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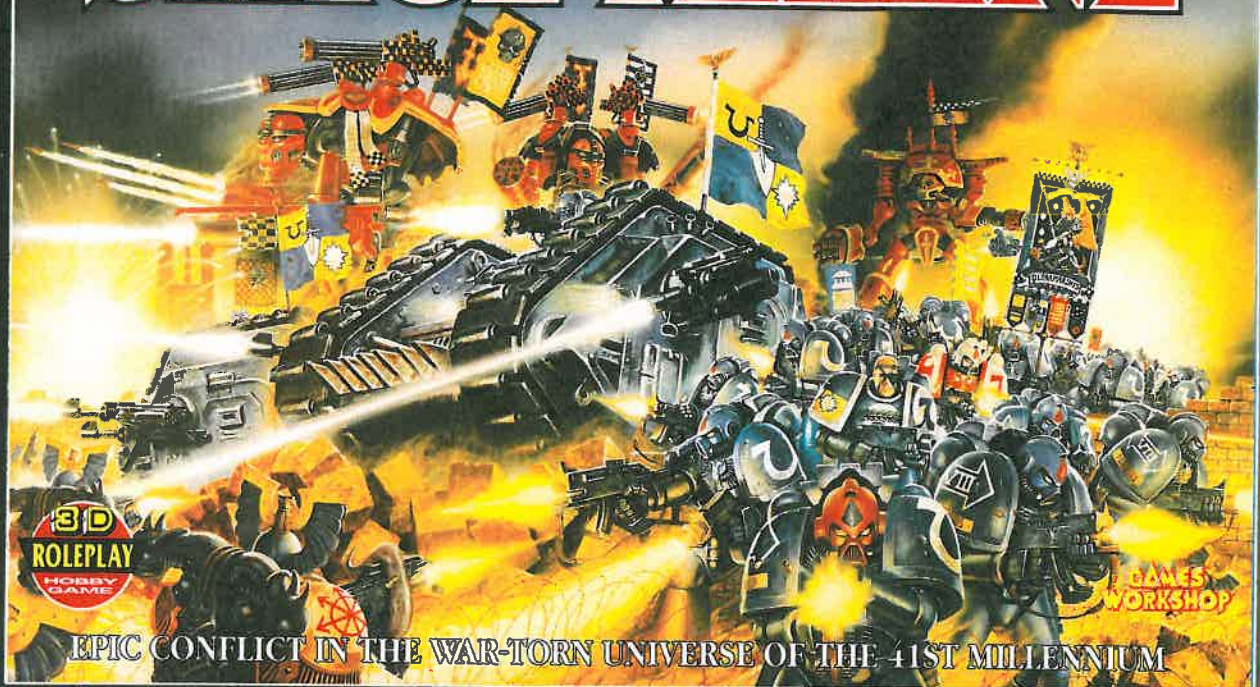
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WHITE DWARF

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Robin Dews Simon Forrest Jervis Johnson Mike McVey Rick Priestley

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UNDEAD ARMY

BY RICHARD GUNSON

Richard Gunson is a keen miniature painter and Warhammer Fantasy Battle player who has recently joined the team here at Games Workshop. We asked Richard to take us through the creation of his Undead army and provide some tips on how to get the best out an Undead host on the tabletop.

The first decision everyone has to make when they get involved in the Games Workshop hobby is which army do I want to collect? For me, this was relatively easy as I'd watched a few games of Warhammer Fantasy Battle and was really attracted by the look of the game as well as being excited by the enormous range of models that were available

for all the different armies. I loved the idea of massed hordes of Orcs and Goblins and the recent White Dwarf article by Andy Chambers on his Skaven army had really impressed me. However, a quick flick through the Warhammer Armies lists left me in no doubt which it was to be. Almost all Undead are immune to psychology tests, whilst causing *fear* to many living creatures. Coupled with the fact that many undead units cannot be routed, although they are subject to *instability*, an Undead army presents both the controlling player and his opponent with a unique set of tactical considerations. I must admit that I also think Undead armies look great and I found the image of a host of skeletal warriors sweeping their way across the battlefield extremely appealing – though 'unappealing' might be closer to the truth!

My first step was to work out a rough 3000 point force from Warhammer Armies. The only compulsory troops are 20 Skeleton Warriors and 10 Grim Reapers. This suited me fine because I felt that Skeletons should comprise the bulk of any Undead forces.

I already had a few Skeletons in my model collection, but spurred into action by thoughts of battlefield glory, I bought a Citadel Miniatures Skeleton Army boxed set to form the core of my Undead horde. If like me, you are on a limited budget, this boxed set is a godsend, containing not only 30 Skeleton Warriors on foot but 8 Skeleton Horsemen and a Chariot as well. The assembly of some of the models takes a little patience, but the results are well worth the effort and is all part of the fun of hobby gaming. Around this solid core of plastic models I then added individual character models and began to build up additional units of metal miniatures to add variety to my army and create the more heavily-armoured units.



STEPHEN TAPPIN



Zombie Dragon with Skeleton Hero

ARMY SELECTION

I thought long and hard about an overall strategy that would serve to maximise an Undead army's unique abilities and selected my forces with a battleplan firmly in mind. Most Undead troops are actually rather weak in combat so there would be little point in slugging it out 'man-for-corpse' in the middle of the table, as I'd soon end up commanding nothing but a large pile of bones and offal.

The greatest advantage the Undead would hold over their mortal adversaries is that they are virtually immune to psychological effects, while at the same time – and perhaps more importantly – they cause fear in their opponents. This compels opposing regiments to pass a *cool* test if they want to charge or fire missiles at your troops. Enemy regiments which are charged by Undead must pass a *cool* test or rout immediately. Hence with a few duff dice rolls your opponent can find his army fleeing in terror before your Undead servants even lay a bony finger on them! With all this in mind, the following ideas are my suggestions for a winning combination of Undead troops.

CHARACTERS

I wanted a strong set of character models to support my rank and file, so I wasn't going to be unduly troubled if they ran to over 1000 points.

When your whole army is essentially a creation of magic then it seems sensible and appropriate to have a strong magical presence in the force. To this end I usually choose a level 20 Necromancer as my army commander and mount him on an undead horse to increase his mobility and improve his saving throw should anyone attempt to attack him. I also decided to include a couple of lower level Necromancers (1 level 10 and 1 level 5) in a bid to bolster up the rank and file and keep them firmly under control.

Undead Heroes work out rather expensively in points terms as magical weapons are compulsory for Champions of level 10 and over. With this in mind, I first chose a couple of strong well-armed and armoured Heroes to take control of the units I anticipated putting into the thick of the fighting. The remaining Champions were restricted to level 5, but I considered these to be points well spent in order to keep control of units which would otherwise become subject to *stupidity*.

Undead armies benefit from strong leadership so don't be

tempted to skimp on your points allowance for character models. Hopefully all this effort and expenditure will stop the army rapidly falling apart with the destruction of a couple of its leaders.

Finally an army standard is essential to any force, if only because you can really go to town painting it. I chose a couple of magical abilities for mine, *War Banner* to help the Death Riders swing important fights and *Bane Banner*, in order to augment my army's prime strength – its ability to send opponents running for the hills in the face of the terrifying horde massed against them.

RANK AND FILE

SKELETON WARRIORS & GRIM REAPERS

The two compulsory troop types, Skeleton Warriors and Grim Reapers, were to form the bulk of my army, relying on their sheer weight of numbers to push back enemy units. Even the most steadfast of Dwarves or Elves have to rout if pushed back in combat by skeletons.

My largest Skeleton unit has 30 models deployed in five ranks of six and is equipped with a standard to give a hefty +4 bonus to pushbacks. These form the spearhead of my foot troops, their leader being equipped with Galvorn Armour to keep their move to its maximum four inches. After my first few games, I learned to get to grips with the enemy quickly and pursue routing opponents until they are either all dead or off the table. As the commander of an Undead army you should never give the enemy general the an opportunity to pause and regroup his forces.





Skeleton Death Riders

Two smaller Skeleton units of 20 models each, one of them consisting of Grim Reapers, are used to support the main unit by advancing to either side and slightly behind it. I try to commit these forces against the enemy's weaker units, or against units that are thinly stretched into formations of only a few ranks deep. This maximises their chances of winning their hand-to-hand combats against more skilful living foes.

SKELETON ARCHERS AND CROSSBOWMEN

Missile-armed Undead are fairly ineffective because of their low ballistic skill, especially while they're moving. Hence I usually only employ ten bowmen to act as a screen for my main thrust and to give my opponents something to think about when facing off with me.

ZOMBIES

Zombies form another 30 strong unit in my army. Their low points cost makes them a worthwhile addition to any force, especially when compared with the cost of Skeletons. Their major disadvantage is that they are subject to rout tests with no chance to rally. To get round this I tend to use my Zombies as a reserve force, relying on sheer numbers to see them through any combat. A couple of units of Zombies present quite a disturbing number of troops to an opponent, at a relatively low points outlay.

DEATH RIDERS

Where else can you get troops that can streak straight through woods and over rivers without a movement penalty? A couple of units of Death Riders are an indispensable asset as shock troops. Used for deep penetrative attacks from behind or sweeping down the flanks to hit enemy units in the sides or rear, they can be a real shock to an opponent who is not fully aware of their capabilities. I use one of my Death Rider units led by a level 20 Hero in this role. The other unit accompanies my army commander and Standard Bearer affording them protection from missile fire, and forming a swift and potent reserve unit in itself.

GHOULS AND MUMMIES

I don't generally use these troops in my regular 3000 point force. Ghouls have the advantage of two attacks, but will always rout if pushed back. They would probably be a useful force if deployed in sufficient numbers, but I prefer to spend my points elsewhere. The same holds true for Mummies who are hard to wound and unaffected by Instability, but at eighty points each they certainly gobble up a large portion of any Undead army. In any case, their maximum move of three inches makes them too slow to fit into my overall rapid attacking strategy.

OTHER FORCES

Finally, I come to those all important gadgets and exotic creatures that make all the difference in rounding out an army. I tend to employ a good few of these in my force for a couple of reasons. Firstly, I really like the models and enjoy collecting and painting them. Secondly, they can distract an opponent in such a way that he'll spend a great deal of effort in trying to destroy them, allowing me to attack elsewhere.

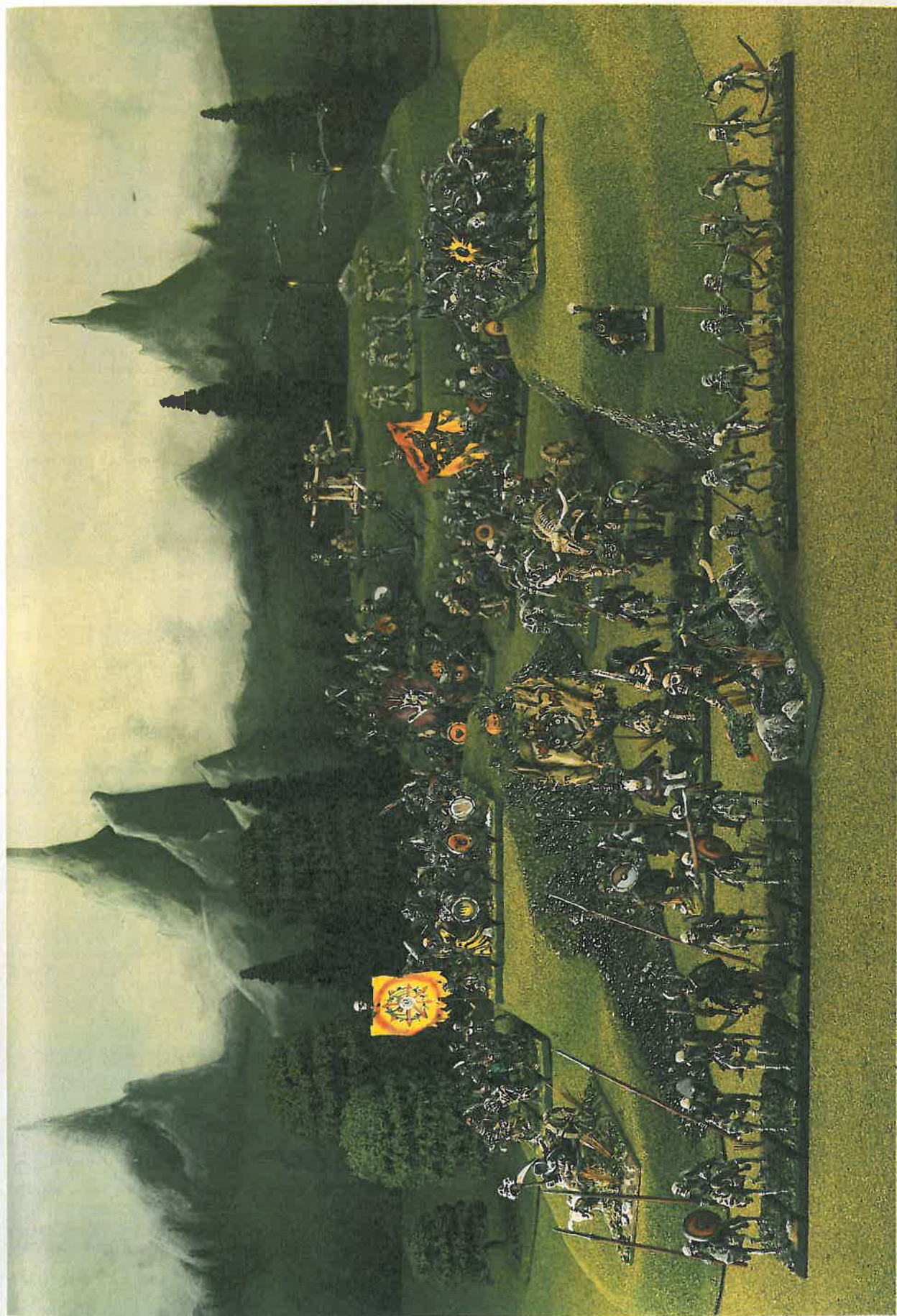
CARRION

Carrion are best employed wide on the flanks and used in hit and run attacks on the enemy's sides and rear. If you time them so that opposing units are already engaged to the front then they not only have to test for fear but for panic as well. Under this kind of pressure even the bravest of regiments will eventually break and run.



Skull Chucker and crew

UNDEAD ARMY

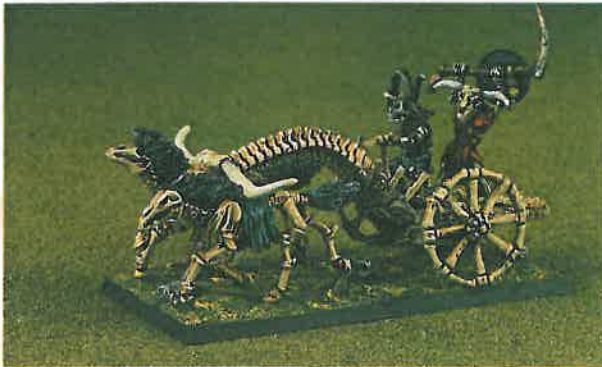


SKULL CHUCKERS

Yet another method of getting rid of the opposition's strongest units before they can get to grips with you in hand-to-hand combat. Stone throwers can cause crippling damage in their own right, but with the addition of *fear*-causing Screaming Skull ammunition, any unit they hit may well not stay around for a second helping.

UNDEAD CHARIOTS

I found out after only a couple of games that it's essential to have a Hero of some sort in the chariots, as they quickly rumble off out of a Necromancer's range of control. Bearing this in mind, their ability to move all over the terrain with no movement penalty and give automatic hits when charging an enemy, combine to make the chariot into another nice shock unit.



Skeleton Chariot

PLAGUE CART

I have to admit that the main reason I included a Plague Cart in my army is that I like the model so much! As a rule I try to make sure that I only commit my troops when I'm certain I can win the combat. However, there are always times when this is just not possible and the Plague Cart sent in among my infantry units can make all the difference to *Instability* tests.

FOR THE FUTURE

The possibilities for expanding an Undead army are just about limitless. If a creature dies, then theoretically it can be raised by necromancy to become one of the Undead.

My army has recently acquired a Hero mounted on a Zombie Dragon after a recent mauling I had from a High Elf Dragon Rider.

Every time I field my army against a new opponent, different sets of problems present themselves and demand solutions. Recently I've found my troops to be very vulnerable to magic. It seems that there is a huge arsenal of spells, army standards and weapons designed for the sole purpose of annihilating the abominations of the Undead. I'm still experimenting with ways to counter this, but I think I'm going to need a bit more magical protection in the form of spell shields or possibly an amulet or sacred standard. You can never plan for every eventuality with a 3000 point force, but the trick is to have an army flexible enough to cope with most of what's thrown in its direction and to have a few surprises of your own.

THE LEGION OF DREAD

Characters

Magister Mortis (Level 20 Wizard) Hand Weapon, Undead Horse	250 pts
Morbidity (Level 10 Wizard) Hand Weapon, Pistol	87 pts
Necrus Adeptus (Level 5 Wizard) Hand Weapon	60 pts
Corpse Knight (Level 20 Hero) Galvorn Heavy Armour, Shield Magic Weapon - Trance, Undead Horse	219 pts
Tomb Terror (Level 15 Hero) Galvorn Heavy Armour, Shield Magic Weapon - Hellhoned Blade, Parasitic Blade	184 pts
Grave Fiend (Level 10 Hero) Heavy Armour, Two-handed Weapon - Scythe Magic Weapon - Enchanted Strike	95 pts
Charnel Warrior (Level 5 Hero) Light Armour, Shield, Hand Weapon	33 pts
Charnel Warrior (Level 5 Hero) Light Armour, Shield, Hand Weapon	33 pts
Charnel Warrior (Level 5 Hero) Heavy Armour, Hand Weapon, Undead Horse, Horse Barding Army Standard - Bane Banner, War Banner	222 pts
Total Spent on Characters - 1183 pts	

Rank and File

29 Skeleton Warriors Hand Weapon, Shield with Musician and Standard Bearer	341 pts
19 Skeleton Warriors Hand Weapon, Light Armour, Shield with Standard Bearer	260 pts
19 Grim Reapers Scythe, Light Armour with Musician and Standard Bearer	294 pts
29 Zombies Hand Weapon, Standard Bearer	120 pts
10 Skeleton Archers Hand Weapon, Bow	120 pts
7 Death Riders Hand Weapon, Lance, Shield	161 pts
6 Death Riders Hand Weapon, Light Armour, Shield	138 pts
2 Carrion	90 pts
1 Skull Chucker Screaming Skull ammunition	85 pts
1 Plague Cart	100 pts
1 Undead Chariot Hand Weapon, Light Armour, Scythed Wheels	108 pts

Total Army Cost: 3000 pts

PAINTING SKELETONS

by Mike McVey

Skeletons are without a doubt the quickest and easiest miniatures to paint up for a Warhammer Fantasy Battle Army. They require no sophisticated shading or highlighting to achieve a frighteningly realistic finish, but rely on a couple of simple painting techniques to bring out the detail on the miniatures.



PREPARATION AND ASSEMBLY

The plastic skeletons from the Skeleton Army set are ideal for painting up in units. The multi-part bodies mean that you can create a large variety of poses, but they are still simple to assemble.

The first step is to cut them off their sprues. Some of the parts are quite thin and delicate so make sure that you are very careful when you do this. Always use a sharp craft knife. A new blade will cut with far less effort than an old or blunt one and you are less likely to slip and cut yourself. Always cut down onto a tough surface so that there is no chance of slipping and cutting yourself. It's much easier to assemble your models if you still have fingers!



When you've removed all the parts off the sprues for the models you're going to paint immediately, assemble the pieces and glue them to the bases. The best glue to use for this is polystyrene cement as this actually melts the plastic and 'welds' it back together. It takes slightly longer to dry than superglue but it forms a far more secure bond.



PAINTING YOUR MODELS

It is vital that you give the glue plenty of time to dry before you start to paint. All the joints should be totally rigid or the models will come apart when you start painting. As a first step, the miniatures should be given a white undercoat. This is then followed by a thin wash with Citadel Inks. Finally, the model is highlighted by drybrushing with progressively lighter tones of colour.





The secret to painting skeletons is to get the initial ink wash the right colour and consistency. A mix of two parts brown ink to two parts yellow ink to one part water is just about right. Apply this liberally over the whole miniature with a size two brush. Don't worry if the wash appears to be obscuring the detail – you'll find that this effect disappears as the ink dries.



Make sure that the ink is fully dry, ideally leaving the miniatures overnight before you move onto any further painting. The easiest way to pick out the detail is to drybrush the models with light bone colours. Don't expect instant results, this technique only works if you slowly build up the highlights by drybrushing very gently with successively lighter colours. Start with Orc Brown and use an old size

two brush. Put some paint out onto your palette and leave it for a minute or two so that it thickens up slightly. Draw your brush through the paint and then wipe it across a piece of paper or tissue until it just leaves a faint trail of colour. Hold the miniature and briskly draw the paintbrush over the detail on the model. do this very gently and make sure that only the very tips of the bristles hit the surface.

It is best to work on about ten models at once so that by the time that you have finished the last one the paint on the first is dry. Depending on how much time you want to spend painting the models you can add more or less stages into your drybrushing. If you want a quick result you can simply drybrush with Bleached Bone and then Skull White. If you prefer to spend a little longer on some of you character models, gradually build up the highlights by adding Bleached Bone to the Orc Brown, drybrushing this on and then adding more and more Skull White to subtly build up the highlights. Its up to you to experiment and find a finish that satisfies you.

DETAILS AND FINISHING



A little more detail is required on the face than on the rest of the miniature. Apply a wash of Brown Ink to the teeth and eye sockets to give them some strong definition. The teeth can then be picked out in pure Skull White and you can add additional highlights above and below the eyes and on the chin and cheekbones.



STEPHEN TAPPIN



You can paint weapons and armour to look old and decaying so that they fit in with the character of the models. The best way to get a rust effect is to paint all of the area black and then drybrush it, first with Chainmail and then with a mix of Hobgoblin Orange and Snakebite Leather. If you want to add further detail you can apply a thin wash of Chestnut Ink to enrich the colours. When this is fully

dry, finish off with a gentle drybrush with Mithril Silver to bring out the metallic effect.

When painting clothing, shields and banners there is a very definite recommended palette of colours. These are blacks, reds, creams and a purples. All of these colours are strongly linked to the undead and are favoured by Necromancers. Of course, there are other tones that you can use, but sticking to a few strong colours gives the forces of the Undead a powerful visual character.

Skeletons are based up in exactly the same way as any other miniature. PVA glue is painted onto the top of the base, carefully avoiding the feet. The base is then dipped in sand. The sand will stick to the glue creating a realistic ground effect – if sand has stuck to the skeleton or side of the base, remove it whilst the glue is still wet. Leave the base to dry for a full day before it is painted and drybrushed green.

GAMES WORKSHOP

PRODUCTION STAFF

Games Workshop currently has a number of vacancies for production staff at its busy Design Studio. This is where White Dwarf magazine and all our games are designed, written, edited, illustrated and prepared for printing.

We are looking for mature, intelligent and committed individuals, who are regular players of either Warhammer 40,000 or Warhammer Fantasy Battle, who could use their skill and enthusiasm to help us turn our ideas into the finest hobby games in the world.

A positive attitude and enthusiasm for the Games Workshop world of hobby games is far more important than publishing experience, but familiarity with Apple Macintosh DTP and finished artist skills would also be a distinct advantage.

For further details, please write in the first instance to Rick Priestley or Phil Gallagher at the address opposite. Be sure to enclose a brief CV with details of your gaming background and any publishing experience.



Games Workshop Design Studio

Howard House
16 Castle Boulevard
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NG7 1FL

GAMES WORKSHOP™

RETAIL STAFF

What do an ex-nightclub manager, an ex-florist, a former junior accountant and an unemployed plumber's mate all have in common?

My name is Tim Cheetham, I'm the manager of the Games Workshop store in Leeds and the above list refers to me and my staff. So what do we have in common? Well we're all enthusiastic Games Workshop gamers, we all collect and paint Citadel Miniatures and we love to spend our time involved in our hobby.

But that's not all - we all have a job we enjoy, we're surrounded by people who share our interests and because we understand our customers, we find the main part of our work easy.

When I joined Games Workshop, I had no retail experience at all, but that didn't matter as there's so much more to my job than just selling. I'm responsible for organising and building up the whole hobby in my area. I have to make sure that my fellow gamers get all the painting and gaming events they want and that there are enough games clubs and activities to keep everybody happy.

All you need to do my job are energy, a sense of humour and a professional approach to your work. Most important of all, you need to be able to pass on your enthusiasm for your hobby to other people. But then if you enjoy the hobby, how hard can that be?

Take it from me. I've been night-club manager, a journalist and I've travelled all over the world, but working for Games Workshop is the most fun you can have and still get paid.

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SPACE HULK

QUESTIONS AND ANSWERS

BY SIMON FORREST

We're often sent letters by people asking us to clarify rules points, usually where an unusual situation not covered by the rules has sprung up. To help you out, we've collected some of the more common rules queries and provided answers and guidelines.

In particular, we take a look at the psychic rules from the Genestealer expansion set, and at Overwatch and Command Points. From reading your letters, we've found a few areas that some of you find a little confusing so we're covering them again to help clarify matters.

And since Genestealer was released we've played a lot of games using the psychic cards and found a few minor changes that we'd like to make to the rules.

FORCE BATTLES

A few people have asked us to clarify the way that force battles work. These are actually fairly simple and, once you've got the idea, you won't have any problem with them.

Force Cards

Many of the psychic cards have a coloured icon in the bottom right corner – this is the force icon and it has the same colour and symbol as one of the four psychic suits. Cards with one of these icons are known as force cards. Aura cards are also force cards – they count as force cards against their own suit (ie the suit shown by the main icon in the top left corner).

The four suits and their colours are:



PSIONIC



POWER



KINESIS



TEMPORAL

When a psyker is the target of a psychic attack he can use a force card to block the attack. He simply lays down a card with a force icon of the same colour as the attacking card's suit – so a Psionic card is dispelled by a force card with the yellow Psionic symbol in the bottom right corner.

Playing a force card like this completely dispels the attack – so neither the psyker nor any other models are affected.

Force Battles

A force battle represents each psyker throwing extra energy into a psychic attack or defence. Whoever lays down the most cards has unleashed the most psychic energy and wins the battle.

The two psykers take it in turn to lay down force cards. The one who lays down the last card wins. If it's the attacker the psychic attack takes place as normal. If it's the defender, his psychic defences have proved too strong and the attack is dispelled.

A force battle works like this:

- 1) The attacking psyker plays a psychic card.
- 2) The defending psyker (who must be a target of the attack) plays a force card with a force icon of the same colour as the attacking card's suit. This stops the attack.
- 3) The attacking psyker now plays his own force card – again this has a force icon of the same colour as the original attacking card. This makes the attack effective again.
- 4) Steps 2 and 3 are repeated until one player either doesn't have a force card of the right colour or doesn't want to play any more cards. Whoever played the last card wins the force battle.

It's as simple as that – see the example for a more detailed run-down of a force battle in action.

AEGIS SUITS

It's easy to forget that a Space Marine Librarian gets the equivalent of a free force card against every psychic card that affects him.

A Librarian wears an Aegis suit. This is a specially modified suit of Terminator armour that includes a psychic hood. The psychic hood contains a psi-matrix crafted from an intricately interlaced web of psychically-attuned crystals. The psychic hood amplifies the Librarian's natural psychic defences and gives him greater protection from psychic attacks.

Every time a Space Marine Librarian is attacked by a psychic effect he automatically gets a free force defence of the right colour. He doesn't have to use a card or pay any APs and it doesn't count as an action.

This means that to attack a Librarian, an enemy psyker needs to have at least one force card to enhance his attack. This overcomes the Librarian's free force defence and the attack affects the Librarian as usual. If the enemy psyker doesn't have an extra force card, his attack will fail.

EXAMPLE FORCE BATTLE

This example force battle shows you how the cards work and which of the coloured icons you use at each stage.

The attacking player lays down his psychic card – let's say it's a Hellfire, which makes it a Power card (red).

If one of the targets of the Hellfire is a psyker, the defending player gets the chance to dispel the attack with a force card. If he doesn't have a force card of the right colour, of course, the Hellfire takes effect.



This icon shows the suit of the psychic attack. This is the colour that counts for the force battle. In this case it's the Power suit so only red force icons count.

For the initial attack, it doesn't matter what colour this icon is – it has no effect on the attack.

However, we'll assume the defending player does have a force card with a red force icon – say, the Burst of Speed card with the red icon. He plays this and dispels the attack.

Remember that it's the force icon in the bottom right corner that counts – it doesn't matter that Burst of Speed itself is from the Temporal (blue) suit.

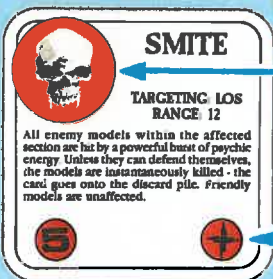


When the defending psyker plays a force card, ignore this icon.

This is the icon that counts for a psychic defence – it must be the same suit/colour as the attack. In this case, it's red to match the Hellfire's suit.

If the attacking player also has a force card with a red force icon – say the Smite card with the red icon – he can play this to enhance his attack so that it is once more in effect.

If he didn't have a red force card, the Hellfire would have been dispelled.

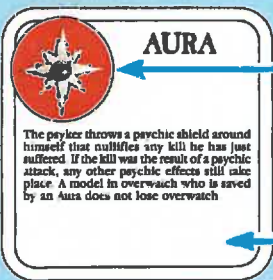


If the attacker reinforces the psychic attack, this icon still doesn't matter – it only counts for the original attack.

If you're reinforcing an attack with a force card it's the same as dispelling them – this icon must be the same suit/colour as the attack.

If the defending player doesn't have another red force card, the Hellfire now takes effect as usual.

If he does have another red force card he can choose to play it and dispel the Hellfire again. Say he's got an Aura card from the Power suit – as it's an Aura card it counts as a force card against its own colour.



Only in the case of an Aura card does this icon count for force battles.

Because they count as force cards against their own suit, Aura cards don't have a separate force icon in this corner.

This can go on as long as both players have got force cards with the right colour force icons (red in this example).

They keep taking it in turns to lay down force cards and whoever lays down the last card wins.

If the attacker wins, the psychic card works as usual – if the defender wins, the psychic card is dispelled and has no effect.

Of course, the Librarian can also play a force card from his hand to defend against the attack and this will lead to a normal force battle – whoever lays the last card wins the battle.

Unstoppable Attacks

The Librarian's free force defence doesn't work against unstoppable psychic attacks. These aren't stopped by force cards and the Librarian's Aegis suit isn't an exception.

Section Effects

If the Librarian is attacked by a section effect and stops it, either with his free force defence or by playing force cards, the

effect is completely dispelled – it doesn't affect any models in that section.

This means that if you're expecting to be attacked by a Genestealer psyker, you can provide protection for your Space Marines by keeping them in the same section as a Librarian.

However, if you're not careful this can make you a sitting target for a conventional section effect weapon, such as a missile launcher firing plasma missiles. It can also slow you down and make it hard to set up good firing positions so you have to avoid clumping your models together too much.

LIGHTNING ARC

Since Genestealer came out we've played a lot of games using the psychic rules and we now feel that the Lightning Arc attack is slightly too powerful.

To reduce the power of the attack, we're changing the targeting rules as follows:

- 1) Each attack must be directed at a different target.

These targets can be anywhere within 12 squares of the caster. The caster doesn't have to decide in advance which six targets he's going to attack provided each target is only attacked once.

- 2) The usual rules for blind targeting apply, except:

You can't target through an intervening model.

If the only route you can trace to a model is blocked by another model, you can't make that attack. This means that if a target survives an attack, you can't attack anything behind that target unless you can trace an alternative route to it.

As before, you also can't target through doors, bulkheads, crates and psychic section effects that block line of sight, although you can target through normal section effects (eg flamer hits).

Remember that if a psyker saves himself with a force card or an Aura card the Lightning Arc is dispelled and can't make any more attacks.

ASSAIL

These changes make some minor adjustments and cover the ambiguity in the original rules about where you could and couldn't move an Assailed model.

- 1) You can't move an Assailed model through obstructions such as closed doors, bulkheads, crates or other models – ie through anything that would normally block movement. You can move the model round corners, onto section effects that don't block movement and over rubble, pitfalls, ladders etc.
- 2) The player casting the Assail can now choose to place an Assailed model prone.

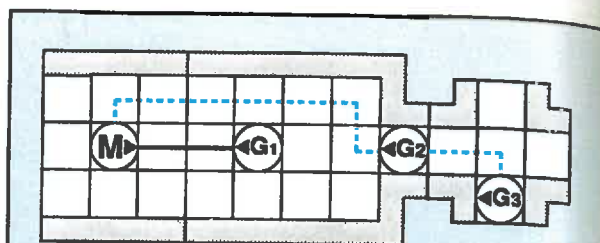
A prone model has no line of sight and cannot move, shoot or close assault until it gets up. If a prone model is attacked in close combat, subtract -1 from its dice – if it wins or ties it gets up and faces its attacker.

The AP costs for a prone model to get up are as follows:

Model	AP
Space Marine in Terminator armour	2
Space Marine in power armour	1
Purestrain Genestealer	0
Genestealer Hybrid	0

- 3) A Space Marine that is Assailed cannot spend CPs as a response to the psychic attack – he's too disorientated and shaken to be able to respond. This means he cannot immediately spend CPs to turn or stand up.

This restriction only applies to the Assail itself – the Space Marine can spend CPs as usual if another action is later taken in his line of sight (remember, a prone model has no line of sight).



LIGHTNING ARC

The Space Marine Librarian (M) casts a Lightning Arc. He makes his first attack against the Genestealer (G1) in front of him but only rolls a 1 on the dice – the Genestealer survives.

He makes his second attack against the next Genestealer (G2). Because Lightning Arc is blind targeting, it doesn't matter that the first Genestealer blocks his line of sight – the Librarian can trace a clear path to the second Genestealer that doesn't pass through another model, feature, door or blocked diagonal.

Say the Librarian rolls a 6 against Genestealer 2 – this kills the Genestealer. He can now make his third attack against the furthest Genestealer (G3). Again, because Lightning Arc is blind targeting it doesn't matter that he can't see around the corner.

If, however, the Librarian failed to kill the second Genestealer, he couldn't attack Genestealer 3. Genestealer 2 completely blocks his route to Genestealer 3 and there's no alternative path that he can trace to make the attack.

MIASMA AND TELEPORT

We're often asked if you can teleport through a Miasma. The answer is No. Miasma blocks all psychic effects from the section it's in, to the section it's in and through the section it's in. It's the only psychic section effect that completely blocks all other psychic abilities, including free targeting attacks through the section.

Of course, there's nothing to stop you teleporting beyond a Miasma if you can trace a route to the other side that doesn't pass through the Miasma section and is within Teleport range.

DRAWING PSYCHIC CARDS

Another common question concerns what happens when a psyker is in a Miasma or Stasis section effect – can the player still draw psychic cards?

Genestealers

The Genestealer player gets to draw the same number of cards regardless of how many psykers he's got in play. In fact, he gets to hold a hand of psychic cards even if there's no psykers in play at all. This means it makes absolutely no difference to him whether or not some or all of his psykers are caught in Miasma or Stasis effects.

Space Marines

This one isn't so clear cut. The rules say that the Space Marine player's psychic hand is 2 cards plus one card for each Space Marine in play and he gets to draw 1 new psychic card at the start of each turn for each psyker in play.

We've thought about this and there is obviously an argument for reducing the Space Marine psychic hand when a Librarian enters these effects, especially in the case of Stasis which takes a section out of the game. However, we've decided not to worry about it in order to keep things simple.

So the rule is that the Space Marine player's psychic hand doesn't change if a Librarian is in a Miasma or Stasis field. You only reduce the Space Marines' psychic hand if a Librarian is either killed or moves off the board.



MARK GIBBONS

OVERWATCH

A Genestealer opens a door. On the other side there's a Space Marine in overwatch. Does the Space Marine shoot at the Genestealer?

Yes, the Space Marine must shoot at the Genestealer. The Genestealer has taken an action in his line of sight and is still in his line of sight at the end of the action so the Space Marine must take an overwatch shot. It doesn't matter that the Space Marine sees the door move rather than the Genestealer – he still sees the results of the action.

Remember that Space Marines in overwatch *always* have to shoot at Genestealers that take an action and are still in their line of sight and fire arc at the end of the action. They don't get the choice to hold their fire – they're too tensed up ready to shoot and have no time to make decisions about firing.

The Genestealer player can sometimes use this to his own advantage, especially where he's got overwhelming numbers to throw at Space Marines in overwatch. Because the Space Marines have to fire, the Genestealer player can hurl wave after wave at the Space Marines, hoping to jam their bolters. See the diagram for an example of using wave attacks against Space Marines in overwatch.

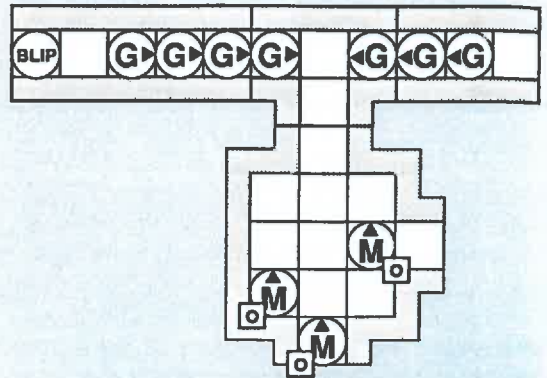
A Genestealer closes a door between itself and a Space Marine in overwatch. Can the Space Marine shoot at the Genestealer or the door?

No, the Space Marine can't shoot at either the Genestealer or the door.

He can't shoot the Genestealer because the overwatch shot comes after the Genestealer has completed its action. Closing the door takes the Genestealer out of the Space Marine's line of sight so it can't be shot.



KEVIN WALKER



WAVE ATTACKS AGAINST OVERWATCH

In this example, the Genestealers are in a good position to launch an attack in an attempt to swamp the Space Marines.

Each Genestealer that moves forces all three Space Marines to fire. So even if the first overwatch shot kills the Genestealer, the other two Space Marines have to roll to check they don't jam. The chance of killing a Genestealer with an overwatch shot is less than twice the chance of getting a jam so this is often an effective – if rather costly – way to attack.

Of course, it only works if you've got enough Genestealers to take the inevitable casualties. And remember there's a chance that the Space Marine player will be lucky and will gun down all the charging Genestealers without getting jammed!

If the Genestealer player is fortunate, he'll be able to move in and kill some of the Space Marines in close combat. At worst, he should be able to fill the room with Genestealers, forcing the Space Marines to spend next turn clearing the room. It's possible the Space Marine player will have to spend so many APs on shooting Genestealers that he won't be able to put everyone back onto overwatch. The Genestealers should then be able to launch another wave attack in the following turn with a much greater chance of success.

Wave attacks are one of the keys to playing the Genestealers. Just the threat of launching an attack can be a powerful tactic, slowing down the Space Marines by forcing them to spend half their APs on setting overwatch.

As good Space Marine tactics often require fast movement, it's vital to avoid situations where they get tied down in a room. If the Genestealer player can keep bringing up reinforcements from nearby entry areas, a situation like the one above could well be the turning point in the game. It's very hard for the Space Marines to break out of a heavily-threatened area, especially without support from heavy flamers or a Librarian with section effect attacks, but failing to do so usually spells defeat.

He can't shoot the door because a Space Marine in overwatch is only allowed to fire at a Genestealer that's just taken an action.

Overwatch represents the Space Marine's split-second response to a moving target. He's waiting tensely for a Genestealer to show itself and ignores all other targets, such as doors or features like crates.

On the other hand, if the Space Marine player wanted to spend a command point, he *could* shoot at the door. Command points represent specific orders to perform extra actions rather than instant snap-shot responses. Spending command points allows him to perform *any* action provided he has just seen a Genestealer take an action.

With command points the Space Marine could turn, step forward or backward, clear a jam or shoot at a door (any door – it needn't be the one that's just closed).

The penalty for doing this, of course, is that the Space Marine loses overwatch.

When a Space Marine in overwatch jams, how many command points does it cost to go back into overwatch?

It costs 3 command points: 1 command point to unjam the storm bolter and 2 command points to place the Space Marine back into overwatch.



Because these are separate actions, a Genestealer could take 3 actions before the Space Marine can shoot again:

Genestealer	Space Marine
First action	Pays 1 CP to clear the jam
Second action	Pays 2 CPs to return to overwatch
Third action	Takes an overwatch shot

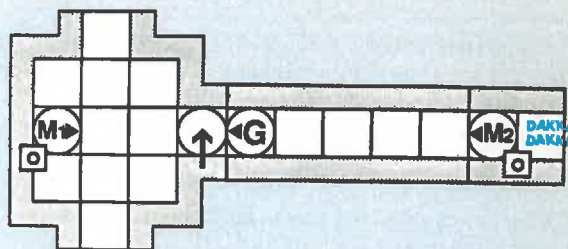
A Space Marine has just survived a Genestealer close assault. Do nearby Space Marines on overwatch shoot at the Genestealer?

Yes. In fact they must. Of course, the Space Marines must be able to draw a clear line of sight to the Genestealer and it must be in their fire arc and 12-square overwatch range.

Note that there's no chance of them hitting their fellow Space Marine even if they miss the Genestealer.

If a Space Marine forces a Blip to convert into the line of sight of another Space Marine on overwatch, does the model on overwatch get a shot?

No – the newly-converted Genestealer hasn't taken an action in the Space Marine's line of sight, so there's no chance to shoot.



OVERWATCH AND CLOSING DOORS

If the Genestealer closes the door, the Space Marine in the room (M1) can't take an overwatch shot. The Genestealer's action has placed it out of his line of sight.

The Space Marine could spend a command point to shoot the door, but this would immediately take him out of overwatch.

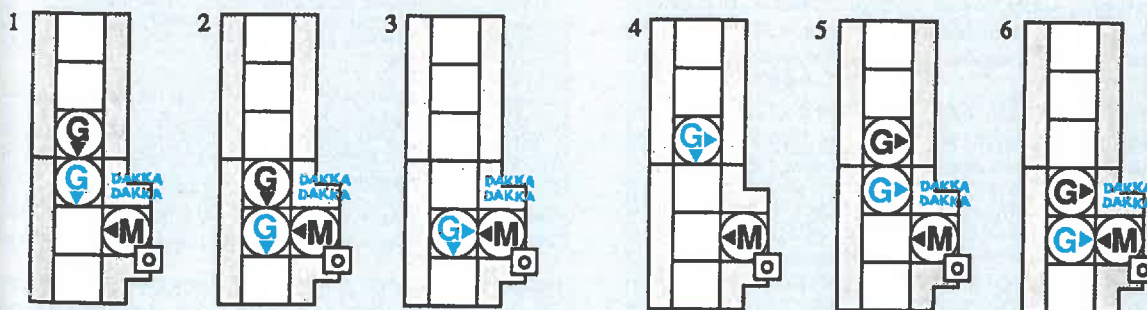
On the other hand, the Space Marine in the corridor (M2) must shoot at the Genestealer because the Genestealer is still in his line of sight and fire arc after it's taken the action.

Does a Space Marine in overwatch really get a shot at a Genestealer that turns 90° – after all, this is a free action for Genestealers?

Yes. Even though turning 90° costs no APs for a Genestealer, it's still an action so the Space Marine gets a shot.

This makes doorways and corners good defensive positions for Space Marines in overwatch as Genestealers will often have to turn to make a close assault.

Of course, a Genestealer can partially offset this by moving sideways. This is more expensive in APs but it means the Space Marine gets one less shot – see the diagram for more details.



OVERWATCH AND TURNING TO ATTACK

Diagram 1: The Genestealer's first square of movement takes it into the Space Marine's line of sight and fire arc. As he's on overwatch, the Space Marine takes a shot.

Diagram 2: The Genestealer's second square moves it directly in front of the Space Marine who gets another overwatch shot.

Diagram 3: The Genestealer can't attack because it's facing the wrong way. It now takes a free action to turn to face the Space Marine. The Space Marine gets a third overwatch shot even though the Genestealer's action was free.

The Genestealer has spent 2 APs getting here. If it has survived the overwatch shots, it can now make a close assault. This will force the Space Marine to defend himself and lose overwatch.

This is the best tactic to use if you want to be able to move the Genestealer after attacking and (probably) killing the Space Marine.

Diagram 4: An alternative method of attack for the Genestealer is to turn 90° for free before the Space Marine can see it. At this point it's still out of the Space Marine's line of sight and can't be shot.

Diagram 5: The Genestealer then moves sideways down the corridor at a cost of 2 APs. This takes it into the Space Marine's line of sight so the Space Marine gets an overwatch shot.

Diagram 6: Spending another 2 APs, the Genestealer again moves sideways down the corridor – the Space Marine gets another overwatch shot.

The Genestealer is now in a position to attack. It's cost 4 APs to get here rather than 2 as before but the Space Marine has had one less chance to shoot the Genestealer.

This is a better tactic for the Genestealer player if he doesn't want to move his model much further this turn.

COMMAND POINTS

In the Genestealer's turn, a Space Marine has just survived an attack by a Genestealer. Can the Space Marine player now spend a command point to have the Space Marine shoot his storm bolter at the Genestealer?

Yes. What's happened is that the Space Marine has managed to fend off the Genestealer's attack. He holds the Genestealer with his power glove and tries to pump several rounds into it at point blank range.

If the same thing happened after the next round of close assault, would the Space Marine get a sustained fire bonus, even though he'd fought in between the two shots?

Yes. At this range he could hardly fail to improve his chances from round to round!

Can a Space Marine spend command points to do anything other than fire in this situation?

Yes. For example, if he wanted, the Space Marine player could spend command points to step backward, step back and fire, even to close assault (if, say, he had lightning claws). When command points are used, the Space Marine can do any one action normally allowed by the rules.

Can you spend command points to have a Space Marine take an action immediately after the same Space Marine has fired from overwatch?

Yes. The important thing to remember is that spending the CPs means the Space Marine automatically loses overwatch.

Sometimes you might want to do this to get an extra shot in. For example, if a Genestealer is about to attack a Space Marine in close combat, the Space Marine's got nothing to lose – he'll come out of overwatch as soon as the Genestealer attacks anyway.

This can also be useful when you want to do something other than shoot. Common examples are stepping out of line of sight when facing a Genestealer Hybrid armed with a ranged weapon, closing a door between the Space Marine and the Genestealers or stepping back to prevent a close assault.

A Genestealer on the edge of a board section has just attacked a Space Marine with a flamer. The Space Marine survived – can he now spend 2 CPs to shoot the flamer?

Yes. Provided the Genestealer isn't in the same board section as the Space Marine with the flamer, the Space Marine can shoot at him.

CRATES AND RUBBLE

These new rules for crates and rubble bring them up to date with the weapons and psychic attacks introduced in the Genestealer expansion. We've included a quick summary of the basic crates and rubble rules to remind you how they work.

Crates

Crates block line of sight and movement. They can't be moved but they can be attacked with the same roll as a door – if destroyed, replace the crate by rubble.

However, if a conversion beamer is used to attack crates, the crates are vaporised and no rubble is left in their place.

Psychic attacks may also destroy crates. Vortex and Blast both automatically vaporise crates and leave no rubble.

The diagrams show a 6x6 board section with a Space Marine (M) and a Genestealer (G).
 Diagram 1: M is at (1,1), G is at (1,4). M has a storm bolter (SB) and a power glove (PG). G has a storm bolter (SB) and a power glove (PG).
 Diagram 2: M is at (1,1), G is at (1,3). M has a jammed storm bolter (J) and a power glove (PG). G has a storm bolter (SB) and a power glove (PG).
 Diagram 3: M is at (1,1), G is at (1,2). M has a storm bolter (SB) and a power glove (PG). G has a storm bolter (SB) and a power glove (PG).
 Diagram 4: M is at (1,1), G is at (1,1). M has a storm bolter (SB) and a power glove (PG). G has a storm bolter (SB) and a power glove (PG).

COMMAND POINTS

Diagram 1: A Genestealer is advancing on a Space Marine in overwatch. The Genestealer moves three squares and each time the Space Marine takes an overwatch shot. All three shots are misses, but for the third he rolls a double – his storm bolter has jammed.

Diagram 2: The Genestealer moves forward another square. The Space Marine spends a command point to clear the jam.

Diagram 3: The Genestealer spends its fifth AP to move right next to the Space Marine. If the Space Marine didn't have any CPs left, the Genestealer could close assault him with its final AP. If the Space Marine only had 1 CP left, he could fire at the Genestealer and hope to kill it before it attacked. In this example, the Space Marine has at least another 2 CPs and chooses to step back and fire.

Diagram 4: The Genestealer spends its last AP to move forward next to the Space Marine again. If the Space Marine had any CPs left, he could fire at the Genestealer, otherwise he'll have to wait until his turn to shoot. By taking that step back, he's put himself just far enough away so that the Genestealer can't close assault, probably saving his life.

Lightning Arc destroys a crate on a 4 and Hellfire destroys a crate on a 3 – in both cases, the crate is replaced with rubble. Other psychic attacks don't affect crates.

Rubble

Rubble doesn't block movement, but it costs an extra 1 AP to move onto a rubble square. It doesn't block line of sight but any shot passing through a rubble square is deflected and has no effect on a roll of 5 or 6 on one dice.

The rubble deflection rules apply to the new weapons just like they do to storm bolters. However, if a conversion beamer is used, a roll of 5 or 6 indicates that the shot misses its intended target and vaporises the rubble – remove the rubble marker.

Blast and Vortex psychic attacks also automatically remove rubble markers.

No other psychic attacks or weapons destroy rubble.

OTHER QUESTIONS

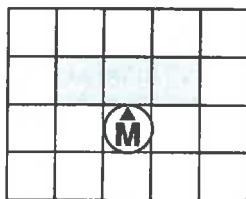
Can Space Marines pass things across diagonals or even backwards?

Yes. Space Marines can pass objects to any of the 8 squares around them. It doesn't matter which way the Space Marine passing the object or the Space Marine receiving it are facing. The only restriction on this is that you can't pass something across a blocked diagonal.

Note that you can only pass objects when the mission briefing says so. Normally, you can't pass weapons or grenades, for example.

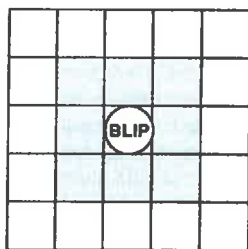
From which squares can a model open a door?

A model can open a door if the door square is in any of the model's front three squares – the three shaded squares in the diagram below.



A model can't open a door that's in its side or rear facings.

A Blip, on the other hand, can open a door in any adjacent square – vertically, horizontally or diagonally – as shown by the shaded squares below.



Can you flame a section containing other Space Marines?

No. Although it doesn't mention it in the rules, you obviously can't attack your own models. We'd always assumed this to be the case and hadn't imagined that unscrupulous players might think of killing their own models.

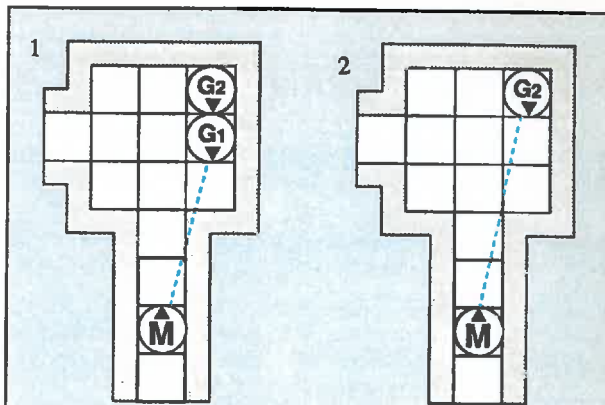
The same goes for psychic section effects, self-destructing thunder hammers, firing assault cannon on full auto when there's a friendly model in the line of fire, and so forth.

If there are two models one behind the other and line of sight to the first is blocked, does the first model block line of sight to the second model, even though the firer can't see the first model?

This tricky situation that has come up a few times in our recent games. By the letter of the rules, neither target can be shot – a model always blocks line of sight to any model behind it.

However, this seems patently absurd – it means that the second model is taking cover behind someone the firer can't actually see!

We've had a long hard think about this one and decided to go with the common sense view – the second model *can* be shot.



MODELS BLOCKING LINE OF SIGHT

There are two Genestealers one behind the other. The first (G1) is out of line of sight but is apparently blocking line of sight to the second (G2). So the question is: Can a hidden model block line of sight?

Diagram 1: It's clear that the corner of the room blocks line of sight to the nearest Genestealer – the Space Marine can't shoot at Genestealer 1.

Diagram 2: It's equally clear from this diagram that the Space Marine would normally have line of sight to Genestealer 2 but that any shot at Genestealer 2 passes through Genestealer 1's square.

We've decided that the Space Marine *can* fire at Genestealer 2, ignoring the hidden Genestealer. This represents Genestealer 1 moving as close to the wall as possible to get the full benefit of hiding behind the corner, leaving the Space Marine a clear shot at the second Genestealer.

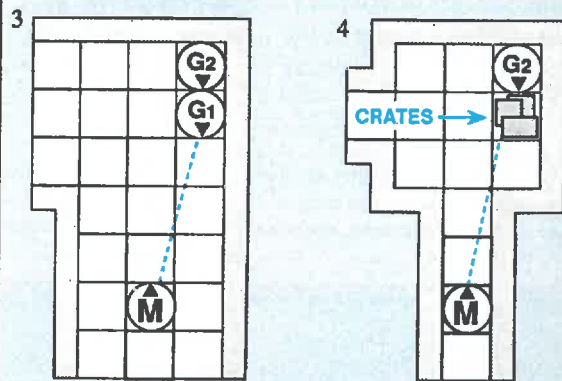


Diagram 3: If the Space Marine does have a clear line of sight to Genestealer 1, the normal rules for blocking line of sight apply and he can't shoot at Genestealer 2. There's nowhere for Genestealer 1 to hide and get out of the way of the shot.

Diagram 4: The rule about ignoring hidden models when checking line of sight only applies to *models*. It doesn't apply to features such as crates which block line of sight as usual – a pile of crates can't move out of the way!

Similarly, if there was a pile of rubble in the way, the Space Marine would still have to roll to see if his shot was deflected.

So the ruling is that a model that you can't see doesn't block line of sight to anything beyond. See the diagram to check how this works.

Note that this only applies when the front model is hidden – if you've got line of sight to the front model, then it does hide the rear model.

It also only applies to models, not to features such as crates or rubble. If you look at the diagram you'll see why this is the case.

SPACE MARINE™

A GUIDE TO PAINTING YOUR EPIC SCALE FORCES

BY MIKE McVEY

A properly painted epic scale army is surely one of the most magnificent sights on the gaming table with masses and masses of troops, squadrons of tanks, whole batteries of artillery and awesome Titans. Collecting and painting an entire army is quite a task but if you go about it in the right way you can create a spectacular gaming army quite quickly.

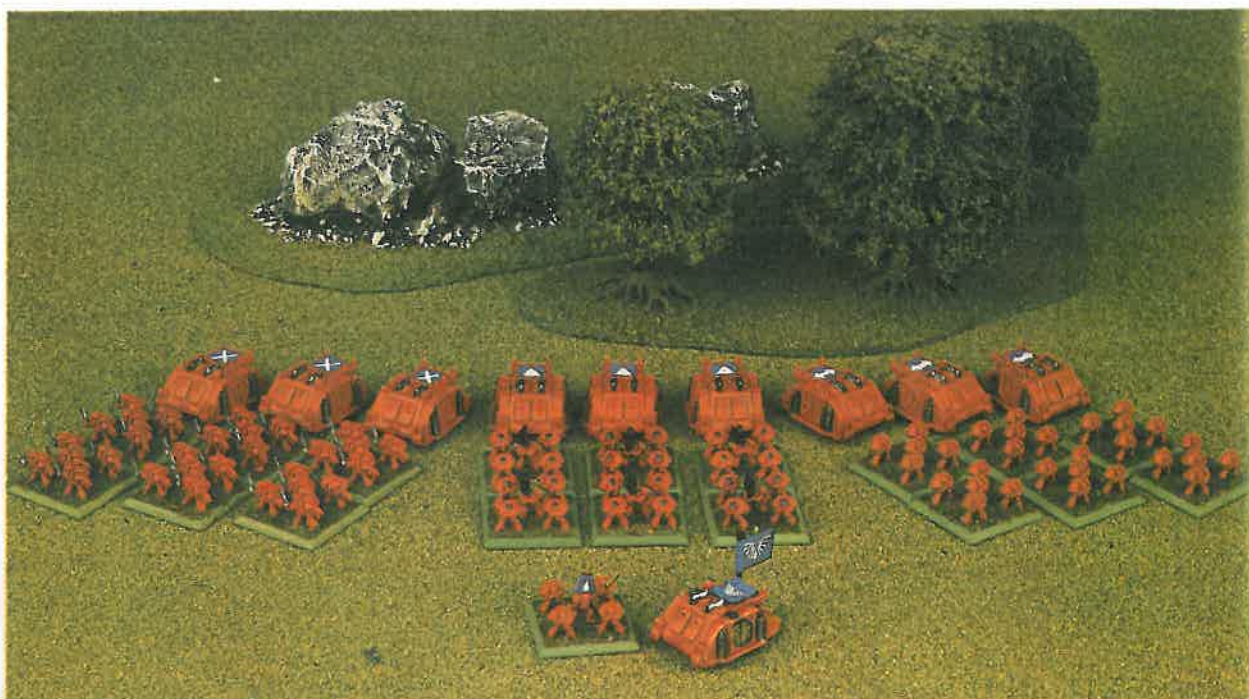
To paint your epic models you'll need a selection of Citadel Colour paint and a couple of brushes – a small size 0 or 00 brush for detail and a larger 1 or 2 for painting bigger areas. If you have an old brush this will come in handy for applying undercoats and painting bases but this isn't absolutely necessary. As with any painting or modelling work it is essential to sit yourself comfortably at a well lit table or other work surface and make sure you have plenty of elbow room. Put a good layer of newspaper on the table to protect it against inevitable paint and water spills and arrange your paints, brushes and models so they are conveniently to hand.

You'll need something to mix the paint on – an old white dinner plate is ideal or you can use a ceramic tile, a piece of plasticard, or a proper paint palette from an art shop. Whatever you use it must be white so that you can properly judge the colours of the paint you mix. Citadel Colour paints are water soluble so you can clean your brushes with water. Always keep a jar or old mug of clean water on your table to rinse out your brushes, and change it frequently because

discoloured water will affect the paint colours. Some people like to keep two jars of water – one for ordinary paint and a separate one for metallics such as silver and gold. Metallic paint contains a suspension of fine metallic flakes which will quickly pollute your other paints if you accidentally get dirty water in your paint pots. Use as many jars of water as you find convenient.

It is important to keep your water, brushes, and general working area as clean and tidy as possible. Absorbent kitchen roll or tissues are ideal for wiping brushes and general cleaning purposes.

Make sure that you have plenty of light when you are painting. Natural daylight is best, but if you are painting under an electric light make sure it is bright enough. Lastly, and most importantly, before you begin to paint just check you have everything to hand and relax! Painting is not just a way of producing a gaming army, it's an enjoyable activity in its own right and something you should always look forward to.



Blood Angels No 2 Battle Company – colour light blue

PREPARATION

Citadel Miniatures make epic scale models in plastic and metal. Both types are painted in the same manner so you needn't worry about what the models are made of too much. However it is worth saying a bit about how to prepare the models for painting.

PLASTIC MINIATURES

Epic infantry models are moulded in plastic and mounted five to a base on the special epic bases. It is easiest to glue the individual models onto their base before you start painting. Carefully remove the models from the retaining sprue and clean off any little bits of plastic which joined the model to the sprue. Do the same for the base itself, as there is nothing uglier than seeing these bits of excess plastic left on the base once the models are painted. To remove unwanted plastic or metal you can use either a file or a modelling knife, but whatever you use always be extremely careful and treat tools with respect. Most importantly, make sure the model is properly supported on the table before attempting to cut or file, and always make any knife cuts away from yourself.

Once the infantry models are cleaned up they can be glued to their bases using a suitable glue such as polystyrene cement or superglue. You will find that the models are designed to fit snugly into the holes in the bases even without glue, but we recommend fastening them in permanently. Once the glue is dry the base is ready for its first coat of paint: the undercoat.

METAL MINIATURES

Metal models must also be cleaned up before you can start painting them. There may be a slight casting line round the model where the two halves of the mould meet. This is an unavoidable result of the casting process and can easily be removed using a file or a knife. You may also find excess stands of metal attached to the castings: these are where the mould has been vented to let air out. These can also be removed with a knife or file and any remaining blip of metal cleaned off the model. If your chosen model has a separate turret or other components these must be glued into place using superglue. We do design the turrets of most tanks so that they can be rotated, and you can always decide to leave them loose if you like. We have found that loose turrets get lost easily or become mixed up, so we usually glue ours in, but it's entirely up to you.

There is no need to put vehicles or tanks on bases – they just wouldn't look right – but there are some exceptions – models which do need to be mounted on bases such as bike models, Rough Riders, Ork Boarboyz, some artillery pieces, Robots and Dreadnoughts. In the case of bikers, Rough Riders and Boarboyz these models are mounted two to a base to make a special troop stand. Because the models don't fit into the five holes on the epic base you'll have to fill in the holes either before or after you've glued the models in place. We find that it's easiest to glue a square piece of paper over the base, or use a piece of tape to blank off the holes before you fasten the models on top. Alternatively you can fill in the holes once the models are in place using a mixture of glue and sand, plasticine or modelling putty.

Artillery pieces such as the Eldar Anti-grav Lascannon and the Vibro Cannon are mounted onto a base together with two crew models. The crew models are fitted into the holes as normal and the remaining holes filled in before gluing the



artillery piece into position. Robots, Dreadnoughts, Land Speeders and Eldar Vyper Jet Bikes have their own small moulded plastic base but you can improve stability by fastening them to a normal epic base. We have found this really does help to stop the models falling over and it makes them look better too. Cover or fill in the holes in the base as before. Of course, filling in exposed holes isn't really essential and not doing so certainly doesn't stop you using the army, but it does help to make the models look their best. There is, of course, no obligation to use the Citadel plastic bases to mount these models on – a perfectly acceptable alternative is to make your own bases from card or plasticard in which case you won't have any holes to fill!

PREPARING TO PAINT

On the whole it is best to paint a whole unit at the same time: a squadron of tanks, squad of bikes, or a detachment of Space Marines for example. This way you won't get bogged down painting too many models and you will be able to complete units and get them into action as soon as possible. Once you've chosen your first unit and prepared the models by basing or gluing the component parts you are ready for the undercoat. It is best to undercoat the whole unit at once to save time. You will find that if you temporarily fasten the whole unit to a strip of card you can handle the models more easily as you paint. Blu-tak or a dab glue is ideal for fixing the models to the card.

UNDERCOAT

The purpose of the undercoat is to cover the metal or plastic surface with a layer of white paint so that you can paint colours cleanly over the top. If you don't do this you'll find the colour of the metal or plastic will show through the finished paint. The ideal undercoat is Citadel Primer – which is designed to adhere firmly to the model's surface. You can use Skull White instead, but be careful not to rub the paint off as it doesn't stick to the surface so well.



Top row left to right: *No 6 Tactical Company, No 4 Battle Company – Tactical detachment, No 5 Battle Company – Assault detachment*

Bottom row left to right: *No 3 Battle Company – Devastator detachment, No 1 Veteran Company (note Terminator symbol), No 10 Scout Company (note Scout symbol)*

To apply the undercoat put some Primer or Skull White onto your mixing surface and thin it down with a little water. A fairly thin coat is required, thick enough to cover the surface but not so thick that detail is obscured. Using your larger brush paint the entire model including the base. Once you've undercoated the whole unit clean your brush and mixing surface and let the models dry thoroughly, preferably overnight. It is important to let the undercoat dry properly before applying more paint, otherwise the two coats will mix together producing a terrible mess. Don't worry if your undercoat doesn't leave an even coat of pristine white at this stage, it will inevitably be slightly patchy as the paint falls into crevasses. This doesn't matter much because the next coat of paint will stick to the undercoat and cover it cleanly so long as there are no bare patches of metal or plastic.

It is usual to undercoat with primer white paint, but sometimes it's more appropriate to use black instead. For instance, when you want the final model to be black or if you want a metal finish for a gun barrel or tracks. If you want a basically black model then use an undercoat of diluted Chaos Black. Otherwise use a white undercoat but once the undercoat is dry paint the tracks/etc black and let this coat dry before you continue. This means you will be able to paint over the tracks with a metal colour later – there is no point trying to paint a metal colour over white as the white will just show through and you won't get a solid metal colour



COLOUR

Epic scale infantry are really too small to worry about painting every detail of military uniform, there is simply no point. Of course if you're an expert painter and you want to paint every rank mark and badge on an epic scale Terminator that's up to you, but for most people a more basic scheme will prove effective enough. Infantry and other small pieces are painted in the same way, but vehicles and larger models are dealt with slightly differently so we'll leave those till later.

Begin with your chosen unit and paint all the models in their basic uniform colour using whichever brush size you find most convenient. A large brush is acceptable for most models as it allows you to work fairly rapidly but you may need to use your small brush to get to any hard-to-reach bits. Make sure that the paint isn't so thick that the details are obscured – thin down the paint if necessary by mixing in a little water on your palette.

The colour you use will obviously depend on which army you are painting. Our examples show the Games Workshop Studio Blood Angel army and the basic uniform colour is, of course, Blood Angel Orange. Naturally you apply whatever colour is appropriate for your unit. In the case of other main Space Marine Chapters this is Ultramarine Blue for Ultra Marines, Spacewolf Grey for the Spacewolves and Salamander Green for the Dark Angels.

Once the paint is dry you have basically painted the models and all you need do before using them in battle is paint the bases. If you wish you can add further detail either before or after you base the models. This is entirely a matter of personal choice: if you would like to add in the extra detail then it will certainly make your army look all the better. On the other hand if you'd sooner get on with the rest of your force your models will look perfectly fine in just the single uniform colour. The most effective way of making an army look its best is to finish off the bases. Many people like to move straight onto basing so that they can either use the force right away or add in extra detail later.

BASES

The way you finish your bases will determine how good your army looks – this is as true in epic scale as it is for larger Warhammer 40K or Fantasy Battle armies. If you rush the bases the army will look rough no matter how carefully painted the models are. On the other hand, if you give all your force a really neat base of the same green colour this will make even the most simply painted army look impressive. It is therefore quite important to take your time and make the bases

Chaplain and Medic Command Units

The Chaplain and Medic both represent powerful characters, so extra attention has been given to their paint schemes. Their shoulder and knee pads have been picked out with red and white and skull and blood drop symbols have been painted onto their back banners.

Both of the Rhinos have been fully shaded and highlighted. The side doors have been painted Blood Red and a black blood drop added. The top doors and banners display the skull and dagger device for the Chaplain and the geneseed helix for the Medic.



Blood Angels Land Speeder squadron

as neat as possible, ensuring that any empty holes have been filled and that the base edges have been cleaned up properly.

Paint the bases with Goblin Green. This is the best colour to use for all bases regardless of scale. It is neither too dark or too light, nor so strongly coloured that it drowns the models themselves. All of the Games Workshop armies have Goblin Green bases and our gaming tables and scenery are all matched so that any army can be used without it looking odd in any way. When painting the base be careful to avoid splashing paint onto the models. Use a small brush to get in between the models and around their feet if this helps. If you slip don't worry – you can always go back and paint over again with the base colour.

APPLYING FLOCK TO THE BASES

Once you have painted the bases for the whole unit put the models aside to dry. You can simply leave it at that if you want, but your army will look better if you also 'flock' the top of the base. Flock is a special scenic material used by modellers to represent grass, and it consists of fine sawdust or other fine material dyed a suitable colour. You can buy flock in most hobby shops and you'll also find it stocked by your local Games Workshop store. By putting a layer of flock onto the top surface of the base you will cover over the joins where the models have been glued on and you'll also get a pleasantly varied texture rather than a uniform green.

To apply flock you'll need some green flock and some PVA glue – a water soluble glue often used for woodwork and modelling purposes and readily available from hobby shops or DIY stores. Make sure your bases are thoroughly dry before attempting to apply flock, otherwise things will get very messy indeed! Begin by squeezing a small quantity of PVA glue onto your mixing palette and adding a little water to thin it down. Then take your oldest paintbrush and paint the glue onto the upper surface of the base, being careful not to get glue on the models or the sides of the base. Once you have painted the base with glue dip the entire model into the flock. The flock will stick to the base and any excess can be shaken off. Make sure that you haven't stuck the flock to the models. If you find you have accidentally glued flock onto a model or base edge then use the brush to flick it away while the glue is wet. The glue will dry transparent and so will do no harm but your models will look very odd if they appear to have grass growing from their legs.

Work through your unit until all the bases have been flocked. When you have finished basing the entire unit clean your brush thoroughly in water. The glue will not harm the brush but it is still a good idea to use your oldest brush for basing as this will save wearing out your best ones. After doing any

basing it is always a good idea to clean up your working area, change your water, and clean your mixing palette – this way you won't end up with glue and flock all over the table and you'll be able to continue painting safe in the knowledge you that won't be getting glue or flock into your paints. You may find it helpful to empty a little flock onto a clean sheet of paper and then dip the glued bases into this, shaking excess flock back onto the paper. When you have finished basing you can return unused flock to the bag and throw away the sheet of paper, leaving your work surface neat and tidy.



Your painted models are now ready to grace the tabletop. Check that you haven't missed any bits or accidentally glued flock where it doesn't belong and touch in any mistakes. You may find the edges of the base are not quite as solid a green as they might be, so be prepared to repaint with one more coat of Goblin Green. Because you are handling the models as you paint them you often find the base edges get slightly tatty – now's the time to neaten everything up.

VARNISHING

When you have painted your models it's a good idea to protect them from wear and tear by varnishing them. We have found that modelling varnishes sold in aerosols are ideal for this. You can use a matt or a gloss finish, though a matt finish looks more realistic. Take your models outdoors to varnish them, and put them in a box lid or on a big sheet of newspaper to contain the spray. Always use a light coat of varnish so you can paint more details on later if you want, at which point you can always revarnish them.



DETAILING

You can add detail either before or after you do the bases but there is nothing to stop you going back and adding more detail at any time. It often happens that models get worn after many games and paint rubbed away so that a certain amount of 'maintenance work' is required in any case. This is an ideal opportunity to add in those extra details you never quite got round to the first time. You are not obliged to do this of course. Some players dislike to touch their armies once they have been painted, preferring to retain the patina of battle complete with scuffs and scars that the army has acquired as a reminder of its long campaigning life and many victories.

When we talk of detailing we shall be looking at our Blood Angels, but the same comments apply to other forces too. In the case of other Space Marine Chapters you can use exactly the same system but appropriate colours for company markings as shown on the charts. With other forces there will be some different details to paint – the most common of which are hands and faces of course.

A Space Marine Chapter is divided into companies, each consisting of three detachments of 30 troops (ie 6 troop stands). In addition, the company includes an HQ unit comprising the Captain, his subordinate officers and bodyguard. Depending on the type of company the three detachments may be all Tactical (a Tactical Company), all Devastator (a Devastator Company), all Assault (an Assault Company) or one of each (a Battle Company).

Regardless of their type and rank, all the Space Marines in a company bear the company's colour on their right shoulder pad plus a special badge which indicates whether they are Tactical, Assault, or Devastator. In reality this badge might be a complex design on a coloured field, although this is often simplified by the troops in action to a much more basic symbol or even just a coloured field. There is no way you can paint a complex design onto an epic scale shoulder pad and it wouldn't even look good if you could. The sensible option is just to paint the shoulder pad in the appropriate colour to show the company. The models themselves make it obvious whether the troops are Tactical, Assault or Devastator Marines in any case.

If you look at our Blood Angel number 6 Tactical Company you will see it has black right shoulder pads throughout – this is because black is the company colour. We could have extended this throughout the entire army, painting number 9 Devastator Company with yellow pads, number 5 Battle Company dark blue, and so on, but we wanted to press on and get into action so we decided not to. Of course we can always go back and colour in the shoulder pads of the other companies when we have more time. The nice thing about being able to identify each and every model in a company is you'll be able to monitor their performance from battle to battle. Some companies will do well, others will gain a

reputation as unlucky, or particularly brave, or perhaps one company will come to be regarded as not quite so reliable! Watching the character of the army unfold as it fights battle after battle is rather enjoyable in itself.

We chose to add further detail to the Space Marine HQ stands. Because these represent important individuals and because the models are different it is appropriate to spend a little extra time on them. Of course, we could have added more detail to all the army and may still do so later.

The most obvious elements to pick out are the weapons. Start off by taking your finest brush and painting the boltguns and the commander's sword Chaos Black, then let the paint dry thoroughly. If you like the result leave it at that! If you want to go a stage further paint over the weapons with Boltgun Metal or Chainmail metallic paint, which gives a nice metallic gleam to the weapon. The secret is to take care and use your finest brush. As you are using metallic paint make sure that you clean your brush properly as you don't want to get metallic paint flakes mixed into your other paints.

The commander model in the HQ unit wears a black cloak. When Blood Angel commanders have cloaks these are usually black, this being a uniform feature of the Chapter. It also helps to make the model look even more distinctive.

We also painted the heavy weapons on the Devastator detachments, but this time we stopped at the black paint stage. This makes a good contrast – red against black – and the black colour is perfectly appropriate for a weapon. Not all weapons are black or even metallic of course, and Orks especially like to paint their heavy weapons red. This is done exactly the same way with a small brush and a measure of care. If your base colour is so dark that you can't paint a good red over it either use two coats or paint the weapon white first, repainting red over it once the white is thoroughly dry. It is very difficult to paint red and other light colours, notably yellow, over very dark colours or black, so it is always a good idea to paint the area white first as this will allow the true colour to show.

In most armies there will be some elements of equipment or other detail that you will want to paint in a distinctive colour. If you have an Imperial Guard army their uniforms are usually grey but it's a good idea to paint the face and hands of the models flesh even if you do nothing else. The same is true for Orks. Although their basic uniform colour varies from Clan to Clan, faces and arms can be painted green – or blue in the case of the Death Skull Clan, as these superstitious Orks paint themselves blue as a token of good luck!

We are not really concerned with details of other armies in this article, but the same techniques apply as were used to provide the extra details on the Blood Angels. This is really just a question of taking your smallest brush and painting the areas concerned in the appropriate colour. For example, in the Blood Angels all Devastator Marines wear a blue helmet. This is a hallmark of the Chapter's uniform so it seemed



Blood Angels Bike squad



Blood Angels No 9 Devastator Company – colour yellow

worthwhile taking the extra time to colour the helmets using Enchanted Blue. Blood Angel Assault Marines wear a distinctive yellow helmet, you'll see this in the army photo.

If the colour you want to apply doesn't cover the basic coat very well then paint the area white first, let this dry, and then repaint in the colour you want. If you want a metallic effect and your basic coat is white or very pale then paint the area black first, just as described for weapons. The most important rule is to be as careful and neat as you can.

BANNERS

Banners are important in the Space Marine game because they help to identify the HQ stands of the different companies. In the case of Space Marines each company HQ unit has its own banner which has the background in the company colour and the Chapter's device on top of that. In reality this image might be individually decorated and therefore somewhat more complex than the standard 'rule' suggests, but while it would be appropriate to attempt further detail on a large scale Warhammer 40,000 model, it isn't necessary in epic scale.

We have actually used two sets of models to represent company HQ units: the basic Space Marine models from the boxed game with a banner pole fastened to the base, and the Space Marines from the Epic Space Marine set with special commander model. In the case of the commander model his back banner is painted as a company banner. The symbol of the Blood Angels is a winged blood drop but this is reduced to a single blood drop on the commander's banner which is too small to take the full symbol. The normal colour for the blood drop is red, but where the company background colour is also red the blood drop becomes white.

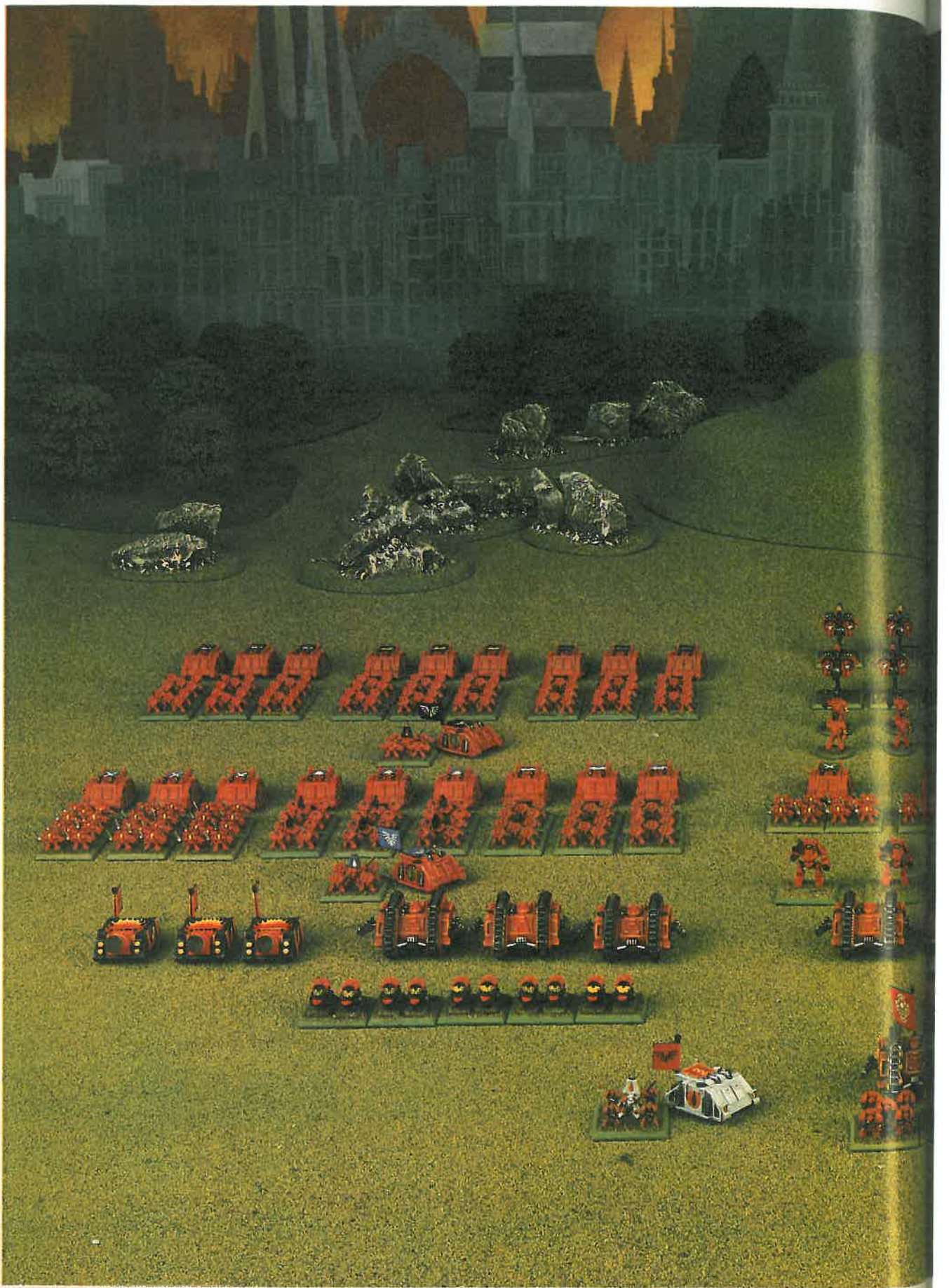
There is no reason why you shouldn't add wings to the symbol if you feel happy doing so, but really there is no need. It is generally the case that Space Marine Chapters use many versions of their symbol from the simplest to the most

complex with especially simple versions common on the field of battle. To paint the blood drop use a little red paint on the tip of your brush and carefully make a triangle shape to represent the blood drop, then round off the bottom of the triangle to make the drop shape itself. Add a little spot of yellow or orange to the bottom of the drop to make it glisten.

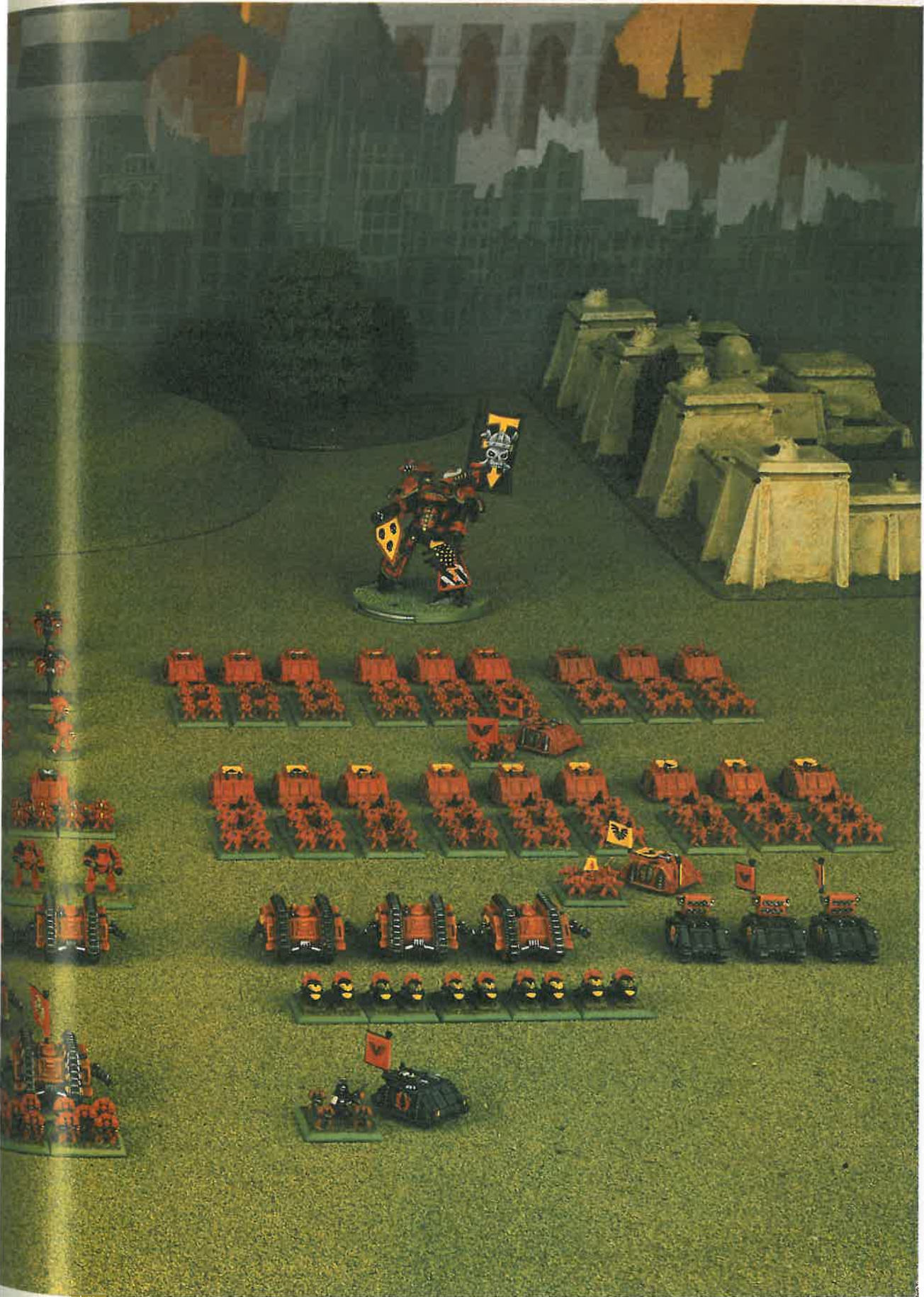
You can also make banners from paper, and this is the usual way of making banners for Ork Warbosses, vehicles, and other special models where you want a bigger banner than those provided with the models. You can also represent a Space Marine HQ unit by fastening a banner pole and banner to an ordinary Space Marine stand, which is how we did our number 7 Tactical Company HQ. The banner is made from a piece of paper approximately 20mm long by 8mm wide. Apply PVA glue to one side of the paper ribbon and fasten it round the banner pole, squeezing the glued sides together firmly. This produces a roughly square flag about 8mm by 8mm, the remaining length is taken up by the pole.



Once the banner is dry undercoat it white and then colour it in the appropriate company colour – red for our no. 7 Tactical Company. Once the company colour is dry paint on the company symbol or use a transfer from the Citadel Space Marine transfer range, like we did. These transfers are really useful and make any banner look neat and professional. All you need to do is wet your chosen transfer and, once the backing has softened, carefully lift it from the sheet. You can use a brush to tease the transfer from its sheet and into place. Be sure to get the transfer aligned straight in its chosen location. Because we have used a transfer the Blood Angel symbol has its full set of wings and as the company colour is red we've used a white transfer.



The Blood Angels Space Marine Army



SPACE MARINE CHAPTER PAINTING CHARTS

The following charts summarise the painting details for the Blood Angels, Ultra-Marines, and Dark Angels. We've not included Space Wolves at this stage because their organisation is a little different.

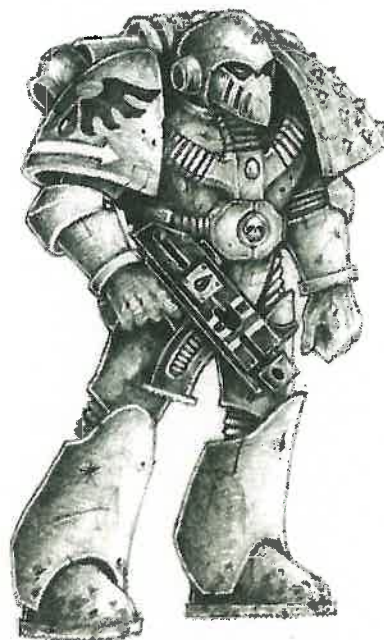


BLOOD ANGELS

COMPANY	TYPE OF COMPANY	COMPANY COLOUR
1	VETERAN	SKULL WHITE
2	BATTLE	ENCHANTED BLUE
3	BATTLE	GOBLIN GREEN
4	BATTLE	HOBGOBLIN ORANGE
5	BATTLE	MOODY BLUE
6	TACTICAL	CHAOS BLACK
7	TACTICAL	BLOOD RED
8	ASSAULT	SALAMANDER GREEN
9	DEVASTATOR	SUNBURST YELLOW
10	SCOUTS	DARK RED (Red mixed with a small amount of black)

Blood Angel armour is Blood Angel Orange – a fiery red colour, and this is the basic uniform colour for the entire Chapter. The company colour is the basic colour for the banner displayed on the HQ Units. The banners show the Blood Angel winged blood drop symbol in red, but this can be reduced to a simple blood drop or missed out altogether.

Number 7 Tactical Company's colour is red so the blood drop symbol changes to white. The company colour can also be the colour of the right shoulder pad, although the Blood Angels often miss this feature out altogether. Blood Angel Devastator Space Marines have blue helmets and Blood Angel Assault Space Marines have yellow helmets.



JES GOODWIN



Blood Angels No 6 Tactical Company – colour black

The normal company strength is 10 but this can be increased by adding more companies which will then have different colours. During the Chapter's history additional Scout, Battle, Tactical, Assault and Devastator Companies have been created to take part in prolonged conflicts. These are allotted a new colour and maintained for as long as required. Once the need to maintain a large force is gone these extra companies are amalgamated into each other and into the basic ten companies to replace casualties and natural deaths. Additional companies have no recognised colour variations, these are simply made up as required or an existing colour is used but with a broad contrasting coloured band across the top.



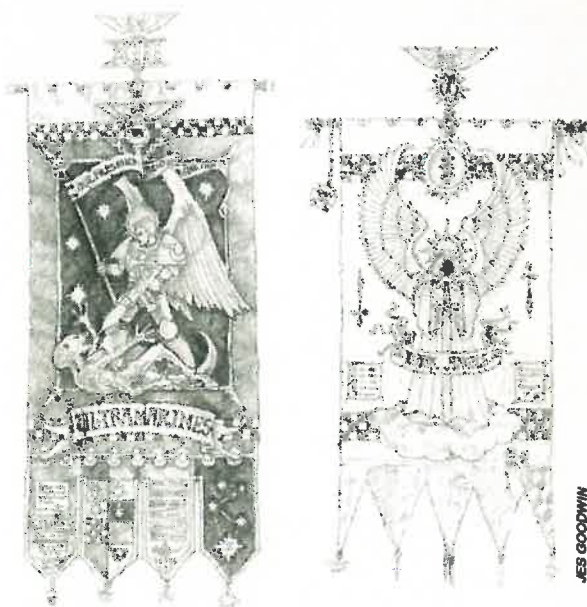
ULTRA-MARINES

COMPANY	TYPE OF COMPANY	COMPANY COLOUR
1	VETERAN	SKULL WHITE
2	BATTLE	GOBLIN GREEN
3	BATTLE	ENCHANTED BLUE
4	BATTLE	HOBGOBLIN ORANGE
5	BATTLE	BLOOD RED
6	TACTICAL	CHAOS BLACK
7	TACTICAL	SALAMANDER GREEN
8	ASSAULT	WORM PURPLE
9	DEVASTATOR	SUNBURST YELLOW
10	SCOUTS	MOODY BLUE

Ultra-Marine armour is Ultramarine Blue, a rich blue colour, and this forms the basic uniform for the whole Chapter. The Veteran Company is distinguished by its famous white helmets. The company colour is the basic colour for the banner displayed on the HQ Units. The banner shows the Ultra-Marine omega symbol in white, although this can be dispensed with altogether on the banners if you wish. The first Veteran Company has a white banner, so in their case the Ultra-Marine symbol is black rather than white. The same black symbol can be used optionally by the 4th Battle Company (orange) and 9th Devastator Company (yellow) where the ordinary white symbol doesn't show against the background colour. Ultra-Marine Space Marines can also bear the company colour on their right shoulder pad in the same way as Blood Angels, although this is optional.

The normal company strength is 10 but, as with the Blood Angels, this may be increased when necessary by adding more companies. In the case of the Ultra-Marines the tradition is that additional companies have a banner in which the left vertical half is white and the right half is green for number 12, blue for 13, orange for 14, red for 15, and so on, reflecting the main colours of companies 2, 3, 4, 5 etc. If more companies are required a new series is started with the right half of the flag vertically divided with white rather than the left. Should even more be needed the white half becomes a broad stripe down the centre of the basic colour, then a double stripe, then three, etc.

In fact it is extremely rare for any Marine Chapter to grow so big – the genetic replication of Space Marines is a slow and painstaking process and can only be conducted at a steady rate using genetic material from existing Space Marines. If a Chapter sustains heavy casualties in battle it can take many years to rebuild to a full 10 companies, let alone to expand further. Companies number 11, 21, 31 etc adopt a grey basic colour divided with white as described, the colour of number one company being white already.



Chapter Banners of the Space Marine
Ultra Marines and Dark Angels



DARK ANGELS

COMPANY	TYPE OF COMPANY	COMPANY COLOUR
1	DEATHWING	SKULL WHITE
2	RAVENWING	CHAOS BLACK
3	BATTLE	GOBLIN GREEN
4	BATTLE	HOBGOBLIN ORANGE
5	BATTLE	BLOOD RED
6	TACTICAL	ENCHANTED BLUE
7	TACTICAL	WORM PURPLE OR GREY
8	ASSAULT	MOODY BLUE
9	DEVASTATOR	SUNBURST YELLOW
10	SCOUTS	SALAMANDER GREEN

The Dark Angels are slightly different to the other two Chapters described above in that they have a slightly different mix of company types: one less Battle Company and a new type of company called the Ravenwing. This is a mobile mounted company riding fast vehicles, bikes and speeders. The basic uniform colour of the Dark Angels is Salamander Green, a rich dark green colour, but there are two exceptions. The Deathwing is the name of the Dark Angel's Veteran Company and wears all white armour; the Ravenwing wears all black armour.

The company colour is optionally used for the right shoulder pad, but the company banners are all black except for the Deathwing's, which is white. Each company HQ unit's banner has the Dark Angel's symbol, a winged dagger, in its own company colours except that the Deathwing has a black symbol, the Ravenwing a white symbol, and the Scouts have an unwinged dagger in either white, yellow, or red. These badges are not always used – they are optional and you may prefer to miss them off as indeed the Dark Angels themselves will sometimes do in combat. Shoulder pads can also be painted with company colours if desired.

If the Dark Angels need to add more troops they do not create new companies but simply add new detachments to the existing companies.



JOHN BLANCHE

VEHICLES

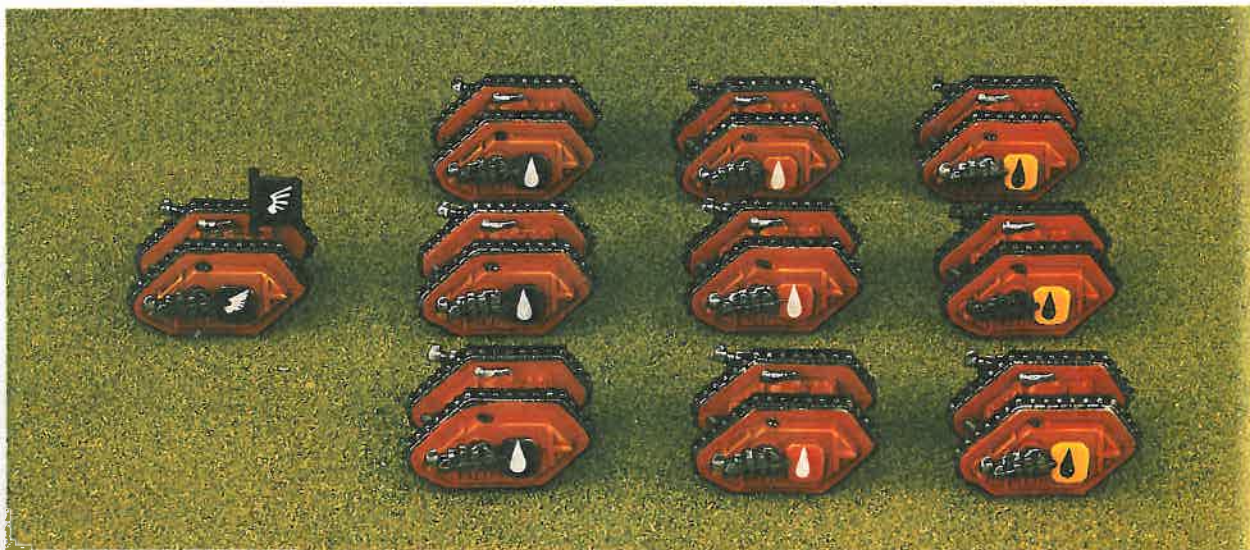
In the Epic battle game vehicles and tanks are amongst the most important pieces and it is therefore appropriate that they should be painted with the same degree of care you would lavish on a 28mm Warhammer 40,000 or Fantasy Battle model. Of course, that doesn't mean every vehicle has to be a masterpiece of the painter's art. As with a 28mm scale army the majority of your models should be painted simply and neatly, if only so you can spend the time and effort making the larger and more rewarding models look even better. As with the infantry, you can always paint the basic colours on first so

that models can be brought to battle as soon as possible, and add extra detail later.

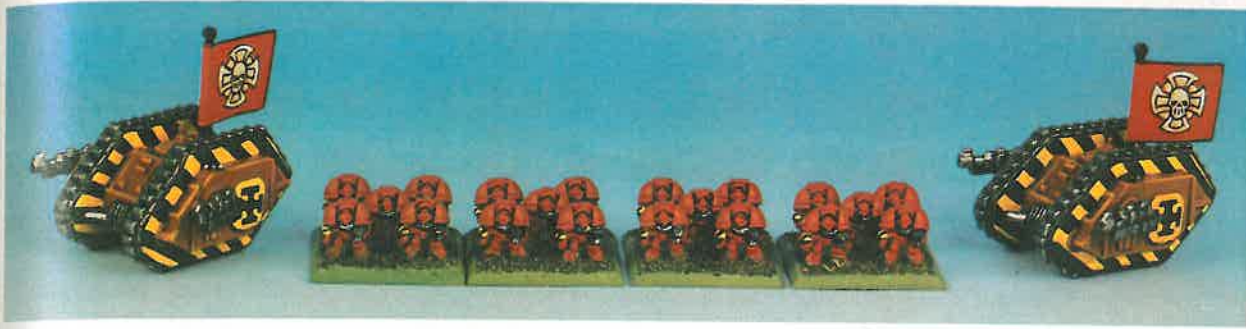
Probably the first vehicles to paint are the troop transports for your infantry – Rhinos, in the case of our Blood Angels. You might prefer to paint these at the same time as the Space Marine troop stands or you can do them separately, it's up to you. Begin by painting one unit at a time. Clean up plastic pieces and metal castings and glue any components together using superglue. Once the glue is dry undercoat the models white and put them aside to dry. As most vehicles have metallic tracks or wheels which will end up black it is a good idea to undercoat these areas black once the white undercoat has dried. The undercoated model is therefore basically white, but with the tracks and any other appropriate bits painted black.

Once the undercoat is thoroughly dry you are ready to put the basic colour over the white, but check first to make sure the undercoat has covered all the model and there are no patches of bare metal showing through. If there are, touch them in and let them dry if necessary. Apply your basic colour using a large size brush, in our case Blood Angel Orange. When this is dry you can paint the tracks and any metal areas. To paint the tracks put a little Chainmail onto your palette and use your small brush to paint in the track links. If you leave the indentations between the tracks black the result is very effective. When you have completed the tracks remember to clean your brush thoroughly to avoid getting metallic paint into your other paints. Change your painting water if necessary. At this stage the model can be considered painted and able to take its place on the battlefield, but you can add further details and insignia if you wish.

On a model the size of a tank it is possible to apply shading and highlighting to good effect. In real life the fall of light on any complex surface creates dark shadows and bright highlights. This is represented using dark colours to paint in shadowed areas and light colours to emphasise highlights; the contrast between the two produces a highly realistic professional finish. The most effective way to shade a vehicle model is to apply a wash of Citadel Colour Ink using a colour which is slightly darker than the paint itself. We used Red Ink for our Blood Angel Rhinos, for example. This technique can also be used with paint instead of ink if you add a little water to the paint first, until it is about the consistency of milk. Paint



Blood Angels Land Raider Company



Blood Angels Company No 1 – Terminators with Land Raider transports

the ink or thinned down paint over the basic colour. It will run into the detailed crevasses such as grills and plate edges producing instant shadow. Enough of the ink is left on the raised areas to intensify the colour slightly, although this effect tends to disappear once the ink is dry. Be careful not to get the ink onto your painted tracks. If you do either wipe it away with a brush or piece of tissue. You can use the same technique to shade the slightly larger infantry models such as Terminators, although it doesn't really work so well with smaller troops as they tend to look blotchy.

DRYBRUSHING

Washing with ink creates shadows and highlights together, as the ink will run off the raised areas leaving them lighter than the recessed areas, but you can emphasise the contrast further by drybrushing to produce further highlights. Drybrushing is the opposite to ink washing as the idea is to coat all the raised areas of detail with a fine dusting of light coloured paint. The procedure does require a little patience and practice to work effectively, and you may prefer to leave this detail stage for now. Our Blood Angel Rhinos have been left at the ink wash stage and look fine. Before attempting to drybrush make sure that any paint or ink washes are completely dry, otherwise the effect will be ruined. It is best to leave the models to dry overnight just to be sure.

For those not familiar with drybrushing techniques begin with a light shade of your basic colour. Mixing a little white into the basic colour will produce a lighter shade but it is better to use a proper lighter shade of paint as too much white can make the finish look very chalky. If your basic colour is red or a predominantly red colour then adding white will make it look pink, so add yellow to lighten the colour instead. Having mixed your light shade wipe your brush to make sure it is thoroughly dry. Next put a little paint on the brush, then wipe most of it away on a tissue leaving just a slight residue on your brush. To highlight the model gently stroke the tip of the brush over the surface. The paint will adhere to the raised detail and makes it look lighter.

This technique does require care to master. If the brush carries too much paint or is too wet the result will look smeary and unattractive. For the best results you'll need a very dry brush indeed, so that the paint is almost dusted onto the surface. This technique is actually very hard on brushes – the bristles will fray very quickly and the brush becomes useless for ordinary painting. It is therefore a good idea to use your oldest brush for drybrushing or alternatively buy a brush with stiffer bristles specially for drybrushing.

Whether or not you decide to ink wash or drybrush, there are still some areas of detail that benefit from special attention.

Some of the plastic vehicles have crew or riders moulded onto them such as our Blood Angel bikers and Land Speeders. Because the vehicle and crews are the same colour they tend to merge together. To make the crew stand out, use your smallest brush with a little black paint and paint around the crews or riders. In the case of the Land Speeder there is a convenient inner cabin area which can be painted black. You can also add engine details to vehicles by painting exhausts and exposed engine areas black. If you wish these can be painted over with Chainmail or Mithril Silver in the same way as described for the weapons on the infantry models. Little touches like this will really help to bring models to life.

A final refinement is to add the markings which identify the vehicle's company and squadron. Every army has its own organisational system and obviously these dictate which marking can be applied to your force. We don't have room to describe the insignia for Imperial Guard, Ork, Eldar, etc in this article, but you can see some examples in our Blood Angel Army.

BLOOD ANGEL ARMY FLAGS AND COMPANY BANNERS



Company No1 Terminators
Blood Red background with Bleached Bone symbol



Medic
Blood Red background with Sunburst Yellow symbol



Chaplain
Blood Red background Bleached Bone skull



Whirlwind
Blood Red and Sunburst Yellow background with Enchanted Blue divide



Vindicator
Blood Red and Enchanted Blue background with Sunburst Yellow lightning flash

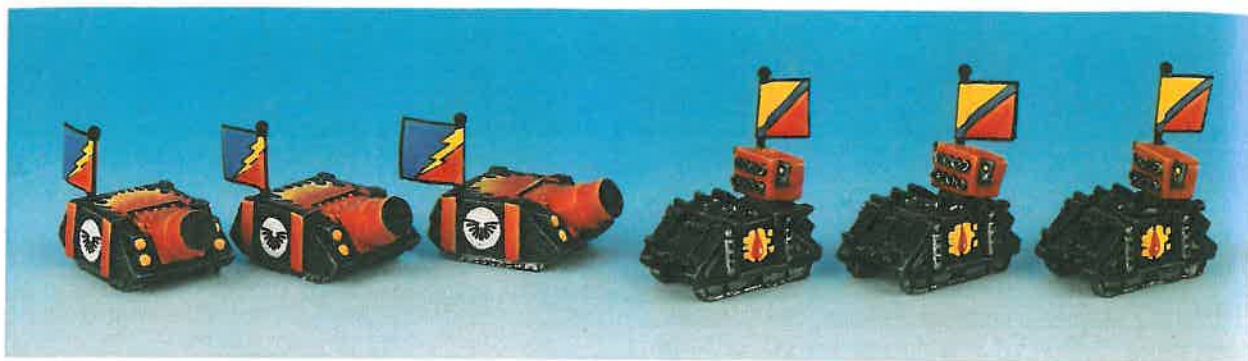


Land Raider Command Vehicle



Rhino Command Vehicle

Permission to photocopy for personal use.



Blood Angels Vindicator and Whirlwind squadrons

The Blood Angel Rhinos carry a square in their company colour across the rear hatch area. As the rear hatch is square this defines the area nicely and makes it easy to paint. If the colour is quite light you will have to paint the square white before repainting with the proper colour, otherwise the paint won't cover properly. If you wish you can leave it at that, and you'll be able to identify which vehicles belong to each company. If you want to go one stage further you can paint the Tactical, Assault, Devastator, Veteran (Terminator) or Scout markings onto the Rhinos which correspond to those detachments. HQ Units have the Chapter symbol instead – we used a transfer for this. You will notice that not all the markings on the Blood Angels Rhinos are white: the variant colours are designed to distinguish between the otherwise identical detachments of the Devastator, Assault, and Tactical Companies. In Battle Companies there is no need for this as each detachment has a different symbol.

All the markings were painted using white paint and a steady hand. Even markings which were going to end up blue, red or yellow were initially painted white to provide a good base for the final colour. There is no secret to painting a straight line, just take your time and don't overload your brush with paint.



As you apply the paint draw the brush back in the direction of the bristles so that the tip stays in a stable position. If you try and push the brush or draw it sideways the tip will bend about and make the line wiggly. Once the symbol is dry you can repaint the final colour if necessary. You'll find a thinned solution of paint is all you need to colour the white. In the case of a red symbol you will need a couple of coats to ensure the symbol doesn't look pink because of the white showing through. If you mix a little yellow into the red this will help to eliminate any pinkness.

If you look at our Blood Angel army you will see that many of the other vehicles have a colour scheme unique to their squadron. In the case of bikes the bike itself is black with details of engine casing in Chainmail. The bike has a large fairing which is ideal for the Chapter badge, the winged blood drop. We used a transfer although an alternative would be to paint the blood drop itself. Each bike squadron is identified by a distinctive coloured nose section. This was painted white initially and then repainted in a distinguishing colour once the white base coat was dry. The Land Speeder squadrons are distinguished by the colour of their weaponry.

The Vindicator and Whirlwind squadrons introduced support units to our army. In Space Marine Chapters the general rule is that these units get their own colour schemes and markings which are distinct from the general Chapter colours and markings. The Whirlwinds, for example, are basically black with a red missile launcher. The Chapter badge is shown in black on a white circle on one side of the Whirlwind. This is the standard Chapter identification for a vehicle support unit, although the background colour and Chapter badge colour vary depending on the colour of the vehicle itself. The white circle is painted over the round side hatch. Use a fine brush and a thin coat of white to draw in the basic shape, and then repaint the white until you can no longer see the black. It may take several coats to achieve this because the black will show through the white very easily.

The Chapter badge is a simple blood drop symbol in red painted over white. The other side of the vehicle shows the badge of the specific squadron. The general rule for Blood

SYMBOL COLOURS

COMPANY COLOUR	DETACHMENT 1	DETACHMENT 2	DETACHMENT 3	HQ
DARK COLOUR	BLUE	WHITE	YELLOW	WHITE, YELLOW OR RED
LIGHT COLOUR	DARK BLUE	BLACK	RED	BLACK or RED

THE WARLORD

Angels is that the badge consists of a square background divided diagonally into two coloured triangles. The bottom triangle is always Blood Angel Orange, the Chapter's own colour. The top triangle is a distinguishing colour unique to that squadron, yellow in the case of the Whirlwinds. The diagonal divide takes the form of either a straight coloured bar or a symbol, which can also be used on its own or as a decorative feature on the vehicle. In the case of the Whirlwinds the dividing feature is a simple blue bar.

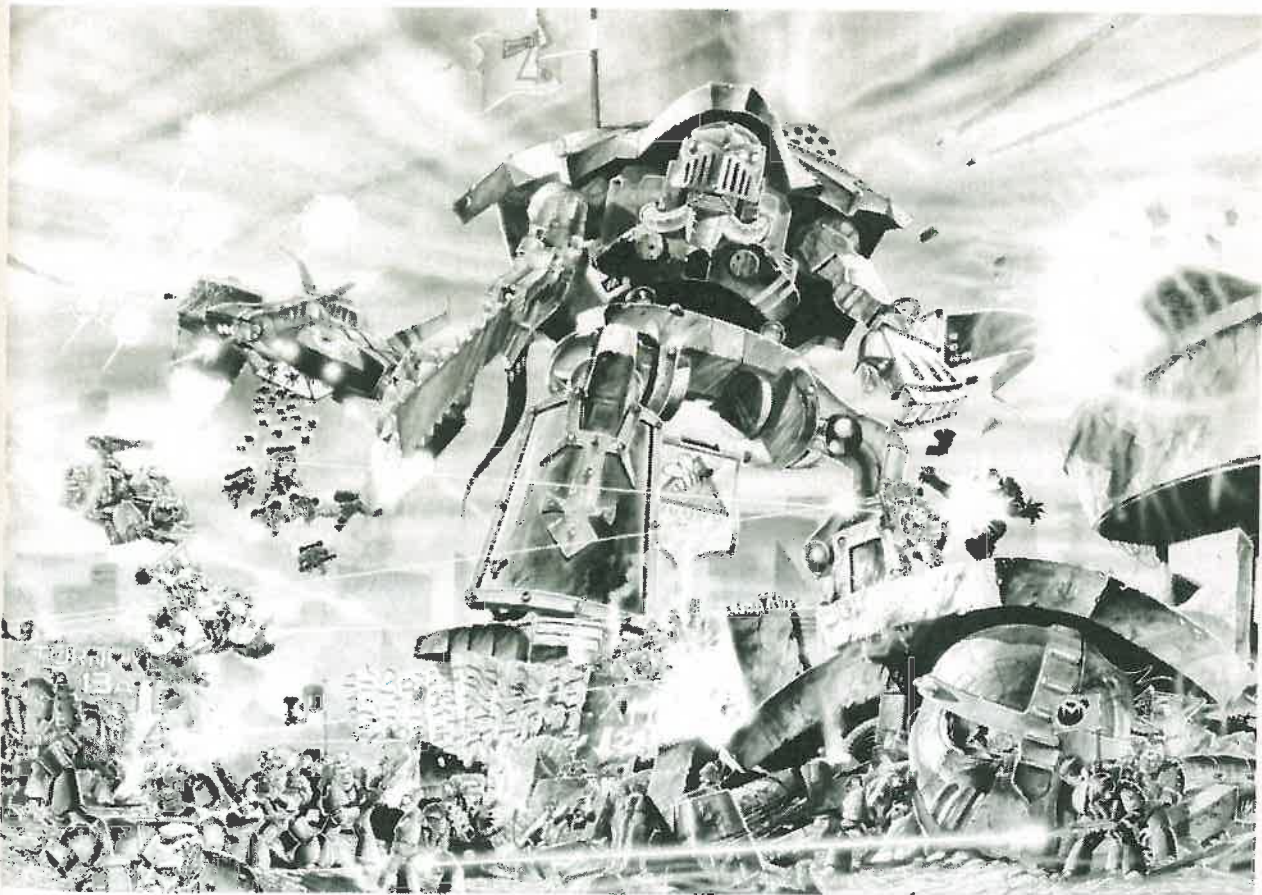
The Vindicators have the same system of markings with Chapter badge on one side and a squadron badge on the other. The Chapter badge is a transfer applied over a white circle. The Vindicator squadron badge has a blue top triangle divided by a lightning flash. Painting detail like this needs a very steady hand but it is entirely optional. When we painted our Vindicators we decided to go for a super-detailed unit just to show what can be done. To emphasise the entire frontal area the Vindicators are painted with flames which makes them look really spectacular. This individual look is often used by Blood Angel support squadrons and it makes the units stand out from the Space Marine Companies on the battlefield. To paint the flames the design is painted in white. Once this is dry the flames are painted in using Go Fasta Red and Bad Moon Yellow, graduating the colours to emphasise the flame effect.

Support units also differ from the Rhinos in that each vehicle has its own square flag which shows the Chapter colour and symbol on one side and the squadron badge on the other. You don't have to make your own banners of course, but it's well worth the effort. The banner pole is made from a pin with the point removed and painted black. The banner is made from a ribbon of paper in the same way as the Space Marine HQ banners.

The Warlord Titan belongs to the Iron Skulls Legion of Titans. Titan Orders can form independent armies in their own right, or smaller Titan forces may be dispatched to fight alongside Space Marines or Imperial Guard. Our Warlord belongs to such a force, the Titan and its crew have been sent to support our Blood Angel Marines. We may decide to add more Titan Legion troops later, either in the form of support troops or more Titans, and eventually we'll take the Titans aside and produce an entire Iron Skulls army. Meanwhile our Titan looks and performs more than adequately, providing a pivotal part of the army on the battlefield.

Titans are ancient and revered machines, each one totally individual in its detailed construction and colour scheme. Some of the Titans are so old that they took part in the Horus Heresy itself, and every one has fought in thousands of battles over the last ten thousand years. These old warriors are all known by their own names, and their histories and various details of their modifications provide a constant source of heroic legend amongst the adepts of the Adeptus Mechanicus and the Technicians of the Titan Legions.

Although the colour schemes of each Titan are unique, Titan Legions usually stick to a few distinctive colours, which makes any exceptions look all the more striking! For example, our Warlord is Warlord Tricranium the Great, better known to the Titan crews as Old Three Skulls. Like most of the Iron Skulls he is painted in red, yellow, gold and black. We have made an Iron Skulls banner for Old Three Skulls, and he has his own special weapons banner showing his badge of three black skulls on a yellow background.



KEVIN WALKER



Old Three Skulls – Warlord Titan from the Iron Skulls Legion

We assembled the Titan model from its component parts, using a modelling knife to trim away the plastic moulding marks. At this stage the weapons were left off to make the Titan easier to paint, otherwise the weapons make it difficult to reach into the recesses of the model. The weapons were painted separately and glued into place when the Titan was complete.

The first stage in painting the Titan was to apply a white undercoat to the entire model. Although a black undercoat would normally be used for the metallic areas, on this occasion a slightly different technique was used to produce the metallic effect.

Starting with a white undercoat a slightly thinned coat of Chainmail was painted on where the finished effect was intended to be metal. Once dry a special mix of Brown and Blue Ink was prepared on the palette and thinned down slightly with water. The dry silvered areas were painted with the mixture and allowed to dry. This ink wash intensified the colour and produced a dull metallic sheen rather than a silvery glint. The fact that the silver takes very poorly over the white undercoat doesn't matter as the ink wash will make the surface look more solid. This technique is especially effective over large and highly detailed areas.

Once the ink had dried the metal surface was carefully drybrushed firstly with Chainmail and then more lightly with Mithril Silver to bring out the highlights. The overall effect is very pleasing and well worth the extra effort on a model of this size. On a smaller model this wouldn't have worked at all and the better option would have been a black undercoat followed by Chainmail paint – a technique which could have been used on our Titan too, of course.

Before continuing to paint the red areas any splashes of paint or ink on the undercoat were painted over with white and allowed to dry. The basic colour for the red areas was Blood Red with highlights painted in with Blood Angel Orange graduating into Skull White. These highlights could have been drybrushed in, but on a large model a better result is achieved by actually painting in the highlight and blending it properly.

Leave the base coat to dry then add the highlight. While it is still wet use a second brush to fade the edge out. Note that you are not blending wet colours together but drawing out the paint to produce a blended effect. With Old Three Skulls we used white to highlight the red because we were going to apply a Yellow Ink glaze later, otherwise the white would look too pink. Without the ink it would have been more appropriate to use a yellow highlight, adding white to the yellow for extreme highlights and raised detail.

Once the highlights were dry a mixture of Red and Yellow Ink was applied very thinly over the areas of red paint. This technique is called glazing, and its effect is to intensify the colours and make them really glow. The important thing to remember is to use much less ink than you would for a shading wash: the idea is to apply a thin, even coat without the ink running into crevasses in the model. Of course, with a wash the idea is exactly the opposite – you want the ink to run into the crevasses so more ink is used.

Once the ink was dry details were painted in. The gold banding round the armour is Shining Gold with a little Brown Ink added to darken it slightly. You'll find that the Citadel inks and paints are fully intermixable in this way and the ink is especially useful for tinting a metallic colour. To paint the black and white checks round the Vortex Torpedo first paint the area white. When the white is thoroughly dry take your finest brush and thin down a little black paint. Using the extreme tip of the brush and not too much colour paint a grid pattern over the surface. Obviously this requires a steady hand and a brush with a good point, so it is important to take your time and be as neat as you can. The grid must be as straight as possible. Once you have painted the grid it is simply a matter of colouring every alternate square black.

The Titan's banners are made from paper and are painted flat before they are attached to the model. Painting banners is a whole matter in itself, and one which we don't have time to go into here, but the procedure is basically the same as for painting the model.



Our Titan has been given a textured base rather than the flock bases used for the infantry troop stands. An area as large as this is difficult to flock without it looking furry so we prefer to do a fully painted base. This is done by using PVA glue and sand. The upper surface of the base is painted with PVA glue and then dipped into a shallow tray of sand in the same way as when applying flock to troop stands. Once the glue is dry, and the excess sand gently brushed away, the base is painted Goblin Green and, when this is dry, drybrushed with Bileous Green. The sand texture takes to the drybrushing technique very well and you'll find it is possible to lighten the overall shade by progressive drybrushing.



A combined Orky force of Snake Bites, Goffs and Bad Moons assault a Blood Angels Space Marine border fortress.

THE BLACK SAIL

A Warhammer Fantasy Story
by Neil McIntosh

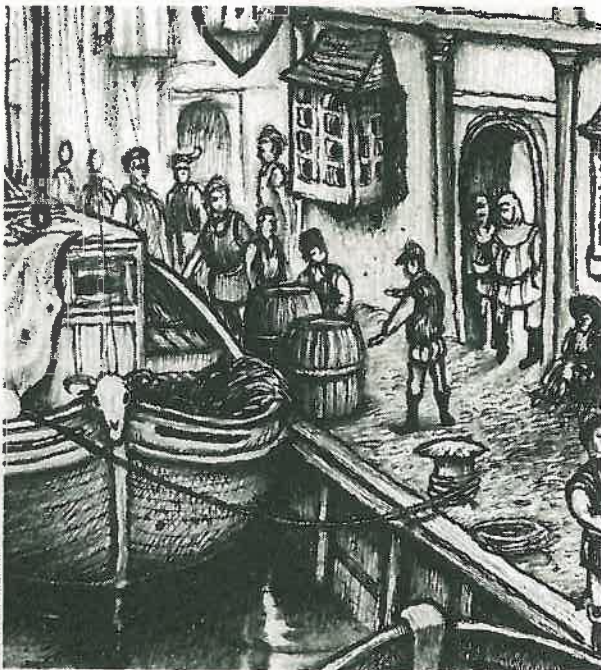


he expression on the deckhand's face mixed pity with disgust.

"Here! Take this and clear off." He tossed a coin from the side of the boat. It clattered onto the quayside at Stefan's feet. "Skipper's looking for skilled hands, not beggars."

Stefan stared down vacantly at the penny for a few moments before pocketing it. He continued his trudge along the line of boats, a grey figure against the pall of dusk drawing down over the harbour.

Not for the first time, he was asking himself whether the decision he'd made three hard years ago mightn't just have been the worst one of his life. His stomach rumbled an accompaniment to the echo of his feet along the deserted wharf, an incessant demand for the good food and fine wines of all too distant memory. It was a demand scarcely likely to be met by the rancid chunk of salted meat he forced himself to chew upon. His fingers fastened round the locket at his neck. He opened the clasp and gazed down at the painted likeness of a young, fine featured girl. Another memory. A memory that seemed ever more like a dream. Stefan whispered her name, "Katya". Their time together in Middenheim had been brief,



MARTIN MCYENNA

but the young healer had changed the path of Stefan's life. And now it had led to this.

"Tell me." Stefan said. "Tell me if I was wrong." Another face from Middenheim floated into his mind. His father, eyes charged with rage — or was it ridicule? — on the eve of Stefan's departure from the clean-swept streets of Ulricsmund.

Bloody fool! Did I invest eighteen years of my life in you for this?

Stefan snapped the locket shut. "Bloody self-pitying fool." He walked on. Most of the boats were local, tiny ketches that ferried their catch no further downstream than neighbouring Buchendorf. No use to him. The stench of fish was overpowering. Stefan doubted whether he smelt much sweeter.

At last he found a vessel that looked more hopeful. The river boat had seen a good slice of life, and life had been no kinder to her than to most. But Despite her emerald coat of lichen, and the rust that furred every rivet, she looked sound. She sat high and proud in the water, the words *Eva Brandauer: Altdorf* emblazoned in fresh paint on her stern. Altdorf. That was more like it.

Steeling himself for another rebuttal, Stefan paused by the gangplank and called down a greeting. A light shone below decks, but no reply came. He was about to try again when a sudden movement on the rim of his vision made him hesitate. A figure was stealing from boat to boat down the quayside, scanning the names painted on the bows. For all his bulk, the man moved with the slow stealth of a hunter. He stepped out of the shadow of a ketch into a span of moonlight. He seemed simultaneously to sense Stefan's presence, and turned.

The man was big. And he was ugly. Face stained garish pink and blue with the tattooed likeness of a grotesque beast about to spring. The beast writhed as the man's face curled into an unwelcoming grin.

Stefan took a step back. The big man reached down into a greasy pouch draped over his gut and pulled out a short, evil-looking knife.

Stefan opened his hands to show he wasn't armed. "It's all right. I'm just looking for a boat to work my passage. That's all."

The big man lumbered towards him through the dusk. His scarred and twisted face looked as though it had been ripped apart then re-arranged as a tasteless joke. Stefan wasn't inclined to laugh. The tattoo danced as the monster spoke.

"Wassermatter, boy? Don'cha like my pretty picture?"

Steady, Stefan told himself. Even if he's drunk, he can still be reasoned with.

"It's OK," he said. "Just minding my own business. That's all."

The big man laughed unpleasantly. "That's right," he agreed. "So am I." He held the knife out towards Stefan. "And

this is my business."

He lunged, faster than Stefan had anticipated, blade razoring the air inches from his face. Stefan slammed a fist into his opponent's body with all the power he could muster. The tattooed face didn't even register the blow. As Stefan tried to step back from a second attack the big man caught him round the neck, tossing him off-balance. Stefan slithered onto the quay, flagstones cold and hard against his flesh. His adversary loomed over him, gluttonous, malevolent, like a child about to crush a doll. Somewhere a second voice called out, and footsteps rattled on the gangplank. But at that moment Stefan was conscious only of the thought that he was about to die. The face gawped down at him, then turned abruptly. Another figure was on the quay. Stefan caught a glimpse of a tough, sailor's face framed by a cropped, iron-grey beard. The real fight was about to begin.

The mariner had barely half the weight of his opponent, but he was quick, and he had fighting skills you didn't pick up from dockside brawls. His first thrust prised the knife from his adversary's grip and sent it skittering across the flagstones. Enraged, the tattooed man launched at his new opponent with his fists; long, heavy swipes which would have splintered ribs if they'd connected. The sailor dodged every blow, using his adversary's bulk as a weapon against him, counter-punching with short, brutal stabs to his face and belly. Within a minute the bigger man had done the smart thing and collapsed amongst the crates and broken bottles littering the dock.

The sailor wiped his hands carefully and glanced down at Stefan. "You all right?"

Stefan nodded, dazed and impressed. He'd no idea how a man learned to fight like that, and he didn't intend to ask. "Yes, thanks. I'm fine."

He got to his feet, rubbing his bruises. Neither of them was taking any interest in the tattooed man. Which was a mistake. Too late, Stefan caught the glint of light on shattered glass and shouted a warning. The sailor turned and cursed as the big man slashed with surprising speed, jagged shards raking across unprotected flesh. Tattoo-face roared a final curse before retreating into the darkness.

On instinct, Stefan clutched for the chain that should have been fastened around his neck. The locket was gone.

Squinting in the waxen glow of the oil lamp, Stefan picked another sliver of glass from the cut. The mariner flinched momentarily.

"You're going to a lot of trouble to fix a stranger's scratch."

"A wound's never safe till it's properly cleaned," Stefan said, quietly. "Besides, I've seen men bleed to death in less than an hour from scratches like these."

The mariner took a sharp breath as Stefan tightened the tourniquet below his elbow. "I'll take your word on that." He extended his good arm and grasped Stefan's hand. "Jorgen Maier. In your debt."

Stefan returned the handshake. "Stefan Hochen, in yours. You know how to handle yourself in a fight."

Maier smiled. "I reckon healing's more potent than harming. You a physician?"

Stefan nodded. "Middenheim Guild."

"That so? What are you doing in a rat-hole port like Ubersreik when you could be lining your pockets back home?"

Stefan hesitated. Years of travelling had taught him to be wary of inquisitive minds, yet he read only open honesty in Maier's face. Besides which, too many days of his own company had given him an appetite for conversation. He laughed, and cleansed the sailor's wound with a cotton wad. "Good question. Let's just say that something opened my

eyes. Showed me there's more to healing than soothing the bloated bellies of the rich." He eased the pressure on the tourniquet. "I began working amongst the poor in the Temple of Shallya. After a year there I decided to travel. Beyond the Empire, in Bretonnia. Shallya's house was nothing to that."

Maier nodded. "That locket you lost. Meant a lot to you, didn't it?"

"Yes, it did." He felt his cheeks flush.

"So then—" Maier grinned up at him— "what's her name?"

"It's not quite what you think."

The mariner laughed and grasped Stefan's arm. "Don't worry. It doesn't matter what I think. But there's always a girl, somewhere. What's her name?"

"Katya," Stefan said, quietly. "Katya Raine."

"She the one who opened your eyes?"

Stefan nodded. "She showed me how things aren't always what they seem."

"That's sound advice. You lost her, too?"

"In a sense. It's a long time since we last met."

The sailor pursed his lips, thoughtfully. "Big world." He grew pensive. "Tell you what," he said at last, "where are you headed now?"

Stefan shrugged. "Down river, I suppose."

"Back towards Middenheim?"

"Perhaps. Maybe even beyond. It's time to go north."

"Another pair of hands aboard ship wouldn't go amiss. Healers hands especially. I'm bound for Auerswald tonight, and then on up Altdorf. It won't be luxury, but you won't travel cheaper. What do you say?"

Stefan hesitated, fingering the few coins in his pocket.

"I won't be offended if you say no," Maier added. He rolled his eyes towards the sound of footsteps approaching the cabin. "You'd better take a look at the company I'm keeping before you decide."

A faint but distinct smell of expensive scent filled the cabin as the door opened. Stefan looked up and met the gaze of a small, well-fed man of middle years, a smooth, moon-round face that bore no trace of any crease or line. Stefan was put in mind of his father's patients, their ailments borne of over-pampered digestions. An instinct he'd learnt to trust put him immediately on his guard. He understood clearly why Maier had suggested he might not like the company.

The newcomer nodded briefly in Stefan's direction. "Gaspar Desalles, at your service."

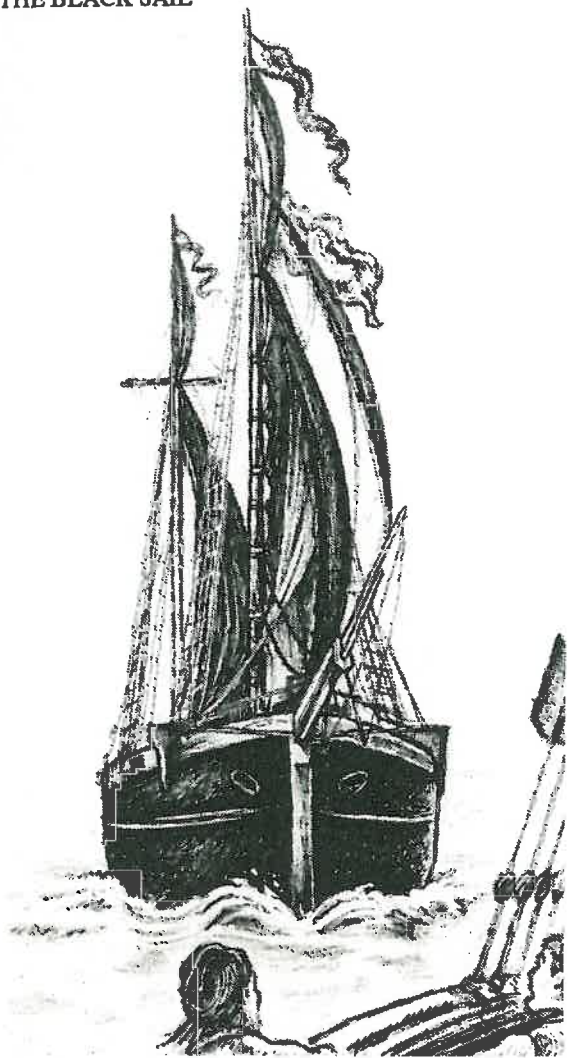
Stefan returned the greeting in much the same cool spirit as it was offered. The two men traded glances; Stefan divined that the civility, like the scent, was a mask. Behind the mask, Stefan smelt fear.

Desalles broke contact and turned to Maier. "Captain, our contract states that we sail at nine. I engaged you for a business trip, not a pleasure cruise."

Maier grunted. "We had problems, as you can see. Herr Hochen, allow me to introduce our patron for this voyage. M. Desalles has business to conduct in Altdorf. He's chartered us for the run down river."

Stefan weighed the man up carefully. Everything about him, from his fine silks to the now all pervading smell of scent, said money. Enough money to buy a far more comfortable berth out of Ubersreik than the meagre trappings of the *Eva Brandauer* could offer.

The Bretonnian seemed to pluck the question out of Stefan's mind. "My boat, and my reserved cabin, sailed without me. My own fault. Too long spent sampling the creature comforts of the Reikland." The Bretonnian smiled and waved a folded Bill of Transit under Stefan's gaze in a brief flourish. "I've been obliged to revise my accustomed standards of travel."



Maier swore softly and rubbed his hand over his chin. "We struck a fair deal for your passage, Desalles. You can take us as you find us." He opened a portal. Cold air gusted in with the night, freshening the cloying sweetness in the cabin. "We're waiting for the last of my lads to board. And until he does, we keep waiting."

Desalles muttered threats about withholding payment, but didn't threaten to take his business elsewhere. Stefan noticed how the Bretonnian's hand fluttered constantly to and from his breast, as though he were seeking reassurance from something concealed beneath his cloak.

His thoughts were interrupted by shouts of greeting from the deck, then more footsteps, hurrying down the gangplank.

"That'll be him," Maier said. He turned to Stefan. "You'd best make up your mind. We'll be getting ready to sail."

The final member of the party was clambering below decks in a bad humour, loud curses ringing out as his feet battered the timbers. Stefan had a brief, unwelcome picture of a lumbering giant much like the brute he'd encountered on the quayside. It came as something of a shock when a bustling, stocky figure standing no taller than his shoulder strode into the cabin.

"Sigmar's Toil!" Maier exclaimed. "You too?"

Stefan found himself contemplating a tough, dwarfish face obscured by a bloodied bandage which completely covered one eye.

"This is Klug," Maier announced. "Ship's mate, cook and navigator. When he's got both eyes in commission, that is."

Stefan was taken aback. The river, he knew, was no

common haunt of dwarfs. But then, it soon became apparent, this was no common dwarf.

Klug shook Stefan's hand firmly. "Picked up a farewell gift," he explained, indicating the bandage. "Ran into some rough stuff down by the harbourmaster's lodge. Evil looking crew were busy turning the place over, trying to get their hands on the manifests."

"That looks bad," Stefan said, trying to sound concerned rather than professional.

Klug shrugged. "It'll mend," he said, "There's more than a few of them came off the worse."

Desalles had dropped any pretence of calm. "Captain Maier, I must insist—" the hand pawed at his breast as though scratching an itch—"I must insist that we sail immediately, without further delay."

This time Maier seemed in no mood to argue. "We'll take a look at Klug once we're under way." He glanced at Stefan. "Well? Take us or leave us. You've the choice."

True enough, Stefan reflected. Whatever his misgivings, he travelled with Maier, or — with his handful of pennies — he walked. Klug winked slowly with his one good eye.

"Well," Stefan said. "Looks like we've struck a deal too."

Within the hour they were clear of harbour, the lights of Ubersreik just a sprinkling of stars on the distant river bank. Stefan took supper below with Desalles and Jorgen Maier. It was Stefan's first proper meal for three days. The food was good and warming, yet it gave Stefan little pleasure. He kept thinking of the locket, or rather, of its loss. It was as though Katya herself was now gone. Gone, perhaps, for ever.

Desalles seemed little interested in eating. He picked nervously at his meal, eating one-handed, the other drawn only from the fold of his cloak to take hurried snatches from the wine-goblet which Maier was constantly bidden to refill. It seemed a sombre, anxious start to their voyage.

A bellowed curse from the watcher on deck gave first warning of trouble. The boat lurched drunkenly; plates and bottles skittering across the table. Desalles swore and dabbed nervously at his spattered tunic with a monogrammed handkerchief. Maier and Stefan hastened to the upper deck to join Klug, already standing at the prow.

The other boat was a merchantman several times the size of the *Brandauer*. On the still, empty plateau of the river she should have stood out like a torchlight parade on Geheimnisnacht. The *Brandauer* had missed the bigger boat by inches.

"Morr take them," Maier growled. "Why weren't they showing a light?"

Klug raised a lantern over the side. A sweep of light washed the prow of the larger boat, illuminating the name *Koenigstahl*. There was no sound save the gentle slap of the water against the hull.

The *Brandauer's* master stood at the rail, gazing up at the rope-ladder hanging down over the towering bulk of the merchantman, inviting, warning. Eventually he turned to Klug.

"No sign of any welcoming committee. Lay her alongside. We'll take a look."

Klug pulled a knife from his belt and polished the blade slowly against the thick cloth of his breeches. "Just a precaution."

Desalles appeared on deck, hand sheathed beneath his cloak as if in readiness to draw a weapon. But that didn't seem likely. Stefan was sure that Desalles was the sort of man who paid others to do his fighting.

The Bretonnian scanned the merchantman until he found the ship's name. He muttered something Stefan didn't catch

then sought out Maier. "What's to delay us here?" he demanded.

Maier shot his employer a look of ill-concealed contempt. "The law of the river," he said. "There's something wrong here. We don't sail on till we know what."

Desalles glanced back at the *Koenigstahl*. He didn't seem to like what he saw. "But surely," he remonstrated, a wheedling note creeping into his voice, "you don't need to waste time going aboard?"

Stefan stepped forward. "I'll go. If something's happened I might be needed up there."

Maier looked at him, doubtful. "You've nothing you need to prove."

Klug took Stefan's arm. "It's all right," he assured Maier. "The lad and I'll be safe enough. Someone ought to keep a weather eye down here." He jerked his head in the direction of Desalles, and frowned.

"Very well," Maier agreed. "But clear out at the first sign of trouble. Dead heroes are no use to me."

Klug beckoned to Stefan. "Stay close behind." The dwarf began to climb up into the darkness. Heart hammering at his chest, Stefan took hold of the ladder. The rope felt smooth and oily under his palms. One slip and he'd be in the treacherous waters sluicing between the hulls of the boats. He imagined the kiss of heavy timbers, crushing his bones.

He edged upwards, a rung at a time, until his fingers found a merciful hold on the bow rail and he could haul himself on to the safety of the deck. Desalles stared up at him from the smaller boat below, moonlight shimmering in his eyes like reflections in a pool of glass. Stefan read a message of danger he couldn't yet fully decipher.

Klug knelt in a halo of yellow light beneath the lantern. He was bent low over an open hatchway, staring down into the hold of the *Koenigstahl*. Around them, on the deck, signs of a skirmish. Stefan advanced along a trail of splintered wood and abandoned weapons, heavy smears of blood pointing the way to the hold.

"Something moving down there?" he called, "Someone hurt?"

Slowly, Klug turned to face him, features transfigured by horror.

"Moving, aye," he murmured, "but nothing your skills can heal."

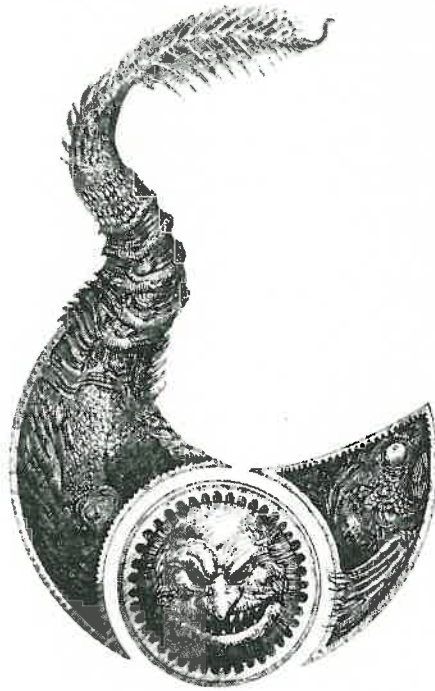
Slowly, Stefan advanced to the hatchway. A faint sound like a rustling of brittle leaves drifted from the hold. At first the pit below was only blackness. Then, as Klug swung the lantern closer, Stefan glimpsed what looked like a mound of silver pieces, stirring and glittering beneath them.

Stefan caught sight of a bloodied arm held upright. A hand clutched at an ancient cutlass in a last act of defiance, but beyond this the bodies were unrecognisable. The crew had not simply been butchered; they had literally been destroyed, their bodies ruptured and torn apart by some malevolence beyond Stefan's darkest imaginings. Streams of silver-glazed termites were swarming over the pit of human refuse, gorging themselves on the abominable feast. The hold brimmed with a cargo of death.

Stefan clapped a hand over his mouth just before he was sick. A sour, wretched odour filled his nostrils, mingling with the stench from the hold. He turned away, almost colliding with a grim-faced Maier. The captain pulled off his cap and clenched it tight against his chest.

"Looks like we weren't the first visitors of the evening."

For all the devastation aboard, it appeared that nothing of value had been taken from the ship. A tide of anarchy had swept the boat from prow to stern. The picture of destruction was the same on every deck: wares and belongings



STEPHEN TAPPIN

scattered like flotsam across the deckplanks. The *Koenigstahl* had been carrying brandy; heavy oak casks had been smashed open then left to drain away. The heady fume of spirit competed with the stink of death from the hold.

This had been no man-of-war. The crew had been lightly armed, ill-prepared for battle. They would have been swiftly overwhelmed. Even so, the seemingly futile struggle had not been won without cost. Draped over the side of the boat was one of the raiders, a long galley-knife deep between his shoulder blades. Closer to, what looked like boils covering the man's flesh were revealed as flaking scales, like the dry skin of a lizard.

"Stinking mutant!" Klug pulled the body clear of the rail and turned it under the light. The corpse's jerkin fell open, and Stefan's glance fastened on an insignia etched in the centre of its chest. Recognition stabbed through Stefan like a blade. Instinctively, he turned his face away. Klug spat a curse and heaved the body over the side.

The dwarf had remained on board with two crewmen from the *Brandauer*, whilst Stefan and Maier returned to their own boat. Desalles paced the deck nervously. "What's he doing?" he demanded, "Surely he understands we should be away by now?"

Maier looked up at the mainsail braced taut in the breeze. Wind and tide were in their favour; they could make good progress down river now.

"There's things that can't be left," he said, simply. "The least we can do for those wretches is put them to rest."

Stefan had said nothing for a while. Uncomfortable thoughts were bearing down on him. The carnage on board the *Koenigstahl* had been no ordinary act of piracy. Men's blood had been spilled for something other than a merchantman's

cargo. Then there was the mutant's mark. He'd seen it only momentarily. The light was poor, and Klug had said nothing. It might well be that he was mistaken. He prayed that he was.

Finally he asked:

"Who could have done that? Are there marauders on this stretch of the river?"

Maier shrugged. "Who knows? It's a foul breed who'll carve another waterfarer up like that, pirate or no pirate. We'd better just hope they found whatever they were after."

A body hit the water with a splash, heavy weights fastened to the makeshift burial-shroud carrying the sailor to his river-grave. Two more bodies had slipped into the waters when the dwarf suddenly shouted down:

"Hey! What's this coming up astern? Looks like Clausen's boat."

Maier peered into the gloom, shaking his head incredulously. "Can't be. She disappeared four days ago. Lost to the river."

Stefan followed Maier's gaze. From astern, a boat, taller and longer than the *Brandauer* glided out of the night, a black sail billowing full upon the mast. Emblazoned upon the sail was a rune, a mocking face set in the barb of a serpent's tail. Stefan knew then he had not been mistaken about the mutant's mark. Whoever had once been master of this dark boat, it lay in new hands now.

Desalles, too, had seen the rune, and seemed to know its meaning. The blood drained from his face and his lips moved soundlessly around a name.

Whether or not the others recognized the symbol for what it was, they clearly knew it meant nothing good. Klug and his men were coming down the rope ladder very fast. "Time to go, I think."

Maier was already slipping the ropes that tethered the two boats. "Agreed."

Man and dwarf cast off without exchanging another word. The river took them, and Stefan watched in relief as the other boat receded into the darkness. For the moment, at least, the danger had passed.

It was agreed they would sail through the night without stopping. If the wind didn't turn they'd be almost at Grunberg by morning. Maier drew a roster to last through till dawn. Desalles had decided to drink away his worries in solitude, and had retired to his cabin with a case of wine. The others weren't sorry to see him go.

"Bad luck, that's what he is," was Klug's opinion. No one contradicted him.

Stefan had three hours to sleep before he was due on deck to stand his watch. Every time he closed his eyes, the horrors of the *Koenigstahl* flooded back. Superimposed upon the images of death was the same cruel face, a face whose name he had heard only in half-spoken whispers by the warped followers of a dark cult. A face they worshiped as the Changer of the Ways.

More than once he began to doze, only to snap awake, blankets moist with sweat. Eventually, exhaustion overpowered him, and Stefan slept. Almost at once he was dreaming. He was in the Temple of Shallya, amongst the abandoned and the dying. A man lay covered by a sheet, awaiting his ministrations. Stefan opened his surgeons bag. As he peeled back the sheet, the outline of the patient dissolved into a fetid pool of blood and entrails. Stefan flinched back in disgust, handkerchief clasped against his face. He looked up and saw his father silhouetted in the doorway of the chamber, mocking him:

I told you so. I told you so all along. It seemed to Stefan that the old physician was concealing something, something he must do everything in his power to uncover. As Stefan

stepped forward, his father's features began to blur and alter, settling into Desalles' smiling, beckoning face.

Someone was tugging at Stefan's sleeve, imploring him to stay. Strands of Katya Raine's hair brushed his face. He inhaled deeply, drinking in her scent.

Stefan. Don't leave us now. Stefan. Stefan.

"Stefan!"

He woke with a jolt. It took him a few moments of disorientated panic to realize that the creature bearing down on him was Klug.

"What is it? Are we under attack?"

The dwarf emptied half a pitcher of water over Stefan's face, slapping both his cheeks for good measure.

"Come on, dunderhead. I need my beauty sleep. Three hours on deck for you."

Stefan found it hard to credit that a few hours rest could make him feel so tired. He hauled himself from his bed, every joint aching, and pulled on his jacket and cape.

He yawned. "Anything happening out there?"

Klug was already burying himself deep in the bunk, blanket pulled up around his ears. "No," he said at last. "Good night."

Stefan paused outside Desalles' cabin. Not a sound from within. The Bretonnian was sleeping the sleep of the dead. Stefan shrugged off an uneasy memory of his dream and fastened his cape before climbing wearily on to the deck.

A light was burning in the cramped wheelhouse on the stern. Through the moisture frosting the glass Stefan saw the boat's master stretched out in a chair, head thrown back, apparently oblivious to the world. Only the momentary, regular movements of his hand, feathering the trim of the wheel, betrayed the fact that he was in full command of the boat.

Stefan gazed out into the night. The glow-worm flickerings of Auerswald were far behind them now. All around, the great expanse of the river Teufel, immense, unending. The night was clouding. Above them the twin moons in their bed of stars were being snuffed out, light evaporating like air sucked from a flame. The only points of reference were the occasional fires on distant riverbanks, and the gentle churn and roll of the hull as it ploughed the deep.

Despite the cold, Stefan found himself being lulled back to sleep. That, he knew, would not do. He took a nip from the leather flask inside his jerkin. The gin was the sort of rot-gut stuff that graced the likes of the Ostwald taverns, but tonight at least it had its place. Stefan coughed his way through a mouthful and scrubbed his hands together vigorously to keep warm. As he drank, Stefan was taken back to idle nights spent in the Red Moon. He had barely realised then what simple, unknowing times those had been.

The toe of one boot felt wet. Puzzled, he looked down to see the flask lying on the deckplanks, the last droplets of the gin dribbling from its neck. With alarm, he realised that he must have allowed himself to fall asleep. He shook himself fully awake and glanced around.

At first, all seemed exactly as it had been. Then he saw the shadow. No, there could be no shadow — how could there be shadows when there was no light? And yet, peering over the rail of the *Brandauer* he was sure he could see — something. Something deeper and darker than the curtain of night enfolding them.

The shadow took shape. The dark boat, closing fast on the starboard bow, wind rippling in a broad sail as black as the starless sky.

Maier was still in the wheelhouse. He hadn't moved since Stefan had begun his watch. Had he seen the other boat? Or could it be that he, too, had succumbed to sleep? Stefan knew he should call out, alert Maier, but something held him back.

Then he saw the figure.

It stood like a statue against the deck rail, looking out across the narrowing divide of water, an object held aloft in its hand, bright but indistinct. Although the face was shrouded beneath a heavy cowl, a shiver of recognition ran like fire through Stefan's body. Slender hands gripped either side of the cowl and began to draw it back.

"Stefan!"

He spun round, confusion scrambling his senses.

Maier was standing at his side, shaking him by the arm.

"What is it, man? You look as though —"

Stefan was struggling to contain the intoxication of joy and alarm sweeping through him. He pulled free of Maier and looked out across the water again. The black sail, and her passenger, were gone.

"Something in the water. I saw — at least, I *thought* I saw —"

"There's nothing there," Maier assured him. "If there was, it's gone now, over."

Stefan took a sip from the proffered flask and stared out into the night. His expression hardened. "Gone," he said, softly. "Like a manticore toying with its prey." He raised the flask and drank again. "It's not over. On the contrary, it's just beginning." He gripped Maier's arm firmly. "I think it's time your guest was asked some questions."

Gaspar Desalles lay sprawled on his bunk, a crimson stain spread across the embroidered silk of his chemise. Empty bottles of Tilean Policella clinked against one another on the floor of the cabin.

Klug rolled up his sleeves and roused the Bretonnian in a manner which suggested he would have made an effective court valet, if not a popular one. "Come on, you drunken sow. We want some answers!"

He sluiced Desalles' face with water till he came to his senses. As Desalles sat up, Stefan noticed the bulge in the Bretonnian's breast pocket which the cloak had previously concealed.

"There'd better be some good reason for assaulting your patron in the middle of the night!" Desalles' rage was no less counterfeit than his courtesy had been.

Stefan positioned himself at the foot of the bunk and held the Bretonnian's gaze for a few moments before speaking. "This ship, the one you had your passage booked on. Perhaps you'd tell us its name?"

"You wake me in the middle of the night to ask me that?"

"Just so," Stefan affirmed. "Because if by any chance your berth was to have been aboard the *Koenigstahl*, it would explain a lot of what's been happening."

Beads of sweat on the Bretonnian's brow belied his bland expression. Gradually, his face took on the look of a hunted beast.

Stefan continued: "Let's suppose the murderers who boarded the *Koenigstahl* were looking for someone such as you. Or for something you might be hiding."

Desalles looked from Stefan to Klug and Maier in desperation, and read the same look of unswerving intent in their expressions. He made a brief attempt to rise from the bunk. Klug shoved him back without ceremony.

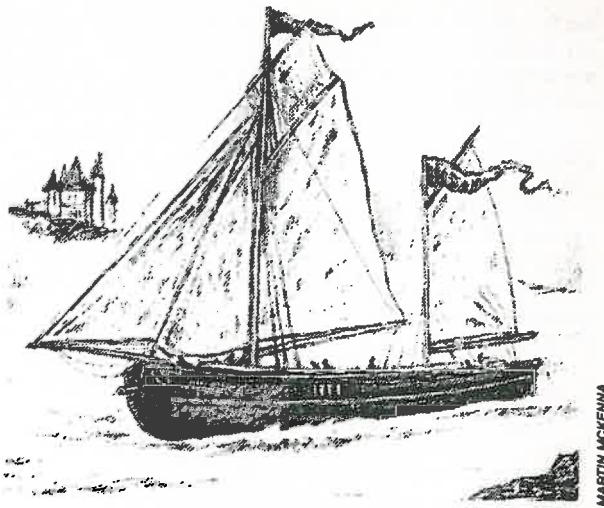
"Something so valuable," Stefan suggested, "that you carry it about you at all times."

Desalles shook his head. Klug drew his knife and ran one finger casually along the length of the blade.

"Show us what it is you're keeping in your pocket," Maier demanded.

Desalles swore brusquely. "That's my property. None of your concern."

Something inside Maier snapped. He seized Desalles by



his lapels, lifting him clear off the bunk. "And this boat is my property," he thundered. "Its crew are my concern. Men have already been slaughtered. I want to see what it is you're hiding before anyone else dies."

Desalles glared up at his interrogators. He looked bloated and ill in the sallow lantern light. Klug jabbed the knife towards the Bretonnian. "Your choice," he said.

Desalles cursed quietly and pulled a small oilskin pouch from the pocket.

"Open it up," Maier commanded.

Desalles' hands were shaking as he untied the fastenings. Stefan watched as the oilskin was peeled back. The object Desalles now held gingerly between his fingers radiated an unnatural, cold luminescence.

Stefan was standing close enough to see the tiny figures etched on the rim of the amulet. Depictions of men, and mutants; struggle and death. Stefan's mind filled with images of battle, dark powers colliding under a blood-red sky. Set in the centre of the amulet, a face. The face on the black sail; the face from Stefan's tortured dreams. A face that betokened madness and ruin.

Klug ran his hand nervously through his beard and took a step back.

"Some kind of magic trinket. I don't want anything to do with this."

"Magic trinket," Desalles sneered, his eyes bright, eager. He turned towards Stefan. "*He* knows what it is."

"It's a warpstone charm," Stefan said, softly. "A touchstone of power."

"Power, yes!" The smile on Desalles' face was born of pure greed. "Power to change. Power to control."

"And the power to destroy," said Stefan, "power to destroy you, and the rest of us as well."

"Someone's going to a lot of trouble to get their charm back," Maier muttered. "Who is it?"

Desalles folded the oilcloth around the amulet. The phosphor glow faded. "He is known as von Diehl." He smiled at Stefan. "Ah, yes. The name is familiar to you. An old family. An honourable family."

Stefan tensed, dread hard like iron in his stomach. "There's no longer any honour in that name."

Desalles shrugged. "Who am I to judge what honour is? For Lothar von Diehl, honour is to serve the art of the dark master. The Great Lord of Change that binds his soul"

"And you," Maier demanded. "Who are you?"

The Bretonnian laughed, relishing a sudden ascendancy. "I? Just a common thief! A man clever enough to realize that

his fortune lay in gold and good living, not on the road to damnation as a sorcerer's fool." The familiar look of knowing greed settled over his face. "I've friends," he said. "Friends who'll pay handsomely for a prize such as I have here."

"You also have enemies who want it back," said Maier, quietly. "And they'll happily tear the bones from our bodies to get it."

Klug advanced on the Bretomnian, fist tightly clenched. "I say we throw the bastard and his charm over the side. They can do what they like then."

Maier turned towards Stefan. The certainty had gone from his face. No amount of river lore had prepared him for a situation like this.

"Suppose we did — give the amulet back?"

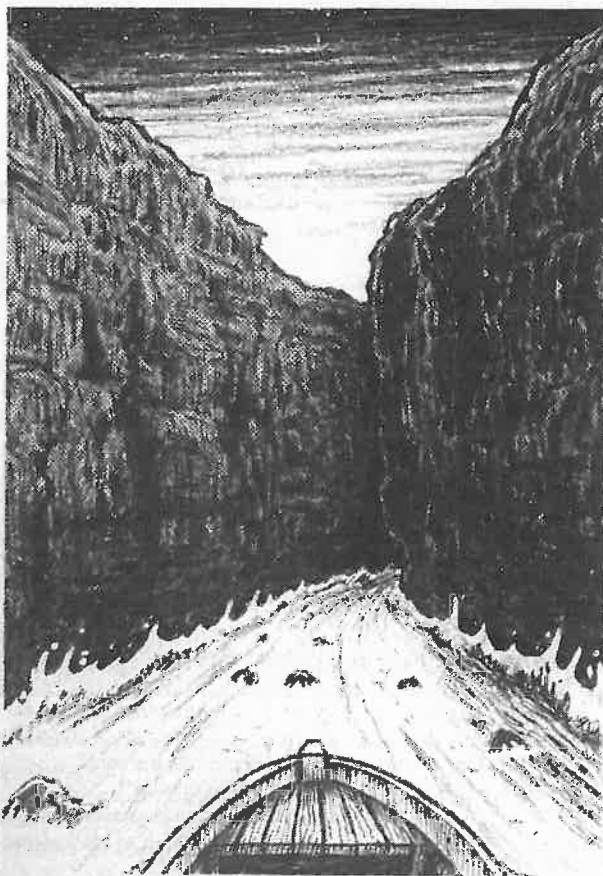
Stefan swallowed hard, the way he always did when he had to break bad news. "I imagine," he said quietly, "that they'd tear the bones from our bodies. Just to make sure the lesson was learnt. It's not much of a choice."

"Oh there's always a choice," Maier assured him. "We outrun them. Or we die."

The fog crept over the river as night gave way to dawn. By the time Stefan returned to the deck, a shroud of white was enveloping the *Eva Brandauer*. The wind was doused; the oarsmen were having to work hard for their passage. The sun rose, a disc of tarnished gold above the eastern horizon. The *Brandauer* was now making headway by the sweat of the oarsmen alone. Progress down river had slowed to a crawl.

Stefan guessed that Maier hadn't slept all night. He was still on deck, staring out over the stern of the boat, watching for any sign or shape to emerge from the mist.

Gradually, the shorelines vanished. Land might have been a hundred feet, or a hundred miles distant beyond the wall of fog.



MARTIN MOEHN

"We're losing the current," Maier told him. "If we don't catch some breeze soon we'll be struggling to make any headway at all."

He gazed into the pearl cloud stretched out behind them. "At least, if they're out there somewhere, it'll slow them too." "Maybe." Stefan polished the handrail with slow deliberation. "And maybe not."

Klug was back within the hour, pacing the deck uneasily.

"Something's coming. I can feel it. No use trying to sleep on."

It was the dwarf who saw — or sensed — it first. For nearly half an hour he had stood staring from the stern in silence, hardly stirring a muscle except to tug thoughtfully at his beard. Suddenly he said:

"They're coming."

Stefan joined him at the stern rail, muscles in his stomach like knotted wire. Nothing seemed to have changed.

"Are you sure? I can't see a thing."

Maier put a finger to his lips. "Wait."

A darker fold appeared in the fog. The outline of a boat began to materialize in the waters astern of the *Eva Brandauer*. Stefan found himself almost whispering. "Is it them?"

Maier nodded. "No sane man would be on the river in this."

"Aye," Klug agreed. "Would that we were included in that."

Stefan stood transfixed by the dark pursuer. Though there was scarcely a breath of wind on the river, the black sail was billowing full. The gap between the boats was being eaten away. Maier had watched fate closing in on them in almost passive silence. Now he turned from the stern, face hard and defiant.

"So be it," he said. "They've proved they can conjure up a fine breeze. Let's see if they can sail as well. Get ready for a rough ride ahead. We're taking her through the Reikwald."

Maier and Klug needed no landmarks to chart their course. From the river chart, Stefan had calculated that Grunberg could be no further than an hour up river, but they had abandoned all thoughts of putting into port. They were steering away from Grunberg towards a branch of the river that cut deep into the heart of the Reikwald forest. Stefan checked the chart again, searching in vain for the new navigation channel.

"Save your time," Klug advised him, quietly. "No river chart plots this course. This is a short-cut to hell."

The black sail was gaining steadily as Maier brought the *Brandauer* round. Suddenly, out of the fog, a flange of solid rock reared up before them, a cliff-face of sheer, glistening stone. The channel that passed between the high banks into the forest was narrow; wide enough for two boats to pass at best. Immediately, Stefan felt the sluggish flow of the Teufel come to life as the waters were funnelled into the narrowing cleft. The *Brandauer* began to pick up speed, rocking furiously in the urgent waters. Stefan looked back and saw, with dismay, the faint outline of the dark boat turn to follow them, blocking the neck of the passage like a cork in a bottle. One word only came to his mind.

Trapped. Any hope of retreat was lost. The shouts of their pursuers rang in Stefan's ears like demon screams. *They've got us now.*

Maier was hauling on the wheel to ride a zig-zag course, using the full width of the channel.

"Why doesn't he steer straight?" Stefan shouted. "We're wasting speed like this."

"Rocks." Klug handed him a guy-rope and had him pull it taut. "The Reikspur's infested with them. Graze our arse on any one and we're dead. The old man knows these waters

better than he know's himself. He's gambling they can't navigate it."

It was the sort of gamble Stefan wouldn't have staked a penny on. Now he had to back it with his life.

The black sail pitched and twisted, hamstrung by the ancient powers of the river. Skill, not speed, was paramount. The dark boat was battling the undercurrent; Maier was going with it, reaching into the deepest memories of his craft to keep the *Brandauer* ahead in a macabre race.

The gamble was succeeding; the race was beginning to turn. By degrees, the black sail fell away. Stefan could almost sense the blind rage of the pursuers as their quarry slipped from their grasp. If luck, and Maier's skill held, they would soon be through the Reikwald, and free of the chase. Then, as Stefan watched, a ball of shimmering pink fire spouted from the deck of the dark boat and arced skywards, seeming to fall harmlessly into the river some distance ahead of the *Brandauer*. Stefan took it to be a missile that had flown well wide of its target. For a moment he assumed they were safe.

But only for a moment. As they rounded a sharp turn in the river a wall of sound filled Stefan's ears, blotting out even the voices of his crewmates. Alarmed, he rushed to the prow of the boat. The sound was like the rage of the gods.

The Reikspur stretched ahead of them for perhaps three hundred metres more, and then, abruptly, impossibly, ended. Where the river should have led to freedom, the waters converged instead upon a plateau of boiling foam, then dropped away. It was as though the world had been carved into two, and they had reached the edge.

Klug was shaking Stefan by the arm, speechless with bewilderment. Stefan stared awestruck at the chasm that had torn the surging waters apart. Through the fog he could see the mighty forest legions of the Reikwald, standing like sentinels at the gateway to an on-rushing oblivion. Now he understood the fireball had been no missile. Now he understood the ways of the sorcerer's magic. Now, truly, they were trapped.

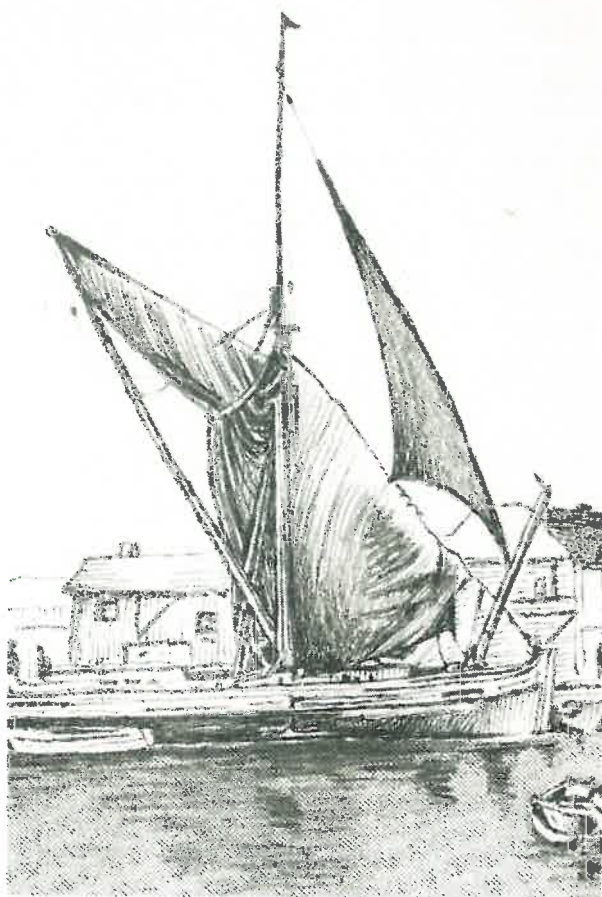
Maier's lips were moving in a ceaseless exhortation to the waters, to the boat, to his private Gods. Stefan worked blindly to Klug's command, trimming sails, lashing and re-lashing ropes, trying the bring the boat around before the abyss claimed her. Gaspar Desalles appeared on deck, very pale, and very frightened, the oilskin pouch clasped in his hands.

The dark boat came into view beyond their stern. For the first time Stefan could get a proper look at their assailants. Most of those on deck seemed no more than ordinary men. Panic spread amongst them as they glimpsed the precipice ahead. Some even threw themselves from the boat, preferring to take their chances in the water. Stefan saw a thick-set figure emerge amidst their ranks, driving the crewmen back to their posts with savage blows from a mail-clad fist. The tattooed face was unmistakable. For a moment, it seemed, the brute caught sight of Stefan on the deck of the *Brandauer*, and smiled.

Then, above the anguished cries of their adversaries, above even the roar of the water, Stefan heard the voice. A voice of dread to set fear in the hearts of comrade and foe alike, a battle cry of strife unending until death.

The figure stood erect at the prow of the dark boat, towering above his crewmen. His robes flew around him in the wind that roared around the boat, sparkling like black crystal in the pocket-storm that impelled the black sail ever onwards. He had the bearing of a prince and the eyes of a lunatic; orbs of coral fire set deep in a bulbous, shaven head. His face was a mask of living death; bleached parchment stretched across a grinning skull.

Lothar von Diehl raised the staff that bore the rune of his dark master and bellowed to the skies. Pink gossamer lightning traced serpent trails across the rigging



MARTIN MCKENNA

The river now became a raging torrent, plunging towards the sorcerer's abyss. With a final curse, Maier abandoned his struggle to turn the *Brandauer*, and instead hauled the wheel about until the prow of the boat faced the precipice head-on. Dead midstream, the boat and her crew now raced towards oblivion like an arrow set to flight. The gaping chasm sped towards them until it filled Stefan's field of vision. He closed his eyes, and waited.

A second later he was catapulted forward, his body hammering against the prow-rail. The *Brandauer* had struck something lying beneath the churning surface of the river. Timbers buckled and sighed beneath his feet. A shudder ran the length of the boat. The hull heaved skywards then settled, as though wedged solid in the water.

Stefan turned to Klug. "Is it the rocks?"

The dwarf shook his head. The colour had leeches from his face.

Maier seemed to look straight through them. "Better this way." His voice was choked with grief. "At least this way we stand and fight."

"Not rocks." Klug said at last. "The old man's run her onto a sandbank. He's sacrificed the boat."

Stefan drew his sword and asked courage of the gods. The dark boat neared its crippled quarry. Stefan looked up to see the sorcerer, burning eyes roaming the deck of the crippled boat, searching, seeking.

Seeking *him*.

Their eyes locked and Stefan could not move. The serpent stare had him paralysed. Von Diehl extended an arm, then opened his hand, so gently he might be releasing a butterfly. Something bright, something gold. The likeness of Katya Raine lay open in his palm. When Stefan raised his eyes from the locket it was no longer von Diehl that he saw.

Stefan thought his heart would stop.

This was the face he had kept locked in precious memory through the years. A face that spoke to him of clarity, a sense of purpose that he had struggled ever since to recapture. Katya's voice, when it came, was sweeter than any invention of his dreams.

Stefan. Stefan!

For an instant Stefan could only stare. Everything else had stopped. His comrades, the mutant crew, vanished from his mind. He held his arms out over the side of the boat, as if to bridge the waters dividing them. Katya reached out to him, imploring, beseeching.

Stefan! Help us! This conflict is senseless. Return the amulet. That's all they want of you.

Words and images span in Stefan's mind. The amulet. The locket. The locket must be regained. The amulet must be returned. The universe unravelled and fell into place; simple, straightforward. He nodded, signalling he'd understood. Desalles, Maier, Klug; all of them had betrayed him.

A sudden blow all but knocked him off his feet. Stefan staggered back from the rail. Maier stood at his side.

"In Sigmar's name, man!"

Maier gripped Stefan's wrists, forced his hands down to his side.

"Remember, Stefan!" Maier was shaking him hard. "Remember what *she* taught you!"

Stefan looked in confusion from Maier to the vision on the opposite deck. He was dimly aware that other figures were leaping aboard the *Brandauer*, that the fighting had begun, but he could focus only on the image of Katya, pleading for his help. Stefan was impelled back to the rail. He wondered if he was going mad, about to hurl himself into the dark currents swirling between the boats.

He looked back, and into the eyes of the figure on the other deck. Not Katya's eyes; not the bright, sapphire eyes of memory. These burning cobalt stones would lure men only to madness and mutilation.

As the veil of illusion fell away, the face which had been Katya's began to change. Soft, unblemished flesh flaked to dust. Cheeks collapsed as the jaw dropped open, mouth stretching in a cavernous parody of a yawn. The hands held out towards him glistened in the light. Steel talons had sprung from their fingertips.

Stefan's lips parted but he was too horrified even to scream. Maier was shouting, orders he could not hear.

A shudder ran the length of the *Eva Brandauer*. The other boat was hard along side; the two hulls locked and buffeted. Klug struggled to fend off the invading vessel with a massive staff. Stefan recognised his own name being shouted out. He looked up, sword still in his hand, towards the apparition. She — *it* — stretched an arm towards him. Stefan watched in horror as the sorcerer lashed out. A talon made contact with his cape, slicing through thick fur and leather.

"Use the sword, man! Save yourself!"

The clawed hand lunged again. Stefan dodged, but not in time. The flesh on his cheek parted as though it were butter. His own salty blood was on his lips. Suddenly, at last, he was free of the dream. Some — *thing* — was trying to kill him. Stefan stepped back and swung the blade high. As his sword sliced downwards, time slowed, then stopped. A moment became eternity and he was looking again into Katya's untarnished face. Tears hung like frozen beads about to fall. Lips opened as though to receive his kiss.

"No!" He shut his eyes and invoked every god he'd ever paid tribute to. His sword slashed down; the blade sliced through thin air as the sorcerer evaded the blow, vanishing amongst the shadows that danced on the deck.

Stefan retched, unsatisfactorily. There was nothing left in

his stomach to bring up. He heard the thud of wood striking against wood. Klug struck again against the hull of the other boat. The mutant crew shrieked their delight as the staff splintered apart.

Pure reflex spun Stefan round at the sound of feet on the deck behind him. Dazed and off-balance, he just managed to parry the stroke. What seemed like a normal being lunged towards him. Stefan slashed down with his blade, severing the man's arm below the elbow. His attacker didn't even flinch. With horror, Stefan saw a new limb sprout from the wound, scaled, reptilian skin moulding itself around a claw-like fist. Shielding his face, Stefan hacked again and again with his sword, smashing the creature's skull to fragments.

"Behind you!"

He spun round as another mutant landed upon the deck. Before he could raise his blade Klug had struck, wedging the thick span of his axe into the sinuous neck of a birdman that raked at Stefan's face with plumed and taloned arms. Stefan looked up. Two more creatures were invading the wheelhouse.

Stefan leapt over the outsprawled body of the birdman and rushed to Maier's aid. He cried out as a blade cut deep into the flesh below his thigh. His counter-thrust gutted his attacker, a stocky, dwarf-like creature the colour of hobhound's dung. Vile-stinking entrails seeped across the deckplanks. A second mutant turned and fled, scarcely needing the encouragement of Klug's boot to pitch him over the side.

But for each invader slain, two more gained foothold on the deck. One by one, Maier's men fell to the slaughter. Soon, it seemed, they would all be overcome. The baying of the mutants redoubled as von Diehl himself swept aboard. But the sorcerer now had only one victim in mind. Von Diehl roared his fury at the figure of Desalles, cowering in the prow.

"Cursed apprentice! Return what is mine!"

A cold phosphor glow flared out in a wave from the amulet. All eyes turned upon Desalles. The Bretonnian was offering the charm skywards, chanting an invocation to the Gods. The light from the amulet pulsed and grew. The lead shield of the skies fissured and lightening forked down from the clouds. Slowly, almost imperceptibly at first, the *Brandauer* began to move, the dark power of the charm drawing it back into the flow. The sorcerer's battle cry rose to a demon wail.

A new determination flowed through Stefan's battered body, a stubborn refusal to allow defeat. He seized Maier's arm and urged him forward. "We'll jump," he yelled to Klug. "It's our only chance."

Maier pulled himself free, standing unaided despite the heavy toll of his wounds. "I'm all in," he shouted. "You go. I'll hold them off — follow if I can." He held his bloodied blade erect, a warrior come to his final battleground.

But Stefan was driven by a stronger reason, long years of a quest compressed into these final moments of struggle. "Take his other arm," he commanded Klug. "We're going together."

They fought their way towards the side of the boat, another two raiders falling to their swords. Stefan glimpsed Desalles, cold fire streaming from the amulet held aloft in his hands. The Bretonnian reached into the depths of his magic to summon a final, desperate spell to thwart his former master. Time locked and froze for an instant. Then the power of the storm broke, wind pounding down like a great fist on the advancing figure of Von Diehl.

Men and mutants were tossed along the deck like toys. For a moment Von Diehl was overpowered. Stefan saw the sorcerer stagger back against the mast. As he raised his arms to shield himself from the wind, something was torn from his grasp. Something gold that skittered across the deckplanks

inches from Stefan's feet. Stefan threw himself to the deck and stretched out his hand, his prize almost within reach.

"I'll have that, mate."

Stefan rolled aside as an axe sliced through timbers inches from his flank. He looked up into the tattooed face standing over him. Stefan clutched again at the locket, red boiling anger surging where once there had been only fear.

"Not this time! This is mine. Now and forever more!"

The mutant laughed and swung the axe again. Stefan felt the blade paring the skin from his thigh before bedding into the deck. Instinctively, he seized the shaft of the axe before the tattooed man could pull his weapon free. The mutant lurched forward, off-balance. As he fell, Stefan brought up his blade, driving it home with a savagery he scarcely dreamt he possessed.

Stefan climbed to his feet, the locket clasped in his hand. All around the invaders stood in disarray, their master locked in struggle with Desalles, their sergeant slain. He looked round for Klug and Maier and saw them beating their path of slaughter to the boat's side. Maier was still standing, but his strength was failing fast. Dizzy from his wounds, but elated by the taste of victory, Stefan ran to his comrades' side.

Maier raised his eyes and smiled. "Told you," he muttered. "Told you you should have left me."

Stefan slung an arm around the Captain's shoulder. "Save the death-bed speeches." He turned to Klug. "We've got to take our chance in the water. We've got to jump, *now*."

As they struck the river, Stefan's only prayer was that they would be thrown quickly to the surface. His prayer went unanswered. He plunged downwards into darkness, the dead weight of Maier wrapped in his arms. Stefan's legs thrashed uselessly against the power of the waters, crushing pressure filling out his chest.

This is it, he thought. This is how it is when you die. He was vaguely aware of something tugging at the base of his neck. Stefan kept struggling, thinking he'd become ensnared in weeds. His life was seeping away. An image of Katya floated into his mind and he fastened upon it, a last memory.

Then he realised he was rising to the surface. Just when it seemed his lungs must burst from his ribs, the waters broke in a curtain of light above him. Amazed, he looked around and found himself staring into Klug's face.

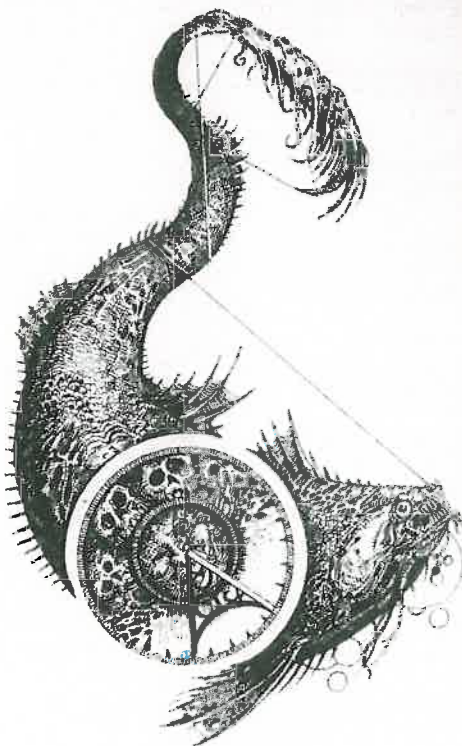
Man and dwarf strove to haul Maier's body across the water. Even then, they might have failed, but, cursing, raging against the frailty in his limbs, the Captain began to kick out, great piston strokes against the current. The strength that Maier was summoning was written in his twisted, pain-racked face. But, together, they were prevailing. Against all the clawing force of the waters they were making progress, away from the boat, towards the safety of the shore.

The final act was nearing its end. Stefan looked across the churning surface of the river towards the *Eva Brandauer*, now tethered to her pursuer by heavy grappling irons. Together the two boats were gliding inexorably towards the rapids.

"The rudder!" Klug bellowed. "The sandbank's torn away the rudder. She'll drift right over!"

Only two remained alive on deck. Desalles had gambled everything on his final spell, and lost. Lothar von Diehl advanced on the Bretonnian with slow strides, the power of the winds now spent.

The sorcerer's laughter rolled like thunder in the depths of the Reikwald. There was nowhere for Desalles to run. In the last moments he held the amulet aloft once more, seeking to turn the wrath of the charm against its master. His command was answered by a shimmering cloud that the sorcerer sprayed upon the air. Light reflected from ten thousand silver wings as swarming vengeance descended on Desalles. The Bretonnian's pleas were choked away as the insects fell upon



the feast.

Master and apprentice met. Von Diehl drew the silver wraith to his breast. As Desalles' death cry echoed across the waters, the stern of the *Eva Brandauer* heaved up out of the foam and the boat dragged its captor over the water's edge. As the boats vanished from sight, the river either side of the crevice rose up in a dark curtain and fell inwards upon it, like the earth piling down upon a grave.

Stefan had done all that he could. Maier's wounds would heal, and with Stefan and Klug to aid him, he would walk. The two comrades sat quietly by the small fire whilst the Captain slept. Memories of the battle returned like the twisted debris of a nightmare. The dwarf shook his head vigorously as if to banish his thoughts. "Any rate," he declared, "that's one child of Chaos we won't hear tell of again."

Stefan gazed out across the river. No trace of the abyss or her victims remained. "I hope you're right," he said. He drew out the gold chain and opened the locket. He contemplated the portrait in silence.

Klug read his thoughts and smiled. "Don't worry lad. She's out there, somewhere. I know it."

Stefan nodded, and the two fell quiet again. The time for conversation would come later, over hot food and good wine, in a better place than this. For now, they were wet and very cold, long miles from comfort. Dusk would soon be settling over the Reikwald.

At length Klug broke the silence. "Well then. What now?"

Stefan stood up slowly. Sodden clothes hung against his body. Something small and unpleasant writhed inside one of his boots. "That's up to us."

Maier was waking. He turned slowly and groaned, a mighty bear with a mightily sore head. Stefan looked down at the Captain, and smiled. "There's always a choice," he said. "That's one more thing I've learnt." He bent down and started to unfasten his boot. "We can sit here and freeze to death. Or we start walking."

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Body A



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Head A



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Head C



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Right Arm - Axe



Right Arm - Club



Right Arm - Mace



Left Arm A



Left Arm B



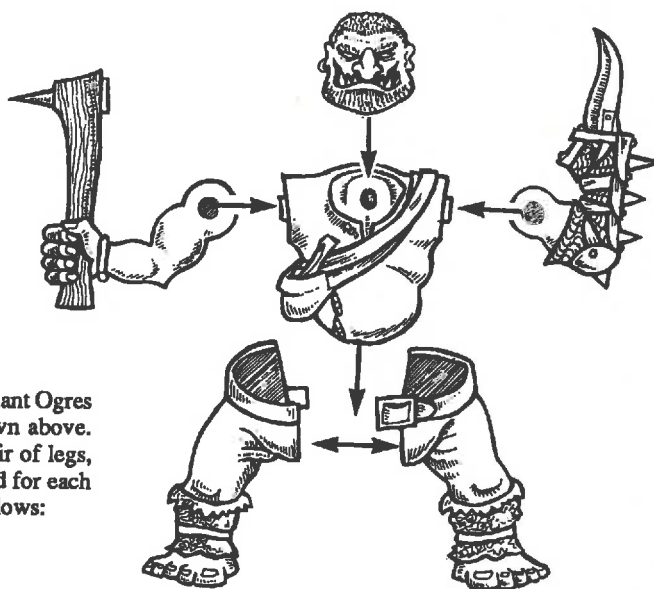
Left Arm C



Right Leg



Left Leg



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SPACE MARINE™

IMPERIAL TITAN WEAPONS

Over the last few weeks Jervis Johnson has been busy designing the Titan rules for Space Marine. As many gamers already have Titan models in their collections, we thought it well worth publishing our work in progress. Here we present the rules for the range of metal weapons and accessories as well as data sheets and cards for the Reaver Titan and Great Gargant.

BARRAGE MISSILE LAUNCHER

The barrage missile launcher is a one-shot support weapon. It fires a salvo of plasma warheads which vapourises the target area in a roiling sea of incandescent plasma. It is very useful for depleting void shields but also has a devastating effect against unshielded targets.

The barrage missile launcher may only be used once per game. Place the burst template anywhere in the Titan's line of sight and fire arc and roll for scatter as for a normal barrage attack. Once the template is in place roll a D6 to determine the number of *extra* templates. These may be placed so that they are touching the original template or each other, forming a compact mass or line where the missiles strike home. Targets covered by the barrage are struck for 8 barrage points with a -2 armour save modifier.



COLIN HOWARD

WD48

BATTLE CLAW

The battle claw is a crude but potent weapon similar in function to a power fist. If the Titan hits an enemy Titan in close combat it can choose to make a *grab attack* with its battle claw instead of rolling for damage as normal.

To represent a grab attack the attacker nominates which Titan location he is going to grab and both sides roll a D6. The attacking Titan then adds +1 to his total, and if his score is highest he has managed to grab the nominated location and rip it apart. The enemy Titan takes maximum damage (best result on the table). If the defender's total is highest he has slipped out of his attacker's grasp and no damage is caused. If the scores are equal the defender has slipped away but still sustains normal damage to the nominated location (D6 on the damage chart). If a Titan hits a building with a battle claw the building is destroyed unless it can roll its saving throw with a -4 modifier.

CARAPACE LANDING PAD

The carapace landing pad is used in conjunction with a recon Land Speeder. This Land Speeder maintains a direct comm-link with its parent Titan and scouts for targets, directing the Titan's barrages from a safe distance.



A Titan carrying a carapace landing pad receives a free Land Speeder stand which counts as a command unit for the purposes of orders, movement, etc. When using barrage weapons the Titan may make the attack using the recon Land Speeder's line of sight, enabling the Titan to fire at targets which it can't see but which are visible to the Land Speeder. Barrages fired indirectly in this way will *not* scatter, and always land on target, just as if they had been fired directly.

CARAPACE MULTI-LASERS

Warlords fighting in built-up areas are sometimes fitted with multi-lasers on their rear banner mounting points to protect the Titan against infantry assault. A Titan can mount up to two multi-lasers (one on each banner mounting point). Carapace multi-lasers are destroyed if the area of the carapace they are mounted on is damaged in any way. They have a range of 15cm and 2 attack dice each. A 5+ is required to hit.

IMPERIAL TITAN WEAPONS

The Corvus carries four stands of Terminators which are included in the Corvus for free. To manoeuvre the Corvus into position the Titan carrying it must end the movement phase touching the target building. The Terminators in the Corvus may then engage troops inside the building during the close combat segment of the combat phase. Terminators attacking a building in this manner add an extra D6 to their close assault factor that turn.

Damage to the Titan does not affect the Corvus or its occupants unless the arm mount itself is hit. If this happens treat the Corvus as a transport vehicle (saving throw 2+). If the Corvus is destroyed so are its occupants. If the Titan is destroyed the Corvus and all its occupants are destroyed too.

DEATHSTRIKE CANNON

A common Warlord variant is the replacement of the Titan's head with a 'Deathstrike' centerline cannon mount. The deathstrike cannon has a range of 200cm and fires a deadly barrage. Place the barrage counter as normal. It fires 10 barrage points with a -2 save modifier.

Carrying a deathstrike cannon reduces the Titan's move by half. On the hit location diagram the Titan's head will become a weapon mount, with a 2+ saving throw. The deathstrike has a very limited field of fire, and may only attack targets that are straight ahead of it (ie the weapon must be pointing straight at the target it is attacking).

FIRE CONTROL CENTRES

Fire control centres come in a variety of shapes and sizes. They are frequently combined with a centreline weapon mount but are also used in isolation. Fire control centres usually take the form of platforms or towers, packed with range-finding and targeting equipment.

A fire control centre occupies one carapace weapon mount and adds +1 to all hit dice the Titan rolls, including to hit rolls for barrages. Any hits on the weapon location where the control centre is mounted affect it, and it has a saving throw of 3+. Damage is rolled on the Head Location Damage Table.

HARPOON MISSILE

Like the vortex missile, the harpoon missile is a one shot-weapon. If the missile hits a Titan its barbed head becomes lodged in the Titan's body. Electrical surges produced by the missile short out the Titan's electrical systems and control circuits, removing control from its crew and passing it to the Titan which launched the missile.

A harpoon missile will hit automatically. A vehicle or infantry model hit by the weapon must make its saving throw with a -2 modifier or it is destroyed. A Titan with operational shields will lose only a single void shield to a harpoon attack, but a Titan with no shields is in deep trouble. Select a location and roll the hit location dice as normal. Make a saving throw with a -2 modifier for the location that has been hit. If the save is failed the harpoon has lodged itself in the target; if the save succeeds the harpoon has no effect.

A Titan that has been harpooned must roll 1D6 in each subsequent orders phase. On 1 the missile falls out or ceases to function, on a 2-6 the Titan comes under the control of the player whose Titan fired the harpoon. Control is complete, so the controlling player can even make the Titan attack its own side.



CHAOS ENERGY WHIP

This close combat weapon is used by Chaos Titans. The triple whip lashes against the target causing light damage to Titans and scything through opposing infantry and vehicles. The whip also acts as a conductor for a massive electrical jolt intended to overload void shields and burn out circuitry in the opposing Titan.

The whip is used at the very start of the close combat segment, before any close combat is resolved. Roll a D6 for each enemy model in combat and on the score of a 4, 5 or 6 the model is hit by the whip - saving throws are at -1 where taken. An enemy Titan automatically loses 1D6 Void shields if hit. If the Titan has less shields than the number indicated any excess is added to the close assault factor of the Titan using the whip.

CHAOS TITAN TAILS

Chaos Titans have mutated into a hellish mixture of flesh and metal. Some of these monstrous creations carry weapons mounted on long, sinuous tails, and use them to crush and gouge their enemies.

A Titan fitted with a tail may add +2 to its close assault factor.

CORVUS ASSAULT POD

The Corvus assault pod was developed as an alternative arm mount for Titans, and allows the Titan to carry a detachment of Space Marine Terminators right up to a building and disgorge them directly into the defenders via a drop-down ramp.

PLASMA BLASTGUN

The plasma blastgun was specifically designed for the Reaver and Warhound Titans, which are unable to use the larger plasma weapons carried by the Warlord because their reactors are simply not big enough to power up these weapons.

The plasma blastgun works by siphoning off small amounts of plasma and storing them in special cooling chambers. The weapon can store 2 attack dice worth of plasma, and starts the game fully charged up. When the weapon is fired the plasma is used up, and the weapon can only replenish one dice worth of energy at the end of each turn. The only exception is Titans that have first fire orders, which are allowed to replenish two dice worth of energy.

POWER RAM

The power ram delivers a high velocity strike capable of punching through the thickest armour and inflicting major internal damage. More importantly, a single well placed blow with this powerful weapon can send an opposing Titan crashing to the ground.



In close combat against other Titans, a Titan using a power ram can knock its opponent over if it wins the close combat by six or more points. The Titan using the power ram can choose to knock the opposing Titan over so it falls over backwards. Any vehicles or infantry a Titan falls on are automatically destroyed, and buildings must make a saving throw with a -5 modifier. The Titan itself will be irreparably damaged by the fall and counts as destroyed. If the power ram is used against a building it hits automatically and the building must make a saving throw with a -5 modifier.



POWER SAW

The power saw is a motorised saw blade capable of ripping apart the toughest close combat opponent. Titans which carry this weapon roll an extra D6 to resolve combat, add +2 to damage rolls against enemy Titans, and any building hit is destroyed unless it makes its saving throw.

TURBO-LASER DESTROYER

The turbo-laser destroyer is a highly effective anti-tank weapon. It has a range of 75cm and 2 attacks because it is rapid firing. It hits on a 3+ with -2 on the target's save.

VULCAN MEGA-BOLTER

The vulcan is a short ranged but extremely deadly form of heavy machine gun that fires a hail of bolter shells at anyone foolish enough to stray too close. It is extremely effective at breaking up massed infantry assaults, and has been known to gun down entire formations of infantry in a single burst. It has a range of 25cm but a massive 8 attacks, hitting on a 4+.

WARP MISSILE

The warp missile is a one-shot missile sometimes carried by Titans for dealing with heavily armoured targets. It contains a miniature warp drive which 'skips' the missile in and out of warp space when it is launched, materialising inside the target's shields and armour before a melta warhead detonates to complete the act of destruction.

Like the vortex missile, the warp missile is a one shot weapon and can only be used once per game. A warp missile will hit automatically. A vehicle, building or infantry model hit by a warp missile is automatically destroyed with no saving throw allowed. If a Titan is struck by a warp missile, ignore its shields and go straight to selecting a location for the hit. To represent the likelihood of the missile disappearing into warp space or being deflected off-course roll the hit location dice twice. If a location is hit it receives no armour save, go straight to the damage table and roll for damage twice. This represents the cataclysmic damage caused as the missile materialises inside its target and detonates.

WRECKER

The wrecker is a large weighted ball swung at the end of a reinforced chain. Its primary purpose is to deliver crushing blows against buildings and fortifications, though its tremendous power and long reach also make it an effective, if inaccurate, close combat weapon.

Buildings struck with a wrecker suffer a -6 saving throw modifier. When fighting other Titans in close combat a Titan armed with a wrecker may make one free attack before close combat begins. The attacker chooses a hit location and rolls for deviation as normal. Once any shift in location has been established the hit location dice are rolled for the new location and the location adjusted a second time. The second roll is to represent the inaccuracy of the wrecker's wild swing. If a location on the enemy Titan is struck it is hit with a -6 saving throw modifier.

Against vehicles or infantry a Titan armed with a wrecker may automatically destroy one vehicle or infantry model in base to base contact before close combat commences. This represents it crushing some of its attackers with a hefty overarm swing.

INFERNO GUN

The inferno gun fires a jet of super-heated fuel to devastating effect.

To use the inferno gun you will need to photocopy or cut out the template shown on this page and glue it to some thin card. The template is positioned with the pointed end touching the firing Titan and the other covering the target. Any unit (friend or foe) that is under the template is hit on a roll of 4+ and must make a saving throw to avoid destruction. Modifiers for cover are ignored when you roll to hit because the flame laps round any cover.

NEW TITAN HEADS

The head of a Titan is its control bridge, and in the event of catastrophic damage it can be ejected to carry the Titan's bridge crew to safety. A wide range of variant heads is used by different Titan Legions, some mounting heavier weapons or fitted with various devices, although the vast majority are purely decorative and require no special rules. The exceptions are listed below.

Close Combat. Many of the commonest Titan head variants feature some form of fearsome close combat weapon such as steel-fanged jaws or a lashing tongue. A Titan carrying this type of head adds +3 to its close assault factor against close combat opponents. Unfortunately it also reduces the saving throw on the Titan's head by one point

Weapon Head. Other Titan head variants emphasise extra firepower at the expense of protective armour. A Titan fitted with a weapon head reduces its saving throw by one point but gains an extra attack. This has a 25cm range, 5+ to hit, and -1 save.

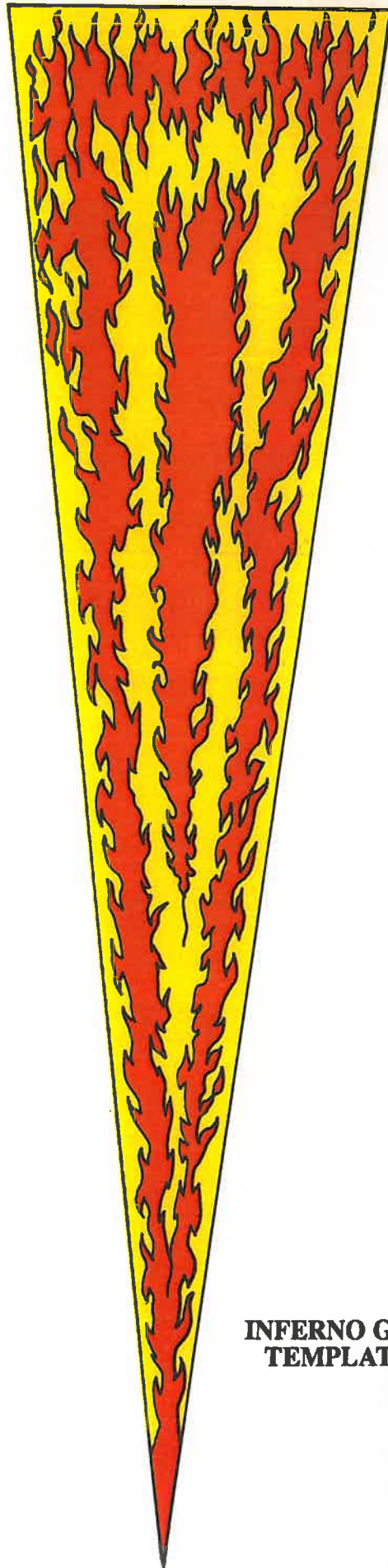
TRIDENT

The trident is a specialised weapon system employing a rocket-propelled grappling claw to seize its target, which is then dragged towards the Titan by an attached chain and power winch. Because the grappling claw is so massive and relatively low velocity that void and power shields do not stop it.

The trident has a range of 25cm and hits on a 3+. If the trident is being used to attack another Titan, it goes straight through the target's shields. Choose a location for the hit and then roll the hit location dice as usual. The trident has no effect on infantry at all, though it can be used to attack vehicles.

As the trident closes on its target and the Titan which fired it takes up the slack both players roll 2D6, adding their close assault factor to the score. The player using the trident is allowed an extra D6 if he is on first fire orders to show that he is properly braced. If the Titan using the trident beats his opponent's dice roll it rips off the part it was gripping automatically. Vehicles are destroyed, while Titans take the maximum damage possible in the location hit.

If the scores are drawn the trident loses its grip and does no damage. If the Titan using the trident loses the tug of war his opponent breaks the chain attaching the power winch to the trident, rendering the weapon useless for the rest of the battle. Unless the trident's chain is broken it is quickly wound back into position by winch and is ready to be fired next turn.



INFERNO GUN
TEMPLATE

IMPERIAL TITAN WEAPON DATA

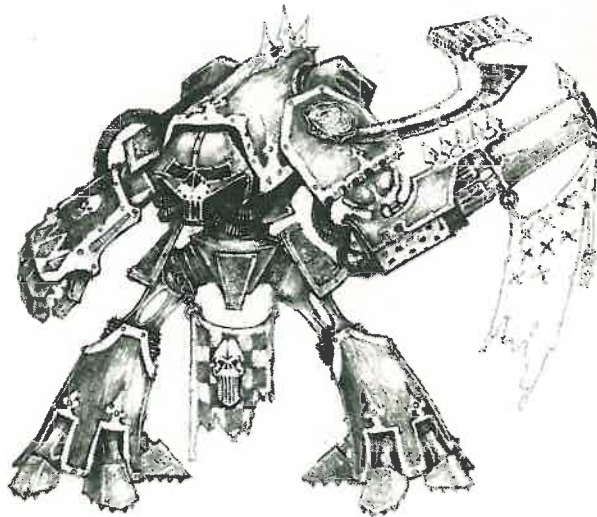
Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod.	Notes
Barrage Missile Launcher	Unlimited	8 BP's	-	-2	Place D6 extra barrage templates when fired. One shot weapon.
Battle Claw	Close combat weapon. Roll off against opponent - causes maximum damage				
Carapace Landing Pad	Used as platform for Recon Land Speeder				
Carapace Multi-lasers	15cm	2	5+	0	
Chaos Energy Whip	Close combat weapon. Enemy models hit on 4+, before combat.				
Chaos Titan Tail	+2 to CAF				
Combat Head	Close combat weapon. Adds +3 to Titan's CAF.				
Corvus Assault Pod	Carries 4 Terminator stands. +D6 CAF in attack turn.				
Deathstrike Cannon	200cm	10 BP's	-	-2	Barrage weapon
Fire Control Centre	Adds +1 to all to hit rolls. Has save of 3+				
Harpoon Missile	Unlimited	-	Auto	-2	Takes over target Titan if save is failed. One shot weapon.
Inferno Gun	Special	Special	4+	0	Uses inferno template.
Plasma Blastgun	50cm	2	3+	-4	Must recharge after use.
Power Ram	Close combat weapon. Opponent knocked over if you win by 6+ points.				
Power Saw	Close combat weapon. Adds D6 to close combat score.				
Trident	25cm	1	3+	-	May pull bits off target.
Turbo-Laser Destructor	75cm	2	3+	-2	
Vulcan Mega-Bolter	25cm	8	4+	0	
Warp Missile	Unlimited	-	Auto	-	Ignores shields. Roll twice on hit location template. One shot weapon.
Weapon Head	25cm	1	5+	-1	
Wrecker	Close combat weapon. Get free strike before combat is resolved				



KEVIN WALKER

REAYER TITAN

Move	Close Assault Factor
20cm	+12
<p>The Reaver Titan has 4 Void Shields and capacity to mount 3 Weapons</p> <p>Note down the details for the weapons mounted on your Titan model in the spaces given below.</p> <p>A Reaver cannot mount either a Plasma Cannon or Plasma Destructor as it unable to provide enough power for these weapons. It can mount a Plasma Blastgun.</p> <p>Record shield loss using the Reaver Titan's shield wheel.</p>	



JES GOODWIN

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

HIT LOCATION TEMPLATES

FRONT

	WEAPON	
	2+	
WEAPON	HEAD	WEAPON
2+	1+	2+
WEAPON	LEGS	WEAPON
2+	2+	2+
LEG		LEG
2+		2+
LEG		LEG
2+		2+

SIDE

WEAPON	WEAPON	WEAPON
2+	2+	2+
PLASMA REACTOR	WEAPON	HEAD
3+	2+	1+
	WEAPON	WEAPON
	2+	2+
	LEG	
	3+	
	LEG	
	2+	

REAR

	WEAPON	
	2+	
WEAPON	PLASMA REACTOR	WEAPON
2+	4+	2+
WEAPON	LEGS	WEAPON
2+	2+	2+
LEG		LEG
2+		2+
LEG		LEG
2+		2+

IMPERIAL TITAN DAMAGE TABLES

CARAPACE DAMAGE TABLE - Roll D6

- 1-2 The Titan's void shield generators are damaged, and shut down temporarily. Until the void shield generators are repaired they may not be used.
- 3-4 The Titan's void shield generators shut down and may not be used any further in the game.
- 5 The Titan's void shields are in danger of overloading and you must shut them down before they explode! Roll a D6 - on a 5 or 6 the shields are safely shut down. On a 1-4 the shields explode as described below.
- 6 The Titan's void shields overload and explode causing massive internal damage. The Titan is destroyed but remains standing. Any units within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.

REACTOR DAMAGE TABLE - Roll D6

- 1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired. No other damage may be repaired until the plasma reactor comes back on line.
- 3-4 The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Attempt to repair the damage in the next repair phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.
- 5-6 The Titan's plasma reactor has been destroyed, and the Titan is vaporised in a spectacular meltdown. The Titan is removed from play (replace it with a model crater if you've got one). All units within 3D6 cms suffer an automatic hit, and must make an unmodified save to avoid damage.

HEAD DAMAGE TABLE - Roll D6

- 1-2 The Titan's mind impulse units have been damaged. Until the damage is repaired the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
- 3 The shot punches through to the bridge, killing vital crew members. The Titan's CAF is halved for the rest of the game.
- 4 The shot rips through the head and causes an explosion in the crew compartment, injuring several of the crew. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
- 5-6 The shot rips through the head and crew compartment, and triggers massive internal explosions within the Titan. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands units that are fallen on are destroyed.

WEAPON DAMAGE TABLE - Roll D6

- 1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired.
- 3-4 The weapon has been destroyed and may not be used again in this battle.
- 5 The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands are destroyed.
- 6 The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what was affected by the flashback:

1-2	Carapace
3-4	Reactor
5-6	Head

 Then roll the D6 again and refer to the appropriate Damage Table to find out what damage is caused.

LEG DAMAGE TABLE - Roll D6

- 1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.
- 3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing repair phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps. If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.
- 5 The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game.
- 6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit the Titan as normal. If you hit, refer to the location templates overleaf. Nominate the target area. Roll the pair of aim dice and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

GARGANT WEAPONS

BATTLE CANNON HEAD

Adding a gun to the Gargant's head means that fewer armour plates can be fitted, and those that are used are thinner. Because of this the saving throw for a battle cannon head is 1 point lower than that shown on the hit location template on the Gargant data sheet. The cannon head has a range of 75cm and needs 4+ to hit at -2 save.

BATTLE CANNON TURRET

The battle cannon turret has a range of 75cm and needs a 4+ to hit and a -2 save.

GATLING CANNON

The gatling cannon is rapid firing cannon with a range of 50cm and 8 attack dice. A 5+ is required to hit, and saves are at -1. Because of the huge amounts of ammunition used by the gatling cannon, no more than one of these weapons may be mounted on a Gargant at once.

GORK & MORK HEADS

Gork and Mork are the two great Gods of the Orks. Gargants are gigantic representations of Gork and Mork so it is quite common for them to have specially-made heads to make them look more life-like.

Gork and Mork heads emphasise the idol-like nature of an Ork Gargant. If they are fitted, then any Orks within 25cm may ignore morale tests – no test is required for the unit.

GUTBUSTER CANNON

The Gutbuster is a huge cannon which protrudes from the Gargant's belly. The weapon can fire a array of ammunition. At the start of the game the Gutbuster is loaded with one shot of the player's choice. After firing it takes a full turn to reload, and so the Gutbuster may not be fired in the next combat phase.

Ball rounds are like immense cannonballs. To use the ball round you will need to make a special round template. This has a 3cm diameter, and can be made from stiff paper or card. Place the template over your target and then roll for scatter like you would for a barrage. Anything under the template is hit and makes a saving throw with a -4 modifier. The ball will then roll another 4D6cm in a straight line along the line of fire. Anything that is rolled over is hit automatically and must make a save with the -4 modifier, including any buildings. The ball will plough through any operating shields on a Titan that it hits, knocking them all down one after the other. Should it hit the leg of a Titan model the save is taken with a -4 save modifier.

Chainshot consists of two or more medium sized projectiles linked together by heavy chains. When it is fired the chainshot spreads out and spins like bolas. It is only used for entangling the legs of Imperial and Eldar Titans, and causes no damage to any other type of target! It will only work against Imperial

Titans if they have no operating void shields at the time that it hits. When chainshot scores a hit against an eligible target it automatically causes damage to the target's legs. No hit location or saving rolls are needed, simply roll on the Leg Damage Table, adding +3 to the dice roll. For obvious reasons there must be a clear line of fire from the gutbuster itself to the target's legs, any intervening terrain will block the shot.

High Explosive rounds are huge cannon shells packed with hundreds of pounds of explosive. They have a 12cm diameter of effect, fully twice as large as a normal barrage attack! You can make your own template from card, or use the barrage template and measure out from the centre. High Explosive is very effective against infantry and light vehicles, but not against armoured targets, so there is a +1 save. The +1 save modifier means just that, the opposing player can add +1 to the dice when he makes his armour saves.

OBSERVATION TURRET

The Ork in the Observation head is able to add +1 to all to hit rolls against one target fired at that turn. This applies to all weapons fired at that target by the Gargant.

RIPPER FIST

The ripper fist is a motorised saw blade capable of ripping apart the toughest close combat opponent. Titans which carry a ripper fist roll an extra D6 to resolve combat, add +2 to damage rolls against enemy Titans, and any building hit is destroyed unless it makes its saving throw.

There is a huge cannon mounted on each side of the saw blade, so the ripper can be used to make ranged attacks as well. However, the weapon can't be used to make ranged attacks *and* close combat attacks in the same turn.





ADRIAN SMITH

SCORCHER TURRET

The scorcher fires a burst of flame. It has a range of 35cm, 2 attack dice, and hits on a 3+.

The scorcher is especially effective at winking out infantry that are in cover. To represent this ignore any modifiers for cover that would normally apply to the to hit roll.

SLASHA ATTACK GUN

The Slasha attack gun is a weapon which fits onto the smaller Slasha Gargant. It has a high rate of fire and shoots a heavy shell. The gun has a range of 50cm, 5 attacks, hits on a 4+ and saves are at -2. Like the gatling cannon, the Slasha attack gun needs huge amounts of ammunition, so only one of these weapons may be mounted to a Gargant at once.

SNAPPER

The snapper is a ferocious mechanical jaw. When it opens a high-pressure steam pipe spouts boiling fluid and masses of steam. In close combat the Snapper has the same effect as a power fist and power claw (as described for Imperial Titans), and is able to pull - or rather bite! - pieces off its opponent if it wins.

The snapper can also fire a blast of super-heated steam, for which you'll need to make a template. The template is a triangle 15cm long and 15cm wide at the end. The narrow end of the template is placed against the snapper's mouth. Any models under the template will be hit on a roll of 2+, ignoring modifiers for cover, and must make a saving throw to avoid destruction.

ORK GARGANT WEAPON DATA

Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod.	Notes
Battle Cannon Head	75cm	1	4+	-2	Armour save reduced by -1 point for the Gargant's head.
Battle Cannon Turret	75cm	1	4+	-2	
Gatling Cannon	50cm	8	5+	-1	No more than 1 per model.
Gork & Mork Heads	Any Orks within 25cm ignore morale tests.				
Gutbuster:					
Ball	100cm	Ball	3cm Template	-4	Ball template skids 4D6cm.
Chain	75cm	1	3+	-	Only affects Titans
Explosive	100cm	8 BP's	8 BP's	+1	12cm Barrage template.
Observation Turret	Adds +1 to any to hit rolls versus <i>one</i> target.				
Ripper Fist	50cm	2	4+	-2	Close combat weapon. Adds D6 to combat dice score.
Scorcher Turret	35cm	2	3+	0	Ignore to hit modifiers for cover.
Slasha Attack Gun	50cm	5	4+	-2	No more than 1 per model.
Snapper	Roll off against opponent in close combat. Fires using template. 2+ to hit.				

GREAT GARGANT

Close Assault Factor

+15

Movement

A Gargant's move is determined by its orders. These are as follows:

Orders	Effect	Fire
Charge	Must move between 11-15 cm. towards the nearest enemy formation	The Gargant may not fire
Advance	May move up to 10cm but this does not have to be towards the nearest enemy formation as in a Charge.	The Gargant may fire in the advance fire segment
First Fire	No move or turn	The Gargant may fire in the first fire segment

Power Fields

The Gargant is protected by 6+ (1D6) Power Fields



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

HIT LOCATION TEMPLATES

FRONT

WEAPON	HEAD		WEAPON	
2+	2+	2+	2+	2+
WEAPON MOUNT	AMMO	HULL	AMMO	WEAPON MOUNT
2+	1+	3+	1+	2+
WEAPON	HULL	HULL	HULL	WEAPON
2+	3+	3+	3+	2+
	HULL	BOILER	HULL	
	3+	2+	3+	
FOOT	HULL	BELLY GUN	HULL	FOOT
3+	3+	2+	3+	3+

SIDE

WEAPON		WEAPON		WEAPON	
2+		2+		2+	
HULL	WEAPON MOUNT	HULL	HULL	HULL	HULL
3+	2+	3+	3+	3+	3+
HULL	WEAPON	WEAPON	WEAPON	WEAPON	WEAPON
3+	2+	3+	3+	3+	3+
HULL	BOILER	HULL	HULL	HULL	HULL
3+	3+	3+	3+	3+	3+
HULL	FOOT	BELLY GUN	BELLY GUN	HULL	FOOT
3+	3+	2+	2+	3+	3+

REAR

WEAPON	HEAD		WEAPON	
2+	2+	2+	2+	2+
WEAPON MOUNT	AMMO	HULL	AMMO	WEAPON MOUNT
2+	1+	3+	1+	2+
WEAPON	HULL	HULL	HULL	WEAPON
2+	3+	3+	3+	2+
	HULL	BOILER	HULL	
	3+	3+	3+	
FOOT	HULL	BELLY GUN	HULL	FOOT
3+	3+	2+	3+	3+

ORK GARGANT DAMAGE TABLES

BOILER DAMAGE TABLE - Roll D6

- 1-2 A minor fire breaks out.
- 3-4 The boiler is hit and starts to lose pressure. The Gargant's move rates are reduced by 50% from now on.
- 5 The boiler is destroyed. The Gargant can no longer move.
- 6 The boiler explodes and starts a major fire. The Gargant is no longer allowed to move.

FOOT DAMAGE TABLE - Roll D6

- 1-3 The foot is damaged but carries on working normally. A minor fire breaks out.
- 4-5 The foot is destroyed. If one foot is destroyed the Gargant is only allowed to turn in place. If both feet are destroyed the Gargant may not move at all.
- 6 The foot is blown apart in a massive explosion that starts a major fire. The Gargant may no longer move or turn, even if the other foot is undamaged.

BELLY GUN DAMAGE TABLE - Roll D6

- 1-2 Some ammunition explodes starting a minor fire.
- 3-4 The gun is destroyed and exploding ammunition starts a minor fire. The gun may not be used for the remainder of the battle.
- 5 The gun is destroyed and exploding ammunition starts a major fire. The gun may not be used for the remainder of the battle.
- 6 The belly gun's magazine explodes starting a major fire. The belly gun is destroyed, and each adjacent location must roll for damage on the following table:
 - 1-3 No Effect
 - 4-6 Roll on the Locations Damage Table
 Apply damage normally to each location that is affected.

HULL DAMAGE TABLE - Roll D6

- 1-5 Internal explosions start a minor fire.
- 6 A massive explosion rips a huge hole in the hull and starts a major fire.

MAJOR FIRE TABLE - D6

Roll for each Major Fire on this table at the start of the End Phase.

- 1-2 The fire is brought under control and put out.
- 3 The fire is getting out of control. The Gargant is not allowed to move next turn, but may fire normally.
- 4 The fires are out of control. The Gargant may not move or fire its belly gun next turn, and any other weapons that are used suffer a -1 to hit modifier due to the clouds of smoke.
- 5 Internal explosions wreck the Gargant destroying it and leaving it a smoking blackened heap. Any units within 2D6cm are hit by flying debris and must make an unmodified saving throw to avoid damage.
- 6 A massive explosion rips the Gargant apart. Remove the model from the table (you may replace it with a crater model if you have one). Any units within 4D6cm are hit by flying debris and must make an unmodified save to avoid damage.

HEAD DAMAGE TABLE - Roll D6

- 1-2 Several of the bridge crew are injured and a minor fire breaks out.
- 3 The Kaptin is killed. The Gargant must follow the same orders next turn while the bridge crew 'elect' a new Kaptin.
- 4-5 The head is destroyed and a minor fire breaks out. The Gargant must follow the same orders as it used last turn, and any weapons mounted in the head may not be used for the remainder of the battle. After the next turn, roll a D6 before changing the Gargant's orders:
 - 1-3 May not change orders
 - 4-6 May change orders normally
- 6 The head is blown clean off the Gargant, starting a major fire. The Gargant must follow the same orders as it used last turn, and any weapons mounted in the head may not be used for the remainder of the battle. After the next turn, roll a D6 before changing the Gargant's orders:
 - 1-3 May not change orders
 - 4-6 May change orders normally

MAGAZINE DAMAGE TABLE - Roll D6

- 1 Some ammunition explodes starting a minor fire
- 2-3 A large explosion starts a major fire.
- 4-6 The magazine detonates starting a major fire. Each adjacent location must roll for damage on the following table:
 - 1-3 No Effect
 - 4-6 Roll on the locations damage table
 Apply damage normally to each location that is affected.

WEAPON MOUNT DAMAGE TABLE - Roll D6

- 1-2 The weapon mount suffers damage that starts a minor fire.
- 3-5 The weapon mount is badly damaged. Any attached weapons must roll on the weapon damage table to see what happens to them.
- 6 The weapon mount is blown off the Gargant, starting a major fire, and any attached weapons are sent flying 2D6cm. Decide randomly where the weapons lands - any vehicles or infantry underneath are destroyed.

WEAPON DAMAGE TABLE - Roll D6

- 1-2 The weapon is damaged but keeps on functioning. A minor fire, breaks out.
- 3-4 The weapon is destroyed and may not be used for the rest of the game.
- 5-6 The weapon is blown off the Gargant, starting a minor fire. Decide randomly where the weapon lands - any vehicles or infantry underneath are destroyed.

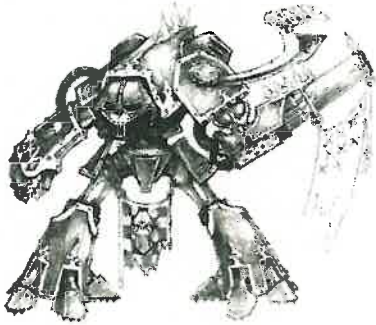
MINOR FIRE TABLE - Roll D6

Roll for each Minor Fire on this table at the start of the End Phase.

- 1-2 The fire is brought under control and put out.
- 3-5 The fire is kept under control but not put out.
- 6 The fire is out of control and becomes a major fire. Roll on the Major Fire table.

REAVER AND GARGANT DATA CARDS


SPECIAL CARD
REAVER TITAN



POINTS VALUE 500


REAVER TITAN

The Reaver Titan is an extremely fast and manoeuvrable fighting machine. It fights as a single unit which cannot be broken and so does not need to take a morale check. Victory points are awarded to the opposing player once the Titan is destroyed.



VICTORY POINTS 5
Victory points are awarded once the Titan is destroyed.


SPECIAL CARD
GREAT GARGANT



POINTS VALUE 850

GREAT GARGANT

A Great Gargant is a towering war machine of awesome destructive power. Shaped in the image of the Ork war gods, it personifies the Waa-Ork. Each Gargant fights as a single unit which cannot be broken and so does not need to take a morale check. Victory points are awarded to the opposing player once the Gargant is destroyed.



VICTORY POINTS 9
Victory points are awarded once the Gargant is destroyed.

To make up your data sheets, first cut out or photocopy the cards on this page. Fold each card along the dotted line and glue the two halves together on the inside. You can then use these cards as normal in your Space Marine games.

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CONFRONTATION®

WEAPONS

This section describes the most commonly encountered weapons of the forty-first millennium. Although the weapons listed are by no means readily available on Necromunda, many are far more common than Lord Helmawr would like!

The descriptions given are typical examples of the type of weapon concerned. In reality, many weapons may well have been modified – either superficially or fundamentally, or to any degree in between. The underworld of Necromunda shelters all kinds of outcasts with a variety of skills and technical abilities, and many are quite capable of modifying, rebuilding or designing weapons using commonly available materials.

FIREARMS

On the *Initiative Modifiers* and the *Firing to Hit Modifiers Table*, firearms are classed as one of three types: pistols, basic weapons and heavy weapons. Pistols are carried and fired using one hand. Basic weapons are rifle-sized and although they may be fired one-handed, they require two hands to be fired accurately. Heavy weapons are the largest man-portable weapons available (many are shoulder mounted). They can be fired one-handed, but only with a greatly reduced chance of hitting the intended target (-100%). This practice is definitely not recommended!

Pistols include: Auto pistols, Bolt pistols, Hand flamers, Handbows, Laspistols, Needle pistols, Plasma pistols, Shuriken pistols, Stub guns, and Webbers.

Basic weapons include: Autoguns, Bolt guns, Flamers, Graviton guns, Lasguns, Needle guns, Plasma guns, Shotguns, and Shuriken catapults.

Heavy weapons include: Autocannons, Conversion beamers, D-Cannon, Grenade launchers, Heavy bolters, Heavy plasma guns, Heavy stub guns, Heavy webbers, Lascannon, Missile launchers, Multi-lasers, and Shuriken cannon.

The descriptions which follow are listed in alphabetical order. In addition to physical descriptions of the firearms, each entry includes full details of special rules, ammunition type, range modifiers, and so on. The

summary opposite may be useful, however, for comparing the performances of the various weapons.

AMMUNITION

All firearms utilise ammunition in some form or other. This is often harder to get hold of than the gun itself and may be just as expensive. Fortunately, many weapons or types of weapon use the same ammunition. For example, bolt ammunition may be loaded into bolt pistols, bolt guns or even heavy bolters. Similarly a standard power pack will fit any of the weapons listed.

Power packs are rather like batteries and can be slotted into a weapon in the same way as a magazine of bullets. A small illuminated counter displays the amount of power remaining, on a scale from 1 to 50. On a lasgun, for example, this number is the same as the number of shots which can be fired before the power pack must be replaced or recharged. Some weapons, however, (such as conversion beamers) use more power units with each shot. Details of how to recharge used or partially used power packs can be found in the equipment section.

Some weapons, such as bolters, slug throwers and shuriken weapons, require special ammunition unique to that weapon type - ie, bolts, conventional ammo, or shuriken. In most cases these come in magazines, and a character must eject the old magazine (1 action) before replacing it with the new one (4 actions - 5 if the new magazine has to be removed from a belt or pouch). Single shells, bolts or the equivalent can also be carried and either loaded directly in the weapon or used to refill a magazine (1 action per shell, bolt etc). A magazine cannot be refilled unless it is first taken out of the weapon.

Some weapons can be fitted with more than one magazine at once. The heavy bolt gun can carry 2 magazines, for example. The grenade launcher magazine is quadripartate - it has four separate compartments which can each be loaded with different grenades. Weapons fitted with multiple magazines may fire ammunition from any magazine/compartment. To switch from one magazine to another, or from one compartment to another in the case of the grenade launcher, the character must change the magazine selector switch on the weapon. This takes 1 action.

WEAPON SUMMARY

WEAPON	AMMO	SHOTS	TYPE	FIRE MODES	DAM. CHART	MAX RANGE
Autopistol	Conventional	20/Magazine	Pistol	A	2	80"
Autogun	Conventional	50/Magazine	Basic	A	2	500"
Autocannon	Conventional	50/Magazine (3)	Heavy	A	4	1500"
Bolt Pistol	Bolt	15/Magazine	Pistol	S, SA	3	400"
Bolt Gun	Bolt	15/Magazine	Basic	S, SA	3	400"
Heavy Bolter	Bolt	15/Magazine (2)	Heavy	SA, A	3	400"
Conversion Beamer	Power Pack	1 shot/pack	Heavy	S	Varies w. range	40"
D-Cannon	Power Pack (10)	1 shot/10 packs	Heavy	S		500"
Hand Flamer	Flame Chem	1 shot/canister	Pistol	S	2	10"
Flamer	Flame Chem	5 shots/canister	Basic	S	2	25"
Graviton Gun	Power Pack	1 shot/pack	Basic	S		80"
Grenade Launcher	Grenade	40 grenades/ magazine	Heavy	S, SA	Varies	600"
Hand Bow	Arrow	1 shot	Pistol	S	1	30"
Las Pistol	Power Pack	50 shots/pack	Pistol	S, SA	2	80"
Lasgun	Power Pack	50 shots/pack	Basic	S, SA	3	240"
Lascannon	Power Pack (10)	1 shot/pack	Heavy	S	6	2500"
Multi-laser	Power Pack (10)	5 shots/pack	Heavy	SA, A	4	600"
Melta-gun	Power Pack	10 shots/pack	Basic	S	4	25"
Multi-melta	Power Pack (10)	5 shots/pack	Heavy	S	5	240"
Missile Launcher	Missiles (5)	1 shot/missile	Heavy	S	Varies	1200"
Needle Pistol	Power Pack + chemical		50 shots	Pistol	S	80"
Needle Gun	Power Pack + chemical		50 shots	Basic	S	240"
Plasma Pistol	Power Pack	5 shots/pack	Pistol	SA	4	90"
Plasma Gun	Power Pack	5 shots/pack	Basic	SA	4	240"
Heavy Plasma	Power Pack (10)	1 shot/pack	Heavy	S, SA	5	1000"
Shot Gun	Conventional	20/Magazine	Basic	S	2	100"
Stub Gun	Conventional	20/Magazine	Pistol	S	2	30"
Heavy Stub	Conventional	50/Magazine	Heavy	A	3	400"
Shuriken Pistol	Shuriken	10/Magazine	Pistol	S, SA, A	3	60"
Shuriken Catapult	Shuriken	20/Magazine	Basic	S, SA, A	3	240"
Shuriken Cannon	Shuriken	50/Magazine	Heavy	S, SA, A	4	600"
Web Gun	Web Canister	5 shots/canister	Pistol	S	0/6	10"
Heavy Webber	Web Canister (10)	1 shot/canister	Heavy	S	0/6	240"

NOTES

S: Single shot SA: Semi-automatic A: Auto

Numbers in brackets (#) indicate the number of magazines, power packs or missiles that may be loaded at once. This is only given for weapons designed to accept more than 1 mag/pack/missile.

BOLTERS

BOLT PISTOL

Type: Pistol

Shots & ammo: 15 bolts/magazine (+1)

Fire modes: single shot or semi-automatic (-5 x shot number to hit)

To hit modifier: -6/inch

Penetration modifiers:

Range: 0-2.5": -5%, 2.5"+: 0

Armour: Primitive: +30, Physical: +30, Energy: 0, Cover: +30

Damage Chart: 3

BOLT GUN

Type: Basic (-3 Initiative)

Shots & ammo: 15 bolts/magazine (+1)

Fire modes: single shot or semi-automatic (-5 x shot number to hit)

To hit modifier: -4/inch

Penetration modifiers:

Range: 0-2.5": -5%, 2.5"+: 0

Armour: Primitive: +30, Physical: +30, Energy: 0, Cover: +30

Damage Chart: 3

HEAVY BOLTER

Type: Heavy (-5 Initiative)

Shots & ammo: 2 magazines with 15 bolts each (+1)

Fire modes: semi- or fully automatic (-5 or -10 x shot number to hit)

To hit modifier: -2/inch

Penetration modifiers:

Range: 0-2.5": -5%, 2.5"+: 0

Armour: Primitive: +30, Physical: +30, Energy: 0, Cover: +30

Damage Chart: 3

The term Bolters includes bolt pistols, bolt guns, and heavy bolters. All these weapons fire small, self-propelled missiles known as bolts. Bolts are relatively large (two or three times the size of a rifle bullet), and a magazine therefore holds relatively few. This is outweighed, however, by the astonishing armour-penetrating power of the bolt's adamantium tip, complemented by an explosive charge contained within the bolt's core. This charge is mass-reactive, and so will not explode until the bolt has penetrated some way inside its target. When fired, a bolt accelerates rapidly for the first 5 metres of flight, holding a constant velocity almost as far as its maximum range. As a consequence, it is very good at penetrating armour even at long ranges.

All bolters fire the same bolt ammo in a standard magazine containing 15 shots. In addition, a single shot can be loaded directly into the breech, so a fully loaded bolter may have 16 rather than 15 shots.

Bolt pistols are large and cumbersome pistol weapons with a characteristic big-bore barrel. They are the preferred side-arm of most serious fighters and would be far more common were it not for the cost and scarcity of ammunition.

Bolt guns are standard issue to Space Marines and to many elite troops.

Heavy bolt guns are uprated versions of the bolt gun. They are heavy weapons but highly respected for their accuracy and increased ammunition capacity. A heavy bolter may be loaded with either one or two magazines, each containing 15 bolts. It is possible to remove and replace one magazine at a time, a useful feature in combat.



BOLT PISTOL



BOLTER



HEAVY BOLTER

COMBI-WEAPONS

Type: Heavy (Initiative modifier = sum of constituent weapons)

Shots & ammo: As per constituent barrels

Fire modes: Individual barrel or all together (semi- and fully automatic weapons always fire complete bursts)

To hit modifier: -5 per barrel when firing separately; -10 per barrel when all fired together

Penetration modifiers: As per constituent barrels

Damage Chart: As per constituent barrels

Combi-weapons combine several ordinary weapons into a single gun with a separate barrel for each constituent weapon. Any one barrel may be fired independently, or all barrels can be fired together in one action. This sort of lethal broadside is spectacular to say the least, although relatively inaccurate. A character can switch barrels when required, or can set the weapon to fire all barrels. It takes only 1 action to switch barrels in this way.

Combi-weapons tend to be bulky and rather impractical. Clan warriors tend to distrust them, because of their tendencies to jam and reputation for unreliability. They are, however, the favourite weapon of many techs who will spend endless hours modifying and customizing them, adjusting the multiplicity of settings which are an integral part of these weapons, and so on. As you might expect, for many techs, the combi-weapon is the ultimate weapon.

The initiative penalty of a combi-weapon is equivalent to all the constituent weapons added together. However, a combi-weapon is only one weapon, so there is no additional penalty for carrying more than 1 weapon.

Players using combi-weapons must record the ammunition expenditure of each barrel separately. Each constituent weapon needs its own magazine or power pack as appropriate.

Combi-weapons are badly balanced, cumbersome and inaccurate. When firing a single barrel the chance of hitting is reduced by 5x the number of barrels in the weapon. For example, if a combi-weapon combines a lasgun, a grenade launcher, an auto-pistol and a flamer, there is a penalty of -20% to hit when firing any single barrel. If all weapons are fired at once, the chance of hitting is reduced by 10x the number of barrels. The recoil and hail of discharge makes the gun very difficult to hold still. When firing all 4 barrels of the combi-weapon above, the chance to hit with each shot from each barrel would be reduced by -40%.

In the case of combi-weapons incorporating semi or fully automatic weapons, one pull of the trigger will always fire a complete automatic burst with each barrel. It is not possible for the firer to cease firing at a chosen point, as it is with normal automatic weapons. This is because the whole weapon is fired on a single trigger, and also because the resulting hail of fire tends to obscure what is happening in front of the gun.

For example, Ash Storm, henchman to Skraggar – leader of the Skullcrop Tech Gang of the Akritas clan – is armed with a 3-barrelled combi-weapon, comprising a bolt gun, a stub gun, and a grenade launcher. He has

BS 180. During an encounter with the Scarfaces, Ash lets rip with his combi-weapon set to fire all barrels at once. There are several targets within his arc of fire, all conveniently 12 inches away. The bolt gun fires 6 shots of automatic fire. His chances to hit are modified as follows: -30 for 3 barrels fired together, -48 for the range and -10 for each shot of fully automatic fire, giving 92%, 82%, 72%, 62%, 52%, and 42%. The stub gun fires a single shot, modified by -30 for the number of barrels in the weapon, and -72 for the range, giving a chance to hit of 78%. Finally, the grenade launcher fires 2 grenades modified by -30 as before, -96 for range, and -5 for each shot of semi-automatic fire, giving 49%, and 44%.

A roll of 00 is always a miss, as normal, but in the case of a combi-weapon, this result also indicates that the weapon has jammed. Combi-weapons are prone to jamming due to their rather unlikely construction. Once jammed, none of the barrels can be used. If a character spends an entire turn unjamming his weapon (no other actions allowed), there is a 50% chance of success – roll a D6: the weapon is unjammed on a roll of 4, 5 or 6. A result of 1 means the weapon is permanently damaged and cannot be repaired. Jammed weapons which are not permanently damaged can be unjammed automatically after the game encounter is over.

Note that Tech Gangs acquire a Combi-weapon in exchange for any one random roll on any Trading Chart. See the notes to *Chart 2* for full details.

CONVERSION BEAM PROJECTOR

Type: Heavy weapon (-5 Initiative)

Shots & ammo: 1/power pack

To hit modifier: -2/inch

Damage Chart: see below

Conversion beam projectors are commonly known as 'beamers'. They project a beam of radiation which can energise solid matter, causing the first solid object in its path to fragment in a burst of explosive energy. Conversion beamers can only be used when they are absolutely stationary. Any attempt to use them while moving would cause beam interference resulting in the weapon itself exploding. In fact, beamers have built-in safety mechanisms which automatically shut down the beam generation cell while they are moved.

The potency of the weapon varies according to the range. Unlike most weapons, however, it becomes more powerful at longer ranges. At the same time, the beam gradually diverges as the range increases. The beam is 10% as wide as the target range. At 20" range, the beam is 2" wide, at 40" range the beam is 4" wide, and so on.

To fire a beamer, trace a line of sight to the intended target. Roll to hit as normal. If the score indicates the target is hit, the beam is on target. Draw a line of sight to the target with tape and check that the diverging beam does not hit some other object or character in between the firer and target. The beam automatically

hits the first thing in its path. Once the beam has struck something its energy is dispersed and the beam cuts out.

If the score indicates a miss, the player should place a ruler behind the target, and at 90° to the line of sight. Now roll a D10 and count this many inches to the right of the target. Roll a second D10 and count this many inches to the left of the target. This indicates the new target point lying along the straight edge and either side of the original target. Trace the path of the beam as before from the firer to the new target point. The first object in the beam is automatically hit. It is possible for the beam to go off target and yet still hit the original target if the beam is wide enough. It is not possible, however, for a beamer to miss its target and fail to explode altogether. If it fails to hit anything at the target range, simply extend the line of fire until it hits something or until maximum range (80m/40") is reached.

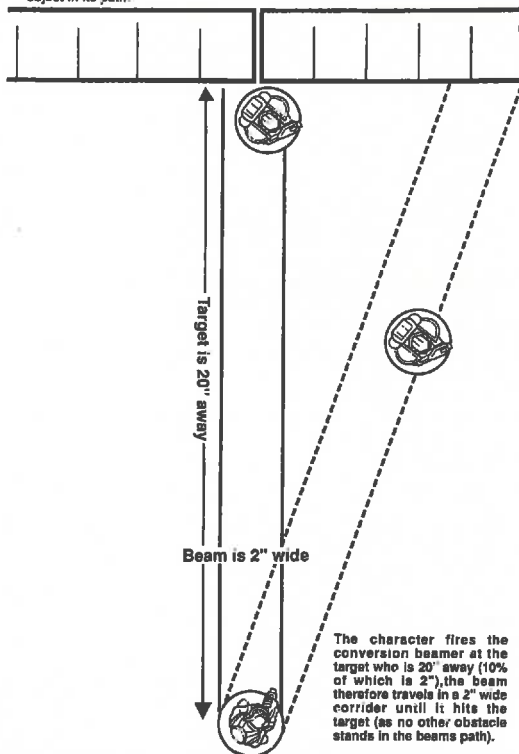


CONVERSION BEAM PROJECTOR

Range	Damage Chart	Range	Damage Chart
0-10m	1	30-40m	4
10-20m	2	40-50m	5
20-30m	3	50m+	6

Beamers are powered from a standard power pack. A single shot uses up 50 power points, so a fully charged power pack gives enough energy for 1 shot only. The weapon will automatically eject used power packs once they are spent.

If the to hit roll is a miss place a ruler behind the target at 90° from the line of sight. Roll two D10 to find where the shot ends up. For example a roll of 3 indicates that the shot deviates 3" to the left. The next roll is an 8 indicating that the shot deviates 8" back to the right. The beam therefore ends up 5" to the right of the target, and travels in a straight line in the new direction until it hits the first object in its path.



No armour provides protection from a hit by a conversion beam so there is no need to check for penetration, simply proceed straight to damage calculation. The damage caused varies with range. The chart opposite shows the appropriate damage chart to use according to range.

DISTORTION CANNON

Type: Heavy (-5 Initiative)
 Shots & ammo: 1 shot/10 power packs
 Fire modes: single shot
 To hit modifier: -2/inch

The distortion (or 'D') cannon is an unusual and lethal weapon developed by the Eldar from warp space technology and is sometimes called a 'warper' as a result. The weapon works by shifting its target out of the material universe and into warp space. It is a large, heavy and cumbersome weapon, ideally suited to attacks on buildings and other large constructions.

D-cannons are heavy weapons. They are powered from standard power packs, but use up 500 power points every time a shot is fired, and so require 10 power packs. Each power pack must be loaded into the D-cannon individually. Used power packs are automatically ejected.

When fired, the weapon emits a low droning noise which builds in pitch and intensity to a high-pitched shriek before spewing a beam of impenetrable blackness towards its target - a momentary rift between real space and the warp.

When firing the D-cannon, nominate the target point and roll to hit as normal. If the target point is hit, position a 2" radius circular template with its centre over the target point to represent the warp area. Any models whose bases are wholly within the area are temporarily transported into warp space for a few moments before their corpses rematerialise. Warped characters are always killed immediately; even if they are not torn apart, the shock to the system is too great

CONFRONTATION WEAPONS

for anyone to survive. Many warped casualties are horribly mangled by the warping process, which can churn their biological structure, clothes and equipment into an unrecognisable protoplasmic blob. Terrain features in the warp area are similarly affected, and should be regarded as destroyed. Building walls hit by a D-cannon are breached and destroyed, while vehicles which are even partially hit are damaged beyond repair.

Models whose bases lie only partially within the warp area may either be warped and destroyed, or caught by the secondary effect of spatial movement, moving them several metres from their current position. Roll a D6 for each model.

D6	Result
1	Warped and killed
2-4	Moved D6" in a randomly determined direction
5-6	Moved 2D6" in a randomly determined direction

Any model moved into the same area as a vehicle, another character, or any solid object is destroyed instantly. Any character moved into by a displaced model is killed, and any vehicle is damaged beyond repair.

If a model is displaced 2D6" and the result is a double, the model is displaced vertically as well as horizontally. Roll a D6 to determine whether the displacement is up or down.

D6	Result
1-3	Into the air
4-6	Below ground

Models displaced into the air immediately fall to the ground, taking an automatic randomly located hit on Damage Chart 5. Any model immediately below the falling character also takes an automatic hit on Damage Chart 5, but any hit to the legs is considered to strike the head.

Models displaced below ground are killed automatically. The resulting collision of matter causes an explosion resulting in a crater 1" in radius. Any scenic features above are destroyed, and any model within the crater area takes an automatic randomly located hit on Damage Chart 5.

If a D-cannon misses its target point, the shot automatically deviates by D6" in a random direction. The template is repositioned and casualties worked out as described above.

FLAMERS

HAND FLAMER

Type: Pistol

Shots & ammo: 1 shot flame chemical canister

Fire modes: single-shot

To hit modifier: -12/inch

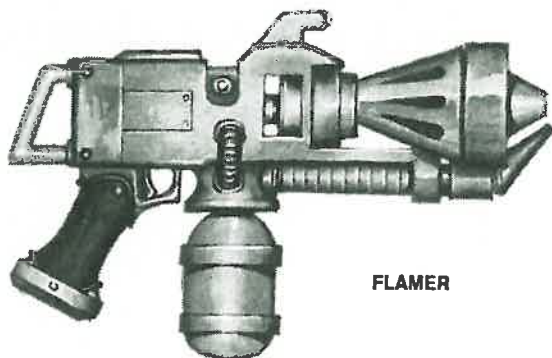
Penetration modifiers:

Range: 0-2.5": +10%, 2.5-5": -10%, 5"+: -50%

Armour: Primitive and Physical: +0, Energy: +20, Cover: +10

Damage Chart: 2

Flamers can be either pistols or basic weapons. They are compact, highly efficient flame-throwers projecting a self-igniting chemical which adheres to the target and continues to burn until extinguished. The canister of chemical is fitted into an armoured jacket to protect it from stray hits, but even so it is a volatile and highly dangerous material.



FLAMER

FLAMER

Type: Basic (-3 Initiative)

Shots & ammo: 5 shots/flame chemical canister

Fire modes: single-shot

To hit modifier: -6/inch

Penetration modifiers:

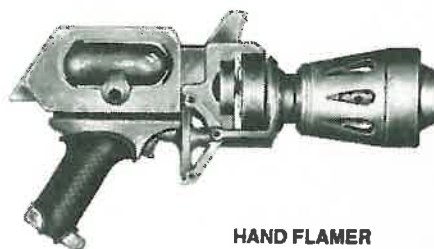
Range: 0-2.5": +10%, 2.5-5": +0, 5-10": -25%, 10-25": -50%

Armour: Primitive: +10, Physical: +10, Energy: +50, Cover: +20

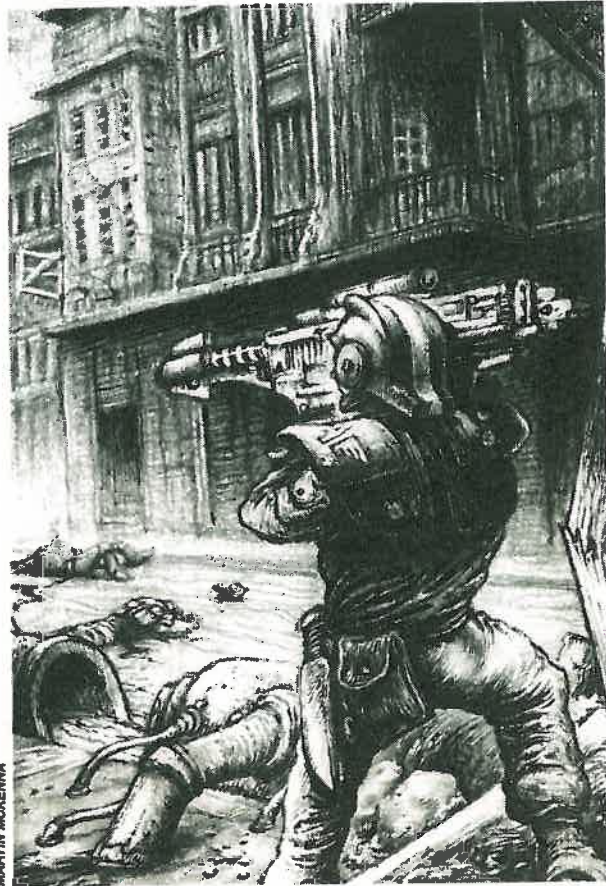
Damage Chart: 2

Flamers are basic weapons requiring two hands to use. The flame chemical is contained within a canister, providing enough chemical for 5 shots.

Hand flamers have a shorter range than their bigger cousin. They have a built-in fuel supply good for only one shot, and must be refuelled from a standard flame canister, taking 1 action.



HAND FLAMER



Lascannons are large, cumbersome, but extremely powerful weapons ideally suited to taking out vehicles and buildings. A single shot uses 50 power points, so a standard power pack provides enough energy for only 1 shot. A laser cannon is capable of holding up to 10 power packs at once, and redundant packs are automatically ejected as they are used. Fresh power packs may be loaded in as used ones are ejected (4 actions).

Lasguns are standard issue to the Imperial guard. They are cheap, mass-produced weapons noted for their reliability. A standard power pack contains sufficient energy for 50 shots.

Las pistols are compact, highly efficient and very versatile weapons. A standard power pack contains sufficient energy for 50 shots.

Multi-lasers pack a combination laser chamber capable of firing very rapidly. Multi-lasers are very good at taking out closely packed bodies of infantry, or for giving covering fire. Like the lascannon, a multi-laser is a heavy, cumbersome weapon. Each shot uses 10 power points, so a power pack provides sufficient energy for 5 shots. A multi-laser is capable of holding up to 10 power packs at once, and redundant packs are automatically ejected as they are used. Fresh power packs may be loaded in as used ones are ejected (4 actions).

LAUNCHERS

GRENADE LAUNCHER

Type: Heavy (-5 Initiative)

Shots & ammo: 40 grenades/magazine

Fire modes: single-shot or semi-automatic (-5 x shot number to hit)

To hit modifier: -8/inch

Penetration modifiers: varies with type of grenade

Damage Chart: varies

MISSILE LAUNCHER

Type: Heavy (-5 Initiative)

Shots & ammo: 5 missiles

Fire modes: single-shot

To hit modifier: -4/inch

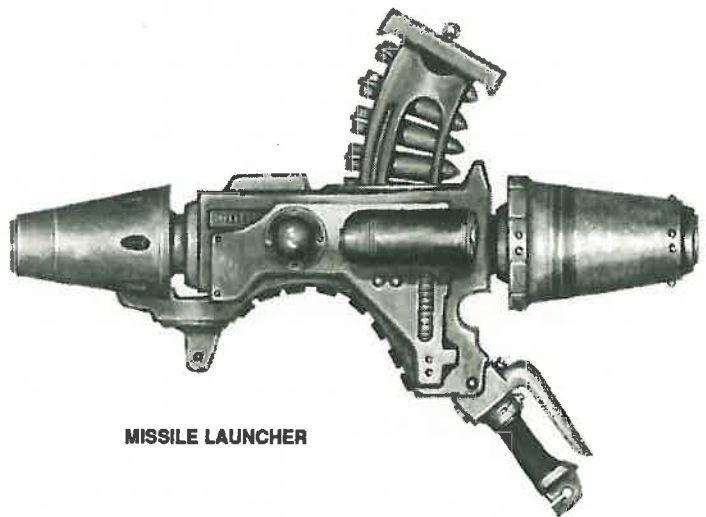
Penetration modifiers: varies with type of missile

Damage Chart: varies

There are two basic types of launcher: the missile launcher and the grenade launcher. Special rules for both types are given in the section on Grenades and Missiles. In addition, any basic weapon (a bolter for example) may be fitted with an auxiliary grenade launcher as described below.

Grenade launchers are heavy weapons. They are designed to fire micro-grenades, and will not accept the larger normal grenade types used for melta-bombs, psyk-out, and vortex grenades. Grenade launchers utilise a magazine divided into 4 separate compartments. Each compartment holds 10 grenades, and normally these will be of the same type. The shooter can switch from one compartment to another, taking 1 action to make the change. A single grenade may also be loaded directly into the weapon's breech, taking 1 action.

Auxiliary grenade launchers are designed to fit onto a basic weapon, giving the firer the option of shooting grenades. These launchers are comparatively light, and so do not modify the user's initiative beyond the normal modifier applied to the basic weapon itself. It takes 1 action to switch between the basic weapon and the launcher. The auxiliary launcher fires the same sort of grenades as a normal launcher, but is fed from a



MISSILE LAUNCHER

single magazine holding 5 grenades. These are usually of the same type, but can be different. If different types are loaded, the loading order must be noted down; the grenades may only be fired in this order. Grenades may not be individually breech loaded into auxiliary launchers, as is the case with normal grenade launchers.

When firing grenades, use the penetration modifiers appropriate for grenade launchers and the specific grenade type.

Unlike combi-weapons, auxiliary launchers provide extra fire-power without compromising the accuracy or weight of the basic weapon. The firing modifiers applied to combi-weapons do not apply.

Missile launchers are usually shoulder-mounted heavy weapons. They are designed to fire small, self-propelled missiles carried in a missile magazine which may be loaded with up to 5 missiles at once. If several missile types are loaded, the player must right down the loading order. The missiles are only available for firing in this order. Use penetration modifiers appropriate to the missile type.

MELTAS

MELTA GUN

Type: Basic (-3 Initiative)

Shots & ammo: 10 shots/power pack

Fire modes: single-shot

To hit modifier: -6/inch

Penetration modifiers:

Range: 0-2.5": +40%, 2.5-5": +15%, 5-10": -5%, 10-25": -75%

Armour: Primitive: +50, Physical: +50, Energy: -20, Cover: +50

Damage chart: 4

MULTI MELTA

Type: Heavy (-5 Initiative)

Shots & ammo: 5 shots/power pack (holds 10)

Fire modes: single-shot

To hit modifier: -4/inch

Penetration modifiers:

Range: 0-22.5": +50%, 2.5-5": +25%, 5-10": +0, 10-25": -25%, 25" +: -75%

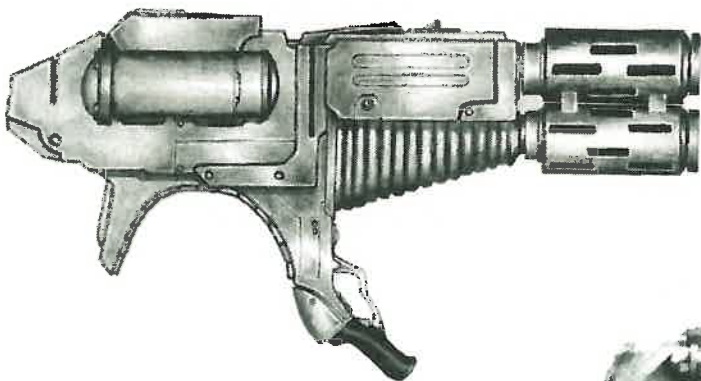
Armour: Primitive: +75, Physical: +75, Energy: +10, Cover: +75

Damage Chart: 5

Melta guns fire a blast of concentrated thermal energy, created by sub-atomic agitation of the air, literally melting their target. Although short ranged, these weapons are very deadly. Many individuals regard the melta gun as the safe alternative to the plasma weapon, as its effects are similar and it is far less dangerous to its user. The weapons are basically silent when fired, apart from a very distinctive hiss which becomes a roaring blast as the moisture content of the air and the target is vapourised explosively.

The basic version of this weapon - known variously as the Melter, Cooker, or Vape gun - is designed to be fired with two hands and powered by a single power pack containing sufficient energy for 10 shots, each shot expending 5 power points.

Multi-meltas - or thermal cannon - are military weapons designed for melting away large, densely packed formations. The possibilities for crowd and riot control have not gone unnoticed on Necromunda, where support for factory revolts is often seen to melt away very quickly indeed. A single shot expends 10 power points, so a power pack contains enough energy for 5 shots. A multi-melta is capable of holding up to 10 power packs at once, and redundant packs are automatically ejected as they are used. Fresh power packs may be loaded in as used ones are ejected.



MULTI MELTA



MELTA GUN

A flamer hit which penetrates its target will cause damage immediately, and will continue to cause damage at the beginning of each successive turn sequence until it is extinguished. The victim may do nothing other than attempt to beat out the flames, which he will successfully do on the D6 roll of a 6 made during his turn. While rolling around beating out the flames, the model will move at walking pace in a random direction. Any friendly models within half an inch may help the victim during their own turn, providing they end their turn within half an inch of the afflicted model and do nothing else during the turn other than move. Each helper will extinguish the flames on the D6 roll of a 5 or 6, but will catch fire himself on the roll of a 1 and will then take damage as if hit by a flamer.

A single flame canister contains enough chemical for 5 shots.

GRAVITON GUN

Type: Basic (-3 Initiative)
Shots & ammo: 1 shot/power pack
Fire modes: single-shot
To hit modifier: -2/inch
Damage Chart: See below

The graviton gun was originally developed as a tool for use in low gravity environments and for demolition. It uses the same basic gravitic reaction principle used to propel such vehicles as the Imperial Land Raider. When fired, it emits a bass, rumbling noise which builds in a steady crescendo as the weight-distorting rays affect the air pressure in front of the weapon causing the air molecules themselves to vibrate.

Any target hit by a graviton gun becomes very, very heavy! The effects last for a few hours – certainly throughout the duration of a normal game. If necessary roll a D6 to establish the number of hours of effect.

An individual hit by a graviton gun falls to the ground and is unable to move or do anything, not even speak! Individuals falling from a height must roll a dice and add +1 for every metre fallen. If the score is 6 or more, roll on Damage Chart 4.

Aerial targets hit by a graviton gun will fall out of the sky and crash, destroying them totally. Moving aerial targets will crash in a position as far in front of their current position as they are from the ground. For example, a model 10m in the air will dive down and land in a position 10m in front of its position when hit. Any character directly hit by a falling target may take a reaction roll to get out of the way. If this is failed the character is killed.

A vehicle hit by a graviton gun will not be able to move again until the effect wears off. If hit when moving, the vehicle will skid to face in a random direction. If moving faster than 10m (5") per turn when hit, the vehicle will skid as above, and then move a further 1m for every full 10m of speed before coming to a halt.

HANDBOW

Type: Pistol
Shots & ammo: 1 arrow
Fire modes: single-shot
To hit modifier: -8/inch
Penetration modifiers:
Range: 0-2.5": +0, 2.5-5": -5%, 5-10": -20%, 10-25": -40%, 25"+: -60%
Armour: Primitive: -10, Physical: -20, Energy: -20, Cover: -20
Damage Chart: 1

The handbow is a pistol-sized crossbow made from composite plastics and plasteel. Drawn by automatic servos, it is a powerful weapon indeed, considering its simple construction. Its chief advantage is that ammunition can be made from all sorts of commonly available materials, including scrap metal fragments, plasteel splinters, and even bone, all of which are in abundant supply in the hives of Necromunda.

The handbow fires a single shot and must be reloaded before it can fire again. Reloading and retensioning takes a single action.



HAND BOW

KNIFE

To hit modifier: -6/inch (when thrown)
Penetration modifiers:
Range: 0-2.5": -10%, 2.5-5": -20%, 5-10": -40%
Armour: Primitive: -20, Physical: -30, Energy: -10, Cover: -20
Damage Chart: 1

Even in the 41st millennium, with its proliferation of ultra high tech weaponry, no warrior worthy of the name would venture out without a trusty blade (or two). Knives are probably the commonest weapons on Necromunda and come in all shapes and sizes. They can be made from a variety of materials from simple steel to high-density adamantium with monomolecular cutting edges. They can be used both in hand-to-hand fighting and, as a last resort, to throw. A knife may be thrown up to 20m (10").



MARINE SCOUT KNIFE

LASER WEAPONS

LASCANNON

Type: Heavy (-5 Initiative)
Shots & ammo: 1 shot/power pack (holds 10)
Fire modes: single-shot
To hit modifier: -2/inch
Penetration modifiers:
Range: 0-2.5": +50%, 2.5-5": +25%, 5-10": +15%, 10-25": +0, 25"+: -10%
Armour: Primitive: +100, Physical: +100, Energy: +75, Cover: +50
Damage Chart: 6

LASGUN

Type: Basic (-3 Initiative)
Shots & ammo: 50 shots/power pack
Fire modes: single-shot or semi-automatic (-5 x shot number to hit)
To hit modifier: -4/inch
Penetration modifiers:
Range: 0-2.5": +10%, 2.5-5": +0, 5-10": -5%, 10-25": -15%, 25"+: -20%
Armour: Primitive: +15, Physical: +15, Energy: -5, Cover: -10
Damage Chart: 3

LASPISTOL

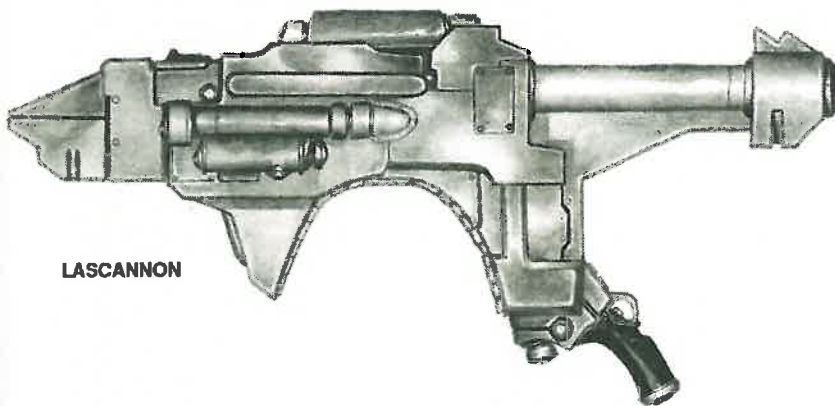
Type: Pistol
Shots & ammo: 50 shots/power pack
Fire modes: single-shot or semi-automatic (-5 x shot number to hit)
To hit modifier: -6/inch
Penetration modifiers:
Range: 0-2.5": +10%, 2.5-5": +0, 5-10": -10%, 10-25": -20%, 25"+: -40%
Armour: Primitive: +10, Physical: +10, Energy: -10, Cover: -20
Damage Chart: 2

MULTI-LASER

Type: Heavy (-5 Initiative)
Shots & ammo: 5 shots/power pack (holds 10)
Fire modes: semi- or fully-automatic (-5 or -10 x shot number to hit)
To hit modifier: -2/inch
Penetration modifiers:
Range: 0-2.5": +40%, 2.5-5": +0, 5-10": -5%, 10-25": -15%, 25"+: -20%
Armour: Primitive: +30, Physical: +30, Energy: +10, Cover: +0
Damage Chart: 4

Laser weapons fire concentrated 'bullets' of energy. As a shot strikes solid matter its energy is released, causing an explosive reaction at its surface. Because of this, lasers are superficially damaging rather than penetrating weapons, although a laser hit to exposed flesh is often more dangerous than a hit from a projectile weapon. The most notable feature of the laser

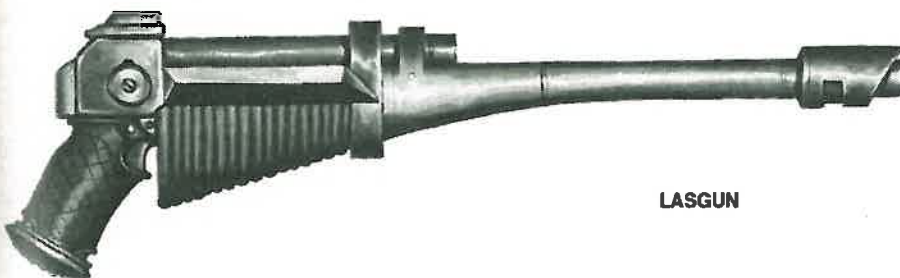
is its inability to pierce thick armour. Laser shots can also be weakened by intervening cover, as even thick leaf cover can release the shot's energy, considerably reducing its effect. The main advantage of the laser is that it is cheap to produce and easy to maintain, but more importantly, lasers are powered by rechargeable power packs.



LASCANNON



LASPISTOL



LASGUN

NEEDLERS

NEEDLE GUN

Type: Basic (-3 Initiative)

Shots & ammo: 50 shots/power pack + chemical canister

Fire modes: single-shot

To hit modifier: -2/inch

Penetration modifiers:

Range: 0-2.5": +0, 2.5-5": -5%, 5-10": -10%, 10-25": -15%, 25"+: -20%

Armour: Primitive: +0, Physical: -5, Energy: +0, Cover: -20

NEEDLE PISTOL

Type: Pistol

Shots & ammo: 50 shots/power pack + chemical canister

Fire modes: single-shot

To hit modifier: -8/inch

Penetration modifiers:

Range: 0-2.5": +0, 2.5-5": -10%, 5-10": -20%, 10-25": -40%, 25"+: -90%

Armour: Primitive: -5, Physical: -10, Energy: +0, Cover: -30

Needlers do not actually fire needles, but a sliver of chemical crystal which looks, to the naked eye, much like a tiny splinter of glass. Needle weapons carry a reservoir of liquid chemical in a pressurised capsule containing sufficient chemical for 50 shots. Propulsion is provided by vapour pressure activated by a tiny laser, itself powered by a power pack providing enough energy for 50 shots (a single shot expending 1 power point).

Needlers are silent weapons whose chemical needles are so fine they are not felt even when they hit exposed flesh. The chemicals are so fast-acting that only a few seconds elapse between the target being hit and suffering the effects. The chemicals used vary from deadly neuro-toxins to sedatives and intoxicants. Needlers are favoured by assassins, but not by combat troops because of their poor armour penetration. A needle can even be stopped by a thin layer of clothing.

Needle Guns are the rifle-sized, more accurate versions of the weapon. They are not popular amongst hive gangs (who on the whole prefer something louder and more obviously powerful) but it is used by troops recruiting for the factories or armed forces. A standard power pack provides energy for 50 shots. A single chemical canister may be fitted, with sufficient chemical for 50 shots.

Needle Pistols are easy to conceal and hence favoured by many assassins. The same general comments about Needle Guns' use and ammunition apply to pistols.

Needler Chemicals

There are three commonly available types of needler chemicals: neuro-toxins, sedatives, and intoxicants.

Neuro-toxins kill instantly. Victims' muscles are all relaxed on the point of the death, so that they collapse in a manner resembling a fainting fit, dropping any hand-held items as they fall.

Sedatives are indistinguishable from neuro-toxins in their effect, except that the victim falls into a deep coma lasting at least until the end of the game.

Intoxicants do not render a character clinically unconscious, but they have a comparable effect! The victim falls to the ground, his eyes glassy and vacant, his mouth fixed in an idiotic smile of bovine contentment. The model remains in this state until at least the end of the game.

PLASMA WEAPONS

PLASMA GUN

Type: Basic (-3 Initiative)

Shots & ammo: 5 shots/power pack

Fire modes: semi-automatic (-5 x shot number to hit)

To hit modifier: -4/inch

Penetration modifiers:

Range: 0-2.5": +0, 2.5-5": +25%, 5-10": +10%, 10-25": -25%, 25"+: -90%

Armour: Primitive: +25, Physical: +25, Energy: -10, Cover: +25

Damage Chart: 4

PLASMA PISTOL

Type: Pistol

Shots & ammo: 5 shots/power pack

Fire modes: semi-automatic (-5 x shot number to hit)

To hit modifier: -6/inch

Penetration modifiers:

Range: 0-2.5": +0, 2.5-5": +25%, 5-10": +10%, 10-25": -25%, 25"+: -90%

Armour: Primitive: +25, Physical: +25, Energy: -10, Cover: +25

Damage Chart: 4

HEAVY PLASMA GUN

Type: Heavy (-5 Initiative)

Shots & ammo: 1 shot/power pack (holds 10)

Fire modes: single shot or semi-automatic (-5 x shot number to hit)

To hit modifier: -2/inch

Penetration modifiers:

Range: 0-2.5": +0, 2.5-5": +30%, 5-10": +20%, 10-25": -10%, 25"+: -50%

Armour: Primitive: +30, Physical: +30, Energy: -10, Cover: +50

Damage chart: 5

Plasma is energized matter, the stuff of the stars themselves. It is incredibly dangerous stuff and rather difficult for the firer to control; the slightest touch of the trigger releases colossal energies. For this reason the weapon is designed to fire only in the semi-automatic mode. The plasma energizer is powered by a standard power pack, but is by no means stable, and a plasma weapon struck or knocked out of a hand by a weapon hit will explode inflicting damage on its carrier equal to a hit from the weapon at point blank range.

Plasma Guns are about the size of a bolt gun, requiring two hands to use properly. When fired, they release brightly glowing shells of pure energy which react with

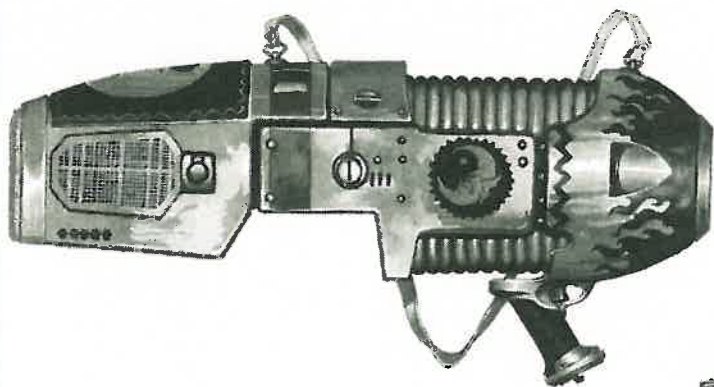
CONFRONTATION WEAPONS

the target to create miniature spheres of boiling nuclear energy. They are powered from a standard power pack. Each shot expends 10 power points, so a pack is good for 5 shots.

Plasma Pistols are smaller, handier versions of the weapon, but shorter ranged and less accurate. As with the larger version, each shot expends 10 power points, and thus its power pack contains sufficient charge for 5 shots.

Heavy Plasma Guns are the largest of this type of weapon and are correspondingly devastating. A single shot expends 50 power points, so a power pack provides sufficient energy for only a single shot. Up to 10 power packs can be loaded at once. Used power packs are ejected automatically. Fresh power packs may be reloaded as used ones are ejected.

The heavy weapon is the only plasma gun able to fire in single shot mode.



ORK HEAVY PLASMA GUN
BELONGING TO THE BAD MOON CLAN



PLASMA PISTOL



PLASMA GUN

SHURIKEN WEAPONS

SHURIKEN CANNON

Type: Heavy (-5 Initiative)

Shots & ammo: 50 shots/magazine

Fire modes: single shot, semi-, or fully-automatic (-5 or -10 x shot number to hit)

To hit modifier: -2/inch

Penetration modifiers:

Range: 0-2.5": +20%, 2.5-5": +0, 5-10": +0, 10-25": -5%, 25"+: -10%

Armour: Primitive: +100, Physical: +75, Energy: +10, Cover: +50

Damage Chart: 4

SHURIKEN CATAPULT

Type: Basic (-3 Initiative)

Shots & ammo: 20 shots/magazine

Fire modes: single shot, semi-, or fully-automatic (-5 or -10 x shot number to hit)

To hit modifier: -4/inch

Penetration modifiers:

Range: 0-2.5": +10%, 2.5-5": +0, 5-10": -5%, 10-25": -10%, 25"+: -20%

Armour: Primitive: +75, Physical: +50, Energy: +0, Cover: +10

Damage Chart: 3

SHURIKEN PISTOL

Type: Pistol

Shots & ammo: 10 shots/magazine

Fire modes: single shot, semi-, or fully-automatic (-5 or -10 x shot number to hit)

To hit modifier: -6/inch

Penetration modifiers:

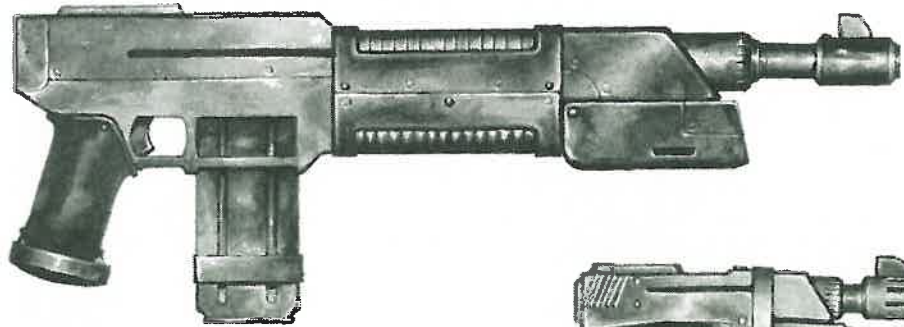
Range: 0-2.5": +10%, 2.5-5": +0, 5-10": -15%, 10-25": -30%, 25"+: -45%

Armour: Primitive: +75, Physical: +50, Energy: +0, Cover: +10

Damage Chart: 3

Shuriken weapons shoot a hail of very thin, razor sharp discs or stars by means of a gravitic reaction projector. The mechanism is very sophisticated compared to the simple laser or bolt gun, and is consequently more expensive to manufacture and maintain. Shuriken ammunition is also difficult to manufacture, as only the most advanced processes are capable of producing the monomolecular edge which enables the spinning disc to cut through armour. As a consequence of these disadvantages, shuriken weapons are manufactured in very small numbers in the Imperium, and most

AUTO GUN



STUB PISTOL



AUTO PISTOL



SHOTGUN



SHOTGUNS

Type: Basic (-3 Initiative modifier)
Shots & ammo: 20 rounds/magazine (+1)
Fire modes: single shot
To hit modifier: -6%/inch
Penetration modifiers (see Range Modifiers Table for details of special ammo):
Range: 0-2.5": 0, 2.5-5": -5%, 5-10": -20%, 10-25": -40%, 25"+: -60%
Armour: Primitive, Physical, Energy, and Cover: +0
Damage Chart: 2 or by ammo type

Combat shotguns are potent weapons with threatening over-bored barrels. A size-adjusting collar mechanism in the breech enables them to fire ammunition of any calibre and type. They are extremely versatile, and can fire any of the special as well as standard conventional ammunition types. A shotgun magazine carries 20 shots, but the weapon can also be loaded with a single shot straight into the breech. This is a useful feature, as it allows a specific ammunition type to be selected for a particular shot.



MARTIN MCKENNA

STUBBERS

STUB GUNS

Type: Pistol
Shots & ammo: 20 rounds/magazine
Fire modes: single shot
To hit modifier: -6%/inch
Penetration modifiers:
Range: 0-2.5": +5%, 2.5-5": +0, 5-10": -15%, 10-25": -30%, 25"+: -45%
Armour: Primitive, Physical, Energy, and Cover: +0
Damage Chart: 2 or by ammo type

Stub guns are one of the easiest weapons to manufacture. A stub gun is a small, compact pistol, with a magazine carrying up to 20 shots. They fire only ordinary (and dum dum) bullets. Stub guns cannot fire any of the other special ammo types such as explosive or flechette.

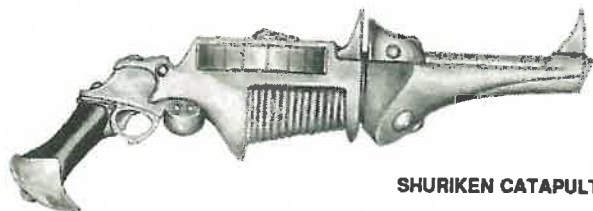
HEAVY STUB GUNS

Type: Heavy (-5 Initiative)
Shots & ammo: 500 rounds/magazine
Fire modes: automatic (-10 x shot number to hit)
To hit modifier: -6%/inch
Penetration modifiers:
Range: 0-2.5": +10%, 2.5-5": +5%, 5-10": +0, 10-25": -10%, 25"+: -20%
Armour: Primitive: +25, Physical: +25, Energy: +0, Cover: +25
Damage Chart: 3

The heavy stub gun is a much larger version of the stub gun. It is a heavy, automatic weapon which, like its smaller cousin, can only use ordinary (or dum dum) ammo. The weapon is fed by a 50-shot magazine.

Armour-piercing shells, or AP, have adamantium tips designed to penetrate through armour. Damage is resolved on Damage Chart 2.

AUTO WEAPONS



SHURIKEN CATAPULT

weapons of this kind are in fact of alien origin. Indeed, the best examples of this weapon are undoubtedly manufactured by the Eldar; human copies being regarded as imperfect imitations at best.

Shuriken Cannon are the largest and heaviest version of this type of weapon. Their magazine carries 50 shots and can be part loaded – 1 disc may be inserted into the magazine per action.

Shuriken Catapults are the standard version of this weapon, requiring two arms to use. The weapon's magazine holds 20 shots, and can be part loaded like the cannon.

Shuriken Pistols are only slightly less accurate than the larger catapult, but hold only 10 shots in their magazines. They can be part loaded in the same way as the larger weapons.

SLUG THROWERS

The tag 'slug throwers' has been applied to a range of weapons which all fire a solid shot, comparable to a twentieth century rifle. These bullets are generally made from metal, plastic or ceramite. Unlike twentieth century bullets, they have no case – the solid propellant is integral to the bullet itself. As well as ordinary ammunition, special flechette, dumdum, explosive and armour-piercing (AP) rounds are available. Except where specially noted, magazines and ammunition which will fit one weapon will fit any of the others too.

Flechette rounds are designed to fragment and spin in flight, producing a low velocity anti-personnel weapon. Damage is resolved on Damage Chart 4.

Dumdum rounds have flat tips which spread the point of impact and thus inflict lacerating wounds. It is easy to convert ordinary ammo to dumdum ammo by filing the end of a conventional round, and this is quite a common practice. For this reason, dumdum ammo is not included as a item for purchase, but a player may decide to file down as many conventional rounds as he wishes prior to taking his gang into combat, creating dumdum bullets as they are required. Damage is resolved on Damage Chart 3.

Explosive rounds are designed to explode on impact. Although less effective than bolt ammunition, this ammo type is still very dangerous against armoured and unarmoured targets alike. Damage is resolved on Damage Chart 3.

AUTOCANNON

Type: Heavy (Initiative modifier -5)

Shots & ammo: 3 magazines with 50 rounds each

Fire modes: automatic (-10 x shot number to hit)

To hit modifier: -2%/inch

Penetration modifiers:

Range: 0-2.5": +40%, 2.5-5": +20%, 5-10": +10%, 10-25": +0, 25"+: -10%

Armour: Primitive: +100, Physical: +100, Energy: +25, Cover: +100

Damage Chart: 4 or by ammo type

The autocannon is an automatic, self-loading cannon firing a high-velocity hail of solid shells. It can be loaded with up to three magazines of 50 shots each. Only one magazine may be fired from during the turn, but it is possible to switch from one magazine to another (taking 1 action). Each magazine may be loaded with different ammo types, and magazines may be removed while others are left in place.

AUTO GUNS

Type: Basic (Initiative modifier -3)

Shots & ammo: 50 rounds/magazine

Fire modes: automatic (-10 x shot number to hit)

To hit modifier: -4%/inch

Penetration modifiers:

Range: 0-2.5": +5%, 2.5-5": +0, 5-10": -5%, 10-25": -10%, 25"+: -20%

Armour: Primitive: +10, Physical: +10, Energy: +0, Cover: +10

Damage Chart: 2 or by ammo type

Autoguns are comparable to 20th century automatic rifles in both appearance and operation. They are popular weapons, and widely regarded as a good alternative to a bolt gun. They can fire special ammo types, but only from pre-loaded magazines in the same way as auto pistols. The magazine carries 50 shots.

AUTO PISTOLS

Type: Pistol

Damage Chart: 2 or by ammo type

Shots & ammo: 20 rounds/magazine

Fire modes: automatic (-10 x shot number to hit)

To hit modifier: -8%/inch

Penetration modifiers:

Range: 0-2.5": +5%, 2.5-5": +0, 5-10": -20%, 10-25": -35%, 25"+: -50%

Armour: Primitive, Physical, Energy, and Cover: +0

The auto-pistol is a light-weight but bulky automatic pistol. It fires a rapid burst of bullets from its 20 shot magazine. Auto-pistols can fire special ammo types, but these must be pre-loaded into magazines. It is not possible to load a single shot directly into the breech as it is with a shotgun, for example.

WEBBERS

WEB GUN

Type: Pistol
 Shots & ammo: 5 shots/canister
 Fire modes: single shot
 To hit modifier: -8/inch
 Damage Chart: none or 6 (see below)

HEAVY WEBBER

Type: Heavy (-5 Initiative)
 Shots & ammo: 1 shots/canister (holds 10)
 Fire modes: single shot
 To hit modifier: -4/inch
 Damage Chart: none or 6 (see below)

Webbers are not designed to kill, but to enmesh their target in a web-like chemical net. Web chemical is contained in a canister fitted to the weapon, and sprayed over the target when the gun is fired. As the chemical reacts with the air, thousands of sticky strands momentarily expand before tightening and hardening, trapping the target.

Webbers are normally useless against buildings or vehicles, but can be used, however, to "weld" shut a door, window or similar-sized opening. A web can also be used to cover control panels, vehicle controls or any comparable surface, making it impossible to use. As a general guide, a web can cover an area up to 2mx2m.

Roll to hit the target in the normal way. If the target is hit, ignore any armour or cover, and check immediately

to see if the target panics. Roll a D6 – on a result of 3 or less, the target panics and the tightening web causes a single hit using damage Chart 6. On a result of 4 or more, the target keeps sufficiently cool to avoid struggling and suffers no harm.

Whether hurt or not, the target is immobilised, and can do nothing until released from the web.

Web guns are bulky pistols easily identifiable by their wide, splayed nozzles and canister of web. A web canister provides sufficient chemical for 5 shots.

Heavy webbers are different from the smaller web gun in that they project a far greater volume of web, forming a circular net 4 metres (2") in radius. The firer nominates a point as his target and fires as normal. If the shot hits, place an appropriate template with its centre over the target point. If the shot misses, it automatically deviates, move the target point D6" in a random direction. Whether the shot is on target or not, all models whose bases are wholly or partially within the area are 'webbed'. If the web falls over tall stones, masonry, steel girders or anything taller than a human target, it will constrict around the obstacle and cannot harm the characters underneath (although they may find themselves 'encaged').

Heavy webbers are heavy weapons designed for capturing large numbers of victims at once. They are very useful when it comes to crowd control. A heavy webber is capable of holding up to 10 chemical canisters at once, each providing sufficient chemical for one shot. Redundant canisters are ejected automatically, and fresh ones may be loaded in as used ones are ejected.



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BALTIMORE, MARYLAND 21227-1072

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SKELETONS



SWORD 16
074503/40



SWORD 17
074503/49



MACE 2
074528/1



SWORD 18
074528/12



AXE 9
074503/43



SWORD 19
074503/3



SWORD 20
074503/6



**SICKLE AND
SWORD**
074503/14



MACE 3
074503/21



SWORD 21
074503/39



SWORD 22
074528/11



MACE 4
074528/9



MACE 5
074528/14



MACE 6
074503/2



SWORD 23
074503/45



CLUB
074503/13



HAMMER
074528/5



STAFF
074503/5



BOMB
074503/19



SWORD 24
074503/22



SWORD 25
074503/20



SWORD 26
074503/47



MACE 7
074528/10



BOW 1
074503/7



BOW 2
074503/10

REAVER TITANS

THESE MODELS REQUIRE ASSEMBLY
AS SHOWN IN THE EXAMPLE BELOW



**TURBO-LASER
DESTRUCTOR**
072701/4



PLASMA BLASTGUN
072701/6



VULCAN MEGA-BOLTER
072701/7



**MULTIPLE ROCKET
LAUNCHER**
072701/14



INFERNO GUN
072701/5



POWER FIST
072701/18



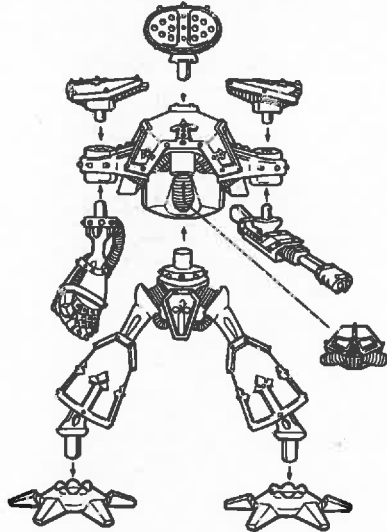
HEAD 1
072701/17



HEAD 2
072701/15



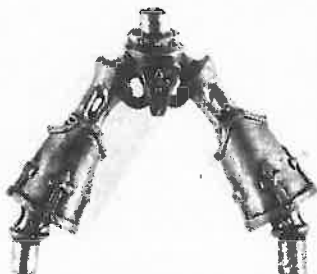
CHAIN FIST
072701/16



FOR THE PRICE OF THE COMPLETE MODEL YOU GET :
1 CARAPACE, 1 LEGS, 2 DEVOTION SEALS AND TWO FEET.
YOU MAY ALSO CHOOSE THE FOLLOWING :
1 HEAD, 2 SHOULDER GUARDS AND 3 WEAPONS.
YOU MAY CHOOSE TO HAVE A BANNER POLE
INSTEAD OF ONE OF THE WEAPONS



CARAPACE
072701/8



LEGS
072701/9



DEVOTION SEALS
072701/11



**SHOULDER
GUARD 1**
072701/13



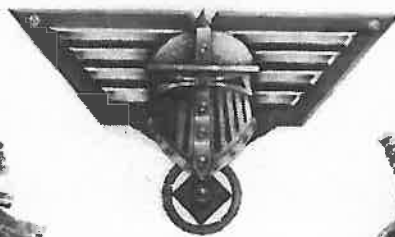
**SHOULDER
GUARD 2**
072701/12



FOOT
072701/10
















































BANNER POLE
072701/19



THESE ARE SOME OF THE TITANS YOU CAN BUILD WITH THE
INTERCHANGEABLE ARMS, WEAPONS AND HEADS

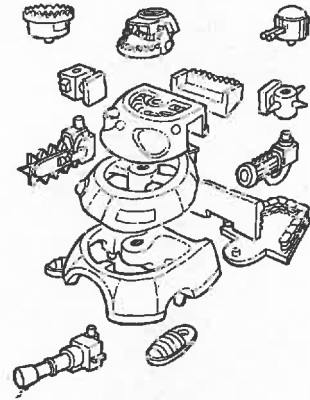
TITAN HEADS AND WEAPONS

Designed by Colin Dixon

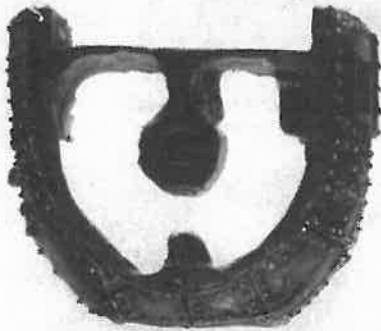
 POWER SAW* 072812/39	 WARP MISSILE* 072812/25	 CARAPACE LANDING PAD 1 072812/22	 CARAPACE LANDING PAD 2 072812/33
 POWER RAM* 072812/26	 HARPOON MISSILE* 072812/43	 FIRE CONTROL PLATFORM 072812/34	 FIRE CONTROL TOWER 072812/28
 TRIDENT* 072812/38	 BARRAGE MISSILE LAUNCHER* 072812/35	 WRECKER* 072812/30	 CHAOS ENERGY WHIP* 072812/29
 BATTLE CLAW* 072812/44	 CORVUS ASSAULT POD 072812/31	 CHAOS TITAN TAIL 1 072812/45	 CHAOS TITAN TAIL 2 072812/41
 CHAOS TITAN TAIL 3 072812/40	 CHAOS TITAN TAIL 4 072812/42	 CARAPACE MULTI-LASERS* 072812/36	 DEATHSTRIKE CANNON 072812/32
 RUBBLE CLAW (ALTERNATIVE FOOT TYPE) 072812/37	 DEVOTIONAL BELL 072812/27	 TITAN HEAD 1 072812/15	 TITAN HEAD 2 072812/8
 TITAN HEAD 3 072812/3	 TITAN HEAD 4 072812/17	 TITAN HEAD 5 072812/5	 BANNER POLE 1 072812/23
 WEAPON HEAD 1 072812/14	 WEAPON HEAD 2 072812/12	 EAGLE HEAD 072812/6	 DRAGON HEAD 072812/7
 BANNER POLE 2 072812/24	 CORVUS ASSAULT HEAD 072812/19	 CUSTODIAN HEAD 072812/13	 COMMAND HEAD 1 072812/11
 COMMAND HEAD 2 072812/1	 CLOSE COMBAT HEAD 1 072812/2	 CLOSE COMBAT HEAD 2 072812/18	 SLAANESH HEAD 072812/9
 KHORNE SKULL HEAD 072812/21	 KHORNE HOUND HEAD 072812/4	 NURGLE HEAD 072812/16	 TZEENTCH HEAD 072812/10
 HORNED HELM HEAD 072812/20			

ALL THESE MINIATURES CAN BE MOUNTED ON THE PLASTIC WARLORD TITANS
THOSE MODELS MARKED * WILL ALSO FIT THE METAL REAVER TITANS.

ORK GREAT GARGANT



THE COMPLETE GARGANT
THE MODEL CONSISTS OF ALL
THE PIECES ABOVE WITH THE
CHOICE OF HEAD, TURRET AND
BELLY GUN



BODY SECTION 1
079854/6



BODY SECTION 2
079854/5



BODY SECTION 3
079854/4



FOOT
079854/10



BATTLE CANNON
TURRET
079854/16



SCORCHER CANNON
079854/14



BATTLE CANNON HEAD
079854/1



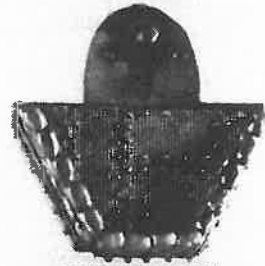
GORK HEAD
079854/2



MORK HEAD
079854/3



OBSERVATION
TURRET
079854/13



STOKERS PLATFORM
079854/8



RIPPER FIST
079854/18



GATTLING CANNON
079854/15



WEAPON MOUNT 1
079854/11



FURNACE DOORS
079854/7



GUT BUSTER
079854/17



SNAPPER
079854/19



WEAPON MOUNT 2
079854/12



BALCONY
079854/9

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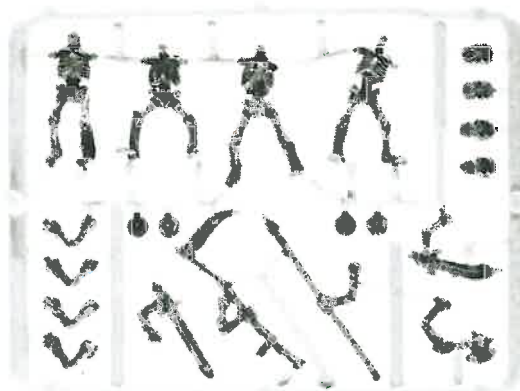
SKELETON ARMY



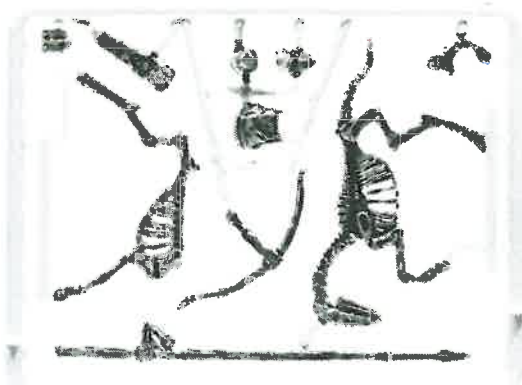
This box contains a Skeleton Chariot with 2 crew, 8 Skeleton Horsemen and 30 Skeleton Infantry. All supplied with a wide variety of weapons



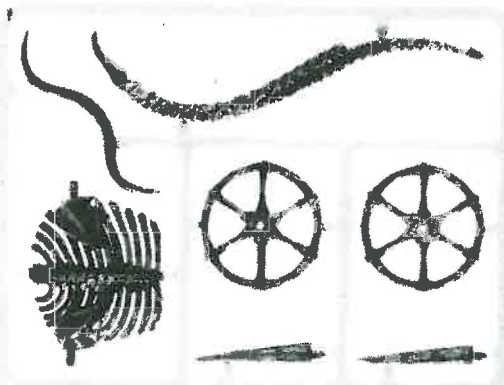
THESE PLASTIC MODELS REQUIRE ASSEMBLY AS SHOWN IN THE EXAMPLES ABOVE. CITADEL PLASTIC CEMENT IS RECOMMENDED.



SKELETON BODIES AND WEAPONS

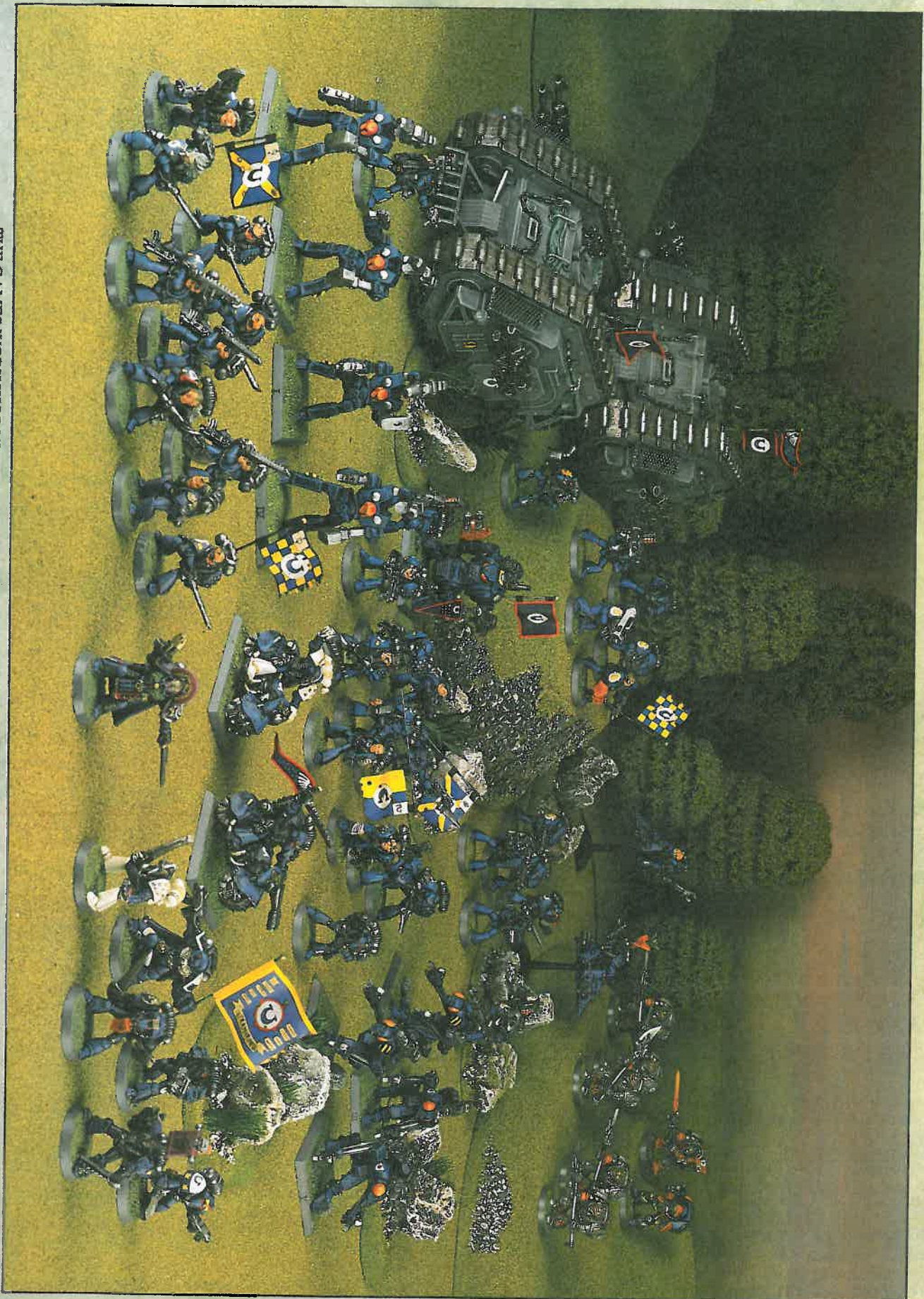


SKELETON HORSES



SKELETON CHARIOT

ALL SPRUES SHOWN AT 50% ACTUAL SIZE



THE GAMES WORKSHOP LEEDS STORE ULTRAMARINE ARMY, MODELLED AND PAINTED BY THE STAFF