons. They are accompanied by a Drillboss assigned to the Wild Mob to instruct them in the ways of Orkdom and stop them doing anything especially stupid.

Wildboyz can either be armed with a bow and sword, or a sword and shield – it's up to you.

If the Wildboyz' Drillboss is killed they become confused and unhappy. To represent this, Wildboyz may only be given an extra action if their Drillboss is still alive.



WEIRDBOYZ

Although it may not be immediately apparent, all Orks are psychic – their minds constantly bubble with psychic energy. In a minority of Orks this psychic ability is fully developed. Orks possessing this powerful talent are known as Weirdboyz. Weirdboyz act as a sort of psychic sponge, absorbing the psychic energies emitted by other Orks. They have no control over this process and the power builds up inside the Weirdboy until he can't contain it any longer and it's released in a blast of pure power.

WEIRDBOYZ MINDERZ

Because of the extreme discomfort and risk of death that using their abilities entails, Weirdboyz are reluctant to allow themselves to be used as psychic weapons. They would much rather wander off and hide somewhere quiet and peaceful where there are no other Orks around. As a consequence, Weirdboyz have to be 'escorted' by big, tough Ork henchmen whose responsibility is to look after their Weirdboy. These henchmen are known as Minderz.

A Weirdboy must be accompanied by two Minderz at all times to stop him sneaking off and hiding in an out-of-the-way passage. To represent this, during exploration a Weirdboy without any Minderz will return to the Reserves area and remain there until he gets a new set of Minderz. In battles, a Weirdboy who finds himself at least 2 squares away from any other Orks at the start of the Orks turn must roll on the following table:

- 1-4 The Weirdboy moves back towards the entry area as fast as he can and leaves the board if he can get there. He may not use his psychic powers until two Boyz take over as his Minderz.
- 5-8 The Weirdboy remains where he is and immediately sticks his copper staff in the ground. His power store drains away and he will not do anything until two or more Orks take over as Minderz.
- 9-12 The Weirdboy continues as normal in a gesture of self-sacrifice and loyalty to his tribe.

WEIRDBOYZ AND EXPLORATION

While exploring, roll on the following table at the start of each Ork turn for each Weirdboy:

- 1 Unwitting psychic contact with the Tyranid hive mind overwhelms the Weirdboy. He goes catatonic and may not do anything until he recovers (though his Minderz can move him). Roll to see if he recovers at the start of each future turn. The Weirdboy recovers on a roll of 11 or 12.
- 2-8 Nothing Happens
- 9 Look at the next card in the exploration deck for the line of attack that contains the Weirdboy. If you don't like the card you may immediately place it to one side and bypass it.
- 10 Ignore any ambush cards that come up this turn (this applies to all ambushes, including those in other lines of attack).
- 11 You may have a look at the Tyranid's strategic display.
- 12 Combine the effects of 1, 9, 10 and 11.

WEIRDBOYZ IN BATTLES

In battles Weirdboyz may either make a psychic probe or a brain-bursta psychic attack. Both of the Weirdboy Minderz must be standing next to the Weirdboy to get him to use either power, and he must take a ready weapon action. The Weirdboy is not allowed to use reaction moves to make psychic probes or attacks.

PSYCHIC PROBE

The Weirdboy has inadvertently tapped into the Tyranid hive mind and has discovered something about the layout of the ship or the positions of his enemies. Although any contact with the unOrky hive mind is extremely disturbing for the Weirdboy, the other Orks manage to understand some of what he's seen through his semi-incoherent babbling, terrified gibbering and wild gesturing. Roll on the following table to find out what information the Weirdboy passes on:

- 1 The experience is too much for the Weirdboy – his eyes glaze over and he begins to drool and dribble uncontrollably. He can't make any more psychic probes or attacks during this battle (he'll have recovered by the next battle) but can still be moved around by his Minderz.
- 2-7 Nothing happens.
- 8-9 The Tyranid player must convert one blip of your choice.
- 10-11 The Tyranid player must choose a board section that has not yet been placed and reveal it.
- 12 The Tyranid must reveal all board sections that have not yet been placed.

BRAIN-BURSTA PSYCHIC ATTACK

The brain-bursta psychic attack, as its name implies, allows the Weirdboy to attack enemy models with a devastating release of raw psychic power. In order to make the attack the Weirdboy must first build up a store of psychic energy. Each ready weapon action allows the Weirdboy to store 1D12 psionic energy points. This energy is an accumulation of the psychic Orkyness generated by the stomping and chanting of the battle-frenzied Orks nearby so add +1 to the score of the dice for each Ork within 4 squares of the Weirdboy (not including his Minderz).

As long as he has points stored up, the Weirdboy may only collect more energy or release the energy he's stored as a psychic attack. If he does anything else, stored points are lost.

When you do decide to launch the brain-bursta attack, there is still a chance that something will go wrong. Roll on the following table when you declare that you will attack, adding +1 to the score for each full 10 points that are stored:

- 1-3 The Weirdboy gets carried away, and decides to store more energy to make a really impressive attack. The Weirdboy may not attack with this action and must store energy instead.
- 4-12 The Weirdboy makes a brain-bursta psychic attack (see below).
- 13+ The Weirdboy has stored too much energy and his head explodes! (This is the other reason the attack is called a brain-bursta.) The Weirdboy is killed and any model in an adjacent square is attacked with a to hit roll of 1D+0.

If you rolled 4-12, the Weirdboy immediately makes a brain-bursta psychic attack. Take the plasma bolt template and place it as if the Weirdboy was making a plasma gun attack.

Because the brain-bursta attack is made up of psychic energy it will pass through objects, so anything under the template will be attacked even if the Weirdboy does not have LOS to it – this includes objects on the other side of walls, doors and models. Don't count cover – all models are attacked against their exposed armour rating.

However, before you can attack you must check to see if the bolt deviates. The Weirdboy does not always have full control of his powers and sometimes the brain-bursta attack goes off in unexpected directions. To see if it deviates, roll a D12:

- 1 The attack flies off in the opposite direction. Take the template and rotate it round the Weirdboy 180° to face the other way.
- 2-8 The brain-bursta attack is bang on target.
- 9 Move the end of the template one square to the left.
- 10 Move the end of the template one square to the right.
- 11 Move the end of the template two squares to the left.
- 12 Move the end of the template two squares to the right.

(When you move the template, make sure the other end stays by the Weirdboy.)

Anything under the final position of the template is attacked. The strength of the brain-bursta attack depends on the number of psychic energy points the Weirdboy had stored up:

Stored Energy	Attack Strength
1-5	1D+1
6-10	1D+2
11-15	1D+3
16-20	1D+4

...and so on with an extra +1 per 5 points of stored energy.

ORK CLANS

Orks are split into a number of clans, each with their own characteristics. The Ork force list shows a typical warband, made up of a number of clans. If you want, you can specify which clan the warband belongs to, in which case the following special rules apply.

BAD MOONS

Bad Moons are noted for their wealth and flamboyance – they are constantly buying, selling, swapping, bartering and conning to get more teef (which are used as currency by Orks). Because they grow their teef faster than other Orks, they've always got access to a better selection of wargear. The clan also has an unusually large number of Weirdboyz.

The Warband may include any number of additional Weirdboyz.

At a cost of 25 extra points, each Mob may include an extra heavy weapon.

EVIL SUNZ

Evil Sunz are the epitome of Orkyness. They just love being Orks and live for the joy of battle and the deafening noise of bolter fire. They take particular delight in the sensation of speed and often ride to battle on bikes, buggies and battlewagons.

Evil Sunz households often include a Mek (to make sure their vehicles have the latest in kustomization) so you may have as many additional Mekboyz in the Warband as you want.





DEATH SKULLS

Death Skulls are renowned as the plunderers of the battlefield. They often loot armour and clothes as well as weapons, giving them a striking if bizarre appearance. They have many Gretchin, Painboyz and Madboyz.

You may include as many additional Painboyz or Mobz of Madboyz in the Warband as you want.

You may buy extra Gretchin for 100 points per Mob. These are enterprising Gretchin that have scraped together enough teef to arm themselves with simple weapons and accompany their Ork masters into battle. They are represented by a separate squad counter and do not have to be accompanied by a Runtherd (other than this, they have the same stats as a Gretchin Herd).

GOFFS

Goffs are a very militaristic clan and they dress in predominantly black gear. They have the reputation of having the biggest, meanest, most ferocious and plain ugliest of Orks. Goff Warbands contain many Nobz but few Runtherdz and Weirdboyz.

The Warboss's Retinue includes 5 extra Nobz but does not have a Weirdboy. You are not allowed to buy any additional Runtherdz or Weirdboyz for the Warband.

SNAKE-BITES

Snake-Bites are the most traditional Ork clan. They hold with many of the old ways such as keeping stables of Boarz to ride into battle (or even better – Cyboarz, kustomized by their Painboyz and Mekz).

You may include as many additional Weirdboyz or Wildboyz in the force as you want, and you may buy extra Gretchin or Snotling Herdz for 100 points each. These are represented by separate squad counters and do not have to be accompanied by a Runtherd.

BLOOD-AXES

Blood-Axes are regarded by all the other Orks as sneaky gitz that can't be trusted while your back's turned. They are the only Orks to have any dealings (other than on the battlefield) with Humans.

A Blood-Axe Warband may not include Runtherdz or Weirdboyz but can have any number of Mekaniaks.

In addition the Warband may include one Human mercenary squad. This has exactly the same characteristics and cost as an Imperial Guard Tactical Squads and is led by a Lieutenant.

NEW ORK WEAPONS

HEAVY WEAPONS

When the Orks go to war, it is traditional for every household to bring along one heavy weapon – if there are any more around they're taken by the Nobz. You should generate the heavy weapon carried by an Ork on the following table (if you haven't got the appropriate model, roll again):

1-3	Autocannon
4-6	Heavy Bolter
7-9	Missile Launcher with frag and melta missiles
10-12	Heavy Plasma Gun

Most of these weapons have been described in *Advanced Space Crusade*. The exception is the heavy plasma gun. The heavy plasma gun can be fired on one of two settings, either sustained or maximal. The Ork player must declare which setting the weapon will use before it is fired.

On the sustained setting the weapon fires just like a normal plasma gun, except that it is not single shot weapon because it has much larger reserves of plasma than the normal weapon.

On the maximal setting the heavy plasma gun fires all of its plasma in a single, devastating blast. This means that the gun must be reloaded after it has fired. When fired on maximal the heavy plasma gun has an area effect the same size as a frag grenade. Anything within this area is attacked with 1D+6.

Orks armed with heavy weapons use the following ranges, to hit rolls etc. They all have the same speed, reaction and armour ratings (see the Ork Warband Force List).

HEAVY WEAPON TABLE

Name	Ammo	Target	Snap Fire		Aimed Fire	
			Range	To Hit	Range	To Hit
Autocannon	3	-	-	-	U	1D+5
Heavy Bolter	3	-	20	2D+2	40	2D+3
Missile Launcher	3	A ¹	-	-	U	'
Heavy Plasma Gun						
Sustained	U	A ²	-	-	8 ²	1D+4
Maximal	S	A ²	-	-	U	1D+6

Notes:

- 1) Area of effect and to hit roll depend on type of missile fired. May fire frag or melta missiles.
- 2) Use plasma bolt template for sustained fire.
- 3) Maximal fire affects target square and all adjacent squares.

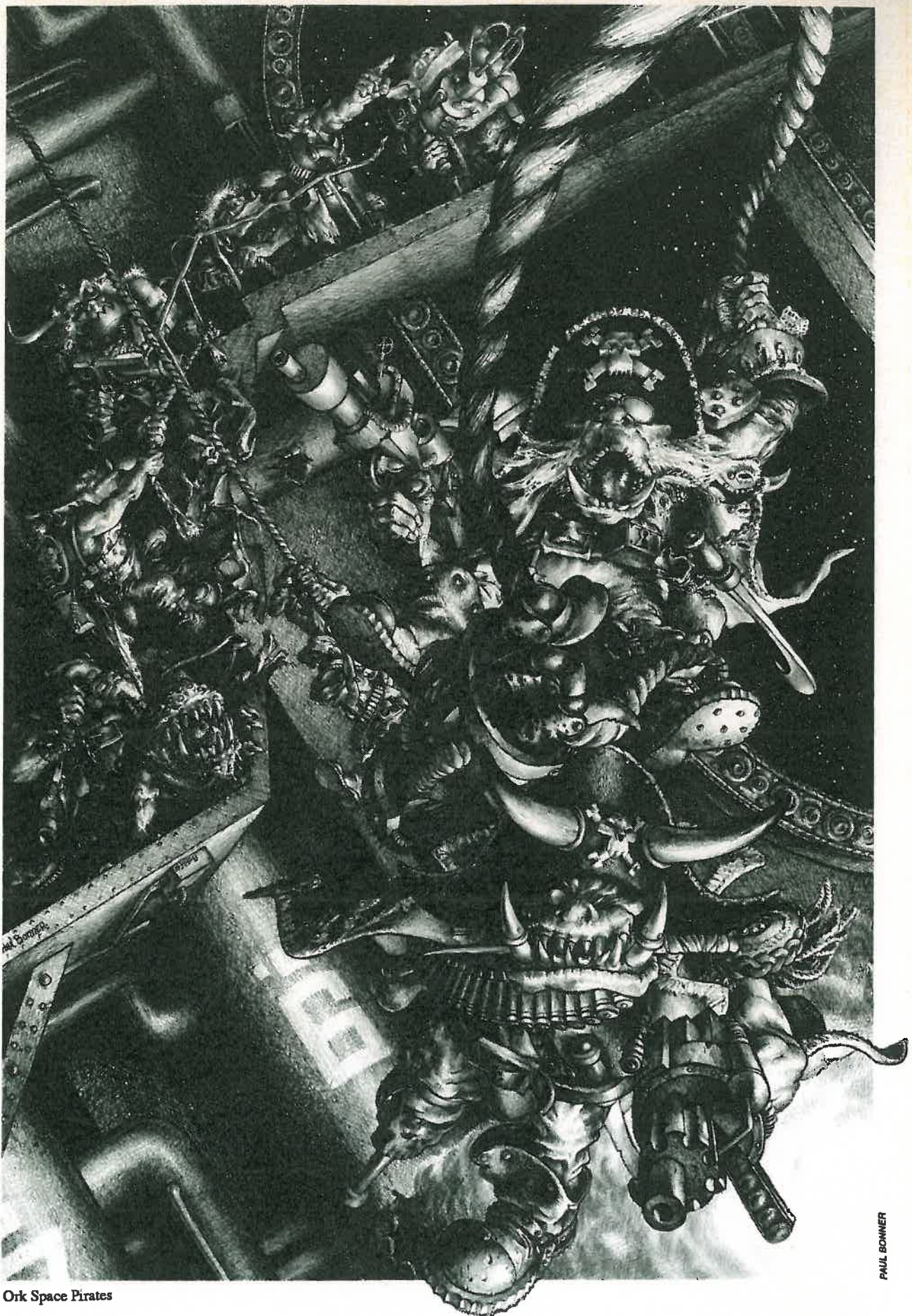
KUSTOM WEAPONS

Ork Mekaniaks can carry a wide range of weapons of their own design or which have been specially kustomised. An Ork Mekaniak's weapon is generated on the following table:

1-3	Kombi-weapon (bolter and heavy weapon)
4-6	Kombi-weapon (2 heavy weapons)
7-8	Kustom special – bolter
9-10	Kustom special – heavy weapon
11-12	Shokk Attack Gun

KOMBI-WEAPONS

Kombi-weapons, as their name implies, combine two different weapons. Any heavy weapons should be generated randomly as usual. When the Mekaniak shoots he may decide which of the weapons to use. Each weapon has its own supply of ammo, which runs out and needs to be reloaded separately.



Ork Space Pirates

PAUL BONNER

KUSTOM SPECIALS

Kustom specials have been modified by the Mekaniak to improve their performance. Although he adds plenty of cranks and gears, enlarges the barrels and makes sure the weapon is extra-noisy, even the Mekaniak is not absolutely certain how effective these modifications are. The first time the weapon is used, roll on the following charts to find out how the weapon's characteristics have been changed. Make separate rolls for the weapon's ammo, range and to hit roll.

AMMUNITION TABLE

1	Single shot
2	Roll a D12 – the number rolled is the weapon's ammo number.
3-9	No change.
10-12	Unlimited ammunition.

RANGE TABLE

1	The weapon's range is halved.
2-4	Roll a D12 for the weapon's snap fire range. Then roll a second D12 and add it to the score of the first roll to find the weapon's aimed fire range.
5-10	No change.
11-12	The weapon's range is doubled.

TO HIT ROLL TABLE

1	The number of dice rolled is decreased by -1.
2	The weapon's to hit roll bonus is decreased by -1.
3-6	No change.
7-8	The weapon's to hit roll bonus is increased by +1.
9-10	The weapon's to hit roll bonus is increased by +2.
11-12	The weapon rolls one extra dice.

SHOKK ATTACK GUN

The Shokk Attack Gun is a bizarre and highly unpredictable weapon which is none the less very popular among Ork Mekaniaks. It produces a short force field tunnel through the warp connected by an entrance just in front of the gun and an exit wherever the operator directs his aim.

Snotlings are sent into the tunnel and by the time they reach the exit they are so frenzied with terror (the warp is not a nice place!) that they attack anything and everything that is nearby. Snotlings would not normally enter a small dark tunnel, so teams of Snotlings have to be specially trained by Runtherdz to perform the task.

If you generate a Shokk Attack Gun on the Kustom Weapons Chart you're allowed to convert any Runtherd's herd into Snotlings (obviously this only applies if you had not taken any Snotling Herdz in the first place).

The Shokk Attack Gun itself is carried by the Mekaniak and he must be accompanied by the Runtherd and the herd of Snotlings. The Snotlings will only jump into the warp tunnel if the Runtherd is close by, so the Runtherd and at least 1 Snotling base must be within 2 squares of the gun when the Snotlings enter the tunnel.

The Shokk Attack Gun may only be fired if the Mekaniak takes an aimed fire action. He then removes one or more Snotling bases from the board. Once the player has allowed as many Snotlings as he wants into the tunnel he may elect either to immediately open the exit tunnel or to wait.

If he waits, place the Shokk Attack Gun on overwatch. The Mekaniak may fire the Shokk Attack Gun as a reaction. – if he fails to do so, he must fire the weapon as his next normal action or any Snotlings in the tunnel are lost.

To position the exit hole, pick a square in the Mekaniak's LOS and arc of fire. Then roll on the following table:

1-2	Scatter 3 squares
3-6	Scatter 2 squares
7-8	Scatter 1 square
9-12	Bang on target!

If the exit scatters, roll once for the direction of scatter and then move the exit point the appropriate number of squares in that direction. Don't worry if this moves the exit point out of the Mekaniak's LOS.

Once the exit hole is opened, the Snotlings inside shoot out. Place the first Snotling base in the square with the exit point. Additional Snotling bases spill into adjacent squares – roll for scatter to see where they land, rerolling scores of 9 or more. No square may hold more than 1 Snotling base. Snotlings that appear inside a wall or off the board are killed. Snotlings that appear inside other objects are killed – the object is destroyed.

Snotlings that appear in the same square or adjacent to an enemy model immediately attack it in close combat. The attack is far too sudden for the enemy model to react.

Due to the horrifying nature of their journey through the warp the Snotlings are subject to frenzy and remain frenzied for the rest of the game. This means that:

- Their close combat to hit roll is changed from 3D-3 to 3D.
- They may only take charge actions and must move towards the nearest enemy.

Snotlings that appear in the same square as a Dreadnought or Terminator have a chance of actually appearing inside the suit! Roll on the following table to see what happens:

1-6	The Snotlings appear outside the suit and attack it using the rules above.
7	The leg of the suit is jammed with squirring Snotlings, reducing movement to half normal rate.
8	One randomly-determined arm is stuffed with Snotlings rendering it useless – any weapons carried by this arm no longer function.
9	One randomly-determined weapon is infested with Snotlings and rendered completely useless.
10	A terrified Snotling emerges crammed next to the pilot's head and evacuates its digestive tract. The driver is suffocated to death by the Snotling's bodily fluids. The model drops face down with a crash (remove it from the board).
11	As for 10, except that the occupant flicks the self-destruct switch before he dies. The machine explodes and anyone in an adjacent square is attacked with a to hit roll of 1D+3.
12	Snotlings materialise inside the body of the unfortunate occupant of the suit (yuk!). The model halts, standing ominously upright and silent, and does nothing for the rest of the game. It blocks LOS and blocks movement for unmanoeuvrable models.

GRENADES

We missed out the range for grenades in the Advanced Space Crusade rulebook – our apologies for any inconvenience this has caused. All grenades have a range of 8 squares (melta bombs are still placed on targets in an adjacent square as previously stated).

ORK WARBAND FORCE LIST

WARBOSS AND RETINUE

1 WARBOSS, 5 NOBZ, 1 MEKANIAC, 1 PAINBOY, 1 RUNTHERD AND 1 WEIRDBOY FOR 250 POINTS

Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat	
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Warboss ¹	4	-	8	9	10	Boltgun & Powerfist	1	-	12	1D+1	24	1D+2	1D+5	-
Nobz	4	-	7	9	10	Boltgun	1	-	12	1D+1	24	1D+1	1D+3	-
Mekaniak	4	-	8	9	10	Kustom Weapon ²	*2	*2	*2	*2	*2	*2	1D+2	-
Runtherd	4	-	8	9	10	Boltgun	1	-	12	1D+1	24	1D+1	1D+4	-
Painboy	4	-	8	9	10	Boltgun	1	-	12	1D+1	24	1D+1	1D+3	-
Weirdboy	4	-	7	8	9	None	-	-	-	-	-	-	1D	-

Notes: 1) Warboss is a Hero and has 3 fate points.
2) See special rules for the Mekaniak's kustom weapon.

Oddboyz (Mekaniaks, Runtherdz, Painboyz and Weirdboyz) all have their own special rules - see the relevant rules section for details.

BIG MOB

3 BOYZ WITH BOLTGUNS AND 2 BOYZ WITH HEAVY WEAPONS FOR 200 POINTS

Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat	
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Boyz	4	-	7	8	9	Boltgun	1	-	12	1D+1	24	1D+1	1D+2	-
Boyz	4	U	7	8	9	Heavy Weapon ²	*2	*2	*2	*2	*2	*2	1D+1	-

Notes: 1) Nobz may be combined with Nobz from other mobz to form a Nobz Mob. 2) See special rules for heavy weapons.

BOYZ MOB

1 NOB, 4 BOYZ WITH BOLTGUNS AND 1 BOY WITH HEAVY WEAPON FOR 125 POINTS

Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat	
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Nob ¹	4	-	7	9	10	Boltgun	1	-	12	1D+1	24	1D+1	1D+3	-
Boyz	4	-	7	8	9	Boltgun	1	-	12	1D+1	24	1D+1	1D+2	-
Boyz	4	U	7	8	9	Heavy Weapon ²	*2	*2	*2	*2	*2	*2	1D+1	-

Notes: 1) Nobz may be combined with Nobz from other mobz to form a Nobz Mob. 2) See special rules for heavy weapons.

MAD MOB

5 MADBOYZ WITH BOLTGUNS FOR 75 POINTS

Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat	
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Madboyz	*1	-	7	8	9	Boltgun	1	-	12	1D+1	24	1D+1	1D+*2	-

Notes: 1) Roll D6 for Madboyz' speed each action - see special rules. 2) Roll D6-1 for Madboyz' close combat bonus each action - see special rules.

WILD MOB

1 DRILLBOSS AND 10 WILDBOYZ FOR 100 POINTS

Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat	
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Drillboss ¹	4	-	7	9	10	Boltgun	1	-	12	1D+1	24	1D+1	1D+3	-
Wildboyz	4	-	7	7	8	Bow ²	S	-	-	-	18	1D-1	1D+1	-
Wildboyz	4	-	7	8	9	Sword and Shield ²	-	-	-	-	-	-	1D+2	P

Notes: 1) Wildboyz cannot be given an extra action if their Drillboss is killed. 2) Choose which weapons each Wildboy is armed with.

EXTRA ODDBOYZ

UP TO 1 MEKANIAC, 1 PAINBOY, 1 RUNTHERD AND 1 WEIRDBOY FOR 25 POINTS EACH¹

Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat	
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Mekaniak	4	-	8	9	10	Kustom Weapon ²	*2	*2	*2	*2	*2	*2	1D+2	-
Runtherd	4	-	8	9	10	Boltgun	1	-	12	1D+1	24	1D+1	1D+4	-
Painboy	4	-	8	9	10	Boltgun	1	-	12	1D+1	24	1D+1	1D+3	-
Weirdboy	4	-	7	8	9	None	-	-	-	-	-	-	1D	-

Notes: 1) Some clans have different numbers of Oddboyz - see clan notes.
2) See special rules for the Mekaniak's kustom weapon.

Oddboyz must be attached to a mob. They all have their own special rules - see the relevant rules section for details.

HERDZ

4 SNOTLING BASES OR 10 GRETCHIN FREE FOR EACH RUNTHERD IN THE WARBAND

Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat	
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Snotlings ¹	3	-	2	4	6	None	-	-	-	-	-	-	3D-3!	-
Gretchin	4	-	5	5	7	Flintlock Rifle	S	-	6	1D-1	18	1D-1	1D-2	-

Notes: 1) Each Snotling base takes 3 hits to kill - reduce the number of close combat dice rolled by -1 for each hit. A Hero accompanies its Runtherd at all times. Snotlings and Gretchin may only be given an extra action if a Runtherd is within 6 squares.

OGRYN MOB

1 OGRYN LEADER AND 4 OGRYNS FOR 150 POINTS

Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat	
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Ogryn Leader ¹	6	U	6	12	12	Hand Weapons	-	-	-	-	-	-	1D+8	-
Ogryn	6	U	5	12	12	Hand Weapons	-	-	-	-	-	-	1D+7	-

Notes: 1) Ogryns may not be given extra actions if their leader has been killed.

NEW BOARD SECTION

To expand your Advanced Space Crusade games and increase the size of your Tyranid space ships, here's an additional board section. We couldn't get a whole board section on a White Dwarf page, so you'll have to assemble the two parts.

Remove these two pages from the magazine and cut out the two parts of the board section, the hidden set-up tile and the hidden set-up counter. (if you haven't got another copy of the magazine, you can photocopy the rules on the back of these pages for your personal use). Then glue them to a sheet of stiff card – if possible, use roughly the same thickness card as you get in the game. Make sure two parts of the board section are properly lined up.

Once the glue's dry, cut out the assembled board section and the hidden set-up tile and counter using a modelling knife with a sharp blade. Always remember to cut away from your fingers – you'll get a straighter edge if you use several light strokes rather than press through in one go. When you cut out the jigs to join the boards together, it's a good idea to use one of your game boards as a template.

Using The New Board Section

You can include the new board section in any of the primary or secondary encounters. Just add the hidden set-up tile and counter to the others and then follow the normal set-up rules. This will give you seven board sections for these encounters rather than six – the more the merrier!

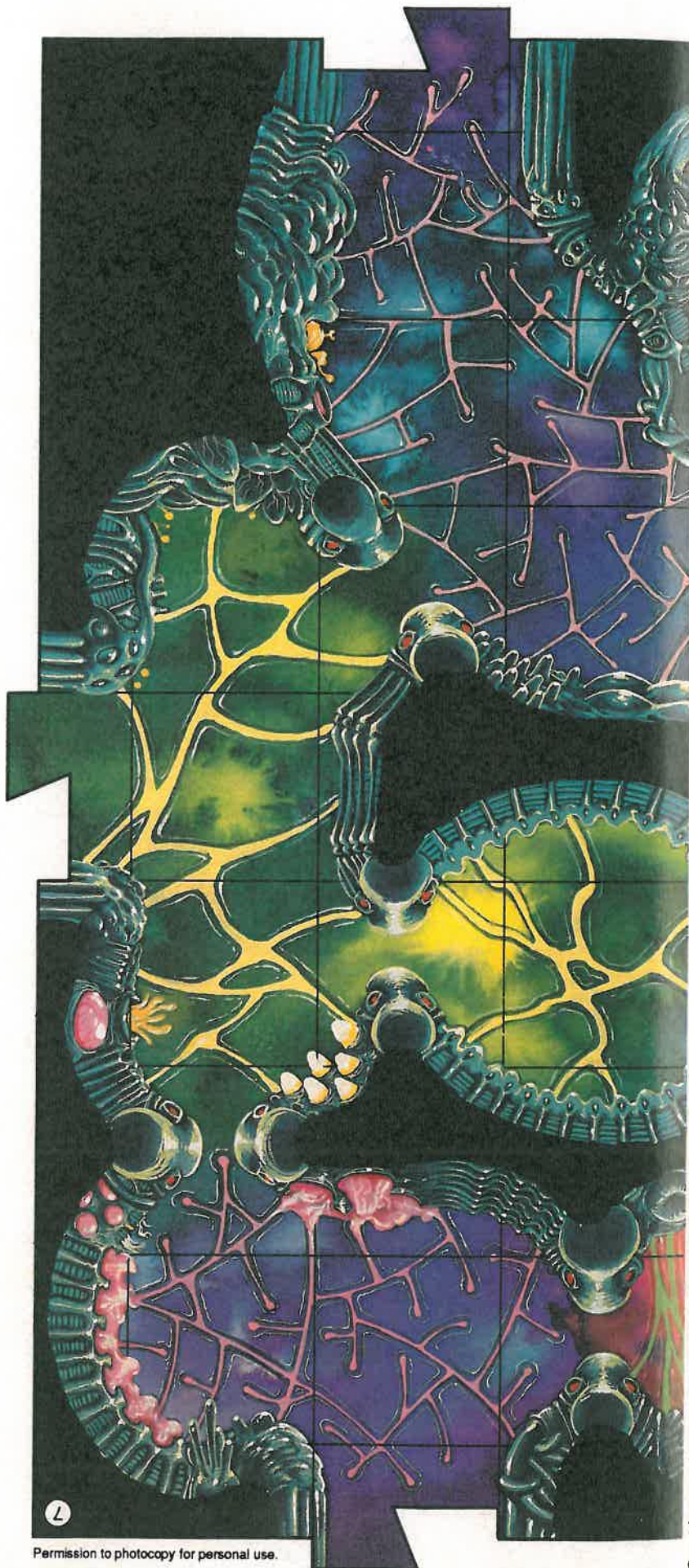
If you want, you can also replace one of boards 3, 4 or 5 with the new section when setting up an ambush. The Tyranid player can choose which, if any, of the board sections is replaced with the new section.



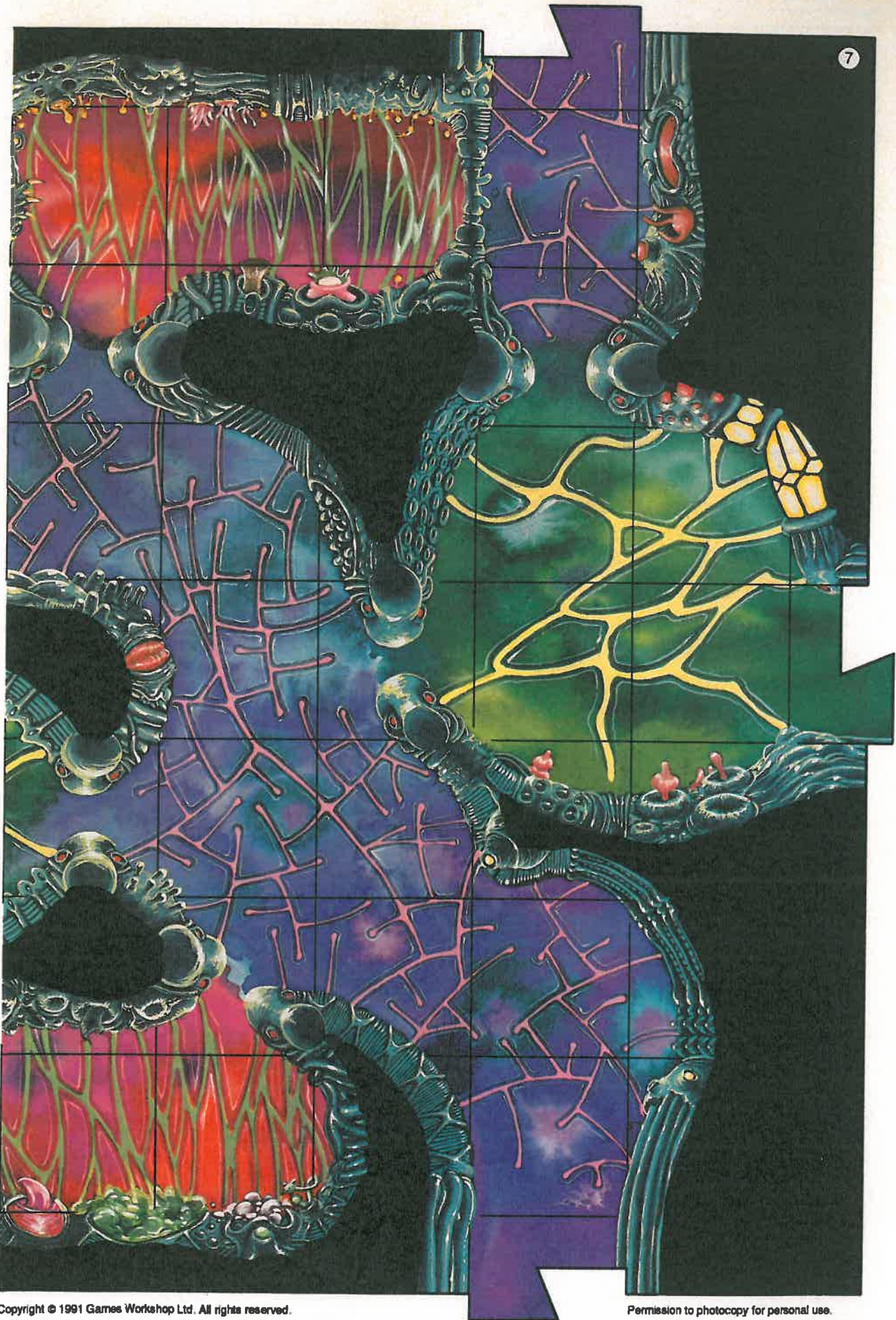
HIDDEN SET-UP COUNTER



HIDDEN SET-UP TILE



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WAA-GHAZGHKULL

Waa-Ghazghkull is a Goff Ork warband chosen by Andy Chambers from the new Goff army list in 'Ere We Go, the forthcoming book of rules and army lists for Orks in Warhammer 40,000. We're offering the complete warband at the insane bargain price of £90 – a discount of over 15%. Or you can order just part of the warband at a special price that's 10% off – see the separate prices to the right.

For full details of Waa-Ghazghkull see Andy's article starting on page 34 and the painting article that follows.

WAA-GHAZGHKULL COMPLETE – ALL THE ABOVE FOR ONLY £90.00

Note that some individual miniatures may differ from those shown in the Waa-Ghazghkull photographs. Miniatures are supplied unpainted and without banners.

1000 points – Warboss Ghazghkull, 6 Retinue Nobz, 3 Retinue Oddboyz (Painboy, Mekaniak and Runtherd), the Big Mob and 3 Boyz Mobz (total 25 Boyz), 6 Nobz from the Nobz Mob and 2 Battiewagons **£41.00**

500 points – Morbog's Bad Moons Mob, Grog's Evil Sunz Mob and Bogrot's Freebooterz (16 Boyz, 1 Nob, 1 Weirdboy and Minderz, 1 Mekaniak and 1 Freebooter Kaptin), plus Goblol's 12 Gretchin Runtz and Runtbot **£17.00**

500 points – Oddbitz: 1 Dreadnought, 1 Hop-Splat Field Gun, 1 Wartrak, 1 Wartrak Skorcher, 3 War Buggies plus 3 more Gretchin for Goblol's herd (all the vehicles include appropriate krew) **£39.00**



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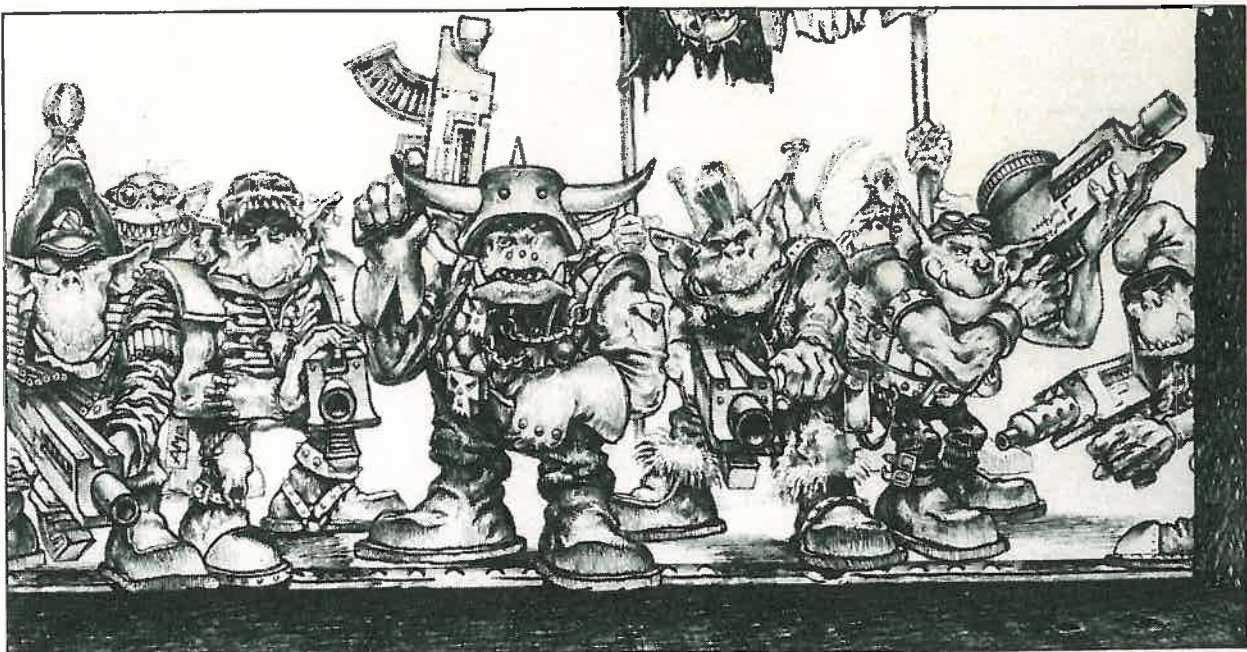
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SPACE ORK BOYZ

Designed by Kev Adams



SPACE ORK BOYZ

Designed by Kev Adams



ORK WITH
BOLTER 1
070510/32



ORK WITH
BOLTER 2
070510/2



ORK WITH STIKKBOMB,
BOLTER AND
SPLEENSTIKKA 1
070510/54



ORK WITH BOLTER AND
CHAINWORD 1
070510/43



ORK WITH BOLTER
AND KLEAVER
070510/7



ORK WITH
BOLTER 3
070510/48



ORK WITH
FLAMER 1
070510/5



ORK WITH PLASMA
GUN 1
070510/37



ORK WITH
BOLTER 4
070510/51



ORK WITH BOLTER
AND GUTRIPPA 1
070510/50



ORK WITH BOLTER
AND SPLEENSTIKKA 1
070510/39



ORK WITH BOLTER
AND GUTRIPPA 2
070510/4



ORK WITH BOLTER
AND GUTRIPPA 3
070510/53



ORK WITH
BOLTER 5
070510/8



ORK WITH
BOLTER 6
070510/47



ORK WITH PLASMA
GUN 2
070510/52



ORK WITH
BOLTER 6
070510/40



ORK WITH STIKKBOMB,
BOLTER AND
SPLEENSTIKKA 2
070510/48



ORK WITH
BOLTER 7
070510/6



ORK WITH BOLTER
AND SPLEENSTIKKA 2
070510/33



ORK WITH BOLTER
AND GUTRIPPA 4
070510/35



ORK WITH
BOLTER 8
070510/44



ORK WITH
BOLTER 9
070510/11



ORK WITH BOLTER
AND CHAINWORD 2
070510/1



ORK WITH BOLT PISTOL
AND GUTRIPPA 5
070510/3

SKAVEN

DESIGNED BY JES GOODWIN



CLAN RAT WITH HALBERD 5
074408/29



CLAN RAT WITH SPEAR 1
074408/25



CLAN RAT WITH SPIKED MACE 2
074408/26



CLAN RAT WITH HALBERD 6
074408/26



CLAN RAT WITH BALL AND CHAIN FLAIL
074408/29



CLAN RAT WITH SPEAR 2
074408/18



CLAN RAT WITH HALBERD 8
074408/14



CLAN RAT WITH HALBERD 9
074408/25



SLAVE WITH SPEAR 1
074408/14



CLAN RAT WITH HALBERD 15
074406/15



CLAN RAT WITH SWORD 3
074408/28



CLAN RAT WITH SWORD 4
074408/25



CLAN RAT WITH STAFF SLING
074408/29



SLAVE WITH CLUB 1
074408/16



SLAVE WITH CLUB 2
074408/16



SLAVE WITH CLUB 3
074408/18



SLAVE WITH SWORD
074408/18



SLAVE WITH HALBERD 2
074408/28



WOUNDED SKAVEN
074408/14



CLAN SKRYRE WITH WARPLOCK PISTOL
074408/36



WARFIRE-THROWER GUNNER 2
074408/34



WARFIRE-THROWER GUNNER 1
074408/30



WARFIRE-THROWER FUEL CARRIER 1
074408/35



CLAN SKRYRE WITH JEZZAIL
074408/38

CLAN SKRYRE WITH JEZZAIL REST
074408/39



WARFIRE-THROWER FUEL CARRIER 2
074408/31

SKAVEN

DESIGNED BY JES GOODWIN



CLAN SKRYRE
WITH POISONED
WIND GLOBE 2
074406/33



PLAGUE MONK
WITH WARPSROLL
AND DAGGER
074406/10



PLAGUE MONK
WITH DAGGER
AND STAFF 1
074406/42



VERMINLORD
WITH HALBERD
074406/32



PLAGUE MONK
WITH DAGGER
AND STAFF 2
074406/11



PLAGUE CENSER
BEARER WITH
STAFF
074406/41



CLAN SKRYRE
WITH POISONED
WIND GLOBE 3
074406/40



CLAN SKRYRE
WITH POISONED
WIND GLOBE 4
074406/37



CLAN MOULDER
MUTANT
074406/19



CLAN RAT WITH
HALBERD 1
074406/12



VERMIN LORD
WITH SWORD
074406/21



CLAN RAT WITH
DAGGER 1
074406/8



CLAN RAT WITH
SWORD AND DAGGER
074406/20



GUTTER RUNNER
WITH DAGGER
074406/7



GUTTER RUNNER
WITH DAGGER
AND NET 1
074406/5



CLAN RAT WITH
SWORD 1
074406/23



CLAN RAT WITH
SLING
074406/13



CLAN RAT WITH
HALBERD 2
074406/24



GUTTER RUNNER
WITH DAGGER
AND NET 2
074406/6



CLAN RAT WITH
SWORD 2
074406/22



CLAN RAT WITH
HALBERD 3
074406/15



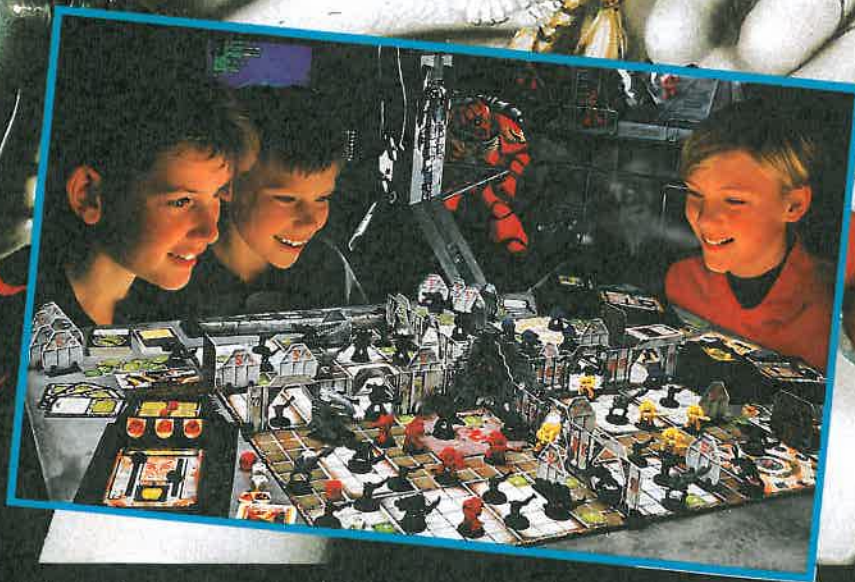
CLAN RAT WITH
HALBERD 4
074406/17



CLAN RAT WITH
SPIKED MACE 1
074406/27

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