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ROBOTS REALM OF CHAOS DARK FUTURE

WARHAMMER 40,000 MODELLING MUTATIONS REDD HARVEST PROFILE

GAMES WORKSHOP

PRESENT THEIR MONTHLY GAMES MAGAZINE

WHITE DWARF

WHITE DWARF

CONTENTS

I've met a lot of gamers. I remember meeting a middle-aged American about four years ago who told me of an amazing phenomenon. 'They're hardly into their teens,' is how he described whizzkid roleplayers from back home, 'and they're winning!' Wow! I thought.

A particularly single-minded girl I knew would always play cleric characters. Until one day, she decided to have a change. She played a thief. But no matter how hard she tried, she just couldn't help trusting all those friendly NPCs. Her character was pick-pocketed three times in one game and never noticed.

Then there was the guy who got really paranoid the first time he played *Paranoia*. One of our party glued his character to a bus seat. The shock of his adherence was severe. He left the room and didn't talk to any of us for at least a week.

I don't care what they say about gamers; you're not half as bad as everyone says you are.

SEAN MASTERSON

MORE MONSTROUS REGIMENTS

After being bombarded by hundreds of entries for our Warhammer Siege competition (WD100) for months, we can finally take things a little easier. The closing date has passed and it only remains for those in the know to judge the winners.

But so much juicy material has poured into the office over the last few months that we wanted to show you a little more to whet your appetite. Enjoy the feast.

ORCBUSTERS SQUADRON
Roderick MacKenzie
Dunblane, Perthshire

Mr L J Burns
Bridlington, North Humberside

David Roper
Bungay, Suffolk
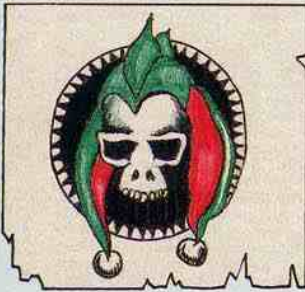
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Shrewsbury, Shropshire
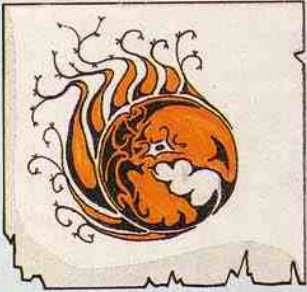
GRIFFON RIDERS
Matthew Bridges
Woodbridge, Suffolk

Steven Saw
Portsmouth, Hants

MASTERS OF DISASTER
Jeremy Spinks
Chelmsford, Essex
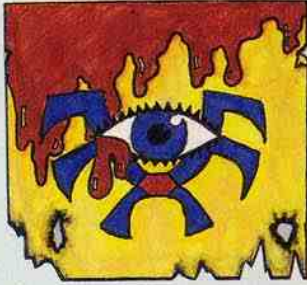
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Steven M Morrison
Kirkintilloch, Scotland

Robin Lott
Auckland, New Zealand

Sergio Veronese
Milan, Italy
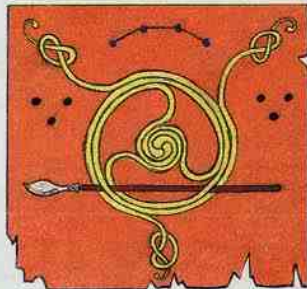
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Glenaruel, Argyll

Lee Argent
Broadgreen, Liverpool

David Portis
Belfast

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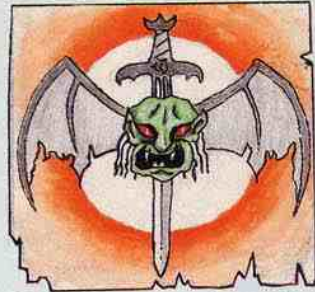
FANATICAL DEATHSKULL CLAN
Paul Baldwin
Addlestone, Surrey
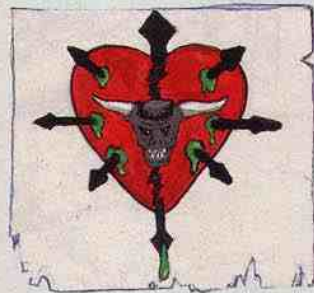
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Paul Washer,
Leamington Spa, Warwickshire

Martin Buck
West Wickham, Kent
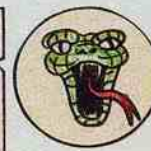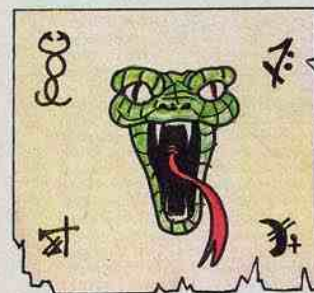
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Olney, Bucks
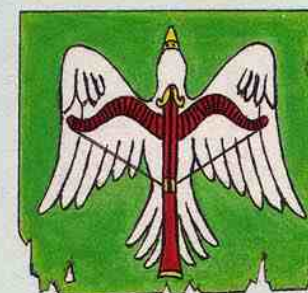
DARK ELF ELITE GUARD
Brian Gunter
Wolverhampton.
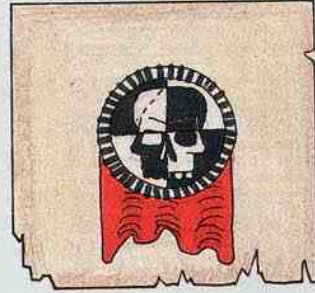
Grant Restorick
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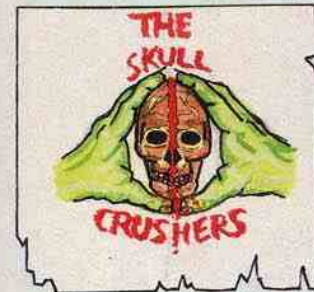
THE SKULL CRUSHERS
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Co Dublin, Ireland
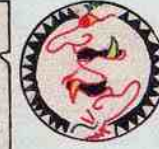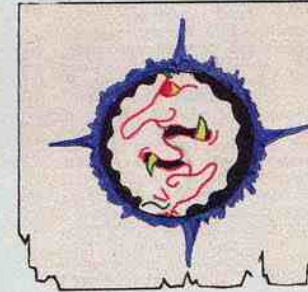
Colin Macrae
Aberdeen, Scotland

THE LEGION OF UNDEAD
Michael Thirlwell
Altrincham, Cheshire.
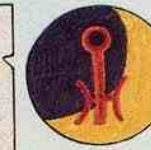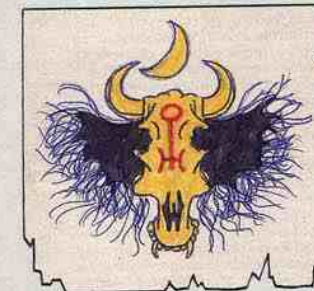
ZARRS
Mr J P O'Hanlon
Bellingham, London

Sergio Veronese
Milan, Italy

Rob Green
Sheffield, South Yorkshire

CULTURE SHOCK

The August Alternative

How's the sun tan coming on then? Well, at least we've had a few sunny days. Unfortunately, when you try to play a game outside, everything has to be weighed down or it blows off into oblivion (you can, of course, write contingency rules for this but it's still frustrating). So it sounds as though your best bet is to nip over to your nearest Games Workshop and join in one of the games there. We know what it's like to be faced with the prospect of lying in the sun with a cool can and some music (it would be great if you didn't have to mow the lawn and invent climate control first), so this August, we're giving you an alternative.

All the GW shops will be running games sessions throughout the month. There will be a different game each week (it'll be like going to the cinema, only every showing will be different). In the interests of raising the sporting standards of the country, one of the week long sessions will be a **Blood Bowl** tournament. So cancel that holiday booking (you wouldn't have liked the food anyway) and zoom down to a GW shop to pick up the details.

A Colour Concern

Next on the agenda: there's no need to send a miniature back to mail order just because it's an interesting shade of blue. These things happen to figures during the course of the mystical casting process - they sometimes change colour. This doesn't mean any loss of detail, nor does it make them more difficult to paint. It just means that they look weird, and sending something back to a mail order Troll just because it looks weird can really screw his day up. We have to be careful with these creatures, y'know.

Meat Machine Wants You!

It came to our attention recently that there were more entrants for the *Warhammer* categories of the World Wargames Championships than are on the Warhammer Register. So why not get yourselves on that register if you haven't done already? It's free, provides an excellent way of getting into contact with other players and clubs and will help you prepare for tournament play. To put your name, or the name of your club, on the Register, simply send us a stamped, addressed envelope and details of any forces you can muster. The address to write to is: *The Warhammer Register, Andy Jones, Games Workshop Design Studio, Enfield Chambers, 14-16 Low Pavement, Nottingham, NG1 7DL.*

Modem Marriage

One of the more amusing press releases to fall the way of the WD broom cupboard over the last month came from the Telemap Group, who run a multi-user adventure game called SHADES for modem users. The item was concerned with two of the game's avid players, Melanie Weaver and Jez Thorpe. Their characters bumped into each other during a game session. They must have passed the equivalent of a *Fellowship* roll with flying colours because, shortly afterwards, these same characters were married. Wait for it… not content to leave it at the keyboard, Jez and Melanie got engaged for real four weeks later. They recently tied the knot at a church in Cornwall.

'When I started playing SHADES the last thing on my mind was that I'd meet my future husband through a computer game. But I soon discovered that one of the best things about SHADES is that it allows you to meet lots of interesting people.' What can you say to that except QED?
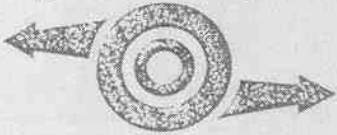
Dungeonquest Award

Analog and Isaac Asimov's Science Fiction Magazines have selected **Dungeonquest** as one of their eight 1987 Science Fiction Games of the Year. It's the first time New York based Davis Publications Inc have presented these awards and they now plan to make it an annual event. The presentation took place on April 23rd at the United Nations Plaza Hotel, and Uncle Ken Rolston went along to pick up the award on behalf of GW US. What's it going to be this year, guys?

Second Earth Competition

Way back in WD99 we asked you to translate a 'quotation' using icons from Patrick Woodroffe's *The Second Earth: the Pentateuch Re-told*. Well, it wasn't easy was it? Serves you right. You don't get autographed hard backed copies without a bit of sweat. The ten lucky readers are: Beccy Allen, Jill Butler, Nigel Fisher, Andrew Krowvel, Robin Lott, John Morgan, Mark Nuttall, Leslie Scott Robinson, Stephen Smith and Brian Turner. Ten runners up received softback copies of the book.

White Dwarf would like to thank Patrick Woodroffe and Paper Tiger Books for their co-operation.

There are as many shades and metallic tints as there are miniatures.
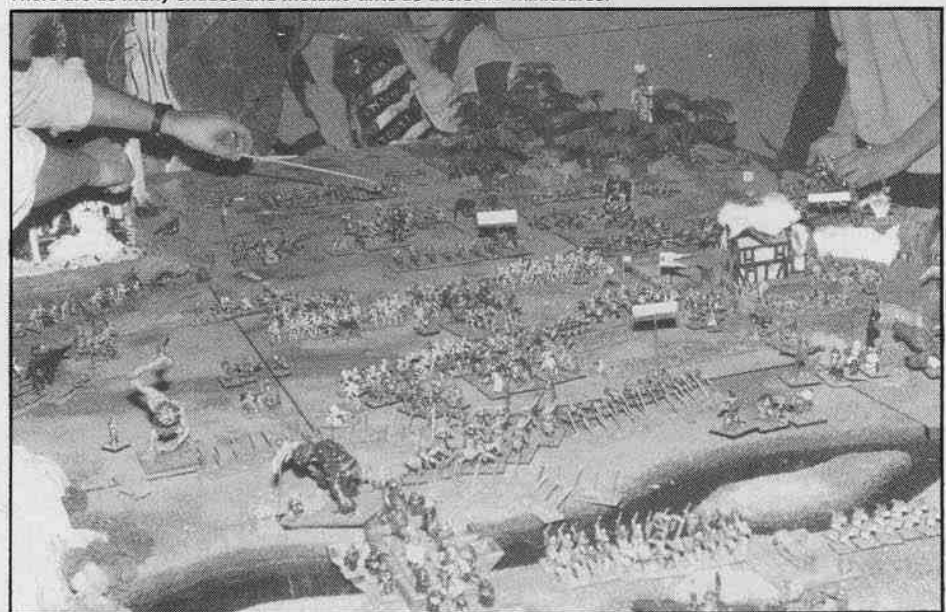
Warhammerers of the world, unite!

40K-KICKSTART BIKES

The rules for bikes are basically the same as the rules for other vehicles. However, while we've super-detailed these rules (see WD103), some of the *special damage* results are obviously inappropriate for bikes (turret hits and door jams, for example). These new results tables therefore replace the vehicle *special damage* charts for bikes. Other rules remain the same. Players should note that any hit against a bike may hit a rider, and all hits are therefore randomised between crew (1,2,3) and bike (4,5,6). Hits onto the crew of a side-car combination are randomised between rider and passenger. Because of this, the damage tables do not include a separate category for riders or passengers.

Whenever the bike takes damage resulting from a hit, the player rolls a D6. If the bike has taken more than 1 point of damage, add +1 to the dice score for each additional damage point sustained. If the result is 6 or more, then the shot has caused *special damage*. The player rolls a further D6 and refers to the *Hit Location Table*.

If the vehicle is reduced to zero damage points, subsequent damage will automatically cause *special damage*. Roll a D6 and refer to the *Hit Location Table*.

In the box to the right is all the information you need to incorporate bikes into your force. Bikes may be used in Imperial Guard or Marine forces, Rogue Trader entourages, or Squat armies.

SKIDS AND COLLISIONS

Except where otherwise stated, skidding vehicles cause and sustain normal damage for collisions. In the case of a skidding bike, this may be superfluous of course. See **WH40K** p40, but remember vehicles never suffer damage from creatures if the vehicle's *toughness* is 2 or more greater than the creature's *toughness*.

SPECIAL BIKE CONTROL LOSS

Any bike hit by a frag or crack grenade, missile, or heavy bolt gun, automatically goes out of control for 1 turn. This represents the bike being physically thrown aside as a result of the explosion.

0-10 Battle Bikes

LAND		AIR									
Max	Acc/Dec	Max	Min	Acc/Dec	TRR	Cp	T	D	Sv	Eq	W
32	16				½	1	5	1	5	0	2

Equipment: none.
Armament: none or twin forward firing bolt guns

Points: 68 + 4 with bolt guns
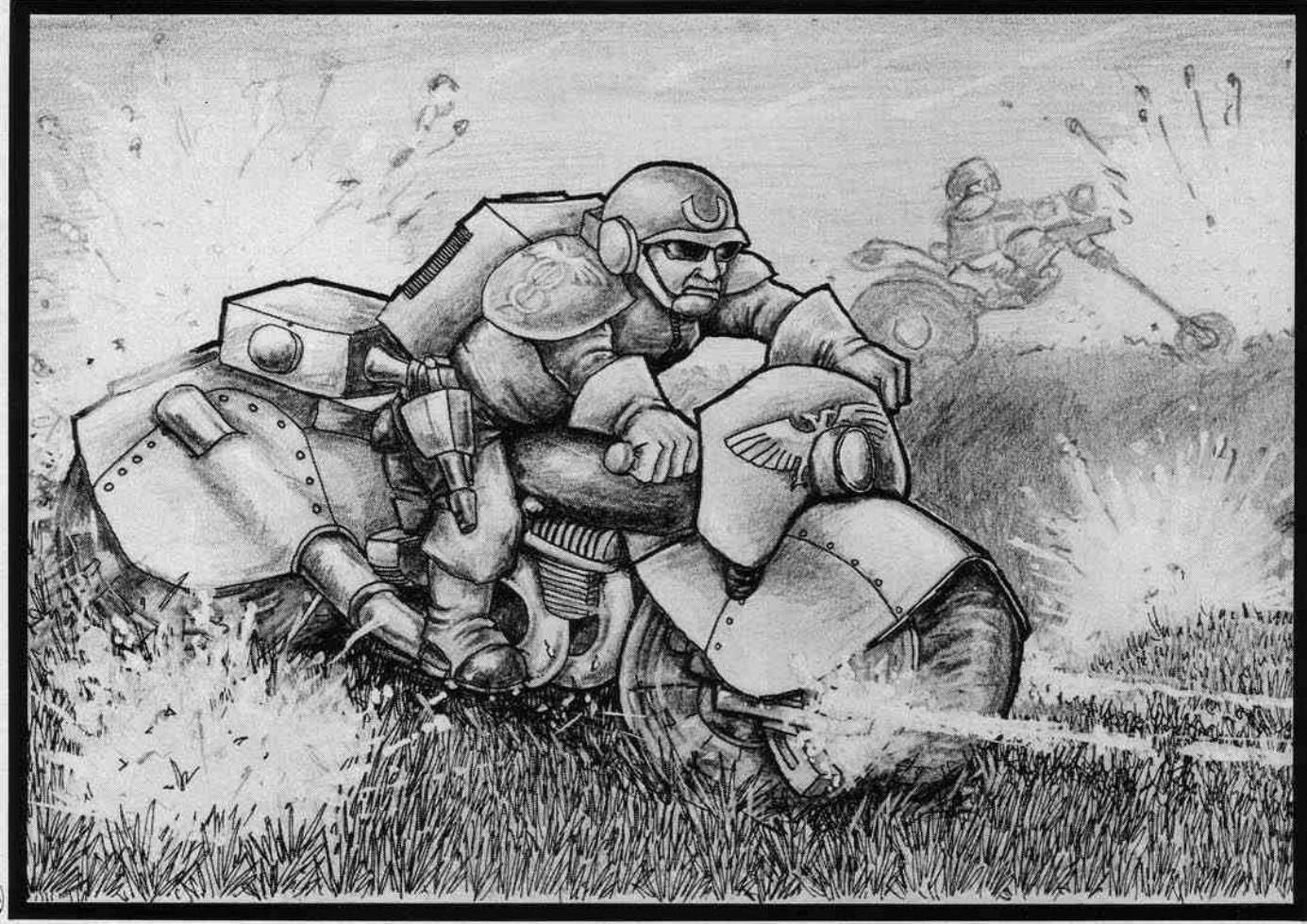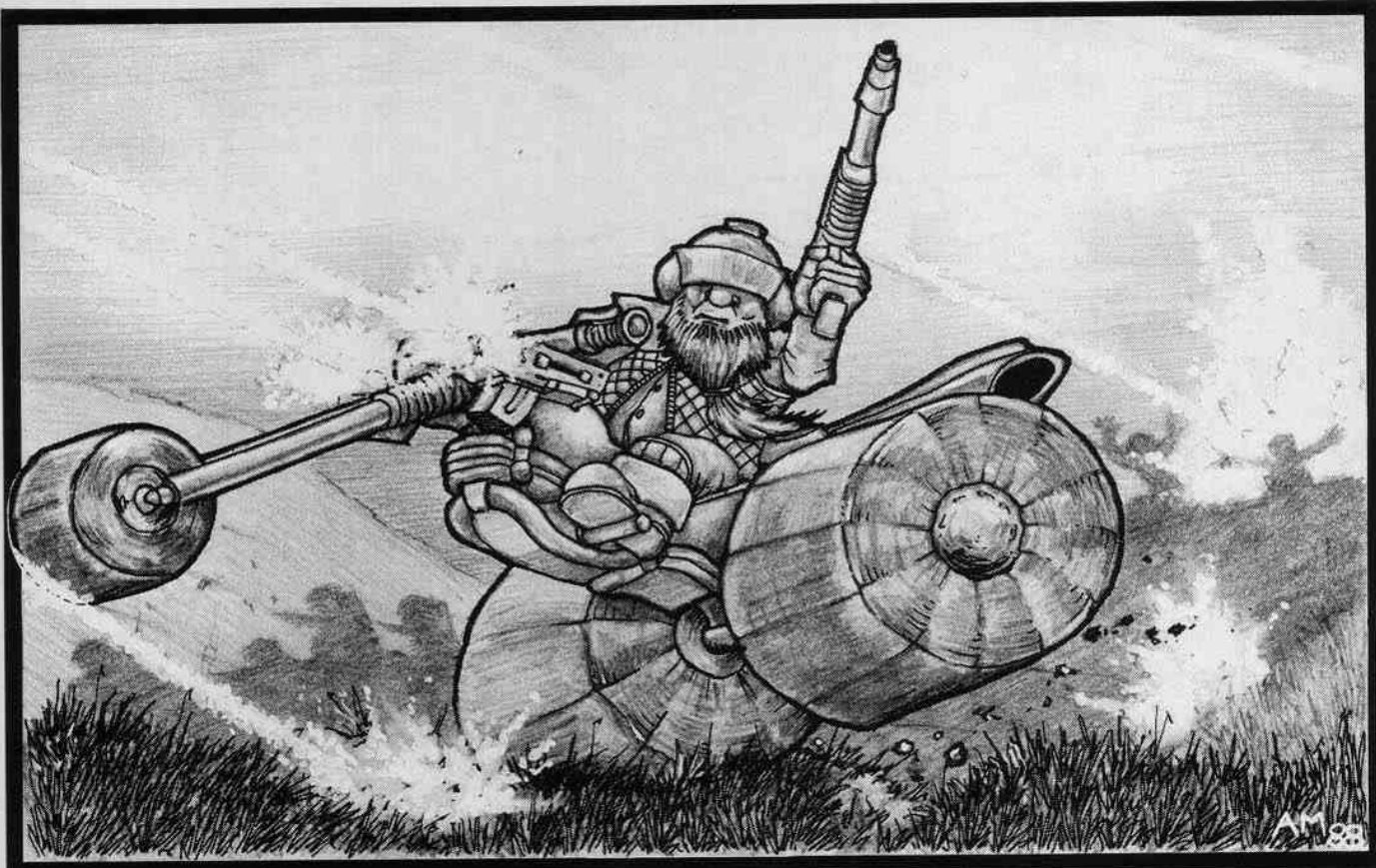
BIKES SPECIAL DAMAGE CHART

Score (D6)	Affected System
1-2	Wheels
3-4	Body
5	Armament - *see Vehicle Chart WD103*
6	Equipment - *see Vehicle Chart WD103*

BIKE HIT LOCATION TABLE

If the result is either equipment or armament, use the normal vehicle charts to ascertain the damage. Otherwise use the special bike charts given below. Go to the appropriate *special damage* chart and roll a further D6.

WHEELS, BRAKES AND STEERING

1 BRAKE SYSTEM

The braking system is shattered and rendered almost useless. The bike's maximum rate of deceleration is reduced to 2", even if the bike subsequently goes out of control.

2 TYRES

The bike's tyres are torn from the wheels. Roll a D6, add +1 if the bike is moving over difficult ground. If the score is 6 the bike skids (see below). Otherwise the rider maintains his balance. The bike's maximum speed is halved. If travelling faster, the bike automatically decelerates to within its new maximum speed in its following turn.

3 SKID

Unless the bike is stationary it is thrown violently off-course, causing it to skid forwards D6" before coming to a halt facing in a random direction. If the vehicle skids over difficult ground or into any obstacle it is destroyed and the crew killed. If stationary see *steering*.

4 STEERING

The steering system is badly damaged making it difficult to control the bike at speed. If travelling at over 10" the vehicle goes *out of control* for the remainder of the game. The bike's turning radius is increased by 1.

5 SUSPENSION COLLAPSE

The bike's wheel collapses, buckles and bounces off as the machine nose dives into the ground. Stationary vehicles are destroyed, their crews needing to make their basic saves or be killed. Moving bikes skid forward D6" before coming to a permanent halt. The crew must make their basic saves or be killed.

6 SYSTEMS FAILURE

The hydroplastic lines powering all steering, braking and other functions are destroyed, sending the vehicle *out of control* for the remainder of the game. The crew can do nothing other than hang on, but may attempt to leap off the bike during their movement phase should they wish.

BODY AND ENGINE

1 ARMOURED CASING

The biker is lucky and the damage is restricted to the armoured portions of the bike. The vehicle goes out of control for 1 turn.

2 ENGINE DISABLED

The bike's engine is receives the force of the hit, reducing its power severely and causing thick-oily smoke to pour from its casing. Half the vehicle's maximum move and acc/dec scores.

3 THROTTLE JAMMED

The bike pulls forward at full throttle, accelerating at its maximum rate per turn until it reaches twice its normal maximum speed. Tests for loss of control must be taken as appropriate (**WH40K** p40). Crew may do nothing other than hang on or attempt to leap off.

4 ENGINE DESTROYED

With a heavy clumping noise the engine grinds to an sudden halt, shredding mechanical components and bursting into flames as it does so. The bike is rendered useless, and all equipment it carres must be abandoned. The crew must make their basic saving throw or be killed.

5 TRANSMISSION SHATTERED

The bike's power transmission fragments into countless tiny pieces of shrapnel. The bike skids forwards D6" whilst the rider (and any pillion passenger) is pitched D6" in a random direction, and must make his basic saving throw or perish. Sidecar passengers are trapped and killed as the bike explodes at the completion of its skid. The explosion has a burst radius of 1" and a *strength* of 5 causing D4 *special damage* hits.

6 FUEL

The bike's fuel cells burst open, spilling a pool of volatile fuel around the machine. Roll a D6. On the score of a 1, 2 or 3 the vehicle's power cuts out and the machine comes to an immediate halt. On the score of a 4, 5 or 6 the fuel erupts into a ball of fire with a 2" radius around the vehicle. The vehicle is destoyed and its crew must make their basic save or perish. Any other models within the fire ball take a single *strength* 5 hit and D4 wounds where appropriate.

DOMOVOY

ANCIENT SPIRITS IN KISLEV

SPIRIT WORSHIP IN KISLEV

Through the workings of the official state cults of Taal-Rhya and Ulric, the practice of spirit worship and summoning has been discouraged for centuries. Wherever the more powerful gods are worshipped, the spirits withdraw from the sacred ground consecrated to the major cults. Thus, in most urban and civilised areas, the only accessible spiritual entities are those of the major established cults.

However, the spirits still abound in rural and wilderness areas, and in many cases their worship continues, though generally in a much reduced and secretive form. Educated and civilised Clerics regard these practices as primitive superstition, but the peasants and other dwellers in rural areas retain a healthy respect for the ancient beliefs.

Spirit warlocks are rarely encountered in settled regions of Kislev, and keep the old spirit observances and rituals in secrecy. The spread of the cult of Taal-Rhya has dramatically diminished the influence of the old traditions. Many surviving spirit warlocks are old men, unable to interest the younger generation in preserving the old ways. As these old men die, much of the lore of the ancient spirits dies with them.

On the other hand, spirit worship is still alive among nomadic peoples like the Dolgans. Spirit warlocks, known as shamans among the nomads, still command the spiritual respect of the steppes clans, and cults of the established pantheons have been largely unsuccessful in converting them through monasteries, mission settlements, and itinerant preachers.

Summoning and dealing with the ancient spirits of the hearth, barn, field, wood, and water is similar to the practice of daemonology. In fact, Daemons and spirits are both products of the influence of Chaos, although the spirits are not allied to Chaos in any way.

Despite their similar origins, the spirits are generally different in personality from Daemons. Where Daemons are uniformly malevolent and evil, the spirits are as often neutral or positively inclined toward the fates of the intelligent races.

Nonetheless, as with the practice of daemonology, spirit summoning has a destructive effect on the practitioner, and the risks are considerable. Spirit warlocks are increasingly drawn into the incomprehensible world of the spirits they summon, losing touch with this reality, developing various symptoms of eccentricity and insanity, and occasionally lapsing into full-blown lunacy.

DOMOVOY

Spirit of the Hearth ('Grandfather Spark')

The Domovoy (plural Domoviye) is the spirit associated with the home and family. He lives in the stove in households that still pay their respects, even accepting an uneasy coexistence with the shrine to Taal-Rhya found in households that observe the state-established cults. The primary occupation of the Domovoy is protecting the members of his household from pests, misfortune, and evil spirits. A happy Domovoy is supposed to bring his household good fortune.

Note that no profiles are given for the ancient spirits. This is because they should never be needed. If you want a spirit to be able to do something, then it can do it; if any character is so foolish as to attack a spirit, the spirit will disappear, probably leaving a few unpleasant spell effects behind in its wake and returning later to take a suitable revenge. Remember that spirits are not monsters, to be dealt with according to the PCs' abilities; they are immortal beings - albeit weak ones - and mortals should treat them with due respect.

The Domovoy can also come to householders in dreams, warning of impending danger. Their ability to see the future is unfortunately limited to negative events, and is always couched in riddles or obscure dream symbols. The Domovoy also mourn the dying, an important sign of love and respect that is supposed to ease the dying one's passage from the world.

Observances

Keep the stove warm and clean. the customary greeting is ''Welcome, Grandfather, to our home,'' and hosts are always supposed to ask ''Are our visitors welcome?'' (In some cases, this is an opportunity for the Domovoy to warn the householder of the evil intentions of the supposed guest.) A proper gift is a bowl of stewed grain left by the stove at night, but the most important gift is the love and respect of the householders, demonstrated by keeping the observances and courteous speech.

Appearance

An aged human figure, a few inches tall; wears a white cloak that may flow with colours of fire, permitting him to be invisible in the hearth, though often seen in the fire if you look long and close.

Personality

Warm and friendly, the first spirit friend of man. He feeds on human passions of love, security, and respect for elders. The Domoviye are saddened by the loss of human faith in spirits, and the replacement of the hearth by the cult shrine.

Powers

Petty Magic: A Domovoy can cast the following spells, at will and with no Magic Point cost: *Zone of Warmth, Magic Flame, Glowing Light, Zone of Warmth*.

Special Magic: A Domovoy can summon a Fire Sprite (size 1 Fire Elemental) at will and with no Magic Point cost. Fire Sprites have the following profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
1	9	9	1	1	9	9	1	9	9	9	9	9	-

The Fire Sprite is always under the Domovoy's control when it appears. See **WFRP** p 254 for full rules for Elementals.

GMing Notes

Domoviye are primarily useful in the defence of hearth and home, though they may be convinced to travel by playing on their tender hearts and their hunger for human warmth and affection.

"Little squeaky thing, what magic you do? Make fireball bake pony - poof? Make enemy sleep so throat slit easy?"

Grandfather Spark (high-pitched squeak): "Oh, no! Spark make home WARM! Spark keep milk fresh. Spark warn nice people about leaky roof. Spark keep stove clean. Spark do nice things for people. Spark LIKE doing nice things."

"Huh. Dumb spirit. Maybe bore enemy to death. Yuk, Yuk."

MACIEW

Spirit of Man's Beasts ('Grandfather Barn')

The Maciew lives in barns and pastures, and watches over the domestic beasts. He gives no affection and expects none, but is always treated with proper respect; upsetting a Maciew can lead to a series of practical jokes and minor accidents as well as affecting the welfare of the livestock. The Maciew is respected and placated rather than being treated with any genuine affection.

Observances

Keep the stables clean and the animals well-fed. He likes gifts of tobacco and buttered porridge. He most particularly likes invitations to dance in the light of the moon - so much so that he will even forego his favourite pastime (playing practical jokes on Humans) for such an offer. The proper phrase is "Spare me your tricks, Grandfather, and we'll sing and dance at the moon."

Appearance

An aged human figure, long and lean, a little under a foot tall; can assume the appearance of a staff of straw.

Personality

Mischievous, prefer domestic beasts to humans, as they are easier butts of their jokes; fundamentally unpleasant and mean, but only modestly so.

Powers

Beast Empathy - an ESP-style ability to communicate with domestic beasts and beasts familiar with man (ie rats, crows, etc). He can understand their motivations, see through their eyes, hear through their ears, and request services, which are generally granted if not too difficult or dangerous.

GMing Notes

The Maciew is generally useful only in defence of beasts or farm. If one appeals to his sense of mischief, he may be persuaded to pester one's enemies.

POLEVIK

POLEVIK

Spirit of the Soil and Scythe ('Grandfather Grain')

The Poleviki are bloodthirsty communal spirits that feed on the slaughter of plants (the harvests) - and which may confer benefits to those who offer them blood sacrifices. Their only interest is in the 'harvest' - the sacrifice which nourishes the soil - but they are always prepared to trade favours and services for offerings of blood.

Observances

The Poleviki require a blood sacrifice to consecrate the scythe blade and bless the harvest. They also have been known to bless the improvised weapons of the peasant - generally farm implements - in their occasional bloody uprisings against the masters and their overseers, serving as the peasant spirits of murder, war, and treachery.

To summon the spirits, call their name at the wax of the dark moon. Face the moon and chant the name of the spirit, saying, "Master, stand before me as the leaf before the grass, neither black or green, but just like me. I have brought you a red harvest." Then human blood must be poured on the soil, the quantity depending on the favour asked.

Personality

Cruel, like Khorne on a modest scale; more a parasite than a friend to man, and likely to punish the summoner if not well rewarded. Always whispering among themselves, and interested only in blood.

Powers

The Poleviki have the power to bless weapons. They can also bestow a *Curse*, causing the victim to cut himself whenever he fails a 'to hit' roll by 20 or more when using a sharp weapon.

GMing Notes

The Poleviki are modest but bloodthirsty spirits, with a nasty, impatient disposition. They are risky to deal with unless the summoner is prepared to sacrifice his blood.

◗

The Grainfathers (sinister, whispered chorus): "Harvest come? Harvest come? Earth is thirsty. Why this call?"

PC: "Where is the Beast-Child? Can you help us find him?

"Bring the harvest, talking later. Feed us, feed us and then we'll tell. Thirsty, thirsty, more of harvest. We shall make your blade cut keen."

LESHY

Spirit of the Forest ('Lord of the Forest')

Leshy is the egomaniacal sovereign of the forest and its beasts - the strongest of the ancient spirits. Sometimes, neighbouring Leshy will battle one another for territory, with the contest appearing as violent thunderstorms and whirlwinds.

Leshy is generally accompanied by his patient servant, Father Bear, an enormous brown bear.

Observances

Always ask permission to bring domestic animals into his domain (eg use of forest clearings as pasture, or bringing dogs on hunting expeditions). Wise men speak loudly and effusively in terms that flatter his power and wisdom. For example, "Lord, permit your servant passage on an errand of little importance. Your power is exceeded only by your generosity and gracious hospitality." Lay it on thick if you know what's good for you.

Personality

Vain, fond of flattery, and cheerfully perverse. He likes to lead people into swamps where they starve, sink in quicksand, or wander till they drop. He has no notion of compassion at all. His moods are whimsical; he toys with humans and his forest subjects as a child toys with ants and earthworms. He is a mini-deity - capricious, perverse, and vain.

He hates the cult gods - "Presumptuous upstarts!" - and mere mention of them throws him into a tantrum or sulk. The trappings of worship of other deities cause him to recoil, and spark his ire.

His one predictable weakness is his fondness for gambling and contests. He never turns down a bet, though he often abuses his power to welch on a lost bet unless the winner has the perfect balance of flattery and chiding in his remonstrances.

He also likes to drink. Getting him drunk is an epic task - about ten gallons of wine to get him mildly tipsy - but under the influence he is often impulsively generous.

Appearance

Like a bear with green hair, goat's feet and horns, great claws like a grizzly and wearing a sheepskin cloak with a great bark belt. He can be any size he chooses to be, but his favourite form is as a twenty-to-forty-foot creature towering over the trees.

◑

Powers
Elemental Magic Spells: *Assault of Stones, Clap of Thunder, Cause Rain, Banish Elemental Become Ethereal, Create Quicksand, Dust Storm, Summon Air Elemental.*

Illusion Spells: *Bewilder Foe, Confound Foe, Illusionary Woods, Illusion of Mighty Appearance, Illusion of Darkness.*

Druidic Spells: *Animal Mastery, Heal Animal, Giant Animal Mastery, Hail Storm, Tanglethorn, Animate Tree, Create Bog.*

Father Bear
Father Bear is Leshy's constant companion. He speaks and reasons like a human - or a spirit - for the Leshy's amusement, conversation, and flattery. Father Bear takes the form of a huge brown bear, and is a spirit being himself.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	70	10	5	5	40	50	3	20	50	60	80	90	50

Leshy can give Father Bear any or all of his magical powers at will.

GMing Notes
An exceptionally powerful and dangerous character to deal with. In impish good humour he could squash you like a bug, or leave you stuck in quicksand, chuckling to himself about his sense of humour. If you run the style of campaign where characters occasionally need the help of demigod-level beings, Leshy is a good choice - dangerous and callous enough to discourage players from over-using him, but powerful enough to be worth the risk when you're in a tight spot.

VODYANOY

Spirit of the Waters ('Grandfather Drowner')

A truly malignant entity, the Vodyanoy (plural Vodyaniye) delights in attracting his victims by charm and gentle murmurings, then shoves them in the water, holding their heads under as he revels in the agony of their drowning. Alternatively, he sits by the waterside in the form of an old man, with a large club decorated with gay ribbons. When someone draws near out of curiosity, he clubs them to death and hurls them in the water.

Observances
Leave his victims to drown, or the Vodyanoy chooses another victim - perhaps you, or someone you love, so he can savour your horror. The offerings he favours are black pigs, oil, and honey - each to be thrown into ponds or rivers.

Powers
Petty Magic: *Sounds*

Battle Magic Spells: *Wind Blast, Hold Flight, Mystic Mist, Cause Fear.*

Elemental Magic Spells: *Breathe Underwater, Walk on Water, Cause Rain, Clap of Thunder, Part Water, Animate Water, Summon Water Elemental.*

Illusionist Spells: *Assume Illusionary Appearance, Bewilder Foe, Hallucinate.*

Charm: make a successful **WP** test or accept Vodyanoy's appearance and statements as real and reliable.

GMing Notes
A Vodyanoy is a tool more dangerous to the wielder, unless the wielder's purpose or personality is as evil as the Vodyanoy's. Any deal made with a Vodyanoy is likely to have been made under the effect of his *charm*, and will turn out badly for the bargainer. Those who have made deals to serve Vodyanoy are villains or fools. Vodyanoy works on a smaller, more personal scale than the Gods of Chaos, but he is every bit as evil - a good choice for the power behind small-town, Stephen King-style horror tales.

Never wear the trappings of other deities when you swim.

When dealing with Vodyanoy, keep a hand full of dry earth in your pocket. If this is thrown in his face, it may distract him long enough for you to run out of sight of the water, where you are safe - until you come in sight of water again.

Personality
The Vodyanoy is exceptionally evil - the archetypal mad villain who delights in torture and suffering for its own sake. He does nothing but what suits his purposes, and his purposes are death and horror, particularly through the medium of water and drowning.

He only respects creatures more evil than himself, and cheerfully joins in the fun when murder is proposed. He is a little afraid of the 'official' deities, and avoids confrontation with them or their servants, though he often strikes impulsively at their followers when enraged.

Appearance
A fat, naked old man with pallid, water-puckered skin and a puffy face - the image of the drowned corpse. Can assume a more attractive form at will, though his shirt-tails are always dripping wet, a giveaway to his real identity. He can also assume the form of any fish or water creature.

VODYANOY

WARHAMMER 40,000™

CHAPTER APPROVED

IMPERIAL ROBOTS

The command bunker had been under fire for more than three hours. Each time a shell exploded overhead a fine layer of dust fell from the ceiling and drifted through the holo-map. It interfered with the mechanism, and the picture flickered continuously. Chavez sighed. He had long since decided that the situation was critical. He grinned at the Adeptus Mechanicus technician huddled behind a stack of ammunition boxes.

"Not like the training rituals, is it?"

Another shell burst overhead, and the lights went out. The shoulder light in Chavez's armour came on automatically.

"Damn. That was close." Chavez turned the holo-map on again. The Orks were closer than ever. Eight-to-one odds were the stuff of Chapter history, unless you had to face them.

"Where's our support? Anything?"

The Brother-Sergeant at the commnet terminal shook his head. "Three Dreadnoughts a moment ago, but they stopped transmitting. No telemetry. They're dead, Brother-Captain."

"Time to leave. Up to the ridge. Set the destruct charges, Brother. We leave nothing for those Orks. You..." Chavez pointed at the adept. "You come with me. We'll see what those damn machines can do..."

The technician scrambled to his feet and followed Chavez up the access tunnel. They came out in a small copse at the base of the hill. Four large machines stood just inside the tree-line.

The commnet in Chavez's ear was a constant chatter of reports and casualty lists. Chavez checked his bolter and slapped home a fresh magazine. "I don't like using machines to do a Marine's job, but I'm down to less than a demi-company. Get them punched, or programmed or whatever mumbo-jumbo you use. Pray if you must."

"Sir. Lord. Captain. The Rite of Battleprep is a delicate ceremony. I must have time to offer the libations and the sweetmeats. I must cast the runes of Robotics. I must-glmpfff!" The adept fell silent as Chavez placed a bolt pistol under his chin.

"You must... understand what is about to happen. Either I will kill you, the Orks will kill you slowly, or your damned Robots will kill the Orks. Am I making sense?"

"Yes." The adept was already working on his precious machines. "Yes."

"Good. Five from now I want those things in supporting positions." Chavez was running up towards the ridge. The Brother-Sergeant followed him. A circle of smoke and dust popped out of the tunnel and rolled across the valley, keeping its shape all the way. The bunker's demolition charges had done their work.

As Chavez reached the ridge the first Robot began the same climb. The explosions rocked the hill and showered earth on the Marine positions, but help was coming...

THE LEGIO CYBERNETICA

The Adeptus Mechanicus is divided into many sub-branches and divisions. Each specialises in one of the myriad areas of the technical arcana. The Legio Cybernetica is one of the oldest parts of the Adeptus Mechanicus. Its records stretch back almost unbroken to the very first days of the Imperium and, it's assumed, to the times before the Imperium. The Legio has a long history, and its members regard themselves as an elite.

The Legio is responsible for the care and construction of all Robots throughout the Imperium. Robots may be used by all kinds of Army and Marine forces, but they are always under the Legio's final control. Indeed, many of the Adepts of the Legio have been killed while taking part in military operations. The Legio continues to serve, aware of its value as a fighting force, even in the face of 90% plus casualties.

The Legio is organised into several thousand cohorts, although only a percentage of these is ever active at any one time. Each cohort is in turn organised into maniples of three, four or five Robots plus a Legion tech-adept. The number of maniples in a cohort varies, but is rarely more than 100. However, a cohort is usually spread across an entire Marine force of several Chapters or a single Army. Battles involving more than 4 or 5 maniples are rare. This is not to say that they have never occurred - during the Horus Heresy in particular large numbers of Robots were committed by both sides in an effort to minimise human casualties until a decisive final battle could be fought.

Each maniple is virtually a self-contained unit. The (typically) four units are managed on the battlefield by a single tech-adept. He has little more to do than give the Robot's their final programs and then monitor their progress. He is, however, also charged with making sure that a damaged Robot (which could be dangerous to its own side) is destroyed as quickly as possible. Each Robot carries a self-destruct system which can be detonated by remote control should its programming fail in some way. Although rarely present on the battlefield (if they can help it) there are also a number of other, lesser tech-adepts who perform all maintenance and repair functions for the maniple. Their services are also highly sought after for other purposes. It is said that a tech-adept of the Legio is worth his weight in spares and can repair virtually any item of Imperial equipment.

Legio cohorts are occasionally attached to campaigning Marine Chapters, such as during Operation Carthage (the Second Pacification of Isstvan V). When the Desert Lions Chapter took the planet's defence forts they were preceeded by a complete Legio Cohort of Robots. The Robots had been programmed to advance in an apparently mindless fashion, and proved easy targets for the defenders. However, the Desert Lions used the opportunity to map out the defenders' fire-plans and blind spots. In the Lions' ensuing assault only seven Marines were lost.

All the surviving Robots were inducted into the Chapter as honorary members as a mark of respect.

The Inquisition has also put Cohorts of the Legio to good use. Robots are, by their very natures, utterly incorruptible. Their preprogrammed, non-biological natures make them the perfect troops to use against mutants and other contaminated populations. The terror value of Robots when used against unprepared and underarmed troops has not gone unnoticed by the Inquisition. This, combined with their unflagging loyalty, has made them valued additions to the Inquisition's armoury. Cohorts attached to the Inquisition are usually staffed by technician-Inquisitors rather than Legio Adepts. Robots may be pure and incorruptible; men are not.

This was proven during the Horus Heresy, when many Legio Cohorts rebelled under the leadership of Warmaster Horus. The Cohorts had been placed under the Warmaster's command in preparation for a new crusade. When Horus commanded his forces to move against the Emperor, the Legio Cohorts at his disposal were among those to obey. In the subsequent fighting many more of the Adeptus Mechanicus joined Horus and his rebels, but this did not alter the fact that parts of the Legio had been the first to declare for the Warmaster. Following the defeat of the Heresy and the banishment of the Traitor Legions, the dishonoured Legio Cohorts also fled into the Eye of Terror, where they remain to this day.

Since the defeat of Horus the Legio Cybernetica has pledged itself anew to the Imperium. Its members now take binding oaths of loyalty more terrible than any Marine Chapter oaths. Over the millennia they have regained the respect and admiration of the rest of the Adeptus Mechanicus, the Imperial Guard, and the Adeptus Astartes.

Legio maniples require less transport space than standard military units (Robots can be carried in open space without harm), less life support and food (Robots neither eat nor drink) and less battlefield support (Robots usually carry their own heavy weapons). Many Robots use standard armaments, reducing the need for specialised supplies, and can interchange parts with Dreadnoughts. All this makes them extremely popular with practical military commanders.

Some of the older Cybernetica cohorts claim that their Robotic troops date, in part at least, back to the First Crusade of the Imperium and earlier. These claims may have some validity, as Robots are often cannabalised to provide parts for their damaged brethren. Given the lifespans of Imperial technologies when maintained, such claims become reasonable. It is indeed possible that one Robot's leg, or Power Field or cortex has been in almost constant use for more than ten thousand years.

Like a Dreadnought, a Robot is the product of the many advanced technologies which have produced its armoured shell, its artificial muscle and nerve bundles, its cortex, power plant, weapons control systems, equipment interfaces and cortex. The Mechanicus Weapon-shops turn out many Robots to the age-old designs held in the memory banks. Castellan and Crusader pattern Robots, for example, are known to have fought on both sides during the Horus Heresy. The designs have remained virtually unchanged since that time, with perhaps only minor cosmetic variations.

Many Robot components are identical (or nearly so) to Dreadnought parts. This compatibility simplifies many supply and repair problems. Legio cohorts have, for example, been cannabalised out of existence to provide spares for Dreadnought suits! In return Legio Cybernetica adepts have not been averse to dismantling Dreadnought suits - sometimes even killing the pilot in the process - when making battlefield repairs.

What makes a Robot different from an unoccupied Dreadnought suit is its cortex. This is an artificial brain of sorts, which is contructed from artificial proteins and enzymes. This cortex is imprinted with simple maintenance and movement routines - a rudimentary 'mind'. These enable the Robot to obey simple instructions ("Open the Weapon Bay Door, Please... Move Ahead to the Holding Area" etc) when away from the battlefield. These 'firmware' routines (so called because they are 'wired in' software) are often patterned after living creatures, and a Robot may develop a dog-like devotion to its technician-master.

Before a battle the firmware routines are overlaid and replaced by the Robot's combat wetware (ie the software of a protein computer). This new cortex program, which can be changed for every battle, defines, for example, how and when the Robot is to fire its weapons or detonate its self-destruct charges.

Each piece of wetware is held in a small slice of bioplastic, about the same size as a credit card. Many warriors take these from 'dead' robots, believing that them to hold the soul and courage of the robot. When kept in a medicine pouch some of the robot's bravery passes into the warrior; even some Marine Chapters have been known to follow this tradition.

Without its cortex a Robot is as helpless as a bolter without a Marine. It can do nothing other than take whatever punishment is meted out to it. With its cortex fully programmed, however, a Robot can prove itself the equal of many other creatures on the battlefield.

BOLT GUN

FLAMER
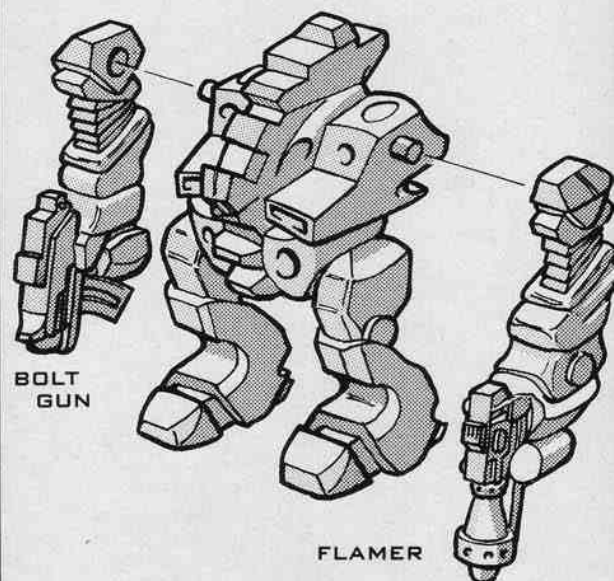
CATAPHRACT CLASS
IMPERIAL

ROBOT CONSTRUCTION

Robots use the same profile for their characteristics as Dreadnought suits. This is as follows:

M	WS	BS	S	T	D	I	A	Sv	HP	E

Key

D	*Damage Points*	The Robot equivalent of *Wounds*.
Sv	*Save*	The Robot's *Armour Saving Throw*. Unlike other characteristics, *Save* is given as a range of numbers, such as 3-6, representing the Robot's *Saving Throw* requirement on a D6 roll.
HP	*Hard Points*	The number of weapon mounts which have been fitted to the Robot.
E	*Equipment*	The space allowed in the Robot's design for its cortex, sensors, self-destruct explosives, shields etc.

In addition to this profile it has a *program, equipment systems* and *weapons*. Each of these aspects of Robot design is discussed in detail below.

ROBOT PROFILES

A Robot is constructed in a similar fashion to a Dreadnought. The number of *Build Points* used determines its general size and fighting ability. Each characteristic on the profile costs *Build Points*, and the cost of an ability has to be balanced against the overall allowance for a particular Robot. In addition, certain technologies are beyond the capacity of some races to master: Orks are not capable of building Robots to the same standards as the Imperium, hence the lower maximum *Toughness* (8) of their Robots.

BPs are not expended on *weapons* and *equipment* for a Robot, nor on its *program*. They are, however, used to provide the weapon mounts and equipment storage bays that these systems will eventually occupy.

Using the rules presented here you are free to choose the number of *Build Points* spent on a Robot within limits set out in the following table. It is possible to construct large Robots, but these are beyond the scope of this article.

Manufacturer Race	Limits
Imperial	10-140
Ork	50-120*
Eldar	10-180

* Ork technology is not quite up to coping with the 'fiddly bits' of very small robots...

PROFILE TABLE

The number of **BPs** required for each point of a given characteristic are given on the table below. Cross reference the required characteristic with the desired value to find the number of *build points*. *Movement* is calculated separately, and is based on the power-to-weight ratio of engine size to Robot *Build Point* total.

Robots may be built without some characteristics. A 'sniper' Robot may not need *Strength* or *Weapon Skill* if it is intended that its should never take part in hand-to-hand combat. Such a design strategy makes an overall saving in the cost of a Robot, but on an unpredictable battlefield it has risks all of its own...

Characteristic		CHARACTERISTIC VALUE																				
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Movement	M	see *Robot Movement* below																				
Weapon Skill	WS	0	1	2	3	5	7	9	12	15	19	24										
Ballistic Skill	BS	0	1	2	3	5	7	9	12	15	19	24										
Strength	S	0	2	4	6	8	10	12	14	16	18	20										
Toughness	T	-	2	4	6	8	10	12	14	16[1]	18	20										
Damage Points	D	-	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60
Initiative	I	-	1	2	3	4	6	8	10	13	16	20										
Attacks	A	0	3	6	9	12	15	18	21	24	27	30										
Save	Sv	see below																				
Hard Points	HP	0	2	4	6	8	10	12	14	16	18	20										
Equipment	E	-	2	4	6	8	10	12	14	16	18	20										

Characteristic		Characteristic Value				
		nil	6	5-6	4-6	3-6	2-6
Save	Sv	-	4	8	12	16	20

[1]Maximum *Toughness* of an Ork Robot.
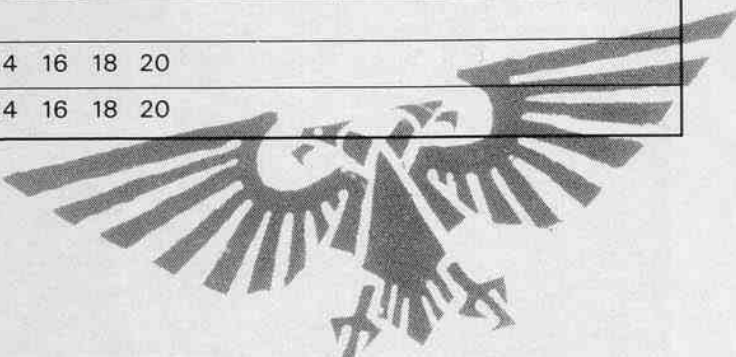
Robot Movement

The *Move* of a Robot depends upon the size of its power plant compared to the total of its *Build Points*, excluding those spent on the power plant. The power plant is assumed to be capable of moving its own weight around. Cross-reference the total **BPs** of the Robot with the *Build Points* spent on its power plant to find its movement allowance.

No more than 75% of a Robot's total **BPs** can be spent on a power plant.

" - " Indicates that there is no need to fit a powerplant of this size in a Robot with this number of *Build-Points*. No improvement in performance can be made.

Eldar technology is highly advanced in its integration of power plants and pseudomuscles. Determine the *Move* of an Eldar Walker Robot in the usual fashion, and then increase this number by one. Thus a 180 *Build Point* design with a **5 BP** Power Plant has **M** 3 if of Imperial make, and **M** 4 if built by the Eldar.

Total BPs	POWER PLANT BUILD POINTS																	
	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
10-20	6	6	6	6	7	7	7	7	7	8	-	-	-	-	-	-	-	-
21-30	6	6	6	6	6	7	7	7	7	7	8	8	8	8	8	9	-	-
31-40	5	6	6	6	6	6	7	7	7	7	7	8	8	8	8	8	9	-
41-50	5	5	6	6	6	6	6	7	7	7	7	7	8	8	8	8	8	9
51-60	5	5	5	6	6	6	6	6	7	7	7	7	7	8	8	8	8	8
61-70	5	5	5	5	6	6	6	6	6	7	7	7	7	7	8	8	8	8
71-80	5	5	5	5	5	6	6	6	6	6	7	7	7	7	7	8	8	8
81-90	4	5	5	5	5	5	6	6	6	6	6	7	7	7	7	7	8	8
91-100	4	4	5	5	5	5	5	6	6	6	6	6	7	7	7	7	7	8
101-110	4	4	4	5	5	5	5	5	6	6	6	6	6	7	7	7	7	7
111-120	4	4	4	4	5	5	5	5	5	6	6	6	6	6	7	7	7	7
121-130	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6	7	7	7
131-140	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6	7	7
141-150	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6	7
151-160	2	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6
161-170	2	2	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6
171-180	2	2	2	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6

Build Points and Robot Size

Robots which have fewer than 40 **BPs** in total count as *small targets* for all shooting.

Ork technology is unable to produce components small enough to allow a Robot of fewer than 50 *Build Points*. Ork Robots may therefore never benefit from a Small target modifier.

Robots with 75 or fewer *Build Points* are approximately man-sized, and can be equipped with disguise systems that allow them to pass as biological.

Robots with 100-180 *Build Points* are around the same size as a Dreadnought suit. In hand-to-hand combat such Robots have sufficient bulk and/or height to put extra force into their blows. Attacks from Dreadnought-sized Robots have a modifier which is applied to their opponent's *Armour Saving Throw*. The chart below lists these modifiers:

Strength of Robot	Opponent's Saving Throw Modifier
4	-1
5	-2
6	-3
7	-4
8	-5
9	-6
10	-7

ROBOT WEAPONS

A Robot has internal and external weapon mountings. Humanoid Robots usually have at least one of their weapon mountings as a human-like hand. Hands give great flexibility, as the Robot can be equipped with any standard-issue basic or close combat weapon from a unit armoury.

The number of weapons carried by a Robot is limited by the number of *Hard Points* that have been provided during construction. The type of weapons fitted can be of any sort available to the race manufacturing the Robot.

Like vehicles and Dreadnoughts, Robots need 1 **HP** for each basic or close combat weapon carried, and 2 **HP** for each heavy weapon. These 2 **HPs** for heavy weapons are, however, combined into a single mounting for the weapon. The impressive Siege Hammer carried by Colossus Robots (see below) is treated in all respects as a *Pounder* (see *Warhammer Siege* p110), and also requires 2 **HP** when fitted to a Robot. Heavy weapons do not reduce the Robot's *Move*.

Very heavy weapons can be fitted to Robots, and occupy 6 *Hard Points* or 10 **HP** for a heavy laser.

Although a Robot can be fitted with any weaponry, the Citadel Imperial Robots are supplied with a predetermined selection of weapons. These have been used to generate the sample robots given later in this article. It is, however, a simple matter to swap arms between Robot models (all the arms and back-mounted weapons are interchangeable) and therefore change the details of a Robot's armament. It is also a straight-forward business to convert Robot models to carry other non-standard weapons.

ROBOT EQUIPMENT

Equipment spaces are needed as stowage for all the non-weapons systems of the Robot - everything, in fact, that makes the machine into a Robot rather than a collection of mechanical components.

Some of the systems needed by a Robot are built into its frame. Others must be purchased separately and fitted into prepared stowage bays. The table below summarises the *Equipment* spaces occupied by various systems and their Points Values.

System	Equipment Points used	Points Value
Standard Systems		
Communicator	-	-
Sensor Package	-	-
Suspensors	-	-
Demolition Charge	-	-
Optional Systems		
Cortex	1	5
Power Field	2	10
Robot Power Field Synchroniser	1	10
Organic Camouflage	1	25
Bombot Rack	1	2 (plus grenade)

Standard Systems

Communicators
are standard to all makes of Robot, allowing it to exchange data with its commander and other friendly troops. A Robot can be slaved to another Robot's program as long as it possesses a Communicator.

Communicators perform one other vital function. Providing a Robot's communicator is working correctly it will never select the same target as another Robot. Constant data interchange prevents such a waste of firepower resources.

Sensor Packages
give a Robot the equivalent of auto-senses. The Robot has a 180° field of view to its front (the same as its fire arc). It cannot be affected by blinding weapons, although the sensors and their inherent interpreter and discriminator systems remain the most vulnerable part of the Robot.

Suspensors
are fitted to all the weapons carried by the Robot, thus offsetting any movement penalty.

Demolition Charges
are fitted to all Imperial Robots. Should the Robot seriously malfunction its controller can use the demo charge as the 'ultimate sanction' to stop the Robot running amuck. The tech-adept in charge of the Robot can arm the demo-charges of the Robot at the start of any turn by communicator command. When this happens roll a D6; on a result of 6 the signal has been jammed or went unheeded. The signal may be repeated on subsequent turns.

During the subsequent *Robot Phase* the Robot takes D10 *special damage* results and D10 points of damage as its demolitions charges explode. This is usually enough to incapacitate any Robot. Some Robot programs allow a Robot to explode its own demolition charge.

If the Robot's communicator is destroyed its Demolition charges cannot be armed by its controlling technician.

Optional Systems

The **Cortex** is the most important system carried, the artificial brain/computer of the Robot which holds its program. The logical size and complexity of the Robot's program has no effect on the physical size of the Robot's cortex. An E1 cortex can hold a program of any required size. A cortex need not be fitted in a Robot (see *Slave and Master Systems*, below), but its presence increases the Robot's tactical utility.

Power Fields and **Robot Power Field Synchronisers** are usually fitted as a pair of systems. A Power Field has a radius of 1", but can be enlarged by 1" for each extra 10 points. There is no need to increase the *Equipment* space required.

The Synchroniser allows the Robot to fire its weapons while its Power Field is on. However, on a turn when the Robot fired there is a small chance that a shot directed against it will penetrate its Field. For each shot roll a D6. If the result is a 5 or 6 the enemy shot has bypassed the Power Field while it was down for the Robot's fire. The Field is not destroyed by such enemy fire, simply ignored.

When the Robot is in hand-to-hand combat its Power Field is dropped automatically, then switched back on when the Robot leaves combat. While in hand-to-hand combat the Robot's Power Field is ignored.

Organic Camouflage systems give a Robot a clone-skin of human flesh, allowing it pass for human. Such a system is particualrly useful for assassination or battlefield 'stay behind' Bombots, which can appear human until the moment comes to detonate... Organic Camouflage can only be fitted to Robots with 75 or fewer *Build Points*, and a human model should be used to represent the model on the tabletop.

Bombot racks provide cushioning and protection for explosives in an internal stowage bay. Bombot racks are, for example, unaffected by 'Weapon damaged/destroyed' *special damage* results. One grenade's worth of explosive (or whatever) can be carried in each bay. A Robot with mulitple Bombot racks should be treated as the equivalent of a 'x N Support Missile' (see **WH40K** p98). Different grenade types can be carried by a single Robot, although their areas of effect are overlapped rather than being cumulative. The points cost of each grenade carried must be paid in full in addition to the **PV** of the Bombot rack.

POINTS VALUES

A Robot's Points Value is based on its *Build Points*, equipment, cortex program and weapons.

The number of **BPs** spent on the Robot is divided by two, and the result is rounded up to give the Robot's basic **PV**. The full value of all equipment and weapons carried by the Robot must be paid. Each instruction (counter) in the Robot's program has a Points Value of 3. Link counters (*Go to/Come From* counters) are paid for separately even though they represent one instruction - there are still two counters.

Robot Points Value = (Build Points/2) + Equipment Value + Weapons Value + (3 x Number of Program Instructions)

> Slugwart ordered his lackeys to let rip. Fire lept from hidden Ork
> Slugwart laughed and jumped down from his cover. As the smoke
> cleared, they saw that one figure was still standing but not moving. It
> had lost it's weapon. As Slugwart approached, he heard whirrs and
> clicks. The figure turned its head. The flesh on its face was ripped
> away to reveal metal. Where there should have been fleshy eyes, there
> were red lights. There was another whirr as the figure smiled at the
> bemused Ork with what was left of its mouth. Slugwart raised
> his plasma gun. The Bombot said , 'you - are - green,' and
> fulfilled its programming.

ROBOT PROGRAMS

In many situations a Robot may be less effective than a living creature, even though its reflexes are just as fast, its aim is just as true, and it is often stronger, tougher and harder to 'kill' than a person. It is, however, limited by its program, which is literal-minded to an inhuman degree. Whatever the situation, a Robot follows its program, even when this is not the 'correct' thing to do. Where a human can easily cope with an unexpected development, a Robot may not have the flexibility to manage on a rapidly changing battlefield.

This is what the Robot Program rules presented in this section demonstrate. The limitations imposed by a Robot's programming are also one of the reasons for its relatively low Points Value.

Finally, the word is 'program' and not 'programme'; the latter is a Frenchified affectation. End of Designer's Notes.

A Robot's actions are controlled by its *program*. Without a program a Robot is a heap of junk, not a fighting machine. It's *profile* only determines how well it can carry out those actions. The program defines how it behaves on the battlefield; the Robot's 'intelligence', if you wish. The bigger the program, the more chance that the Robot will carry out the best possible combination of actions in a single turn.

PROGRAM INSTRUCTIONS

Each Robot has its own program which consists of a number of instructions which the Robot follows in order during each *Robot Phase*. The order in which a program's instructions are followed is shown in a type of flowchart or circuit diagram. We've included a set of sample programs that can be used with a variety of Robots.

During each *Robot Phase* each Robot is activated in turn. You should follow the instructions in each Robot's program as literally as possible and not be tempted to treat the Robot as just another model. While a Robot is active it can move and fight only in accordance with its program, even if this means that it acts in a 'stupid' fashion.

Each of the instructions in a Robot program is a simple statement. Each instruction can do one of three things:

Tell the Robot to do something (eg *Fire Weapons at Target* or *Move towards Target*). This a *task*.

Ask a 'yes/no' question about the Robot's surrounding, position or whatever (eg *Target in Weapon Range?* or *In hand-to-hand combat?*). This is a *decision*.

Jump through the Robot's program to another point, so that the 'next' task or decision is not used. This is a *link* (computer programmers may like to think of these as the equivalent of GOSUB or GOTO statements).

Each turn the Robot's program begins at the *START* instruction. Each instruction has arrows which point to the following task or decision. These arrows can be seen as entrances and exits to program instructions.

In general, the arrows mean that a Robot's instructions are usually followed in a left-to-right, top-to-bottom order. When following instructions and arrows the following rules should be remembered:

1 Other models have their actions split across several phases in a single game turn. Robots, however, can execute their actions in almost any order. As a result, there are limits to the number and type of actions that they can perform. In a single *Robot Phase*, a Robot may only do the following:

Move and *move*; or
Move and *fight* (or *fight* and *move*).

However, it is quite possible for a Robot program to include instructions that tell the Robot to move three or four times. The Robot, however, only carries out the first instructions it meets in its program. A third *move* or a second *fighting* task is simple treated as 'no instruction' and ignored.

Charging is both a *move* and *fight* action, so it may be all that a Robot can execute. If the Robot has already moved it cannot charge (as this would be *move + move + fight*, an illegal combination).

2 You must be as literal as possible when answering the questions on *decision* instructions. If, by any chance, the question is irrelevant to the Robot the answer is always assumed to be 'no', and the no arrow points to the next instruction in the program.

3 You must leave a *task* by the arrow opposite the one where you came in. In effect you cannot 'turn a corner' when following a *task* instruction. Once you start moving left-to-right or top-to-bottom through a sequence of *tasks* you may only change direction when you come to a decision.

An arrow can point to an empty space in the program diagram. If a right or down arrow points to a space (an 'instruction' that does not exist) the Robot finishes its actions for that *Robot Phase*. The program has temporarily run its course. At the start of the next *Robot Phase*, however, the Robot may *START* its program all over again.

SAMPLE PROGRAM 1:

GENERAL BATTLE ROBOT PROGRAM
12 INSTRUCTIONS
= PV 36
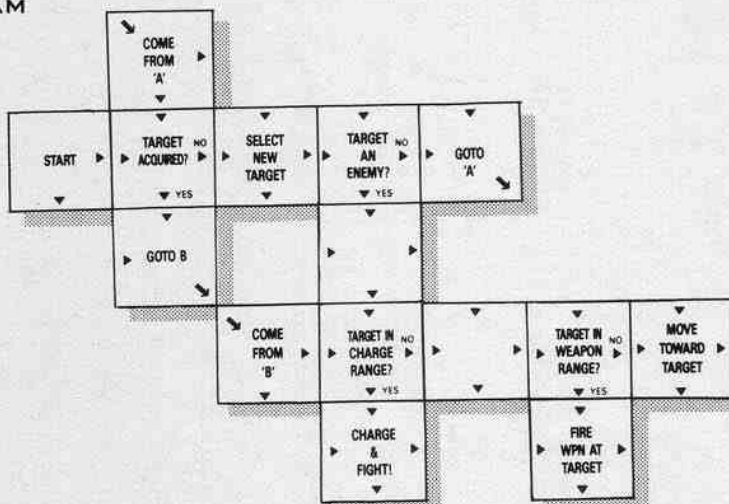
SAMPLE PROGRAM 2:

"TAKE AND HOLD" PROGRAM/DEFENSIVE PROGRAM
THIS PROGRAM REQUIRES THAT THE ROBOT BE GIVEN AN OBJECTIVE (LOCATION)
TO MOVE TO AND THEN DEFEND.
17 INSTRUCTIONS
= PV 51

PROGRAM 3:

DEFENSIVE PROGRAM WITH TARGET CHOICE
15 INSTRUCTIONS
= PV 45

```
                      COME
                      FROM
                      'B'

                      COME
                      FROM
                      'A'

START ► TARGET  NO ► SELECT ► TARGET  NO ►       GOTO
        ACQUIRED?     NEW      WITHIN          'A'
                      TARGET   3D6"?
          ▼ YES                ▼ YES

          GOTO
          'C'


                                    TARGET  NO ► GOTO B
                                    AN
                                    ENEMY?
                                      ▼ YES

                                    TARGET  NO
                                    AN
                                    ENEMY?
                                      ▼ YES

        COME     TARGET  NO                OBJECTIVE NO ► MOVE
        FROM     IN WPN                    REACHED?      TOWARD
        'C'      RANGE?                                  OBJECTIVE
                   ▼ YES                      ▼ YES

                 FIRE
                 WPN AT
                 TARGET
```
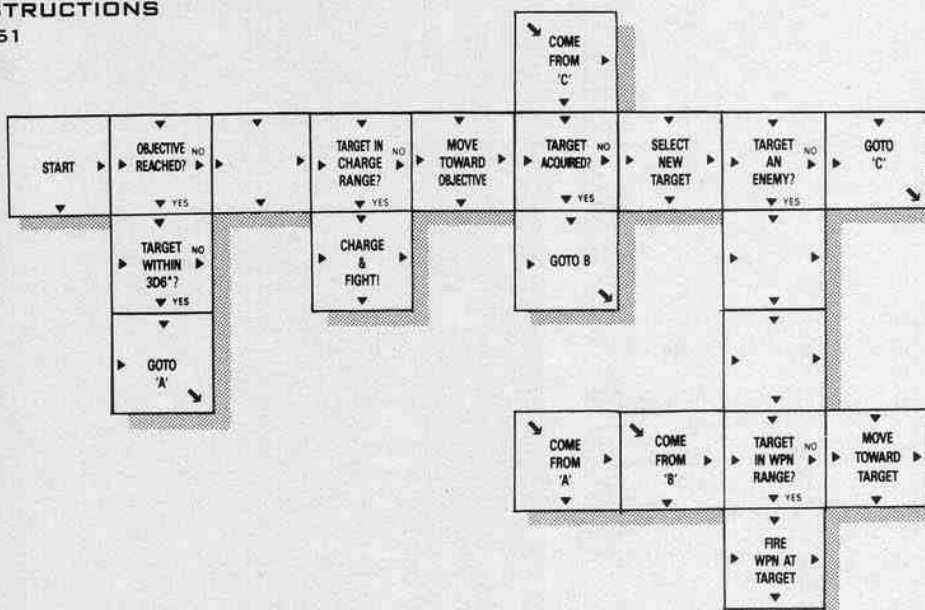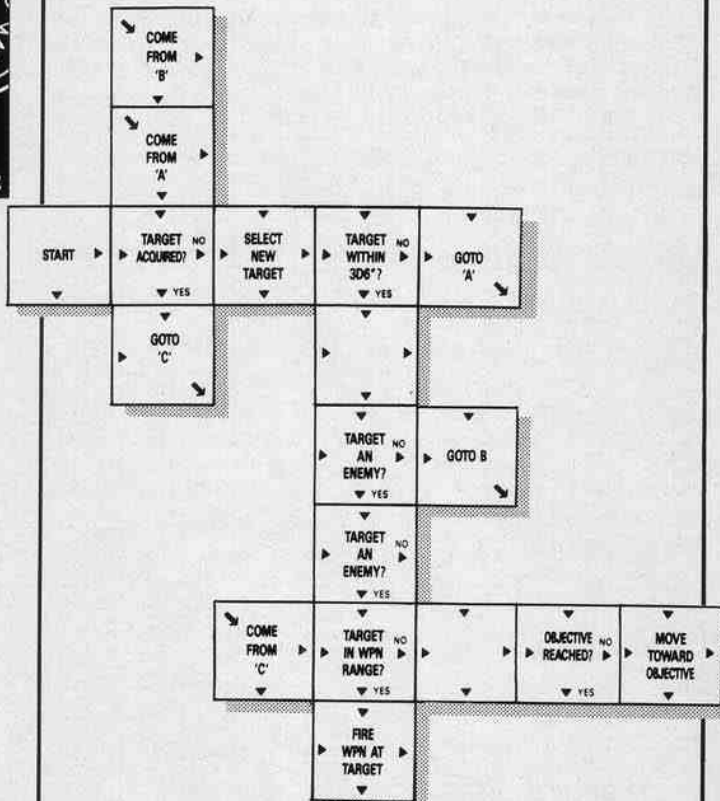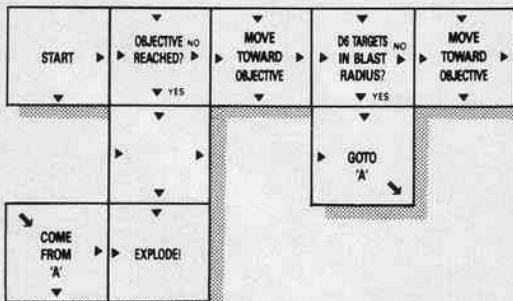
PROGRAM 4: BOMBOT!

7 INSTRUCTIONS = PV 21

```
START ► OBJECTIVE NO ► MOVE    ► D6 TARGETS NO ► MOVE
        REACHED?       TOWARD    IN BLAST       TOWARD
                       OBJECTIVE RADIUS?        OBJECTIVE
          ▼ YES                    ▼ YES

                                         GOTO
                                         'A'

        COME    ► EXPLODE!
        FROM
        'A'
```

Links

Link instructions come in two parts. A *GOTO* instruction (eg *GOTO A*) means you should look for the relevant *COME FROM* (eg *COME FROM A*) and follow the program from there. A *COME FROM* instruction which is read without reading its companion *GOTO* immediately beforehand has no effect.

Rather than simply following a right-hand or downward arrow towards the next instruction, a *GOTO* points to a *COME FROM*. The program is then followed from the new location. A *COME FROM* can be placed at any point in a Robot's program, even to the left of and above the relevant *GOTO*, thus creating loops and/or jumping across parts of the program.

Some of the sample programs show the effects of *link* instructions. These can be used as guides when creating other programs.

Optional Rule: No Robot may have more than three links (*GOTOs* and *COME FROMs*) in its porgram.

A Word of Explanation

The limited space available on the diagrams and counters means that some word of explanation is required.

Target Acquired? - Can the Robot see its target, or is the target hidden or destroyed?

Target within 2D6'' (of objective)? - Is the target within a randomly determined distance? The number of dice to be thrown can be altered to increase or decrease the aggression of the Robot.

D6 Targets within Blast Radius - are that many targets (not necessarily enemies) within the area of effect of an explosion? Again, the number of dice can be changed.

Move Towards... - all move commands include any turns necessary to point the Robot in the right direction. With turns caused by a Robot collision avoidance system, this may mean a reduction in the Robot's *Move* on any one turn.

Fire Weapons at Target - Weapons without the necessary range do not fire. Only Weapons that are in range are used.

Select New Target - place the Robot's target marker next to the nearest model in its line of sight, regardless of that model's allegiance. If the Robot must perform *Select New Target* again the next nearest model is chosen and so on... This can happen several times during a Robot's activities if the *Select New Target* instruction is part of a loop.

Any *tasks* and *decisions* that you invent should be similarly clear and simple.

The cortex: structured globs of bioplastic, products of lost technology. Some members of the Adeptus Mechanicus, operating in liason with Administratum officials, spend their entire service careers working through the Oephyrius library-system on information retrieval assignments.
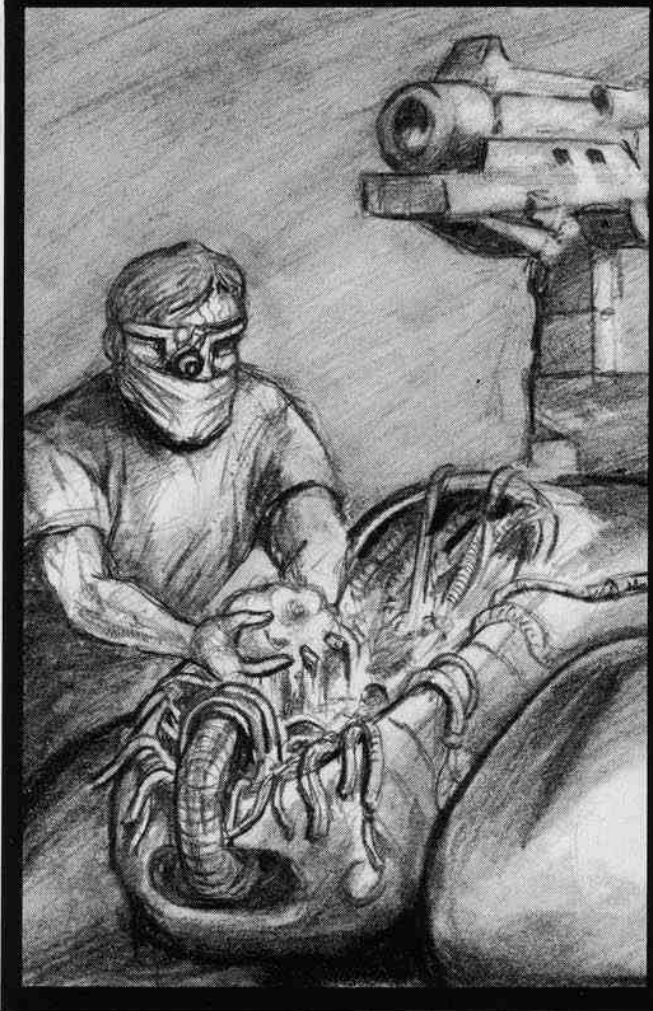
GOTO B	GOTO 'C'	COME FROM 'C'	COME FROM 'B'	SELECT NEW TARGET	RETREAT!	BOT 1 TARGET	BOT 2 TARGET
BOT 3 TARGET	BOT 4 TARGET	MOVE TOWARD COVER	MOVE TOWARD TARGET	FIRE WPN AT TARGET	START	MOVE TOWARD OBJECTIVE	MOVE TOWARD TARGET
START	EXPLODE!	FIRE WPN AT TARGET	FIRE WPN AT TARGET	COME FROM 'A'	FIRE WPN AT TARGET	WITHDRAW FROM MELEE	WITHDRAW FROM MELEE
WITHDRAW FROM MELEE	MOVE INTO COVER	STAND & FIGHT	STAND & FIGHT	FIRE WPN AT TARGET	FIRE WPN AT TARGET	SELECT NEW TARGET	STAND & FIGHT
CHARGE & FIGHT!	CHARGE & FIGHT!	CHARGE & FIGHT!	GOTO 'A'	CHARGE & FIGHT!	SELECT NEW TARGET	SELECT NEW TARGET	SELF DESTRUCT!
WITHDRAW FROM HTH COMBAT	MOVE TOWARD OBJECTIVE						
TARGET IN CHARGE RANGE? NO/YES	TARGET IN CHARGE RANGE? NO/YES	TARGET AN ENEMY? NO/YES	TARGET IN CHARGE RANGE? NO/YES	TARGET AN ENEMY? NO/YES	TARGET AN ENEMY? NO/YES	TARGET IN WEAPON RANGE? NO/YES	TARGET IN WEAPON RANGE? NO/YES
TARGET IN WEAPON RANGE? NO/YES	TARGET IN SHORT RANGE? NO/YES	TARGET IN COVER? NO/YES	COVER IN MOVE DISTANCE? NO/YES	TARGET IN COVER? NO/YES	TARGET IN COVER? NO/YES	OBJECTIVE REACHED? NO/YES	OBJECTIVE REACHED? NO/YES
OBJECTIVE REACHED? NO/YES	IN MELEE COMBAT? NO/YES	IN MELEE COMBAT? NO/YES	ROBOT DAMAGED 50%? NO/YES	ROBOT CRIPPLED (NO MOVE) NO/YES	TARGET IN BLAST RADIUS? NO/YES	OBJECTIVE IN BLAST RADIUS? NO/YES	ROBOT DAMAGED 75% NO/YES
TARGET AN ENEMY? NO/YES	TARGET HAS HVY WEAPON? NO/YES	ROBOT IN COVER? NO/YES	ROBOT IN HTH COMBAT? NO/YES	D6 TARGETS IN BLAST RADIUS? NO/YES	TARGET WITHIN 3D6"? NO/YES	TARGET ACQUIRED? NO/YES	ROBOT IN 3D6" OF OBJECTIVE? NO/YES
TARGET IN CHARGE RANGE? NO/YES	ROBOT 50% DAMAGED? NO/YES	TARGET A ROBOT? NO/YES	TARGET IN WPN RANGE? NO/YES	TARGET A MUTANT? NO/YES	RANDOMISER 1-3 / 4-6	RANDOMISER 1-3 / 4-6	RANDOMISER 1-3 / 4-6

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PHOTOCOPY BOTH SIDES OF THIS PAGE AND GLUE THE COPIES BACK TO BACK ON A PIECE OF CARD (MAKE SURE BOTH SIDES ARE THE SAME WAY UP), THEN CUT OUT THE COUNTERS.
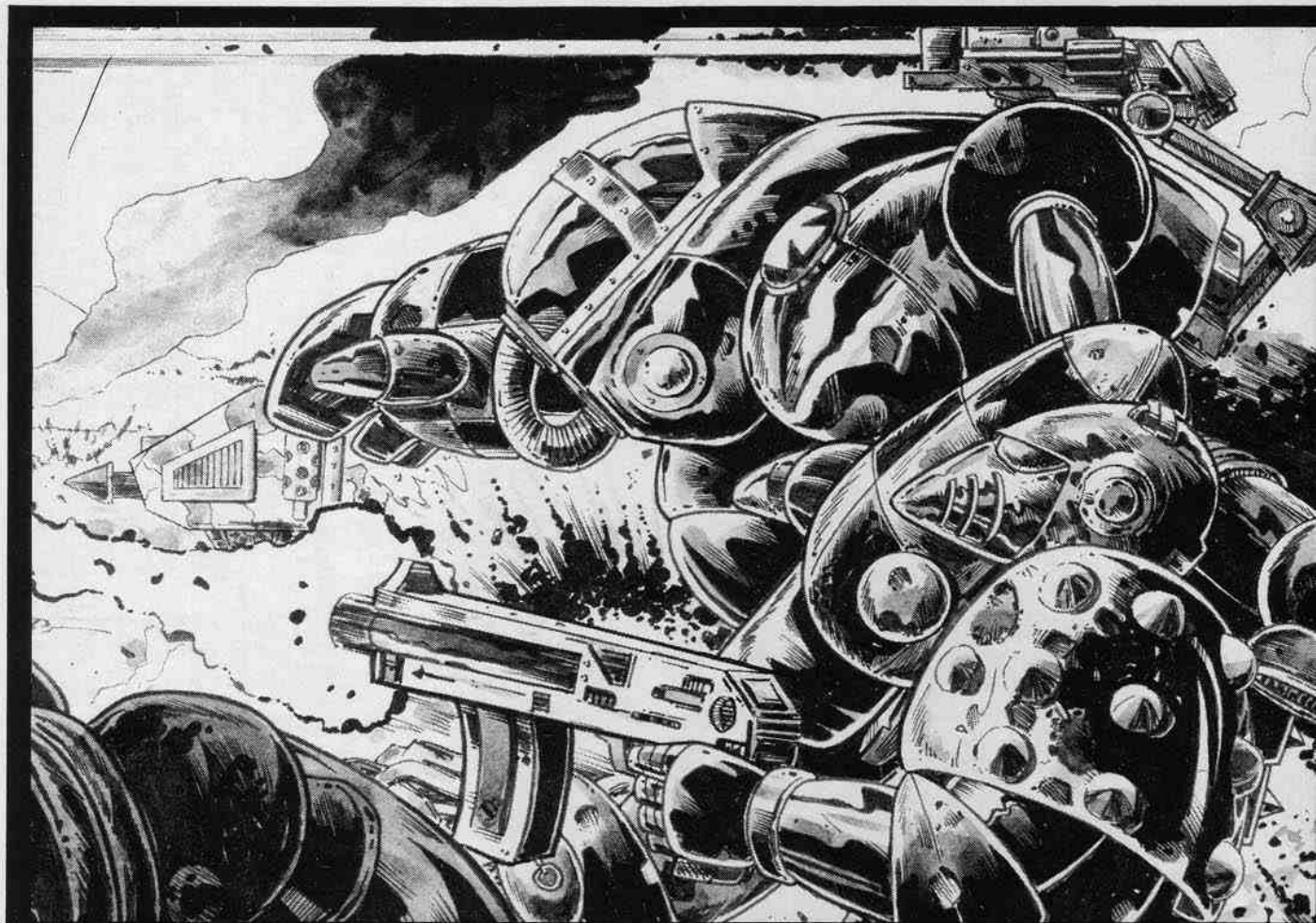
Desert Lions echelon left point defense maniple mops up in the closing stages of Operation Carthage. After eliminating the perimeter forts, the Robot cohort provided extra support for the advancing Rhinos. Subsequent resistance to Imperial forces was minimal.

▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼
▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼
▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼
▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼
▼ 1 or 6 ▶ RANDOMISER ▶ MALFUNCTION! 2-5 ▼ END HERE	▼ 1 or 6 ▶ RANDOMISER ▶ MALFUNCTION! 2-5 ▼ END HERE	▼ 1 or 6 ▶ RANDOMISER ▶ MALFUNCTION 2-5 ▼ END HERE	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼	▼ 1-3 ▶ MALFUNCTION! 4-6 ▼

GENERAL ORDERS AND OBJECTIVES

A Robot program includes all the actions that it can perform. Overall, the sum of these actions are the Robot's general orders for a battle. For example, a defensive program has a different set of instructions in it to a Bombot program. As a result the Robots given these programs behave in very different fashions, even if they are physically identical.

Some programs need an objective. This is usually a location that the Robot is programmed to reach or defend. Some Robot programs include an 'Objective Reached?' *decision*. For example, once a defence Robot has destroyed an intruding model its may be necessary for it to return to a particular guard post. Bombots obviously explode when they reach their objective. 'Objective Reached?' *decisions* require an objective to be noted, and vice versa.

The objective location given to a Robot should be noted down before play begins. Optionally, and with the agreement of both players, Robots may be given other models as objectives. A Robot with a model objective will tend to chase its target across the battlefield. For example, a Bombot could be given *Enemy Command Bunker* as a location or *Enemy Missile Launcher* as a model objective. Both would be legal objectives.

It may also be convenient to give other types of general purpose Robots location objectives. For example, you may not wish a Robot to advance to far into enemy territory but to only reach and hold a certain hill, building or whatever. By using an 'Objective Reached?' *decision*, a Robot's advance can be checked and its behaviour changed.

SLAVE AND MASTER SYSTEMS

A Robot need not have a cortex and a program to operate. It can act as the slave of a master Robot, receiving orders by communicator. Only the master Robot is fitted with a cortex and program; the slaves are merely bodies fitted with standard communicators. *Special damage* that would normally affect the cortex or program of a slave Robot is re-rolled.

Each slave Robot follows the instructions in the Master's program in turn. Effectively each slave has its own program and cortex as the actions of one slave have no effect on any others. Both the master and the slave Robots must be on the tabletop and within 48" of each other.

Each time a slave Robot is activated during a *Robot Phase* roll a D6. On a result of 6 or more its communicator signals are jammed or ignored, and the slave Robot cannot perform any actions. It is simply frozen in place. On any other result the Robot follows the program held by its master in the usual fashion.

If the master Robot's program or cortex is damaged all its slaves are affected equally. Communicator damage to a slave Robot means that it can no longer receive or transmit data. It immediately grinds to a halt. Damage to a master's communicator brings *all* its slave Robots to a halt. Damage to the master's other systems has no effects on its slaves.

Any number of slaves can be controlled by a single master Robot, although the usual ratio is one master to three slaves. When a larger ratio is used damage to a master's program can halt too many Robots at a single stroke.

The benefits of using master-slave systems can be great - the overall points value of four Robots is reduced by the cost of three (identical) programs. This cost reduction must, of course, be balanced against the risks of a communications breakdown.

PROGRAMS AND SPECIAL DAMAGE

Some *special damage* results can cause programs to malfunction. When this happens a note should be made of the decisions which have been affected or, if you are using the program counters, the relevant decision counter should be flipped over.

Rather than being a 'yes/no' action, a malfunctioning decision becomes random. Roll a D6 whenever the decision is made. A 1, 2 or 3 is treated as a 'no', while a 4, 5 or 6 is a 'yes'.

BUILDING YOUR OWN PROGRAMS

As well as the sample Robot programs given below we've included a set of instruction counters. Each of these is printed with one of the *tasks* and *decisions* used in Robot programs.

These instruction counters can be used to create new programs for Robots. They can be laid out in a variety of patterns, each creating a different program for a Robot to follow. We've also included a few blank counters as 'spaces' so that the program can be laid out clearly. You can also use the blanks to invent new tasks and decisions for your own Robots.

You may find it useful to copy one of the sample programs into counter form and then replace some of its *tasks* and *decisions*. This is a good way of learning the limitations of a Robot's programming. For example, replacing a *Target an Enemy* decision with *Target a Mutant* produces the definitive mutant-hunter robot. Once the basic principles are understood quite complex programs can be constructed, almost giving the Robot the flexibility of a living being. The points cost of this may, however, be prohibitive...

Ork Raider 'Snitch' Plastifang makes the first intelligent decision of his life.

ROBOTS IN GAMES

The rules given in this article completely replace the *Robots* sections of **Warhammer 40,000** (p42 and p116).

A Robot has the same profile as a Dreadnought suit and is constructed in a similar fashion. Like a Dreadnought, it can be armed with same weapons as ordinary troops, or be equipped for special operations. A Bombot, for example is a Robot equipped with a large explosive charge that is detonated when it reaches a specified target.

However, unlike a Dreadnought, a Robot does not have a pilot. Instead its actions are controlled by a *program*. This is created using a number of decisions and tasks, which tell the Robot how and when it is to move, fire its guns, charge the enemy or even detonate its self-destruct systems. The program is followed as literally as possible - if the Robot's program does not allow it to fire on a certain turn it cannot do so, even if half the enemy force is advancing towards it! Conversely, however, a Robot is incapable of fear because its program does not allow it. Programs are discussed in the *Robot Programs* section.

Robot programs may cause Robots to move and fight in an odd order (eg shooting first and then moving). During the excitement of a game it may also be difficult to keep track of exactly what a Robot is supposed to be doing. As a result, all Robots move and shoot during their side's *Robot Phase*, rather than having their actions spread throughout the whole turn.

THE ROBOT PHASE

Turns in **Warhammer 40,000** are divided into phases dedicated to different types of action: movement, shooting, hand-to-hand combat and the like. Over the course of a complete turn a single model can perform all these different tasks. The phase distinction is made for ease of play only. All the actions are assumed to happen more or less simultaneously.

Robots, however, carry out all their actions in a single part of the turn, the *Robot Phase*. This is sandwiched between the *Movement* and *Shooting* phases of the standard game turn. The new sequence of play is as follows:

1.	Movement Phase
2.	Robot Phase *New*
3.	Shooting Phase
4.	Hand-to-hand Combat Phase
5.	Reserves Phase
6.	Psionics Phase
7.	Rallying Phase

During a *Robot Phase* each of a player's Robots becomes active, and carries out any movement, combat and the like. Only one Robot may be active at any one time, but the order in which Robots are active is unimportant. During all the other phases of the turn (including the opposition's *Robot Phase*), a Robot may do nothing.

The only exception to this general rule concerns Robots in hand-to-hand combat. See the rules given under *Hand-to-hand Combat* for further details.

While it is active a Robot follows the instructions in its program until it has performed all the tasks it can. At this point the next Robot on the same side is activated and so on...

Non-Robot models are never moved during the *Robot Phase*, although non-Robot models in *hand-to-hand combat* may defend themselves. Non-robots may *break off* during the *Robot Phase* in the normal fashion, but they are not moved away until the *Hand-to-hand* phase of the turn.

TARGETS

In **Warhammer 40,000** 'target' usually refers to the person on the receiving end of a bolt gun or similar. However, *target* has an additional meaning when applied to Robots.

Each Robot can have one *target*. This is the model that it is currently tracking or is 'in its gunsights', and the one which will be on the receiving end of any attacks. This *target* model need not be an enemy, a fact which can make Robots extremely dangerous allies as well as enemies!

The concept of a Robot's *target* applies to the decisions in its *program* (see *Robot Programs*, below). There are decisions such as *Target in Weapon Range? (Yes/No)* and *Target in Charge Range* in many Robot programs. These decisions can have important effects on the Robot's behaviour.

It is therefore important to keep track of a Robot's target at all times. The model that the Robot currently regards as its target (friend or foe) should be marked with a counter. Unlike objectives, targets can change during the battle, often each time the robot is active.

When the target is killed or hidden from the Robot's view the target marker should be removed from the tabletop, an indication that the Robot does not currently have a target.

ROBOT SHOOTING

Robots have a 180° arc of fire to the front. This is also the area covered by the Robot's sensor system.

Robots may carry and fire heavy weapons without penalty. They are, however, subject to the normal restrictions on slow weapons.

Unlike Dreadnoughts, Robots must fire all their weapons at one target. If a particular weapon lacks the range to hit a target it is not fired - the Robot's minor control systems inhibit the fire to conserve ammunition.

Robots count as tall machines and can see over most low cover, giving them line-of-sight in most cases. Although a Robot can see over low cover, troops can still claim a -1 'to hit' modifier. Use of a GM makes settling LoS disputes much simpler!

Robots with following fire weapons may repeatedly fire on different targets (or at the same one) in the usual fashion. This continues for as long as the Robot continues to damage its targets.

COLLISIONS

Robots occasionally run into things while moving. Though they're sophisticated machines, their single-minded pursuit of a goal often leads them to ignore more immediate dangers.

All Robots are fitted with an Automatic Collision Avoidance system as part of their sensor package. When a Robot moves in such a way that it is within 1'' of colliding with another object the package takes over and alters the Robot's course to avoid the obstacle/person/other Robot or whatever.

There is a small chance that the Collision Avoidance sensors will malfunction and cause a collision. Roll a D6 whenever the Robot is about to collide with an object. On a roll of 6 the Avoidance system fails and a collision takes place.

If the system works alter the Robot's heading by 90° (1-3 to the left, 4-6 to the right) and move it forwards until the obstacle no longer blocks its original path. Then re-orientate the Robot onto its original course and continue its move. These turns will inevitably reduce the Robot's *Movement* in the current *Robot Phase*.

Should a Robot's sensors be damaged or corrupted in any way as a result of *special damage* roll a D6. The Collision Avoidance system shuts down on a 6. Collisions will occur automatically once the Avoidance system is gone.

Damage and Collisions

The damage caused in a collision depends upon the relative motions of the objects involved.

If the *colliding objects were moving in opposite directions* (ie both were hit in the front facing arc) add their *Moves* together to form a *damage total*.

If the *colliding objects were moving in different directions* (or only one was moving) the *Move* of the moving object becomes the *damage total*.

If the *colliding objects were moving in the same direction* (ie a shunt) the difference in *Moves* is the *damage total*.

Add 2D6 to this *damage total* if the moving object is a large object (Robots with more than 100 *Build Points* count as large objects). Add the *Strength* of the moving object to the *damage total*.

For each object involved in the collision subtract the object's *Toughness* from the *damage total*. The result is the number of points of damage caused to the object by the collision.

Example - a Robot (M6, S7, T5) is in a head-on collision during the Robot Phase with an Ork Dreadnought (M 6, S6, T7). Their combined moves are 6 + 6 = 12. Add 2D6 (result 7) giving 19 and the Robot's S of 6 for a grand total 25. The Dreadnought takes 25- T7 = 18 points of damage, while the Robot takes 25 - T5 = 20 points of damage! Head-on rams can be deadly!

Though primarily used as an assault weapon, the siege hammer continues to prove useful in close combat situations where troops gain the benefit of heavy weaponry without being encumbered.

HAND-TO-HAND COMBAT

Robots with *Weapon Skill* have a set of inherent programs built into their artificial nervous systems. These programs allow the Robot to defend itself in hand-to-hand combat even if the Robot's program doesn't have elements which specifically relate to melee combat. A Robot without the proper programming (*Charge at Target!* or *Stand and Fight* tasks) may not initiate hand-to-hand combat, but may make return attacks.

A Robot without *Weapons Skill* is unable to defend itself if attacked in hand-to-hand combat. It simply ignores a hand-to-hand opponent or, if the opponent is also the Robot's target, attempts to shoot him. It is not capable of making hand-to-hand attacks.

The first attack made by a Robot is always a *stomp*. Subsequent attacks are treated as *claws* unless the Robot is equipped with some form of close combat weaponry. It may only make one attack with each weapon, extra attacks are again *stomps*.

A Robot with the relevant programming (*Charge at Target!* or *Stand and Fight* tasks) executes hand-to-hand combat during the *Robot Phase*. It does not fight again in its own side's *hand-to-hand* phase. However, it may attack again during its opponent's *Hand-to-hand* phase.

If a Robot's opponent *breaks off* during the Robot Phase the model is not moved away until the end of the *Hand-to-hand phase*. The 'natural' sequence of play is thus restored. Any program instruction which calls for the Robot to move away from hand-to-hand combat is the equivalent of breaking off. A Robot may *break off* and move in any direction, as indicated by its programmed instructions. Its opponent is entitled to a free blow as it moves away.

SPECIAL DAMAGE AND ROBOTS

When a Robot is hit, the usual procedure for all attacks is followed. However, the Robot may also take *special damage* from short-circuits, electrical fires and general systems degradation (as opposed to structural or armour damage, which is reflected in lost *Damage* points).

Whenever a Robot takes damage as a result of a hit roll a D6. Add +1 to the die roll per point of damage that was caused. If the result was 7 or above the attack has caused *special damage* to the Robot.

When this happens roll a D100 and consult the *Special Damage Table* below. Robots are highly integrated machines and, unlike Dreadnoughts, there is no need to determine a *special damage* location. Once the result of the *special damage* has been determined make a note of its presence and effect on the Robot.

'Killing' Robots

When a Robot is reduced to zero damage it is not automatically destroyed. The only way to destroy or incapacitate a Robot is as a result of *special damage*. However, once a Robot has been reduced to zero damage all subsequent damage is treated as *special damage*. There is no need to roll to see if such damage is inflicted.

SPECIAL DAMAGE TABLE

When a Robot suffers *special damage* roll a D100 and consult the following table. Results which apply to systems that the Robot does not possess should be re-rolled.

D100   SPECIAL DAMAGE CAUSED

01-02   Ammunition Feed/Power Blockage
The ammunition or power feed to one randomly determined weapon is blocked. The weapon fires once more and then becomes useless.

03-04   Ammunition Feed/Power Jam
The ammunition or power feed to one randomly determined weapon is jammed. Whenever the weapon is used in future roll a D6. On a result of 6 it explodes, causing D4 *special damage* hits.

05-06   Balance Systems Damaged
The Robot's stabiliser gyros have been tumbled. Each time the Robot moves roll a D6. On a result of 6 it suffers the effects of a *Falls Over special damage* result.

07-08   Central Ammunition/Power Feed Hit
The Robot's central ammunition system has been hit and destroyed. It explodes causing D4 *special damage* results to the Robot. In addition the Robot's weapons will no longer fire.

09   Communicator Destroyed
The Robot can no longer exchange data with other Robots or its controller. It may no longer ignore a potential target because another Robot has chosen it. Furthermore, its demolition charge can no longer be armed (and therefore used) by an external controller.

10-11   Confused!
The Robot turns through 180° and executes its program once more, outside the normal sequence of play. The closest figure to the Robot, once it has been turned round, is treated as the Robot's target (if it had one when damaged).

12-13   Control Stack Damage
After executing each element of the Robot's program roll a D6. On a result of 6 the Robot finishes its program immediately, even if there is another program element to be executed.

14-15   Cortex Leak
The Robot's cortex has been damaged and has sprung a leak. Bio-plastic fluid is leaking into the Robot's main casing. At the start of each turn roll a D6. If the result is 6 or more the Robot grinds to a halt, 'killed' by cortex fluid loss. Add 1 to the die roll each turn.

16-17   Cortex Ruptured
The Robot's cortex is destroyed and the machine immediately freezes as all its systems lock in place. The Robot is 'dead', but it should be left on the table as an obstacle if it has more than 100 *Build Points*.

18-19   Crippled!
The Robot's legs and motive systems are almost totally blown away. Reduce *Movement* by D4+1. The Robot may only move in a straight line, but is convinced that turns required by its program have been successfully executed.

20-21   Critical Program Malfunction
All the decisions in the Robot's program malfunction and become random rather than 'Yes/No'. In future roll a D6; a roll of 1-3 is a 'No'; a 4-6 result is a 'Yes'.

22-23   Demo Charge/Bombot Armed
The arming circuits for the Robot's self-destruct system, demo charge or Bombot systems have been armed. At the start of each subsequent *Robot Phase* roll a D6. On a roll of 6 the Robot explodes with the appropriate effects, depending on the systems that it has fitted.

24-25   Demo Charge/Bombot Circuits Hit
The arming system of the Robot has taken a direct hit, and the Robot explodes on the spot with the appropriate blast radius for any demolition, self-destruct or Bombot systems carried.

26-27   Enforced Shut-down
The Robot's cut-outs operate and the machine grinds to an immediate halt. The Robot falls over, and may be used as hard cover if it has over 100 **BPs**.

28-29   Explosion!
The Robot's cooling system fails completely and the heat build-up reaches a critical point. At the start of each subsequent *Robot Phase* roll a D6. On a result of 6 the Robot's power plant explodes. This destroys the Robot and has an effect radius of 2". Anything within that area takes an automatic **Strength** 8 hit which causes D3 *Wounds/Damage*. A crater marker 2" in diameter should be placed on the battlefield, replacing any other terrain that is present. Add 1 to the explosion die roll for each turn the Robot survives after receiving this result.

30-31   Falls Over
The Robot's balance systems have been destroyed, and the Robot stumbles and falls over as a result. Roll a D6 and consult the following table:

D6	Result
1	**Front**
	The Robot falls on its front, and suffers *Sensors Fogged special damage* as well.
2-3	**Back**
	The Robot has fallen backwards. Any back mount and its weapon is destroyed.
4-6	**Side (1-3 left; 4-6 right)**
	The arm and weapon (if any) on one side of the Robot are destroyed.

The Robot may still use any weapons it has, but is unable to stand up. Each time its program indicates that the Robot should move, its legs wave in the air as the Robot attempts to carry out its instructions.

32-33   Fire!
Damage to the Robot's self-repair systems causes a fire to break out. Roll a D6 at the start of each subsequent *Robot Phase*:

D6	Result
1-3	Fire spreads - the Robot suffers another *special damage* result.
4-5	The fire continues to gutter in the Robot's innards, but no damage is caused
6	The fire is extinguished

34-35   Firmware interference
The Robot's cortex is shocked and rattled into action, and it interferes with the Robot's overlaid programming. Whenever the Robot is active it makes an automatic, unprogrammed move before carrying out any other action. Use a random D12 clockface to determine the direction of this move; the Robot turns in the determined direction, moves straight ahead and then executes its normal program. This extra random move does not count towards the task limitations of the Robot.

36-37   Gyrosystem Damaged
The Robot's gyro stabilisers have been thrown out of alignment, and the Robot may no longer turn properly. Roll a D6. On a result of 1-3 the Robot may no longer turn to the left; on a result of 4-6 the Robot may no longer turn to the right. The fact that the damage has occurred is not communicated to the Robot's program. If the Robot should turn in the disallowed direction it simply moves straight ahead, convinced that it has actually made the turn!

38-39   Heat Sinks Damaged
The Robot overheats whenever carrying out any action. At the start of each subsequent *Robot Phase* roll a D6. This is the number of program elements the Robot may execute during its current turn. Once the instructions on that number of elements have been followed the Robot stops moving, its internal systems in danger of melting.

40-41 Hydraulics Leak
The Robot's internal micro-fluid 'musculature' springs numerous small leaks. Reduce the Robot's *Strength* by D6.

42-44 Hyperactive!
The Robot's cortex has been jarred and is damaged. At the end of each subsequent *Robot Phase* roll a D6. On a result of 5 or 6 the Robot is activated again and carries out the instructions in its program once more.

45-46 IFF Memory Malfunction
The segment of the Robot's cortex with its 'Identification: Friend or Foe' routine has been wiped. The Robot no longer discriminates between its targets and treats them all as enemies.

47-48 Leg Damage (Severe)
The Robot's legs have suffered severe damage to all their joints (M-2). The Robot may only move in a straight line, but is convinced that turns required by its program have been successfully executed.

49-50 Leg Damage (Slight)
One of the Robot's legs (1-3 left; 4-6 right) suffers damage to its artificial tendons, producing a pronounced limp (M-1). In addition, whenever the Robot moves it makes a 45° turn in the direction of its damaged leg, and then executes its move. This may reduce the Robot's *Movement* further if more turns are required to bring its facing back to the proper direction.

51-52 Major Short-circuit
The Robot's electronic circuits have been badly fused. At the start of each subsequent *Robot Phase* roll a D6. On a result of 4, 5 or 6 the Robot takes further *special damage* rolled on this table.

53-54 Memory Management Fault
The Robot treats all 'enemy' models as friends and vice versa for target purposes.

55-56 Power Field Generator Blown
The Robot's Power Field has been destroyed. If the Robot does not have one re-roll this result.

57-58 Power Field Synchroniser Destroyed
The Robot's Power Field Synchroniser is fused and destroyed. If the Robot does not have a PFS re-roll this result.

59-60 Program Crash
The Robot's program copies blank memory onto itself. The cortex firmware takes over, and the Robot turns to face its own 'home edge' of the table (or its arrival point if it came onto the table by teleporter or dropship). During subsequent turns the Robot moves at half its normal *Movement* towards its starting point. Its original program is ignored. Once the Robot arrives at its starting point it stops moving and powers down. It plays no further part in the battle.

61-62 Program Freeze
Each time the Robot is activated roll a D6. On a result of 6 the Robot freezes in place and performs no actions for the remainder of the battle. If the Robot is hit while in a *program freeze* it is able to move normally once more, even if no damage was inflicted. However, a D6 must be rolled on every subsequent turn to see if the Robot 'freezes' once more.

63-64 Program Malfunction
One randomly determined decision in the Robot's program malfunctions and become random rather than 'Yes/No'. In future roll a D6; a roll of 1-3 is a 'No'; a 4-6 result is a 'Yes'.

65-66 Pseudo-muscles Hit
The Robot's servos and pseudo-muscles have been torn. The Robot's ability to turn is unaffected, but it now moves with a distinct hobble, and appears to have a degree of stiffness. Roll a D6 and consult the following table:

D6	Result
1-3	Reduce *Movement* by D4
4-5	Reduce *Strength* by D4
6	Reduce **M** and **S** by D4 each

67-68 Range-finder Damaged
The Robot's stereo-laser ranging system has been loosened and knocked out of alignment. All **BS** attacks are at -D4 'to hit' from now on. This penalty should be re-rolled at the start each *Robot Phase*.

69-70 Sensors Blinded
The Robot's sensor package has been badly damaged. The Robot is unaware of any targets more than 2D6" away. In addition its **BS** is reduced by D6.

71-72 Sensors fogged
The Robot's sensors are covered in bio-fluids, oil or dirt, or have been knocked out of alignment. As a result the Robot cannot 'see' targets more than 4D6'' away. Its targeting marker may never be placed further away from the Robot than this random distance. If the Robot's target moves beyond the range of the Robot's sensors the Robot assumes that the target has been destroyed.

73-74 Sensor Interpreters Destroyed
The Robot can no longer distinguish between ordinary battlefield obstacles and targets. It can no longer see over cover, for example. Only its motion-sensing system remains operative, but if a target does not move for one turn the Robot will assume that the target has vanished (ie its target marker should be removed).

75-76 Sensors Scrambled
The Robot's sensors are temporarily blinded. They come back on-line immediately, but the Robot's target marker should be placed on the largest model within 2D6". This may even be the Robot itself, as the sensors have created a 'ghost image' as the enemy. The Robot is unaware that its target has been changed, and carries out its program normally. This may even mean that it attacks itself!

77-78 Serious Fire!
The Robot's fire-fighting system is crippled, and a major fire breaks out. Roll a D6 at the start of each subsequent *Robot Phase*:

D6	Result
1	The Robot blows up. See *Explosion!*.
2-4	Fire spreads - the Robot suffers another *special damage* result.
5	The fire burns on, but no damage is caused
6	The fire lacks further fuel, and is treated as a *Fire!* from now on.

79-80 Short Circuit
The Robot's electrical systems have fused. At the start of each subsequent *Robot Phase* roll a D6. On a result of 6 the Robot takes further *special damage* rolled on this table.

81-82 Target Discriminators Damaged
The Robot's sensor system has lost its ability to pick out targets. The Robot can no longer 'see' man-sized and smaller objects.

83-84 Targeter Destroyed
1 randomly determined targeter is destroyed. If the Robot has no targeters re-roll this result.

85-86 Targeting Error
The Robot's target marker is 'scattered' 2D6 inches in a random direction, using a D12 clockface. The nearest model to this scatter point becomes the new target. The Robot is unaware that its target has changed, and treats this new target as though it were the original.

87-88 Weapon Co-ordinators Destroyed
The Robot's weapon system has fused and melted. Reduce its **WS** and **BS** by D6 each.

89-90 Weapon Destroyed
One randomly determined weapon on the Robot is destroyed.

91-92 Weapon Linkages Damaged
The hand-eye co-ordination of the Robot has been damaged. Attacks by the Robot are made with a -1 penalty to all 'to hit' rolls.

93-94 Weapons System Malfunction
The Robot's fire control and co-ordination routines have been corrupted. Whenever it makes any attack roll a D6. On a result of 6 nothing happens - firing pins click onto empty chambers, the Robot swings miss etc. Remove the Robot's target marker; it believes that it has successfully 'killed' its target.

95-96 Weapons System Shorted
The Robot's acquisition and fire control routines are activated, and the Robot immediately opens fire on the nearest model (regardless of allegiance) with all its available weapons. If necessary the Robot changes its facing to bring its guns to bear.

97-00 Wildfire Damage!
Roll D4 times on this table for the *special damage* inflicted on the Robot's systems.

29

ROBOTS OF THE IMPERIUM

The Legio Cybernetica has produced many Robot designs over the centuries. Some were failures, such as the disastrous Castigator (a Robot so heavily armoured that it was slower than the troops it was designed to protect and support; its survival capability was not enhanced by its meagre weapons fit of a single bolt gun).

Others proved more successful, and the Legio has kept the five Robots described below in its inventory for most of the Imperium's long and bloody history. At times a single model has fallen out of favour with the Imperial Army, the Inquisition and the Marines, but all had (and still have) an important part to play in Imperial forces.

Robot Maniples

The Robots described below are usually organised into maniples (squads) of four machines plus an Adeptus Mechanicus technician. While it is unusual to include different Robots in a single maniple, variations in the weapons carried are common.

A typical Conqueror Maniple would include four machines. Two are fitted with the standard mix of weapons, one has a flamer in place of its power glove and the final Conqueror has a las-cannon upgrade.

Points Values

Two standard Conquerors (BCg)	278
One with flamer replacement (BCf)	126
One with las-cannon upgrade (LCg)	214
Four programs*	144
Adeptus Mechanicus Technician	18
Total	780

* This assumes that sample program 1 (see above) is installed in each of the Conquerors.

Adeptus Mechanicus Technician

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
3*	3	3	3	3	1	3	1	7	7	7	7	18

Equipment: Knife, Laspistol with targeter, Mesh Armour (*Save* 5 or 6: *Move* penalty applied to profile), Communicator, Respirator, Eye visor, Haywire and Frag grenades.

Robot Programs Cost

None of the Robots has a program included in its points cost. You should choose one of the sample programs given in this article for each Robot. Alternatively, you can use the program counters provided to construct new programs for each Robot.

Each instruction in a program has a Points Value of 3. Each instruction in a Link must be counted, for a total value of 6 per link. START instructions are free.

Crusader
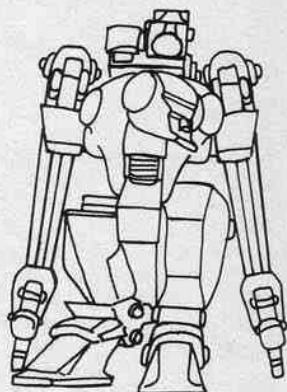
IMPERIAL ROBOTS

The five most common Imperial battle Robots are described below, with lists of common weapon variants.

Crusader

The Crusader is a light, agile, lightly-armoured Robot, designed to move in quickly and deliver a telling blow. It is generally used in anti-personnel mode, and is very popular with the Inquisition and other groups, having proved itself to be very effective in mutant-hunter/killer operations. The Crusader is not generally used where heavy resistance or strong concentrations of enemy armour are expected.

M	WS	BS	S	T	D	I	A	Sv	HP	E
8	8	5	0	8	8	6	2	4-6	4	1

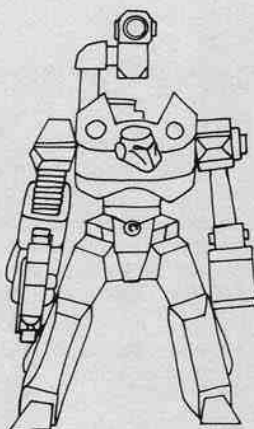**Build Points total:** 118

Weapons: power sword x 2, las-cannon.
Equipment: cortex.

Points Cost: Build points 118/2 = 59 + Equipment 5 + Weapons 104 = 168 + program

Weapon variants:
1. substitute heavy bolter for las-cannon: -75 points.
2. substitute melta-gun for las-cannon: -83 points (including loss of 1 HP).

Colossus

The Colossus is primarily a siege Robot; the standard configuration combines a siege hammer for attacking fortifications with lighter weapons for use against defending troops. It is widely used by the Imperial Guard as a cheaper alternative to the siege Dreadnought, and a few Colossus class Robots are maintained by the Ordo Reductor of the Adeptus Mechanicus, mainly for testing new and experimental siege weaponry. The siege hammer is equivalent in all ways to a pounder (**Warhammer Siege**, p110), but can be used in hand-to-hand combat, hence the Robot's **WS** score; successful hits are at **S8** and cause **D3** wounds.

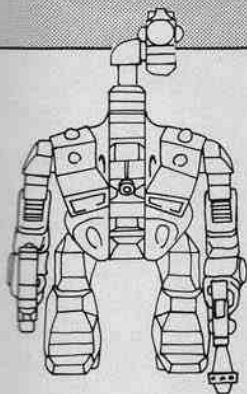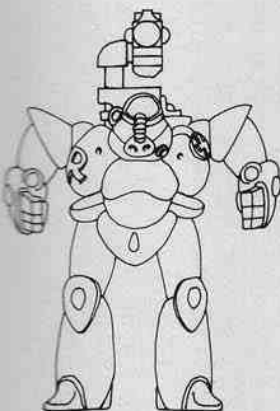| M	WS	BS	S	T	D	I	A	Sv	HP	E
4	4	8	0	10	17	4	1	2-6	4	4

Build Points total: 138

Weapons: siege hammer, bolt gun, melta-gun.
Equipment: cortex, Power Field, Power Field Synchroniser.

Points Cost: Build points 138/2 = 69 + Equipment 25 + Weapons 19 = 113 + program.

Weapon variants:
1. substitute las-cannon for melta-gun: +84 points (including 1 additional HP).
2. substitute heavy bolter for melta-gun: +7 points (including 1 additional HP).
3. substitute second siege hammer for bolt gun: +10 points (including 1 additional HP).
4. substitute flamer for siege hammer: -9 points (including loss of 1 HP).
5. substitute power glove for bolter: +13 points.
6. substitute power glove for siege hammer: +4 points (including loss of 1 HP).
7. substitute auto-cannon for bolter: +34 points (including 1 additional HP).
8. substitute auto-cannon for siege hammer: +25 points.

Cataphract

The Cataphract class is a heavily-armoured general-purpose battle Robot designed for use in almost all battlefield situations. It mounts a range of weapons for various purposes, and although it is regarded by some commanders as a jack of all trades and master of none, its versatility in a wide range of roles makes it a highly-deployable and popular machine.

M	WS	BS	S	T	D	I	A	Sv	HP	E
6	6	6	5	8	11	6	2	2-6	4	4

Build Points total: 140

Weapons: las-cannon, bolt gun, flamer.
Equipment: cortex, power field, power field synchroniser.

Points cost: Build points 140/2 = 70 + Equipment 25 + Weapons 94 = 187 + program.

Weapon variants:
1. substitute heavy bolter for las-cannon: -75 points.
2. substitute melta-gun for las-cannon: -84 points (including loss of 1 HP).
3. substitute power glove for bolt gun: +13 points.
4. substitute power glove for flamer: +13 points.
5. substitute siege hammer for bolt gun or flamer: +9 points (including 1 additional HP*)
6. substitute auto-cannon for bolt gun or flamer: +34 points (including 1 additional HP*).

Castellan

The Castellan class is a general-purpose combat and assault Robot developed for use in a wide range of battlefield situations. The two power gloves in the standard configuration make it particularly effective in siege and anti-vehicle roles, and provide an effective complement to the heavy weapon armament.

M	WS	BS	S	T	D	I	A	Sv	HP	E
4	8	6	0	10	15	6	2	3-6	4	4

Build Points total: 139

Weapons: power glove x 2, heavy bolter.
Equipment: cortex, Power Field, Power Field Synchroniser.

Points cost: Build points 139/2 = 70 + Equipment 25 + Weapons 45 = 140 + program.

Weapon variants:
1. substitute las-cannon for heavy bolter: +75 points.
2. substitute melta-gun for heavy bolter: -9 points (including loss of 1 HP).
3. substitute bolter for power glove: -13 points.
4. substitute siege hammer for power glove: -4 points (including 1 additional HP*).
5. substitute auto-cannon for power glove: +36 points (including 1 additional HP*).
6. substitute flamer for power glove: -13 points.
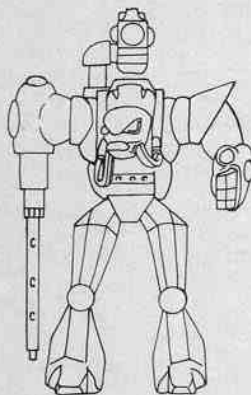
Conqueror

The Conqueror class Robot is designed for use in battlefield situations where heavily-armed resistance is expected. A major point of its design is the combination of firepower with heavy armour, and it is widely used in assault, anti-vehicle and anti-Dreadnought roles.

M	WS	BS	S	T	D	I	A	Sv	HP	E
6	3	6	5	8	13	6	1	2-6	5	4

Build Points total: 139 + program.

Weapons: heavy bolter, auto-cannon, power glove.
Equipment: cortex, Power Field, Power Field Synchroniser.

Points cost: Build points 139/2 = 70 + Equipment 25 + Weapons 65 = 160 + program.

Weapon variants:
1. substitute las-cannon for heavy bolter: +75 points.
2. substitute melta-gun for heavy bolter: -9 points (including loss of 1 HP).
3. substitute bolt gun for auto-cannon: -34 points (including loss of 1 HP).
4. substitute siege hammer for auto-cannon: -25 points.
5. substitute second power glove for auto-cannon: -21 points (including loss of 1 HP).
6. substitute second auto-cannon for power glove: +21 points (including 1 additional HP*).
7. substitute flamer for power glove: -13 points.
8. substitute siege hammer for power glove: -4 points (including 1 additional HP*).

* Note that the use of multiple heavy weapons may take the Robot over its maximum of 140 build points.

Robot Weapon Configuration Codes

It is the accepted practise among the forces of the Imperium to give each Robot a three-part code after the class name, to indicate its weapon configuration.

The first element of the code refers to the back-mounted armament, the second element to the right arm and the third element to the left arm. Code letters are as follows:

Las-cannon	L
Heavy bolter	B
Melta-gun	m
Flamer	f
Siege hammer	H
Power glove	g
Auto-cannon	A
Bolt gun	b
Power sword	s
No weapon	x

Upper-case letters are used for heavy weapons, and lower case for normal and close combat weapons.

Thus, a Colossus class robot like the one shown, equipped with a back-mounted melta-gun, a bolter on the right arm and a siege hammer in place of the left, is referred to as a Colossus mbH.

MIKE BRUNTON

Realm of Chaos
Slaves to Darkness

CHAOS

The power of darkness.

Things half-glimpsed, half-imagined, horribly alien.

*A seductive power, corrupting, horrific and destructive. Chaos is all this - and much more. An easy road to power for those who dare to take it; a road that ends in dark glory, gibbering madness or both. Chaos is the central element of the **Warhammer** universe. The well-spring of wrongness, the source of magic, the enemy of reason, the creator of Mankind…*

And behold, a Daemon Lord comes in the full panoply of battle. At his passing, the trees gibber their rage and the stones shout their hate to the uncaring sky. He hunts the enemies of his Master, for his meat is mortal flesh and his wine mortal souls.

At his left hand moans a Daemon, bound in the shape of an axe. Its songs of blood and hatred echo forth, and fill the sky with a moaning that stirs the dead. At his right hand stand Lesser Daemons, huntsmen all, straining at the leashes of the Hounds. They chomp upon the shades and spirits they have harried, throwing morsels of innocence to each other, so that all may sample the sweetest meat.

Behind him wait the Legions of his Master, arrayed in armour fluted and chased with gold, brighter than the sun and darker than midnight. Each holds a shrieking sword, each shrieks in disharmony with his blade, each joins the chorus of Chaos, a promise of worse than death for those that hear it. Beneath their feet the earth writhes at their touch, as if seeking to escape their presence.

Behold, a Daemon Lord comes, and we are doomed...

- Codex Daemonica
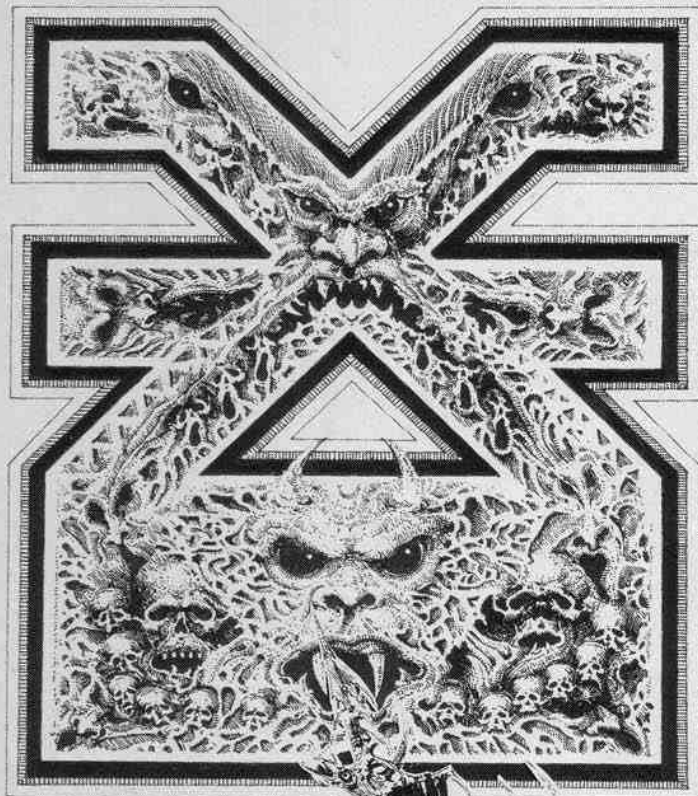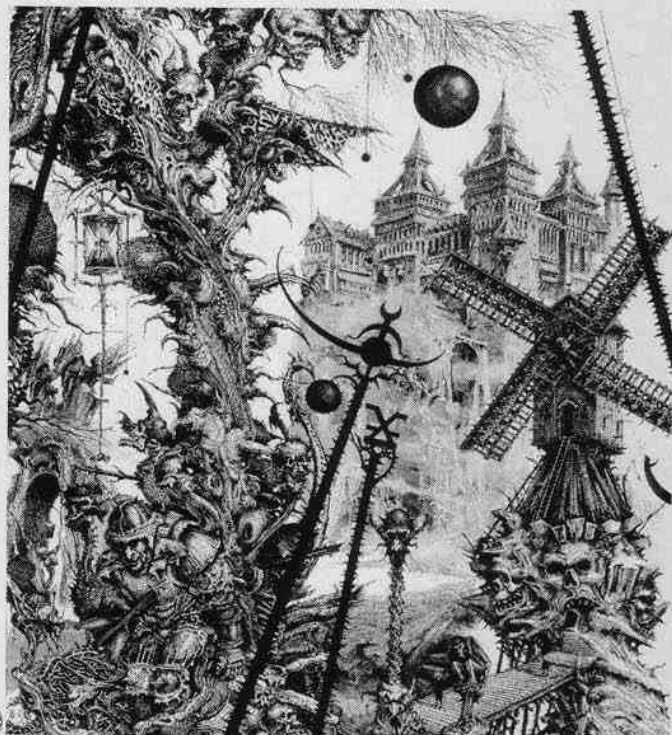
In **Realm of Chaos** the full picture is finally revealed. This major expansion of the **Warhammer** mythos initially comprises two volumes, **Slaves to Darkness** and **The Lost and The Damned**, and a range of miniatures which, from the onset of the project, were developed in parallel to ensure a tight, powerful system. **Warhammer Fantasy Battle**, **Warhammer Fantasy Roleplay** and **Warhammer 40,000** are all extended and enhanced by **Realm of Chaos**. The depth of material presented - from the epic sweep of the background to the most intricate detail of mutation - goes unmatched.

Realm of Chaos provides full descriptions of the four major Chaos gods or Powers: there are Khorne, the Blood god, Slaanesh, the Lord of Pleasure, Nurgle, the Plague god and Tzeentch, the Changer of the Ways. Each volume also includes full descriptions of each god's Daemonic followers and servants. In **Slaves to Darkness** you will discover Khorne's Bloodthirsters, Bloodletters, Fleshhounds and Juggernauts, along with the Keepers of Secrets, Daemonettes, Fiends and Mounts of Slaanesh. Superbly illustrated in the book and skilfully modelled by the Citadel design team, the Daemons of **Realm of Chaos** evoke the infernal horror and fascinating splendour of Chaos for both roleplaying and battle devotees of cataclysmic conflict.

As well as the Great Powers and Daemons of Chaos, **Realm of Chaos** includes a wealth of material about the mortals who serve the dark powers of Chaos. The Warriors of Chaos are already a familiar part of the **Warhammer** mythos. These once-humans are, however, only one possible beginning for a Champion of Chaos. The detailed and evocative rules can produce a fully fleshed-out Champion of Chaos, starting from any creature profile in the **Warhammer** games. A
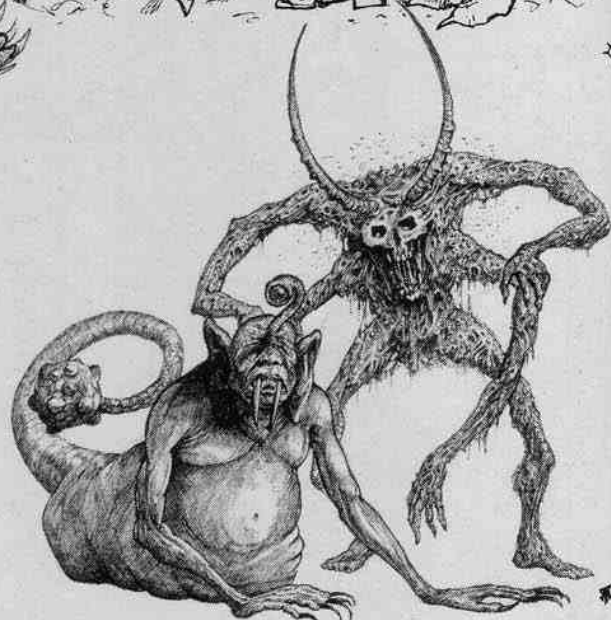
character can begin as a normal minion of Chaos and end in dark glory as a Daemon Prince or in ignominy as a mindless Chaos Spawn. The straightforward system can generate an almost endless variety of Champions, each loyal to (and marked by) one of the Chaos gods. The system produces Chaos warbands for small scale skirmishes, as well as forming the basis of a campaign system for the long-term development of a Champion of Chaos.

Magic is the stuff of Chaos. **Realm of Chaos** includes a range of new spells and magical abilities for the mortal and daemonic followers of Chaos. Each of the Chaos gods grants different magical powers and spells, unique to themselves. Khorne, for example, disdains many forms of magic in favour of simple bloodshed. His Daemons (and many mortal followers) are granted a limited immunity to spells and other magic. Slaanesh, however, grants his followers special spells which kill (and worse) by pleasure alone. There are full rules for summoning Daemons, as well as fiendish Chaos weapons and magical items - and a new class of Chaos magical items: Daemon Swords. These are the ultimate form of Chaos power in **Warhammer** games. Each one is a Daemon bound into a weapon and invested with unique and terrible powers.

Mutation changes all the followers of Chaos - mortals and Daemons alike. Their outer forms soon come to match their inner darkness. **Realm of Chaos** includes over 200 different *Chaos attributes*, mutations which can change the profiles and abilities of **Warhammer** creatures in strange and unpredictable ways. From *Acid Excretion* to *Featureless Face*, *Evil Eye* to *Plague Bearer*, *Mechanoid* to *Wings*, the system allows for an almost infinite number of combinations - no two Chaos-marked creatures need ever be the same!

Realm of Chaos also includes Daemonic Legions, forces for a new type of **Warhammer Fantasy Battle** game. Using the many mighty Daemons and Champions of Chaos, epic battles can be fought with forces of up to 20,000 points. These are intricate affairs, involving all of the rules presented in **Realm of Chaos**: Daemonic powers and abilities, magic Chaos weapons, Daemon Swords, spells and Chaos attributes... The interleaving of rules and tactics to use a Daemonic Legion offers a new challenge for **Warhammer** generals. And Daemonic Legions offer an unrivalled opportunity for collecting and modelling stunning figures! At the same time, the mortal armies of Chaos are not forgotten, and full treatment is given of the hordes of Khorne, Slaanesh and the rest as they rampage out of the Chaos Wastes. The range of miniatures releases includes Greater and Lesser Daemons, Champions and Beastmen. Colour plates and painting/modelling tips are provided.
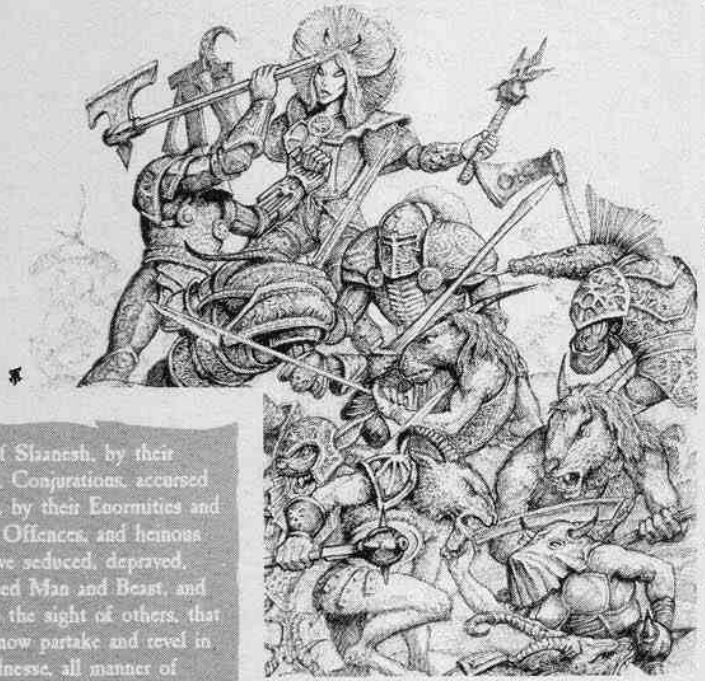
The Servants of Slaanesh, by their Incantations, Spells, Conjurations, accursed Charmes and Crafts, by their Enormities and numberless horrid Offences, and heinous Wickednesse, have seduced, depraved, corrupted and warped Man and Beast, and brought them low in the sight of others, that such Wretches do now partake and revel in Perversity, Lewdnesse, all manner of abominable Practises of the Flesh, Uncleanlinesse in Deed and Word, and sundry other Acts that do offend Nature and the true Order of the World, spreading the heretical depravity of Chaos in formes External and Internal, hindering the good Offices of many, and instigating further the Depravity, Crimes, Evils, Disobediences and Wrongfulnesse that are pleasing to them...

— De Natura Daemonium
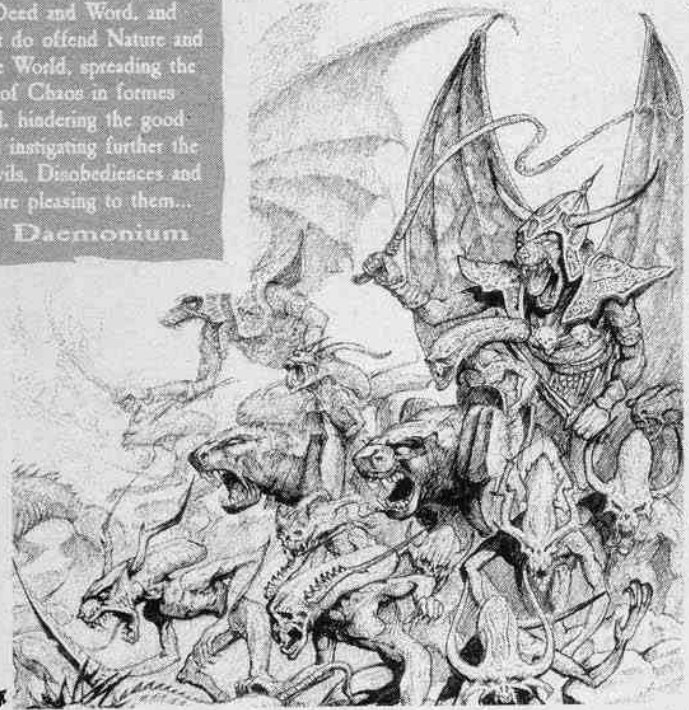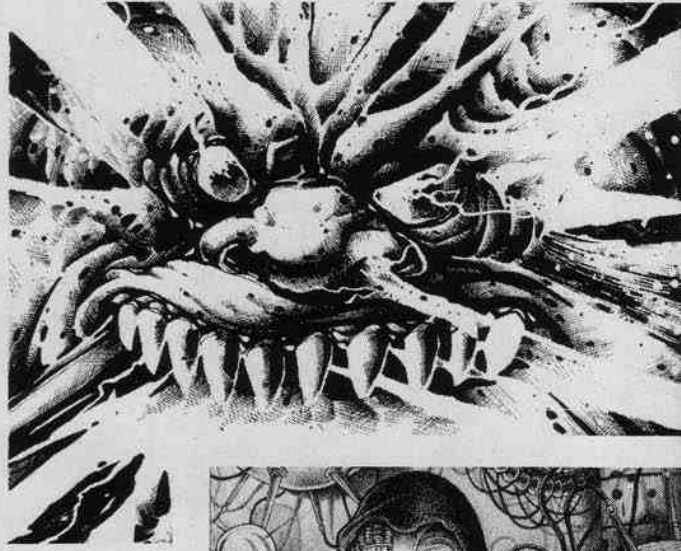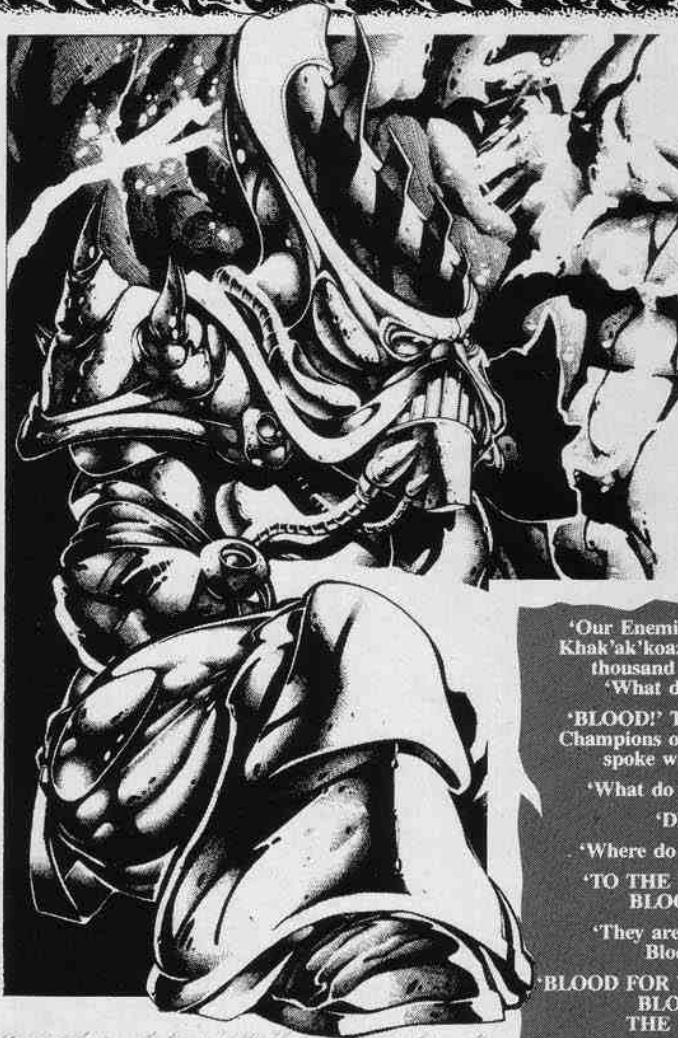
'Our Enemies are before us!'
Khak'ak'koazaan's shout was a
thousand blaring horns.
'What do they bring'

'BLOOD!' The Daemons and
Champions of Khorne's Legion
spoke with one voice.

'What do we give them?'

'DEATH!'

'Where do we send them?'

'TO THE FEET OF THE
BLOOD GOD!'

'They are Blood for the
Blood God!'

'BLOOD FOR THE BLOOD GOD!
BLOOD FOR
THE BLOOD...'

Khak'ak'koazaan joined in his
Legion's foul chant, and the air
shook. He pointed his great axe at
the centre of the Slaaneshi battle-
line. Already the first of his
Daemons were leaping into the
attack. They would conquer and
slay in Khorne's name. The day
would be theirs...
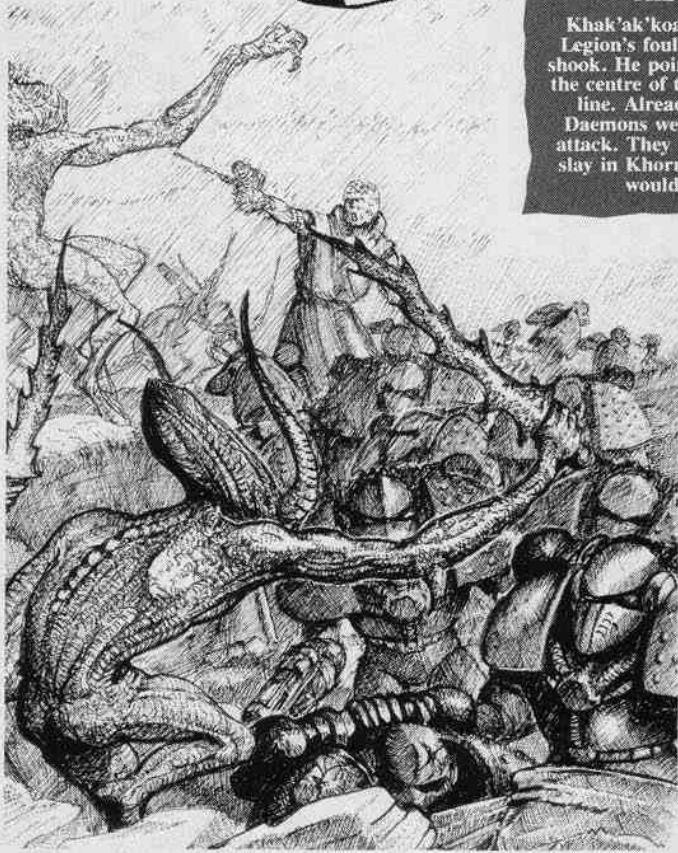
Chaos pervades all things, and the universe of **Warhammer 40,000** is no safer from its corruption than the world of **Warhammer Fantasy**. Locked in a secret struggle with the forces of Chaos, the Imperium fights for more than just the future of Mankind. The ultimate prize is the nature of reality. It is a battle that the Emperor, alone and failing, may not be able to win. Chaos throughout the Imperium must be rooted out by the Inquisition and the Ordo Malleus. It exists beyond the Imperial borders in the Eye of Terror, where the Chaos-worshipping Traitor Legions of the Horus Heresy have been confined. And beyond all of these, the Daemons of warp space gnaw at the fabric of reality itself. The Inquisition is faced with hideous dangers and awful dilemmas. Are the Sensei truly enemies of Chaos as they claim, or are they another manifestation of darkness? The Emperor and the Inquisition must stand firm, fighting their unseen war against the horror of the warp…

Dark Millennium includes extensive background material, rules for Daemonic summoning and possession in **WH40K**, along with notes on integrating Chaos and magic into **Warhammer 40,000** and much more besides. There are complete army lists for two of the Traitor Legions (loyal to Khorne and Slaanesh) and for the Imperium's elite Daemon-hunters, the Ordo Malleus and the Grey Knights. Again, the full support of Citadel miniatures will ensure that every option is left open to the gamer.

Realm of Chaos brings together stunning artwork, detailed background material, new games rules and fantastic miniatures. Every possible addition to the **Warhammer** mythos is there: background material on the Chaos warp and its gods, the army lists, the Daemons and Champions of Chaos, the mutant hordes of the Chaos Wastes, Chaos mutations and the magic of Chaos. Take your game to a new realm - the **Realm of Chaos**!

The ultimate prize is the nature of reality.

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THE COLOURS OF CHAOS

Whether you intend to field an army of Chaos followers, use individual miniatures for a roleplaying adventure or just collect *Realm of Chaos* figures, they will only look truly grotesque after they have been painted. Given the number of mutation permutations, the potential for converting miniatures is also great. But the Powers and their followers demand special attention in this respect, for who is to say what colour an eye-stalk should be? And how mutated can you make a mutant? Perhaps the master of all things miniature, John Blanche, can answer.

A wide range of armour effects and styles for this group of Chaos Warriors.

Subtle naturalistic colours suit this Beastman of Slaanesh.

A Khornate Chaos warrior adorned with business-like Chaos armour.

A traditional armour technique is applied here.

A Chaos Warrior and his weapons as one.

Red focal points for a ferocious Chaos Warrior.

A Fleshhound of Khorne bares its ripping fangs.

Skaven with representatives from various clans.

Chaos Dwarf Boar Centaur provides motive power for the Whirlwind.
Note the Khornate armour colours.

A Khornate Champion displays his might.

A gladiatorial style Chaos Thug.

Green washed Chaos armour.

Glory and dishonour bound into the form of a
Bloodthirster.

Excellent facial detail finishes off
this Chaos Thug leader.

The Beastman's pale green skin
is offset by the brilliant red shield.

Chaos Thugs in any colour you like.

Dramatic poses: Chaos Sorcerer with jester familiar.

GREATER DAEMON OF KHORNE

022003

022002

022005

022004

022006

BEASTMEN

022001

021701

021704

021708

021707

021712

CHAOS KNIGHT ON JUGGERNAUT

021706

WARRIORS OF KHORNE

EAVY METAL

CHAMPION
OF
SLAANESH

022101

022102

CHAMPIONS
OF CHAOS
ON
CHAOS
STEEDS

022103

021703

021702

021705

021711

021710

021709

WARRIORS
OF
SLAANESH

GREATER
DAEMON
OF
SLAANESH

EMPEROR'S
CHILDREN

021601

021603

021609

021608

021613

WORLD EATERS

021602

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CHAOS
RENEGADES

021618

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021619

Slaaneshi Champion of Chaos: the crab claw is a mark of potential Daemonhood.

The warmth of colour contrasts with this hermaphroditic Slaaneshi Champion's cold face.

Faceless terror in the form of a Champion of Chaos.

Grotesque Champion with the *Face of a mount of Slaanesh* reward.

Mutant Chaos Thug with tentacles.

Blood-cult Champion.

Bestial Champion of Khorne.

A subtle paint job is perfect for this detailed Keeper of Secrets.

Chaos Jester.

Chaos Centaurs - the one on the left has *Brightly patterned skin*, *Bestial Face* and *Horns* attributes.

Slaaneshi Champion charging on his obscene mount.

The repeated rune leaves no doubt
as to the allegiance of this
mechanical Khornate Champion.

A Khornate Renegade: fear and
loathing in the 41st Millennium.

A Worldeater Traitor Legionnaire
ready to corrupt and destroy.

Khornate Champion of Chaos with
scorpion tail, horns, a new face... and some
high tech weaponry.

Tentacled standard bearer
of Khorne.

Khornate Champions mounted on sturdy Juggernauts which continue the colour scheme.

Horned Champion of Khorne,
this time with his sword painted
as a Daemon blade.

Slaaneshi Chaos Warriors. Pastel hues for the Lords of Decadence.

1. Slaanesh Beastman

2. Slaanesh Beastman

3. Slaanesh Jester Standard Bearer

4. Keserne Daemon Rider

5. Chaotic Eldar Renegade

6. Chaos Thug with Mane

7. Chaos Thug - Beast Face

8. Chaos Thug - Mace Tail

9. Chaos Thug - Long Neck Mutation

10. Chaos Thug with Bulging Eye Mutation

11. Chaos Thug with Tusk Mutation

12. Chaos Thug with Crab Eye Mutation

13. Chaos Thug with Scaley Skin Mutation

14. Chaos Thug with Porcupine Skin Mutation

15. Chaos Thug with Pin Head

16. Chaos Mutant Thug with Scorpion's Tail

17. Chaos Thug with Crest

18. Chaos Champion with Horse's Leg Mutation

"Come 'n get it!"

The nature of the Beastman...

Slaaneshi Daemonettes accompanied by a frenzied mount.

Khornate Chaos Warrior charges into battle.

"Blood for the Blood god!"

A mounted Chaos Warrior charges

Bloodletters come! We are lost.

THE COLOURS OF CHAOS

Realm of Chaos miniatures provide plenty of scope for the imaginative and adventurous miniature figure painter to experiment. Simplistic miniatures painting normally yields the best results as gaudy colour schemes can drown a figure. But when you consider the subject matter here, bright green hair or sky blue skin for the followers of the mighty gods of Chaos sounds perfectly reasonable. Perhaps anything goes. Or does it?

The choice is yours, obviously, but to be really convincing it pays to show some restraint and apply some sort of themes for your choice of Chaos colour schemes. The Powers - Khorne, Slaanesh, Nurgle and Tzeentch - suggest themes by virtue of their different characteristics, which themselves cater for most tastes, from the gaudy to the militaristic. A livery mainly composed of the martial colours (red, black and gold) suits the followers of Khorne perfectly, whereas Slaanesh has pale skinned followers bedecked in pastel shades, offset by shiny black leather and studs.

By bearing this in mind, your figures, and in particular your units and armies, will have an overall coherence which proves to be more striking than the result of adopting a free for all approach with the palette. If your warbands of Mutants and Champions don't bear alliegance to one particular God, or if they operate covertly, apply a naturalistic colour scheme (in a suitably horrible tone). Nature itself provides an endless reference source, covering every conceivable pattern and colour combination. So where flesh, hide, scale or fur appear, if you are stuck for a colour scheme, a quick glance through a natural history book should be enough to trigger your imagination. Of course, naturalistic should also mean authentic, so be selective and bear in mind the nature of Chaos.

Cloth should be painted as cloth and metal as metal etc, but feature colours that are associated with fear, the unknown, corruption. Black, offset or picked out with red and gold, has been a favourite colour scheme for Chaos Champions employed by Citadel figure painters for some time. A fair degree of dark green has also been used by artists when dealing with chaotic subject matter, probably because of its association with things slimey and tentacled. It's also a very useful colour to use as an alternative to black, because black cannot be shaded, only highlighted. Green therefore is a little more versatile to the miniatures artist.

Let's summarise the basic steps taken during the miniatures painting process.

Blending This is the application of base colours to the figure, on top of the usual application of a white undercoat. Shading tones (a darker shade of the base colour) are then carefully applied to the underside and the crevices of each area. These, whilst still wet, are thinned into the dry base colour with a damp brush. Highlights are applied in the same manner to the raised areas, and again blended into the base colour. Detailing and lining detail is then added to complete the figure. Blending does take some practice but creates a very subtle finish.

Drybrushing and Washing By far the most popular and quick method of shading a figure is to cover the base colour areas with a dilute mix of ink, which then floods the depressions creating shadows. Highlights are then applied by drybrushing the raised areas. This is achieved by removing the majority of pigment from the brush on a rag and then drawing the tip of the brush briskly over the area to be highlighted. The remaining pigment adheres to ridges on the figure, creating highlights. With practice you soon learn how much paint to leave on the brush and what amount of light colours or white you should add to the base colour to get the correct shade. Details and the lining of separate areas of the figure can then be added with a fine detail brush.

Whatever technique you choose, you will undoubtedly develop your own way of doing things, but it does help if a learner practices painting base colours first until he can cover each area neatly, and then move on to practice with ink washes. It does take time to develop these skills and it's worth practicing on old miniatures, until you are confident enough to tackle your new *Realm of Chaos* figures.

Specific Colour Treatments

What better place to begin than with the all-encompassing 'evil' colour, black. As mentioned above, black cannot be shaded only highlighted, a fact which has caused a number of figure painters to be rather puzzled about how to tackle shades for this colour. The solutions are not only simple, but they supply the painter with a number of different effects to choose from.

With cloth simply forget the shading, just highlight the raised areas very subtly. The more you work black, the more you move away from a good strong colour. The obvious solution is to use a dark grey for the highlights, which is adequate but rather dull. To make a richer colour, try dark browns, greens or blues. Browns are suitable for the tunics of lowly troops such as Thugs and Beastmen, whilst dark greens and other rich colours are effective on Champions and Sorcerers. Because no shading is needed, it's a much quicker figure painting method, so this technique is very effective when painting units.

The same techniques can be used for black armour, or alternatively you can highlight black armour with a small amount of white drybrushing and then glaze (a layer of ink over the whole area) the armour with coloured inks: deep reds or greens, are highly effective when used this way. It is even easier just to glaze over the bare metal. Strange and chaotic metal effects are easily created this way, but remember not to undercoat these areas if this is the effect you require.

If your figures are to have a matt finish, it is just as effective to leave black armour black and to just give it a coat or two of high gloss polyurethane varnish. Army edging, army decoration, symbols or runes can be added with the detail brush, with gold and red being particularly effective. When applying red to large areas you may need a white undercoat first, so that the colour can establish itself. Otherwise the result is rather dull.

Another very popular Chaos colour scheme favoured by the Citadel figure painters is dark green. There are different ways to achieve dark green, either on armour or on clothing. As mentioned previously, green drybrushing on black can be utilised, or in the case of metallics, green ink washes on bare metal, or even coloured metals (such as gold) are attractive. Remember the more washes you apply, the deeper the colour. Of course, this applies to any colour. Green cloth would be given a base colour of green, shaded with a darker green or green ink and then highlighted with a lighter green on the base green/white mix. Different combinations give you different shades. There are no rules here, so experiment a little and find your own preferences. Again, details, edging, runes or symbols can be picked out in another colour. Red is most effective, as it is the opposite of green in the colour spectrum. Gold is also very attractive as yellow provides harmony.

Another unusual colour scheme for Chaos metal and armour can be achieved by simply adopting the standard cloth painting technique and apply it to armour. This means that fully armoured Champions can be painted pale green or bright red without actually looking metallic. This can provide very striking colour schemes and is very appropriate for units of Warriors fighting for particular Gods. For example, vermilion (bright red), crimson (deep red) and orange plate armour for Warriors of Khorne, and pink, pale green, or pastel blue and mauve for Champions of Slaanesh.

Reference Material

With the Chaos Wastes being rife with mutations which echo natural counterparts, such as beast legs, crab claws, birds heads and tentacles, it is appropriate to lean

heavily on nature for source material. This provides the figure painter with an almost endless list of colour schemes and offers a route to achieving that much sought after convincing paint job. Even the most mundane figure can be painted this way giving it a truly chaotic but realistic result.

For instance, a unit of Chaos Beastmen could be painted in a combination of tiger stripes, giraffe patches and horse dapples. But to attempt to do this without reference material would be a mistake. It would be quite tempting for an impatient painter who desires a tiger skin effect to simply paint the figure's skin orange and then to paint black stripes on it. The result would look amateurish and unconvincing. Look carefully at books, or keep a reference file with magazine cuttings as your source. Have you ever noticed the subtlety of tiger stripe shapes and the direction of pattern that they form? Have you noticed that most animals have pale or white undersides? Have you looked at crabs' claws carefully and noticed that they are not just orangy red, but have subtlety of colouration, or that dapples on grey horses are not solid grey blotches, but mottled shapes which leave white showing through. It doesn't take long to find reference material and it's well worth the effort.

Of course you can translate natural patterning into strange colour schemes; for example, you could have bright green tiger striping with the stripes painted a plum colour. Very weird, yet if you can maintain the subtlety of colour gradation and patterning of the real animal, your finished figure should look spot on.

Colour can be fun. You can opt for complete contrasts, such as the opposites found in the colour spectrum. These are red and green, yellow and purple, and orange and blue. Alternatively you can opt for harmonies. This is where colours lie next to each other in the colour spectrum (eg, red is next to orange, purple is next to red, and so on). Most appropriately for *Realm of Chaos* you could settle for a colour discord. This is easy to achieve by basically choosing a contrasting colour scheme and adding black to the lighter colour and white to the darker. For example, yellow and purple would become yellow and black (a dullish ochre) and purple and white becomes a pale mauvish blue. Used together they look quite sickly but very unusual.

There are other appropriate applications for this type of colour use with chaotic figures. This is to shade flesh with the opposite shade, preferably using ink washes as the translucent quality of inks adds to the realism - particularly on flesh. If you have your skin tones painted in normal flesh (which could be interpreted as a light shade of red), you then could choose its discord as the shading colour (ie, green). Basically you can shade flesh with a green wash. The result is a foetid looking skin tone. On the other hand, harmonies can be used to give a colour 'brilliance' - a red ink wash over yellow, for example.

One final tip for those of you who feel that your shading techniques have not worked leaving figures looking a little scruffy. Apply a lighter shade of 'dapples' over the whole skin area. If your figure has green skin, then small 'blobs' of very pale green carefully applied all over the green area, will unify and neaten up the whole thing. Have the brush tip liberally loaded with pigment, so that the paint naturally forms small 'blobs' on contact with the figure. Remember, too much pigment will result in flooding.

There is much for the figure painter to come to grips with when dealing with chaotic subject matter; it is an exciting and inventive area, but do try and temper this with a regard to subtlety and authenticity. That's the road to realism.

There are rules to follow, both in terms of the Powers and their minions, and the kind of colour schemes you can adopt. But with practice and patience your mutations will never be a tentacle short of an octopus.

'It's nothing like me! You promised me that it would be an excellent likeness. Two hundred you've had and for this... this... ordure.' Von Gottschalk was furious. He prodded the offending bronze statue with his walking stick.

The artist wiped the mark from the statue's foot with a soft cloth. He sighed.

'The two hundred barely covered my materials, my lord. The portrait is exact, taken from the cartoons I prepared last month. The posture is yours, the demeanour military and noble, the size as specified, no more than two feet. You saw and approved the waxes.'

'It is rubbish. And now I suppose you'll want your final three hundred, eh? Well, damn you. I won't pay.'

The artist said nothing as von Gottschalk left. He stood by the window and watched the pompous fool stride down the street. 'Be careful who you damn, fool.'

By midnight, all was finished. The chalk markings on the artist's work table had been the hardest job, so precise, and all to be drawn from memory. But now von Gottschalk's statue stood in the middle of the largest chalk circle. Even the girl he had chosen from the street below was ready to do her part. Gold had cured her reluctance. The artist picked up a mallet, testing its balance and weight. Perfect. He began to whisper softly. The room grew warm.

The girl stepped forward, and ran a finger down the statue. She caressed it, stroked it, traced its contours and shapes. Her fingers left faint lines of sweat and grease on the bronze. The artist's whisper had become a soft chant.

Von Gottschalk stirred from his dreams. A piece of cheese, or too much of that Tilean wine, no doubt. He rolled over.

The artist's eyeballs were rolled back. His breath was a hoarse rasp, a single word, endlessly repeated. The mallet was raised above his head.

'Slaanesh! Slaanesh! Slaanesh! Slaanesh...'

The girl turned and shrieked. The mallet came down with all the artist's strength. The statue toppled slowly, as if held up by an unseen hand. Its head was cracked, and as it landed, the face fell off.

In his bed, von Gottschalk fell silent.

MUTATING METAL

These pages concern themselves with some simple Mutant conversions, which demonstrate the kind of creature you can build youself and the sort of materials needed.

Cutting and Removing Metal

Tools needed - small pair of snips, modelling knife, needle files, pin vice and bit.

Joining Metal

Superglue, epoxy resin, thin wire.

Filling and Remodelling

Two part epoxy resins such as Milliput and Handystrip, Tamiya putty, cocktail stick.

Do remember that these tools can seriously damage fingers - be careful to make any cuts away from yourself. Ensure blades are sharp and are changed regularly and always keep your hands clean. Cutting tools are used to detach bits from figures, such as heads or limbs. Areas to receive new parts can be altered using files and drills. How you join parts is up to you. Superglue is very fast and efficient but makes brittle joins which may break. Epoxy resin is slower but provides a very tough join and you will have to ensure the joints are held securely in place while the glue dries. The best way to join parts is to drill a small hole in each part and to glue a small section of thin wire into the holes. Modelling and filling cracks can be great fun and is easy when a cocktail stick or similarly tapered instrument is used, but remember that spikes, or any protrusions that you may model, will be fragile and easy to damage.

Converting a figure and creating something totally unique can be one of the most satisfying aspects of the hobby, and the only limitations are the imagination and ingenuity of the modeller. Household objects, jewellery and the tool box can provide you with an endless source of material to use, but most important can be the 'bits box'. Never throw an old figure away, nor any part of one - keep it all. You may have a particular conversion in mind; it may be something you have seen at a convention, it may be from some piece of artwork or a film, or it may just evolve from the bits and pieces you have.

Here are a few simple conversions you can try for yourself.
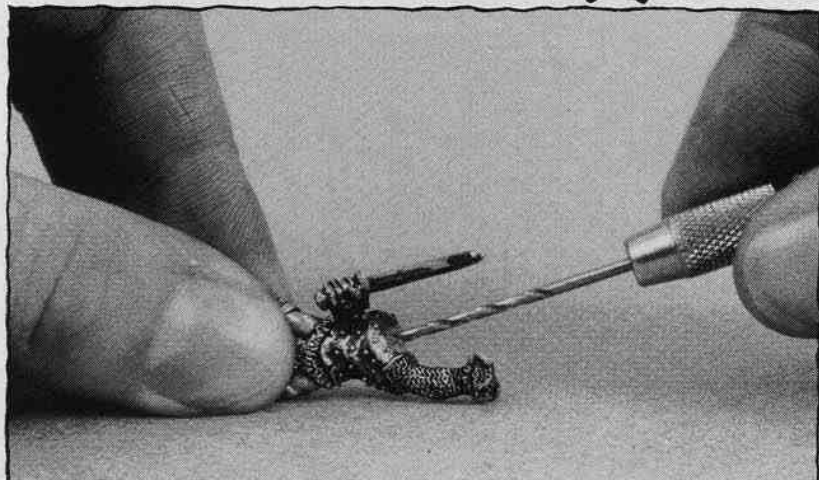
Having removed the head from the model, a pin vice is used to bore a hole in the body.

A piece of wire forms the frame of the long neck.

Milliput is sculpted over the wire to complete the conversion.

1 Slaanesh Beastman

Donor figures - Beastmen, Wizard's Familiar, Daemonettes of Slaanesh. First carve the shield boss into a spiked wrist band and carve a U-shape into the top of the head to receive the Familiar, which in turn, should have its legs removed and the lower torso carved to a point. This is then epoxied into the top of the head. The ensuing gaps are filled with Milliput and modelled to follow the flow of the horns and hair. A clawed arm is then removed from a Daemonette and the Beastman's arm removed at the elbow. Both arm joints are drilled and a small piece of fuse wire is inserted into the clawed arm. Both are epoxied together and waggled about slightly, bending the wire to achieve the best alignment. The remaining cracks are filled with putty and modelled to blend in with the Beastman's muscles and the structure of the crab claw.

2 Slaanesh Beastman

Donor figures - Chaos Beastmen, Daemonette of Slaanesh, two Snotlings and a Goblin. First remove the face and lower left arm. Then carve and file the right arm into a tentacle shape. The donor figure holds a spear, so carve the hand off and alter the spear tip so it appears to be a metal capped tentacle. The crab claw is glued but this time there is no need to pin it as there are two surfaces of contact. A new face is stuck to the head and two Snotling heads are drilled and set on top of the horns. All gaps are filled and modelled to complete the figure.

3 Slaanesh Jester Standard Bearer

Donor figures - Slaanesh Daemonette and Familiar Jester. Having used both claws of a Daemonette, pin the legs to the torso of a Familiar Jester figure. Leave a gap in between both parts to make the figure higher. This gap is then filled with putty and modelled into a ripped tunic.

4 Khorne Daemon Rider

Donor figures - Lesser Daemon of Khorne, Minotaur and Carrion Rider. Quite simply a Minotaur's head is attached to the Daemon's lower torso and a Carrion Rider is glued to the back of the Minotaur's head. The head and body joint is filled and modelled to resemble tufts of hair. The Rider's robe is then lengthened to close any remaining gaps and modelled to follow the flow of the robe's creases. Very simple and fast, but an effective model none-the-less.

5 Chaotic Eldar Renegade

Donor figures - Eldar Officer and Femir. This figure represents a Renegade Survivor and as such is a very rare entity and one who must be millions of years old. This is just a simple limb swap. Off comes the arm holding a shuriken catapult. Replace it with the tail of a Femir (carefully glued to the body to maintain the flow of the figure). An extra armour plate is modelled on the rear of the shoulder to hide the joint.

The model before any conversion work.
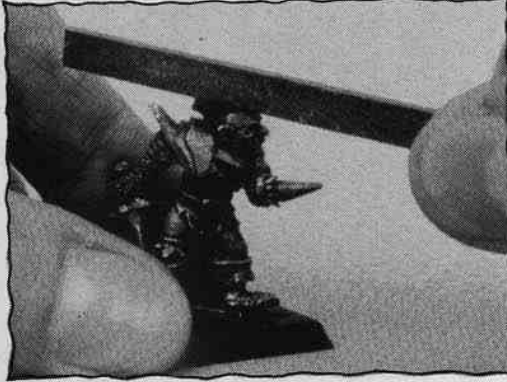
A file is used to begin the flattening process.

Having been hammered,
the crest is bent as required.

The following conversions were modelled by Phil Lewis.

6 Chaos Thug with Mane
This mop of hair is modelled from Milliput and pushed into place with a cocktail stick. The final hair detail is etched in with a needle when the Milliput is partly dry.

7 Chaos Thug - Beast Face
Milliput is placed on the lower front part of the face, pressed into a basic shape and finally modelled into a shape with a cocktail stick. It may help to have a pot of water to dip the stick into, which helps in smoothing the Milliput.

8 Chaos Thug - Mace Tail
This model demonstrates an alternative way of adding a tail without using one off another model. Drill a small hole into the base of the model's back. A piece of wire is then glued into the hole and bent to the required shape. A sausage of Milliput is pressed around the wire and smoothed into shape. The join at the body is hidden by extending the rips in the tunic. A sphere of Milliput is then pressed onto the end of the wire and allowed to dry. Small circles of putty are then rolled and pressed onto the tail. For extra strength blobs of superglue can be squeezed onto the putty (once it has set) and allowed to dry. NB The lizard-like colour scheme is by Darren Matthews.

9 Chaos Thug - Long Neck Mutation
The removal of this figure's head involves sawing it away with a hack saw. Care needs to be taken to ensure that the cut does not damage the face. The sword has to be bent to accommodate the cut.

The head and torso are then drilled and pinned with wire. The neck, hair and Adam's Apple are modelled with Milliput.

10 Chaos Thug with Bulging Eye Mutation
An instant conversion is possible with two small balls of Milliput inserted into the eye sockets after two small holes have been drilled to take a core of putty for strength.

11 Chaos Thug with Tusk Mutation
Drill two small holes into the edges of the figure's mouth and insert two sharpened rods of metal (originally spearheads from other models). When dry they are bent into shape and the lip edges replaced with Milliput.

12 Chaos Thug with Crab Eye Mutation
More drilling, wire insertion and Milliput spheres. Simple but weird.

13 Chaos Thug with Scaley Skin Mutation
Tiny spheres of Milliput are pressed into the skin and modelled into shape with a cocktail stick.

14 Chaos Thug with Porcupine Spine Mutation
Filed wire is inserted into holes and fixed with superglue. Note Darren's quill painting - more naturalistic inspiration.

15 Chaos Thug with Pin Head
Head swaps are easy, great fun and usually only need a glue job and putty hair modelling. This one has a Wizard's Familiar head which is out of scale with the parent model.

### 16 Chaos Mutant Thug with Scorpion's Tail
The Donor figure for the tail was a Chaos Warhound. This conversion consists of drilling, pinning and joint covering with putty.

17 Chaos Thug with Crest
This model's 'big' haircut is filed, hammered flat and bent to form a fleshy wattle on top of his head.

18 Chaos Champion with Horse's Leg Mutation
This is a tricky one as the joint between the two bits of torso do not make a very elegant line. To alleviate this problem, use putty to model leather lappets hanging down from the bottom plates of armour. Metal studs are added to the lappets and pressed into shape. You will need patience for this type of modelling, but use of modelling knives, cocktail sticks, water and a steady hand should bring results.
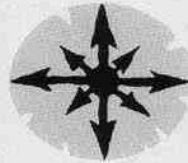
Once you have mastered these basic techniques and tried a couple of conversions, your experiments can really get going. You will have hours of challenge and satisfaction. There's nothing to stop you fielding your very own unique units of Mutant warriors.

John Blanche

A rough blob of Milliput is
added to the face.

A cocktail stick is used as a sculpting tool.
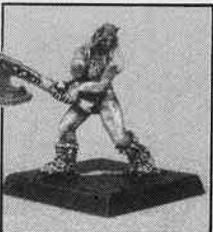

The finished conversion.

CHAOS CONVERSIONS

Here are profiles for each of the mutants.

EYESTALKS

Leaves the profile unaffected:

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

PIN HEAD

Int -2, and the mutant becomes subject to *stupidity*.

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

Subject to *stupidity*.

FANGS

Gives an additional *bite* attack:

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	4	2	7	7	7	7

1 weapon attack, 1 *bite* attack

BEAKED

Gives an additional *bite* attack (A + 1):

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	4	2	7	7	7	7

1 weapon attack, 1 *bite* attack.

CREST

Leaves the profile unaffected:

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

ZOOLOGICAL MUTATION

In this example, the mutant's lower body and legs have been replaced with those of a horse, giving M8:

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	4	4	3	3	1	4	1	7	7	7	7

MACE TAIL

Gives an additional *tail* attack (A + 1), at the mutant's *Strength* + 1:

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	4	2	7	7	7	7

1 weapon attack, 1 *tail* attack (S 4)

MANE

Leaves the profile unaffected:

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

BULGING EYES

Leaves the profile unaffected:

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

LONG SPINES

Leaves the profile unaffected, but hand-to-hand combat opponents must make a successful I test on 2D6 during each hand-to-hand combat phase, or take an automatic S1 hit from the spines. When this mutation is generated, roll a D6; on a roll of 1 the spines are poisonous, and hits from the spines are at the mutant's S + 1.

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

SCORPION TAIL

Gives an additional attack. Roll a D6 when this mutation is generated. On a roll of 1-2, the attack is non-poisonous, and can be made to the front and sides only (unlike normal *tail* attacks); on a roll of 3-6 the attack is poisonous, with a strength equal to the mutant's S + 1, and the attack may be made to the front only.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	4	2	7	7	7	7

SCALY SKIN

Leaves the profile unaffected, but gives a +1 bonus to armour saving throw:

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

Armour saving throw +1

LONG NECK

Leaves the profile unaffected:

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

BIG, STRONG AND STUPID

*In the second sneak preview of the forthcoming Blood Bowl Companion, **Jervis Johnson** introduces rules for large monsters in Blood Bowl.*

LARGE MONSTERS

The term 'Large Monsters' covers several races, all of which are prodigiously large, strong and, in most cases, stupid. Now, being large, strong and stupid makes you pretty much the perfect Blood Bowl player, so large monsters are not an uncommon sight in Blood Bowl games. Amongst the fans, the 'Big Guys' have always been firm favourites, and are almost guaranteed to draw large crowds. These two factors make large monsters very popular with managers and stadium owners alike, so they overlook some of the monsters' rather anti-social habits (like eating the team mascot just before the game is about to start, then eating the opposing team's mascot, ripping the heads off spectators to practice throwing, and so on).

LARGE MONSTERS AND TEAMS

Large Monsters may be included in any team providing the rules for Animosity towards other races (presented below) allow it. The number that may be included is restricted in the interests of play balance. Each large monster counts as two ordinary players with regard to team size and the number of players allowed on the pitch. A maximum of 5 Large Monsters are allowed on the field at any one time.

> The Oldheim Ogres team is made up of 6 Ogre players and 4 Goblins. The 6 Ogres count as 12 ordinary players, and adding the 4 Goblins gives you the equivalent of a full team of 16. Their typical lineup on the field is 5 Ogres (the equivalent of 10 ordinary players) and 1 Goblin.

LARGE MONSTERS AND MOVEMENT

Large Monsters are so big that they occupy 4 squares on the pitch rather than 1. Unlike normal players, Large Monsters have a *facing*, dictated by the direction their model is facing on the pitch. In addition, Large Monsters only have a Tackle Zone out to their front and sides - not to their rear.

TACKLE ZONE
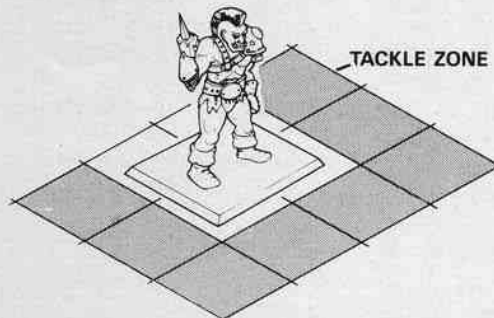
Large Monsters may only move straight ahead, and must change their facing to move in a different direction. Large Monsters can never face or move diagonally. It does not 'cost' the Large Monster any of its move to change its facing, and it may change its facing any number of times during its move. A Large Monster may be faced in any direction when it stands up.

Unlike other players, Large Monsters may move through squares occupied by *prone* (not upright) players. They may not move in this way if they would *finish* their move in a square with a prone player, and they may not move through squares occupied by a prone Large Monster.

PRONE HUMAN

OGRE FACING 1 2 3 TURN 4 5 TURN
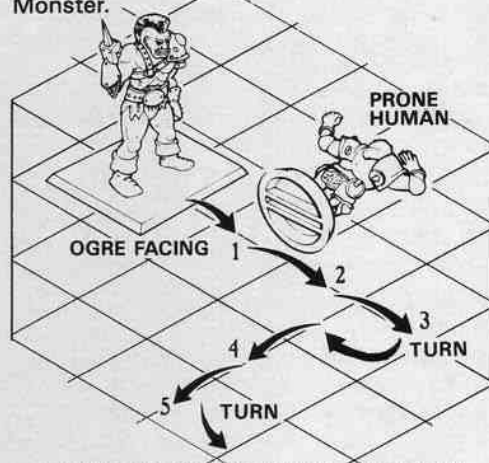
POSITION AT START WITH MOVE SHOWN
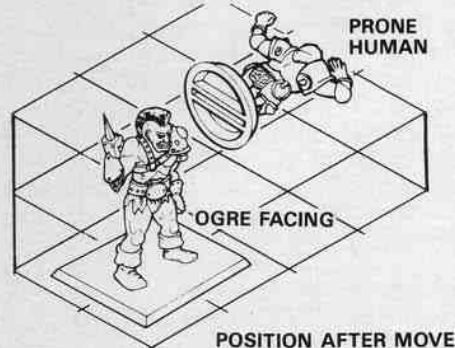
PRONE HUMAN

OGRE FACING

POSITION AFTER MOVE

CUT OUT AND FILE

THROWING TEAM-MATES

All Large Monsters have the *Throw Team-Mate* Skill which allows them to throw certain players on their team instead of the ball at the end of their Team Turn. The only creatures a Large Monster is allowed to throw are Halflings, Goblins or Snotlings. The two players must be in adjacent squares, and both must be standing. If the creature that is going to be thrown does *not* have the *Right Stuff* Skill, the coach must first roll 1D6. On a roll of 1-4 the little creature has decided it doesn't want to be thrown (very sensible if you ask me) and has managed to dodge out of the way of the Large Monster's grasping claws. On a roll of 5 or 6 it may be thrown as laid out below. Creatures with the *Right Stuff* Skill always agree to be thrown.

The player can be thrown to any empty square on the pitch that is up to the Long Pass range on the Range Ruler. Players may *not* be thrown at opposing players.

Measure the range as normal, but then increase it by one range band (a Quick Pass counts as a Short Pass, for example). Having worked out the range, roll 2D6, modifying the score as with a normal throw - except that the CL of the creature being thrown is used in place of that of the receiver - then look up the result on the *Throwing Table*. If a *Caught* result is rolled, the thrown player lands perfectly, and is placed upright in the target square (the player may not move or throw the ball, however). If a *Missed* or *Interception* is rolled, the throw has gone wrong; the thrown player must roll on the *Injury Table*, and is placed in the appropriate box of the Dug-Out. If the ball was being carried, it will scatter *twice* from the target square.

The Right Stuff

All Goblin and Halfling Catchers have the *Right Stuff* Skill. Goblin and Halfling Linemen do not.

THE MIGHTY BLOW SKILL

All Large Monsters are incredibly strong, and therefore more likly to injure players when blocking them. To represent this all Large Monsters have the *Mighty Blow* Skill. If the player successfully blocks another player (ie knocks the player over), 1 is subtracted from the player's AV for each Level in the skill. If the Armour roll is failed, add 1 to the *Injury Table* roll for each Level in this skill.

The *Mighty Blow* Skill only works if the player makes a 'successful block'. A successful block is defined as any block made by *or* on the player which results in the other player being knocked over - including the 'Both Players Knocked Over' result.

A group of players involved in a *Multiple Block* or who have *Ganged Up* on another player (see the *New Game Rules* below) use the best *Mighty Blow* Skill in the group. A player who manages to knock over a group of opposing players may only apply the *Mighty Blow* Skill against *one* of the players in the group.

THE TOUGHNESS SKILL

Large Monsters are every bit as tough as they are strong, which makes it difficult for ordinary players to injure them. This is partially reflected in the Large Monsters' high AV, but also by the *Toughness* Skill. Subtract 1 from the *Injury Table* roll for each Level the player has in this skill. If this brings the total to below 2, the injury has no effect. A roll of 12 before modification always results in the player being killed, however.

DISLIKES AND ANIMOSITY

Many races suffer from racial hatreds. For the purposes of the rules these are known as *dislikes* and *animosity*.

If a Large Monster dislikes another race, the ball may only be handed-off or thrown to a player of that race if a 4 or more is first rolled on 1D6. If the test is failed the player must either hang on to the ball or hand-off or throw it to a player of a race they do not dislike.

Large Monsters may not be used in a team which includes a member of a race they suffer Animosity towards.

OTHER SPECIAL RULES

If the football scatters from a Large Monster's square, use the *Monster Scatter Template* provided with this article, rather than the one provided with Blood Bowl. There are 12 squares the ball can scatter too. To generate a number from 1-12, roll a six sided dice twice. If the first roll is 4-6, add 6 to the second roll. If the first roll is 1-3, read the second roll as normal. (Alternatively, you can buy a 12 sided dice from your local games store.)

A Large Monster is only eligible to *Intercept* a throw if part of the Range Ruler passes over the Large Monster's *model* (just passing over the base is not good enough).

Finally, Large Monsters score a Touchdown if any part of their base enters the opponent's End Zone (as long as they are holding the football, of course).

NEW GAME RULES

Large Monsters are very difficult for ordinary players to stop without the opposition ganging up on them to bring them down. Similarly, Large Monsters are perfectly capable of bringing down two or three opposing players with one block, or forcing their way through gaps in the opposing line using brute strength rather than agility. To represent these special tactics, use the following new rules in any game that includes Large Monsters. (There is, of course, no reason why you shouldn't use these rules in games that don't include Large Monsters - it's up to you!)

THE SHOULDER CHARGE

When making a Shoulder Charge, a player is allowed to make a block and then keep on moving. The player may still only make 1 block per turn, but it may be made at any point in the player's move. When making a Shoulder Charge, the player's ST is reduced by 1.

MULTIPLE BLOCKS

A player may attack more than one opposing player when making a block or Shoulder Charge, as long as:

a) all of the opposing players are adjacent to at least one other player in the group being blocked; *and*

b) all of the opposing players are adjacent to the player making the block.

When making Multiple Block, simply add up all of the opposing players' ST's together. Only roll once on the *Block Table*, and apply the result to *all* of the players involved.
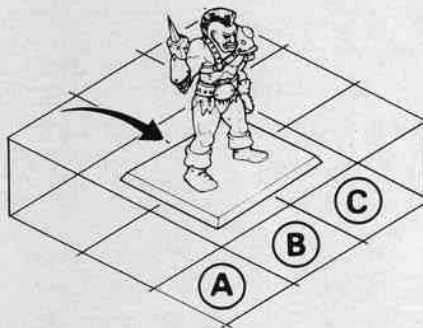
The Ogre moves 1 square and declares a Multiple Block against players A, B & C. The Ogre is a Blocker with ST 7. Humans A & B are Linemen (ST 3) and Human C a Catcher (ST 2), for a combined ST of 8. This is one more than the Ogre's ST, so he has to subtract 1 from the dice roll on the *Block Table*. The dice come up with a total of 9, which is modified to 8 - a 'Both Players Knocked Over' result. This result applies to all three Humans, so they are all knocked over, as is the Ogre. All the players end up sprawled on the ground, and must make Armour Rolls to avoid injury.

Did You Know... Zip the Snotling wanted to play Blood Bowl *so* much that he consented to be sown inside a football by the Chaos All-Stars for a vital play-off match against the Vynheim Valkeries. At an opportune moment Zip was hurled down the field. He pushed his legs free and scampered into the End Zone. Sadly the Touchdown was disallowed, it being ruled that a player must be holding the football, rather than being held *in* it, to score a Touchdown.

GANGING UP

Two or more players may 'gang up' to make a block (*not* a Shoulder Charge) on an opposing player. Move the first player to a position where he could make a normal block, and declare that you are going to Gang Up on the target player. Then move the next player up, and so on until all of the players who are ganging up are in position (each and every player must be eligible to make a normal block to be included in the gang). Then work out the block as normal, but add together the ST's of all the players who are ganging up. Only roll once on the *Block Table*, and apply the result to *all* of the players involved.
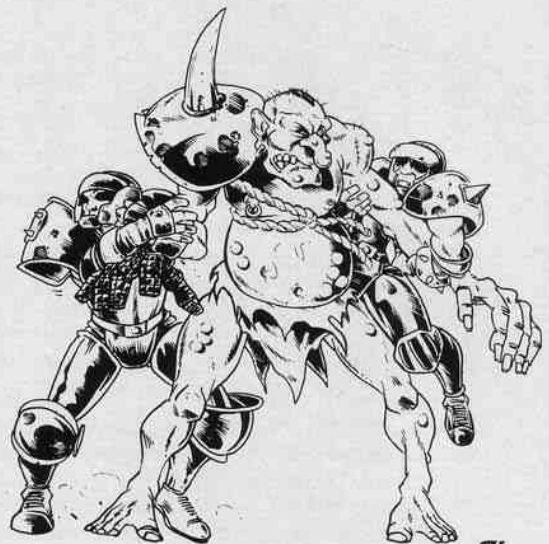
MEET THE BIG GUYS

MINOTAURS

Minotaurs are huge bull-headed creatures of Chaos who delight in violence and have an insatiable appetite for raw flesh. Their enourmous strength, minimal intelligence and vicious, depraved mentality makes them perfect Blood Bowl players. Fortunately for most Blood Bowl players, very few coaches will allow Minotaurs in their team - mainly because of their disconcerting habit of going completely beserk before, during and after the match, and then attacking anything (friend, foe or coach) that gets in their way!

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

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

All Minotaurs have *Throw Team-Mate*, *Mighty Blow* (Level 2) and *Toughness* (Level 2) Skills.

Special Rules

Blood Greed
Minotaurs suffer from a rather anti-social habit known as *Blood-Greed*. If a Minotaur kills an opposing player (ie rolls a 12 or more on the *Injury Table*), it will start to feast on the dead body, dropping the football if it was carrying one. The Minotaur remains on the pitch but can do nothing until the next Touchdown is scored. Minotaurs consider it the height of bad manners to disturb anyone while they are eating, and go beserk if anyone tries to make a block against them while they are feasting. A beserk Minotaur must always be moved towards the nearest player on the pitch (friendly or enemy) and must make a block against the player if possible. If two or more players are the same distance from the Minotaur, the Minotaur's coach can decide which once it will go for. A beserk Minotaur returns to normal after a Touchdown is scored.

Dislikes and Animosity
Minotaurs suffer Animosity towards Dwarfs and Elves.

OGRES

Ogres are believed to be related to humans, although if this is true the relationship is a fairly distant one. Ogres are larger than a man, and far more strongly built. Apart from Treemen they are the most intelligent of the large races to play Blood Bowl, and generally make excellent players. Ogres are by far the most common Large Monster seen on the Blood Bowl pitch, and there have been many great Ogre players over the years. Most famous of all is, of course, Morg'th N'hthrog of the Chaos All-Stars, the first Ogre to become a Team Captain, and the only player to be elected to the Hall of Fame *before* retirement!

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

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

All Ogres have *Throw Team-Mate*, *Mighty Blow* (Level 2) and *Toughness* (Level 2) Skills.

Special Rules None.
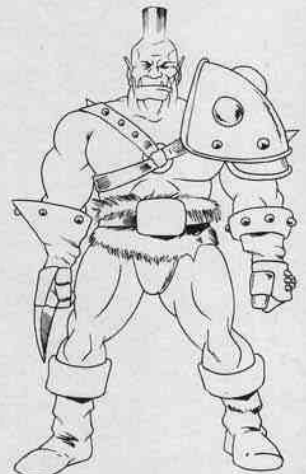
BLOOD·BOWL

MINOTAURS

SNOTLING

MA	SP	ST	AG	TS	CL	AV
3	+3	0	3	NA	-1	5

BLOCKER

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

BLITZER

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

OGRES

BLITZER

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

BLOCKER

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

TROLL

BLOCKER

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

TREEMAN

BLOCKER

MA	SP	ST	AG	TS	CL	AV
3	0	8	2	-1	0	11

Cut out these player cards for use in your game whenever you have a large creature around.

TROLLS

Trolls are large creatures of vaguely humanoid appearance. They are incredibly strong and unthinkingly ferocious, but their gross stupidity tends to limit their effectiveness on the pitch. They usually play in mixed race teams along with Snotlings and Goblins, these being the only two races who are desperate enough to allow them in a team. Troll players of any note have been few and far between, mainly because they find it very difficult to remember to turn up to more than two games in a row.

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

● All Trolls have *Throw Team-Mate, Mighty Blow* (Level 3) and *Toughness* (Level 1) Skills.

Special Rules

Regeneration
Trolls have the ability to *regenerate*. Roll 1D6 after each Touchdown for each Troll that has suffered a serious injury or been killed; on a roll of 5 or 6 the Troll has regenerated, and may be placed in the Reseves box of the Dug-Out.

Din Din!
When a Troll is about to throw a Goblin or Snotling, roll 1D6. On a roll of 1 the Troll has gotten rather greedy and eaten the player instead of throwing it. If the player was holding the ball, the Troll has eaten that too, and play will have to be restarted.

Dislikes and Animosity
Trolls suffer Animosity towards Dwarfs and Elves. They dislike all other races - including other Trolls!

Designer's Note: The Trolls' dislike of all other races actually represents their total stupidity. Quite often they can't think of anything to do with the ball other than to hang onto it.

SNOTLINGS

Snotlings are not, of course, Large Monsters, they are *very small* monsters. They are included here because they will almost always only be used in teams that also contain a Large Monster. As befits a race whose chief characteristic is the ability to act like a crazed five year old football hooligan, Snotlings *love* Blood Bowl and turn up in vast numbers to see their favourite team play. They will do just about anything to take part in a game, but sadly very few teams will let them join in because they are, without exception, quite the worst Blood Bowl players in the Known World. Let's face it, would *you* use a player who needs the help of 4 or 5 mates to have an even chance of beating up a Halfling?!? Still, Snotlings do occasionally get the chance to play, as they are so small that they can be thrown a long way by a Large Monster.

MA	SP	ST	AG	TS	CL	AV
3	+3	0	3	NA	-1	5

Snotlings always have the *Right Stuff* Skill. Up to 2 Snotlings may be included in a team that includes a Large Monster, replacing ordinary sized players in the team on a 1 for 1 basis.

Special Rules

Throwing Snotlings
Because they are so small, the range is *not* increased by one range band, and they may thrown all the way to Long Bomb range!

Snotlings and the Ball
Snotlings may never throw the football and can never make an *Interception*. A Snotling carrying the football may *not* sprint, block or tackle (they have their hands full just holding onto the ball). Finally, Snotlings find it difficult to catch a thrown football and often end up being flattened by it in their attempt. To represent this roll 1D6 when a Snotling catches the football; on a roll of 1-3 the Snotling has been knocked over and must make an Armour Roll to avoid injury: the ball will scatter out of their square.

Dislikes and Animosity
Snotlings suffer Animosity towards Dwarfs and Elves.

TREEMEN

Treemen are generally reclusive creatures, who do not mix with other races. However, it has been known for very young Treemen (very young being mere striplings, under 250 years old in their terms) to take part in games of Blood Bowl with lawful teams. Treemen are incredibly strong and tough, and have the ability to 'take root' which makes them next to impossible to knock over. On the other hand, they are painfully slow-moving, and it is not uncommon for a Treeman to spend the whole match waiting for an opposing player to get within 'branch-reach'.

MA	SP	ST	AG	TS	CL	AV
3	0	8	2	-1	0	11

All Treemen have *Throw Team-mate*, *Mighty Blow* (Level 3) and *Toughness* (Level 3) Skills.

Special Rules

Taking Root
At the start of any turn a Treeman may *take root* (note this down on a piece of scrap paper). A Treeman who has taken root may not move, but can never be knocked over. However, it must still make an Armour Roll to avoid injury if it suffers a 'Knocked Over' result on the *Block Table*. All Treemen who have taken root return to normal after a Touchdown is scored, but may take root again later in the game.

Dislikes and Animosity
Treemen dislike all chaotic creatures.
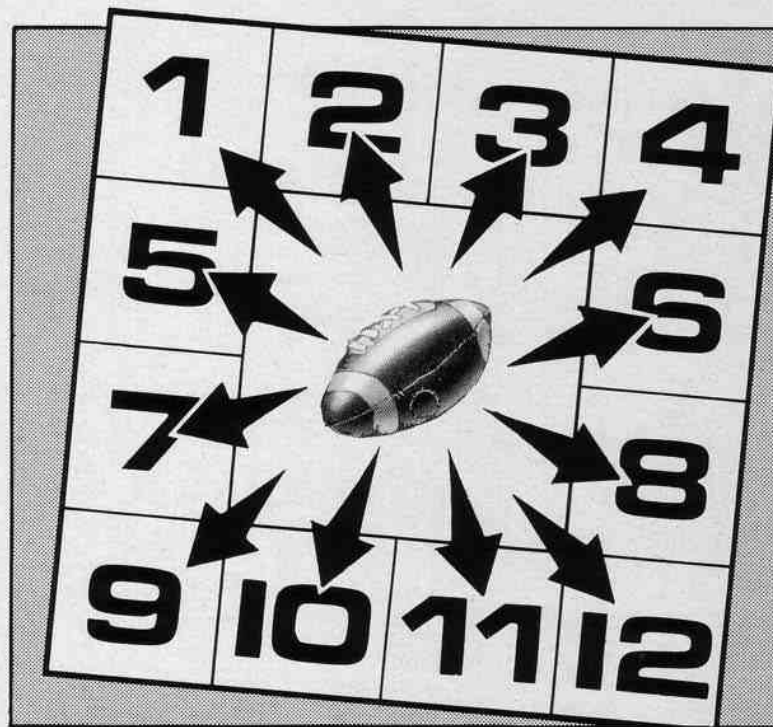
MONSTER SCATTER TEMPLATE

THRU THE DARKNESS!

I HAVE SEEN THE FUTURE AND IT'S DARK!
BUT THEN I TOOK ME SHADES OFF!

STORY-ART © CARL CRITCHLOW '88

A LONELY DESERT HIGHWAY A SINGLE TANKER AND ITS ESCORT TRANSPORT THEIR PRECIOUS CARGO THROUGH OUTLAW TERRITORY...

...EASY PREY FOR THE MARAUDING GANGS THAT INFEST THE AREA...
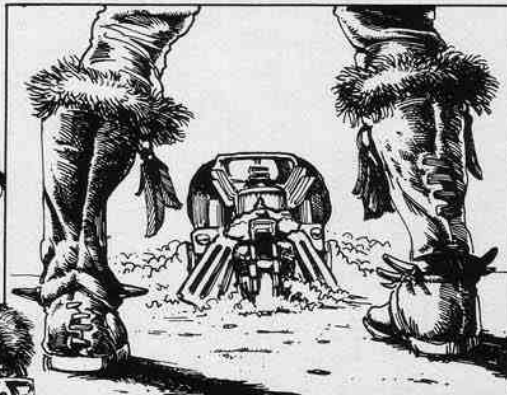
OR MAYBE NOT!

VROOM!
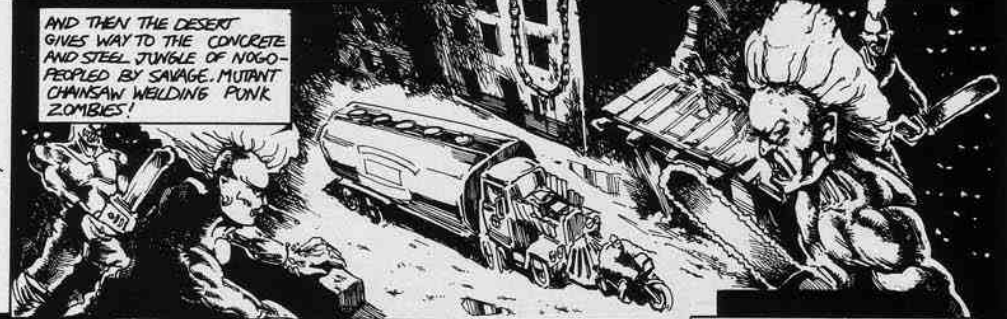
AND THEN THE DESERT GIVES WAY TO THE CONCRETE AND STEEL JUNGLE OF NOGO-PEOPLED BY SAVAGE, MUTANT CHAINSAW WELDING PUNK ZOMBIES!

WHOSE MERE PRESENCE IS ENOUGH TO PUT FEAR IN THE HEARTS OF EVEN THE TOUGHEST OP!

OK, WELL MAYBE NOT QUITE THE TOUGHEST...

REND! SPLAT! TEAR! BLAT! MAIM! NYYPOW!!

AND SO WE FOLLOW THE LITTLE CONVOY ON ITS JOURNEY DOWN THROUGH THE UNDERCITY TO ITS DESTINATION —
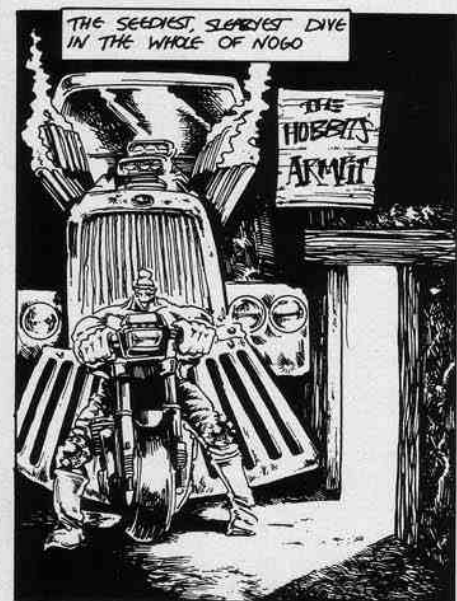
THE SEEDIEST, SLEAZYEST DIVE IN THE WHOLE OF NOGO

THE HOBBIT'S ARMPIT

AT LAST! – YOU TOOK YOUR TIME!

WE TOOK THE SCENIC ROUTE

THURSTATONSAULD ALE XXXX PERPENDICULAR

CRITICAL CLASS
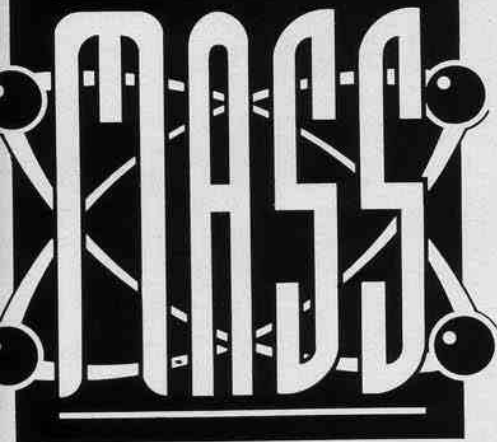
Enthusiasms

Oh, I hate months like this: you lot all complain when there aren't enough books which merit the real fire-and-sword genocide reviews. What's more, I've just returned from a night of bribery and corruption in London, during which I bummed drinks from Robert Irwin (working in a fantasy of medieval England), Terry Pratchett (busy sending up ancient Egypt in a Discworld book called *Pyramids*, Rob Holdstock (sequel to *Mythago Wood* due out real soon now) and William Gibson (see below)... as well as a number of low-life forms such as editors. This is major graft. How can I be scathing about any of them now?

Everybody's talking about **Mona Lisa Overdrive** (Gollancz 251pp £10.95), which completes William Gibson's "cyberspace" trio without, claims the blurb, being a direct sequel. You'll still be fairly baffled by it unless you've read *Neuromancer* and *Count Zero*. Gibson's technical skills continue to grow, with multiple plot threads weaving through next-century urban sleaze to a final resolution which makes sense of the fruitful but baffling voodoo/AI "presences" in the world data network. This time we meet London and Japanese crime barons, a demented scrapheap artist who builds custom killer robots, an intricate kidnapping plot, several dead but still functioning characters including Lady 3Jane (*sic*) Tessier-Ashpool from the first book, a pocket universe which is the computer version of Borge's "aleph"... and one deliberately loose end which goes on and up and out in a familiar but satisfying SF conclusion. On the negative side, the *Neuromancer* shock of novelty and gritty *film-noir* style has naturally worn off a bit, and Gibson's actual science is always dodgy. (Here he implies, and comes dangerously close to saying outright, that cyberspace communications aren't constrained by special relativity - to which I say Hum and Ahem and Come Off It, Bill.) It is nevertheless ace stuff.

———————— ● ————————

Likewise **Life During Wartime** by Lucius Shepherd (Grafton 383pp £10.95), a book whose impact is in another area - hitting through the guts and earthy senses rather than Gibson's largely visual imagery. It begins with US soldier David Mingolla in a central American War which echoes Vietnam but is science-fictional too, with drug-enhanced psi powers used for prediction and assassination. Shepherd's evocation of Mingolla's new-found abilities and concomitant sex life is strange indeed: lush, rank, feverish, hallucinatory, skin-crawling and very dangerous. It emerges that psi-gifted families have been manipulating history from some time, ineffectually, since they're addicted to playing Montagues and Capulets. Mingolla becomes a key figure in attempts to settle the feud, end the war and put the world to rights, but the negotiations in Panama are a cauldron of raw emotion, power and horror. In the end, limp and enfeebled, I wasn't sure that I sympathised with Mingolla's semi-permanent state of violent rage: he rarely analyses, never explains, just reacts. Shepherd is a hell of a writer, though, and this is a major book by any standards.

———————— ● ————————

Scudder's Game (Kerosina 175pp £12.95) is the first in some while from D G Compton, a fine, under-rated author. But history has played a black joke on *Scudder*, which surely wasn't written recently: there's an air of post-60's reaction in its background of a population crash thanks to unlikely gadgets offering souped-up sex plus contraception in one hygenic package. The precision characterization and the sad fate of a lonely rebel against this grey Utopia work well. However, just as post 1945 future-war stories have needed to make allowances for nukes, a 1988 story with Compton's theme simply can't convince without taking into account the horror of AIDS. With such unreality in its foundations, the plot topples.

(An aside. Small-press works are mindbogglingly hard to find in libraries or non-specialist shops. Herewith some SAE-for-information addresses, of outfits recently mentioned.... Beccon Publications (*The Drabble Project*), 75 Rossyln Ave, Harold Wood, Essex, RM3 0RG. British SF Association, 33 Thornville Road, Hartlepool, Cleveland, TS26 8EW. Kerosina, 27 Hampton Road, Worcester Park, Surrey, KT4 8EU. Morrigan (*The Digging Leviathan*), 84 Ivy Ave, Bath, BA2 1AN.)

———————— ● ————————

A Malady of Magicks by Craig Shaw Gardener (Headline 235pp £2.99) is that peculiarly American product, the Theoretically Funny Book. A wizard allergic to magic is a theoretically funny idea, and his idiot apprentice reports a series of theoretically funny escapades and pratfalls, which do raise the occasional mild smile, but no more. Gardner has the funny ideas, you see, yet lacks the verbal skill, timing and precision to make anyone but easily amused blurb writers fall off their chairs laughing. The fallacy of the TFB is the assumption that humour is an easy, sloppy option, rather than something particularly hard to write well. There's a Josh Kirby cover to hint that this is aimed at the Terry Pratchett market (whether it hits it is another question): in one accurately rendered detail, the top hat on the dragon, Kirby illustrates precisely how Gardner tries just too hard and unsubtly for laughs.

———————— ● ————————

It's always a relief to unearth a high-class fantasy; I worry sometimes that like the malady-afflicted wizard I'm growing allergic to the stuff. John James's **Votan** and **Not for All the Gold in Ireland** (Bantam 240pp £2.75, 348pp £2.95) are hugely enjoyable excursions through the Dark Ages, where Photinus the Roman/Greek muddies the wellsprings of mythology by, among other things, entering a crummy little village called Asgard where they contract his name to Votan, and.... It's all exuberantly energetic, with some parts funny (Photinus is no mean con-man) and some grim (when Loki names his new spear "Mistletoe Twig", memories of Norse myth make you realize that Balder would do well to leave town). The second book, richer and darker, rambles over Britain and Ireland with more con tricks, some wonderful Gaelic-style speeches, an electrifying moment at Glastonbury and a behind-the-scenes look at the story of Cuchullain... not to mention a particularly outrageous final page. Recommended.

———————— ● ————————

David Gemmell tries a similar exploration of the raw material that might have lain behind the myth, in **Ghost King** (Century 266pp £6.95), where the mythos is Arthurian. Somehow, though, it's not a mythopoeic book: Photinus's adventures could be felt to cast enormous shadows, but here the significance is artificially imposed by a lot of stuff about immortal god-magicians, which goes over the top into bathos. "How that must pain you, Taliesin. Or should I call you Zeus? Or Aristotle? Or Loki?" Another character has in the past been Athena, Freya and Astarte; Achilles, Aeneas, Ares and Gilgamesh also crop up. Interesting historical research, clever ideas like the use of the lost Roman Ninth Legion, and even Arthurian story itself, get lost in the undergrowth as the viewpoint hops all over the place and far too much casual magic is thrown around. The novel has good bones but a confused surface.

———————— ● ————————

A couple more well-produced art books from Paper Tiger: **The SF and Fantasy Worlds of Tim White** (143pp £7.95) and **Medusa** by Chris Achilleos (144pp £7.95). It's tempting to mumble about my total lack of artistic insight and pass over these.... The White book consists almost entirely of colour plates, some a bit routine but some showing a nice ability to handle high technology and exotic natural landscapes in the same scene (usually, one or other gets sacrificed). Achilleos takes a vaguely instuctional approach, with lots of rough sketches and photographs showing (eg) the devlopment of a striking Judge Dredd - actually Judge Anderson - picture for GW's *Judge Dredd Companion*. But had I paid for this third Achilleos book I'd feel cheated by the reappearance of so many illustrations from the second, *Sirens*. Feminists should also steer clear.

Reissues.... I'll reread George R R Martin's picaresque eco-fables in **Tuf Voyaging** (VGSF 374pp £3.50), because although the ploting's a mite shopworn there's a nice vein of deadpan humour. I'll skip **The Legacy of Hereot** by Niven, Pournelle and Barnes (Sphere 400pp £3.50): every character is so witless and two-dimensional that you don't care who gets eaten by giant cannibal newts.

BY DAVE LANGFORD

by Billy Joe Hawkins

Redd Harvest is being hailed as one of the hottest Sanctioned Operatives of the last two years. People in the know are dropping her name in the same breath as Arnie Mendez, Fast Eddie Marks and the late, great Thunderbolt Jackson. In a little over three years, Redd has come from nowhere to claim the fourth best survival record (second if you reckon it by mission count), and is 57th and rising on the all-time scale.

Every kid on the street knows her scythe-and-sunset badge, her recent kills and the names of her cars, but what about the woman behind the wheel? Just who *is* Redd Harvest? Billy Joe Hawkins went to find out.

BJ: *Let's start at the beginning. You were born Rebecca Marie Harvest in New Orleans, Louisiana, November 7th 1972.*

RH: Yeah (*laughs*) great little town, back then.

BJ: *So what was it like, growing up in New Orleans back in the 'seventies and 'eighties?*

RH: Same as any other place, I guess. School, TV, more school, more TV. Used to watch a lot of TV.

BJ: *Any particular favourites?*

RH: You mean any early formative influences? Don't think so. I never used to bother with cop shows...

BJ: *There were a lot of them about then.*

RH: Liked the *A-Team*, though.

BJ: *Really?*

RH: Yeah, that little, crazy one. The pilot. He was cute. The rest were jerks.

BJ: *Then you entered Vassar in 1989, to study modern languages and business studies.*

RH: From the *A-Team* to adulthood... (*laughs*) My Dad's idea, he was going to make me into the executive of the year or something. I think he still weeps to think I'm not heading the board at GenTec.

BJ: *You didn't take to it, then?*

RH: It was okay for a while.

BJ: *And after about a year and a half you dropped out of college and started a musical career...*

RH: You're making it sound like the 'sixties.

BJ: *So how did the Lust Lobsters come about?*

RH: Alchohol. (*laughs*) Nothing worth hearing on the radio, a bunch of us figured we could do better. Anyway, how'd you find out about that?

BJ: *It's my job. I have it all here. A five-piece glam-punk revival band, you played bass and sang backing vocal, one album made it to the top 100...*

RH: The only album. Number 1 for three glorious weeks.

BJ: *Where did you get the title from?*

RH: *More Fun With Cream Cheese?* It just sounded suitably dumb and slightly sick.

BJ: *And then there was the accident.*

RH: Yeah. I'd been thinking of quitting anyhow. But the recording contract had a honey of a penalty clause.

BJ: *What exactly happened?*

RH: The accident? Well, there'd been a party after a show - Pasadena, it was - it got a little out of hand, we got out the back door as the cops were kicking the front door down. Should never have let Lonny drive. (*pause*) Look, he wrapped the van round a bridge pillar, okay? Can we talk about something else now?

BJ: *Uh - sure. Despite the penalty clause, you quit the band at that point.*

RH: Yeah. Drafting in two session men and renaming it the Dead Lobsters. I mean, that is sick. I quit.

BJ: *So what then?*

RH: A couple of straight jobs. Mostly drifting. Punched keys for GenTec for a while, didn't like it, got into what they laughingly called special market research.

BJ: *By which you mean corporate espionage?*

RH: Call it what you like.

BJ: *And a spell as a private investigator?*

RH: Yeah, a few months. Missing persons a couple of interdictions, not exactly Hammett country.

BJ: *You took interdicts?*

RH: Sure, took out a couple of mob warehouses, made some money.

BJ: *And finally you became a Sanctioned Operative. Why was that?*

RH: I needed more money, fast. The record company's lawyers found me. That penalty clause again.

BJ: *So you joined Crockett, McCloud and Eismann.*

RH: Right.

BJ: *And made your first three contracts, and paid off the record company.*

RH: Uh-huh.

BJ: *And you stayed at it.*

RH: Right.

BJ: *Why?*

RH: (*pause*) I guess I liked the work.

BJ: *That all?*

RH: You got a better reason?

BJ: *So now you're a partner, and the agency is called Turner, Harvest & Ramirez. Have you ever thought of quitting? Retiring or something?*

RH: Every time I take a hit.

BJ: *Reckon you ever will?*

RH: Sure. Everybody does. (*laughs*) It's just a matter of time.
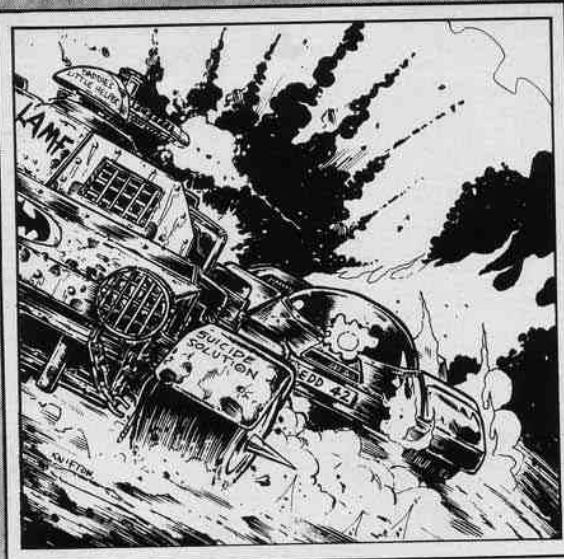
BJ: *Pardon?*

RH: Phone's ringing. Bye. It's been fun.

MAGAZINE OF TOMORROW TODAY

REDD HARVEST

WKIL-TV

"...Hold it, Eddie, I'm getting a message that one of our roving cameras has something for us... yes, we're going live to ...Interstate 40, just under a hundred miles west of St. Louis."

"Yes, Don, we have the picture. Not a bad one at that - our technical boys fixed the link pretty fast."

"They know that WKIL can't lose a minute in bringing the finest road action to its viewers."

"I can see the cars now. They must be going pretty near flat out - it's certainly taking our camera a while to catch up. Wait - I think I can see a marking on the Interceptor. Let me just get computer enhancement on that ...yes, yes I have it, it's Redd Harvest's number one car, 'Nola Gay.'"

"We should be in for a good show then, Eddie. Turner, Harvest and Ramirez don't have TV affiliation, so they can be a little hard to pin down."

"But it's always worth the effort. WKIL, the Action Station, brings you nothing but the best."

"Absolutely right. Do we have a make on her opponent yet?"

"Opponents, plural, Don, our boys have monitored some CB and the Renegade's been calling for help. He got an answer from less than a mile away. Yes - there's a second Renegade behind the dunes, up ahead to the right. I don't think we're close enough to pick up emblems yet, but I'll see if the datanet will give us anything."

"It certainly looks like being a good fight - Redd's closing steadily on the first Renegade, but we don't yet know if *she* knows about the second. For all you stat-freaks out there, this is Redd's one hundred twenty-seventh sanction as an Op for Turner, Harvest and Ramirez. In the three years, two months and fifteen days of her career, she has notched up two hundred

forty-three confirmed kills and fifty-eight probables, with the loss of nine cars on her side. In a straight pursuit situation like this, which she has encountered eighty-five times before, her success rate is ninety-two point nine-four percent - impressive in anybody's language. We'll have to see how the second Renegade tilts the odds."

"Okay, Don, I'm through to datanet. We're watching the Red Scorpions, and the sanction was filed by the Rocheport Residents' Association."

"Busting protection, right?"

"Right."

"Whoa! Things are starting to cook out there, Eddie. The second Renegade has just swung onto the road behind the first, and he's going head-on at Redd! Meanwhile, his buddy's pulled a bootlegger turn - looks like they're going to hit her one-two from the front. Has she been faced with this situation before?"

"No, but her victory ratio in head-ons of all kinds is seventy-eight point six percent, with three car losses in twenty-eight engagements."

"Okay, thanks, Eddie. The shooting has started! The Scorpion has opened up with what look like twin machine guns on the hood. He's still out of range, but they're closing fast, something like one hundred eighty miles and hour. And Redd's opening up now. She may not be able to get a second shot off before they pass each other, so this better be good."

"She certainly means business. She's giving him the works - both rocket pods and the chain gun."

"Yes, that's a good hit, the Scorpion's definitely in trouble."

"Number two's opened up with a grenade launcher! And an autocannon, by the looks of it! Looks like he's written off his partner, and he's giving Redd the choice of hitting

head on or coming through a curtain of fire! It's easy to see why the Scorps have built up such a rep out on 40, Don!"

"Sure is. Scratch one Renegade."

"Uh-oh, looks like Redd's in trouble herself. She must have picked up a tyre hit someplace - that was a very dangerous skid."

"And I think... she's laying mines behind her. With the wreck on one side and the mines on the other, the Scorpion's got no place to go!"

"Hell! What a move! Did you see that?"

"Sure did, Eddie. She practically fed that chain gun down his throat. When he began to waver, she was sideways, past and gone! This is the kind of driving that's made Redd Harvest a household name!"

"They both suffered in that exchange. Looks like Redd's lost her windshield and part of a front wing, but the Scorpion's spilling oil, and he knows it - he's taking it real wide past the burner - and there go Redd's mines! He's still going - no! Skidded right into the burning wreck of his partner, and there they go! Would you look at that!"

"Well, it's another clean sweep for Redd Harvest ...hey, she's stopped. She's getting out of her car. Maybe she's overcome her normal aversion to television? Our 'copter's going in, let's see if she'll talk to us. That was some going there, Redd, do you have anything to say to the viewers of WKIL?"

"What the - what happened there, Don? Where's the picture?"
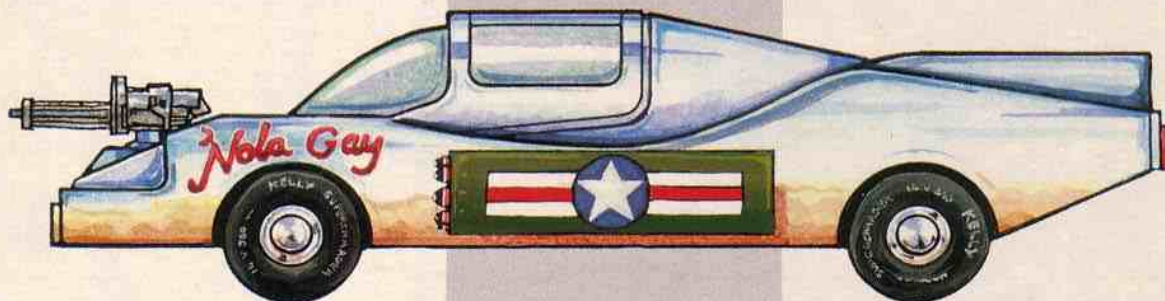
"I think she still dislikes television"

"We'll update you on that situation in just a moment, folks, but first let's look at that classic roadfight again..."

**PHILADELPHIA
MARCH 14th 1995**

G-Mek V12 Interceptor

Payload	Two side-mounted missile pods
	Hood-mounted chain gun
Payload weight	900
Value	$142,000

G-Mek Model 14 V8 Interceptor

Payload	Turret-mounted chaingun
	Two wing-mounted 15mm autoguns
Payload weight	950
Value	$135,000

G-Mek Model 103S Interceptor

Payload	Two wing-mounted MGs
	Pattern mine deployment (passive left)
	Smoke layer (passive right)
Payload weight	550
Value	$87,000

THR basic configuration: heavier roof or hood mounted weapons are fitted according to the contractual target.

Redd's car - a 90's Caddy. Added extras include switch-mount lasers in the wings, additional armour, pattern mine and smoke deployment systems.
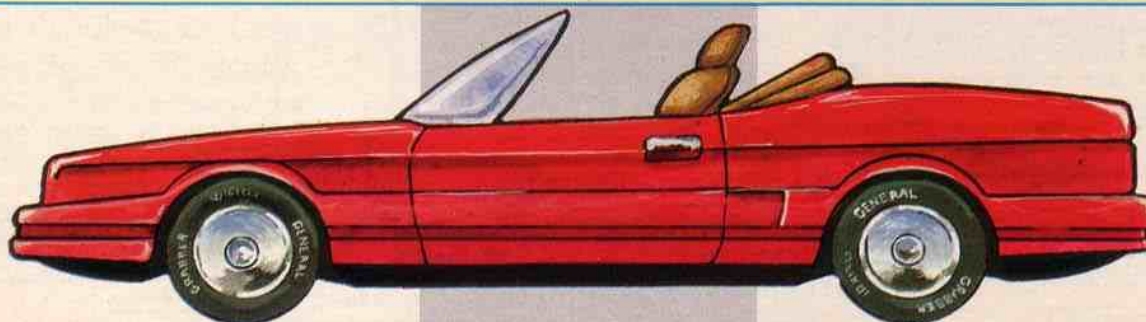
THERE ARE MANY SANCTIONED OPS
THERE ARE MANY OP AGENCIES
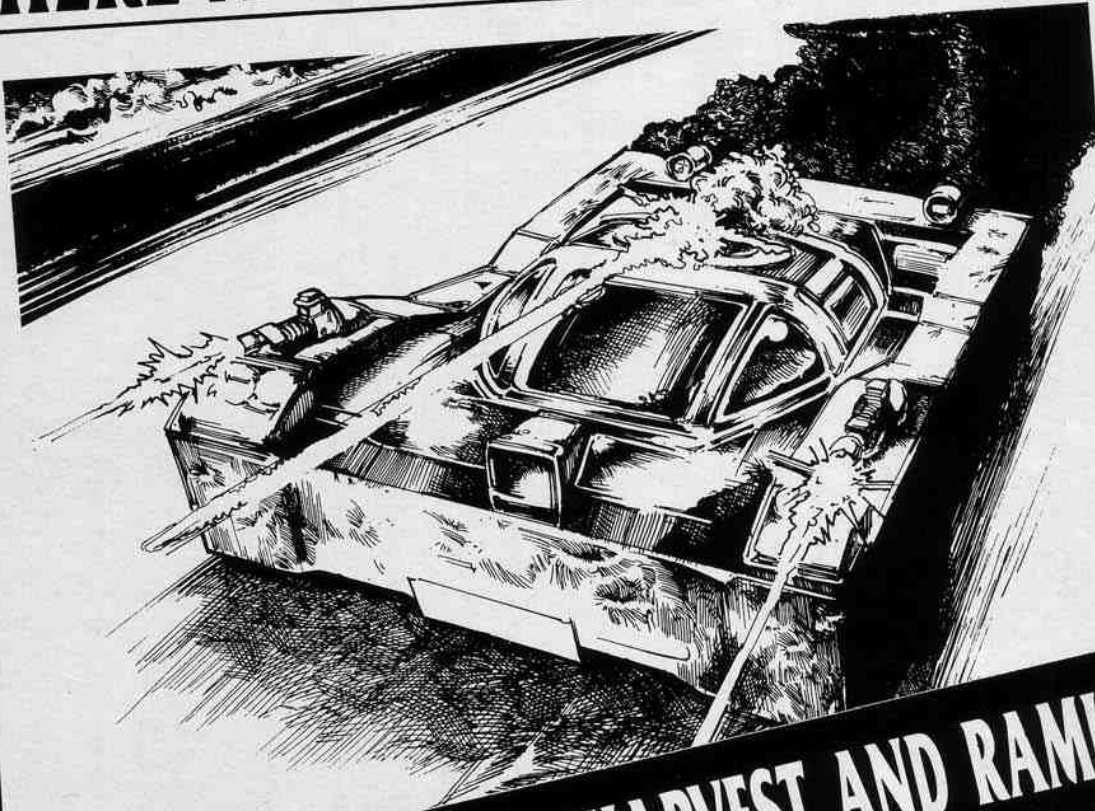
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* correct at time of going to press.

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EXTRA

'EAVY METAL RHINO CONVERSIONS

A

Rhino bolters (remove pins)

Sprue

Orc shield
Fighter shield

Rhino hatch

Rhino bolter

Orc shield

25mm Slotta bases

Sprue

Sprue (glue together)

drill out end slightly

Rhino hatch

Fighter shield

Pen top (or similar)

25mm Slotta base (remove sides)
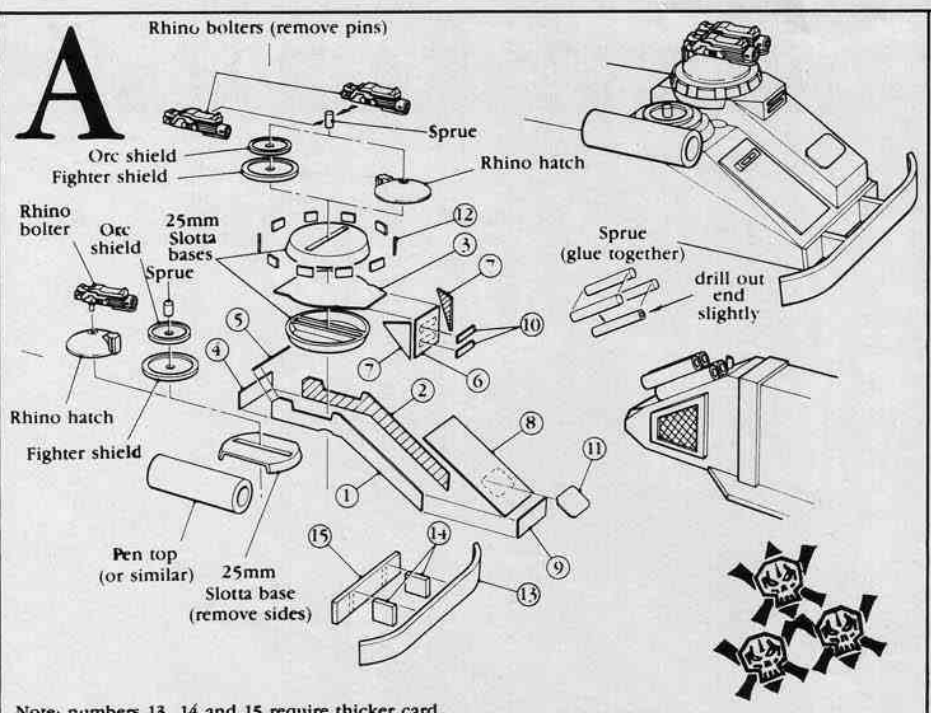
Note: numbers 13, 14 and 15 require thicker card

B

Rhino hatch (remove lip on underside)

20mm Slotta bases

Sprue

Rhino bolters (remove back end)

Rhino flat hatch (remove rivets)

Rhino headlights

Rhino grenade launcher
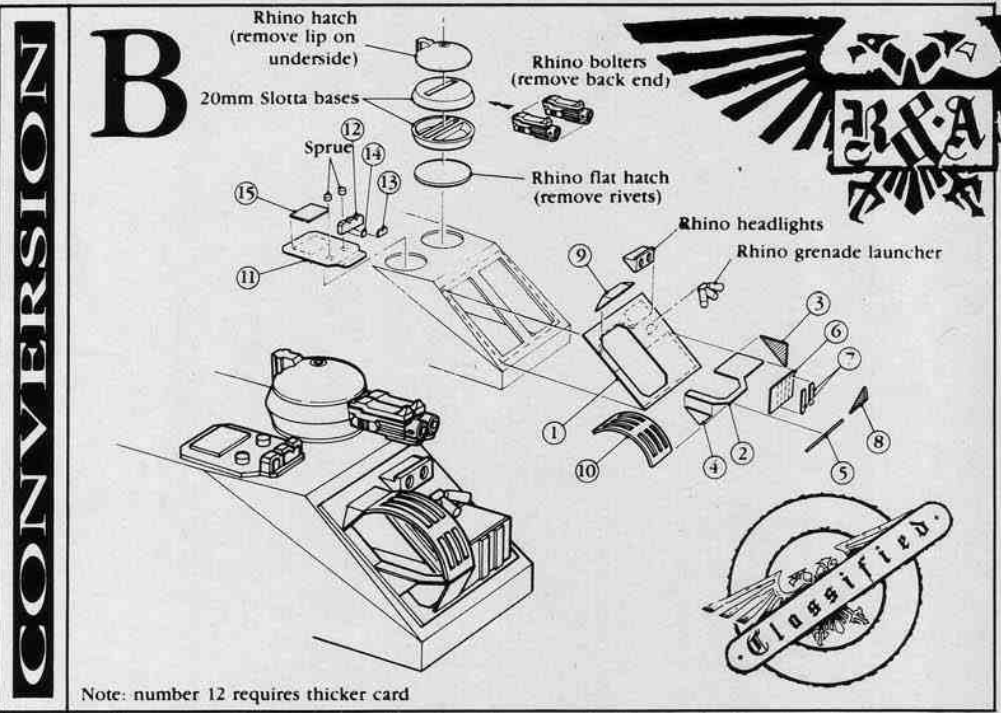
Note: number 12 requires thicker card

chapter approved

Classified

In last month's *'Eavy Metal* we showed photographs of what a little imagination and plasticard could achieve in the way of Rhino conversion. Bob Naismith's 'big gun' variant was so popular that plans are already in hand to give this the full Citadel treatment. As promised though, this month we provide templates and instructions so that you can convert your own Rhinos into Bob's other designs. These conversions are a lot easier than you might think.

To convert your Rhinos into the variants shown here you will need polystyrene cement (the liquid type - others can cause the plastic to melt!), a steel ruler, modelling knife, plasticard, two Orc shields, two Fighter shields and five Slotta bases (3 x 25mm and 2 x 20mm). Note

how the conversions also make use of sprue - nothing is wasted! In addition, you may find plasticene (or similar) useful for holding parts together while the cement dries, and Milliput will come in handy to fill in any gaps that may remain after assembly.

Plasticard can be bought from any modelling shop, and comes in a variety of thicknesses measured in thousands of an inch. A few of the template pieces require a 'thicker' card (40,000 thickness), and the rest can be cut from 30,000 thickness.

Copy the template shapes onto the plasticard sheet. This can achieved by placing the plasticard under the page and drawing over the shapes with a sharp

pencil. Alternatively, place the templates over the plasticard and simply cut through both, using your modelling knife and steel rule to make a good straight cut. For the thicker type of card it is best to score first and then bend, rather than trying to cut straight through in one go. Make sure you use a cutting board or thick pad of newspaper to avoid damaging your table!

As you cut out each piece in turn make sure you note what its number is. Then, once you have all the pieces ready, refer to the exploded diagram to see how they should be assembled. If you are new to modelling don't try to do too much at once. Work on a bit at a time and let it set properly before moving on to the next stage - the end result will be worth it.
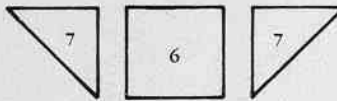
TEMPLATE

Conversion A

Slotta base (remove sides)

12

4

5

1

3

2

7 6 7

8

11

9

10

14 15 14

13

12

11

15

Conversion B

9

1

4 2 3

5 6 7
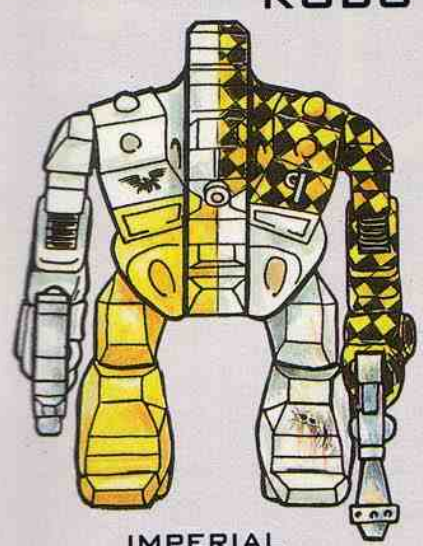
8

10

Conversion B

chapter approved
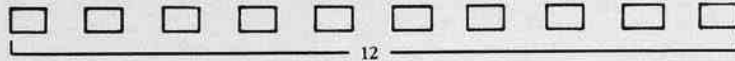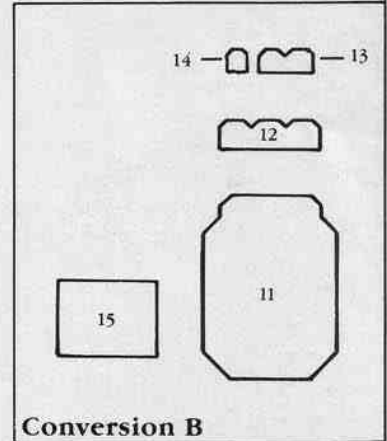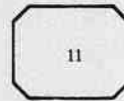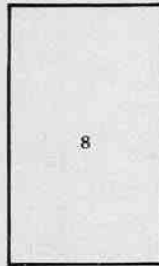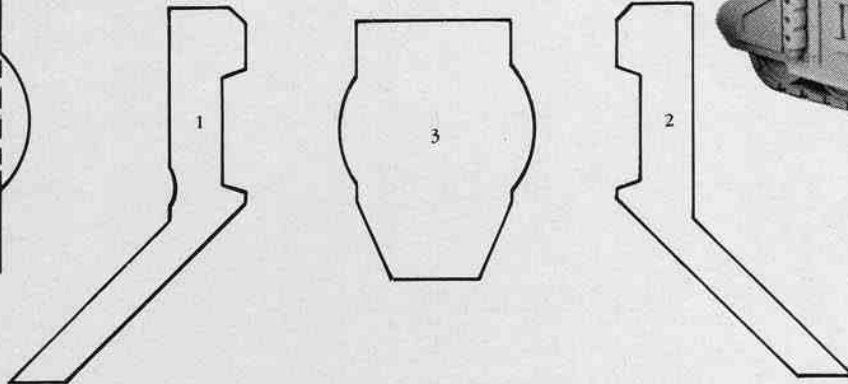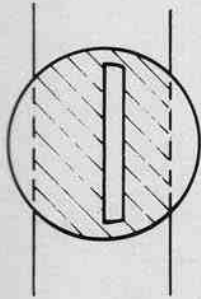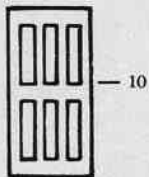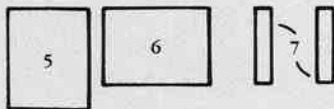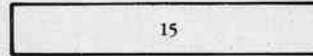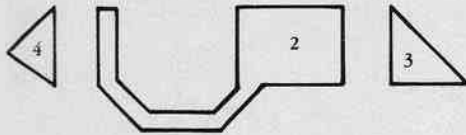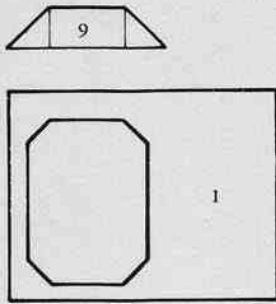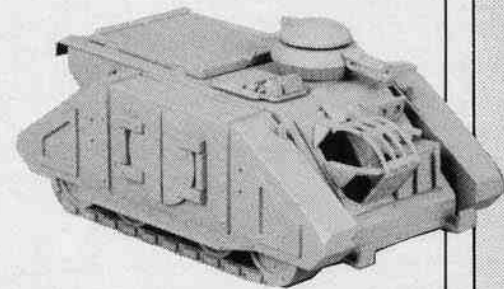
ROBOT CLASSES AND LIVERY

IMPERIAL
CATAPHRACT CLASS
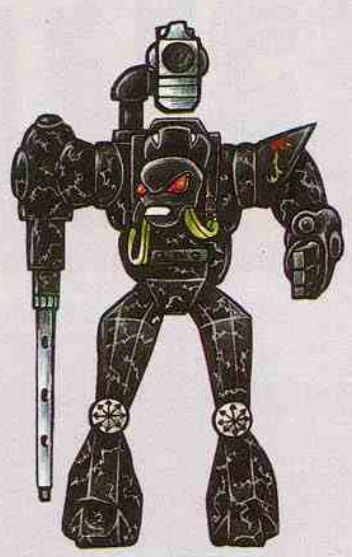
TRAITOR
CONQUEROR CLASS

IMPERIAL
CATAPHRACT CLASS

IMPERIAL
CRIMSON
FISTS

IMPERIAL
FLAG

IMPERIAL
DARK ANGELS

IMPERIAL
RED SCORPIONS
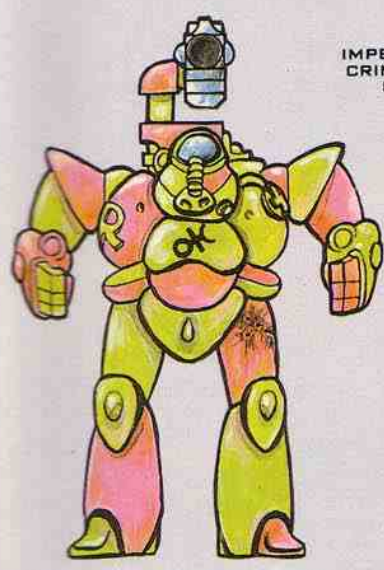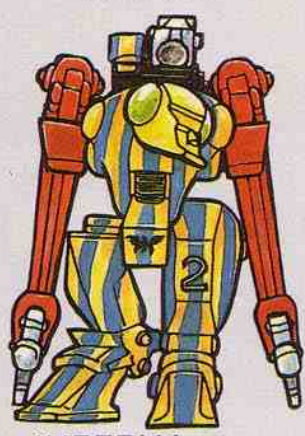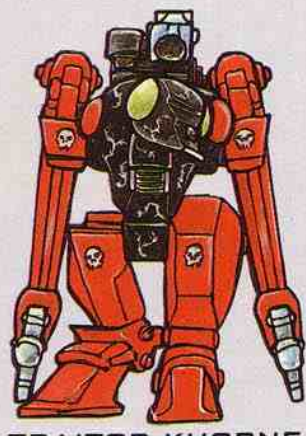
TRAITOR SLAANESH
CASTELLAN CLASS

TRAITOR

IMPERIAL
CRUSADER CLASS

TRAITOR KHORNE
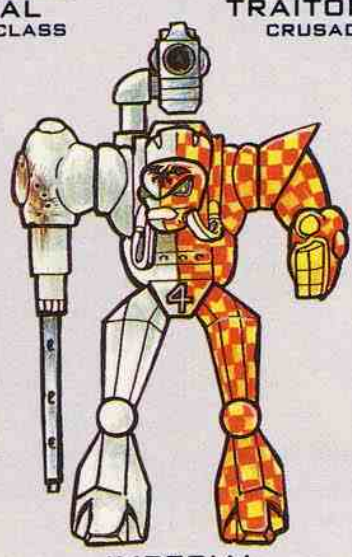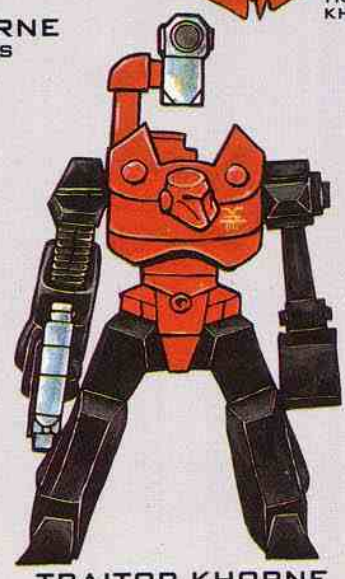CRUSADER CLASS

IMPERIAL
CASTELLAN CLASS

TRAITOR
KHORNE

IMPERIAL
COLOSSUS CLASS

IMPERIAL
CONQUEROR CLASS

TRAITOR KHORNE
COLOSSUS CLASS