

GAMES WORKSHOP™

122

PRESENT THEIR MONTHLY GAMES MAGAZINE



WHITE DWARF™

£1.50

USA \$3.95
AUSTRALIA \$6.50
WEST GERMANY DM 7.80



CITADEL™
MINIATURES

ISSN 0265-8712



9 770265 871004

Product Code: 0937
Ref No: 009371

Editor: Simon Forrest

Published by Games Workshop Ltd

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Printed by Artisan Press Ltd, Leicester, UK.

All correspondence except subscriptions and Mail
Order should be addressed to: *White Dwarf*, Games
Workshop Design Studio, Enfield Chambers, 14-16
Low Pavement, Nottingham NG1 7DL.

SUBSCRIPTIONS Please send and make remittance to:
Games Workshop, *Chewton Street, Hilltop*,
Eastwood, Notts NG16 3HY, Telephone (07731)
713213 or 760462. *White Dwarf* is published
monthly. Annual subscription rates are: UK - £18.00;
Europe £36.00; other overseas surface - £36.00;
other overseas airmail - £54.00. Please make all
payments in Pounds Sterling. NB: USA - contact
Games Workshop Inc., 3431 Benson Avenue,
Baltimore, Maryland, 21227.

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ADVERTISING For details of advertising rates and
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paper only. Artwork should be sent in photocopy or
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ISSN: 0265 - 8712



MEMBER OF THE AUDIT
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ISSUE 122 FEBRUARY 1990

AUDITED AT
62,686 COPIES
PER MONTH

WHITEDWARF™

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Bryan
Ansell



Gary
Chalk



Matt
Forbeck



Jervis
Johnson



Rick
Priestley



Andy
Warwick



The *Warhammer 40,000* universe is vast. Across a million, million worlds the Imperium holds sway. But there are other races, other civilisations, that strive to take control; when faced with such threats, conflict is inevitable. The Genestealers are just one of Mankind's enemies. Spreading like a cancer through Imperial Space, they ride the derelict space hulks that drift between the far-flung planets of the Imperium. They infect and dominate each planet that lies in their way. The only defence open to the Imperium is to destroy the infection at source.

In *Space Hulk* you fight battles between Space Marines clad in Terminator Armour and the Genestealers aboard space hulks.

Space Hulk includes: 30 Plastic Citadel Miniatures (10 Terminators and 20 Genestealers); 49 large full-colour interlocking board sections to lay out an infinite variety of scenarios; a comprehensive rulebook; counters; and a missions booklet containing 6 pre-generated missions and background information on the Imperium, Terminators and the Genestealer threat.



With *Deathwing*, the *Space Hulk* mission generator, you can easily create new scenarios and board layouts. It contains 20 new board sections; solo rules; a six mission campaign; 12 extra plastic Citadel Miniatures; and a lavishly-illustrated rulebook containing full details of new Terminators and weapons, plus a 15,000 word novella by William King featuring Deathwing, the Terminators of the Dark Angels.

Genestealer: 15 new plastic Citadel Miniatures (5 Librarians and 10 Genestealer Hybrids with a choice of weapons and arms); rules and cards for a new psionic combat system; counters and 8 large board sections; and detailed background and painting information for the Grey Knights Chapter.



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MINIATURES

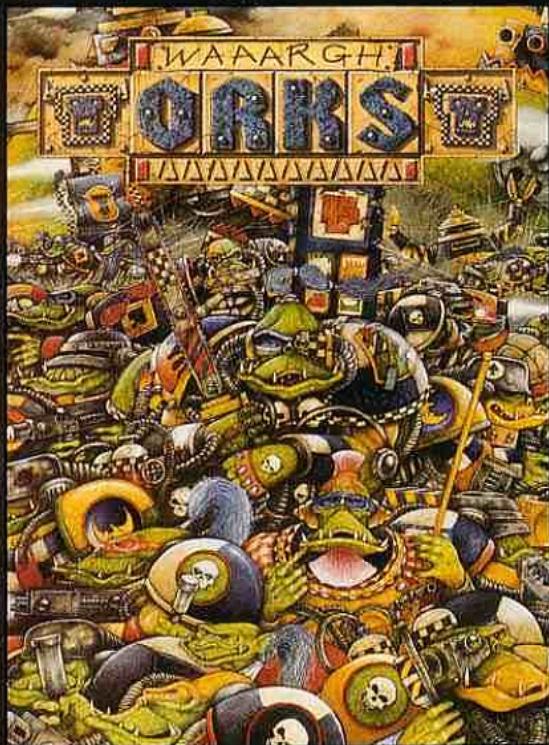


Citadel Miniatures produce thousands of different metal and plastic models for *Warhammer 40,000*. There are Terminators, Genestealers and a wide range of different Ork models including plastic and metal vehicles, heavy weapons and boxed sets.

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WAAARGH! ORKS



Orks is a massive undertaking to provide everything you ever wanted to know about one of the major races of the Warhammer 40,000 universe.

There's information on Orks, Gretchins and Snotlings, Ork Households, Clans and Tribes, Boyz, Nobz, Stormboyz, Painboyz, Mekboyz, Weirdboyz, Runtherdz and Madboyz. There are uniform and painting guides for the Ork clans, and details of their language, glyphs and banner designs.

The Orks project also includes army lists and rules for Warhammer 40,000 and Epic Battles, plus information on the multitude of Ork vehicles including Battlewagons, Wartraks and Warbikes.



Blood-Axe



The **Battlewagon** is a multi-part plastic kit of the Orks' main war vehicle. Articles in *White Dwarf* show you how you can customise your Battlewagons to create a range of variants.



Snake-Bite Nob



Bull-Snoz Warboss



Citadel Miniatures produce a vast range of Ork models, both metal and plastic, to collect, paint and use in your games. The **Space Orks** boxed set contains 36 highly-detailed plastic Orks with interchangeable arms and weapons, allowing you to build up the bulk of your Ork Warband.

To provide the personalities of your Ork Warband there are boxed sets of metal miniatures. The **Nobz** box contains the Boss-Orks who lead the Boyz to battle and the **Specialists** box contains the Mekaniaks, Painboyz, Weirdboyz and Runtherdz.



Goff Runtherdz

White Dwarf is Games Workshop's monthly magazine, and contains news of the latest developments and releases from Games Workshop and Citadel Miniatures.



GAMES WORKSHOP AND CITADEL NEWS

FLAME PUBLICATIONS

Flame have just finished work on the first part of the **Doomstones Campaign** - a series of five *Warhammer Fantasy Roleplay* adventures. The opening adventure is entitled **Fire in the Mountains**, written by **Basil Barrett, Brad Freeman** and **Graeme Davis**. The player characters are following the trail of a century-old Orc invasion through the Vaults Mountains that leads to a magical artefact of great power.

GENESTEALER CULTS

Currently in the works is a book by **Nigel Stillman** covering **Genestealers** in the 41st Millennium. The book will contain full background details on Genestealers and the cults they gather round them as their infection spreads across the Imperium, plus *Warhammer 40,000* army lists for Genestealer Brood Armies, Cults and Invasion Forces.

MAIL ORDER

We've recently updated our Mail Order system and the procedure for ordering Citadel Miniatures explained in the Citadel Catalogue Parts 1 and 2 is no longer valid.

In future, you should place orders using the system in the Citadel '89 and Citadel '90 style catalogues (for example, the Winter '89 or Winter '90 catalogues). If you haven't already got one of these catalogues, send the front page from your old Citadel Catalogue Part 1 or Part 2 and we'll send you a copy of the latest catalogue.

ROYAL VISIT

Brian May, guitarist with rock supergroup **Queen**, visited the Design Studio after Christmas, with his son Jimmy, a keen player of *Dark Future* and *Warhammer 40,000*. Brian, who paints Citadel Miniatures, was very impressed with everything going on at the Studio. In his youth, Brian did a lot of model-making and now plays a guitar that he built himself - while he was here, he had a go at sculpting an Ork head aided by some useful tips from Kev Adams.



Brian May at the Design Studio, with son Jimmy (right)

FAIRFAX OPENING

Our second US retail store at **Fairfax**, Virginia, held its Grand Opening Day on Saturday the 18th of November. We were very impressed by the turnout, with 30 people queuing overnight in the cold. Special mention for fortitude has to go to **Tom Sikes** who began a 40-hour vigil at midday Thursday; but the long wait didn't dull his competitive edge - he won the *Warhammer 40,000* battle competition and received a piece of original Kevin Walker artwork for his victory.

The day's most popular event was a 'Guess the number of models' contest - a huge jar full of Citadel Miniatures was offered as a prize for whoever came closest to guessing the number of models inside. The lucky winner got 648 miniatures with a guess that was only one away from the total.

Grand Opening Day at Fairfax



GW BOOKS

We're currently just putting the final touches to the next few books to be released as part of our novels range.

First in line is **Konrad** by **David Ferring**, in which the hero of the novel's title battles his way across the Chaos-infested *Warhammer* world in a quest to discover his true identity.



Soon to follow will be **Plague Daemon** by **Brian Craig** and the third *Warhammer* anthology, **Red Thirst**. **Plague Daemon** is the second of the Orfeo novels (after *Zaragoz*, although it can be read alone) and contains another of the master storyteller's epic tales of the struggle against Chaos. **Red Thirst** has stories by Steve Baxter, Brian Craig, Nicola Griffith, Neil Jones and William King. The title story is by Jack Yeovil and features two characters from previous stories: Genevieve from his novel *Drachenfels* and Vukotich from *Ignorant Armies*.

Also in the works are the first books in the *Dark Future* range. **Daemon Download** is the opening part of a series of novels by Jack Yeovil, and **Route 666** is the first of the *Dark Future* anthologies.

We'll be running a survey in a future *White Dwarf* in which we'll ask your opinions of the novels and short stories. There will be a special prize draw for those who enter, so get reading ready to let us know what you think.

NEW ARRIVALS

Steve How recently joined us to work with Andy Jones on a variety of new projects. Steve will also be taking over administration of *White Dwarf* advertising. Prior to working at Games Workshop, Steve trained as a sound engineer - he's the man responsible for the silly songs tapes in the Troll Games.

Steve's a regular gamer and he plays a lot of *Blood Bowl*, *Space Hulk* and *Warhammer 40,000*. When he's feeling a bit more energetic, he dons armour, takes sword in hand, and sets off to wreak mayhem as part of the *Outremer Wars of the Roses* re-enactment society.



Steve How

TORQUAY OPENING

The new Games Workshop at **Torquay** held a very successful Grand Opening Day on December 9th and manager Simon Tift would like to thank everyone who came along to make the day so enjoyable.

SPACE HULK

Following the release of *Deathwing*, the first *Space Hulk* supplement, work is progressing on *Genestealer*. This second boxed expansion set is planned to include 15 completely new Citadel Miniatures. There will be 5 Marines in Aegis Suits that can be used as **Librarians** or as Terminators of the **Grey Knights** Chapter, and 10 **Genestealer Hybrids** armed with heavy weapons.

In addition to the new models and a set of wide corridors and junctions, *Genestealer* will include complete **psychic combat rules** for *Space Hulk*. These rules will allow Librarians, Grey Knights and Stealer Hybrids to fight psychic battles and make powerful psi-attacks on their opponents.

One-man Titans

New Imperial and Eldar one-man Titans designed by Jes Goodwin. The Imperial machines are used by feral world warrior-knights who join with Titan Orders to undertake great crusades against the enemies of the Imperium.



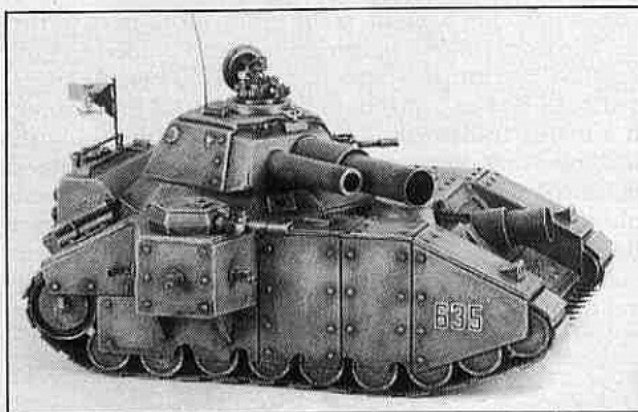
Tony Cottrell's Baneblade Imperial Heavy Battle Tank.

This amazing model is a scratch-built Warhammer 40,000 scale version of the Epic scale miniature. Next month's Modelling Workshop will give you templates and full details of how to construct the Baneblade Imperial Heavy Battle Tank.



Genestealer Hybrid

Librarian or Grey Knight Terminator



STAFF VACANCIES

We're looking for self-motivated, mature individuals with a professional attitude to join Games Workshop. The jobs offer unlimited hard work in a creative and invigorating atmosphere. For those with the energy and enthusiasm there are plenty of opportunities for career advancement, with salaries increasing rapidly from their starting points if you're successful.

ARTWORK CO-ORDINATOR

The art department works with a large number of in-house and freelance artists to produce the stunning visual imagery associated with all Games Workshop products.

The Art Co-ordinator will join a creative team to assist in commissioning artwork. This involves assessing the illustrations required for a project by listing the objectives of the artwork, writing detailed briefs, collating reference material, and regularly checking the progress of work with artists.

The job also involves maintaining files of artwork and concise records of all artwork commissioned and invoices received.

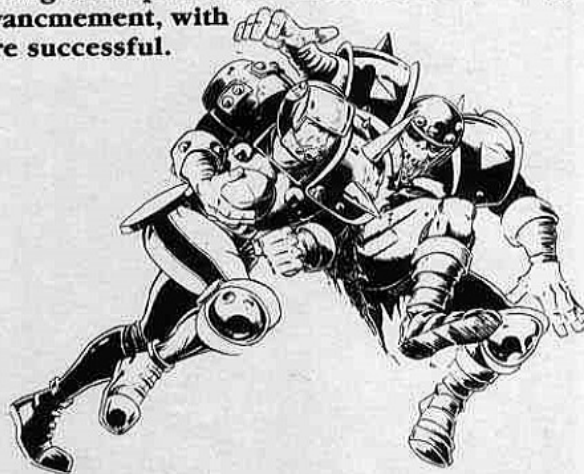
You'll need to be able to communicate sympathetically and clearly to artists, both over the phone and in writing, and liaise with other departments in the Studio. Previous experience of working with artists would be preferable, and a good knowledge of our games a definite advantage.

Please write with a full CV to:

Paul Benson, Games Workshop Design Studio, Enfield Chambers, 14-16 Low Pavement, Nottingham NG1 7DL.

MANAGEMENT TRAINEES

There are now positions available in Games Workshop for Management Trainees. You'll initially be working in all areas of the company, including sales, retail stores and the Design Studio, with a view to later placement.



You should be motivated, enthusiastic, friendly and outgoing. Previous work experience is not necessary. A good knowledge of Games Workshop products is a distinct advantage, and an additional language ability would also be useful.

Ideally you will be between 18 and 30 years old and able to turn your mind to many different tasks. Much of the training will be Nottingham-based, but you should also be willing to move around the country if required.

This is an excellent chance for energetic young people to make a career in an exciting and innovative company.

Please write with a full CV to:

Jon Gillard, Games Workshop, Chewton Street, Hilltop, Eastwood, Notts NG16 3HY.

WARHAMMER™ FANTASY ROLE PLAY

• KONRAD •

Characters by Andy Warwick, taken from Konrad, the first in a series of novels by David Ferring

This article takes the major characters from Games Workshop's latest novel, *Konrad*, and presents them as *Warhammer Fantasy Roleplay* characters to use in your games.

The first character, Konrad, is the eponymous hero of the novel. The story follows his progress from a bullied servant in a small village inn, to a hardened mercenary on the edges of the Chaos Wastes, and tells of the events that bring about such a major transition. The greatest of the incidents responsible for Konrad's sudden awakening is the attack upon his village by a band of Beastmen, who slaughter the whole community and raze the village to the ground. Fleeing for his life, Konrad ends up in the nearest town. He quickly gets into all sorts of trouble, and only the timely arrival of a mercenary who offers to make him his squire saves Konrad's life.

The mercenary, Wolfgang Von Neuwald, becomes Konrad's mentor and teacher, and instills in the young boy the knowledge he will need to survive in the world outside the village. It is Wolf who is behind Konrad's transition from inexperienced child to an accomplished fighter.

Five years on, and the pair find themselves serving as mercenaries guarding a gold mine in Kislev. It is here that they meet the third of the characters presented here, Anvila, who is one of the Dwarven Engineers that is helping to dig the mine.

Then, at Wolf's insistence, the three of them decide to leave the mine and seek their fortune elsewhere...

The statistics given here are for the characters at the end of the novel. While Wolf and Anvila remain much the same throughout the story, Konrad himself starts as a simple villager, with very few skills and much lower statistics. It is only intensive training under Wolf's guidance that enables him to reach the level of skill presented here in such a short time.

If you wish to use Konrad as he appears elsewhere in the novel, you will have to reduce his skills and abilities accordingly. The novel itself provides a good guide here. However you want to use Konrad and the others the best guide to their aims, hopes and personalities can be found in the novel.

• KONRAD •

"Well - er - who was Sigmar, and what is The Empire?"

"What happens in Praag? We fight Beastmen?"

While Konrad began life much as any other young boy in the Empire, he was always different; he looked different, and he certainly acted differently, but, above all, his history was different.

For as long as Konrad could remember he worked in the village inn. Beaten every day, his early life was a misery. He thought it may be because he wasn't the innkeeper's son; he didn't know where he had come from, or who his parents were. He didn't even have a name, he was simply called 'the boy'. But from his first breath, Konrad always felt there was more to life.

Then he saved the daughter of the village's owner from a Beastman's attack. This single incident led to Konrad's first real relationship with another person. It was the first time he had felt anything. She named him - called him Konrad - and, in return, she heard the first words he had ever uttered to another Human being.



*They seemed to be mindless, nothing but killing machines.
Konrad knew how to kill them.*

Wolf can be used as either the PCs' patron, mentor, or as a hireling to build up the party's strength. While it is more likely to be the latter, Wolf's services do not come cheap as a hardened mercenary, he can charge pretty much what he likes for his services. However, if the party can afford him, he is among the best, and will serve their cause loyally.

Of course, if Wolf is used as he is presented here, then Konrad will also be present, acting as Wolf's squire.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	35	4	4	8	50	2	37	48	35	36	42	35

Skills: Animal Care - dogs, horses; Bribery; Cartography; Concealment - Rural, Urban; Consume Alcohol; Disarm; Dodge Blow; Drive Cart; Evaluate; Follow Trail; Gamble; History; Read/Write - Old Worlder; Ride; River Lore; Row; Secret Language - Imperial Tax Collectors'; Set Trap; Silent Move - Rural, Urban; Sixth Sense; Specialist Weapon - Double-handed Weapons, Parrying Weapons, Longbow, Throwing Weapons, Fist Weapons; Street Fighter; Strike Mighty Blow; Strike to Injure; Strike to Stun; Swim; Very Resilient.

Possessions: sword; leather jerkin (0/1 AP, body); other items as you see fit

• ANVILA •

"We were attacked in the dark. Last thing I saw was Wolf, in the moonlight, surrounded by Goblins. I hate Goblins!"

To a casual glance, Anvila looks much like any other Dwarf. Standing at slightly less than five foot, with wild red hair and a stocky build, Anvila is typical of the race. Clad in a thick coat of dirt and dust, like any Dwarven Engineer, and dressed in worn leathers and furs, with a pickaxe, hammer and chisel, Anvila is well prepared for the arduous work that goes on beneath the surface of the Old World. What make Anvila different is that she is female.

Of course, the fact she is female makes no real difference unless you are another Dwarf - a female Dwarf is actually physically tougher than many Human males. Anvila in particular is very tough.

Anvila is clever as well, having studied at a number of educational establishments, both in the Empire and in the Dwarven city of Caraz-a-Carak, paying particular emphasis on the history of the Dwarfs' downfall at the hand of the Goblinoids.

Of course, the primary reason for such intensive study is the fact she has to prove herself. As a member of a race of natural miners, even though she has nothing to prove to any Human Engineer, Anvila feels she has to be twice as good as any male Dwarf to be taken seriously. It is this determination that first impressed Wolf.

Like most Dwarfs, Anvila is quiet, even laconic. She thinks hard about everything she does, and resents having to come to a quick decision. Given the chance she would spend days worrying and fretting about the consequences of her actions. To offset this she often allies herself with impulsive characters such as Wolf. She feels more able to be led by such characters, and is less inclined to worry if led into a difficult situation rather than if she entered into it herself.

The PCs can meet Anvila anywhere in the World's Edge Mountains north of Karak-Ungor. She travels the length of the region, offering her expertise to the mine owners of the area for the highest price.

She is best used as a guide if the party should travel into the mountains in search of treasure, as she has studied the history of the tunnels and mines of the mountains for many years. She knows the most likely places to find hidden riches and untapped veins of gold and silver, and for the right price will reveal them.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	32	27	3	4	5	36	1	32	30	43	34	48	36

Skills: Arcane Language - Arcane Dwarf, Cartography; Consume Alcohol; Cook; Engineer; Evaluate; Excellent Vision; Gem Cutting; History; Metallurgy; Mining; Night Vision; Orientation; Read/Write - Khazalid, Old Worlder; Secret Language - Guilder; Secret Sign; Smithing; Specialist Weapon - Double-Handed Weapons, Bomb, Incendiaries, Artillery Firearms, Stoneworking.

Possessions: pickaxe (I -10); hammer (I -10, D -2, P +10); chisels (I -10, D -2, P +20); 2 barrels of gunpowder; other items as you see fit



*"She?" said Konrad.
"That's right - she. That's why she hasn't got a beard."*

HEAVY METAL

STAFF

THE LATEST
WORK FROM
THE PAINTING
TEAM, PLUS
DALE'S GUIDE
TO PAINTING
CHAOS STEEDS
AND ANDY
TAYLOR'S
GOBLINS



ROCK DRAGON



TWO OF THE NEW MARAUDER WITCH ELVES



SPINED DRAGON



BOB OLLEY'S BLACK ORKS - NOTE THE DEEP SKIN TONES



STAGE 1



STAGE 2



STAGE 3



STAGE 4



STAGE 5



STAGE 6

DALE HURST'S STAGE BY STAGE CHAOS STEED

0 **EAVY METAL**



PLASTIC GENESTEALER HYBRID



SHOULDER PAD DETAIL SHOWING PERSONAL HERALDRY



PLASTIC GENESTEALER HYBRID



PLASTIC PURESTRAIN GENESTEALER



TERMINATOR CAPTAINS OF THE DEATHWING AND SPACE WOLVES



MARAUDER HIGH ELF



PLASTIC MARINE CONVERSION



AIR ELEMENTAL



WATER ELEMENTAL



ORC CONVERSION



A UNIT OF DAEMONETTES OF SLAANESH



ORC CONVERSION



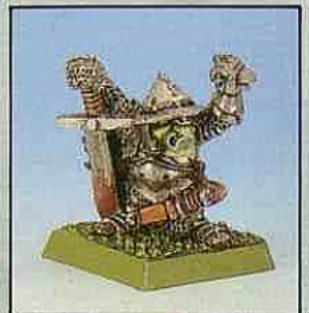
OGRE MUSICIAN



OGRE CHAMPION



ANDY TAYLOR'S MARAUDER GOBLINS



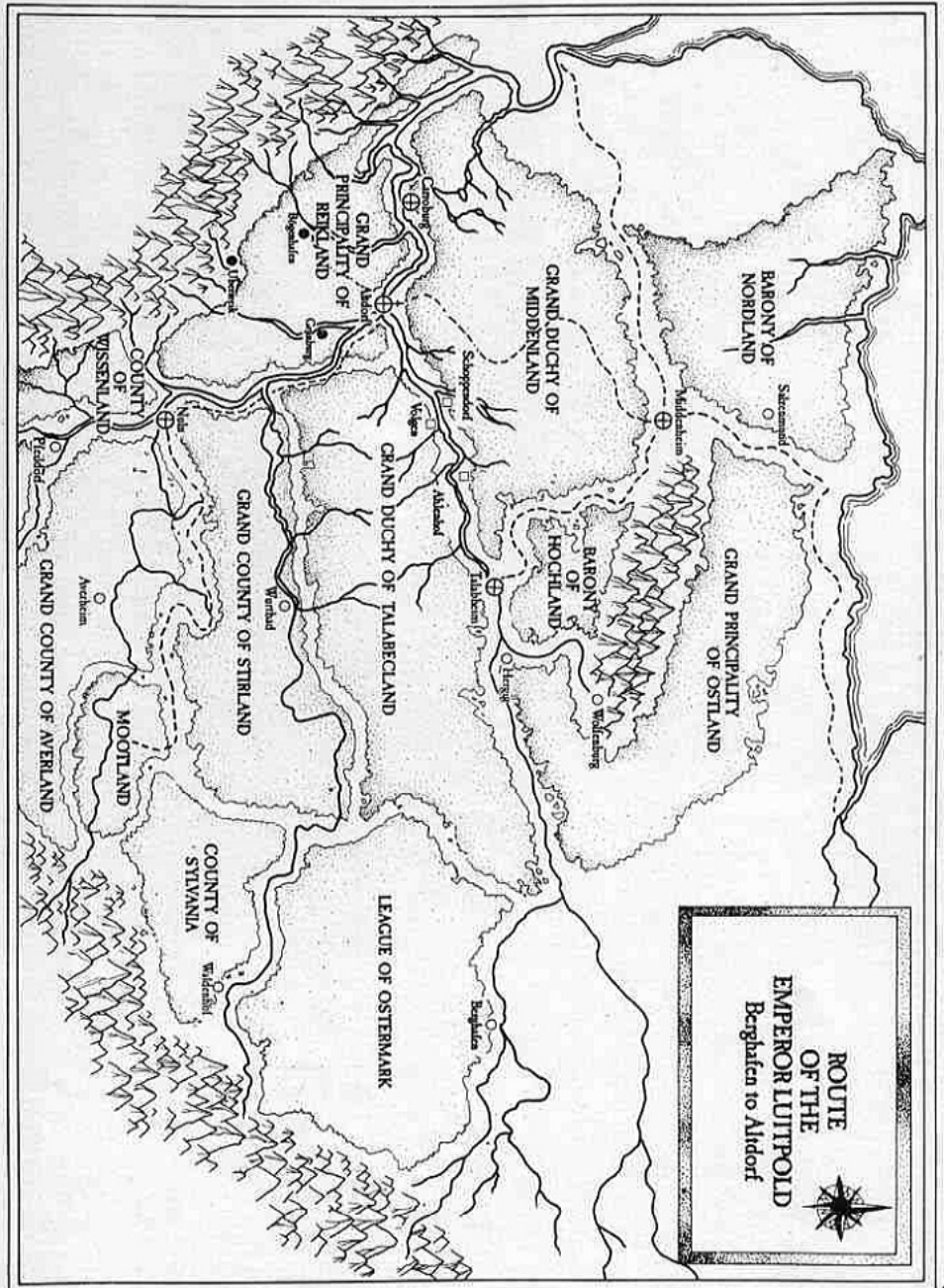


Drachenfels, Jack Yeovil's novel of ancient evil and recurring history set in the world of Warhammer, includes a great many people, places and ideas that can be used in WFRP games. Details of the novel's main characters have already appeared in WD117, and this month we take a look at the *Emperor Luitpold*, a huge passenger-boat plying the rivers Talabec and Reik and linking Altdorf to Kislev and the eastern borders of The Empire.

The rivers are the arteries of The Empire, and the great rivers which come to the sea at Marienburg are what holds The Empire together. Indeed, many scholars have gone so far as to say that without the river network The Empire could not exist at all; the few reliable highways simply could not stand the volume of trade and traffic which is necessary to keep the great nation alive.

The WFRP adventure book *Death on the Reik* includes an extensive section of notes and ideas on river-based adventures, so in this piece we'll be looking at things a little differently: the boat, rather than the river, is the adventuring environment. It's a situation that has been used many times, especially by writers of murder mysteries – a miscellaneous collection of people, with varying backgrounds, motives and guilty secrets, brought together in an environment that is closed off from the rest of the world for a while. Shake the mixture, stand back, and see what happens...

The *Emperor Luitpold* is now boarding, for Talabheim, Altdorf and all points between. Please have your tickets ready for inspection as you board.



THE EMPEROR LUITPOLD

BY GRAEME DAVIS

The *Emperor Luitpold* is a luxury river liner, named after the father and predecessor of Karl-Franz I. Run by the large and powerful Hindelin Lines of Altdorf, it plies the river Talabec from Altdorf to Berghafen near the Worlds Edge Mountains. Built by the Spee boatyards in Altdorf in 2510, the Luitpold and its sister-ships the *Emperor Wilhelm* (Altdorf-Nuln) and the *Emperor Magnus* (Altdorf-Marienburg) give Hindelin Lines an unrivalled luxury fleet. The 'Emperor' river liners are much favoured by wealthy merchants, those on Imperial business and the lesser nobility.

FARES

The *Emperor Luitpold* has two passenger decks; the upper passenger deck holds 8 luxury staterooms and 14 three-berth servants' cabins, while the lower holds 16 twin-berth passenger cabins. Fares are as follows:

Cabin type	Full journey	Talabheim to Altdorf	other per 10 miles
Stateroom	250 GC	100 GC	5 GC*
Passenger	75 GC	35 GC	2 GC
Servants'	50 GC	30 GC	1 GC

* A stateroom must be booked for a minimum of 1 week's travel (calculated at a cost of 180 GC downstream, and 150 GC upstream).

The fares cover the cabin plus three meals a day. All other services – drinks and snacks during the day, for instance – are 'extras', and a bill for these is presented at journey's end.

The Captain has the discretion to discount fares *en route*, but is forbidden by company regulations to offer a discount of more than 10% on the full fare. If all passenger cabins are full, he may offer passengers any spare servants' cabins at the servants' fare. Passenger and servants' cabins may be equipped with an extra folding bunk on request, but only if all other cabins of the same class are full. There is a 25% surcharge for this service.

THE JOURNEY

The *Luitpold's* downstream journey starts at Berghafen, a small town on the upper Talabec a few miles beyond the edge of the forest; this is the highest point on the Talabec which can be reached by large river traffic. By transferring to smaller craft and then to mules, it is possible to follow the Upper Talabec all the way to the Dwarfholds of Karak-Kadrin and Karak-Ungor.

There are few regular stops along the first part of the route – these are mainly for fresh supplies – but the *Luitpold* will stop to pick up and set down passengers as required. Flagpoles are set up on wharves along the route to signal the boat to stop for passengers. Once the *Luitpold* reaches Talabheim, the journey becomes more

regular – the boat always stops at Ahlenhof and Schopendorf, and often at Volgen as well.

The boat's combination of sails and oars makes it a very rapid means of travel. Its 750-mile trip takes around 2 weeks downstream and 2½ weeks upstream – an average of 45 and 38 miles per day respectively.

Rules of Passage

All the laws of The Empire apply aboard the *Emperor Luitpold*. For legal purposes, the *Emperor Luitpold* is treated as within the jurisdiction of the legal authorities of Altdorf. There are also certain rules which passengers are expected to observe while on board the liner:

Weapons: All passengers are permitted to carry one sword and one dagger while aboard the *Emperor Luitpold*. All other weapons, and all armour, must be handed over to the Purser for safe-keeping in the liner's strongroom, although they are available on request if passengers want them for shore visits along the way, or in the event of the liner being attacked by river pirates.

Magic: Spellcasting of any kind is forbidden aboard the *Emperor Luitpold* without the express permission of the Captain. This includes the use of magical items. In practice, this rule is difficult to enforce, but anyone openly casting spells will be reported to the Captain.

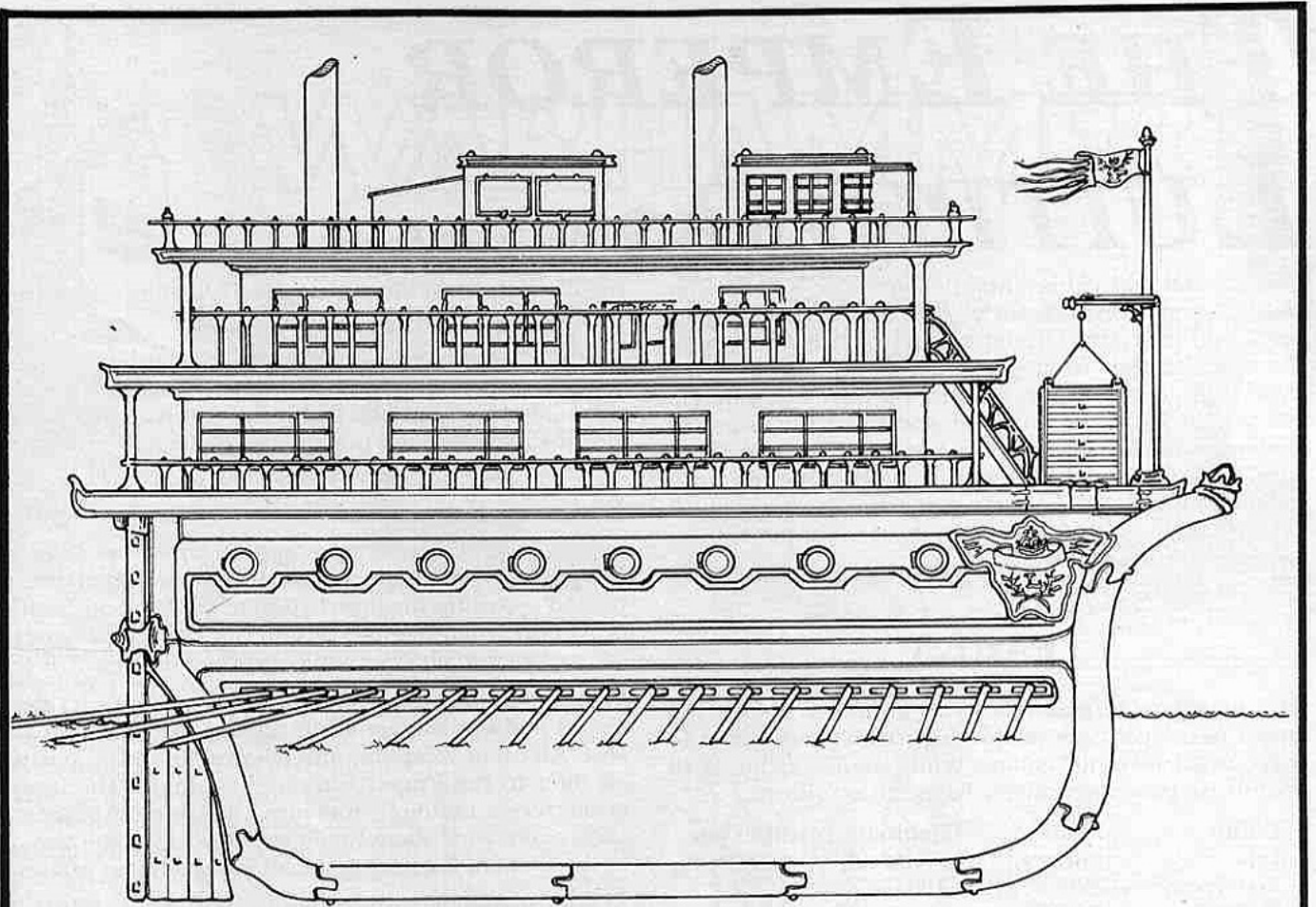
Morality: All passengers are expected to observe 'common decency'. Basically, this means not doing anything in public which is liable to shock, offend, embarrass or outrage one's fellow-passengers. The Captain is the final judge of such matters.

Religious Observance: After dinner each day, the Captain leads the company and passengers in a five-minute period of prayers to Talabec, the aspect of Taal which rules over the river. Attendance is not compulsory, but those who do not take part are considered impolite (Fel-20 when dealing with any member of the crew). Passengers are free to make any observances demanded by their particular religions, subject to the laws of The Empire, but animal sacrifice of any kind on board is banned.

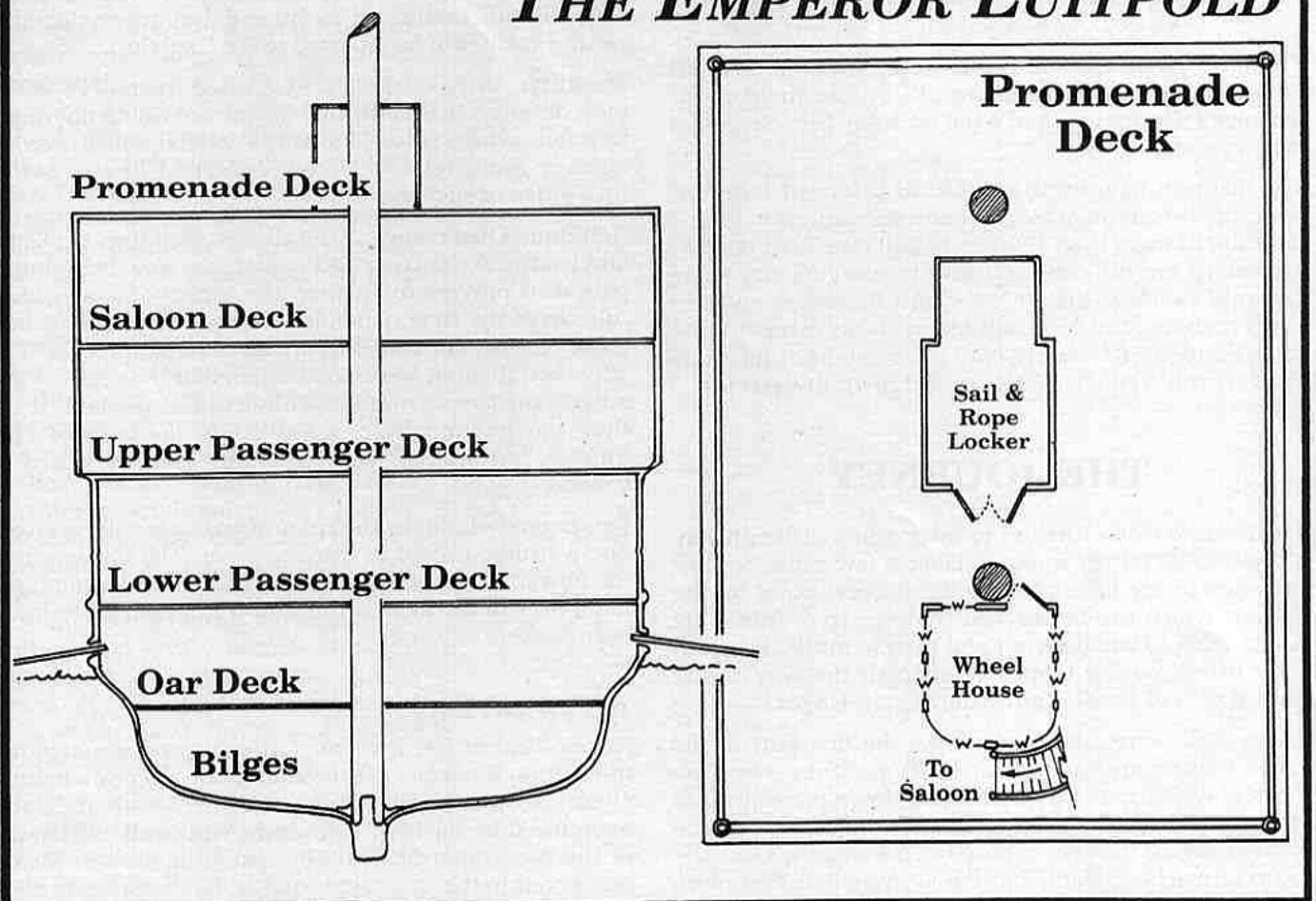
Passengers who flout the rules of passage will be given one warning, except in extreme cases. The Captain has the power to put offenders off at the next stop, handing them over to the local authorities if Imperial Laws have been broken.

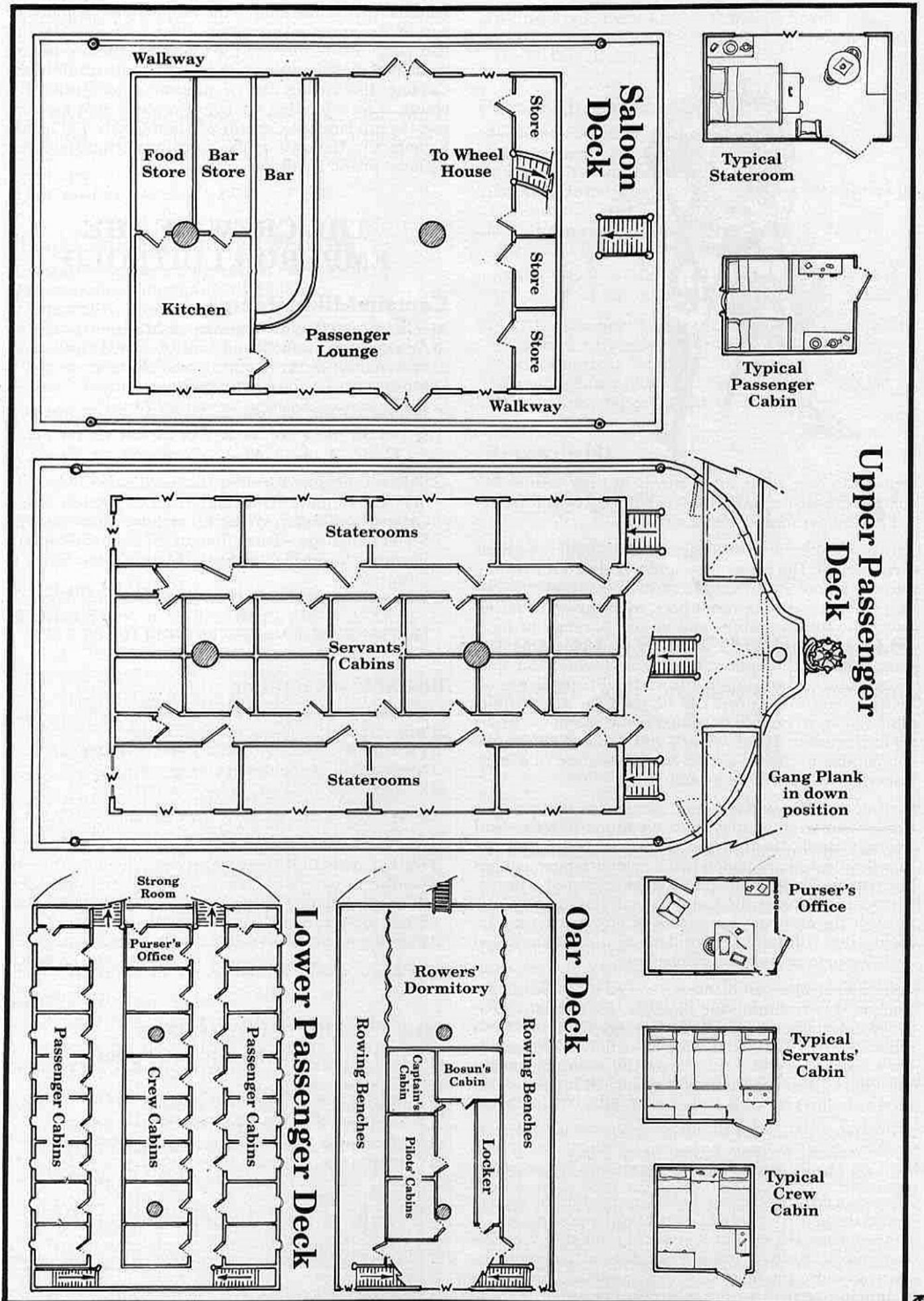
A Typical Day

A day aboard the *Emperor Luitpold* revolves around mealtimes. Breakfast is served an hour after dawn, luncheon at noon and dinner at 7pm. Mealtimes are announced by the boat's stewards, who walk the length of the passenger deck ringing small handbells. Meals are served in the passenger lounge, but passengers may



THE EMPEROR LUITPOLD







arrange to take some or all meals in their cabins. No charge is made for cabin service, but a tip of at least 5/- per person per meal is customary.

Between meals, the passengers are left largely to their own devices. The passenger lounge is closed for twenty minutes before and after each meal as the stewards convert it from a dining-room back to a lounge, clearing away the folding tables and so on. A range of light snacks and non-alcoholic drinks is available in the passenger lounge throughout the day, and wines and spirits are served from noon till midnight; these are all 'extras', and must normally be paid for at the time, although an account to be settled at the end of the trip is seldom refused. The *Emperor Luitpold* has a bill of fare comparable to that of a high-class restaurant in a large Imperial city, both in range and price.

During the day, various deck games are available for those who wish to play, and weapons practice and friendly duels (to first blood) are permitted on the promenade deck, provided that a prior arrangement has been made. Those wishing to engage in friendly competition must inform the Captain or Purser before any fight. If the crew are not aware of any prior arrangement, they will treat the incident as a common brawl and step in to restrain the combatants.

After dinner, entertainments are staged in the passenger lounge: it is common, for example, for a musician or other entertainer to work his passage in return for a reduced fare. The standard fare reduction is 50%, and is not subject to negotiation. A character wishing to strike this kind of deal has a base 50% chance of success, modified as follows for each of the listed skills:

- +5 Acting, Clown, Juggle, Mime, Mimic
- +10 Comedian, Escapology, Sing, Story Telling
- +10 for Musicianship, +5 for each additional instrument

There is a certain etiquette to be observed in the type of entertainment provided. Anything involving fire is banned, since the *Emperor Luitpold* is built almost entirely of wood. Animal acts are not generally acceptable, since an unfortunate incident three years ago involving a dancing bear. And no entertainment may include

material that is insulting to the Emperor, the nobility, or any of the major religions, or which is in any way 'in bad taste' (as decided by the Captain). These rules are explained at the outset, and any breach can result in the Captain disallowing part or all of an entertainer's discount. If an offending character protests that he can't pay the full fare, the Captain will hint darkly that he has a contact in the staff of the notorious Mundsden Keep debtors' prison in Altdorf.

THE CREW OF THE EMPEROR LUITPOLD

Captain Mikhail Iorga

Merchant, ex-Pilot, ex-Boatman, ex-Marine

- Appearance: Middle-aged, burly, bearded.
- Personality: Taciturn, punctilious, efficient.
- Motivations: A trouble-free trip.
- Catchphrase: "Enjoying the journey, I trust?"

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	37	4	4	8	49	1	43	67	59	55	53	48

- Skills: Consume Alcohol; Disarm; Dodge Blow; Etiquette; Evaluate; Fish; Haggle; Law; Magical Sense; Orientation; Read/Write; River Lore; Row; Sailing; Secret Language - Battle Tongue; Specialist Weapon - Firearms; Street Fighter; Strike Mighty Blow; Strike to Stun; Swim.
- Possessions: mail shirt (1 AP, body); sword; dagger (I +20, D -2, P -20); 2 pistols (R 8/16/50, ES 3, Rld 3); blunderbus (R 24/48/250, ES 3, Rld 4)

Bosun Hans Sauber

Mercenary Sergeant, ex-Marine, ex-Boatman

- Appearance: Strong, scarred, unshaven.
- Personality: Abrasive, professional, brusque.
- Motivations: Keep the crew from slacking.
- Catchphrase: "PUT YOUR BACK INTO IT!"

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	57	55	6*	4	11	51	2	36	44	37	43	41	39

- Skills: Boat Building; Consume Alcohol; Disarm; Dodge Blow; Fish; Orientation; River Lore; Row; Secret Language - Battle Tongue; Strike Mighty Blow; Strike to Stun; Swim; Very Strong*.
- Possessions: mail shirt (1 AP, body); sword, dagger (I +20, D -2, P -20); crossbow (R 32/64/300, ES 4, Rld 2); 20 bolts;

First Pilot Reiner Reitsmann Second Pilot Wolfgang Altenberg

Pilots, ex-Boatmen

- Appearance: Youthful, well-dressed.
- Personality: Educated, professional, courteous.
- Motivations: Avoid river hazards, get on in life.
- Catchphrase: "Charts? Hmm... You need to know the river for yourself. That's the mark of a river pilot!"

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	40	4	4	9	50	1	40	50	60	40	50	40

- Skills: Cartography; Orientation; River Lore; Row; Sailing; Swim.
- Possessions: River charts; dagger (I +20, D -2, P -20).

Oarsmen (20)

Boatmen

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	40	3	3	8	40	1	30	30	40	30	30	30

- Skills:** Fish; Orientation; River Lore; Row; Street Fighter; Swim; 50% chance of Very Strong; 25% chance of Consume Alcohol; 25% chance of Boat Building.
- Possessions:** dagger (I +20, D -2, P -20).

Head Cook Maximilian Berryhill

Artisan, ex-Artisan's Apprentice, ex-Servant

- Appearance:** Plump, smiling Halfling.
- Personality:** Bustling, cheerful.
- Motivations:** Create wonderful meals, train staff.
- Catchphrase:** "BARBARIAN! You can't serve that lukewarm!" and "I agree entirely, Sir. Too much oregano would normally ruin the flavour, but..."

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	33	36	3	4*	7	72	1	63	35	34	32	55	58

- Skills:** Ambidextrous; Charm; Consume Alcohol; Cook; Dodge Blow; Etiquette; Swim; Very Resilient*; Wit.
- Possessions:** dagger (I +20, D -2, P -20); kitchen knife (I +20, D -1, P -20).

Kitchen Staff (2)

Servants

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	38	27	3	3	6	43	1	35	27	31	33	39	28

Sergei Bukharin had travelled down the Urskoy from Kislev, an ambassador to The Empire from Tsar Raddi Bokha, Overlord of the North. He joined the Emperor Luitpold just after the confluence of the Urskoy and the Talabec...

Aside from Hendrik Kraly, Oswald's steward, Sergei and Genevieve were the only passengers on the Luitpold travelling the length of the Talabec to Altdorf. There was a glum and withdrawn Elven poet who had come down from Kislev with Sergei and debarked at Talabheim, but he kept his purposes to himself and was shunned and mistrusted by Captain Iorga and his oarsmen...

At Talabheim, the cabins were swelled by an influx of merchants, a pair of Imperial tax collectors and a major in the service of Karl Franz who insisted on debating military matters with Sergei.

- Drachenfels

- Skills:** Cook; Dodge Blow; Etiquette; Swim.
- Possessions:** dagger (I +20, D -2, P -20); kitchen knife (I +20, D -1, P -20).

Purser Eberhardt Kleingeld

Merchant, ex-Scribe

- Appearance:** Slim, dapper, handsome.
- Personality:** Suave, charming, polite.
- Motivations:** Keep passengers happy, supervise stewards.
- Catchphrase:** "Thank you for bringing that to my attention. I'll have it seen to immediately."

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	38	41	4	4	8	55	1	47	59	65	46	53	55

- Skills:** Blather; Charm; Dodge Blow; Etiquette; Evaluate; Haggle; Heraldry; Magical Sense; Numismatics; Read/Write; Secret Language - Classical; Super Numerate; Swim.
- Possessions:** dagger (I +20, D -2, P -20).

Stewards (4)

Servants

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	38	27	3	3	6	43	1	35	27	31	33	39	28

- Skills:** Blather; Dodge Blow; Etiquette; Heraldry; Read/Write; Swim.
- Possessions:** dagger (I +20, D -2, P -20).

TRAVELLING COMPANIONS

Sergei Bukharin, Kislevite Ambassador

"Genevieve was immediately taken with the tall, proud man. He had won his scars championing the Tsar against the altered monstrosities in the Northern Wastes, and wore his hair and moustaches in long braids threaded with ceramic beads."

- Drachenfels

Born about thirty years ago into a minor noble family in the city of Kislev, Sergei has served with distinction in the Tsar's armies, and wears the Silver Star of Kislev, one of that country's foremost military decorations (Fel +25 when dealing with members of the Kislevite military and nobility). Among his various ranks and honours, he is a *Nachalnik Kavalyerov* (Knight Commander) of the Kislevite Order of the White Wolf, and he wears a silver wolf's-head pendant around his neck to indicate his rank. Sergei does not wear his armour while travelling, but wears a knee-length tunic with richly-embroidered borders in the Kislevite fashion, plus stout breeches and knee-length boots, with a heavy, fur-lined overcoat and a fur hat.

Sergei is an experienced, enthusiastic soldier, and enjoys discussing battles, tactics and weapons with a fellow-warrior. He has an enormous appetite for food, drink and exercise - unwary fellow-travellers may find themselves committed to dawn workouts with sword and shield almost without realising it. He also has a tendency to fall in love with attractive young women he meets on his travels, forgetting them instantly at journey's end. He is a bluff, hearty man with an great appetite for life and a direct approach to life's difficulties.

Noble, ex-Freelance, ex-Squire, ex-Soldier

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	67	44	6	4	10	53	3	41	66	42	65	34	40

- ❑ **Skills:** Animal Care; Consume Alcohol; Disarm; Dodge Blow; Etiquette; Gamble; Heraldry; Read/Write; Ride Horse; Secret Language - Battle Tongue; Speak Additional Language - Norse; Specialist Weapon - Lance; Specialist Weapon - flail; Specialist Weapon - two-handed weapons; Street Fighting; Strike Mighty Blow; Strike to Stun; Strike to Injure
- ❑ **Possessions:** sleeved mail coat, mail leggings, mail coif, breastplate, helmet and shield (3 AP head/body/legs, 2 AP arms); jewelled dress sword (150 GC); everyday sword; two-handed sword (I -10, D +2), dagger (I +20, D -2, P -20); sealed letters from the Tsar's court; around 250 GC in coin and gems.

Merchant

Wealthy merchants are frequent passengers aboard the *Emperor Luitpold*; it is a favourite means of transport for Talabheimer merchants coming to Altdorf, since they think that they can impress the merchants of the capital by arriving in such great style. A basic profile for a merchant is given below; personalities can vary a great deal, but here are a few ideas:

Merchant, self-made, obnoxious

- ❑ **Appearance:** Middle-aged, overweight. Ostentatious dress, little style.

- ❑ **Personality:** Fawning to social superiors, insulting to inferiors. Vain, arrogant, cowardly, avaricious. Loud, tactless, often vulgar.
- ❑ **Motivations:** Greed. Need to impress.
- ❑ **Catchphrases:** "I had nothing when I started out." and "Never done a day's work in their lives, them."

Merchant, quick-witted

- ❑ **Appearance:** Any age and build. Dressed well but not overdressed.
- ❑ **Personality:** Observant, tactful, humorous.
- ❑ **Motivations:** Profit, enjoyment, build useful contacts.
- ❑ **Catchphrases:** "Stay in touch. We might do business one day."

Merchant, senior

- ❑ **Appearance:** Elderly, aristocratic, well-dressed.
- ❑ **Personality:** Demands respect. Genial unless offended.
- ❑ **Motivations:** Profit, social status.
- ❑ **Catchphrases:** "I wouldn't travel any other way." and "You probably wouldn't remember the slump of '85."

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	36	4	4	7	55	1	41	62	65	53	50	54

- ❑ **Skills:** Arcane Language - Magick; Blather; Evaluate; Haggle; Law; Magical Sense; Numismatics; Read/Write; Secret Language - Classical, Guilder; Speak Additional Language - Norse; Super Numerate.
- ❑ **Possessions:** fencing sword (I +20, D -1, WS -20); dagger (I +20, D -2, P -20); assorted jewellery; one or more servants.

Gambler

Gamblers frequent riverboats as much as they do roadside inns, for there is a great deal of money to be made from fellow-travellers. A typical gambler aboard the *Emperor Luitpold* will be at the very top of his profession, able to move among the aristocracy with ease. This example has also followed the career of charlatan, adding to the skills which help him fit in with this rich environment.

- ❑ **Appearance:** Immaculate, well-dressed.
- ❑ **Personality:** Charming, witty.
- ❑ **Motivations:** Profit, amusement, personal safety.
- ❑ **Catchphrases:** "Anyone for an honest game of chance?" and "Would you care to avenge yourself for yesterday's game?"

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	51	51	4	4	10	51	2	51	51	51	51	51	51

- ❑ **Skills:** Blather; Charm; Consume Alcohol; Disguise; Dodge Blow; Etiquette; Evaluate; Flee!; Gamble; Luck; Mimic; Palm Object; Pick Pocket; Public Speaking; Seduction; Street Fighter; Wit.
- ❑ **Possessions:** Good quality clothing; cards; dice; sword; dagger (I +20, D -2, P -20); around 100 GC in cash; around 250 GC in jewellery.

Aristocrat

The *Emperor Luitpold* carries the highest class of passengers, often including the nobility. Here are a couple of sample aristocrats:

Elderly Duchess

- ❑ **Appearance:** Elderly, immaculate, slightly frail.
- ❑ **Personality:** Imperious, demanding, snobbish.



- ❑ **Motivations:** Receive respect, terrify servants, awe commoners.
- ❑ **Catchphrases:** "I hate travelling. So uncomfortable. Such a fuss." and "Some people have no idea of the correct way to behave."

Young Blood

- ❑ **Appearance:** Youthful, athletic, gorgeously-dressed.
- ❑ **Personality:** High-spirited, irresponsible, noisy.
- ❑ **Motivations:** Have fun, play practical jokes, embarrass others.
- ❑ **Catchphrases:** "I SAY, you chaps! How utterly splendid! What fun!" and "Some people have no sense of humour. What a bore."

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	45	3	3	7	41	1	40	52	28	42	35	46

- ❑ **Skills:** Blather; Charm; 25% chance of Consume Alcohol; Etiquette; Gamble; Heraldry; Luck; Public Speaking; Read/Write; Ride Horse; Specialist Weapon - Fencing Sword (males); Wit.
- ❑ **Possessions:** Good quality clothes; sword and dagger (males); money and jewellery; one or more servants.

Army Officer

Senior military men have to travel regularly between the capital and their bases. Their precise rank can vary, but those who can take passage on the *Emperor Luitpold* will always be high-ranking. They might be commanders of border regiments, heads of orders of knighthood, or even senior templars.

Frontier Commander

- ❑ **Appearance:** Middle-aged, tough, uncomfortable in courtly clothes.
- ❑ **Personality:** Gruff, unsociable, terrifying if crossed.
- ❑ **Motivations:** Get this dam' business over with and get back to the troops.
- ❑ **Catchphrases:** "Don't know much about that. Been a soldier all m'life." and "That one wouldn't last five minutes in the hills."

Staff Officer

- ❑ **Appearance:** Immaculate, middle-aged or elderly.
- ❑ **Personality:** Courtly, charming, snobbish.
- ❑ **Motivations:** Socialise, tell endless stories.
- ❑ **Catchphrases:** "The last time I was at the Palace..." and "Did I tell you about the Battle of Rogenburg? I was on the left flank..."

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	60	58	5	5	12	53	3	41	74	43	59	45	53

- ❑ **Skills:** Charm†; Consume Alcohol; Disarm; Dodge Blow; Etiquette†; Gamble; Heraldry; Secret Language

- Battle Tongue; Ride Horse; Specialist Weapon - lance, two-handed weapon, flail, parrying weapon; Street Fighting*; Strike Mighty Blow*; Strike to Stun*; Strike to Injure*; Witt (* frontier commander only; † staff officer only).

- ❑ **Possessions:** Good quality clothes; dress uniform; sword; dagger (I +20, D -2, P -20); military decorations; jewellery and money as GM sees fit; possibly one servant.

ADVENTURE IDEAS

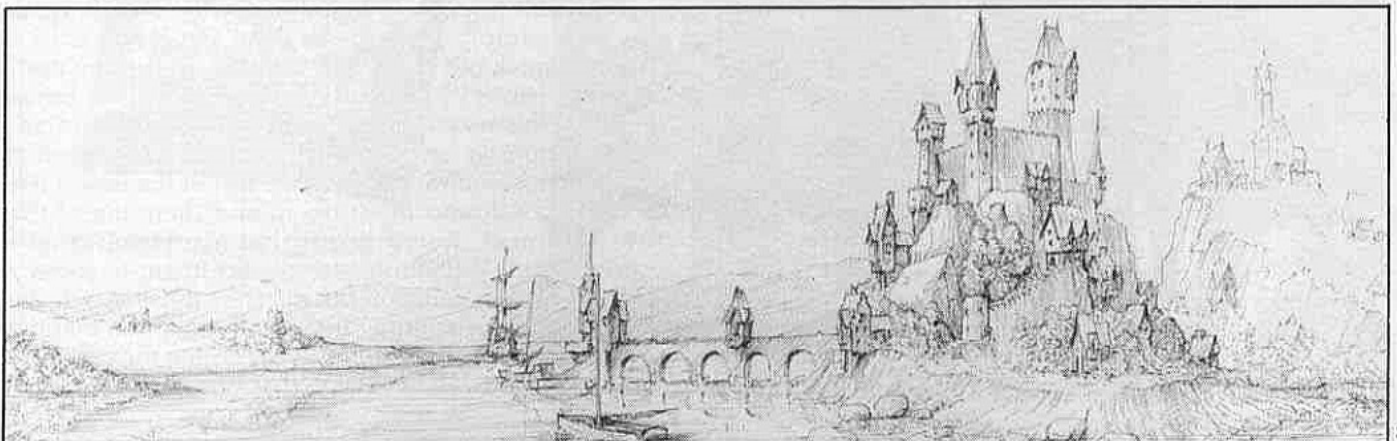
There is an almost endless variety of adventures and encounters which can befall a group of travellers on a river, and the *WFRP* adventure book *Death on the Reik* includes an extensive section of ideas for river-based encounters. Many of these can be used with the *Emperor Luitpold* just as well as with any other river-boat. The ideas presented here relate purely to this great river liner; they treat the *Luitpold* itself (rather than the river) as the adventuring environment.

Murder on the Aldorf Express

A group of apparently unrelated travellers, effectively trapped together on a long journey - this is a favourite setting for murder mysteries. In a *WFRP* adventure the player characters must solve the mystery before the liner reaches the next stop and the murderer gets away.

The first thing you need to do is decide on the murder victim. Next, you need a motive, a means of death, and a group of fellow-travellers. Ideally, most of the other travellers should have a Dark Secret which links them to the victim and provides a motive for murder. Each character should have an alibi which make it impossible for any of them to have done the deed. Then add at least one handful of red herrings...

For example, let's suppose that the murder victim is Handrijk van den Kuyster, a truly obnoxious merchant. There could be a good many people who would be happy to see him dead. Given his foul treatment of underlings, he might have heaped abuse on one or more of the stewards. He could also have been caught cheating at cards, or he might have had a streak of luck which resulted in him winning a vast sum from a fellow-passenger who could clearly ill afford it. He might have made improper advances to the daughter of a noble passenger. There might be another merchant on board whom he has recently crossed in a dubious business transaction, and with whom he quarrelled violently on the first night aboard.



Those are the obvious clues. Most of them, at least, will be red herrings, but as the adventurers investigate further – assuming, of course, that they have the Fel scores and skills for other passengers to co-operate with them – they will uncover deeper and more secret motives. One of the passengers or crew might be the victim's illegitimate offspring, whose deserted mother died of a broken heart. Another might be the victim of blackmail. And so on, until you have a suitable web of intrigue.

On to the time of death and the method employed. Let us suppose that the victim was found dead in his cabin by a steward who had gone to call him to dinner. He was lying face-down on the bed with a dagger between his shoulder blades. The last time he was seen by any of the passengers was around the middle of the afternoon, when several people saw a violent argument in the lounge between him and another passenger.

So off the adventurers go, questioning passengers, checking alibis, uncovering clues, and so on. There are only three days before the *Luitpold* docks in Talabheim, and there are no planned stops in between. The adventurers must work fast to uncover the murderer's identity before then. If they need any encouragement, the finger of suspicion points squarely at one of their number, who is chained up on the oar deck to be handed over to the authorities in Altdorf. If the other characters don't clear his name before then, the poor chap is doomed!

The truth of the matter can be as straightforward or as bizarre as you like. The adventurers may well discard the obvious motives once they begin to uncover the secret ones, but one of the 'cleared' suspects might be the murderer. Alternatively, a large number of the pas-

sengers might have arranged this trip purely for the purposes of murdering their mutual enemy, and will have arranged each other's alibis. Or, the whole murder might be a fake, arranged by the so-called victim to frame one of the other passengers, to escape from mounting debts, or for some other reason.

Setting up a good murder mystery can take a lot of time and work, but it can produce a very challenging and rewarding adventure, especially for groups who like complex plots with a lot of character interaction.

To Catch a Thief

A variation on the murder mystery is the jewel theft. Nobody dies, but some priceless jewellery or some other highly valuable object is stolen. The professional jewel thief is a far cry from his lower-class brethren. He is someone who can move as he likes through the upper classes, who can deal with locks and alarms without even thinking about it, and – most important of all – he has the everyday personality of someone who would be completely incapable of planning and executing a brilliant robbery. Many impoverished nobles and similar characters try their hands at this glamorous occupation, but few are skilled enough to have long careers.

This type of adventure is also about checking alibis and uncovering people who are not what they might seem. The adventurers have to be trusted by their fellow-passengers in order to get any useful information from them, and again, you might concentrate the adventurers' minds by having one of them locked up...

The Thing in the Locker

At the eastern end of its journey, the *Emperor Luitpold* is joined by Professor Marius von Groninghof, a scholar of some renown and a professor at the University of Altdorf. He has been on an expedition into the Worlds Edge Mountains, and has brought back several interesting finds from his journey. These are stored in crates in and around the lockers on the oar deck.

Among the finds being brought back to Altdorf are the contents of the centuries-old tomb of an Orc chieftain. The actual nature of the finds is not being made public to avoid undue concern among the passengers and crew, but they include the bodies of the Orc chieftain and two of his warriors. Partway through the river journey, the Orc chieftain decides to punish those who have disturbed his eternal rest. The body breaks out of the crate in which it is stored, takes a few weapons and magical items from some of the other crates, and sets out on a killing spree.

Staging is all-important in an adventure of this type. You could simply have the undead Orc (treat it as a Mummy) break out of its crate and kill everything until it is overwhelmed by the adventurers and a few brave NPCs, but this would not do justice to the idea. Far better if the monster behaves intelligently, killing when it finds a victim alone and hiding the rest of the time. First the crates are found burst open, and then one of the crew is found, horribly mutilated. The Captain approaches the adventurers, swearing them to secrecy to avoid causing panic on board. They must search the oar deck, possibly splitting into small groups so that the creature doesn't escape. If you've seen the movie *Alien*, you'll know the kind of tension that's needed. ■■



SPACE HULK

TRAITOR TERMINATORS

*Traitor Terminator Force List,
Mission Generator Scenarios and Campaign
By Matt Forbeck*

Following last month's rules for using Traitor Terminators in *Space Hulk*, this article gives you a force list to design your own squads from one of the nine Traitor Legions.

The Mission Generator Scenarios extend the Mission Generator system from *Deathwing*. On the edge of the Eye of Terror, Terminators of the Adeptus Astartes clash with raiding Traitor Terminators, battling between the Imperial starship and the Traitors' space hulk. The scenarios can either be played separately or as a linked campaign.

The Traitor Terminator Force list allows you to play almost all of the previously published *Space Hulk* Terminator versus Genestealer missions as Imperial versus Traitor Terminator games instead. The exception to this is the solo mission, *Cloud Runner's Last Stand*. The *Deathwing Mission Generator* is also easily adaptable to this type of game.

PLAYING PUBLISHED MISSIONS

Before determining who controls the Imperial Marines and who controls the Traitors, decide which scenario will be played. Then, flip a coin. The player who wins the toss chooses which side he plays.

The strength of the listed Imperial force is determined by consulting the Traitor Force List and calculating how many points it would cost to design an identical Traitor force. Eg. the standard squad from *Suicide Mission* in *Space Hulk* is composed of three Marines with storm bolter and power glove (1 point each), one Flamer Marine (5 points) and one Sergeant (2 points), all of which could be purchased for a total cost of 10 points.

Refer to the *Imperial Force Points Value Table* for a list of the points values of all currently published missions.

The Traitor Terminator player then purchases a force equivalent to that of the Imperial player's. Eg. if replaying *Suicide Mission*, he has 10 points to spend on his force and the length of his turn.

The new force is used instead of the Genestealer force listed in the scenario, not in addition to it.

IMPERIAL FORCE POINTS VALUES

Mission	Points Value
<i>From Space Hulk</i>	
Mission One: Suicide Mission	10
Mission Two: Exterminate	10
Mission Three: Rescue	20
Mission Four: Cleanse and Burn	20
Mission Five: Decoy	20
Mission Six: Defend	20
<i>From Deathwing - Broken Knife's Duty</i>	
Mission One: Alarm Call	17
Mission Two: The Ship's Log	20
Mission Three: Seek and Retrieve	25
Mission Four: Regroup	29
Mission Five: C.A.T. Hunt	26
Mission Six: The Unknown Lifeform	20
<i>From White Dwarf</i>	
Pitfall (WD 114)	10
Delaying Action (WD 115)	21

The numbers in this table represent the points value of the Imperial Terminator Marine forces in all of the published two-player Terminator versus Genestealer missions. In Imperial versus Traitor Terminator games, the Traitor player should use the given value from the table above to purchase his force with. If playing Traitor Terminator versus Genestealer battles, simply add 4 points to each value given above; the Traitor player purchases his force normally, but must also pay for the length of his turn using the *Marine Timer Table* in the *Deathwing Terminator Force List*.

PLAYING MISSION GENERATOR SCENARIOS

These rules outline how to use the *Deathwing Mission Generator* to design your own Imperial versus Traitor Marine games. Roll on the *Scenario Table* to determine which scenario from *Deathwing* you will play.

SCENARIO TABLE	
D6	Mission
1	Recon
2	Establishing a Perimeter
3	Perimeter Defence
4	Breakout
5	Search and Destroy
6	Roll Again

Flip a coin to decide who will play which side. Then roll on the *Force Table*. Each player designs a force from his own force list costing the number of points rolled on the table.

FORCE TABLE		
D6	Total Points	Traitor Reinforcements
1 - 2	20	2
3 - 4	25	2
5 - 6	30	3

If playing the campaign, each player should design a complete force costing up to 125 points and then play through the scenarios one at a time, skipping *Raid* and *Breakout*.

Deployment

Imperial Marines are deployed normally. Traitors enter play at any of the Stealer entry areas in the same way as Stealers. The number of Traitor models that enter each turn is shown on the *Force Table* under *Traitor Reinforcements*. If the special rules for a scenario specify a different rate of reinforcement, follow the special rules.

Special Rules

All special rules apply with the following exceptions.

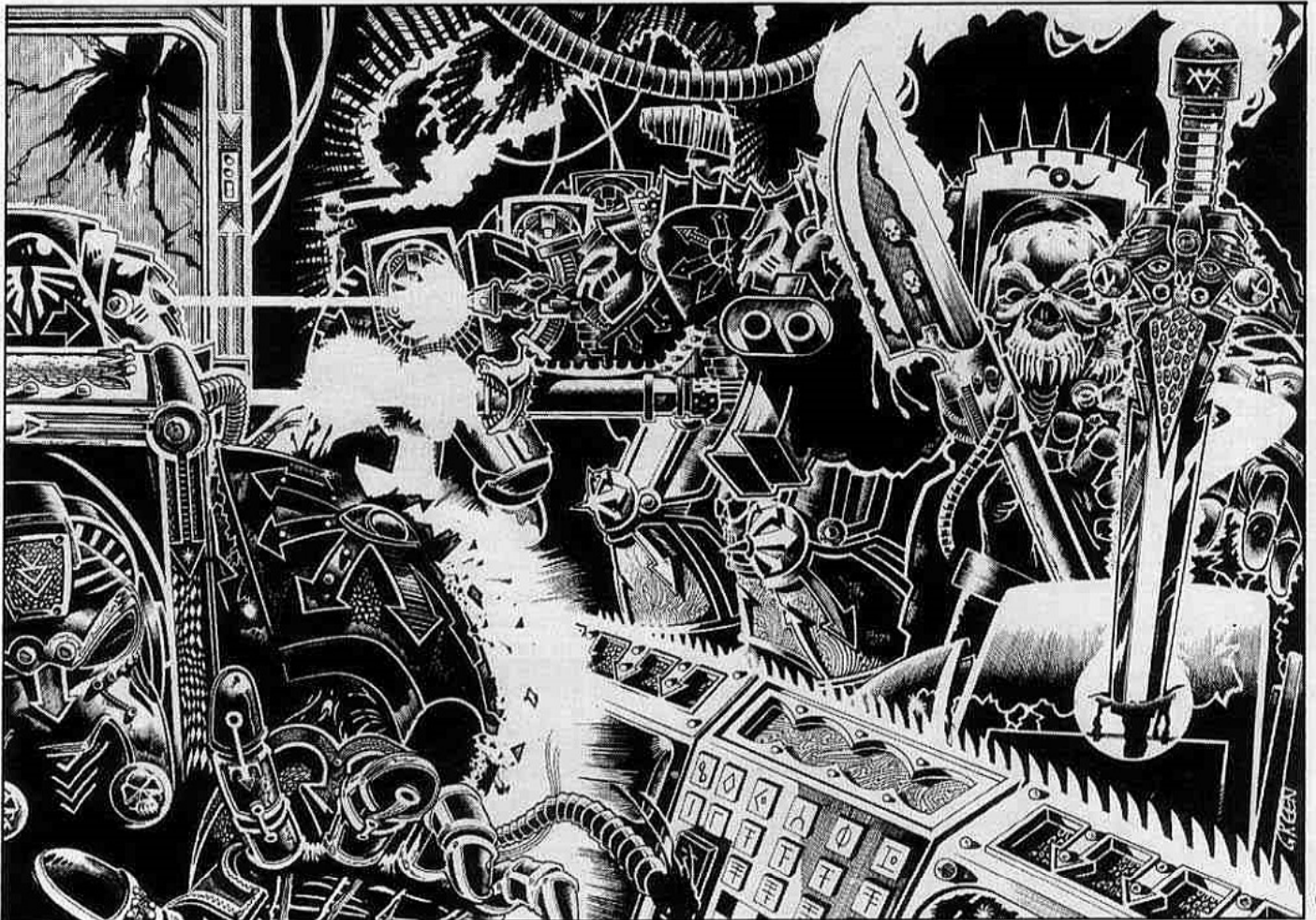
Marines can lurk offboard, just like Genestealers, but are never forced to do so.

The Traitor player can only use an ambush counter if he has not yet deployed all his Marines. When doing so, he must place one of his models to one side. It cannot be deployed until after the counter has been converted. When the ambush result counter is drawn, if it is a Stealer, the reserved model is deployed instead. If not, treat the counter as usual; the model is now free to be deployed in a subsequent turn.

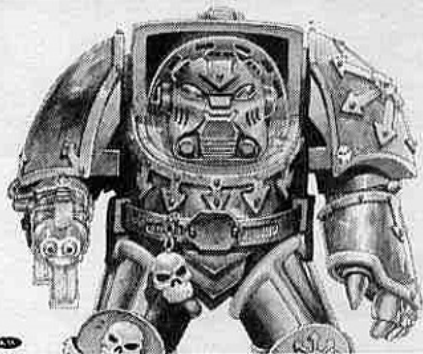
Each Marine is equipped, at no extra points cost, with a grenade harness firing an unlimited supply of blind grenades.

Objectives and Victory Conditions

In any mission in which the Imperial player is trying to destroy a number of Genestealers, he instead gains victory by wiping out the Traitor force. Otherwise, objectives and victory conditions apply as stated in the mission briefings.



TRAITOR MARINE - 1 POINT



1 Marine with storm bolter and power glove

OPTIONS POINTS COST

Promote Marine to Sergeant	1
Replace storm bolter with autocannon	1
assault cannon (1 free reload)	4
conversion beamer	2
flamer	4
missile launcher	2
Replace power glove with chain fist	1
Replace entire armament with lightning claws	free
thunder hammer and storm shield	free
Equip Sergeant with power sword	1
1 flamer reload	2
1 or 2 assault cannon reloads	1 each

TRAITOR CAPTAIN - 5 POINTS



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

TRAITOR LIBRARIAN - 4 POINTS



1 Librarian (mastery level 1) with storm bolter and force axe.

OPTIONS POINTS COST

Increase Librarian's psychic mastery	3 per level
--------------------------------------	-------------

USING THE TRAITOR FORCE LIST

1. Roll on the *Traitor Legion Table* to determine which Marine Chapter the Traitor force is a part of. This will determine the number of Marines in each of the player's squads.
2. Select Marines from those listed. Unless otherwise specified, you can have any number of squads in your force.
3. Group your Marines into squads consisting of a number of Marines corresponding to their Legion's associated number. For example, if a player's force is a Khornate one, the Traitor player must group his Marines into squads of eight, placing the remainder into a single squad of their own. If he had fourteen Marines, he would form a squad of eight and a squad of six.
4. One Sergeant or Captain must be included in each squad. A force may never have more than one Captain. A squad may never have more than one Librarian.
5. A squad can never contain more than half assault cannon or flamer Marines.
6. Equip each Marine with any weapon upgrades or reloads from the *Options* section of the appropriate box.
7. Check that the total value of the points you've spent doesn't exceed the maximum allowed. If it does, redesign your force until you can afford to pay for it.
8. In Marine versus Marine games, both sides can equip themselves, at no extra points cost, with grenade harnesses firing blind grenades.

TRAITOR LEGION TABLE

D10	Traitor Legion	Chaos Power	Associated Number
1	Alpha Legion	none	5
2	Black Legion	none	5
3	Death Guard	Nurgle	7
4	Emperor's Children	Slaanesh	6
5	Iron Warriors	none	5
6	Night Lords	Khorne	8
7	Thousand Sons	Tzeentch	9
8	Wordbearers	Khorne	8
9	World Eaters	Khorne	8
10	roll again	-	-

The Timer

In Imperial versus Traitor games, use the rules in *Marine versus Marine Games (WD 121)* to determine how much time each player has to complete his move. Neither player can pay points to increase the length of his turn as a Marine player could if he were battling Genestealers in a traditional *Space Hulk* game (see the *Deathwing Terminator Force List*).

It's possible to fight Traitor Marine versus Genestealer versions of traditional games (eg both sides battling for sole possession of a space hulk). Simply replace the Imperial force with an equivalent Traitor force. When figuring the Imperial points cost, account for how much must have been spent on the timer. The Traitor player must pay for his turn length as an Imperial player normally would.

MISSION GENERATOR SCENARIOS

Since the aftermath of the Horus Heresy, the vanquished forces of Chaos known as the Traitor Legions have managed to survive the wrath of the Emperor by taking refuge deep within the Eye of Terror. Upon occasion, these formidable foes of the Imperium grow brave in their evil and leave the relative safety of the Eye behind, making deep stabs into Imperial territory, foraging for means to satisfy their thirst for conquest and revenge.

The Adeptus Astartes is aware of the threat the Traitor Marines pose, and several Imperial ships diligently patrol the reaches of space surrounding the refuge of these most deadly of enemies. Nothing inspires more righteous anger in the Imperial Marines than the Traitors who long ago sided with Horus.

After an initial ship-to-ship dogfight, if the enemy ship is still intact, the victors will often send in their Terminators to board it. This involves a fair amount of risk, however, as the invaders are usually met by their opposite numbers, and the attackers may soon become the defenders.

STARTING PLAY

The following scenarios are designed to be used with the *Deathwing Mission Generator* to simulate the situation described above. To play any one of them, follow the step-by-step procedure described below.

- 1 Flip a coin. The winner chooses which side he controls. The loser decides to be the defender or the attacker.
- 2 Generate the board layout and set up the board as outlined in *Deathwing*.
- 3 Roll on the table below to determine which scenario to play.
- 4 Each player designs a force costing 20 points.
- 5 Each player chooses up to two entry areas - similar to Stealer entry areas - via which his models can enter play. The defender chooses first.
- 6 Play the game using the rules for special rules, objectives and victory conditions listed in the *Traitor Terminator Force List* section.

THE SCENARIOS

In each of the scenarios listed below, the doors are equipped with security locks and can only be opened by the defenders. The attackers can attack and destroy the doors as per usual.

SCENARIO TABLE	
D6	Mission
1	Boarding Action
2	Destroy the Engines
3	Take the Bridge
4	Capture the Arsenal
5	Self-destruction
6	Abandon Ship

BOARDING ACTION

After the defender's ship has been sufficiently damaged, the attacker launches boarding torpedoes into the crippled ship of his vanquished foe. In order to successfully eradicate his opponent's forces and capture their craft, the attacking player must first establish an indisputable foothold upon the enemy ship.

It is during the boarding action, however, that the attacker is most vulnerable. If his advance force is destroyed, the defender may be able to launch a counter-offensive.

Although it often would be more prudent to simply blast a defeated enemy ship to atoms, the potential rewards of capturing an opponent's craft are usually worth the considerable risks - there may be weapons that can be salvaged or technology to be recovered.

Objective

The attacker must secure the defender's entry areas, thus establishing a foothold on the enemy ship. If the defending Marines are wiped out to man, the game is over - the attacker is easily able to secure the defender's entry areas once he is unopposed.



Special Rules

Both players can secure entry areas, and the defender can use ambush counters.

Victory

The attacker wins by securing the defender's entry areas. The defender wins by destroying the attacker's forces before they accomplish their task.

DESTROY THE ENGINES

After boarding a ship, a Terminator force's next objective is to eliminate the chance that the foe's ship could manage a getaway. To this end, the attackers often attempt to disable the ship's engines so that it cannot hope to proceed under its own power. After the craft has been cleansed of the enemy presence, it will be towed back to the attacker's fortress.

Objective

The attacker must disable the ship's engines. The easiest way is to destroy one of the vital control panels (represented by the cryogenic tanks on geotile 10).

Special Rules

Both players can secure entry areas, and the defender can use ambush counters.

The defender must set up geotile 10 if it has not already been placed.

The ship's engines can be destroyed beyond repair in the same way as a door. If this happens, flip the cryogenic tanks counter over. Destroyed engines do not become rubble. They still block movement and LOS.

Victory

The attacker must destroy the ship's engines in order to win. The defender wins by eradicating the attackers before they achieve their objective.

TAKE THE BRIDGE

The bridge is the spacecraft's brain, the centre from which the defender coordinates his ship's defence. Attacking squads are often dispatched to capture or disable it, thus hampering the defender's efforts to motivate his forces effectively.

Objective

The attacker is trying to take the bridge and establish control over the command centre (represented by the cryogenic tanks on geotile 10).

Special Rules

Both players can secure entry areas, and the defender may use ambush counters.

If geotile 10 has not been placed, the defender must set it up.

The defender may deploy up to seven Marines in the empty squares on geotile 10. The remainder of his forces come onto the board normally.

Victory

The attacker must destroy the defender's forces and occupy geotile 10. The defender wins by eradicating the attackers.

CAPTURE THE ARSENAL

Another method of hamstringing an enemy force is to destroy or capture their arsenal. If an attacker does this, the defender is limited to the ammunition his Marines are carrying. Soon assault cannon and flamer reloads become spent, and the defense crumbles under the attacker's relentless onslaught.

Objective

The attacker is attempting to capture the defender's arsenal (geotile 7). To do this he must remove all of his opponent's models from the board.

Special Rules

Both players can secure entry areas, and the defender may use ambush counters.

The defender must set up geotile 7 if it has not already been placed.

The defender can deploy any of his Marines in the empty squares on geotile 7. The remainder of his forces come onto the board normally.

Any target effect shot that does not hit a Marine or any sector effect shot besides a blind grenade fired in or into geotile 7 sets off the ammunition on a 2 or better on a D6. The resulting explosion automatically destroys everything on geotile 7. Within 12 squares of the geotile, doors are removed automatically and Marines are killed on a 3 or better.

Victory

The attacker gains a complete victory by eradicating the defender's forces, and a partial victory if the arsenal is destroyed but his force is defeated. The defender wins if all of the attackers die without the arsenal being destroyed.

SELF-DESTRUCTION

When things look hopeless for the defenders, they have one option left: to activate the ship's self-destruct mechanism. Though they will likely be killed in the resultant blast, their foes will die with them.

Objective

The defender is trying to activate the self-destruct mechanism on geotile 10 and abscond with the ship's log.

Special Rules

Both players can secure entry areas, and the defender can use ambush counters.

The defender must set up geotile 10 if it has not already been placed.

The cryogenic tanks counter on geotile 10 is not used in this mission. Instead, place the ship's log counter on the center square of the dead-end room. All rules for the log from *Broken Knife's Duty - Mission Two: The Ship's Log* apply.



MG

The self-destruct mechanism is located within the lectern upon which the ship's log rests. The book must first be removed before the device can be activated. This is so that, in the case that a ship is to be destroyed, the log can be easily rescued. It costs 4 APs to activate the mechanism.

After the device is triggered, the countdown to self-destruction does not become irreversible for 10 turns. Up until that point, the device may be shut off at a cost of 4 APs.

Victory

The defender wins if he manages to irreversibly set off the ship's self-destruct mechanism. The attacker wins if he manages to prevent this from happening.

ABANDON SHIP

Immediately upon the self-destruct mechanism being triggered, the attacker's ship disengages itself from the defender's ship in an effort to put enough space between them before the explosion occurs. More than likely, it will be able to do this. Any Marines left on board the doomed ship, however, are on their own.

At each of the two entry areas farthest away from the self-destruct mechanism are a bank of lifeboats. Any Marine who manages to exit the board at either of these two points within 20 turns will be able to board a boat and jettison it from the ship in time to survive the explosion.

Any Marines still on board after 20 turns die in the ship's fiery blast.

Objective

To get more Marines off of the ship than your opponent does.

Special Rules

Both players can seal entry areas, and the defender can use ambush counters.

The defender must set up geotile 10 if it hasn't already been placed. The exit areas to the lifeboats are the two entry areas farthest away from the arrow on geotile 10. If two or more entry areas are equally distant from the arrow, randomly determine which one(s) to use.

The attacker's entry areas are the two nearest the arrow on geotile 10. If two or more entry areas are equally far away, the defender chooses which area(s) the corridor(s) will be attached to.

The defender can deploy up to twelve models in the empty spaces on geotile 10. Any other of his forces may *only* be brought onto the board via the two entry areas closest to the arrow on that geotile which the attacker has not already chosen as his own. If two or more eligible entry areas are equally close to the arrow, the attacker decides which one(s) can be used by the defender.

Victory

After 20 turns, determine the points value of each Marine who escaped for each side. The player who managed to get the greatest points total of Marines off the board in time, wins.

MISSION GENERATOR CAMPAIGN

This campaign links together all of the preceding scenarios to simulate a complete boarding action from the initial invasion of the defender's ship to the final resolution.

THE FORCES

Each player designs a master force roster costing up to 150 points in total. A player's roster represents the forces at his disposal for the campaign. Before a scenario, each player selects a number of his squads to take part in the mission. The value of the fielded force cannot exceed 40 points. Also, a squad may not be selected if any of its members took part in the last scenario played. The exception to this rule is *Abandon Ship*.

After each scenario, each player updates his master force roster, noting any casualties his forces have suffered. Unless otherwise stated, ammunition and Librarian's psi points are automatically replenished at the end of each scenario.

Also at this time, each player is allowed to break up and reallocate his squads as he likes. No Traitor squad can have more Marines in it than its associated number. Similarly, no Imperial squad can have more than five Marines. Also, a squad can never be composed of more than half heavy weapon (ie flamer or assault cannon) Marines.

THE SCENARIOS

The campaign game always begins with *Boarding Action* as described below. After one player has successfully boarded the other's ship, the attacker decides which scenario is to be played next, throughout the campaign (exceptions to this are outlined below). He must choose from *Destroy the Engines*, *Take the Bridge*, *Capture the Arsenal* or *Search and Destroy* (from *Deathwing*).

If the attacker wins *Destroy the Engines*, *Take the Bridge*, or *Capture the Arsenal* without the target being destroyed, the defender can later replay any of these missions in an attempt to regain control. In this case, the defender and attacker deploy where their opponent normally would and then play the scenario as written. If the attacker loses a scenario, he can also replay it. If the target is destroyed, the scenario cannot be replayed.

Any time a scenario is replayed, the same board layout is used. Scenarios do not have to be replayed immediately. Other games can be played in the interim. However, it is up to the loser of the mission to record the board layout before it's destroyed, so that it can be reconstructed if he later wishes to attempt the scenario again. This can be easily accomplished by mapping the placement and orientation of the geotiles originally used to generate the board. If the board layout cannot be provided when needed, the scenario may not be replayed.

If at any time the engines, bridge (and command centre) or arsenal are all either destroyed or under the control of the attacker, the attacker may only choose to play *Search and Destroy* until either one side or the other is broken, thus ending the game.

However, at any point between games in the campaign, the defender can override the attacker's decision and force the replay of any eligible scenario (ie one the defender has lost and in which the target remains undestroyed) or the play of *Self-Destruction* instead. If *Self-Destruction* is successfully completed by the defender, play moves directly on to *Abandon Ship*, after which the game is over.

The following additional rules apply to each scenario when played as part of the campaign.

Boarding Action

This scenario must be played until the attacker manages to win. Between repeated games of this scenario, any secured entry areas become unsecured by the defender's forces.

The attacker can choose to replay the scenario with the same board layout, or can choose to launch his assault on a different area of the enemy ship. If he decides to attack a different area, design a new board using the geotiles as usual. If the attacker loses more than once, he can choose any of the previous layouts (provided he has recorded them) or design a new layout for each game.

After an attacker successfully completes the mission, he may then choose the next scenario as described above.



Destroy the Engines

The attacker does not have to destroy the engines. Preferably he'll keep control of them until the end of the campaign.

Take the Bridge

If the command centre (represented by the cryogenic tanks counter) is destroyed or captured by the attacker, the defender takes a -1CP penalty for the remainder of the campaign. However, if the centre remains intact, the defender may remove the penalty by retaking the bridge. The command centre can be attacked and destroyed in the same fashion as a door. A destroyed command centre should be flipped over; it still blocks movement and LOS.

Capture the Arsenal

Again, the attacker will preferably be able to gain and retain control of the arsenal until the end of the campaign. However, if the arsenal is destroyed or controlled by the attacker, the defender's ammunition is not replenished between scenarios.

Self-Destruction and Abandon Ship

Play these scenarios consecutively, as you normally would, laying out the board as described in *Abandon Ship*. 10 turns after the self-destruct device is triggered (ie. when the countdown has become irreversible) proceed to *Abandon Ship*, leaving the board layout intact and the models in place. Also, keep track of which model has the ship's log.

At this point, both players bring the rest of their forces onto the board in an effort to get them off the ship as quickly as possible. Each player queues the remainder of his Marines up behind his entry areas/corridors in the order in which they enter play. Note that points are awarded for escaping with the ship's log as per *Deathwing*.

ENDING THE CAMPAIGN

The campaign is over if either player's force is broken or the ship is destroyed.

WINNING THE CAMPAIGN

After the campaign is ended, total up each player's score from the table below and determine who won the campaign. The player with the highest grand total is the victor.

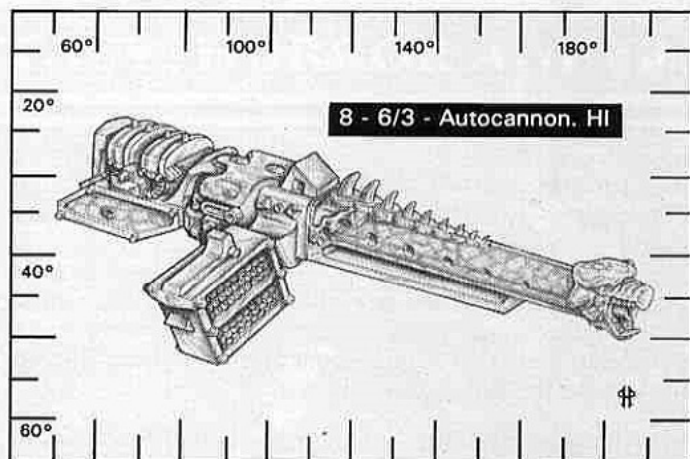
CAMPAIGN SCORE TABLE	
Accomplishments	Points Awarded
Each scenario won	10 each
Ending the game with control of an undamaged bridge, engine room or arsenal	10 each
Breaking the opponent's force	10
Escaping with the ship's log	10
Add the total points value of all your surviving Marines to the scores above to determine your grand total.	



NEW WEAPONS

The following new Terminator weapons are used by Genestealer Hybrids and Traitor Terminators.

AUTOCANNON



The autocannon is a large calibre, rapid-firing tank gun which uses mass-reactive explosive ammunition. Autocannon have a practically inexhaustible supply of ammunition and an unlimited range, but are most effective within 12 squares of their target.

Because of the massive recoil, a model firing an autocannon must be halted; move and fire actions are not possible. It costs 1 AP to fire an autocannon.

Sustained fire bonuses apply to autocannon. This means it is possible to have an automatic hit. For example, against a Stealer, the third sustained shot will need a 1 or better to kill - this means the Stealer will always be hit.

AUTOCANNON KILL SCORE TABLE

Target	Score Required on a D6	
	Range	
	1 - 12	13 +
Genestealer	3	3
Door	2	3
Marine	4	5

CONVERSION BEAM PROJECTOR

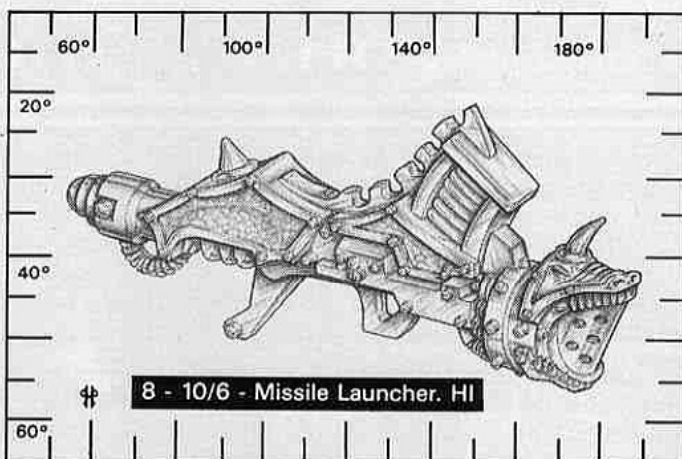
A beamer works by converting matter into energy, causing a violent explosion. Because of this, it's incredibly effective against large, massively armoured targets, such as Terminators.

The beamer's range and ammunition are practically unlimited. It costs 2 APs to fire, cannot be used in a move and fire action, and receives no sustained fire bonus.

CONVERSION BEAM PROJECTOR KILL SCORE TABLE

Target	Score Required on a D6
Genestealer	4
Door	Automatic
Marine	2

MISSILE LAUNCHER



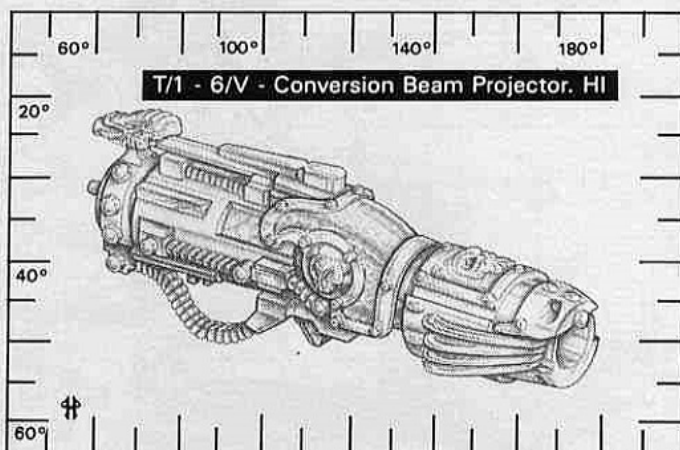
Missile launchers are bulky weapons, fired from the shoulder. Their effectiveness is increased by their versatility in having a choice of two types of ammunition. However, because of their bulk, move and fire actions with a launcher are impossible.

All missile launchers are equipped with an unlimited supply of armour-piercing crack missiles and area-effect plasma missiles. The player whose model is firing a missile must select the type of round he's using before firing. Different types of missiles can be fired by the same model in the same turn. Missile launchers receive no sustained fire bonus.

Plasma missiles detonate in a split-second burst of super-heated plasma affecting an entire board section, much in the same way as a flamer hit. Crack missiles are sticky, explosive charges used against single targets. As the effects of these missiles are nearly instantaneous, they block neither movement or LOS. It costs 2 APs to fire a missile launcher.

MISSILE LAUNCHER KILL SCORE TABLE

Target	Score Required on a D6	
	Crack	Plasma
	Genestealer	2
Door	Automatic	5
Marine	3	6



BLOOD BOWL™

MAGIC ITEMS

Even the most fanatical Blood Bowl fan can sometimes tire of the game's violence, especially when he's at the receiving end of an unprovoked attack by professional, skilled psychopaths. Wizards in particular find themselves subject to intense negotiations of a less-friendly nature, especially when they refuse to stay around for the whole match simply to stock-up the players with spells.

As a resourceful group of people, the Wizards got together and came up with a solution to the constant demands being put on their time by teams eager to gain an advantage over their fellows. When the Wizards had other things to do - people to curse, potions to brew and familiars to houstrain - they decided they would simply send a few magic items along to appease the Coaches and provide arcane ammunition for the game's less restrained off-the-ball incidents.

Of course, the NAF decided that magic items, like most other things, were against the rules and banned their use in the game.

Unperturbed by this turn of events, the Wizards spent many hours refining, rewriting and blindly experimenting with all manner of things to see if they could disguise their magical knick-knacks. By making the items look like something else they could be taken onto the field without the Refs noticing. Eventually, and after a reasonably large

number of fatalities, they hit upon the answer. The Wizards managed to imbue an old running shoe with enough magical energy to have the same effects as an average wand - though only if they took the shoe off and vigorously waved it around while screaming ancient magical couplets at the top of their voices. Pretty soon though, they ironed out these initial teething problems and started to produce vast numbers of magic items tailored for use on the Blood Bowl pitch.

Such has been the increase in the number of magic items produced, that we now find that dozens of Blood Bowl players wear Wizard-made kit that is indistinguishable from the real thing - unless you are particularly sensitive to magical auras or work in the Blood Bowl kit manufacturing trade.

Disguising magic items as a means of getting them past the Refs' attentions tends to work surprisingly well. NAF referees are so accustomed to looking out for lethal weapons such as chainsaws, bazookas and so on, that it seldom occurs to them to confiscate an apparently innocuous headband. More likely the Referee shrugs his shoulders and wonders why a professional Blood Bowl player would be foolish enough to step onto the pitch without even trying to sneak on a medium-sized piece of weaponry to use in 'self-defence'.



GETTING MAGIC ITEMS

At the start of each match, each Coach can declare that he his team wants to use magic items. The Coach rolls 2D6 on the *Magic Item Availability Table* to find out how many magic items his team has:

Magic Item Availability Table	
2D6 Roll	Number of Magic Items
2-7	No Luck. The Coach doesn't manage to get hold of any magic items at all.
8-11	Found one. The Coach gets hold of one magic item for his team to use in this game.
12	Two at once! The Coach manages to come up with two magic items for the game.

If the Coach gets hold of one or more magic items roll a D66 for each on the *Magic Item Type Table* to find out what it is.

Magic Item Type Table	
D66 Roll	Magic Item
11-13	Armbands of Blocking
14-16	Gauntlets of Catching
21-23	Helm of Distraction
24-26	Boots of Heroic Leaping
31-33	Amulet of Interception
34-36	Sandals of Leaping
41-43	Lucky Rabbit's Foot
44-46	Bracers of Smashing
51-53	Boots of Speed
54-56	Gloves of Tackling
61-63	Headband of Throwing
64-66	Ring of Invulnerability

The Coach must give each magic item to one of the team's players, noting down which player has which magic item on a piece of scrap paper.



DID YOU KNOW...

Azgar Razorspine is the only player to have been sent off for using a magic item in a Blood Bowl final? The Evil Gits' Lineman brought on a magic rope which couldn't be crossed, and laid it along the edge of the Gits' End Zone to prevent their opponents from scoring.

Sadly, as Azgar moved away the rope got caught up in his bootlaces and he swept his whole team off the pitch before he realized what was going on. Not suprisingly, the Ref realised the rope was a magic item and sent him off; in all, Azgar dragged 9,342 fans, 8 Linemen, 3 Wizards and a Cheerleader down the tunnel to the changing room with him.

USING MAGIC ITEMS

The effect of each magic item is given in the *Magic Item Descriptions* section. None of the effects given are permanent; a magic item may be used any number of times in each game, but only when the Coach specifically states that a player is using it does the item have any effect.

GETTING CAUGHT

Before the match starts, each Coach should roll a D6 for each magic item his team has. On a roll of 6, the NAF officials find the item and confiscate it, stopping the team from using it.

Each time a player uses a magic item during a game, the opposing Coach rolls a D6 to see if the item is spotted by the Referee. On a roll of 5 or 6 the referee sees the item being used, confiscates it, and sends the player off; he may take no further part in the game (though he may be substituted as normal). If the player is holding the ball when he is sent off, it is given to the nearest player on the opposing team. If the player had scored a Touchdown immediately before he had been sent off, the Touchdown is disallowed.



Example

The Coach of the Everbold Unicorns is hoping that his players will get some magic items to use against the Bruendar Grimjacks. He rolls 2D6 on the Magic Item Availability Table and gets a 9 - his team has one magic item. Rolling on the Magic Item Type Table to see what it is he gets a 46 - it's a pair of Bracers of Smashing. Great! Fortunately, the officials' check before the game does not find the Bracers (the Coach rolls a 3) so he gives them to his fast-running Blitzer, Ferrestrial Goldhoove.

During the game, Goldhoove sees a chance to make it to the End Zone if he blocks a Grimjack player. As he's using the Bracers, and declares that he's doing so, there is no need to roll for the result; the Grimjack player is hammered to the ground and automatically fails his armour roll. Checking for injury, the Grimjack's Coach rolls a 6 - the Grimjack player is stunned.

Goldhoove now has an open run at the end zone. But did the Ref spot that block? The Grimjack's Coach rolls a 4; not enough normally, but the special rules for the Bracers mean Goldhoove has been called for Illegal Magic Implementation contrary to Section 119.9267/B of the NAF rules. "Me, Ref? Listen, if these were really magical, do you think he would have been able to limp away like that? Look, feel for yourself."

Goldhoove is sent off, and the Bracers are confiscated. The ball is passed to the nearest Grimjack player and play continues.

MAGIC ITEMS DESCRIPTIONS

Armbands of Blocking

A player using these Armbands gets an automatic *Defender Knocked Over* result on the *Block Table* when he blocks an opponent. He doesn't need to roll as the block is automatically successful.

Gauntlets of Catching

These Gauntlets allow a player to convert a *Missed* result on the *Throwing Table* into a *Caught* result when he attempts to catch a ball. Interceptions, however, are treated as normal, as the ball must have been thrown directly to the player for the Gauntlets to have any effect.

Helm of Distraction

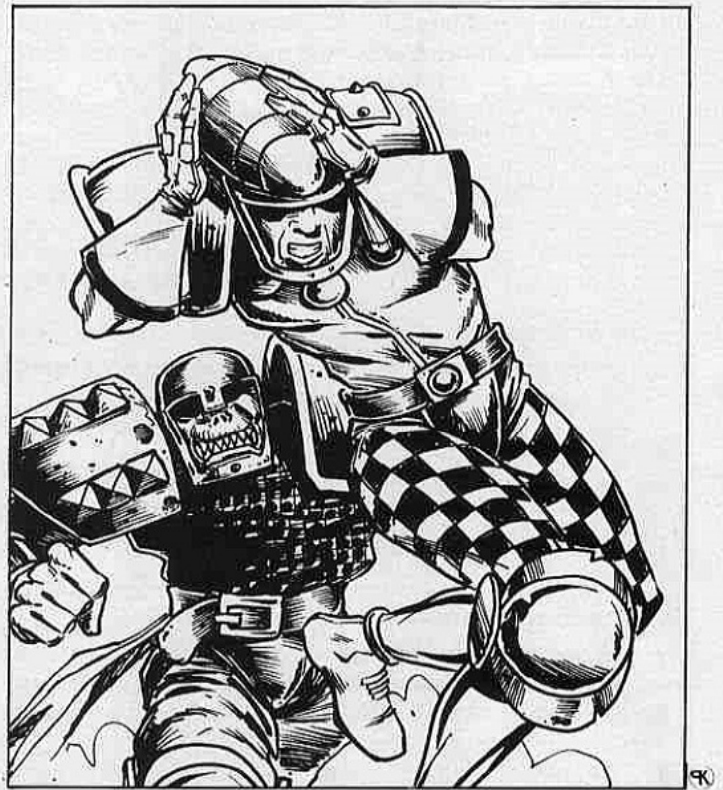
If a player wearing this Helm is standing in the tackle zone of someone trying to throw or kick the ball, the player with the ball must subtract -4 from any dice roll he needs to make instead of the normal -1. The Helm also works on members of the wearer's own team.

Boots of Heroic Leaping

These Boots allow the wearer to make an Heroic Leap, just as if he has the skill of the same name. If he already has the Heroic Leap Skill, the Leap is always successful; there is no need to roll for failure.

Amulet of Interception

A player wearing this Amulet may convert a *Missed* result on the *Throwing Table* into an *Interception* result when he tries to intercept the ball. Of course, the player must be eligible to intercept the ball in the normal way before he may use the Amulet.



Sandals of Leaping

These Sandals allow the wearer to automatically jump over a prone player. No dice are rolled as there is no chance of the player failing to make the jump.



MAGIC ITEMS

Lucky Rabbit's Foot

A player with a Lucky Rabbit's Foot gets 1 Player Reroll at the start of each game. Unlike any of the other magic items, a Lucky Rabbit's Foot is *not* against the NAF's rules, so the player's Coach does not have to roll to see if the player is caught at the start of the match or after the item is used.

Bracers of Smashing

These are an improved version of the Armbands of Blocking - not only is the target knocked down, but he also automatically fails his armour roll. The effect of the Bracers of Smashing is so spectacular that any player who uses them is sent off on a roll of 3-6 instead of the usual 5-6.

Boots of Speed

A player wearing these boots may use them to double his SP characteristic.

Gloves of Tackling

A player using these Gloves gets an automatic *Defender Knocked Over* result on the *Tackle Table* when he tackles an opponent. He doesn't need to roll as the tackle is automatically successful.

Headband of Throwing

A player wearing this Headband when he throws the ball may convert a *Missed* result on the *Throwing Table* into a *Caught* result, and an *Interception* result into a *Missed* result.

Ring of Invulnerability

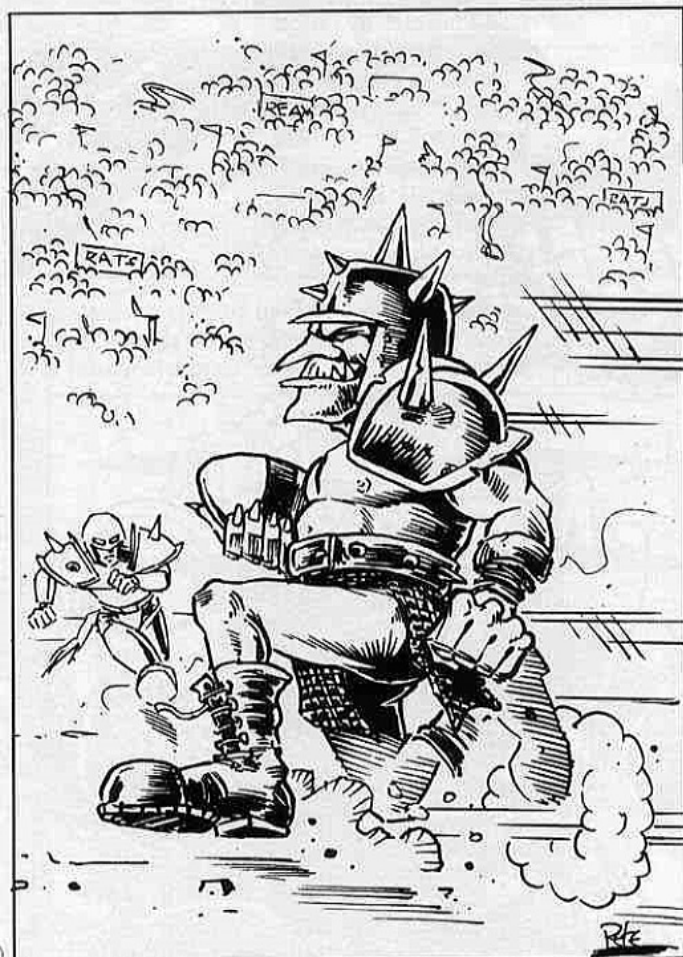
A player wearing a Ring of Invulnerability may automatically pass any armour rolls he needs to make.



MAGIC ITEMS IN MINI-CAMPAIGNS

Magic items may be used in mini-campaigns. If a magic item isn't confiscated during a game, it can be used in the next match: confiscated items are permanently lost.

In addition, each Coach may roll at the beginning of a match to see if he can add 1 or 2 more magic items to his team's arsenal as normal, even if they already have any.



NAF FACTS

The holder of the record for the *Most Magic Items Used In One Game* is Gragath Sanson of the Chaos All-Stars. Playing against the Elfheim Eagles in 2483, Gragath managed to take eight magic items onto the pitch. He never took them off again...

Investigations by the Wizards of the ABC, who watched Gragath's death in slow motion using a variant of the Cabalvision Spell and a vat of treacle, revealed what happened.

With the ball held securely in his Gauntlets of Holding, Gragath used a pair of Karadum's Boots of Heroic Leaping to vault over the astonished Eagles. Then, powering up Falrienne's Amulet of Aerial Transit, Gragath shot down the field a mere six inches above the Eagles' heads. But an airborne target with the ball was too good to miss: the Eagles' spellcasters let fly a volley of lightning bolts at the gravity-defying Gragath.

There was a pause as the maelstrom of magic died away - the crowd, the teams, the spellcasters and the referees watched with bated breath. Then with a rush of magical energy, Gragath was enveloped in an incandescent cloud of blue fire. Arcing gracefully through the air, he traced out a complicated series of flips, twists and summersaults before plummeting straight into the middle of the crowd. Within seconds, the stands were aflame as one by one Gragath's magic items exploded in a hail of multicoloured sparks.

Eighteen spectators were turned into hatstands by the swirling magical storm as it tore through the stadium; two referees, unable to stop the game, were eaten by their own whistles; and the ball grew legs, running for cover as a Cheerleader exploded nearby. And Gragath himself? Sadly, his shattered body slipped silently through the pitch's surface, never to be seen again, as Jansen's Jacket of Ethereal Movement rendered him insubstantial.

ORK BACK BANNERS

By John Blanche and Bill King

Many Orks, especially Boss-Orks and specialists such as Meks, wear back banners, both for identification and as a display of the wearer's prowess. This article looks closely at the Ork back banner, outlining the system of colours and symbols used. And on the following two pages are some samples of the bold Ork banner motifs from the largest clans, painted by Gary Chalk.

The use of back banners is an important part of Ork battlefield tradition. Although they usually show the bearer's clan, they are much more than a simple means of identification. They are great symbols of status, used as an extension of the Ork's character and ego - blatant boasts and arrogant claims to the wearer's skill are just as common as symbols showing clan membership.

The back banner is suspended from a horizontal bar which is attached to a vertical pole that in turn runs into a socket behind the Ork's backplate. A banner is usually twice as high as it is wide, but the exact size and shape depends on the clan or caste involved - some have more extravagant tastes than others. Generally speaking, the more important the Ork, the bigger the banner. Indeed, especially powerful (or boastful) Warlords or Nobz often have banners that are so large and unwieldy they are carried for their master by Gretchin and Snotling bearers.

When the banners aren't being worn, they are used to decorate the Orks' halls and barracks. A Warlord will display his banner prominently, perhaps hanging it above a throne for all to see. Other banners, including the captured banners of a defeated enemy, may line the sides of a hall in a splendid display of a household's battle honours.

Many banners are made by Gretchin and Snotling retainers, but the most valuable and highly-prized are those crafted by other races in tribute to the Orks. These are the finest banners, made with the best materials and displaying the brightest colours and most intricate details.



Gretchin and Snotlings are also responsible for the repair and upkeep of the banners. After a battle, many banners must be patched up to cover the holes torn in them by enemy fire. Although all banners are highly valued, and losing a banner in battle brings great disgrace, a damaged banner will be proudly displayed before repair - it shows that the bearer was in the thick of the fighting, undaunted by the hail of fire around him.

Clan Motifs and Pictograms

Ork back banner imagery is mostly composed of clan symbols, glyphs and pictograms, rendered in a strong, aggressive style in very bright colours. Every clan, from the largest clans infamous throughout the galaxy to the smaller clans known only on a few planets, has its own distinctive style of banner design which, in turn, has many possible treatments and variations.

The traditional Ork back banner has been worn for time untold by Ork Warlords and usually features the Warlord's clan motif. Orks favour strong archetypal images such as the sun and the moon, weapons, animals, bones and other symbols of death. These powerful images are usually the basis for clan motifs and displayed on most of the clan's banners - all Evil Sunz banners, for instance, show the red grinning sun-face symbol. The particular affinities of the clan also affect the main colours chosen.

For example, the Goffs, in keeping with their spartan tradition, use plain black banners with simple black and white chequered borders. Variants of the Goff bulls-head motif are common, but other typical Goff symbols such as crossed stick-grenades are also seen.

Bad Moon Orks, on the other hand, in keeping with their affluent status, tend to use vivid colours. There are many different patterns and motifs used, with the unit leaders boldly displaying their household motif. In general yellow banners with red or black flame borders indicate a Bad Moon.

The advent of the widespread use of pictograms among the Orks heralded a new era in back banner art. A pictogram is a stylised picture that represents a word or idea. Their use on back banners give the Orks a good chance to display their boasts and insults for all to see.

Many back banners are also personal totems, decorated with pendants, trophies and pole terminals. All sorts of trophies and talismans are used on banner poles, including Marine helmets, Ork backplates, dead birds and animals, bones, feathers, fur and the skulls of worthy enemies or dangerous beasts. Some of these represent past victories; others are simply items that appeal to the bearer, helping to show his character and reinforce the mottoes on the banner.

Warlords and Nobz

How and where back banners are used varies according to such factors as clan, caste and rank. Of these, the most important factor is rank. In most clans, only Orks of high status, such as Warlords or Nobz, and specialist Orks, such as Mekboyz or Painboyz, are allowed to have back banners. Some clans, however, do have widespread use of back banners, and it is even becoming known for Ork freebooters and Stormboy leaders to adopt the system.

Warlords and Nobz carry banners partly to identify themselves and their clan, but mainly to emphasise their status and boast of past victories, conquered enemies or other great personal accomplishments. So although Nobz are fiercely loyal to their own clan and invariably feature the clan motif on their banners, they also adopt very individualised designs. Glyph and pictogram mottoes declaiming the power of the bearer are common, and many Nobz are so boastful that their banners can reach ten or more feet in height, towering over the Gretchin standard bearers.

Nobz tend to look down on other back banner wearers, even though they appreciate the need to be able to identify Meks and the other castes on a crowded battlefield. Theirs are the most flamboyant of Ork banners and are of the best possible quality. Whereas lesser Orks tend to have painted designs on coarse cotton or plastifibre cloth, Nobz and Warlords have banners that are carefully-embroidered or decorated with applique designs, using silks and fine materials plundered in raids or given as tribute.

In some of the more organised clans, all the unit leaders, regardless of their status, wear back banners as a means of battlefield identification. In this case, the banners tend to be centred very strongly around the clan icon and, unlike those of other Nobz and Boss-Orks, are not used as a means of personal expression.

Specialist Castes

Specialist castes like Mekaniaks, Runtherdz and Painboyz use back banners for advertising, showing their skills in a highly graphic form. Most Orks wear back banners mainly on the battlefield, but the specialist castes prefer to wear them whenever the opportunity arises, letting their talents be known far and wide. As it is awkward to wear a back banner while repairing a Battlewagon or replacing a bionic leg, specialists' banners are often hung from their buildings or vehicles, or held by a Gretchin bearer who follows his master around the stronghold and onto the field of battle.

The back banners of Mekboyz often display personal heraldry derived from clan motifs, with various versions of Mek symbols such as hammers, cogs and spanners. Painboyz love a mixture of glyphs and pictograms that show images of death, such as severed heads, bloody knives, limbs, skulls and bones. Runtherdz similarly show their own tools of the trade: manacles, chains, and even portraits of slaves branded with the Runtherdz mark. In addition to these visual images, Meks, Painboyz and Runtherdz take great delight in outdoing each other with exaggerated claims of their skills. Phrases spelt out in glyphs such as "I, Grimtooth, am best Mek" or "Badrot owns the most Gretchin" are common.

Stormboyz unit leaders are also increasingly adopting the use of back banners, much to the chagrin of their elders, and they adopt clan motifs rendered in a militaristic fashion, sometimes based on runes of the Chaos Power, Khorne. Some clans, such as the Goffs feel that this habit is a terrible flaunting of tradition: an Ork should have to earn the right to wear a back banner as a sign of his status. For the most part, however, this departure from normal Ork etiquette is ignored - everyone knows that the young Stormboyz will grow out of it.

Da Boyz

Ordinary fighting Orks, da Boyz, do not normally have the status to carry back banners, but there are some clans, because of tradition or affluence, that allow the use of back banners throughout the ranks.

Snake-Bites, for example, have a very strong clan identification. Family and individual names hold great meaning for them. They consider all Orks equal in the eyes of the Gods, and the back banner is not recognised as a sign of status; even the specialist castes are regarded as just warriors with an additional useful skill. All members of the clan can carry back banners if they choose.



Snake-Bite banners use motifs that are derived from family names which, in turn, are based on the animal chosen as the family's spirit-guardian. Names such as Snarling Wolves or Flying Dragons are common and their back banner devices and back plate symbols show an image connected with the name, always in a bright and simple pictogram form.

For example, the Devils Hawk family motif is a clasping talon dripping blood - variations of which appear repeatedly among family members. The family motif is often accompanied by pictograms of the individual's name and important events in his life such as great victories or successful duels.

Another example is the Poison Fish family. The name was chosen because the family had their original stronghold on the banks of a fast-flowing mountain river. Below the image of the poison fish itself, the banner shown on the colour pages has a zigzag pattern which is a pictogram of the wearer's name. This translates from the Ork language as Swift Rapids, showing the wearer was the fastest in battle.

Boyz of the Evil Sunz clan also all wear back banners on the battlefield, but for a very different reason. Unlike the Snake-Bites, the Evil Sunz afford no great merit to individual prowess but have a strong belief in the Ork warrior force as a whole. This unity is demonstrated through the use of the grinning sun clan motif and the colour red (when they can get it) on all banners, even those of Nobz and Warlords. Each unit of Boyz wears a variant of the grinning sun, but within each unit the banners are identical. Only the specialist castes occasionally break from this pattern, and even so they always retain red as the dominant colour of their banners.

Other clans have a very restricted use of back banners. Death Skulls, for example, only allow high-ranking Nobz and specialists to wear back banners. They tend to favour applique designs using various pieces of plundered material. As with their clothing, there are often bits of brocade, enemy uniforms, silk and other fine materials stitched together. There is no rhyme or reason to the choice of materials or patterns - a Death Skull just makes the best use of anything that catches his eye.

Blood-Axes seem strangely to disdain the use of back banners, even though they are used to seeing banners used by the Imperial forces. Only specialists and Boss-Orks sometimes choose to wear back banners. Their designs are simple, using martial symbols such as eagles, crosses and weapons.



LEFT PAGE: *Left:* Personalised back banner of Goff Warboss, using the 'Boss' glyph and minotaur motif. Goffs admire strength and power, and the Goff Nobz like to use daemons and horned beasts as motifs.

Centre: Evil Sunz are particularly fond of their sunburst image. They tend to adapt the sunburst for their back plates and banners, and rarely use personalised motifs. All Evil Sunz are allowed to use back banners.

Right: Bad Moons unit leaders wear back banners to identify the individual units; they are not worn by Da Boyz. The banner is typical example of a family banner, using the favoured moon and flame devices. The pole terminal is a metal bolter, the glyph for a Nob, thereby showing the rank of the bearer.

RIGHT PAGE: *Top Row: Left* - Many Stormboyz like to use the imagery of the Chaos God Khorne, hence black and red banner with the combined skull and Khorne emblem. *Centre* - Typical Painboy back banner showing the Painboy glyph. *Right* - Goff unit leader's back banner, showing popular





bull's head motif. The two red stripes denote the second family of the Blak Hornz clan.
Middle Row: *Left* - Typical Runtherd back banner. The top symbol is the glyph for 'lots', while the figures below denote herds and/or servants. The pole terminal is also a glyph and stands for 'Runtherd'. *Centre*: Death Skull back banner using clan emblem, and patched with captured banners. The metal glyphs on the plate mean 'We Destroy Marines'. *Right* - Bad Moon Nob banner, with variations of the clan and the Nob glyph.
Bottom Row: *Left* - Snake-Bite banners tend to feature pictorial versions of the family name, in this case 'The Poison Fish'. *Centre* - Blood-Axes are strongly influenced by the Imperium, and tend to adopt their style and imagery. The pseudo Terminator symbol and regimental number have no specific meaning to the Orks. The glyphs mean 'We Vanquish'. *Right* - Typical Mek back banner, usually worn or carried by Gretchin retainers. The glyphs mean 'The Power of Mighty Meks'.



"Da best guide," said Nuzzgrond turning to face the assembled Wild Ones. "is if itz green an Orky don't shoot it. If itz green and Gretchin only shoot it if it cheeks ya. If itz not green den itz fair game."

The throng of young Orks nodded. Nuzzgrond knew that they grasped the first simple principle of Orkish warfare. He beamed approvingly. Now it was time for the complicated stuff.

Looking down from the clifftop, Nuzzgrond watched the warband cover the plain. The roar of buggies filled the air, the chanting had just started. He snapped his fingers. A Gretchin carrying a fluttering banner twice its own height approached. The banner was an austere black with a chequered border.

"Dis iz a back-banner," said Nuzzgrond. "Itz called dat coz itz usually worn on da back. Can anyboy tell me wot dis bull's 'ead means?"

"Itz a picture of a bull's 'ead, Boss," said Pulg. Nuzzgrond restrained himself from clipping the youth round the ear.

"Yer, but it meanz somefink else too. It means itz da sign ov a Goff Warboss - me. See 'ow big it iz. See 'ow itz made of rich material - dat's coz I'm da Boss. Itz wot da 'umies call a symbol."

Puzzled frowns marred the Wild Ones brows. Nuzzgrond could tell that they were having difficulty with this concept. He gave it time to sink in, then proceeded.

"See itz a Goff banner and you iz Goffs so ya follow it. It'll tell ya where I am. If ya 'ears a call ter rally - dis is wot ya rally round. Just remember dat."

"Now if ya look down at da warband ya'll see ovver banners. Da White Spider banner - dat's where da White Spiders is. Da red sun sign is where da Evil Sunz iz. Right, can anybody tell me where da Bad Moonz is, den?"

"Unda da Red Sun banner," someone shouted.

Nuzzgrond covered his face with his hands. The education of young Orks was a trying business. He had forgotten just how trying.

"Unda da banner wiv da moon on it!"

"Very good, Pulg," Nuzzgrond said, relieved that someone seemed to have grasped what he was saying. "Ya'll notice dat itz all bright colours an expensive cloff. Dat's coz da Bad Moonz iz show-off gits and want everyone ter know 'ow much teef dey 'as."

"Movin' along - see dose boyz dere. Da ones wiv only an 'andful of banners - yer, da ones wiv da bitz of uniform and 'ats an stuff - dey iz da Deff Skulls. Da Blood Axes is worse - ardlly nobody wear's a banner. Dead suspicious if ya asks me. Only da Nobz an 'ighups and a few caste types get a banner. Dunno why dat is. Da Snake Bites is da opposite. Anybody 'oo wants one can 'ave a banner specially if itz got dere family name on it."

"Boss - wot about da banners wiv da severed 'eads on 'em, an da bloody knives an all dat?"

"Painboyz, Pulg..."

"But dey'ze not a clan, dey iz a caste, Boss. Ya told uz dat weeks ago."

"Shuddup, Pulg or I'll clip yer ear. I'll get ter all dat in a minute."

"But Boss... Ow! Leggo me ear, Boss, I'll shuddup."

"Right, da clanz use back-banners to tell folk oo dey are, mostly. If ya see a clan sign ya'll know where dat clan iz. 'Cept da Blood Axes, course. Simple, eh? Everybody got it?"

The puzzled expressions of one or two youths showed Nuzzgrond that they had a problem with the idea. He didn't let it slow him down.

"Right. Now sometimes ya'll 'ave ter find a caste type like a Painboy or a Mekboy. Like when yer leg 'as bin blown off or when yer buggy stops. Da best fink ta do iz look round fer a banner dat'll tell ya where dey are."

"Boss, me ear 'uris. Can I go an find a Painboy?"

"Naw, Pulg. Wait ter I've given ya a taste of boot, den go."

"Sorry, Boss," said the abashed former Wild One. Nuzzgrond made a sweeping dramatic gesture down at the assembled warband. He picked out various units and pointed at them as he spoke.

"Right da Mekboyz sign iz usually a spanner or an 'ammer or a cog. Like Grimtoof down dere. Dose gits wiv da Khorne runes an da stupid ooniforms iz Stormboyz. Don't worry dey'll grow out ov it. Runtherdz like manacles an chains an stuff. Pulg an me 'as already told ya 'bout Painboyz. See dat's Dok Badbreff standin' beside dem Blood Axes. Now I knowz wot yer finkin'!"

He paused as the Wild Ones looked confused. They obviously hadn't been thinking about anything. "Yer finkin' wot about all dose glyphs round da banners. Dat's easy. Dey iz adverts - dat's to say, lies. They say fings like 'I Grimtooth am Best Mek' an such like. Don't believe everyfink dat banners say. Some is lies and some is just boastfulness."

"But Boss yer banner sayz Nuzzgrond 'as killed an 'undred Marines... Argh, Boss, stop kickin' me."

"Sometimes though," said Nuzzgrond, punctuating his statement with a last application of boot to Pulg's hurtybitz, "dey tell da troof. Now does anyone else 'ave somefink stoopid to say?"

ORK BACK BANNERS

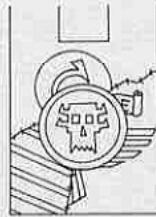
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SNAKEBITE CLAN
LEAPING NEWT
FAMILY BACK
BANNER

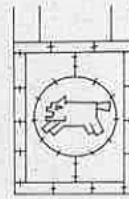


DEATH SKULLS
MEKANIAK
PERSONAL BACK
BANNER

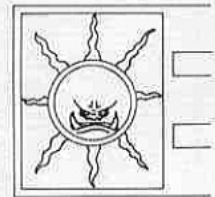


GARG-MEK-GOG
(POWERFUL-
MEKANIAK-GOD)

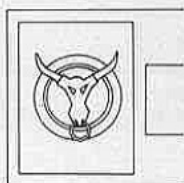
DEATH SKULLS



SNAKEBITE CLAN
BOARBOYS
FAMILY BANNER



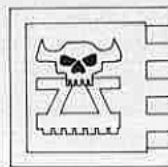
EVIL SUNZ CLAN
BACK BANNER



GOFFS



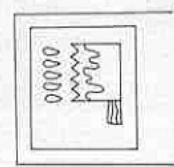
BAD MOON NOB
PERSONAL BACK
BANNER



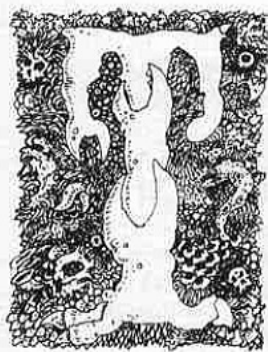
STORMBOY BACK
BANNER



BAD MOONS
CLAN BACK
BANNER



BLOOD AXE
PAINBOY BACK
BANNER



THE MAGIC OF TZEENTCH

Tzeentch is the most magically potent of all the Chaos Powers. The raw magical energy that powers spells is the actual fabric of the Realm of Chaos, the same fabric which makes up the Chaos Powers, the Daemons, and the shadow-selves of men. Tzeentch is the Changer of the Ways, whose followers esteem magic as just one of the many ways of bringing about change. A wizard who follows Tzeentch has much to gain from his patronage.



THE HORRORS

A unit of Horrors has a spell pool of 9 level 1 spells, 1 of which will be the Tzeentch spell *Gift of Tzeentch*, the others are randomly generated Battle Magic spells. The spell pool can include rolled duplicates, but duplicates may be re-rolled if the player prefers. The player lists these spells in a vertical column on a piece of paper and numbers them sequentially 1 to 9.

During the magic phase of their turn, the unit of Horrors automatically attempt to launch 1 spell. Roll a D10: if the score is 1 to 9 the appropriately numbered spell is cast. If the score is 10, no spell is cast that turn. Because spells are cast randomly in this manner they are not always effective!

Once a spell has been cast another is randomly generated to take its place. The spell pool must always include the *Gift of Tzeentch* spell. If this is cast then it is automatically replaced with the same spell. The number of spells is therefore always 9. However, if the total number of Daemons in the unit falls to below 9, then the spell list is reduced to the same number. Excess spells are deleted from the bottom of the list, and rolls of 9, 8, 7 etc will then indicate that no spell is cast.

Note that the number of spells in the spell pool cannot exceed 9 even if the number of Horrors increases due to Pink Horrors turning into Blue Horrors.

MAGIC ITEMS OF TZEENTCH

Of all the Powers of Chaos, Tzeentch is the most enthusiastic and accomplished practitioner of magic. His Champions are often accomplished Wizards, and even those who have no magic powers themselves may be gifted with a magical item of Tzeentch.

GLOBES OF CHANGE

A Globe of Change is made from vitrified warpstone. Warpstone is the raw stuff of the Realm of Chaos; large chunks of it were sucked into the material world with the collapse of the Slann's warp gates. Most of this material ended up scattered over the entire world as fine black dust, but larger pieces are sometimes found. Warpstone is pure magical energy, and its ability to cause change is very great indeed. The Globe of Change looks like a black glass ball with the rune of Tzeentch carved over its surface forming a complex interlocking pattern.

A Globe of Change can be thrown up to 6". Roll to hit the target using the thrower's BS as normal. If the spinning ball hits its target it explodes and releases all of its magical energy at once. The target falls to the ground and his body starts to mutate at a phenomenal and rapidly increasing pace. An intense field of magical energy surrounds and incapacitates the victim. Nothing can penetrate the field and the model can do nothing for the remainder of the game. The victim is removed from play but he is not harmed and is not considered as a casualty at the end of the game.

Once the game is over the field breaks down, and the victim may rejoin his warband. However, he is not completely unaffected by his experience, because he is left with D6 randomly generated Chaos Attributes. A Globe of Change can only be used once, after which it is completely burned away.



CORDIAL OF TZEENTCH

The Cordial of Tzeentch is made from water in which is dissolved the ground remains of a feather or claw from a Lord of Change. Only the Greater Daemons of Tzeentch can make a Cordial of Tzeentch. A creature which swallows the Cordial rolls a D6 for each characteristic on its profile. The characteristic changes as shown on the chart below. Some characteristics will go up, others will go down, it is all down to chance!

D6 Roll	Characteristic
1	-2
2	-1
3	+1
4	+1
5	+2
6	+3

No characteristic can be reduced to below 1 or raised to more than 10. These changes last for one day, which for game purposes is assumed to be the duration of a single game.

WARPSTONE CHARMS

Warpstones are rare and much sought after by the forces of Chaos and by many Wizards. They are made from pure magic and they can be made to release that power if used properly. A Warpstone Charm consists of a piece of Warpstone fashioned into a ring, circlet, or some other ornament. The rune of Tzeentch is carved into its surface, an act which allows the mutating powers of Tzeentch to flow from the Realm of Chaos and through the dark gem into the world.

A model wearing a Warpstone Charm can use it once per game to retake a single dice roll or test, such as a magic saving throw, an armour saving throw, or a to-hit or damage roll. The player may add plus or minus 1 to the dice result. A Warpstone Charm can only be used once during a game, although a model can carry several Warpstone Charms entitling him to several, separate re-rolls.

ROD OF TZEENTCH

The Rod of Tzeentch consists of a long staff, at the top of which is a bright blue jewel fashioned in the shape of an eye or like the Rune of Tzeentch. The Rod has the power to transfix and immobilise an enemy engaged in hand-to-hand combat with its bearer. The bearer must use one of his attacks to attempt to transfix the enemy model - this is worked out before any blows are struck by either side. The enemy must take a 2D6 test against his will power - as for a normal magic save. If he is successful there is no effect - he resists the Rod and continues to fight normally. If he fails the test, the victim is immobilised for the rest of the turn - he cannot fight back in hand-to-hand combat and any blows struck against him will hit automatically.

If the character has a Chaos or Daemon weapon, the Rod is combined with the weapon as a glowing blue eye rune at the tip of the blade. It has the same effect as a normal Rod. If the character has Chaos Armour, the Rod can be combined with that instead as a blue eye in the centre of the breastplate.

SPELLS OF TZEENTCH

Champions of Tzeentch who are able to cast spells can use the special Spells of Tzeentch described below. Tzeentchian Daemons can also cast these spells, and the *Gift of Tzeentch* spell always forms a part of the Horrors' spell pool.

GIFT OF TZEENTCH

Spell Level: 1
Magic Points: D3

This spell enables the caster to make an appeal to Tzeentch for more power! The caster chooses a spell level up to his own magic level and randomly generates a new spell of that level. The caster adds the spell to his existing spell list. The new spell can be cast immediately if the player wants, even though the caster has already used one spell that turn in the *Gift of Tzeentch*. No magic points are expended the first time this new spell is cast, but thereafter the appropriate number of magic points are expended as usual.

PINK FIRE OF TZEENTCH

Spell Level: 2
Magic Point: D3+1
Range: 6"
Magic Save: No

Guttering flames of pink magic spout from the caster's outstretched fingertips and strike the first model in their path. Any creature struck by the flickering pink fire of Tzeentch will suffer D6 hits with a strength of 4+D6 - all hits have the same strength. No saving throw is allowed for armour of any kind, not even for Chaos Armour

Volgular, Sorcerer Champion of Tzeentch, watched the battle-lines as the two armies clashed. The Warriors of Khorne beat upon the looser formation of Tzeentch which broke and scattered before the onslaught like leaves before the wind. Volgular was not dismayed to see his own side's fortunes plummet in this fashion. He smiled knowingly to himself, and waited. He continued to smile as the warriors of Tzeentch fled past him in panic. His expression remained unchanged, his manner uncaring, even as the first Champions of Khorne strode past him, hacking at their fleeing enemy. Then, just as a particularly large Champion of Khorne was about to use his axe to relieve Volgular of his head, the Sorcerer raised his arms and uttered a single cry like the crackle of arcing electricity. Pink lightning danced in the air about him as the Champion of Khorne dropped his weapon and turned to run. But it was too late for him, and too late also for the other Champions of Khorne. The Pink Fire of Tzeentch found them one by one and consumed them utterly. And once all of Khorne's Champions were slain Volgular turned his attention to the Beastmen and the Warriors, the massed units of the Blood God's Horde. Unit after unit disappeared under the blazing fire of Tzeentch's Fire Storm, and from their ashes grew skittering Pink Horrors who immediately turned to rend the sorry remnants of Khorne's army.



TRANSFORMATION OF TZEENTCH

Spell Level: 3
Magic Points: D4+2
Range: 12"
Magic Save: Yes

This spell can be cast up to a distance of 12" and strikes the first model in its path. The victim is entitled to a magic save to avoid the horrendous effects of the transformation. If he fails his saving throw, the victim falls to the ground where his body lies helpless twitching and jumping with magical discharge. His frame erupts with spontaneous mutations which grow and change with such speed that it is scarcely possible to recognise one before another bursts forth and obliterates it. Within a matter of moments the tortured body of the victim is destroyed, leaving only a ruin of flesh, feather, slime and indescribable organic refuse. A model slain in this way may not make the usual 'casualty recovery' test after the game - he is unavoidably dead.

TZEENTCH'S FIRE STORM

Spell Level: 4
Magic Points: 2D6+6
Range: 24"
Magic Save: Yes

A fire storm has a range of up to 24" and will automatically strike the first target in its path - the target can be either a unit or a single model. The target is engulfed by pink flame and destroyed - only a scatter of pink ash remains. At the start of the Tzeentch player's subsequent turn a Pink Horror grows from the ash. While Pink Horrors that have grown from the ash remain stationary, their unit grows by 1 model a turn. As soon as the unit moves no more Pink Horrors grow from the ash. It is therefore up to the player how many Pink Horrors he resurrects from the pink ash - obviously, the longer he waits, the more Pink Horrors will appear.

**A SELECTION
OF ORK BACK
BANNERS
PAINTED BY
THE STUDIO
STAFF,
ILLUSTRATING
VARIATIONS
OF SPECIALIST
TYPE & CLAN
THEMES**



**GRETCHIN HOLDING THE BACK
BANNER OF HIS MEK MASTER
BAD BONES**



**UNIT LEADER OF THE EVIL
SUNZ CLAN**



**BOSS OF DEATH SKULL CLAN
WITH PERSONALISED
BACK BANNER**



BOSS OF GOFF CLAN



**GOFF BOSS WITH BACK
BANNER**



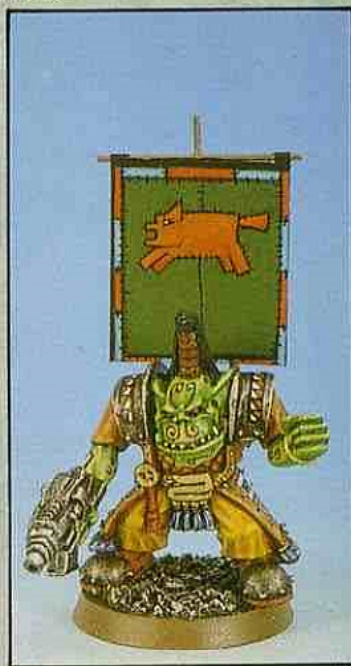
**SNAKE-BITE ORK WITH
PERSONAL BACK BANNER**



**RUNTHERD OF AN ORK MINOR
CLAN DISPLAYING HIS WEALTH
IN GRETCHIN ON HIS BANNER**



**BOAR-MOUNTED WARBOSS OF THE
SNAKE-BITE CLAN**



**SNAKE-BITE NOB OF
BOARBOYS FAMILY**

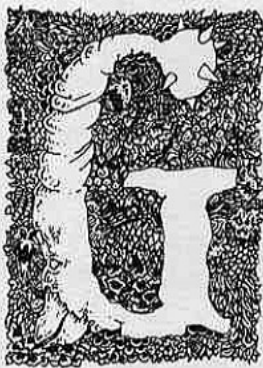


BAD MOON WARBOSS & GRETCHIN SERVANT

TOP: SOME OF THE LATEST EPIC SCALE ELDAR AND IMPERIAL FORCES FOR ADEPTUS TITANICUS AND SPACE MARINE

BOTTOM: IMPERIAL AND ELDAR FORCES BESET BY AN EVIL SUNZ AND BAD MOON ORK ATTACK





GIFTS OF TZEENTCH

A Champion of Tzeentch has the option of refusing a Chaos Gift generated from the *Chaos Rewards Table* (except *Eye of God*) in favour of a randomly generated *Gift of Tzeentch*. Roll a D100 and consult the following table. Once a Gift of Tzeentch has been generated it cannot be refused, even if it should turn out to be a Chaos Attribute. Players are not permitted to refuse a Patron's Gift, as to invite a Power's wrath in this way would be very foolish indeed, and would certainly result in his immediate destruction!

01-06 FACE OF TZEENTCH



The Champion's face sinks beneath his shoulders and becomes puckered and inscrutable like that of Tzeentch himself. Small eyes and mouths appear on the face and move about, multiply or disappear with bizarre irregularity. His unnerving appearance endows the Champion with an extra fear point.

07-15 FACE OF A LORD OF CHANGE



The Champion develops a long evil-looking hooked beak and grows an impressive crest of feathers on top of his head like a Lord of Change. He also gains an additional bite attack as a result of the vicious beak. The Champion also gains a fear point due to his strange and threatening appearance.

16-22 FACE OF A HORROR



The Champion is gifted with the face of a Lesser Daemon of Tzeentch. His head turns pink or blue, or a combination of both colours, and his face changes so that it resembles a Lesser Daemon of Tzeentch with a massive broad grin like a Pink Horror or a snarling frown and knobby topped head like a Blue Horror.

23-27 ECSTATIC DUPLICATION



The Champion's arms grow very long and gain an extra joint like those of a Lesser Daemon of Tzeentch. His skin turns pink or and his face acquires the broad toothsome grin of a Lesser Daemon of Tzeentch. If the Champion is slain in combat, his body divides into two Blue Horrors which continue to battle against the enemy for D6 turns, or until they are destroyed. The Blue Horrors then vanish and return to their master Tzeentch in the Realm of Chaos.

Note that the Champion may be determined to be alive after the battle is over and merely injured or unconscious rather than dead (see *Casualty Recovery*). This does not affect the character's *Ecstatic Duplication* gift.

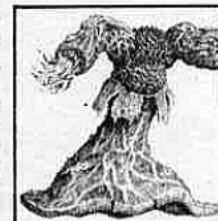
28-33 HAND OF TZEENTCH

One of the Champion's hands changes and develops three long multi-jointed fingers which end in tiny suckers. The thumb has a vicious claw. A Champion cannot use the hand to carry anything, including weapons, but he can make a single claw attack. A Champion gifted a second or subsequent time with a *Hand of Tzeentch* can only pass it onto a follower if all of his hands are already *Hands of Tzeentch*.



34-39 FLAMING ARM

One of the Champion's arms turns into a pliant trunk like that of a Flamer. The trunk has a toothed mouth at the end and spits magical fire. The Champion cannot use the hand to carry anything, but he can use it to make a single bite attack. In addition, the arm can be used to either shoot fire or to burn an opponent in hand-to-hand combat. A shooting flame attack has a range of 6" and can shoot in any direction. If the flame hits its target it causes D6 strength 3 hits. In hand-to-hand combat the Champion rolls to hit as normal, a successful hit causing D6 strength 3 hits. Any unit which sustains one or more wounds from a flame attack must take a rout test.



40-44 THE GIFT OF MAGIC

If the Champion is already a wizard his magic level is increased by 1, he gains an extra 3D6 magic points, and acquires the new spells for that level.

If the Champion is not a wizard then he gains the powers of a level 1 wizard with 3D6 magic points and spells as appropriate.

45-50 RECKONING OF TZEENTCH

Tzeentch surveys his Champion and as he does so his very gaze causes changes. Roll a D6 for each of the Champion's characteristics in turn. On the roll of a 1, 2 or 3 deduct 1 from the characteristic; on the roll of a 4, 5 or 6 add 1. If a Champion's wounds are reduced to 0 he is killed. If his strength is reduced to 0 then hand-to-hand combat hits cause no damage on his enemy. If toughness is reduced to 0 then all hits on the Champion automatically cause damage. If his leadership, cool, intelligence or will power are reduced to 0, the Champion is turned into a Chaos Spawn. In this case he will gain D6 attributes, intelligence is reduced to 0 (if it isn't already), and he becomes subject-to stupidity.

51-54 CROSSBREED WITH FLAMER

The Champion mutates into a hybrid between himself and a Flamer of Tzeentch. Roll a D6.

- 1-2 One arm turns into a flaming arm.
- 3-4 An additional flaming trunk arm grows from his body.
- 5 His lower body turns into a fleshy skirt. He now moves as a Flamer of Tzeentch
- 6 Reroll twice ignoring this result if rerolled.

Apart from movement, the Champion's characteristics are averaged between his current profile and that of a Flamer, rounding fractions down to the nearest whole number. Each flamer arm makes a bite attack with the snapping jaws at its end, and can also make flaming attacks in combat and shoot flames at distant targets in the same way as Flamers.

55-58 MAGIC OF TZEENTCH

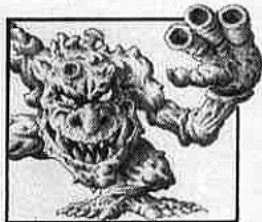
The Champion is gifted with one of the following magic items.

01-25	A Globe of Change
26-75	A Cordial of Tzeentch
76-90	A Warpstone Charm
91-00	A Rod of Tzeentch

The magic item can only be used by the Champion, it cannot be passed on to a follower. See *Magic of Tzeentch*.

59-62 FAMILIAR

The Champion is gifted with a familiar, often the miniaturised form of a Horror. The familiar has D3 Chaos Attributes. Every time the Champion gains another attribute the familiar gains the same attribute. Rules for familiars are in the *Slaves to Darkness* book of Realm of Chaos. Champions can have several familiars



D100	Familiar
01-12	Combat
13-34	Magic Focus
35-56	Magic Power
57-78	Magic Spell
79-00	Magic Storage

63-69 WINGS

The Champion is gifted with feathered wings like those of the Greater Daemon of Tzeentch, the Lord of Change. The Champion is able to fly through the air. He has a maximum speed of 32", a minimum speed of 0, and an acc/dec rate of 8".

70-77 CHANGING OF THE WAYS

Tzeentch decides that it is time for his servant to assume an entirely different appearance. All current attributes are replaced by the same number of new ones. Any profile modifications gained from the old attributes are retained, and new changes made for the effects of new attributes. This gift cannot be passed on to a follower if gained a second or subsequent time.

78-84 WITHERING GAZE

The Champion has the gaze of the Lord of Change. In hand-to-hand combat, opponents must take a 2D6 test against their cool. If the dice roll is greater than their cool they are unable to look the Champion in the face and all their attacks that round are resolved with a -1 to hit modifier.

85-93 RUNE OF TZEENTCH

The twisting S shaped rune of Tzeentch is branded onto the Champion's body. Runes of this kind are often brightly coloured or take other interesting forms. Roll a D6 to determine the form of the rune.

1. The Rune glows either blue or pink.
2. The Rune writhes over the Champion's skin as if it were alive.
3. The Rune moves about the Champion's body - sometimes on his head, at other times moving to his arms, legs, etc.
4. The Rune is duplicated thousands of times over the Champion's skin forming a complex interlocking pattern.
5. A horn, shaped like the Rune of Tzeentch, sprouts from the Champion's forehead. This gives him an extra gore attack.
6. Two of above. Reroll to determine the forms the Runes take.

94-97 DAEMONIC NAME

Tzeentch honours his most favoured Champion by granting him a special daemonic True Name. Daemonic names and the generation tables for creating them are described in *Slaves to Darkness*. Second and subsequent rewards make the name longer and more impressive.

98-00 CHAOS ATTRIBUTE

Tzeentch awards his Champion not with a conventional gift but with D3 Chaos Attributes. Although arrived at as a single Gift of Tzeentch, this reward counts either as 1, 2 or 3 Chaos Attributes when determining a Champion's fate under the *Eye of God*. It does not count as a gift.



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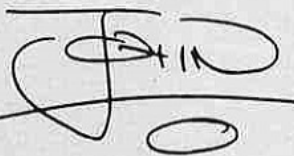
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PRESENTED BY JOHN BLANCHE



It seems like only a few short weeks ago that John was welcoming me to the *Eavy Metal* team. Now it is our great pleasure to introduce another new member to the group.

A young man whose work has enhanced the pages of *Eavy Metal* and *White Dwarf* since he started here over 2 years ago, and who has since almost fully taken over the day-to-day running of the painting team. Without doubt, one of the world's finest miniature painters, in the blue corner, 'Iron' Mike McVey.

Take it away, Mike.



Ork Banners

Some of Kev Adam's stunning new Orks have already been previewed in *Eavy Metal*. This month we are taking a closer look at their banners.

The two-page painting spread of Ork banners and the page of Ork miniatures give some examples of the banner design system that the Ork race has developed. There are two basic types of Ork banner: the glyph banners, which have a literal translation and usually carry a personal motto; and personal heraldic banners, which bear the Ork's family crest.

The easiest way to construct a back banner is to make the cloth part and the frame separately. When both parts are finished they can be stuck together to create the finished banner.

The frame is made from 1mm brass wire, which you can buy from most good modelling shops. There are two types of frame: the T-shape and that for the Japanese style banner. Both types start with a single length of wire about 30mm long, with the bottom 5mm bent into a right angle to form an L-shape. The horizontal piece of wire then slots into a hole drilled into the miniature's back. To make a T-frame you glue or solder another length of wire, about 20mm in length, 5mm from the top of the first piece of wire.

Once finished, the frame is painted with either Chaos Black and drybrushed with Mithril Silver to represent metal, or given a coat of Spearstaff Brown to represent wood.

The banner itself is drawn out or photocopied onto a piece of paper, leaving room at the top for fastening tags. The banner is then painted and cut out. To attach the banner to the flagpole, the tags are bent around the wire and stuck to the back of the banner.

If you want you can add battle-damage to the banner by slashing the edges with a craft knife and staining them with thinned-down Chaos Black or Black Ink. The final step is to give the whole banner a coat of matt varnish and glue it to the model.

At this stage you can add details such as Marine helmets, animal

heads and skulls to provide a focal point for the top of the banner and give it an Orkish feel.

It is common for Gretchin to carry their Mek master's banner. The banner often takes the form of an advert for the Mek's skill. The Mek Bad Bones' banner for instance, reads 'I am Mek Bad Bones. I'm the most canny Mek who builds vehicles that go the fastest. Look out, here they come!'

The Evil Sunz Boss carries a back banner that bears his clan's symbol, the Ogre face, plus four glyphs which read 'Me Boss. I command ruthless family with much wealth.'

Death Skull Orks make their banners from an amalgamation of captured standards. This particular one shows remnants of Ultramarine, Imperial Guard and other Ork banners.

The Snakebite clan is very primitive and feral in nature, and most of their banners reflect this. They usually adopt natural, animalistic symbols and adorn their banners with skulls and feathers.

The Runtherd Ork uses both pictorial and glyphic elements in his banner. The 'URD' glyph translates as 'many', and when combined with the picture of his herd below is obviously a boast of how many Gretchin he commands.

Paul Benson has used a fairly complex mix of glyphs on the Bad Moon Warboss' set of banners. The main banner reads 'I am a high ranking Boss with much wealth. Watch out, here I come.' Notice how the final glyph, 'WAA', has been given a bright surround for emphasis - typical of the Bad Moons. The smaller banner reads 'The Boyz are led by Nobz into battle.'

Epic Miniatures

With the vast amount of metal and plastic Epic scale miniatures released recently, we thought it was a good time to pass on some of the painting team's secrets on how they paint models at this minute scale.

We've found that there are several basic techniques that make painting of large numbers of Epic scale miniatures a relatively easy and quick task.

The easiest way to paint plastic troops is to leave them on the sprues, attached only at the base. Using a sharp craft knife the models' heads are carefully separated from the sprue and cleaned up to remove any sign of a join. The models are then undercoated with Skull White and left to dry thoroughly.

The base coat is the darkest colour on the model, and is slightly thinned before it is applied. If the models are going to be Ultramarines for instance, the base colour should be Marine Dark Blue.

When the base coat is dry, the mid-tone is drybrushed on. For Ultramarines this would be Ultramarine Blue. By leaving the models on the sprue you can use a large brush for this and do them all at once; first do one side of the sprue, and then the other.

If desired, a very light drybrush with Skull White can be used to pick out the fine detail. Finally, the weapons and metal areas are painted with Chaos Black then Mithril Silver.

Metal troops can be painted in the same way if they are stuck to a strip of cardboard before painting.

The easiest way to paint vehicles is in groups of five or six. The vehicles are removed from the sprue (if they're plastic), cleaned up, and lightly glued to a strip of cardboard.

The base coat is applied first. This should not be too dark, as when it is dry a darker wash is applied over the top. The wash helps to pick out the vehicles' overall shape and fine details such as rivets and plates.

When the wash is dry you can start to build up the highlights. This is achieved by gently drybrushing lighter shades of the base colour so that the fine details are made to stand out.

The tracks and guns are painted Chaos Black and drybrushed with Mithril Silver. When the model is completely dry, any symbols are carefully added and flags attached. You can use the smallest Space Marine Transfers to add some of the symbols.

The Imperial tanks shown are from the Lucky Sevens Imperial Guard unit, and were painted using the method described above. The Titans are Eldar one-man Titans. They are painted in simplified versions of some of the larger Eldar Titans' colour schemes.

Staff Pages

This month's step-by-step painting guide by Dale shows you how to paint Chaos Steeds in six easy stages.

Stages One and Two: the model is cleaned up with a sharp modelling knife and needle files. The model is then primed and allowed to dry.

Stage Three: The horse's flesh is given a coat of Space Wolf Dark Grey. The scale mail and eye decoration are painted with Ultramarine Blue, while the studded neck armour is painted Goblin Green. The face covering and saddle blanket are given a coat of a Sunburst Yellow and Skull White mixture and the straps and noseguard are painted Salamander Black. The bones are painted with a mix of Bestial Brown and Spearstaff Brown. Finally, the hooves and plumes are painted with Blood Red, slightly thinned with Red Ink.

Stage Four: The flesh is given its first highlight, using a mix of Space Wolf Light Grey and Space Wolf Dark Grey. The scale mail is given a wash of Blue Ink, the neck armour a wash of Green Ink, and the face covering and saddle blanket a wash of Yellow Ink. The straps and noseguard are highlighted with a mix of Salamander Black and Ghoulish Grey. The bones are given a wash of Brown Ink and the hooves and plumes a wash of Red Ink.

Stage Five: The flesh is given a second highlight, this time with Space Wolf Light Grey. The scale mail, neck armour, face covering, saddle blanket, straps and nose guard are highlighted with a mixture of the relevant base colour from stage one and Skull White. The bones are highlighted with a mix of Bestial Brown, Spearstaff Brown and Bronzed Flesh. The hooves and plumes are painted with a mixture of Blood Red and Skull White.

Stage Six: The flesh is given a final set of highlights with Skull White. The rest of the model, with the exception of the bones, is highlighted using the relevant mix from stage five and even more Skull White. The bones are painted using the mixture from stage five adding additional Bronzed Flesh.

Finally, the studs are painted Chaos Black and picked out using Mithril Silver, while the horse's lower legs are given a wash of thinned Black Ink.

The Black Orcs were painted by Ivan. The very deep flesh tones are a result of using less Skull White in the highlighting mixture than normal. The weapons were made to look pitted and worn by dappling them with patches of Brown and Orange Ink.

The two Maruader Miniatures Witch Elves come from a range of ten beautifully sculpted models by ex-Citadel designer Trish Morrison. Note how the hair has been highlighted with blue rather than white, giving it a deep rich feel.

Following the release of the Space Marine Painting Guide in the *Space Marine Paint Set*, we thought we'd take a quick look at the personal heraldry of two high-ranking Marines, one from the Space Wolves and one from the Dark Angels' Deathwing. Although each design is that of a particular individual, note how the Chapter Symbol is still used in the design.

The plastic Genestealer Hybrids come from the second *Space Hulk* expansion set, *Genestealer*, and feature separate arms and weapons to give you a wide variety of modelling options.

The plastic Marine conversion by Dale uses parts from the *Skeleton Army* boxed set to turn a normal Marine into a member of the Thousand Sons Traitor Chapter. Note how the bolter has been painted to look like bone, giving it a very macabre feel - a nice touch.

The Daemonette unit is also Dale's work, and forms part of his ever-expanding Slaaneshi army. Notice how Dale has contrasted the pastel colours with the darker areas to give each miniature visual impact.



The two Maruader Goblins were painted by young Andy Taylor from Elgin, Scotland. Andy has used a very interesting method to paint the Goblins' armour: a wash of Black Ink was applied to the bare metal, and the armour was then burnished with a cocktail stick to give a shiny finish. That's certainly a neat trick - well done, Andy!

With the release of *Realm of Chaos: The Lost and The Damned* in sight, we've been building up the Studio's Nurgle and Tzeentch armies. This month's *'Eavy Metal* shows just at taster of what we've been working on.

The colour schemes of Tzeentch's followers are very bright, with gaudy combinations and colour clashes readily apparent. The followers of Nurgle, on the other hand, are garbed in muted browns, rotting greens and bruised and decaying flesh tones.

The Beastmen were painted by the Studio's own Champion of Nurgle, Ivan Bartleet. Ivan's style is well suited to this kind of colour scheme, where muted and naturalistic colours predominate. The shields are particularly noteworthy: flies and maggots are very Nurglesque devices.

The top of the Necromancer is part of one of Jes Goodwin's Chaos Sorcerers, while the bottom half was scratch built out of modelling putty to fit onto the undead horse. The addition of a chain for the bridle was all that was needed to finish it off.

That's all for now. All that remains is to thank Steve Mussared and Rob Baker for their superb models that appeared this month.

Until next time,

Mich
Murray.

EAVY METAL

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MUSSARED
AND
ROB BAKER
BRING US
SOME CLASSICS
FROM THEIR
COLLECTIONS



LIGHTNING CLAW TERMINATOR



SAMURAI WARLORD



DUNGEONQUEST ADVENTURER



JONNY ALPHA



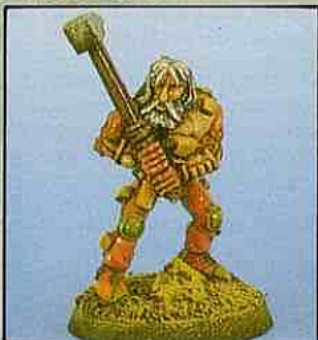
CONVERTED BLOOD BOWL PLAYER



CHAOS HARPY



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40K ADVENTURER



NIGHT GOBLIN



DUNGEONQUEST ADVENTURER



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CHAMPION OF
NURGLE FROM
CHAOS DWARF
BOXED SET



CONVERTED NURGLE NECROMANCER



HONOUR GUARD ON CONVERTED CHAOS STEED - THE STRIKINGLY BRIGHT COLOUR SCHEME BEING TYPICAL OF TZEENTCH



THE SHIELD ON THIS BEASTMAN DISPLAYS A COMMON NURGLE DEVICE



TZEENTCH HONOUR GUARDS MOUNTED ON CHAOS STEEDS



INFANTRY TACTICS IN WARHAMMER 40,000

By Peter Morrison

Battle Lines is a chance for you to write in with your ideas on any of our games. We'd like to see your thoughts on tactics, suggestions for new or alternative rules, reports of battles you've fought. In fact, anything that offers interesting hints and ideas for other readers or tells us about your experience of playing the games. This month, Peter Morrison gives us the benefit of his experience at fighting *Warhammer 40,000* battles, with some tactical hints on the use of terrain and other matters.

As flies to wanton boys,
are we to the Gods;
They kill us for their sport.
- Shakespeare

The two Imperial Guardsmen huddled in the shelter of the wall. With a puzzled expression on his face, the rookie soldier turned to his sergeant.

"Sarge, what exactly does this 'ere reconnoitre mean, then?"

"Never mind that, lad," rasped the sergeant. "Just take a peek round that corner, and tell me what you see".

Carefully, the recruit eased himself up to the corner. Even more carefully, he eased his head forward until he could see down the street.

Almost instantly, there came a sound like an onrushing express train, followed by a great eruption of sound and light. The sergeant was shaken by the explosion, even as it threw the luckless - and beardless - trooper a good fifteen feet into the road.

The sergeant let out a gentle sigh, and reached up to wipe a splatter of gore from his sleeve. Sadly he shook his head, before at last answering the dead man's question.

"Reconnoitre, my lad, is another word for getting shot so the rest of your unit knows where the enemy is."

It is readily apparent when reading the *Warhammer 40,000* rules that there is a wealth of exotic equipment available for use. Unfortunately, there is an overwhelming temptation to launch straight into bio-wire, Dreadnoughts, Land Raiders and so on. All these things have a place in the game, but great care should be taken over how much of a place they are allowed to occupy.

One thing to be learned from millennia of military history is the continuing importance of the ordinary infantryman in any plan of battle.

Nowhere is this importance more pronounced than in the small, squad-based actions of *WH40K*. In the 41st Millennium the cost of shipping machinery across the vastness of space is crushingly exorbitant, whilst men are to be had at much more reasonable cost.

TERRAIN

A phenomenon of modern warfare is the empty battlefield. There is nothing like flying lead, or its more lethal futuristic counterpart, to induce men to seek cover in rapid and expert fashion. For this reason, soldiers tend to favour broken ground, and in particular built-up areas.

The first thing to do when beginning a tabletop fight for a town/village is to take look at the scenery and ask yourself two questions.

1. How will the enemy try to use the terrain against my troops?
2. How can I use the terrain against him?

One fact not widely appreciated by fledgling gamers (or, indeed, by many veteran gamers!) is that cover has an offensive as well as a defensive capability.

Even the greenest recruit to the Emperor's Legions can readily grasp the desirability of having a house in front of him to intercept incoming enemy fire. However, he might not appreciate the potential danger of his position. The same building that protects him will also protect the stealthy approach of enemy assault troops until the last instant.

An attacker should remember his greatest asset; in taking advantage of cover, a defender must surrender the advantage of movement. This usually allows the attacker to concentrate upon a weak spot in his defences. Thus if the attacker leaves a few of his men to cover the enemy defence line he can mass his bravest and best for an overwhelming assault. The enemy will then crumble after a brief, futile resistance.

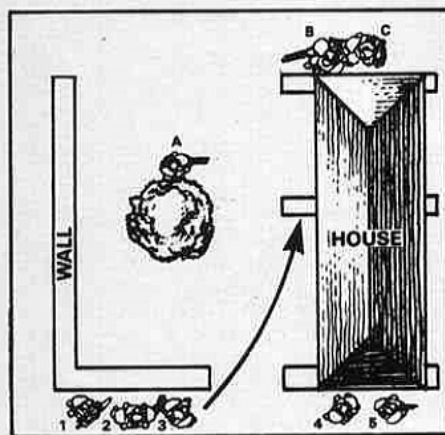
Or will he?

Unfortunately for the attacking player, the commander of the troops holding a given position also has some options open to him.

A careful appraisal of the approaches to his position should give him a good idea of where the main attack will come. A little welcoming party can then be laid on for the expected guests. This technique yields very satisfying results if the defender guesses correctly - if being the operative word.

Another - and safer - course is to keep a reserve to rush to a threatened area. This is a much more popular tactic, but again it has disadvantages, the main one being that once a reserve begins to move its intentions are revealed, and it tends to draw the interest of enemy marksmen.

There are other more basic ways to use the landscape. The most popular is to blow the roof off a house, thus bringing it down on the head of its hapless occupants. A couple more of these uses, both offensive and defensive, are best illustrated by taking an incident from a recent game I played.



The Ultramarines are attacking a position held by a Chapter of Traitor Marines - the Emperor's Children. The Traitors have retired behind the village meeting-house, leaving one of their number crouched behind a large tree in the centre of the meeting-house yard. The Ultramarines need to press home their five-to-three numerical advantage. They have the welcome support of a missile launcher, but this is balanced by a Traitor skulking behind the meeting-house with a flamer. What now?

The Ultramarine commander realised that the Traitor behind the tree (A) could lay down flanking fire on any attack, and had the advantage of cover. Therefore, the Ultramarine with the missile launcher (1) fired at the tree. This was highly successful. The Traitor Marine was nearly killed by the explosion, and fell prey to Bolter fire from Ultramarine 2. At the same time, Ultramarines 4 and 5 began to break into the meeting house, while number 3 made a rush for the cover of the central buttress of the meeting-house.

Traitor B took a shot at Ultramarine 3 as he dashed across, only to receive a hail of return fire from two bolters and the missile launcher. At this point, the Traitor Marine player decided to cut his losses, and - pausing only to fire his flamer into the building - he retired to the next line of defence.

The example contains two instances of good use of terrain. Firstly the use of cover by the Ultramarines, allowing them to concentrate their fire and deal with the Traitors one by one. And, less obviously, by setting light to the meeting house the Traitor Marine denied his opponents any advantage to be gained from its possession. In fact, a blazing edifice can only be a nuisance to anyone in its vicinity.

Urban Terrain

In any consideration of terrain, it seems appropriate to take a look at the infantry squads who roam the fire-lashed streets and urban jungles of the 41st Millennium. Although the usual Imperial squad size is ten men, in urban conditions units tend to perform more efficiently at around half this size. Anyone who has tried street-fighting scenarios will have found great difficulty in keeping units above half-squad size out of the enemy line of fire. Conversely, if cover is found for a large squad, then the troops will be packed so close together that any hits from support weapons will inflict huge casualties.

Take care when the time comes to move. A good rule is to always travel from cover to cover in a single *movement phase*, even if this means surrendering an opportunity to shoot at enemy troops. Use every chance to avoid travelling into or across open spaces. Better dead slow than just plain dead! Where a unit is required to travel down a street, or around a large complex, a good technique is to blow holes in the internal walls with crack grenades. In 1836, Texan irregulars won the Battle of San Antonio using this 'house tunnelling' method of movement. Significantly, the casualties inflicted on the Texans were incredibly light. The same cannot be said for their opponents in the Mexican army, who were badly shot up. In the event of a squad being caught in the open, at least lay a cover of blind grenades between vulnerable troops and the enemy.

FIRE AND MOVEMENT

Any student of military history will come across the term *Fire and Movement* - with good cause, for this term reveals the core of modern infantry tactics. All charges or advances under enemy fire should receive the benefits of supporting fire, either from other members of the attacking unit, or from heavier support weapons.

Two advantages will be gained from doing this. Any enemy soldiers that show themselves in order to fire on the moving attackers will become eligible targets for return fire. Even better, the high volume of fire known to be awaiting the defender might discourage him from attempting to interfere with the advance at all. A swift glance at our previous example will show this principle at work. Here the incoming covering fire served to convince the defenders that remaining in their present position was not conducive to good health.

At this point, we encounter a problem. Any consideration of fire and movement should include an option to have troops covering an area, ready to fire as soon as an enemy shows his face. Unfortunately, the *Warhammer 40,000* rules do not allow this possibility and the alternate-move system will allow a potential target to cross the line of fire from cover to cover without anyone being able to shoot at him. To simulate the effects of prepared zones of fire will require a new rule, to be added to the firing section of the main body of the rules.

SNAP FIRE

Note: The following ruling is *not* an official addition to the **WH40K** rulebook, so your opponent's agreement will be required before it may be used in a game.

Any model that has not moved or fired for one complete turn may *snap fire* (it may be helpful to mark models eligible to snap fire by placing a small counter next to them). The model may fire at any time in its own or in the enemy's turn, including during the enemy's *movement phase*. Simply call out "snap fire" at the moment the model shoots. If it is your opponent's turn he must immediately stop until the snap fire has been resolved - his turn then continues where he left off. All the normal shooting modifiers apply to snap firing.

A model that has snap fired in the enemy turn cannot snap fire or shoot normally in its own following turn. A model that has snap fired in its own turn cannot shoot normally in its own *shooting phase* or in the enemy's next turn. A model can only snap fire once in a turn.

If the model moves or is wounded it cannot snap fire until it has again remained stationary without shooting for a whole turn. A model that snap fires in the enemy turn and then moves in its own turn is not able to fire during the *shooting phase* of that turn.

Snap firing is most useful during your enemy's *movement phase* - it allows you to snipe at troops who are running from cover to cover and who would normally be safe from your weapons.

For example: Three Marines have set up in a ruined house overlooking a long street, knowing that the Orks they are fighting must cross this street soon. The Orks attempt to make a dash across the open ground, running from one side back into cover on the other side in a single movement phase. As they are halfway across the street, the Marine player yells out "snap fire!" The Ork player stops moving and the three Marines open fire, killing two Orks. The Ork player now continues his turn, moving the rest of the squad into cover on the far side of the street.



HEAVY WEAPONS

Supporting fire from the heavier weapons will always be more effective than small-arms fire by virtue of its longer range and greater stopping power. Heavy weapons are also useful for the suppression of strongpoints, breaking up attacks, or just for making an unwary opponent pay the price for bunching a unit together.

Several other points need to be made about heavy support weapons. They are valuable, and must be preserved from harm or capture. For this reason alone, it's worth keeping heavy weapons back - just inside short range, and in cover if possible.

The most important thing is to site your force's most powerful armament in a commanding position, preferably with good fields of fire. A heavy bolter placed where it can cover the length of a street becomes a powerful deterrent to all but the most foolhardy of troops.

A word of warning, however. If the above mentioned heavy weapons should inhibit an enemy's attack, he is almost certain to attempt their destruction. Forewarned should be forearmed.

GRENADES

We now arrive at the most neglected of the weapons employed in **WH40K** - the humble grenade. An invaluable weapon to present-day assault troops, it seems to receive scant attention from many commanders, which is strange considering its cheapness and the unlimited quantities in which it is available to **WH40K** troops. My personal philosophy for fighting in close terrain features is "If in doubt, grenade it out."

The lavish use of grenades can be extremely frustrating to your opponent, particularly if he is a fan of exotic machinery. Picture a Dreadnought chasing four Marines round a house. Each turn, the poor Dreadnought will receive four crack grenades, lobbed over the slates with no opportunity to reply. Imagine how easy it can be for a Land Raider to fall foul of a hidden soldier. One timely grenade of the correct type reduces 700-plus points of high-tech weaponry to junk - and probably robs the owner of the key attacking component of his force.

The attractiveness of using grenades to clear houses does not need elaborating upon, and the use of crack grenades to blow tunnels through linked houses has already been mentioned. But my favourite tactic is to lob grenades over the top of terrain features. Sometimes, this might be the only weapon capable of doing harm to a target which has disappeared behind cover. The same tactic works well when an enemy retreats behind the crest of a hill. It goes without saying that a grenade launcher is great value for points.

When the time comes to compile an army, never neglect to spend points on the humble grenade. A unit should be well supplied with crack, blind and fragmentation grenades, with consideration given to more lethal types if the enemy is fielding armoured vehicles.

MORALE

All this brings us to the subject that all the great generals considered to be the really decisive attribute in battle - morale. And here - just for once - the discourse is not aimed at the models upon the table, but at the gamer who controls them. A positive attitude on the part of a player can do more to achieve the aims of an engagement than fancy weaponry or - within reason - numbers of troops.

If a game directive requires an attack be resolute in its execution, this doesn't mean taking suicidal risks (save that for the last move if you are losing), but keeping the pressure on your adversary. Try to get him on the retreat, and keep him retreating. Make the other player *feel* he is losing, and he probably will. Psychology is an excellent weapon.

Many years ago, I used to field an army with an elite force of fifty well-painted heavy spearmen who always held the centre. Arrayed in equal numbers on either side were twice this number of lower quality spearmen and javeliners. From their first day of action, the centre unit received propaganda embellishments: no opportunity was missed to dwell upon their invincibility, and to let people know about their terrible prowess in combat.

The result was that in 104 battles, this army was never beaten. Indeed, only 8 of these battles were draws. Many of the armies that battled with the elite spearmen and their supporters were of a superior calibre - as, I might add, were many of the players controlling them.

Why did they lose? Because they had their undivided attention upon that stalwart body of spearmen. Their strenuous efforts to destroy or contain them gave the rest of the army ample leeway to concentrate on and destroy the weakened flanks of the mesmerised enemy. Exactly the same tactic can be used for WH40K battles: by excessively praising part of your army, and unfairly denigrating the other units, persuade your opponent to over-commit himself in one area - then lose no time in mopping up his remaining troops.

A positive attitude in defence can also work well. Maybe you can't stop the enemy from coming, but at least try to arrange for him to limp going back. If the fight has gone badly, don't quit. Close the WH40K rulebook and examine the cover until you are in the right mood - then go back and fight to the last man. This is what the game is all about: high adventure and glorious deeds. Nobody loves a quitter.

While we are on the subject of heroes, remember this: a powerful leader's place is with his men, not some distance behind the main attack wielding a grenade launcher or missile launcher. It may be true that he can hit things more effectively, but this is not where our hero belongs.

The bottom line, after all this discussion, is: try to behave in an organised and professional manner. Even Orks can be credited with a little brains. The use of a properly-deployed force with clear objectives is a more satisfying and ultimately successful experience.

A good example of a planned skirmish could be shown thus:

1. Consider what advantages or disadvantages any scenery will have in the coming engagement and what steps should be taken to utilise or neutralise that scenery.
2. Look for your enemy's weak spot, and take steps to exploit it.
3. Decide what your game objectives will be.
4. Organise your force into small squads, giving particular consideration to the placing of heavy weapons so they have a good field of fire and can support the attack/defence.
5. Deploy the squads well. Assault squads should be placed where they can approach their victims under maximum cover.
6. Avoid moving in the open where possible, even if this might mean a detour.
7. Allocate ample supporting fire to forward movements and try not to allow models to 'bunch up'.
8. Make ample use of grenades as a support weapon for movement defence and attack.
9. Anticipate any enemy actions or reactions and act accordingly.
10. Always endeavour to attack enemy troops with the odds in your favour, whether firing or fighting.
11. Press home any advantage with the utmost vigour.
12. Don't give up, whatever the odds.

The next best thing to a battle well won is a battle well lost. After all, the events that people remember most easily are famous last stands. Win or lose, a game should be taken seriously, but a sense of humour must be preserved throughout.

BATTLE LINES

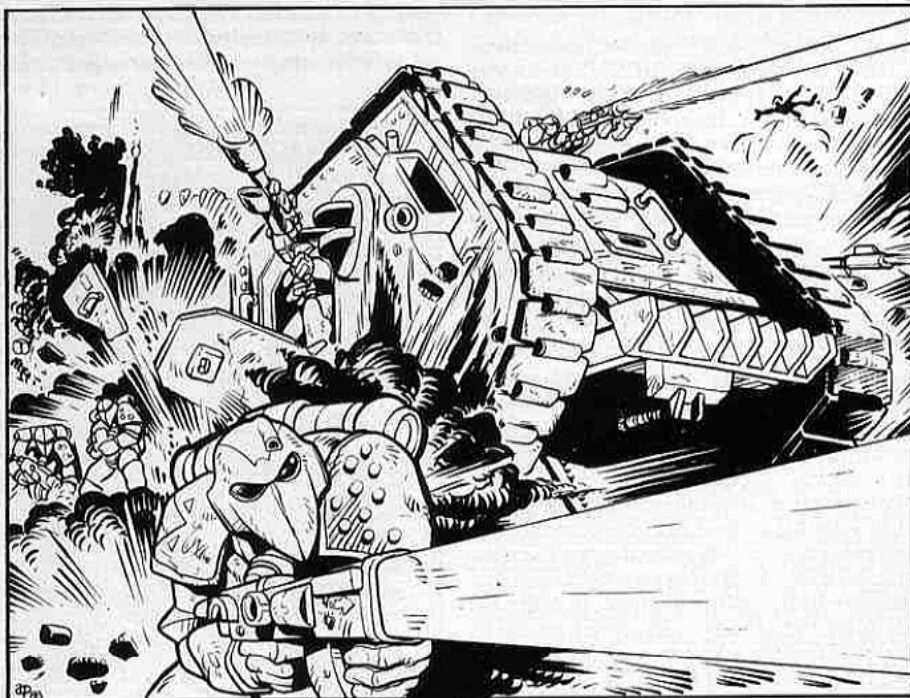
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If you want to write anything longer than a few paragraphs, it is always best to send us an outline first so that we can comment on your ideas and suggest any changes we feel are needed - this could save you a lot of unnecessary work.

Letters should be typed on A4 (double-spaced and with margins of at least an inch on both sides) and preferably be no longer than a couple of printed pages.

Always send a copy of your work, never the original - manuscripts can and do get lost. Send your ideas, with a large SSAE for reply, to:

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ADVANCED HEROQUEST™

THE PRIESTS OF PLEASURE

by *Andy Warwick*

Wilhelm Kaldach has been captured by Beastmen. He is to be sacrificed when Morrslieb becomes full and bathes the world in its strange glow. The Heroes must rescue him before this happens.

The Priests of Pleasure is an Advanced Heroquest Quest for a group of four Heroes who are just starting their adventuring careers.

The first thing you should do if you plan to run this Quest is to read it thoroughly. Familiarise yourself with the background to the Quest, the Dungeon's layout, the monsters' tactics, and try and plan your responses to what the Heroes are likely to do.

Once you've done this, and are ready to play, read out the following text to the players. The first section is some background, while the second is a transcript of the letter given to the Heroes when they arrive in order to offer their services. In addition, the GM's section gives you some information that the Heroes don't know...

You have been asked by an important merchant and close friend Klaus Krudenwald, to aid another member of his Guild. Klaus has explained that a friend, Eberhardt Kaldach, has reason to believe that his brother, Wilhelm, has been captured by a local cult and is going to be sacrificed. Eberhardt needs your help to rescue his brother.

Wilhelm, like Eberhardt and Klaus, is a merchant and usually runs the caravan route between Hovelhof and Bergsburg. Nine days ago, while collecting timber from Hovelhof, Wilhelm's caravan was ambushed. The six soldiers who were guarding the caravan were killed and Wilhelm was captured. The soldiers' bodies were found two days later when Eberhardt went to look for his missing brother. Eberhardt also found two corpses wearing the distinctive pastel blue robes of a local cult that calls itself the Priests of Pleasure.

Eberhardt is convinced his brother is still alive and is being held by the cult. He is also convinced that the cult is not as harmless as it once appeared.

Not wanting to let your friend down, you have travelled to the Kaldach household, situated in the middle-class area of Bergsburg. However, Eberhardt is not there to meet you. Instead he has left a letter which explains his absence. The letter reads as follows:

Gentlemen. As you are no doubt aware, it is of the utmost importance that you make plans to assist my brother immediately. It has been over a week since Wilhelm was snatched while transporting goods between our customers, and I am keen that his rescue is delayed no longer. I am especially grateful for the speed with which you have answered my plea, especially as we are total strangers.

Bearing in mind you have no connection with my family other than our mutual friend, Klaus, I am fully aware that for you to rescue my brother, Wilhelm, I must offer an incentive. Although Wilhelm and I are both successful merchants, we are by no means rich. Therefore, I can only offer you a little cash, perhaps a 1000 Gold Crowns, and a minor magic item or two if Wilhelm is returned alive.

However, I am also painfully aware that he may no longer be alive. I am eager to see that he is decently buried if this is the case, and will therefore extend my offer to a full half of the reward if you can only bring back his body.

As to my brother's whereabouts, this I am certain of. Wilhelm has been taken by the foul brood that call themselves the Priests of Pleasure - the deranged madmen who reside in the ruined temple just outside the town. It appears that those who we assumed were harmless worshippers of a non-existent god are in fact taking people prisoner and sacrificing them in exchange for unnatural power. Wheels have been put in motion to destroy their disgusting activities once and for all but, as you can understand, my immediate concern is for my brother's well-being.

The cowardly soldiers that are supposed to serve our interests are either unwilling or unable to do anything about rescuing my brother, and I have therefore taken our friend's advice and turned to you.

I am grateful for your help, and deeply regret that I cannot be here to greet you in person. But, even with my brother gone, and I fear dead, I cannot neglect the duties forced upon me by the family business that Wilhelm and I worked so hard to build.

I wish you every good fortune in the task that awaits you. May Morr see fit to deliver you from peril, and restrain from taking my brother to the realm of the dead until you can deliver him back to the bosom of his family. May I just reiterate that my brother is in extreme danger. I urge you to make haste lest he meet with a sorry end. Time is truly against us.

I remain yours in debt,

Eberhardt Kaldach

Eberhardt Kaldach of Bergsburg

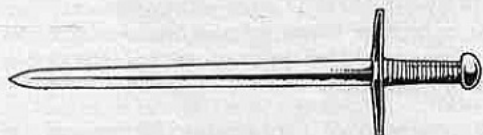
Signed this day the 13th Vorgeheim, in the 2504th year of our glorious Emperor Karl-Franz I.

GM'S INFORMATION

Wilhelm is being held on the fourth level, the Sanctuary, of a vast Dungeon that lies beneath the cult's home, a derelict Temple in the hills just outside the town.

Until recently, the Priests were thought to be harmless madmen by the local people. Since only the Chaos Thugs are seen openly, and even then devoid of any Slaaneshi markings, the townspeople assume they are just members of a strange cult. In fact, they are the lowest tier of a pyramid of power within a very dangerous group of people. The cult is actually devoted to one of the four great Powers of Chaos, Slaanesh. Worshipped by all those who seek hedonistic pleasure and the overthrow of decent morals, Slaanesh turns the simple pursuit of a better life into a selfish urge for personal gratification on all levels.

The membership of the higher levels of the cult includes Beastmen - humanoid animals whose bestial traits are given free rein in the cult's obscene ceremonies - and Chaos Champions, the most powerful of Slaanesh's mortal servants. Gorged on power, only now is the cult revealing its true colours by raiding the villages nearby for blood sacrifice.



Running The Quest

The Heroes' initial objective is to reach the Temple. It lies in the hills just outside the town about five miles away. Once they reach the temple, it quickly becomes obvious that the cult is located in a Dungeon beneath it, as the Temple itself is empty and there is a set of stairs down.

The Heroes must then go on to explore the first three levels of the Dungeon, searching for the stairs that lead them down to the Sanctuary. The journey down should be quite easy - the cult does not have a very efficient defence planned, as the lower ranks have no easy way of telling their leaders the Heroes are attacking.

The journey to the surface with Wilhelm however, is more difficult, even though the Heroes should already have a planned route to follow. Because the cult's leaders will be aware that the Heroes are attacking once they reach the Sanctuary, the cultists are able to gather their forces to pursue the escaping Heroes. After the Heroes have reached the Sanctuary and are on their way back to the surface you need a 1, 2, 11 or 12, instead of a 1 or 12, to get a Dungeon counter in the gamesmaster phase of each exploration turn. This applies whether or not Wilhelm is with them.

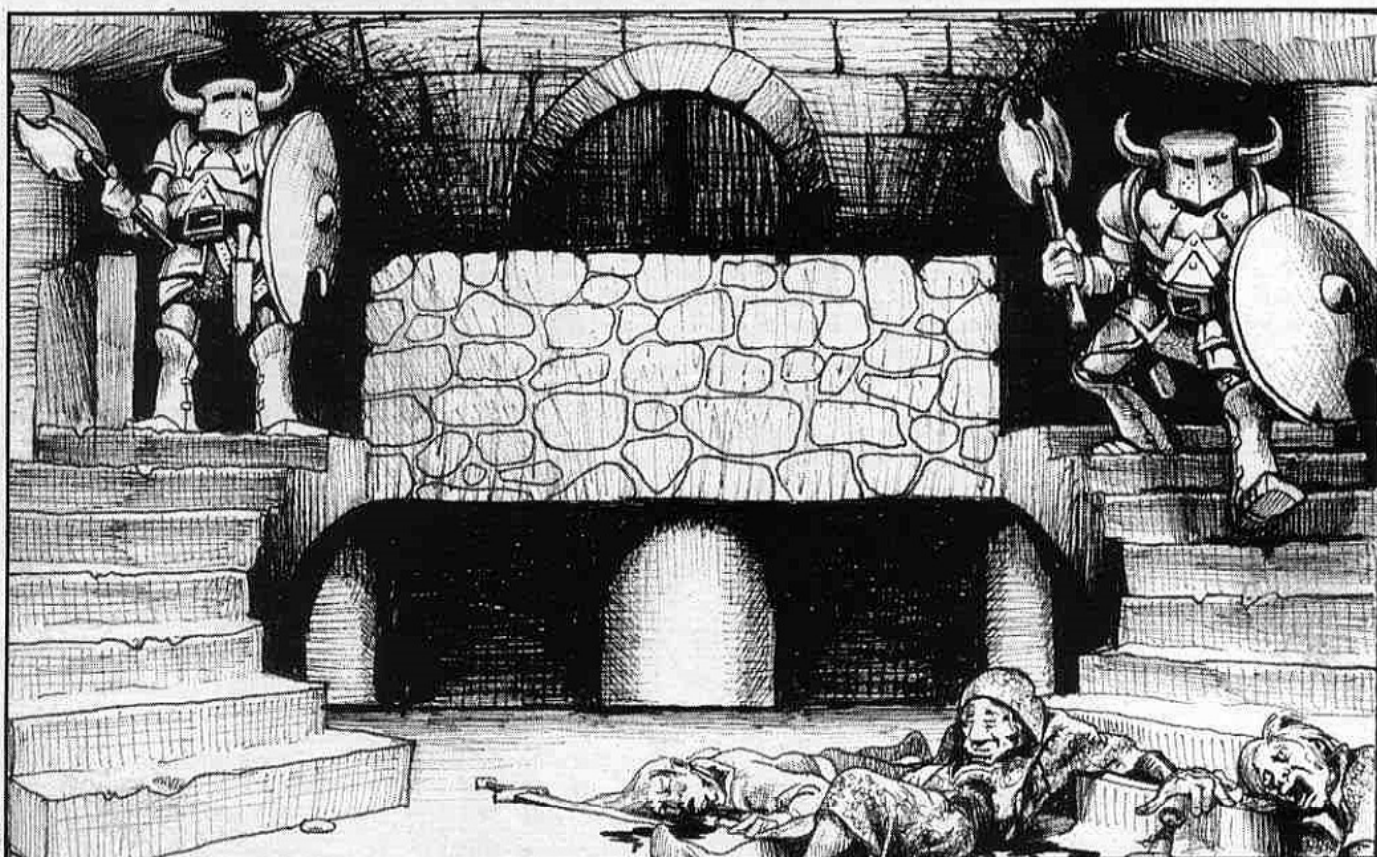
Wilhelm is due to be sacrificed next time the moon known as Morrslieb is full. Morrslieb follows a highly erratic pattern and this could be anytime within the next two months. Although the Heroes don't have to rescue Wilhelm on their first attempt, and may make more than one expedition into the Dungeon, the longer they delay the greater the chance that Wilhelm is already dead when they reach him.

Each time the Heroes start a new expedition roll a dice and add +3 to the roll. If the result is less than the number of expeditions already completed, Wilhelm is killed. Instead of being found in the cell in the Sanctuary, Wilhelm's body is found in the sacrificial pit in front of the altar. The cell is empty when the Heroes find it.

If Wilhelm is dead, the Heroes may try and bring his body out in order to get half the reward. A dead body may be dragged or carried by another Hero. During a combat turn a Hero moving a body can move 3 spaces: during an exploration turn he may move six squares. A Hero carrying or dragging a body can do nothing else.

If the Heroes leave the Dungeon, when they return the Lairs and Quest Rooms are re-stocked with monsters. Only killed character monsters and treasure (apart from that which the monsters carry) are not replaced.

Once the Heroes have rescued Wilhelm, and have got him out of the Dungeon, they only need to present him (or his body) to his family to earn their reward.



THE DUNGEON OF THE PRIESTS OF PLEASURE

The derelict Temple that lies nestled in the hills above Bergsburg was once a glorious place of worship devoted to Ulric. When Middenheim became the centre of the Ulric's church the Temple was abandoned. Beneath it lies a vast Dungeon, an extension of the church cellars. The Dungeon is now home to the so-called Priests of Pleasure, a Slaaneshi cult, that under the leadership of Gabrad the Carnal has become the focus for local Beastmen's offerings to their master.

The roughly-hewn corridors of the Dungeon are quite well-lit. They are extremely dirty, and the stench of the Beastmen's excrement is never completely absent. The rooms are bare, with piles of straw in the corners serving as bedding, and the walls are crudely daubed with runes and glyphs offering prayers to Slaanesh.

The Dungeon is on four levels. On the first three levels the normal rules for setting up and Dungeon creation apply, with the exceptions listed below. The fourth level, the Sanctuary of the cult, is a Quest Location and is shown on the GM map.

CHARACTERS

The Dungeon contains three characters: Gabrad the Carnal, the Chaos Lord responsible for the Dungeon's construction; Hasak Venomspawn, the Chaos Sorcerer who is the cult's priest; and a Lesser Daemon of Slaanesh, the Daemonette Painfury Spasmclaw.

Gabrad the Carnal was once a soldier in the Emperor's army. He joined to make his fortune and to work towards his ultimate goal of immortal fame and riches. But it wasn't to be: Gabrad was a failure as a soldier. He lacked discipline, couldn't take the lifestyle, and brought shame on his regiment with his indulgent whims.

When he killed a lone Slaaneshi Champion on patrol, and read the scrolls that the fallen warrior carried, Gabrad saw his chance. He turned over his soul to Slaanesh in return for the power, riches, and materialistic lifestyle he craved.

Hasak Venomspawn, like Gabrad, turned to Slaanesh in pursuit of wealth. Hasak, however, was once a promising Wizard's apprentice rather than a warrior, and turned to the Lord of Pleasure through magic.

Hasak was brought up in a small village just outside Altdorf. As a youth he started his magical training under the tutelage of the village Wizard, Heinrich Walfen, who allied himself to the Amber College. Hasak was thus taught the ways of the Amethyst College, so that he could bolster his master's weaknesses.

The way of the Amethyst College suited Hasak - the self-indulgent feasts that his fellow Amethyst Wizards were renowned for appealed to the young boy. When one of them revealed the even greater pleasures that Slaanesh had to offer, Hasak was eager to learn more. He took the name Venomspawn, abandoned the way of the Amethyst College, and turned to the path of the Dark magic.

Painfury Spasmclaw (whose true name is D'haer'ss'oathl) was summoned by Venomspawn to act as a mouthpiece for Slaanesh's will during the cult's services - she is a direct link to the object of the cult's devotion. As long as Spasmclaw remains close to the altar she remains in the mortal world, but as payment for her services Slaanesh requires sacrifice. It is as a direct result of the Daemonette's presence that the cult has started to kill.

When the Heroes enter the Sanctuary, take the Chaos Lord, Daemonette and Chaos Sorcerer character monster counters to represent the three characters. They may be played at any time when placing monsters.

Once the Heroes leave the fourth level of the Dungeon, the Sanctuary, whether they have Wilhelm with them or not, any of the characters that survive may be used on the upper levels, subject to the following restrictions.

Character	Character may be used on
Gabrad the Carnal, Chaos Lord	Levels 1-4
Hasak Venomspawn, Chaos Sorcerer	Levels 2-4
Painfury Spasmclaw, Daemonette	Levels 3-4

FIRST TO THIRD LEVEL

Stairs: If a set of stairs are rolled up as a passage feature refer to the following table. This indicates what should actually be placed on the table.

Level	Stairs Down Rolled	Stairs Out Rolled
1	Dead End	Stairs Out
2	Dead End	T-Junction
3	T-Junction	Dead End

Quest Rooms: All Quest Rooms contain a treasure chest and a set of monsters rolled on the *Quest Rooms Matrix*. In addition, roll on the following table to see if the Quest Room contains a set of stairs down.

Level	Stairs	No Stairs
1	1-12	-
2	1-6	7-12
3	1-4	5-12

Wandering Monsters: If the Heroes have descended as far as the Sanctuary, and are subsequently working their way back to the surface, refer to the following table when rolling for wandering monsters. The increasing dice modifier reflects how the cultists will become more numerous as they try and stop the Heroes getting out.

Level	Dice Roll Modifier
1	+3
2	+2
3	+1

THE SANCTUARY

The Sanctuary is the centre of the cult's worship, and is the most important part of the Dungeon. It is where the characters reside, and where the services take place. It is much cleaner than the rest of the Dungeon. Some attempt has been made to carve decorations into the stone above the doors, and hangings cover the corridor walls.

The layout of the Sanctuary is shown on the GM map. The following special rules apply here.

Exploration Turns: You should use the GM map to lay out the new Dungeon sections as the Heroes explore. It also tells you what monsters are in each room.

Dungeon Counters: You may may not use any trap, wandering monster or ambush counters in the Sanctuary.

Traps: Traps are marked on the map. Each trap is set to go off when the Heroes enter the square marked as the trap trigger. The roll to see if a Hero spots the trap is made when he enters the trap's trigger square.

Combat Turns: All of the monsters in the Sanctuary can open doors. If a door is opened, refer to the map to place any newly-revealed sections and monsters.



A: The Altar Room

This room is represented with the large floorplan that has a magic circle marked on the floor.

The altar room is where the services are held, and is where Wilhelm is going to be executed if the Heroes don't save him. When the Heroes enter this room you should read them the following text:

This is obviously the centre of the cult's worship. The far wall is completely covered with a massive face some sixty feet high and carved out of shining black stone. The huge, leering visage is the cult's altar. At its base are a set of steps, strewn with bones and offerings to Slaanesh.

Flanking the stairs there are two braziers, shaped like skulls and burning with a bluish flame. They spew great gouts of thick black smoke through a gaping hole in the roof.

Kneeling in front of the altar are three figures, deep in prayer. As you watch them, the nearest turns his head towards you. The creature pulls back the cowl of its robe to reveal a goat-like face, its teeth bared in a snarl. With another, equally rapid motion it pulls a sword and lunges towards you, waving the vicious blade from side to side. Within seconds its companions unsheath their swords and lurch forward. You have no choice but to fight.

Each Beastman is carrying a purse containing 10 GCs.

Once the Heroes have despatched the Beastmen they have a chance to get a better look around the room. The items of interest to the Heroes here are:

The Pit: The walls of the pit are scorched and its floor is littered with blackened bones. The normal procedure is to throw the drugged sacrifice into the pit at the start of the ceremony, along with a gallon or so of inflammable oils. Then, at the peak of the chanting, a magical fireball rises from each of the braziers, moves across to the pit, and sets light to the victim.

It is a simple matter to climb into the pit with a rope. If the Heroes haven't got one they may try without; roll a dice for each Hero that jumps in - if the result is 10 or more the Hero loses 1 Wound. To climb out of the pit however, the Hero must use a rope and must roll less than or equal to his Speed on a single dice. If the Heroes haven't got a rope, there is one in the Guard Room (Location C).

The most recent sacrifice was about a week ago. The pit contains the burnt remains of a soldier who strayed too close to the Temple on a routine patrol. If the soldier's remains are searched, roll a dice and multiply the result by two to find out how many Gold Crowns are found. The pit may only be searched once.

Note: If Wilhelm is already dead, replace the soldier's body with Wilhelm's body. Wilhelm's body has no money.

The Braziers: (These can be represented with two of the wound counters.) Each brazier is magically trapped with a fireball. If either brazier is touched while there is someone in the pit, two magical fireballs appear. Place a fireball template over each wound counter. All models under a template suffer 3 damage dice of injury. At the start of the next GM phase the fireballs move across the floor and drop into the pit. Any models in the pit suffer 5 damage dice of injury. The fireballs remain active, doing 5 damage dice of injury each GM phase, until there is nothing left alive in the pit. Upon inflicting the last and fatal wound, the fireballs disappear.

The Altar: The huge face on the wall is the cult's altar. Within its mouth there is a secret door, through which the sacrificial victims are brought to be put in the pit. The door can be found in the normal way and leads to the Guard Room (Location C).

The Magic Circle: Any cultist standing within the circle's confines may add +1 to his to hit roll when in combat as the power of Slaanesh is channelled through him.

B: The Robing Room

This is where Venomspawn and the other cultists don their robes before worship. Don't set up the north door when the Heroes first enter, as it is hidden by a curtain. Instead, read them the following:

Flinging the door open, you surprise three more Beastmen. They are in the process of donning pale blue robes, similar to those worn by the three Beastmen you just met. If you are quick, you have an advantage.

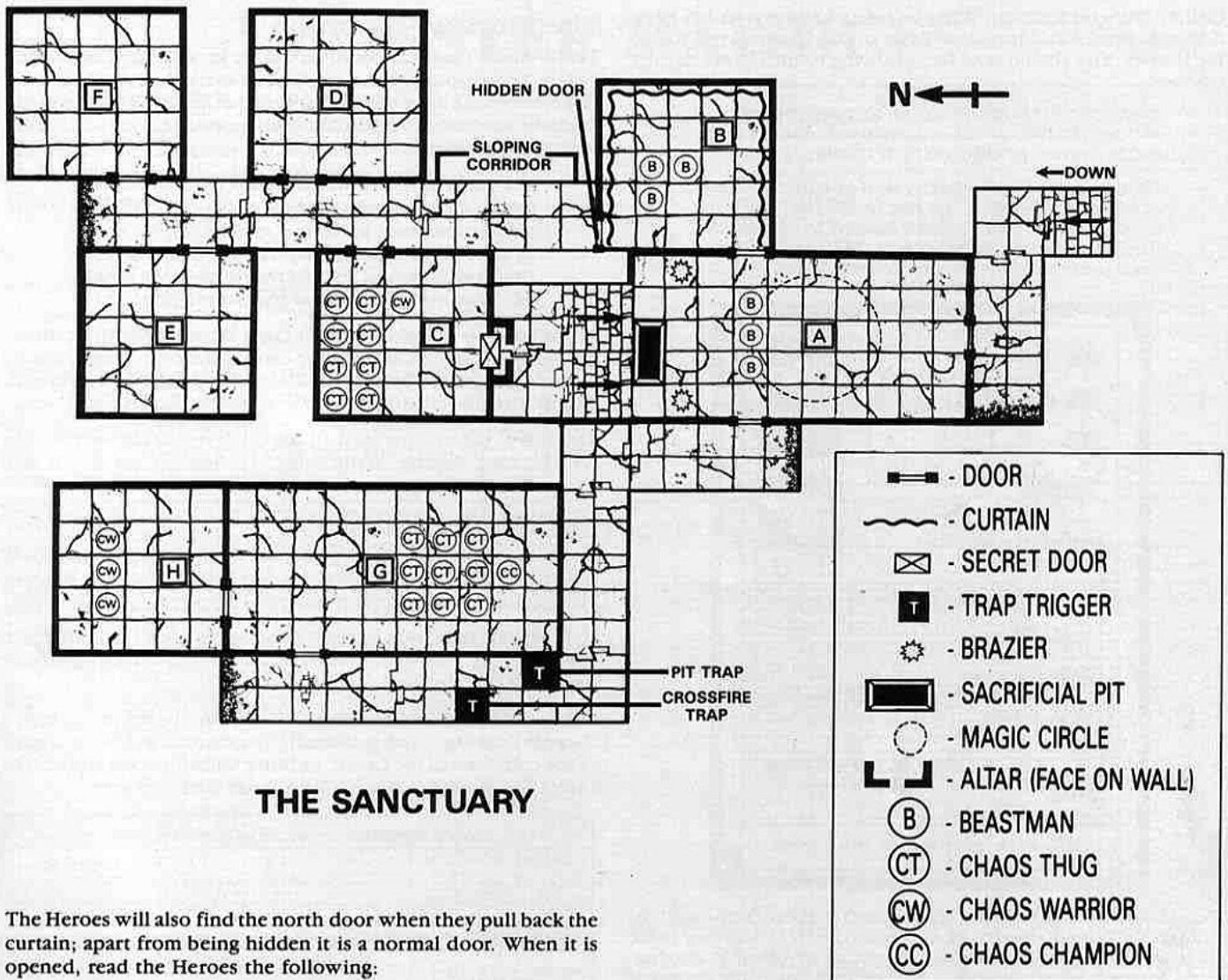
The Heroes automatically surprise the three Beastmen here: the normal dice roll can be ignored. Each Beastman is carrying a purse containing 10 GCs.

Once the Heroes have killed the Beastmen read the following:

This room is obviously a robing room. Apart from those the Beastmen were putting on, there are another dozen or so similar robes hung from the walls. The walls themselves are draped with heavy purple curtains, hiding the rough brickwork that graces the rest of the Dungeon and lending this room an air of quality that seems strangely out of place.

If the Heroes are clever enough to put on the robes, they gain an extra +1 on their surprise rolls against monsters and characters on all four levels of the Dungeon: the cultists don't expect to be attacked by other cultists!

If the Heroes search this room, they find that hidden behind the curtain in the wall opposite to the door there is a small alcove containing a chalice. It is made of ebony and is worth 50 GCs. It has no special abilities.



THE SANCTUARY

The Heroes will also find the north door when they pull back the curtain; apart from being hidden it is a normal door. When it is opened, read the Heroes the following:

The door opens to reveal a long corridor running directly away from you, sloping upwards quite sharply for the first thirty feet or so before levelling out. There are two doors on either side: both of those on the right, and the farthest on the left, are obviously cell doors; they are made of thick oak and have strong iron bars running across them. The nearest door to you must lead to the guardroom. Judging by the level of noise and the number of voices you can hear there are at least half a dozen guards within.

C: The Guard Room

As the Heroes guessed, there are a large number of guards here: eight Chaos Thugs led by a Chaos Warrior.

The room is furnished with a table, half-a-dozen chairs, and a weapons rack. These may be represented with components from MB's *Heroquest* game if you have it. Rules for these items can be found in the *Advanced Heroquest* rulebook. On the table there is 10' of rope.

Each guard is carrying 10 GCs. The Chaos Warrior is carrying 35 GCs and a set of keys for locations D, E, and F.

D, E and F: The Cells

These are the cells used to hold prisoners that are to be sacrificed, including Wilhelm. Unfortunately, the doors to all three cells are locked; if the Heroes don't have the key from the Guard Room (Location C) they must break the doors down to rescue the prisoners within.

Each door has Toughness of 9 and 6 Wounds. Trying to break down a door alerts the Guards in the Guard room (Location C) if they are still alive, causing them to run into the corridor and attack the Heroes.

Currently, each cell holds the following:

Cell D: Helmut Dorchan, a soldier. Helmut is painfully aware of the situation he is in and will gladly accompany the Heroes; he doesn't want to suffer the same fate as his companions.

Helmut should be treated as a normal Human Man-at-Arms, and attaches himself to the current Leader as a Henchman. He doesn't have any armour or weaponry, so uses the characteristics in the *start* column of the Man-at-Arms character sheet.

Cell E: Dotri Jaanson, a Dwarf Trollslayer. Dotri was captured some time ago, when he attempted a single-handed attack on the Dungeon. Impressed with the Dwarf's skills, Gabrad has been attempting to turn Dotri toward Chaos - so far without success. Gabrad has recently been drugging the Dwarf's food with warpstone in an attempt to make the transition to Chaos worship less of a struggle.

Under the effects of the drug, Dotri has become a danger to anyone who enters his cell: he attacks visitors without provocation.

As soon as the door is unlocked, Dotri leaps up and charges the Hero opening the door. Dotri automatically has surprise: place him in the square next to the door. The Leader may move him one square backwards if he wishes. Play then proceeds to the GM phase of the first combat turn.

Dotri has WS 9, BS 5, S 6, T 7, Sp 6, Br 9, Int 7, Fate 2 and W 4. He is armed with a Double Handed Axe (Damage Dice 5, Fumble 1-2, Critical 11-12). He will fight to the death.

Cell F: Wilhelm Kaldach. Wilhelm is in a bad way: he has been drugged, beaten and tortured. Even so, he is overjoyed to see the Heroes. You should read the following to the Heroes as they enter:

Even with his face covered in dirt and blood, you can tell that the wreck of a man you can see lying in the corner of this cell is Wilhelm.

He raises his head weakly, and you see a flicker of hope in his eyes. When you reveal that you have come to rescue him, he pulls himself to his feet and lurches forwards to greet you, his arms outstretched and tears streaming down his face.

START	CURRENT		START	CURRENT										
WEAPON SKILL	6		5	SPEED	8	5								
BOW SKILL	6		5	BRAVERY	8	6								
STRENGTH	5		4	INTELLIGENCE	8									
TOUGHNESS	4			FAITH	2	1								
NAME: WILHELM KALDACH			WOUNDS		3	2								
RACE: HUMAN														
HAND-TO-HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12	
	HIT ROLL	3	4	5	6	7	8	9	10	10	10	10	10	
RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+								
	HIT ROLL	7	8	9	10	11*								
WEAPONS	FISTS	RANGE	DAM DICE	FUMBLE	CRITICAL									
		N/A	1	-	-									
ARMOUR		BOW SKILL	TOUGHNESS	SPEED										
	TOTAL													
EQUIPMENT	* NO CRITICALS AT THIS RANGE													

You should now give Wilhelm's character sheet to the current Leader. Wilhelm does what he can to aid the Heroes as they make their way to the surface, including getting involved in combat. Unfortunately, given his condition, he isn't really the help that he'd like to think he is - though the mind is willing, the body isn't.

If Wilhelm is given any armour or a weapon, refer to the *Creating Heroes* section of the *Campaign* rules for the effects on his characteristics.

G: The Barracks

This is where the cultists sleep. There are a dozen sleeping pallets along the wall, with straw bedding and sackcloth covers.

Each Chaos Thug here is carrying a purse containing 10 GCs. The Chaos Champion is carrying two gems worth 40 GCs each. In addition, if the room is searched for hidden treasure another 60 GCs is found.

The Library - Location H

This is where the codices and scrolls are kept for the Cult rituals. Unless Venomspawn has already been used, he should be placed here with the three Chaos Warriors that act as the cult's priests. Once the Heroes have defeated this room's occupants, you should read the following:

The walls here are stacked high with scrolls and books: the arcane knowledge of the cult. Upon examination, each book and scroll has been marked with a red wax seal depicting a burning man. However hard you try, the seals cannot be removed. They must have been put on magically.

If this room is searched, which takes three exploration turns, the Heroes find instructions for casting the following spells in one of the books: Choke, Fireball, Flaming Skull of Terror and Flight.

The rest of the volume, and all the other books and scrolls, are written in a strange script which is unreadable to all but Venomspawn.

RETURNING WILHELM

If the Heroes manage to get Wilhelm out alive, they earn the full reward, as follows: 1000GCs, 1 x Strength Potion, 1 x Healing Potion, 1 x Amulet of Protection and 1 x Sword (WS + 2, S + 1).

If, however, they only manage to bring his body back, they get the following: 500 GCs, 1 x Strength Potion and 1 x Magic Dagger (+ 1 Damage Dice).

If they manage to neither bring him back alive or deliver his body, they get nothing. Finally, if the Heroes manage to kill the leader of the cult, Gabrad the Carnal, or bring Wilhelm or his body back, each Hero may increase his Fate Point characteristic.

No of Expeditions made to the Dungeon				
	1	2-3	4-8	9 or more
Fate Points	3	2	1	0

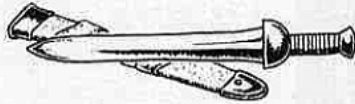
	BEASTMAN												
	WS	BS	S	T	Sp	Br	Int	W	PV				
	6	4	5	8	6	7	5	4	1				
	HAND TO HAND COMBAT												
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3
RANGED COMBAT													
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE						
HIT ROLL													
EQUIPMENT / NOTES													
LEATHER ARMOUR SHIELD SWORD (Fumble 1, Critical 1)													

	CHAOS SENTRY												
	WS	BS	S	T	Sp	Br	Int	W	PV				
	7	6	5	6	8	8	6	3	2				
	HAND TO HAND COMBAT												
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	3	4	5	6	7	8	9	10	10	10	3
RANGED COMBAT													
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE						
HIT ROLL													
EQUIPMENT / NOTES													
SHIELD SWORD (Fumble 1, Critical 1)													

	BEASTMAN SENTRY												
	WS	BS	S	T	Sp	Br	Int	W	PV				
	6	5	5	7	7	7	5	4	2				
	HAND TO HAND COMBAT												
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3
RANGED COMBAT													
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE						
HIT ROLL													
EQUIPMENT / NOTES													
SHIELD SWORD (Fumble 1, Critical 1)													

MONSTER MATRICES

In *The Priests of Pleasure*, the monsters are either Chaotic Humans or Beastmen, depending how deep the Heroes travel into the dungeon. Use the following Monster Matrices to roll wandering monsters or the occupants of Lairs or Quest Rooms.



The exploration rules explain when you should roll on the various tables. Each table lists the room's occupants or wandering monsters and the total gold crowns that the monsters carry. Heroes can take the treasure from any monsters that they've killed.

WANDERING MONSTERS MATRIX			
D12	Levels 1-2	Level 3	Treasure
1-2	2 Chaos Thugs	1 Chaos Thug & 1 Beastman	20 GCs
3-4	2 Chaos Thugs	2 Beastmen	25 GCs
5-6	3 Chaos Thugs	1 Chaos Thug & 2 Beastmen	30 GCs
7-8	3 Chaos Thugs	3 Beastmen	35 GCs
9	4 Chaos Thugs	4 Beastmen	40 GCs
10	1 Chaos Warrior	1 Chaos Thug & 3 Beastmen	45 GCs
11	1 Chaos Warrior & 1 Chaos Thug	5 Beastmen	50 GCs
12	6 Chaos Thugs	6 Beastmen	60 GCs

LAIRS MATRIX				
D12	Level 1	Level 2	Level 3	Treasure
1	4 Chaos Thugs	2 Chaos Thugs & 2 Beastmen	4 Beastmen	40 GCs
2	4 Chaos Thugs	4 Chaos Thugs	4 Beastmen	45 GCs
3	5 Chaos Thugs	3 Chaos Thugs & 2 Beastmen	5 Beastmen	50 GCs
4	5 Chaos Thugs	2 Chaos Thugs & 3 Beastmen	3 Beastmen & 1 Beastman Sentry	55 GCs
5	4 Chaos Thugs & 1 Chaos Sentry	2 Chaos Thugs, 2 Beastmen & 1 Beastman Sentry	4 Beastmen & 1 Beastman Sentry	60 GCs
6	4 Chaos Thugs & 1 Chaos Sentry	4 Chaos Thugs & 1 Chaos Sentry	2 Beastmen & 2 Beastmen Sentries	65 GCs
7	2 Chaos Thugs & 2 Chaos Sentries	1 Chaos Warrior & 2 Chaos Thugs	4 Beastmen & 1 Beastman Sentry	70 GCs
8	5 Chaos Thugs & 1 Chaos Sentry	1 Chaos Warrior & 3 Chaos Thugs	5 Beastmen & 1 Beastman Sentry	75 GCs
9	6 Chaos Thugs & 1 Chaos Sentry	1 Chaos Warrior, 2 Chaos Thugs & 1 Chaos Sentry	6 Beastmen & 1 Beastman Sentry	80 GCs
10	1 Chaos Warrior, 2 Chaos Thugs & 1 Chaos Sentry	1 Chaos Warrior, 3 Chaos Thugs & 1 Chaos Sentry	7 Beastmen & 1 Beastman Sentry	85 GCs
11	1 Chaos Warrior, 3 Chaos Thugs & 1 Chaos Sentry	1 Chaos Champion & 1 Chaos Sentry	8 Beastmen & 1 Beastman Sentry	90 GCs
12	6 Chaos Thugs & 2 Chaos Sentries	2 Chaos Warriors & 1 Chaos Sentry	9 Beastmen & 1 Beastman Sentry	100 GCs

QUEST ROOMS MATRIX				
D12	Level 1	Level 2	Level 3	Treasure
1	6 Chaos Thugs & 2 Chaos Sentries	2 Chaos Warriors & 1 Chaos Sentry	7 Beastmen & 1 Beastman Sentry	100 GCs
2	2 Chaos Warriors & 1 Chaos Sentry	1 Chaos Warrior, 5 Thugs & 1 Chaos Sentry	8 Beastmen & 1 Beastman Sentry	105 GCs
3	1 Chaos Warrior, 5 Chaos Thugs & 1 Chaos Sentry	1 Chaos Champion & 1 Chaos Sentry	8 Beastmen & 2 Beastmen Sentries	110 GCs
4	2 Chaos Warriors & 2 Chaos Sentries	7 Chaos Thugs, 4 Beastmen & 1 Chaos Sentry	10 Beastmen & 1 Beastman Sentry	115 GCs
5	1 Chaos Champion, 1 Chaos Thug & 1 Chaos Sentry	1 Chaos Warrior, 3 Chaos Thugs, 4 Beastmen & 1 Chaos Sentry	11 Beastmen & 1 Beastman Sentry	120 GCs
6	1 Chaos Champion, 2 Chaos Thugs & 1 Chaos Sentry	1 Chaos Warrior, 7 Beastmen & 1 Beastman Sentry	11 Beastmen & 1 Beastman Sentry	125 GCs
7	1 Chaos Champion, 3 Chaos Thugs & 1 Chaos Sentry	1 Chaos Warrior, 4 Chaos Thugs, 3 Beastmen & 1 Beastman Sentry	11 Beastmen & 1 Beastman Sentry	130 GCs
8	1 Chaos Champion, 4 Chaos Thugs & 1 Chaos Sentry	1 Chaos Warrior, 8 Beastmen & 1 Beastman Sentry	12 Beastmen & 1 Beastman Sentry	135 GCs
9	1 Chaos Champion, 2 Chaos Thugs & 2 Chaos Sentries	1 Chaos Warrior, 4 Chaos Thugs, 5 Beastmen & 1 Chaos Sentry	10 Beastmen & 2 Beastmen Sentries	140 GCs
10	3 Chaos Warriors & 1 Chaos Sentry	2 Chaos Warriors, 4 Chaos Thugs & 1 Chaos Sentry	13 Beastmen & 1 Beastman Sentry	145 GCs
11	2 Chaos Warriors, 4 Chaos Thugs & 1 Chaos Sentry	2 Chaos Warriors, 5 Beastmen & 1 Beastman Sentry	11 Beastmen & 2 Beastmen Sentries	150 GCs
12	1 Chaos Champion, 1 Chaos Warrior, 1 Chaos Thug & 1 Chaos Sentry	2 Chaos Warriors, 1 Chaos Thug, 3 Beastmen & 2 Chaos Sentries	12 Beastmen & 2 Beastmen Sentries	160 GCs



Symbols of the Great Power Nurgle

Followers of Nurgle, be they Champions of the Warhammer World or spacefaring Champions who lead the Chaos Renegades throughout the galaxy, favour certain materials with which to decorate their banners. Thus many of these banners, and for that matter the shoulder badges and icons of the Chaos Renegades, gleam with yellow pus, bile green, and several rich brown colours of doubtful origin. Centre: battle Banner of Mortarion, Primarch of the Death Guard Space Marines. The Banner is kept enshrined on the world of Mortarius in the Eye of Terror, and is removed and carried into battle when the Death Guard go to war. Left: the Banner of Chaos Champion Pestulus depicting the blood sucking flea which characterises his own mutation - the head of a fearsome blood-devouring insect. Right: typical of the declaiming banners carried by the Champions of Nurgle is this, listing in no uncertain terms the avowed aims of its bearer. Below: three shields depicting variations of Nurgle's own symbol, the tripartite fly. Bottom: shoulder pads of the Death Guard with more variations of the tripartite fly.



Ork Warband - Snake-Bite, Evil Saurz and Goff clans