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Route 666 edited by David Pringle

GHOST DANCERS
BRIAN CRAIG

“Anarchic cybergoth fiction from the creator of the Orfeo trilogy – Zaragoz, Plague Daemon, and Storm Warriors”

The US of A in the final throes of the twentieth century. Climatic catastrophe has devastated the land. The economy, civilisation, and even the laws of nature are falling apart. Contrast the fortress city-states of the corporate-owned Policed Zones with the decaying wilderness prowled by the tribalistic gang-cults of the new millennium.

GenTech – one of the most powerful mega-corps on the planet – have lost a computer disk. Not just any disk. This disk belonged to Doc Zarathustra – eccentric genius and head of the corporation’s BioDiv. And now *everyone* wants it – at any price.

Kid Zero – one-time member of the Low Numbers – owes fealty to no one. His only companion is Lady Venom – a six-foot, female rattlesnake. And he has the disk. Pursued half-way round the world and back by the most ruthless killers GenTech and its competitors can send after him, the odds are not on his side. But the Kid is cunning. He may be a lone wolf, but he’s not without friends. And the Kid doesn’t want money or power; the Kid wants revenge...

Doc Zarathustra and Kid Zero also appear in **Route 666**, edited by David Pringle and published by GW Books – “the best new publisher of recent years” (Brendan Wignall in *The Oxford Times*).

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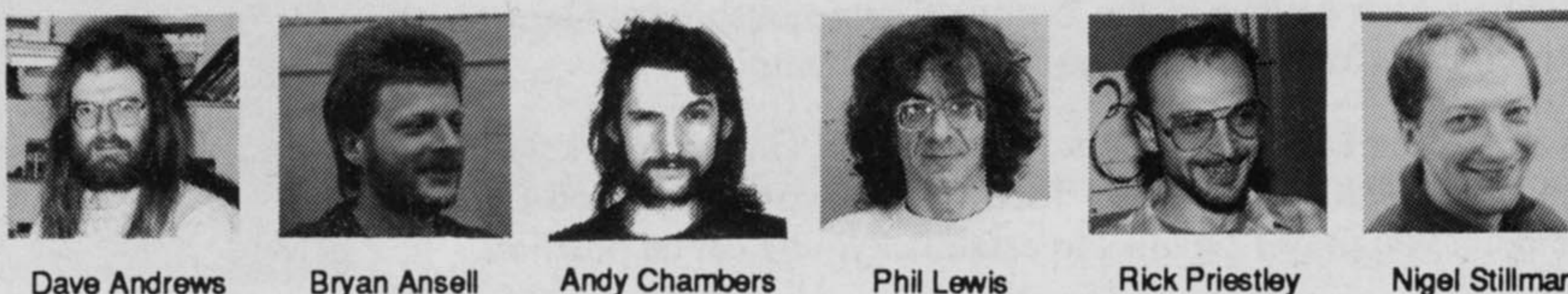
WHITE DWARF

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GAMES WORKSHOP™

UK STORE NEWS

WARHAMMER FANTASY BATTLE & WARHAMMER 40,000



We're running games of Warhammer Fantasy Battle and Warhammer 40,000 every Saturday in all of our stores.* To take part, just come along with a regiment or squad of painted miniatures and join forces with the other players.

We'll be running these games with the beginner in mind, so it doesn't matter if you've never played before – we'll have an expert player on hand to show you how the

game works, explain the rules and give you useful tips on tactics. If you're new to the hobby and haven't got a small force of painted models, don't worry – you'll be able to play using part of the store's own miniature collection.

As well as these regular games, there will be other special events at each store including demonstration and participation games, tournaments, painting workshops and competitions. Check the store noticeboard for details – if you can't get in to the store, give them a ring and ask what's going on over the coming weeks. There'll be games to join in whether you're a novice or an expert player.

BEGINNERS' MINIATURE PAINTING

Every Games Workshop store has an area permanently set aside for you to learn the basic techniques for painting your units of Citadel and Marauder Miniatures. We supply the paints and brushes – all you need to bring along are some models to paint.

If you've never painted miniatures before or you've only just started, we'll be happy to show you how it's done. There'll always be a member of the store staff or a local expert painter on hand to show you what you need to know and give you helpful advice.

GAMING LEAGUES

The Games Workshop Gaming Leagues are being contested right across the country. Each store has its own Leagues for Warhammer Fantasy Battle, Warhammer 40,000, Space Marine, Space Hulk and Blood Bowl. The winners of the local Leagues earn a place in the League Championships at Games Day with a chance to become National Champion.

To enter the Leagues, call in to your local Games Workshop store and ask for an entry form. Once you've joined the League, you play 12 games to establish your League position.

You're more than welcome to play these games at the store – if you have any trouble finding opponents, talk to your local store manager and he'll be able to help.

GAMES CLUBS

Every store runs a Games Club on one or more evenings a week where you can fight your battles – just have a word with the store manager to check there's a table free. And if you haven't got any opponents, your local Games Club is the perfect place to find other players – if you bring along a unit of painted miniatures, there'll usually be a battle you can join in.



UK RETAIL STORES

WHERE TO FIND YOUR LOCAL GAMES WORKSHOP STORE AT A GLANCE

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136 HIGH ST,
EDINBURGH, EH1 1QS
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11.00-5.00 SUN
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CONTACT: MARC
TEL: 031 220 6540

GLASGOW
66 QUEEN ST,
GLASGOW, G1 3DS
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CLUB NIGHT: THURS TILL 8.00
CONTACT: ALISDAIR
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THE NORTH

LEEDS
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LEEDS, LS1 6DE
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CLUB NIGHT: WED TILL 8.00
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TEL: 0532 420834

YORK
26 GOODRAMGATE,
YORK, YO1 2LG
OPEN 9.30-5.30 MON TO SAT
CLUB NIGHT: FRI TILL 8.00
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TEL: 0904 653575

SHEFFIELD
16 FITZWILLIAM GATE,
SHEFFIELD
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CONTACT: RICK
TEL: 0742 750114

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

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NEWCASTLE-UPON-TYNE
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MANCHESTER, M4 3AB
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13 BROAD WEIR,
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USA & CANADA EVENTS FOR JUNE

CALIFORNIA

Sunday June 2nd – Painting and Modelling

Come in and paint your miniatures at the store. We'll be concentrating on making the Warhammer Fantasy and Warhammer 40,000 buildings shown in recent White Dwarfs but you can bring along any miniatures for expert hands-on advice.

Saturday June 22nd – Warhammer 40,000

It's time for the final assault on Gino IV. Inquisitor Kingston, furious with previous failures, blasted off in the shuttle muttering about a virus bomb. Hopefully the teleporter in the Governor's Palace is still working. Bring along 500 points of painted Imperial troops to take part in this Warhammer 40,000 game.

Sunday June 23rd – Warhammer Fantasy Battle

The evil Necromancer is raising an army to destroy the town of Thornward. Bring along 1500 points of painted models chosen from Warhammer Armies to join in this game of Warhammer Fantasy Battle.

Saturday June 29th – Warhammer 40,000

Two Rapiers were stolen during the night – this morning your ship was shot down from orbit by what seemed to be a defence laser – then your forward scouts reported a band of aliens on a tracked vehicle heading towards the ship. What else could go wrong? Bring a painted squad of Space Marines or 3 painted squads of Imperial Guard to fight in this battle.

LAUREL

Saturday June 1st – Space Marine Introduction

Come in and learn how to pick your forces and build an Epic scale army. Frank will be going over the basic rules with loads of helpful tips and intro games throughout the day.

Saturday June 8th – Space Marine Painting

Kent, our local painting expert, shows you how to paint your Epic scale miniatures. We'll be starting from basics, so complete novices are welcome.

Saturday June 15th – Space Marine

An Imperial force has landed on Alvord VI to crush a rebel army. Lying in wait is a vast Slaanesh Chaos horde. We'll supply all the models so just come along to join in. If you haven't played Space Marine before, this is a perfect opportunity to have a game – we'll be happy to explain the rules to beginners and give you tactical advice.

Saturday June 22nd – Space Marine

A participation game for those of you who've already got Space Marine forces. Bring along 1500 points of any race. Who will stand and fight for the Imperium? Who will represent the Eldar or the Powers of Chaos. The choice is yours!

Saturday June 29th – Terrain Modelling

Lee, our master builder, shows you how to make various buildings and terrain features for Warhammer Fantasy Battle, Warhammer 40,000 and Space Marine.

PHILADELPHIA

Saturday June 1st – Warhammer 40,000

A raid is planned on Dr Otto's Robot Factory. Bring 500 points of painted Warhammer 40,000 miniatures to attack the Doc's hi-tech defences.

Saturday June 15th – Space Marine

We're going to be recreating part of the Siege of Mars from the Horus Heresy with Epic scale Space Marine and Titan forces. Call the store for details and points values.

Saturday June 29th – Miniature Painting

Just bring your own brushes, miniatures and imagination – we'll supply the paints and advice.

VANCOUVER

Saturday June 1st – Warhammer 40,000

Bring 500 points of your favorite force to capture an Ork weapons factory – rival Ork clans are welcome. Register at the store by May 25th.

Saturday June 8th – Space Marine

An introductory game which will familiarise complete novices with the rules and still provide a challenge for experienced players. For more details, call the store.

Saturday June 15th – Warhammer Fantasy Battle

Bring along your favorite painted unit to engage in a day of village skirmishing – any unit chosen from Warhammer Armies is allowed. We'll be giving a prize for the best painted unit as well as for the unit that does the best on the day. Please register at the store by June 8th.

Saturday June 22nd – Space Hulk

Survival of the Fittest – test your skill against the Genestealer hordes played by the store staff. For more details call the store – register by June 15th.

Saturday June 29th – Miniature Painting

For hands-on help with painting, just bring in your Citadel or Marauder Miniatures and pick up some new techniques.

TORONTO

Saturday June 1st – Warhammer 40,000

Bring 500 points of painted miniatures and battle for a big prize. Register your force at the store by May 25th – call David for more details.

Saturday June 8th – Warhammer Fantasy Battle

Bring 500 points of painted miniatures to join forces in the siege of the Wall of Pleasure and Pain. Call Greg for details.

Saturday June 15th – Space Hulk

None Shall Leave – a killer Space Hulk mission from Logan Lubera. Call the store for more details.

Saturday June 22nd – Painting and Modelling

If you want to learn about painting Citadel and Marauder Miniatures, come along for some tips and expert advice. Call Tom for more details.

Saturday June 29th – Realm of Chaos

Warhammer Fantasy Battle Chaos warbands meet in a battle to end all battles. Who will prevail? Call Tony at the store for the arrangements.

FAIRFAX

Saturday June 1st – Space Marine

House Beaumaris, aided by Titans of the Imperial Fists, face down the Eldar Night Fury clan on the feral world Arian VI. This battle between Epic Knights and Titans begins at 3.00pm – we're supplying the forces, so just come along and play.

Saturday June 15th – Warhammer 40,000

Da Boyz is 'aving growing pains and the planet ain't big enough for all da tribes. The Warbosses are leading their Boyz into battle against da other Clanz to become Warlord. Bring a 1000 point painted Ork warband and join in Da Big Party.

Saturday June 29th – Painting and Modelling

Bring along your brushes and Citadel and Marauder Miniatures for advice on techniques from Owen, Sean and Bob. We'll also be looking at how to make and paint terrain for Warhammer Fantasy Battle, Warhammer 40,000 and Space Marine. All paints and modelling tools supplied – begins at 3.00pm.

GAMES WORKSHOP STORES

CALIFORNIA

313 SANTA MONICA BLVD
SANTA MONICA, CA 90404
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CONTACT: DAVID
TEL: (213) 395 6711

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FAIR CITY MALL
9600G MAIN STREET
FAIRFAX, VA 22031
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CONTACT: FRANK
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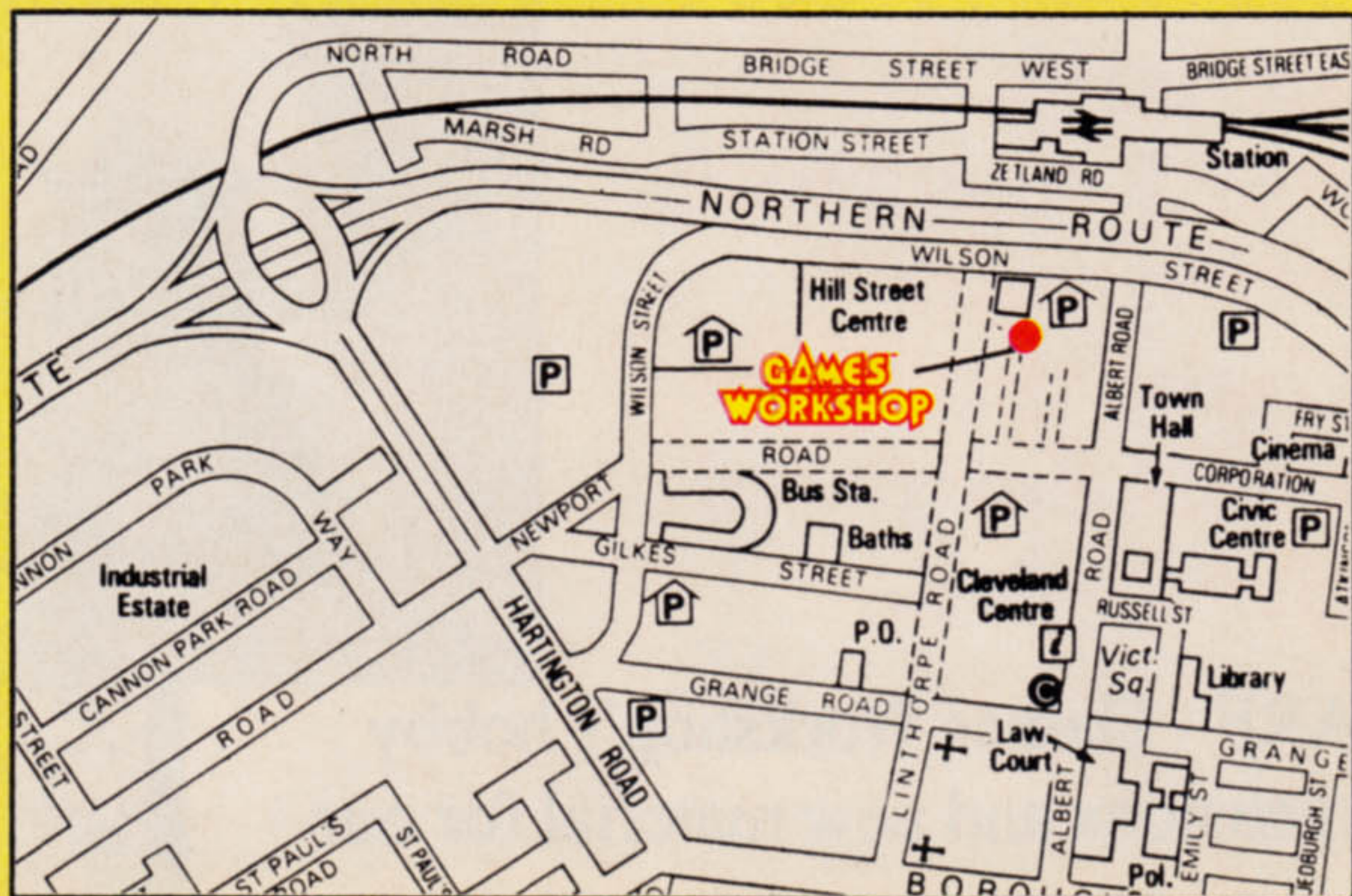
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GOLDEN DEMON AWARDS™ GRAND FINALS 91

THE 4TH INTERNATIONAL CITADEL MINIATURES PAINTING CHAMPIONSHIPS
ASSEMBLY ROOMS DERBY, 10am - 6pm SAT 25TH MAY

PROGRAMME

Golden Demon '91 is the International Citadel Miniatures Painting event of the year.

The world's best miniature painters, along with thousands of their beautifully-painted miniatures, are at The Assembly Rooms, Derby, on Saturday the 26th May to compete for the Golden Demon Slayer Sword.

There are fantastic demonstration and participation games, stunning displays of the finest fantasy art and the enormous Games Workshop, Citadel Miniatures, Marauder Miniatures and Flame Publications retail stands.

For those of you who are new to the Games Workshop hobby, or veterans who've got questions on a particular rule, there are stands manned by the Games Workshop's games's designers. They will be ready to answer all your questions: what you need to start playing, how to paint your forces, or even chat about future developments. Games Workshop authors, including Brian Craig, William King, David Pringle, Ian Watson and Jack Yeovil will be also be on hand, ready and willing to answer your questions and talk about their work.

This programme gives you the details of just some of the events at Golden Demon '91 – keep your eyes open for extra displays and games arranged on the day. Golden Demon '91 is an event you can't afford to miss, so why not come along and experience the very best in fantasy gaming.

GOLDEN DEMON PAINTING COMPETITION

The Golden Demon Awards are now in their fourth year, and this year's event looks set to be the best display of miniature painting yet.

The Golden Demon Awards feature miniatures by the best painters in the UK. Each entrant has qualified in one of over 30 regional heats in order to reach the Grand Finals at Derby.

The seven categories this year are:

Single Miniature
Monster
Epic Battleforce
Diorama

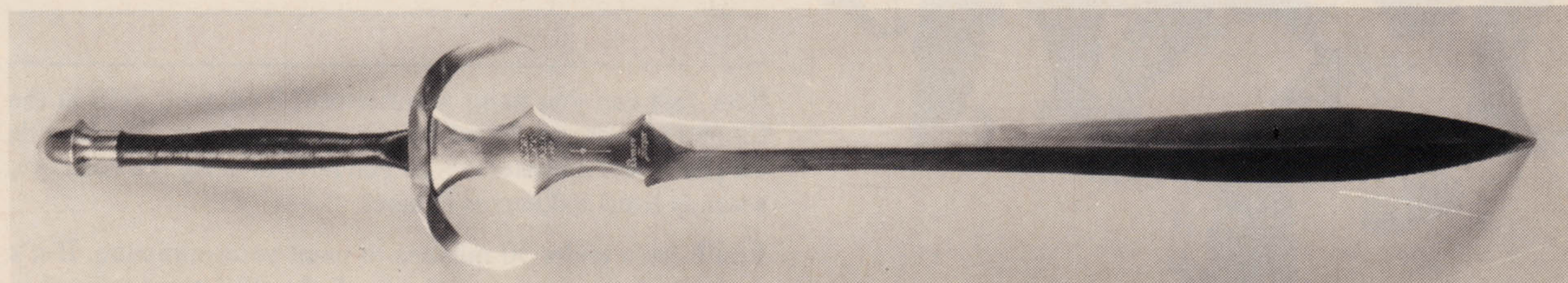
Mounted Miniature
Command Group
Vehicle

Within each category there are three prizes:

First Prize: Golden Demon Trophy
Second Prize: Silver Demon Trophy
Third Prize: Bronze Demon Trophy

The overall Champion, the entrant who is judged to have the best painted miniatures or miniature, will receive the prestigious **Golden Demon Slayer Sword** - a finely-crafted mighty two-handed sword made especially for the Golden Demon Awards by The Raven Armoury.

Presentation of the awards commences at 5.00pm in the Main Hall. John Blanche will be there to present the Golden Demon Slayer Sword to the lucky winner.



The Golden Demon Slayer Sword

GAMING STANDS

This year we've set aside a large area of the Assembly Rooms to display the very best of the Games Workshop world of Hobby Games. Each of our major games systems will have its own stand where you will find displays of the game itself, stunning artwork from the game, and samples of painted forces.

Each stand is manned by the game's designers, developers and artists. They're on hand to answer all your questions; whether you want to know how to start playing a particular game, or want a clarification of a particular rule, they're able to help. And if you want to chat about future developments, they can let you in on our plans and give you an insight into how we produce our games.

Our expert Citadel Miniature painters will also be there, showing you all aspects of painting miniatures for your favourite game – from how to quickly and effectively paint your forces so you get them on the tabletop and start playing immediately, to how to paint that very special personality figure to lead them into battle.

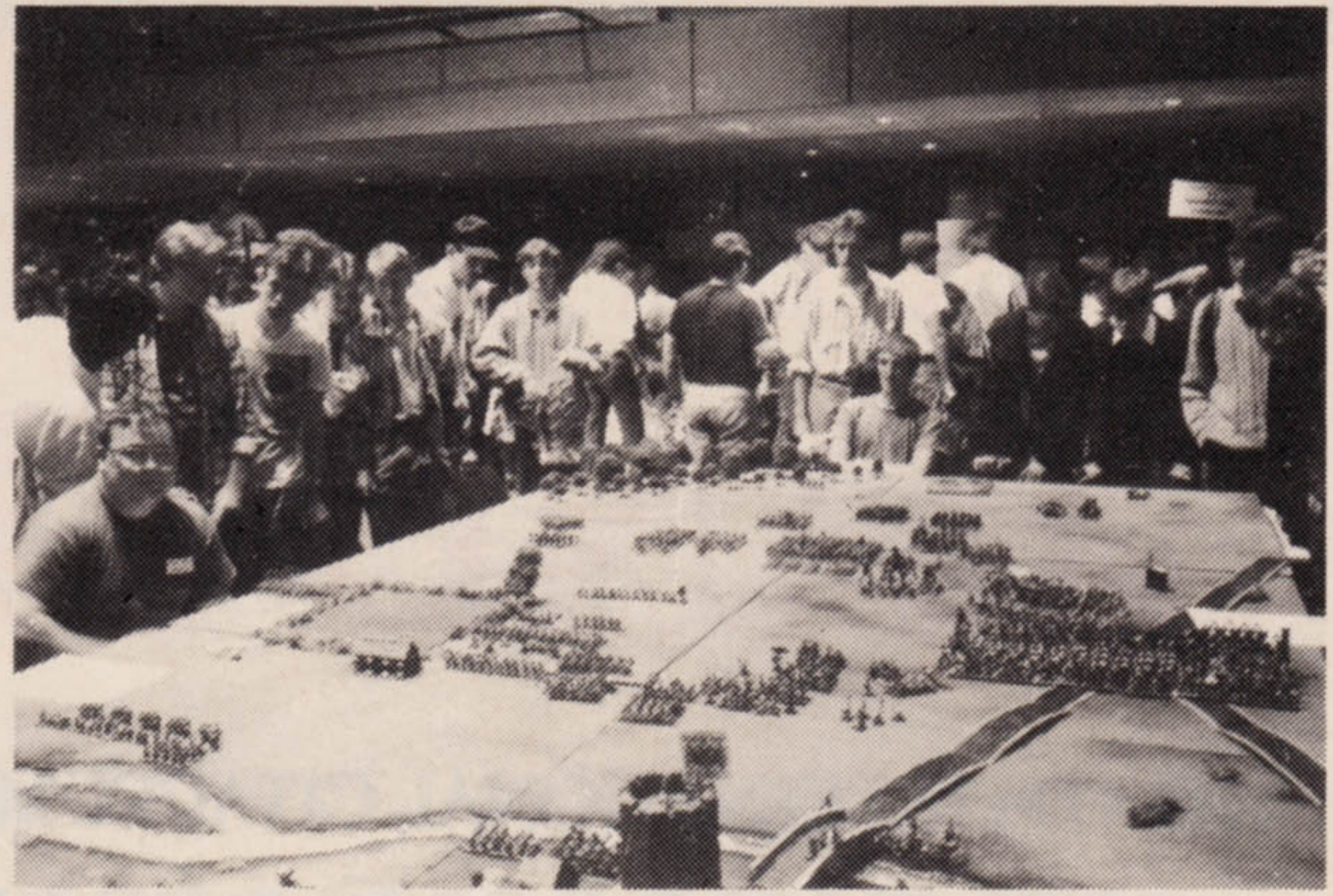
They can also show you how to make terrain and buildings for your gaming table, starting with the simple but effective basics, right through to some of the more difficult techniques they use for those big projects that can become the centrepiece of your display.

Personalities on the stands will include:

John Blanche, Andy Chambers, Richard Halliwell, Jervis Johnson, Rick Priestley, Nigel Stillman, Mike McVey and many more.



PAUL BONNER



DISPLAY GAMES

Representatives from each of the Games Workshop stores are staging what promise to be the most impressive display games you've ever seen at a gaming event.

The terrain for each display has been specially built for Golden Demon '91 and the armies and forces taking part have been painted by some of the best painters in the country.

The generals and commanders on the day are all experienced gamers, and they are more than happy to answer your questions regarding the game itself, how their force is progressing, why they've chosen the troops they have, and what tactics they're using.

The display games include:

Warhammer Fantasy Battle

The High Elves from Harrow ally with the Dwarfs from Hammersmith and Torquay's Bretonnian army to try and vanquish the rampaging hordes of Dark Elves, Goblins and Orcs from Reading, Manchester and Liverpool as they cut a swathe through the forests of the Old World.

Warhammer 40,000

The Marines from Edinburgh, the Imperial Guard from Glasgow with the Eldar from London join forces to defend the Imperium from Da Orks of Birmingham, Bristol and Oxford.

Space Marine

The Traitor forces of Brighton, Nottingham, and Leeds besiege an Imperial Fortress under control of the Loyalist forces of Luton, Hull and Derby.

Space Hulk

Terminators teleport in from Preston, Maidstone and Croydon to battle through a vast three-dimensional Space Hulk infested by Genestealers spawned in York and Beckenham.

Realm of Chaos

The blood-lusting armies of Khorne ride in from Sheffield and Newcastle to meet their arch enemies the hosts of Slaanesh from Southampton and Derby on the field of battle.

SPEED PAINTING COMPETITION

How fast can you paint a miniature? Test your skill at the Citadel Miniatures Speed Painting Competition. We provide the paints and miniatures – all you have to bring is a keen eye, a steady hand and nerves of steel.

You'll have under 30 minutes to paint your miniature. If it's the best of your group, you win all the miniatures painted in that session. Just go along to the table to register.

PARTICIPATION GAMES

As well as display games, there will also be participation games running. This is your chance to play that brand new Games Workshop game that has just been published, or get a sneak preview of games that are still in development.

Space Fleet is Games Workshop's new spaceship game set in the 41st millennium, and its designers, Jervis Johnson and Andy Jones, will be running a participation game. If you fancy your chances commanding an Imperial Battlecruiser or an Eldar raider as they clash on the edges of Imperial space, just come along and see Jervis and Andy at their stand.

Nigel Stillman will be running a playtest of the new Chivalry game, a medieval games system where you pit your knights and retainers against the noble houses of your opponents. The game is still under development, and we'd like as much feedback as possible. If you'd like to help then simply sign up at the table to play.



SEMINARS

Throughout the day there will be a series of presentations covering all of our major games systems in the seminar room. The Games Workshop studio staff will be talking about all aspects of the hobby, from future developments to answering the most common rules queries.

Seminars will be announced over the PA fifteen minutes before they begin. Demand for the seminars is bound to be high, and spaces will be limited, so entry is on a first come, first served basis.



RETAIL STANDS

The retail stands can provide you with everything you need for gaming – from rulebooks and miniatures to paints and T-shirts. If you want to get your hands on the very latest releases, this is where they are.

Warhammer 40,000

Rulebooks, boxed sets, metal and plastic miniatures for Warhammer 40,000, Space Marine, Space Hulk, Adeptus Titanicus and Advanced Space Crusade are available here.

Warhammer Fantasy, Boardgames and Flame

You can get everything you want for Warhammer Fantasy Battle, Advanced Heroquest, Blood Bowl, Talisman and Dungeonquest here. This is also where the Flame Publications retail stand will be, so if you need anything for Warhammer Fantasy Roleplay come along and have a look at what they've got.

White Dwarf

This is the place to pick up the latest issue of White Dwarf, and to complete your collection with those back issues you missed.

GW Books

The GW Books stand is where some of the country's top Science Fiction and Fantasy Writers are signing Games Workshop novels and anthologies. If you want to know anything about our books, this is the place to be.



T-shirts

Games Workshop's wide range of colour and black-and-white fantasy and 40K T-shirts are available here.

Paints and Brushes

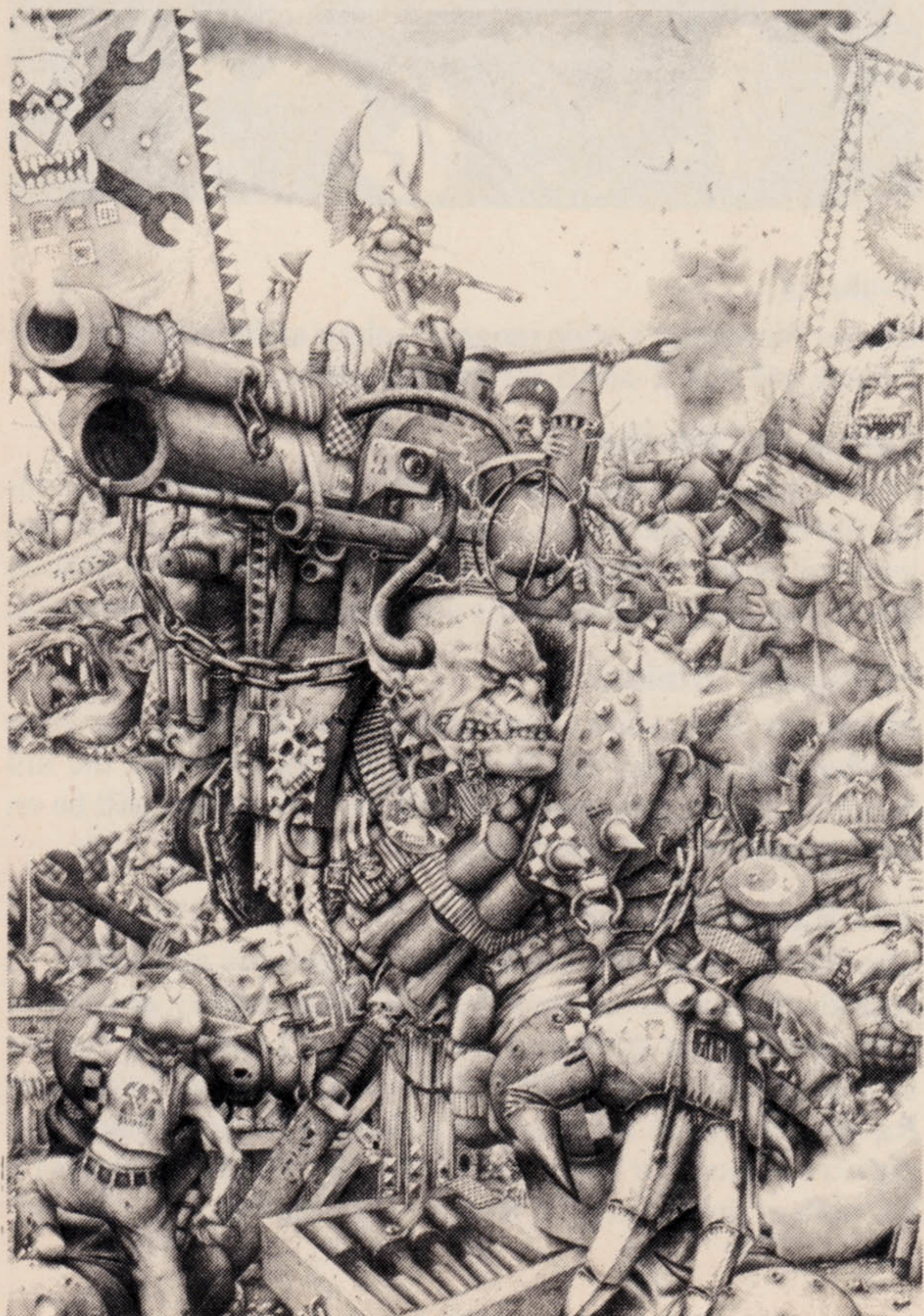
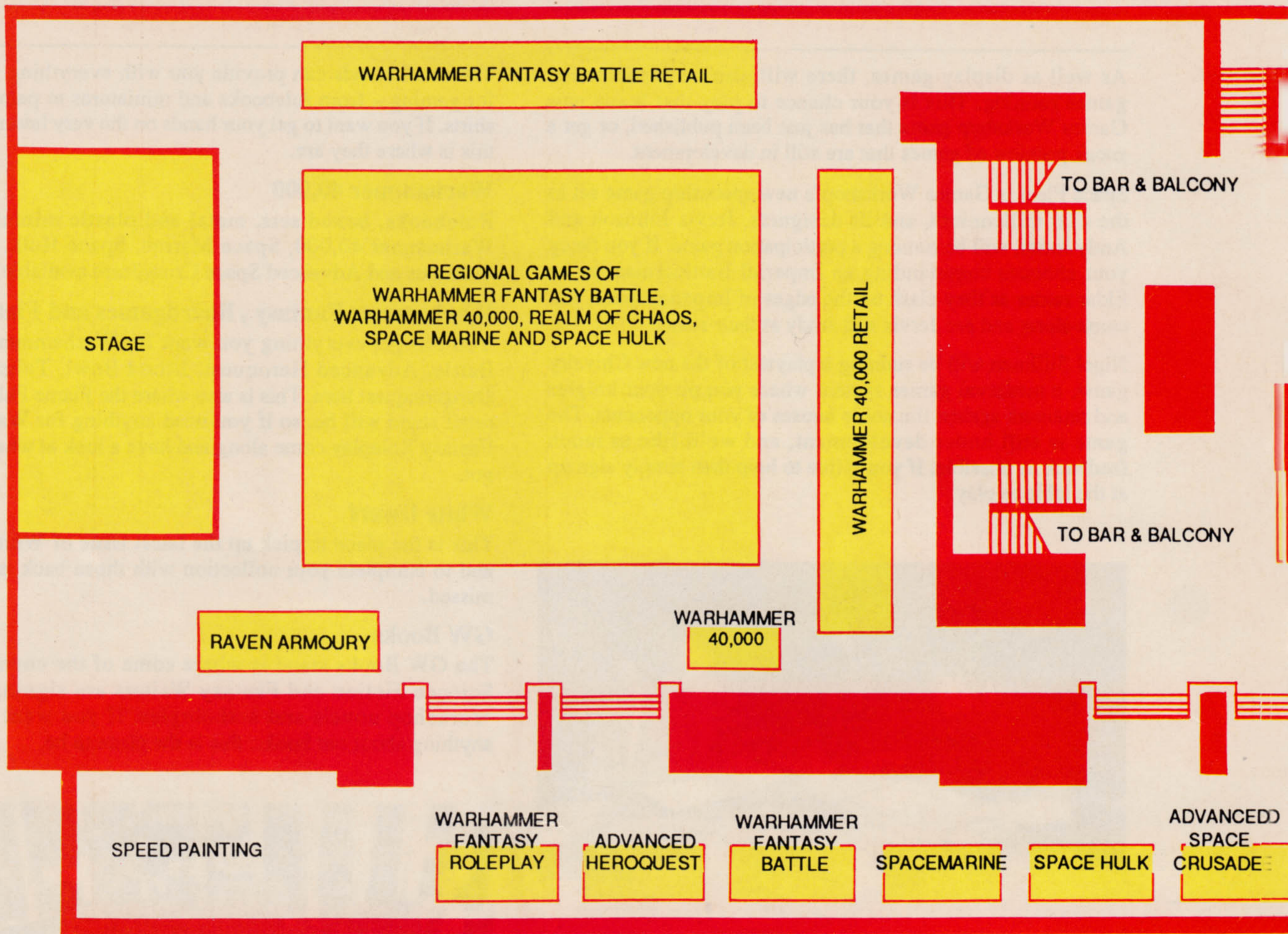
Citadel's fantastic range of specially formulated paints, high-quality brushes and tools are available at this stand. If you feel inspired by the Golden Demon entries on show, this stand is where you can get all the tools you need to have a go yourself.

Marauder Miniatures

Marauder Miniatures are perfect for building up your Warhammer Fantasy Battle armies, and this is where the full range is on sale. Designers Aly and Trish Morrison will be on hand to answer your questions.

The Raven Armoury

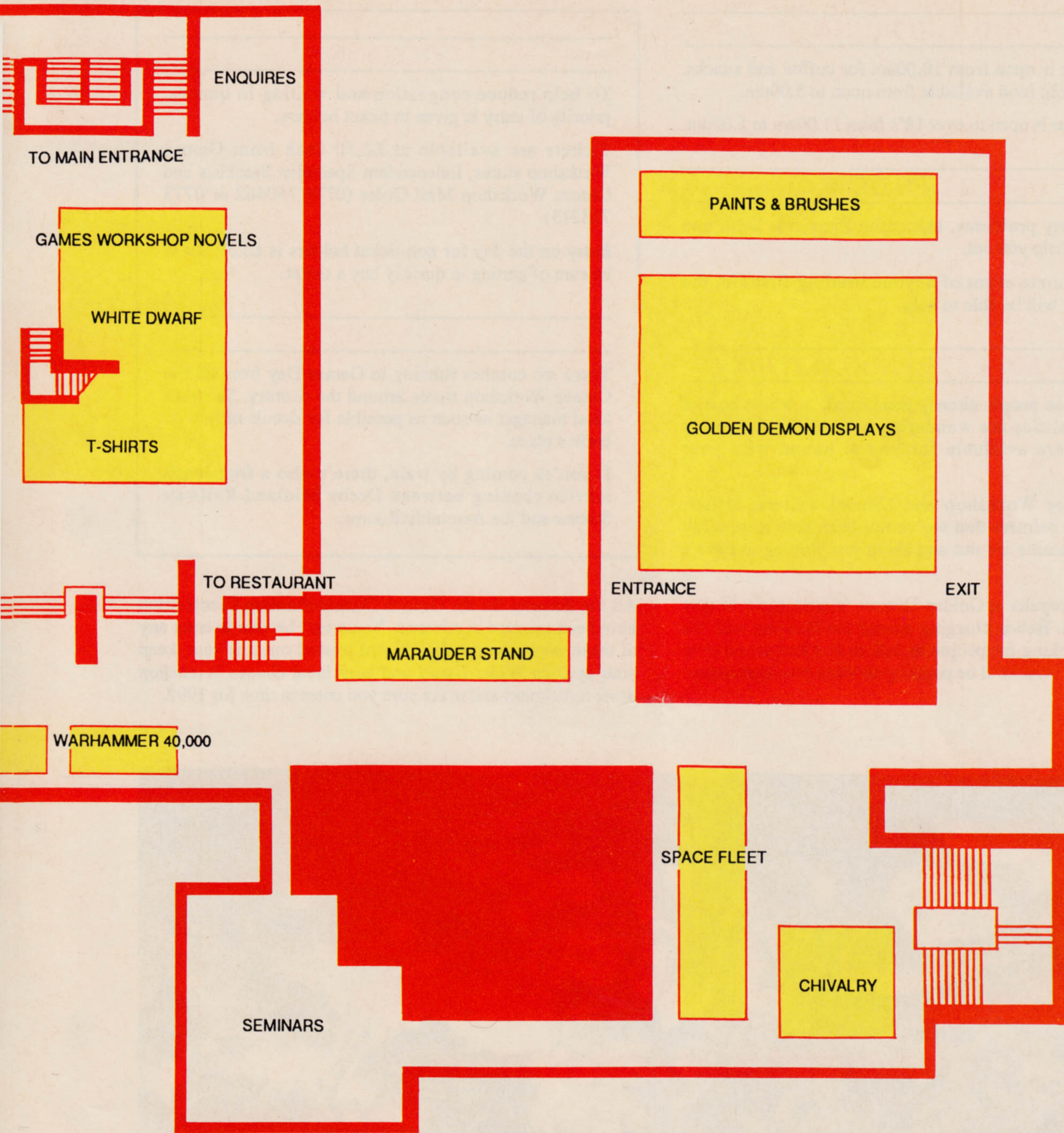
The Raven Armoury are Britain's foremost armourers of reproduction weapons and the only 20th century armourers with weapons on display at the Tower of London. If you are impressed by the splendid Golden Demon Slayer Sword that Raven have made for this year's Golden Demon Champion, then come along to this stand where they will be displaying a lot more of their historical and fantasy weapons.



ADRIAN SMITH

TIMETABLE

- 10:00 DOORS OPEN
Golden Demon entrants register at Enquiries Desk
Restaurant opens for coffee and snacks
- 10:30 Golden Demon Display open
Space Fleet participation game starts
Chivalry participation game starts
- 11:00 Morning Seminars start
The Bar opens to over 18's
- 12:00 Restaurant opens for hot and cold food
- 2:00 Afternoon Seminars start
- 4:30 Golden Demon Awards Display closed for judging
- 5:00 Presentation of Prizes on the Stage:
Golden Demon Award Winners
Golden Demon Champion
The Bar and Restaurant close
- 6:00 DOORS CLOSE



DERBY CITY CENTRE

The map shows the city center with streets like Cathedral Road, Full Street, and Market Place. A red square indicates the location of the Assembly Rooms near the Silk Mill Industrial Museum and the Magistrates Court.

KEY

ONE-WAY STREET

PEDESTRIANS ONLY

CAR PARK

THERE WILL BE A FREE COACH SERVICE RUNNING FROM DERBY MIDLAND RAILWAY STATION TO THE ASSEMBLY ROOMS

FOOD AND DRINK

The restaurant is open from 10.00am for coffee and snacks, with hot and cold food available from noon to 5.00pm.

The Gallery Bar is open to over 18's from 11.00am to 5.00pm.

ENQUIRIES DESK

If you have any problems, ask at the Enquiries Desk and someone will help you out.

In the unfortunate event of anyone needing first aid, the Enquires Desk will be able to help.

...AND MORE PERSONALITIES

As well as those people already mentioned, a whole host of other personalities are wandering around the Assembly Rooms, and are available for you to hound with your questions.

All the Games Workshop and Citadel writers, artists, designers and painters that we've not been able to squeeze into the programme are out and about just waiting to have a chat.

Bob Avery, a regular at Golden Demon, is once again Master of Ceremonies. Bob is charging around the building with his radio mike looking for people to talk to and embarrass over the PA system. And he'll be popping up when you least expect him.

TICKETS

To help reduce congestion and waiting in queues, priority of entry is given to ticket holders.

Tickets are available at £2.50 each from Games Workshop stores, Independent Specialist Stockists and Games Workshop Mail Order (0773 760462 or 0773 713213).

Entry on the day for non-ticket holders is £3.50 but to be sure of getting in quickly buy a ticket.

COACHES

There are coaches running to Games Day from all the Games Workshop stores around the country. See your local manager as soon as possible for details of how to book a place.

If you're coming by train, there's also a free coach service running between Derby Midland Railway Station and the Assembly Rooms.

All the entrants for the Golden Demon Painting Competition have been selected in advance. You won't be able to enter any of these events on the day. If you missed out this year, keep your eyes on White Dwarf and your local Games Workshop Store noticeboard and make sure you enter in time for 1992.



KEVIN WALKER

From the designer of



-the original telephone adventure game

- £300 in Prizes to be won every month!
- Lots of Free Telephone Time to be won!
- 3 Character Types! Play as a Hero, Thief or Guard!
- Caller Interaction! Make friends or enemies of other callers!

- New Combat System!
- New Sound Effects!
- New Monsters!
- New Puzzles!
- No-Delay Play! Faststarts! Fastsaves!
- Rules fed out only as you need them!



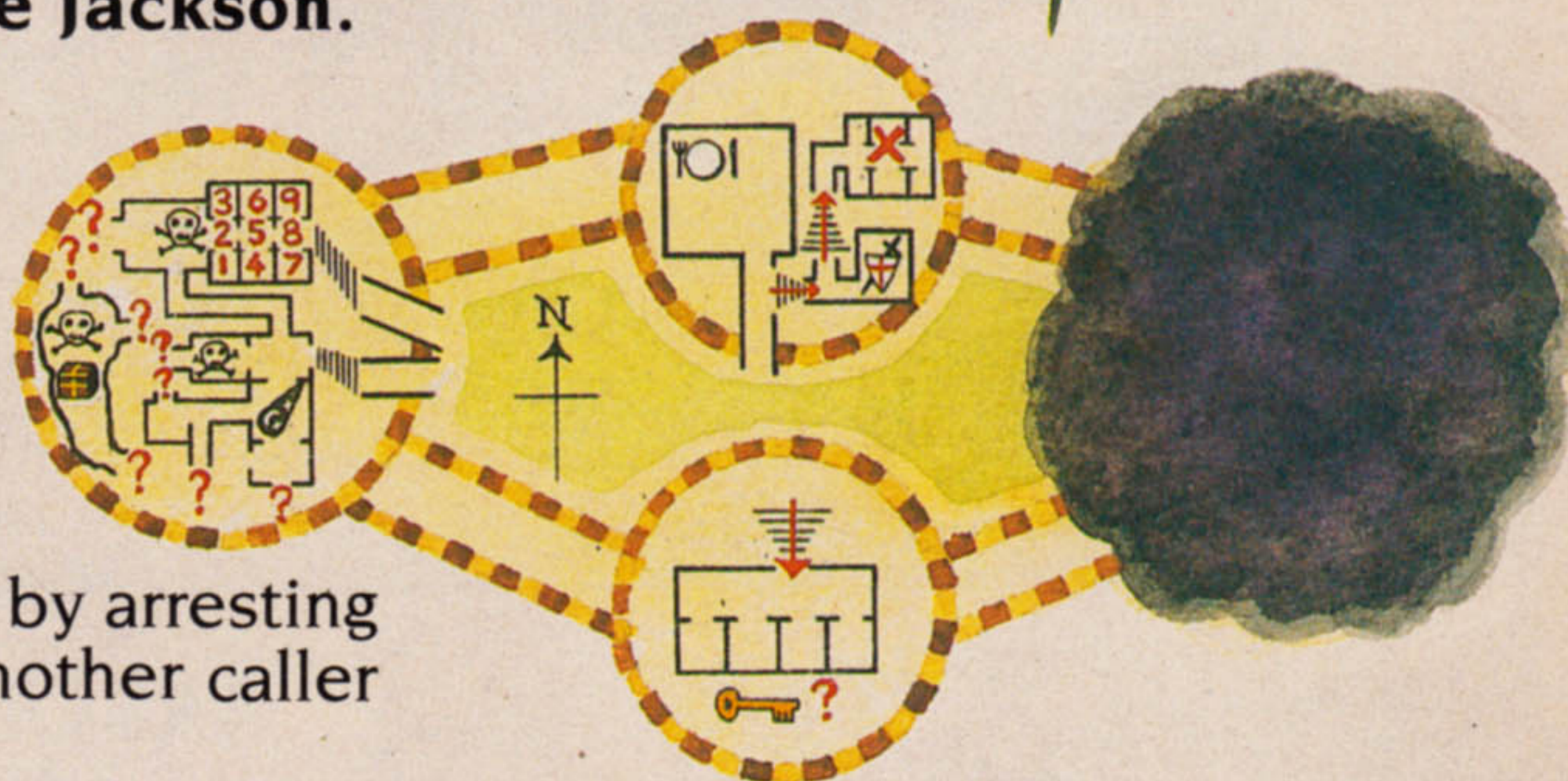
Steve Jackson's Masterpiece of the Macabre

YOU can star in your own personal fantasy audio adventure. Tricks, traps and treachery await you in this, the *ultimate* telephone adventure game from GamesMaster **Steve Jackson**.

Heroes must try to *escape* from The Slaughterhouse in the fastest time possible. *Hint* - Talk to other players; they will help you to find the escape route.

Thieves must *steal* as much gold as possible from the game characters - and from other callers! *Hint* - Don't kill other callers unless absolutely necessary.

Guards earn money by extortion from game characters and by arresting other callers. *Hint* - Only arrest Thieves who have killed another caller or Heroes.



Live Encounters!

You will regularly come across *other callers*. Is he Hero, Thief or Guard? Will you risk talking to him? Can you trust what he says? Or if you don't trust him, will you strike the first blow? Heroes need escape information from other callers. Thieves need to *appear* friendly to get close enough to pick pockets. Guards must find out about any strangers they meet - a wrongful arrest carries a heavy penalty.

New Combat System!

Outguess your opponent each *Attack Round* by dialling a number between 1 and 3. A 3 (Savage Attack) beats a 2 (Lunge) which beats a 1 (Guarded Attack) which beats a 3. Work out what happens when you both choose the same number! Monsters fight to the death - but in recognisable patterns. But with *LIVE* opponents, you can opt to either Plead For Mercy (dial a 9) or Spare his Life (dial a 0).

Cash Prizes to be Won! And Free Game Time!

The best Hero, Thief and Guard each month wins a prize of £100. Heroes must escape quickly; Thieves and Guards must collect Gold. In addition to these prizes, the computer will award free play time to characters who collect more than a certain number of Gold Pieces (the Gold required will vary from month to month and character to character).

☎ 0898 10 10 50

Calls cost 33p per minute cheap, 44p per minute all other times. The Slaughterhouse can be played on ALL TYPES of telephone. Some callers may find that dialling a '1' will exit from the game and suspend the call. This occurs at BT exchanges and is not a fault of the game system. If you experience a problem, please call again with a touch-tone telephone. If you need more information send a stamped, self-addressed envelope to Computerdial, 7 Leapale Road, Guildford, Surrey GU1 4JU, marked "Slaughterhouse".



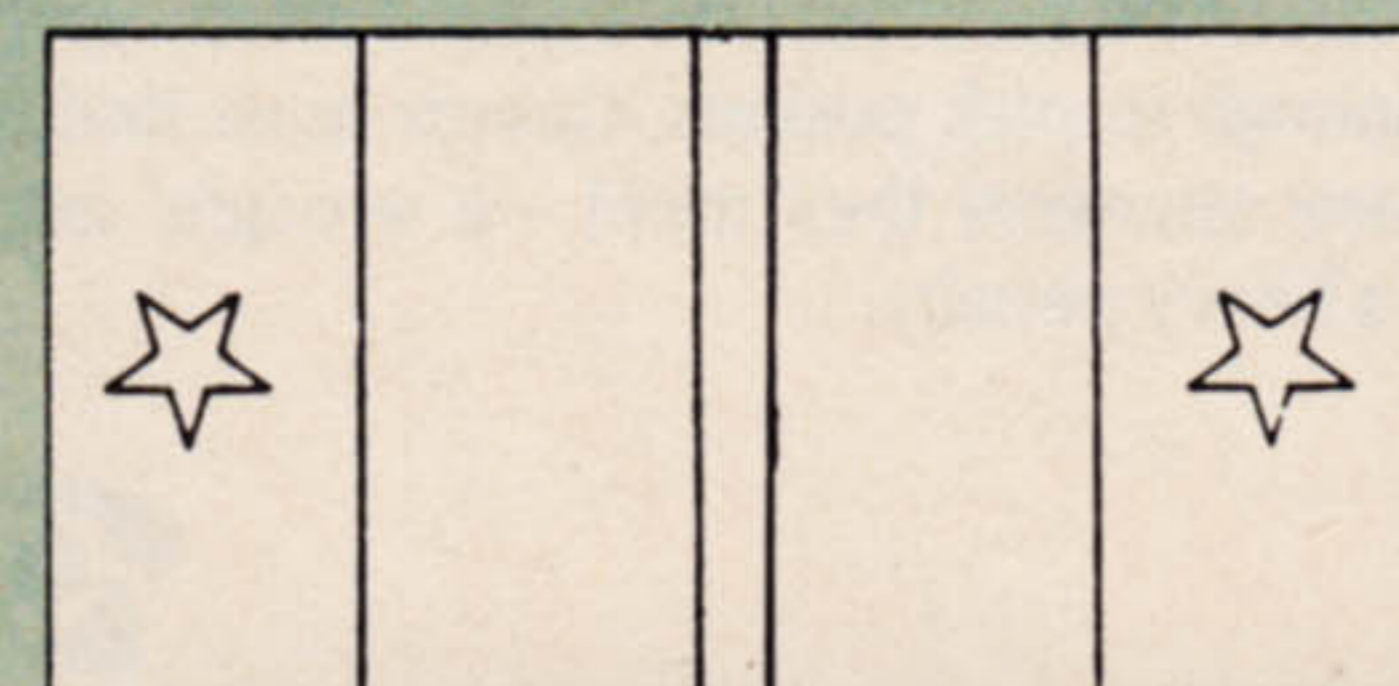
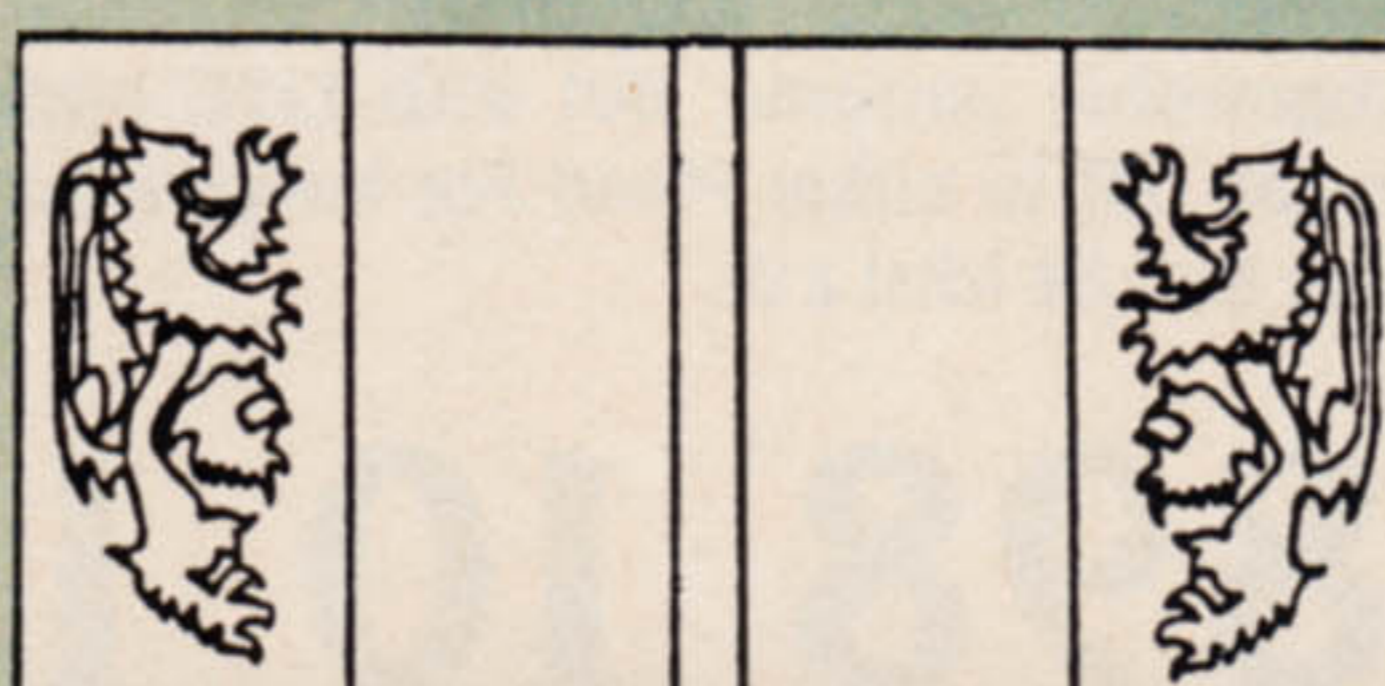
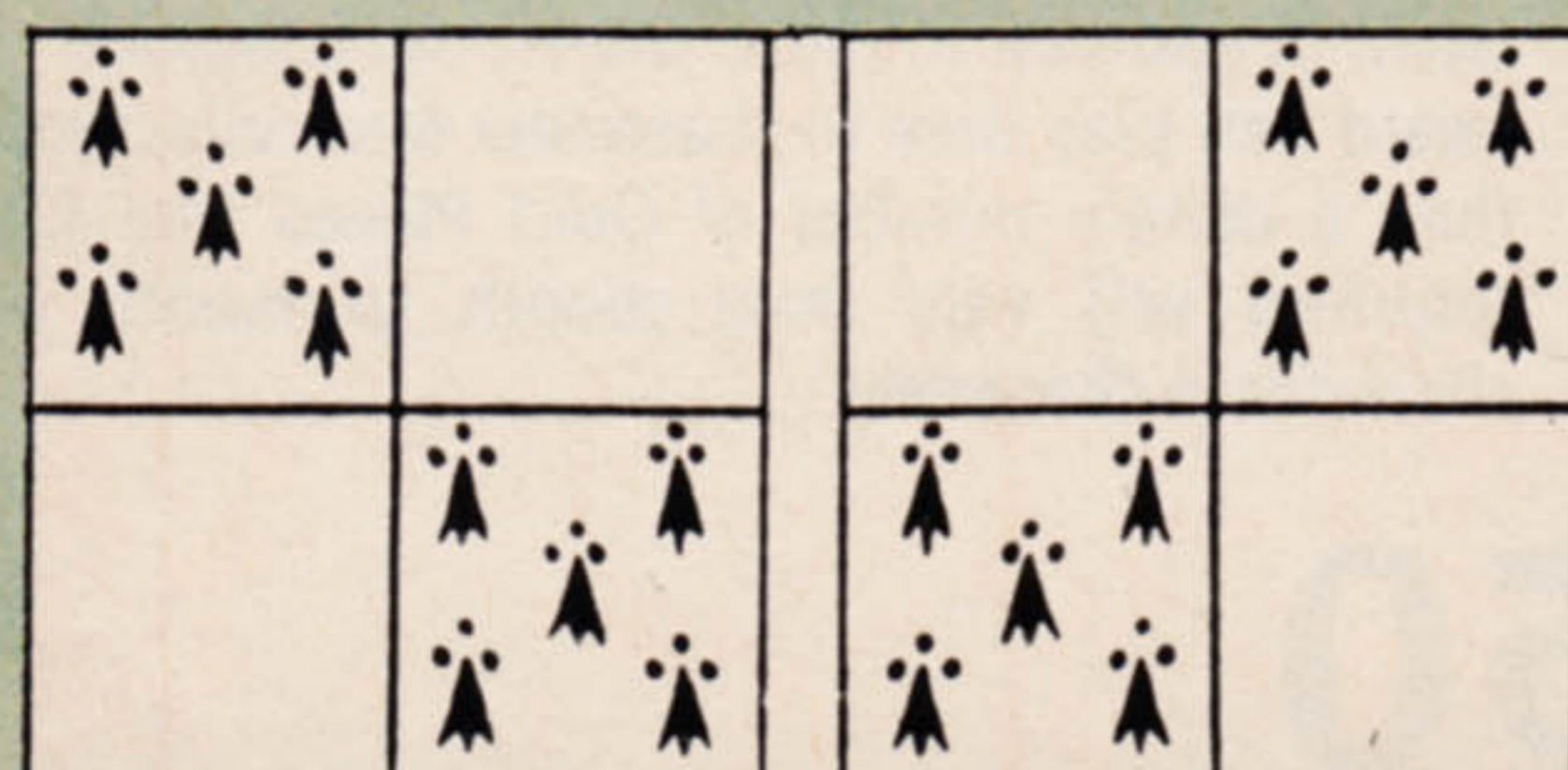
ARCHERS DU BREST

This spectacular unit has been painted in the very simple but striking livery of the Duc du Brest. Note how the livery colours of White and Enchanted Blue are repeated on the headgear and leggings of many of the miniatures to produce a very colourful effect. The livery badge is the lion design which we have limited to use on the flag only. Simple devices could be painted onto miniatures' surcoats but this isn't always practical. All the miniatures illustrated are painted in flat colours with a minimum of ink washes with edges and details black lined.



ARBLASTIERS DE LYONS

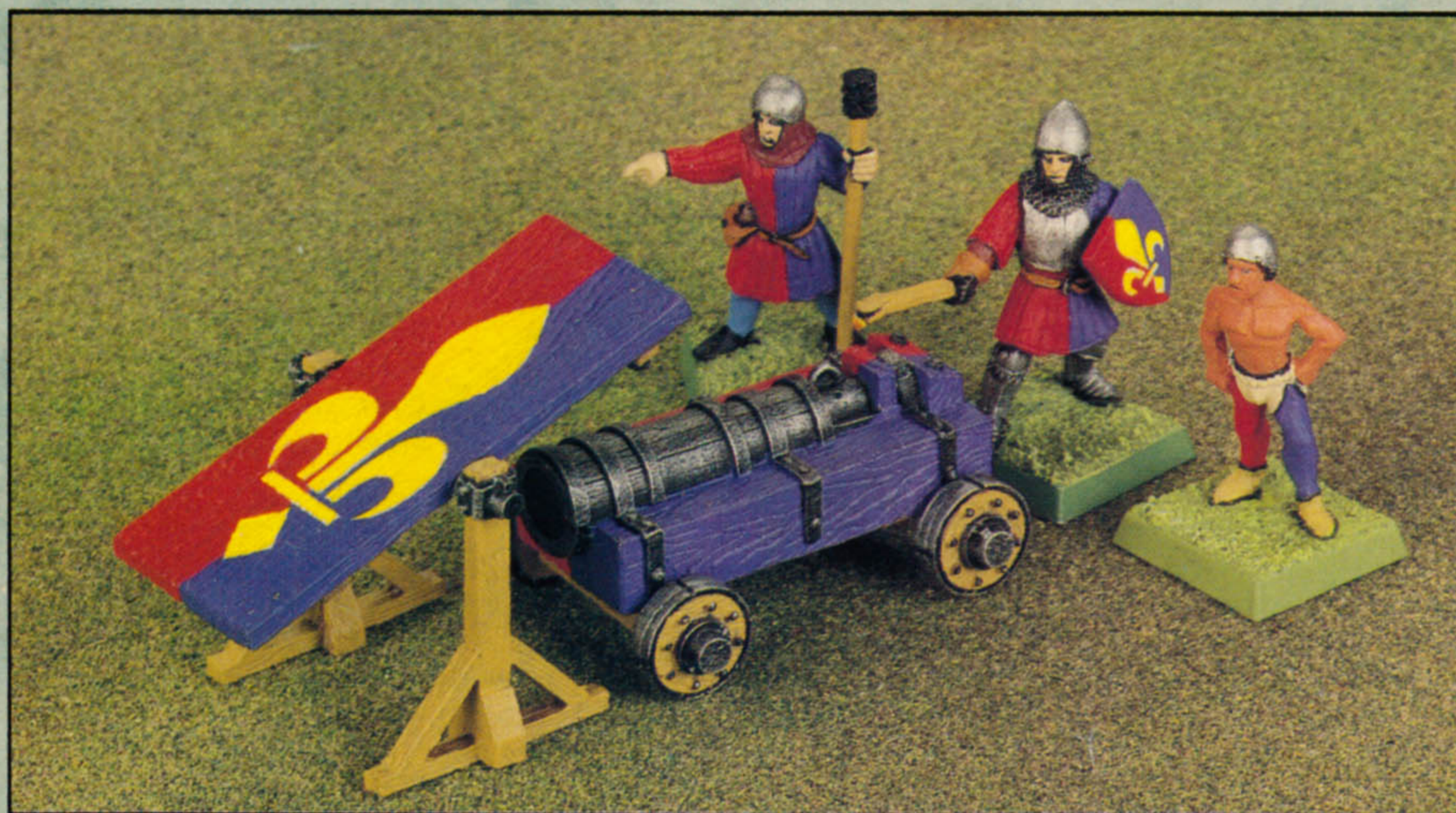
These are similarly painted to the archer unit and demonstrate further variations of the 'halved' livery. Again, the livery colours of Black and Blood Angel Orange are used for the unit's banner which also displays the Comte de Lyons' white star badge.



Permission to photocopy for personal use.

BARON D'ANGON

The Baron leads his retinues into battle. His own heraldry is flown as the unit banner and this, along with the Baron himself, contrasts well with the yellow surcoats of his followers. The retinue's livery is simply Sunburst Yellow with an Enchanted Blue eagle head motif on the shield.



L'ORDONNANCE DU ROI

The King's own liveried cannons are a prominent feature of many Bretonnian armies even though the King himself rarely takes the field. The striking Go Fasta Red and Space Marine Blue livery combined with the royal badge is used to good effect on the pavaise screen as well as the crew and cannon itself. Note the royal badge repeated on the crewman's shield.

FEUDAL LEVY

Most Bretonnian armies will include a levy of peasants. Huddled together in a frightened mob, these unwilling troops are merely fulfilling their feudal obligations. They have little stomach for the fight, and their Lords and Masters are not likely to make any effort to dress them in expensive liveried coats. The peasants have to make do with what they've got. We've given most of the miniatures similar clothing to give a feel of uniformity and keep the colour scheme as bright as possible.



L'HOMMES DU RENAULT

Wearing a quartered livery coat of Striking Scorpion Green and White. Again notice the variation between models.

BRETONNIAN FOOT TROOPS

With the introduction of the new Bretonnian model range we've decided to restructure the Bretonnian Army List in Warhammer Armies to accommodate the new infantry types. The following page therefore replaces p65 of Warhammer Armies and can be pasted over the top of it if you wish.

0-20 FOOT KNIGHTS

Foot Knights	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 Shock Elites	4	4	3	3	3	1	3	1	7	7	7	7



Models per Unit 5-20
Points per Model 9
Weapons Hand Arm
Armour Heavy Armour

OPTIONS

Any Unit May have
 Shields..... 1
 Double-Handed Weapons 2

The nobility of Bretonnia is notoriously inflexible in its attitude to warfare - preferring to fight on horseback wherever and whenever possible. However, there are obviously circumstances when this is impossible, and even the flower of chivalry is obliged to fight on foot. Never comfortable in this role, the Knights do not fight so well as when mounted, but none-the-less they are easily the best foot soldiers in the Bretonnian army.

0-200 FEUDAL LEVY

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



Models per Unit 10-40
Points per Model 3
Weapons Hand Arm
Armour None

OPTIONS

Any Unit May Have
 Shields.....1/2
Any Unit May Have One of the Following
 Bows1/2
 Spears.....1/2

All of a Lord's subjects may be obliged to fight for him when times are hard. Even the lowliest peasant can be pressed into military service. These civilians are known as the levy, and they include craftsmen, farmers and other relatively well-to-do individuals as well as less reputable souls. They have little real military experience or training.

0-120 RETAINERS

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



Models per Unit 10-40
Points per Model 5+ PV for chosen Weapon (see below)
Weapons Hand Arm + chosen Weapon (see below)
Armour None

All Units **must** have either one Close Combat Weapon or one Missile Weapon

Close Combat Weapons
 Spears..... 1
 Halberd 2
 Double-Handed Weapons 2

Missile Weapons
 Bow 2
 Crossbow 3

OPTIONS

Any Unit May have
 Shields..... 1
 Light Armour 2

These are personal household troops brought along to the battle by the Knights and other Nobles of Bretonnia. They wear the livery of their feudal Lord who may well be one of the Knights fighting elsewhere in the army alongside his brother Knights. Retainers are well trained and are properly equipped and led. This means that they are amongst the best foot troops in the Bretonnian army. Armour and weapons vary depending on their role and the wealth of their Lord.

0-20 BRIGANDS

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



Models per Unit 10-20
Points per Model 7
Weapons Hand Arm
Armour Light Armour

Any Unit May Have
 Either one Close Combat Weapon or one Missile Weapon

Close Combat Weapons
 Spears..... 1
 Double-Handed Weapons 2

Missile Weapons
 Bow 2
 Crossbow 3
 Arquebus 3

Any Unit May have
 Shields..... 1

Brigands are former soldiers cast adrift by the death of their Lord or break-up of his feudal holdings. Masterless and homeless, they have little option but to roam Bretonnia, hiring out their skills to Lords who have need of reliable fighting troops. In this way they take part in countless small wars between rival Lords, sometimes gaining fame, riches or a fearsome reputation.



SKAVEN ARMY

Andy Chambers Describes his New Skaven Army

A little before Christmas we kicked off a Mighty Empires campaign here at the studio. When I was asked what race I wanted to play I opted for Skaven. I was rather pleased about this as it gave me a good excuse to start collecting the Skaven army I'd been promising myself ever since the first Skaven models appeared. It was also the ideal opportunity to get back to painting fantasy figures and play with a new and different army.

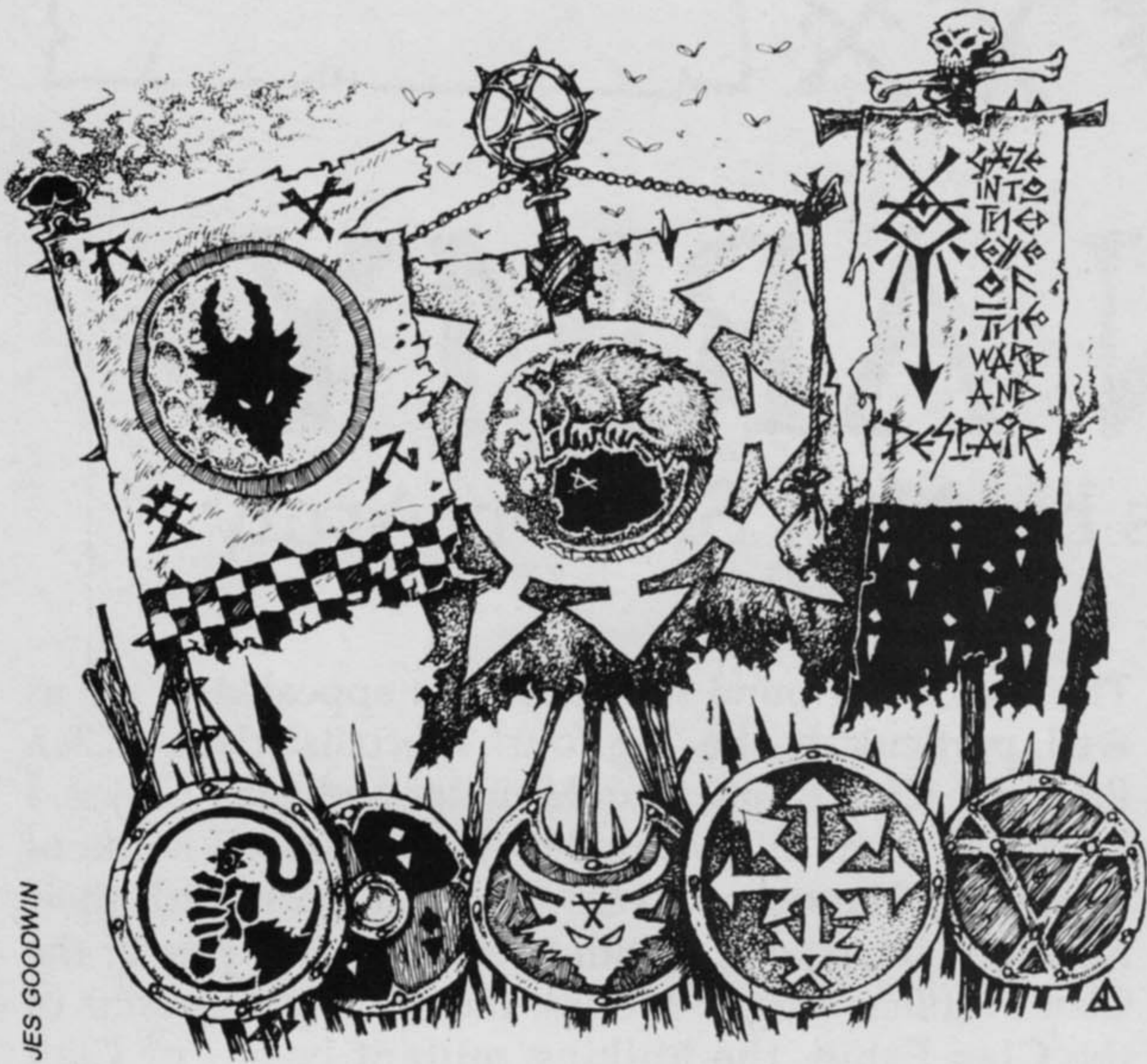
Did I say different? More like totally weird and unashamedly Chaotic. We're talking about massed hordes of bipedal man-sized rats here! So why did I like them so much? Well, I just happen to love rats anyway (those cute little beady eyes and long, fleshy, worm-like tails) and the Skaven models nicely capture their racial traits: quick, vicious, cunning, clothed in rags or scraps of armour and armed with crude swords and spears.

The clan background of the Skaven appealed to me as well, particularly the 'big four' specialist clans - Clan Pestilens, Clan Eshin, Clan Moulder and Clan Skryre. I could see them in my mind's eye - a massed horde of chittering Clanrats darkening the horizon with their numbers, interspersed with chanting neophytes of the Clan Pestilens Plague Monks, the darting Assassins of the Clan Eshin, the hulking mutant beasts of Clan Moulder. And not forgetting the Warlock Engineers of Clan Skryre with their weird and devastating weaponry such as Warpfire Throwers, poison wind globes, and Warplock Jezzails.

I already had a few painted Skaven Sorcerers, Assassins and Warriors which I used for roleplaying, so I figured I could use what I already had for characters and concentrate on painting the rank and file models. The



Andy Chamber's Skaven army arrayed for battle.



opportunity to include a lot of sorcerers suited me fine as the Skaven are ruled by the Grey Seers, powerful mages who dominate the Warlord Clans by means of their strong magic. I wanted to reflect this in my army by including a mage as the general and having lesser sorcerers for regiment leaders.

The next thing I did was to work out the models I would need for my army. I sat down with a copy of Warhammer Armies and, over the course of a few evenings, decided how I'd like my army to appear. It was pretty difficult trying to guess what I would need for my force to be effective since at the time I'd not played Warhammer with a Skaven force or even seen one in action. However, a quick look at the minimum numbers of Clanrats and Skavenslaves gave me a starting point. Fifty Clanrats and twenty Skavenslaves are compulsory minimum troops for a Skaven army - seventy models to be going on with.

Once I'd bought these compulsory troops I could work out what other regiments I wanted to collect by studying the lists and roughly working out a 3000 point Skaven army. Some people prefer to start by collecting a 1000 or 2000 point army first so they can develop their collection of models more gradually. This has the advantage of reducing the minimum number of compulsory troops required so you can make your initial purchases of models more interesting and varied. Collecting a smaller army simply means that you reduce all the compulsory minimums and maximums of everything by two thirds for a 1000 point force or a third for a 2000 point force. When reducing the army size in this way minimum regiment sizes are also reduced by two thirds or a third to a minimum unit size of five models.

Of course, if you want to fight larger battles you can always ally with a friend's Chaos, Goblin or Dark Elf army and smash the good guys together. These lean 1000 and 2000 point armies can be tremendously attractive and fun to use as well as forming a perfect base to expand from. By collecting more troops or allied

contingents an army builds up surprisingly quickly while the experience gained in battle helps you to decide what extra troops you want. I had a good idea of what I wanted from the outset - I was quite keen to make up my force of purely Skaven and other appropriately rat-like monsters without resorting to using allied contingents. Now that I've used my new army a few times I'm seriously thinking about having a small contingent of Chaos allies. Painted up in the right way I think some Chaos allies would look quite splendid without detracting from the overall 'ratty' flavour of the army at all.

But to start off with I decided to stick to Skaven and so eagerly bought up a heap of metal miniatures and also used quite a few ones from my copies of Advanced Heroquest and Warhammer Regiments boxed set. I split the cost of the latter with a few other people, just keeping the Skaven from the box while they took the Elves, Orcs etc for their own armies. These plastic models are rather nice to paint and certainly made the compulsory troops a lot more affordable!

I started painting my first fifty Clanrat models as a complete block. This proved to be a bit of a mistake as I later had to go back and paint some standard bearers and musicians for their regiments. Worse still, painting such a huge block of figures seemed to take years! With subsequent painting I've stuck to doing groups of about twenty models at a time. If I paint quickly I can get that number finished over the course of maybe four or five evenings just putting on a couple of colours a night.

This system of gradually building up colours on a large group of models rather than trying to complete several smaller groups does tend to make your army appear visually uniform and is more satisfying as the army progresses in perceptible leaps and bounds. Character figures are best painted separately so that you can lavish your full artistic attentions on them. Ideally regiments should be painted as complete blocks. I wasn't too sure exactly how big my regiments were going to be so I just painted with a view to having a consistent looking group of figures that could be organised into different regiments as necessary.

As our Mighty Empires campaign progressed I read up on the army list and with the help of Mark Watts (who's already got a Skaven army) formed an idea of what kind of a force I wanted to assemble. The lack of Elite troops in the army worried me at first so I recruited them as much as possible for a time. However, looking at other army lists convinced me that it would be foolish to try and match the Elite troops of other races with my own - they were generally better equipped and of a higher standard. Instead I switched to recruiting more Clanrats to give me numerical superiority and buying Clan Skryre weapons to give me the edge. The Clan Skryre weapons looked quite devastating and could be used by individuals or teams and so manoeuvred around the large Clanrat regiments where they could shelter from missile fire.

My biggest worry about the Skaven was, and still is, their low cool value (only five). This means they are extremely vulnerable to panic and fear tests - even decent leaders don't help too much. The Elite troops in



the Skaven army can be given magic banners, a quick look at the list showed me that relic banners made the regiment carrying them immune to panic, thus going some way toward preventing my troops being scared off quite as easily. These Elite regiments could be interspersed with the Clanrats to prevent one rout carrying away the whole line. Looking at the stats for wizards showed that they indeed made better leaders by boosting the leadership and cool of their underlings. The wizards would also have magic to partially make up for the general lack of missile troops in the Skaven army.

Until recently I'd only fought a few battles in the Mighty Empires campaign, only one of which was a battle of any great size - about 2000 points worth of Skaven against 1500 points worth of Undead. I thought the Undead would be bound to beat me since they nearly all cause fear, forcing opponents to test against their cool before they can charge and, worse still, to avoid routing when charged. To make things worse many of my regiments were Skavenslaves who are even less keen about fighting walking corpses than Clanrats.

In the event the large number of wizards in my force and our use of a new and as yet undeveloped magic

system combined to decimate the Undead. The new magic system is based on using randomly dealt power cards to cast very potent spell cards. You have to rely on your wizards to dispel or countermand much of the magic thrown against you or suffer the consequences. The Undead only had a single Necromancer in their rotting ranks whereas I had four wizards of varying power, so the Undead were playing with a very serious handicap. Mind you, I think they would have been trounced anyway under the old magic system - Undead certainly benefit from a strong supporting cast of magicians.

As it was the forces of Undeath were almost completely destroyed by magic before they even reached my brave Skaven warriors and in the end fled the field, leaving their slain Necromancer behind. Subsequently they disappeared off the face of the Mighty Empires map as instability took its toll. Though most gratifying, this glorious victory taught me even less than the previous small raids and skirmishes I'd fought on the tabletop.

The other week I had the chance to hone my skills against Rick Grant from Sheffield Games Workshop store. Rick brought down a large High Elf army with him to the studio, over 3000 points worth of the pointy eared ones. We fought a series of Warhammer battles over the course of the week Rick was here - a golden opportunity for me to try out a variety of tactics against him.

I was glad for the opportunity to learn more about the strengths and weaknesses of my army without the pressures of fighting in a campaign environment. In Mighty Empires, because you can only recruit new troops at the end of each year's campaign season it makes your troops seem very precious. This makes it difficult to learn anything when you're fighting a campaign battle, because you're too busy worrying about your casualties and how to win without doing anything too dangerous. Saying "Please stop killing my elite troops - they take years to replace" doesn't usually work, just as "OK you've beaten me, now if you'll just let me retreat we'll be on our way" doesn't cut any ice either. One of the other races playing in the Mighty Empires campaign is High Elves so I also have a good opportunity to observe their performance and measure up my chances against them in the campaign.

TROOP CHOICE

Now I've played a good few battles with the Skaven I've managed to get a good idea of what to do with them to get good results. Of course, as with any army, the key to success lies in picking the right combination of forces in the first place. When choosing forces I always try to pick them with a certain role in mind - sometimes it's quite useful to actually make a sketch of your intended battle line to see how it all falls into place. Bear in mind that I've reached these conclusions from fighting High Elves and Undead in the main, though they should remain applicable to a greater or lesser extent against other foes. So here's the low-down on how I think you can get the best out of the Skaven.



JES GOODWIN

CHARACTERS

Because the point values of the Skaven rank and file are quite low I always concentrate on buying characters first and put aside a full third of my points for them. I spend the bulk of the points on a single powerful wizard and the rest on several other lesser sorcerers drawn from the Clan Skryre - usually up to three of these in a 3000 point force.

Next comes the army standard. This can have up to two magic abilities and I normally take Amuletic Standard to guard against any unpleasant magic, and Relic Banner to help the morale of the rank and file. The army standard is normally carried by one of the lesser Sorcerers.

I used to only ever take one other hero, just in order to comply with the minimum number you must have, but experiences in battles I've fought recently have shown me that I possibly need more. Unfortunately, a Skaven hero's chances of survival aren't enhanced by the lack of riding beasts and the low availability of magic armour in the Skaven army. Though these might seem to be minor points they can make all the difference between your hero lying in a pool of blood or rampaging through enemy forces at will. On the bright side, Skaven heroes do have quite low point values and are therefore expendable in the furtherance of the cause.

Assassins from the Clan Eshin are also available to the Skaven. These are quite worthwhile both for the nasty surprise they can give people and their poisonous

attacks. It's generally best to equip them as well as possible - nets, slings and pistols are all quite handy and pretty cheap in points. Personally I'm inclined to buy assassins at Lvl 10 or below as a Lvl 15 hero is just about good enough to lead a unit competently.

As regards magic items I generally spend too much on actual characters to worry excessively about buying magic swords and stuff, though I am quite keen on things which are useful defensively. A few magic blades here and there to enhance heroes or assassins don't go amiss but some things like Warpstone charms and Warpscrolls are normally too expensive to be worthwhile. To partially make up for this I do like to equip my character models with pistols or even the odd warplock arquebus where I have appropriately armed models for the characters in question.

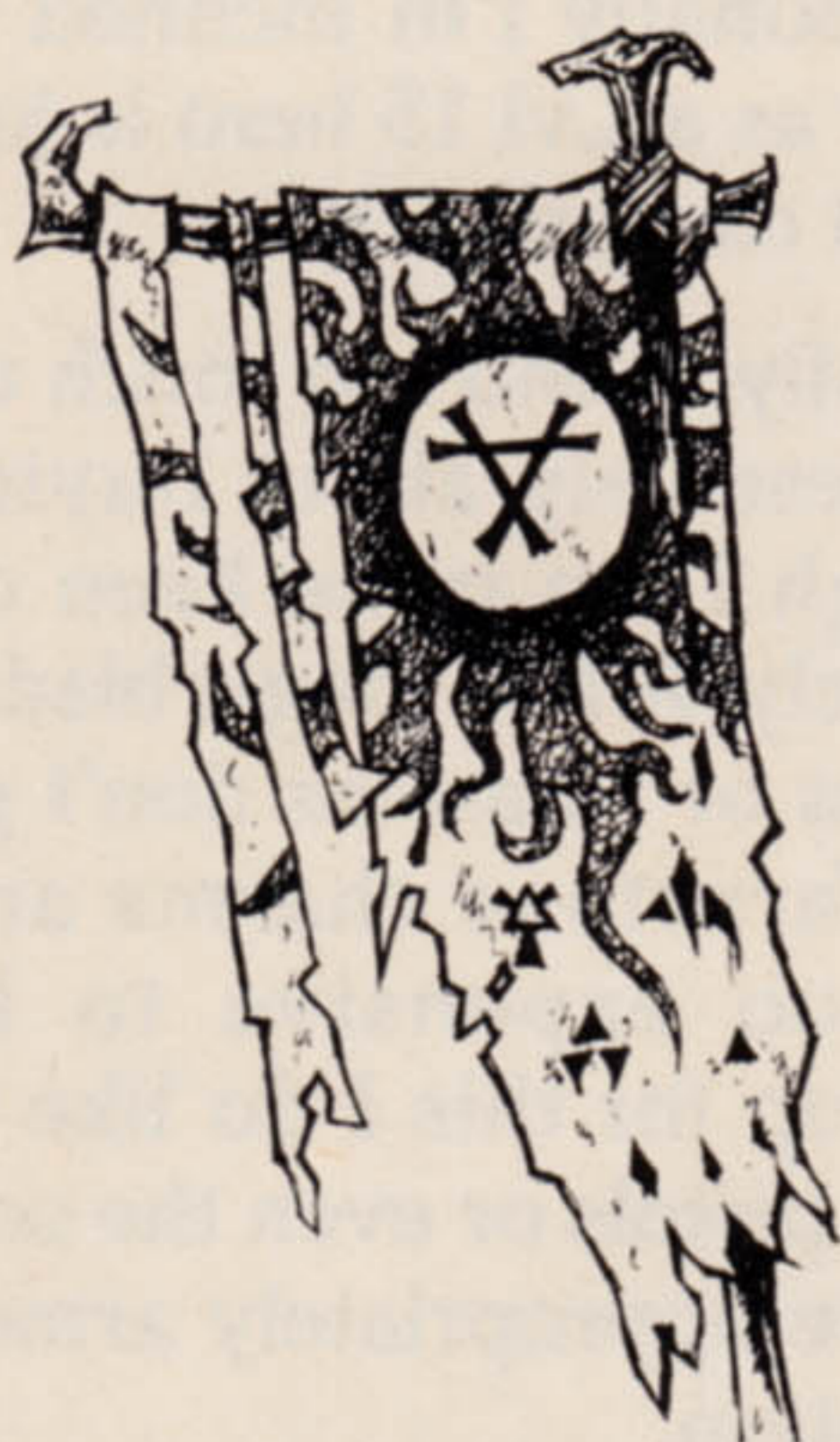
I usually keep all my characters leading the larger or more expensive regiments all the time because with the poor Skaven leadership and cool they need all the help they can get. As I mentioned above I used to hold with only buying one hero purely because I had to, but this practice gives you distinct problems once you start running into enemy heroes who can rampage at will through your forces. To counter this I've started buying more low level heroes instead of some of the lesser sorcerers to act as champions in units. This tends to give a more balanced force overall and I may even switch to using a higher proportion of heroes as actual regiment leaders at a later date.



Clan Eshin Gutter Runners prepare a surprise attack on the Bretonnians.

RANK AND FILE

Clanrats Of The Warlord Clans



In every major battle I've fought my army has been based around a large block of Clanrats accompanied by a hero or wizard carrying the army standard, the general (invariably the most powerful wizard in the force) and an assassin. This regiment has acted as the army centre, relying on sheer mass and the army standard to keep it going. I

started off having the block thirty two models strong but after a few battles I've pushed this number up to thirty six.

Deployed in six ranks and six files this Clanrat regiment can normally expect to receive the full +3 rank bonus for combat resolution, +1 for the regimental standard and +1 for the army standard. This gives a massive +5 bonus on the number of wounds it causes for the purposes of combat resolution, meaning that it can beat most opposing regiments in close combat even if they are made up of superior troops.



Main Clanrat unit with army and unit standards.

With all the leadership bonuses it gets for the general and the reroll on rout tests that the army standard gives (not to mention the army standard's ability as a Relic Banner) this large block of Clanrats is very hard to rout. Also, the large size of this regiment means it can take nine casualties before it has to test for rout even if it does get pushed back in close combat.

A second, smaller regiment of Clanrats completes my compulsory allocation. This regiment is armed with spears and led by a level 15 hero. These spear-armed Clanrats protect one flank of the large block of Clanrats as it moves into combat. The spears are intended to give them a slight edge against cavalry. Working on the same ideas of getting a big rank bonus and being able to take a lot of casualties as I did for the main Clanrat regiment the spear-armed Clanrats usually deploy five wide and and four ranks deep.

Black Skaven And Stormvermin

I've included two regiments of Elites to try and balance other races' super troops. I haven't finished painting enough models yet to field a full twenty-strong regiment of Black Skaven, and I suspect that even twenty-strong units of these or Stormvermin won't be big enough to survive missile casualties and still make a dent in the enemy. I have been suffering at the 'sharp end' of Elven missile fire lately, but this will less of a problem against different foes. Missile fire always means trouble for Skaven because of their lack of heavily armoured troops, skirmishers or missile troops with which to counter it.



Stormvermin Unit.

I've armed my best troops with the best weapons they can have: double-handed weapons for the Stormvermin, and halberds for the Black Skaven. I've also bought the Stormvermin shields to protect their expensive little lives after having suffered from heavy missile casualties in the past (very nasty on small units). Both regiments have Relic Banners to help their morale and stop the whole army melting away in one continuous rout.

My Black Skaven did manage to disgrace themselves once while acting as part of a scouting force to cover against cavalry. When they met some cavalry (admittedly accompanied by the opposing High Elf general and army standard bearer) they routed on the first round without causing a single casualty. Their rout took them and their level 15 wizard leader right off the edge of the board. Had the cavalry been human rather than Elf the rats might have been more effective, so I don't think this particular incident reflects too badly on the Black Skaven, though it is a cautionary tale.



Unit of Black Skaven based on a camouflaged movement tray.



Clan Pestilens

I've managed to raise a unit of fifteen Plague Monks so far. I like them a lot and being able to field the unit with a powerful 100 point magic standard goes a long way to raise them in my esteem. I generally take a Bane Banner and keep the Plague Monks lurking around behind the first wave of Clanrats to try and rout enemy units without becoming exposed to missile fire. There's always the option for placing a champion with the unit and giving him a Warpscroll or two to decimate opposing units with, though as I stated previously, 100 points for a Warpscroll makes it a prohibitively expensive one-use item.



Plague Monks with Bane Banner.

To date I haven't used any plague censer bearers. In the Mighty Empires campaign one-shot suicide troops don't really pay off in an economic sense, and such randomly destructive types don't really fit in with my overall battle plan as they are more likely to get in my own way than my opponent's.

On review I think plague censer bearers may be pretty useful for tipping the balance when two battlelines clash so I've now included some in my force to experiment with. Like the Clan Eshin troops, Plague Monks and censer bearers are characterful and the models are nice, reason enough to have them in my army.

Skavenslaves

I initially took the minimum number of Skavenslaves with no extra equipment, musicians, standard bearers or leaders. I gave them shields after I'd seen how much a bit of armour helped other regiments against withering bowfire (spending half a point each to protect their miserable two and half point carcasses is just about worth it). I've also tried using them in a thirty-strong regiment instead of twenty but they're still appalling. I've been unable to even get them into a combat yet, let alone win one!

Even though I'm acutely conscious of my lack of missile troops I don't arm the Skavenslaves with slings. Initially I did, but found the results so ineffective that I decided to abandon the option. Skavenslaves can, of course, be driven ahead of the main body of troops as a missile screen but the dangers of routing slaves causing panic tests is too great.

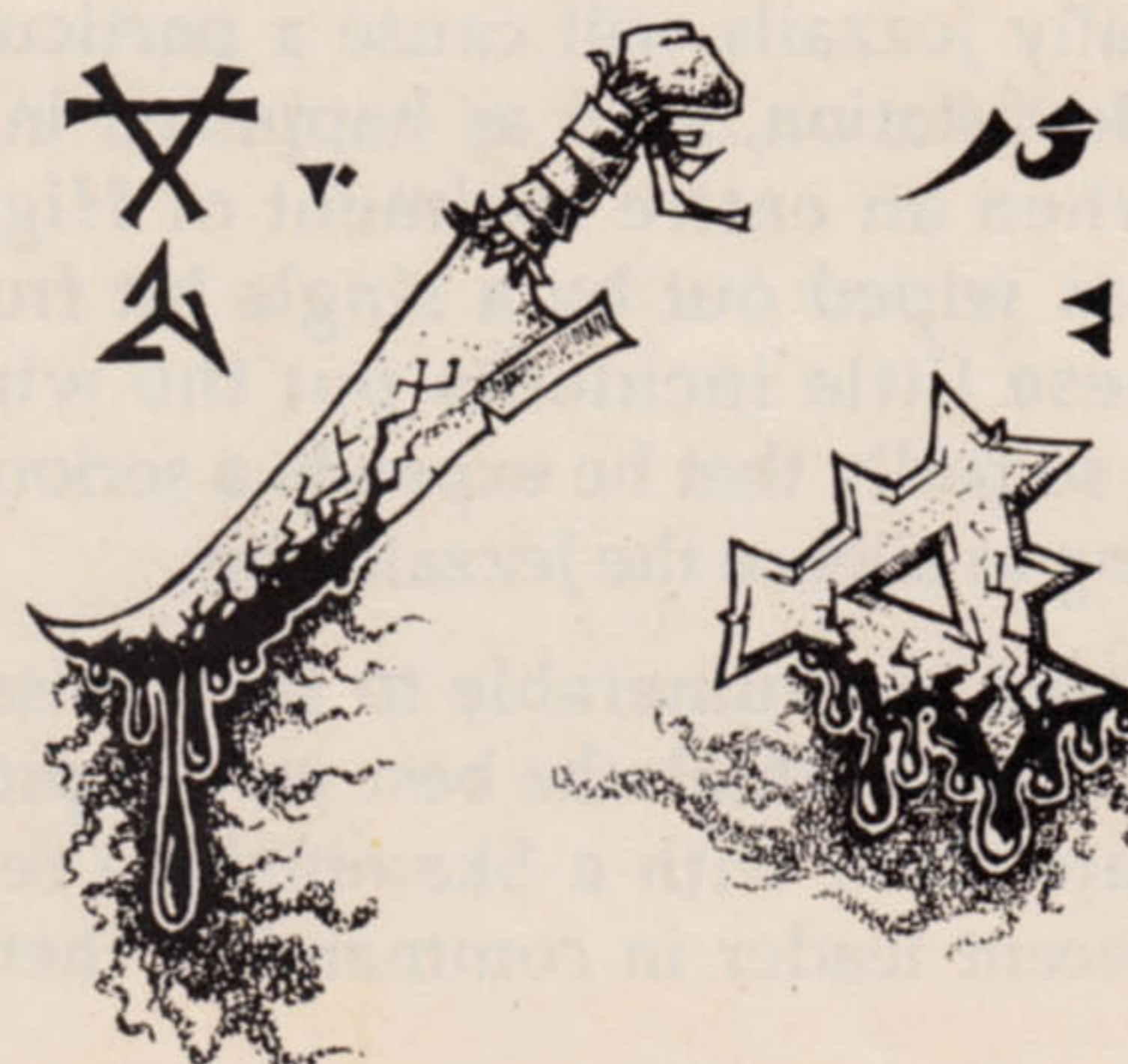
After much deliberation on slaves I have thought of a few things they can do to be useful. The main thing to remember is that though you are aware of how poor they are your opponent won't necessarily recognise them for what they are. Thus slave units can be left at the rear both to guard it (after a fashion) and to give the impression of uncommitted hordes of troops. A flanking force consisting of a single decent unit and a character can be made to look like an entire army with the addition of a couple of 50 point slave units. Both of these tactics can be particularly effective against an opponent who doesn't know his stuff!

Clan Eshin

I selected a unit of the rather expensive Clan Eshin Gutter Runners because I lack anything which carries missile weapons or can act as skirmishers. Armed with slings and throwing stars as well as light armour and shields the Gutter Runners come to 15 points each! Hence it will probably come as no surprise that I only ever field one unit of them.

The Night Runners were tempting but I figured that as I already had two units of Elites an expensive, undersized third one would be a waste.

I really like the Clan Eshin troops, though it's rather a shame that they're not better trained for war. Still, they have plenty of character, nice models and can prove very useful in games where the objective is the death, theft or capture of a particular individual or item. The Gutter Runners seem to be particularly useful for occupying rough ground on the flanks and chasing off enemy skirmishers.

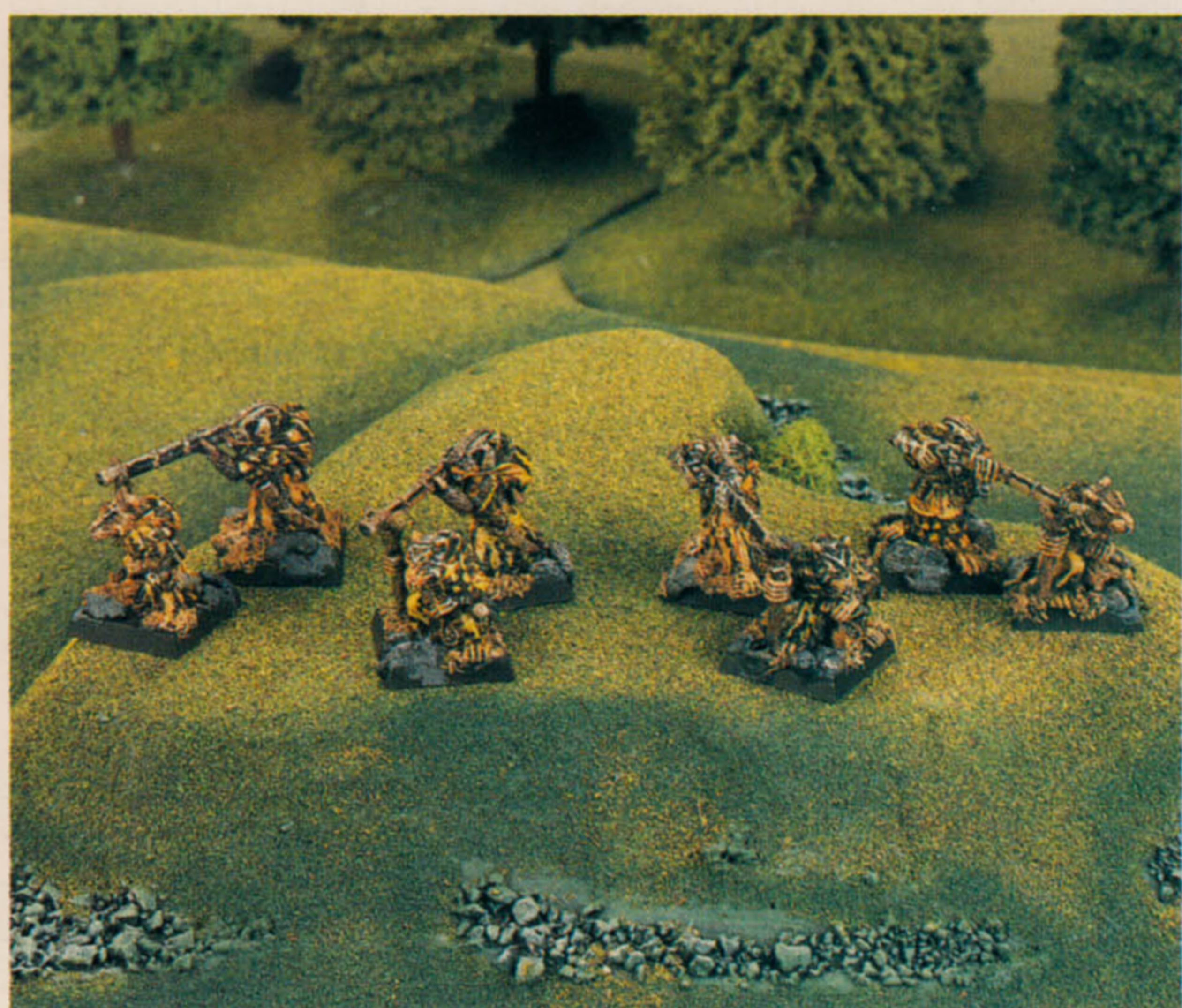


Clan Skryre

I habitually use all the Clan Skryre specialist weapons that I can, given the number of models I've painted up. The Jezzailachs and the Poison Wind Globadiers are definitely worth their weight in gold, being relatively cheap but very potent.

Poison wind globadiers can wander around individually and use their globes to great effect as the battlelines clash together. Buying globadiers light armour and not letting them get stuck out on their own helps to keep them alive. Remember that if a line of fire goes within 2" of another Skaven regiment they can't be singled out for attack. The best thing about poison wind globes is the fact that the victims receive no armour saving throw so they are a particularly good way of dealing with cavalry and other well armoured troops.

I've found that the Jezzailachs are best kept together in a static position where they have good lines of fire and can afford decent support to the rest of the army - the top of a hill, a building or similar location. If possible, Jezzailachs should be placed towards the flanks to open up the opportunity to get raking shots into the sides of units and cause maximum damage from a hit. Also look out for (and shoot at) regiments in several ranks and/or behind each other. Unfortunately you're never assured of a hit with Jezzails (the crews only having a BS of 3) and when you're most desperate they invariably miss so don't rely on them to win the battle for you, though they can help a great deal.



Jezzail team in action.

Occasionally Jezzails will cause a particularly telling piece of devastation, such as happened in one game I played when an entire regiment of High Elf Shore Riders was wiped out by a single hit from a Jezzail team. These little incidents put the wind up your opponent so badly that he expends a serious amount of effort trying to silence the Jezzailachs.

Jezzail teams are vulnerable to both missile fire and direct attack and I think the best way to protect them is to associate them with a Skavenslave regiment and place a decent leader in command of them. This way

any casualties you suffer can come off the slaves first. This does run the risk of the low morale slaves breaking and carrying away the Jezzails but you could always pull the same stunt using Clanrats or even Black Skaven. Just remember that Jezzails can't move and fire so you could hamstring your efforts severely by tying up valuable troops.

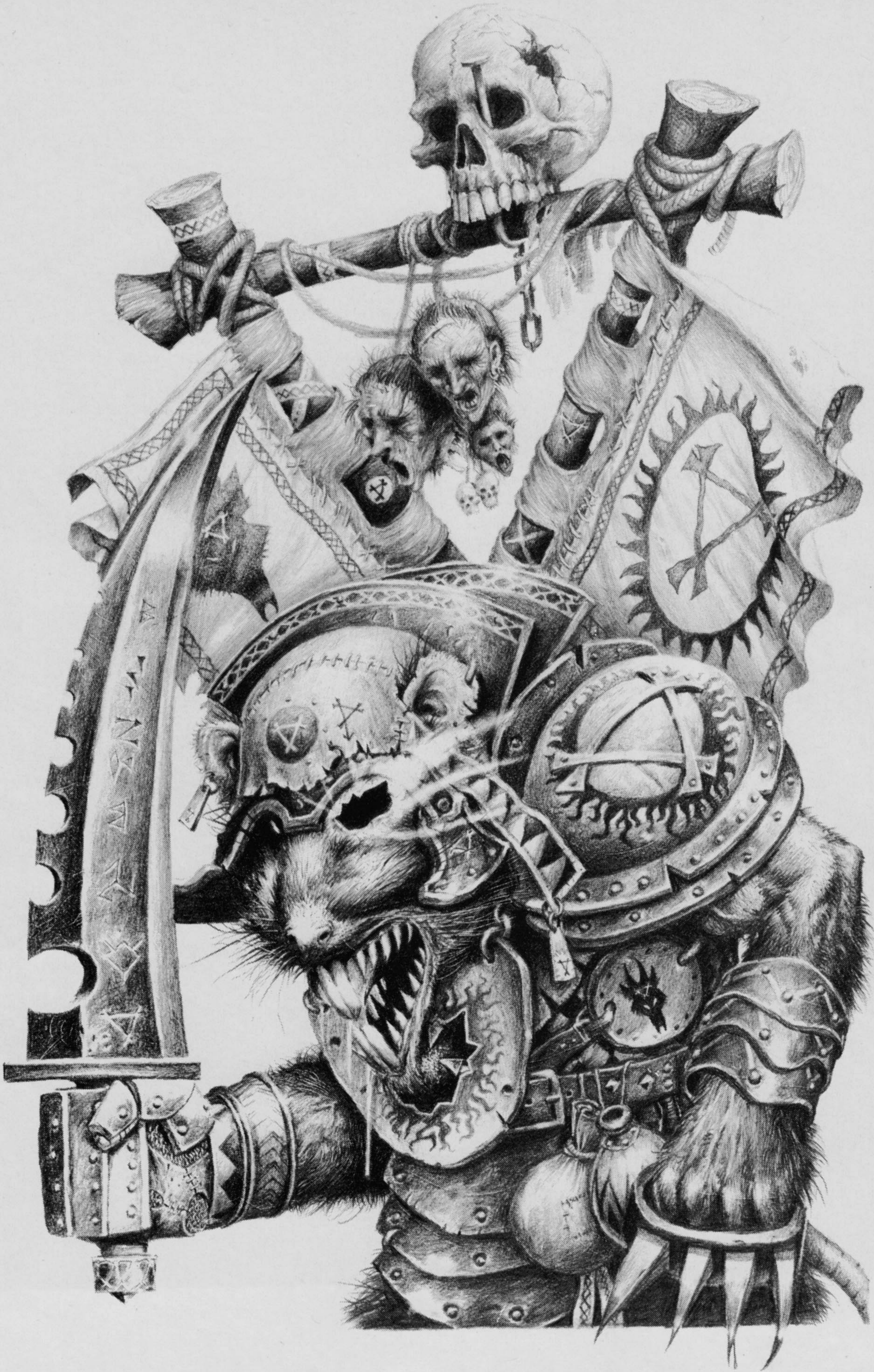
I was initially unsure about using Warpfire Throwers because of their high cost, 81 points per team, and their range of just 12". However, recent experience has taught me that they can be just as worthwhile as other weapons, if not more so. A Warpfire Thrower will turn the most powerful hero or monster into a pile of bubbling goo if it inflicts just one wound on them. They are also handy for mindless acts of destruction like setting fire to buildings, bridges etc, if you're prepared to take the risk of them blowing up (which I am).

The 1" move penalty on the Warpfire teams does tend to mean they get left behind so it is a good idea to place them guarding the flanks or following up in the centre. Just like the poison wind globadiers, Warpfire Thrower teams can lurk around the edges of regiments to avoid missile fire. Teams could be placed within regiments so that they can stand and fire if the regiment gets charged and gain any leadership bonuses from the regimental commander, but the risk of an explosion destroying half the regiment is a bit grim. Cost prohibits fielding too many Warpfire teams, but a good few - three to five - is well worth having.

Clan Moulder

A nice little trick I have up my sleeve is giant rats. Giant rats are wonderfully cheap at two points each: fast, strong, tough, poisonous - just a little bit unskilled in combat. I've tried various pack sizes for the rats and found that they're best used in the ratio of one handler to six rats (the handlers push up the cost of the pack too much otherwise) and used in packs of six or eighteen rats. The six-strong units are useful for nipping around flanks and manoeuvring easily while the eighteens have sufficient numbers to be useful in a head on fight. The big advantage of giant rat packs is that with a 25mm base they look a lot more fearsome and numerous than they really are, and they have a 12" charge move. I purchased my giant rats and handlers through Mail Order so I could designate the ratio of rats to handlers. Blister packs contain three giant rats and one handler. These are just as useful as the spare handler models make excellent leaders for slave regiments.

Rat Ogres are good value for points. They are a little bit lacking in the weapon skill department but nonetheless valuable if only for their fear effect. This plus their high toughness makes them virtually unstoppable by normal troops and missile fire (which helps make up for them not having any armour). I'm still experimenting with using several packs comprising of a pair of Rat Ogres with a single handler so they can spread themselves around the battle line. I suspect that they will probably perform better lumped together in a single pack with a decent leader and used as shock troops. I'm inclined to place one handler per two Rat Ogres to try and avoid



STEPHEN TAPPIN







ADRIAN SMITH

packs reverting to a wild state if their handler gets killed; Rat Ogres are far too valuable to allow this sort of thing to happen.

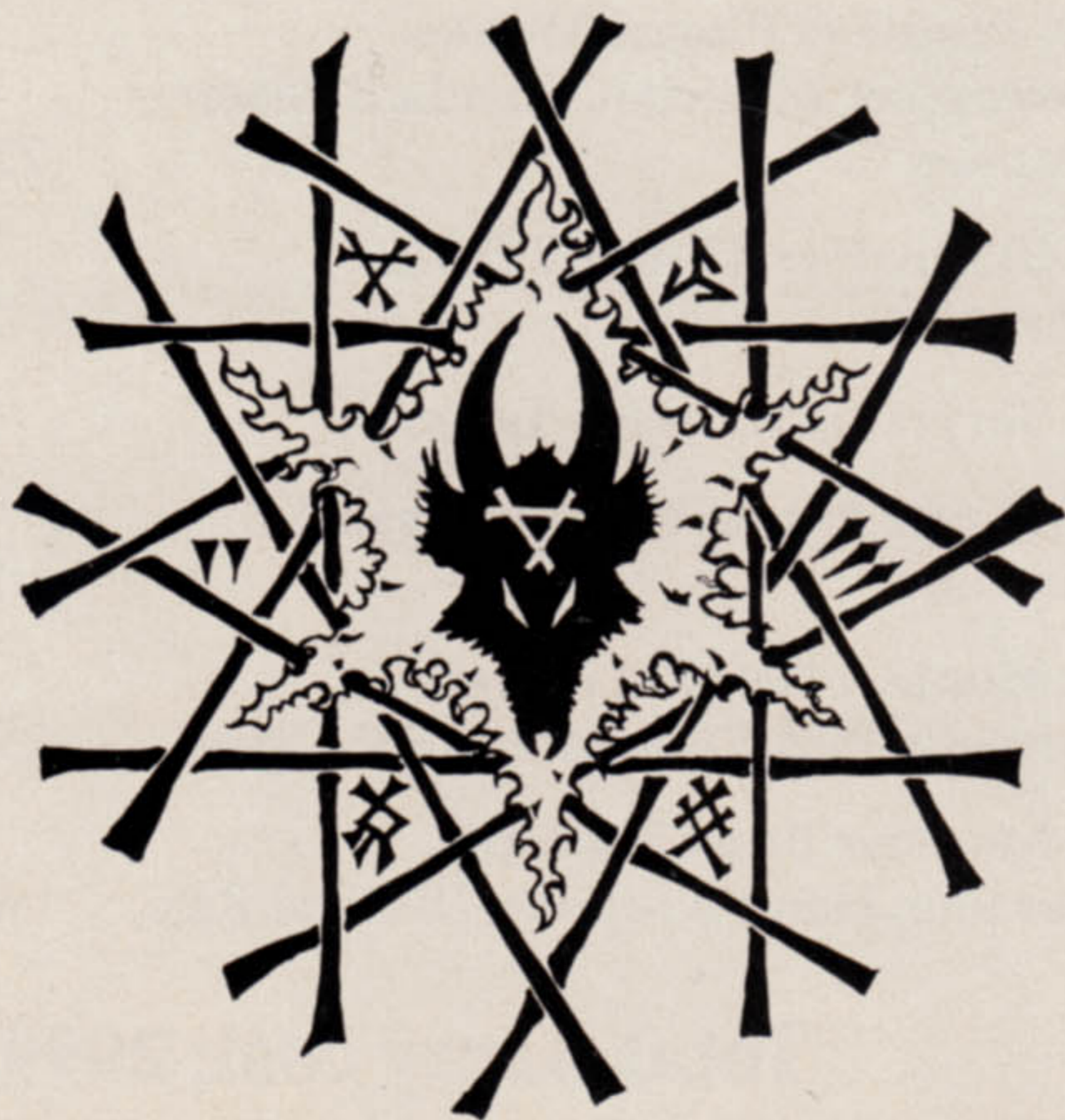
Another thing to remember about Rat Ogres is that you can potentially have a lot of them, up to forty eight in fact, a force most other races can't match without employing Ogre mercenaries. I'm not suggesting that using forty eight Rat Ogres would be a good idea, but the point is that it is possible to field more than most people will be comfortable fighting against.

Giant wolves are as cheap as giant rats but their base size makes them harder to manoeuvre. They have a considerably better weapon skill than rats but their ferocity makes them harder to control. Similarly, Chaos hounds are good combatants but at twenty points each they are rather too expensive to use in large numbers and not quite hard enough to be used in smaller groups. Naturally, I'm inclined not to use giant wolves or Chaos hounds as they don't have a suitably rat-like background for my stringent tastes, though I could always do up some converted Wolf-rats or exceptionally ratty-looking Chaos hounds.

OVERALL TACTICS

With a Skaven army you've only got one real option when it comes to your overall strategy and that's CHARGE! Lacking missile troops and cavalry means you can't afford to keep the enemy at arms length for any longer than absolutely necessary. If you do you will quickly find the army threatened from the flanks and rapidly accumulating missile casualties. The best way to get over this is to jump down the enemy's throat as fast as possible. Of course there are various subtle refinements in the process of charging full tilt across the table to increase your chances and guard your flanks, but fundamentally the basic tactic stays the same.

A Skaven army should enjoy some sort of numerical superiority over most opponents, this needs to be used in getting large units together. The average Skaven is quite good as a warrior but their morale won't stand up to set-backs (let alone push-backs), thus it is essential to be confident that you can win a combat before you initiate it. Large regiments give security in numbers and



the rank bonuses for such large formations easily goes up to maximum even after casualties. Remember the old adage 'everything counts in large amounts'? Probably not - but it is particularly appropriate for Skaven. Naturally you have to guard large regiments well against magic and keep an eye out for opposing Machineries of Destruction, but in this respect I expect my wizards to do most of the work.

I generally use the largest block of Clanrats as the point of an army-sized wedge to go and crash the line first, backed up by the smaller regiments which have been concentrating on keeping the enemy off the flanks up to that point. The Clanrats need to square off against the biggest opposing regiment which they can take out and crash into the enemy line at that point. The principle after that is once you have your hole widen it and use poison wind globadiers and Warfire Throwers to cause more confusion. With particularly tough opponents such as Dwarfs it may be necessary to stop out of their charge reach and 'soften them up' with Warfire Throwers and poison wind before attacking.

Though as a whole Skaven are faster than normal troops they don't have any cavalry, so unless you trust some allies to do your scouting you'll invariably lose the scouting contest and end up having to set up first. Don't be tempted not to bother with an advance force, this surrenders the initiative entirely to your opponent. You can get round this by using your entire army as the advance force in a sort of forced march. This gives you quite a good head start in closing with the enemy (and

remember the further routers have to run to get to a table edge the more chances you'll have to rally them). Of course this gives your opponent the opportunity to receive your oncoming wave of troops in the manner of his choosing but you can alter course rapidly enough to throw him off balance.

Terrain is also an important factor. I started out thinking that I would be best off having a lot of terrain on the table to provide cover from missile fire and bog down opposing cavalry. I quickly found this was a mistake as my large Skaven regiments struggled to negotiate hedges and ditches and generally got in each other's way as they tried to make their way down the clear routes available. Hence my advice is to avoid using too much terrain and if you have to fight under such circumstances split off part of your army to act as a trailing force. Equally important, you don't want to fight on a bowling green if the opposing army has any cavalry to speak of.

Incidentally, if I seem fixated on keeping people off the flanks of my army, try fighting a battle and not guarding your flanks sometime. As I said before, Skaven are particularly liable to panic - which you have to test for if you're charged in the flank or the rear. Everything quickly dissolves into an untidy mess, stalling your advance half way across the table and sending routing troops in all directions. I'd say that getting caught in the flank, along with routing troops being close enough to 'carry away' steady troops when they break, are the two biggest disasters which can happen to a Skaven army. If a Skaven commander can avoid these he should come out all right.

CONCLUSIONS

I'm really pleased with my Skaven army. They look good and have performed quite well every time I've used them. I enjoy the very direct tactical approach that the army is best suited to and finding all the best subtle refinements I can make to it. All you've got to do is rise above all the endless jokes about cheese!

Though I've still got a number of rank and file to paint before the army is completed to my satisfaction I've already started converting and building extra stuff for the army. The first thing I did was convert a special riding Rat Ogre for a Clan Moulder Warlord - after being consistently mauled by mounted heroes I've decided it's time to get my own back! (For the moment we're just counting him as a Rat Ogre, hopefully we'll bang some rules together at a later date.) Other projects in hand involve building a Screaming Bell cart, some Wolfrat conversions and a two-rat Gatling team. If these come off we'll detail how to build them in a future White Dwarf along with rules and details of how to include them in a Skaven army.



THE SKAVEN ARMY

CHARACTERS

White Skaven Sorcerer (Lvl 20 Wizard) Halberd.	232 pts
Clan Skryre Warpsquealer (Lvl 15 Wizard), Hand Weapon, Warplock pistol.	152 pts
Verminlord (Lvl 15 Hero), Spell Shield, Light armour, Double-handed weapon, Hand weapon.	102 pts
Clan Warlord (Lvl 10 Hero), Light armour, Hand weapon, Halberd. Frenzied, Parasitic blade.	94 pts
Clan Warlord (Lvl 10 Hero), Light Armour, Hand weapon, Warpscroll.	152 pts
Clan Chieftain (Lvl 5 Hero), Hand weapon, Heavy armour. Army Standard: Relic Banner, Amuletic Standard	206 pts
Clan Eshin Culler (Lvl 10 Assassin), Light armour, Net, Sling, Warplock pistol, Hand Weapon.	62 pts

Total spent on Characters = 1000 pts

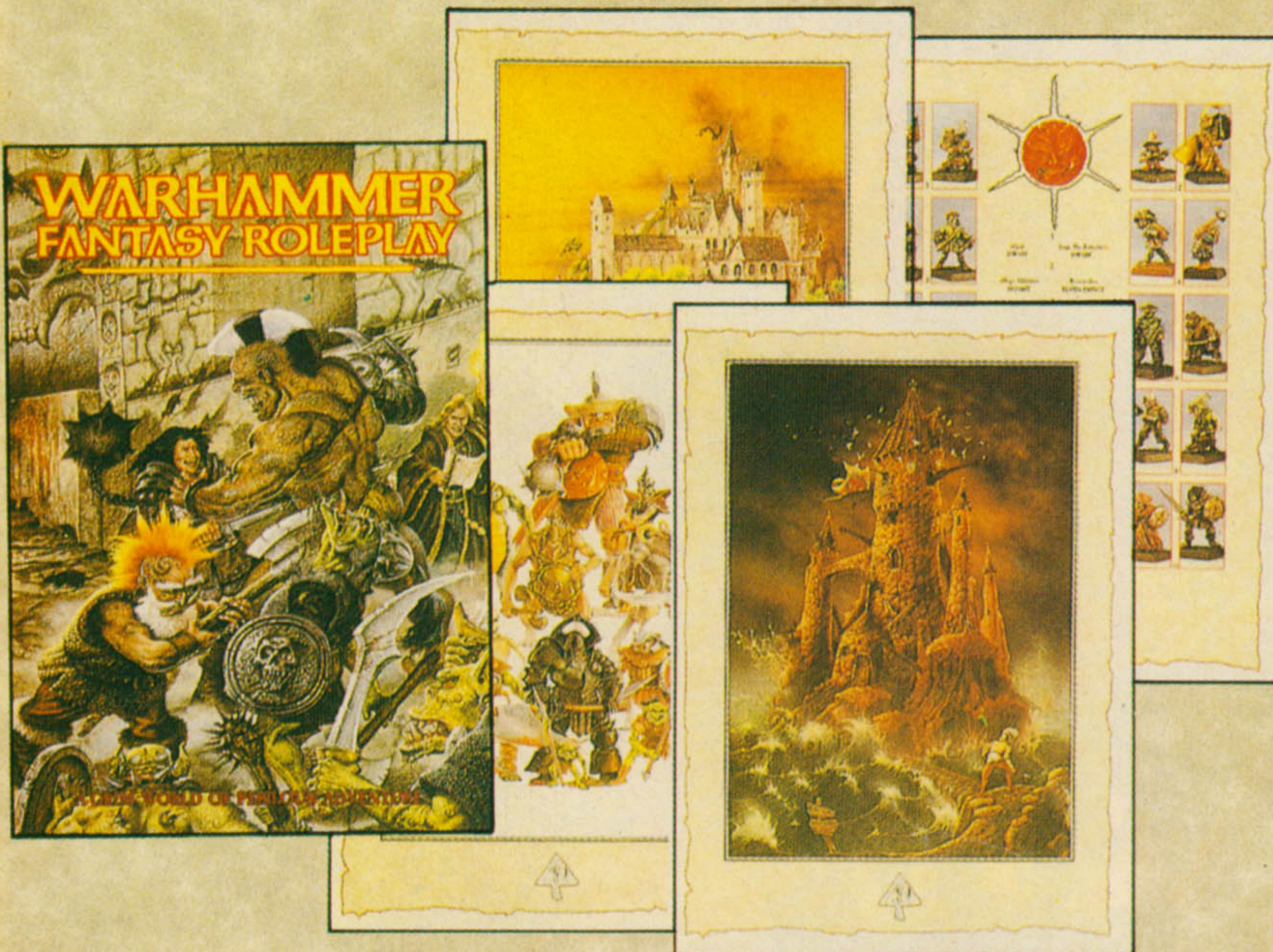
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36 Clan Mors Clanrat Warriors. Light armour, Shields, Hand weapons, Musician, Standard bearer.	228 pts
19 Clan Mors Clanrat Warriors. Light armour, Shields, Spears, Hand weapons, Standard bearer.	143 pts
20 Skavenslaves. Hand weapons, Shields.	60 pts
19 Stormvermin. Light armour, Shields, Double-handed weapons, Hand weapons, Musician, Standard bearer: Relic Banner.	214 pts
15 Black Skaven. Light armour, Halberds, Hand weapons, Musician, Standard bearer: Relic Banner.	152.5 pts
10 Clan Eshin Gutter Runners. Light armour, shields, Slings, Throwing stars, Hand weapons.	150 pts
15 Clan Pestilens Plague Monks. Hand weapons, Musician, Standard bearer: Bane Banner.	228.5 pts
3 Clan Skryre Fire Thrower Teams. Light Armour.	243 pts
4 Clan Skryre Jezzailachis Team.	156 pts
4 Clan Skryre Poison Wind Globadier. Light armour.	104 pts
3 Clan Moulder Beast Masters. Light armour, Hand weapons, 6 Rat Ogres.	259.5 pts
3 Clan Moulder Beast Masters. Light armour, Hand weapons, 18 Giant Rats.	67.5 pts

Total Army cost: 2999.5 pts



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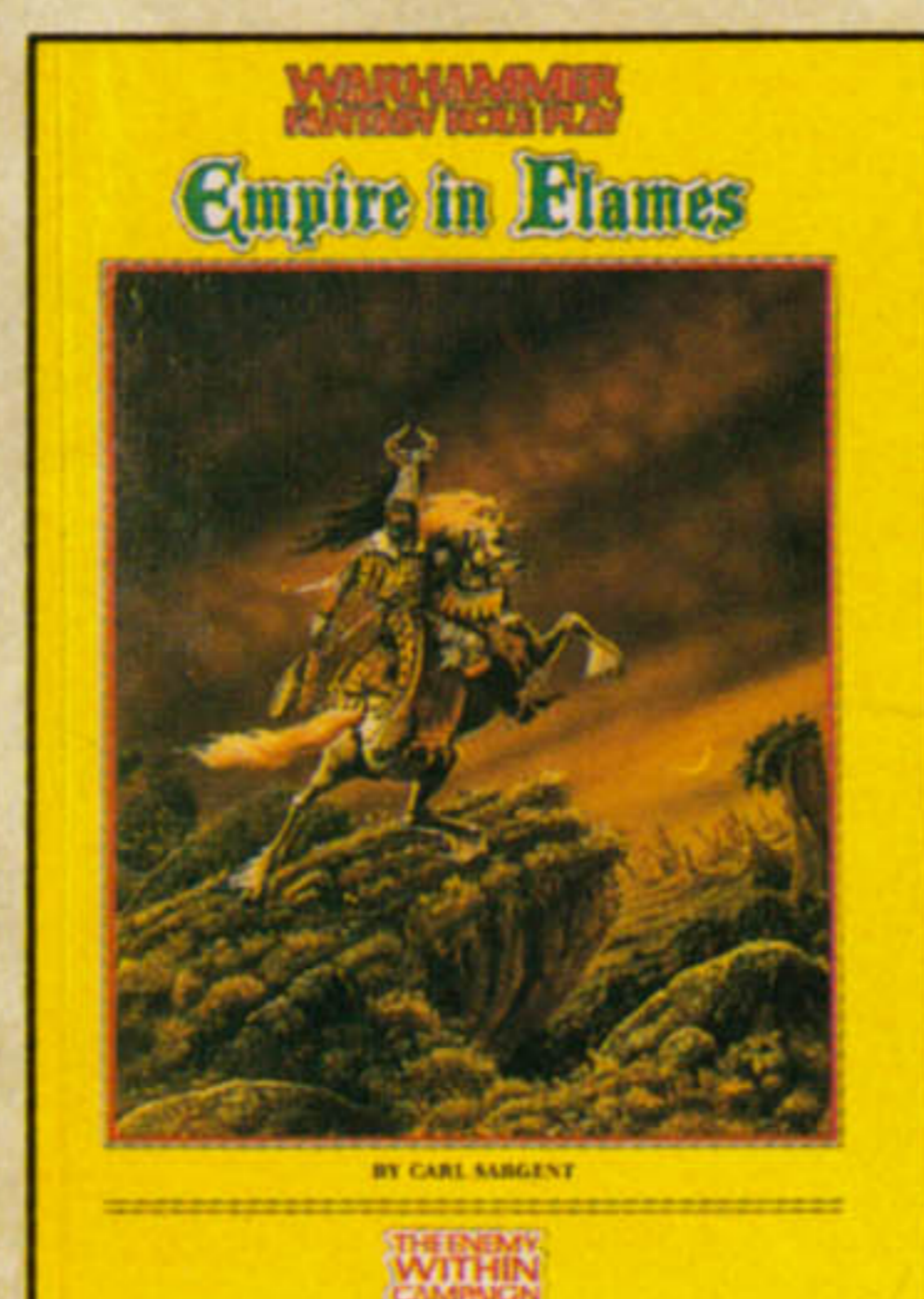
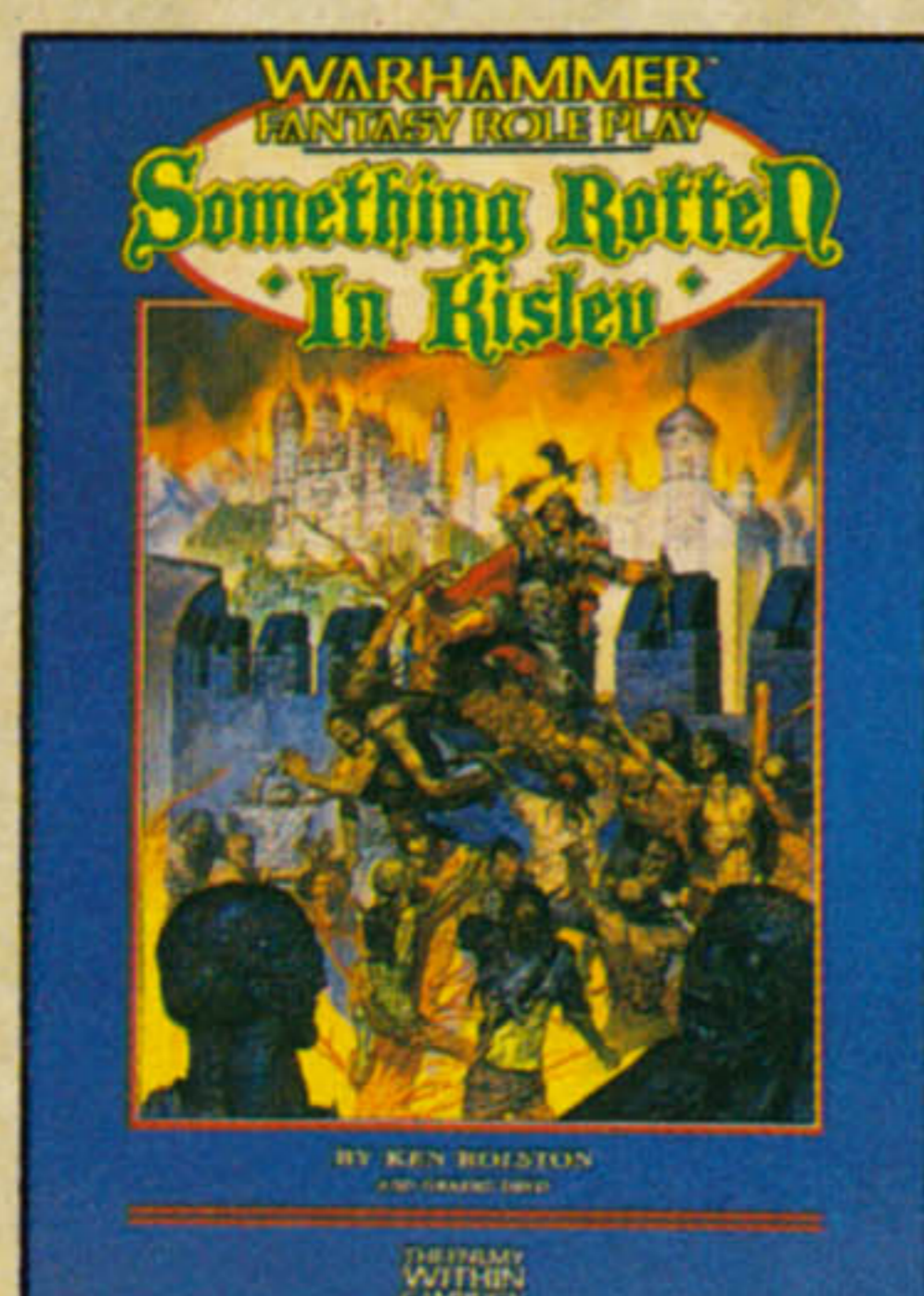
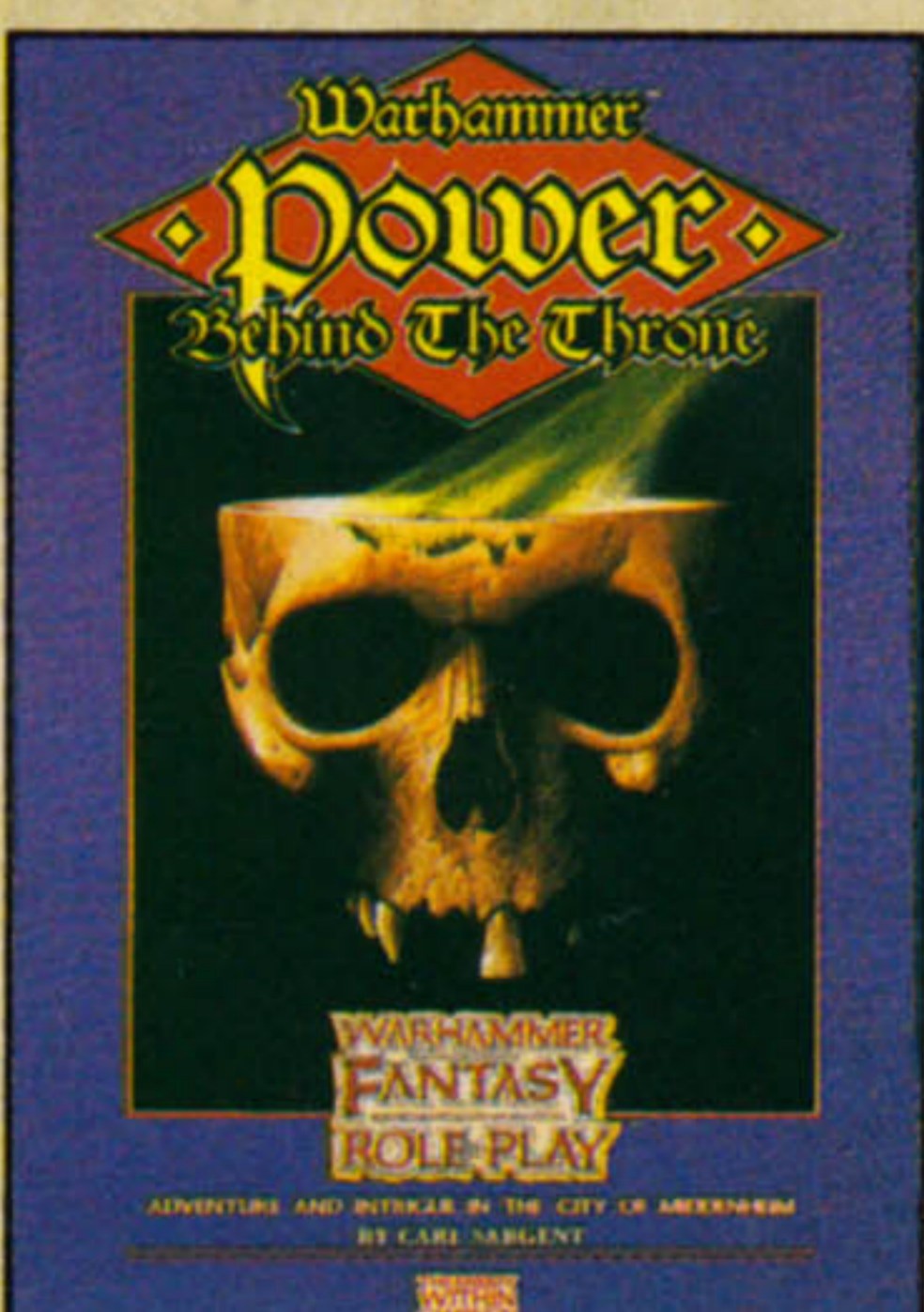
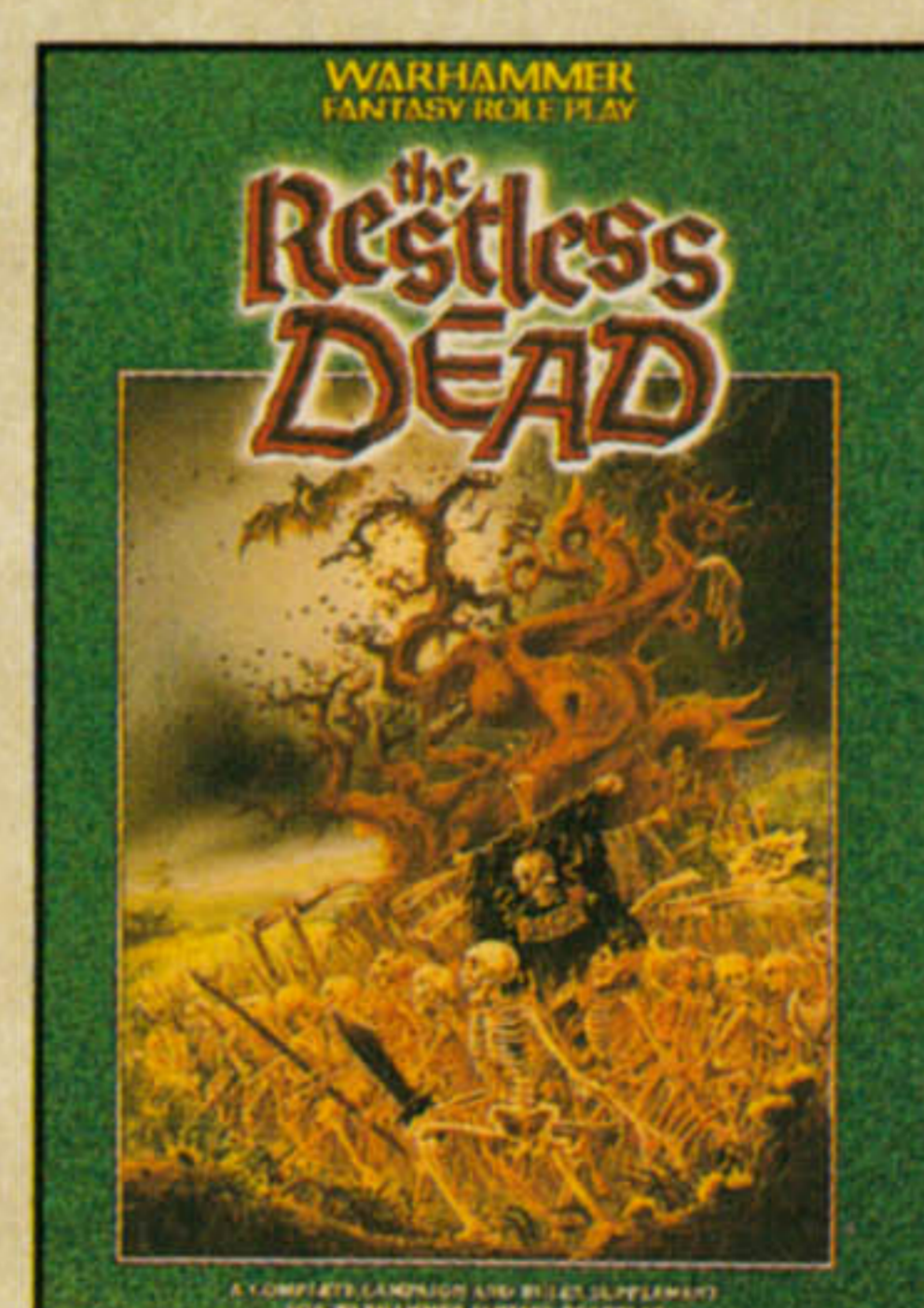
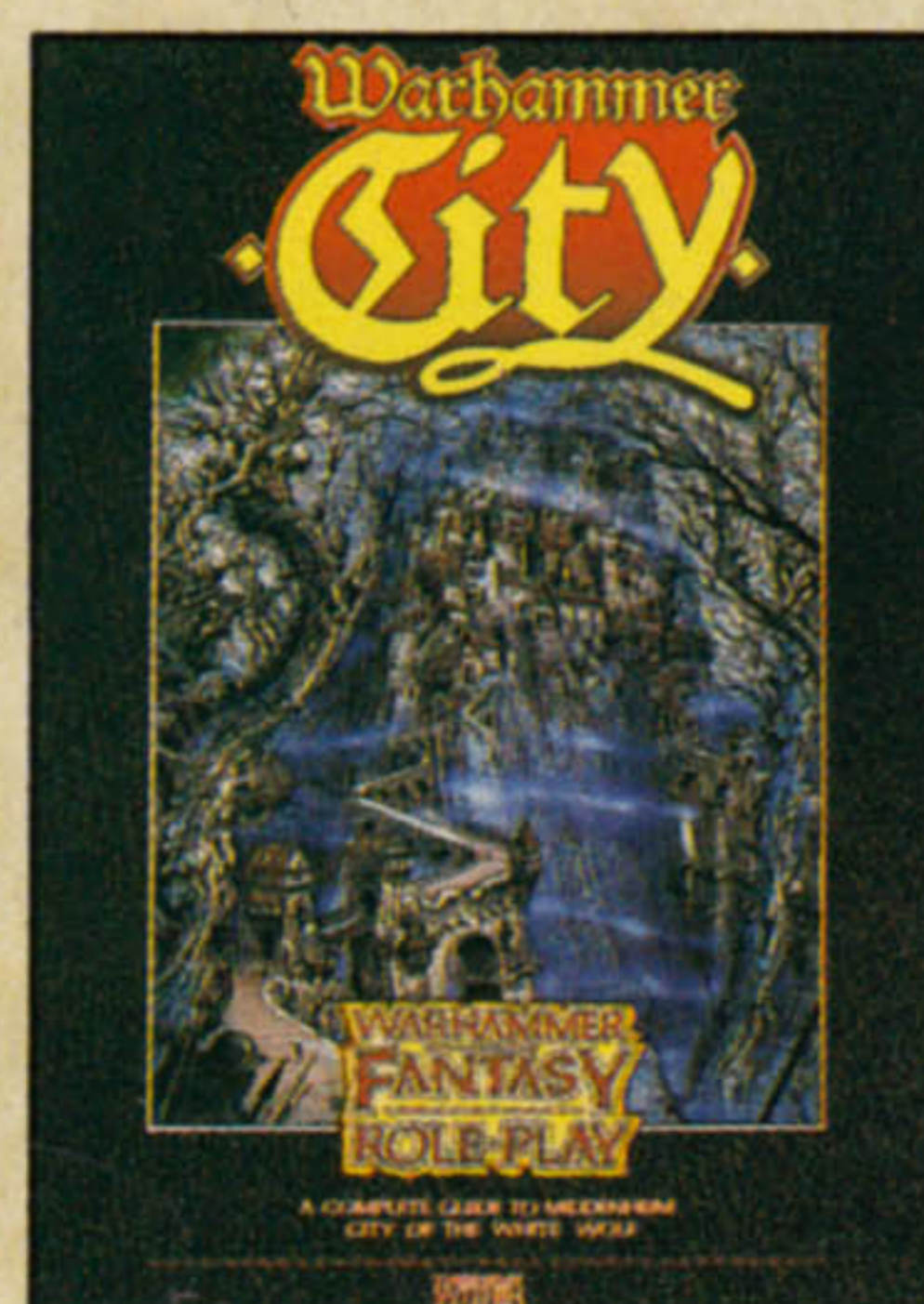
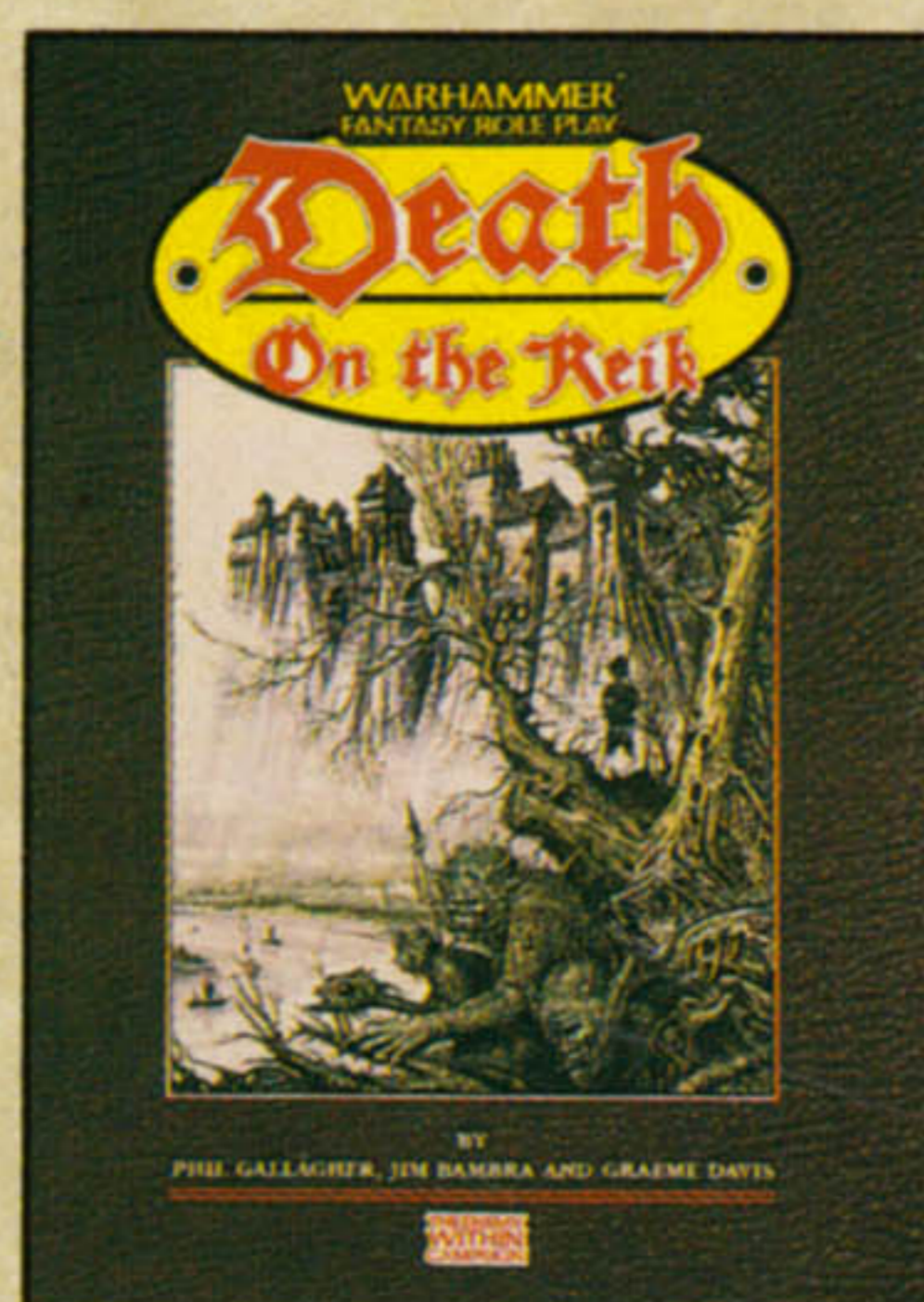
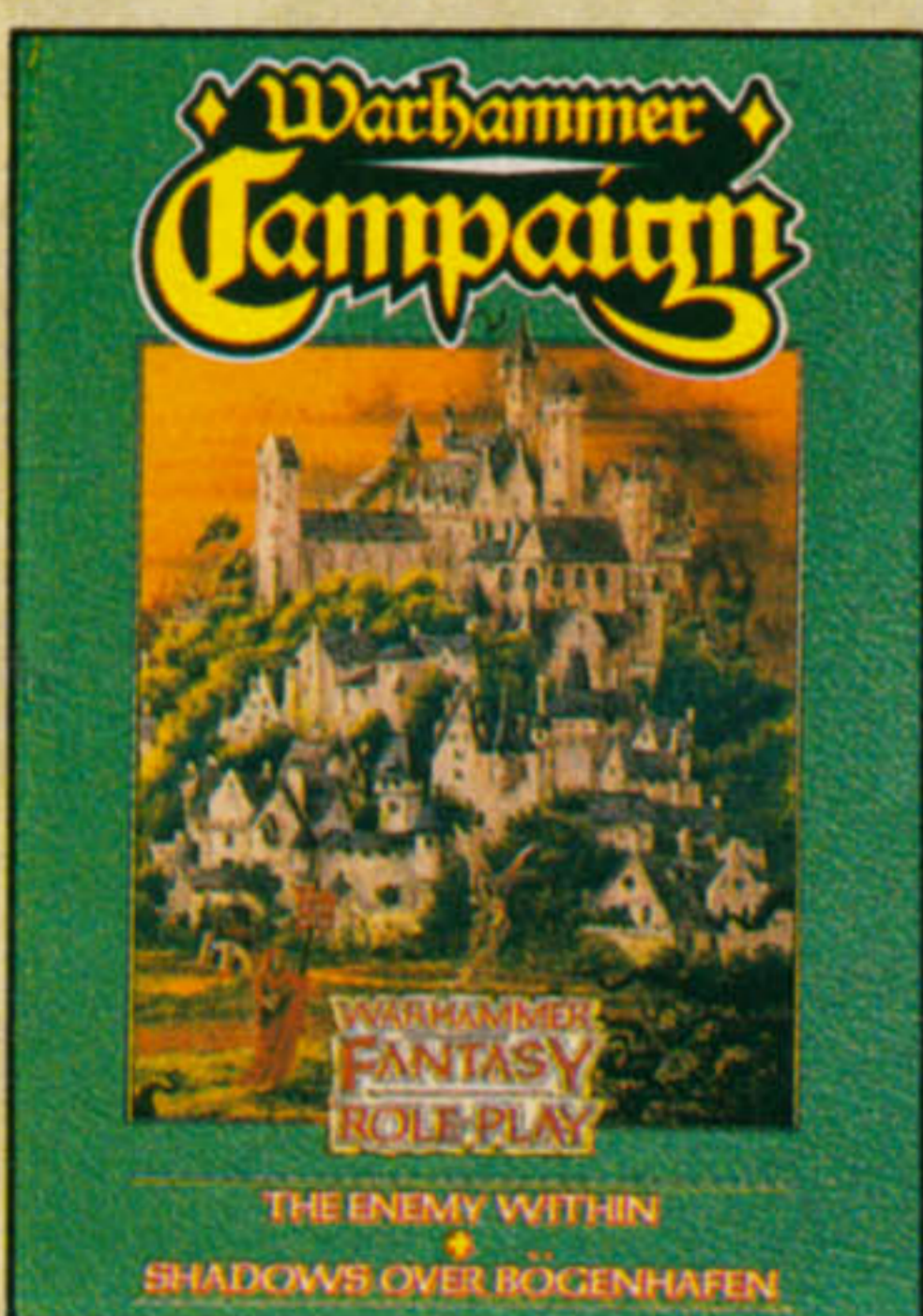
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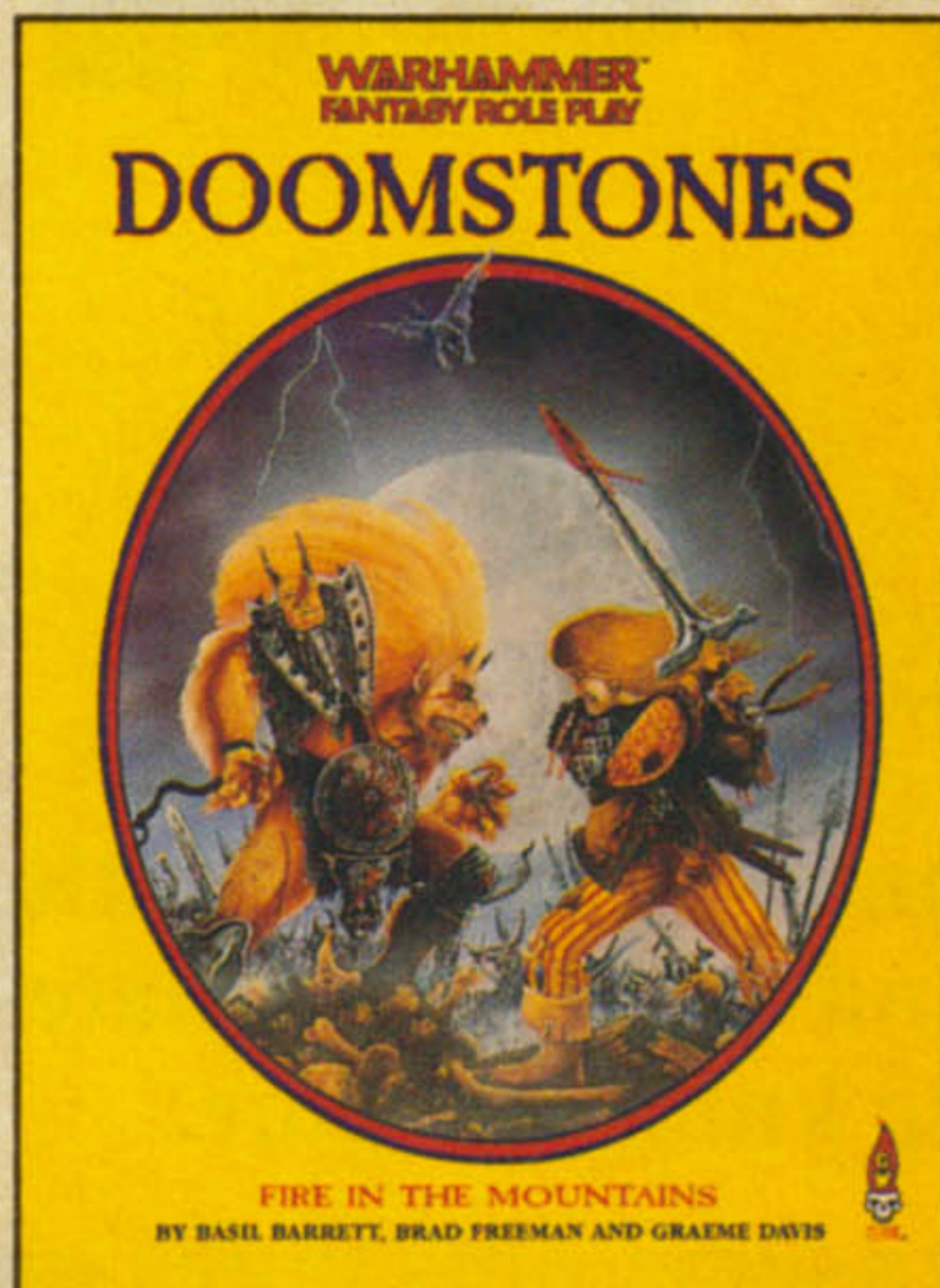
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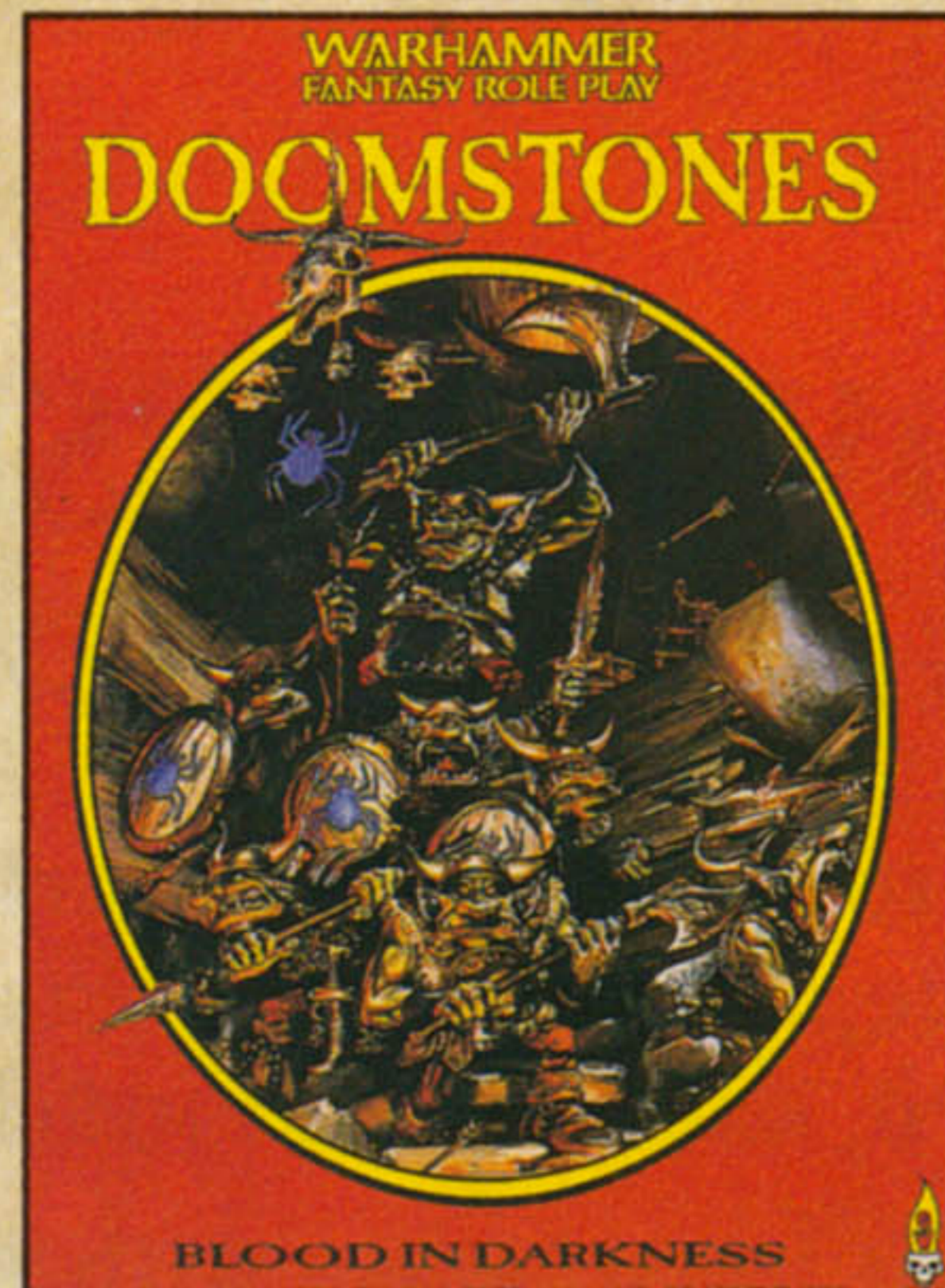
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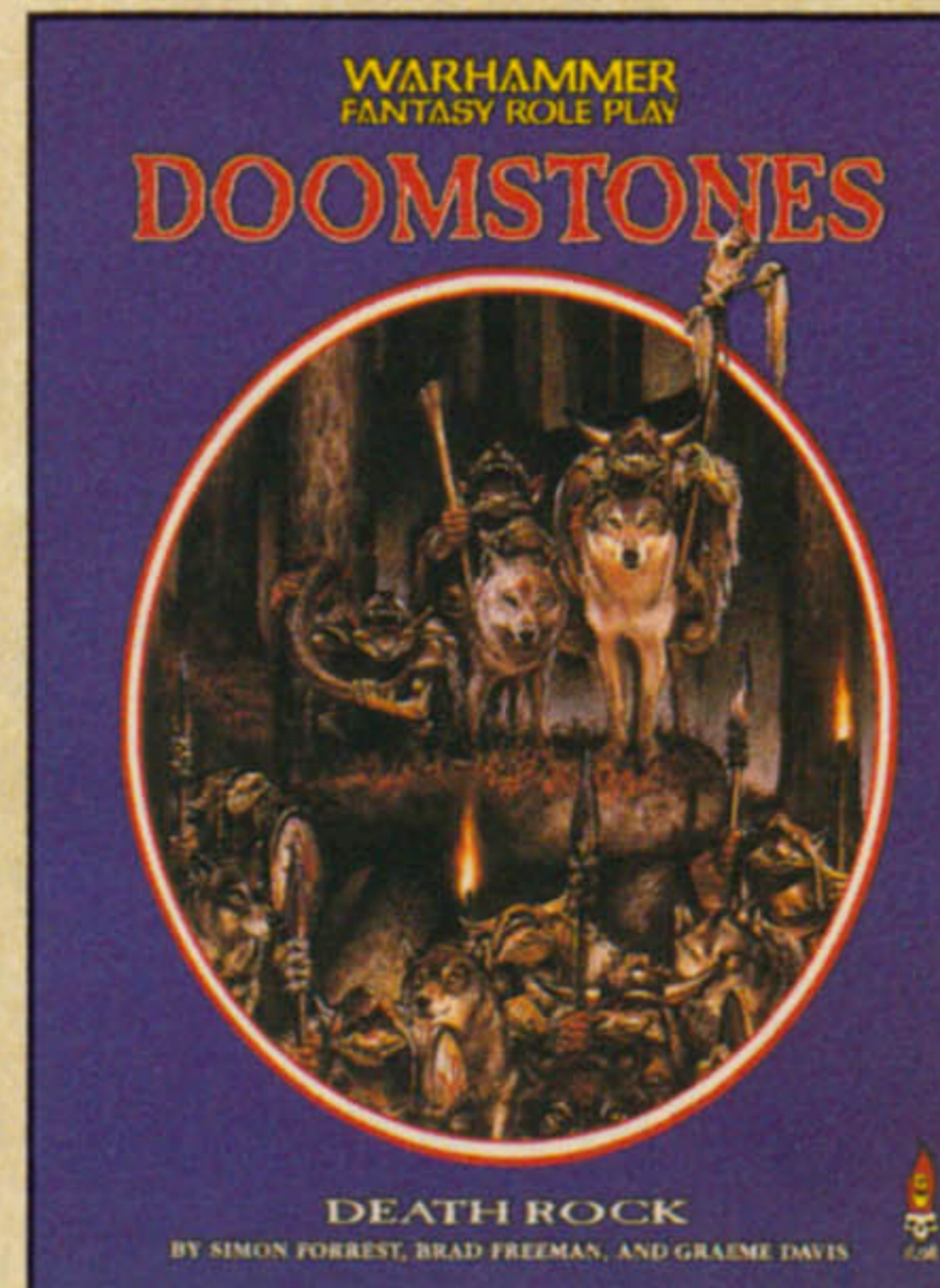
FIRE IN THE MOUNTAINS

Yetzin Valley stands at the southern end of a vital pass over the Vaults Mountains. A hundred years ago, Orcs of the Bloodaxe Alliance conquered the valley – theirs, however, was a brief and bloody reign, and is now all but forgotten. A discovery in the mountains puts the adventurers on the trail of the Alliance, retracing the last journey of the warrior-priest Torgoch. His path leads the adventurers towards the fabled Crystal of Fire.



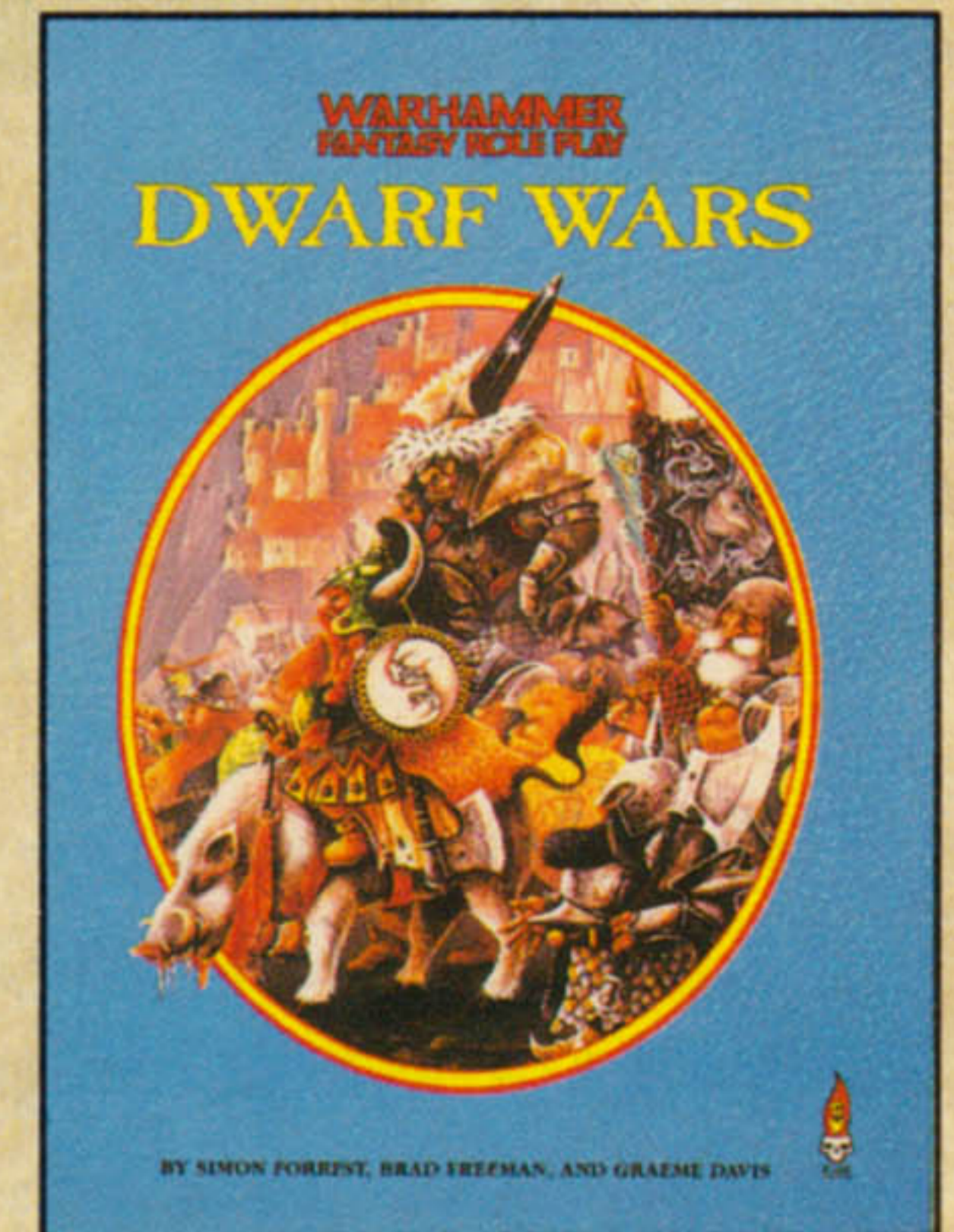
BLOOD IN DARKNESS

The century-old path of a renegade Orc warchief leads through the foothills of the Vaults Mountains to the relics of a mutiny, an ancient Dwarven shrine and a second Crystal of Power. Finding the shrine is just the beginning – beyond lie age-old Dwarven defences and the tunnels' current dwellers. Blood in Darkness mixes investigation and combat to present Warhammer Fantasy Roleplay adventurers with a constant challenge.



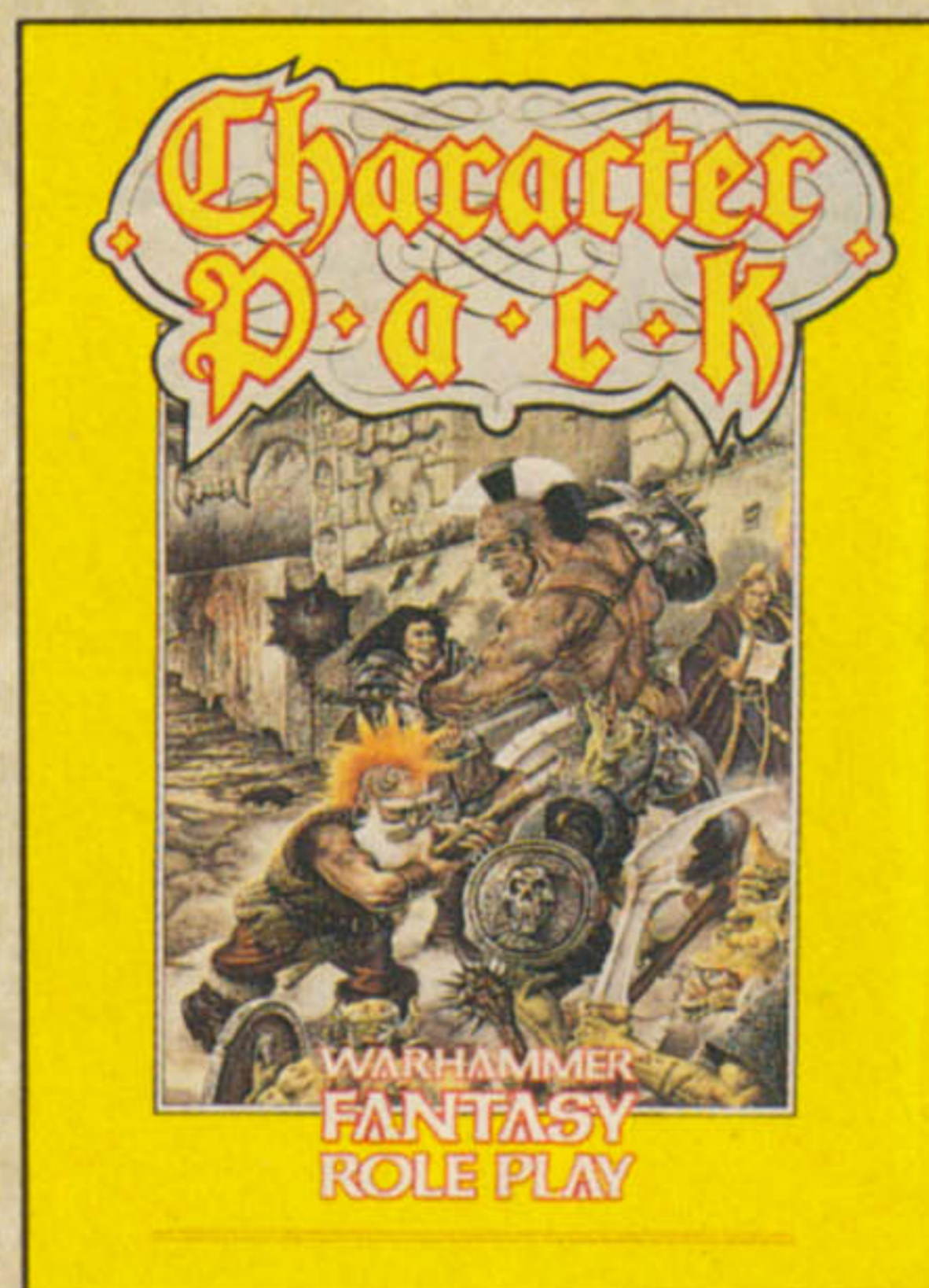
DEATH ROCK

The Orcs of the Bloodaxe Alliance again threaten Yetzin Valley. Their target is the great monastery of Eyrie, standing high on a pinnacle of rock above the Winter's Teeth Pass. A century ago it was to Eyrie that the Dwarf-mage Yazeran fled with the fabled Crystal of Air. Now the adventurers must reach the monastery and find the Crystal before the Orcs, driven on by their sorcerous master, attack. To succeed, they must solve the puzzle Yazeran left behind.



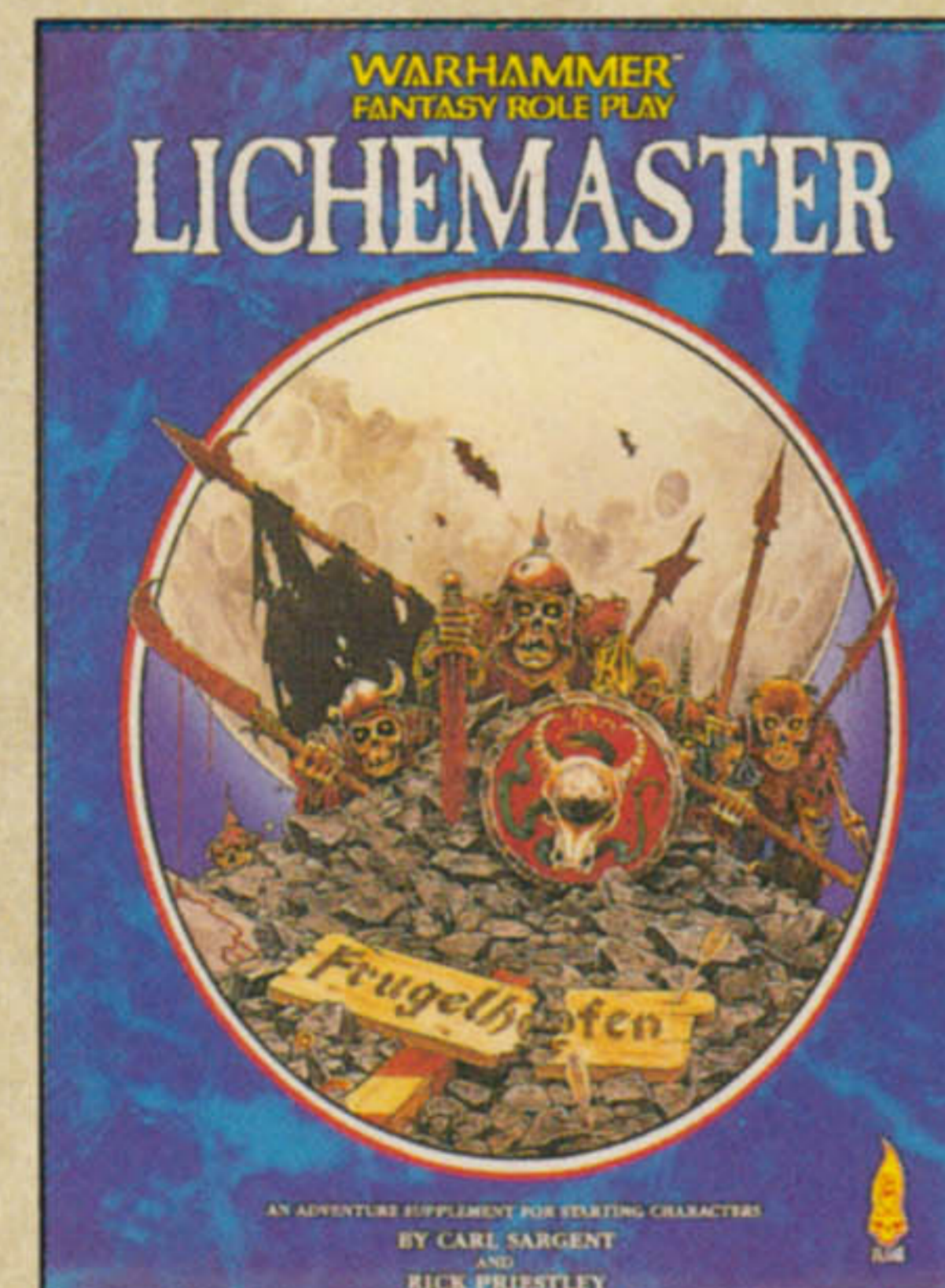
DWARF WARS

A lost Dwarfhold has been found: Kadar-Gravning, Hold of legendary Hargrim, a Dwarf-King without equal. To the Dwarfs, there is no greater symbol of rulership than Hargrim's Crown. But finding the crown won't be easy. Large parts of the Hold are in ruins and the Royal Tombs are ringed by deadly traps. Whoever reaches the Hold first can be sure the enemy is not far behind.



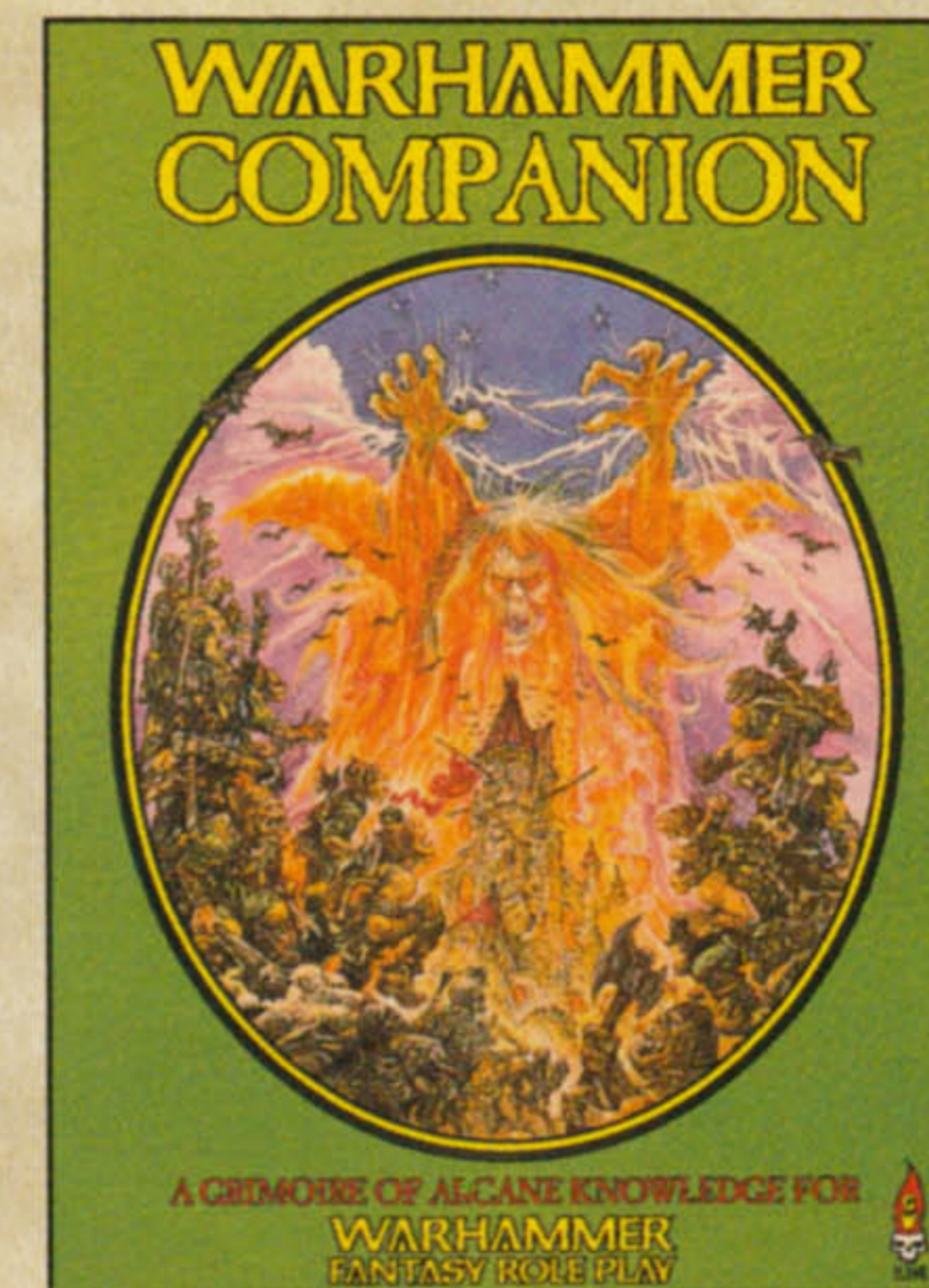
CHARACTER PACK

This pack contains 50 character sheets for Warhammer Fantasy Roleplay plus a 16-page booklet detailing the Graf Manfred – a large city inn. The Graf Manfred is an ideal adventure location or base for adventurers, and its staff and regulars are presented as 22 fully-detailed and ready-to-use NPCs. The pack also includes adventure outlines to get your started.



LICHEMASTER

Fifteen years have passed since the necromancer Heinrich Kemmler was trapped and defeated. But his evil is about to begin anew. High in the Grey Mountains, an Undead Army masses among the peaks. In an isolated monastery, one monk suspects the truth. But where will the Undead strike? And how can they be stopped?



WARHAMMER COMPANION

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.

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IN THE WORKS

As well as the books we've already published, we're working on a range of new Warhammer Fantasy Roleplay supplements and adventures. We'll be announcing these in White Dwarf as soon as they're available, but for now here's an outline of some of our ideas.

We're working on a village pack set in the lands where the Empire, Tilea and the Border Princes join. Going under the working title of *Death's Dark Shadow*, this will probably contain new rules, adventure outlines and several fully-detailed adventures. The villages of the Old World

are not always what they seem and who knows what dark secrets the players may uncover?

Sometime in the future, we're also hoping to do a book based on Jack Yeovil's Warhammer novel, *Drachenfels*, with the castle of the Great Enchanter as a location for Warhammer Fantasy Roleplay adventures. This should include large-scale maps of the castle, with rules for the castle's own magical abilities and plenty of castle-based encounters. For the bravest, there may even be a chance to battle against *Drachenfels* himself.

Over recent months, adventure locations from the city-port of Marienburg have been appearing in White Dwarf. As well as the published material, we're building up a large stock of unpublished locations, including details of many places that have only been referred to in White Dwarf. These include locations and NPCs such as graveyards, criminal gangs, the Thieves' Guild, pit fighters, docks, boatyards... Eventually, we'll gather this material together into a city adventure pack.

Also in the pipeline but nowhere near release are a book on Lustria and a magic

supplement. Lustria is a strange new land of adventure across the sea where the alien technologies of the Slann lie ruined in the jungle. The planned magic book will be a major supplement that vastly expands the Warhammer Fantasy Roleplay magic system with complete details of many different types of wizard and a huge range of new spells.

We also produce regular Warhammer Fantasy Roleplay articles for White Dwarf and there's plenty more planned for future issues. Keep an eye on the magazine for details of future releases.

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MODELLING WORKSHOP

FANTASY TOWNHOUSE

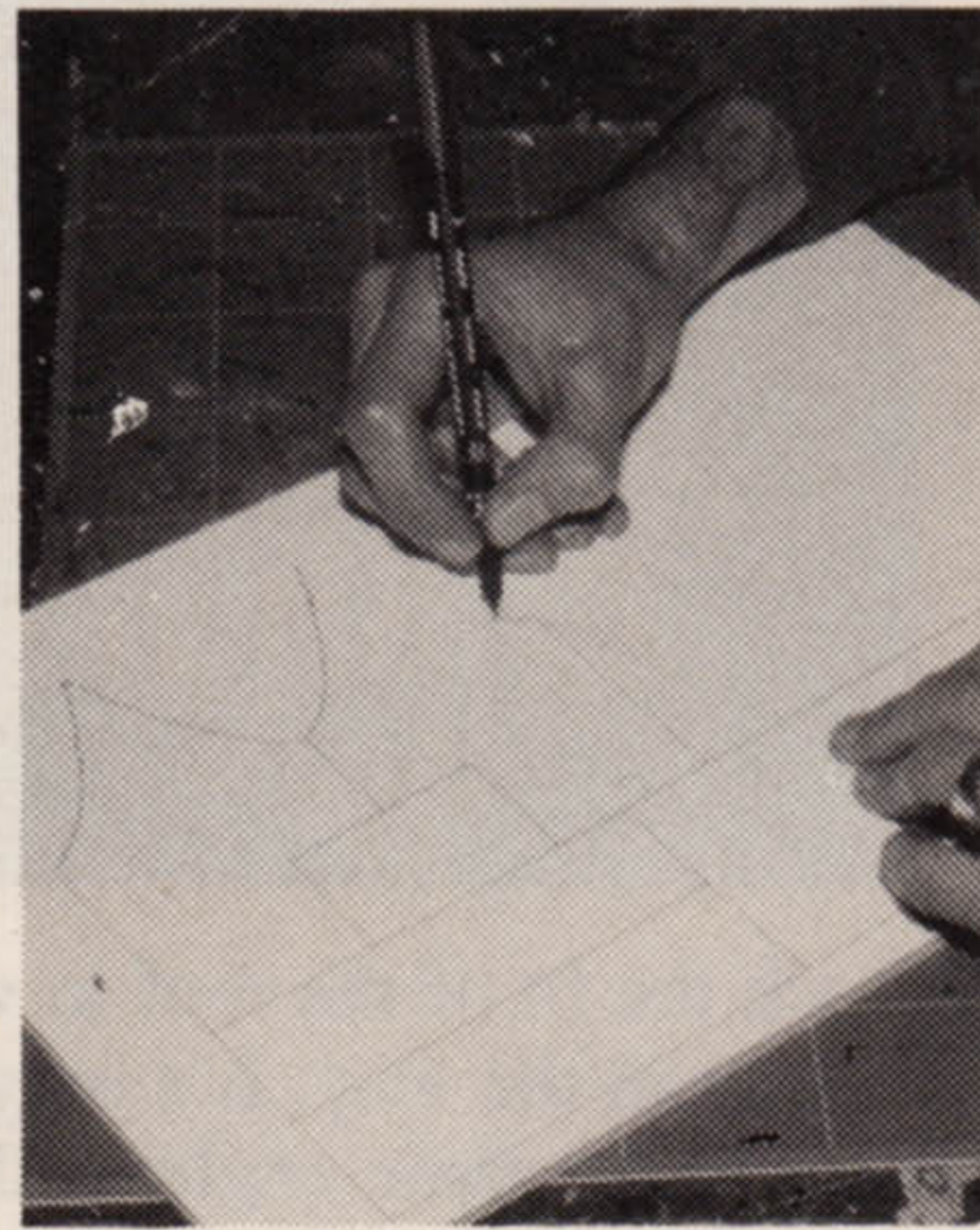
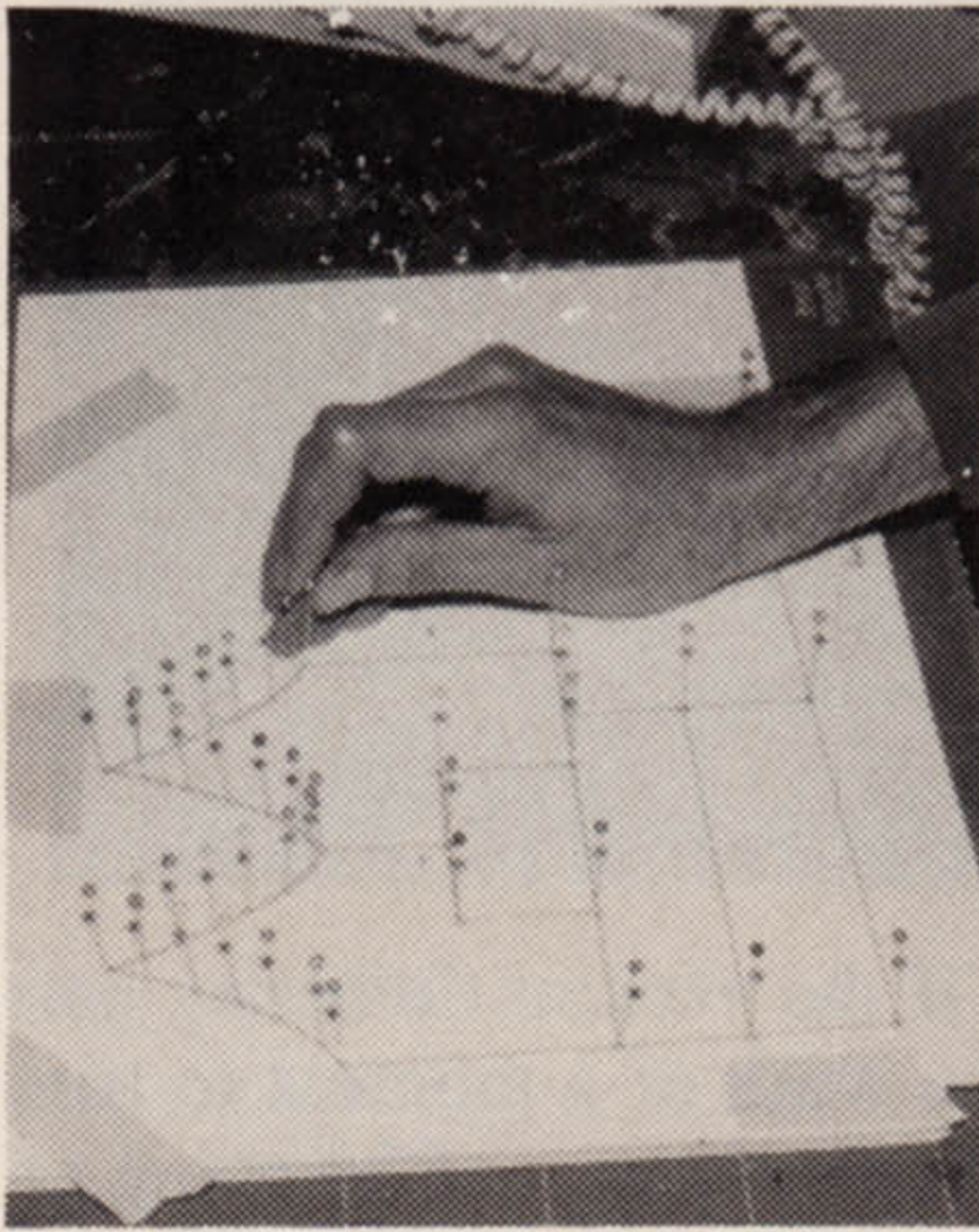
BY DAVE ANDREWS AND PHIL LEWIS

This month we take a look at building a large town house for Warhammer Fantasy Battle. We take you through making the house with step-by-step guidelines and include templates for all the basic shapes. All you need is stiff card, balsa wood, modelling knife and glue.

We've also included the templates for a variant town house with extensions plus notes on how this differs from the basic house. All the techniques are straightforward, even for the novice modeller – following our simple guidelines, you'll easily be able to make these buildings and add them to your scenery for Warhammer Fantasy Battle.



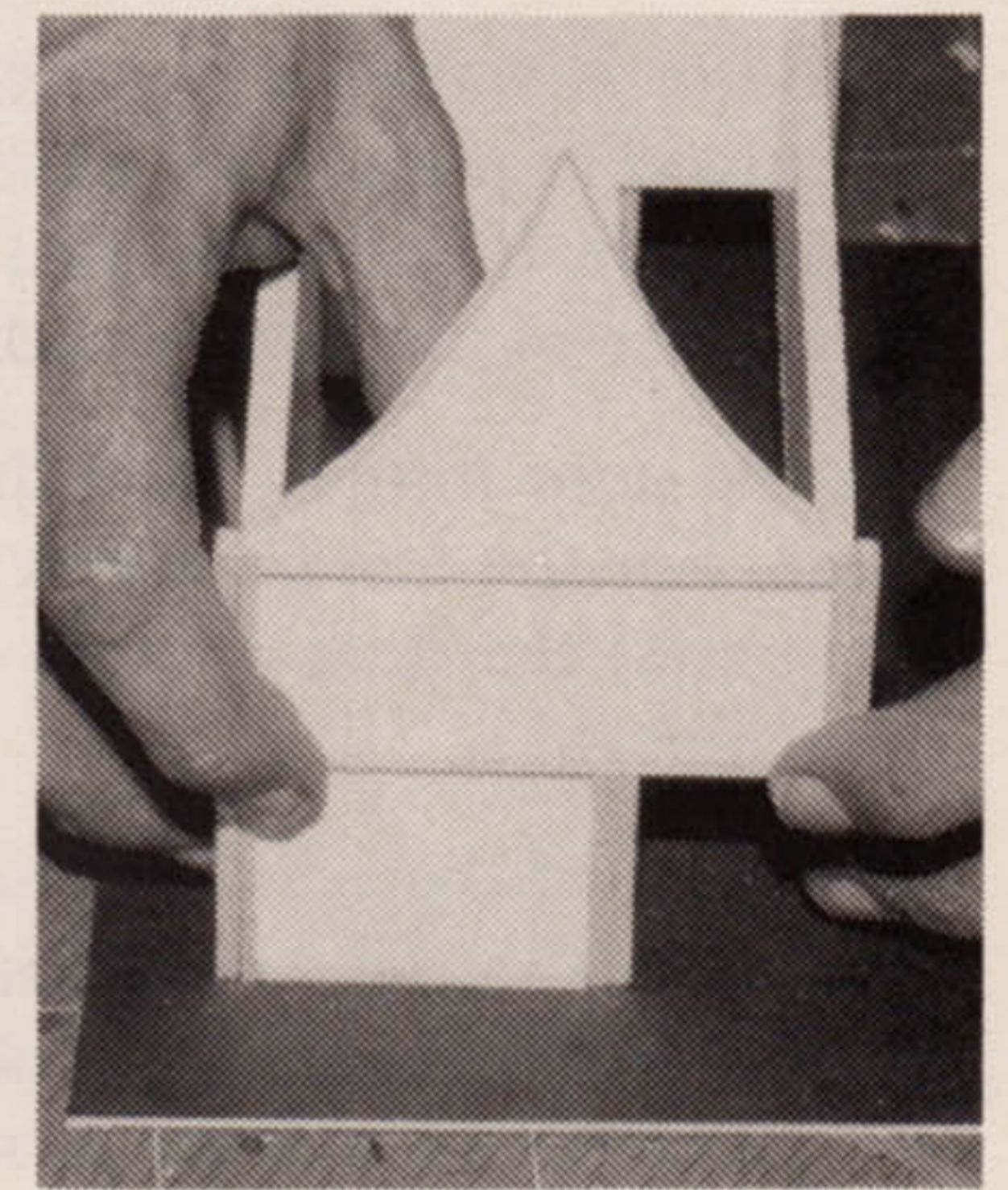
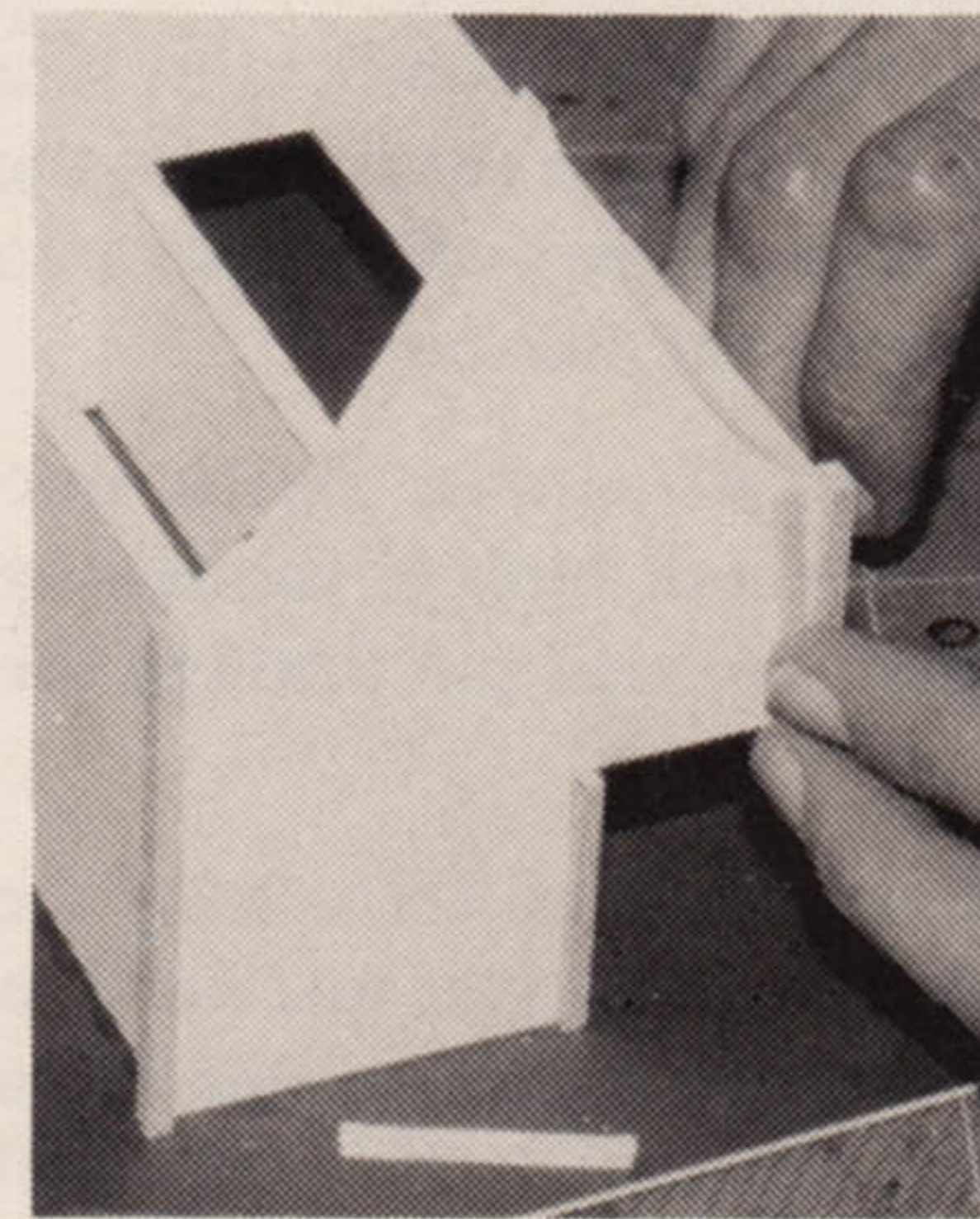
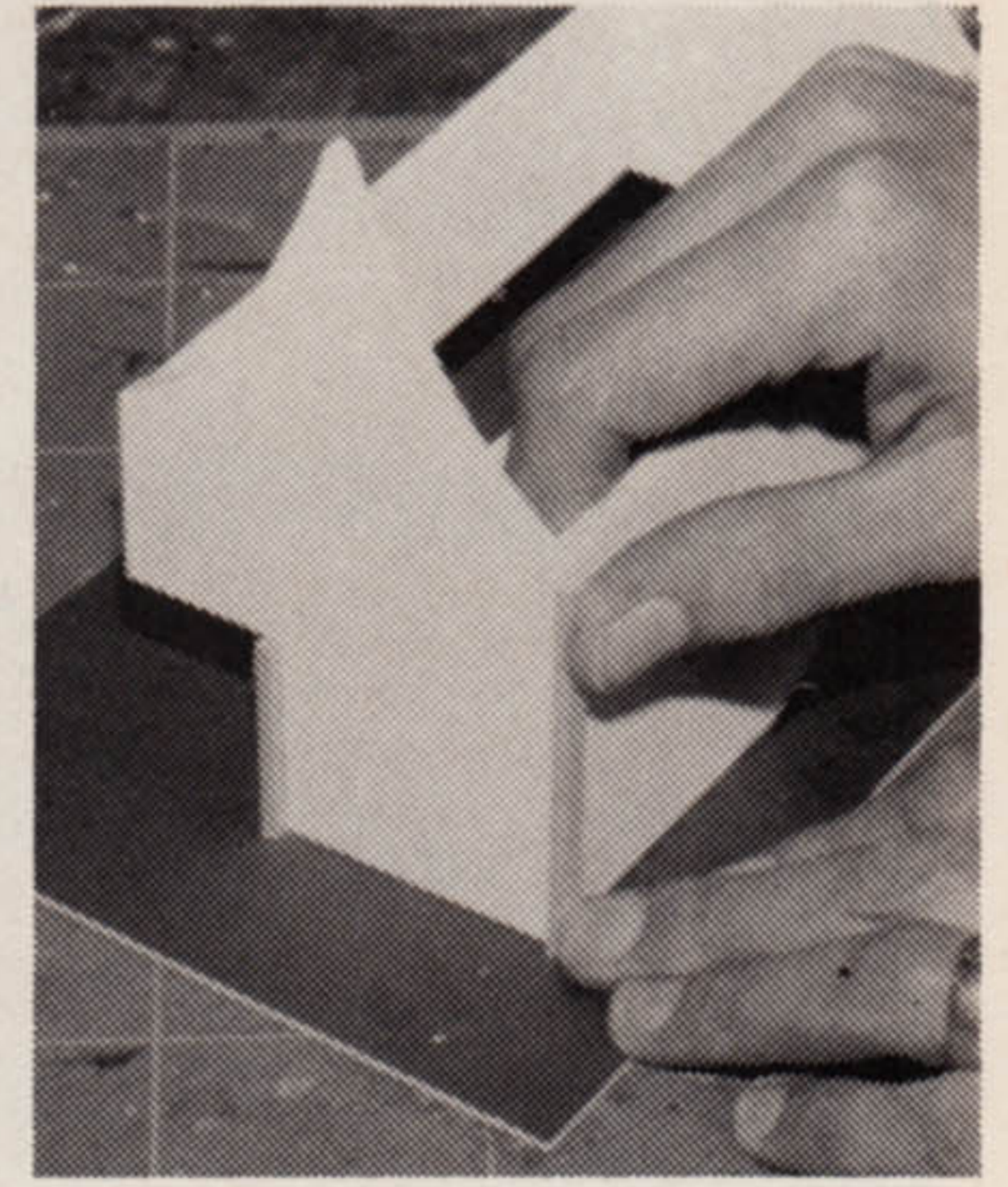
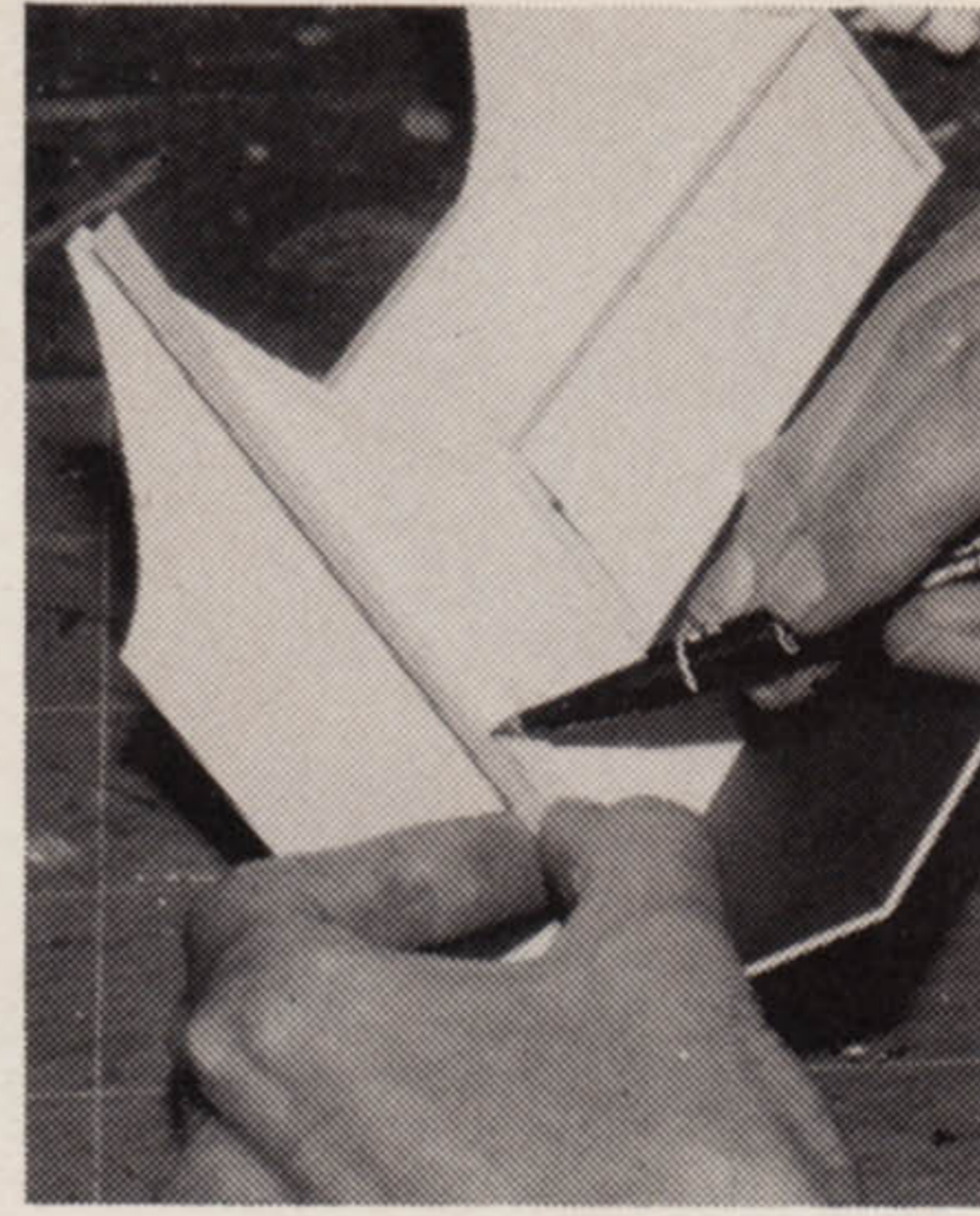
CONSTRUCTING THE TOWN HOUSE



The first step in making the town house is to transfer the design for the building onto your card. Photocopy the template and then fix it to your card with masking tape or small pieces of sellotape. Now take a pin and make a hole through the template into the card at each of the corner points.

For the roof edges, make quite a few holes along the length of the edges so you can easily join them up to get the right curved shape.

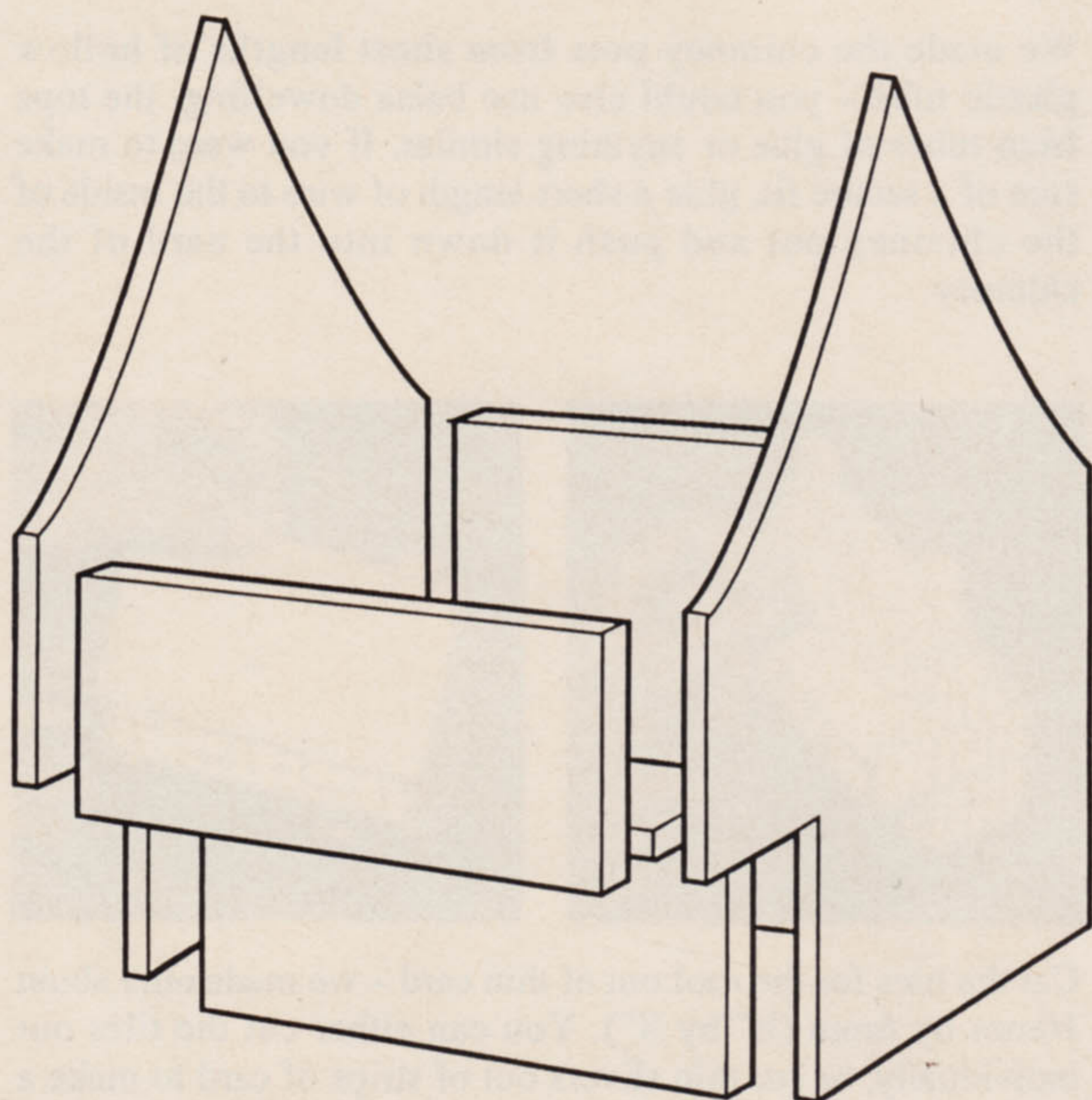
When you've pricked a hole through all the points, remove the template. You should find that you've got a join-the-dots copy of the template on your card. Take a pencil and draw in the lines between the holes – you should have a perfect copy of the town house outline which you cut out ready to assemble.



We've marked the positions for all the timbers on the templates – this is just to give you a rough idea where they go and it doesn't matter if you don't match these positions exactly. In fact, if you make more than one building, it's a good idea to vary the positions of the doors, windows and timbers so that each building is different.

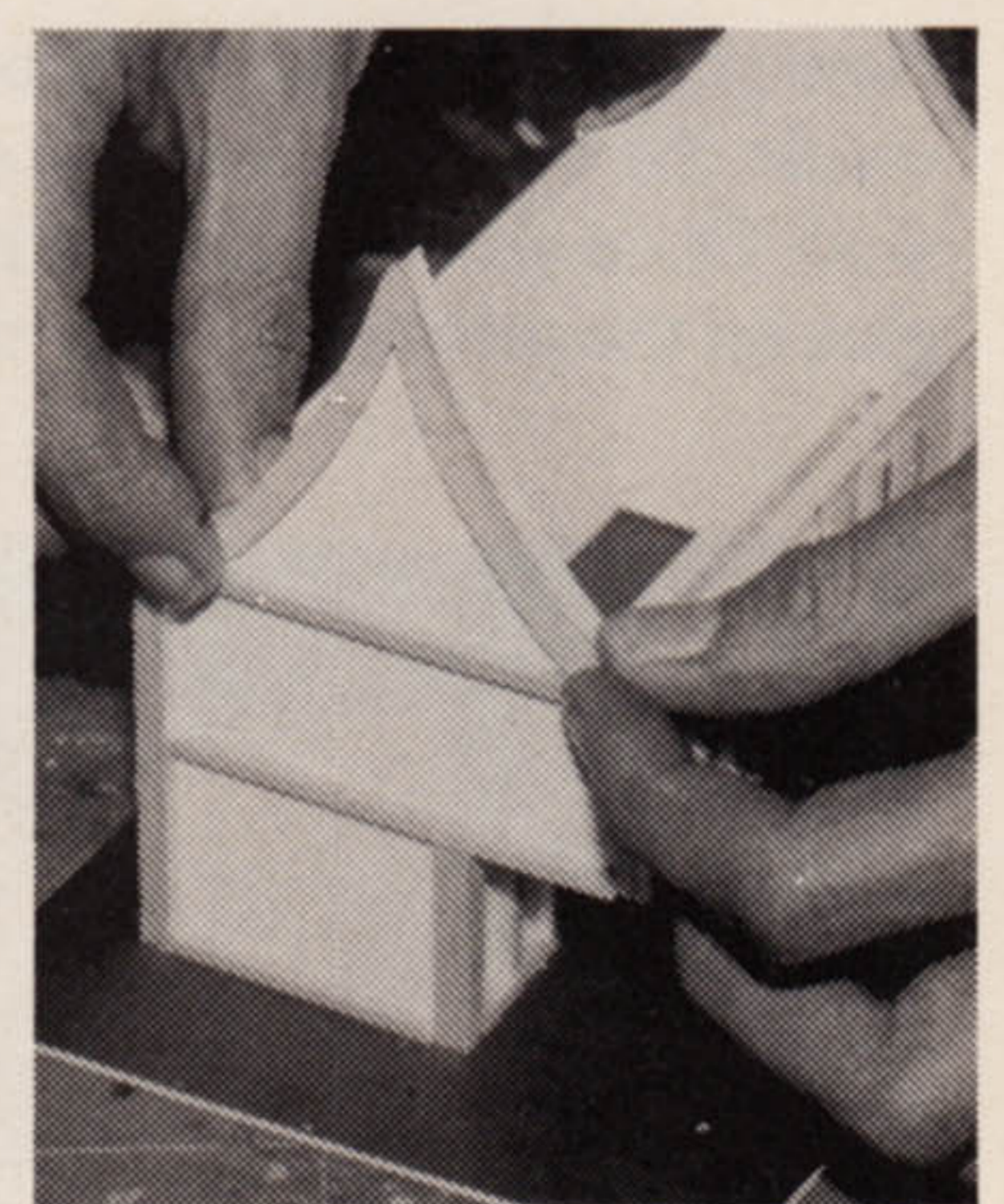
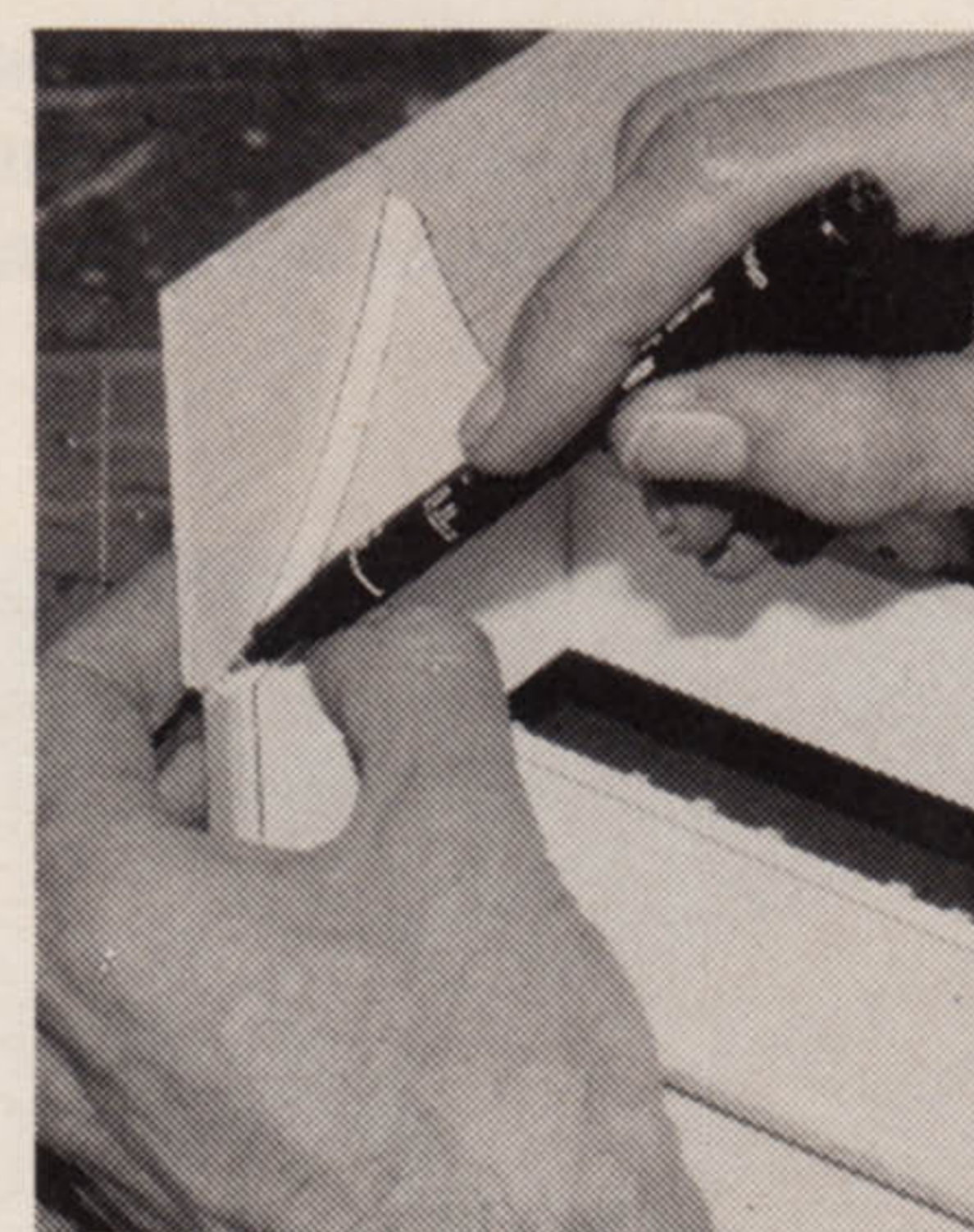
To get the length of each timber, simply hold a piece of balsa wood up against the model and mark off with a pencil where you've got to cut.

The end posts are made with two pieces of balsa, one cut into a strip half the width of the other. As shown in the photo above, stick the first piece on so it juts out from the side of the building then simply butt the second, thinner piece up to it.

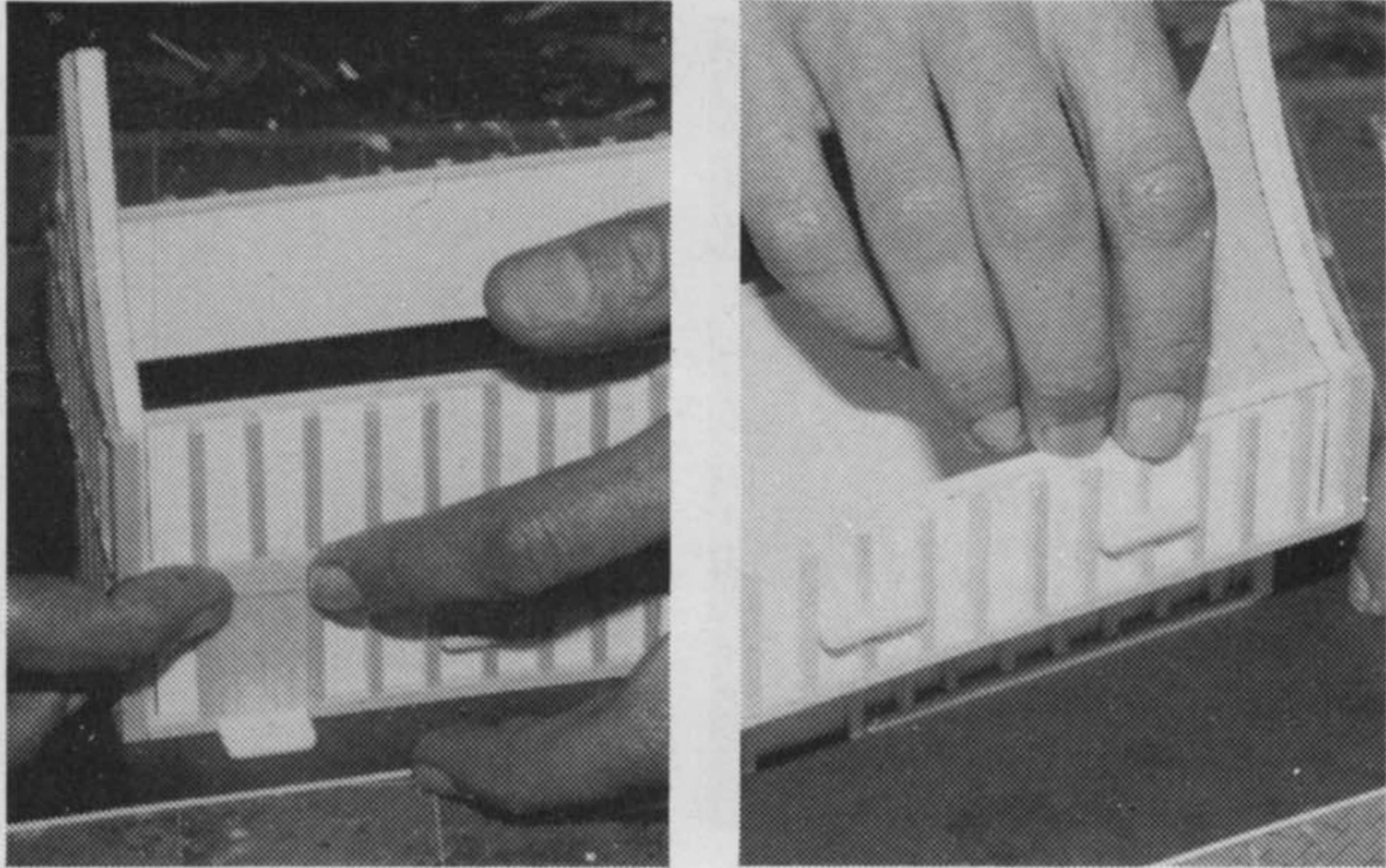


Exploded view of Town House

Now you've got the main parts of your town house cut out, you need to assemble the basic shape of the building. Glue the four walls to a base of reasonably thick card so there's a fair-sized overlap all around the building. You need to glue along the base of each wall and along the sides where the walls meet – glue the front and back walls so they fit inside the end walls. Don't bother putting on the roof, chimneys or overhang floor yet.



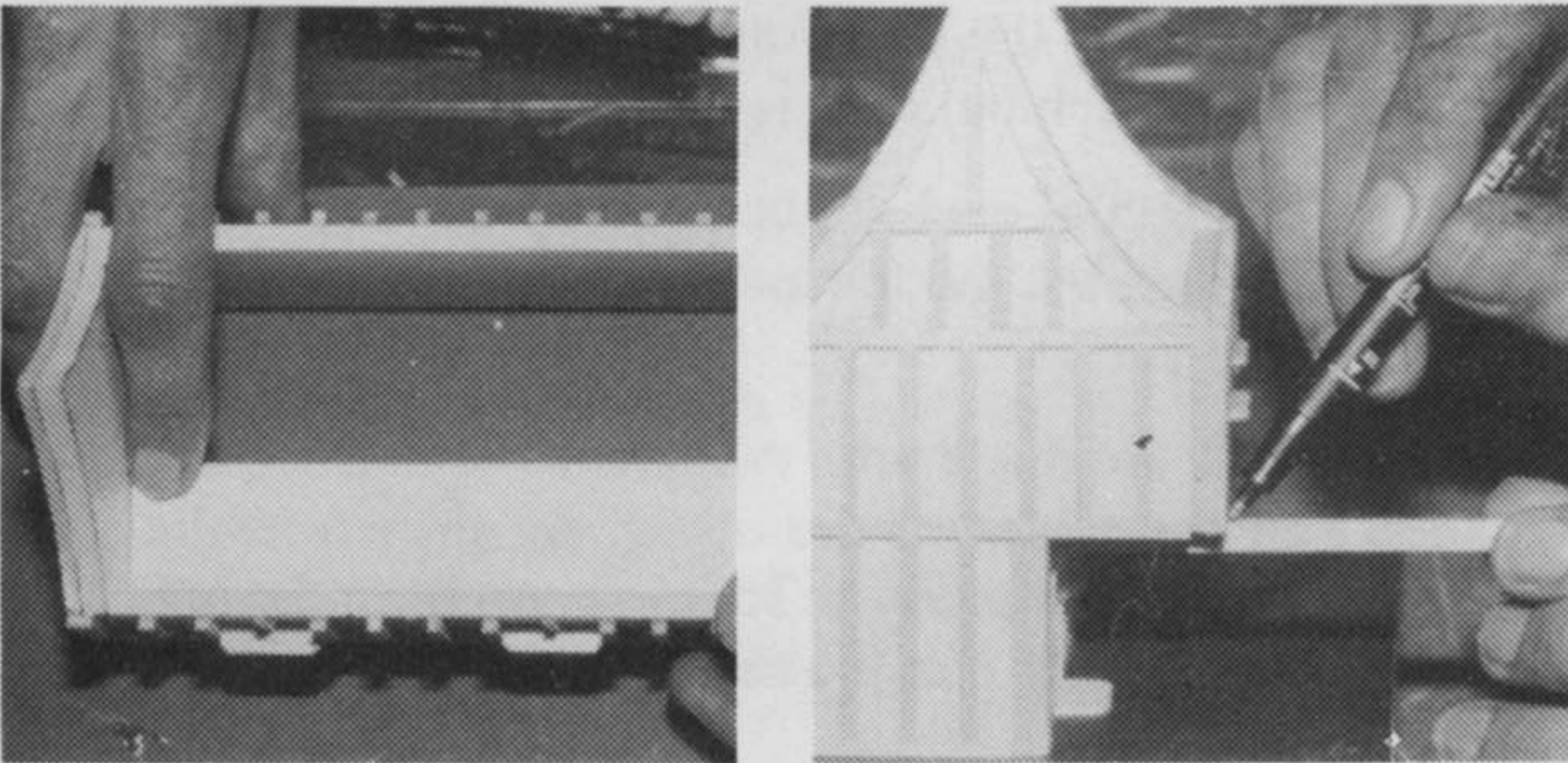
For the curved timbering that runs along the top edge of the end walls, use the walls themselves as a template to mark out the shape on a piece of balsa. The strip of balsa you cut out should look something like an upside-down V – you may find it a bit easier to cut this timber out as two separate pieces.



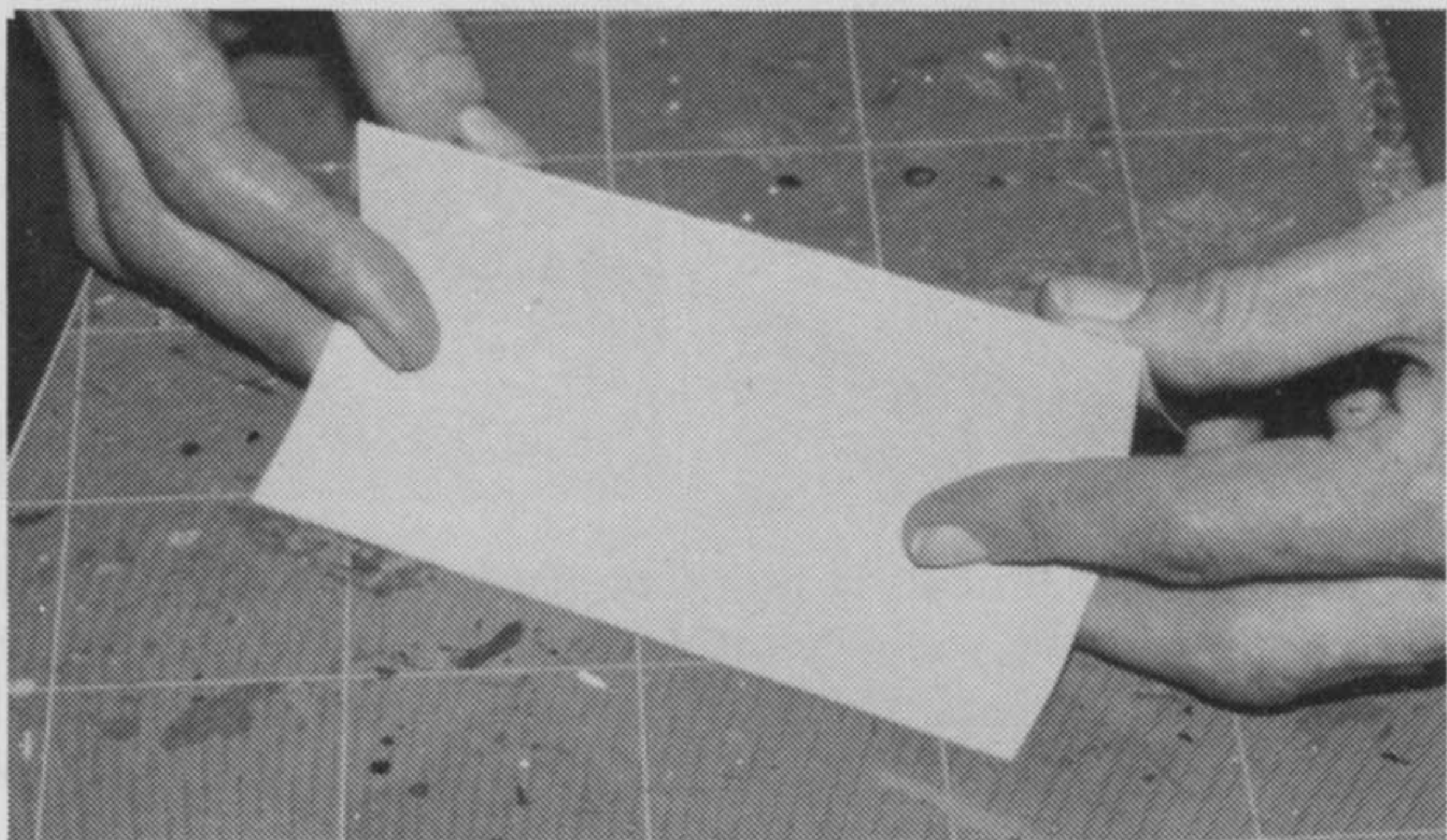
The door is simply a rectangle of thin balsa wood cut to size and glued in place – the existing timbering already forms the door-frame. If you want, you can score three or four lines into the surface of the balsa wood to represent planks.

For the door hinges, glue thin strips of card or plastic into place. For the handle either glue a small blob of modelling putty onto the door or push a round-headed pin through the balsa and card.

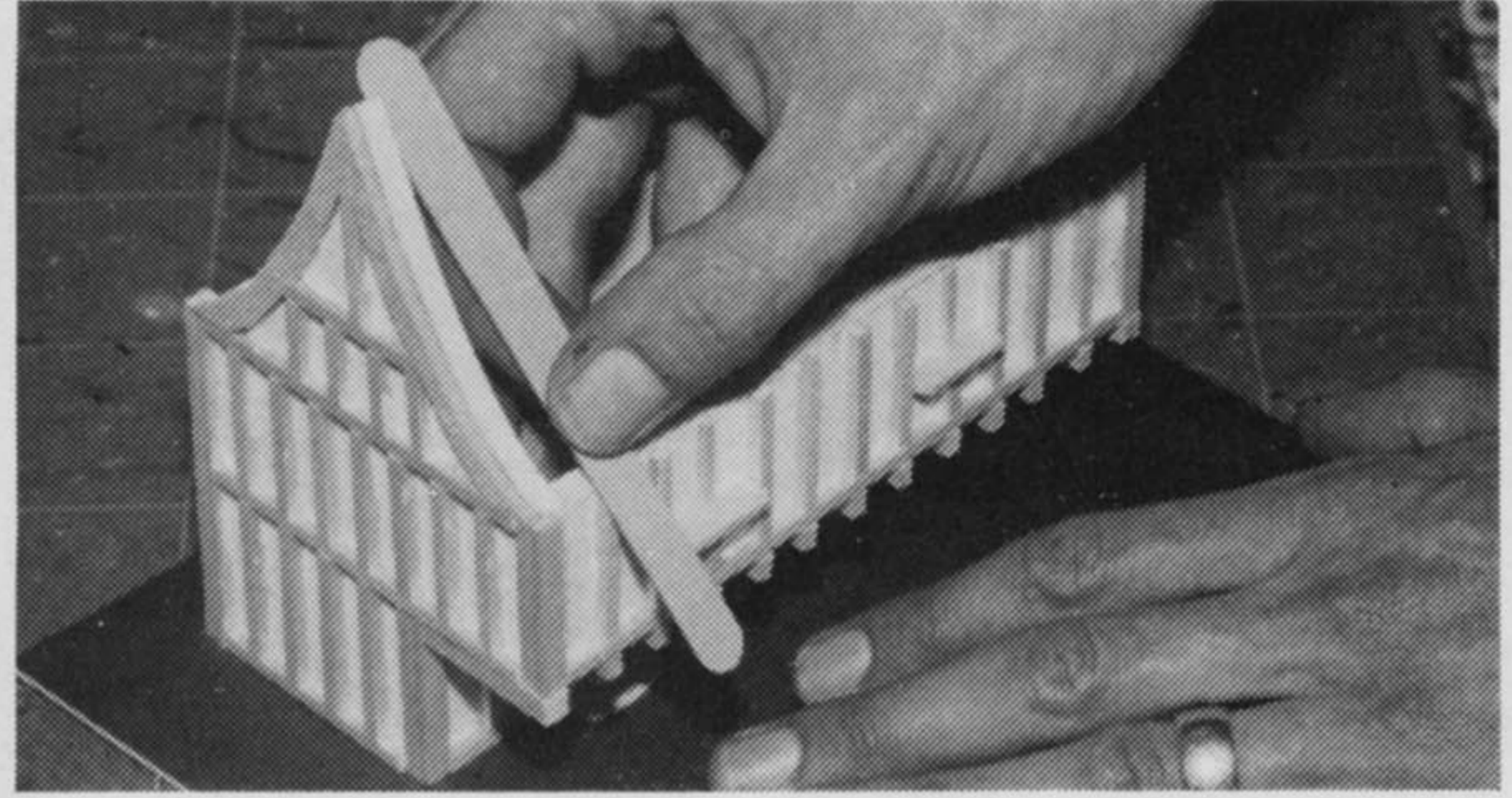
The sides of the windows have already been formed by the vertical timbering so to make the windows you just need to add a window ledge. First cut out a small section of thin balsa and round off the corners along one edge. Stick this to the wall with the rounded edges to the front to make the window ledge. Another small strip of balsa glued vertically above the ledge gives the impression of two thin upright windows.



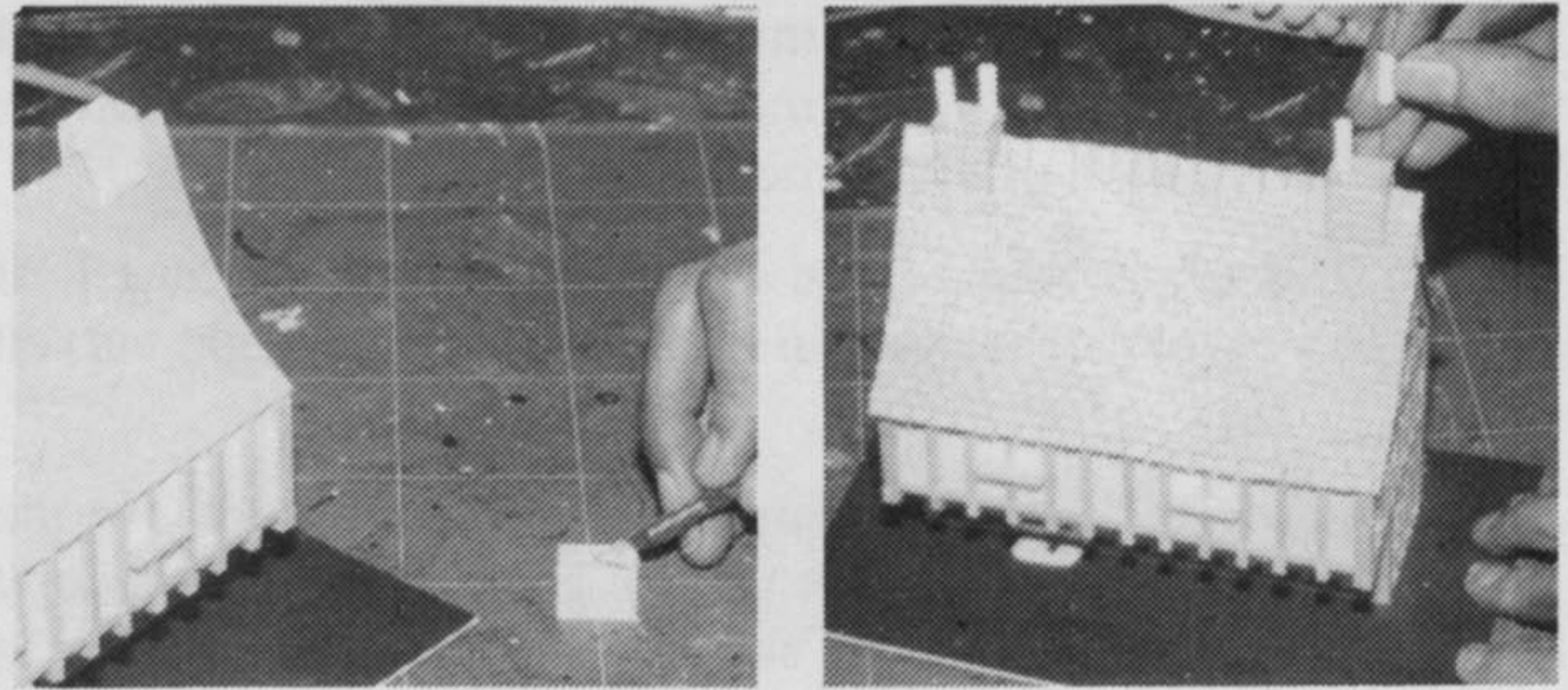
Now you need to add the floor to the overhang. This just drops inside the building and sits on top of the ground floor front wall. Once you've checked it fits, glue it into place and then glue on the timbering under the overhang.



Cut the roof out of thin card and score it along the middle to make it easier to bend in two. It's also a good idea to curve the card by flexing it gently – this makes it easier to glue to the curved roof edges. Before you glue it in place, cut out the two holes for the chimneys.

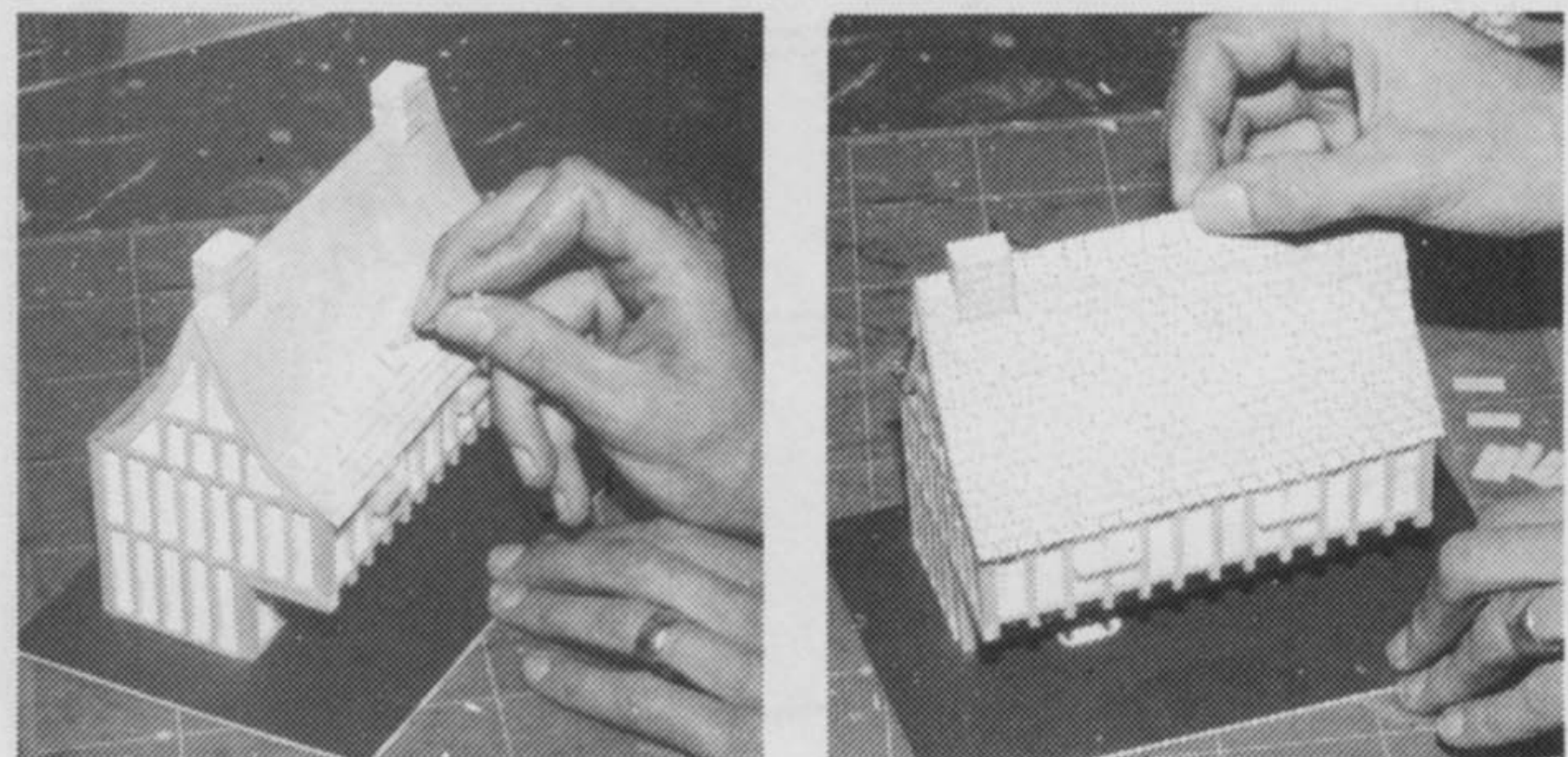


Check the fit of the roof to see if the vertical timbering gets slightly in the way. It's only the work of a moment to trim these to the same angle as the slant of the roof by using an emery board or sandpaper.



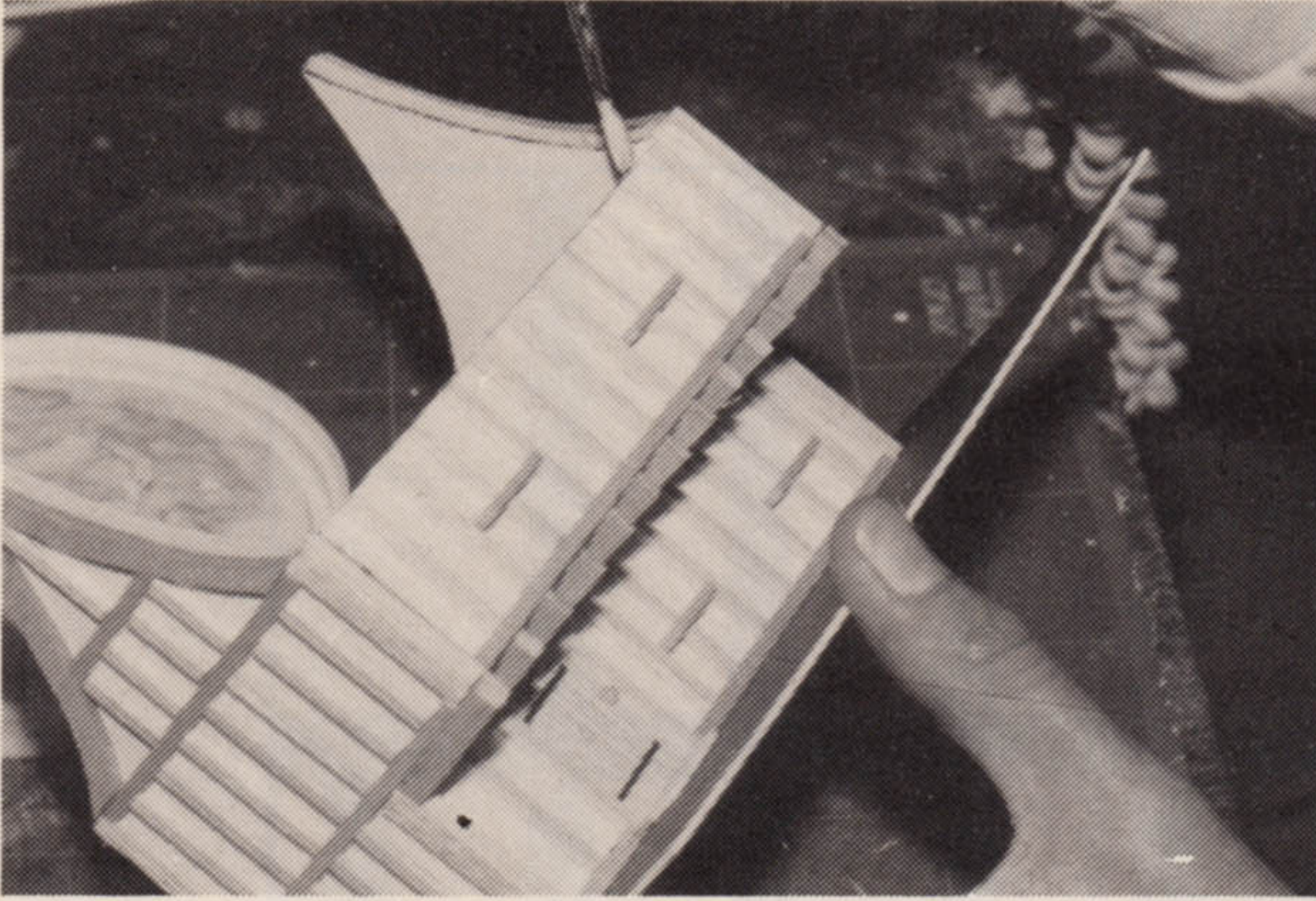
The chimneys are made from small squares of card, about 10-12mm (½") square. Glue these together into a box shape without a base, then glue them into the holes in the roof. If you want, you can glue small rectangles of card to the chimney to represent bricks.

We made the chimney pots from short lengths of hollow plastic tube – you could also use balsa dowelling, the tops from tubes of glue or anything similar. If you want to make sure of a secure fit, glue a short length of wire to the inside of the chimney pot and push it down into the card of the chimney.



Cut the tiles for the roof out of thin card – we made ours about 10mm by 6mm (½" by ¼"). You can either cut the tiles out individually, or cut thin slivers out of strips of card to make a whole row at a time – use whichever method you prefer. Always glue the tiles onto the roof starting at the bottom and working your way up. Each row should overlap the one below – stagger the cuts between the tiles so they don't line up.

For the ridge tiles, make a double-width row of tiles and score them down the centre so that they fold over the apex of the roof. If you want you can glue an upright strip of card or plasticard along the ridge itself. This can be cut, or filed if you're using thicker plasticard, to give a pattern along the top edge. A spike glued to each end of the ridge is a nice finishing touch.



Before adding the upright posts that support the overhang, you might want to paint the front of the ground floor – it's a bit fiddly to paint once the uprights are in place. Measure the posts by holding them up to the building and marking the lengths off with pencil. A thin wash of Pollyfilla or Tetrion painted onto the panels of the building give it a textured look and hide the cut edges of card that may still be visible in one or two places. Use an old brush of size 2 or 3 and thin the filler down with water until you get the right consistency.

You can sprinkle small areas of sand over PVA glue on the roof to give the effect of moss (once painted) or on the walls to represent small growing plants and lichens. The base may also be textured with sand and you can add small round-cornered rectangles cut out of thin card to represent paving stones.

PAINTING THE TOWN HOUSE

The first thing is to give the building a white undercoat – matt white car spray is good for this. Next paint all the panels with a light grey or light brown colour. A largish brush (size 2 or 3) is most suitable here.

Now paint all the timbering including the windows and doorframes. You can get an old oak effect by starting with a mix of Ghoul Grey and Brown Ink. A light drybrush with Bronzed Flesh picks out the grain of the wood. If you want black timbering use Chaos Black and a drybrush of Elf Grey. When doing the drybrushing, make sure you take as much paint off the brush as you can or you're likely to get a streaky finish. Although it takes a bit longer, it's worth giving the wood a drybrush – it's easy to do and picking out the grain improves the appearance of the building no end.

If you want to go a stage further with the walls, you can stipple a lighter colour into the middle of each panel, gradually fading out towards the edges to give the impression of the timbers casting shade.

For the roof, it's best to use a ½" or 1" brush. The secret is to drybrush from the base of the roof towards the ridge. You can get a slate colour with a Chaos Black base colour, drybrushing with a mix of Elf Grey and Skull White. If you want a natural tile colour, start with a base mix of Terracotta and Chaos Black to give a deep red/brown and drybrush with Terracotta mixed with Skull White. The drybrushing stage isn't essential but makes the tiles look so much better for very little effort.

Paint the stones using any appropriate base colour and highlight them by mixing Skull White with the base colour. For grass and moss, start with a relatively dull green base coat (a mix of Woodland Green and a little Chaos Black gives a good dull green) and then highlight with a lighter green such as Goblin Green or Bilious Green.

TOOLS AND MATERIALS

We used the following tools and materials to make our Townhouses. 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.

Wherever possible, we've listed alternative materials. Although we used the materials mentioned in the article, we know it's not always easy to get hold of some of these items. It's perfectly alright to substitute other materials and use whatever you've got to hand.

Modelling knife with replaceable blades (remember to 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).

Pins for marking out the shape of the templates – long dressmaking pins are better than drawing pins.

Card – we use **foam card** for the walls of the building. This is a foam sandwich with thin card on the outside. It's available in different thicknesses but we've found that the 5mm card is the most useful and works well in almost all modelling situations. Foam card is available from numerous art shops or graphic suppliers at around £6.00 for a sheet that's approximately 800mm x 1000mm – you'll be able to make several buildings with a sheet this size.

Instead of foam card, you can use any stiff, thickish cardboard. Thin card, like cereal packet card, is a bit too flimsy for a building like this – if you've only got thin card, you could try gluing two sheets together to get a thicker, stiffer card.

Balsa wood – it doesn't really matter which thickness of wood you use – we've used 1/8" for the cottage. Always remember to cut along the grain of the wood, not across it – this stops the wood tearing and breaking up into small useless sections.

All-purpose glue suitable for card, plastic, balsa wood etc, available from model or stationery shops.

Masking tape or **sellotape**.

Emery board or **fine grade sandpaper**.

All-purpose filler or **contour putty** such as Tetrion or Polyfilla.

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.

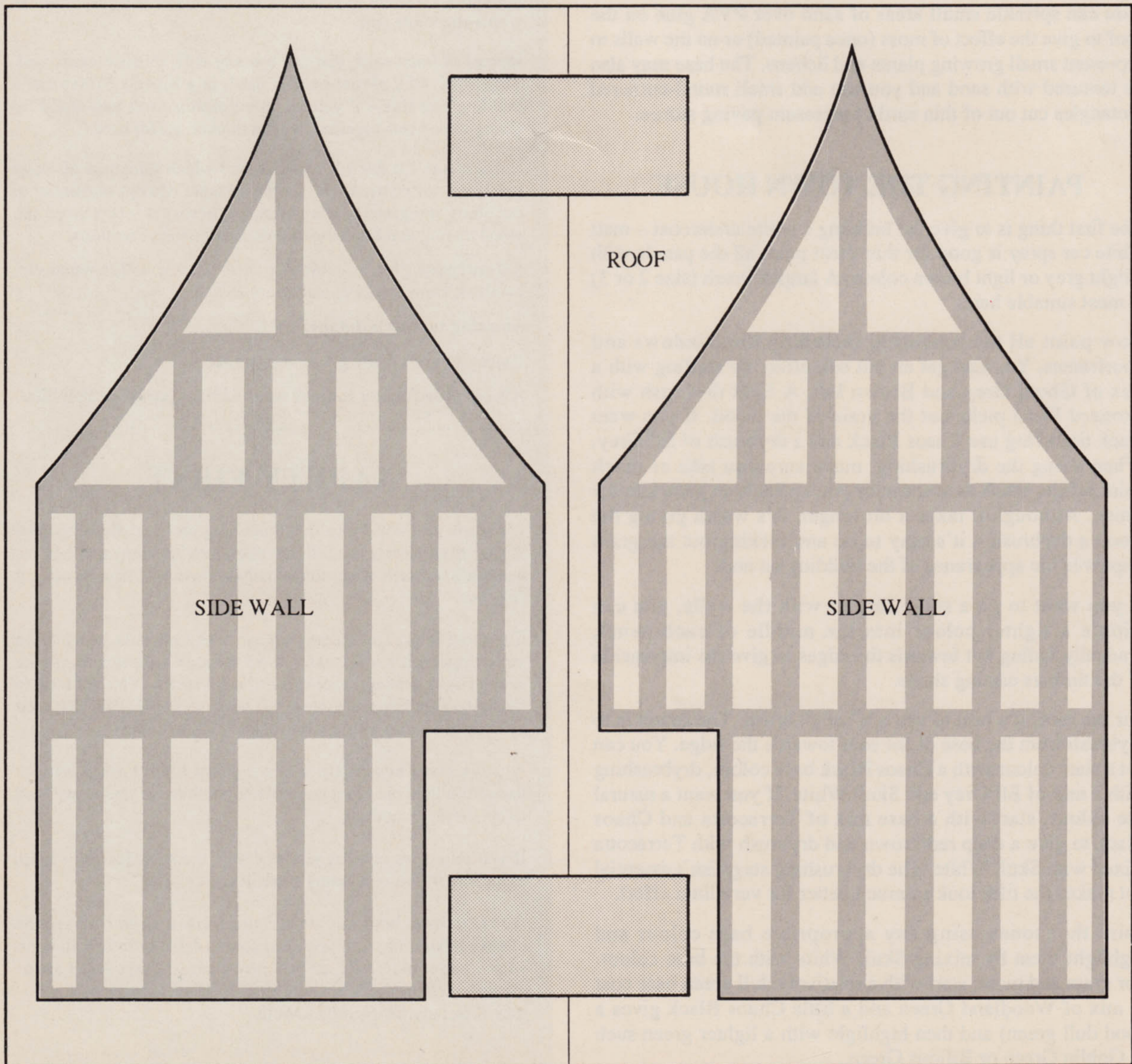
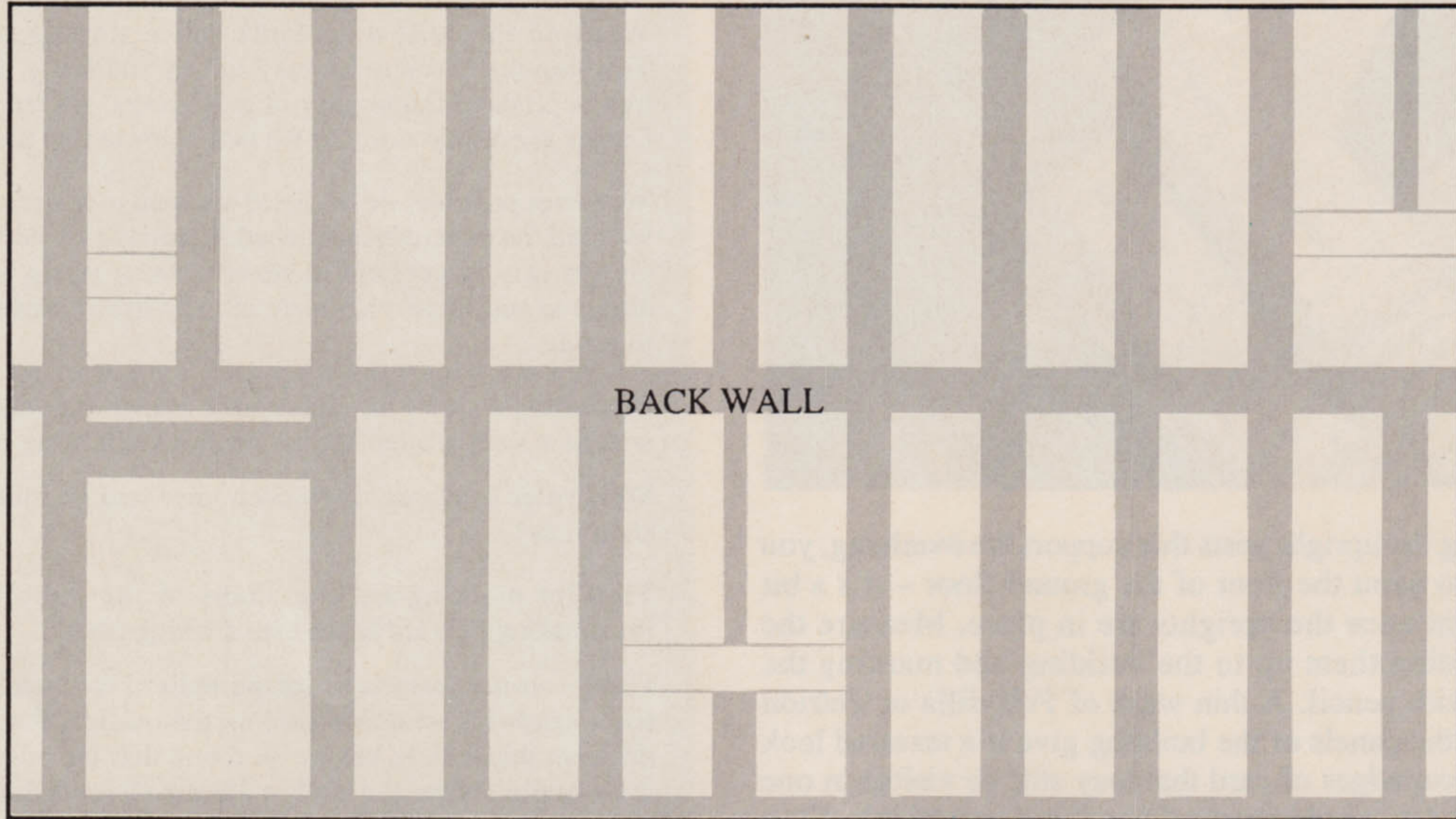
The most important safety rule is: **make all cuts away from your fingers**. It's much safer to cut through a sheet of card with several light strokes than with one heavy stroke. You're far more likely to slip when pressing too hard so you'll find that you actually get a much straighter cut with light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

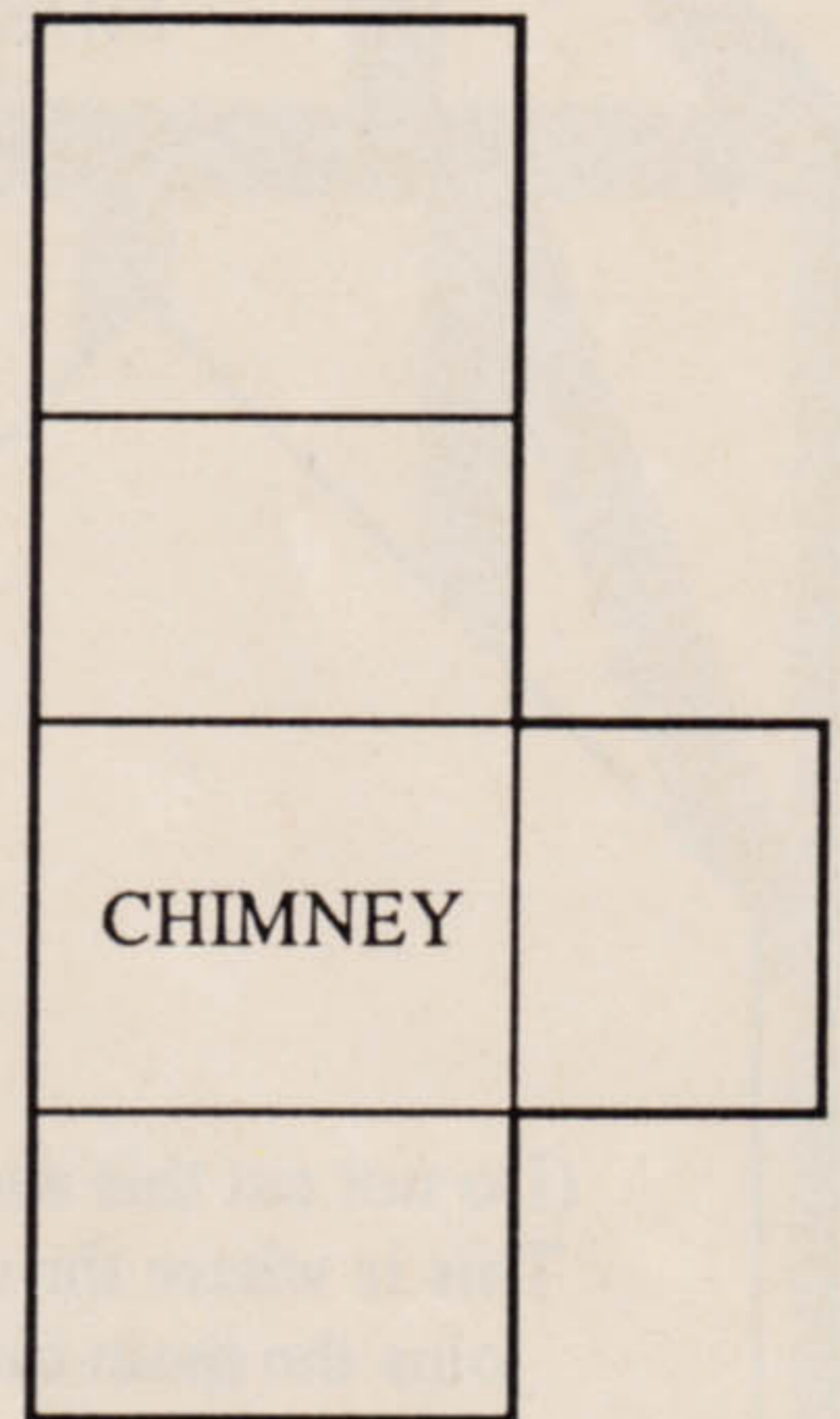
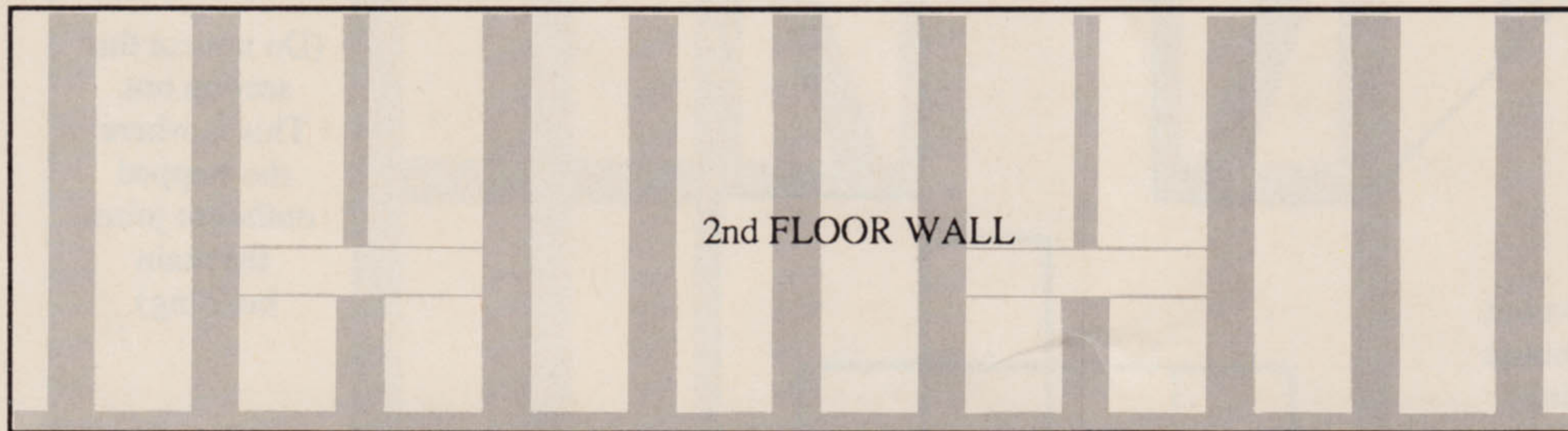
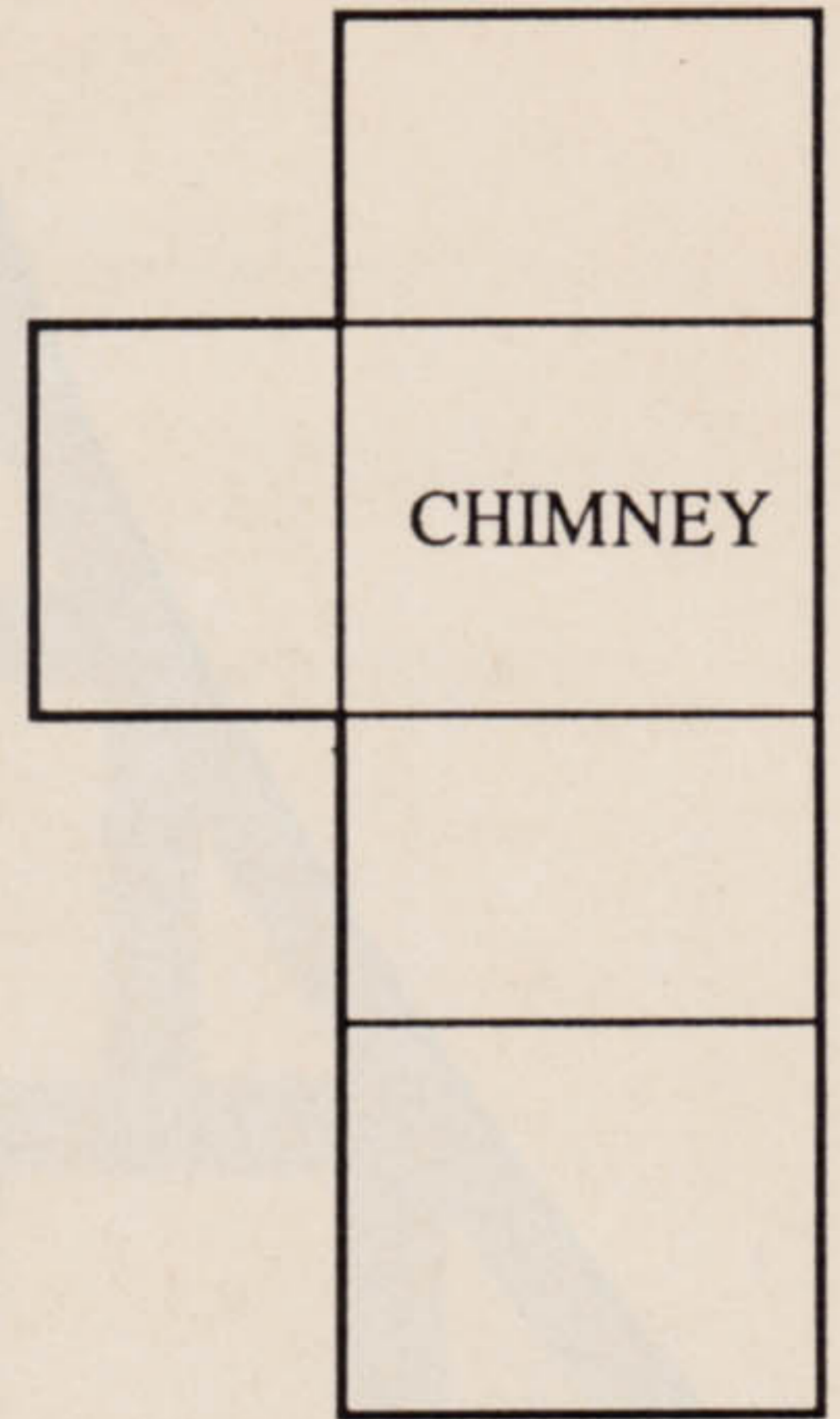
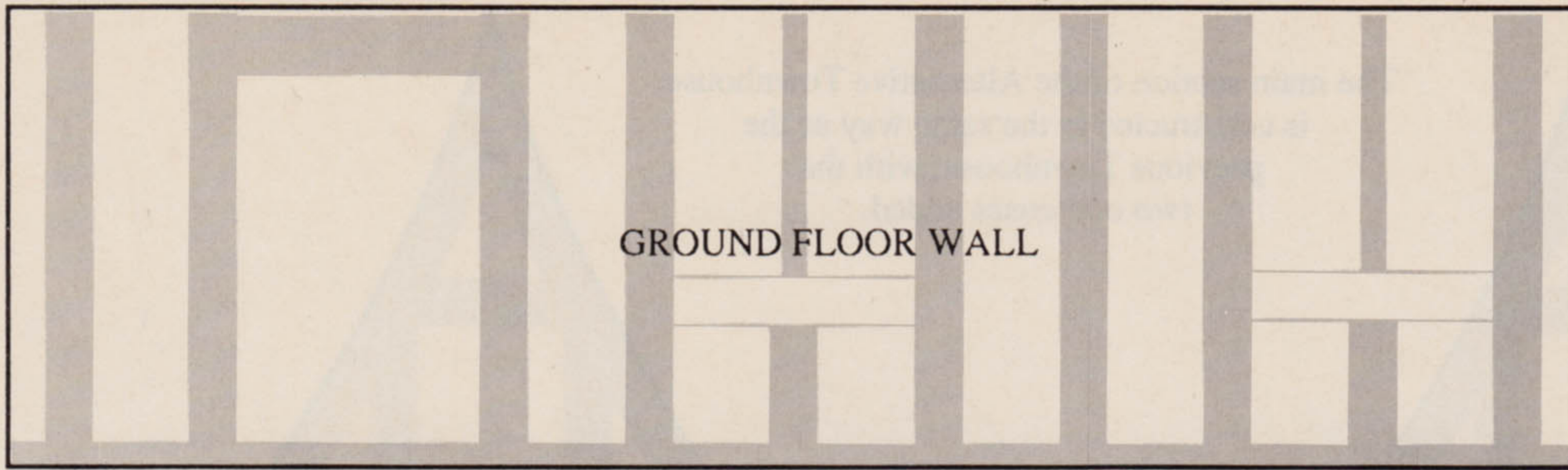
Always use a new sharp blade – sharp blades are a lot less dangerous than old blunt ones which you have to press very hard to cut through anything.

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

All of our retail branches are becoming involved with all aspects of terrain building, so if you need some advice or information on where to get materials, or you just want to share ideas about making terrain, don't hesitate to drop in or give them a call – they'll be only too pleased to help.

TEMPLATES FOR THE FANTASY TOWNHOUSE

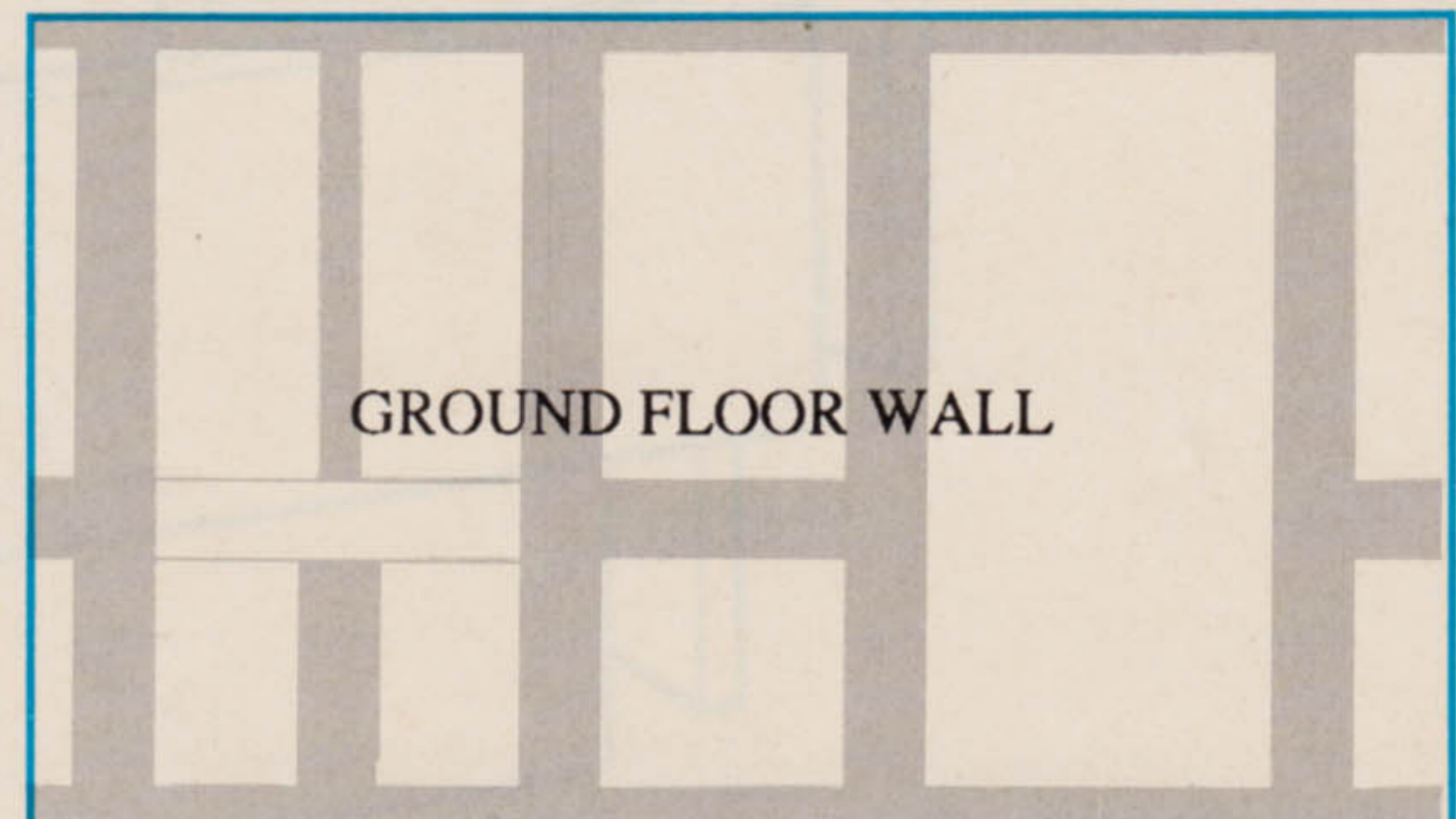
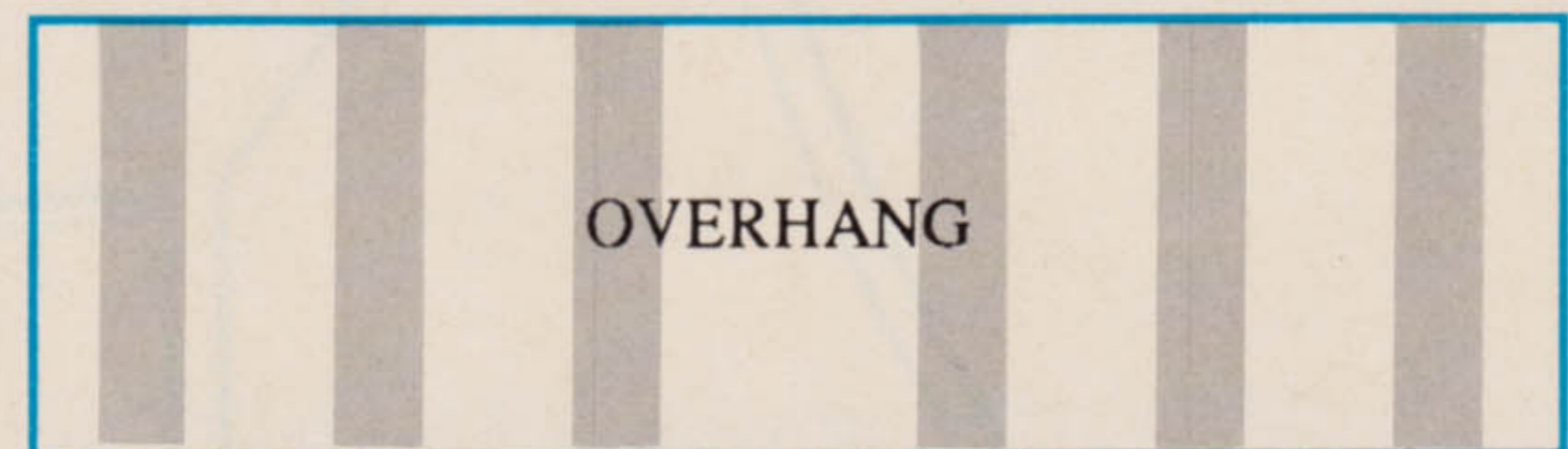
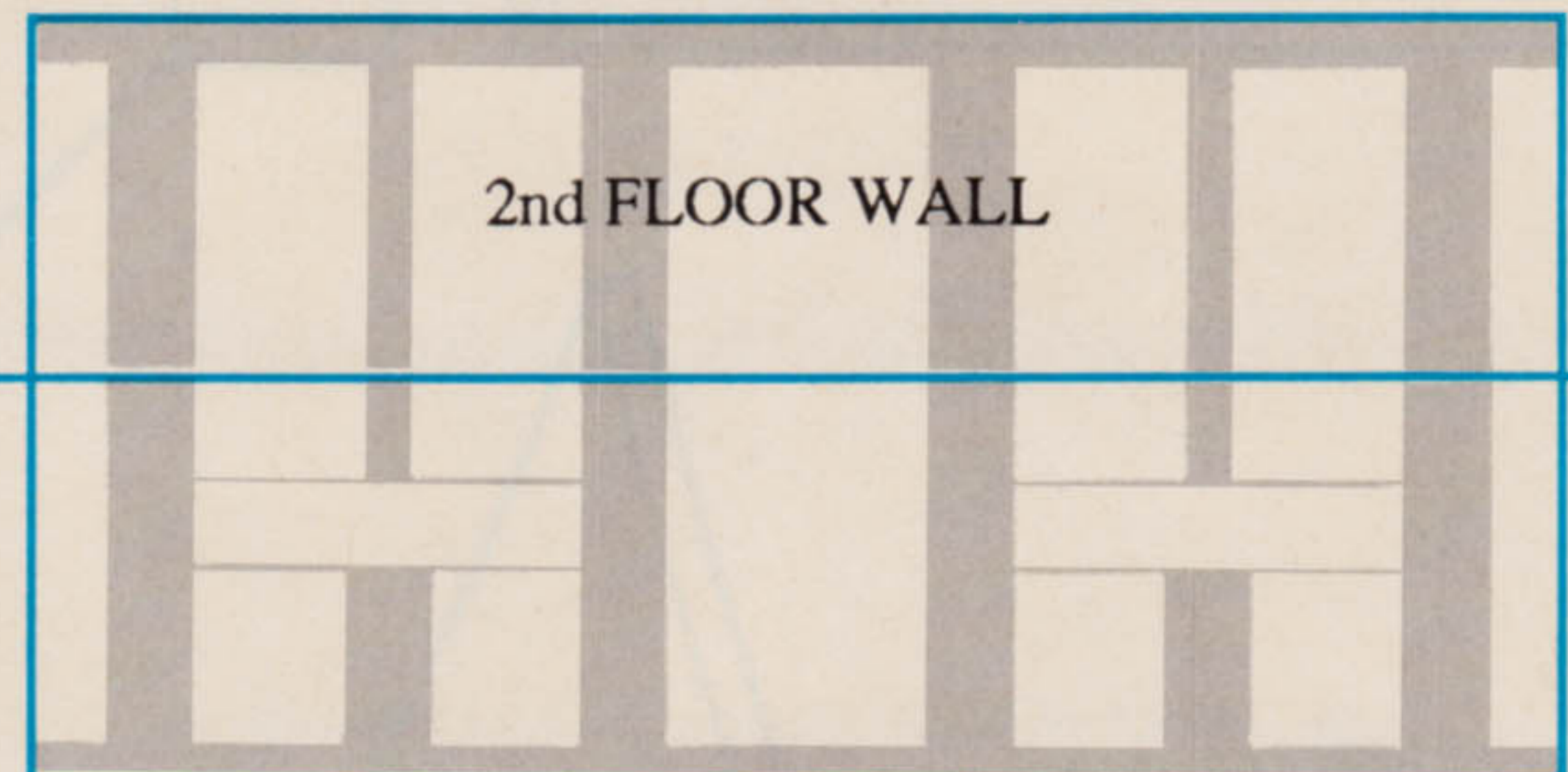
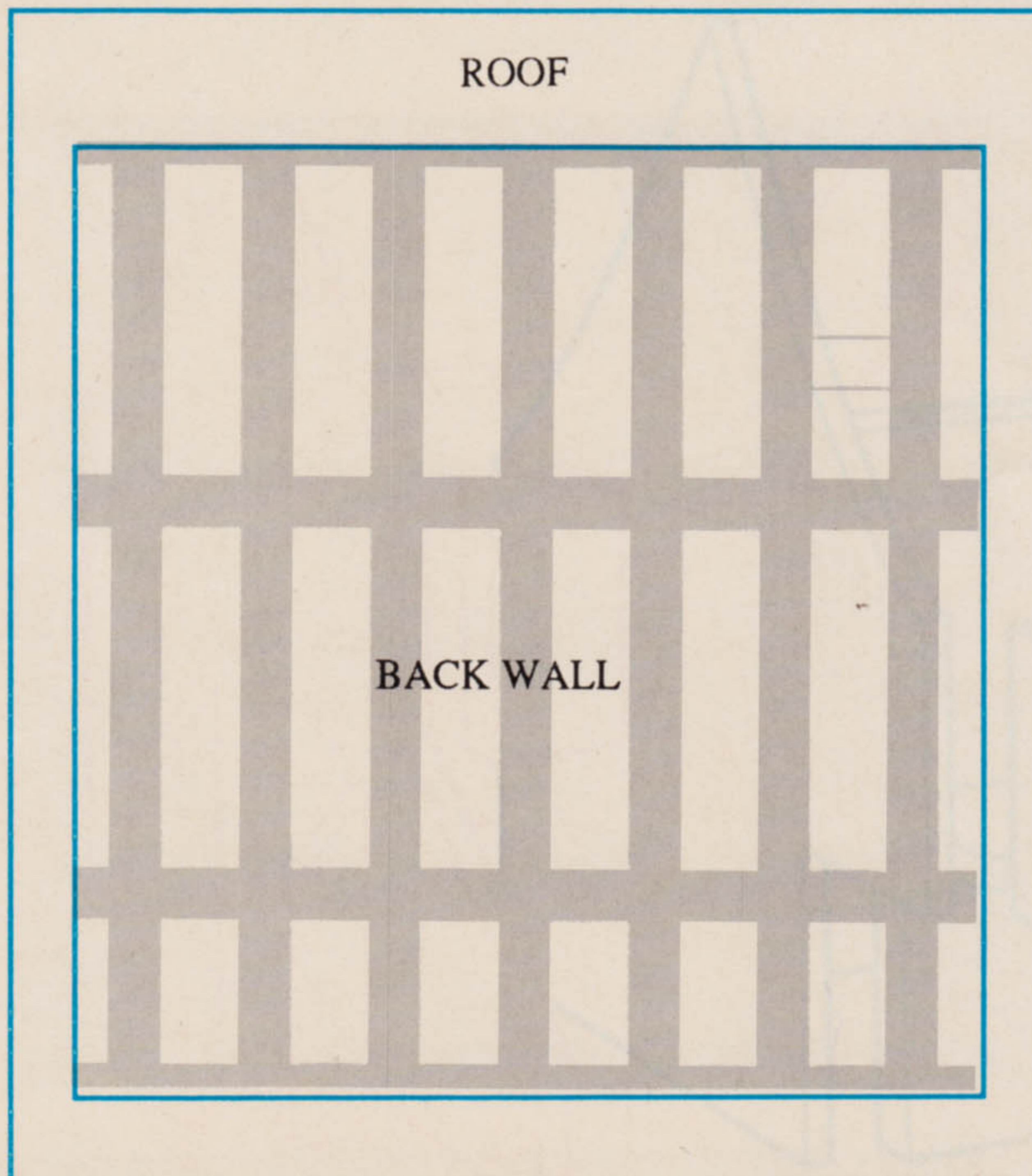




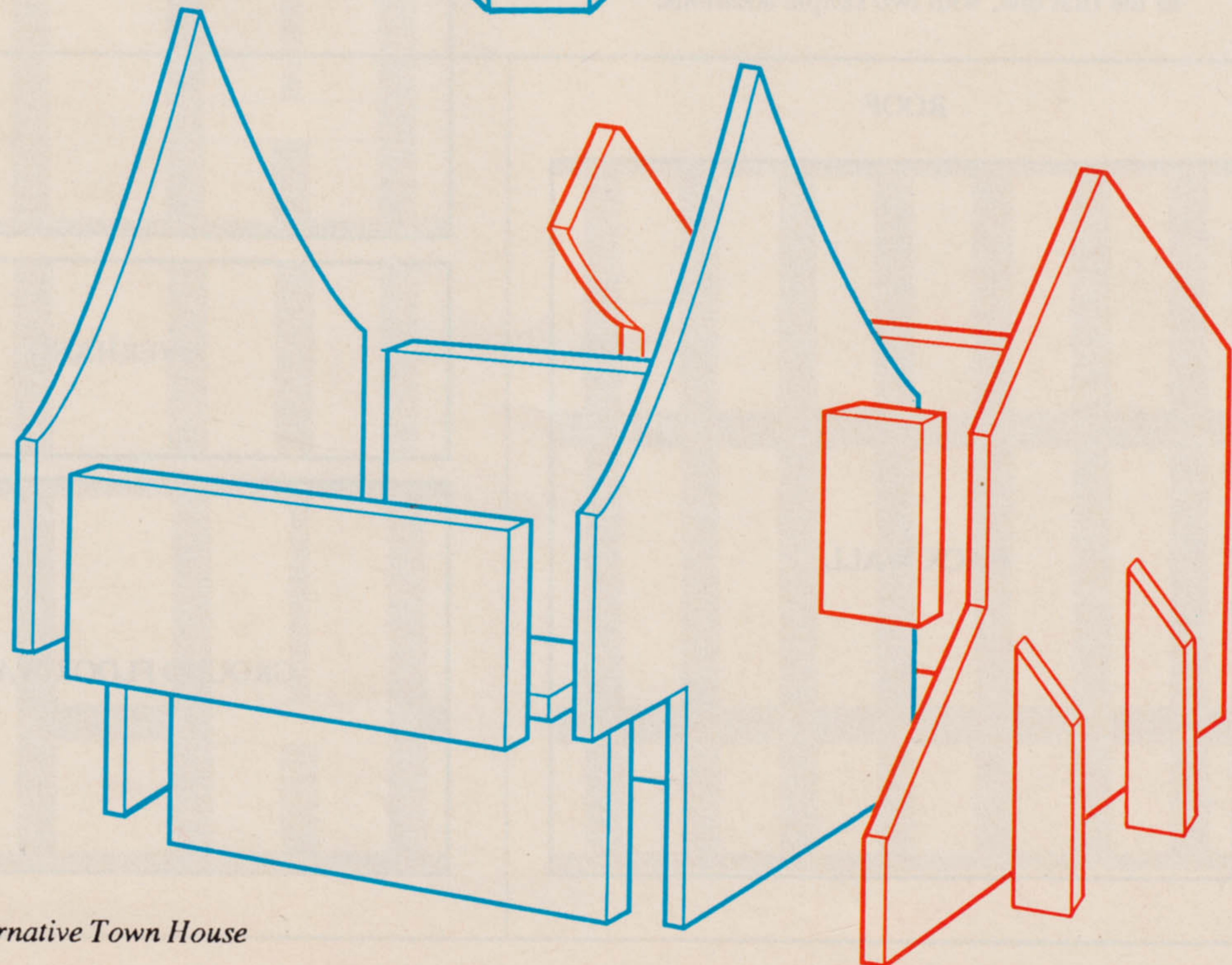
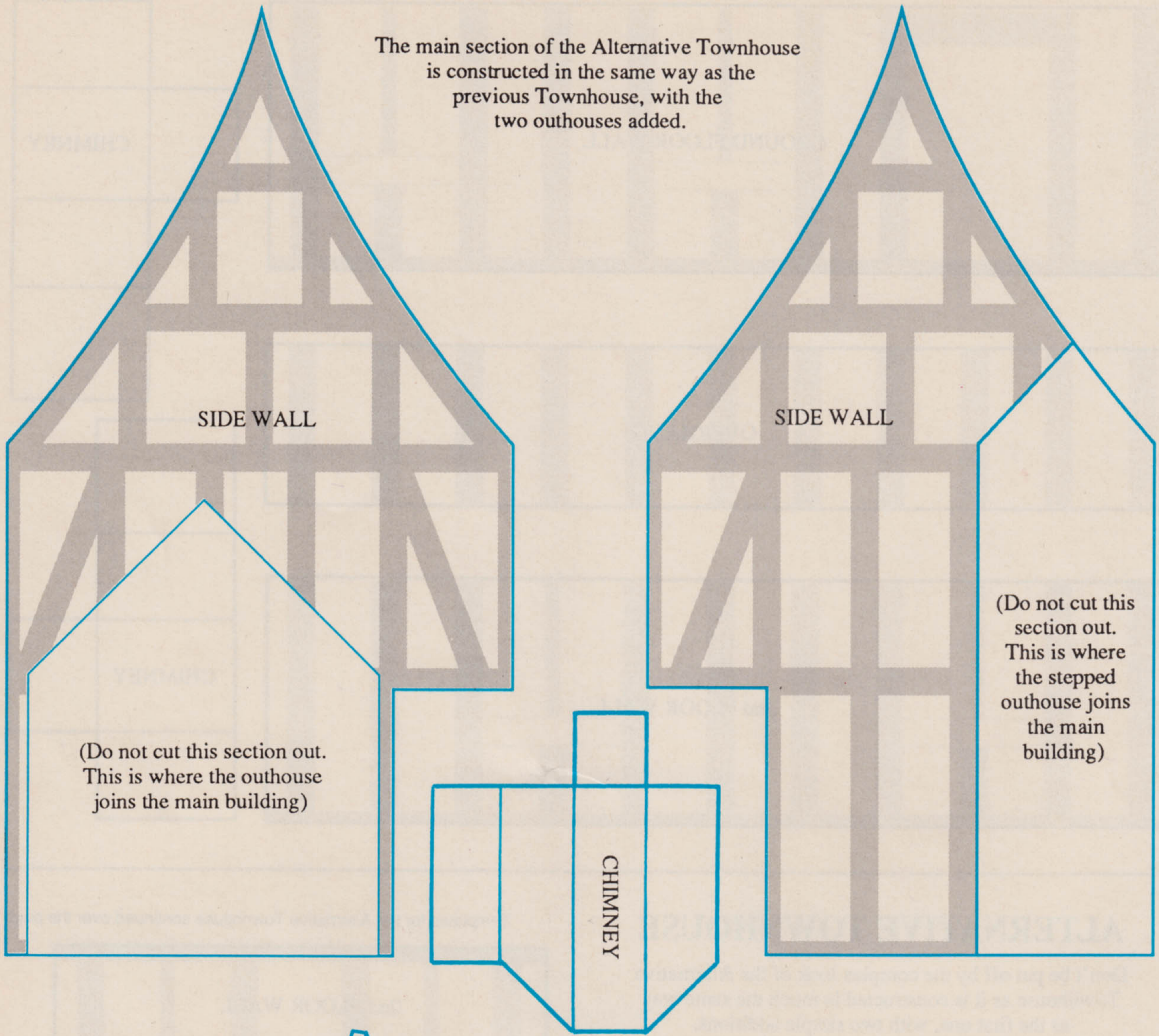
ALTERNATIVE TOWNHOUSE

Don't be put off by the complex look of the Alternative Townhouse as it is constructed in much the same way as the first one, with two simple additions.

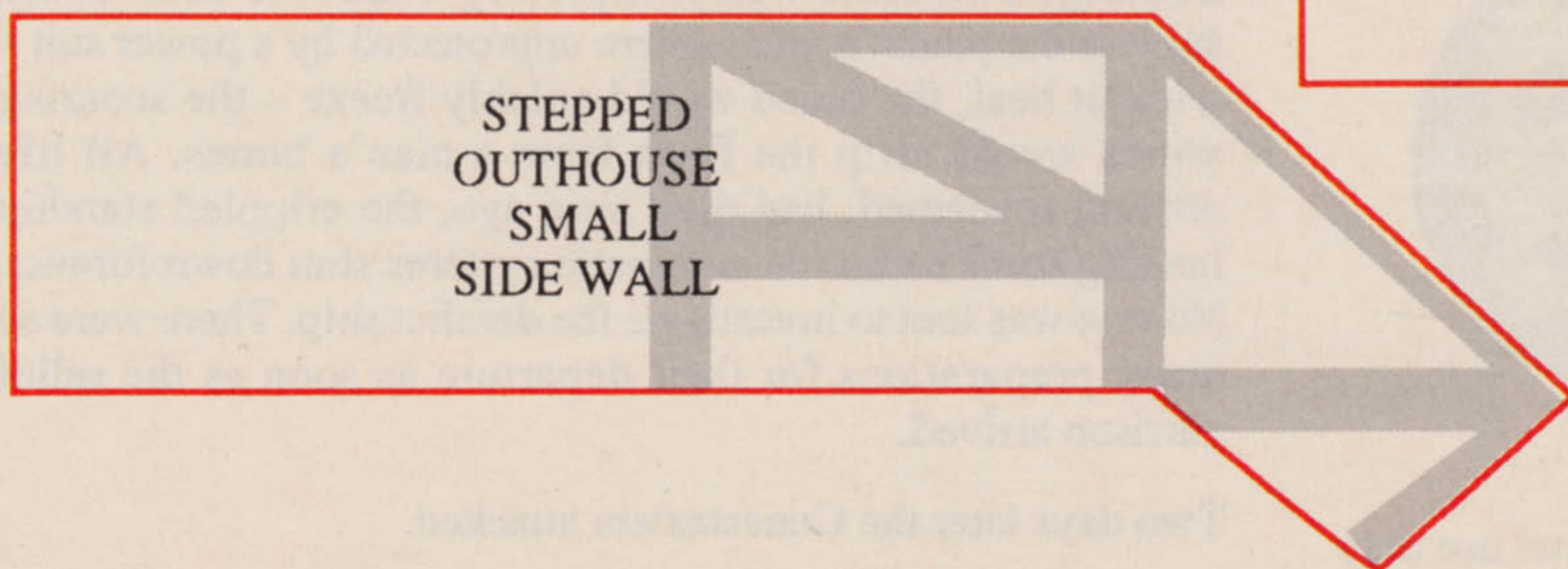
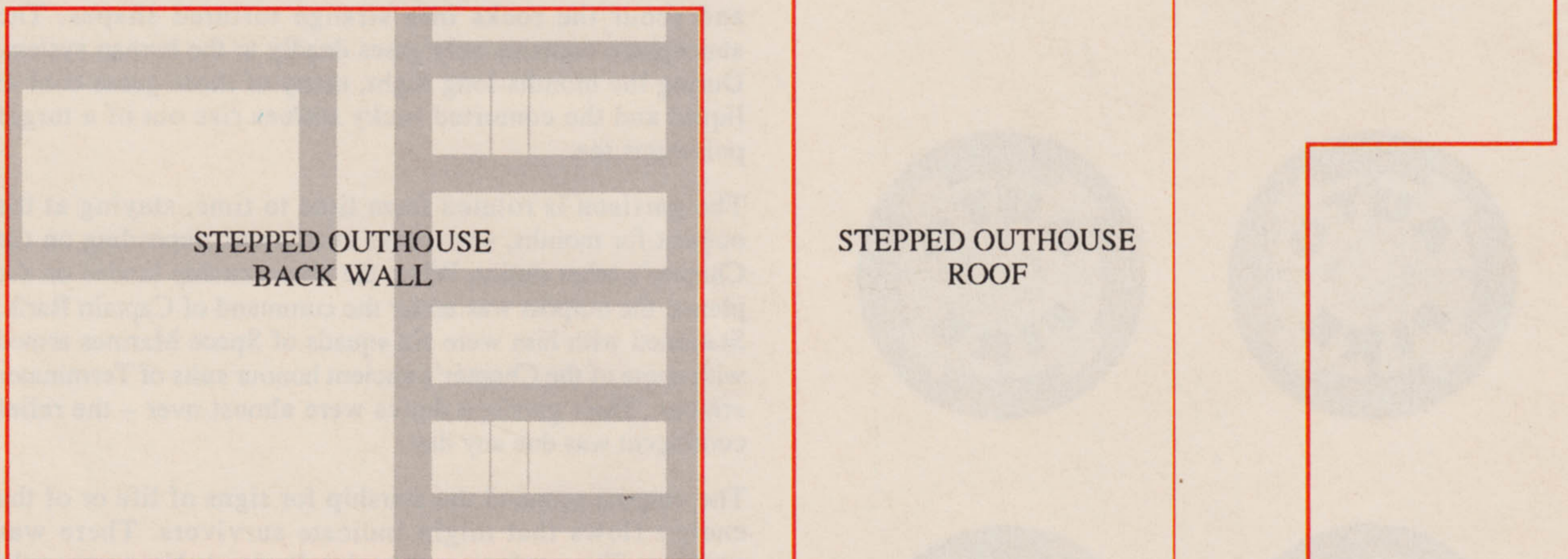
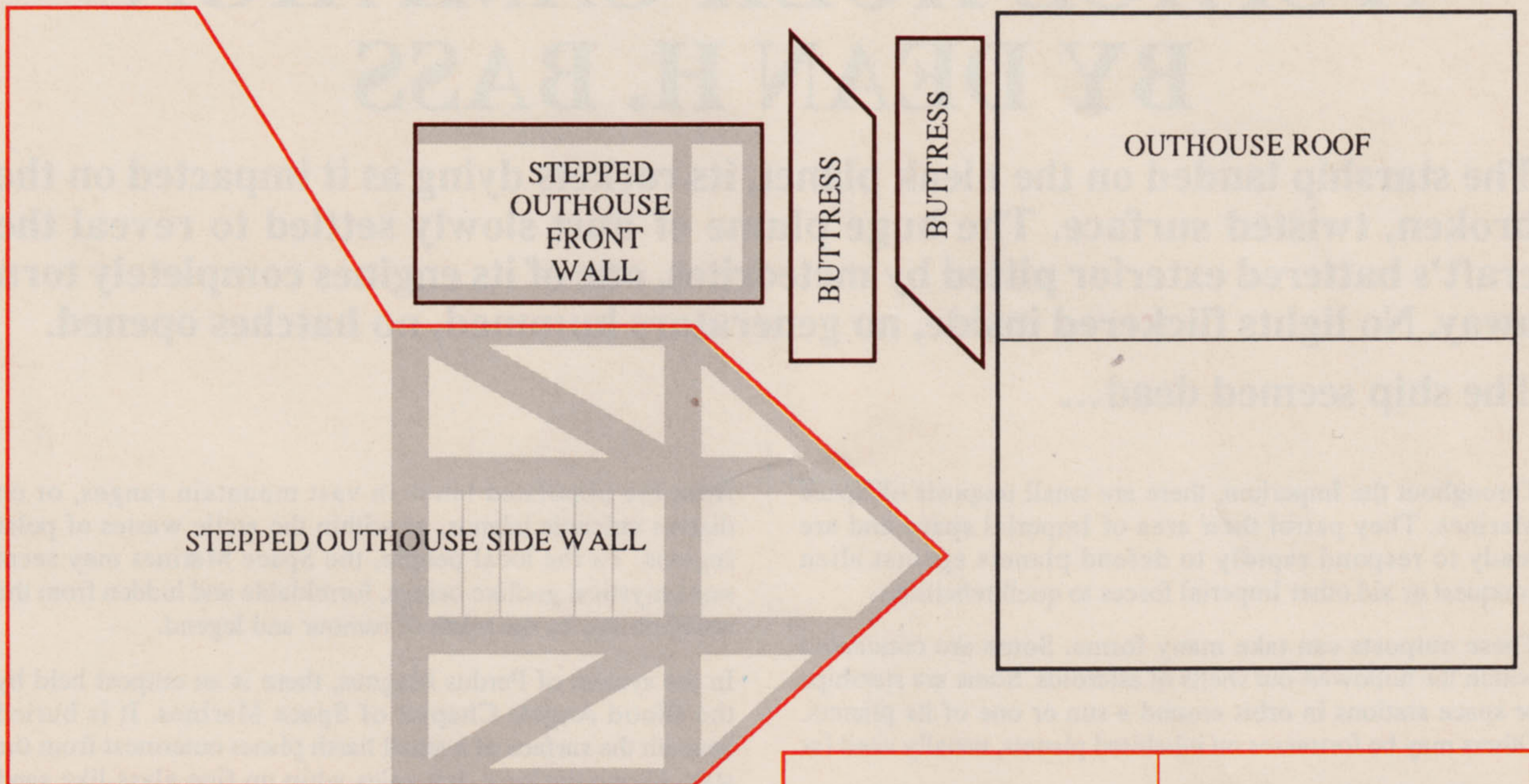
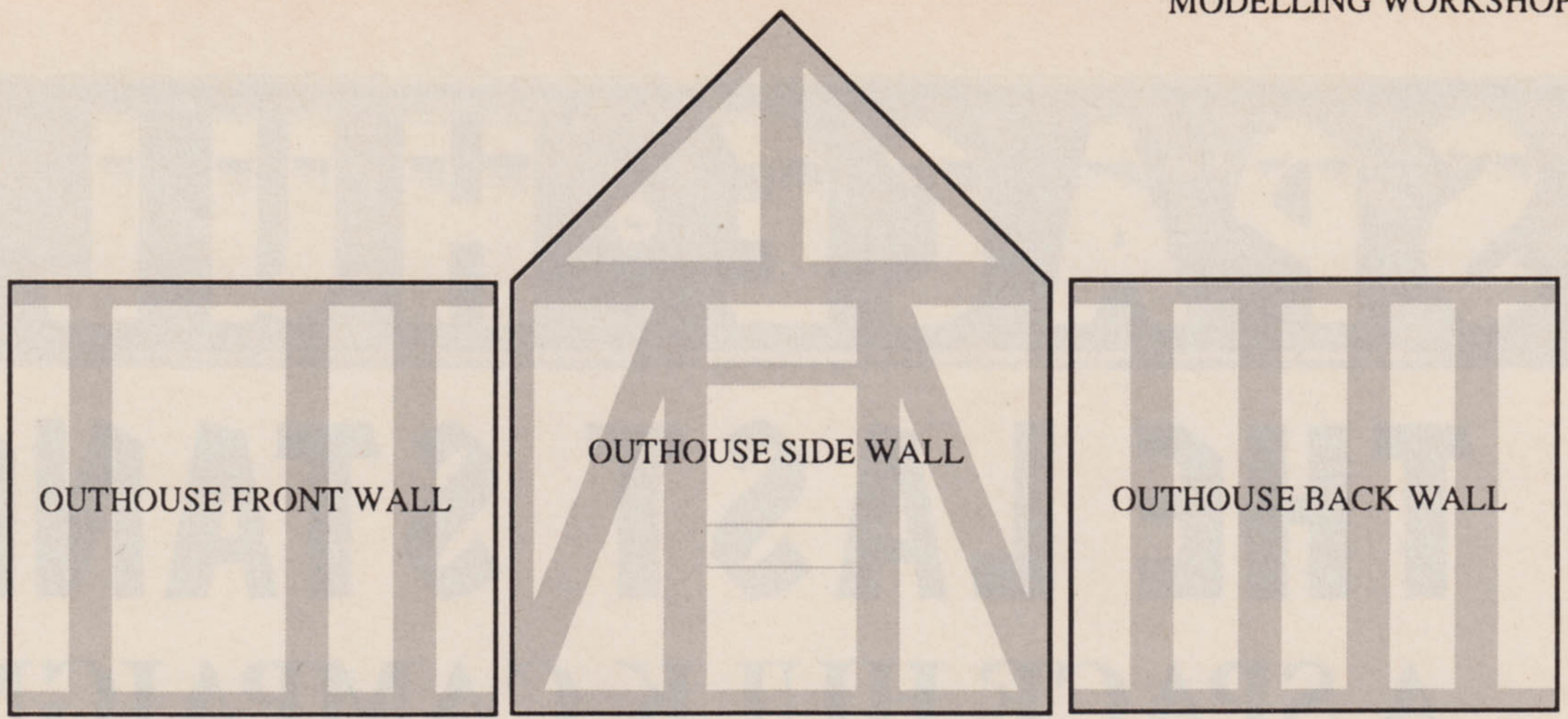
Templates for the Alternative Townhouse continued over the page



The main section of the Alternative Townhouse is constructed in the same way as the previous Townhouse, with the two outhouses added.



Exploded view of Alternative Town House



SPACE HULK

THE LAST STAND

A SPACE HULK CAMPAIGN BY DEAN H. BASS

The starship landed on the bleak planet, its rockets dying as it impacted on the broken, twisted surface. The huge plume of dust slowly settled to reveal the craft's battered exterior pitted by meteorites, one of its engines completely torn away. No lights flickered inside, no generators hummed, no hatches opened.

The ship seemed dead...

Throughout the Imperium, there are small outposts of Space Marines. They patrol their area of Imperial space and are ready to respond rapidly to defend planets against alien conquest or aid other Imperial forces to quell rebellions.

These outposts can take many forms. Some are concealed within the hollowed-out shells of asteroids. Some are starships or space stations in orbit around a sun or one of its planets. Others may be fortresses on inhabited planets, usually sited far

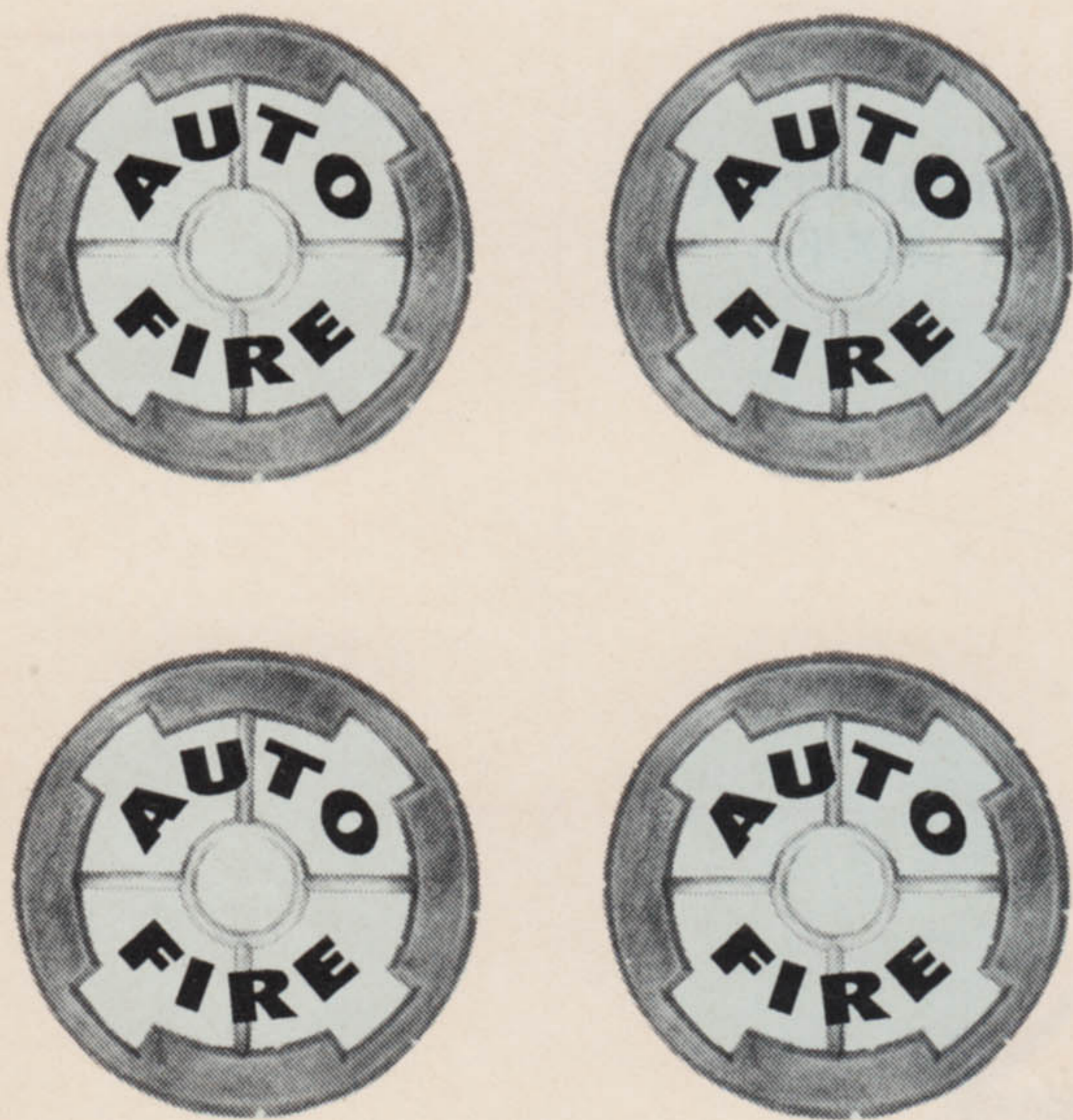
from the populated lands in vast mountain ranges, or on distant volcanic islands, or within the arctic wastes of polar regions. To the local people, the Space Marines may seem semi-mystical godlike beings, formidable and hidden from the common eye by the mists of rumour and legend.

In the system of Perdus Magnus, there is an outpost held by the Blood Angels Chapter of Space Marines. It is buried beneath the surface of a small harsh planet outermost from the star. Above the base, icy gales whip up fine glass-like sand and scour the rocks into strange tortured shapes. The atmosphere contains only gases deadly to the human system. During the months-long night, many of these gases cool to liquid and the contorted rocky statues rise out of a turgid poisonous sea.

The garrison is rotated from time to time, staying at the outpost for months, sometimes even years, depending on the Chapter's other duties. When the alien starship landed on the planet, the outpost was under the command of Captain Barik. Stationed with him were six squads of Space Marines armed with some of the Chapter's ancient honour suits of Terminator armour. Their garrison duties were almost over – the relief contingent was due any day.

The outpost scanned the starship for signs of life or of the energy flows that might indicate survivors. There was nothing. The craft was completely dead. No man could survive the planet's atmosphere unprotected by a power suit – without heat, the blood would quickly freeze – the scouring winds would strip the flesh from a man's bones. All life aboard, it seemed, had died long ago, the crippled starship landing itself before its automatic systems shut down forever. No-one was sent to investigate the derelict ship. There were so many preparations for their departure as soon as the relief garrison arrived.

Two days later the Genestealers attacked.



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CAMPAIGN RULES

This campaign uses rules from **Space Hulk**, **Deathwing** and **Genestealer**. Although there are no psychic Genestealer Hybrids, there are armed Hybrids in the assault force so the Genestealer player uses the expanded Blip set throughout.

These four missions form a short campaign. The forces and deployment for the later missions depend on the outcome of the earlier missions. As the Space Marine player you must keep as many of your Space Marines alive as possible otherwise you'll find yourself with too few troops to win the last mission. As the Genestealer player you must attempt to stop the Space Marines from securing entry points to give yourself more options for attacking in the final mission.

It's worth looking at the last couple of missions before you start playing the campaign so that you know what's at stake.

Once you've played each mission, make sure you record the results of the game. You'll need to refer to these for missions three and four.

Playing The Missions Separately

If you don't want to play the missions as a campaign, or you've already played the campaign and want to play some of the missions again on their own, then you'll have to alter the Space Marine starting forces and Genestealer deployments for missions three and four.

Mission Three: use the listed Space Marine forces plus one Space Marine with lightning claws and one Space Marine with storm bolter and power glove to represent the forces remaining from mission one.

Mission Four: start with the listed Space Marine forces. For reinforcements, you get Squad Two from the second mission less one Space Marine with storm bolter and power glove, and Squad Five from the third mission, less both the Space Marines with storm bolter and power glove. The Genestealers can use the two marked entry points plus entry point 1 – they can't use entry points 2 and 3.

The above are just a suggestion – try the missions out using different forces. Or you can ignore the listed forces and use the bidding system from **Deathwing** to decide the Space Marine starting forces.

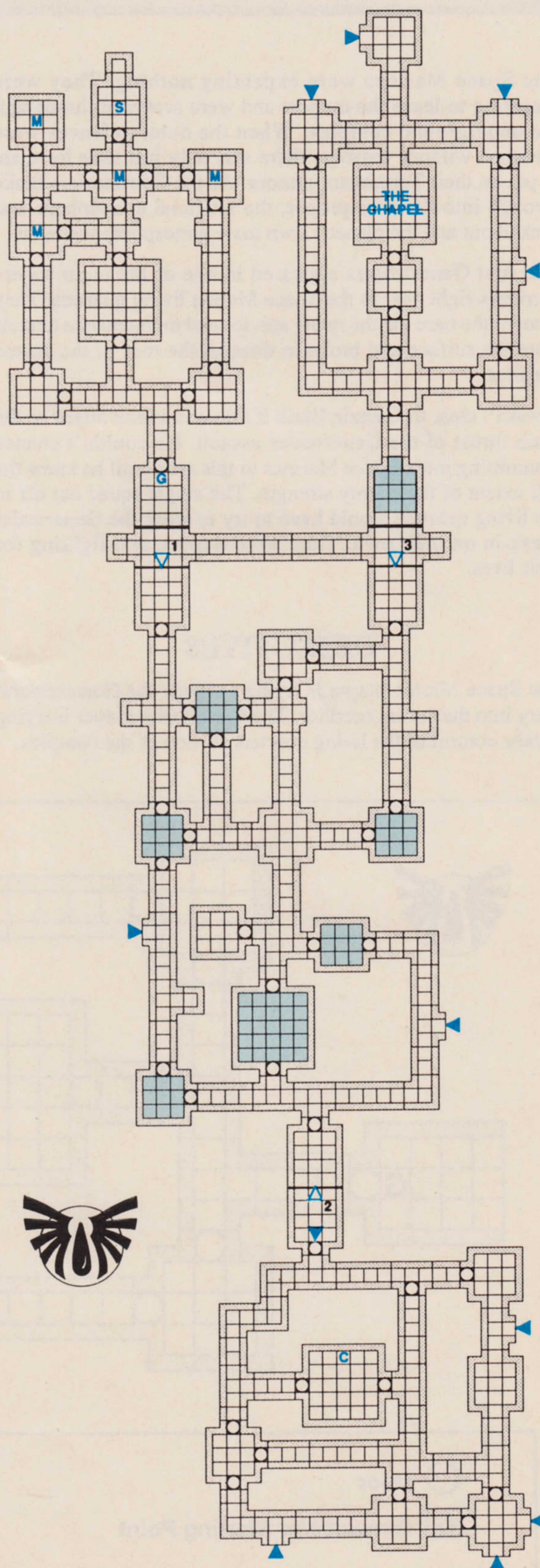
Playing The Campaign As One Game

We've included a map of the entire complex. If you've got access to several sets of **Space Hulk** and its expansions, you could lay out the whole complex at once and play an epic game using the entire board! We won't give any proper rules for doing this, but here's some guidelines – feel free to experiment with these and have some fun with different set-ups. You may find you have to come up with some special rules to cover a few odd situations – if you can't agree on a special rule, roll a dice to see who's right.

We've found it's best to play really big games with several players on each side. Set up all the Space Marines at the start as indicated in the separate missions – ignore all references to reinforcements. The Genestealers move first and can use all the entry points except the three numbered points from mission four (treat the entry point at the top of mission two as being a hole in the roof like in mission one).

The relief garrison arrives anywhen after turn 15 on the roll of a 6 at the start of the Space Marine players' turn – after this there are no more Genestealer reinforcements but play the game out until one or other side has no forces left. Whoever ends the game with some of their troops alive wins!

THE LAST STAND FULL CAMPAIGN MAP



BREAK-IN

The Space Marines were expecting nothing. They were preparing to leave the outpost and were scattered throughout the underground complex. When the outer defences were breached without warning, there was only just time for them to put on their Terminator armour. As the Genestealers broke through into the base proper, the artificial atmosphere was sucked out and the planet's own toxic atmosphere seeped in.

The first Genestealers appeared in one of the main access corridors right next to the Space Marine living quarters. They entered the base via the many service and maintenance tunnels from the surface and broke in through the roof of the access corridor.

It wasn't clear to Captain Barik if this was a feint attack or the main thrust of the Genestealer assault. He couldn't chance committing more Space Marines to this area until he knew the full extent of the enemy strength. The single squad cut off in the living quarters would have to try to close the Genestealer break-in on their own. They were trapped and fighting for their lives.

OBJECTIVES

The Space Marine player is trying to block the Genestealers' entry into the access corridor. The Genestealer player is trying to take control of the living quarters section of the complex.

FORCES

Space Marines

Squad 1

One Sergeant with storm bolter and power glove.

One Space Marine with assault cannon and power glove.

One Space Marine with lightning claws.

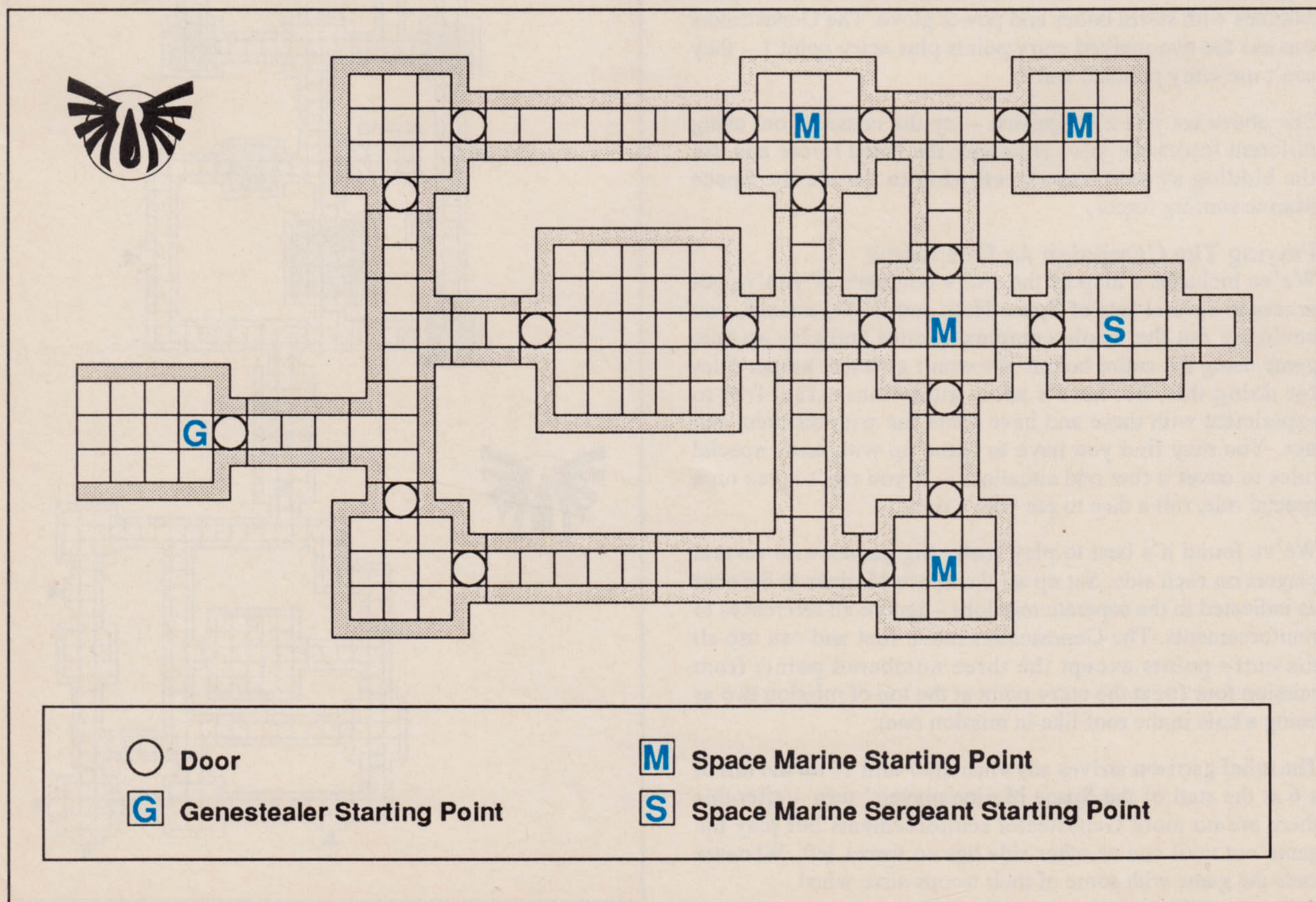
Two Space Marines with storm bolters and power gloves.

Genestealers

The Genestealer player begins with 5 Blips and receives 1 Blip per turn as reinforcements.

The Genestealer player uses the expanded Blip set. The lettered Blips represent the following Hybrids:

- A Non-psyker with bolter
- B Non-psyker with bolt pistol
- C Non-psyker with lasgun
- D Non-psyker with laspistol
- E Non-psyker with plasma gun
- F Non-psyker with heavy bolter
- G Non-psyker with lascannon
- H Non-psyker with autocannon
- I Non-psyker with missile launcher
- J Non-psyker with conversion beamer



DEPLOYMENT

Space Marines

The Space Marine player places the squad in the marked rooms.

The Sergeant must start in the centre of the room marked with an S on any facing.

The other Space Marines start one to each room marked with an M, placed in the centre of the room on any facing – the Space Marine player chooses which model goes in which room.

Genestealers

The Genestealers enter play on the square marked with a G. They are coming through a hole in the roof. It costs 1 AP to jump through the hole to square G. Genestealers do not have to lurk.

The Genestealers move first.

SPECIAL RULES

The Space Marine player can secure the entry area by getting a Space Marine within one square of square G.

VICTORY

The Space Marine player wins by securing the Genestealer entry point. The Genestealer player wins by killing all five Space Marines before the entry point is secured.

CAMPAIGN RULES

The Space Marine player should record which models, if any, survive the mission.

The Genestealer player should record whether the entry point is still open.

THE GENERATOR

The second wave of the Genestealer assault came at the opposite end of the outpost. The Genestealers were trying to isolate and destroy the base's main generator. This time they not only entered an access corridor but came through several points on the perimeter. The Space Marines at this end of the outpost were cut off and surrounded.

But this time, they were better prepared for the Genestealer assault. The vital few minutes between the two waves had given them time to set up their position and activate some of the base's own defences – lasers positioned in the corridors that fire a high energy pulse whenever something crosses beneath them.

If the controls to the main generator were destroyed, the outpost's power would shut down. Doors would be locked in position, the autofire lasers would stop working and the outpost's distress beacon would no longer have the power to send a warning signal to the incoming ship bringing the relief garrison.

Captain Barik didn't know how close the reinforcements were – had they already heard the distress signal or would they arrive too late? If the main generator fell to the invaders, the Space Marines' chances looked poor.

OBJECTIVES

The Space Marine player must stop the Genestealer player from destroying the generator controls – he must also wipe out the attacking Genestealer force. The Genestealer player has a limited force to take out the generator controls and if possible kill all the Space Marines.

FORCES

Space Marine

The Space Marine player has 2 squads and 4 autofire weapons (see Special Rules).

Squad 2

One Sergeant with storm bolter and power glove.

One Space Marine with flamer and power glove.

Three Space Marines with storm bolters and power gloves.

Squad 3

One Sergeant with storm bolter and power glove.

One Space Marine with thunder hammer and storm shield.

Three Space Marines with storm bolters and power gloves.

Genestealers

The Genestealer player starts with 5 Blips and gets 2 Blips reinforcements for the first 10 turns – after that he gets no more reinforcements.

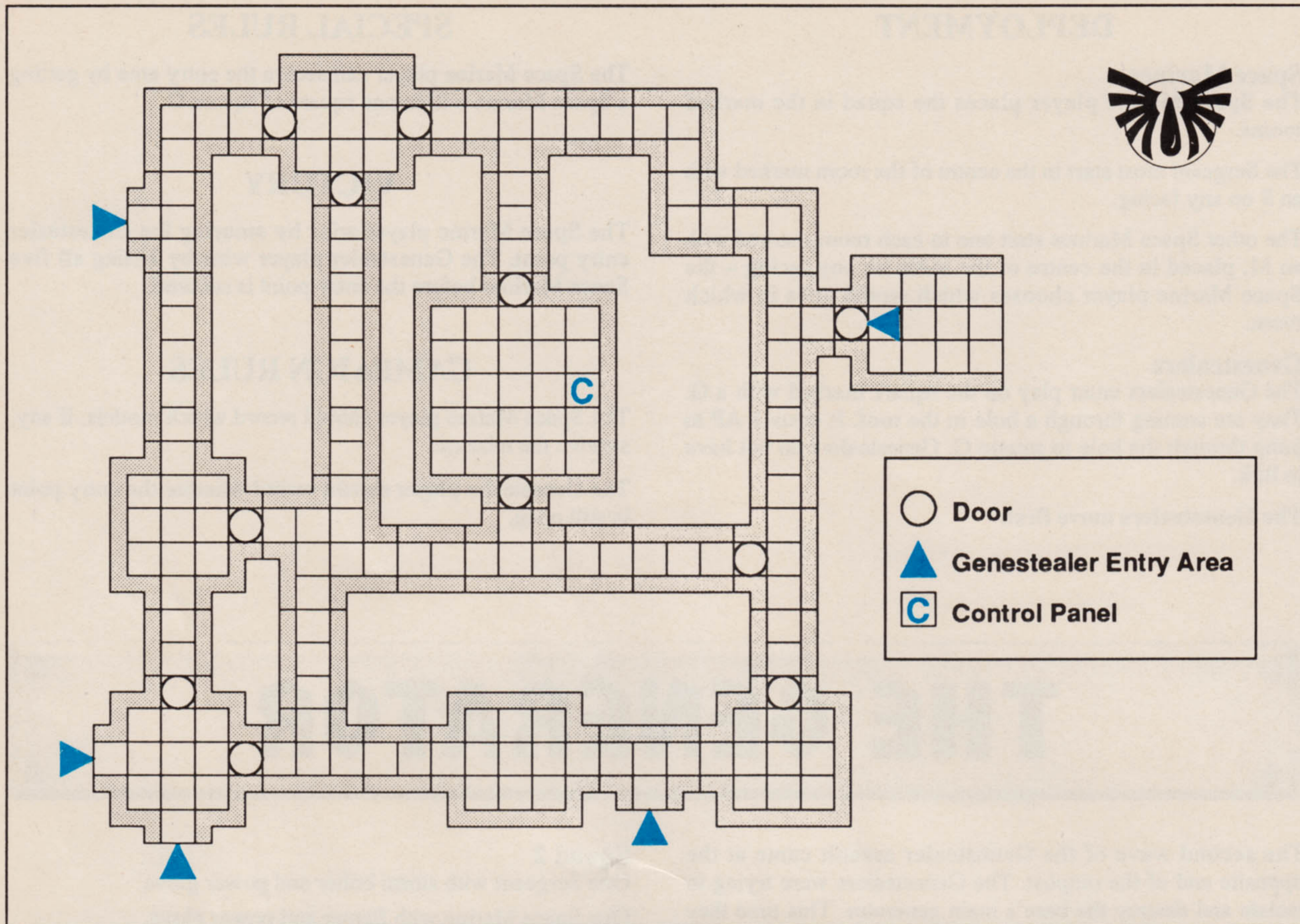
The Genestealer player uses the expanded Blip set. The lettered Blips represent the following Hybrids:

- A Non-psyker with bolter
- B Non-psyker with bolt pistol
- C Non-psyker with lasgun
- D Non-psyker with laspistol
- E Non-psyker with plasma gun
- F Non-psyker with heavy bolter
- G Non-psyker with lascannon
- H Non-psyker with autocannon
- I Non-psyker with missile launcher
- J Non-psyker with conversion beamer

DEPLOYMENT

Space Marines

The Space Marine player first places all the rubble and crate counters anywhere on the board. He then places the four autofire counters (see Special Rules).



The control panel is placed on square C – this large room is the main generator room.

Finally the Space Marine player places his models anywhere on the board, on any facing and set on overwatch if he wants.

Genestealers

The Genestealer player places one starting Blip at each of the five entry areas. The reinforcements can come on at any entry area. Remember to use the rules for mandatory lurking if a Space Marine is placed near an entry area.

The Genestealers move first.

SPECIAL RULES

Autofire Weapons

The four autofire weapons are laser guns which can be attached to the ceiling and will fire automatically on any lifeform passing directly beneath them.

The Space Marine player can place the four counters on the board in any corridor sections (not rooms, junctions or turns).

Any model passing over the counter is fired on by the laser. Roll a single dice. A Genestealer or a Space Marine is killed on a roll of 6 – a Genestealer Hybrid is killed on a roll of 4.

If the control panel is destroyed, all the lasers stop firing and the counters are removed.

An unconverted Blip cannot be moved over an autofire counter – it must stop its move or convert before moving. A Blip cannot be converted so that a model is placed on the counter.

Self-Destruct

Neither the thunder hammer nor the flamer can self-destruct in the main generator room. The flamer cannot be fired into or out of the room.

Control Panel

The control is destroyed by a Genestealer reaching one of the three squares adjacent to it and spending 1 AP to attack it. A roll of 5 or better on any of the Genestealer's three attack dice wrecks the control panel.

At this point, all the doors will be locked into their current position for the rest of the campaign – if they're closed they must be attacked to get past. Be sure to make a note of this for mission four (mission three takes place at the same time as this mission and the doors open and close as normal).

VICTORY

The Space Marine player wins by killing all the Genestealers without the control panel being destroyed. The Genestealer player wins if the control panel is destroyed and all the Space Marines are killed – he may claim partial victory if the control panel is destroyed even though some Space Marines survive.

CAMPAIGN RULES

The Space Marine player should record which models, if any, survive the mission.

The Genestealer player should record whether the control panel was destroyed and whether all the Space Marines were killed.

THE CHAPEL

While the main generator was under attack, the chapel was also stormed. Genestealers broke in at four points on the perimeter accessed by tunnels from the surface. Captain Barik had pulled his Space Marines out of this area when the generator was assaulted, but realised he would have to hold this flank if they were to stand any chance.

He ordered two squads to return to the chapel and purge it of the alien defilement. This was not only a tactical decision, although holding this flank was vital. It would be a shameful dishonour to allow the Genestealers to destroy the precious Chapter relics that were stored in the chapel. Here were held memento mori of some of the Chapter's heroes and of the great victories fought by garrisons from this outpost.

If the Space Marines were to survive, then the Chapter relics would survive with them and their honour would be upheld. Their prayers were to the Emperor and their thoughts were of the Chapter's heroes as they advanced to retake the flank.

OBJECTIVES

The Space Marine player is attempting to purge the chapel and secure all the Genestealer entry areas. The Genestealer player must stop this from happening

FORCES

Space Marines

The Space Marine player receives two squads as detailed below plus any survivors of squad 1 from the first mission.

Squad 4

One Sergeant with storm bolter and power sword.

One Space Marine with flamer.

One Space Marine with storm bolter and chain fist.

Two Space Marines with storm bolters and power gloves.

Squad 5

One Sergeant with storm bolter and power glove.

One Space Marine with assault cannon (one reload) and power glove.

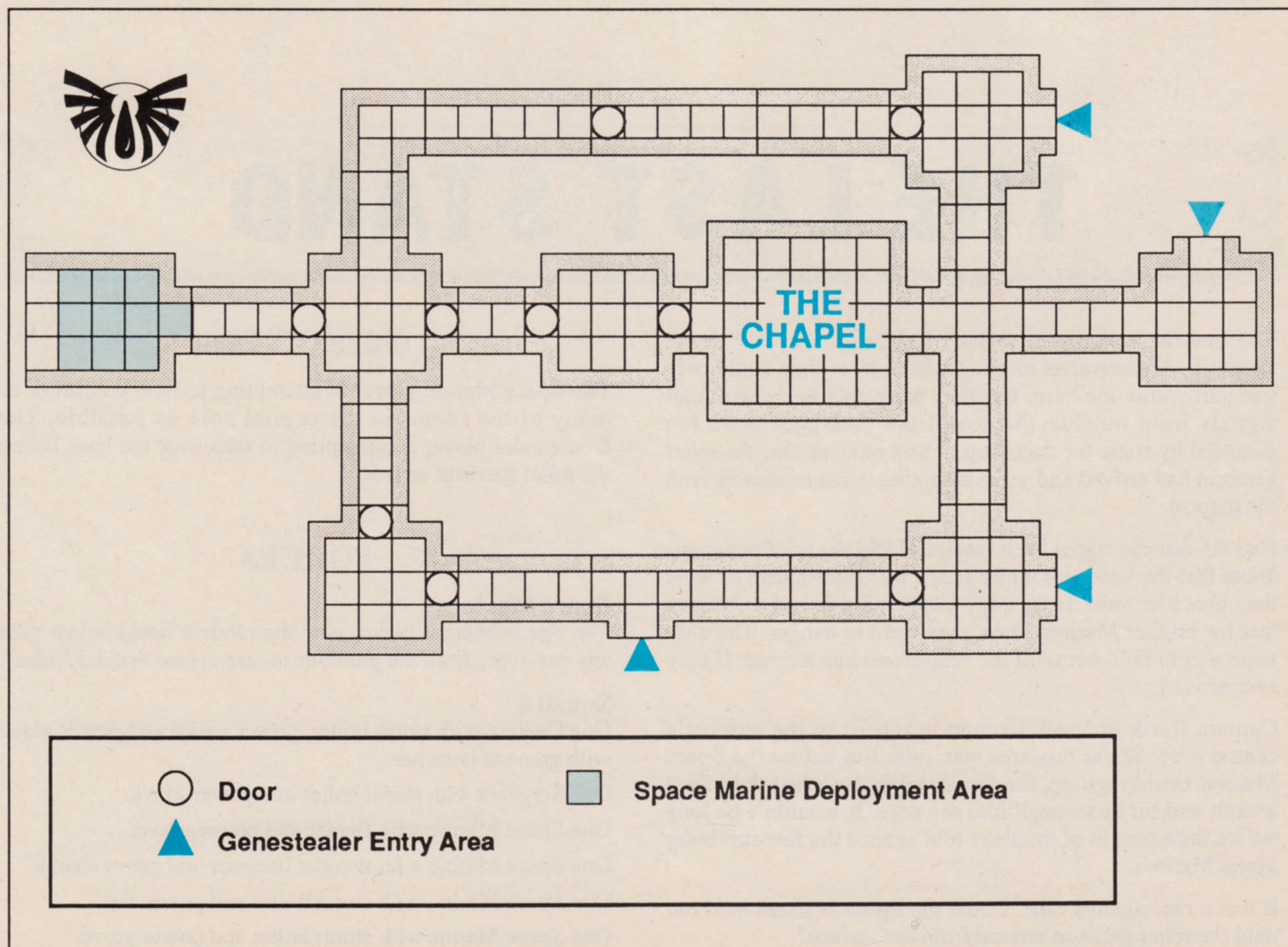
One Space Marine with lightning claws.

Two Space Marines with storm bolters and power gloves.

Genestealers

The Genestealer player starts the game with 4 Blips and receives 2 Blips per turn as reinforcements.

The Genestealer player uses the expanded Blip set. The lettered Blips represent the following Hybrids:



- A Non-psyker with bolter
- B Non-psyker with bolt pistol
- C Non-psyker with lasgun
- D Non-psyker with laspistol
- E Non-psyker with plasma gun
- F Non-psyker with heavy bolter
- G Non-psyker with lascannon
- H Non-psyker with autocannon
- I Non-psyker with missile launcher
- J Non-psyker with conversion beamer

The Genestealer player may choose to use ambush counters.

DEPLOYMENT

Space Marines

The Space Marine player deploys all his models in the marked area.

The Space Marines move first.

Genestealers

The Genestealer player places one starting Blip at each of the four entry areas. The reinforcements can come on at any entry area.

SPECIAL RULES

If the Genestealer destroyed the control panel in mission two, all the doors are locked closed and must be attacked to pass through.

Space Marine Reinforcements

If the Space Marine player had any models left from squad 1 at the end of the first mission they are called to join the attack. They arrive at Space Marine deployment area at the beginning of the Space Marine player's third turn.

If the Space Marine with the assault cannon survived, he is fully loaded and has a reload. However, as the cannon has already fired it counts as being overheated and may explode from the beginning of the mission.

Securing Areas.

The Space Marine player is trying to secure the Genestealer entry areas. Once two areas have been secured, the Genestealer player receives just one reinforcement Blip per turn.

VICTORY

The Space Marine player wins by securing all entry areas and killing all the Genestealers in play. He gets a partial victory if the entry areas are secured but all the Space Marines are killed.

The Genestealer player wins if all the Space Marines are killed and at least one entry area is still open.

CAMPAIGN RULES

The Space Marine player should record which models, if any, survive.

The Genestealer player should record whether any entry areas are still open.

THE LAST STAND

The outpost's communications had been cut early in the assault by Genestealers on the surface. Now they could only transmit within the base. But they were able to receive faint signals from outside. Although the messages were too distorted by static for decoding, it was obvious that the relief garrison had arrived and was attempting to communicate with the outpost.

Had the distress signal been received? Did the reinforcements know that the base was under attack by Genestealers or were they about to walk into a trap? Captain Barik had to believe that his brother Marines knew they were in danger. The only hope was to hold out until the reinforcements arrived. If they ever arrived.

Captain Barik ordered his men to retreat to the outpost's central core. So far this area was safe. But before the Space Marines could regroup, the Genestealers launched their final assault and broke through into the core. It wouldn't be long before their weight of numbers told against the few surviving Space Marines.

It was a race against time. Could the Space Marines hold out until the relief garrison arrived from the surface?

OBJECTIVES

The Space Marine player is attempting to hold control of as many of the rooms in the central core as possible. The Genestealer player is attempting to take over the base before the relief garrison arrives.

FORCES

Space Marines

The Space Marine player gets the models listed below plus any survivors from the previous missions (see Special Rules).

Squad 6

One Captain with storm bolter, power sword and power glove with grenade launcher.

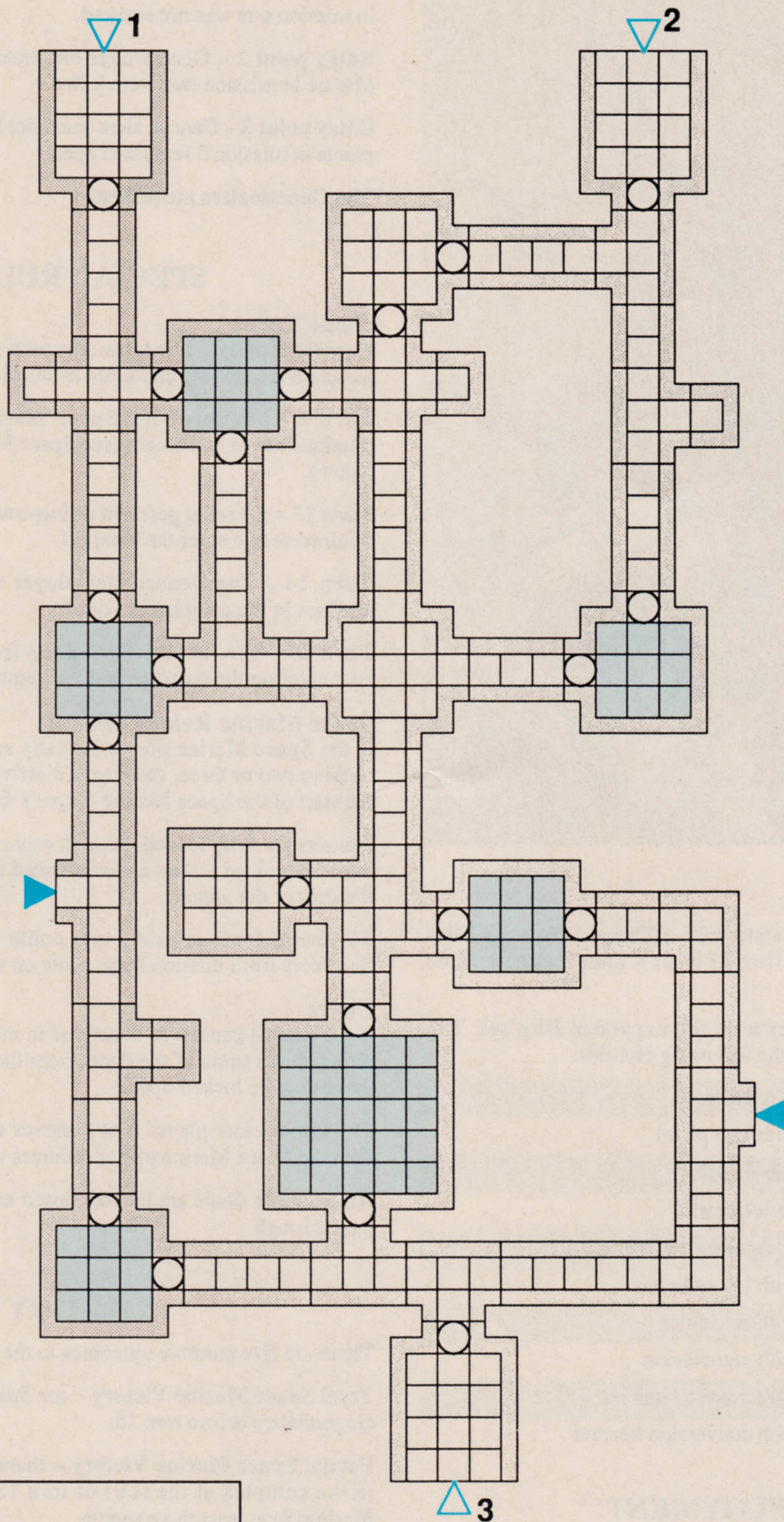
One Sergeant with storm bolter and power glove.





One Space Marine with flamer and power glove.

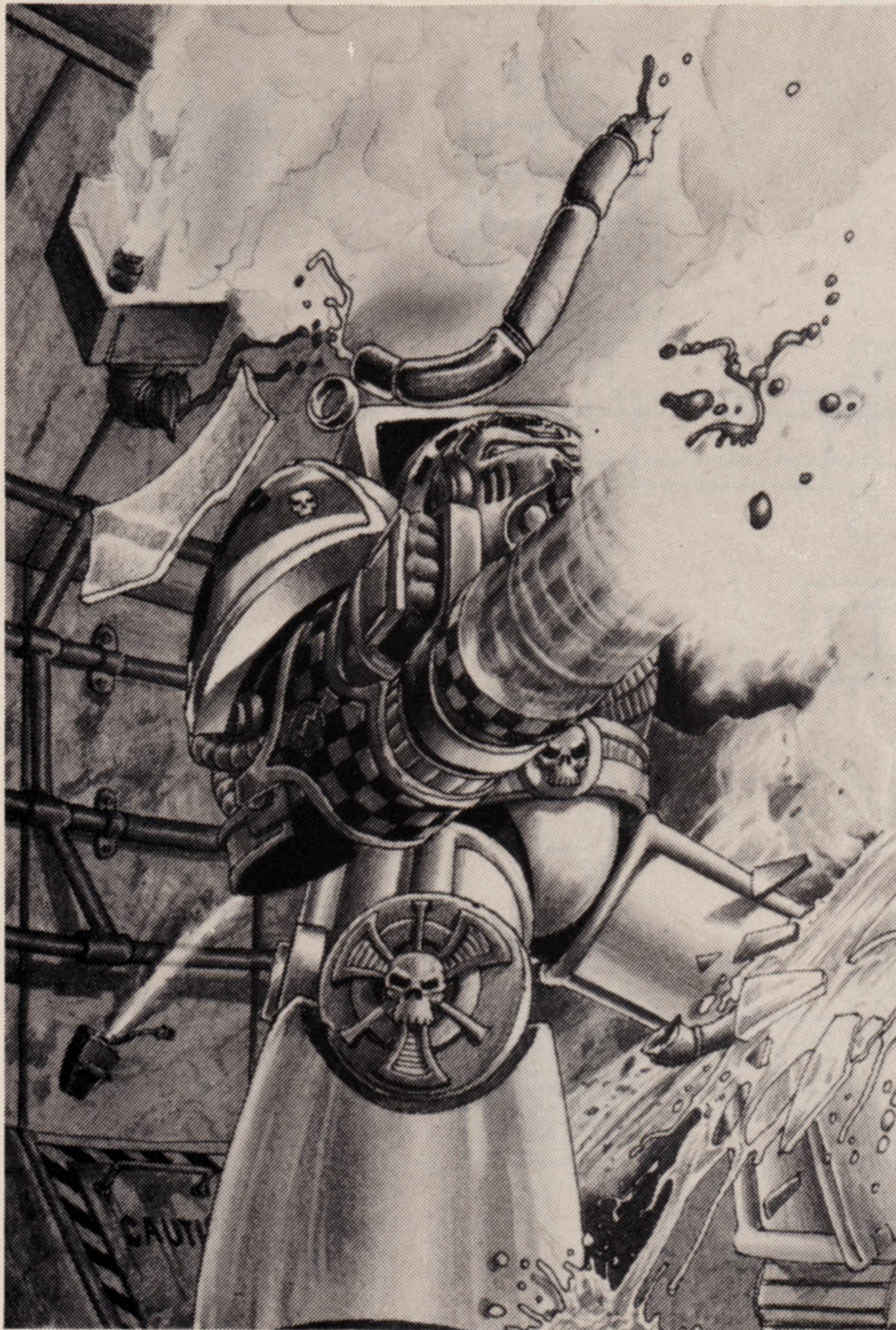
One Space Marine with thunder hammer and storm shield.

One Space Marine with storm bolter and power fist.

One Space Marine with storm bolter and power glove.



-  Door
-  Genestealer Entry Area
-  Space Marine Deployment Area
-  Possible Genestealer Entry Area or Space Marine Reinforcement Entry Area



KEVIN WALKER

Genestealers

The Genestealer player starts with 10 Blips and gets 2 Blip reinforcements for the first 12 turns – after that he gets no more reinforcements.

The Genestealer player uses the expanded Blip set. The lettered Blips represent the following Hybrids:

- A Non-psyker with bolter
- B Non-psyker with bolt pistol
- C Non-psyker with lasgun
- D Non-psyker with laspistol
- E Non-psyker with plasma gun
- F Non-psyker with heavy bolter
- G Non-psyker with lascannon
- H Non-psyker with autocannon
- I Non-psyker with missile launcher
- J Non-psyker with conversion beamer

DEPLOYMENT

Space Marines

The Space Marine player places one Space Marine anywhere in each of the marked rooms on any facing and set on overwatch if he wants.

Genestealers

The Genestealers enter play at either of the two marked areas. They may also be able to enter from the three numbered access corridors according to the following conditions:

Entry point 1 – Genestealers can enter here if the entry point in mission one was not secured.

Entry point 2 – Genestealers can enter here if all the Space Marine in mission two were killed.

Entry point 3 – Genestealers can enter here if any of the entry points in mission 3 remained open.

The Genestealers move first.

SPECIAL RULES

Game Turns

Keep track of the game turns. The total game lasts for 15 turns but there are several important events during the game:

Turn 4 – any surviving Space Marines from the earlier missions arrive at the core (see Space Marine Reinforcements below).

Turn 13 – the relief garrison arrives and no more Genestealer reinforcements enter the complex.

Turn 14 – The Genestealer player wins if all the Space Marines in the complex are dead.

Turn 15 – The first reinforcements from the relief garrison start entering the complex and the game ends.

Space Marine Reinforcements

If the Space Marine player had any survivors at the end of mission two or three, these troops arrive at the central core at the start of the Space Marine player's third turn.

Flamers are fully loaded. Assault cannon are fully loaded and have one reload – they are overheated and may explode from the start of the game.

Survivors from mission two come on at entry point 2. Survivors from mission three come on at entry point 3.

Doors

If the control panel was destroyed in mission two, the players may remove some of the doors from the complex to represent those that are locked open.

The Genestealer player first removes up to three doors, and then the Space Marine player removes up to three doors.

All the other doors are locked closed and must be attacked to pass through.

VICTORY

There are five possible outcomes to the game:

Total Space Marine Victory – the Space Marines kill all the Genestealers before turn 15.

Partial Space Marine Victory – there are still Genestealers in the complex at the start of turn 15 but there are Space Marines in at least three rooms.

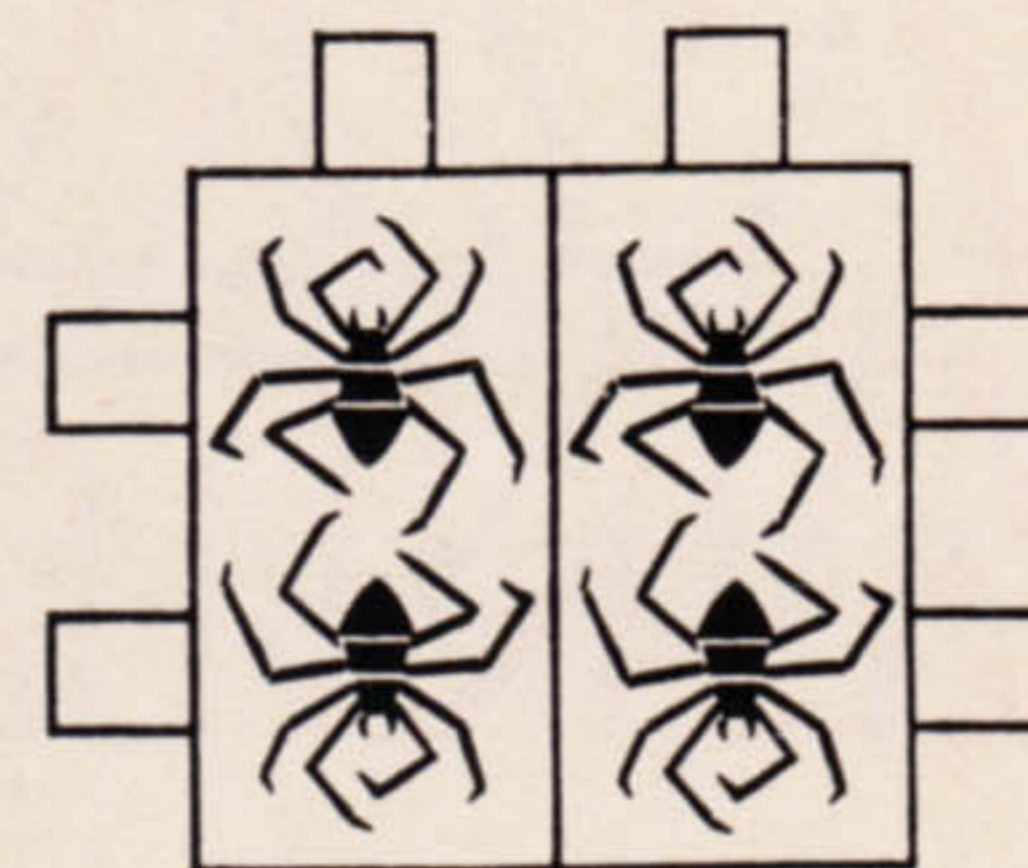
Draw – there are still Space Marines alive at the start of turn 15 but they occupy less than three rooms.

Partial Genestealer Victory – the Genestealers have taken over the whole complex by the start of turn 14 and there are no surviving Space Marines.

Total Genestealer Victory – the Genestealers have totally wiped out the Space Marines by the start of turn 12.



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WARHAMMER[®] FANTASY ROLE PLAY

STORM WARRIORS

Characters by Carl Sargent taken from the novel
Storm Warriors by Brian Craig

All were lean with shrunken eyes lost in shadow, and many bore the scars of battle, picked out in livid white against their grey flesh, as if they shone with starry light. These warriors had long since quit the land of the living. "Thou art in our world now", one rider called out, "where those who are not of our number must be our prey. We are the Storm Warriors."

This article is the latest in an occasional series that takes the major characters from Games Workshop's range of novels and translates them into game terms. Those presented here are for use with Warhammer Fantasy Roleplay.



Storm Warriors is a tale of one of the kingdoms of Morien, and of its young King, Herla, and his bard Trystan. It is the third in Brian Craig's trilogy of tales told by the minstrel Orfeo to the Caliph Alkadi Nasreen, following from *Zaragoz* and *Plague Daemon*, although this tale told of the struggles of Man against Chaos stands alone and can be read without the others.

Young King Herla of Plennydd is struggling to master the intricate politics and intrigues of maintaining peace and understanding with his neighbouring kingdoms. The last thing he needs is a visitation from a group of sixty shipwrecked Elves on his coastline.

Elves are exceedingly rare in Morien. These visitors are at first regarded with great suspicion by the other kings and nobles, who are all too ready to judge Herla harshly if he does not deal well with the intruders. But the Code of Agam, a set of laws derived from an ages-old King of that name, does not permit the Elves simply to be cast back into the tempest which stranded them in Morien.

They ask for time and resources to build a ship to sail back to the Old World, and Herla cannot refuse them or rebuff their polite offers of friendship. He is forced to accept their presence in his kingdom. He even extends an invitation to their leaders to attend his wedding to Morgana, daughter of the King of Alawn.

Then dire portents and ill omens spread in Morien. Unfortunate accidents, thefts, violent slayings and unnatural disease begin to stalk the land.

Herla and Trystan are two of the major characters of *Storm Warriors*, and their profiles are given below. Shipmaster Thoron, the apparent leader of the shipwrecked folk, is also profiled, together with the enigmatic Kerewan, the wizard among the Elves.

KING HERLA

"The sword blade stabbed at him like the head of a striking snake, forcing Herla to throw his weight backwards and bring his own blade up. It was a move which few men could have made without falling, but the king's sense of weight and position was uncommonly good, and he not only contrived to parry the strike but to throw his lunging opponent off balance. While Moraint Heilyn floundered the king came about with astonishing grace, and tapped him gently on the right breast."

Herla, at the tender age of 21, is a master swordsman and fencer, certainly the best in the kingdom of Plennydd. He is a king in stature as well as in name, standing over 6 feet in height, well-proportioned and sporting a thick black beard with his mane of thick wavy black hair. Herla is not especially handsome but he is a powerful and charismatic presence.

Herla came to the throne of the Morien kingdom of Plennydd very young and he is still uncertain of himself in many ways. He feels his lack of experience keenly. Although he and Trystan the bard were very close boyhood friends, they grow estranged during the events portrayed in novel, leaving Herla still further mired in self-doubt.

Yet, by dutiful adherence to the Code of Agam and a keen sensitivity to the opinions and views of nobles at his court, Herla doesn't make any avoidably bad judgements. And, although he listens to the advice of others, he is not afraid to go against that advice when he deems it necessary. He has an impulsive streak and a tendency to be stubborn and proud. Indeed, it may be his pride and inflexibility which brings his destiny upon him – but that is a tale for Orfeo to tell.

Herla and his wife Morgana are estranged due to her growing love for another and Herla's coldness as a result of the loss of her affections.

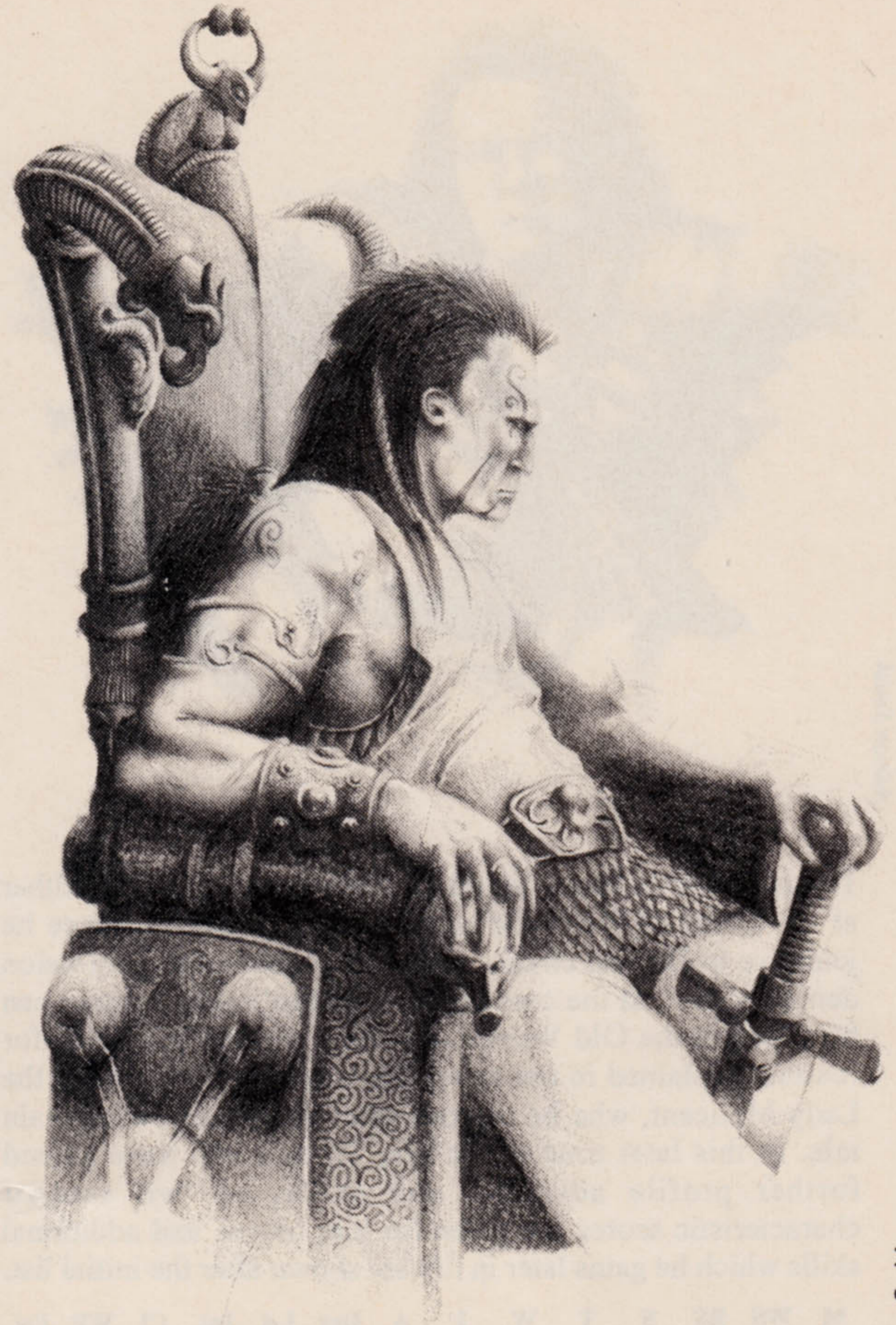
Herla's kingship is a hard one. He is a good man, thrown into a whirlpool of difficulties and seductive intrigues which he doesn't really have the intelligence to fully understand. But he doggedly sticks with his basic decency and bravery, and at the end of Orfeo's tale Herla's true majesty as a hero is revealed.

Herla won't readily be encountered by adventurers. He doesn't travel outside Morien, so only adventurers who travel to his lands could encounter him. In Morien, he could be met at court, out at the hunt which he so loves, or travelling along the great road from Caer Plennydd to Caer Alawn in the south. Obviously only noble adventurers (or ones with exceptional skills which would attract the attention of a King) are likely to get the time of day from King Herla.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	64	72	5	4	13	70	2	64	68	42	52	51	57

Skills: Blather, Charm, Consume Alcohol, Disarm, Etiquette, Follow Trail, Game Hunting, Heraldry, History (of Morien), Luck, Marksmanship, Read/Write - Old Worlder (Morien dialect), Public Speaking, Ride - Horse, Wit, Specialist Weapon - Fencing Sword, Specialist Weapon - Parrying Weapons, Specialist Weapon - Two-Handed Weapons, Strike to Injure, Strike to Stun, Strike Mighty Blow, Swim, Very Resilient, Very Strong.

Possessions: Basically, as determined by GM. Herla will usually be wearing the fine clothes of a king and outdoors will be riding on his charger. Herla owns a magical sword +10 WS, +1 damage. He also has a cursed magical Elf bow which gives a +30 bonus to BS, doubles all ranges, and adds +30 to I – any target struck must make a T test or acquire a foul suppurating, ulcerating skin disease (T test every 3 days to avoid loss of 1 point of T, when T reaches 0, creature dies).



Adrian Smith

TRYSTAN THE BARD

"When I play the Great Harp on Samain Day I must use my magic, such as it is, to apply the balm of music to all the wounds which have opened since Lugnasad – and we must use ordinary means, too, to speak of friendship and loyalty, to make all those who have nearly succeeded in forgetting Agam's Code to remember its authority."

Trystan is the court Bard at Caer Plennydd. He is very young, only in his twentieth year, and he is perhaps not yet fully grown. Although strong and resilient, Trystan is no warrior and his greatest physical asset is endurance rather than brute force. The Bard is not quite six feet in height, has brown hair and eyes and is fairly nondescript in appearance.

Trystan is regarded with ambivalence by some other Bards of Morien. He is widely thought to have a strong raw talent, but to have been elevated to his position at too tender an age. The role of a Bard is a complex one: he must entertain and inspire the Court with his music but he is also a lay ambassador for the Druidic Order. A Bard has a little magical talent which comes from his Druidic affiliation, and he uses this in his music to impress and influence those who listen to him.

Rather like his King, Trystan is bedevilled by thoughts of his possible unworthiness for his lofty position. But he also suffers nightmares, as he has since childhood, and these are often warnings and omens of future peril. Despite the self-doubt and nightmares, Trystan has a powerful, steely will and is not easily intimidated. He is courageous, inquisitive and very thoughtful.



Adrian Smith

Trystan could be encountered by adventurers in Morien, either at the Court of Plennydd or on his many travels, since he journeys to Druidic circles and other places as his profession demands. But, at the conclusion of Orfeo's tale, Trystan can be found in the Old World, travelling among Sea Elves for reasons explained in the novel. He travels with his wife, the Lady Melicent, who he marries after the events of the main tale. In this later time of his life, Trystan will have gained further profile advances and skills, so two sets of characteristic scores are given for him below, and additional skills which he gains later in life are shown after the initial list.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	47	4	5	10	55	1	58	49	66	71	61	60
4	51	54	4	5	12	64	2	66	49	72	71	61	60

Skills: Ambidextrous, Arcane Language - Druidic, Arcane Language - Magick, Astronomy, Cast Spells - Petty Magic, Concealment - Rural, Consume Alcohol, Dodge Blow, Etiquette, Follow Trail, History (of Morien), Jest, Magical Sense, Musicianship - Harp, Orientation, Public Speaking, Read/Write - Old Worlder (Morien dialect), Scroll Lore, Secret Language - Classical, Sing, Theology, Very Resilient.

Later add: Specialist Weapon - Parrying Weapons, Speak Additional Language - Bretonnian, Speak Additional Language - Eltharin, Story Telling.

Possessions: Fine robes, harp, sword, long bow, staff (D-1), other items as the GM sees fit.

Spells: 7 Magic Points. **Petty Magic:** Gift of Tongues, Glowing Light, Magic Flame, Sleep.

SHIPMASTER THORON

"Kerrmieryon, it means the pursuit of perfection in a chosen task or discipline. We of the Uranai - which you call the Sea-Elves - are not so fixed in our roles as you Humans are, and may follow many kinds of employment in our lifetimes. In all, we are devoted to kerrmieryon, for we are long-lived beings and do not like to be content with a lack of mastery in anything we do."

Shipmaster Thoron is not especially tall for an Elf, standing at 6'1", but his appearance is striking enough. His brown eyes are unusually large and the points of his ears are sloped backwards to a marked degree. Thoron dresses simply for the most part and attends any official functions in black clothing.

His age is hard to estimate, since he has the ageless appearance of many Elves and his skin is weathered and slightly uneven in colour as a result. He is certainly over a hundred years old.

Thoron is the day-to-day leader of the Elves who have been marooned in Morien. He is a cunning and wily Elf, rather condescending to Humans but mindful of etiquette. Even so, a hint of sarcasm or challenge often gives an edge to his utterances. He can be smooth, suave, charming, but he is not to be trusted and has an impulsive side to his character. It gives away little of the novel's story to state that he has designs on the lands of Plennydd, and his attempt to marry Melicent and thus ally himself with the House of Conwy is but one way in which he seeks to extend his malign influence.

Adventurers might meet Thoron and his people in Morien itself, most probably just after their arrival. More readily, they might well encounter Thoron and his fellow Elves in the Old World prior to the events recounted in *Storm Warriors*. In this case, the events which led to the Elves becoming shipwrecked in Morien might proceed somewhat differently - more rapidly, maybe. But the reader must consult Orfeo's tale to be the judge of this.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	61	54	4	4	11	81	2	60	61	70	55	53	62

Skills: Boat Building, Carpentry, Consume Alcohol, Dodge Blow, Etiquette, Fish, Numismatics, Read/Write - Eltharin, Sailing, Seduction, Speak Additional Language - Old Worlder (Morien, Bretonnian, Reikspiel dialects), Specialist Weapon - Fencing Sword, Story Telling, Street Fighting, Strike to Injure, Strike Mighty Blow, Swim.

Possessions: Plain seaman's clothes, black cloak, jerkin, britches and boots, magical amulet of thrice-blessed copper, magical Sword +10 WS which also confers a characteristic gain (+20 to WP, not included in profile above), dagger (I+10, D-2, P-20), minor items as determined by GM.

Special Rules: Night Vision to a range of 30 yards.



Martin McKenna

It is believed in Morien – and in parts of some of the other Isles also – that all Albion was once united in one realm under the rule of the great and good Agam Rund, who had taught his knights a code of honour which all were proud to embrace and to obey. In Morien, that code is carefully preserved, binding the island's kings as tightly as its commoners.

According to the men of Morien, the days of Agam Rund were a time of great druids as well as great kings, and Agam had for his chief adviser a bardic wizard of very considerable power, named Bavian. Bavian had prophesied that while the Code of Agam Rund was observed in the Isles of Albion, there would be peace, prosperity and happiness; but by the time of King Herla those days were long gone. Some said that the prophecy had been spoiled even before Agam's rule came to an end, because Bavian had turned his power to illicit magic, hoping to discover the secret of immortality. The bards of Morien, however, are taught that Bavian did achieve an immortality of sorts, and that he remains a friend to the realms of Albion, ready and able to help in times of distress, provided only that the Code be kept by those he comes to help.

The men of each of Morien's three kingdoms consider that their noblemen keep Agam's Code more faithfully than their neighbours, though each consider their own kingdom least fortunate in terms of its geographical situation. The men of Gwron, in the east, complain that they have ever to contend with the piratically-inclined men of Great Albion across the water. The men of Alawn, in the south-west, think this burden trivial compared with the problem of insistent winds which carry the lowland soil up into the mountains at the heart of the island. The men of Plennydd complain that they have the worst of both worlds, having the wind to face in the west and the isle of Aeryn to the north, from which come boat-borne brigands fiercer by far than any which ever came from the shores of mild and civilized Great Albion.

These differences of opinion give rise to some dissent, but for the most part Morien is a placid isle. The castles of its kings are all built on high ground, and while there are three kingdoms on the island none of the kings dare take an army to lay siege to another lest the uninvolved king be tempted to send his own forces against the castle left unguarded. In any case, Morien has only one good road, connecting Caer Plennydd with Caer Alawn, and that winds through many gorges and narrow passes as it threads its way through the mountains.

Though Morien is by no means rich by comparison with the better parts of Bretonnia or Estalia it is not barbaric; gold and iron are mined in its mountains and the best of its valleys are so rich in coal that its forests can be kept entirely for hunting, because there is no need for the labour of charcoal-burners. Despite the natural poverty of the soil the lowlands grow good wheat, because the farmers take care to manure their fields by ploughing in seaweed which grows in great profusion on the western coast. The farmers in the lowlands also keep pigs descended from the wild boar of the forests, while the hillmen keep sheep whose fleeces are exceptionally thick, and which therefore produce excellent wool. These resources are the treasure of the three nations – but they all require to be moved and marketed, and in a land without navigable rivers roads are very precious things, whose closure inevitably creates hardship. For this reason, the friendship of Plennydd and Alawn is a very precious thing – a treasure in its own-right – and the kings of each nation are ever eager to marry their daughters to the princes of the other. Herla was some months short of his twenty-first birthday when he became king of Plennydd, but he was already betrothed to Morgana, the younger daughter of the King of Alawn.

At the time when Herla's father first sickened, the noble families of Plennydd provided sixty-one knights of an age to bear arms. Only one of the sixty-one – Moraint the son of Hywel, of the house of Heilyn – was younger than Prince Herla, and there was a good deal of whispering about Herla's unfortunate lack of years in the corridors of the court and in the ringholds from which the



noble families supervised their lands. These whispers argued that although the prince had demonstrated his swordsmanship in the tournament, and his courage in the hunting field, his judgment and cleverness were less certain. Some doubted that he had the cunning to outwit the wily kings of Alawn and Gwron in the games of diplomacy which monarchs must play.

These anxieties were increased because Plennydd had lost its old bard less than a month before the king took to his bed. The new bard, Trystan – though he was a Plennydd man and had been a boyhood friend of Prince Herla – was looked upon with some suspicion because he had not been nobly born. The Bardic Order had augurs and seers who were normally trusted to know what they were about, but there were many in Plennydd who could not help but be uneasy about Trystan's elevation to such an office at such a tender age. That he had a prodigious talent for musical magic no one doubted, but there were those who muttered that raw talent was not wisdom.

A few, in seeking to be scrupulously fair, expressed the hopeful opinion that a young king and a young bard might grow old and wise together, and become a partnership so rich in skill as to be indomitable when Gwron and Alawn passed into younger hands; but not many men can set aside thoughts of tomorrow in favour of hopes for more distant times, and so anxieties came to triumph over optimism in the hearts of Plennydd's noble subjects, even before Herla was crowned. Had it been otherwise, the course of this story might have been different, but destiny is destiny and cannot be questioned or denied.

– extract from *Storm Warriors* by Brian Craig



KEREWAN THE WIZARD

"The best result is one which must often be gained by stealth and cleverness instead of brutal honesty. It is the way of the world."

Kerewan is the true leader of the Elves, a wizard of considerable power, although he eschews the title of wizard and claims that his people have no specific term for wizard.

His age, rather like that of Thoron, is hard to estimate from his appearance, but he is probably very old. His skin is sallow, his face angular, his nose hooked and beak-like, his eyes small and lined, and his hair thin and brittle. He is fastidious about his appearance, favouring a grey cloak decorated with silver threading which is formed into patterns like downward-pointing arrowheads, with a pale fur trim. His wizard's staff is made of white wood and decorated with crystals.

Kerewan is a highly intelligent, cultured Elf. He also has a range of diverse skills. As wizard, musician, historian, and more besides, he is the true embodiment of *kerrmieryon* and an amazingly fast learner of new skills.

Although he is a corrupted soul and espouses decadent principles, he is not without personal honour. It is Kerewan who stays Thoron's hand from impulsively reaching for his sword at one particular feast – the wizard has the far-sightedness to see that this would result in the death of all the Elves in the long run, even if Thoron could triumph for the moment.

Kerewan is the driving force behind the ambition of the Elves to extend their influence and dominion over Morien. His ways and wiles are indeed those of stealth and cleverness rather than brute force. He is all the more dangerous for this very reason.

Kerewan enjoys the company and conversation of wise and intelligent people, although he likes to be malicious and to enjoy dominance over others through the force of his mind. He has little time for those without some special talent such as music, magic or some artisan's skills.

Kerewan could be encountered by adventurers almost anywhere in the Old World. If met he should be the major focus for an adventure (or even a campaign). He could be up to almost anything: he could still lead his group of Elves, he could be working alone, he might have some other dangerous retinue of lost souls with him. Whatever it is that he's engaged in, it will ensnare adventurers in a mesh of intrigue and uncertainty.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	38	36	3	3	9	91	1	62	74	80	72	71	68

Skills: Arcane Language - Magick, Astronomy, Cast Spells - as listed below, Charm, Consume Alcohol, Daemon Lore, Etiquette, Herb Lore, History, Identify Magical Artifact, Identify Plants, Identify Undead, Linguistics, Magical Awareness, Magic Sense, Manufacture Drugs, Meditation, Musicianship (Harp, Lute), Prepare Poison, Public Speaking, Read/Write - Eltharin, Read/Write - Old Worlder, Rune Lore, Scroll Lore, Secret Language - Classical, Sing, Speak Additional Language - Old Worlder (Morien, Bretonnian, Estalian, Reikspiel, Tilean dialects), Theology.

Possessions: Magical cloak of toughness +3 (3APs, all locations), magical staff (D -1) with the properties of an energy jewel (9 MPs) and resist fire, potion of healing in a small silver flask, scroll of 3 level 3 Battle Magic spells (Cloak of Darkness, Dispel Magic, Enfeeble), mundane items as determined by the GM.

Special Rules: Kerewan has Night Vision to 30 yards.

Spells: 31 Magic Points.

Petty Magic: Curse, Gift of Tongues, Dispirit, Magic Alarm, Sleep, Zone of Silence.

Battle Magic 1: Aura of Resistance, Cause Animosity, Cure Light Injury, Flight, Mental Duel, Steal Mind, Wind Blast.

Battle Magic 2: Cause Frenzy, Mystic Mist, Zone of Sanctuary, Zone of Steadfastness.

Battle Magic 3: Cause Stupidity, Cloak of Darkness, Dispel Magic, Dispel Aura.

Elemental Magic 1: Assault of Stones, Zone of Hiding.

Elemental Magic 2: Move Object, Part Water.

Elemental Magic 3: Raise Stone, Shape Stone.

Note: Treat Kerewan's Level 3 Elemental spells as unique spells known only to this (and maybe a very few other) wizards. The following notes give you a brief explanation of the spells:

Raise Stone allows Kerewan to raise a block of stone of up to 20 cubic feet per MP by up to 10 feet above the ground per MP (so lifting a 50 cubic foot stone 30 feet into the air would cost $2.5 \times 3 = 8$ Magic Points, rounding the fraction up).

Shape Stone allows the spellcaster to treat one section of stone up to 8 yards long as if it were putty in his hands for 1 hour per extra MP expended (it costs 8 MPs to cast the spell on the section to begin with). These spells are used by Kerewan to raise and sculpt the stone fortress which the Elves construct on their appearance in Morien.

CONFRONTATION[®]

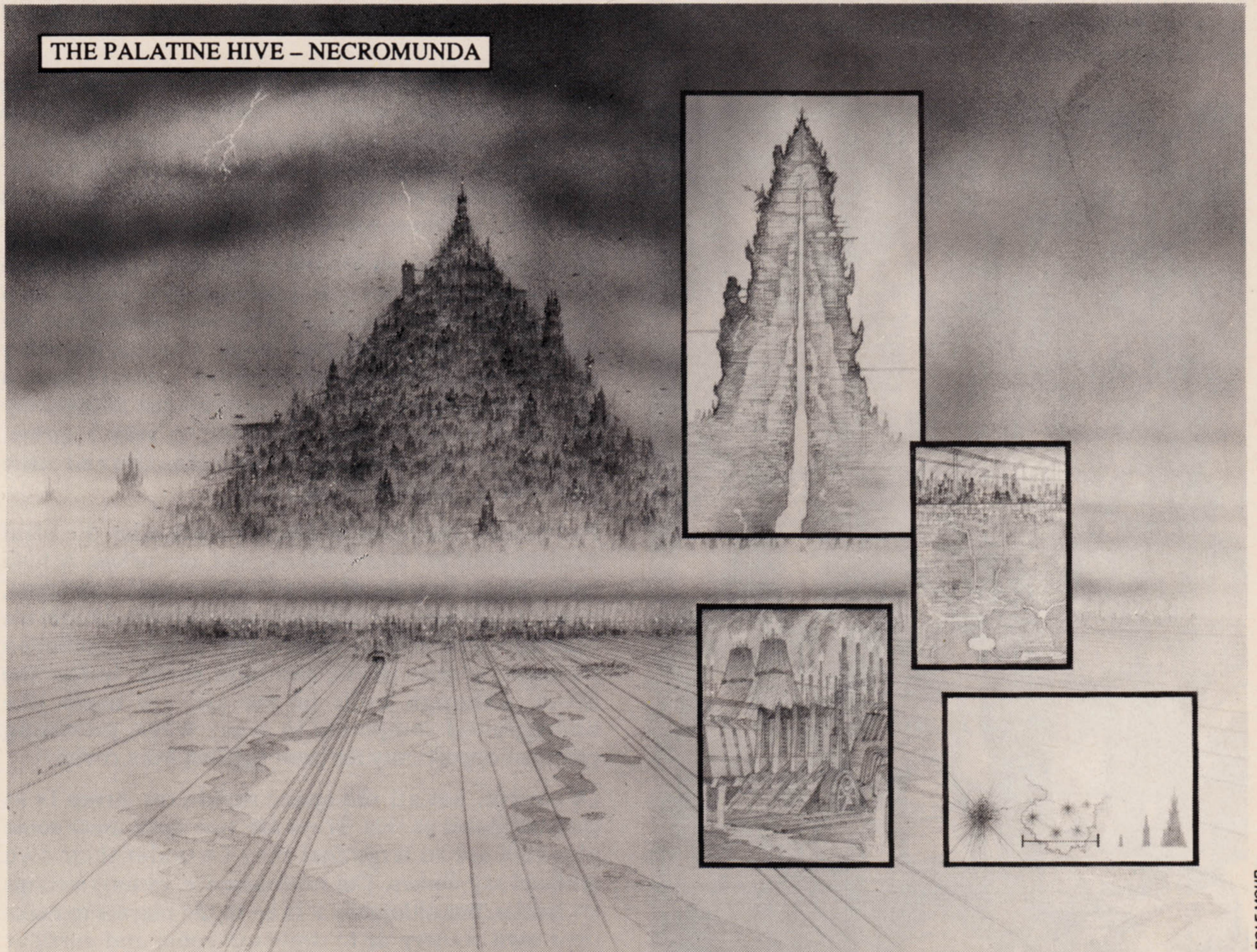
This month we continue with our serialised role-playing skirmish game Confrontation. Having discussed the background to the planet Necromunda, and having described the process of creating your own Hive World Gang, we now reach the tabletop combat game rules. The entire game rules are too long to print all at once in White Dwarf – they'd easily fill a whole issue leaving no space for anything else. What follows therefore is the first part of the Confrontation game rules; the second part of these rules will be published in the next issue, space permitting.

There are, of course, many aspects to the game rules which have yet to be described in full: the weapons, armour, and various kinds of special devices, for example. As most of these common to both Confrontation and Warhammer 40,000, we assume that players will have a good idea of what they are.

A Boltgun or Lasgun, for example, will be instantly familiar to any Warhammer 40,000 player. These game rules do provide stats and other details needed to use these items in the game, but don't include descriptions or the more detailed rules. These are covered in the sections on *Weapons and Equipment* which will be published at some point in the future.

We hope you enjoy playing Confrontation at this pivotal point in its development. Although we feel the game is just about ready, we know that until it has been thoroughly played it can't be considered complete. This is why we'd appreciate some feedback. Some players will inevitably discover a need for new rules or interpretations in the course of their games. This is, of course, part and parcel of games development, so we hope you will improvise where necessary and write to us with your suggestions and comments.

THE PALATINE HIVE – NECROMUNDA



ROLF MOHR

COMBAT

Confrontation is probably unlike any other game you have ever played. In many ways it is very demanding, which is hardly surprising when you consider its vast scope. We have set out to create a world where the player represents a single fighting gang and in particular that gang's leader.

In Confrontation you can do anything you like - but it is entirely up to you whether you survive and prosper or are cut down in your first skirmish. Players used to Warhammer 40,000 will find many things that are familiar including much of the weaponry and other equipment. However Confrontation demands a wholly different style of play if you want to avoid an early grave - or an early trip to the local Necromundan recycling mortuary.

Broadly speaking the game works as follows. You create a gang and gang leader (you) using the rules, and your fellow players create their gangs in the same way. Gangs are presented with various short term objectives or missions by the narrative generation system. Each of these objectives is resolved as a tabletop wargame between the rival gangs. As the gangs fight game after game they become increasingly experienced, which is reflected by increases in the game characteristics of the surviving members.

As gangs gain prowess they also attract more followers and may acquire wealth which they can trade for more and better weapons. There is no point at which one player can be said to have won and indeed this is not really the objective of Confrontation. The idea is simply to survive and to advance your gang in terms of its size, its weapons, and the quality of its members. The bigger and better your gang the better placed you are to take on yet more dangerous opponents in the hives of Necromunda!

The tabletop wargame pitches gang against gang. As even the largest gang will contain relatively few models compared to, say, WH40K armies, Confrontation games will tend to be far smaller affairs than full scale WH40K battles. These smaller games are called *skirmish wargames* because they simulate small skirmishes rather than huge battles. The idea of a skirmish wargame is that it should be as realistic a portrayal of combat as possible, and like real combat it is dangerous! Just as in real life you wouldn't stand up in the open in front of an enemy who was shooting at you, so in Confrontation you must treat situations as if they were real. Players who are used to fighting huge battles 'to the death' will have to come to terms with the notion of limited objectives.

When a Confrontation gang fights it will usually have some specific aim in mind - which might be to rescue someone, capture a specific piece of equipment, plant a bomb in an enemy's base, or one of an infinite number of possibilities. You must remember this objective when you fight, and must work towards it in the game.

Should your position become untenable, such that there is no way you are going to achieve your objective, then you are advised to cut your losses and retreat from the conflict. Remember also that should you lose too many of your gang achieving an objective you will be in a sorry state for your next fight, so don't just throw away the lives of your men in order to win a game. Sometimes it is better to fail in your objective and retire with your gang more or less intact.

Fortunately the hives of Necromunda offer the ideal battleground for small actions and ambushes. A hive contains thousands of miles of cluttered corridors, many thousands of abandoned and debris strewn chambers, and endless connecting tunnels, ventilation passages, service ducts, and light shafts. In fact the hives, although built in the air, are more like underground complexes in many ways, providing plenty of opportunity for close fighting from cover.

Of course, not all the space inside the hives is as claustrophobic as this. There are vast open areas some of which are so large that they lie under their own artificial sky domes. The rules describe various settings for battles, but ultimately it is up to the players to make their own scenery or to draw out room and corridor plans to fight on.



MARTIN MCKENNA

When designing a battlefield it is vitally important to provide lots of cover for the combatants, and you will get better at this as you play more games. Remember that Confrontation is a game of careful tactical positioning, where you can force the enemy from a strong position by concentrating your fire to flush him out, or working your way carefully round his flanks. Obviously this is only possible where there is sufficient protecting cover.

If you play Confrontation in a realistic manner you'll find that your gang sustains few casualties and that even losing sides will suffer few losses. The rules are constructed so that anything you can do in real life you can also do in the game.

Obviously space doesn't permit us to describe and provide rules for every conceivable thing a person might attempt to do, although we have provided specific rules for a great many of the most common actions that may take place during a normal game, such as shooting, moving, changing ammunition clips, shouting orders, and so on. Other actions are described only in broad terms and it is left up to the players to adapt this information as necessary.

This is where Confrontation is more demanding than most games - you must use your own common sense and imagination to decide how long it might really take to perform certain actions, or what your chance of success might be.

Because of this it is recommended that a third player acts as umpire or referee, and adjudicates in situations where the rules provide only general guidelines. In fact two reasonably minded players should be able to cope with most situations without the aid of a referee, but it is always helpful to have someone else to look up rules, control the play sequence, and sometimes to make secret dice rolls.

Confrontation can be as sophisticated as you want to make it. The published rules provide a broad outline or framework for you to expand. The infinite wealth of detail that is Necromunda is for you to invent and adjudicate.

We think Confrontation is the most challenging and exciting game we have ever played - but we acknowledge that its massive scope leaves much up to the players. For this reason we consider it to be a game for dedicated game players - a game for experienced and intelligent people who aren't afraid of throwing the rule book away and making up their own rules when necessary.

GAME EQUIPMENT

All you need to play are the rules in this book, a number of painted model gang fighters, one or more expanding tape measures, pens or pencils and note paper to record game details, and a number of dice as described below. You will also need a table or area of floor on which to play the game and suitable model scenery - although much of this can be improvised using boxes, card corridor sections or pieces of polystyrene to create walls and large buildings.

SCALES

Confrontation is based on a real model to ground scale. This means that all weapon ranges and the speed at which a man can move are based on the notion that the model gang member is a real person shrunk down to about an inch high. This means that 1 inch on the tabletop represents about 2 metres of real distance. In the combat rules distances are given in metres and also in tabletop inches for extra clarity. Although it might initially strike players that this mixture of Imperial and Metric measurement is rather odd, it does serve a useful purpose. *Real* distances are always described in metric measurements while imperial units are used to describe tabletop distances. So, for example, 12 tabletop inches = 24 metres.

DICE

This game uses a mixture of dice from six sided (D6), 12 sided (D12), ten sided (D10), and the percentage dice or D100. The D10 and D12 are rolled like a normal six sided dice, but give results of between 1 and 10 and 1 and 12 respectively.

The D100 is a convenient way of rendering a percentage chance into a dice roll, hence its alternative name of *percentage dice*. The D100 is not one dice but two, each marked 1 to 10 although 10 is usually represented by 0. The dice must be two different colours, one to represent 'tens' and the other 'units'. For example, if we let red be tens and white units, a roll of red 6 white 4 equals a score of 64, a score of red 0 and white 7 equals a score of 07 (seven). A score of red 7 and white 0 equals a score of 70, and a score of red 0 white 0 equals 100.

Using a D100 it is possible to generate a number of anywhere between 01 and 100. When rolling a D100 against a percentage chance, a roll of equal to or less than the required percentage chance equals success. A score of more than the percentage chance equals failure. For example, if the percentage chance of scoring a hit is 54, then a score of 67 is a miss, and a score of 24 is a hit.

Dice are indicated by the letter D and the number of sides, eg D6, D10, D12 and D100. This saves space in the text and allows us to fit dice rolls into the charts. There are instances in the rules where you are required to roll a series of dice, adding or multiplying the scores or making other modifiers to the scores. These are indicated by the conventions shown below.

- | | |
|---------|---|
| 5D10 | Roll five D10s (or one D10 five times) and add the scores. |
| D10x5 | Roll a D10 and multiply the score by 5. |
| D10xD10 | Roll two D10s and multiply the scores together. |
| D6+1 | Roll a D6 and add 1. |
| 2D6+1 | Roll two D6s, add the scores together, then add 1 to the result. |
| 2(D6+1) | The presence of brackets indicates that this part of the calculation must be made in isolation before other multipliers are made. In this case roll a D6 and add 1, then multiply the total by 2. |

CHARACTERS

Each model in the Confrontation game represents an individual character. Certain characters are tougher than others: some are battle-hardened veterans while others are raw recruits who have yet to prove their worth to the gang.

A typical fighting gang will include raw recruits as well as hardened veterans, and will encompass characters with a wide variety of skills and accomplishments. Your gang is unique; you are its leader and its most powerful character. This does not mean you are necessarily the best shot, the best fighter, or even that you have more special skills than anyone else - although the chances are that you will have the best all round abilities. Most of all you have the quality of leadership. You have what it takes to survive, to inspire loyalty and confidence in your followers, and to provide for them in a dangerous and hostile world.

CHARACTERISTICS

Characters vary and can differ from each other very markedly indeed. Some are better at hand-to-hand combat, others excel at shooting, some may even be rather bad at everything. Your gangs are like a family and you should protect their less experienced members until they are strong enough to look after themselves. Players who treat the least experienced gang members like worthless cannon fodder will quickly find their gangs shrinking in size and eventually dwindling away to nothing.

Each character's abilities are defined in terms of three characteristics: initiative, weapon skill and ballistic skill.

Initiative (I) defines a character's reactions, agility and general awareness. For game purposes initiative is expressed in numerical terms. The higher the initiative the sharper the character's instinctive reactions and the greater his ability to make snap decisions. A character with a naturally low initiative, say 3 or 4, will be slow witted, a bit clumsy, perhaps rather easy to distract or confuse. However, a low initiative score may simply reflect the character's inexperience. A character with high initiative, say 18 or more, is quite the opposite: quick witted, agile and decisive - the ideal gang leader in fact.

Weapon Skill (WS) defines a character's ability to fight at close quarters. Although this ability is called weapon skill, in fact it relates to unarmed fighting ability as well as the character's competence with hand-to-hand combat weapons. Like initiative, WS is expressed numerically: the higher the WS the better fighter you are. A character with a low WS, say 30-50, is a relatively poor combatant, perhaps rather weak, lacking in aggression or simply inexperienced. A character with a high WS, say 100 or more, is a tough, hardened and experienced fighter.

Ballistic Skill (BS) defines a character's ability to shoot or throw accurately. This is important, as most combat takes the form of shoot-outs with pistols and heavier firearms. As with initiative and WS, BS is expressed numerically. The higher a character's BS the better shot he is. A character with a BS of 70 or 80 is considered to be a rather poor shot who will probably miss most of the time. A character with a BS of 170 or more is astonishingly accurate - woe betide anyone foolish enough to give him a clear shot!

OTHER SKILLS

There are skills other than weapon skill and ballistic skill which further define specialist knowledge or abilities, for example a character's medical abilities or his ability to fast draw a weapon from its holster. These special skills are not common to all characters, so they are left for the moment and we shall return to them later in the game rules.

PRESTIGE

Every character also has a prestige value which reflects his personal standing in the gang. Characters who have fought well for the gang over many battles will have a high prestige value, while young, unproven newcomers will have a relatively low prestige.

The prestige value of the gang member establishes a pecking order within the gang. The leader has the highest prestige of all!



GROUP COHERENCY

Even the roughest and most ill-disciplined gang has its internal organisation in which characters occupy a pecking-order based on their relative prestige. When it comes to a fight, the gang may divide into groups of two, three or more characters. For example, one group might confront the enemy while another tries to work round to their rear.

Junior members of the gang are most easily kept in line by their more experienced comrades, so each fighting group will usually be led by an experienced gang member or by the gang leader himself. Normally, only the gang leader is allowed to fight alone and not as a member of a larger group. There are exceptions to this rule however, as we shall see later.

GROUPS

Groups are ad hoc divisions of gangs which enable them to best approach a given conflict. Before the tabletop battle each player can split his gang into one or more groups. This division has no long standing value and applies only for that game - in the next game you can adopt an altogether different division if you want.

Each group must contain at least two models. The member of the group with the greatest prestige value is automatically its leader. Should a group's leader be slain or rendered non-combatant, the character with the next highest prestige automatically takes over. Prestige is therefore important, because it indicates the group's willingness to follow and obey its leader. Prestige is discussed in far greater detail in the Gangs section.

Models comprising a group must remain close to each other at all times - this is what makes them a group! If any model from the group finds himself more than 6" away from at least one other group member at the start of his own turn then he must rectify this during his turn as described below:

The character must move to within 6" of another group member. If doing so would involve moving across open ground known to be covered by enemy fire, or if it is impossible to move within 6" of another group member, then one of the following rules applies:

If the character is behind cover he will remain stationary. The model may not move at all unless an enemy model is within 6", in which case the character may move away from the enemy.

If not in cover the character must move to the nearest cover within 6". If no such cover is available the model may either remain stationary this turn or move away from the enemy - he may not move towards the enemy.

CHANGING GROUPS

Players can merge, divide or rearrange groups during the game if they wish, although this often indicates a rather poorly thought out initial plan. Sometimes it may be necessary to change your gang's organisation to meet some specific threat or a sudden disaster - but generally speaking it is best to avoid such drastic changes.

In order to divide a group into two or more smaller groups the group leader must first give the appropriate instructions. He would say something like 'Jaek and Ellwud, you two go to the pipeline. Bruw and Berth you give covering fire from here. Jeem, you and me will take them from the front.'

It will take up time for the group leader to give these instructions.

In the game time is expressed in terms of *actions*. Something which takes only a very short time, such as speaking 5 words, might take just 1 action representing between 1 and 3 seconds of real time. Dividing a group into new groups will take the group leader 2 actions or the equivalent of speaking 5 words. This is actually very fast, but we assume that Necromundan gangs are highly efficient at issuing and obeying instructions of this kind - after all their lives depend upon it!



MARTIN MCKENNA

GROUP COHERENCY

To merge two or more groups together, or to rearrange existing groups into new groups, all the group leaders must be within 4" of each other at the start of the procedure phase. Each of the group leaders must issue instructions taking at least 2 actions during their own turns. The player may then reorganise the models from the groups as he wishes but note that their tabletop positions do not change, and it may be necessary to move characters into position over their following turns.

A group reduced to a single model may merge with any other group by moving to within 6" of any group member. The process is automatic and does not take any time or impose any restriction on the larger group. This represents the odd straggler finding and joining his friends.

ROGUE CHARACTERS

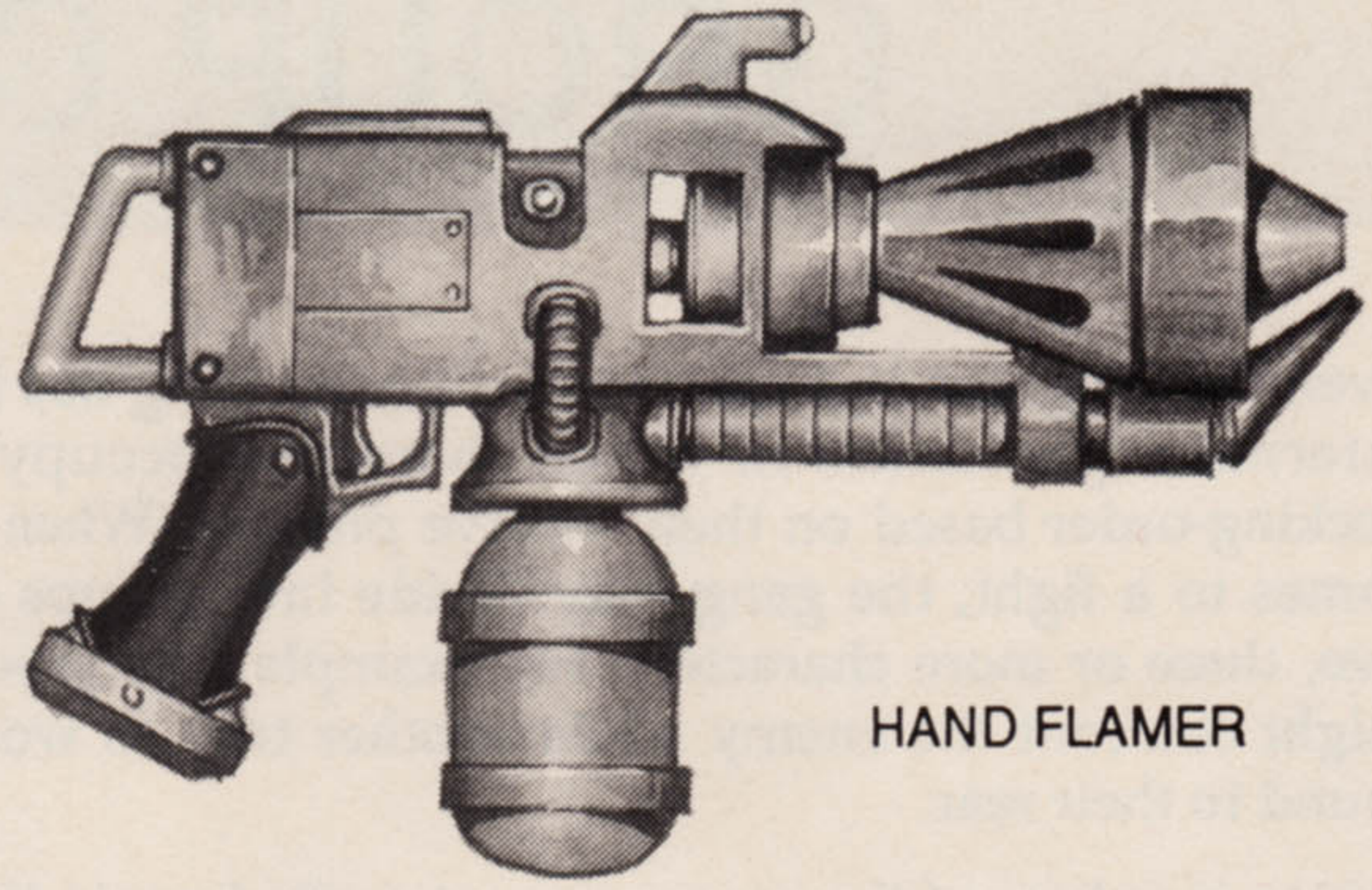
Although we have said that only a gang's leader can operate independently, this is not strictly true. A character with the special Rogue skill may also operate independently, and may also part company from a group he is with at any time he wishes - this is explained more fully in the Gangs section.

GROUP MORALE

Groups are very important because the fighting qualities of the group's members will determine how willing it is to fight and so how likely it is to achieve what you want of it. The leader of the group is an especially important figure because he holds the group together - as long as he keeps his nerve then so will his men, but if he runs away or fails to advance then the whole group becomes effectively useless.



MARK GIBBONS



HAND FLAMER

The group morale rules are designed to stop players treating their characters as if they were unfeeling robots. Your gang members are human after all, and their willingness to fight may be seriously reduced if they sustain casualties. Any group which loses over half its number, either killed or seriously wounded, is considered to be 'shaken' and will not move closer to the enemy. If a shaken group sustains any further casualties, either killed or seriously wounded, a test will be necessary to see if the characters continue to fight. Roll a D6 and add the group leader's prestige.

- 2-8 The group loses its nerve and moves away from the enemy. The group does not stop until it leaves the tabletop. If enemy lie between them and escape they will surrender.
- 9+ If in cover the group may remain where it is but may not advance. Otherwise the group must retreat to cover, or, if impossible, from the tabletop. If enemy lie between them and escape they will surrender.

A shaken group can be rearranged with other groups as described above. However, any newly formed group containing more characters from the shaken group than characters from the non-shaken group is considered to be shaken. Merging groups is not therefore a solution to solving poor morale!

Assuming that the shaken group merges with a group that is at least as large as itself the shaken models are restored to full effectiveness and are no longer considered to be shaken - their courage is greatly bolstered by the presence of friends.

GANG LEADER MORALE

The gang leader model represents the player himself, and is not subject to any of the rules governing morale and organisation. The gang leader cannot be shaken, and can always act without recourse to the coherency or morale rules, regardless of any risk to his personal safety. As the gang leader your life is in your own hands!

GAME SEQUENCE

The combat game is played by means of a series of *game sequences*. Every game sequence is divided into a *procedure phase*, a *turns phase* and a *hand-to-hand combat phase*. These three phases are played in the following order.

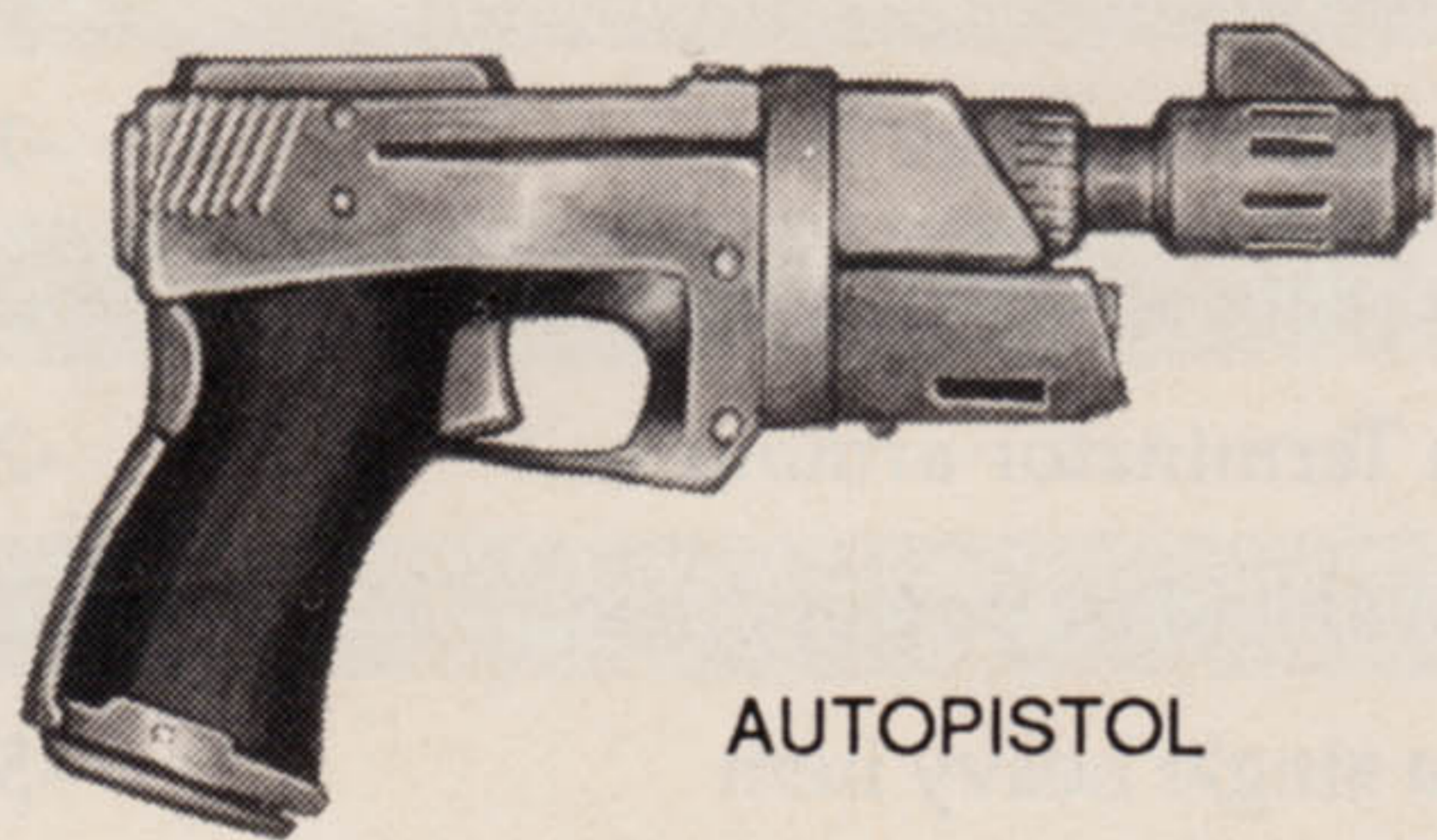
- 1 Procedure phase
- 2 Turns phase
- 3 Hand-to-hand combat phase

THE PROCEDURE PHASE

During the procedure phase one of the players, or the referee if one is available, sees to it that any necessary procedural requirements are attended to. For example, the movement of smoke markers resulting from smoke grenades thrown during the previous game sequence. In the body of the rules we shall mention other instances when a dice roll or test must be made during the procedure phase.

THE TURNS PHASE

The turns phase is called such because in this phase each character takes an individual turn. The turns phase is described in detail in the following section - but to summarise, characters take individual turns one after the other. So, if there are 8 models on the tabletop there will be 8 individual turns, if there are 17 models there will be 17 individual turns, and so on.



AUTOPISTOL



STUB GUN



The character with the highest initiative has the first turn, followed by the character with the next highest, then the next highest, and so on until every character has taken a turn.

To keep track of individual turns within the turns phase one of the players or the referee should count down aloud from the highest initiative downwards. Each model takes its turn when its initiative is called.

The way Initiative governs the turn order, and the way it is affected by cumbersome burdens, wounds, etc are covered in detail in the next section.

During his individual turn a character may perform 4 *actions*. Actions are discussed later in detail. For the moment it is sufficient to know that actions are convenient segments of time - each action representing approximately 2-3 seconds. A character's turn corresponds to approximately 10 seconds of real time. Typical actions include moving, firing weapons, and throwing grenades. The results of a character's actions are worked out immediately.

HAND-TO-HAND COMBAT PHASE

Once every character has taken his individual turn it is the hand-to-hand combat phase. During this phase all models engaged in hand-to-hand combat fight. Models may become engaged in hand-to-hand combat during the turns phase, or may begin the game sequence already engaged, as described in the hand-to-hand combat rules.

THE TURNS PHASE

During the turns phase each character model takes an individual turn, one after the other. This means that if there are 12 models on the tabletop there will be 12 individual turns, if there are 20 models there will be 20 individual turns, and so on.

The character with the highest initiative has the first turn, followed by the character with the next highest, then the next highest, and so on until every character has taken a turn.

To keep track of individual turns within the turns phase one of the players or the referee should count down aloud from the highest initiative downwards. Each model takes its turn when its initiative is called.

If two or more characters have the same initiative value, players will find it most convenient to agree who should go first. In situations where it is obviously important who goes first, players may roll a dice - the highest scoring player may then choose to take the turn before or after his opponent.

INITIATIVE MODIFIERS

The initiative of a character is modified if the character is carrying certain weighty items, if the character is wounded, and under other circumstances as indicated in the rules.

These modifiers will affect the initiative value of the individual characters and therefore affect when models take their turn during the turns phase.

Players will note that even quite small items of equipment can seriously reduce a model's effective initiative value - even reducing it to below zero in many cases. This is quite intentional and emphasises the impracticality of over-equipping gang members when often what is required is speed and agility rather than firepower.

The chart below illustrates some typical penalties, but is not exhaustive by any means. For complete details of weapons and equipment see the Armoury section.

INITIATIVE MODIFIERS TABLE

Situation	Penalty	Situation	Penalty
Knife	0	Each light wound suffered	-4
Sword	0	Each serious wound suffered	-10
Pistol	0	Wearing a helmet	-3
Basic type weapon (eg lasgun)	-3	Wearing a power armour suit	-3
Heavy weapon (eg auto-cannon)	-5	Wearing flak armour	-2
Batch of up to 5 micro grenades	0	Wearing a mesh armour vest	-1
Batch of up to 5 missiles for missile launcher	0	Wearing a plate armour breastplate	-2
Batch of up to 5 standard power packs	0	Wearing a Terminator-armour suit	-2
Batch of up to 50 rounds of bolter, shuriken or conventional ammunition	0	Carrying a shield or powershield	-2
Batch of up to 100 needler shots	0	Carrying a single heavy item	-5
Batch of up to 5 total of flamer, webber or webber solvent canisters	0	<i>This is a loose category which includes any object weighing between 20-50 kilos; a medi-kit for example</i>	
Up to 1 normal grenade	0	Carrying up to 5 small objects	0
For each item carried if more than 1	-1	<i>This is a very broad category which includes objects such as a communicator, respirator, scanner, separate infra or photo goggles, and argeter.</i>	
		If carrying more than 5 small objects - each extra 1-5 objects carried.	-1

If the character carries one of the above weapons either in his hand or about his person he suffers the penalty shown.

If the character has more than 1 of these items he suffers an additional penalty of -1 for each item carried. Eg, if he has 2 swords, the penalty is -2; if he has 5 micro-grenades, a pistol and 50 rounds of bolter ammo his penalty is -3

A total of 12 objects therefore imposes a penalty of 2.

All penalties are cumulative, so a character with two light wounds and a serious wound suffers a total initiative penalty of -18. If his original initiative was 14, for example, it is now -4. Players note down the penalties of their individual characters and must make a record of any changes due to injury or whatever.

Note that in the case of a character carrying more than 1 weapon, an additional -1 penalty is applied for each weapon carried - this does include the first weapon. Similarly a -1 penalty is applied for each batch of unloaded ammunition or grenades.

Loaded ammunition is considered to be integral to the weapon. The notable exceptions are a single knife and up to 100 needler shots, either or both of which may be carried in addition to other weapons without additional penalty. So a character with two pistols suffers a penalty of -2 (0 for the first pistol, 0 for the second, and -2 for carrying two weapons). A character armed with a pistol and 3 microgrenades also suffers a penalty of -2. If he were carrying a lasgun (a basic sized weapon) and was wearing a helmet as well, his penalty would be increased to -9 (-3 for the lasgun, -1 for a third weapon, and -3 for a helmet).

Note that it is possible, and indeed quite common, for a character to have a negative initiative. This does not prevent a character from taking his turn as normal, although it does mean he will tend to act last. When the player counting down the turns sequence reaches zero he simply continues down using negative numbers until every character has taken a turn.

DELAYED TURN

A character may choose to forgo his turn when his initiative is called. The character may then take his turn immediately before any other character. As the initiative countdown is called, the delaying player interrupts to take his turn. Once the character with the lowest initiative has taken his turn, any model which has not yet taken a turn has one last final chance to do so before the hand-to-hand combat phase. This represents the fact that a character who is particularly alert may always defer from acting in favour of 'choosing his moment'.

SNAP FIRING

The normal turns phase allows faster and more experienced characters to take precedence over others, but it is possible to shoot a weapon much more quickly than normal by simply not bothering to aim very accurately. This called *snap firing*.

Snap firing is very chancy but sometimes useful. It is not something which players are recommended to do too much. Any character has the option to make a single firing action at any time before his initiative level is called even though it is not yet his turn. The player simply interrupts the normal sequence and declares his character is snap firing. His chance of hitting is halved and the model misses its turn of the current sequence. Remember that a character can only do this *once* before his turn.



Players should note that snap firing can and usually does happen during another model's individual turn. However, a snap firing may not interrupt working out an opponent's firing result once a shot has been fired. This exception is intended to prevent players snap firing as soon as it becomes obvious their character has been badly hit - which would be merely exploiting the rules in an unrealistic manner.

EVADE

If a character is shot at before his own individual turn he can throw himself down to the ground or roll to cover within 1m (1"). This is called an *evade*. The model misses its turn of the current sequence. A model may also evade during his individual turn if another character snap fires at him. Once the model has evaded his turn is ended, and any remaining actions are lost.

A character who evades is still shot at, but all chances of hitting him are halved for the duration of the current turn sequence. Once the model has evaded it cannot evade again that game sequence.

SAME INITIATIVE

If two or more characters have the same initiative, it is most convenient for the players to agree who should move first. This can be done in any of several ways. For example: by deferring to the player who speaks first, both players taking their turn at the same time, or simply by alternating from one game sequence to the next. In situations where the turn order is important, players may roll a dice and the highest score(s) may choose to go before or after their opponent.

ACTIONS

During the Confrontation combat game each model can accomplish in his individual turn what a real person could do in about 10 seconds. A character can actually perform up to 4 separate actions during this period - each action taking approximately 2-3 seconds. Note that a character does not have to perform all 4 or any actions if he does not wish to do so - obviously the character can just do nothing if he prefers.

This broad framework of 1 action equals 2-3 seconds is the backbone of the entire Confrontation combat game. Within this framework you can provide rules for any activities which a real person could do in real life. For example if you know that it takes you about 10 seconds to open a can of baked beans you know that it will take your character the same time - 4 actions, to use our game terms. Of course there are no cans, can-openers or even baked beans on Necromunda, but there are many other everyday items which your characters might wish to use, examine, dismantle, repair; put in their pockets, and so on.

FREE HANDS

Don't forget that Confrontation is supposed to be a very realistic portrayal of combat. A model must therefore be in a position to attempt an activity before he is allowed to do it. For example, a model must have at least one free hand in order to pick up or fire a weapon. Similarly a model must have at least one hand free if he is to open a door. It's no use charging at an enemy-held building with a pistol in each hand and being surprised to find that you can't open the door without dropping one of your weapons!

The following list tells you how long it takes to accomplish the most common activities which players will want to perform during the game. While the list is fairly long it cannot hope to cover every possibility. Where players find that they want to do something not covered by the list then you must decide for yourself how long it will take by comparing it with other activities.

ACTION COST TABLE

1 ACTION: It takes 1 action to accomplish any one of the following:

Walk up to 3m over open ground	Firing six shots - fully-automatic [†]
Run up to 6m over open ground	Firing one shot - single shot non-automatic [†]
Crawl up to 1m over open ground	Throwing a grenade [†]
Drag a human sized load 2m	Switching an energy field defence on or off*
Walk through debris, sludge, or in buildings up to 2m	Operating any hand-held item such as a scanner
Walk or crawl through dense wreckage up to 1m	Drawing or putting away a weapon other than a heavy weapon*
Dive to a prone position within 1m	Taking out a grenade, new magazine, power pack, ammo canister or other hand-held item*
Kneel from a standing position	Ejecting spent magazine, power pack, or ammo canister*
Kneel from a lying position	Picking up a hand-held item from the ground, a table, etc*
Lying from a standing or kneeling position	Speaking up to 5 words of command or instruction*
Standing from a kneeling position	
Resting a weapon	
Aiming a weapon	
Firing two shots - semi-automatic [†]	

2 ACTIONS: It takes 2 actions to accomplish any one of the following:

Lifting or put down a large object up to 50 kilos	Taking up or stowing any heavy weapon
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4 ACTIONS: It takes 4 actions to accomplish any one of the following:

Taking a hand-held item from a dead, wounded or knocked out model	Reloading or fitting a new magazine, power pack or fuel cell to a weapon or piece of equipment.
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* May be combined with a walking action. † May be combined with a walking or running action.



COMBINED ACTIONS

A walking action may be combined with one other action marked with an asterisk or a dagger and this is treated as a single action. For example, walking and ejecting a magazine, walking and firing, and walking and drawing a weapon.

A running action may be combined with a firing or throwing action in the same way, but not with actions marked with an asterix.

DIRECTION OF FACING

A model may change its direction of facing once, or pivot on the spot once, as part of any other action. A model which moves may change its direction of movement any number of times during its move, eg zig-zag or move in a curve, and this doesn't affect its ability to then pivot before or after its move. Note however that models are generally considered to move forwards, so a model which turns and moves may not then turn at the end of its movement as part of the same action. A model which wishes to pivot without performing any other action may do so, this is considered to be 1 action.

DROPPING ITEMS

A character may drop any hand-held item at any time. This does not count as an action and immediately frees the hand to take up another item. This is very useful, but don't forget that you've dropped the item: it's not in your pocket or your back-pack but on the floor where you dropped it! If you want to use a dropped item again you'll have to go back and pick it up.

FIRING RESTRICTIONS

It is not possible to fire more than one single shot from a non-automatic weapon, four semi-automatic shots, or twelve fully-automatic shots during any character's individual turn. In the case of automatic weapons this is equivalent to two actions of continuous firing at maximum rate.

USING PSYCHIC POWERS

Using a psychic power takes up 4 actions and may not be combined with any other activity. A model using psychic powers during his individual turn may not therefore attempt any other activity.

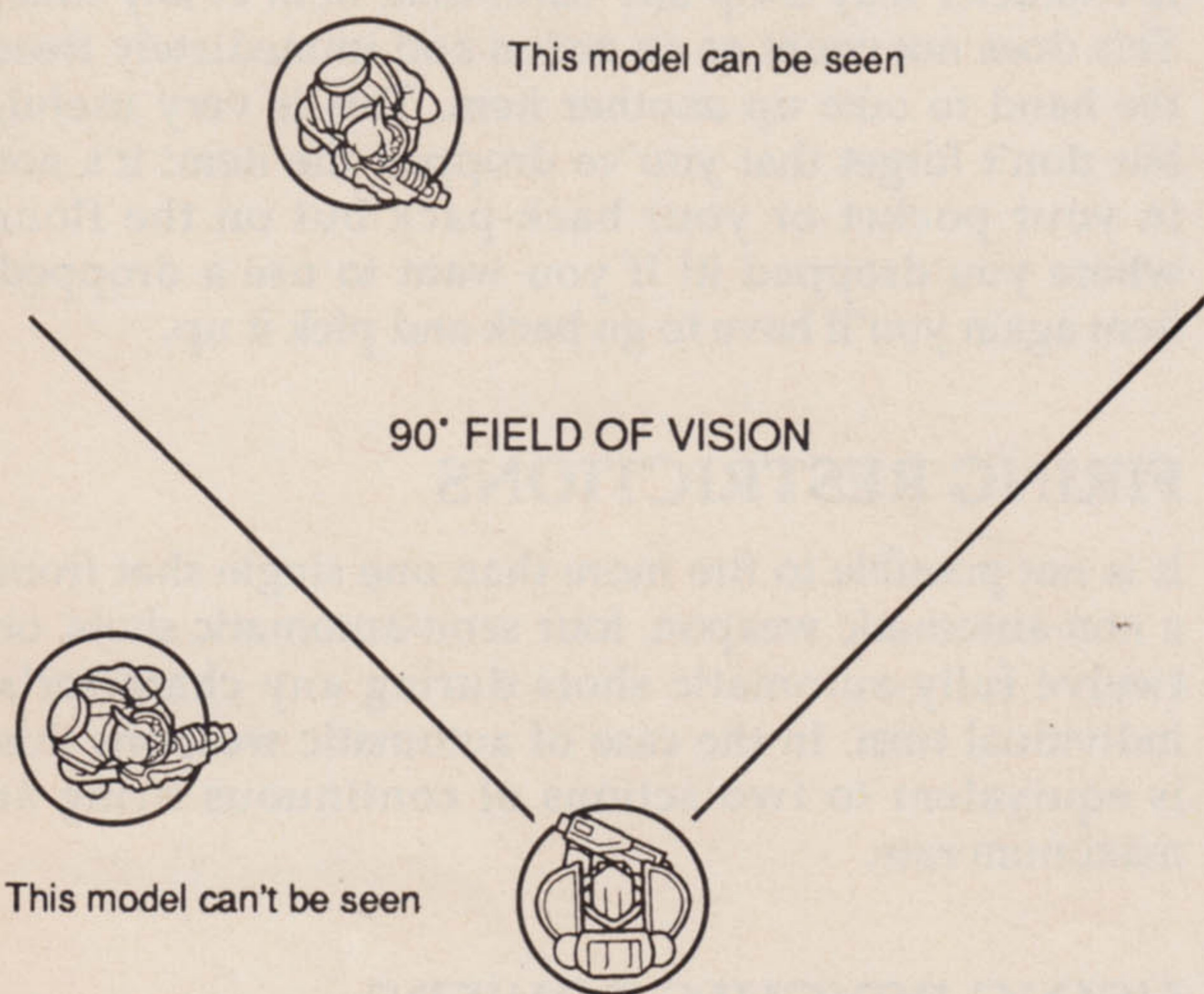
VISIBILITY

This section attempts to clarify what a character can and cannot see on the wargames table. For example, can your character see someone's head sticking round a corner 100 metres away?

Generally speaking, your character can see what a real person could see under the circumstances. In many cases players can get a good idea of what a character can see just by stooping over the table for a 'models-eye view'. However, players should bear in mind that this can be deceptive. After all, real people duck and stoop when they take cover, whereas models obviously cannot. Similarly, players usually know where models are hidden behind cover, even if other models on the tabletop are theoretically unable to see them. In reality the situation would be very different. Just because an enemy is sticking his head or gun barrel over a wall doesn't necessarily mean you'll see him.

SIGHT

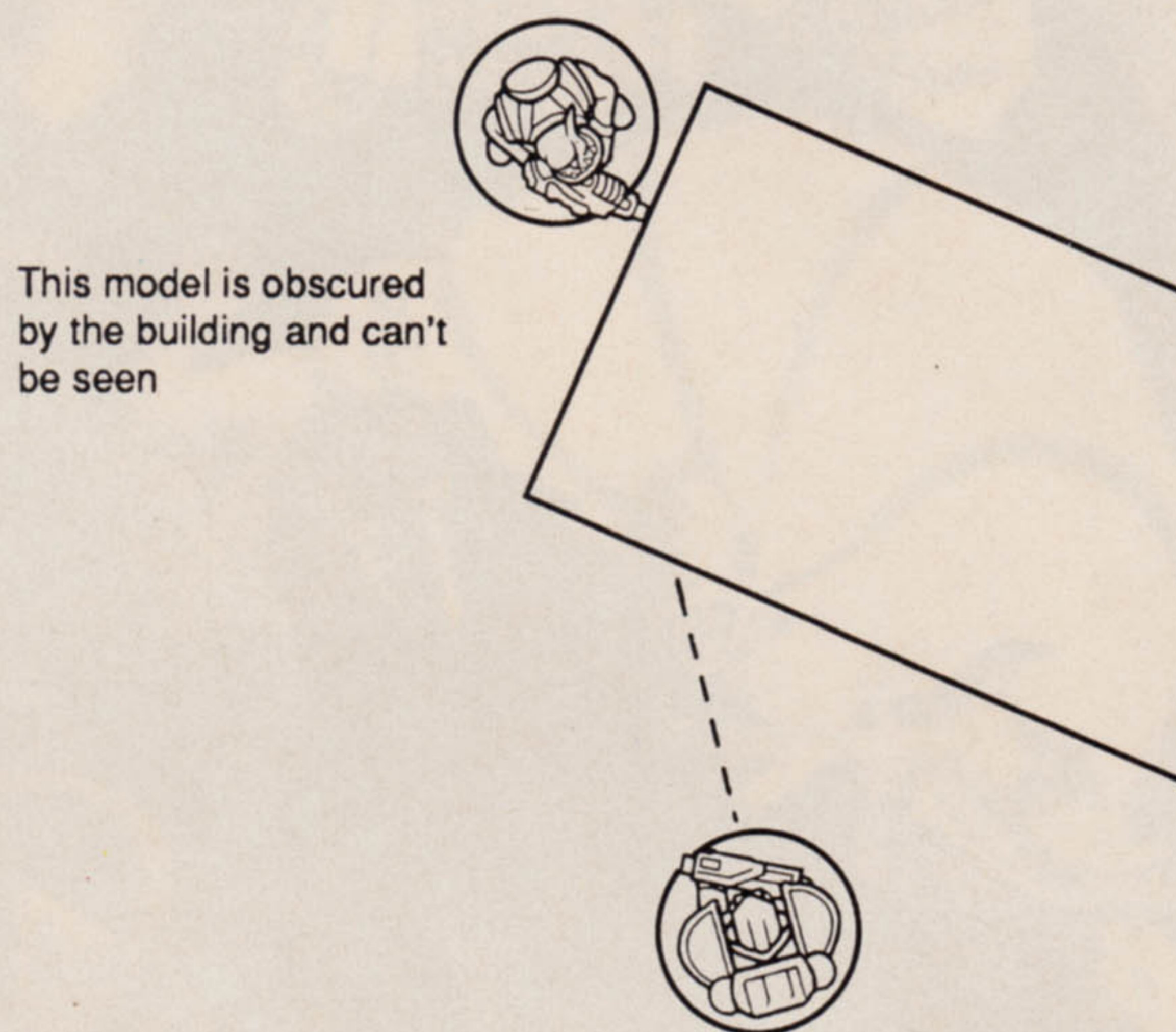
Every model has a field of vision of 90° to its front. The model can see directly forward in this arc, and cannot see anything that is not within this arc. This is important when firing or for reacting to the presence of other models as described later. Generally speaking, a model cannot react to the presence of another model it cannot see - in real life the characters are unaware of each other. Of course, cover and the lie of the land may obscure characters even within this 90° arc.



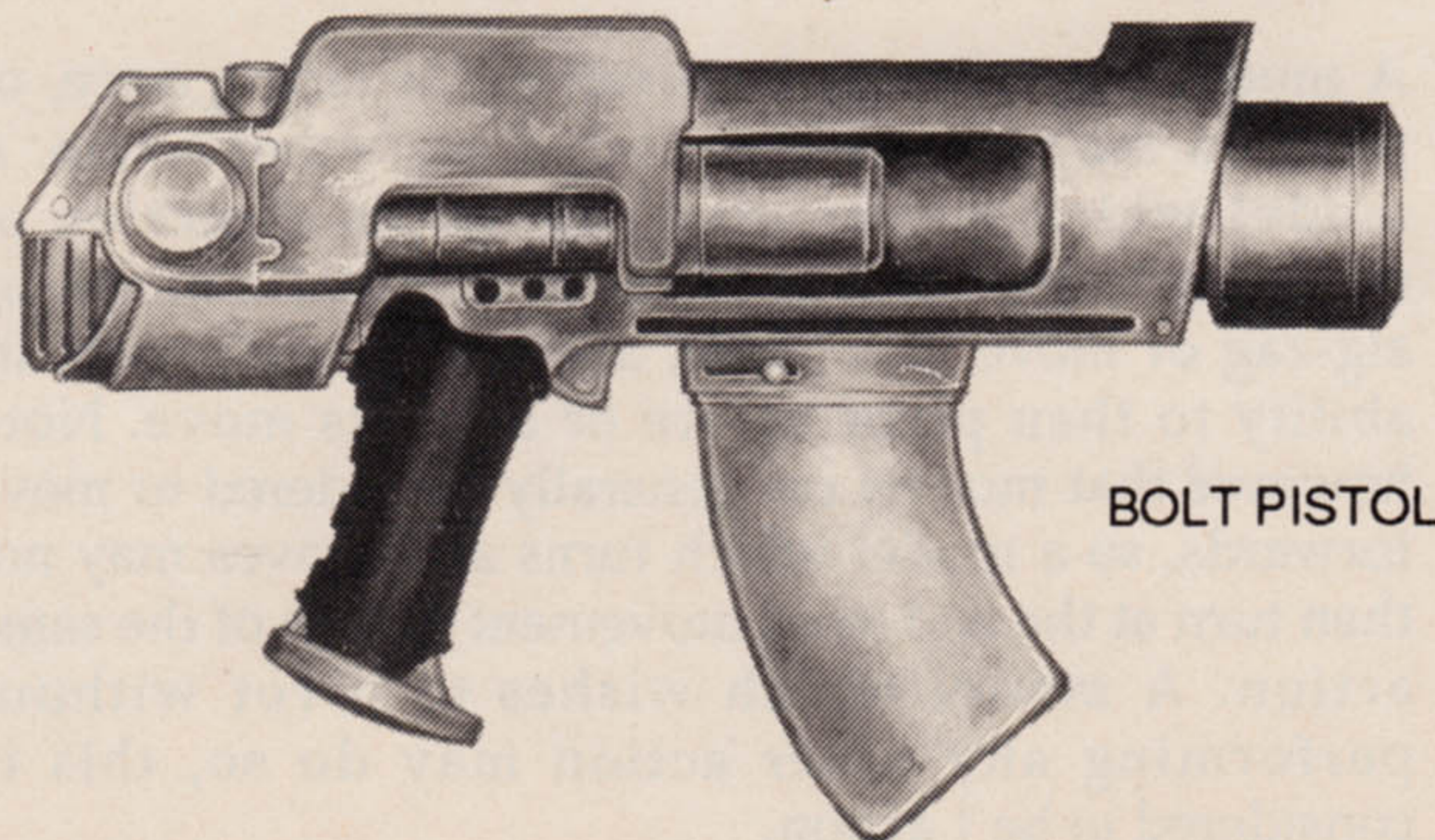
Where it is impossible to tell whether a model is in the observer's field of vision or not - because it lies right on the edge for example - then it is best to roll a dice to determine if he can be seen or not: 1, 2 or 3 he can't; 4, 5 or 6 he can.

COVER

Sometimes cover may partially obscure a target so that only a character's head or some other part of his body is visible. In this case we consider it is impossible to see the target at ranges in excess of those given below. For example, if a character is sticking his head over a wall to look beyond, he cannot be seen by any model more than 30 metres (15") away.



In many cases the chance of being seen is not entirely dependent on the area exposed, but also upon the type of cover. For example, a character sticking his head round a corner is more likely to be seen than a character sticking his head over a pile of rocks; the rocks present a broken outline and a broad zone which must be carefully observed, the corner on the other hand presents an obvious and more restricted area which may be observed more easily.



COVER TABLE

Activity	Part exposed	Maximum distance at which character can be seen
Observing round corner	Head only	40m (20")
Observing over cover	Head only	30m (15")
Observing from window	Head only	20m (10")
Aiming/preparing to fire from corner	Head, arms, chest	80m (40")
Aiming/preparing to fire standing from cover	Head, arms, chest	60m (30")
Aiming/preparing to fire kneeling from cover	Head, arms	50m (25")
Aiming/preparing to fire standing from window	Head, chest, 1 arm	40m (20")
Aiming/preparing to fire kneeling from window	Head, 1 arm	30m (15")

A character who is behind cover cannot be seen at ranges greater than those indicated on the Cover Table above, even if he is partly exposed. If completely hidden behind cover he cannot be seen at all, of course.

However, as soon as a character fires a weapon he immediately gives his position away to anyone who can draw a line of sight to his position regardless of range or how much of him is exposed.

Similarly, a character gives his position away by shouting, whistling, using a flashlight, or doing anything that in real life would alert an observer to his presence. A careful observer would still be able to tell more-or-less where he was.

A character who gives his position away like this can be fired at because an observer would be aware of his presence even though, strictly speaking, he might not be visible.

If a character moves into cover during his individual turn, then any other character who sees him move into cover will be aware of his presence for the remainder of the current game sequence. Although the observer may no longer be able to see the character, he will be aware of roughly where he is.

This means that a model which moves into cover during his own turn can still be fired at for the rest of the game sequence, even though he cannot literally be seen and has not given his position away. However, the obscured model does benefit from the cover and so it will be much harder to score an effective hit against him than if he were in the open.

A character who begins the game sequence hidden from view cannot be seen, and hence other characters will not be aware of him until he gives his position away by shooting, shouting, exposing himself to view, or whatever.



MARTIN MCKENNA

FIRING

The firing of weapons takes place during each individual character's turn during the turns phase. During its turn a model may fire with any weapon held in the hands, or throw any grenade, knife, or other object. It is possible to shoot with any firearm from one hand, but, other than in the case of pistol weapons, accuracy will be severely reduced.

It is obviously not possible for anyone to fire a weapon that they are not actually holding. Where characters carry several weapons, it is therefore important to note down which weapon(s) are in their hands at all times.

The normal procedure for firing is as follows.

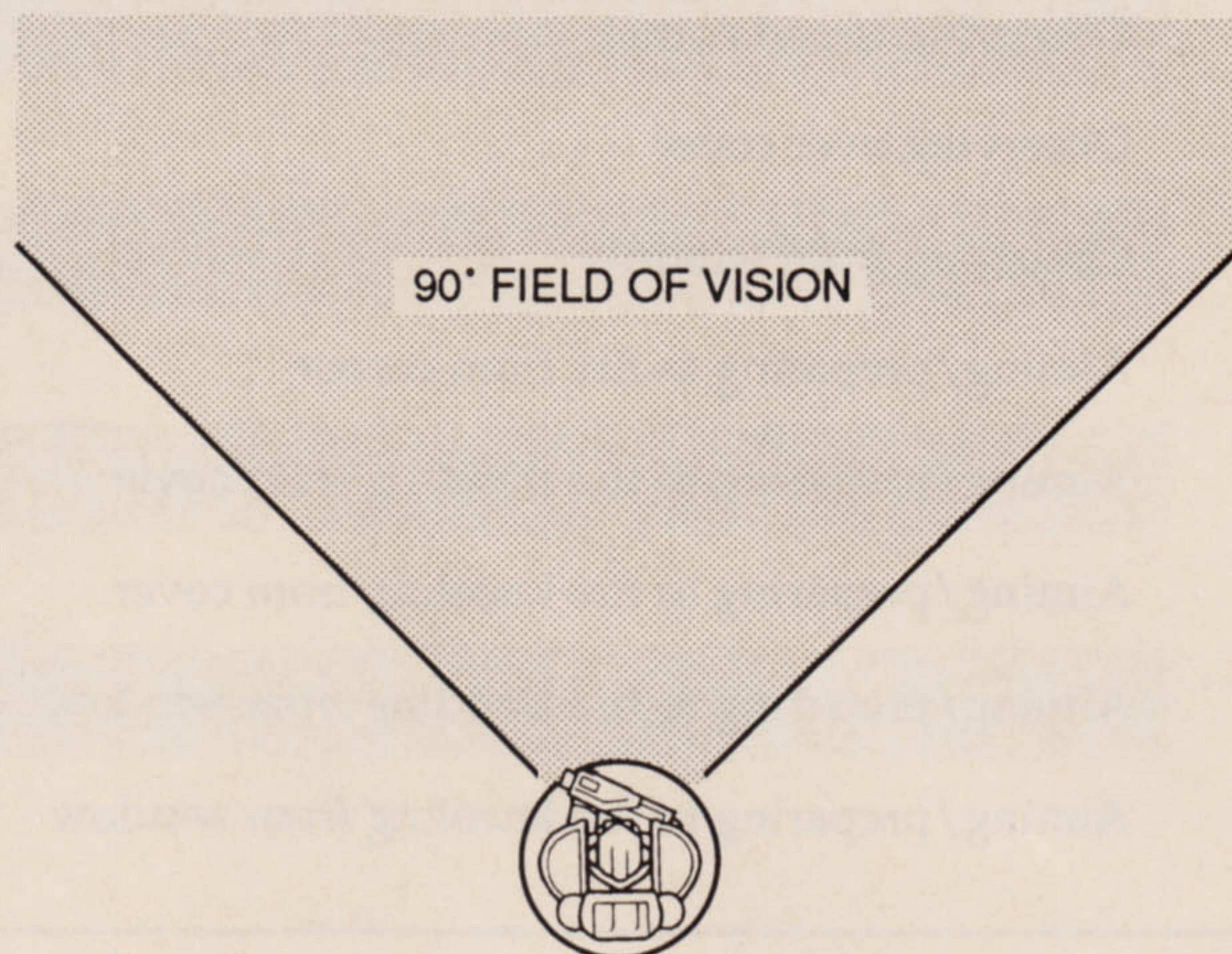
- 1 **Targeting** - determine whether the character can fire at his intended target.
- 2 **Shooting** - determine whether the shot hits its target. In the case of grenades and similar weapons determine where missing shots hit.
- 3 **Hit Location** - determine whereabouts on the target the shot strikes: head, body, arms or legs.
- 4 **Armour Penetration** - determine if armour is penetrated by the shot.
- 5 **Damage** - determine if the target is wounded or killed by the shot.

TARGETING

During his individual turn a character may fire at a target which is within the range of his weapon and which he can see. A target is likely to be an enemy character, but may also be an inanimate object, such as a window or a point of ground - in fact a target can be anything you like!

It is not generally considered possible to see over or through cover, unless that cover lies within 1m of the firer or target, in which case it is assumed the character is leaning over the cover in order to see beyond, and in the process exposing himself to view to some extent. Obviously it is not possible to shoot through one model in order to fire at another beyond it. Sometimes it will be necessary for the players to bend over the table for a 'model's eye view' of what is going on! Remember, models can only see within a 90° arc straight ahead, as shown in the diagram below.

Note that although in reality characters would be moving about, firing, and performing other activities simultaneously, all firing is worked out with the models in the positions they are in during the firing model's individual turn. For example, if a potential target moves out of range during its turn and before his enemy's individual turn, then it cannot be fired at.



The firer can only see, and therefore shoot at targets that lie within a 90° field of vision to his front (the shaded area)

If a target is partially obscured by cover it may still be fired at if at least part of its body is visible (see Visibility rules).

REACTION ROLL

If a target was not visible to the firer at the start of the current game sequence, either because it was obscured from sight or because the firer was facing in the wrong direction, then the firer must make a successful reaction roll before he can fire at it. A character who gives his position away by firing is considered to be visible at the start of the following sequence if he does not move. Even though strictly speaking he cannot be seen, the character has fired and in doing so has blown his cover.

A character's chance of reacting successfully equals 3x his modified initiative characteristic as a %. For example, if the character's modified initiative value is 8 the character has a $3 \times 8 = 24\%$ chance of reacting. The minimum chance of reacting is 10% (assuming the character is conscious!). No matter how low his initiative drops a character always has a 10% chance of reacting. It is suggested that players make a note of the reaction % for each character on their record sheet. Obviously this may drop if the character is wounded, picks up a heavy object, etc.

COVERING WINDOWS/DOORS, ETC

A character can cover a specific door, window, or other spot by aiming at it and then doing nothing other than sitting tight waiting for his target to appear. This adds 50% to his chance of reaction up to a maximum of 90%. However, his chance of reacting to anything else is halved! Once he moves, fires, or does anything else his advantage is immediately lost and he must start again.

SHOOTING

The procedure for working out the effects of shooting is as follows. A character's ballistic skill gives his basic percentage chance of hitting his chosen target. This basic chance is often greater than 100%, but the final chance to hit is usually reduced to much less than this by numerous modifiers. One such modifier is for range; each weapon has a deduction from the chance to hit for each metre of range to the target. For example, in the case of boltguns the chance of a hit is reduced by -2% for each metre of range. See the range modifiers later in this section for more details.

Other modifiers are applied from the Firing to Hit Modifiers Chart according to circumstances. For example, if the firer is shooting and walking in the same action the penalty is -15%. See the firing to hit modifiers.

The final number is the % chance of the character actually hitting his target.

ROLL TO HIT

Once the firer's percentage chance of hitting has been worked out, the player rolls a D100. If the roll is successful (ie equal to or less than the number required) the shot has hit the target. If a failure then the target has been missed. Misses are generally ignored, except in the case of grenades and weapons with comparable effects discussed later. The following special considerations also apply.

Minimum to Hit. Every shot has at least a 2% chance of hitting its target even if the chance of hitting is a negative number after modifications. Only targets beyond the range of the weapon have no chance of being hit.

Always Miss. A roll of 00 or 100% always indicates a miss. The highest percentage chance of hitting is therefore 99%.

Always Hit. If a character aims and shoots at a prone, unconscious, fully exposed and otherwise immobilised target within 2 metres, it is almost certain he will hit. Unless a 00 (100%) is rolled the target is hit automatically. No to hit modifiers apply. There is no need to roll for location (see later), the shooter may choose where to place his shot.

AUTOMATIC WEAPONS

Any character armed with a semi or fully automatic weapon may fire using the appropriate automatic mode. Semi automatic weapons fire up to 2 shots per action, fully automatic weapons fire up to 6 shots per action. No more than 4 shots of semi automatic, or 12 shots of fully automatic firing are permitted during a character's turn. In both cases this is equivalent to two firing actions at maximum fire rate, although these do not have to be consecutive.

The player rolls to hit for each shot. Penetration and damage results are worked out when the number of hits has been established.



MARTIN MCKENNA

SPREADING FIRE WITH AUTOMATIC WEAPONS

A model using a weapon in semi or fully automatic modes does not have to use the full 2 or 6 shots permitted to hit. Instead he may cease firing after any roll to hit has been made - this does not affect the fact he has spent the action firing even if he has only used 1 out of a potential 6 fully automatic shots. A player might decide to use less than his full 2 or 6 shots in order to conserve ammo or to spread fire over several actions.

For example, if a model carrying a fully automatic weapon fires only 3 shots in his first action, and 3 shots in his second action, he is free to fire a further 6 shots in his remaining two actions. Penetration and damage are not worked out until all shots have been fired.

FOLLOWING FIRE WITH AUTOMATIC WEAPONS

If firing a semi or fully automatic weapon, it is possible to swing the weapon across to a new target while still firing. The new target must be within 5m of the previous one and must be visible to the firer as normal. The decision to switch targets may be made after any roll to hit. For example, player A is firing a fully automatic weapon at target B, the first 2 shots hit, so A decides to shift to target C who is standing beside B. Three of his next 8 shots hit, so he once again decides to switch targets and fires his remaining 2 shots at target D who is standing beside C. Penetration and damage are not worked out until all shots have been fired, so the player's decision to switch targets is based purely on the number of hits not their effect.

FIRING

THROWING GRENADES, KNIVES, ETC

Grenades and other objects can be thrown at a target up to 30m (15") away. The procedure for throwing grenades is exactly the same as for shooting. If the throw misses it will be necessary to determine where the grenade lands as described later.

USING THE FIRING TO HIT MODIFIER CHART

Most of the modifiers given on the charts will be self explanatory. The following points are worthy of note.

Automatic weapons. These work as follows. If the character's chance of hitting is normally 50%, his chance of hitting with his first semi automatic shot is 45%, his chance of hitting with his second shot is 40%, 35% with his third shot and 30% with his fourth. In the case of fully automatic shots his chance of hitting with his first shot would be 40%, his second is 30%, then 20%, 10% and down to 2% minimums thereafter. Remember, this modifier applies to all successive automatic shots made during the character's turn - if the firer stops shooting for 1 or more actions before he shoots again, then the second batch of firing counts as fresh shots. If the firer switches targets by means of following fire the cumulative modifier will continue to apply even though the target has changed.

To complete an example, take a character with a fully automatic weapon. During his first action he moves, during his second action he fires 6 shots which we assume work out at 55%, 45%, 35%, 25%, 15% and 5% (6 shots in total). In his third action he moves again. In his fourth action he shoots once more and again his chance of hitting is 55%, 45%, 35%, 25%, 15% and 5% (6 shots in total).

Aiming. It is not necessary to spend time aiming, but a character's chances of hitting will be greater if he does. An aiming character must be otherwise able to fire upon his target, but forgoes the opportunity to do so in order to aim. It is possible to carry aiming modifiers over from one game sequence to the next so long as neither aimer nor target moves. The maximum bonus is +20% (four actions aiming). All aiming actions must be consecutive, and the bonus applies only to the first shot of an automatic weapon - thereafter the jolting

mechanism of the weapon cancels out any benefit that would otherwise be gained by aiming. Note that a character can only aim at a target he can actually see - it is not possible to aim at a model which cannot be seen even though the target may have given its position away by shooting, etc.

Resting. A rested weapon is simply a weapon which is supported by resting it in a suitable position - obviously it is largely a matter of common sense and interpretation where this applies. Generally speaking a weapon may be rested on a wall, ledge or any similar convenient surface about 1 metre high. A weapon may also be rested against a vertical wall or other vertical surface such as a post or pipe (or tree - were there any trees on Necromunda). If the firer is lying prone his weapon may be rested on the ground. It takes 1 complete action to rest a weapon. The advantage of resting the weapon is lost as soon as the firer moves.

Firing and moving bonuses are cumulative, so a character firing and moving in the same action will also suffer the penalty for moving and firing during the turn (-35% for shots made in the moving action). Moving encompasses any movement of the model which changes its position, including lying, kneeling or standing actions, or turning the model to face another direction.

Wounds to the arm refer to an arm used to fire or support the gun. In the case of basic and heavy weapons, for example, any arm wound will affect the chance to hit. In the case of pistol weapons any wound to the arm using the weapon will affect the chance to hit.

Shooting left handed assumes the character is right handed. Characters may be left or right handed at the player's choice, in which case make the appropriate modifier when using the secondary hand.

Shooting one-handed. These penalties are applied when shooting weapons with one hand where they normally require two. Note that these modifiers are cumulative with penalties for firing left handed (if firing from the left hand) and firing two weapons (if also firing two weapons).

FIRING TO HIT MODIFIERS TABLE

The following modifiers apply to the to hit roll and affect the firer's chances of scoring a hit.

1st and each successive shot of semi auto	-5	Firer has heavy wound (each)	-40
1st and each successive shot of fully auto	-10	Each light wound to arm and firing:	
Aiming per action	+5	Pistol	-30
Resting weapon	+5	Basic (rifle type)	-15
Firing and moving in same turn	-10	Heavy weapon	-20
Firing and moving in same action	-25	Shooting from left hand	-30
Firing and running in the same action	-50	Shooting basic weapon one-handed	-30
Target is prone	-30	Shooting heavy weapon one-handed	-100
Firer has light wound (each)	-15	Shooting two weapons simultaneously	-15

RANGE MODIFIERS TABLE

Weapon	Deductions per Metre/Inch	Weapon	Deductions per Metre/Inch	Weapon	Deductions per Metre/Inch
Lasgun	-2/-4	Shotgun	-3/-6	Needle pistol	-4/-8
Laspistol	-3/-6	Shuriken pistol	-3/-6	Plasma pistol	-3/-6
Lascannon	-1/-2	Shuriken catapult	-2/-4	Plasma gun	-2/-4
Multilaser	-1/-2	Shuriken cannon	-1/-2	Hvy plasma gun	-1/-2
Boltgun	-2/-4	Grenade launcher	-4/-8	Web gun	-3/-6
Bolt pistol	-3/-6	Missile launcher	-2/-4	Web pistol	-4/-8
Heavy boltgun	-1/-2	Hand flamer	-6/-12	Heavy webber	-2/-4
Stub gun	-3/-6	Flamer	-3/-6	Beamer	-1/-2
Heavy stubber	-3/-6	Hand bow	-4/-8	D-cannon	-1/-2
Autopistol	-4/-8	Melta gun	-3/-6	Thrown Objects	-3/-6
Autogun	-2/-4	Multimelta	-2/-4	(including grenades and knives)	
Autocannon	-1/-2	Needle gun	-1/-2		

RANGE MODIFIERS

For every metre of range between the firer and target deduct the amount shown from the chance of hitting. For example, a lasgun at 17m is -34% from the chance of hitting. For ease of use we have kept these penalties in whole numbers so it should be fairly easy to work out the modifiers in your head. When measuring ranges they should also be rounded up to the nearest whole metre. However, it is always handy to have a pocket calculator ready to work out any tricky modifiers.

FIRING TWO WEAPONS

It is possible to fire a weapon from each hand, irrespective of how heavy the weapon is. The resulting barrage of fire-power will be impressive, but the chances of hitting anything are much reduced (minus 15% for pistol weapons, minus 45% for basic weapons, -115% for heavy weapons; and minus a further -30% for shots from the left hand). If a different target is engaged with each weapon the chance to hit with each is halved, to a minimum of 1%.

HAND-TO-HAND COMBAT

Once models are committed to hand-to-hand combat they are not normally allowed to fire weapons other than as part of the hand-to-hand fighting. This is worked out during the hand-to-hand combat phase.

FIRING INTO HAND-TO-HAND COMBAT

It is not normally advisable to fire into hand-to-hand combat, as it is very likely you will hit the wrong target. Of course, this may not concern the player who may be quite willing to risk the lives of his characters in order to get a shot at the enemy. Such players will find their gang leader will tend to run out of followers fairly quickly, but none-the-less there is nothing to stop the player trying it. Roll to hit as normal, but randomise which of the participants in hand-to-hand combat is hit, with an equal chance of hitting each.

STRAY SHOTS

Characters who consistently fire their weapons in the general direction of their friends are asking for trouble! The chance of a stray shot hitting a model near the line of fire, although small, is bound to catch you out eventually. It is quite easy for a shot to miss its original target and strike another model close to the line of fire.

When firing, the player draws a line of sight from the firer through the target. This is done automatically when you measure the range using a retractable tape measure, the tape indicating the line of sight and hence the shot's path. The line of sight extends from the firer, through the target, and beyond to the maximum range of the weapon, the table edge, or a solid obstruction.

Any model, friend or foe, within 2m of the line of sight may be caught by the shot. This applies equally to models in front of the target and those behind. Stray shots are resolved when the usual roll is made to hit the target. Any score which misses and which is a double, indicates that a model in the line of sight has been caught by a stray shot. If there are several models in the line of sight the individual caught by the stray shot can be determined randomly.

Note that because scores of 00 always miss the original target - a score of 00 always indicates a stray shot. Obviously not all shots will be liable to the stray shot rule, as not all shots will present the opportunity for the shot to hit another model. A firer cannot be hit by his own stray shot!



AUTOPISTOL



CONFRONTATION[®]

TRADING EQUIPMENT

Gang fighters are useless without some sort of weapon. Most gang fighters start out with stolen or home-made weaponry or with weapons which are relatively common. More exotic weapons are costly and often hard to obtain. As well as weapons there are other kinds of equipment which will be useful in combat such as armour, communications gear and combat drugs. Weapons and other equipment are described in detail in the Armoury section of Confrontation – here we're concerned only with determining the type and quantity of equipment which belongs to your gang. The gang's initial equipment is generated randomly as already described. Further equipment can be bought by bartering the gang's existing stash or buying with credits.

TRADED EQUIPMENT

Many of the clans of Necromunda represent extensive trading empires whose influence may extend throughout a hive and even beyond. Necromunda actually manufactures equipment for the Imperium, but most of the output leaves the planet, destined for the regiments of the Imperial Guard and other forces. A small quantity of weapons is used to equip the Planetary Defence Force and Helmawr's other troops. Clans actively involved in the arms trade have little difficulty re-directing weapons into the hands of their own gangs. Those clans not engaged in the armaments trade can only obtain equipment by trading, by capturing existing stocks, or by manufacturing their own 'unofficial' supplies. Generally, the gangs of affluent upper-hive dwellers are better armed and equipped than gangs from lower levels, while those from the lowest levels of all are likely to have the least and the simplest equipment.

It is usually easier to obtain weapons than to find the ammunition for them, and this factor imposes a practical limit on the firepower of any Necromundan gang. For example, power packs for laser weapons are manufactured under the tightest security and their circulation to Helmawr's forces is very closely monitored. In order to control this process further, power packs have a deliberately engineered life-span, deteriorating over time and therefore making it impossible for potential enemies to stockpile supplies. Bolt ammunition is especially difficult to manufacture and so is naturally fairly rare. Conventional ammunition for autoguns is much easier to make and is made illegally by many clans. However, ammunition from an unknown source must be regarded with suspicion because some manufacturers will put booby-trapped ammo onto the market in order to discourage Undercity Gangs and other low-hive dwellers from using the more potent weapons.

The main agents for trade are the gangs themselves. Different gangs find it easier or more difficult to obtain commodities or credits to trade with other gangs. For example, the Scavvy Gangs live in the ancient abandoned factories and exist by scavenging from the rubbish piles of the past – inevitably they turn up the occasional treasure which they can trade for weapons and food. Some technical items can only be made or properly maintained by techs, and naturally Tech Gangs tend to accumulate these items so that they can trade them for basic supplies or for exotica from the lowest levels.

HOW TO TRADE BETWEEN GANGS

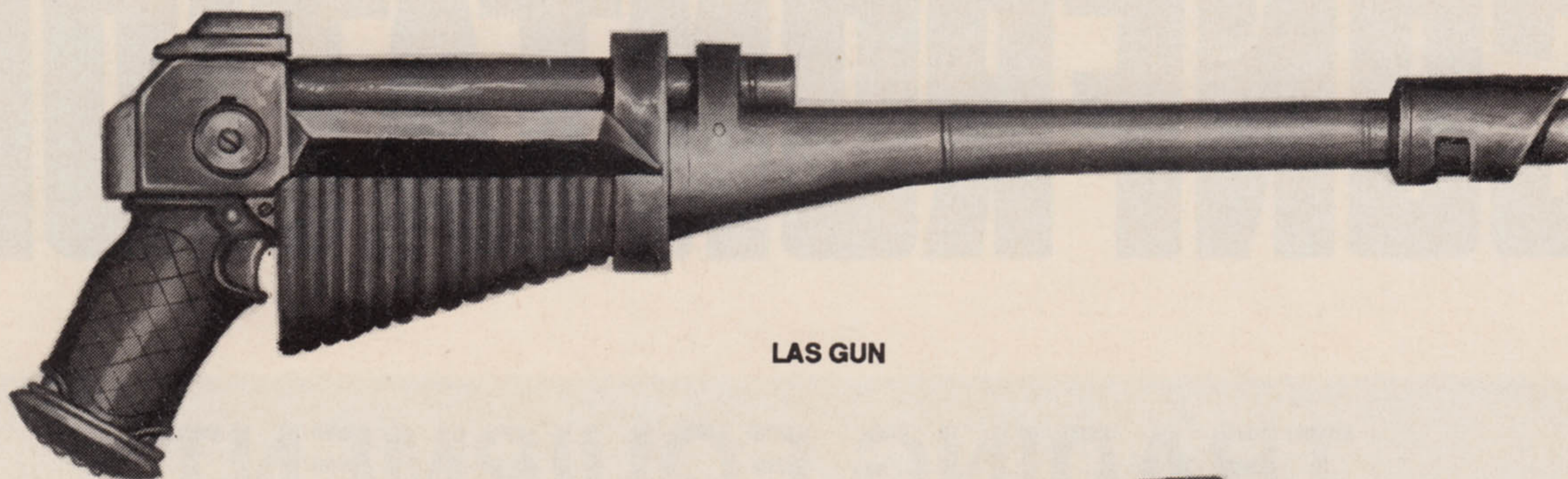
If players wish, they can swap equipment between their gangs, either at their usual value as indicated on the Trading Charts or at any mutually acceptable trade rate. It is ironic that gangs may find their own traded weapons turned against them in subsequent encounters, but such is the nature of things in the hive world. There is no restriction on trading of this kind, and players may trade with other players during any convenient time between encounters. This does not prevent the gang also trading with other sources as described below.



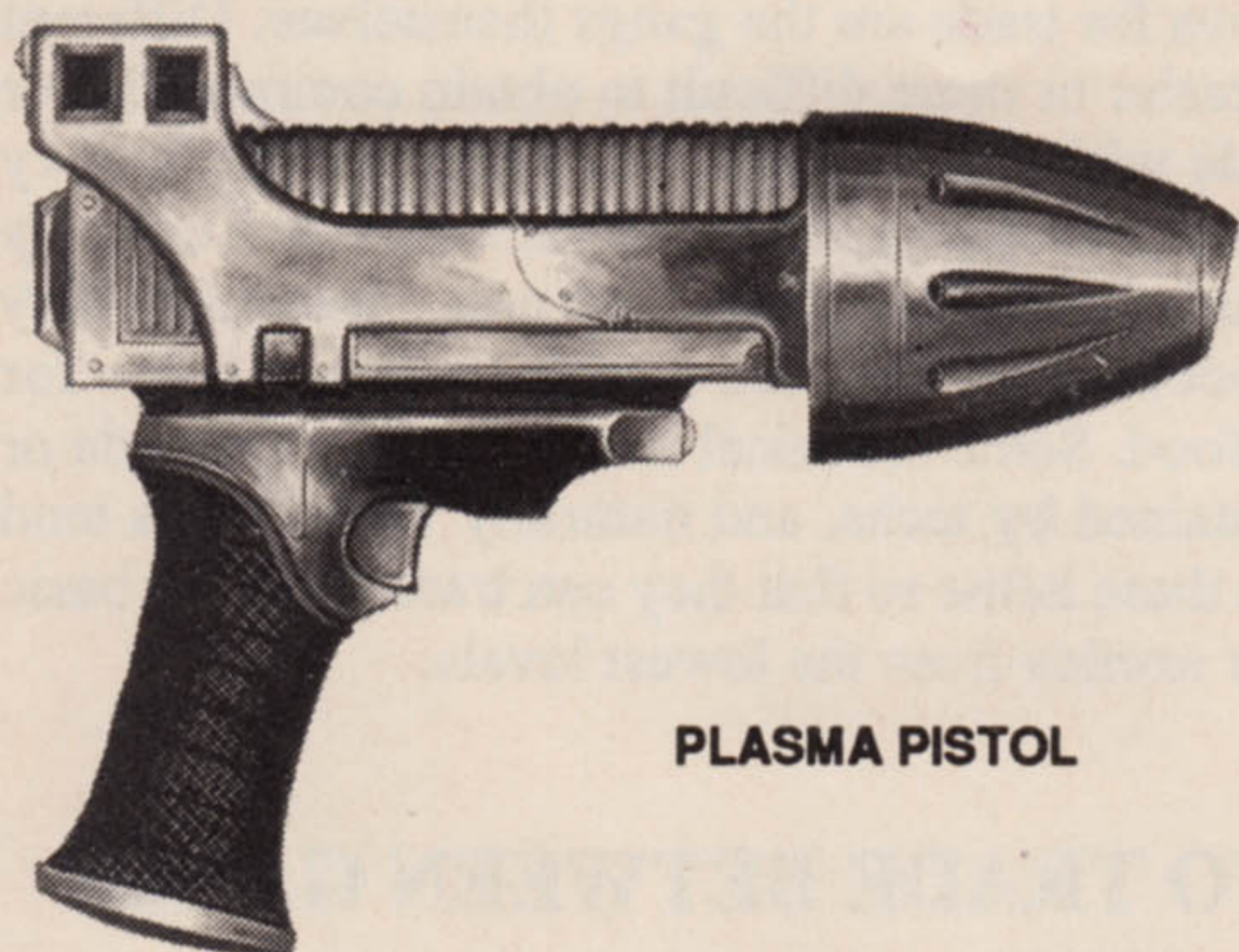
AUTO PISTOL



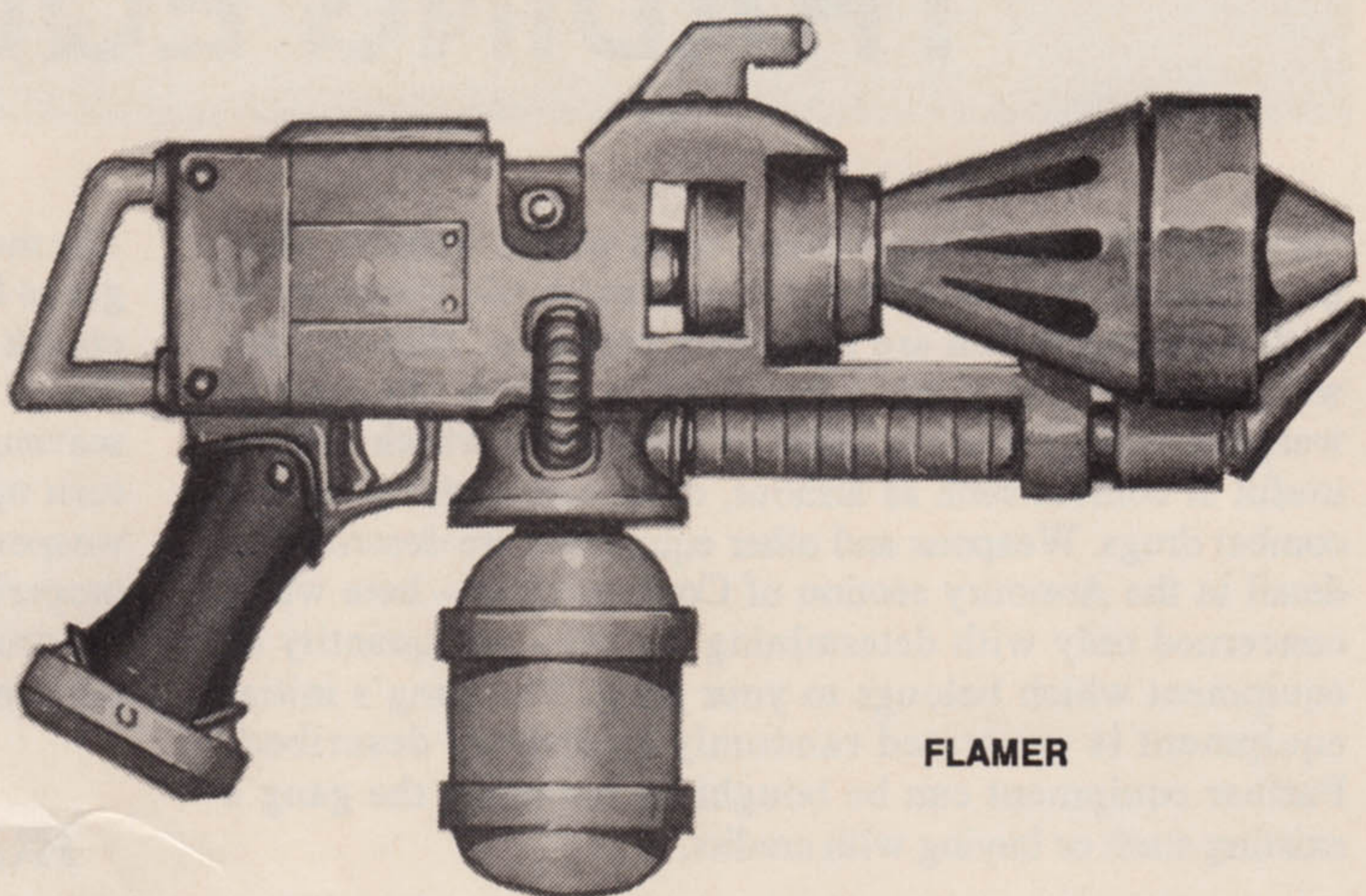
STUB GUN



LAS GUN



PLASMA PISTOL



FLAMER

Although local gangs sometimes trade with each other for their mutual benefit, it is unlikely that they already possess a sufficiently large pool of equipment between them. It is therefore necessary to obtain new equipment from other sources. These other sources are represented by the Trading Contacts Chart given below. This chart shows the cost in credits of various types of equipment. When you roll on this chart, you're representing the gang leader himself, getting in touch with his contacts, arranging secret meetings and dealing with other gangs.

A gang may attempt to trade once when it is first generated. Thereafter, the gang may trade once after playing a tabletop encounter. This means that gangs are quite severely limited in the amount of trading they can do, so it is vital that players consider their strategy carefully. However, players may also trade between themselves at any time between encounters, so equipment and weapons already in circulation can be passed around fairly freely.

TRADING CONTACTS

If you wish to trade, first roll on the Trading Contacts Chart shown below. Choose which of the 9 separate Trading Charts you wish to use. Each chart represents a 'contact' who specialises in a different kind of commodity, for example a dealer from another gang, an agent from a manufacturing Clan, a corrupt Planetary Defence Force Officer or an independent smuggler. It is recommended that you study the charts before deciding on one. Roll a D6 and cross references the result on the Trading Contacts Chart to find out how many further rolls you can make on your chosen Trading Chart. In the case of chart 9 (drugs) it is possible to obtain a result of 0 rolls, in which case nothing is available for trade at this time.

TRADING CONTACTS CHART

Trading Chart	D6 Dice Roll					
	1	2	3	4	5	6
Chart 1: Hand-to-Hand Weapons	1	1	1	2	3	3
Chart 2: Guns	1	2	3	3	4	4
Chart 3: Heavy Weapons	1	1	1	1	2	3
Chart 4: Ammunition	1	2	3	3	4	5
Chart 5: Grenades	1	1	2	2	3	3
Chart 6: Missiles	1	1	2	2	3	3
Chart 7: Armour	1	1	1	2	3	3
Chart 8: Equipment	1	1	2	3	3	4
Chart 9: Drugs	0	1	1	1	1	2

THE TRADING CHARTS

The Trading Contacts Chart indicates the number of items available for trade at this time in terms of the number of dice rolls on your chosen Trading Chart. Refer to the chart and roll a percentage dice (D100) the number of times indicated to determine which items are available for trade. Remember to note the result after each roll as you make it. Once the trade items have been determined, the player may choose to buy any or all of the items by expending credits or exchanging items of at least equivalent value from the gang's stash. You don't have to buy any of the items offered for sale if you don't want to do so.

In most cases a dice roll indicates a single item, but some results indicate that a batch of several items is available. Typically this might be D6, D6x10 etc. In these cases the value shown is the cost per item and you may choose to buy none, some or all of the batch depending on what you feel you can afford. Ammunition is usually traded in this way.

Weapons acquired by trade are empty – they have no ammunition. Ammunition is likely to be as difficult to obtain as the weapon itself and tends to be expended quickly. A newly-generated gang must ensure that it has a good stock of ammunition, and it is recommended that gangs use their initial trading opportunity to obtain ammunition. If a gang is forced to trade for ammunition after its first game, it will lose its chance of buying other weapons.

TRADING MODIFIERS

Different types of gang have varying access to sources of equipment, reflecting their differing social roles and associations. Techs, for example, are adept at finding or even manufacturing unusual equipment. Similarly, Brats have little difficulty finding the weaponry they want. By contrast Mutants, Scavvies and Nomads have less opportunities to trade and are more rarely able to find sources of sophisticated equipment. Many gangs are reluctant to trade with Mutants at all and regard them as unclean. Psyker gangs survive by being very secretive, which makes trading with other gangs difficult and risky. The majority of gangs have reasonable access to a wide variety of equipment.

To reflect these differences modifiers are applied to the player's D100 trading roll as shown on the chart below.

Gang Type	Trading Chart								
	1	2	3	4	5	6	7	8	9
Tech Gang	+5%	+10%	+5%	+10%	-	+10%	-	+15%	+5%
Brat Gang	-	+5%	-	-	-	+5%	-	+5%	+10%
Clan Gang	-	-	-	-	-	-	-	-	-
Undercity Gang	-	-	-5%	-	-	-	-	-	-
Nomad Gang	-	-	-5%	-	-	-	-	-5%	-
Scavvy Gang	-	-5%	-10%	-	-	-	-5%	-5%	-
Mutant Gang	-	-10%	-10%	-	-	-	-10%	-10%	-
Psyker Gang	-	-10%	-10%	-	-	-	-	-	-

Techs belong to families where mechanical and electronic expertise is passed from generation to generation: making, maintaining and repairing sophisticated devices comes as second nature to them. They can make and use several unique devices, and they are far more likely than other gangs to have combi-weapons – multiple-barrelled weapons combining the effects of several different weapons. Since they have the expertise to build these weapons from basic or even scrapped components, a Tech Gang may always choose to give up one random roll on any Trading Chart in favour of building a combi-weapon.

Because Scavvies are constantly searching through the debris in the old factory levels they sometimes uncover hoards of weapons, ammunition or grenades secreted there in years past. To represent this, if a Scavvy player rolls an even double on any of the Trading Charts he may chose to disregard the result, and instead generate a hoard. A hoard consists of:

D6 items from chart 4 – Ammunition

D6 items from chart 5 – Grenades

1 item from chart 8 – Equipment

Plus there is a chance of there being additional items as shown below:

25% chance of D6 items from chart 2 – Guns

25% chance of 1 item from chart 3 – Heavy Weapons

10% chance of D6 items from chart 6 – Missiles

25% chance of 1 item from chart 7 – Armour

5% chance of 1 item from chart 9 – Drugs

Unfortunately not everything the Scavvies find as they search through the debris of the factory levels is useful or safe – there is the ever-present danger of finding unstable ammunition, not to mention the risks of disturbing deadly mutant creatures or of releasing poisonous chemicals.

Therefore, on the roll of an odd double on any Trading Chart the Scavvies have found something dangerous rather than the item indicated. Not only does the gang not receive the item from the Trading Chart but on a D6 roll of 6 a randomly-determined gang member is injured or hurt. Roll a D100 to determine the extent of his injuries:

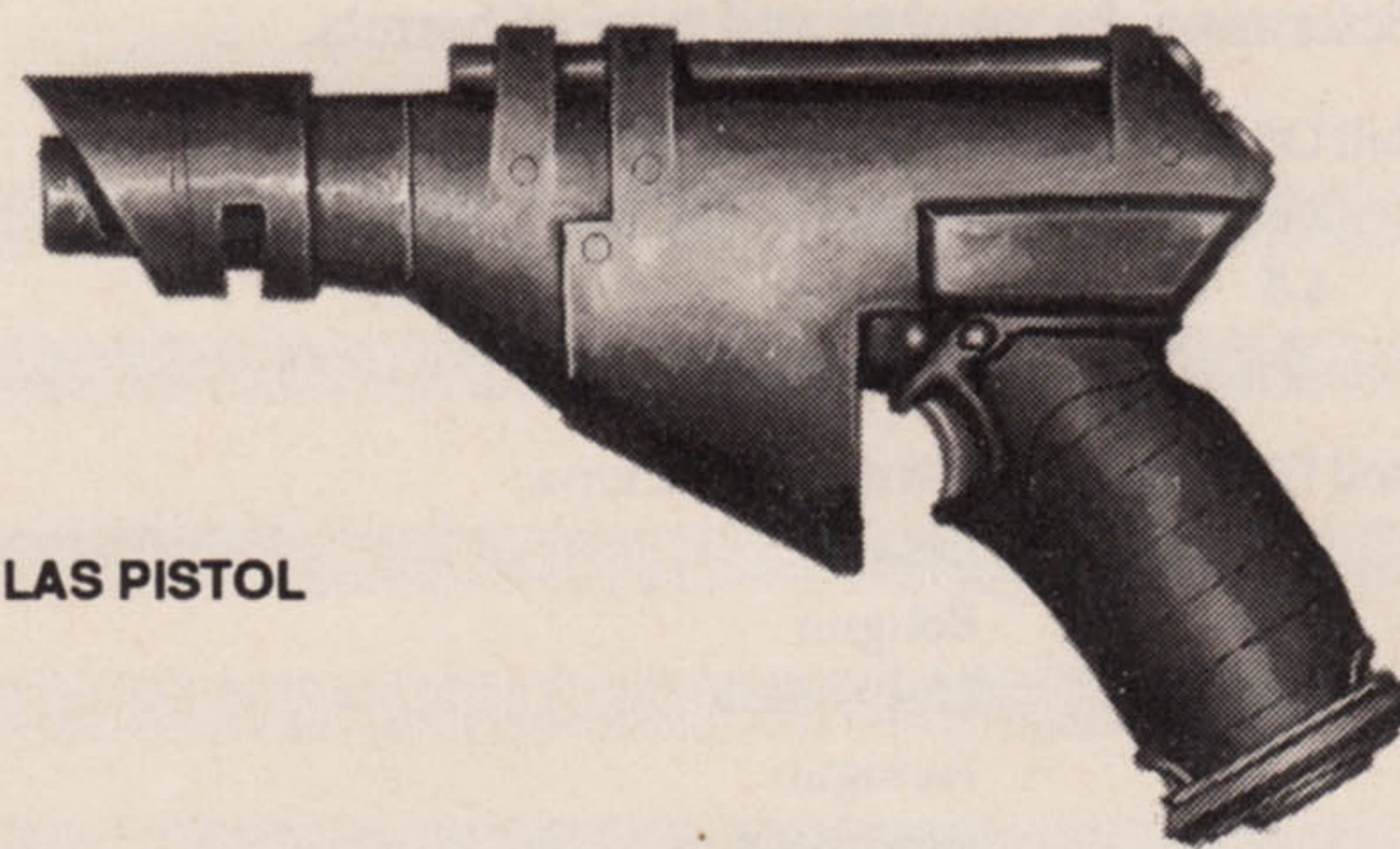
01-25% **Minor flesh wound** caused by exploding ammunition or volatile vapour. The individual misses the next gang fight while he recovers from the injury.

26-50% **Mild poisoning** caused by escaping gases, fluids or chemical dust. The individual misses the following gang fight automatically. He may only rejoin the gang once he has rolled a 4, 5 or 6 on a D6 prior to a following fight.

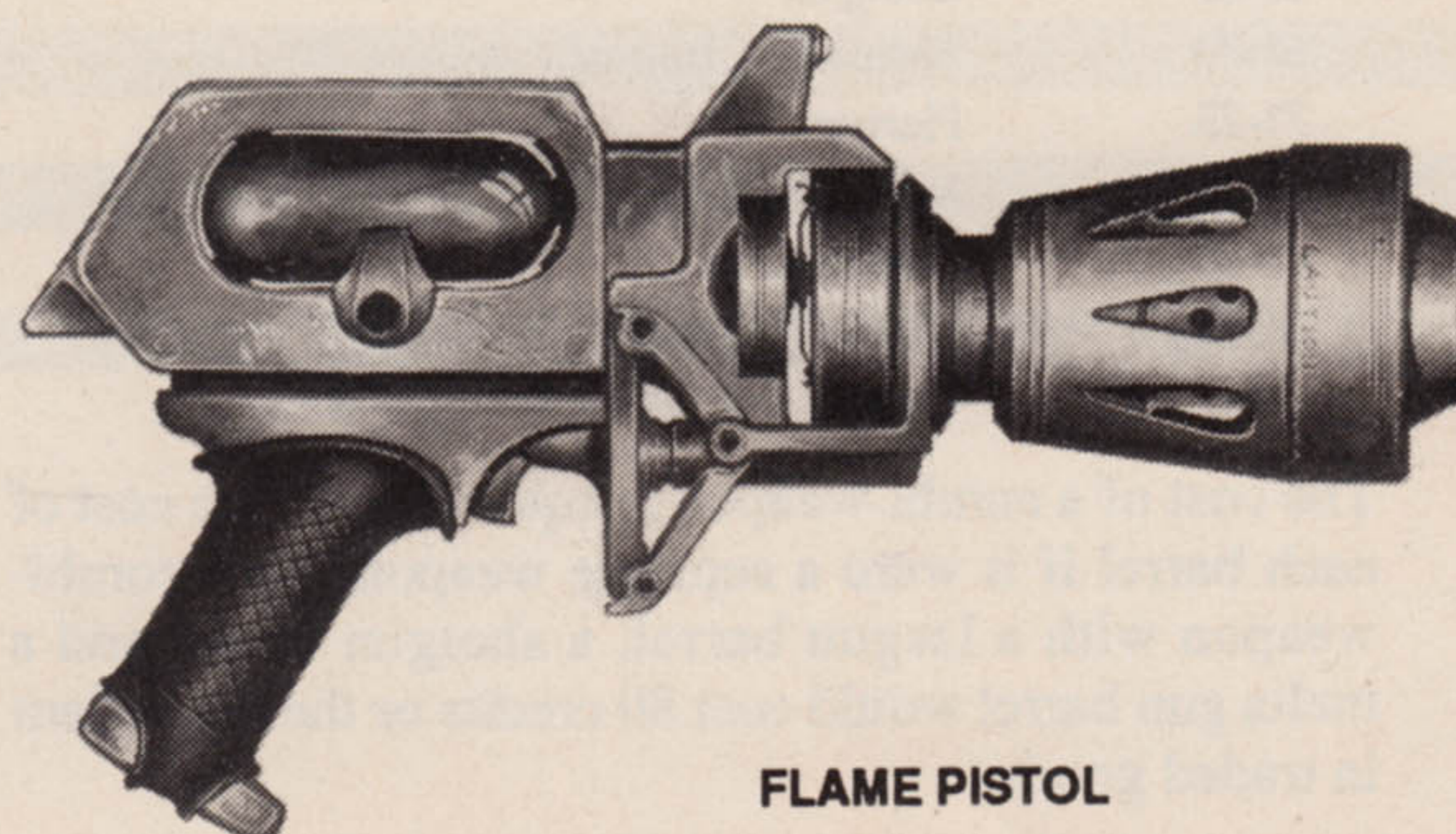
51-75% **Maimed** by exploding ammunition, collapsing floor sections, toppling buttresses, or dangerous mutant creatures. The character misses the next gang fight but may rejoin the gang thereafter with a -D6 reduction in his initiative.

76-90% **Seriously injured.** The individual is seriously hurt as a result of a bad fall or a tunnel collapse. Although dragged free he misses the next gang fight and may only rejoin the gang once he has rolled a 6 on a D6 prior to a following fight. Thereafter the character suffers a -D6 reduction in his initiative.

91-00% **Killed.** The individual is killed outright. Accidents of this kind are all too common in the dangerous old factories where Scavvies can be crushed by structural collapse, blown apart by exploding chemicals, poisoned by an unexpected release of gas or dust, killed by mutant creatures, burned or suffocated by sudden tunnel fires, or boiled alive by heat sink bursts.



LAS PISTOL



FLAME PISTOL

TRADING CHARTS

CHART 1: HAND-TO-HAND WEAPONS

D100	Weapon	Cost
01-05	Knife	2
06-20	Muzzle-Blade	2
21-40	Sword	5
41-55	Chainsword	25
56-70	Power Axe	50
71-80	Power Sword	50
81-00	Power Glove	150
101+	Choose 1 of the items above	

CHART 2: GUNS

D100	Gun	Cost
01	Handbow	5
02	Stub Gun	5
03-04	Shotgun	15
05-15	Laspistol	10
16-20	Autopistol	10
21-25	Autogun	15
26-35	Bolt Pistol	15
36-45	Boltgun	20
46-50	Flamer	20
51-55	Hand Flamer	20
56-65	Lasgun	15
66-68	Melta Gun	50
69-71	Needle Gun	15
72-74	Needle Pistol	10
75-76	Plasma Gun	50
77-80	Plasma Pistol	40
81-85	Shuriken Catapult	100
86-90	Shuriken Pistol	50
91-92	Web Gun	20
93	Graviton Gun	20
94-00	Combi-Weapon – see below	
101+	Choose 1 of the items above.	

Combi-Weapons are customised weapons which combine parts of several other weapons. These have between 2 and 6 barrels which may fire different kinds of shot. When a combi-weapon is purchased, roll to determine the number and type of barrels.

Roll D6 to determine number of barrels:

1-3	2 barrels
4-5	3 barrels
6	D6 barrels

Roll D100 per barrel to determine type:

1-15	Lasgun
16-30	Boltgun
31-45	Heavy Stub
46-50	Autogun
51-55	Autopistol
56-60	Shotgun
61-70	Shuriken Catapult
71-75	Flamer
76-80	Melta Gun
81-85	Plasma Gun
86-95	Grenade Launcher
96+	Choose 1 of the barrel types above.

The cost of a combi-weapon is equivalent to the cost of each barrel if it were a separate weapon. So a combi-weapon with a lasgun barrel, a shotgun barrel and a melta gun barrel would cost 80 credits or the equivalent in traded goods.

CHART 3: HEAVY WEAPONS

D100	Heavy Weapon	Cost
01-05	Heavy Stub	100
06-15	Grenade Launcher	150
16-30	Heavy Bolter	150
31-45	Autocannon	350
46-50	Beamer	500
51-53	Distortion Cannon	400
54-55	Heavy Plasma Gun	750
56-60	Heavy Web Gun	200
61-75	Missile Launcher	300
76-80	Multi-Laser	400
81-85	Multi-Melta	500
86-90	Shuriken Cannon	500
91-00	Lascannon	900
101+	Choose 1 of the items above.	

CHART 4: AMMUNITION

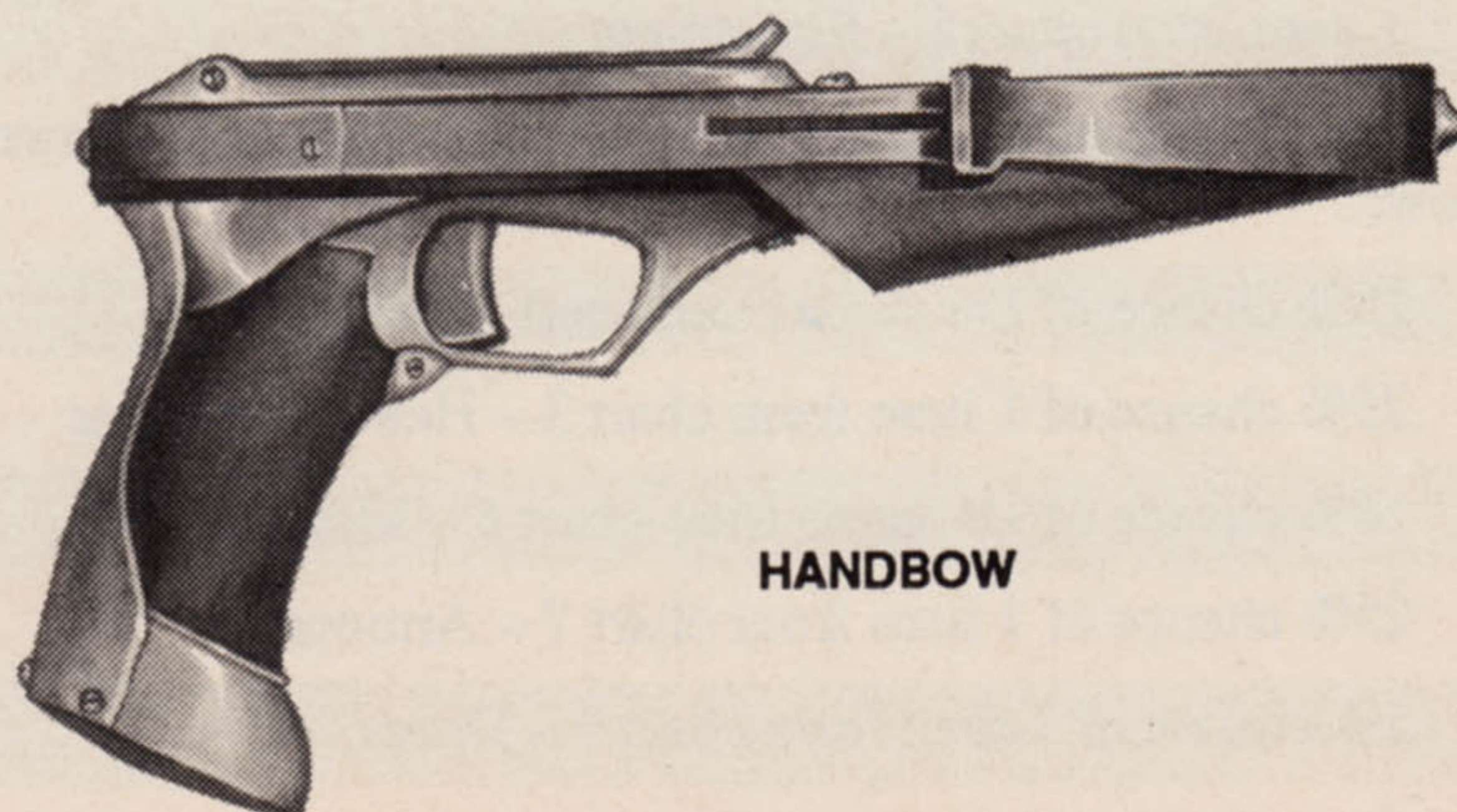
D100	Ammunition	Number Offered	Cost
01-05	Handbow arrows	D6x50 arrows	1 per 10 arrows
06-25	Boltgun ammo	D10x15 bolts	1 per bolt
26-40	Conventional ammo	D10x50 rounds	1 per 5 rounds
41-45	Armour-piercing ammo	D6x10 rounds	1 per 2 rounds
46-48	Flechette ammo	D6x10 rounds	1 per 2 rounds
49-52	Explosive ammo	D6x10 rounds	1 per 2 rounds
53-56	Flamer canister	D10 canisters	10 per canister
57-60	Needler chemical canister	D10 canisters	10 per canister
61-80	Power pack	D10 power packs	10 per pack
81-95	Shuriken disc ammo	D10x5 discs	1 per disc
96-00	Web chemical canister	D10 canisters	10 per canister
101+	Choose 1 of the items above		

Needler chemical ammunition can be identified by the colour coding on the canister pack. Although different manufacturers make use different coding, and some defunct types may use obsolete markings, it is fairly easy to tell what kind of chemical the canister contains. If offered chemical canisters, roll a D6 to determine which types there are:

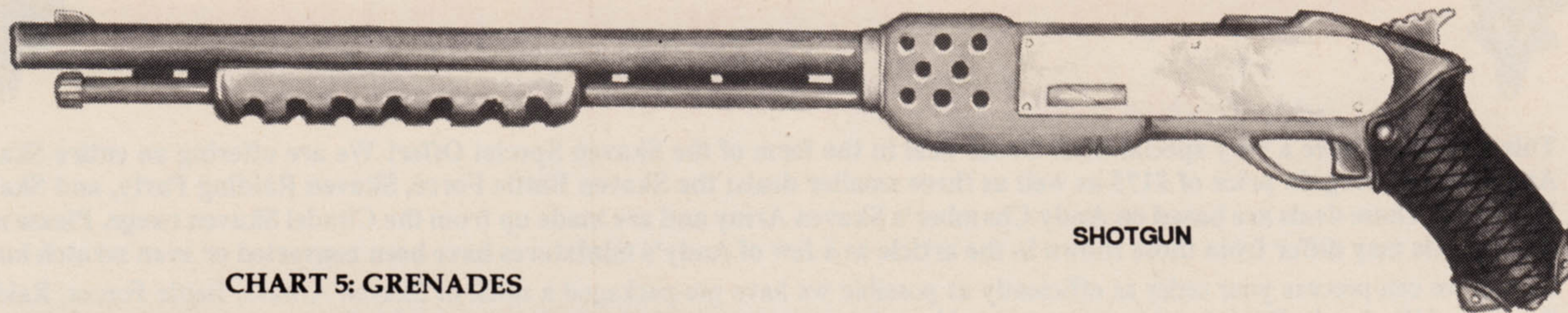
D6 Number of Types of Chemical Canister

1	Neurotoxin
2	Sedative
3	Intoxicant
4-5	2 types are offered – roll a D6:
1-2	Neurotoxin and Sedative
3-4	Neurotoxin and Intoxicant
5-6	Sedative and Intoxicant
6	3 types are offered

If more than one type is on offer there will be equal quantities of each – dice randomly to establish the type of any oddments.



HANDBOW



SHOTGUN

CHART 5: GRENADES

D100	Grenade	Number Offered	Cost per Item
1-5	Anti-Plant	1	10 per grenade
6-10	Blind	D6	2 per grenade
11-15	Choke Gas	D6	1 per grenade
16-20	Krak	D6	3 per grenade
21-25	Frag	D6	2 per grenade
26-30	Hallucinogen Gas	1	5 per grenade
31-35	Haywire	1	10 per grenade
36-40	Knock-Out Gas	D6	1 per grenade
41-45	Melta-Bomb	1	2 per grenade
46-50	Photon	D6	2 per grenade
51-55	Plasma	1	3 per grenade
56-60	Rad	D6	5 per grenade
61-65	Scare Gas	D6	2 per grenade
66-70	Smoke	D6	1 per grenade
71-75	Stasis	1	50 per grenade
76-80	Stumm Gas	D6	1 per grenade
81-85	Tanglefoot	D6	2 per grenade
86-90	Toxin Gas	D6	2 per grenade
91-92	Virus	1	30 per grenade
93-97	Vortex	1	100 per grenade
98+	Choose 1 of the types above		

The chart includes only grenade types in circulation on Necromunda – it does not include psyk-out grenades which are very rare and issued primarily by Inquisitors. The only way for a hive world gang to get one would normally be when an Inquisitor is slain or captured. Consequently they are not included on the charts. Other grenades may be expensive because they are rare rather than because of their particular effect. For example, Anti-Plant grenades are tremendously rare and of limited use on Necromunda – if you want one you must have some very unusual purpose in mind and you're going to have to pay far more than the grenade is really worth.

CHART 6: MISSILES

D100	Missile	Batch	Cost per Item
1-5	Anti-Plant	1	20 per missile
6-10	Blind	D6	4 per missile
11-15	Choke Gas	D6	2 per missile
16-20	Super Krak	D6	10 per missile
21-25	Frag	D6	4 per missile
26-30	Hallucinogen Gas	1	10 per missile
31-35	Haywire	1	20 per missile
36-40	Knock-Out Gas	D6	2 per missile
41-45	Melta-Bomb	1	4 per missile
46-50	Photon	D6	4 per missile
51-55	Plasma	1	6 per missile
56-60	Rad	D6	10 per missile
61-65	Scare Gas	D6	4 per missile
66-70	Smoke	D6	1 per missile
71-75	Stasis	1	100 per missile
76-80	Stumm Gas	D6	2 per missile
81-85	Tanglefoot	D6	4 per missile
86-90	Toxin Gas	D6	4 per missile
91-92	Virus	1	60 per missile
93-97	Vortex	1	250 per missile
98+	Choose 1 of the items above		

CHART 7: ARMOUR

D100	Armour part	Cost
01-10	Helmet (basic metal or synthetic type)	5
11-15	Helmet with photo flash visor and communicator	20
16-20	Carapace body armour	50
21-40	Flak body armour	30
41-45	Mesh coif (Balaclava helmet shape)	30
46-55	Mesh body armour	40
56-60	Plate body armour (primitive type)	10
61-70	Choose any one item (01-60) above	
71-73	Power Armour helmet	100
74-75	Power Armour back and chest piece	100
76-77	Power Armour arm sections	100
78-79	Power Armour leg sections	100
80-81	Power Armour suit including harness	600
82-85	Power Shield	50
86	Complete Terminator Suit including harness	1200
87-90	Power Harness for Power Armour	100
90+	Choose one of the items above (01-90)	

Power armour is useless in itself – it can only be worn effectively in conjunction with a harness which carries the power lines and power pack which enables the suit to function. A single arm or leg set, helmet, or chest piece could be used without the rest of the suit so long as the wearer has a harness.

CHART 8: EQUIPMENT

D100	Item	Cost
01-05	Bionic Arm (choose left or right)	300
06-10	Bionic Eye	100
11-15	Bionic Leg (choose left or right)	300
16-20	Bionic Implanter	300
26-30	Cameleoline Blanket or Cloak	10
31-35	Communicator	5
36-38	Conversion Field Device	50
39-40	Displacer Field Device	50
41-45	D6 Fuses (Proximity)	1 each
46-50	D6 Fuses (Time)	1 each
51-55	Grav-Chute	20
56-60	Infra Visor	10
61-65	Medi-Pack	50
66-70	Photo Flash Visor	5
71-75	Power Pack (may be used as ammo)	10
76-78	Rad Counter	30
79-80	Refractor Field	30
81-85	Respirator	5
86-87	Scanner	15
88-90	Suspensor	10
91-95	Targeter	50
96-00	Web solvent (canister)	10

CHART 9 DRUGS

D100	Drug Type	Doses Offered	Cost per Dose
0-50	Blitz	1	20
51-70	Doze	1	5
71-90	Stimm	1	50
91-00	Spook	1	50



SKAVEN ARMY



MAIL ORDER SPECIAL OFFER

This month we have a very special Mail Order deal in the form of the Skaven Special Offer! We are offering an entire Skaven Army for the bargain price of £175 as well as three smaller deals: the Skaven Battle Force, Skaven Raiding Party, and Skaven Warband. These deals are based on Andy Chamber's Skaven Army and are made up from the Citadel Skaven range. Please note that models may differ from those shown in the article as a few of Andy's miniatures have been converted or even scratch built.

So that we can process your order as efficiently as possible we have pre-packaged a stock of Skaven Armies, Battle Forces, Raiding Parties and Warbands. By doing this we can assemble and despatch your order more quickly, cutting the cost to us which we are able to pass on to you as a substantial discount on the normal price. Because these offers are all pre-packaged we won't be able to include regular mail order in with your parcel. Should you want other models from Mail Order as well as your Skaven Special Offer please send another order in a separate envelope. Better still - order by telephone using Access or Visa and save even more time! If ordering by post please mark your envelope SKAVEN SPECIAL OFFER.

SKAVEN BATTLE FORCE

- White Skaven Sorcerer (Level 20 Wizard) – Halberd.
- Clan Chieftain (Level 5 Hero) – Hand Weapon, Heavy Armour, Army Standard *Relic Banner*, *Amultetic Std.*
- Clan Eshin Culler (Level 10 Assassin) – Light Armour, Net, Sling, Warplock Pistol, Hand Weapon.
- 36 Clan Mors Clanrat Warriors – Light Armour, Shields, Hand Weapons, Musician, Standard Bearer. **728 pts**
- 25 Skavenslaves – Hand Weapons, Shields. **75 pts**
- 10 Clan Eshin Gutter Runners – Light Armour, Shields, Slings, Throwing Stars, Hand Weapons. **150 pts**
- 3 Clan Scyre Fire Thrower Teams – Light Armour. **243 pts**
- 2 Clan Scyre Jezzailachis Team – **78 pts**
- 2 Clan Scyre Poison Wind Globadier – Light Armour. **52 pts**
- 2 Clan Moulder Beast Masters – Light Armour, Hand Weapons, 4 Rat Ogres. **173 pts**

TOTAL 1500 pts

SPECIAL PRICE: £75.00 (SAVE £21.00!)

SKAVEN WARBAND

- Clan Scyre Warpsquealer (Level 15 Wizard) – Hand Weapon, Warplock pistol
- 20 Clan Mors Clanrat Warriors – Light Armour, Shields, Spears, Hand Weapons, Musician, Standard bearer. **201.5 pts**
- Clan Warlord (Level 10 Hero) – Light Armour, Hand Weapon, Halberd, *Frenzied*, *Parasitic Blade*
- 15 Black Skaven – Light Armour, Halberds, Hand Weapons, Musician, Standard Bearer, *Relic Banner*. **246.5 pts**
- 2 Clan Scyre Poison Wind Globadiers – Light Armour **52 pts**

TOTAL: 500 pts

SPECIAL PRICE: £30.00 (SAVE £8.00!)

ORDER FORM

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SKAVEN RAIDING PARTY

- Vermilord (Level 15 Hero) – *Spell Shield*, Light Armour, Double Handed Weapon, Hand Weapon
- 19 Stormvermin – Light Armour, Shields, Double Handed Weapons, Hand Weapons, Standard Bearer, *Relic Banner*. **307 pts**
- Clan Warlord (Level 10 Hero) – Light Armour, Hand Weapon, *Warpscroll*.
- 15 Clan Pestilens Plague Monks – Hand Weapons, Musician, Standard Bearer, *Bane banner*. **380.5 pts**
- 1 Clan Moulder Beast Master – Light Armour, Hand Weapon, 2 Rat Ogres. **86.5 pts**
- 1 Clan Scyre Fire Thrower Team – Light Armour. **81 pts**
- 2 Clan Scyre Jezzailachis Team – **78 pts**
- 3 Clan Moulder Beast Masters – Light Armour, Hand Weapons, 18 Giant Rats. **67.5 pts**

TOTAL: 1000 pts

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SKAVEN ARMY

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