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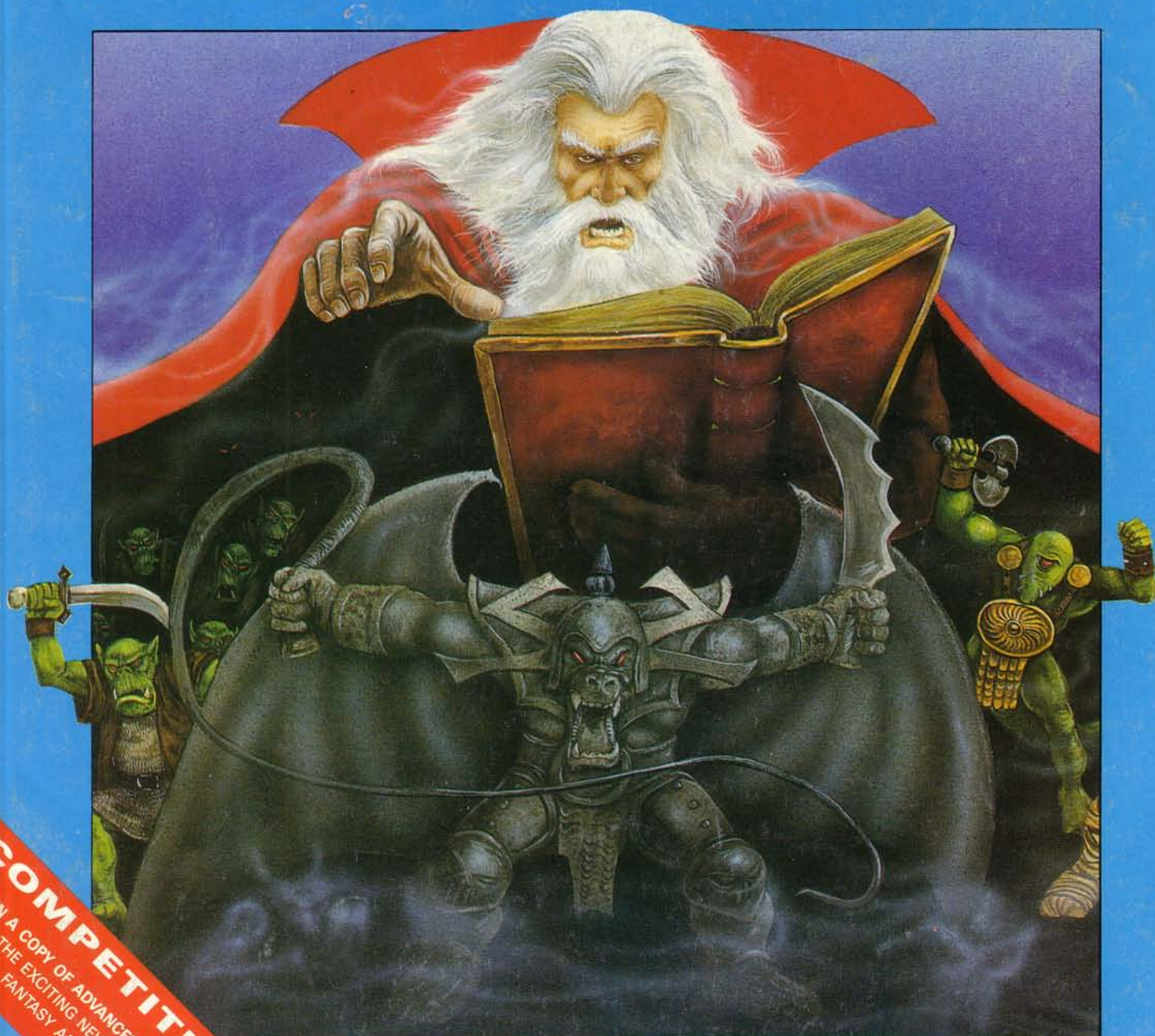
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the Restless DEAD

"Something stirs. The spirits claw down the barriers between our world and theirs. They crawl from beneath Mòrr's cloak and re-enter the land of the living, their intent unknown. Beyond the realm of possibility, the dead will not stay dead..."

The Restless Dead is a complete campaign for **Warhammer Fantasy Roleplay**. The characters must fight the combined forces of Chaos and Undead to reclaim a corpse - a corpse they must bury so that its ghost need no longer walk the earth.

Once drawn into contact with the spirit world, the players are led to the campaign's terrifying conclusion in a 200 year old house, where they must defeat the Haunting Horror or become trapped in Mòrr's realm forever.

This book also contains 24 pages of new combat rules, spells and magic items, and *The Grapes of Wrath*, a scenario designed to link *Death on the Reik* and *Power Behind the Throne*.

The Restless Dead Campaign is a compilation of the best of recent *White Dwarf* scenarios, a specially written adventure, and a host of new material for every WFRP player.

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WHITE DWARF™

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David Gallagher



Richard Halliwell



Jervis Johnson



Sean Masterson



Paul Murphy



Nigel Stillman

CULTURE SHOCK

GAMES DAY

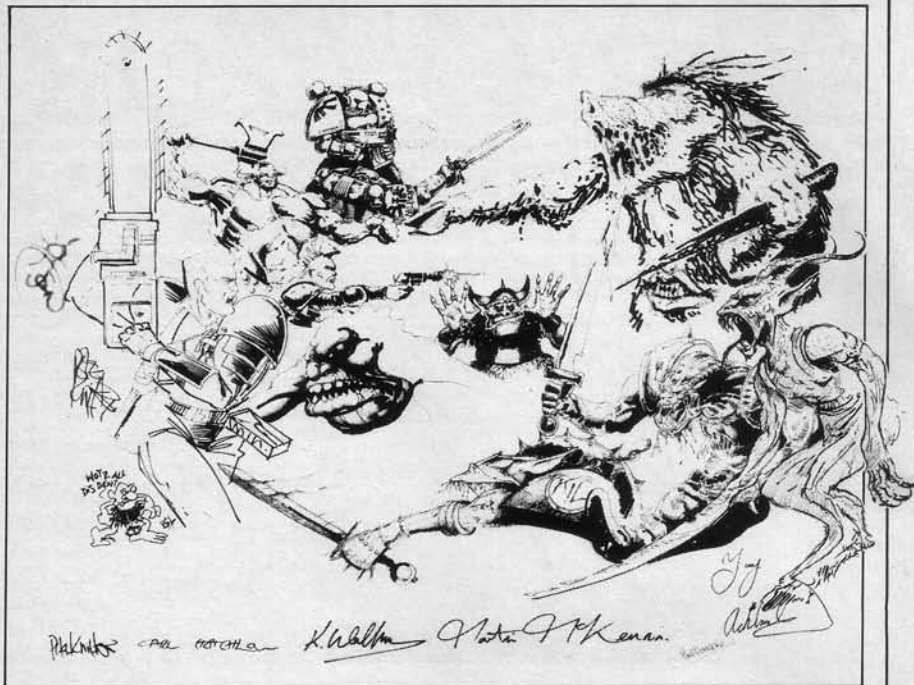
It was great to see so many of you at Games Day in Derby. We were rushed off our feet, bombarded with questions, harangued about new games and interrogated about the fine art of miniature painting, but the enthusiasm and excitement the event generated made it all worth while.

After the great day itself, we're only just beginning to recover and already people are talking about next year - more competitions, bigger leagues, more chances for you to participate throughout the year as we build up to the finals to choose the 1990 champions.

GOLDEN DEMON AWARD WINNERS

The best of this year's Golden Demon Awards are currently on display in the Nottingham Games Workshop, so if you didn't get a chance to go along to Games Day, pop down to the shop to marvel at the top entries.

For those who live further away, you'll be able to see the winning models and hundreds of other finely-painted miniatures from the Golden Demon Awards in the forthcoming *Fantasy Miniatures* book.



NEW ARRIVALS



The newest member of the miniature painting team at the Studio is **Tim Prow**. Tim is a local lad and has been painting miniatures for 5 years. He worked at the Studio over his holidays and we were so impressed that we offered him a job. He is a keen player of *Warhammer 40,000* and *Space Hulk*, and his favourite miniatures are Terminators and Orcs.

You can see some of Tim's work in this month's *'Eavy Metal*, including Ultramarine Terminators and Chainsaw Wielding Loonies for *Blood Bowl*.

CHARITY ARTWORK

During Games Day, **Pete Knifton** organised a special event with a dozen Games Workshop artists contributing to a single picture. John Blanche, Tony Ackland, Wayne England, David Gallagher, Pete Knifton, BIL, Paul Bonner, Carl Critchlow, Gary Harrod, Tony Hough, Martin McKenna and Kevin Walker each worked on a part of the picture to create a unique sample of the best fantasy and science fiction artists in the country. We're going to auction the artwork for charity so watch this space for full details.

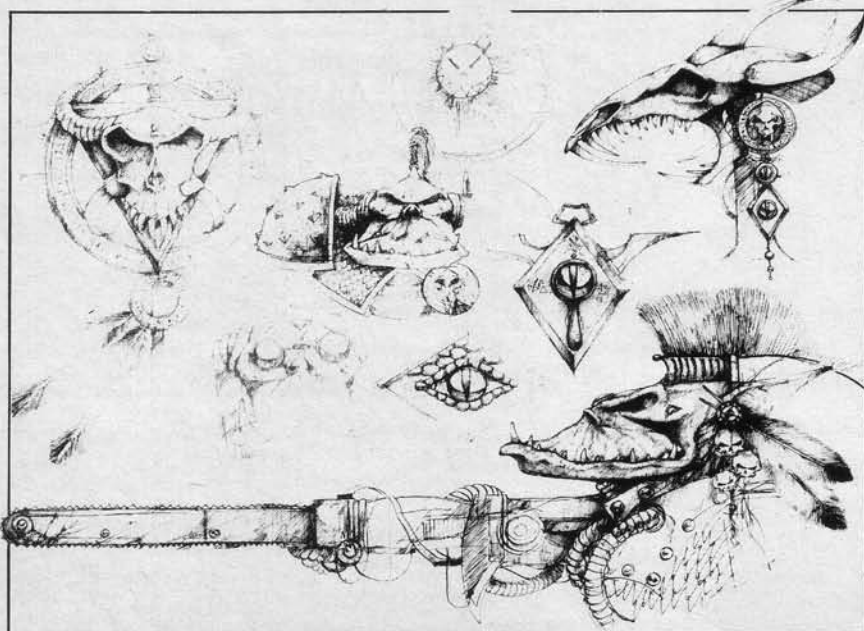
WARHAMMER MAGIC

Ken Rolston, world famous games designer renowned for his work on *Something Rotten in Kislev*, crossed over the Atlantic last month to spend a week at the Studio. He recently delivered his new *Warhammer Fantasy Roleplay* book, provisionally titled **Realm of Sorcery**. This will be a massive tome containing everything you need to know about wizardry in the Warhammer world, with hundreds of spells and new magic items.

Ken was in England to talk about his next project, which will deal with divine magic in *Warhammer Fantasy Roleplay*.

ORKS

Paul Murphy is working on the new **Orks** book. At the same time, **Key Adams** is sculpting a new range of miniatures, and **John Blanche** and **Wayne England** are putting in a lot of time on the appearance, organisation and paint schemes of the Orks - some of Wayne's concept sketches are shown on the left.



WARHAMMER 40,000™

● COMMISSAR TRAINING SQUADS

By Nigel Stillman & Sean Masterson

The Schola Progenium teach and train orphans of Imperial Officials until they are ready to become Cadet Commissars. As such, their training continues on the galaxy's battlegrounds where they are formed into special squads. Fighting alongside Imperial Guard units, they are completely devoted servants of the Emperor whose loyalty and bravery know no bounds.

Commissar Chellik turned to the cadet. "What would you do in this situation, Frask?" Cadet Frask looked at his tutor and then to the ground, at the crouched figure of the Ogryn. Its massive humanoid frame was curled up into a foetal shape and its hands covered the creature's filthy face. It was making un-Ogrynlike whimpering noises.

Frask flinched as plasma ripped apart a bunker a little way behind them. "I would call a medic, Commissar Chellik."

The Commissar's booming voice was still difficult to hear through the gunfire. "No medic can help, Frask," he shouted. "This soldier is mortally wounded. The wounds cut into his soul. He is stricken with fear because he no longer has the terrible weapon of faith in our Emperor." Frask nodded and tried to understand the horror and pain that the Ogryn squad leader must be suffering. The rest of its squad were nowhere in sight. What, wondered Frask, had happened to the legendary bravery and faith attributed to these creatures?

The whimpering stopped. The Ogryn lowered its hands and looked up at the cadet. Frask met the creature's gaze and saw the nature of the Ogryn's need. Absolution. They held the look as Commissar Chellik's las-pistol appeared at the Ogryn's temple and fired. The Ogryn slipped to the ground and Frask shook himself. Commissar Chellik returned the weapon to its holster. "Come, Frask. We must find the rest of the squad and lead them to victory."

It is the duty of the Commissars in the Imperial Guard to maintain the highest standards of discipline and inspire the troops by their own example. They have the power of absolution in order to restore the morale of the troops at critical moments on the battlefield. Commissars are both feared and respected. They do not often need to exercise their powers because their presence among the troops is enough to instil devotion and confidence.

It is important that Commissars remain aloof from ordinary troops in the Imperial Guard. Commissars need to exercise authority over ordinary officers, often in front of the officer's own unit. The Commissar must be seen as representative of the Emperor and thus a superior authority to any officer. Furthermore, a Commissar is required to deal with troops from many different tribal and racial origins, so cannot be associated with any particular group himself. Consequently, the origins and recruitment of Commissars is of vital importance to their efficient exercise of discipline.

Devotion to the Imperial cause, sound judgement, unshakable resolve and honour are the qualities required in a Commissar. Personnel selected to become Cadet Commissars are drawn from schools run by Missionaries of the Ministorum. There are many such schools throughout the Imperium, known as Schola Progenium. Here, orphans of Imperial Officials who gave their lives in the service of the Emperor are educated by the Missionaries. They soon learn to regard the Emperor as their spiritual father and build a strong personal devotion to the Imperial cause. Their sole ambition is to serve the Imperium and Humanity in some way, and the special qualities of their education make them well suited for service in the Imperial Guard or the Inquisition as Cadet Commissars.



● CADET COMMISSARS

The Commissar-General of an Imperial Guard Regiment selects the most promising recruits from those recommended to him by the schools of the Ministorum. After basic Imperial Guard training these become Cadet Commissars and proceed to special training for their demanding responsibilities as Commissars. The best way to achieve this is for the Cadets to be instructed under battlefield conditions.

For a Cadet Commissar to learn how to function according to his vocation, he must understand the nature of the troops for whose morale and spiritual welfare he is accountable. "You cannot teach in theory what has to be practised in a storm of energy beams," was how Commissar-General Obin Heethe summed up the need for Cadet Commissars to live, fight and if necessary die alongside the troops they were supposed to inspire. For this reason, Cadet Commissars use the same standard weapon as Imperial Guardsmen, the lasgun. This training forms the basis of much of the respect accorded to Commissars by Guardsmen, for they know that only those Cadets who have shown bravery and devotion in the face of enemy fire are selected.

For an experienced Commissar, there is no greater recognition of his service to the Emperor than to be deemed worthy of instructing a new generation of Commissars.

Commissar Training Squad

The Commissar-General is the senior Commissar of the regiment with the longest service and most extensive campaign experience. He assigns Commissars to Imperial Guard officers according to his judgement of the battlefield situation or the character of the Imperial Guard Officers in question. Cadet Commissars are allocated to Commissar Training Squads by the Commissar-General of an Imperial Guard regiment. These squad members are identified by a blue uniform trim and Cadet badge.

The Commissar-General assigns one of his Commissars to take the regiment's Cadets and form a tactical unit in its own right, known as the Commissar Training Squad. The unit is made up of one Commissar and nine Cadet Commissars. The Commissar Training Squad accompanies Imperial Guard forces into battle and takes part in some of the fiercest fighting.

The training of a Cadet Commissar has no fixed duration. A Cadet qualifies as a full Commissar on the judgement of the Commissar-General. He will be awarded his Commissar status as soon as he is deemed worthy of it by his actions. This provides great inspiration to the other Cadets on the battlefield. The new Commissar can then be allocated Commissarial duties in his own right. Commissar Training Squads are highly motivated fighting units, respected by all other troops in the Imperial Guard. Any Imperial Guard force accompanied by such squads will consider itself fortunate and probably destined for victory.

When a Commissar decides that a Cadet has failed in his duty, but has not shown cowardice or insubordination, the Cadet is relieved of his position and duties. Commissar Cadets who fail their training can often get a commission in a penal battalion. Others volunteer for service in a Rogue Trader entourage. Sometimes, their destiny will be decided by the Commissar-General or Commissar under whom the ex-Cadet trained.

● COMMISSAR TRAINING SQUADS IN ACTION

The Commissar Training Squad is often deployed in the most critical zone of the battle or with the most hard-pressed detachment of the Regiment.

Qualifying as a Commissar

Players who deploy Cadet Commissars in their Imperial Guard force may check to see if any qualify as fully fledged Commissars during the action. A Cadet must accumulate 25 merit points to be deemed a full Commissar by the Commissar-General. If these are accumulated during a single battle, the Cadet can be awarded battlefield promotion. Otherwise merit points can be carried over into another game and accumulated during a series of battles.

Merit points are earned by the following actions:

Restoring the morale of a faltering unit	5 points
Slaying an enemy personality	2 points
Surviving a battle	1 point
Capturing an enemy standard or personality	3 points
Assuming command of a halted or retreating unit	1 point
Bearing the Commissar Standard	3 points
Character judgement of Commissar-General D6 points *	

* Roll once for this at the end of the battle.

When a Cadet is promoted his qualities are sometimes tested by his appointment to different kinds of unit. Qualified Commissars are often attached to Abhuman units, Rough Rider units, Ogryn and aerial units. Those who have performed in an outstanding manner can be seconded to the Secutor regiments of Titan Orders. A Cadet Commissar who achieves battlefield promotion continues to function normally for the duration of that battle, acting as adjutant to the Commissar commanding the squad.

Commissar Standards

The Commissar Training Squad may carry a standard. This standard bears a motto chosen by the Commissar-General. The standard marks the position of the Commissar Training Squad on the battlefield. It may be borne by one of the Cadet Commissars as a test of character and must never be allowed to fall into enemy hands. It is entirely up to the player as to whether his squad carries a standard.



Using Commissar Training Squads

If an Imperial Guard force contains only one or two Commissars, it cannot include a Commissar Training Squad. If an Imperial Guard force contains more than two Commissars, one of these Commissars can be detached to a Commissar Training Squad. Therefore no points are paid for the squad's leader.

The Commissar Training Squad army list box should be added to the Imperial Guard Army list.

0-1 COMMISSAR TRAINING SQUAD at 100 points 1 COMMISSAR AND 9 CADETS

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	9	9
HERO	4	6	6	4	4	2	6	2	9	9	9	9
CHAMPION	4	5	5	4	3	1	5	1	8	8	8	8
CADET	4	4	4	3	3	1	4	1	7	7	7	7



BASIC EQUIPMENT

COMMISSAR:
LAS PISTOL CONVERSION FIELD

CADET:
LASGUN CONVERSION FIELD

OPTIONS

COMMISSAR: STANDARD EQUIPMENT at no pts cost
LASGUN CHAINWORD

CADET: ADDITIONAL EQUIPMENT at 15 pts for whole squad
CHAINWORD

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL	CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3	CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-2	50	EQUIPMENT AND BIONICS	0-4	5
GRENADES/MISSILES	0-2	7			

Senior Commissars achieve sufficient discipline of mind and strength of purpose as to put devotion to Imperial ideals above personal risk or apprehension. Their confidence tends to spread to all those in the same squad. Therefore, Commissar Training Squads are immune to all psychology effects.

Retreating Ork units returned to their battered stronghold by passing through a breach in the wall. Guard units followed up mercilessly and now intended to swarm into the stronghold by the same route. C and K Companies engaged Orkish defensive units on the flanks while the recently reinforced E Company drove straight into the heart of the remaining enemy firepower. Commissar-General TagJullen allocated his Training Squad to E Company for the assault.

Frask listened to the muffled sounds of battle get louder and clutched his lasgun as the lumbering Rhino shook up its occupants. Your sacrifice does not go unnoticed, he thought as he looked at them. He knew few of them by name but it did not matter that the faces changed. It was the expression those faces held that was important. He saw devotion in their eyes and he knew that the Emperor was with them.

The machine lurched once more and halted. The driver's voice shouted over the intercom. "Disembark!" The heavy door of the carrier opened and the terrible roar of weapon fire bit the troops. The unit ran from the rear of the vehicle.

Other troops were disembarking from their carriers too. The Rhinos had halted halfway up a steep pile of rubble and debris that had once formed part of the fortress wall. One squad scrambled most of the way up the slope immediately but were cut down by a sudden intense burst of bolter fire. Frask was with another two squads of Guardsmen who threw themselves to the ground as frag grenades exploded around them. Frask picked himself up and quickly glanced around. The troopers saw him and and rose to their feet, shouting cries of Imperial loyalty and charging forwards. The cadet saw no doubt in the eyes of his comrades and he ran with them. And they were united as they surrendered themselves to the embrace of the Emperor's will.





by David V Barrett

Robert Silverberg's **To the Land of the Living** (Gollancz 308pp £12.95 hc) is a wonderful romp through the afterlife. The ancient heroic king Gilgamesh rubs shoulders with 20th century Fantasy writers HP Lovecraft and Robert E Howard, and with Helen of Troy, Sir Walter Raleigh, Picasso - in fact, everyone from the dawn of time to the present day (everyone who's died, that is!). But Gilgamesh is dissatisfied with the afterlife; food, drink, sex and adventure have lost their savour after thousands of years of doing the same thing over and over again. He hears there may be a way of getting back to the living world... Great fun; it's good to see Silverberg back on form again.

John Brosnan's **The Sky Lords** (Gollancz 318pp £3.50 pb) is a good straightforward skiffy novel. It's set a couple of hundred years on when small, isolated groups of people grubbing their living on earth are ruled by arrogant, self-styled aristocratic despots who float around in mile-long airships. The style's a bit clunky in places, but the pace never lets up, and there's enough in here to give the thoughtful reader something to think about.

Good war novels are rare; Lucius Shepard's **Life During Wartime** (Paladin 383pp £4.99 pb) was shortlisted for the Arthur C Clarke Award this year, and rightly so. (Mind you, a year ago so was the terminally turgid *Fiasco* (Orbit 322pp £4.99 pb) by Stanislaw Lem, a dreadfully tedious account of man's first savage meeting with aliens; avoid.) Shepard's book is set in a near future Central America, and disturbingly examines the effects of the war on everyone it touches. The hero, a complex and violent character, finds he can use telepathy and mind control for both good and evil, and is faced with difficult moral dilemmas. There's a very real magic in the book as well, that makes it glow in your mind as you read.

It seems to be impossible these days for someone to write a single Fantasy novel. Part 3 of this, Part 2 of that, Part 1 of the other - they all came this month. And I sometimes think that if the printers screwed up and put the wrong covers on the books, no-one would realise. A quick

round up, then: Louise Cooper's **Infanta** (*Indigo* 3), Lyndan Darby's **Phoenix Fire** (*Eye of Time* 3), Judith Tarr's **A Fall of Princes** (*Avaryan Rising* 3), David Eddings' **Demon Lord of Karanda** (*Malloreon* 3); Fred Saberhagen's **Sightblinder's Story** (*Lost Swords* 2), Nancy Springer's **Mindbond** (*Sea King* 2), Katharine Kerr's **Darkspell** (*Epic Delivery* 2); and the beginning of two new epics: Joyce Ballou Gregorian's **The Broken Citadel** and Adrian Cole's **Mother of Storms**. Phew! They're all paperbacks, most of them between £3-£4.

There's so much of this formula Fantasy around, it's a delight to come across a totally different type of Fantasy. Garry Kilworth's **Hunter's Moon** (Unwin 330pp £12.95 hc) is the one talking-animal book you *must* read. Unlike *Watership Down*, this isn't a kids' book, but it *is* a thrilling read. Kilworth takes you right inside a fox's head, showing



how they live, what they love and hate, what delights and scares them, what makes a fox's life worth living. It's wonderful - but be warned: it's not all pretty. Anyone who supports fox-hunting after reading it deserves to be torn apart by dogs.

In the Hollow of the Deep-Sea Wave (Bodley Head 232pp £11.95 hc), also by Kilworth, is a novel and seven short stories about how different cultures make people think and behave in different ways. Set on islands in the Indian Ocean, where the author once lived, it's not SF or Fantasy, but it's just as alien, and a must for all Kilworth fans.

Also alien, but this time in more familiar surroundings, Laurence Staig's **The Network** (Collins 177pp £6.95 hc) is a teenage Horror story set in the London Underground. Spud, brought up with hippies, has the Gift of hearing the Earth Mother - or is it another Power which transforms the Circle Line into a living

being which sucks the life out of unlucky passengers? The idea's great, though the quality of writing is nowhere near as good as in Staig's *Dark Toys and Consumer Goods* collection, which I raved about last month. But Staig looks to be a powerful new writer of teenage books; keep an eye out for him.

Many roleplaying games are based on mythology, and Norse mythology especially is a great source for adventure, with battles, pillaging Vikings, and the gods Odin, Baldr, Loki and the rest plotting against each other, with mortals caught up in the middle. The **Norse Tarot** (Aquarian £14.95) is a beautifully illustrated pack showing the gods and scenes from Norse life on the cards. Tarot these days is being used as much for story-telling as for divination, so don't worry if it's not something you're into in a mystical way; use the cards to create stories or characters. This pack is the best I've come across for this, and the book that comes with it is an excellent summary of Norse mythology and the history of the Vikings.

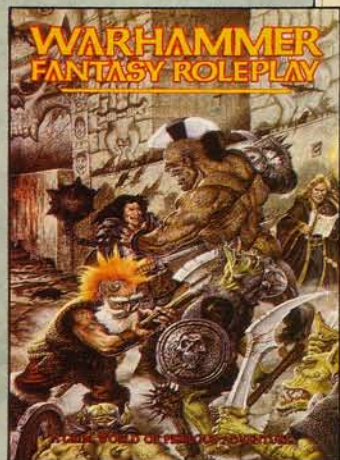
And if you are into Tarot (or if you just like fascinating artwork), Rachel Pollack's **The New Tarot** (Aquarian 176pp + 16pp of colour photos £12.95 hc) looks at over 70 of the Tarot packs that have come on the market in the last 15 years. Apart from being a delight to browse through for the illustrations, it's an excellent study, and probably the best way of choosing a Tarot pack which really suits you.

Pollack has just won this year's Arthur C Clarke Award for the best SF novel of 1988 with **Unquenchable Fire** (Legend 432pp £3.99 pb), a complex and moving tale of story-telling and myth-creation set in an alternate present-day America. Dreams are computer-analyzed for their meaning, Woolworth's sells amulets, and miracles actually happen. *Unquenchable Fire* makes the reader work hard, but it's well worth the effort.

Speaking of Arthur C Clarke, his autobiography **Astounding Days** (Gollancz 224pp £12.95 hc) tracks his career as an SF writer while also being a history of the SF magazine *Astounding*. Like any autobiography it's too full of its author, but it's humourously written, and is full of interesting anecdotes about Clarke and other SF writers and editors (including *Astounding's* famous John W Campbell) from 1930 to the present day. Clarke compiled this book with the help of Mike Ashley's *Complete Index to Astounding/Analog*; it's a shame he didn't think to provide an index himself.

Finally, another beautiful book: Tim White's **Chiaroscuro** (Paper Tiger 144pp £7.95 A4 pb). White has been doing SF and Fantasy book covers for over 10 years, and this is a collection of some of his best, including Clive Barker's *Weaveworld* and several Cthulhu books.

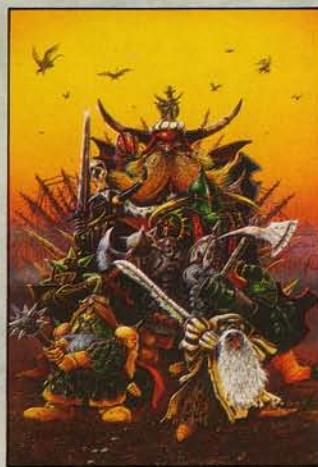
WARHAMMER™ FANTASY ROLE PLAY



Warhammer Fantasy Roleplay is the most complete fantasy roleplaying system in a single volume. The 368-page rulebook provides all the necessary information for roleplaying adventures in the unique fantasy setting of the Old World. Over 100 careers, 130 skills and 100 fantasy creatures provide an unmatched depth of background and atmosphere, backed up by a fast, detailed and flexible game system. The Old World is described in detail, from the insanely twisted northern Chaos Wastes to the pirate coast of south Tilea; from the Elf-haunted Laurelor Forest to the cities of The Empire; from the history of the world to the price of a candle.

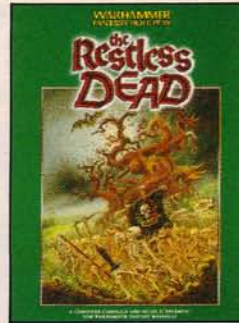
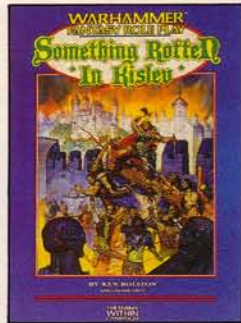
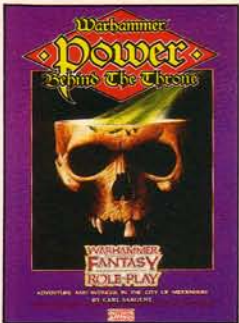
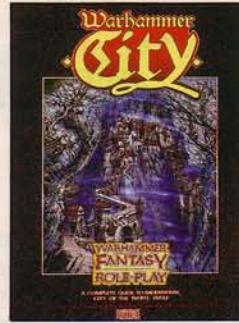
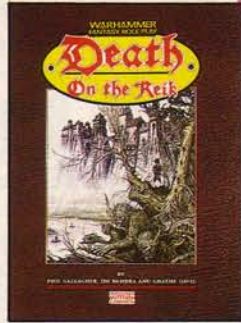
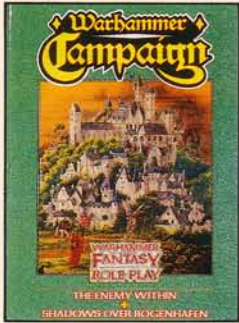
But the Old World is just the beginning. Beyond lie the Dark Lands, home of Orcs and Goblins; the vast Steppes of the Dolgan horse-tribes and the Hobgoblin Hegemony; the mysterious lands of Ind, Cathay and Nippon; the Elf Lands of Ulthuan, and the Dark Elf empire of Naggaroth; the steamy jungles of Lustria, with their weird ruins and stories of fabulous treasure; exotic Araby; bleak, wild Norsca. A whole world of fantastic adventure awaits.

Warhammer Fantasy Roleplay is supported by an extensive range of adventures and accessories, including the internationally-acclaimed *Enemy Within* campaign. Like other **WFRP** products, this series is presented in hardback book format, with full-colour campaign maps and numerous tactical maps and player handouts.



WARHAMMER FANTASY ROLEPLAY is supported by a large and growing range of adventures, all presented in durable hardback books. **THE ENEMY WITHIN CAMPAIGN** has met with international acclaim, and will finally run to six books totalling more than 750 pages of fantasy adventuring. The Enemy Within is Chaos, gnawing at the heart of the Empire. Hidden agents and secret cultists flourish everywhere, and few can see the danger. From a strange coincidence on the road to the coronation of a new Emperor, the hand of Chaos is never far away...

THE RESTLESS DEAD combines the best adventures from *White Dwarf* magazine with new material to produce a shorter campaign, which can be combined with *The Enemy Within* if desired. The book also contains a section of rules expansions, including new spells and magic items.

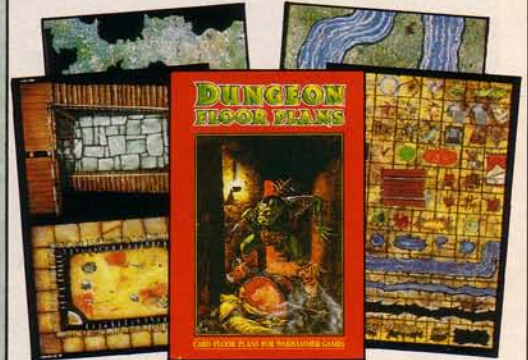


WARHAMMER FANTASY ROLEPLAY boasts an expanding range of high-quality play-aids.

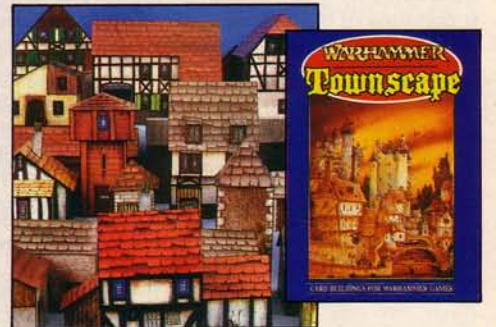
The **WARHAMMER CHARACTER PACK** gives you a pad of 50 character sheets, plus a 16-page booklet crammed with useful material for the game.



DUNGEON FLOOR PLANS contains 48 sheets of top-quality full-colour floorplans, including many complete 'set piece' areas such as rooms and monster lairs.



WARHAMMER TOWNSCAPE contains 39 full-colour card building kits, from tents to a town hall and from an inn to a wooden bridge to a watermill.



Used together with *Citadel Miniatures*, *Dungeon Floor Plans* and *Warhammer Townscape* can bring your *Warhammer Fantasy Roleplay* adventures vividly to life on the tabletop.

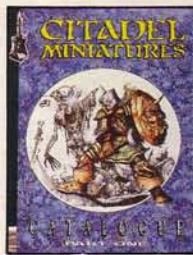
CITADEL™ MINIATURES

CITADEL MINIATURES produce over a hundred finely-crafted new miniatures each month, for all your gaming needs. The ranges cover all of Games Workshop's hobby games, and *Warhammer Fantasy Roleplay* is no exception. So whether you need a miniature for your favourite character or a band of Orcs, Beastmen and other monsters, you need look no further. Citadel Miniatures are specifically designed to be compatible with *Warhammer Fantasy Roleplay*, *Warhammer Fantasy Battle* and *Warhammer 40,000*.

Citadel's blister pack ranges include:

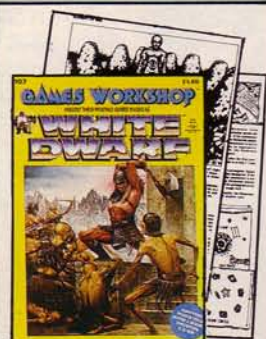
- Fighters • Elves • Dwarfs • Orcs • Goblins • Undead • Monsters • Realm of Chaos • Skaven

THE **CITADEL CATALOGUE**, packed with a vast selection of Citadel Miniatures' enormous range, comes in a series of volumes punched for storage in a ring-binder. Monthly update sheets are available by post or in *White Dwarf* magazine.



Realm of Chaos presents definitive information on the dread Powers of Chaos which threaten the Old World from within and without. The Powers and their followers - both mortal and supernatural - are fully-detailed, with exhaustive notes on Chaos mutations, and the strange terrible magic of Chaos.

Slaves to Darkness covers Khorne the Blood God, and Slaanesh the Lord of Pleasure, while **The Lost** and the Damned covers Tzeentch the Changer of the Ways, and Nurgle the Lord of Pestilence. **Realm of Chaos** is also compatible with *Warhammer Fantasy Battle* and *Warhammer 40,000*.



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

IN THE WORKS - Games Workshop's worlds of hobby gaming are constantly developing and expanding, and there are always new products on the way. At the time of going to press, the following products of interest to *WFRP* gamers are in development:

Empire in Flames - the shattering climax to the *Enemy Within* campaign, with the Empire dissolving into civil war as Chaos stands poised to engulf the Old World.

The Horned Rat - a huge adventure where you get to play the bad guys, as a band of Chaos Champions battles through a vast lair of the rat-headed Skaven in the midst of the Chaos Wastes.

Realm of Sorcery - the long-awaited magical supplement, now in an advanced stage of preparation.

Swathe of Undeath - the working title for a terrifying adventure in the south of The Empire. A vast undead army threatens - can you unite terrified villagers to beat it off?

As yet untitled - a new four-part mini-campaign series, not far from completion.

Warhammer Fantasy Roleplay products are available from all Games Workshop shops and specialist stockists, and from better toy and hobby shops everywhere. In the event of difficulty, or for further details of our latest releases, send a stamped self-addressed envelope to the appropriate address below:

Games Workshop Ltd.,
Chewton Street, Hilltop, Eastwood,
Nottingham NG16 3HY.

US customers please write to:
Games Workshop Inc.,
3431 Benson Avenue, Baltimore,
Maryland 21227.



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GAMES DAY '89



On Saturday 27th May, the Derby Assembly Rooms played host to the spectacle, chaos, conflict and fun that was Games Day 89. It was a spectacular day and, after the crowds had gone, the one impression that really remained was the astonishing display of enthusiasm shown by everyone for all of the diverse aspects of our hobby. Walking around the different halls, this enthusiasm was repeated over and over again. It wasn't just for the amazingly high standard of painted miniatures entered for the Golden Demon Awards, or for the skill shown in the participation games and competition finals, it was everywhere. Games Workshop's Project Manager, Andy Jones, was the man responsible for the organisation and planning of Games Day/Golden Demon 1989. Following his nervous breakdown, he has agreed to put pen to paper to tell you how an event like Games Day is organised.

The success of the Golden Demon Awards in 1988, made it apparent that the potential existed for a much bigger event in 1989. We decided that we wanted to feature every aspect of the Games Workshop hobby in this year's event, from miniature painting and model building, through to artwork and illustration. Most of all we wanted to focus on the fun, challenge and excitement of playing Games Workshop games.

With the invaluable experience gained from running the Golden Demon Awards, gaming leagues were set up across the country for both **Blood Bowl** and **Dark Future**. The phenomenal success of these games meant that there were thousands of players around the country who were itching to throw their teams into the astrogranite arena, or skid, bootleg and shoot their way to a national final. Local play-offs were run in each area to find representatives for the regional heats. The heats were then held in the different Games Workshop stores across the country. Finally, the two winners and runners-up from each of the regional heats travelled to Derby for the Games Day national finals.



Pete Taylor (centre) and his Daemonic Legions



A quiet moment at the trade stand...

At the same time, regional heats were also taking place to find the hobby's best miniature painters, who were competing to send their masterpieces to the Golden Demon Awards 1989.

All this activity began back in September 1988. At the same time, we began to look around for a venue in which to hold what was becoming an enormous event. In previous years Games Day had been held in London. Although this was quite prestigious, it no longer made sense to hold an event with a national focus in the south of England. We therefore looked for a venue somewhere in the middle of the country. When we saw the Assembly Rooms in Derby, we knew that Games Day had found a home.

The next few months passed in a blur of organisational frenzy. As well as the **Golden Demon Awards**, **Dark Future** and **Blood Bowl** competitions, Games Day was to be the venue for the **1989 Osprey Warhammer Fantasy Battle World Championships** play-offs. We were also busy setting up and organising art displays, trophies, personalities, demonstration games, participation games, bring-and-battles, and a whole host of other activities to ensure that Games Day 1989 had something for everyone.

Finally the 27th arrived. Outside, by nine-thirty in the morning, there was a queue of excited gamers stretching a quarter of a mile back from the doors. Inside, at five to ten, there was the last minute setting out of miniatures, tidying away of empty boxes and putting up of the final remaining pieces of artwork. Then the call went over the tannoy. Everyone to their places, the doors open in five minutes!

As the hall began to fill with the first wave of excited gamers, and the staff scrambled to their positions, it became clear that Games Day '89 was going to be very special indeed.

At times, the large crowds made it difficult to move and the trade stands were almost overwhelmed by the sheer volume of customers, all wanting to get their hands on the enormous selection of miniatures, games, T-shirts, books and other goodies. The four hundred advance copies of *Space Hulk*, that had been collated especially for the day, were sold out within an hour. Three hundred or so bargain games vanished in less than ten minutes. But what made the day for all of us, was that even when stuck among the crowds, the atmosphere was always friendly and cheerful; people mingled, chatted, watched, studied and had a great time playing all of the games on offer.

It's difficult to pick out the highlights of such a day as there were so many, but some of the best were the participation and demonstration games.

The **Adeptus Titanicus** bring-and-battle competition attracted a great deal of interest. All four of the planned games were booked solid within minutes of the doors opening. Later rounds had to be abandoned when *Graeme Davis* returned from the **Adeptus Titanicus** and **Dark Future** seminars to find that the table had been completely taken over by a couple of dozen players and he couldn't get near it! Congratulations, nonetheless, go to *Dominic Camus* and his devastating *Loadsaplasma* Warlord. Congratulations too, to *Colin Jesper* for the best painted Titan. Both players won £50.00 worth of Games Workshop vouchers for their efforts.

Another popular event was *Andy Warwick's* game of **Warhammer 40,000**. The playing area was a large river covered with small islands of ice, which presented some interesting tactical problems. Clever players gradually destroyed each floating chunk of ice with their missile launchers, forcing the enemy into the water where they were unable to return fire. The overall winner, *Ian Shaw*, used this tactic to great effect, achieving 21 kills and earning £50.00 worth of Games Workshop vouchers for his stunning display of leadership. A second £50.00 worth of vouchers went to *Ivan Brook* for the best painted squad. This was awarded even though his immaculately turned out Marines ended the day with their mangled bodies face down in the water.



Just one of the many impromptu games organised by the participants

On the other side of the main arena, **Mighty Empires**, *Rick Priestley* and *Nigel Stillman's* new campaign system for **Warhammer Fantasy Battle**, was given its first public preview. The system uses hexagonal terrain tiles to build up the landscape of a fantasy world, and the resulting maps are used to form the campaign background to full-blown **Warhammer Fantasy Battles**. The most common question from those who saw the game was "When can I buy it?". Unfortunately, **Mighty Empires** is unlikely to be available until early next year.

Also in the main hall, *Sean Masterson* had built up a chunk of Detroit's *Wildside NoGo* with **Dark Future** road sections and the junctions from the forthcoming **Battlecars** set. The game consisted of four gangs, each run by a different player, struggling for territorial control. The game was spiced up by the inclusion of riot control helicopters which sprayed increasingly dangerous chemical agents over the playing area. Sean was last seen screaming "Dakka! Dakka! Dakka!" in the midst of a crowd of choking players.

Another popular event was the **Warhammer 40,000 Roleplaying System** being run by *Tom Hebblewhite*. Tom had designed the system specially for Games Day, and most of the players looked quite worried as he detailed how he wanted them to play their characters. This concern turned to amusement as Tom handed out the costume props, which included a false beard for the Squat Engineer, false ears for the Eldar Pilot, bandages for the Halfling Medic and face camouflage for the Commissar and Space Marine players. Tom's player-of-the-day award goes to *Kim Overy* from Leicestershire, who attempted to avoid death by using a live Pygmy as a shield while wielding a las-cutter.

THE WINNERS

Everybody who entered deserved a prize, but after some very hard decisions we finally chose the following miniatures as winners.

William Hannah's Sir Lancelittle, with its heraldic colour scheme, works because of its simplicity. Of course, the fact that it is a simple pattern doesn't mean it's not well painted - quite the reverse, and that's what makes it so good!

The epic scale Marine Medic, by Daniel Clift, is remarkable for the sheer amount of detail on such a tiny miniature - on both the paint job and on the terrain.

Dale Hurst's Titans vignette shows a great deal of imagination and wit. The idea of Warhound Titans being taken for a walk is great. Also notice the epic scale vehicles hiding underneath the ramp. A nice touch.

John Spencer Toyer's Minotaur vignette has been enhanced by the base's scenic work, giving the model a wonderful atmosphere. It looks like the Minotaur is winning - witness the dead barbarian by the pond.



DAVID SOPER

1ST PLACE MONSTER



WILLIAM HANNAH

HIGHLY COMMENDED MOUNTED MINIATURE



DOMINIC COLBECK

2ND PLACE SINGLE CONVERSION



DANIEL CLIFT

3RD PLACE 40K VEHICLE



MARK DELICATA

2ND PLACE 40K VEHICLE



ADRIAN HOPWOOD

2ND PLACE MOUNTED MINIATURE



DALE HURST

1ST PLACE TITANS



A stunning vignette by Steve Blunt, this year's winner of the *Golden Demon Slayer Sword*.

This model is remarkable because none of the miniatures are standard releases - all of them have been converted in some way, making the model totally unique. Conversion like this takes many, many hours of extreme patience.

What also caught our eye was the choice of colours, and the subtlety of their application. They give the whole piece a muted, porcelain finish, set off by an imaginative and effective base.

A worthy victor, I'm sure you'll agree.

STEVE BLUNT

1ST PLACE VIGNETTE GOLDEN DEMON SLAYER SWORD WINNER



JOHN SPENCER TOYER

2ND PLACE MOUNTED VIGNETTE



3RD PLACE MOUNTED MINIATURE

DALE HURST



RUPERT BREHENY

3RD PLACE SINGLE MINIATURE CONVERSION

Throughout the day the **Fantasy Art Display** was crowded with enthusiasts taking the opportunity to examine original paintings and drawings by Games Workshop artists John Blanche, Carl Critchlow, Kevin Walker, Mark Craven, Tony Ackland, Pete Knifton, Martin McKenna, Ian Miller, Wayne England and BIL. Special thanks must go to *Pete Knifton* who arranged for all the artists to contribute to a single picture, which will be auctioned for charity in the near future.

Other gaming delights included *Roland Depper's* Bar-room Brawl for **Warhammer Fantasy Roleplay**: set in a detailed model of an Old World tavern, the 'Dragon's Head Inn', the game was affectionately entitled 'Kicking the Dragon's head Inn!' The **Blood Bowl Arena** was the scene of a Games Day clash between Humans and Orcs, refereed by the irrepressible *Tooney*. The atmosphere of the event was greatly enhanced by the handing round of orange slices to both participants and spectators during the half-time break. Many thanks also to *Jim Butler*, who was responsible for organising a completely spontaneous **Warhammer 40,000** bring-and-battle game in the small hall.

I could go on and on about all of the other fantastic events, including *Pete Taylor's* spectacular **Daemonic Legions of Chaos** battle, *Gary Chalk's* stunning **Warhammer Siege** game, *Brian George* and *Richard Wright's* **Adeptus Titanicus** game, and the infamous *BIL* with the **Troll Games**.

Throughout the day, on stage entertainment was provided by the **Knights of Outremer**, whose medieval battle re-enactments were almost too convincing for comfort. For live-roleplay fans, the labyrinth of corridors and dressing rooms under the stage became the dungeon where the fantastic **Mythlore** monsters lay in wait, taking on any party of adventurers foolish enough to venture below. Also in costume, members of the *English Civil War Society*, including Citadel Miniature designers *Mark and Alan Perry*, fought a tabletop battle against members of the *Sealed Knot*, around a replica of Stokesay Castle in Shropshire.

Finally, an enormous thank you must be given to the tireless *Bob Avery* who, as M.C. for the day, treated us to a non-stop barrage of wit and wisdom from his radio microphone.



Just a part of Gary Chalk's amazing Warhammer Siege layout

Musical background to the day was provided by repeated playing of the **Troll Game** tapes over the P.A. system. Also making an appearance were **Bolt Throwing** and **Batfish**, who were immediately lost under a horde of autograph hunters. Alongside all of these planned events, people were breaking open their newly-purchased **Space Hulk** or **Blood Bowl** boxes, reading the rules and finding a space to sit down and play.

In the competitions and play-offs, Games Day brought a succession of upsets, triumphs and mishaps. The **Dark Future** final was fought between *Gareth Butler*, *Stephen O'Grady*, *Andrew Horrocks* and *Dave Wells*. Gareth took an early lead, leaving the other cars in a tight bunch behind him. The winner, Dave Wells managed to wipe out the rest of the cars in the pack and then U-turned to make a head-on pass at Gareth. Guns blazed as the two cars roared towards each other at a combined speed of over 100mph. As the cars closed, a lucky shot hit a vital spot on Gareth's car and he crashed off the road, leaving Dave triumphant. Congratulations and £100 worth of Games Workshop vouchers go to Dave.

The **Blood Bowl** tournament used the Veteran's rules, with only Orc and Human teams being allowed to play. The **Multi-ball Option** was also in effect, where *each* team starts the game in possession of a football. And to make things harder, each turn was timed. In many ways, the first round was the toughest of the lot, as it consisted of games of **Mega-Bowl**, with four teams taking part in each game and only one going through to the next round! At the end of a hard day's competition, *Gareth Jones* and *Giles Brown* emerged as the two semi-final winners. The final will be held at the Games Workshop Design Studio where it will be filmed, reported and cheered on by the Games Workshop staffers. The Raven Fantasy Armoury are currently handcrafting a Blood Bowl team helmet as part of the prize for the final winner, so look out for a full report in an forthcoming issue of *White Dwarf*.

On the **Warhammer Fantasy Battle** tables, Games Day saw some of the best generals in the world move one step closer towards a place at the **Osprey Warhammer Fantasy Battle World Championships**. The armies that were fielded included Undead, Chaos, Skaven and Empire, with Orc and Elven being particularly favoured. The games were all hard fought, and with Wizards reduced to Level 15 Battle Magic only, all of the players made extensive use of artillery and stone throwers. We will be running a series of feature battles from the championships in future *White Dwarfs*.

At five o' clock, as the games and battles came to a close, the time came for the presentation of the **Golden Demon Awards** and the competition winners.

At six o'clock the doors closed and, with smiling faces, people turned and headed for home. For the Games Workshop staff, the task of dismantling the displays, packing up the games and tidying up began.

It had been an amazing day. Even though we work hard to produce the best miniatures and fantasy games in the world, we don't often see the *real* results of our work - which is the main reason why Games Day is so much fun for us all. Seeing your enthusiasm and your excitement, talking to you all about the games and gaming makes it all worth while. On the Tuesday after Games Day, the Studio was buzzing with energy, new ideas and wonderful plans. We're looking forward to meeting you again next year, at an even bigger and better Games Day.

The Winners

Golden Demon Overall Winner

Steve Blunt

Mounted Figure
 1st Steve Blunt
 2nd Adrian Hopwood
 3rd Dale Hurst
 Commended William Hannah

Single Character
 1st Mick Beard
 2nd Peter Hutchins
 3rd Rupert Breheny

Single Conversion
 1st Steve Blunt
 2nd Dominic Colbeck
 3rd Rupert Breheny

Monster
 1st David Soper
 2nd Dale Hurst
 3rd B. Moore

Vignette
 1st Steve Blunt
 2nd John Spencer Toyer
 3rd Mick Beard

Standard Bearers
 1st Danny Fuller
 2nd John Spencer Toyer
 3rd Peter Cook

Blood Bowl Team
 1st Steve Mussared
 2nd Phil Clark
 3rd Guy Barton

Dark Future Vehicle
 1st David John Knowles
 2nd Matt Green
 3rd John Strong

Titan
 1st Dale Hurst
 2nd Steve Joyes
 3rd D. Wilkinson

40K Vehicle
 1st David Soper
 2nd Mark Delicata
 3rd Daniel Clift



There were three prizes for each category:

First prize:
Golden Demon trophy
 + £150 of GW vouchers.

Second Prize:
Silver Demon trophy
 + £80 of GW vouchers.

Third Prize:
Bronze Demon trophy
 + £40 of GW vouchers.

Overseas Winners

1st Magnus Eriksson - Sweden
 2nd Christiaan Dros - Holland
 3rd John Lewis - U.S.A.
 Commended Petter Mork - Sweden

Freeform
 1st Thomas Andersson - Sweden
 2nd Eiji Hashimoto - Japan
 3rd Pris Lewis - USA

Vignette
 1st Zen Yoshimoto - Japan
 2nd Christiaan Dros - Holland
 3rd Ron Ris - Holland

Competitions

Dark Future Winners
 1st Dave Wells
 2nd Gareth Butler
 3rd Andrew Horrocks
 4th Stephen O'Grady

Blood Bowl Final
Giles Brown
 versus
Gareth Jones

Marauder Blade National Miniature Painting Competition

Single Figure Category
 1st Adrian Wild
 2nd Adam Thompson
 3rd Matthew Porter

Dwarf Vignette
 1st Mike Middleton
 2nd Karl Robinson
 3rd Adrian Wild

Orc Vignette
 1st Ian McKendrick
 2nd Stephen Rowland
 3rd David Munns

The prizes in each category were:

First Prize:
Marauder Blade, a boxful of Marauder Miniatures and a limited edition Marauder Blade T-shirt.

Second Prize:
A boxful of Marauder Miniatures and a limited edition Marauder Blade T-shirt.

Third Prize:
Limited edition Marauder Blade T-shirt.

Golden Demon Awards

Of course, for many people, the real highlight of the day was seeing the entries for the coveted **Golden Demon Awards**. Master miniature painter *John Blanche* gives us his view of this part of the event.

Games Day/Golden Demon Awards '89 proved to be our most successful competition to date. After the huge increase in entries over the last two years, the numbers for the '89 Awards remained about the same as last year. However, the increase in the quality of the submitted miniatures has been staggering. The display of skill and imagination shown by all the competitors was simply breathtaking. The task of judging the Awards fell to the three appointed experts, *Phil Lewis*, *Mike McVey* and *Ivan Bartleet*, and a hard and exhausting task it was. The development of past trends towards conversion modelling and scenic bases indicated once more how involved the hobby can be, and how the enthusiast is never happy just

painting the standard miniature. Individuality is always the order of the day. The overall winning model by *Steve Blunt* is a demonstration of this and was the clear choice of both myself and the unanimous decision of the judges. His combination of crisp, clean painting and skilled modelling created a dramatic and arresting piece. Steve thoroughly deserves his prize of £150.00 worth of Games Workshop vouchers and the coveted Golden Demon Slayer Sword, hand-crafted by the **Raven Fantasy Armoury**. Marauder Miniature designers *Trish* and *Aly Morrison* were the judges for the **Marauder Blade Miniature Painting Competition**. As with the Golden Demon awards the standard of entries was extremely high, and the winners well-deserved their prizes.

It was also good to see the variety of painted armies and models in the participation and demonstration games taking place in the main hall. Shown in a gaming context, the miniatures take on a different meaning and can be just as visually stimulating as show piece models.

1989 WINNERS

STEVEN JOYES



2ND PLACE TITANS



DAVID SOPER

1ST PLACE 40K VEHICLE



PETER HUTCHINS

2ND PLACE SINGLE MINIATURE



DALE HURST

2ND PLACE MONSTER



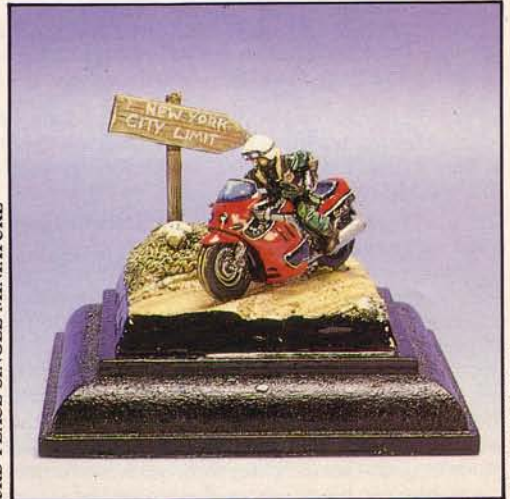
STEVE BLUNT

1ST PLACE SINGLE CONVERSION



RUPERT BREHENY

3RD PLACE SINGLE MINIATURE



DAVID KNOWLES

1ST PLACE DARK FUTURE VEHICLE



MICK BEARD

1ST PLACE SINGLE MINIATURE



2ND PLACE DARK FUTURE VEHICLE

MATT GREEN



DANNY FULLER

1ST PLACE STANDARD BEARER



1ST PLACE MOUNTED MINIATURE

STEVE BLUNT



STEVE MUSSARED

1ST PLACE BLOOD BOWL TEAM

The thing that gives Steve Blunt's miniature on the opposite page its appeal, apart from the conversion work mixing Dragon and Minotaur, is its 'Greek' appearance - right down to the rubble on the base, made up of shattered, fluted columns, complete with face.

Many hours of work must have gone into Danny Fuller's Dreadnought and banner. We particularly like Danny's use of colour, which brings across to the viewer the miniature's sense of evil. Every time you look at this model you notice something new. Did you spot the dead Marine at its feet?

A huge amount of detailing makes Steve Blunt's mounted Chaos Knight an impressive miniature as soon as you see it. But what makes Steve's model outstanding is the degree of animation that he's given to the horse, and the tiny details such as the skull on the rock.

COMMAND UNITS

Only the most battle-hardened Marines, who have proven their ability upon many occasions, are chosen for service in Terminator Squads. Of these only the very best become members of the Command Units - unequalled in their devotion to the Emperor and leading their men into the heart of the battle.

The bulk of the Terminator Squads involved in the fighting aboard the *Sin of Damnation* are the ones represented in **Space Hulk**: Sergeants and Marines, armed with Storm Bolters, Flamers and Power Fists. During later actions, however, several Command Units saw some extremely ferocious combat.



After the Blood Angels succeeded in contaminating the cryogenic chambers, there were only about a dozen surviving Terminator-clad Marines aboard the hulk. They would have to hold the defensive perimeter until the remainder of the Blood Angels Chapter arrived. Though they had decimated the sleeping Genestealers, thousands of the creatures - those who had escaped before the toxin was introduced to the cryogenics - were still roaming the ship.

As there were so few Terminator Squads left to offset this still potent menace, the Blood Angel Command Units - Captains and Librarians, plus their heavily-armed

bodyguard - took the field. They were aided by several Ultramarine Chapter Command Units, originally assigned to the operation as observers, but who joined the battle when needed.

Captain Fargas snapped the catch home. A line of red lights sparkled into life along the edge of the grenade launcher, indicating that it was fully loaded. Ready, he turned his attention to the Marines in front of him.

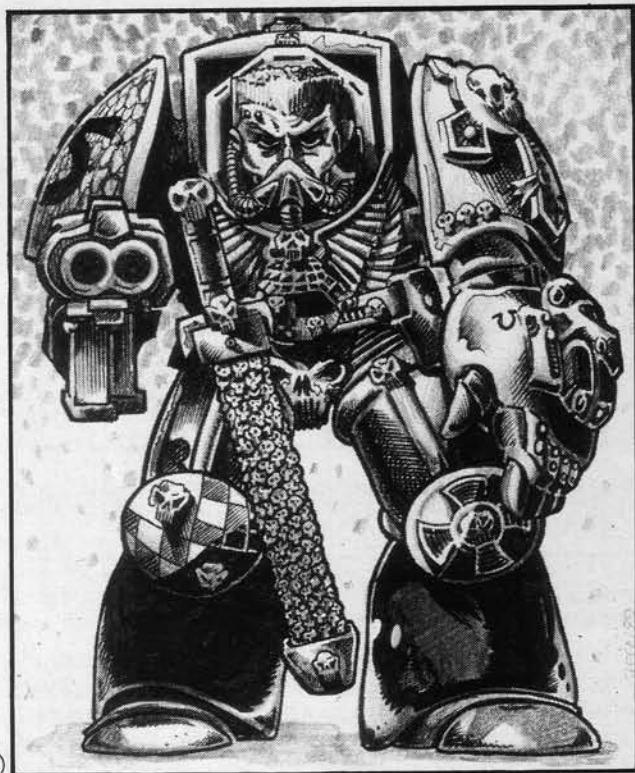
"Brothers, the Emperor's will was that we came here as observers, to offer counsel to our Brother Marines and provide spiritual strength in their time of need. After consultation with the Imperial Tarot, it appears that our role has changed.

"Librarian Tollsett, instruct the men. I wish to pray a moment."

Tollsett turned, the Purity seal at his belt whipping round to follow the movement.

"Ready your weapons Brothers, we move out in 6 minutes. Brother Lock, start the litany."





MARINE LIBRARIANS

Librarians are powerful psykers, able to channel the force of their minds into their weapons.

The Librarian is equipped with a Storm Bolter and Force Axe. He receives a +1 Close Assault bonus. In addition, he may spend Psi Points to further increase his Close Assault roll, as described below.

Psychic Mastery and Psi Points

Librarians are ranked according to Mastery Level. There are four different Levels of Mastery - the higher the Level, the stronger the Librarian. To determine the Librarian's Level of Mastery, at the start of the game the Marine player mixes up the ten Mastery counters and pulls one at random. He looks at it but doesn't reveal it to the Genestealer player until the end of the game - the Genestealer player won't know how strong the Librarian is until his Stealers test the Librarian's mettle in battle.

At the start of the game, the Librarian has a certain number of Psi Points, a numerical representation of his psychic strength. This number is dependent upon the Librarian's Mastery Level, and is displayed on the chart below. During the game, the Marine player keeps a running total of the Librarian's expenditure of Psi Points on a piece of scrap paper. When the Librarian has spent all of his points, he cannot spend any more during that Mission.

PSYCHIC MASTERY TABLE	
Level of Mastery	Psi-Points
1st: Novice	10
2nd: Initiate	20
3rd: Librarian	30
4th: Master	40

MARINE CAPTAINS

Marine Captains are among the best-trained and best-equipped warriors in the Imperium. Armed with Power Sword, Storm Bolter and Power Glove with built-in Grenade Launcher, they are almost unstoppable in battle. More important, they are skilled leaders, able to extract the utmost effort from troops under their command.

Marine Captains and the Timer

For each Marine Captain in play, the Marine player receives an additional thirty seconds in which to complete his move. Therefore, if a Marine Captain is accompanying two full Squads, each with a Sergeant, the Marine player would have three minutes and thirty seconds to complete his move. If the Captain is on his own, the Marine player would have two minutes and thirty seconds in which to complete his move.

Marine Captains and Command Points

For each Captain in play, the Marine player receives two additional Command Points. If this gives him seven or eight CPs, he keeps track of the additional points with an extra Command dice: for example, when he spends his seventh point, he turns one Command dice to 6, and the other to 1.

If the Captain is killed, the Marine player gets to spend any remaining extra CPs during that turn. In subsequent turns, however, he is limited to the number drawn on the Command Counter.

Captains and Close Assault

The Marine Captain is a skilled fighter: he receives a bonus of +2 to his Close Assault dice roll. In addition, his Power Sword allows him to *parry* a Genestealer's attack; see *New Weapons*.

Captains and Fire Combat

The Captain is armed with a Storm Bolter. He also has a Grenade Launcher built into his Power Glove; see *New Weapons*.

Librarians and Close Assault

Librarians are armed with Force Axes, special weapons which allow them to channel the power of their minds into their blows. When a Librarian fights a round of Close Assault combat, he can spend Psi Points to increase his Close Assault roll. For each Psi Point he expends, he increases his roll by +1. This is *in addition* to his skill bonus of +1. The Librarian must announce how many points he is expending before any dice are rolled. If the Librarian spends no Psi Points, he still gets his skill bonus of +1.

The Librarian can spend Psi Points only if he is facing his opponent; if he is attacked from the side or rear, he cannot spend any points.

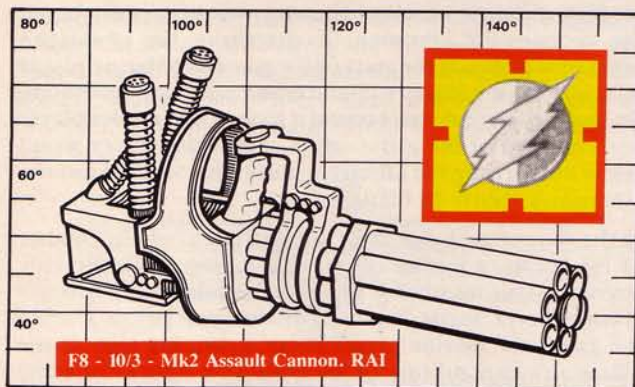
Example of Librarians in Close Assault Combat

A Genestealer attacks a Librarian from the side. Since the Librarian is not facing his opponent, he cannot expend Psi Points to increase his roll. The Genestealer's highest roll is 5. The Librarian rolls a 4: with his Close Assault skill bonus of +1, the Librarian ties the Genestealer's roll and is able to turn and face his attacker. The Genestealer attacks again; this time the Librarian expends 3 Psi Points. The Genestealer's highest dice is 6; the Librarian rolls a 2: +1 is added for the Librarian's Close Assault skill and +3 for the Psi Points he spent, making the Librarian's total score 6. This round of combat is also tied.

WEAPON SYSTEMS

The following rules cover some new weapons for **Space Hulk** missions. You should refer to the *Weapon Availability* table and the mission details to determine which Marines can be equipped with each weapon.

ASSAULT CANNON



Assault Cannon can be fired under the same circumstances, for the same AP cost, as Storm Bolters. On each shot from an Assault Cannon, roll *three* dice. The basic roll required on any one of the dice is 5. Assault Cannon receive a sustained fire bonus in the same way as Storm Bolters:

ASSAULT CANNON SUSTAINED FIRE BONUS

FIRING	SCORE REQUIRED (on any one of 3 dice)
1st shot	5
2nd shot	4
3rd shot	3
4th & subsequent shots	2

Assault Cannon Ammunition

The ammunition for the Assault Cannon is held in the slide-in magazine mounted at the rear of the weapon. Each Assault Cannon shot represents a burst of around fifty actual rounds. An Assault Cannon magazine carries five hundred rounds, enough for 10 shots.

Each time the Assault Cannon fires, the Marine player hands one of the markers to the Genestealer player. When the tenth shot is fired and the Marine player runs out of markers, the Assault Cannon is out of ammunition and cannot fire until the Marine reloads.

Reloading the Assault Cannon

The Assault Cannon Marine carries an effectively unlimited amount of Assault Cannon ammunition in a compartment built into the back of his Terminator suit. It is, however, extremely difficult for him to reload his weapon on the battlefield: he may do so for a cost of 4 APs.

When the Marine reloads, the Genestealer player returns all of the Assault Cannon markers to the Marine player. The Marine player can reload the Assault Cannon at any time; he does not need to wait until it is completely empty.

Assault Cannon and Overwatch

An Assault Cannon can be put into Overwatch mode for the same AP cost as a Storm Bolter. As usual, the Marine player must remember to hand the Genestealer player an Assault Cannon marker for each shot. Assault Cannon cannot jam; however, they are subject to catastrophic malfunction (see below).

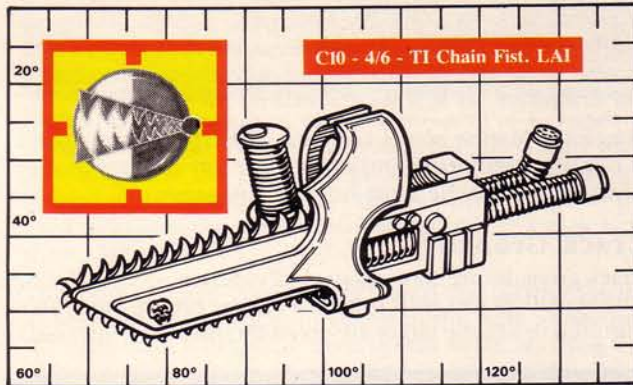
Assault Cannon and Malfunction

If, while firing the Assault Cannon, the Marine player rolls a triple - all three dice come up the same number - the Assault Cannon malfunctions. Violently. The Marine firing the Assault Cannon is killed automatically. In addition, the Marine player rolls a dice for each adjacent model, bulkhead and door: a Genestealer or door is removed on a roll of 4 or higher, a bulkhead (see below) or Marine on a 5 or better.

The Assault Cannon malfunctions *whenever* the Marine player rolls a triple - in Overwatch *or* normal fire.



CHAIN FIST



Chain Fists are used for slicing through bulkheads and closed doors. Though they do more damage in battle than normal Power Gloves, they are somewhat less wieldy, making the Marine slower in combat. As these two characteristics cancel each other out, Marines with Chain Fists receive no Close Assault bonus or penalty.

Chain Fists and Bulkheads

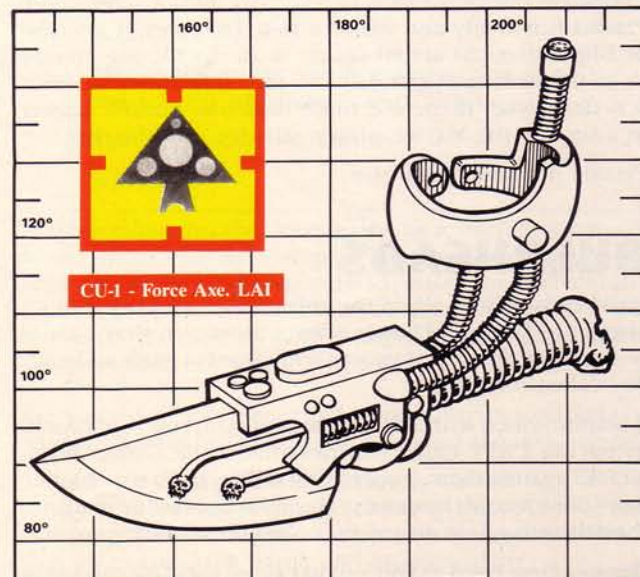
A Marine armed with a Chain Fist cuts through a bulkhead for a cost of 2 APs. The bulkhead must be in the Marine's front square. A destroyed bulkhead is removed from play; the square is treated as a clear square from then on.

See *Bulkheads* for further information.

Chain Fists and Doors

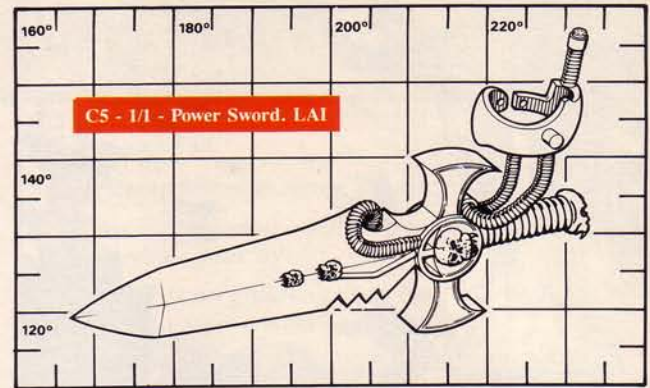
A Marine armed with a Chain Fist cuts through a door for a cost of 1 AP. The door must be in the Marine's front square. As usual, a destroyed door is removed from play; the square is treated as a clear square from then on.

FORCE AXES



Force Axes are special weapons which allow Librarians to channel their psychic energy into Close Assault combat. Only Librarians are allowed to carry Force Axes. For rules on Librarians and Force Axes, see *Marine Librarians*.

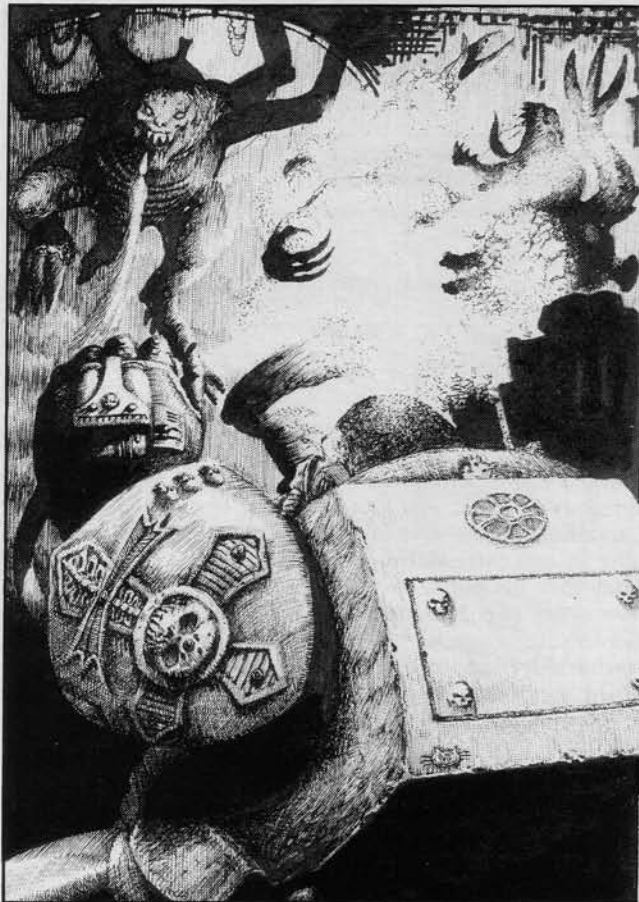
POWER SWORDS



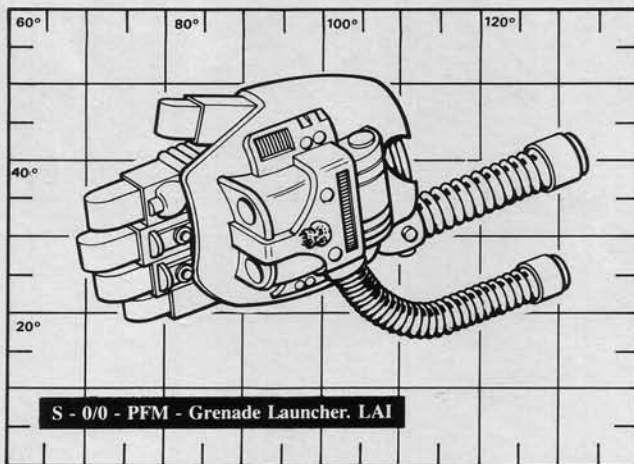
Power Swords are issued as both effective weapons and symbols of rank. For this reason it is usually only the Captains that possess them, although Marine Sergeants who have shown extreme bravery are sometimes awarded one. They give no plusses to the Marine's Close Assault roll; however, the Marine is able to *parry* one of the Genestealer's attacks. After both sides have rolled dice, the Marine player can force the Genestealer player to reroll one of the three dice he rolled. The new roll stands - even if it is better than the original roll.

The Marine can parry only when he is facing his opponent. He cannot parry attacks from the side or rear. The Marine is never forced to parry - if he is satisfied with any of the Genestealer's first three rolls, he can always let them stand.





GRENADE LAUNCHERS



The Marine Captains are equipped with special Power Gloves incorporating a small, rapid-firing Grenade Launcher. The Launcher is equipped with ten Crack and ten Plasma grenades.

Grenade Launchers can be fired in the same circumstances, for the same AP cost, as Storm Bolters, except that they cannot be used in Overwatch fire and they receive no sustained fire bonus.

The Grenade Launcher has a maximum range of 8 squares. Hits with grenades are automatic. All the player needs to do is check that the Captain can draw LOS to the target square and that the target is within his Fire Arc, and then count the range.

Grenade Markers

When the Captain fires a Crack grenade, the Marine player hands a Crack marker to the Genestealer player. When the Captain fires a Plasma grenade, he places the marker in the target square, and the Genestealer player removes it during the Endphase (as if it were a Flamer hit marker).

When the Marine player runs out of markers, the Captain is out of ammunition and cannot fire any more grenades of that type for the remainder of the game.

Crack Grenades

Crack grenades are shot against individual models or doors. The Marine player rolls one dice for the target; the scores required to kill the target are given on the following table:

CRACK GRENADE KILL SCORE	
OPPONENT	SCORE REQUIRED
Genestealer	4
Door	4

Plasma

Plasma grenades affect entire board sections, in much the same way as Heavy Flamers. The Marine player places the Plasma marker in the targetted square (*not* the middle of the section, like Heavy Flamer markers), then rolls one dice for each model on the section. The scores required to kill are:

PLASMA GRENADE KILL SCORE	
OPPONENT	SCORE REQUIRED
Genestealer	5
Blip	5
Marine	6
Door	5

Plasma grenade markers remain on the board until the Endphase. Models can enter sectors which have taken Plasma hits freely and without risk. However, if a model or Blip enters the actual square with the Plasma marker in it, the Marine player rolls on the table above to see if it is destroyed. If there is more than one Plasma marker in a square, the Marine player rolls for each marker.

Plasma markers block LOS.

BULKHEADS

Bulkheads follow all of the rules for closed doors with respect to LOS and Flamer effects. However, they cannot be opened normally: they are firmly fixed in place and must be broken through.

A Marine armed with a Chain Fist breaks through a bulkhead by paying 2 APs. Other Marines must make Close Assault attacks against them, succeeding if they roll a 6 or higher. Any Close Assault bonus the Marine is entitled to modifies the roll as usual, as do any Psi Points the Librarian spends.

Genestealers need to roll a 6 on one of their dice to break through a bulkhead.

Bulkheads cannot be shot open. However, a self-destructing Flamer or malfunctioning Assault Cannon will destroy a bulkhead on a roll of 5 or better.

DELAYING ACTION

After the contamination of the Genestealers' cryogenics chambers, the surviving Genestealers launched a last wave attack against the Blood Angels' defensive perimeter. Several of the Blood Angels' Command Units took to the field to bolster the perimeter, beating off the attack with some difficulty.

The Blood Angels' commander feared that further Marine losses might force them to abandon the hulk altogether. He reluctantly decided to suspend further offensive operations and set up permanent defensive works - force fields, mines, and the like - until reinforcements arrived and brought the Chapter's strength up to the point where they could once more go on the attack.

Techmarines began to deploy the explosives and field generators as quickly as possible, but it soon became obvious that the Genestealers were aware of the Marines' weakness, and were once more massing in huge numbers to attack.

To buy some time, an Ultramarine Command Unit, temporarily assigned as observers to the Blood Angel Task Force, were ordered to launch a raid deep into Stealer territory. The details and objectives were left up to the Ultramarines themselves - all the Angels required was that they delay the Genestealers' attack.

Recognizing that he did not have the strength to mount a spoiling attack against the Stealers, Ultramarine Captain Fargas decided to draw off some of the massing Stealers by the simple method of offering them an easier target - himself and a small group of Ultramarines making an attack behind enemy lines.

- + 112.16.09
- ++ Squad Fargas moving out. Oxygen chamber two-four-zero yards. E.T.A four minutes.
- ++ No enemy activity.
- ++ I hope this works. Oxygen starvation is a remarkably unpleasant way to die.
- ++ Cut the chatter, Marine.
- ++ Yes sir.

Fargas realized that the Genestealers were intelligent enough to recognize what he was up to. They had been caught out before by decoy missions, and had proven themselves fully capable of learning from their mistakes. Therefore it was necessary to come up with a target for the raid that the Stealers could not possibly ignore.

Early scans of the vessel had located various pockets of oxygen, held in by force fields, scattered about the vessel.

Though the Stealers could obviously exist for quite some time without breathing - most of the hulk was in vacuum - the Task Force's xenobiologists insisted that no matter how hardy and efficient their bodily functions, they simply *had* to breathe some time. But, as destroying the cryogenics systems was of such paramount importance, up until now the oxygen chambers had been ignored, leaving the Genestealers with a source of clean air.

- + 113.18.54
- ++ Enemy forces massing on our left flank.
- ++ Assault Cannon, shift to parallel corridor three yards to your left.
- ++ There is no greater gift to the Emperor than death - your enemy's or your own.

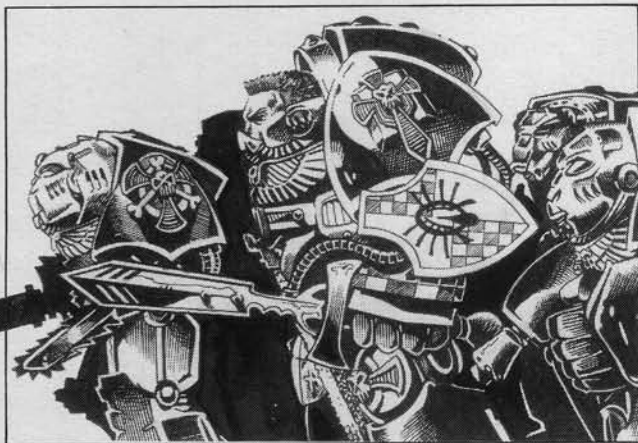


Most of the oxygen chambers in the hulk were clustered in the centre of the vessel, near the now defunct cryogenic chambers. The area of the Marine perimeter was relatively lightly equipped with oxygen chambers: there was only one within two thousand yards. Fargas hoped that if he destroyed the nearby oxygen chamber, the Stealers would have to waste time returning to the farther chambers to breathe, leaving them less time between journeys to fight - and possibly forcing them to retreat *en masse* to nearer the precious gas.

This was, of course, mere speculation. The Stealers might be able to exist for days - or weeks - without oxygen, and might ignore Fargas' attack altogether. Therefore, Fargas decided to employ the smallest number of Marines possible on the raid, leaving the bulk of his men bolstering the defensive lines.

The Squad would consist of Captain Fargas himself, a Marine Librarian, an Assault Cannon Marine, a Flamer Marine and, as the shortest route to the oxygen chamber lay through an unstable area of the hulk with many support bulkheads blocking corridors, a Marine equipped with a Chain Fist.

- + 115.00.30
- ++ Librarian Tollset is in. Jarvis, Lock, Trisstan are gone.
- ++ Am under heavy...





PAINTING TUTORIAL

STUDIO STAFF

BLOODBOWL MINOTAUR



CAPTAIN IN TERMINATOR ARMOUR



UNPREPARED MODEL



UNDERCOAT



BASE COLOUR



SHADING

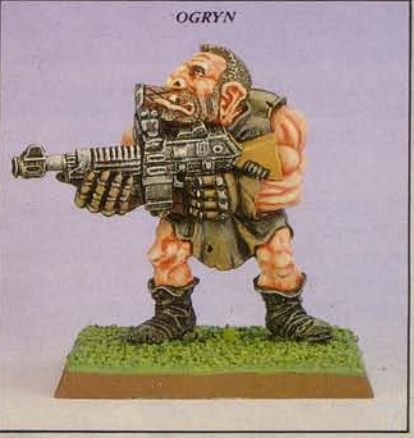


HIGHLIGHTS



DETAIL

OGRYN



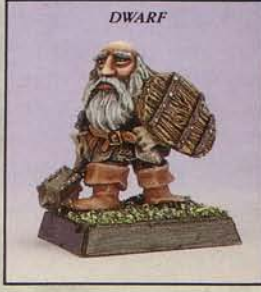
CHAOS BEASTMAN



CHAOS BEASTMAN



DWARF



SQUAT ADVENTURER



BLOODBOWL TREEMAN



CHAOS WARRIOR



PLAGUE BEARER



PLAGUE BEARER



0 **EAVY METAL**

WIZARD



COMMISSAR



COMMISSAR CADET



COMMISSAR



COMMISSAR CADET



LEWDGRIP WHIPARM
BLOODBOWL STAR PLAYER



CHAOS BLOODBOWL
PLAYER



PLASTIC SPACE MARINE



PLASTIC
GENESTEALER



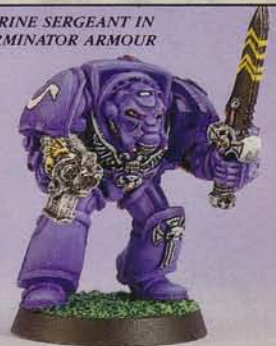
ELDAR JET BIKE



MARINE IN TERMINATOR ARMOUR



MARINE SERGEANT IN
TERMINATOR ARMOUR



OGRYN



CHAOS BEASTMAN



CHAOS BEASTMAN



CHAOS BEASTMAN



OGRYN



CHAOS WARRIOR



CHAOS SQUAT IN
EXO-ARMOUR



DELAYING ACTION



Objectives

The Ultramarines are attempting to fight their way through to the oxygen chamber.

Forces

Marines: One Marine Captain; one Marine Librarian; one Marine with Assault Cannon; 1 Flamer Marine; 1 Marine with Chain Fist.

Genestealers: One Blip at the start of the game. The Genestealers' reinforcement rate is as follows:

Turn Number	Reinforcements
1-3	1
4-6	2
7+	3

Deployment

Marines: The Squad sets up in the shaded corridor section shown on the map.

Stealers: Reinforcements and starting forces may be placed at any of the entry areas shown on the map.

Special Rules

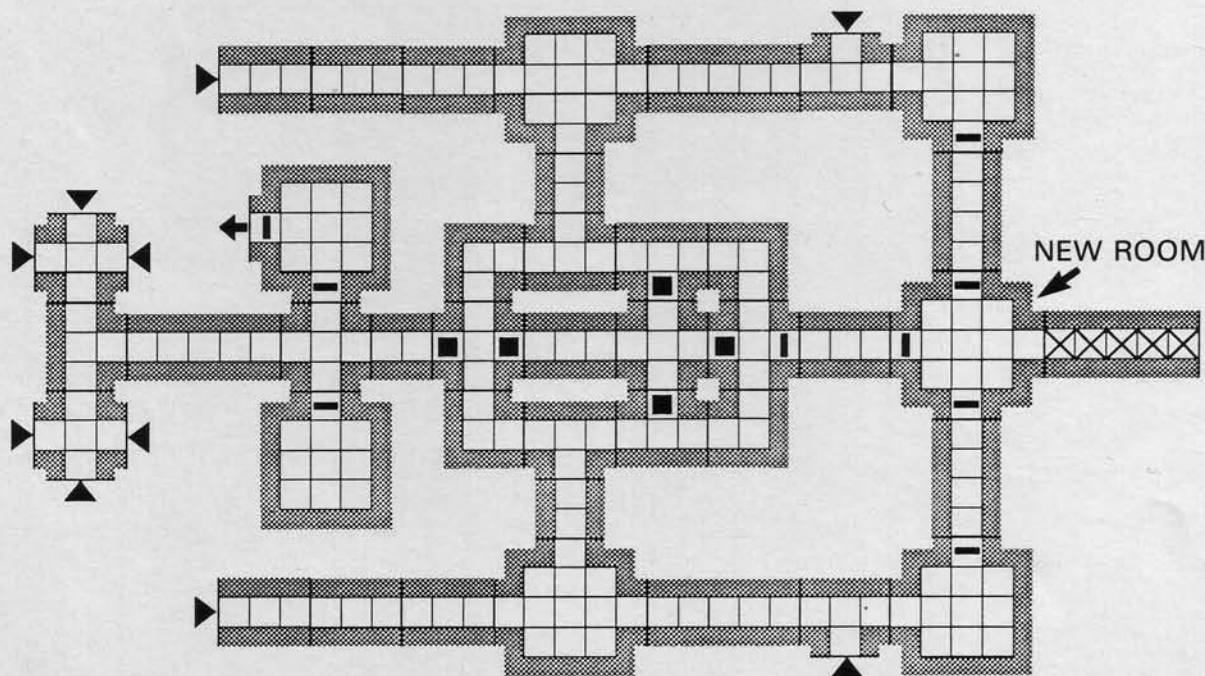
Stealer Reinforcements: The Stealer player keeps track of the turns on a piece of scrap paper.

The Exit Point: Marines can exit the map at the exit point, paying 1 or 2 APs to do so, depending upon their facing. Genestealers cannot exit the map.

Victory

The Marine player wins a marginal victory if one Marine exits the map; a major victory if two or more exit the map.

☒	MARINES DEPLOY	▲	STEALER ENTRY AREA	—	DOOR
➔	EXIT POINT	■	BULKHEAD		



WEAPON AND CHARACTER SUMMARY

RANGED WEAPON SUMMARY

Weapon	Range	Area Effect	Dice	Destroy			Ammo	Sustained Fire	Over-Watch
				Stealer	Marine	Door			
Storm Bolter	UL/12	Target	2D	6	-	6	UL	YES	YES
Heavy Flamer	12	Sector	1D	2	2	-	6	NO	NO
Assault Cannon	UL/12	Target	3D	5	-	5	10*	YES	YES
Crack Grenade	8	Target	1D	4	-	4	10	NO	NO
Plasma Grenade	8	Sect or Square**	1D	5	6	5	10	NO	NO

* Assault Cannon can be reloaded for a cost of 4APs.

** Plasma Grenades affect entire sector when first fired; afterwards, they only affect target square.

KEY

Range: The distance the weapon can fire. (Storm Bolters and Assault Cannon have unlimited range, except in Overwatch, when their maximum range is 12.)

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

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

Destroy: The number needed to roll on one of the dice to kill the target.

Ammo: How many times the weapon can fire before running out of ammunition. Storm Bolters have unlimited ammunition (though they can jam in Overwatch).

Sustained Fire: Whether the weapon receives a Sustained Fire bonus.

Overwatch: Whether the weapon can be put into Overwatch mode.

AP COST TO FIRE

CLOSE ASSAULT SKILL

Weapon	AP Cost to Fire			Close Assault Skill	
	Fire	Move Forward & Fire	Move Backwards & Fire	Character	Skill
Storm Bolter	1	1	2	Marine	0
Heavy Flamer	2	-	-	Sergeant	+1
Assault Cannon	1	1	2	Librarian	+1
Gren. Launcher	1	1	2	Captain	+2

WEAPON AVAILABILITY

Close Assault Weapons	Used by	Combat Effects	Ranged Weapons	Used By	Combat Effects
Power Glove	Any	—	Storm Bolter	Any	—
Chain Fist	Any	—	Heavy Flamer	Marine	—
Power Sword	Sergeant, Captain	Parry	Assault Cannon	Marine	—
Force Axe	Librarian	Psi Points	Grenade Launcher	Captain	—

CAPTAIN SUMMARY

- +30 seconds on timer.
- +2 CPs
- +2 Close Assault skill
- Can *parry* with Power Sword - force Stealer to reroll one Close Assault dice if facing opponent.
- Carries Grenade Launcher

LIBRARIAN SUMMARY

- From 10 to 40 *psi points*
- +1 Close Assault skill
- Can expend *psi points* to increase Close Assault roll if facing opponent.

CHAINFIST SUMMARY

- 1 AP to break through door
- 2 APs to break through bulkhead

BULKHEAD SUMMARY

- Block LOS and movement.
- Cannot be opened.
- Fire combat has no effect.
- Self-Destructing Flamers & Malfunctioning Assault Cannon destroy on a roll of 5-6.
- Chainfists automatically destroy for 2 APs.
- Other Close Assault attacks need to roll 6 or better to destroy bulkhead. Close Assault modifiers do apply; Librarian can use *psi points*.

SPACE HULK™

This page and the opposite page contain new markers and a new room section for Space Hulk. Before you begin play, cut them out and glue them onto a sturdy piece of cardboard. Make sure that the backs of the Librarian Mastery counters are identical, so that it is impossible to tell them apart when they are face-down.

LIBRARIAN MASTERY LEVEL COUNTERS

1ST LEVEL	
10 PSI POINTS	
1ST LEVEL	
10 PSI POINTS	
1ST LEVEL	
10 PSI POINTS	
1ST LEVEL	
10 PSI POINTS	
1ST LEVEL	
10 PSI POINTS	
10 PSI POINTS	
2ND LEVEL	
20 PSI POINTS	
2ND LEVEL	
20 PSI POINTS	
2ND LEVEL	
20 PSI POINTS	
2ND LEVEL	
20 PSI POINTS	
3RD LEVEL	
30 PSI POINTS	
3RD LEVEL	
30 PSI POINTS	
4TH LEVEL	
40 PSI POINTS	



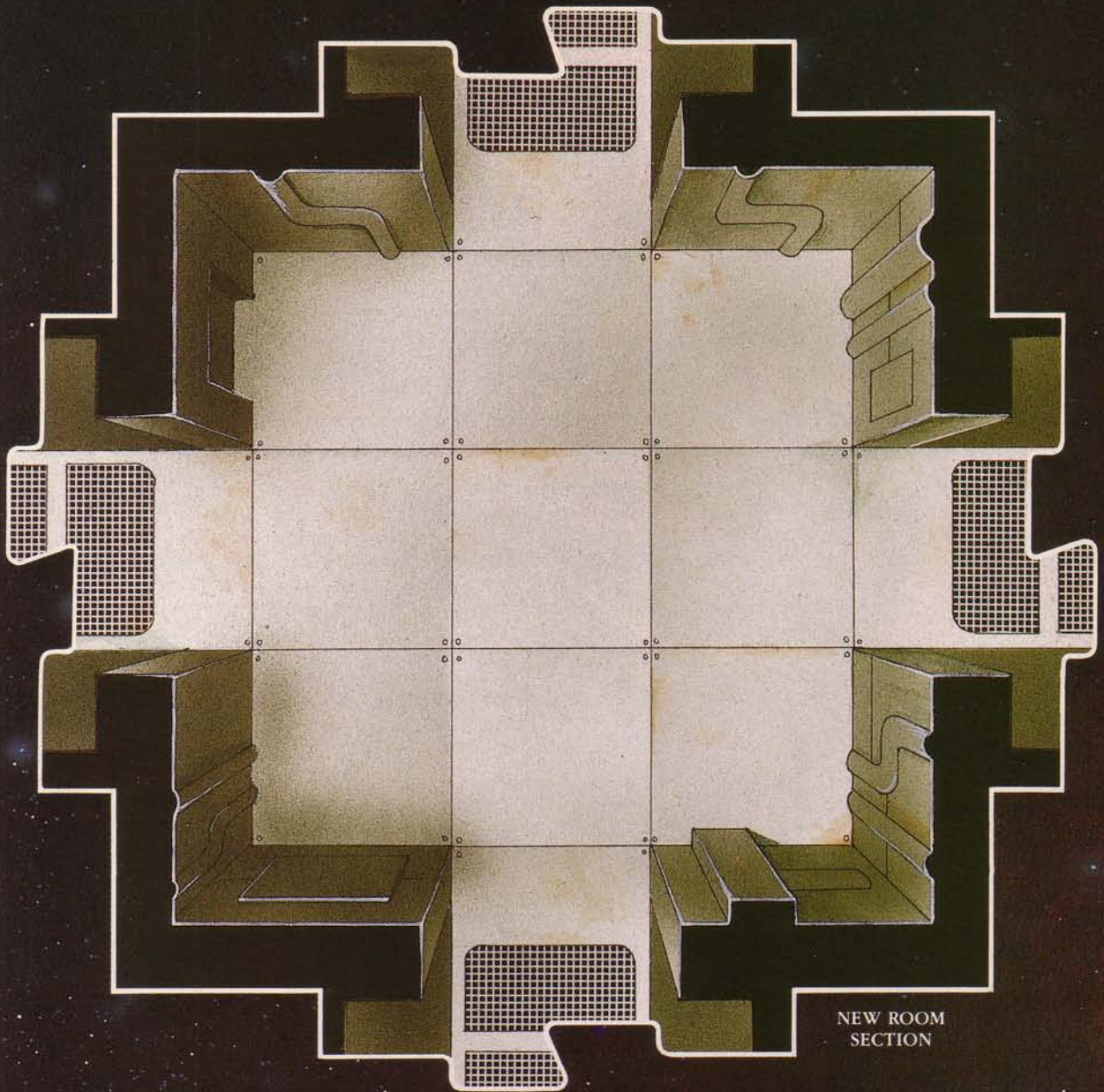
PLASMA GRENADE MARKERS



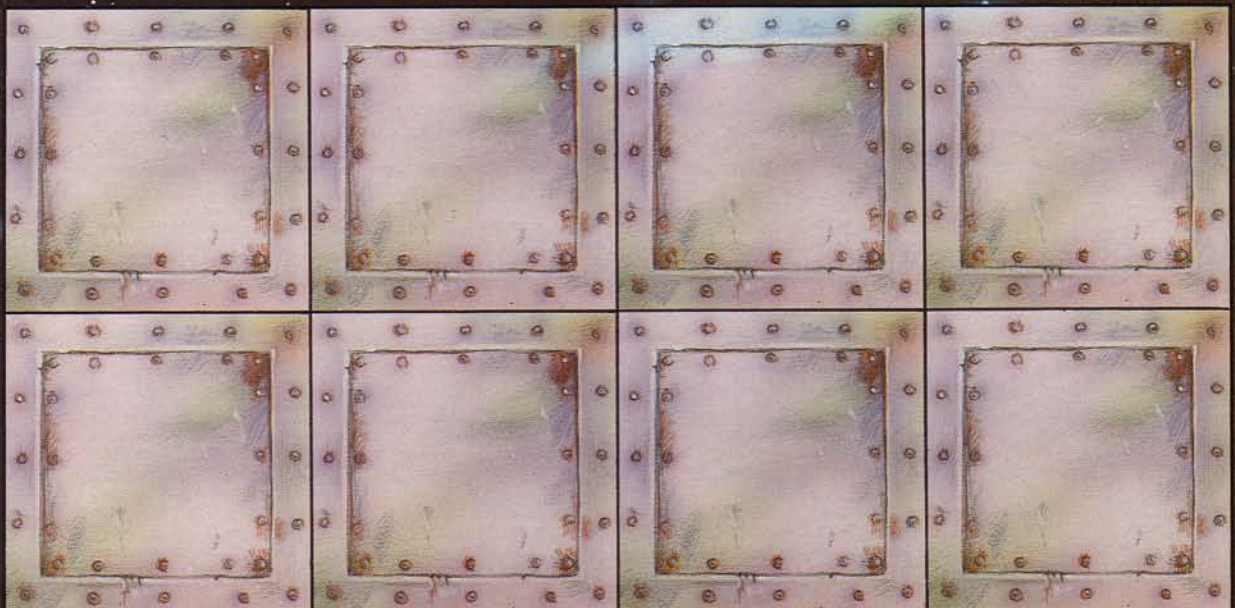
CRACK GRENADE MARKERS



ASSAULT CANNON MARKERS



NEW ROOM SECTION



BULKHEADS

HERO QUEST



Toran slammed his foot into the moss-stained oak and the door fell into the room. The nearest Orc turned, mouth dropped in surprise. Before it could move, it was flung backwards, an arrow protruding from its chest.

Eldoral's fingers blurred as yet another arrow whistled into the room, barely inches to the side of Gorlin's head. Distracted momentarily, the Dwarf was caught off-guard; his axe jarred as he parried an overhead sweep, the blow pushing him to his knees. The Orc raised its sword again - a fatal mistake. A line of crimson appeared on its chest as Toran's sword slashed through green skin.

Above the creatures' warcries, the Barbarian heard the controlled tones of his companion Geltrick and the crackling heat of a fireball. A sphere of flame slammed into the Orcs' massed ranks, turning them into a blazing pyre of broiling flesh.

Save for the crack of armour expanding in the fire, the room was silent. Silent until the other door burst open...

MB
Games

GAMES WORKSHOP





Hero Quest has been developed in collaboration by MB Games and Games Workshop, using the talents of games designers Jervis Johnson and Steve Baker, and artist John Blanche, plus the skill and creativity of the Citadel Miniature designers to produce a unique boardgame.

Complete with full-colour board, Rule and Quest Books and 35 Citadel Miniatures, it is a simple and exciting game for 2 to 5 players, pitting 4 adventurers, the last hope of the Empire, against the wizard Morcar and his evil hordes.

Four players take the roles of Elf, Dwarf, Wizard and Barbarian, heroes who must use stealth, cunning and force of arms to overcome the dangers that face them.

The fifth player acts as Morcar, the Evil Wizard, controlling the Orcs, Goblins, Chaos Warriors, Skeletons, Zombies and other monsters that inhabit the dungeons through which the players must journey.



Miniatures supplied unpainted - colours may vary

Gorlin pushed himself to his feet as reinforcements entered the room. Still groggy, it was a moment before he became aware of them: the clattering noise of their feet on the dusty stone, the jerky movements of their skeletal forms barely visible in the flickering torchlight.

From the corner of his eye, Gorlin saw Toran throw himself forward, the Barbarian's sword pushed towards the enemy. It hit the nearest Skeleton in the chest. The point slipped between the ribs and jammed fast. Spinning, the Barbarian lifted the impaled Skeleton off its feet.

Gorlin, now fully recovered, swung his axe towards the Skeleton's skull, as Toran brought the struggling foe into line...



Hero Quest is simple and easy-to-learn with fast, exciting combat and magic. It contains elements of roleplaying and tabletop wargaming in a series of linked Quests during which the characters develop from raw novices into mighty Heroes.

Each game lasts from one to three hours, and the adventurers must overcome monsters and traps in Morcar's underground strongholds to complete their Quest. If the players are successful, they take their characters on to the next Quest with new equipment and magic items.

The Quests build into an epic campaign to defeat Morcar, with the players gaining in experience as they battle his monsters, culminating in a final confrontation with Morcar's lieutenant, the Witch King.

Those who survive become Champions, honoured by the Emperor for their valour and charged with continuing the Quest to save the Empire





Battle axe



Talisman of Lore



Spirit Blade



The shield



Move 4 squares
Attack 2 dice
Defend 3 dice
Body 1
Mind 0

The box is packed with finely-sculpted plastic Citadel Miniatures. As well as the Elf, Dwarf, Wizard and Barbarian, there are 8 Orcs, 6 Goblins, 4 Chaos Warriors, Chaos Sorcerer, 3 Fimir, Gargoyle, 4 Skeletons, 2 Zombies and 2 Mummies, providing all the characters and monsters you need.

Hero Quest is fully compatible with all your plastic and metal Citadel Miniatures; future expansions and *White Dwarf* articles will allow you to incorporate these models into your games.

Hero Quest will be expanded with additional boxed sets to take the characters through new campaigns on the road to becoming true Heroes. Each box will contain a Quest Book, and all the Citadel Miniatures required to play the scenarios.



Gorlin's axe slammed through the Skeleton's skull, sending razor-sharp shards of bone into the air with a loud crack. The Skeleton convulsed once and slid off Toran's sword, hitting the ground with a dull crump.

The rest of the Skeletons took a step forward, their movements regular and in time. Even beyond the grave they remembered their years of military drill. They also remembered how to fight - scythes raised, they charged.

The party readied themselves, turning their weapons in their hands. They paused but a moment, and the enemy met them...

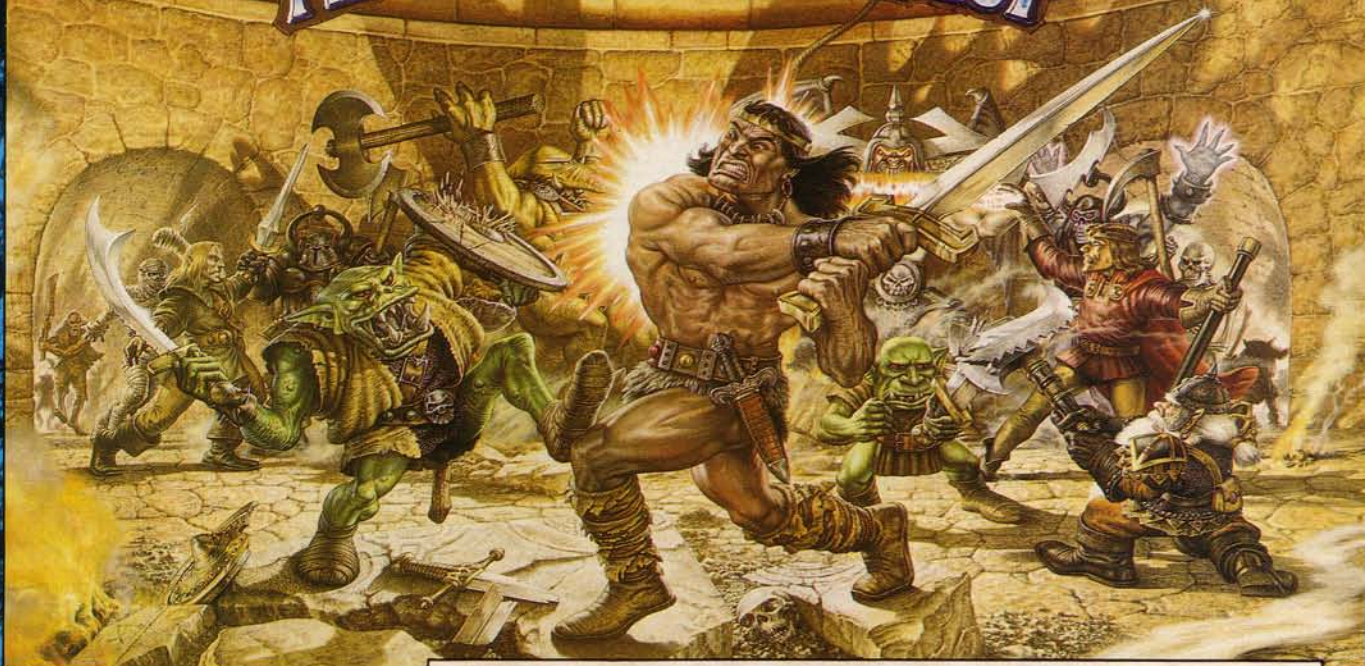


Genie



AVAILABLE
SUMMER

ADVANCED HEROQUEST™

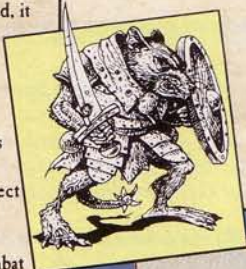


Advanced Heroquest, designed by Jervis Johnson, is Games Workshop's new 3D roleplay hobby game, complete with board and Citadel Miniatures. As well as being completely self-contained, it is fully compatible with Hero Quest, and your Hero Quest characters can be easily transferred to Advanced Heroquest to continue their adventures.

Advanced Heroquest develops and expands the basic concepts of the introductory game to provide everything you'd expect from the designers of Warhammer 40,000 and Warhammer Fantasy Battle. The game provides rules for advanced combat and magic, character progression and campaigns, and dungeon generation and design.

The box will contain full rules, an interlocking playing board that can be arranged in an endless variety of layouts, and 36 plastic Citadel Miniatures: 4 adventurers, 12 henchmen and 20 Skaven.

The game will be expanded with supplements, scenarios and additional material published in White Dwarf, and is compatible with the entire range of Citadel Miniatures.



AVAILABLE
LATE
SUMMER



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**GAMES
WORKSHOP™**

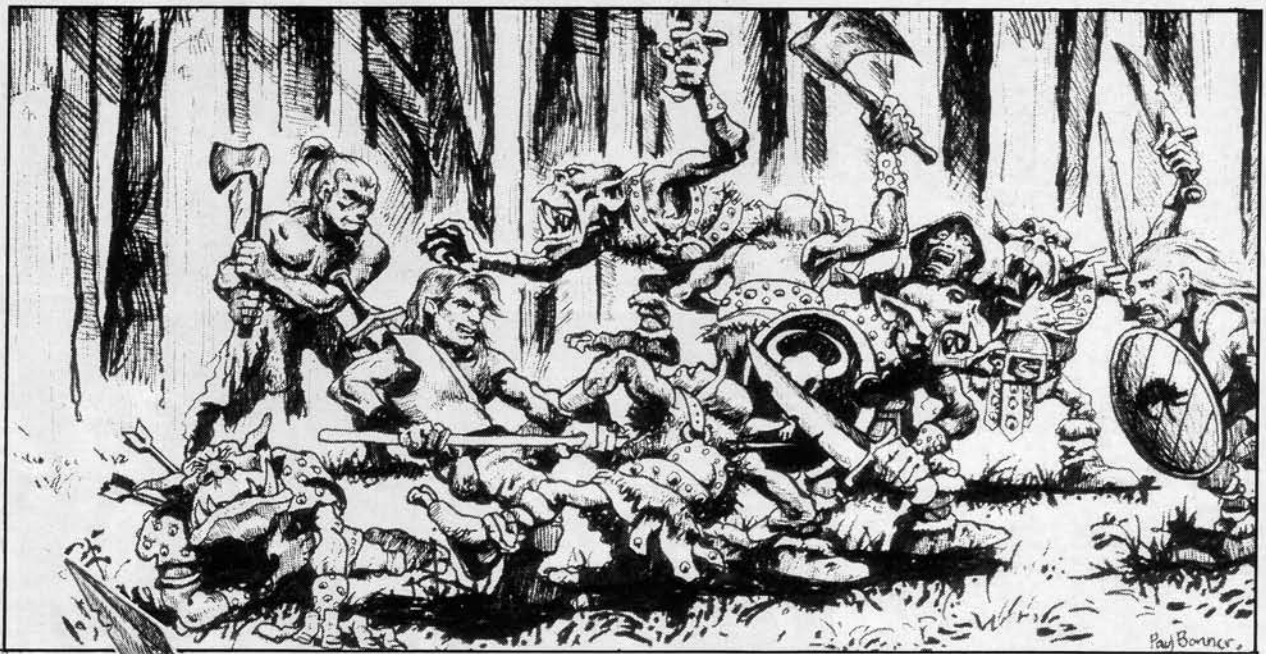
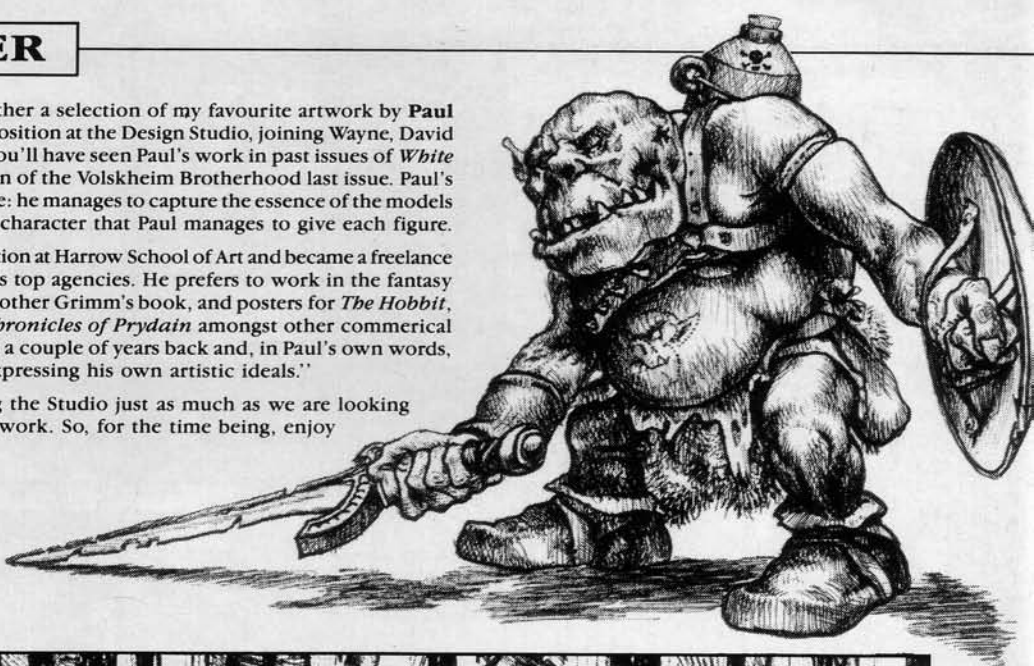
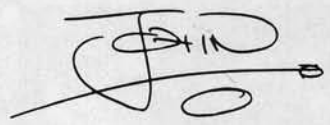
PAUL BONNER

On these two pages I've put together a selection of my favourite artwork by **Paul Bonner**. Paul has just accepted a position at the Design Studio, joining Wayne, David and Tony as part of the art team. You'll have seen Paul's work in past issues of *White Dwarf*, in particular his illustration of the Volskheim Brotherhood last issue. Paul's abilities really shine out in that piece: he manages to capture the essence of the models perfectly - look at the individual character that Paul manages to give each figure.

Paul, now 30, was trained in illustration at Harrow School of Art and became a freelance artist working for one of London's top agencies. He prefers to work in the fantasy field and has produced a colour Brother Grimm's book, and posters for *The Hobbit*, the *Narnia Chronicles* and the *Chronicles of Prydain* amongst other commercial work. His first GW work appeared a couple of years back and, in Paul's own words, "gave him the ideal format for expressing his own artistic ideals."

Paul is looking forward to joining the Studio just as much as we are looking forward to seeing more of Paul's work. So, for the time being, enjoy the selection here.

- John Blanche





ART: 19th Century Finnish artist Gallen Kallela (epic oil paintings of Finnish mythology); Richard Corben and Frank Frazetta

MUSIC: Good dirty 12-bar boogie

BOOKS: Mervyn Peake and the Flashman series

FILMS: Conan, Excalibur and Dark Crystal

AMBITIONS: To have enough time to be self-indulgent and produce epic fantasy art to appear in published form



TALISMAN™

MASTER-LEVEL CHARACTERS

By Paul Cockburn and Andy Warwick

Talisman City - the latest expansion for the ever-popular *Talisman* game - introduces a new type of Character: **Master-Levels**. They are additions to your starting Character, and bring new Special Abilities, additional Strength or Craft, and a few interesting side-effects.

Talisman City itself contains four Master-Level Characters; to give you an idea of what they're like, we've printed four more, plus the necessary Playing Piece Cards and Adventure Cards.

This seat taken then? No - well you won't mind if I join yer. Took the liberty of gettin' you a sup of ale and all - hope you don't mind.

What did I want? I was just coming to that - let me get me breath back an all; just had a brush with a nasty bit of work.

Now then, what I'm here for. I couldn't help noticing what yer wearing like - the sword and everythin'. I said to meself 'Turmgever, I said, 'Turmgever, that man there looks as if he's on The Quest.' Well, what could I do? Been on it meself I have, so I thought I'd come over and offer some help.

Not having much luck you say? You wanna do what I done - get someone to help you. No, financially I mean; you know - gold.

You could ask one of the toffs if he wants a Herald. Rewards ain't great, but the rules - well them's a lot easier; servants of the aristocracy havin' a certain immunity from the arm of the Law, if yer see what I mean.

Course, many of 'em turn to the church, and that ain't all bad either; there's the Recruiter, see, and what he does is pick people to be Templars. No - Warriors of God, not buildings! Anyhow, a Templar, while he don't have much use for money, is never short of a sword or a mount. Couldn't help noticing your nag as I came in - Templars wouldn't be seen dead on a pile of borsemeat like that, get proper steeds they do!

What? You're not the fighting type? Well there's other ways - the path of the Mystic and all that mumbo jumbo. Don't understand it meself, but I seen it done - walking in the ethereal or summat. Course, gotta have the right magick. Quicker than mule though, all that out of the body stuff.

Trouble wiv Magick though, can't tell what yer dealing with - Cbaos an all. Would yer believe that sum even turn to Cbaos to get the job done! Well I think that's stupid, cos you lose yer Humanity and all. Mind you, closest attempt I saw at gettin' the Crown was a Champion of Chaos, so there's gotta be summat in it.

Anyhow, that's my bit of advice to you if you want to carry on with this fool notion. If I were you though I'd give it all up like I did. Still if you do want to go on, you'd best get someone to help yer, like what I tried....

SETTING-UP

Before starting the game, all of the Cards should be cut out and mounted onto thin card, making sure that the fronts of the Cards are matched with the correct backs. The Adventure Cards should be shuffled into the appropriate decks, while the Character Cards and Playing Piece Cards should be put on one side until they are needed.

We advise that you always have at least one Master-Level Character for each player. Although not all of the Master-Level Characters will come into play, it will be a lot fairer if everyone has a chance to take one.

USING THE CHARACTERS

During a game, if you draw a Card which specifically offers you the chance to take a Master-Level Character you may do so. Obviously, only one player can take any one Master-Level Character.

Take the appropriate Playing Piece Card and swap it with your old Playing Piece Card (with the exception of the Mystic, who is given his own stand); put the new Playing Piece Card in the starting location indicated on the relevant Master-Level Character Card.

Take the Master-Level Character Card, and place it next to your original Character Card; he continues to keep the Starting Quotas and Special Abilities he already has, adding whatever new bonuses and Abilities the new Character gives him. It's probably easiest to take counters for any increases in Strength, Craft and Lives and store them next to the old Character Card. The only thing about the old Character you may have to change is his Alignment; the Master-Level Character's Alignment takes precedence. If this causes a change, check through the Character's Followers, Objects etc to make sure that they can cope with his new Alignment - if not, they must be discarded (left in the space the Character occupies).

Resigning as a Master-Level Character

Most of the Master-Level Characters allow you to resign and go back to your original Character at any time; exceptions to this rule for the *Talisman City* Master-Level Characters are given in that *Talisman City* Rulebook. Of the Characters provided in this article, you may not resign as the Champion of Chaos; nor may the Mystic be resigned as such - however, the Spell that allows a player to call the Mystic into play will have been discarded, so rejoining the Mystic and the original Character will effectively end the Mystic's use.

When a Character resigns, all extra Strength, Craft and Lives gained by becoming a Master-Level Character are lost. If, by resigning as a Master-Level Character, another Alignment shift is caused, check through all the other cards the Character holds to make sure they are still compatible.

Finally, all of the other rules concerning Characters are unchanged - unless specifically contradicted by any of the rules given on the Master-Level Character Cards.



SPACE MARINE is the epic game of infantry and armour warfare in the galaxy of the Imperium. As a commander of Space Marines, the ultimate Human warriors, you can re-fight the civil wars of the Horus Heresy, which tore the Imperium of Humanity apart. Your infantry forces are strengthened by the devastating Land Raider battle tank and the Rhino armoured personnel carrier and missile tank, and you face the most dangerous foe of your military career - fellow Space Marines. You may be loyal to the undying Emperor of Humanity, sworn to destroy the heretic Traitors; or you may have pledged yourself to the new order promised by the renegade Warmaster Horus. Either way, the fight will not be an easy one, even for Space Marines.

The **SPACE MARINE** game box contains everything you need to recreate the great infantry and armour battles of the Horus Heresy. There are over 360 epic scale plastic miniatures: 320 Space Marines, 32 Rhinos and 16 Land Raiders. Full-colour card and plastic buildings provide virtually endless tabletop layouts and objectives to capture. A lavishly-illustrated rulebook gives you the full historical background to the Horus Heresy, with clear, detailed rules and ready-to-play scenarios based on the most celebrated actions of the civil wars. Advanced rules include off-table supporting fire, heroic actions by officers and hidden troops. And there is everything else you need, including data cards for troops and vehicles and a full complement of counters, markers and templates.



It was the first time Brogan had seen a Traitor at close quarters.

Before, they had all been small figures in the sights of a las-cannon, flashes of a certain colour which he knew was his enemy. This time, it was a man. A man whom he would once have called a brother Marine.

Instinctively, he raised his bolter and fired. The Traitor was a fraction too slow, and flew backwards under a hail of shells, his own bolter rattling fruitlessly at the sky. Brogan walked over to the corpse, and looked down at it.

The helmet had come off, revealing the Traitor's face. It was not much different from his own. The powered armour was the same, apart from its different colour and the symbol on the shoulder.

He felt strangely empty. Less than a year ago, he might have stood shoulder to shoulder with this Marine, fighting for Humanity against Orks or Eldar. He would have called him brother.

He shook his head as if to clear it, and began to recite the Fedelis Sum as the Chaplains had taught him. It was not a Marine he had killed. It was a Traitor.

He turned away, and headed for the rallying point. There were more Traitors to kill, in the name of the Emperor and in memory of his dead brothers of the Second Tactical Detachment.



The **SPACE MARINE** boxed game is just the beginning of epic battles in the galaxy of the Imperium. It is fully compatible with **Adeptus Titanicus**, allowing you to add the immense Titans of the Divisio Militaris to your battles. New rules and expansion material will appear regularly in **White Dwarf** magazine, and epic scale miniatures are released by Citadel every month. On the way are **Ork Horde** and **Eldar Legion**, two boxed sets giving you epic scale plastic infantry and vehicles for these two alien races. An Ork Titan is also in development.

Codex Titanicus, the first supplement for **Space Marine** and **Adeptus Titanicus**, will contain rules for Ork and Eldar forces, with details of their infantry, military vehicles and Titan forces. **Codex Titanicus** will also include rules for new Imperial vehicles, Dreadnoughts and robots, plus new Titan damage, design and campaign rules.

Brother-Sergeant Dorviz signalled his Marines to dig in among the ruins of the building. He ducked involuntarily as a barrage of heavy artillery marched through the advancing Blood Angels. Men were tossed into the sky like dry leaves, and Land Raiders shattered like eggs. He looked away from the explosions, and tried to force the image from his mind. When this was over, a lake would stand there - a lake with a floor of slag and molten stone.

Laser cut through walls and through the Marines that sheltered behind them. In an instant half his men were gone. Six Rebel Land Raiders were speeding toward his position, dealing bright neon death as they came. He snatched up a las-cannon from a dead Marine and began firing. The first swerved violently and crashed into its neighbour. The two were lost in a cloud of flame, and Dorviz ducked as shards of red-hot ceramite raked across his position.

Keep moving, he told himself. As he rolled to one side, the wall behind him fell in two laser-cut halves. He scrambled to a new position, and rose to fire again. The battle-hymn of the Blood Angels sprang to his lips, and the few survivors of the detachment added their voices. The Land Raiders were close now - death was certain.

Then, three of the great tanks dissolved into tumbling balls of fire. Despite himself, Dorviz looked round, and saw a detachment of Assault Rhinos in the scarlet of the Blood Angels. The great multi-launchers on their backs rained destruction on the Rebels as they came to relieve their brethren.



AVAILABLE SUMMER

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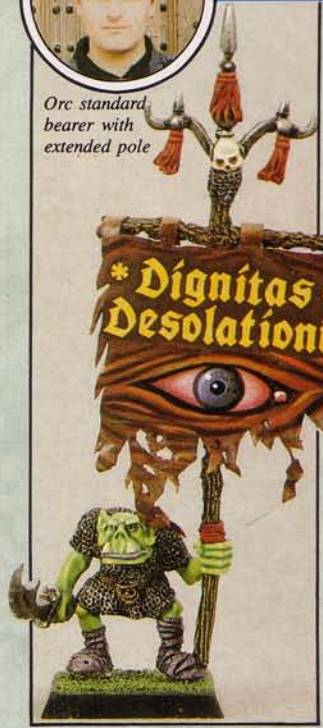
**GAMES
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Fraser Gray

Orc standard bearer with extended pole



Snotling



Orc warrior



Limited edition Orc (conversion)



Goblin conversion



Orc warrior



Orc champion



Paul Benson

Marine Chaplain



Eldar Harlequin



Eldar Harlequin



Eldar Harlequin

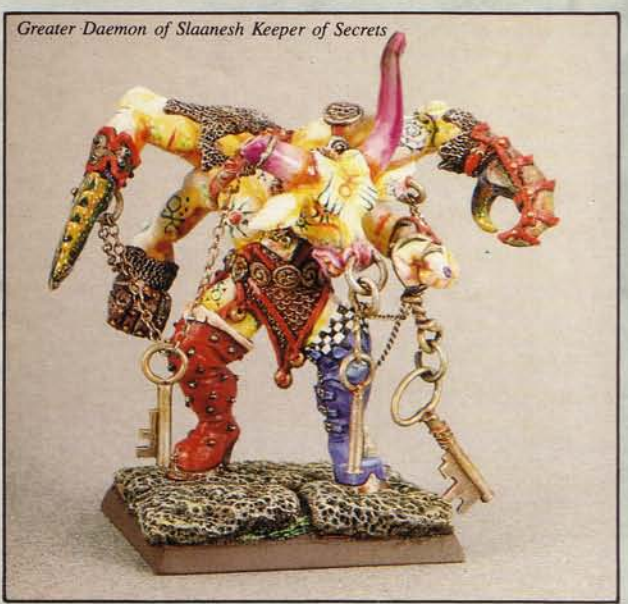


Tanglebones

(Eternal Champion personality)



Skaven



Greater Daemon of Slaanesh Keeper of Secrets



DALE HURST

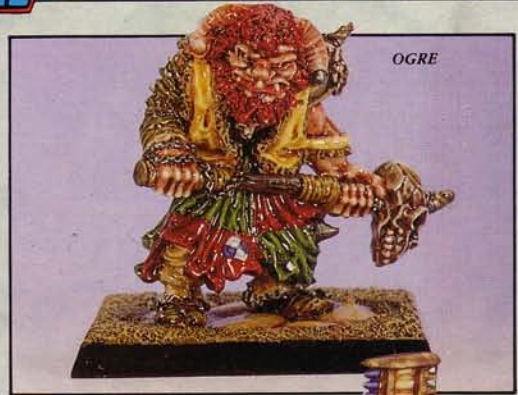
OGRE



OGRE



OGRE



CHAOS DWARF



PLASTIC MARINE



MARINE IN TERMINATOR ARMOUR



PLASTIC MARINE



PLASTIC MARINE



ADEPTUS MECHANICUS



CHAMPION OF CHAOS CONVERSION



SPACE ORK



PLASTIC IMPERIAL GUARD



ELDAR WARRIOR



SPACE MARINE



SQUAT IN EXO-ARMOUR



ADEPTUS MECHANICUS



SPACE ORK



LIVING ANCESTOR



IMPERIAL GUARD COMMISSAR



ELDAR WARRIOR





CHARGE!

Charge! is a set of rules which will allow two or more players to fight out small skirmish games using Citadel Miniatures and Combat Cards. The first part of the article tells you how to use the information on the Combat Cards to fight a simple skirmish game. *Lethal Lairs* provides an introductory game setting for 2-4 players. You will find it very easy to come up with more scenarios using these rules.

In *Charge!*, Combat Cards are used as character sheets for the creatures represented in the game. In addition to the cards themselves you will need a number of playing pieces, one for each creature involved in the skirmish. The best playing pieces are Citadel Miniatures corresponding to the photographs shown on the Combat Cards being used.

Each card has a *description* and a set of *characteristics*. The characteristics tell you how Strong, Tough, Skillful, etc the playing piece is. Each player also receives Fate Points which can be spent on playing pieces during the game (see the *Heroes* rules section below).



In addition to the above, the cards contain a number of *symbols* which provide important information about the playing piece. Each card in the pack has an *alignment*, represented by a special symbol on the card. The three alignments are:



Lawful



Neutral



Chaotic

In addition to their alignment symbol, some cards may have up to three *special ability* symbols which will affect how the playing piece can be used in the game (see *Special Abilities*). The special abilities are:



Area Effect
Weapon



Fearsome
Monster



Leader



Magic
Armour



Magic
Weapon



Medic



Musician/
Standard Bearer



Ranged
Weapon



Wizard/
Psyker

The *Leader* and *Musician/Standard Bearer* abilities have no effect in *Charge!*.

THE SEQUENCE OF PLAY

Each game turn of *Charge!* is split into two player turns, which are further divided into 3 phases. Once both players have had their player turns, start a new game turn. The player whose turn it is, is referred to as the *phasing player*.

First Player Turn

Movement

Combat

Special Actions

Second Player Turn

Movement

Combat

Special Actions

MOVEMENT PHASE

The phasing player may move each of his playing pieces a number of centimetres equal to its Speed. A playing piece may be moved in any direction or combination of directions as long as it doesn't move through another playing piece or an impassable obstacle (eg, a wall or bottomless pit). A playing piece must stop as soon as it moves adjacent to an enemy playing piece.

Playing pieces are moved one at a time. Once the player has removed his hand from a piece, its move may not be changed. The player may move all, some or none of his playing pieces and can choose in what order the playing pieces are moved.

In the scenario below you will find special rules for different types of terrain. If you are making up your own scenario, feel free to make up your own rules regarding terrain, using the scenario's rules as guidelines.

COMBAT PHASE

In the Combat Phase, the phasing player is allowed to make *ranged* attacks and both players may make *hand-to-hand* attacks.

Ranged Attacks

In the Combat Phase, the phasing player may make ranged attacks. Ranged attacks are resolved *before* any hand-to-hand attacks. Only playing pieces that have the Ranged Weapon symbol or the Area Effect Weapon symbol on their Combat Card may make ranged attacks.

Ranged attacks can be made against any enemy playing piece within 36 cms that is not blocked from the attacker's sight by intervening terrain (such as a wall or tree) or another playing piece. A playing piece may not make a ranged attack if it is in base to base contact with an enemy playing piece.

For ranged attacks, first of all a *to hit* roll is made. Then, if the attack hits, a damage roll is made.

Roll to Hit

To score a hit, the player must roll less than or equal to the attacking playing piece's Weapon Skill on a D20. Halve the attacker's Weapon Skill (rounding down) if the target is partially obscured by cover but not completely hidden.

Note that the *target's* Weapon Skill has no effect on the chance to hit with a Ranged weapon.



Roll To Damage

If the attack hits, subtract the target's Toughness from the attacker's Strength, roll a D12 and refer to the *Damage Table* below.

DAMAGE TABLE			
Strength minus Toughness	Result		
	No Effect	Wounded	Death Blow!
+5 or more	1	2-6	7-12
+2 to +4	1-3	4-8	9-12
-1 to +1	1-5	6-10	11-12
-4 to -2	1-7	8-11	12
-5 or less	1-9	10-12	—

No Effect: The attack has no effect!

Wounded: A wounded playing piece has all of its characteristics halved, and is killed if it is wounded again.

Death Blow!: The target has been killed and should be removed from play.

Area Effect Weapons

Area Effect Weapons explode when they hit, affecting all targets within 5 cms of the point of aim. Roll *to hit* as normal, but if a hit is scored, any playing pieces (friendly or enemy) within 5 cms of the target playing piece must also check for damage. If the attack misses, it is assumed the shot went wild and that no one is hit.

Hand-To-Hand Attacks

Playing pieces may only make hand-to-hand attacks if they are in base to base contact with an enemy playing piece. *Both* players' playing pieces are allowed to make hand-to-hand attacks in each Combat Phase. If a playing piece is in contact with more than one enemy playing piece, the controlling player must declare which one he will attack.

Hand-to-hand attacks are performed in order of the playing pieces' Speed. The playing piece with the highest Speed attacks first. In the case of a tie, the phasing player's playing pieces are allowed to attack first. Each attack is made up of one or two dice rolls. First the attacker must roll *to hit*. If the attack hits, the target may be wounded or killed.

Roll To Hit

Subtract the target's Weapon Skill from the attacker's Weapon Skill, roll a D12 and refer to the *Hit Table* below.

HIT TABLE		
Attacker's WS minus Target's WS	Result	
	Missed	Hit
+5 or more	1	2-12
+2 to +4	1-4	5-12
-1 to +1	1-6	7-12
-4 to -2	1-8	9-12
-5 or less	1-11	12

Roll to Damage

If the attack hits, subtract the target's Toughness from the attacker's Strength and roll for damage on the *Damage Table* just as with Ranged Weapons (see above).

SPECIAL ACTIONS PHASE

Some special abilities allow a playing piece to perform a *special action*. All special actions are described in the *Special Abilities* section below. Each playing piece may only perform one special action per turn. A playing piece may not perform a special action if it is in base to base contact with an enemy playing piece or if it performed a ranged attack in the same turn.

HEROES

Each player gets 6 Fate Points at the beginning of the game. These may be spent during the player's turn. A player may use as many Fate Points as he has left in a single turn, if he wishes.

Fate Points

Fate Points can be spent to do three things:

1. A Fate Point may be spent to convert a *Wounded* or *Death Blow!* result on the playing piece to '*No Effect*'.
2. A Fate Point may be spent to allow a playing piece to attack three times in Hand-To-Hand combat instead of only once. The three attacks may be directed at one target or split up amongst eligible targets as the player sees fit.
3. A Fate Point may be spent to double the playing piece's Strength when a damage roll is being made.

Keep track of your Fate Points total. When a Fate Point is spent it is lost, and may not be used again later in the game.



SPECIAL ABILITIES



Fearsome Monster

This monster piece is so scary that it has the ability to cause fear in other playing pieces. If a Fearsome Monster is in base to base contact with an enemy playing piece at the start of any combat phase, the enemy playing piece must make a *Bravery Roll*. Roll a D12: if the roll is greater than the playing piece's Bravery it will *cover*; if the roll is less than or equal to the playing piece's Bravery it is unaffected.



A playing piece that covers will always strike last in the Combat Phase. *Any* enemy playing pieces (not just the Fearsome Monster) may double their Weapon Skill if they attack the cowering playing piece.

Fearsome Monsters are not affected by this rule, and do not have to make a *Bravery Roll* when they fight other Fearsome Monsters.



Magic Armour

Magic Armour makes the playing piece immune to the effects of any enemy playing piece's special abilities. It does not have to make a *Bravery Roll* if it is fighting a Fearsome Monster, and will not

be affected by a Wizard's spells, for example.



Magic Weapon

The playing piece is armed with a magically enchanted weapon. This allows the playing piece to make two attacks each Combat Phase instead of the normal one, or to make one attack at

Strength +4 instead. These abilities do not apply if the playing piece spends a Fate Point to increase its attacks or Strength.



Medic/Healer

This playing piece is trained in the healing arts and is allowed to cast the *Heal* spell in the Special Actions Phase. The playing piece is not a Wizard and may not cast any other spells.



Wizard/Psyker

Wizard or Psykers may cast one spell per turn. This is a special action and must be performed in the Special Actions Phase. The Wizard or Psyker may choose to cast any one spell from the spell list.

All the spells require an *Intelligence Test* to be made when the spell is cast. To make an Intelligence Test, roll a D20 and compare it to the playing piece's Intelligence. If the roll is less than or equal to the playing piece's Intelligence it has passed the test. If it is greater than the playing piece's Intelligence, it has failed the test.



The Spell List

Fireball: The Wizard casts a sizzling fireball at the enemy. Treat the fireball as a ranged attack from an Area Effect Weapon, except that the Wizard must make an *Intelligence Test* to hit the target instead of rolling against his Weapon Skill.

Heal: The Wizard may attempt to heal one wound on a friendly playing piece that is in base to base contact. If the Wizard passes an *Intelligence Test* reduce the number of wounds the playing piece has suffered by one.

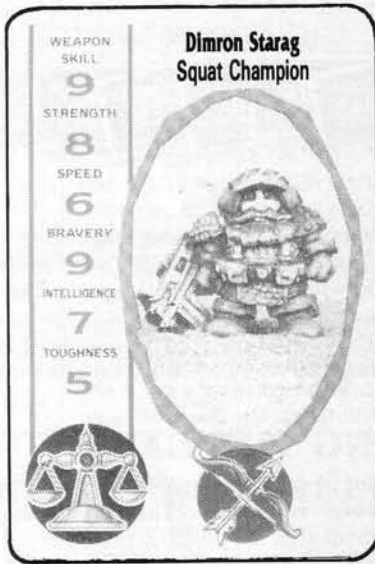
Mind Bolt: The Wizard directs the formidable power of his mind against an enemy playing piece. The target must be within 36 cms of the Wizard and in sight, as with a ranged attack. The Wizard must pass an *Intelligence Test* to hit the target. The target must pass an *Intelligence Test* to avoid the effects of the Mind Bolt. If the target fails the *Intelligence Test* it is *stunned*. Place the playing piece on its side to show this. A stunned playing piece may not move or attack, and must halve its Weapon Skill if it is attacked. Make another *Intelligence Test* for the playing piece in each of its Special Action Phases. If it passes the test it recovers from being stunned and may be stood up.

Mystic Shield: A shimmering shield of Mystic Energy surrounds the Wizard. The Wizard must pass an *Intelligence Test* to cast this spell successfully. If he does so, the Wizard can count his Toughness as 15 until the Special Actions Phase of his next turn.

Teleport: The Wizard vanishes in a flash, to reappear moments later in an entirely different location. The Wizard must pass an *Intelligence Test* to cast this spell. If the test is passed the playing piece may be moved anywhere within 24 cms that is not occupied by another playing piece. If the test is failed, the Wizard is not moved.

GENERATING COMBAT CARDS

When you examine the characteristics on a **Citadel Combat Card**, you may imagine that we made up all of those statistics in some strange, arcane manner. Actually, this isn't the case - all of the characteristics are derived from those used in **Warhammer Fantasy Battle** or **Warhammer 40,000**. This means that it is very simple for you to work out your own Combat Cards by using the guidelines below. (It also means that it is easy to reverse the process and use the cards to generate the characters for use in **WFB** or **WH40K** games.)



The Model

The first step is to look at the model, and decide what it would represent in a *Warhammer* game. For example, it was decided that the card pictured above would be a Squat Champion, with appropriate **WH40K** characteristics.

Weapon Skill

This is simply the model's *Warhammer* **WS** and **BS** added together. A Squat Champion has a **WS** of 5 and a **BS** of 4, giving a Combat Card Weapon Skill of 9.

Strength

The model's *Warhammer* **S** and **T** added together. If the model is equipped with a weapon that has a higher **S** than the character, that was used instead of the character's **S**. The Squat has a **S** of 4 and a **T** of 4, giving a Strength of 8. (The Squat carries a Bolter with a **S** of 4. As this is the same as its ordinary **S** it doesn't make any difference.)

Speed

The model's *Warhammer* **M** and **I** added together. Remember to modify these characteristics for any equipment the model may be carrying (but round any fractions up). The Squat has **M** and **I** of 3 each, giving a Speed of 6.

Bravery

This is the model's **Ld**, **CI** and **WP** added together and divided by 3 (rounding to the nearest whole number if necessary). The Squat's **Ld**, **CI** and **WP** are 9 each, giving a Bravery of 9.

Intelligence

This is simply the model's *Warhammer* **Int** (+2 if the character is a Wizard or Psyker). The Squat Champion has an **Int** of 7 (and is neither a Wizard or Psyker), so he has an Intelligence of 7.

Toughness

This is the most complicated characteristic. Basically, the character gets 3 points for each *Warhammer* **W** plus a bonus depending on its *armour saving throw*:

Save	Bonus
6	+1
5	+2
4	+3 etc.

The Squat Champion has 1 **W** and a save of 5 or 6, giving a Toughness of 5.

Alignment and Special Abilities

These should be easy to work out by simply looking at the model and by checking out your copy of **WFB** or **WH40K**. Squats, for example are usually Neutral, so our example is too. He is armed with a Bolter, and therefore is entitled to the Ranged Weapon symbol.

Balancing

Once all of the cards in a **Citadel Combat Cards** deck had been worked out, the characteristics of some of the cards were modified by +1 or -1, to give a more varied and balanced range of numbers across the deck. For example, in the *Dwarf* pack almost all of the cards had a Bravery of 9 or 10, so some were modified up or down to give a range of from 8 to 11. Finally, no characteristic can ever be greater than 15 or lower than 3.



LETHAL LAIRS

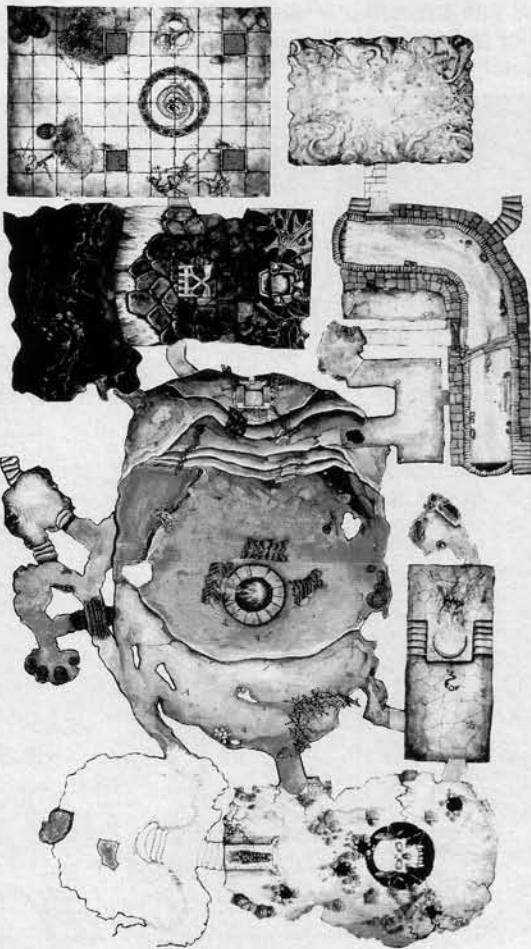
This is a simple scenario for two players based on a familiar theme - the good old dungeon bash. One player controls a small group of hardy adventurers, out to get as much treasure as they can from a monster-infested dungeon complex. The other player controls the monsters that inhabit the dungeon, who have no intention of letting the adventurers pinch their gold without a fight! After the players have played the game once, they swap roles. At the end of the second game the two players compare performances to decide the winner.

To play *Lethal Lairs* you will need:

- 4 Adventurer playing pieces
- As many Monster playing pieces as possible
- The *Chaos*, *Undead* and *Monster* packs of **Combat Cards**
- At least one of the *Dwarf*, *Fighter* or *Spacewar* packs of **Combat Cards** (preferably all three)
- The *Dungeon Floor Plans* book

SETTING UP THE DUNGEON

Cut out the rooms and corridors in the *Dungeon Lairs* set. Put the Water Cave, Spider Lair and Magma Pit to one side as they won't be used as part of the dungeon. Using the remaining rooms and as many corridors as you need, set up a dungeon complex. The complex can be set up in any way the players desire, as long as each room is accessible via a corridor from another room. A sample complex is shown below.



Shuffle the *Chaos*, *Undead* and *Monster* packs together and then deal D6 cards at random into each room in the dungeon. Each player should now roll a D6, and the high scorer decides to be either the monsters or the adventurers.

SELECTING THE ADVENTURERS

The adventurer player now chooses 4 cards from the *Dwarf*, *Fighter* or *Spacewar* packs. All of the cards in the party must have the same alignment.

HINT - It is a good idea to take a Wizard along with the party. Keep him safe and he will be able to heal any wounded adventurers between combats.



Take a playing piece for each card and place them in any room in the complex. The monster cards in this room are discarded and will not be used in the game. The adventurers must be placed in a room that holds as few monster cards as possible (they can't be placed in room with two monster cards if another room holds only one, for example).

PLAYING THE GAME

The adventurers may now start to explore the dungeon, using the *Charge!* rules above. The adventurer player is the First Player. Note that the monster player will not have any pieces to move at the start of the game.

The adventurers must stop as soon as they move into an inhabited room (ie one that contains some monster cards or playing pieces). They may be placed just inside the room next to the entrance. Adventurers are allowed to enter by two or more different entrances if they can reach them, in which case one group may enter the room normally, and any other groups must stop just outside the room (though they can enter the room next turn). Adventurers are allowed to enter two or more different rooms at the same time if they wish.

Once the adventurers enter an inhabited room, the monsters' cards should be revealed and replaced with the appropriate playing pieces. The monster player may set up the playing pieces anywhere within the room that is at least 3D6 cms away from any adventurers (roll once for all monsters). If this means that the monsters could not be placed in the room, set them up as far away from the adventurers as possible. Monsters may *not* be moved on the turn they are set-up, but *may* make ranged attacks or special actions.

LEAVING COMBAT

Monsters may *never* move out of the room they start in, and may not move at all if there are no adventurers in their room. This means that adventurers may escape by leaving a room. If the room is ever re-entered, any monsters remaining from previous visits start in the positions they were left in when the adventurers departed. As the monsters are now aware of the adventurers presence in the dungeon, they are allowed to move on the turn the adventurers re-enter the room.

WINNING THE GAME

The game is played until all of the adventurers are killed or all of the monsters are wiped out. Once this happens, the adventurer player must work out how many Victory Points he has gained by referring to the *Victory Points Table*. All the monster cards are then shuffled back into the monster deck, and the dungeon should be restocked (ie deal D6 cards into each room). The players now swap roles, and another game is played out on the same dungeon. At the end of this second game the two players should compare their Victory Points totals, with the highest scoring player being the winner.

VICTORY POINT TABLE	
Victory Points	Reason
+1	For each monster killed
+1	For each monster killed that has one or more characteristics above 10
+1	For each monster killed that has one or more special abilities
-1	For each adventurer killed
-1	For each adventurer killed that has one or more characteristics above 10
-1	For each adventurer killed that has one or more special abilities

SPECIAL TERRAIN RULES

Some of the rooms in the dungeon contain special forms of terrain. The effect on play of these types of terrain are detailed below. Several terrain types call for an *Agility Test*. This is made by rolling a D12 and comparing the score to the playing piece's Speed. If the roll is less than or equal to the playing piece's Speed the *Agility Test* has been passed. If the roll is greater than the playing piece's Speed the test has been failed.

Ancient Temple

No playing piece may move over the barrels in this room.

A playing piece must make an *Agility Test* when it moves onto the piles of gold. If the test is failed the playing piece has fallen over and may not move or attack for the remainder of that turn.

Barrow

A playing piece may try to climb onto the crypt, but must make an *Agility Test* to avoid falling off while it does so.

If a playing piece is making a hand-to-hand attack against a piece that is above it (ie, on the crypt), it must subtract -2 from its Weapon Skill.

Chaos Cavern

The stream in this cavern is harmless as long as you don't drink from it, and therefore has no effect on play.

Chaos Temple

No playing piece may move through the flaming pit or the statue.

If a playing piece is making a hand-to-hand attack against a piece that is above it (on the stairs or platform), it must subtract -2 from its Weapon Skill.

Chaos Throne Room

No playing piece may enter the flaming pit or slimy webs beside the throne.

If a playing piece is making a hand-to-hand attack against a piece that is above it (ie, on the throne), it must subtract -2 from its Weapon Skill.

Ice Cavern

An adventurer must make an *Agility Test* whenever it tries to move at more than half speed in this room. If the test is failed the playing piece has fallen over and may not move or attack for the remainder of that turn. Monsters are unaffected by the ice and can move normally.

Mossy Cave

A playing piece must make an *Agility Test* when it moves onto the skeleton. If the test is failed, the playing piece has fallen over and may not move or attack for the remainder of that turn.

A playing piece may make a ranged attack across the skeleton, but its Weapon Skill is halved as the target will be partially obscured.

The Goblin Hall

No playing pieces may enter the water or flaming pit in this room.

If a playing piece is making a hand-to-hand attack against a piece that is above it (ie, on the stairs or throne), it must subtract -2 from its Weapon Skill.

The Root Cavern

A playing piece must make an *Agility Test* when it moves onto any roots. If the test is failed the playing piece has fallen over and may not move or attack for the remainder of that turn.

The Sewers

A playing piece must make an *Agility Test* when it moves onto the wooden planks. If the test is failed, the playing piece has fallen into the effluent and may not move or attack for the remainder of that turn.

Any adventurer who is in the effluent has all of his characteristics halved (rounding up). If the adventurer is also wounded, its characteristics will be quartered. Monsters are not affected by being in the effluent.



**STUDIO
STAFF**

"Mercenary Force" - Diorama by Andy Craig



Champion of Slaanesh



Champion of Nurgle



Daemonette of Slaanesh



Villager



Orc Renegade



Wizard



Pink Horror



Pink Horror



Champion of Slaanesh



Daemonette of Slaanesh



Bloodthirster - Greater Daemon of Khorne



EAVYMETAL

Grey Knight in Terminator Armour



Daemonette of Slaanesh (conversion)



"Jordell Fleshbreeze" Freebooter Elf Blitzer



Elf Warrior



Champion of Nurgle



Villager



Pink Horror



Eldar Titan



Elf Wardancer



Space Marine in Terminator Armour



Imperial Guard



"Skarloc" Wood Elf Scout



Elf Musician



Elf Wardancer



Elf Champion



It's *'Eavy Metal* time of the month again, and I was going to discuss colour theory, which will be of great help to those of you who can't decide what colours to paint your miniatures. Unfortunately, lack of space in this issue would not have allowed me to do justice to the subject - so we've decided to drop it for now. Don't worry though, you'll see it in the very near future. It'll be well worth waiting for!

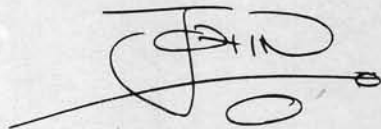
Even though we haven't got a theme this month, there are still a load of wonderful miniatures for you to feast your eyes on. And of course Phil and the Studio Painters will give you their guidelines on painting them.

Our miniatures are currently giving me some frustration - there's so much wonderful stuff I just don't know what to tackle next. Bob Olley's new Ogryns and Chaos Beastmen, for instance, have some great facial detail. But then there's Mark Copplestone's Commissars, with those wonderful hats that just seem to get bigger every time I look at them. And of course there's Jes Goodwin's Space Marines in Terminator Armour, which must be some of the most dramatic models I've seen. What I need is a week's holiday, so that I have enough time to paint them all!

Talking of holidays, at the time of writing Jes is currently travelling up the Nile on a steamboat, so I wouldn't be surprised if the new Eldar show a distinct Egyptian influence.

Going back to the Space Marines in Terminator Armour, this month sees the release of **Space Hulk**, which will contain some of the best plastics Citadel have produced - Terminator Armoured Marines and Genestealers. And not only that, the game is really exciting in its own right, even without the added visual appeal of the miniatures.

This month we also take a look at some of the work of Fraser Gray, Paul Benson and Dale Hurst, who have let slip some of their painting secrets. So until next month, I'll let Phil take the stage.



PAGES 26 & 27 - STUDIO STAFF

Kicking off this spread is a diorama by Andy Craig. It shows a rather unusual combination of Human, Ork and Eldar. Although you wouldn't normally find them on the same side, in the retinue of a Chaos Renegade anything is possible - as in this case.

The Pink Horrors on this spread show just three of the many varied effects that different people can achieve when painting, even though they are using the same basic colours.

The left-hand Pink Horror on page 26 was painted by Andy, who started with a base coat of Titillating Pink, to which he applied a Red Ink/Titillating Pink wash. Then, while the wash was still wet, he blended in the highlights with a mixture of Titillating Pink and Skull White. The hands were done with a base of Electric Blue, a Blue Ink wash and highlighted with an Electric Blue/Skull White mix.

Darren, on the other hand, has used Imperial Purple as his base colour, highlighted using Titillating Pink added to the base colour in increasing amounts. The hands and arms received a base coat of Woodland Green, highlighted with Bilious Green. The final result is shown on page 26, on the far right.

On page 27, Mike shows yet another method of painting Pink Horrors. He gave his Horror a wash of Imperial Purple over a Skull White undercoat. He then highlighted the miniature with a mixture of Skull White and Imperial Purple, adding more white to the mixture until an almost pure white highlight was achieved. Finally, a small amount of Purple Ink was blended on to the shaded areas. The hands were then given a base coat of a Woodland Green/Chaos Black mix, and highlighted using a Goblin Green, Woodland Green and Chaos Black mix.

So, we have three startlingly different Pink Horrors - which goes to show that there is no single correct way to paint a miniature, and that style plays a major part in the final appearance of a model.

Also on page 27, there is a very simple conversion of a Daemonette of Slaanesh. The left claw of the figure has been bent down and forward, while the tail has been bent down and backward. When you are bending a miniature like this in order to achieve a different pose, it is a good idea to wrap the limb in tissue paper or cloth so that you don't destroy any of the model's detail. Then, very gently, bend the metal with a pair of pliers to the required position. Don't worry if the limb breaks off, as a small dab of superglue or five-minute epoxy glue will often be sufficient to repair the damage. The Daemonette's hair was done with a small blob of an epoxy putty, such as Milliput, pressed into position and then textured with a sharpened cocktail stick.

Finally on this spread, it's great to see Mike Brunton wielding a paintbrush again. Mike is one of our writers who, in the early 80's, won a number of Gamesday Painting Awards for his work with oils. For these pages, however, Mike has left his oils in the cupboard, and used acrylics instead - a medium in which he can still produce top class work, as you can see from his Eldar Titan and Space Marine in prototype Terminator Armour.

PAGES 48 & 49 - FRASER GRAY, PAUL BENSON AND DALE HURST

These pages show off some of the latest work of well-known painters Fraser Gray, Paul Benson and Dale Hurst. Most of the miniatures on these pages have been converted in some way. Both Fraser and Paul paint mainly for display, so converting the miniatures makes good sense - a model that is slightly different will really catch a judge's eye!

For instance, Fraser has used Milliput and wire on the Orc Standard Bearer to extend the banner's pole and to scratch-build the Goblin's stilts; the wire forms the core on which the Milliput is added. Fraser has also used Milliput on the Orc Warrior's shield, pressing it on and modelling it into the shape of an eye with a sharpened cocktail stick.

Fraser has also used plastic to convert his miniatures, adding a skull from the new **Skeleton Army** boxed set to the Limited Edition Orc's helmet, and using stretched sprue to form the arrows in the Orc Warrior's shield.

You might also recognize a couple of the miniatures as coming from the *Goblinoid* pack of **Combat Cards**; during the production of the cards, Fraser was kind enough to lend us some of his miniatures, as we wanted to make sure that, as well as being used for a number of great games, the **Combat Cards** would make an unbeatable guide to painting miniatures as well!

Paul Benson also uses Milliput to great effect. All of the boulders on which the Eldar Harlequins stand are made from Milliput, rolled into balls and pressed together. Of course, Paul had to remove the tabs from the miniature's feet before attaching them to their bases.

The keys that the Keeper of Secrets is carrying are also made with Milliput, shaping it with a knife and adding a wire ring. The best way to cut shapes like this is to roll the Milliput out and leave it to one side so that it is just beginning to harden; the key shapes can then be cut out with a sharp knife. Because the Milliput is just starting to set, the putty is less likely to tear when you cut out the more intricate details.

Dale uses the majority of his models for gaming, hence their gloss varnish finish. Gloss varnish, as we've mentioned before, protects the hard work that has been put into the miniature, and prevents the paint from flaking off when it is being handled regularly. If you don't like the effect of gloss varnish, then it is a good idea to give the miniature a coat of gloss before you add the matt varnish, as matt varnish on its own does not provide enough protection. Dale has done this on some of his models.

One of the most remarkable things about Dale's work is the ease with which he can swap between painting miniatures in dark, earthy tones, such as the deep red of the Adeptus Mechanicus Tech-Priest, to the very bright, clean work on the Ogre with the sword.

PAGES 60 & 61 - STUDIO STAFF 2

This month we begin what we hope will become a regular feature of *'Eavy Metal'*: taking you through the whole process of painting a miniature, step-by-step. This month it is a Space Marine Captain in Terminator Armour:

Stage 1: The unprepared metal miniature, glued together with two-part epoxy glue and based.

Stage 2: The miniature is cleaned up with a sharp scalpel and needle files, and is given a base coat of Skull White, thinned down slightly so as not to obliterate surface detail.

Stage 3: The armour is given a base coat of Blood Red, while the weapons and areas of fine detail are given a coat of Chaos Black. The face and the skull on the sword are painted with Bronzed Flesh.

Stage 4: The armour is given a Red/Brown Ink wash, while the face and sword are washed with Brown/Yellow Ink.

Stage 5: The armour is highlighted with a mixture of Blood Red, Sunburst Yellow and Skull White, increasing the amount of yellow and white as it is blended in. The mottled effect on the shoulder pads are done in the same way, with the highlight added in hexagonal patches - highlighting each one individually. The face and bone are now highlighted with a mixture of Bronzed Flesh and Skull White. The metal areas are drybrushed with Chainmail and Mithril Silver. Finally, the yellow areas are painted with a mix of Hobgoblin Orange and Sunburst Yellow, and drybrushed with Sunburst Yellow and Skull White.

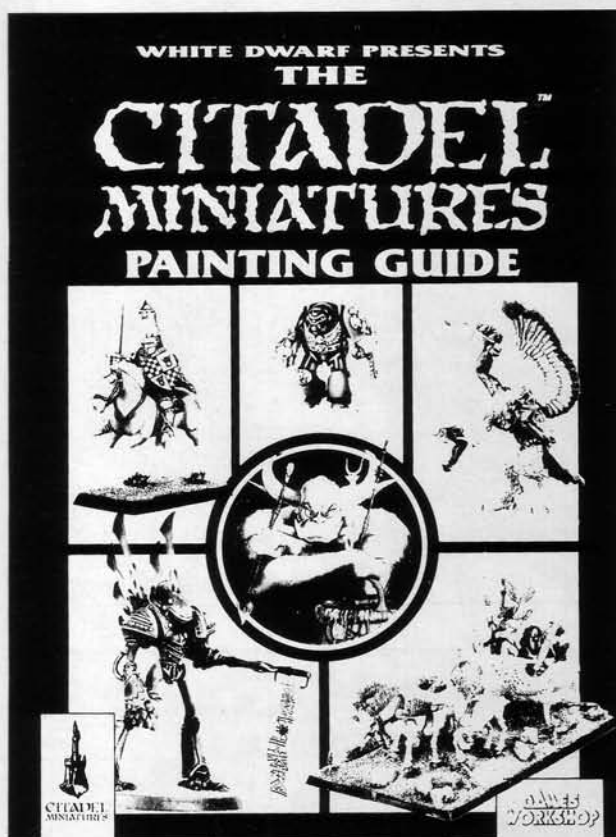
Stage 6: The last stage is the addition of final detail and finishing. The armour is given several Red Ink glazes, while a Chestnut/Brown Ink glaze is blended into the edges of the face. The belt and the knee are finished by painting an Enchanted Blue checkered pattern over a Skull White base. The bone is then given final white highlights.

This month we also have to give a warm welcome to the latest addition to our miniature painting team - Tim Prow - whose work you can see amongst the miniatures on page 61.

Since arriving, he's started work on a squad of Ultramarines in Terminator Armour, the first two of which you can see this month. These models were painted with the first test batch of paints in the *Space Marine Paint Set*, a new set specially designed to match the uniform colours of the principal Space Marine Chapters. These miniatures were, obviously, painted with Ultramarine Blue.

Also new on the miniature front are the plastic Genestealers, just one of which is shown on page 61. At the moment these are only available in our new boxed game *Space Hulk*. Of course, the metal versions are available separately, and are painted in the same way.

Purestrain Stealers are painted in two basic colours: blue for the carapace, and purple for the muscles. Of course, there are many different shades of these colours, and many different effects that you can achieve. Mike, for instance, has painted this Genestealer with a base of Moody Blue/Skull White/Chaos Black, which he has then highlighted by adding white to the mix and blending it in. The muscles were given a base coat of Worm Purple, over which Mike added a wash of Purple Ink, before highlighting with a Worm Purple/Skull White mix.



The Citadel Miniatures Painting Guide is a vital reference source for everyone who paints, or who wants to paint, Citadel Miniatures. It takes you right through the painting process, from the basic preparation of the model, to advanced techniques such as blending.

It's packed with full-colour diagrams and examples, helping you to get the best out of a really rewarding hobby.

Paul L.

DWARF WAR MACHINES



Organ Gun
MM12 £3.50

includes 3 crew

The image shows a line drawing of the Organ Gun assembly on the left, featuring a large wooden frame with a central barrel and a complex mechanism. To the right is a painted miniature of the same device, mounted on a wooden cart with large spoked wheels. Three dwarf crew members are positioned around the machine: one on the left, one in the center, and one on the right. The entire set is displayed on a green base.



Siege Gun
MM13 £4.50

includes 5 crew

The image shows a line drawing of the Siege Gun assembly on the left, consisting of a large barrel, a wooden frame, and two large spoked wheels. To the right is a painted miniature of the same device, mounted on a wooden cart with large spoked wheels. Five dwarf crew members are positioned around the machine: one on the left, one in the center, and three on the right. The entire set is displayed on a green base.



Swivel Gun
MM14 £3.50 for 2

includes 2 crew

The image shows a line drawing of the Swivel Gun assembly on the left, featuring a long barrel mounted on a wooden tripod stand. To the right is a painted miniature of the same device, mounted on a wooden tripod stand. Two dwarf crew members are positioned around the machine: one on the left and one on the right. The entire set is displayed on a green base.

WARNING! This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 12 years of age.



3 Derby Terrace,
Derby Road
Nottingham
NE7 1ND.

● GENESTEALER PHYSIOLOGY

Purestrain Genestealers can only reproduce by infecting a victim with their genetic material. The gene-host survives as a healthy Human being, but, upon becoming a parent, the gene-host's firstborn child is indelibly marked by the gene-infection. Once the child matures into a Human-Genestealer Hybrid, it can pass the infection on to other Humans, whose firstborn will also be born as Hybrids. It is only the firstborn child of infected parents that is a Human-Genestealer Hybrid; later offspring will always be normal Humans.

The first generation Hybrids closely resemble purestrain Genestealers. But, with each new generation of Hybrids, Genestealer traits give way to Human traits, until fourth generation Hybrids are all but indistinguishable from untainted Humans. However, a Hybrid will always display the Genestealer's primal instincts; these always remain in their genetic structure, and - no matter how Human in appearance - a Hybrid belongs to the Genestealer brood.

Purestrain Genestealers are totally incapable of passing as Human. Their multiple arms, bulbous heads, glaring eyes, and animal crouch give them away; no amount of clothing and make-up can disguise such characteristics. However, later generations, particularly the third and fourth, become more humanoid in appearance. Indeed, many Genestealers of advanced generations can appear as Humans at first glance, especially if wearing concealing clothing. However, as their sharp teeth and hypnotic eyes are somewhat of a giveaway, they tend to avoid speaking to strangers or looking at people straight in the face.

It follows that, in many ways, the later generation Hybrids are the most dangerous - they can move freely among Humans, passing on their terrible disease unnoticed.

Due to the sheer number of Humans throughout the Imperium they are the race most commonly affected by Genestealers. Nevertheless, there is no reason why any other race cannot be infected; Ork-Genestealer Hybrids are perfectly possible - indeed many exist. The appearance of such Hybrids would, of course, depend on the parent race, and they would show different physical characteristics than a Human-Genestealer crossbreed.

● GENESTEALER AND HYBRID PHYSICAL CHARACTERISTICS

By infecting a victim with its genetic material, a Genestealer passes on some of its physical characteristics to the victim's first offspring. In the first generation, this gives rise to a Hybrid with a number of Genestealer traits. Through successive generations of Hybrids these traits become less extreme, until in the fourth generation the Hybrids can pass as normal Humans.

Each physical characteristic goes through certain distinct stages.

The Head

Although Genestealer Hybrids gradually lose their long bulbous craniums as the generations progress, their hypnotic, staring eyes remain; their appearance often gives away a Hybrid who otherwise looks quite Human. In the same way, fangs become shorter in later generations although all the Hybrids retain vicious sharp teeth.

The Carapace

Purestrain Genestealers have a tough, armoured carapace with a horny spinal ridge, and raised ligatures running along their limbs. They are also bent over in a perpetual crouch, as if waiting to spring, making them appear much shorter than their true height. Later Hybrids lose the carapace, and attain a more upright stance as the spine straightens out to accommodate a more Human hip structure.

The Arms

Purestrain Genestealers have four arms - a pair with hands from their midsection, and a pair with powerful claws mounted at their shoulders with which they attack. Later Hybrids lose one or both of the clawed arms, leaving only those with hands, and their hands become more able to handle manipulative tasks of an intricate nature.

The Legs

Throughout the successive generations, the Hybrids lose the long, powerful legs typical of the Purestrain Genestealers and acquire normal Human legs.

The *Purestrain and Hybrid Characteristics* table summarises the physical form of the Genestealer and its descendants.



PURESTRAIN AND HYBRID CHARACTERISTICS

Generation	Head	Body	Legs	Arms	Fangs	Claws	Ovipositor	Hypnotic Gaze	Telepathy	Full Psi Powers
Purestrain	Purestrain	Carapace	Purestrain	4	Yes	2	Yes	Yes	Yes	No
First	Bulbous	Carapace	Long	3-4	Yes	1-2	Yes	Yes	Yes	No
Second	Bulbous	Carapace	Long	3	Yes	1	Yes	Yes	Yes	No
Third	Bulbous	Crouched	Humanoid	2-3	No	0-1	50% chance	Yes	Yes	Yes
Fourth	Humanoid	Humanoid	Humanoid	2	No	No	No	Yes	Yes	Yes

Later The firstborn of a fourth generation Hybrid is a Purestrain.

All Purestrains and Hybrids possess *Hypnotic Gaze* and *Brood Telepathy*, and are immune to *psychology*.

Purestrain Genestealer: Cannot use Human weaponry. All attacks are *claw* attacks. The Purestrain has an ovipositor and can make an *implant* attack.

First Generation Hybrid: Cannot use Human weaponry. A first generation Hybrid must roll on the following table to determine how many arms it has:

D6 Roll	Number of arms
1-3	Four arms: two clawed arms and two with hands
4-6	Three arms: one clawed and two with hands

The Hybrid will make *claw* attacks. It has an ovipositor, and can make an *implant* attack.

Second Generation Hybrid: Can use Human weaponry. Makes one *claw* attack and one weapon attack. The Hybrid has an ovipositor, and can make an *implant* attack.

Third Generation Hybrid: Can use Human weaponry. Roll on the following table to determine how many arms it has:

D6 Roll	Number of arms
1-3	Three arms: one clawed and two with hands
4-6	Two arms: both with hands

If it possess a clawed arm it may make a *claw* attack if it wishes.

A third generation Hybrid must also roll on the following table to see if it has an ovipositor and associated *implant* attack.

D6 Roll	Ovipositor
1-3	Yes, the Hybrid has an ovipositor and an <i>implant</i> attack
4-6	No, the Hybrid is a neuter or <i>Drone</i> .

The Hybrid may also have full psychic abilities.

Fourth Generation Hybrid: Can use Human weaponry. May also have full psychic abilities.

● GENESTEALERS IN COMBAT

Purestrain Genestealers and first generation Hybrids are extremely fast and agile when on the attack. To represent this, there is a *to hit* modifier of -1 against a charging Genestealer. This is in addition to the normal charge modifier, giving a total *to hit* modifier of -2.

Purestrain Genestealers and first generation Hybrids can deliver a powerful and destructive blow with their claws, and have a considerably longer reach than most Humans or later generation Hybrids. To represent this, they make a *claw* attack with a -1 *save* modifier.

The Genestealer Kiss

Purestrain and early generation Hybrids have an ovipositor in their throat which is used to implant the Stealer gene into their victims. To do this the Genestealer must make an *implant* attack, during which the Genestealer appears to bite or kiss the face of its victim. The attack can be delivered against any living model in front of, and in base-to-base contact with, the Genestealer. If attempting an *implant*, the Genestealer may make no other attacks that turn.

If the victim is held by the Genestealer's *Hypnotic Gaze* (see *Psychic Abilities*) the attack is automatically successful; otherwise, the Genestealer makes a standard melee attack. If the attack succeeds, the gene material is automatically *implanted* - there is no damage roll. However, if the victim is wearing a helmet or armour which covers his face or head, he gets the appropriate *armour saving throw* to avoid *implantation*.

After being *implanted* with the Stealer gene, the victim immediately collapses in a coma and is unable to do anything for the rest of the battle. The victim recovers consciousness after a few days and appears completely unharmed, if somewhat dazed and with no conscious memory of the Genestealer attack. There are no outward signs that the victim is host to the Stealer gene.

Obviously, a Genestealer intent on passing its genetic material on to a victim will make no further attacks, or do any harm to the victim, once the *implant* attack is successful. In addition, other Genestealers can identify unconscious gene hosts and will not harm them.

Third generation Hybrids have a 50% chance of having an ovipositor. If they do not possess one, they are neuter Hybrids or *Drones*, and are unable to mate at all (although, with the appropriate surgical equipment, they can pass on the Stealer gene by injecting a victim with their blood).

Fourth generation Hybrids always lack the ovipositor and can only mate in the normal Human manner.

Genestealers and Weaponry

Purestrain Genestealers are unable to use Human weaponry; their thought processes and aggressive instincts are entirely alien, and they rely instead on their own natural forms of attack. However, later generation Hybrids are sufficiently Human to be able to understand and manipulate weaponry designed for Human hands, eyes and minds.

Psychology

Purestrain Genestealers and all Hybrids are immune to the effects of *psychology*.

● PSYCHIC ABILITIES

Both Purestrain Genestealers and Hybrids possess two innate traits that are similar in operation to psychic abilities: their *Hypnotic Gaze* allows them to paralyse foes prior to the implantation of the Stealer gene, while *Brood Telepathy* allows them to transmit and receive messages on the battlefield.

Both abilities, *Hypnotic Gaze* and *Brood Telepathy*, use no *psi-points*; a Stealer or Hybrid may use one of these abilities per turn at no cost, although it cannot use both at the same time.

Psychic Hybrids

Purestrain Genestealers and first and second generation Hybrids have no psychic powers except for their innate abilities, *Hypnotic Gaze* and *Brood Telepathy*. Third and fourth generation Hybrids, however, will often have additional psychic powers. Inherited psychic traits passed on from infected psykers in the Hybrid's ancestry may become apparent in the near-Human third and fourth generation Hybrids.

Purestrains and Hybrids can recognise Human psykers when they find them. Genestealers are attracted to psykers, and share none of the normal Human's prejudices against them, simply regarding them as exceptionally advanced specimens of the race. Consequently, the psykers in a community are amongst the first to be infected by the Stealer gene. This means that Human psychic traits will pass into the gene pool of the Hybrid brood, to be inherited by later generations. Thus, by the third and fourth generations, the Hybrids can develop full psychic powers in addition to possessing the two innate abilities of Genestealers.

Psychic Hybrids tap raw psychic energy emanating from the primitive Genestealer Power that exists in the warp - the shadow image of the 'will to survive' of the Genestealer species. Psychic Hybrids who worship a Chaos Power may of course draw psychic energy from their patron, thus tainting their simple Genestealer souls.

Hypnotic Gaze

A Purestrain Genestealer or Hybrid may fix its gaze on one living opponent within 6", freezing him in place. The victim may make a **WP** test to avoid the gaze, by trying to roll less than his *Will Power* on 2D6; if the victim fails, he is paralysed, and may do nothing as long as the Genestealer or Hybrid continues to stare at him.

The Genestealer or Hybrid will only stare at a victim who isn't already in melee combat. While using its *Hypnotic Gaze*, the Genestealer or Hybrid may only engage in combat to deliver an *implant* attack against the victim; it may move as normal, as long as it remains looking at the victim. The stare is broken if the Genestealer or Hybrid takes damage in an attack, leaves the victim's view, or turns its gaze on another. Once the stare is broken, the victim may make a **WP** test each turn to break its paralysis.

Although third and fourth generation Hybrids who do not have an ovipositor cannot make an implant attack, they retain the *Hypnotic Gaze* ability, using it as a natural form of defence and a means of intimidating adversaries.

Brood Telepathy

Genestealer *Brood Telepathy* enables a Purestrain Genestealer, or Hybrid of any generation, to establish momentary one-way contact between itself and any other Genestealer or Hybrid of the same brood within 24" (all Genestealers and Hybrids descended from the same Patriarch constitute a brood). In this way, a brief message may be passed between the Brood members - the equivalent of about 10 words.

The Genestealer Patriarch can also establish a telepathic link between itself and any of its descendants within 24", although in this case the link is two-way, due to the Patriarch's position within the Brood blood-line. A telepathic link is severed if the sender or recipient suffers a *Wound* during transmission.

Brood Telepathy proves especially useful in battle because one Brood member can act as a telepathic observer for another armed with a heavy weapon capable of indirect fire (such as a grenade launcher). Such weapons can be fired at a target not visible to the user, provided it is within sight of another Brood member in telepathic communication with the weapon user.

The dark storm clouds rolled across the sun, throwing deep shadows across the rig. Relant Trayl shifted his respirator, removing the sulphur dust from the edges. He checked the dials a final time. Satisfied that everything was okay, he walked back over to the crawler.

He gave the tracks a hefty kick as he climbed aboard, dislodging the thick, choking dust that was clogging the exhausts.

He was attaching his harness, when a loud crash distracted him. He watched a thick plume of red dust arch into the sky from behind an outcrop to his right, to fall across the crawler and cover the windshield.

Cursing, he flung the hatch open and stood up, grabbing the binoculars by his seat. He flicked the range knob, bringing the outcrop nearer by a factor of ten. His respirator rattled as he caught his breath.

Just reaching the summit was something moving at a phenomenal speed. He couldn't work out what it was - its blueish skin blended in with the purple rock, making it difficult to see it clearly. He altered the spectrum of the binoculars to pick it out, gasping at what they revealed.

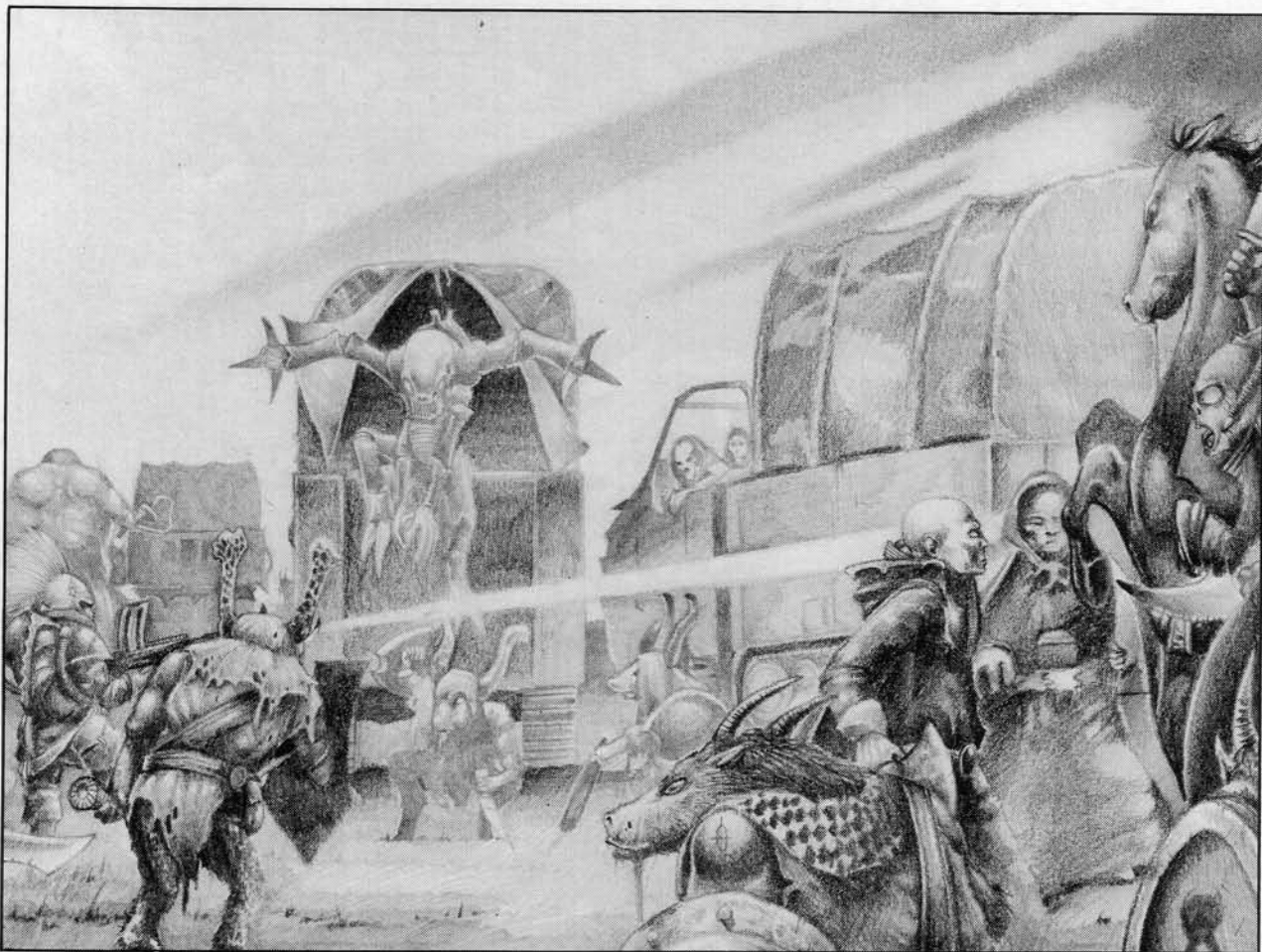
Tumbling down the outcrop were hundreds of the creatures, Human-like things with four arms and covered with a dark blue shell. They were falling over themselves as they surged forward like some sort of tidal wave. Here and there, swimming in the ocean of creatures, were Humans - although he knew nothing truly Human could move in this atmosphere without oxygen.

Relant, for a brief second, saw one of the Humans look at him and wave a skull-tipped staff towards the crawler. Relant knew he would never forget that terrible stare, those piercing eyes.

He struggled to start the engine, his panic rising. "Come on! Come on!", he screamed, his voice muffled behind the respirator. It was having difficulty giving him the oxygen he required. "Start, damn..." His face crumpled as one of the Genestealers punched a hole through the windshield, splattering his face with broken glass. Its arm swung around, splitting Relant's skull with a loud crack.

Eraltban watched as the brood tore the vehicle apart. "The city is that way," he yelled above the sound of tearing metal. "We go to sow our seed."





The renegades were waiting. They pulled their cloaks a little tighter, crouching out of sight. The motley band of pirates, fugitives, cultists and deserters, sat amid the rocks, their weapons warm from the rays of the sun.

Far below on the desert plain, the column of dust drew nearer. Soon another caravan would be a pile of bleaching bones in which the buzzards would make their nests. The caravan was getting closer all the time, and would soon pass beneath the rocky outcrop. The renegades could hear the distant grind of sand-worn engines, and the dust shifting in the wind. The caravan looked to be well-stocked, plenty of wheelers, trackers and bikes, and just a few outriders for protection. But it was the first vehicle that caught the eye of Dralkor, the renegade leader. It was a city-car, but dark and sinister, richly decorated with polished metalwork. Dralkor grinned, baring his three, yellowed fangs. "That," he mouthed silently, "is mine."

Another renegade made a signal from his observation post on a nearby rock. Yordak, Dralkor's right-hand man and fellow murderer, skidded down the gravel. His one eye shone with anticipation. "In range now, Dralkor," he whispered harshly. Dralkor nodded, the silent command passing on from one warrior to the next.

The first shot fell just ahead of the convoy. The next wrecked a truck, the shrill cries of the dying carrying across the sand. The third shell caught the last vehicle - within seconds it was a ball of flame. The convoy fell into confusion. The renegades jumped up from their hiding places and flung themselves down the rocky slope. As they ran they called upon foul gods and daemons to give them strength, but few believed they needed it - the prey were feeble merchants, to be captured and sold as slaves.

Although taken by surprise, some commanding intelligence was at work within the caravan; the panic receded rapidly as discipline took over. The vehicles slewed around, their spinning wheels sending clouds of sand into the air. The black-robed passengers leapt out and moved forward to defend the convoy. Covers were pulled back from the transports to reveal gleaming

weapons. A door opened up on the black limo and a robed priest appeared, calmly surveying the oncoming horde.

Almost immediately, the renegades were raked by fire from the length of the convoy. The dust was whipped up into their faces, blown by a fierce gust of unnatural wind. Many of the renegades dived to the ground or sunk to their knees under the onslaught. Dralkor screamed at his men, cursing such sorcery - he could see the odds changing, and his leadership begin to fall apart. Through the dust, the renegades saw the black-robed passengers approach. Crouched over, they ran towards the renegades with huge, bounding strides. Surely no men could move so fast? The renegades tried to open fire on the rapidly advancing horde, but the sand had jammed their weapons. Frustrated, Dralkor and his men drew their swords, but in a moment the black-robed creatures were upon them.

"Daemons, Daemons from the dust; run for your lives!" The renegades scattered, fleeing from the hideous foe they had so rashly taken on. Their disbelieving eyes were wide with terror as the black robes were thrown aside, revealing lithe, dark blue bodies. The Genestealers tossed aside the broken corpses of the renegades, torn asunder by huge claws.

Observing the rout from his position of command, the robed priest, reached out for the mind of his Patriarch. "The Brood have done well, venerable one! The enemy have fled." Concealed within the limousine the Patriarch relaxed his grip upon the brass wand, easing now the fight was over.

As the sun sunk slowly behind the rocks, and the buzzards descended on the bloody stretch of sand, the caravan started moving once again. Trekking behind the last vehicle were a wretched bandful of renegades. The rest now lay blistering in the dust. A three-armed Hybrid in a dark red robe, urged the pitiful band to keep pace, while another handed out a flask of water. He grinned as he spoke, the words sounding clumsy through his fangs. "Drink deep friends. We'll look after you; we are blood-brothers now!"

GENESTEALER INVASION FORCE

The ultimate origin of Genestealers remains unknown, but at any given time there are many broods of Genestealers scattered throughout the universe - either existing parasitically in a host society, dominating a subdued race, or on the move to found a new colony.

It is those broods that are at the expansion stage in the cycle of infestation and conquest, those who require new hosts to breed with, that become a Genestealer Invasion Force.

The reason why the brood has to move on is explained by a summary of its breeding cycle. The first stage is the infection of the original host by a Purestrain Genestealer. Subsequently, this infected gene-host goes on to form a family, from which his first offspring is a first generation Hybrid. This Hybrid then infects more Human hosts, who in turn engender second generation Hybrids - and so the process goes on, progressing geometrically.

After four generations of infected hosts (taking less than a century), a brood made up hybrids of various generations has arisen. The Human members' kin, the parents and untainted siblings, feel very intense bonds towards their Hybrid relations, even though they are deformed. Thus, the entire extended family forms a close-knit clan, the head of which will be the Purestrain progenitor of all the brood, known as the Patriarch.

Once it has become big enough, the clan will strive for dominance within the host society, initiating Chaos worship if it encounters difficulty, to harness power to assist in the struggle. The clan thus becomes a cult.

The fourth generation Hybrids within the clan will go on to found families like normal Humans, with their firstborn being Purestrain Genestealers. Because Hybrids live for Human lifetimes however, and because Purestrains are immortal, the early Hybrids in the brood will die out, leaving an increasing number of Purestrain Genestealers.

Once a whole new generation of Purestrains has grown to maturity, the brood-cycle is almost complete. It is now time for the Purestrain brood, led by their Patriarch, to find a new host with which to continue the cycle, and to found a new colony. In this way, with each Purestrain potentially the Patriarch of a future brood - indeed, it becomes one as soon as it breeds - the Genestealer race expands throughout the universe.

Because they require new genetic material, the Patriarch of each brood and his Purestrain descendants, along with the remaining later generation Hybrids, will either trek to another settlement, city or region, or embark on a captured starship or space hulk to travel to another planet. In the latter case, the Hybrids serve the brood by operating the controls of the spacecraft. Eventually, all of the Hybrids die off, leaving only the Patriarch and the Purestrains.

Once the brood encounters a new intelligent race, the cycle can begin again. They may either overwhelm and infect those who investigate their spacecraft, or transport an advance party on to the hosts' ship or planet. The advance party has the task of overwhelming local defences and any opposition they encounter to prepare the way for the rest of the brood. It is this advance party that is the *Genestealer Invasion Force*.

● ORGANISATION

A player wishing to field a Genestealer Invasion Force, has two options: he may use a force containing Purestrains and a few third and fourth generation Hybrids to provide psychic and heavy weapon support, or he may have a force composed entirely of Purestrain Genestealers.

Since the latter force must get into close combat in order to overwhelm the enemy, it will have more Purestrains than a mixed brood, to compensate for the lack of Hybrids.

Purestrain and Hybrid Option

This represents a brood in an early stage of its travels. The Hybrids are still numerous enough to be expended in battle if need be, which means less Purestrains need risk their lives. On the battlefield, the Hybrids' role is to support the waves of attacking Purestrains with their psychic powers and ranged weaponry.

If you field a brood using this option, you can field up to D6 Hybrids of each type. These can be attached to units of Purestrain Genestealers, form units of their own or be independent models.

Purestrain Only Option

This option represents a brood which has been drifting for a long time, and has either lost all its Hybrids or has too few left to risk in the Invasion Force. In these circumstances the Patriarch will lead a larger force of Purestrains onto the field so as to ensure that the enemy is overwhelmed by sheer weight of numbers.

If fielding an Invasion Force that doesn't include any Hybrids, the player can receive an extra D6 Purestrain Genestealers at no points cost. They can be attached to any of the other Purestrain bands or may form their own band.

The *Invasion Force Composition Table* summarises the troops available to the brood.

Invasion Force Composition Table		
Troops	Minimum	Maximum
Patriarch	1	1
Purestrain Genestealers	5	Unlimited
Hybrids (3rd & 4th generation)	0	D6 of each type
Extra Purestrains (free)	0	D6 (if no Hybrids used)

Commander

The Invasion Force is commanded by the Genestealer Patriarch of the brood, the venerated progenitor of all the Genestealers and Hybrids in the force. It was this Purestrain's original infection of the host race that gave rise to the Genestealer coven which it led for many years until, with the arrival of the new Purestrain generation, the brood had to move on and carry their gene-stock to another world.

1 GENESTEALER PATRIARCH at 40 points

GENESTEALER	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	6	7	0	6	4	2	7	4	10	7	10	8



This is the oldest and most venerated Purestrain Genestealer in the force, often already over 100 years old. The Genestealers under his command are all his descendants, engendered long ago when he was the Patriarch of a family of Genestealer Hybrids and their Human parents, before his progeny began their search for new worlds to colonise. The Patriarch can be an independent model or can associate with a unit.

NATURAL ABILITIES

IMPLANT ATTACK IN ADDITION TO 4 CLAW ATTACKS
 HYPNOTIC GAZE
 BROOD TELEPATHY
 IMMUNE TO PSYCHOLOGY
 WHEN GENESTEALER CHARGES, OPPONENT HAS TO HIT MODIFIER OF -1
 OPPONENT HAS SAVE MODIFIER OF -1 AGAINST GENESTEALER'S ATTACKS

Up to D6 THIRD GENERATION HYBRIDS at 15 points each

3rd GEN HYBRID	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	4	2	4	3	1	5	1	8	8	8	8



These are the offspring of Human parents infected by second generation Hybrids. They resemble Humans but retain alien features. Hybrids can be attached to Purestrain units, form units of their own or be independent models.

NATURAL ABILITIES

ROLL D6 FOR ARMS:
 1-3 = 3 ARMS (1 CLAW, 2 HANDS)
 4-6 = 2 ARMS (2 HANDS)
 ROLL D6 FOR OVIPOSITOR:
 1-3 = YES (IMPLANT ATTACK)
 4-6 = NO

HYPNOTIC GAZE
 BROOD TELEPATHY
 IMMUNE TO PSYCHOLOGY

PSYCHIC POWERS

The Hybrid may have psychic powers at an extra points cost (see the Psychic Powers box)

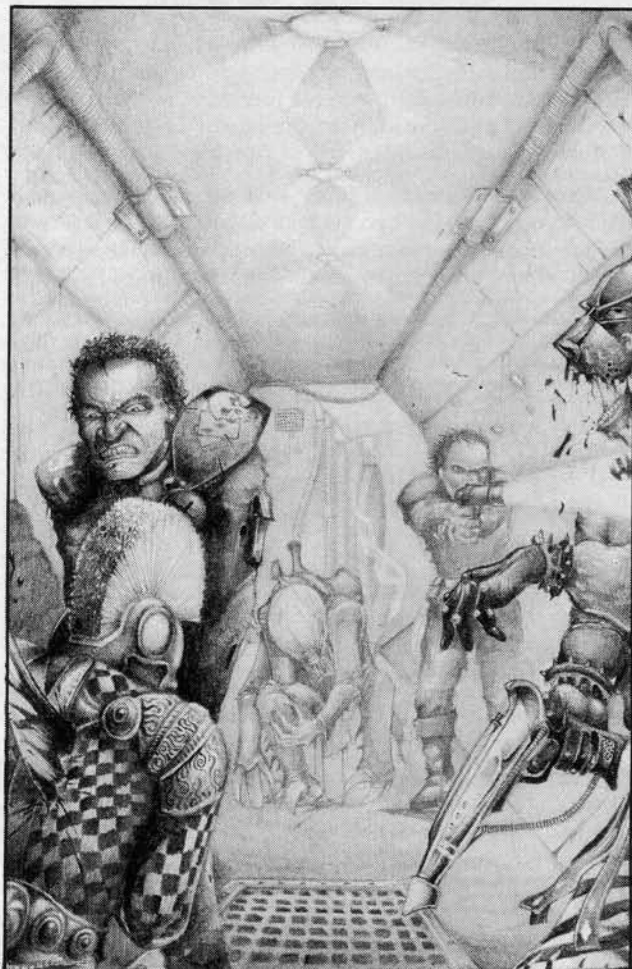
EQUIPMENT

3rd generation Hybrids can use Human weaponry. Roll and pay separately for each Hybrid. Each roll equips a single model

CHART	ROLLS/MODEL	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES	0-2	7
EQUIPMENT AND BIONICS	0-4	5

OPTIONS

ITEM	POINTS PER MODEL
FORCE ROD.....	40
FORCE SWORD.....	40



The Harlequins bounded down the corridor, effortlessly dodging the laser bolts in a series of somersaults and flips. Aseris Lightblade twisted his shuriken catapult as he spun, practised wrist movements keeping the barrel level as he squeezed the trigger. The gun jolted, and a stream of metal shards danced across the Purestrain's chest.

The Genestealer slumped, causing Traldak and Chirda to turn in horror. They looked on with disbelief at the broken form of their grandfather, bleeding heavily from the ragged holes in his carapace. Their tears welled up as they fell to their knees beside him, gently taking his claws as they felt his life slipping away.

As they embraced the dying Genestealer, their grief slowly turned to anger. They spun to face the Harlequin aggressors, who stood and watched the grieving humans with amazement. Chirda ran forward and thrust his blade through the nearest Harlequin, slipping it through the supple Eldar body.

They must make their grandfather proud of them...

Up to D6 FOURTH GENERATION HYBRIDS at 10 points each

4TH GEN HYBRID	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	3	3	4	3	1	5	1	8	9	8	8



These are the offspring of Human parents infected by third generation Hybrids. They are almost indistinguishable from Humans at first glance, but still have a disturbing slightly alien air about them. They can mate normally with Humans but the firstborn will be a Purestrain Genestealer. Hybrids can be attached to Purestrain units, form units of their own or be independent models.

NATURAL ABILITIES

HYPNOTIC GAZE BROOD TELEPATHY IMMUNE TO PSYCHOLOGY

PSYCHIC POWERS

The Hybrid may have psychic powers at an extra points cost (see the **Psychic Powers** box)

EQUIPMENT

4th generation Hybrids can use Human weaponry. Roll and pay separately for each Hybrid. Each roll equips a single model.

CHART	ROLLS/MODEL	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES	0-2	7
EQUIPMENT AND BIONICS	0-4	5

OPTIONS

ITEM	POINTS PER MODEL
FORCE ROD.....	40
FORCE SWORD.....	40

1 to any number of PURESTRAIN GENESTEALER BANDS at 200 points per band of 5 Genestealers

GENE-STEALER	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	6	7	0	6	4	2	7	4	10	7	10	8



These are Purestrain Genestealers - the original alien form of the creature which relies on its own natural means of protecting itself and is driven by an overpowering instinct to survive and propagate its kind.

NATURAL ABILITIES

IMPLANT ATTACK IN ADDITION TO 4 CLAW ATTACKS
 HYPNOTIC GAZE
 BROOD TELEPATHY
 IMMUNE TO PSYCHOLOGY
 WHEN GENESTEALER CHARGES, OPPONENT HAS TO HIT MODIFIER OF -1
 OPPONENT HAS SAVE MODIFIER OF -1 AGAINST GENESTEALER'S ATTACKS

CHAOS BROODS

If the Invasion Force is from a brood that began as a Chaos Cult, the Patriarch, Hybrids and Purestrains may still bear the mark of Chaos. If you wish your Invasion Force to have originated in this way, then the following further options are available:

- POSSESSED PATRIARCH at 500 points
- ONE DAEMONIC FAMILIAR at no points cost
- D6 SUMMONED DAEMONS at the listed points cost

Details of these can be found in the Genestealer Cult Army List.

The Patriarch and Hybrids in a Chaos-originated force may have up to D6-2 Chaos rewards each.

PSYCHIC POWERS for 3rd and 4th Generation Hybrids

The 3rd and 4th generation Hybrids can have psychic powers in addition to the common Genestealer traits of **Hypnotic Gaze** and **Brood Telepathy**. For each psychic Hybrid, choose the mastery level and pay the points cost given below. This includes the cost of 2 abilities at each level.

MASTERY LEVEL	PSI LEVEL	ABILITIES AT EACH LEVEL				POINTS COST
		1	2	3	4	
1	D6	2	-	-	-	25
2	6D6	2	2	-	-	70
3	9D6	2	2	2	-	110
4	12D6	2	2	2	2	160

Additional abilities can be bought at the following cost.

LEVEL	COST PER ROLL
1	5
2	10
3	20
4	40

Psychic abilities are generated from the charts on the right. If an ability is rolled twice, choose another ability of the same level as a replacement. Since Hybrids have natural **Brood Telepathy**, Telepathy abilities may be re-rolled.

PSYCHIC ABILITIES

D10	LEVEL 1	D10	LEVEL 2
1	AURA OF RESISTANCE	1	AURA OF PROTECTION
2	CURE INJURY	2	ECTOPLASMIC MIST
3	HAMMERHAND	3	JINX
4	IMMUNITY FROM POISON	4	MENTAL BOLT
5	MENTAL BLOW	5	RALLY
6	STEAL MIND	6	SENSE PRESENCE
7	TELEKINESIS	7	SMASH
8	TELEPATHY 1	8	TELEKINESIS 2
9	TELEPORT 1	9	TELEPATHY 2
10	WIND BLAST	10	TELEPORT 2

D10	LEVEL 3	D10	LEVEL 4
1	AURA OF RECALCITRANCE	1	AURA OF INVULNERABILITY
2	ANIMATE WEAPON	2	CHANGE ALLEGIANCE
3	CAUSE CONFUSION	3	CURE WOUNDS
4	CAUSE FEAR	4	LIMBO
5	DESTROY AURA	5	MENTAL BLAST
6	MENTAL BLITZ	6	STASIS
7	ROUT	7	STRENGTH OF MIND
8	TELEKINESIS 3	8	TELEKINESIS 4
9	TELEPATHY 3	9	TELEPATHY 4
10	TRANSFER AURA	10	TEMPORAL DISTORT

SPECIAL EQUIPMENT CHARTS

The number of rolls that each character or unit may make on each chart is given in the army list. A set points cost (given in the army list) is paid for each D100 roll on a chart, regardless of the result. A character or unit not taking the maximum number of rolls on a chart cannot transfer unused rolls to another chart. Duplicate or surplus equipment that is rolled may be discarded or given to any other model, unless otherwise stated in the army list.

To reflect their greater access to special and unusual equipment, some character models may choose to add a bonus to their D100. If a character chooses this option, he must take the full bonus and add it to the result of the dice roll, he cannot take less than full amount. He can of course, allow the first roll to stand.

STANDARD WEAPONS

D100	RESULT
01-05	SHOTGUN
06-10	NEEDLER
11-20	AUTO-GUN
21-40	LASGUN
41-60	BOLT GUN
61-80	FLAMER
81-85	GRAVITON GUN
86-95	PLASMA GUN
96-105	MELTA-GUN
106-112	SHURIKEN CATAPULT
113-120	COMBI-WEAPON

CLOSE COMBAT WEAPONS

D100	RESULT
01-15	SWORD OR COMBAT ACCESSORY
16-20	POWER SHIELD
21-25	STUB GUN
26-30	SAWN-OFF SHOTGUN
31-35	NEEDLE PISTOL
36-45	LASPISTOL
46-55	AUTO-PISTOL
56-65	BOLT PISTOL
66-70	CHAINSWORD
71-75	HAND FLAMER
76-80	WEB GUN
81-85	PLASMA PISTOL
86-90	POWER SWORD
96-100	POWER GLOVE
101-104	SHURIKEN PISTOL
105-106	JOKAERO DIGITAL NEEDLE PISTOL
107-108	JOKAERO DIGITAL LASPISTOL
109-110	JOKAERO DIGITAL HAND FLAMER
111-114	NEURO-DISRUPTER
115-120	COMBI-WEAPON

ARMS OF CHAOS

D100	RESULT
01-05	PERSONAL CHAOS ATTRIBUTE (RANDOMLY GENERATED)
06-15	GIFT FROM PATRON CHAOS POWER'S (GIFTS TABLE)
16-30	CHAOS STEED
31-40	MOUNT OF PATRON CHAOS POWER (OR CHAOS STEED)
41-50	CHAOS WEAPON WITH ONE RANDOM PROPERTY
51-55	CHAOS ARMOUR
56-70	CHAOS WEAPON WITH D3 RANDOM PROPERTIES
71-80	CHAOS ARMOUR +1
81-85	DAEMONIC FAMILIAR
86-95	CHAOS ARMOUR +2
96-100	D4+1 HUNTING BEASTS OF PATRON POWER OR CHAOS HOUNDS
100-115	CHAOS ARMOUR +3
116-120	DAEMON WEAPON

GRENADES AND MISSILES

D100	RESULT	D100	RESULT
01-12	FRAG	47-48	STUNN
13-25	CRACK	49	TANGLEFOOT
26-28	SMOKE	50	TOXIN GAS
29-31	ANTI-PLANT	51-58	HAY WIRE
32-34	BLIND	59-65	MELTA-BOMB
35-37	CHOKE	66-79	PLASMA (1)
38-40	HALLUCINOGEN	80-86	RAD
41-42	KNOCK-OUT	87-92	STATIS
43-44	PHOTON	93-98	VIRUS (4)
45-46	SCARE GAS	99-120	VORTEX (1)

Except for rare types (quantity specified in brackets), enough grenades or missiles are obtained to last the entire battle.

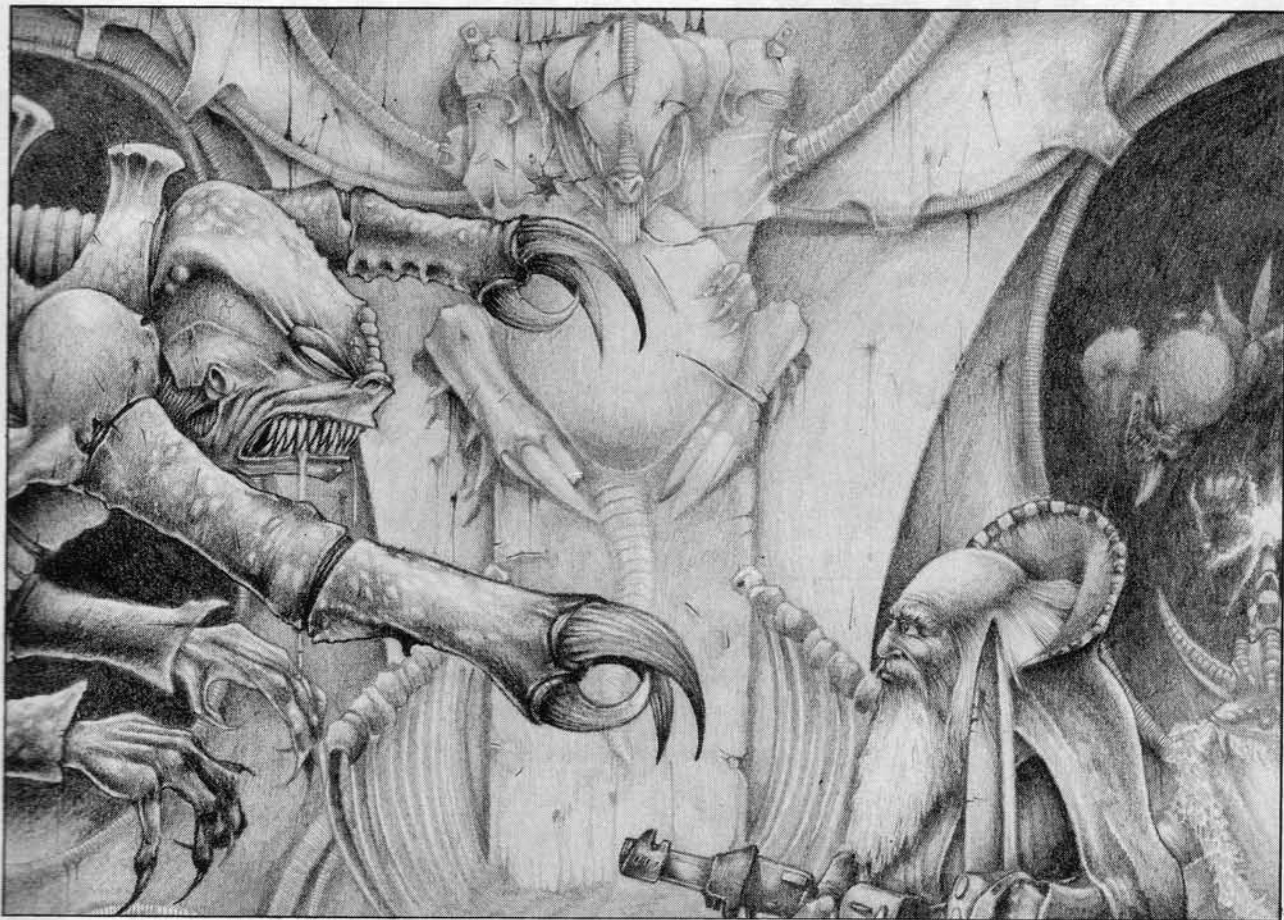
EQUIPMENT AND BIONICS

D100	RESULT
01-10	BIO-SCANNER
11-20	AUXILIARY GRENADE LAUNCHER
21-30	POWER SHIELD
31-35	ENERGY-SCANNER
36-45	DISPLACER FIELD
46-60	REFRACTOR FIELD
61-75	CONVERSION FIELD
76-85	UPGRADE JUMP PACK TO FLIGHT PACK
86-88	BIONIC ARM
89-91	BIONIC EARS
92-94	BIONIC EYE (INCLUDING TARGETER, BIO AND ENERGY SCANNERS)
95-97	BIONIC LEGS
98-100	BIONIC LUNGS
101-105	STATIS FIELD
106-110	FRENZON
111-120	POWERBOARD

HEAVY WEAPONS

D100	RESULT
01-20	HEAVY BOLTER
21-40	MISSILE LAUNCHER (WITH CRACK AND 2 OTHER RANDOM MISSILE TYPES)
41-50	HEAVY WEBBER
51-55	AUTO-CANNON
56-60	MULTI-LASER
61-70	MULTI-MELTA
71-80	HEAVY PLASMA GUN
81-90	LAS-CANNON
91-98	GRENADE LAUNCHER
99-120	D-CANNON

Heavy weapons are supplied with targeter and suspensors.



"Lord Argir, there's something down there. A movement in the shadows."

Argir brought the torch beam across to where Fordal was pointing. It lit up the stonework, throwing dark, oppressive shadows where the rock had been roughly carved into human shapes.

"I saw something too - to the left." Gordol's voice was hushed. "About twelve yards away. It was gone before I got a good... by the Ancestors, that was fast, I barely saw it."

The tunnel was lit up by the sudden, intermittent bursts of Fordal's bolter as he spotted something else. Each flash was followed by a crack as the shell detonated, blowing chunks of rock out of the wall as he sought to hit one of the rapidly moving targets.

Fordal's gunfire illuminated more of the creatures, and the rest of the Heartguard found their targets. Within seconds, the tunnel was a killing ground.

The Genestealers fell back under the onslaught, allowing the Squats to push forward to where the tunnel passed beneath a low archway. The Heartguard emerged into a vast chamber. Huge, twisted columns between the roof and floor made it impossible to count the other entrances. Losing their targets amongst the pillars they stopped firing.

Following the Heartguard into the acrid gloom, Torkas studied the fallen creatures. Brushing his cloak to one side he extended his hand, prodding a lifeless claw. Although many centuries old, he hadn't seen anything quite like these creatures. It had been many, many years since Torkas had come across anything that was new to him, and his curiosity was reawakened.

He was distracted by the sudden flash of the Heartguards' bolters as they started firing again. While he was occupied, they had surrounded him, backs towards him, protecting their Living Ancestor from the Genestealers that spewed out from every entrance.

Among the flickering explosions, Torkas saw the Heartguard go down - one by one they were torn apart by wave after wave of the creatures. The Genestealers came again and again, until all of the warriors lay dead.

Torkas admired the Stealers' discipline. He had underestimated them.

They circled him slowly, as if reluctant to attack, as if waiting for something. He stood for a long time - minutes, hours, Torkas wasn't sure. Then, slowly, they backed off as something moved to his side, easing through the Genestealers' ranks. They moved respectfully away, heads bowed, as the huge Genestealer pushed its way to the front.

Their eyes met. The Patriarch came to a halt, its head watching expectantly. Lowering its shoulders slightly it paused, staring deep into the Squat's wrinkled face. The muscles around its jaws twitched, a thin stream of saliva oozing from the side of its mouth.

Torkas stared back, waiting for the huge creature to strike, expecting the inevitable burst of aggression. When it didn't come, he lowered his weapons, slowly understanding. He knew that this creature was also the father of many sons - someone, something which had seen its kin live and die. It had lived through the centuries; it knew what the endless passage of the years was like. This... this thing, it was aware.

The Genestealer's head cocked to one side as it studied the small, wrinkled form in front of it. It watched as the las-pistol lowered, the barrel dropping forward as the Squat's grip weakened involuntarily.

Torkas stared deep into the Patriarch's eyes; his mind started to swim. His eyes strained to focus on its head as it inched forward, cord-like muscles pulling back to reveal the yellowed fangs. He felt its warm, sweet breath on his face - but couldn't draw away from the deep, yellow eyes. Torkas fought to prevent himself lunging forward and embracing the creature, sense overriding the awful desire to surrender.

The Patriarch leaned forward, pushing its tongue out towards the Squat's face. Torkas's muscles tensed as he tried to turn his head. He shook as he tried to tear his gaze away.

Then, success - a momentary distraction caused the Patriarch to turn. Torkas's neck jarred as his head whipped away, breaking the creature's stare. For a single, sweet moment Torkas knew he had beaten it.

The Stealer screamed and swung its arm around, tearing the Squat's skull apart as if it were an eggshell.

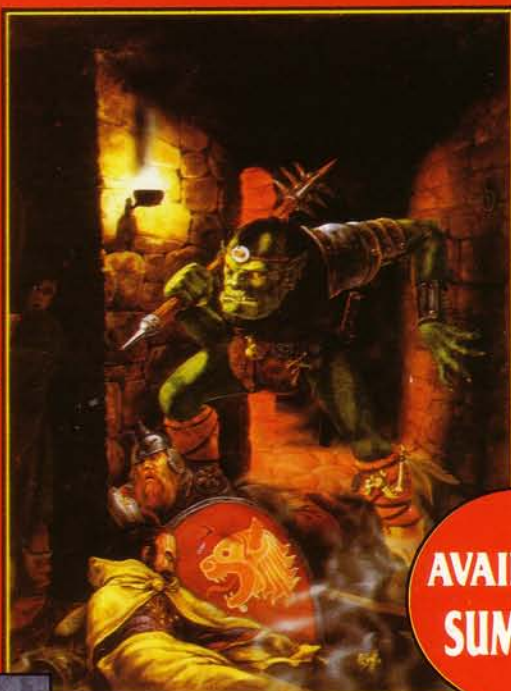
It turned to its brood, the savaged Squat at its feet. They knew what it meant; the nest had been found, it was time to move on again.

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