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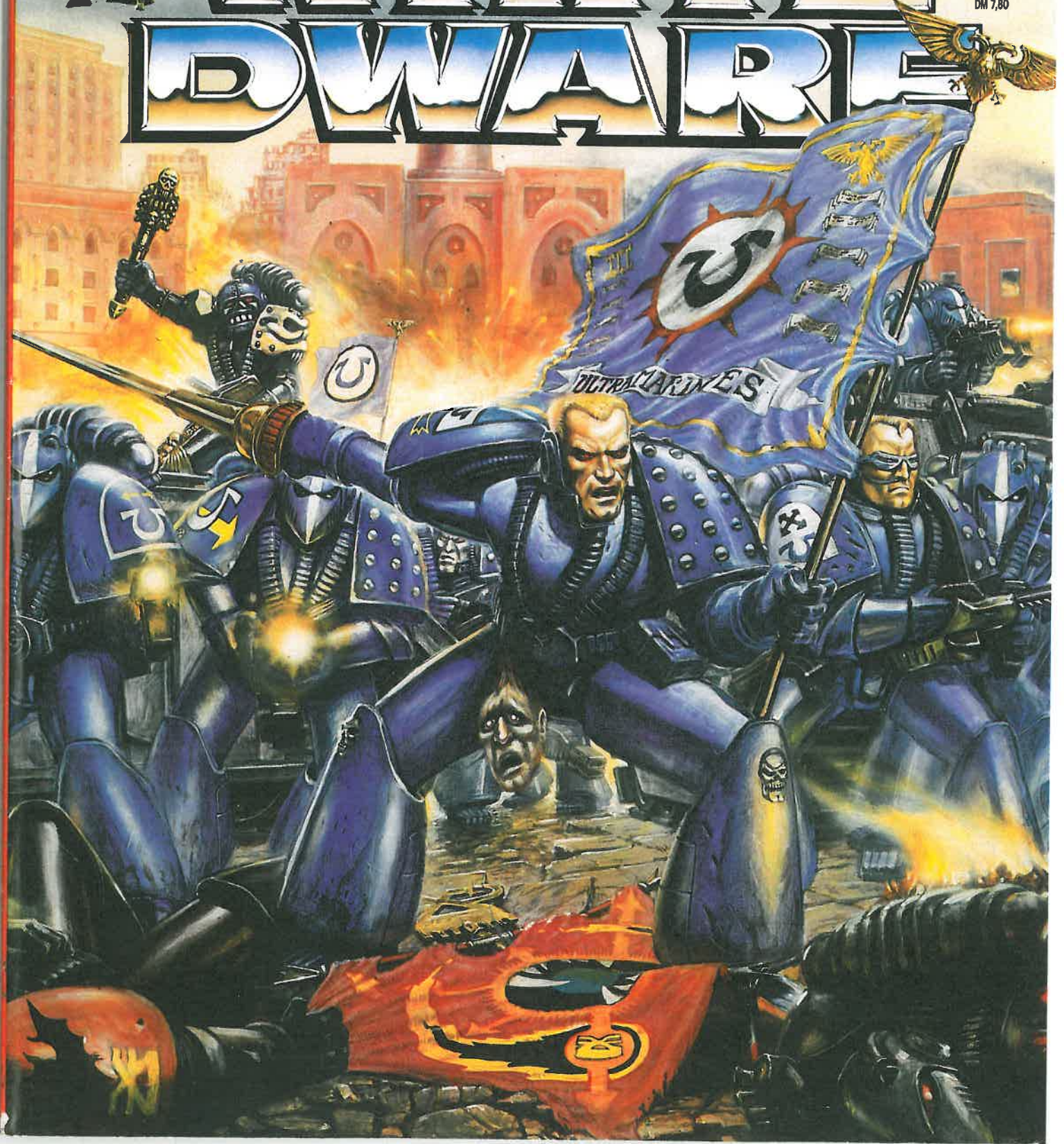
116

PRESENT THEIR MONTHLY GAMES MAGAZINE



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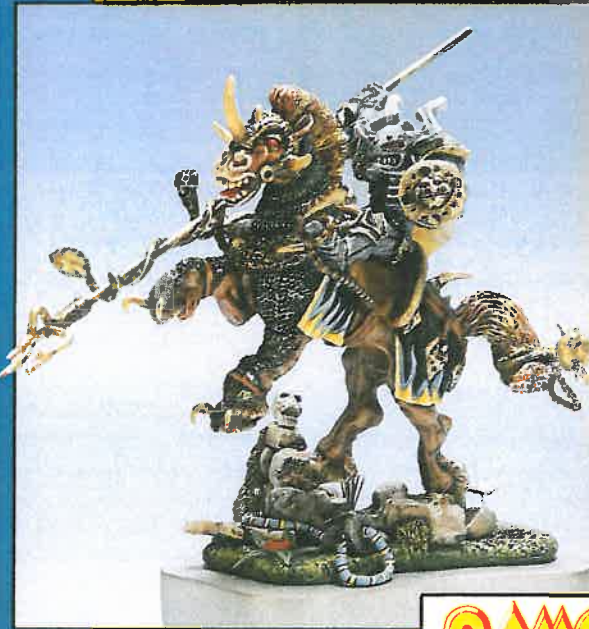


FANTASY MINIATURES



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CITADEL MINIATURES



Fantasy Miniatures is the book of the 1989 Golden Demon Awards. It is packed with full-colour photographs of the world's best painted miniatures, including the finest work of the Games Workshop staff painters and all the Golden Demon award-winning models.

Fantasy Miniatures also contains the Citadel Painting Guide, the definitive guide to miniature painting and modelling, taking you from basic preparation to advanced techniques such as blending and conversions.



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WHITE DWARF™

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BACK COVER - *Dioramas painted by the staff painters*

Top: A Khornate Genestealer cult in ferocious combat with Harlequins
Bottom: Ork Gargants, infantry and vehicles on the move

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WARHAMMER

FANTASY BATTLE

IN

WHITE DWARF

The Warhammer Fantasy Battle issues of White Dwarf are disappearing fast. You can't afford to miss out on the new weapons, troops and rules in every issue. You can obtain back issues through Games Workshop Mail Order or from Games Workshop stores and Independent Specialist Stockists. All White Dwarf back issues are £1.50.



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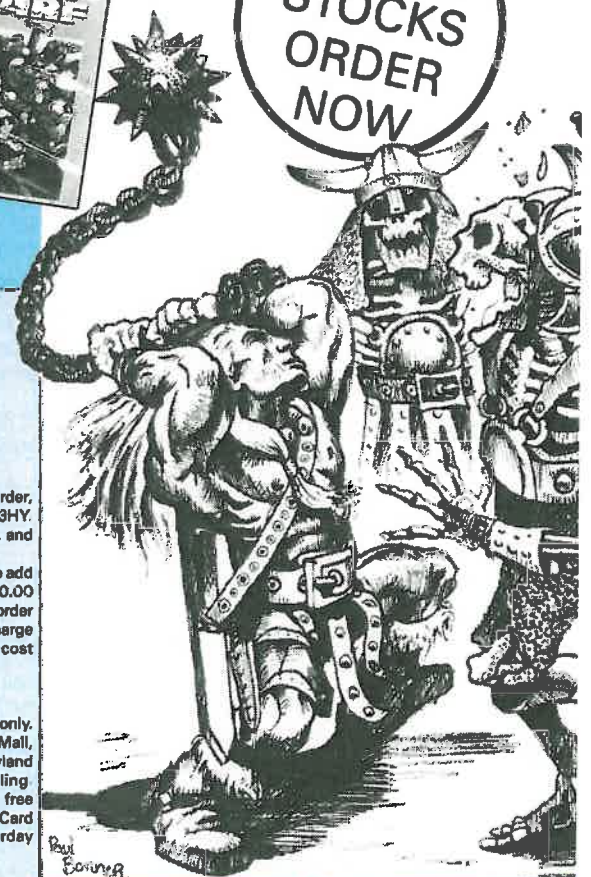
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GAMES WORKSHOP

CULTURE SHOCK

NEW ARRIVALS

This month sees the arrival of no less than four people at the Studio.



Russ Tanham

Russ Tanham used to work in our Nottingham shop, and has just come to join us as Assistant to the Art Director. Russ is a fanatical Star Trek fan and a keen player of all of our games. His current favourite is Blood Bowl, for which he has painted an amazing sixteen teams!

Our art department also sees the arrival of two new artists: **Adrian Smith** and **Paul Bonner**. The names should be familiar - both worked as freelance artists before coming to join us, and have had many pieces of their work published in our games.



Adrian Smith

Adrian has been put to work on illustrations for *Space Marine* and *Confrontation*, both of which suit his style perfectly. Adrian says he finds his inspiration in the work of artists as diverse as Arthur Rackham, Simon Bisley and Patrick Woodroffe. Adrian is also a keen music fan, and usually listens to thrash metal music while he works.

Paul's arrival was heralded in last month's *Illuminations*, which also gave you a taste of what to expect from Paul in the future.



Jervis, Rick and Nigel playtest the new Gladiators game.

Paul is already making himself at home, having covered his corner of the studio with Conan posters. As well as more Conan posters, Paul's own studio contains dozens of animal skins and skulls, for use as both a reference source and to create an inspirational atmosphere!



Paul Bonner

On the editorial floor, we are joined by **Martin Gately**. Before coming here to work as an Editorial Assistant, Martin was a freelance writer for D.C. Thomson on *Starblazer*, a SF comic. As well as being a comic buff, Martin is a keen games player, listing WFRP amongst his favourite games.



Martin Gately

Although not strictly a new arrival, this month also sees the return of miniature painter **Colin Dixon** to the Studio. For the last few months he has been locked in a room with Bob Naismith, who has been teaching him how to make Citadel Miniatures. Colin has now finished his training, and is already hard at work on a range of vehicles and Titan expansions for *Adeptus Titanicus*.

GLADIATORS

Games designer **Jervis Johnson** and various staff members have been busy playtesting a new game which pits warriors against each other in man-to-man fantasy gladiatorial combats.

We hope to have the game out by the end of the year, and it should include a playing surface and plenty of gladiatorial miniatures from the Citadel plastics design team.

The game features a fast tactical combat system that allows you to choose where you place your blows and how hard you hit. You can also learn numerous sneaky tricks to outwit your opponent, including shield bash and razzle-dazzle!

SPACE HULK

Work has begun on not one, but two supplements for **Space Hulk**. Amongst their planned contents will be a complete scenario generation system and a number of ready-to-play scenarios, rules for Hybrids, psychic powers and all of the metal Terminators.

The supplements should also contain new board pieces and plastic Genestealer Hybrids and Terminator Librarian miniatures.

THE RINGS OF ALLION

Steve Jackson, co-founder of Games Workshop, has just put the finishing touches to *FIST 2 - The Rings of Allion*.

Like its forerunner, *Castle Mammon*, *FIST 2* is a play-by-telephone fantasy game, and pits the caller against numerous traps and monsters while he seeks to retrieve the wizard Allion's magic rings.

DWARF MOUNTAINEERS

DWARF SKI TROOPS FOR WARHAMMER FANTASY BATTLE



Deep within the mountain ranges of the Old World lie the Dwarf holds. From their lofty walls can be seen the snow-capped peaks where only the Dwarf Mountaineers live. These Dwarfs live high on the peaks in their isolated log cabins and ice-delvings, eking out an existence by trapping wild beasts for their meat and fur. With their weather-beaten faces and deer-hide winter clothing, they are the very image of hardened mountaineers. The Dwarf Mountaineers use skis to cross the treacherous slopes and glaciers. They are experts in this mode of travel, skiing in total silence to avoid causing avalanches, and even being able to fight from skis.

One of the hazards of patrolling the high slopes is the possibility of ambush by Orcs or other enemy creatures who lurk in the mountain passes. For this eventuality, the Mountaineers are equipped with blunderbusses. The blunderbuss is particularly effective at blasting away an enemy who suddenly jumps out from the pine-trees while you're travelling at full pelt on your skis. It also has two other important uses: firstly, the loud bang will signal the danger to any other Mountaineers in the vicinity; and, secondly, a properly-coordinated volley of blunderbusses can bring down an avalanche onto the heads of enemies hiding in the rocky passes.

SPECIAL RULES

Scouts

Dwarf Mountaineers fulfil a valuable function guarding the mountain passes on the frontiers of the Dwarf realms and guiding Dwarf armies and prospectors through the mountains in winter when the passes are difficult to navigate. They follow all the normal rules for Scouts.

Terrain

Dwarf Mountaineers are best deployed in hilly or mountainous terrain. They prefer snow-covered slopes but such is their skiing skill that they can ski on grassy slopes if need be. Any Dwarf army deploying Mountaineers can automatically place one steep-sloped hill within 1 foot of their table edge to represent the fact that the Dwarf commander chooses his ground carefully if using Mountaineers.

The Mountaineer Yodel of Doom

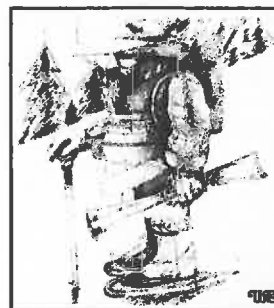
Enemies of the Dwarfs roaming through the high peaks listen in apprehension for the dreaded Mountaineer war cry known as the *Yodel of Doom*. This is heard shortly before the Mountaineers ski-charge down onto their enemies. Many foes have fled in terror from the sound, tumbling down the snowy slopes in panic before a frenzied pack of yodelling Dwarf Mountaineers.

The Yodel of Doom counts as a *magical musical instrument*, and costs an extra 25 points. It has the same effect as the *Battlerage* magical instrument ability listed in *Warhammer Armies*. The yodel instils an unstoppable death-lust in the mountaineers. During the first round of any close-combat engagement and on any following round providing the unit is not pushed back, it may add +1 to its *to hit* rolls.

Alternatively one of the Mountaineers can be given a long alpenhorn as a musical instrument, which can be endowed with any of the magical instrument abilities listed in *Warhammer Armies*. A unit can either yodel or use an alpenhorn; it will not have both.

0-15 DWARF MOUNTAINEERS

These are Dwarf trappers who roam the highest peaks and glaciers of the mountainous Dwarf realms. These regions are covered by snow for most of the year and so the Mountaineers must patrol on skis. They are much valued by the Dwarven Lords as mountain troops.



M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
3	4	3	3	4	1	2	1	9	7	9	9

MODELS PER UNIT: 5-10 POINTS PER MODEL: 10

WEAPONS: Hand Weapon and Blunderbuss

ARMOUR: None

ANY UNIT MAY HAVE:
Magic Instrument 25

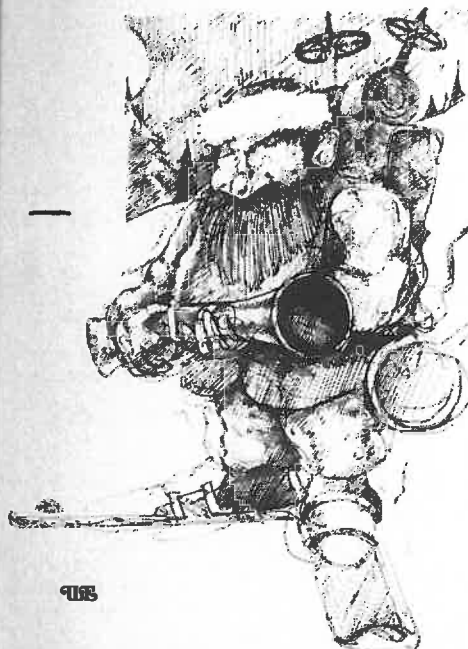
Movement

Mountaineers can only ski downslope, but can move double their normal movement allowance (ie 6 inches) when going downhill. On flat ground or uphill, the Mountaineers must walk in their skis at their normal movement allowance and with normal movement penalties for steep slopes and woods. However, as skilled skiers, they suffer no movement penalty when moving downwards on steep slopes. They can also easily swerve around trees on wooded slopes, again incurring no movement penalty.

The Ski Charge

Mountaineers positioned on the crest of a hill can make a ski charge downslope into hand-to-hand combat. The skis endow them with a charge move of three times their ordinary foot move (ie 9 inches). They can only claim this extra long charge if charging downslope for part of the distance.

Mountaineers are allowed to discharge their blunderbusses while making a ski charge, since they are really only standing still and letting the skis do all the work carrying them into combat.





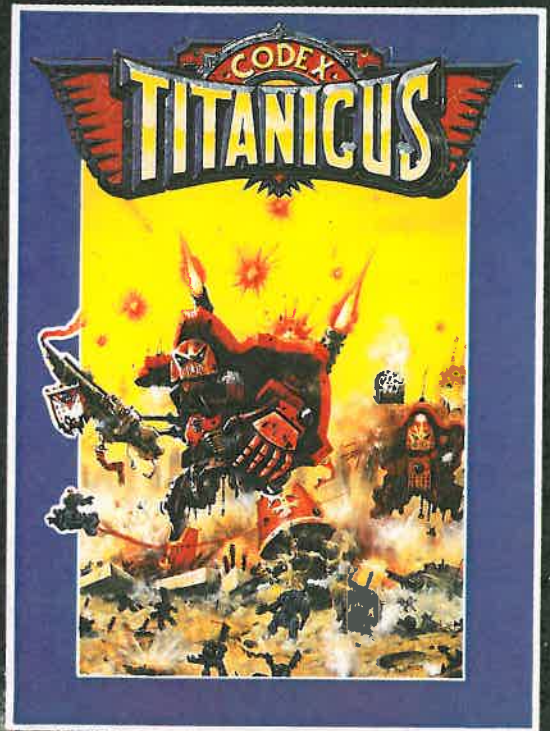
The towering war machine turned, swinging its massive body towards the crumbling city that sprawled across the edge of the crater. The Titan's head rose as it surveyed a sky darkening with the massive drop ships that heralded the arrival of the task force...

CODEX TITANICUS

- new rules for Adeptus Titanicus and Space Marine.

- Ork Garganis and Eldar Phantom Class Titans
- Ork and Eldar infantry and vehicles
- New Titan damage and close combat systems
- New Imperial weapons and devices
 - Imperial vehicles, including Predators, Land Speeders, Bikes, Dreadnoughts, Robots, Tunnelling vehicles, Drop ships
- Plus all the full-colour Data cards, order counters and templates you require

Ork and Eldar infantry and vehicles will be found in the forthcoming **Ork Horde** and **Eldar Legion** boxed sets of plastic miniatures; the Imperial vehicles from Codex Titanicus are available in Citadel's range of epic scale metal miniatures.



AVAILABLE
EARLY
AUTUMN



SPACE MARINE™



Half of the Emperor's forces have declared for Warmaster Horus. Planets burn and continents are torn asunder as the Imperium is split by a terrible civil war, in which Marine kills brother Marine.

SPACE MARINE is the game of epic warfare in the Age of Heresy, when Marines of the Legiones Astartes battle in the holy war between the Emperor and Warmaster Horus. The game contains over 300 finely detailed plastic epic scale miniatures.

- 320 Space Marines
- 32 Rhinos
- 46 Land Raiders
- 11 Buildings
- Plastic range rulers and deviation template
- Counters, templates and data cards
- Complete rulebook for epic scale infantry and armour battles during the Horus Heresy

Space Marine is a completely self-contained game, it is also fully compatible with **Adeptus Titanicus** and the growing range of Citadel epic scale metal miniatures.



AVAILABLE
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EPIC BATTLE DAMAGE SYSTEM

When you are fighting a large battle, involving several Titans on either side and possibly infantry and vehicles as well, you may find that the game is slowed down by the normal damage procedures.

The *Epic Battle Damage System* is designed for use in large games with half a dozen or more Titans on each side, or any battles that involve infantry, vehicles or Ork Gargants. It is possible to use the *Detailed Damage System* for this kind of game, but you will probably find it slow going.

REPAIR ROLLS

Repair and malfunction rolls are now combined into a single dice roll, using the table below. All normal repair roll modifiers apply. In the *Epic Battle Damage System*, repair rolls are only ever made for void shields and damaged reactors.

REPAIR TABLE	
Modified D6 Roll	Result
1 or less	Malfunction
2-4	Repair unsuccessful
5 or more	Repair successful
Repair Roll Modifiers	
Damage Control orders	+1
Repair systems damaged	-1

VOLLEYS

This damage system uses the principle of *volleys*, which is very important to the way it works. A volley is any number of attacks made on a Titan by a single enemy Titan or detachment. Rolls to hit and damage are worked out separately for *each* volley, in any order the attacking player wishes.

For example - if a Reaver Class Titan fired all its weapons at one target, all the attacks would be considered as one volley. All rolls to hit would be made (in any order the attacking player chooses) and then all damage rolls would be made (in any order the attacking player chooses).

If, on the other hand, it fired its left arm at one target, its right arm at another, and its carapace at a third, it would have fired three separate volleys: the rolls to hit and damage for the first volley are dealt with before any dice are rolled for the second volley, and the second volley is dealt with before any dice are rolled for the third volley.

Likewise, if the Reaver is fired upon by an enemy Warlord and by a Land Raider detachment in the same combat phase, then every shot fired at the Reaver by the Warlord counts as one volley, and every shot fired at the Reaver by the Land Raider detachment counts as another volley.

SUPPORT MISSILES

Each support missile counts as a volley in itself, even if the attacker fires additional weapons at the same target.

CLOSE COMBAT

All of a Titan's close combat attacks count as a single volley.

LEVEL OF DAMAGE

The rules for rolling to hit are unchanged.

To determine the *level of damage* from a hit, consult the *Weapon Table* and find the *Critical Damage Roll (CDR)* for the weapon which scored the hit. Then roll a D6 and consult the following table:

D6 ROLL	WEAPON CDR					
	1	2	3	4	5	6+
1	DEFLECTED					
2						
3						
4						
5						
6	CRITICAL DAMAGE					

Make a note of how many superficial hits and how many critical hits the volley causes.

If a volley causes *any* real damage to the Titan (ie at least one *Superficial Damage* or *Critical Damage* result), it is necessary to make a roll on the damage tables. Note that only *one* roll is made per volley, regardless of the number of hits.

Roll a D6, modifying the score as shown below, and refer to the following table:

LEVEL OF DAMAGE TABLE	
Modified D6 Roll	Level of Damage
1	No effect
2-5	Roll <i>once</i> on the <i>Minor Damage Table</i>
6-8	Roll <i>once</i> on the <i>Major Damage Table</i>
9+	Roll <i>once</i> on the <i>Catastrophic Damage Table</i>
LEVEL OF DAMAGE MODIFIERS	
Target's Armour Rating	+/- AR
For <i>each</i> Critical Hit	+1
3-5 Superficial Hits	+1
6-8 Superficial Hits	+2
9-11 Superficial Hits	+3
12 or more Superficial Hits	+4
Per <i>Systems Failure</i> hit suffered by target	+1
Attacker has <i>Markmanship</i> skill	+1

When your plasma reactor is irreparably damaged, your Titan is dead. Think no more of it. Look then to the safety of your crew, that their training and courage may be preserved - to fail in this duty is to fail the Emperor.

- Exhortationes Principis Titannorum,
Divisio Militaris

VEHICLES RAMMING TITANS

The rules given in the *Space Marine* rulebook for a vehicle ramming a Titan are changed as follows:

If the scores are tied or the Titan's score is higher, the vehicle is destroyed and the Titan suffers no damage.

If the vehicle beats the Titan's score by 1-2 points, the vehicle is destroyed and the Titan suffers a *Movement Systems* hit (see *Minor Damage Table*).

If the vehicle beats the Titan's score by 3 or more points, the vehicle is destroyed and the Titan suffers a *Crash* hit (see *Catastrophic Damage Table*).

INFANTRY CLOSE ASSAULTS VS TITANS

If infantry manage to wedge a bundle of grenades in the Titan's leg, roll one the following table:

D6 Roll	Result
1-5	<i>Movement Systems</i> - see <i>Minor Damage Table</i>
6	<i>Crash</i> - see <i>Catastrophic Damage Table</i>

EPIC BATTLE DAMAGE TABLES

MINOR DAMAGE TABLE	
D6 Roll	Result
1-3	Systems Failure - Mark one <i>Systems Failure</i> hit on the Titan's roster sheet. The Titan suffers a +1 modifier when rolling for the level of damage for each systems failure hit it has suffered (see <i>Level of Damage</i> above).
4	Weapon Sensors - The Titan's weapon sensors have been damaged, and may <i>not</i> be repaired. The Titan suffers a -1 modifier to hit from now on. Any further hits in this location have no effect.
5	Movement Systems - The Titan's movement systems have been damaged, and may <i>not</i> be repaired. The number of 45° turns it may make in a turn are reduced by one (to a minimum of 1 cm), its advance move is reduced by 1 cm (to a minimum of 1 cm), and its charge move is reduced by 2 cm (to a minimum of 2 cm). The effect of any further hits in this location are cumulative, subject to a minimum of 1 cm charge move, 2 cm advance move, and one 45° turn per movement phase.
6	Static - An electro-magnetic pulse surges through the Titan's electrical systems, disrupting them for a short time. The Titan may not do <i>anything</i> for the rest of this turn or any of the next turn, apart from making <i>repair rolls</i> in the repair phase. The damage is <i>automatically</i> repaired in the end phase of the next turn.

MAJOR DAMAGE TABLE	
D6 Roll	Result
1	Left Carapace - Any weapons mounted on the left carapace are destroyed. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. If the target does not have any weapons in this location, or if they have already been destroyed, then apply a <i>Systems Failure</i> hit instead (see <i>Minor Damage Table</i>).
2	Right Carapace - Any weapons mounted on the right carapace are destroyed. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. If the target does not have any weapons in this location, or if they have already been destroyed, then apply a <i>Systems Failure</i> hit instead (see <i>Minor Damage Table</i>).
3	Left Arm - Any weapons mounted on the left arm are destroyed. If the target does not have any weapons in this location, or if they have already been destroyed, then apply a <i>Systems Failure</i> hit instead (see <i>Minor Damage Table</i>).
4	Right Arm - Any weapons mounted on the right arm are destroyed. If the target does not have any weapons in this location, or if they have already been destroyed, then apply a <i>Systems Failure</i> hit instead (see <i>Minor Damage Table</i>).
5	Void Shield Generators Destroyed: - <i>All</i> the Titan's void shields are destroyed, and may <i>not</i> be repaired. The Titan is without void shields for the rest of the game. Count any further <i>Void Shield Generators Destroyed</i> results as <i>Reactor Shutdown</i> hits instead.
6	Reactor Shutdown - Power output from the reactor is reduced to a mere trickle. All available power is being channelled in to the auto-repair systems. The Titan may not be given any orders until the reactor is repaired, and therefore can neither move or fire. Even damage control orders are not allowed until the reactor is repaired. Any further hits to the reactor before it is repaired cause a <i>Reactor Meltdown</i> (see <i>Catastrophic Damage Table</i>).

CATASTROPHIC DAMAGE TABLE	
D6 Roll	Result
1	Mind Burn: The mind impulse system of the Titan goes haywire. The luckiest members of the crew are killed instantly by psychic shock; the rest are reduced to gibbering lunatics. The Titan is effectively destroyed and grinds to a halt, a grim statue towering over the battlefield. Leave the model standing in place where it was destroyed. It may not do anything for the rest of the game, but blocks LOS normally and may be salvaged - apart from the MIUs, which have been completely destroyed. Subsequent hits affect the Titan normally. The crew is treated as killed.
2-3	Crash: There are few sights more impressive in war than that of a Titan losing a leg. The metal giant totters for a few seconds, stabilising jets overload themselves trying to compensate, and finally the sixty-foot figure comes crashing down like a felled tree. Unless able to eject in the few seconds before the Titan falls, the crew will be killed or seriously injured in the crash. Use the scatter template to decide which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on will be destroyed (no saving throw).
4-6	Reactor Meltdown: When a Titan's plasma reactor suffers serious damage it will become unstable almost instantly. The Titan is vaporised in an unstoppable and spectacular meltdown. It is removed from play. All units within 8 cm must roll for damage as if hit by a plasma cannon firing on maximal.

ARMOURED VEHICLES

The *Space Marine* rules cover three armoured vehicles: the Land Raider battle tank with its fearsome armament of four las-cannon and two heavy bolters, the lightly-armed Rhino APC, and the slightly heavier missile-armed Whirlwind variant. Diverse as these are, they all fall into the category of *armoured vehicles* because their passengers and crew are completely protected by their armour - they are not exposed to enemy fire. Light vehicles, whose crews are partially or wholly unprotected, are discussed in a later section.

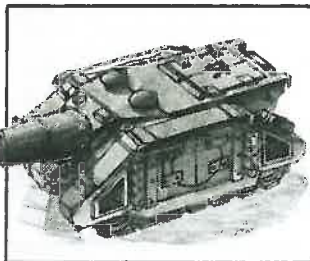
PREDATOR



The Predator is a heavily-armed variant of the Rhino APC, developed as a light battle tank. With two swivel-mounted las-cannon and a turret-mounted auto-cannon, it packs almost as much punch as a Land Raider, although it does not have the space to carry troops. Predators saw action throughout the wars of the Horus Heresy with most Space Marine Chapters, on both sides of the conflict.

The Predator is an armoured vehicle, and follows all the normal rules for armoured vehicles.

VINDICATOR



Like the Predator, the Vindicator is a variant on the Rhino APC chassis. It carries a single heavy weapon in a front swivel mount - normally a heavy assault gun known as the Thunderer. The Vindicator was originally designed by the Loyalist forces for fighting in built-up areas, where range was secondary to effect against buildings and enemy armour. After its decisive role in the clearance of Stahlenburg during the Scouring of Rotstern I, the forces of Horus copied the design, and within months the Vindicator was used by both sides.

TUNNELLING VEHICLES

There are some circumstance in which the ability to move underground is invaluable. An underground vehicle is untouched by the battle which may be raging on the surface, and can avoid most obstacles simply by going under them. And the enemy can never be entirely sure where a tunneller may surface to rejoin the battle.

Tunnelling Vehicles are a sub-class of armoured vehicles. As well as the normal armoured vehicles rules, there are several special rules which relate to all tunnelling vehicles.

MODELS

A tunnelling vehicle normally consists of two elements: the tunneller itself and a surface transport vehicle. For this reason, each tunneller is represented on the tabletop by three separate models. A model of the complete unit is used when the vehicle is moving into position. When it starts tunnelling, the tunneller is removed and only the transport section is left in position to mark the point of entry. Finally, a model of the surfacing tunneller is used to mark the point where it breaks the surface and can deploy its troops.

SURFACE MOVEMENT

Before tunnelling starts, the vehicle moves on the tabletop as a normal armoured vehicle. The data card for a tunnelling vehicle has two sets of movement numbers, marked *surface* and *tunnelling*. The transporter moves at the *surface* movement rates, obeying all the normal movement rules for armoured vehicles.

After the tunneller has started on its underground journey, the transporter is left behind. It may not move, and, being unarmed, may not fire. It may, however, be used as cover by infantry, and it blocks movement and line of sight in the same way as a normal armoured vehicle.

*Cold is my heart against heresy; through cold stone shall I strike
Hot is the doom of the Traitor; my heart burns for revenge*

Brother Thatton's lips moved silently, following the words of the Cantio Incursi Subterranei as it came over the combink.

*Red is the blood of the faithful; whose virtue glows like magma
Black is the heart of the Traitor; through blackness be it reached*

The chanting was almost drowned by the grating, rumbling sound of the tunneller. The very ground must be shaking, thought Thatton, as the assault force tunnelled towards its objective. Over two hundred Space Wolves, embarked on six Imperial Moles and a dozen Termite tunnellers. A surprise thrust at the Traitors' heart - to cut it out and cleanse it with fire.

The pitch of the motors changed as the Mole broke surface. The whine of servos was followed by the roar of bolter and missile fire as the turrets extended from within the Mole's body and cleared the surrounding area. Then the cabin doors opened.

Following his detachment out into a hail of fire, Thatton found himself in a square between four high buildings. Vindicators and Predators were turning frantically - they had been set up to cover the entrances, and the subterranean attack had bypassed them. The Loyalists had gained precious minutes.

Flame jetted out from the ground floor of one building, and one corner began to sag. A tunneller had come up beneath it. Thatton murmured the Prayer for the Fallen as he thumbed his jump pack into life. The way to the Traitors' command centre was open.

UNDERGROUND MOVEMENT

Each tunnelling vehicle has a single movement rate for underground movement. It may start tunnelling at the beginning of any movement phase. When tunnelling starts, the transporter model is aligned on the tabletop so that the tunneller is facing in the desired direction - a single turn of up to 45° may be combined with the start of tunnelling. Then, the player notes down secretly the number of turns for which he wishes the tunneller to move underground. This information is kept secret until underground movement comes to an end, in the first fire segment of the movement phase of the stated turn.

When the tunneller surfaces, place a burst template at the desired point, with the number 1 pointing back towards the transport vehicle. Then roll for deviation: the tunneller deviates D6 cm in a random direction. Place the surfacing tunneller model on the table in the indicated position.

If a tunneller surfaces directly beneath a vehicle, Titan or infantry stand, treat it as a ram or overrun attack. If a tunneller surfaces beneath a building, the building suffers D3-1 critical hits (ie roll a D6, halve the result and subtract 1, rounding fractions down), and the tunneller must make a successful saving throw to avoid destruction.

A tunneller may transport troops in the same way as a normal armoured vehicle. Note, though, that troops may not disembark while moving underground, and that if the tunneller is destroyed while surfacing, any troops it is carrying are also destroyed.

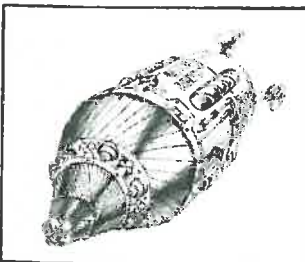
A tunneller may not turn, shoot or be fired on while it is underground. It may fire normally in the first fire segment of each combat phase after it surfaces, but may not move after surfacing.

SETTING UP

When setting up a force that includes tunnelling vehicles, it is possible to set up tunnellers so that they are already underground. This is particularly useful when you have a large playing area, where tunnellers would take some time to move into position.

Set-up is handled as normal, but the transporter models are placed on the table instead of the complete transporter-plus-tunneller models. The tunnellers themselves are assumed to have been tunnelling for up to 3 complete turns before the battle starts on the surface. Note that the direction of tunnelling must be indicated by the facing of the transporter models when they are set up.

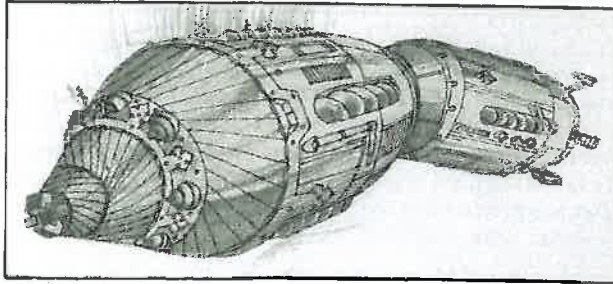
THE TERMITE



The Termite is a small assault tunneller, used to transport troops without exposing them to enemy fire. It can also be used for mounting surprise attacks, appearing behind enemy lines and causing maximum disruption. In this latter role, the vehicle played a

decisive part in the capture of Abfall B, when the whole of the first Company of the Imperial Fists Space Marines were transported underground into the heart of the Traitor stronghold by more than fifty Termites.

THE IMPERIAL MOLE



The Mole is similar to the Termite, but larger and has a greater carrying capacity. It may transport up to 4 stands of infantry in the same way as the Termite. It is also more heavily armed, with a combination of multi-launcher and heavy bolters allowing rapid clearance of the surfacing zone for safe troop deployment.

ARMoured VEHICLE DETACHMENTS

Standard detachments for armoured vehicles are as follows:

Detachment Type	Number and Type	Battle Rating
Predator Detachment	4 x Predator	540
Vindicator Detachment	4 x Vindicator	360
Termite Detachment	4 x Termite	420
Mole Detachment	2 x Mole	360



DEVICES FOR ARMoured VEHICLES

If both players agree, it is possible to fit armoured vehicles with a range of devices for various battlefield roles. Note that all vehicles in a detachment must be identically equipped - if one vehicle is fitted with a device, then all vehicles in the same detachment must have the same device. It is, of course, possible to use the *Non-Standard Detachments* rules from *Space Marine* to field single vehicles with a given device.

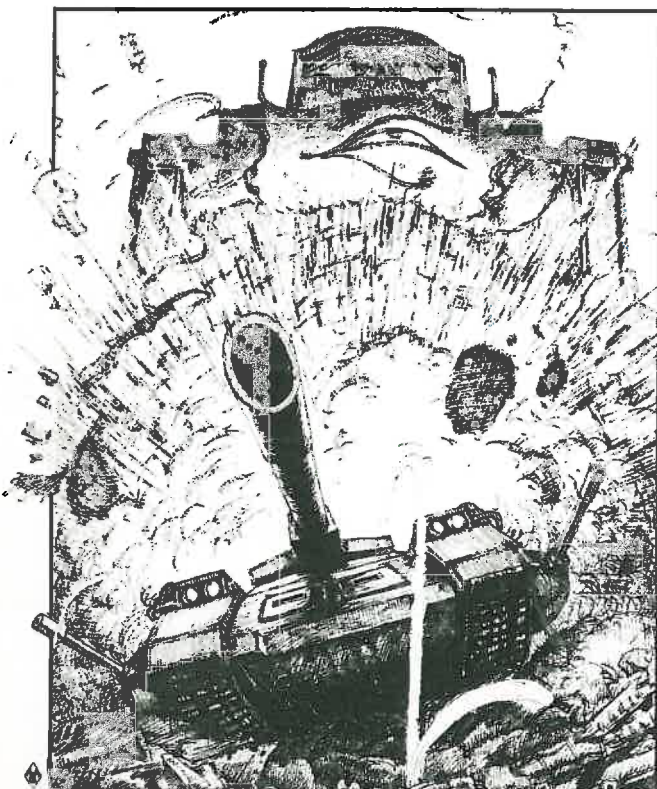
Devices may not normally be fitted to tunnelling vehicles. The only exception is the Demolition Termite, a standard Termite which may be fitted with a single demolition charge.

Fitting a vehicle with a device increases the vehicle's battle rating by 50 points, regardless of the device used.

DEMOLITION CHARGE

The vehicle carries a heavy explosive charge, which is used to demolish buildings. When you fit vehicles with demolition charges, take one *demo charge marker* for each vehicle in the detachment. In order to place a charge in a building, the vehicle must move next to it. A charge may not be placed in a building which is occupied by enemy troops. When the charge is placed, a demo charge marker is placed next to the building. The charge may be detonated by remote control whenever the player wishes, provided that at least one vehicle survives from the detachment that placed it. When the charge is detonated, the building takes D6 critical hits.

An armoured vehicle may carry only one demolition charge, and a vehicle fitted with a demolition charge may not carry troops. Demolition charges may not be used to attack Titans or any other enemy units.



Demolition charge exploding behind a Predator

WD12

HEADHUNTER

Headhunter is an array of equipment developed by the Adeptus Mechanicus for disrupting enemy command structures. When a vehicle fitted with Headhunter moves within 6 cm of an enemy command stand, the apparatus locates the frequency of the command comlink and broadcasts a powerful short-range disruption signal. This takes place in the vehicle's normal firing segment, and an immediate saving throw must be made for all enemy command stands within 6 cm of the vehicle. If the saving throw is successful, there is no effect; if it is failed, the officer is knocked out by the strength of the interference signal, and is treated as killed. The command banner is removed from the stand.

MINELAYER

The vehicle is fitted with minelaying equipment, and two mines of the type used in a mine dispenser missile. Take two mine counters for each vehicle in the detachment.

A mine may be released at any time during the vehicle's movement, by placing the counter on the table at the appropriate point. It becomes active at the start of the next combat phase, and operates in exactly the same way as a standard mine from a mine dispenser missile.

Because of the space taken up by the mine dispenser, the vehicle may not carry infantry.

MINESWEEPER

The vehicle is fitted with an array of remote sensors, signal jammers and other apparatus for knocking out mines. Whenever the vehicle moves within 3 cm of a mine counter, the player controlling the vehicle rolls a D6: on a roll of 1-5 the mine is knocked out and removed from the table, while on a roll of 6 the minesweeping equipment malfunctions and the mine detonates normally.

The equipment is bulky, and means that the vehicle may not carry infantry.

RELAY

RELAY is a remote command system which allows the vehicle to take over control of support missiles fired from off-table or from a friendly Titan.

In the case of off-table missile fire, a vehicle with RELAY may take over terminal guidance of any friendly support missile fired at a target within 36 cm of the vehicle. The support missile gains a +1 modifier to hit.

In the case of support missiles fired from friendly Titans, use the normal rules for RELAY in the *Adeptus Titanicus* rulebook.

A RELAY system can handle any number of missiles at once, but may only select one target per turn.

SUPPORT COMLINK

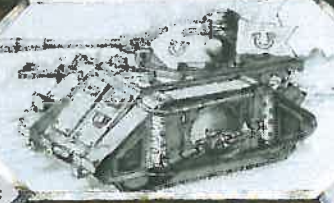
The vehicle carries a command comlink, and can call down supporting fire in exactly the same way as an infantry command stand. Placing an observer for supporting fire within an armoured vehicle is a common practice; it gives the observer greater protection and provides him with increased mobility while he guides the incoming missiles and barrages. Full rules for calling down supporting fire can be found in the *Space Marine* rulebook.



Combined force of Ultramarines and Space Wolves hold their ground against heavy Traitor assault

CH

PREDATOR ARMoured VEHICLE




AR: +1
SAVE: 4+

WEAPONS:
Auto-Cannon (T1)
Las-Cannon (SwL)
Las-Cannon (SwR)
Bolter (T1)

CAF: +2/+1
SPEED: 20/40
BATTLE RATING: 135

VINDICATOR ARMoured VEHICLE




AR: 0
SAVE: 4+

WEAPONS:
Thunderer (SwF)
Bolter (T1)

CAF: +2/+1
SPEED: 20/30
BATTLE RATING: 90

JET BIKE LIGHT VEHICLE




AR: +2
SAVE: None

WEAPONS:
Bolter (FxP)

CAF: 0/-2
SPEED: 30/60
BATTLE RATING: 30

Skimmer

TARANTULA LIGHT VEHICLE




AR: +2
SAVE: None

WEAPONS:
Las-Cannon (T12)

CAF: -1/-3
SPEED: 8/16
BATTLE RATING: 40

LAND SPEEDER LIGHT VEHICLE



AR: +2
SAVE: 6+

WEAPONS:
Melta-Gun (FxP)
Multi-Melta (T1)

CAF: +1/-1
SPEED: 24/36
BATTLE RATING: 40

Skimmer

BIKE COMBINATION LIGHT VEHICLE




AR: +2
SAVE: None

WEAPONS:
Bolter (FxP)
Multi-Melta (SwF)

CAF: 0/-2
SPEED: 24/36
BATTLE RATING: 25

BIKE LIGHT VEHICLE




AR: +2
SAVE: None

WEAPONS:
Bolter (FxP)

CAF: 0/-2
SPEED: 32/48
BATTLE RATING: 25

RAPIER LIGHT VEHICLE

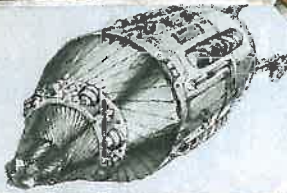


AR: +2
SAVE: 6+

WEAPONS:
Multi-Laser (SwF)

CAF: 0/-2
SPEED: 24/36
BATTLE RATING: 45

TERMITE ARMoured VEHICLE



AR: +1

SAVE: 4+

WEAPONS:
Las Cannon (FxF2)
Heavy Bolter (T1)

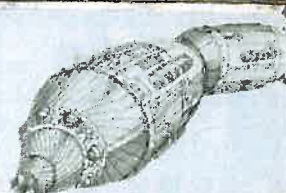
CAF: +2/0

SPEED:
surface 16/24
tunnelling 12

BATTLE RATING: 130

Tunneller. May carry up to 2 infantry stands.

IMPERIAL MOLE ARMoured VEHICLE



AR: 0

SAVE: 3+

WEAPONS:
Multi-Launcher (T12)
Heavy Bolter (T12)


CAF: +2/+1

SPEED:
surface 16/24
tunnelling 10

BATTLE RATING: 180

Tunneller. May carry up to 4 infantry stands.

MOLE MORTAR LIGHT VEHICLE



AR: +2

SAVE: None

WEAPONS:
Mole Mortar (SwF)


CAF: -1/-3

SPEED: NA/8

BATTLE RATING: 20

Field Artillery

THUDD GUN LIGHT VEHICLE



AR: +2

SAVE: None

WEAPONS:
Thudd Gun (SwF)

CAF: -1/-3

SPEED: NA/8

BATTLE RATING: 20

Field Artillery

These data cards should be mounted on card and cut out.

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These data cards are taken from *Codex Titanicus*, and conform to the rules for the Space Marine boxed game. They differ from the data cards published in the Land Raider article in WD110 in the following ways:

1. **SwF** - some weapons have a swivel forward (SwF) mount. This gives a 180° forward fire arc.
2. **Saving Throw** - *Damage Ratings* are no longer used. Instead, vehicles which suffer *superficial damage* must roll their Saving Throw number or more on a D6 in order to avoid destruction.
3. **Close Assault Factor (CAF)** - this replaces the *Vehicles vs Infantry* close combat modifiers for being a Dreadnought or an Armoured Vehicle. Note that the CAF has two values: the first is used in infantry overruns, and the second in all other circumstances.
4. **Field Artillery** - this remark has to do with the advanced design systems in *Codex Titanicus*; ignore it for now. Note, however, that field artillery units have only one speed - they may only move if they are given *Charge* orders.
5. **Skimmers** - this name has been given to low-flying light vehicles such as Jet Bikes and Imperial Speeders. When a detachment of skimmers is given *Charge* orders, they are assumed to be flying high enough to ignore obstacles and terrain effects.
6. **Walkers** - this includes Dreadnoughts and Robots.

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LIGHT VEHICLES

Light vehicles fit in between armoured vehicles and infantry: they are vehicles where the crew is wholly or partially exposed to enemy fire. This means that they can be targeted as infantry or vehicles - the attacker will choose his target depending upon the weapon he's using, sometimes hoping to disable the vehicle by killing its crew, and sometimes seeking to destroy the vehicle itself.

The category of light vehicles includes *skimmers*, vehicles that are capable of hovering and flying, and *field artillery*, mobile weapons with a small crew. These allow a fast initial disposition of firepower during an assault, and a rapid response to enemy movements and counter-attacks.

The following count as light vehicles: Motorbikes, Motorbike Sidecar Combinations, Jet Bikes, Land Speeders, Rapiers, Tarantulas, Mole Mortars and Thudd Guns.

When an enemy unit fires on a light vehicle, the firer may choose whether to treat it as a vehicle target or an infantry target.

This choice may be made for *each* weapon that fires, including different weapon types from the same stand.

For example, when a Space Marine Support Stand fires on a Jet Bike, the Space Marine player may choose to treat the Jet Bike as an infantry target when firing bolters, and as a vehicle target when firing las-cannon.

SKIMMERS

Not all vehicles travel on the land surface; some, like Jet Bikes, hover above the ground and are capable of flying over obstacles. These vehicles are called *skimmers*. Jet Bikes and Land Speeders are skimmers.

Skimmers move as normal vehicles under most circumstances. When a skimmer detachment is given charge orders, it is assumed to be flying high enough to ignore any obstacles 8 cm high or less. At the beginning and end of the move, however, the detachment is assumed to be at ground level. Thus, for example, a Jet Bike Detachment with charge orders may fly over a low building and drop down into cover behind it.

When a skimmer attempts a ram attack against a Titan, roll for the ram normally, then consult the following table:

SKIMMER AGAINST TITAN RAM TABLE
Titan has operating void shields Beats Titan's score: skimmer destroyed, 1 void shield knocked down on Titan.
Equals Titan's score or less: skimmer destroyed; Titan not affected.
Titan has no operating void shields Beats Titan's score by 3 or more: skimmer destroyed; Titan takes <i>Critical Damage</i> .
Beats Titan's score by 1-2: skimmer destroyed; Titan takes <i>Superficial Damage</i> .
Equals Titan's score or less: skimmer destroyed; Titan not affected.

Note that damage location is determined normally when a skimmer rams a Titan.

FIELD ARTILLERY

Field artillery is a subclass of light vehicles, consisting of a slow-moving weapon with a small crew. Mole Mortars and Thudd Guns are field artillery.

In most respects, field artillery behaves as a normal light vehicle. However, it is somewhat less mobile, and has only one movement rate - charge. This means that while it is possible to move and fire the piece in the same turn, its accuracy suffers.

Field artillery generally has a swivel forward (SwF) weapon mount; this gives a 180° fire arc to the front of the vehicle.

Field artillery may *not* make ram or overrun attacks. Note that it still has a CAF score for use when it is attacked in close combat by other units.

The speeders drifted slowly above the grey buildings of Haldik City, the soft whine of their engines barely audible above the deep thumps from the battlefield some two hundred feet below.

Brother-Captain Daral ordered the speeders to hover, sixty sleek machines in a huge V-formation, waiting for the bikes to show themselves. The speeders slammed a line of shells into an alleyway, hoping to flush the Dark Angels out. To Daral's amazement, the six bike detachments, now down to sixty men, appeared from a warehouse to the left of the main street. Daral cursed. "Damn, they must have doubled back." It was a tactic he should have known they'd use - he'd gone through the same training as them, after all.

But it was too late; the bikes had the advantage of surprise and thundered beneath the speeders, spraying their undersides with multi-meltas. A dozen of the speeders burst into flame, scattering the streets below with shrapnel. The shattered hulls fell earthwards, crashing into the nearest building.

The rest of the speeders swung into a steep nose dive, flying around the falling masonry and metal and strafing the bikes and sidecars as they scattered into the side streets. Ten, twenty, thirty - the bikes were torn apart by the attack run, the speeders' multi-meltas turning them into boiling slag. A single Marine flashed across Daral's sights, his face contorted in horror and disbelief. Daral allowed himself a smile as he squeezed the trigger, vapourising the Marine where he stood. "One for the Warmaster. One who refused to join us."

Most of the Marines were killed immediately in the raging firestorm, melted into a tangle of flesh and iron with their bikes. A few managed to survive, flung to the ground in the confusion. They took up positions beneath the battered shells of abandoned cars, and lay behind broken walls, hoping the speeders would fly on.

But there was to be no safety for any of them. The small black specks in the sky were getting larger; the speeders were coming back to finish them off.

Brother Garalk watched as the speeders twisted in the smoke-filled air, screaming back towards him with their guns blazing. They'd destroyed his bike, but the blast had thrown him to one side and left him alive. Now they were going to do the job properly. Garalk began to pray, pray for those who had turned against the Emperor and fallen from the path. They were men he once called Brother, and they were about to kill him.

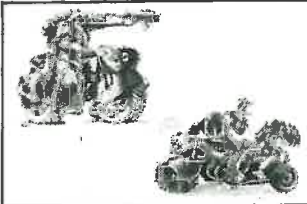
The warehouse shattered in a blinding white flash, the walls crumbling in on themselves as their foundations gave way. Garalk's scream echoed in the empty streets.

The speeders swung across the ruins, their slipstreams cutting clear swathes through the thick, oily smoke that hung over the crumbling walls. They had barely gone fifty yards when they were caught from behind. Huddled in a trench at the rear of the warehouse were twenty rapiers. Protected from the explosion by an earth wall, they had waited until the speeders were overhead before they fired. Six speeders were torn apart and plummeted into the ground.

There was confusion: the speeders lurched in random directions, desperately trying to avoid the laser bolts that lit up the sky around them. Another of the speeders was hit, the beam dancing across its hull. There was a flash of fire and its superstructure shattered. The speeder twisted and caught its neighbour a glancing blow, the two vehicles locking together as the heat welded their hulls. They dipped towards the ground and hit the dirt with a crash.

Daral's command was down to twenty vehicles when the firing suddenly stopped. Unable to understand why, he swung his speeder round, back towards the trench. Standing in the middle of a crater of twisted metal and scorched earth was the massive form of a Deaths Head Titan. Daral grinned. "Reform around the Warlord. Horus guides us to victory."

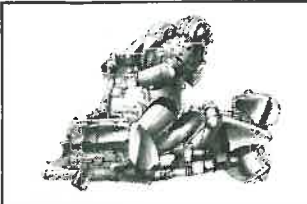
MOTORBIKE



Motorbikes are widely used by the Space Marines to provide fast and mobile troop detachments. The bikes are fitted with a forward-firing bolter, and are also used in a two-man sidecar combination with

an additional swivel-mounted support weapon - commonly a multi-melta.

JET BIKE



The Jet Bike is a popular vehicle for advance and scouting purposes, and is used as standard by all Space Marine Chapters. It mounts a single forward-firing bolter, but mobility and speed are its main weapons.

Many rapid deployment close assaults have been won due to the presence of Marine Jet Bike Detachments.

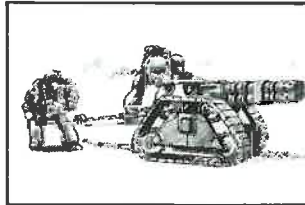
LAND SPEEDER



The Land Speeder is a heavy skimmer, with a two-man crew and heavier armament than a Jet Bike. It is used for a wide range of scouting and fast ground-attack functions. Land Speeders

are usually armed with a forward-firing melta-gun and a turret-mounted multi-melta, and have a crew of two Marines.

RAPIER



The Rapier is a tracked mobile weapon mount, widely used in a heavy anti-personnel role. The typical armament is a multi-laser, making the Rapier very effective against infantry and light vehicles. The

Rapier requires a crew of two.

TARANTULA



The Tarantula is another mobile weapon mount, with a gravitic base which allows it to traverse rough ground easily. It mounts a pair of support weapons; las-cannon are the most common armament. The

Tarantula requires a crew of one.

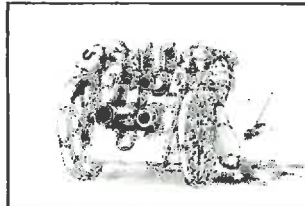
MOLE MORTAR



The Mole Mortar, as its name suggests, consists of an angled tube which fires a drill-equipped shell down into the ground. The shell burrows its way to the target, exploding under the ground or slightly above it.

The Mole Mortar requires a crew of two.

THUDD GUN



The Thudd Gun is a quad-mounted mobile weapon firing high-explosive shells similar to those used in an auto-cannon. Thudd Guns saw wide service during the Heresy, even being used inside the Imperial Palace

on Terra to defend strategic corridors against the defending Traitors. The Thudd Gun requires a crew of two.

LIGHT VEHICLE DETACHMENTS

Standard Imperial light vehicle detachments are as follows:

Detachment Type	Number and Type	Battle Rating
Bike Detachment	6 x Bike	150
Sidecar Detachment	6 x Bike Combo	150
Jet Bike Detachment	6 x Jet Bike	180
Land Speeder Detachment	6 x Land Speeder	240
Rapier Detachment	4 x Rapier	180
Tarantula Detachment	4 x Tarantula	160
Mole Mortar Detachment	6 x Mole Mortar	120
Thudd Gun Detachment	6 x Thudd Gun	120

NEW WEAPONS

Five new weapons have been mentioned in this section: the Mole Mortar, the multi-laser, the Thunderer, the Thudd Gun and the Deathwind multi-launcher.

The *Deathwind multi-launcher* is a special weapon, and is only ever found fitted to Deathwind Landing Pods. It is fully described in the appropriate section of this book. The *Mole Mortar* and the *Thudd Gun* are fully described in the section on *Light Vehicles*.

The *multi-laser* is a rapid-firing combination laser weapon, designed to deliver an extremely high rate of fire against infantry and light vehicles. Because of its rapid firing rate, the multi-laser is also capable of inflicting damage on an

armoured vehicle or a Titan, but a las-cannon is more effective against these targets.

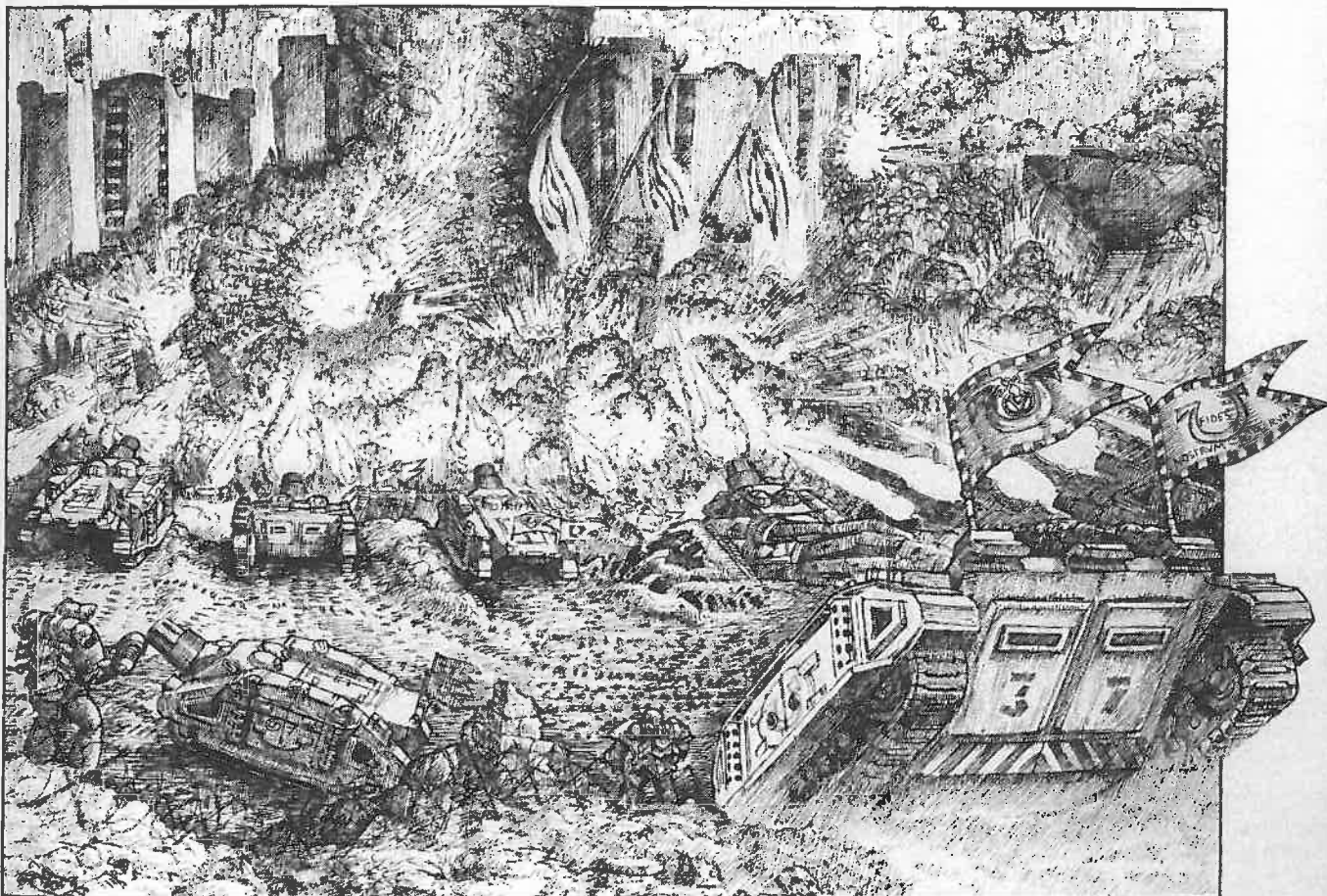
The *Thunderer* is an assault weapon developed from the macro-cannon, with a short barrel and a shorter range. It was designed for demolition and streetfighting, but quickly proved to be effective against armour and Titans. While it lacks the range even of an auto-cannon, the Thunderer packs a punch which has made it a favourite with some vehicle units.

VEHICLE AND TITAN TARGETS					
Weapon	Range		Roll to Hit		Critical Hit Roll
	Short	Long	Short	Long	
Heavy Weapon					
Multi-Laser	+	60 cm	-	6+	*
Thunderer	-	18 cm	-	3+	3+

Notes
 * When a hit is scored, roll a D6. 1-3: shot deflected, no damage. 4-6: shot hits, superficial damage.

INFANTRY TARGETS					
Weapon	Range		Roll to Hit		Saving Throw Modifier
	Short	Long	Short	Long	
Heavy Weapon					
Mole Mortar	6 cm*	48 cm	-	5+(B)	-1
Multi-Laser	20 cm	60 cm	4+	5+	-1
Thudd Gun	-	36 cm	-	5+(B)	-1
Thunderer	-	18 cm	-	4+(B)	-2

Notes
 * 6 cm is the *minimum* range for the weapon; it may not fire at closer targets.



Ultramarine Vindicator Detachment bombarding Rebel emplacement



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2 CLEANED &
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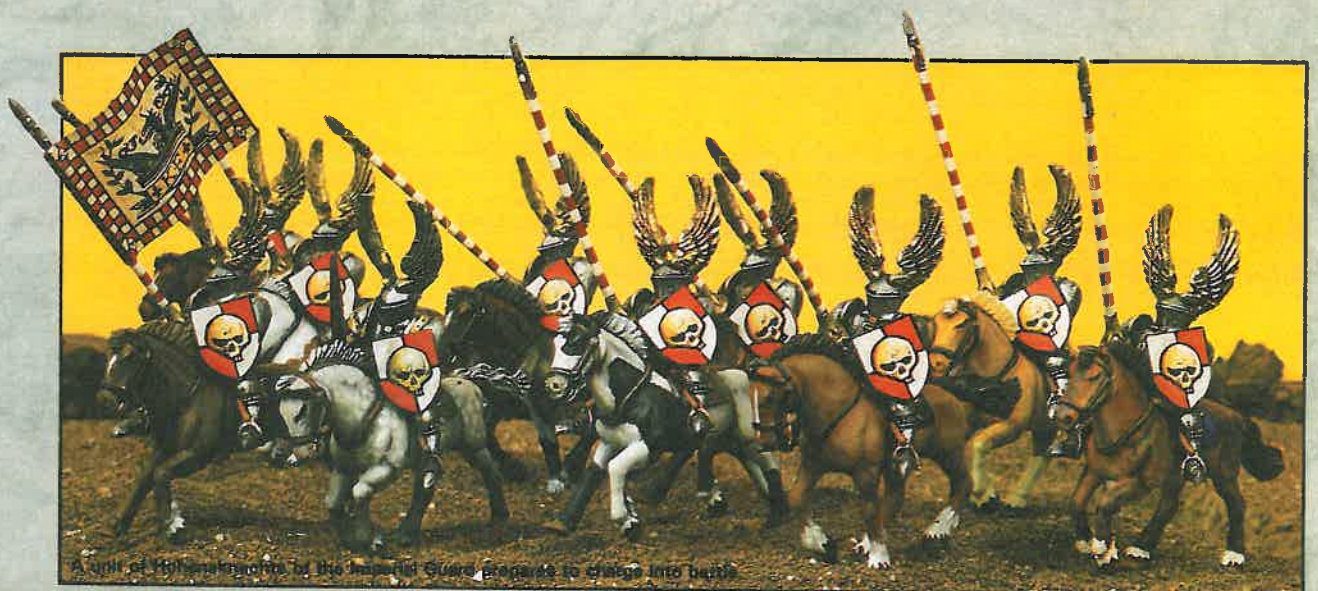
4 SHADING



5 HIGHLIGHTS



6 FINAL HIGHLIGHT
& DETAIL





Chevalier d'Honneur



"Conversion"
Imperial Guard Standard Bearer



Chevalier d'Honneur



Chevalier d'Honneur



Chaos Dwarf Blood Bowl Players



Chaos Dwarf Blood Bowl Players



Dorjak Sureclaw



Chaos Blood Bowl Player



Galmen Gorblade



Plastic Skeleton Archer

THUNDER AND LIGHTNING

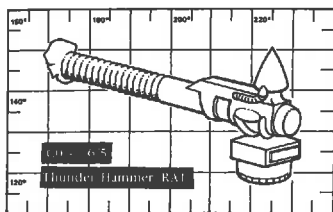
TERMINATOR CLOSE ASSAULT WEAPONS FOR WARHAMMER 40,000

Every Space Marine Chapter has, amongst its members, several trained to use the heavy exo-armour known as Tactical Dreadnought Armour or Terminator Armour. These are always the most experienced and toughest of the Marines in the Chapter; those few veterans whose courage and loyalty is beyond doubt. Even when wearing the standard power armour of Marines they are dangerous adversaries who can take on and destroy many times their own number of battle-hardened troops. Fully-dressed in the ancestral Terminator Armour of their Chapter they rise to a new level of battlefield supremacy, a level where monstrous tanks are but the playthings of a child, and where Terminators, Daemons and gods stalk as equals.

The number of Terminator suits varies from Chapter to Chapter: some have more suits than others and some are more expert in their use. The development of specific Terminator Squad tactics has led to the parallel development of weapon variants, of which two are discussed here: the Thunder Hammer and Lightning Claw. Although very different weapons, they are both designed to break open heavily armoured targets in hand-to-hand combat.

The army list boxes for Terminator Close Assault Squads and Captains should be added to the Space Marine Army list.

Thunder Hammer



The Thunder Hammer is built around a power generator rather like a power axe, sword or glove. In this case the generator is triggered to energise only at the instant of contact, thus enabling it to conserve

energy while delivering a particularly effective blow. As the hammer is brought down upon the target, a blue energy field explodes with an almighty crack, knocking a smoking hole in the enemy while blue sparks crackle and leap about the ruined armour. The Thunder Hammer is often combined with the type of power shield known as a Storm Shield.

Close Combat Weapon	Strength	Damage	Save Modifier
Thunder Hammer	Special	D6	-5

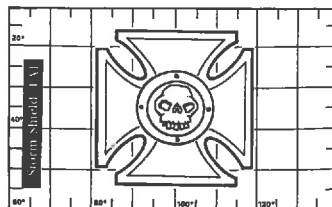
If the Thunder Hammer hits its target it will automatically affect it: there is no need to make a *Strength/Toughness* roll and for this reason the weapon has no *Strength* value. The weapon normally causes D6 points of Damage or D6 Wounds against any target it hits.

The save modifier of -5 on the opponent's saving roll means that no save will be possible, except for field-type armours which are unaffected by save modifiers, and Terminator Armour which always has a minimum save of 6, regardless of modifiers.

The Thunder Hammer may be adjusted to release its entire power charge when it hits. This is a last ditch measure, as

the resulting explosion is likely to destroy the wielder of the weapon as well as the target. The amount of damage caused to the target is increased from D6 to D6xD6. In addition a 1" radius marker is placed directly over the target - any model within it is automatically hit as if by the Thunder Hammer in normal combat, sustaining D6 damage with a save of -5. The explosion leaves a 1" radius crater beneath the blast area. The hammer is destroyed by the explosion even if the wielder is fortunate enough to survive.

Storm Shield

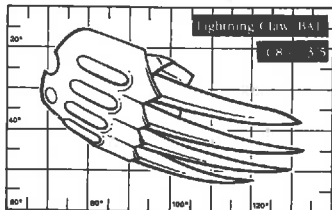


The Storm Shield is a special power shield designed to be carried by Terminators. It is shaped like a cross and draws its energy from generators inside the Terminator's armoured suit. It flickers with a constant blue light

which flashes and spits fluorescent blue fire when the shield is struck. Because of the constant hum of the generators, crackle of electrical discharge, and resulting smell of ozone, the shield was named the Storm Shield.

A Storm Shield confers an additional saving throw of 6 against shooting damage, and 5-6 against hand-to-hand damage. Because Terminators already have a save of 2 or better, the save from the shield should be taken only if the Terminator Armour is penetrated. Since Storm Shields are based around a power field type of defence, saving modifiers do not apply: this is their greatest advantage.

Lightning Claw



This fierce slashing weapon is worn in pairs, one on each hand, doubling the ferocity of its attack. It is a difficult weapon to master and its devotees prefer an individual style of fighting. The weapon

consists of long slashing blades very much like the long claws of a primeval cat. However, like other power weapons, these claws are sheathed in a deadly energy. As the razor sharp knife edges are drawn across armour they hook into it and tear it away, exposing the soft flesh and inner workings to further assault.

Close Combat Weapon	Strength	Damage	Save Modifier
Lightning Claw	8	D3	-5

As Lightning Claws are worn in pairs, the number of attacks is doubled: the model makes its normal number of attacks with each hand. Troops equipped with Lightning Claws are deadly in hand-to-hand combat, especially in the case of heroes who have more than 1 Attack.

0-2 TERMINATOR CLOSE ASSAULT SQUADS
 at 450 Points per Squad
 1 Sergeant and 4 Marines

PROFILE	M	WS	BS	S	T	W	I	A	Ld	HT	CI	WP
MARINE	4	5	5	4	3	1	5	1	8	8	8	8
SERGEANT	4	5	5	4	3	1	5	1	8	8	8	8



BASIC EQUIPMENT

TERMINATOR TACTICAL DREADNOUGHT ARMOUR

STANDARD EQUIPMENT

SERGEANT	STORM BOLTER POWER SWORD
4 MARINES	STORM BOLTER POWER GLOVE

OPTIONS

REPLACE AT POINTS COST INDICATED

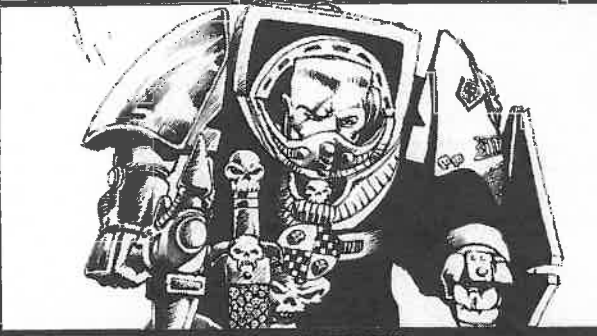
ITEM TO BE REPLACED	REPLACEMENT	COST
ENTIRE STANDARD EQUIPMENT	THUNDER HAMMER AND STORM SHIELD	NOTHING
ENTIRE STANDARD EQUIPMENT	LIGHTNING CLAWS	NOTHING

UPGRADE ENTIRE SQUAD

ITEM TO BE ADDED	COST
GRENADE HARNESS (FRAG OR CRACK)	50

0-1 TERMINATOR CAPTAIN
 Champion 100 Hero 150 Major Hero 200

PROFILE	M	WS	BS	S	T	W	I	A	Ld	HT	CI	WP
CHAMPION	4	6	6	4	3	1	6	1	8	8	8	8
HERO	4	7	7	4	4	3	7	3	9	9	8	9
MAJORHERO	4	7	7	4	4	3	7	3	9	9	8	9



BASIC EQUIPMENT

TERMINATOR TACTICAL DREADNOUGHT ARMOUR

STANDARD EQUIPMENT

STORM BOLTER
 POWER GLOVE WITH GRENADE LAUNCHER
 (FRAG OR CRACK GRENADES)
 POWER SWORD

OPTIONS

REPLACE AT POINTS COST INDICATED

ITEM TO BE REPLACED	REPLACEMENT	COST
ENTIRE STANDARD EQUIPMENT	THUNDER HAMMER AND STORM SHIELD	NOTHING
ENTIRE STANDARD EQUIPMENT	LIGHTNING CLAWS	NOTHING

UPGRADE CAPTAIN

ITEM TO BE ADDED	COST
REFRACTOR FIELD	60





CONVERTED RHINOS & ORKS BY CRAIG SPARKS



"DEATH FROM ABOVE" BY KEVIN HOUSE

Craig Spark's Ork vehicle uses two Imperial Rhinos as its starting point, built up with balsa wood and spare bits of plastic. The use of drybrushing on the model has picked out all of the different textures, particularly on the timbering where it shows the grain very effectively.

Notice how the vehicle looks as if it has been 'thrown together' - exactly how Orks build them. Before you start to build anything, you should consider what style would suit the subject best. For instance, Orks are much scruffier than Eldar, and you should reflect this in your model.

Other nice touches include the lookout tower on the front Rhino, the 'Big Bomb' mounted on the rear of the vehicle, and the chimney stack.



PREDATOR BY ROSS NISBET

SINGLE FIGURES



TERMINATOR CAPTAIN
BY STEPHEN BELL



GENESTEALER HYBRID
BY DAVID KNOWLES



TECHMARINE BY IVAN BROOKE

David Knowles has given his Genestealer Hybrid a rich skin tone by using ink as his shading medium. He has also used ink and a fine brush to outline the stripes on the Hybrid's legs.

A lot of thought has gone into Ivan Brooke's Techmarine, which really benefits from the detail he's added: the coiled wire from the scratch-built telephone box, and the bits of machinery on the base are all spares from his bits-box.

Calum MacDonald has created a dramatic expression on his peasant soldier by using very dark shading around the eyes and the edges of the face.



MAN AT ARMS
BY CALUM MACDONALD



GREATER DAEMON OF SLAANESH
BY ANON



MARINE IN TERMINATOR
ARMOUR BY NICHOLAS LAND



CHAMPION OF NURGLE
BY PETER COOK



DWARF ADVENTURER
BY PHILIP CLARK



SKAVEN BY
FINLAY MACKAY



MARINE IN TERMINATOR
ARMOUR BY JOHN BLAKELY

John Blakely and Nicholas Land have both painted prototype Terminators.

John has painted his with muted colours, concentrating on the addition of fine detail like the faces on the shoulder pads. Nicholas has made his Marine very dramatic by his choice of colours. The green is set off by the red on the shoulder pads, while the blue and yellow on the body complement each other.

TRAITOR TERMINATORS

TRAITOR MARINES IN TACTICAL DREADNOUGHT ARMOUR FOR WARHAMMER 40,000

Of all the galaxy's warriors none are so revered as the Adeptus Astartes - the Space Marines. And of all the Space Marines none are held in such awe as the Terminators, for they are the best of each Space Marine Chapter and Mankind's ultimate fighting men. A Terminator stands to a ordinary man as a mighty battleship to a mere rowboat; and just as a naval battle between such unmatched opponents would be unthinkable so would an engagement between a Terminator and a lesser warrior. Indeed, they were originally fashioned for more arduous conflict, for battling the most dangerous of all imaginable foes: the creatures of deep space and daemonic creatures from the void of Chaos. Such warriors are the Imperium's greatest asset. Yet they are also amongst its most terrible enemies, for the Legions of Traitor Marines also preserve their own Terminators, no less deadly than those loyal to the Emperor.

During the Horus Heresy the rebel Space Marine Chapters of Warmaster Horus moved against Earth. Their inner corps drew on their Terminator Armour for the final conflict; likewise those loyal to the Emperor donned their armour in anticipation of a long and bloody fight. Although only a relatively small number of Marines were equipped in this way, their combat value so outstripped their numbers that soon Terminators from both sides were fighting in the Imperial Palace itself.

It is recorded in the Imperial annals that as the noose closed around the Emperor he put on his own Terminator suit, and with a valiant group of like-armoured heroes teleported onto the War Barge of Horus to do battle for the possession of Earth and the right to rule over the Galaxy. It is fortunate for the race of Man that it was the Emperor and

not Horus who won that battle, and the Hordes of Horus were driven finally from the world and into the depths of space to the region known as the Eye of Terror.

No mortal man now remembers the Battle of Earth and the deeds of that time are recalled only in legend. The Traitor Marines still rule in their place of exile, and though they have become as corrupt in body as in mind, they still retain much of their ancient power. The Terminators of the Traitor Legions are great Lords amongst their own kind, the nobility of a region no less infernal than hell and whose minions are in no degree less diabolic. And today, when opportunity fans the flames of hell, the Traitor Legions relive the Old Battle upon a thousand Human worlds and once again Terminator grapples Terminator to decide the fate of Mankind.



Traitor Marine Army Lists

The following army list boxes for a Traitor Terminator Squad and Traitor Terminator Captain can be added to any of the Traitor Marine army lists from *Realm of Chaos*. Note that the number of Marines in a Terminator Squad remains the same regardless of the patron Chaos Power - such is the respect for the elite status and ancient traditions of the Terminator Squads that their organisation has remained unchanged throughout the Traitor Legions.

0-4 TRAITOR TERMINATOR SQUADS
at 450 Points per Squad
1 Sergeant and 4 Marines

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MARINE	5	5	4	3	1	5	1	8	8	10	8	
SERGEANT	4	5	5	4	3	1	5	1	8	8	10	8

BASIC EQUIPMENT

TERMINATOR TACTICAL DREADNOUGHT ARMOUR

STANDARD EQUIPMENT

SERGEANT	STORM BOLTER POWER SWORD
3 MARINES	STORM BOLTER POWER GLOVE
1 MARINE	STORM BOLTER CHAIN FIST

OPTIONS

REPLACE AT POINTS COST INDICATED		
ITEM TO BE REPLACED	REPLACEMENT	COST
CHAINFIST (ONE MARINE PER SQUAD)	HEAVY FLAMER	NOTHING
CHAINFIST (ONE MARINE PER SQUAD)	ASSAULT CANNON	NOTHING
POWER SWORD (SERGEANT)	CHAINFIST	20
POWER GLOVE (ALL SO EQUIPPED)	CHAINFIST	50

UPGRADE ENTIRE SQUAD	
ITEM TO BE ADDED	COST
REFRACTOR FIELD (ENTIRE SQUAD)	100
GRENADE HARNESS (FRAG OR CRACK)	50

0-1 TRAITOR TERMINATOR CAPTAIN
Champion 100 Hero 150 Major Hero 200

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	6	6	4	3	1	6	1	8	8	10	8
HERO	4	7	7	4	4	2	7	2	9	9	10	9
MAJOR HERO	4	7	7	4	4	3	7	3	9	9	10	9

BASIC EQUIPMENT

TERMINATOR TACTICAL DREADNOUGHT ARMOUR

STANDARD EQUIPMENT

STORM BOLTER
POWER GLOVE WITH GRENADE LAUNCHER (FRAG OR CRACK)
POWER SWORD

OPTIONS

REPLACE AT POINTS COST INDICATED		
ITEM TO BE REPLACED	REPLACEMENT	COST
POWER GLOVE AND POWER SWORD	CHAINFIST	50
ENTIRE STANDARD EQUIPMENT	LIGHTNING CLAWS	NOTHING

UPGRADE CAPTAIN	
ITEM TO BE ADDED	COST
REFRACTOR FIELD	80

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ORKS

RULES FOR GARGANTS, VEHICLES AND INFANTRY



Shagrudd Deathblaster stood on the bridge of the *Stompsmasher*. Behind his flagship stood four other Gargants; at their feet, thousands of Orks and hundreds of war machines waited, ready for battle. All eyes were on the cloud of dust in the distance.

Shagrudd raised his telescope to his good eye. The Human force was strong - three Warlord Titans and a Warhound Scout strode forward among a shifting carpet of Space Marines, Land Raiders, and smaller vehicles. His eye narrowed as he judged their range - it was time. He picked up a speaking tube.

"MOVE!" Metal groaned as the *Stompsmasher* heaved into motion. "Left a bit an' flat out!" Gretchins scurried to raise signal-flags, and the other Gargants stirred. Buggies and Wartraks shot forward on either flank, racing each other to the enemy. In their dust-cloud, Dreadnoughts stumped onward behind a vast crowd of running, yelling Ork warriors. The Boyz were going to stomp Humic.

"Belly gun!" Howled Shagrudd. "Airburst! Get that little zogger!"

The Gargant shook, and a huge explosion shrouded the Warhound. Only the stumps of legs remained. Shagrudd grinned - first shot, first kill. Even above the din of the moving Gargant, he could hear the Boyz cheering.

The Wartraks and Buggies began firing. A few shots fell short, but satisfying explosions appeared along the lines of Space Marines. Land Raiders rushed to help their comrades, firing as they came. The *Stompsmasher* crushed one underfoot in passing, as shells from its turret guns traced a flaring line across a Warlord's shields. To Shagrudd's left, the *Deathstomper* lost a turret and started belching smoke.

The *Stompsmasher* was rocked by a series of explosions - the power fields were gone, and the *Stompsmasher* was starting to suffer damage. But one Warlord was weakened - the shells from Shagrudd's guns stopped flaring off its shields and started to smack against its hide.

"CHAINSHOT!" The Mega-Cannon roared, and the huge chain wrapped itself around the legs of the unshielded Titan in a whirling blur. The Warlord stood stock-still for a moment, and then toppled like a felled tree. A Company of Space Marines failed to get out of its way.

There was a bang and a shudder and smoke belched up from the Gargant's innards. Gretchins scurried into the maze of pipes and cables clutching wrenches and oily rags. There were a few shrieks and a smell of scorching flesh, but the smoke began to clear.

Meanwhile, the *Headcrusher* had rammed another of the Warlords. The jaws of its Snapper shredded a knee while its chain fist delivered a devastating uppercut. But the fight was not one-sided. The *Deathstomper* burned fiercely now, and the *Corpsegrinder* had run out of control across the battlefield, crushing both sides in an infantry skirmish before finally embedding itself in a building.

Shagrudd signalled the *Bigripper* to circle round the last Warlord. Humic couldn't face two ways at once. The Titan turned all its weapons on the *Stompsmasher* in a tremendous volley, and Shagrudd was thrown across the bridge. When he regained his feet, he could hardly see for choking black smoke. Three of the four turrets were out, but the belly gun was still working.

"SHELL!" He howled down the speaking tube. Simultaneously, the Warlord was caught in an airburst from the *Bigripper*, blowing both its arms off and showering sparks from its carapace.

Below, Maniks charged howling at a building where a few Humans still held out. Shagrudd looked back up at the Warlord. It was advancing unsteadily.

"WURZ THAT ZOGGIN' SHELL?" he bawled. As if in answer, there was a mighty explosion. For a moment Shagrudd thought the *Stompsmasher* itself was hit, but then he saw that the Warlord had ceased to exist. All that remained was a crater, filled with bubbling plasma.



GARGANTS

Like many products of Orkoid military engineering, the Gargant relies on comparatively simple technology and devastatingly heavy firepower, an attitude summed up by Boss-Mek Badlug One-Leg in his oft-quoted dictum "S'gorra be dead shooty, wiv loadza gunz all over."

Orks do not rely on auto-systems to the same extent as other races, and Gargants carry a large crew of both Orks and Gretchins. The crew is led by a Kaptin, who relays orders through a body of officers. A speaking-tube is the preferred method of communication within a Gargant. Each officer is in charge of one section of the Gargant, be it a weapon, the magazine, the engine room, or whatever. Under the officer is a crew of Orks and Gretchins who carry out the orders passed down to them. Repair crews are composed of Gretchins, whose smaller build suits them to crawling through cramped spaces armed with wrenches and oily rags.

Gargants are protected by up to eight banks of *power fields*. In practical terms, a power field is very similar to a void shield, but cannot be repaired - when a hit is absorbed, one field generator is permanently destroyed.

GARGANT MOBS

Gargants operate in flotillas of up to six known as *Mobs*. Each Mob is under the command of a Mob-Boss, whose orders are relayed to the rest of the Mob by means of semaphore or heliograph signals. The Mob-Boss always commands the strongest Gargant in the Mob - given the Orkoid predilection for infighting and assassination, this is a sensible precaution as well as a matter of pride.

The number of Mobs the Ork player has depends on how many Gargants are in his force. If he has 1-6, they will all be in one Mob, if he has 7-12 they will be in two Mobs (one with six Gargants and the other with the rest), and so on. The Boss-Gargant - the Gargant used by the commander of the Boss - must *always* be the one with the highest battle rating in the Mob. In the event of a tie, the Ork player may choose. A force of more than one Mob is known as a *Big Mob*, and is commanded by the Mob-Boss whose Boss-Gargant has the highest battle rating.

MOB COHERENCY

Because commands from the Boss-Gargant are relayed by semaphore and similar primitive signalling systems, a Mob of Gargants needs to stay reasonably close together so that orders are not missed or misinterpreted. Because of this, all Gargants in the Mob should attempt to stay within 24 cm of the Boss-Gargant. A Gargant which is not within 24 cm of the Boss-Gargant in the order phase is *out of command*, and must roll on the *Out of Command Orders Table* (see *Command Radius* in the *Order Phase* section).

DESIGNING GARGANTS

Ork Gargants can be designed using the advanced Titan design system (see *Designing Imperial Titans*) and the details given in this section.

GARGANT WEAPON LOCATIONS

Gargants have five standard hard points; one *belly gun* and four *turrets*. The belly gun is a special weapon location, used to house either a Gut Buster mega-cannon or a Snapper close assault weapon. The turrets are mounted on the arms of the Gargant, with an *upper turret* on the shoulder and a *lower turret* at the end of the arm. In addition to the five standard locations, some Gargants have an additional *head turret*.

WEAPON CONFIGURATION

Orks use the weapon configuration rules as normal. However, Gargants may *never* be fitted with missile mounts, multi-launchers or defence lasers, even if the configuration code for a location would normally allow them to be fitted.

The belly mount of the Gargant houses either a Gut Buster or a Snapper, weapons which are unique to the Orks. These are fully detailed later in this section.

DEVICES

Gargants may never be fitted with devices.

GARGANT DATA TABLE

Variant	Belly Gun	Upper Turrets		Lower Turrets		Head Turret	Power Fields	AR	Battle Rating
		Left	Right	Left	Right				
Smasher	Gut Buster	4/0/D	4/0/D	3/1/C	3/1/C	3/1/A	8	0	1000
Smasher	Gut Buster	4/0/D	4/0/D	3/1/C	3/1/C	none	8	0	900
Crusher	Snapper	4/0/D	4/0/D	3/1/C	3/1/C	3/1/A	8	0	900
Crusher	Snapper	4/0/D	4/0/D	3/1/C	3/1/C	none	8	0	800

Notes
Turret Configurations: the three-digit code for turrets is arranged as follows: the first number is the grade of any *heavy weapons* fitted in the turret; the second number is the grade of any *very heavy weapons* fitted in the turret. The letter tells you which weapons may be fitted, *A* means that any weapon may be fitted; *C* means that no las-cannon or multi-launcher may be fitted; *D* means that no very heavy weapons, missile mounts, las-cannon or multi-launchers may be fitted. *None* indicates that the Gargant does not have that turret. Each turret may only hold one weapon.
Power Fields: the number of operational power field generators at the start of the game.
AR: the Gargant's armour rating
Battle Rating: the Gargant's battle rating remains the same no matter what weapons are fitted in the turrets.

Note: the grade of a weapon is the same as the number of barrels.

ROSTER SHEET

A roster sheet must be filled out for each Gargant in the Ork player's force. The roster sheets are not secret, and may be inspected by either player at any time.

Weapons: Note down the weapons mounted in each turret and in the belly. If the Gargant is fitted with a Gut Buster, note down the type of ammunition it is loaded with.

Power Fields: Gargants use power fields in the same way that Human Titans use void shields. The only effective difference is that when a power field is knocked down, it may not be repaired during the battle. This space is used to keep track of the Gargant's current number of power fields.

Crew: The Gargant's crew are represented by officer and crew units. A *crew* unit represents an Ork Mekaniak overseer with a dozen or more Gretchin and Snotling crew. Crew units are: *Stokers* - enjun room crew; *Gunners* - belly gun crew; *Riggers* - repair crews; and *Boyz* - squads of five Ork warriors who ride into battle on the Gargant.

Officer units represent individual Ork officers: the *Kaptin* and his *Mate*; the *Gunboss* and *Flagboss* - the bridge gunnery officer and signals officer; the *Top Gunboy* - the belly gun officer; and the *Boss-Mek* - the chief engineer, the senior Mekaniak on the Gargant.

Officers and crew can be killed as a result of the Gargant suffering damage (see *Gargant Damage Tables*), and they are crossed off the roster sheet as they are killed.

Notes: This space is used to record any special notes, such as the number of fires that are burning in the Gargant.

PREPARING FOR BATTLE

Because Gargants behave in a different way to Titans, there are a few things that must be done before battle can commence.

POWER FIELDS

The power field generators (PFGs) on Gargants are less reliable than the VSGs of Human Titans. The Ork player must roll 1D6+2 (ie roll 1D6 and add 2 to the score) for each Gargant at the start of the game. The result is the number of operating power fields that the Gargant has, and it should be noted on the roster sheet.

The Boss-Gargant *always* has 8 power fields - part of the reason why the other Gargants may not have a full complement of power fields is that the Mekboyz have been too busy repairing the Boss-Gargant, if they know what's good for them.

SPECIAL AMMUNITION

The *Gut Buster*, which can be fitted to the belly gun mount, has a wide range of ammunition available to it, which is described later in this section. If you are using one or more Gargants armed with the Gut Buster, you must record the available ammunition on the Gargant's roster sheet before the game starts.

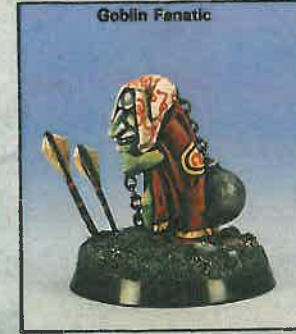
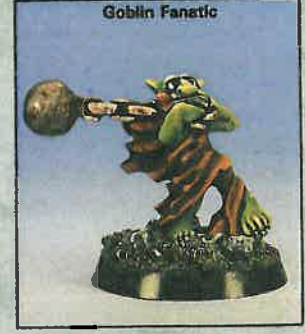
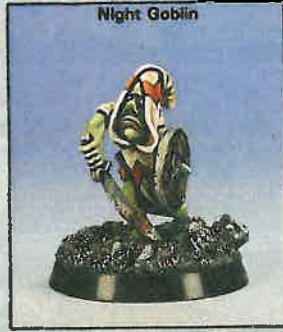
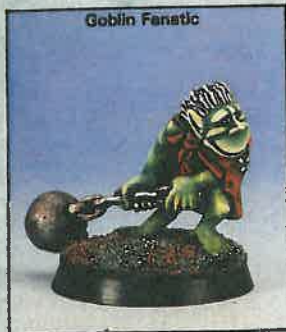
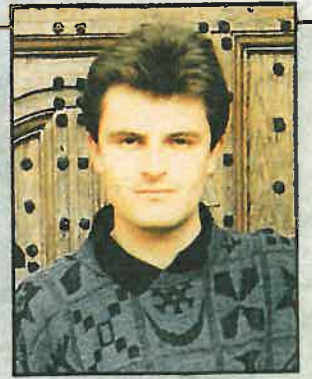
SETTING UP

Gargants are slower-moving and less agile than the Titans of other races. To reflect this, the Ork player must set up his force *before* any Imperial or Eldar Titans are set up at the start of the game.

GARGANT ROSTER SHEET										BATTLE RATING:	
LOCATION DESTROYED D6	HEAD TURRET					UPPER LEFT TURRET				LOCATION DESTROYED D6	
1										2	
LOCATION DESTROYED D6	UPPER RIGHT TURRET					LOWER LEFT TURRET				LOCATION DESTROYED D6	
3										4	
LOCATION DESTROYED D6	LOWER RIGHT TURRET					BELLY GUN				LOCATION DESTROYED D6	
5										6	
AMMUNITION LOADED INTO BELLY GUN:											
POWER FIELDS											
1	2	3	4	5	6	7	8				
D6	OFFICER CASUALTIES						NOTES				D6
BRIDGE											
1	KAPTIN										
2	GUNBOSS										
3	FLAGBOSS										
4	MATE										
ENJUN ROOM											
5	BOSS-MEK										
BELLY GUN											
6	TOP GUNBOY										
OFFICER CASUALTIES											
ENJUN ROOM											
										1	
STOKERS											
BELLY GUN											
										2	
GUNNERS											
REPAIR CREW											
										3	
RIGGERS											
INFANTRY CREW											
										4-6	
BOYZ											

HEAVY METAL

Fraser Gray delves into his collection to bring us a selection of Citadel figures past and present.

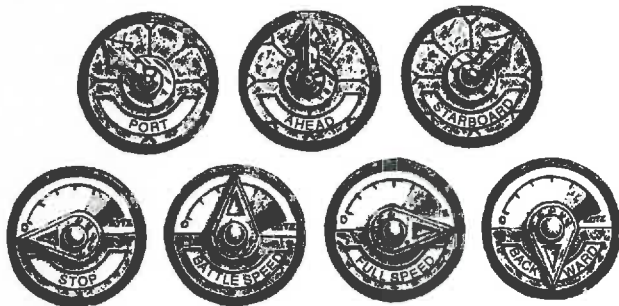




ORDER PHASE

Ork Gargants don't have sophisticated mind impulse units like Human or Eldar Titans. Instead, the Kaptin of the Gargant must rely on bellowing his orders down a speaking tube so that his officers will move the Gargant and fire its weapons as he wishes. Or sometimes not...

To represent this, Gargants don't use the same order counters as Titans. Instead, each Gargant is given *two* Gargant order counters - one for speed, and one for direction. Gargant order counters look like this:



ORDER RESTRICTIONS

A Gargant may not be given a *Backward* order if it moved at full speed in the previous turn, or vice-versa.

COMMAND RADIUS

Boss-Gargants have a *command radius* of 24 cm. A Gargant which is not within 24 cm of its Boss-Gargant in the order phase is said to be *out of command*. It cannot receive orders properly, so its Kaptin must try to guess what the Mob-Boss wants him to do, or do whatever he thinks is best. A Gargant which is out of command is given orders generated randomly as follows:

OUT OF COMMAND ORDERS			
Roll a D6 for <i>each</i> order counter.			
D6	Direction	D6	Speed
1	Ahead	1	Stop
2	Port	2	Stop
3	Starboard	3	Battle Speed
4-6	Player's choice	4-6	Player's choice

For example, a Gargant which is out of command rolls 3 for its direction order and 4 for its speed order. It *must* be given a starboard direction order counter, but can be given any speed order counter the player chooses.

MOVEMENT PHASE

Gargants always move in the advance segment of the movement phase, before any Imperial or Eldar Titans with advance orders are moved.

A Gargant's move distance depends on its speed order counter, and the number of turns it can make depends on its direction order counter. It also affects the accuracy of the Gargant's gunnery - the faster it moves, the more pronounced its waddling gait becomes, until at full speed it is rolling wildly from side to side, making it very difficult to hold a line on a target. This is reflected in the *Modifier To Hit* column of the *Gargant Orders Table*.

The Gargant's speed does not affect how many turns it can make, and a Gargant may turn even if it has stop orders. The *first* turn a Gargant makes may be made at any time during its move; the second may *only* be made at the *end* of the move. Gargants may decide not to turn, even if they have port or starboard direction orders, but they may *only* turn in the direction indicated by their orders.

GARGANT ORDERS			
Speed	Min Move	Max Move	Modifier To Hit
Full Speed	11 cm	15 cm	-2
Battle Speed	1 cm	10 cm	-1
Stop	0 cm	0 cm	0
Backward	1 cm	3 cm	-1

Note that a Gargant may not move less than its *minimum move* distance.

Direction	Number of Turns
Port	Up to 2 x 45° turns, left only
Starboard	Up to 2 x 45° turns, right only
Ahead	No turns allowed

OVERRUNS AND COLLISIONS

Gargants may come into collision with various things during the movement phase, intentionally or otherwise.

OVERRUNS

A Gargant may overrun a vehicle or infantry stand by moving over it at any time during its move. A vehicle or infantry stand which is overrun by a Gargant is automatically destroyed, with no saving throw.

COLLISIONS

A Gargant that collides with an obstacle (such as a building) must stop moving. The collision may also damage the Gargant, as shown on the table below:

GARGANT COLLISIONS		
Speed	PFGs Intact	All PFGs Gone
Reverse or Battle	Gargant loses 1 power field	Roll once on the <i>Gargant Minor Damage Table</i>
Full Speed	Gargant loses 2 power fields	Roll twice on the <i>Gargant Minor Damage Table</i>

RAMS

Gargants may be rammed by vehicles, using the rules for ramming Titans in the *Space Marine* rulebook. The ramming table is slightly different for Gargants.

GARGANT RAMS	
Roll	Result
Gargant rolls higher	Vehicle Destroyed Gargant suffers no damage
Draw	Vehicle Destroyed Gargant suffers no damage
Vehicle rolls Higher	Vehicle Destroyed Gargant rolls once on the <i>Gargant Minor Damage Table</i>

REPAIR PHASE

Gargants are miracles of mechanical ingenuity, packed with cables and pulleys, whirring cogs and gears, wheezing pipes, dials, levers, stopcocks, gauges and no end of other improbable mechanical devices that seem to work simply through the blind faith of their Mekboy inventors. No two Gargants are alike - each Mekaniak gives his own character to the devices he builds and only he truly understands their contorted inner workings. And although every Mekaniak believes it's better to bolt something together than to screw it together (and better still to weld it solid) pipes, pulleys and gears are still shaken loose in the heat of the battle.

For this reason, inside every Gargant there are teams of Gretchins and Snotlings armed with oily rags, wrenches and other assorted tools, crawling frantically through cramped spaces to plug leaks and carry out makeshift repairs. Under the stern supervision of a Mekaniak overseer, these Gretchin and Snotling *Riggers* struggle through dense smoke, noxious fumes and flying shrapnel, risking life and limb to keep their Gargant moving and firing.

Each Rigger unit may attempt to repair *one* damaged system during the repair phase. The Ork player may allot units of Riggers to damaged systems as he likes, and any number of Rigger units may work on the same damaged system. A D6 repair roll is made for each unit rather than for each

system; there are no modifiers to the roll, and a roll of 6 indicates that the system has been repaired. All other results have no effect.

Note that power fields cannot be repaired - when a power field has absorbed a hit, its generator is burnt out for the rest of the battle.

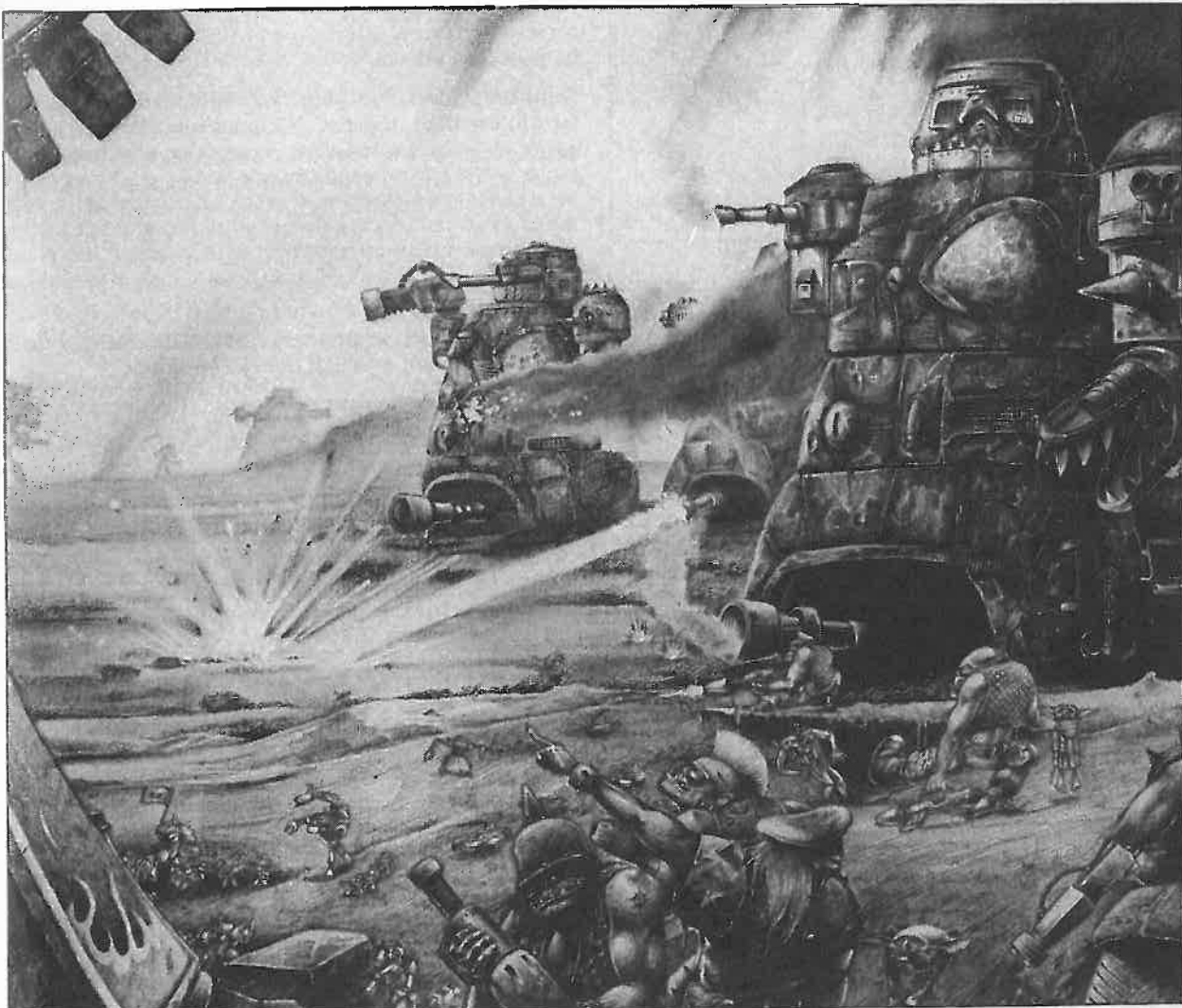
Note that you can only use as many units of Riggers as you actually have, and remember to cross them off the Gargant roster sheet as they are killed. If a Gargant has lost all its Riggers, no further repair rolls may be made (though Boyz units may still fight fires).

FIRES

Some damage results will cause fires inside the Gargant. Only Riggers and Boyz may be used to fight fires. Crew units that fight fires may not do anything else (such as shooting or attempting repairs) in the same turn.

Roll a D6 for each crew unit that is fire fighting. On a roll of 6, one fire is put out. Any other roll has no effect.

If any fires are still burning at the end of the repair phase, roll a D6. If the result is more than the number of fires still burning, the crew have at least managed to prevent them from spreading. If not, the fires have spread with disastrous results - roll a D6 on the *Gargant Catastrophic Damage Table*.



Gargant Mob smashes through Imperial lines

COMBAT PHASE

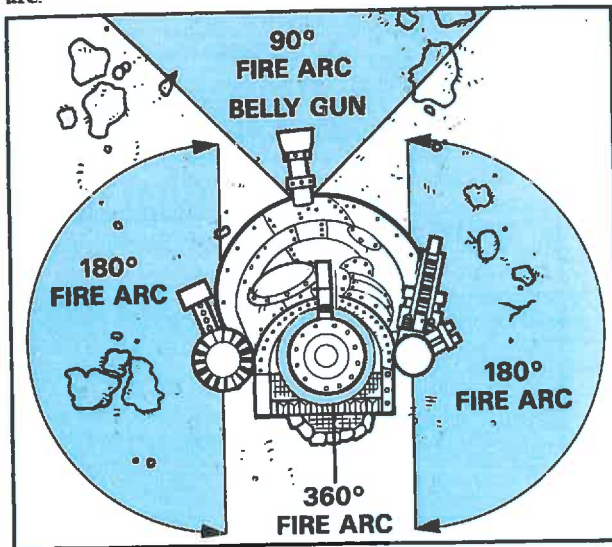
Gargants behave just like Titans in the combat phase, except for the following points:

FIRING ORDER

Gargants *always* fire in the advance segment of the combat phase. They may never snap fire - it takes too long for orders to be relayed from the Kaptin to the gun crews.

TARGETING

Fire arcs for the various locations are shown on the diagram below. The belly gun has a 90° forward fire arc, and the turrets have a 180° fire arc covering the side upon which they are mounted. The head turret, if used, has a 360° fire arc.



POWER FIELD GENERATORS

A power field will stop one hit, just like a void shield. However, the power field generator is destroyed when a hit is stopped, and so each power field will only ever stop one hit - they cannot be repaired like void shields.

NEW WEAPONS

The Gargant's belly gun location may be used to mount one of two new weapons, the Gut Buster mega-cannon or the Snapper close assault weapon. These are fully detailed in the *Belly Gun* section.

CLOSE COMBAT

Ork Titans can choose any close combat option except Phase Field Generator. However, they may never make more than two 45° turns, regardless of what the close combat option card says.

Gargants with one leg destroyed may only choose All-Out Attack, Attack, Defend or Side-Step options. Those with both legs destroyed may only choose All-Out Attack, Attack or Defend.

DAMAGE

Damage to Gargants is *always* worked out using the *Epic Battle Damage System*. Roll for the level of damage as normal, and use the appropriate *Gargant Damage Table*.

Never fergit the time ol' Zagludd gorrit in the neck. We wuz in a fight wiv these Humie Titanz, an' we wuz gettin' shot up real bad. But woz ol' Zagludd wurried? Nah.

"Roibog," 'e sez, "Wun fing y'gorra remember 'bout a Gargant iz it'z big. Y'gorra knock ev'ry part out one by one. They can shoot bits off uz all day, 'an it don't 'urt at all."

Then this zoggin' great shell cumz right inter the bridge. Took 'is 'ead right off, it did.

CASUALTIES

The death of officer and crew units affect the functioning of the Gargant. The effects of casualties are as follows:

OFFICER CASUALTIES

Boss-Mek Killed: Roll a D6 at the start of each orders phase. On a roll of 1, the Gargant must use the same orders as last turn.

Top Gunboy Killed: Roll a D6 each combat phase. On a roll of 1, the Gargant may not use its belly gun that turn.

Mate Killed: This hit has no special effect, but see the *Kaptin Killed* result below.

Kaptin Killed on Boss-Gargant: The Boss-Gargant may not be given any orders until the Kaptin is replaced (see below), and all other Gargants in the Mob count as being *out of command*.

Kaptin Killed on other Gargant: The Gargant may not be given any orders until the Kaptin is replaced (see below).

Gunboss Killed: The Gunners are without leadership, and start to use their initiative. Weapons must be fired at the target with the highest battle rating that is within short range of the weapon and can be affected by it. If no targets are at short range, weapons must be fired at the target with the highest battle rating that is within long range of the weapon and can be affected by it. If the Gargant is in close combat, it must fire all of its weapons at its attackers, as normal.

Flagboss Killed on Boss-Gargant: All other Gargants in the Mob count as being *out of command*.

Flagboss Killed on other Gargant: The Gargant counts as being *out of command*, even if it is within 24cm of the Boss-Gargant.

REPLACING THE KAPTIN

When the Kaptin is killed, the Mate may replace him in the next repair phase. If the Mate is already dead, the Kaptin cannot be replaced, and the effects noted above are permanent. The same applies if the Mate replaces the Kaptin and is subsequently killed himself.

CREW CASUALTIES

Belly Gun: If there is only one unit of Gunners left, the gun suffers a -1 modifier to hit. If no units of Gunners are left, the gun may not be fired.

Enjun Room: If there is only one unit of Stokers left, the Gargant may not move at full speed. If all units of Stokers are killed, the Gargant may not move or turn for the rest of the battle.

Riggers: Dead units of Riggers cannot be used to fight fires or make repairs.

Boyz: Dead units of Boyz cannot be used to fire bolters or fight fires.

INFANTRY UNITS

One of the differences between Gargants and Titans is that Gargants can carry infantry units. These are normal Ork infantry who clamber about on the outside of the Gargant, taking up precarious firing positions and adding their bolters to the Gargant's anti-personnel firepower. It is also possible for enemy infantry to board a stationary Gargant and try to seize control of it.

FIRING

The units of Boyz on the Gargant roster sheet are armed with bolters, which they may fire at enemy infantry and light vehicles outside the Gargant. Firing is dealt with according to the normal *Space Marine* infantry rules, and takes place in the advance segment of the combat phase. Each unit of Boyz is treated just like a normal Ork Boyz infantry stand. Because they change position from turn to turn, moving to new vantage points, they have a 360° arc of fire and may trace their LOS from any point on the Gargant.

Enemy infantry stands and vehicles may fire their small arms (and *only* small arms - other weapons must be fired at the Gargant itself) at the Gargant's infantry. Roll to hit as normal, counting the infantry as being in hard cover, with a save of 5+.

EMBARKING AND DISEMBARKING

The units of Boyz attached to a Gargant may disembark in the movement phase if the Gargant has stop orders *and* does not turn, or if the Gargant's legs are destroyed. They fight as a detachment in their own right, and are always *out of command*, since the officers are all needed to stay with the Gargant.

Similarly, Ork infantry units may embark on a Gargant under the same circumstances, provided that the Gargant's *infantry occupation limit* is not exceeded. Once on board, they are treated as normal Gargant infantry units.

INFANTRY OCCUPATION LIMITS

No more than *six* infantry units from any side may occupy a Gargant at any time.

BOARDING ACTIONS

Gargants with one or both legs destroyed can be boarded by enemy infantry. Treat this as an assault on a building, according to the normal *Space Marine* rules. Up to six stands may board the Gargant. Gargant crews have the following close assault factors:

GARGANT CREW ASSAULT FACTORS		
Crew Unit	CAF	Save
Boyz	+1	5+
Stokers ¹	+1	6+
Shooters ²	+1	6+
Riggers	-1	None
Bridge Officers ³	Special	5+

Notes

- Stokers have their CAF reduced by -1 if the Boss-Mek is killed.
- Shooters have their CAF reduced by -1 if the Chief Shooter is dead.
- The bridge officers are treated as one unit, with a CAF of +1 per officer still alive on the bridge.

Note: Boyz stands are armed with bolters and crack grenades. Close Assault Factors are equivalent to Melee factors (see the epic scale infantry rules in WD110)

If there are more crew units than attacking stands, any spare units may do *one* of the following:

- help 'gang up' on the boarding parties
- fight fires
- operate the belly gun (belly gun crew only)
- fire the magazine (bridge officers only; see below)

Any turrets may fire as normal while the boarding action is taking place. The belly gun may only fire if its crew are not taking part in close combat.

FIRING THE MAGAZINE

When all seems lost, a Gargant's officers may *fire the magazine*, rigging the Gargant to explode so that it cannot be captured - and, with luck, take a few of the attackers with it.

The magazine may be fired in the end phase of any turn, as long as at least one bridge officer is still alive and not engaged in close combat. The Ork player rolls a D6 in the repair phase of the next turn, and consults the following table:

FIRING THE MAGAZINE	
D6 Roll	Result
1	Fire out - Gargant does not explode. Magazine may be fired again in next end phase.
2-6	Magazine explodes - Gargant suffers a <i>Magazine Explosion</i> result (see <i>Gargant Catastrophic Damage Table</i>).

CAPTURING THE GARGANT

Once all of the crew units are killed, the Gargant has been *captured*. A captured Gargant may not move or fire, but is considered to be occupied by the victorious attackers in the same way as a captured building. They may perform any of the following actions:

- fire from the Gargant in the same way as its original infantry crew, using small arms only
- fight fires (which carry on burning as normal)
- fire the magazine (command stands only)
- leave the Gargant (as leaving a building)

A captured Gargant may be attacked as normal by Titans, vehicles, infantry and other Gargants. Any crew casualties will be randomly distributed amongst any stands that are inside.

Ork infantry stands may attempt to board captured Gargants in order to recapture them, using the normal boarding rules above. A recaptured Gargant may still not move or fire any weapons.

The shooting outside was getting louder. The Humies would reach the belly gun position soon. Top Gunboy Garblugg drew his bolt pistol and climbed onto the huge breech-block of the Gut Buster.

"Orright, me brave boyz!" He had to yell to be heard above the din of the battle. "Lookz like we'z gunna hafta sort these Humiez out ourselves! You lot, break out the long spannerz an' get ready for sum wallop!' Rest of yez, gerran 'Otshot on the burner, an' roll it inter the door soon'z the fust Humie sticks 'iz pointy nose in!" He tapped the side of his head smugly with one finger. The Humies might be tough, but they were no match for Orky Know-Wots.

GARGANTS

BELLY GUN

The Belly Gun is a special weapon location, which holds either a *Gut Buster mega-cannon*, or a *Snapper close assault weapon*.

Attacks made with belly-mounted weapons are treated as a separate volley when working out any damage, even if the Gargant attacks the same target with other weapons.

GUT BUSTER

The Gut Buster is an immense cannon, larger even than a macro-cannon. It is capable of firing an array of specialised ammunition, which is fully detailed below.

At the start of the game, each Gargant's Gut Buster is loaded with one shot of the player's choice. Note the ammunition type on the Gargant roster sheet. After firing, it takes a full turn to reload, and may not fire in the next combat phase.

When the Gut Buster fires, the player crosses out the ammunition note on the roster sheet. In the next combat phase, the Gut Buster is reloading - the player writes down the ammunition type for the next shot. In the third combat phase, the Gut Buster fires and the ammunition note is crossed out, and so on.

A player may choose Gut Buster ammunition freely, each time the gun is reloaded.

Gut Buster ammunition types are as follows. Full game statistics are given in the *Gut Buster Ammunition Table*.

AIRBURST

Airburst shells have a burst circle with a diameter of 12 cm - a template is provided at the back of this book. Due to the large area of effect, ignore any modifiers to hit for Eldar defensive screens, except that evade orders modify the roll to hit as normal.

SHELL

Shells are larger-scale version of macro-cannon rounds, and are treated identically *unless* the target is a Titan with no operating void shields, a Gargant with no operating power fields, or a building. In this case, the shell loses its *burst* effect, but causes D6 critical hits on a successful hit, as it will have exploded partially inside the target.

BALL

Ball rounds are like immense cannonballs, but have an explosive charge which detonates a short time after impact.

The Ork player must nominate target point where the ball will land, following the normal rules for range, LOS and arc of fire. The ball will skid along 3D6 cm from this point, in a straight line drawn from the Gargant to the point where it landed. If it skids over any vehicles or infantry stands, it will destroy them on roll of 4+, with no save.

Once it reaches the end of this skid-path, the ball explodes, scattering casing fragments over the area covered by a burst template.

The skidding ball will travel through any void shields or power fields in its path without knocking them down - it is travelling too slowly for them to have any effect. It will stop if it collides with a building, Titan or Gargant.

If the ball finishes its move actually on a Titan's base, it ignores any void shields the Titan may have, as it explodes inside them.

*Fing about Gut Busterz iz, they'z big, I mean, really big.
Yer can walk about inside the barrel without bendin' over,
that'z 'ow big they iz.*

*Yoo got summink that big,
nobuddy'z gunna give yer no trubble.*

Kaptin Ruglodd Worldblaster

HOTSHOT

Hotshot is a special form of ball ammunition, which is heated till it is red-hot before it is fired. It does not carry an explosive charge (for obvious reasons!), so it will *not* explode when it finishes its skid move. Otherwise, it behaves in exactly the same way as a ball round. It has no effect on Imperial or Eldar Titans, but will damage a Gargant normally, and start one fire in addition to any other damage it inflicts.

GRAPESHOT

Grapeshot consists of a large number of small projectiles packed together. When fired, grapeshot spreads out over a wide area, affecting anything which is caught in the blast.

Grapeshot has a special triangular template, which is provided in the back of this book. When Grapeshot is fired, place the narrow end of the template at the muzzle of the Gut Buster. All targets that fall under the template are attacked, just as if they were under a burst template.

CHAINSHOT

Chainshot consists of two or more medium-sized projectiles linked together by heavy chains. When it is fired, the chainshot spreads out and spins like a bolas; it is used almost exclusively for entangling the legs of Human and Eldar Titans. Chainshot causes no damage to Gargants, buildings or Human Titans with operational void shields; it is not a damaging weapon as such, and its effect relies on its entangling action. It will not even knock down a void shield. When chainshot scores a successful hit against an Eldar Titan or an unshielded Human Titan, it wraps itself around the target's legs, bringing the Titan crashing to the ground. The target suffers a *Crash* result (see *Catastrophic Damage Table* in *Epic Battle Damage System*).

GUT BUSTER AMMUNITION TABLE			
VEHICLE AND TITAN TARGETS			
Ammunition	Range	To Hit Roll	Critical Hit Roll
Airburst	72cm	3+(B)	4+
Shell	72cm	3+	3+
Ball	36cm	3+(B)	3+
Hotshot	36cm	3+	3+
Chainshot	24cm	6+	see above
Grapeshot	see above	6+	6+
INFANTRY TARGETS			
Ammunition	Range	To Hit Roll	Saving Throw Modifier
Airburst	72cm	4+(B)	-1
Shell	72cm	4+	-2
Ball	36cm	4+(B)	-2
Hotshot	36cm	see above	no save
Chainshot	see above	see above	see above
Grapeshot	see above	3+	-2



Gargant armed with Gut Buster following a horde of vehicle-mounted Boyz into battle

GARGANTS

SNAPPER

The Snapper is a special close assault weapon, which is really two weapons in one. It consists of a pair of spiked metal jaws, used in close combat, together with a large melta-gun with a limited range.

The Snapper's jaws are powerful enough to bite through even the reinforced metal hides of Titans, amputating legs amid a mighty twisting and rending of steel struts and arcing of severed power cables. Against vehicles and infantry, the Snapper's melta is used, a weapon capable of reducing Land Raiders and Rhinos to pools of molten slag, and of instantly incinerating any infantrymen brave enough to charge the Gargant head-on. Such spectacular and noisy effects make these weapons much beloved of Ork Kaptins and the Mekaniaks who construct them.

The Snapper can be used as a close combat weapon against Titans or Gargants, or as a ranged weapon against any type of target. It may not be used in both roles in the same combat phase.

If a Snapper hits a Titan or Gargant in close combat, it causes an automatic *Crash* result (see the *Catastrophic Damage Table* in the *Epic Battle Damage System*).

The Snapper may be used as a ranged weapon if it is not used as a close combat weapon in the same turn. In this role, it is identical in all respects to a grade 6 multi-melta.



GARGANT DAMAGE TABLES

These tables are used with the *Epic Battle Damage System*. All attacks against Gargants are resolved using this system.

MINOR DAMAGE TABLE	
D6 Roll	Result
1-3	Crew Casualty - One crew unit is killed. Determine randomly using the D6 rolls marked on the Gargant roster sheet.
4	Officer Casualty - One officer and one crew are killed. Determine randomly using the D6 rolls marked on the Gargant roster sheet.
5-6	Fire in the Hold! - One fire is started.

CATASTROPHIC DAMAGE TABLE									
D6 Roll	Result								
1-3	Internal Explosions - Explosions raze the interior of the Gargant, wiping out the crew and officers, and starting numerous fires. The Gargant may not move or fire for the remainder of the game, and may not be boarded by stands from either side. Any LOS traced across the Gargant or its base will be blocked by the clouds of smoke pouring from the monster. Roll a D6 each repair phase and refer to the table below. <table border="1"> <thead> <tr> <th>D6</th> <th>Result</th> </tr> </thead> <tbody> <tr> <td>1-2</td> <td>Fires Out - the Gargant blocks the LOS normally.</td> </tr> <tr> <td>3-5</td> <td>Fires Continue - no change</td> </tr> <tr> <td>6</td> <td>Magazine Explodes - see below</td> </tr> </tbody> </table>	D6	Result	1-2	Fires Out - the Gargant blocks the LOS normally.	3-5	Fires Continue - no change	6	Magazine Explodes - see below
D6	Result								
1-2	Fires Out - the Gargant blocks the LOS normally.								
3-5	Fires Continue - no change								
6	Magazine Explodes - see below								
4-6	Magazine Explosion - The Gargant's magazine explodes, completely destroying the Gargant and killing everybody on board. Any units within 6 cm of the Gargant will be hit by the explosion on a roll of 4+ (no modifiers). Any units that are hit must roll for damage as if hit by a macro-cannon.								

MAJOR DAMAGE TABLE	
D6 Roll	Result
1-2	Weapon Mount Destroyed - One weapon mount is destroyed. Dice randomly for which weapon mount is hit, using the D6 rolls marked on the Gargant roster sheet. Reroll results of 1 if the Gargant does not have a head turret. Once the location has been determined, roll again. On a roll of 1, the explosion causes a <i>flashback</i> to the magazine and the Gargant suffers a <i>Magazine Explosion</i> result (see <i>Catastrophic Damage Table</i>). If the mount is already destroyed, this result starts one fire, with no chance of flashback.
3	Leg Destroyed - One of the Gargant's legs is destroyed, and it may no longer move, but it can turn in place. A second <i>Leg Destroyed</i> result will hit the other leg, and the Gargant will be unable to move or turn. Any further <i>Leg Destroyed</i> results cause D6 crew casualties instead.
4	Enjun Room Out - The Boss-Mek and one unit of Stokers are killed. The Gargant may not move or turn until the Enjun Room is <i>repaired</i> . Further hits before the location is repaired will cause one additional unit of Stokers and start one fire.
5	Belly Gun Out - The Top Gunboy and one unit of Gunners are killed. On a roll of 1 on a D6 the explosion causes a <i>flashback</i> to the magazine and the Gargant suffers a <i>Magazine Explosion</i> (see the <i>Catastrophic Damage Table</i>). The belly gun may not fire until it is repaired. Further hits before the location is repaired will cause one additional Gunners casualty and start one fire.
6	Bridge Out - All of the personnel on the bridge are killed. Further hits will start one fire.

ORK DATA CARDS

BATTLEWAGON

ARMoured VEHICLE

AR: +1

SAVE: 4+

WEAPONS: Auto-Cannon (T) Heavy Bolter (T)

CAF: +4/+1

SPEED: 20/30

BATTLE RATING: 75

May carry 1 infantry stand inside & 1 infantry stand riding.

WAR BUGGY

LIGHT VEHICLE

AR: +2

SAVE: 6+

WEAPONS: Multi-melta (SwF)

CAF: +1/-1

SPEED: 24/36

BATTLE RATING: 55

May tow Ork Field Gun

FIELD GUN

FIELD ARTILLERY

AR: +2

SAVE: None

WEAPONS: Thudd Gun (SwF)

CAF: -1/3

SPEED: NA/8

BATTLE RATING: 20

May be towed by Wartrak or War Buggy

KILLER DREADNOUGHT

WALKER

AR: +2

SAVE: 6+

WEAPONS: Heavy Bolter (LA)

CAF: +3

SPEED: 6/12

BATTLE RATING: 25

WARTRAK

LIGHT VEHICLE

AR: +2

SAVE: None

WEAPONS: Las Cannon (SwF)

CAF: 0/-2

SPEED: 24/36

BATTLE RATING: 45

May tow Ork Field Gun

ONSLAUGHTER DREADNOUGHT

WALKER

AR: +1

SAVE: 6+

WEAPONS: Las Cannon (RA) Heavy Bolter (LA)

CAF: +4

SPEED: 6/12

BATTLE RATING: 65

WARBIKE

LIGHT VEHICLE

AR: +2

SAVE: None

WEAPONS: Auto-Cannon (FxF2)

CAF: 0/-2

SPEED: 24/36

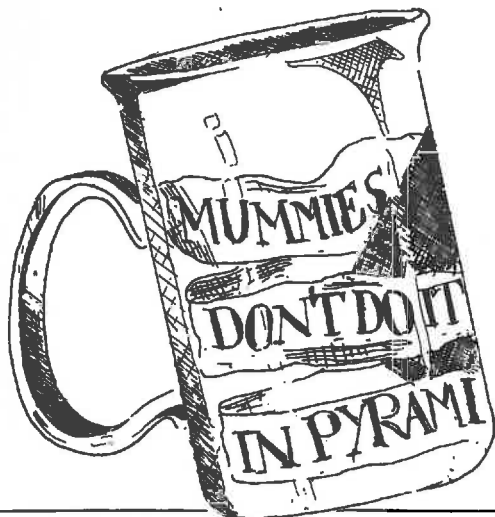
BATTLE RATING: 55



ORK GARGANT ORDER COUNTERS

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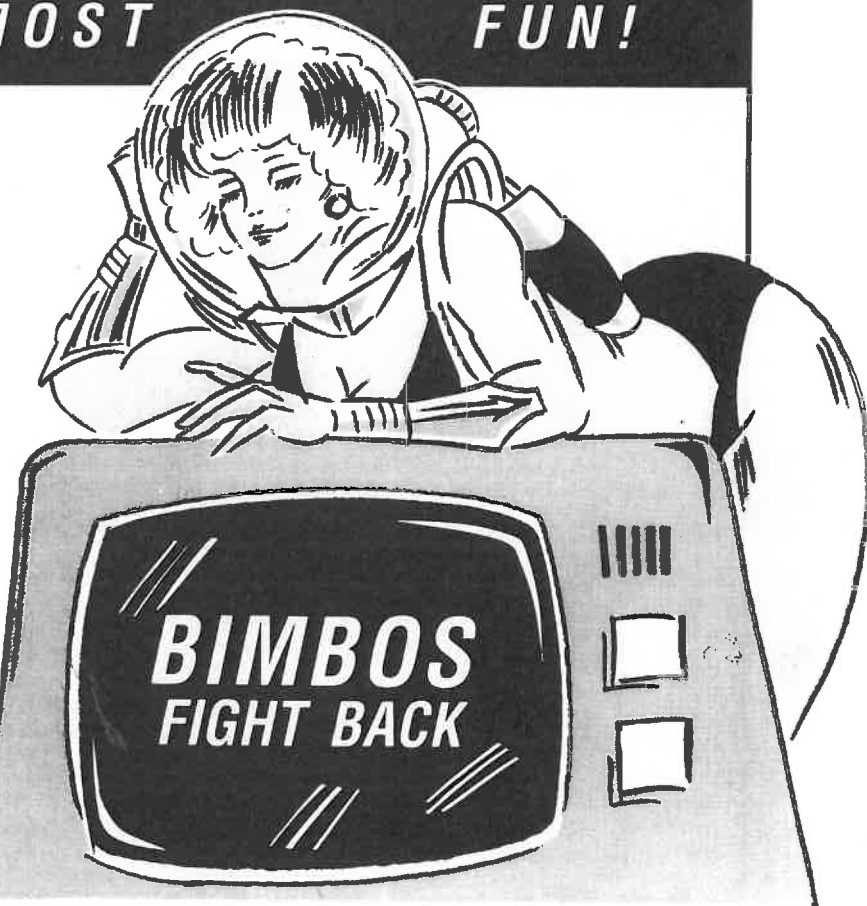
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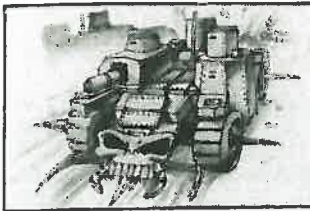


VEHICLES AND WALKERS

Ork Mekaniaks are born inventors and tinkers; as a result the Orks have been known to put a wide range of military vehicles into the field. Those presented here are typical of the more successful and most-used designs.

ARMoured VEHICLES

BATTLEWAGON

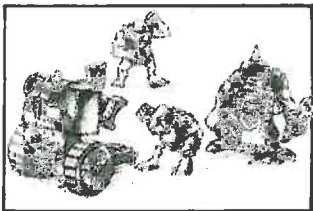


The Battlewagon is the Orks' main armored vehicle, also known by a variety of nicknames, such as Death Cart, Spike Cart, and Killer-Wheelz.

The Battlewagon has broad wheels, allowing it to cope with most kinds of terrain. Its twin turrets normally mount an auto-cannon and a heavy bolter, and it is equipped with a spiked ram bar as standard. It can carry one stand of infantry inside, and it is a common Orkish practice for additional infantry to ride on the outside of the vehicle.

LIGHT VEHICLES

FIELD GUN



This weapon is commonly towed by a Wartrak (see below), and consists of a large-calibre cannon on a wheeled swivel mount. In terms of effectiveness, it is comparable to the Imperial Thudd Gun. The Field Gun

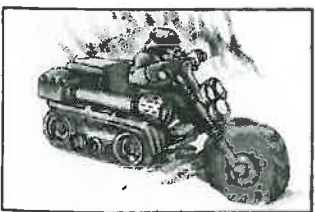
obeys all normal rules for *field artillery*, as explained in the section on Imperial forces. It may be towed by the War Buggy or the Wartrak - see *Towing Artillery*.

WAR BUGGY



The War Buggy is a small, open four-wheeled vehicle crewed by a driver and a gunner. It mounts a heavy-melta or other heavy weapon on a swivel mount. War Buggy crews are admired for their reckless driving and wild bravado as they charge into battle.

WARBIKE



The Warbike is a one-Ork vehicle, driven by metal-plated tracks at the rear and steered by a large wheel at the front. It is armed with a pair of side-mounted, forward-firing weapons.

The Warbike is a favourite Ork assault vehicle, its speed and manoeuvrability vastly enhanced by the thundering roar of its motors.

WARTRAK

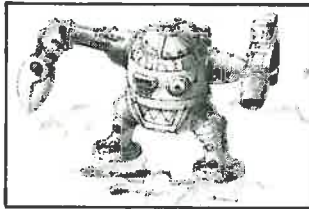


Like the War Buggy, the Wartrak is a mobile artillery unit with a crew of two. It mounts a single las-cannon or other heavy weapon, and consists of a bike-style front attached to a tracked artillery platform. It is

better armored than the War Buggy, and is more often used against enemy tanks or vehicles.

WALKERS

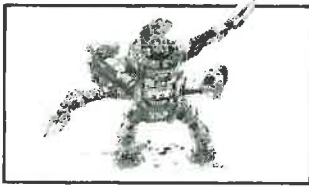
KILLER DREADNOUGHT



This is the standard Ork Dreadnought, consisting of a globular body with two weapon mounts, one of which is nearly always a close combat weapon. It is widely used in an anti-personnel role, and is

normally armed with a heavy bolter.

ONSLAUGHTER DREADNOUGHT



The Onslaughter is a heavier version of the Killer, with two weapon mounts on either side. Its standard general-purpose armament consists of two close combat weapons, one

heavy bolter and one las-cannon.

TOWING ARTILLERY

As noted above, the Field Gun may be towed by the War Buggy or the Wartrak. The vehicle may move at normal speed while towing, and the Field Gun may be unlimbered at any point in the towing vehicle's move.

If the vehicle is stationary or moving at advance speed when the Field Gun is unlimbered, it can be set up anywhere along the vehicle's path, facing as desired. However, Orks are quite fond of unlimbering a Field Gun by simply knocking the coupling bolt out while the towing vehicle is moving at full speed; this can be a particularly hazardous exercise.

If the towing vehicle has charge orders and the Field Gun is unlimbered *during* its move, the Field Gun bounces D6 cm in a random direction (use the normal deviation procedure). Once the Field Gun has come to rest, determine its facing randomly. If the Field Gun bounces into a Gargant, Titan, vehicle or infantry stand, treat it as a normal ram or overrun. If it bounces into a building or other obstacle, it is destroyed.

EM

...When I first painted model soldiers as a young child, I kept everything very basic: a simple coat of silver for a knight, or light blue trousers for an American Civil War trooper. For me, the ensuing battles on the floor, however exciting, were secondary to the creative process - an attitude I still hold today. My first experiments with metal miniatures began in the late 60s when I collected and painted historically accurate armies. But the mood of the 60s, particularly among students, was for fantasy and science fiction art. It was natural for me to follow this mood and paint miniatures in a S/F style. Unfortunately, you couldn't buy fantasy miniatures at the time. I made some attempts to convert historical models, but these weren't really satisfactory. So I decided that manufacturers ought to be producing fantasy ranges. I visited the leading miniatures companies, submitted my drawings and continually enthused about the whole idea. By the mid-70s, fantasy miniatures were at last available. Now things began to move a lot faster: *White Dwarf* came along, Citadel Miniatures was created, and I pioneered full shading techniques for painting these tiny 1" high miniatures - something that was normally only done with much larger models.

Pretty soon I was employed by Citadel Miniatures, providing illustrations, working on concept sketches for new models, and building dioramas. Citadel, with its parent company Games Workshop, is now the world's leading manufacturer of metal miniatures. And I have been lucky enough to turn my childhood hobby into a full-time profession.



Elf Nobles, above and below - a simple addition of shields gives a flat surface for decoration and motifs



Chaos Beastman



Eldar Warrior



Space Adventurer



Astropath



Chaos Champion



Chaos Mutant



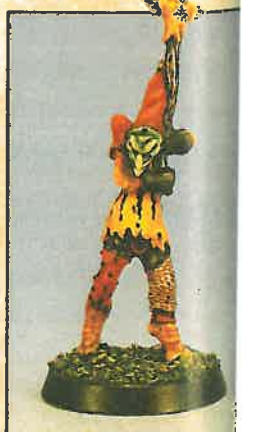
Ogres - a converted model with banner, rat on lead and landscaped base



Mutant Eldar



Chaos Mutations provide the perfect opportunity for modelling and conversion





Orcs, the archetypal monster - metal miniatures shown actual size, and painted with acrylics and inks



Chainsaw Warrior



Eldar



Corum Jhaelen Insel



Ogre Chieftain



Mutant Beastman



Chaos Champion



Mutant Space Adventurer



Amazons, an ever-popular subject for art and miniatures, take inspiration from original artwork



A complex conversion - a Chaos Minotaur with Mona Lisa banner took 32 hours of work and won 'Master Painter' competition at Games Day 1987

Welcome to this issue's 'Eavy Metal. First of all some news on the painting demos at our Nottingham shop. Due to their success, we've decided to repeat the events throughout the country. The first GW shop to be hit was bonny Glasgow, where Mike McVey demonstrated his skills in front of an enthusiastic audience. We'll let you know where other demos are going to be held on the *Retail Detail* pages, so keep your eyes peeled.

Stop Press: I've just heard that non-GW painters are also doing demos - by the time you read this, Mick Beard (a familiar name to EM readers) will have done a stint in our Bristol shop. Nice one, Mick!

The star miniatures this month have to be the Genestealer Cult Army on page 60 and the back cover. Painted by Mike, Darren, Andy, Ivan and Tim, they demonstrate how multi-racial miniatures can be combined to make an aesthetically dynamic group which looks great on the tabletop.

The new Chevaliers d'Honneur are worth a look too. In my opinion, the high point of any military action has to be massed ranks of armoured cavalry charging into combat. These models, sculpted by the Perry twins, will really dominate a battlefield and are bound to give your opponent second thoughts.

This month in 'Eavy Metal we include a double page spread of miniatures taken from the forthcoming artbook *Ratspike*, which, as well as miniatures includes examples of my work from the field of fantasy art. The book is a feast of full-colour pictures and is a vital addition to anyone's book collection.

As for the rest of this month's miniatures, I'll let Phil take the reins. Bye til next month.

PAGES 20 & 21 - STUDIO STAFF

In a similar way to the Terminator Captain last month, this month in 'Eavy Metal Mike McVey will be taking you step-by-step through the painting of a Dragon. Although we have painted this one in blue, the method for all Dragons is the same - it's only the colours that change.

Stage 1: The miniature is pinned together and glued with a two-part epoxy glue. Pinning the joints gives the bonds greater strength than if they were just glued together.

Stage 2: The miniature is cleaned up with a sharp scalpel and needle files. It is then undercoated in Skull White, thinned down so that it doesn't destroy the detail of the scales.

Stage 3: The base colours are applied. Like the undercoat, they are thinned down slightly so they don't obliterate surface detail. The basic blue colour is an equal mix of Moody Blue and Enchanted Blue, while the underbelly is Sunburst Yellow. Care was taken to apply these colours neatly, avoiding a lot of repainting which would again cover up the detail.

Stage 4: The Dragon was shaded with thin ink washes applied over the base colours. The blue areas were washed with blue ink mixed with a tiny drop of green ink. The yellow areas were washed with yellow ink with tiny amounts of brown and orange ink.

Stage 5: Two different techniques were used to highlight the Dragon, depending on the surface texture of the area being painted. The wings and scales have a very detailed surface and are heavily textured, and thus were drybrushed with a mixture of Skull White and the base colour. The yellow underbelly has a much smoother texture, and was painted with a mix of Sunburst Yellow and Skull White, carefully blended with a damp brush. Each area was highlighted four or five times, adding a little more Skull White to the mix each time, until the required effect was achieved.

Stage 6: The last stage was the addition of final highlights and detail. The highlights were added with almost pure Skull White, applied very carefully with a fine brush. At the same time, some of the scales were picked out with a different colour and individually highlighted. The claws, horns and teeth were painted with Elf Grey and highlighted with Skull White near the tips. Finally, the eyes were added with Sunburst Yellow and given Chaos Black pupils.

The unit of Imperial Guard cavalry on this page were painted by Ivan, using the drybrushing technique for the armour, and inkwash and drybrush for the wings and helmets.

Ivan used a crafty trick to do the shields. He made several photocopies of the original shield and painted these, before cutting them out and sticking them to the knights' shields.

Unlike the shields, the banner was painted directly onto a self-adhesive label, which was then wrapped around the knight's lance once the paint was dry.

Chaos also rears its head on this spread with the release of Chaos Dwarf and Chaos Human Blood Bowl players. Andy and Tim painted the Dwarfs with a mix of Skull White and Chaos Black for the dark areas, and a combination of Titillating Pink and red ink for the trim.

Finally on this spread, we have just one of the miniatures from the new *Skeleton Army* boxed set. The bone colour is a mix of yellow and brown ink, washed over the undercoat and blended up to the highlights with Skull White. The armour was painted with Chaos Black and drybrushed with Chainmail; the rust effects were added with dabs of a brown and orange ink mix.



PAGES 32 & 33 - FRASER GRAY

Fraser steps in again this month, with two more pages of his beautifully blended miniatures. It's worth noting that almost all of the miniatures on these pages are quite old, from around the time when Citadel Miniatures still had integral bases. Fraser has carefully sawn these off the miniatures before re-basing the models.

Fraser has also been busy with his modelling tools on the Zombies - almost all of them have been converted in some way. Fraser has added his personal touch to the models in a variety of ways, from straight weapon swaps and limb-bending to the addition of scratch-built banners and spears. Great stuff, Fraser.

PAGES 60 & 61 - STUDIO STAFF

Page 60 shows some of the miniatures taken from the Khornate Genestealer Cult shown on the back cover of this month's *White Dwarf*. The complete army is also detailed as part of this issue's Genestealer article.

The whole army has been painted in similar colours and using the same iconography, to create a single unified image. Some of the miniatures have also been converted to give them the weaponry and clothing they require to conform with the army list.

The Magus has been heavily converted - by sticking the head from a fourth generation Hybrid onto the body of a Chaos Champion. As his Chaos Armour is a gift from Khorne, a Champion of Khorne model provided the body. The plastic lasgun was taken from the *Imperial Guard* boxed set. Darren painted the Magus with a base coat of Red Gore and Chaos Black, which was then highlighted with a mixture of Red Gore and Hobgoblin Orange. The face was painted with a mixture of Bronzed Flesh, Skull White and Worm Purple, and was heavily shaded to make it look imposing. Darren has also added a tattoo to the miniature's forehead, using a very fine brush and black ink.

The Imperial Guardsman at the top of the page, which represents one of the Brood Brothers, has been given a sword and a banner, both made from wire and epoxy putty. Imperial Guardsmen make particularly fine Brood Brothers as they can represent members of an infected Planetary Defence Force - one of the first targets a Genestealer clan would infect. The miniature itself was painted in a purple and beige colour scheme. The uniform was given a base coat of Worm Purple, which was then washed with purple ink, before being highlighted with a mixture of Skull White and Worm Purple. The beige areas were painted with a mix of Bestial Brown and Orc Brown, highlighted by adding Skull White to the base colour in increasing amounts. Darren has painted the banner with a mixture of Khorne and Genestealer iconography to reflect the Cult's dual loyalties.

The flamer being used by one of the Hybrids is a very simple conversion, using bits from a plastic Space Marine added to the Hybrid's gun. The other Hybrid has had its gun removed with a sharp knife, leaving just the clenched fists - giving it a very aggressive stance, even though it is unarmed. The Hybrid's flesh was painted in a similar way to the Magus, using a mixture of Skull White, Worm Purple and Bronzed Flesh. The camo patterns on the Hybrid's legs were done with a fine brush - painting a white strip first, and then a black stripe once the white was dry.

Mike has converted the Genestealer Patriarch by removing the right hand and replacing it with the hand and sword from a Khornate Chaos Champion. The Patriarch, and the other Purestrain Genestealers, were given a base coat of Moody Blue and Chaos Black. The miniatures were then given a wash of blue and black ink, and highlighted by adding Skull White to the base colour. The purple areas were given a base coat of Worm Purple, washed with purple ink, and drybrushed with a Worm Purple and Skull White mix. Mike has added a tattoo to the Patriarch's head to carry the Khornate iconography through the whole army.

The other major part of the Genestealer Cult are the Chaos Beastmen, painted in Ivan's distinctive style. Ivan combines various stages of drybrushing and thin ink glazes when painting, a technique especially suitable for Beastmen given



that they have heavily textured fur. The Beastmen's base colour is Bestial Brown, mixed with varying amounts of Chaos Black and Orc Brown to give different fur tones for each model. Each miniature was then given a wash of brown or chestnut ink, and drybrushed with a mixture of the base colour and Skull White. Ivan alternated ink glazes (very thin ink washes) with drybrushing until he had achieved the required effect.

The Rogue Psyker was also painted by Ivan, using a base colour of Worm Purple, drybrushed with a mix of Worm Purple and Skull White. The model was given a normal skin tone, using Bronzed Flesh and chestnut ink - he is not a Hybrid, and so does not have a purple tinge to his flesh.

Finally, the Chaos Hounds were painted in a variety of ways. The one shown here was painted with a base coat of Chaos Black, and highlighted with a mix of Skull White and Chaos Black.

The Eldar Warrior on this spread was painted by another member of our Studio staff, Andy Warwick. Andy is normally involved with the editing of various projects in the studio; in fact, it is Andy who edits *'Eavy Metal* and makes sure my text is turned into English! Here, Andy shows he can wield a brush as well as a pen. I'm sure we'll see more of Andy's work gracing the pages of future *'Eavy Metals*. Well done, Andy.

The Terminators on this spread have been painted with the first test batch of the new *Space Marine* paint set. The set includes nine specially mixed paints for four of the greatest Space Marine Chapters; here you can see some Space Wolves and Ultramarines. You'll find rules for the Ultramarine with the Thunder Hammer and Storm Shield elsewhere in this issue.

Finally this month, we have a couple of spreads taken from the forthcoming *Fantasy Miniatures* book. *Fantasy Miniatures* is the book of the 1989 Golden Demon Awards, and is packed full of photos of this year's entries, winners and some of the best work from the Studio staff. You'll find the *Fantasy Miniatures* spreads on pages 24, 25, and 48.

Paul L.

STANDARD BEARERS



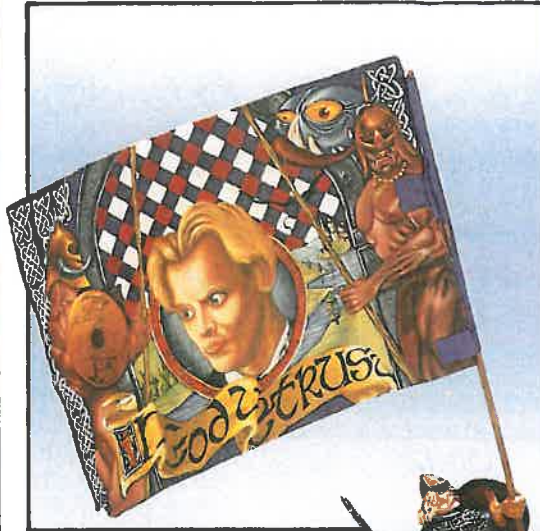
HARLEQUIN STANDARD BEARER
BY STEVEN JOYES



CHAOS STEED & RIDER WITH
STANDARD BY DOMINIC CAMUS

Standards give you the chance to show off your skills on a larger scale than allowed by a single miniature. Although they are usually seen as the focal point of a miniature army, standard bearers make ideal display models - as the following miniatures testify.

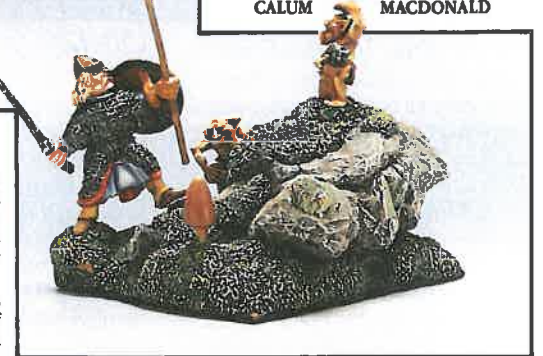
Gary Worden must have spent many hours on his standard to achieve this amount of detail. Working under bright, natural light, and painting the standard before attaching it to the model are the best tips if you want to do something like this, plus a great deal of patience!



MARINE STANDARD BEARER BY
CALUM MACDONALD

Calum MacDonald has painted his Marine banner with battle-damaged edges to make it more realistic, and has caught the movement of the standard in the wind by bending the paper before varnishing it.

The Eldar Harlequin by Steven Joyes caught our eye because of the shape of the standard, which - although unusual - ties in beautifully with the Harlequin iconography.



NORMAN STANDARD BEARER
BY GARY WORDEN



BLOODBOWL TROLL AS A STANDARD BEARER
BY MARTIN ASTLES



ORC STANDARD BEARER
BY SCOTT HIGTON

● GENESTEALER CLANS

The true origin and purpose of the Genestealer kind remains unknown. They enter the galaxy of mankind on drifting space hulks, hoping to contact other species with which they can breed.

Genestealers live forever - eventually, after perhaps centuries drifting in deep space or the warp, an infested hulk will be found in deep space and searched by the unwary, or will arrive at some distant, half-forgotten outpost of Humanity. Once this has happened, the Genestealer life-cycle can begin again.

In the depths of the hulk, a Human may come face to face with a Purestrain Genestealer, and will be infected with the Stealer gene. Some time later, the genehost will return to his people, carrying the Genestealer's genetic material with him. Driven by the urge to breed, the infected victim will found a family and give rise to a Hybrid brood - a parasitic alien infestation within the host society.

On other occasions, Genestealers from a space hulk may teleport down to an isolated area of a planet, and lie in wait for suitable hosts to infect. Or, if there is a small and vulnerable settlement on the planet, the Genestealers may teleport in and take over by force, with any survivors taken alive as genehosts. A group of this sort is represented by the *Genestealer Invasion Force Army List*.

Although the records of the Imperium naturally deal with the Genestealer infestation of Human populations, Genestealers are capable of interbreeding with *any* intelligent or highly-evolved species. Thus it is possible to find Genestealer-Ork Hybrids, where the Stealers have infiltrated Ork society. Genestealers are discussed here with regard to their infiltration of Human society, but the pattern is equally valid for any of the countless other civilisations which have become victim to these parasitic aliens over the millennia.

● THE GENESTEALER BROOD

Once a Human has been infected, the Genestealer's genetic material is at work in his biological system. The Genestealer's dominating instinct to propagate the species and survive will subtly influence the thoughts of the genehost, and he will do his utmost to found a family. His firstborn child will be a first generation Genestealer-Human Hybrid, hardly recognisable as a normal infant. The parents seem undaunted by the true nature of their offspring, and will hide it out of fear for its safety, treating it as they would a normal child; the parents' natural affection combines with a primeval urge to defend their young, and the infant will be protected from harm even though it is obviously not Human. The family may go on to have other offspring, but these will be normal Humans - each infected Human can only produce one offspring carrying the Stealer gene, and this is invariably the firstborn.

The first generation Hybrid grows to maturity, still hidden in the community, and he too infects a Human, in the same manner as the Purestrain Stealer that infected his parents. The process is repeated, and a second generation of Hybrids is born.

This process continues with each generation of Hybrids separated by a generation of Human parents. In this way each Hybrid gains Human brothers and sisters, who feel both the normal Human loyalty to their strange sibling, and the primeval bonds of the alien kind whose genes are so closely linked with their own.

With each successive generation of Hybrid, the Genestealer physical traits are bred out and Human appearance begins to dominate. But within the Hybrid, the Genestealer inheritance remains as strong as ever. A fourth generation Hybrid may look Human, but he's not: when a fourth generation Hybrid mates his first offspring is always a Purestrain Genestealer.

It is commonly believed within the Ordo Malleus and the Inquisition that fourth generation Hybrids can produce unlimited Purestrain offspring. Fortunately, this is not the case - only one Purestrain will be born to each fourth generation Hybrid. The Genestealer life-cycle allows a large proportion of the host species to continue untainted, because the parasitic Stealer gene can only survive by infiltrating a viable and functioning society. Normal Human relatives are necessary to help their Hybrid and Purestrain siblings and offspring to survive.

When a new generation of Purestrains has arisen, it will be time for the colony to either expand into a more prominent role within the host society, or move on and colonise a new locality. It is this delay between original infection and expansion which is so important. The aliens invade slowly, imperceptibly and relentlessly. If the invasion is discovered, it has often already progressed for generations, and is too deeply rooted to be stopped.

After four generations, the Hybrid brood and their Human kin have been forged into a close-knit clan. At some point in the rise of the brood, usually with the appearance of the third and fourth generation Hybrids, the brood will feel a collective and instinctive need for their original progenitor - the Patriarch of the clan. Extreme efforts will be made to bring him into the brood if he is not already among them. In seclusion, attended by later generation Hybrids, he will preside as the venerated elder of the clan.

Gradually the Genestealer clan grows from strength to strength. It becomes a close-knit, extended family that includes the Hybrid brood and all of their Human relatives. Members of the clan infiltrate positions of power, influence and respect in their society.

While the clan develops, the Patriarch directs the efforts of his extended family to gain temporal power within the host society, whether this is by social, political, financial or religious influence, or by simple physical coercion. In this way, he hopes that the clan will have gained significant power and influence by the time the fourth generation Hybrids are giving birth to more Purestrains. When they have, the cycle will be complete - the clan is ready to found new colonies, and the infestation continues.

Eventually, the Genestealer clan will have become the dominant group in the host society, and the brood will have become the ruling elite. At this stage, an entire settlement, city or region may have fallen under Genestealer control. A successful Genestealer clan of this kind can muster a powerful army.

● GENESTEALER CULTS

Sometimes a Genestealer brood will find it difficult to establish itself as a dominant force within the host society. It is then that concealment and survival become of prime importance. Genestealer features must be hidden, and strange character traits must be concealed or explained away to the inquisitive.

The brood will frequently choose to pose as a religious sect, disguised by wearing voluminous robes, veils or masks, or hidden by the seclusion of the brood in a remote settlement, far from the eyes of curious and the questions of the Imperium.

Nevertheless, the Patriarch remains determined that his brood shall increase and dominate. In these circumstances he may try to manipulate Chaos as a source of power in an attempt to change the fortunes of the brood. This is most likely to happen if the brood itself feels that it is isolated or under threat; the Patriarch will stop at nothing to protect his brood, even to the extent of making a pact with a Chaos Power or sacrificing himself to daemonic possession. In this way, the clan becomes a cult.

● GENESTEALERS AND CHAOS

Genestealers are seldom lured into the worship of Chaos in the same way as many misguided, embittered and naive Human beings. Purestrain Genestealers are immortal, their minds intensely driven by a single objective: the spread and domination of the Genestealer kind. The Patriarch of a dominant clan would not need to deal with Chaos, and would show little inclination to do so. The Patriarch of a struggling clan, however, may choose to turn to Chaos, though only as a source of power.

The Genestealer soul is strong, but not complex. So powerful is their ancient, primeval urge to exist that it has given rise to a specific Genestealer Power in the warp.

This is not a complex Power, indeed it is crudely simple, but it is the source of any psychic ability a Genestealer or Hybrid may have, and can be tapped like a psychic battery. If we use a metaphor of colour to describe the raw psychic energy that fills the warp and is the stuff of magic, then the Genestealer psyche is the hue of purple, the colour of insatiable hunger and desire for physical well-being.

The Genestealer's psychic hunger, however, can be fed by any of the Chaos Powers, and it is for this reason, and this reason alone, that the Patriarch will open himself to the Lords of Chaos, using them as a source of psychic energy for the brood.

Of course, since the Genestealer's soul is so very simple, it is easily moulded by the nature of the Chaos Power involved. This is one reason why the Powers of Chaos are willing to assist a Genestealer Patriarch. They regard a pact with a Patriarch as a good bargain: it allows the Power to establish a firm hold in the material universe through the medium of a very strong partner.

The influence of the Chaos Power involved can infect and infiltrate the host society along with the Genestealer's genetic material, causing a pervasive and deeply-rooted poisoning of the population.

Patriarchs and Possession

Unlike Humans, who can become vulnerable to daemonic possession simply through weakness of character or misguided dabbling into the occult, Genestealers, as a species, are in complete control of their metaphysical well-being. They will only approach a Chaos Power from a pragmatic point of view, looking on it as a source of power. A Patriarch that is considering invoking the Chaos Powers will carefully weigh the cost of his own sacrifice against the potential benefits for his brood. Thus, a Patriarch whose brood is already well-established within Human society, but as yet without any real control, might be willing to sacrifice himself to daemonic possession in order to harness the extra power the brood requires to prosper.

● CULT ORGANISATION

Once a clan has turned to Chaos for assistance, both the Purestrain Genestealers and Hybrids within the clan may begin to exhibit chaotic attributes, while the Patriarch himself may choose to sacrifice himself to daemonic possession. A Genestealer cult formed in this way can either worship Chaos in its all-embracing aspect, or follow a specific Power, whether one of the Great Powers of Chaos or an unknown lesser Power or Independent Daemon.

When a clan becomes a cult, the Patriarch's role will alter - he becomes an object of veneration within the cult, and is referred to as the *Oracle*. His will is interpreted by a trusted and respected fourth generation Hybrid, who becomes known as the *Magus*. The Magus is almost indistinguishable from a normal Human being, but has a commanding personality and an eerie, otherworldly charisma. The rest of the Hybrid brood become the *Initiates* within the cult.

Genestealer cults usually hide their activities behind some seemingly innocent facade, typically a fringe religion. Behind the scenes, the cult is organised into three main parts. At the centre is the *coven*, containing the Genestealer Oracle, the Magus, and the Initiates. Surrounding and protecting the coven are the Human relatives of the Hybrids, their parents and siblings, who are known as the *Brood Kin*, *Brood Brothers* or *Brood Brethren* and are followers of the cult. Finally, there are those Brood Kin who have degenerated through the practice of Chaos worship, and have become Mutants - or even Chaos Spawn. In normal Human society these Mutants would be outcasts; the Genestealer cult, however, will exploit them ruthlessly. Although the Mutants' physical bodies are no longer any use as hosts for the Stealer gene, they still have their part to play in the protection and survival of the brood.

The Coven

Although a single, fourth generation Hybrid, known as the Magus, is the figurehead of the coven, the real ruler of the cult is still the Patriarch. In his role of Oracle, he directs the coven from behind the scenes, plotting the destiny of his brood. If the Human kin of the brood know of the Patriarch at all, they believe him to be some kind of very wise, very old Oracle to whom the Magus appeals for guidance from time to time. Only the other members of the coven - know the real truth.

The Human Brood Kin

In a successful and well-established Genestealer clan, many of the Hybrids' Human kin might be members of the local civil or military authorities. Since they continue to fulfil their ordinary activities, the Genestealer infestation is unlikely to destabilise the society or bring about its collapse and will remain hidden until it is in a position to take total control of the society. In a clan that has become a cult, however, these Human kin will also be followers of the cult, and will worship the Patriarch as a seer or deity. Indeed, the presence of many-armed idols as objects of veneration are now regarded by the Inquisition as common indications of the existence of a Genestealer cult.

The Brood Kin of a Genestealer cult are dangerous on two counts: firstly, they share the fanaticism common to all Chaos worshippers, and fight with terrifying ferocity; and secondly, they will stop at nothing to protect both their Oracle in his secluded shrine, and the Hybrid priests who attend him (to whom the Brood Kin are related). Inevitably, however, Chaos worship takes its toll on the Brood Kin, and the weak-willed among them begin to exhibit Chaos attributes, mutations that mark their allegiance to Chaos. By this stage, the degenerate Brood Kin lose their aggressive tendencies and no longer display such fanaticism - declining into mindless acquiescence.

Rogue Psykers and the Cult

Psykers are special among Humans: although feared and denigrated, they are in fact enhanced Humans, and many alien races are aware of this fact. A psyker makes a fine host for the Stealer gene and, where possible, a psyker is chosen as a host over other, less superior, Humans. Third and fourth generation Hybrids often manifest full psychic powers as a result of the infection of psykers two or three generations back.

Psykers can be recognised for what they are by a Genestealer or Hybrid, who can tell a psyker no matter how well he is disguised. Given that psykers will always be infected in preference to non-psykers, and that psykers tend to stick together naturally, through pure self interest, this tends to reinforce the cult's isolation from the community. There are few, if any cases, of a Genestealer brood being betrayed by one of its Brood Kin, or a psyker associated with the cult.

● THE CULT WITHIN SOCIETY

The Patriarch of the brood will always try to establish a firm power base within the host civilisation, in order to consolidate the brood's position. He may attempt to do this by infiltrating the military, social, governmental, religious or even the criminal stratum of society, as well as manipulating kinship bonds with infected Humans and Hybrid descendants. He has to gain enough material power, in terms of wealth, manpower, weaponry and information to make sure that the brood cannot be stopped.

In their efforts to acquire temporal power, the cult will usually become subject to the animosity of rival groups. This conflict of interests normally leads to many local power-struggles, as well as other groups attempting to manipulate the cult to serve their own interests.

These groups are usually ignorant of the true nature of the cult - they may simply be warring political factions, criminal gangs, or even rival religious sects. When it comes to fighting the cult, however, its true horror becomes apparent. Of course, by then there may be no survivors left to reveal the terrible facts.

Seizing Power

The Genestealer kind can only colonise slowly, in a process lasting for generations. They proceed household to household, settlement to settlement, country to country, continent to continent and finally planet to planet.

Each stage will normally take many generations to complete, but, under some circumstances, there will also be sudden takeovers of power. If a favourable situation arises within a community, the whole cult may rise up to exploit the opportunity, leading to conflict on a massive scale.

Once it is well-established on a planet, a Genestealer cult may try to take advantage of instability or weakness in the locality to seize power.

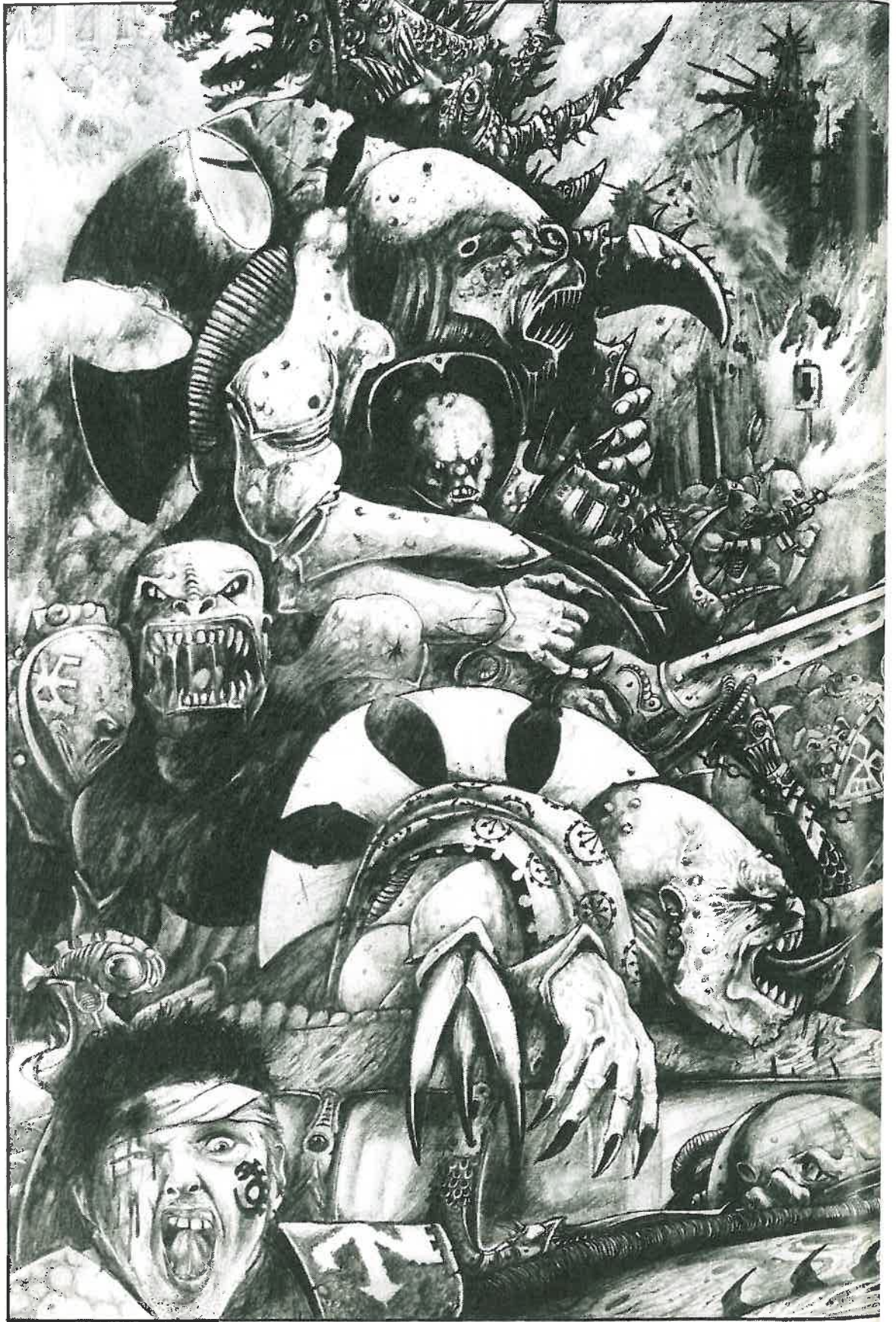
The cult will launch a revolt or coup d'etat, and attempt to overwhelm the local defence forces or ruling factions before the wider society is alerted to the threat. All of the covens in a given area are able to communicate with each other through their mystic ceremonies, thereby synchronising their actions in the uprising.

In rare instances, a Genestealer cult may find local groups who share a common cause, and who also wish to overthrow the status quo. Normally, such allies are not fully aware of the cult's true nature - even when they are, as is most likely, fellow Chaos Cultists.

Often, however, Genestealer cults stand alone - only Beastmen, Mutants and other outcasts frequently join with a brood to reap a harvest of revenge against their oppressors. No one else can really be trusted, and few races would knowingly help the Genestealers achieve their ends.

Not that they need allies in most cases, for when a *Genestealer Cult Army* rises, it is an almost unstoppable force.







● GENESTEALER CULT ARMY

A Genestealer Cult Army must include at least one coven, and it may also include as many allied covens as you wish. If several Purestrain Genestealers have infiltrated a society, there will be several broods gathering strength, each of which will certainly know of the others through telepathic links. In addition to the covens, there may also be bands of Brood Brothers, Mutants, Beastmen, Chaos Spawn and a few Rogue Psykers within a Genestealer Cult Army.

● ORGANISATION

The Coven

This section of the army comprises the Patriarch-Oracle, the Magus and the Initiates - who form a single unit. The Magus is the acting commander on the battlefield, but the real power is wielded by the Genestealer Patriarch, who works from behind the scenes in his role of Oracle, directing the Magus through a telepathic link. If the Magus is slain, however, the Patriarch will assume total control. If the Patriarch is slain, the chain of command passes to the latest generation Hybrid remaining in the coven.

In a larger army, with more than one coven, each Magus takes command - under the guidance of his Patriarch - of his own brood contingent. The whole army is commanded by the oldest Patriarch, the Arch-Patriarch, who may even be the progenitor of the other Patriarchs in the army. You may choose which Patriarch in a Genestealer Cult Army is the Arch-Patriarch.

Rogue Psykers

As a psychically-attuned race, the Genestealers are sensitive to psychic emanations around them. They are able to trace these emanations to their source, learning of the existence and whereabouts of any psykers at large in the community. Once found, both Purestrain Genestealers and Hybrids will entice the psykers into the cult and infect them with the Stealer gene, making them into blood-brothers.

Within a Genestealer cult, unlike a normal Genestealer clan, the initiation of psykers into the brood will usually happen as part of a ritual; the psyker will be presented to the Patriarch-Oracle in his shrine, perhaps in a state of trance,



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where he is infected. All that the psyker will remember of the experience is the intense staring eyes, and the proximity of a very ancient, profound intelligence.

Because Rogue Psykers are usually undeveloped psykers of limited abilities, and many are in hiding from the Inquisition, it is relatively easy for the Genestealer cult to entice them into a position where they can be infected. More powerful psykers are much rarer and are less easy for the brood to control, and are therefore much less common within a Genestealer Cult Army. Indeed, any surviving psyker of great power is likely to be part of another secret cult and inaccessible to the brood.

In battle, Rogue Psykers operate either as individuals, in small groups of D6 models, or hidden within units of Genestealer Brood Brothers.

Brood Brothers

These are the parents and siblings of the Hybrids in the coven, and are followers of the cult. They worship the Patriarch as some kind of Ancestor Deity, or as an Oracle of a Chaos Power. The Brood Brothers are typically organised into bands of ten or, if the Cult is aligned to a specific Chaos Power, into bands of the patron Power's sacred number. Although frequently ill-equipped, untrained and badly led, the Brood Brothers compensate with extreme fanaticism - a combination of religious zeal and protective instinct for their Hybrid relatives. Brood Brothers are therefore subject to *frenzy*. In addition, they are immune to all other types of *psychology*.

Mutants, Beastmen and Chaos Spawn

Once a clan has turned to Chaos and has become a cult, a large number of the Hybrids' relatives begin to bear the physical marks of Chaos worship - their souls have succumbed and their bodies bear the sign. They become Mutants and Chaos Spawn, and are no longer suitable as genehosts.

As their genetic material is defective, Genestealers and Hybrids will avoid infecting them, since they are only interested in infecting pure specimens of Humanity that are dominant members of the community. Outcasts have no influence and are no use to a Genestealer cult that plans to completely overthrow its host society.

Because they are impure, and will not be infected by the brood members, Mutants and Chaos Spawn are always the siblings of Hybrids, never their parents. Their bonds of kinship to the brood however, being instinctive, are still strong. They are still willing to die for the cult, even though they have no real place within its structure, and are used as expendable fighters when the cult goes into battle.

In addition to Mutants and Chaos Spawn within the cult itself, when the coven is mobilising for battle the call will be sent out to gather all those nearby that have been tainted by Chaos. This is done through numerous rituals and psychic signals, and causes Beastmen, Mutants and Chaos Spawn from local areas of wilderness to be drawn, without conscious volition, towards the coven. In this way, the coven can count on an almost inexhaustible supply of expendable troops, who can be sent into battle to weaken the enemy.

Mutants and Beastmen are typically formed into bands, either of 10 models or units of the patron Power's sacred number. Mutants, unlike their untainted Brood Brothers, no longer have a fanatical devotion to the cult; the Mutants merely accept their fate, knowing that they will be sacrificed for the sake of their kindred if such a need arises. Indeed, the instinct to fight for the survival of the brood may be their only clear thought. Because they lack the devotion of their Brood Brothers, they are not subject to *frenzy*, and all *psychology* rules apply as normal.

The Magus will exploit his power over these hapless individuals to the full, forcing them to wear frenzon dispensers and explosive collars to which he alone has the controls. He can activate any frenzon dispensers and explosive collars within 24" of his position at any time, although he may do nothing else that turn.

Chaos Spawn usually attach themselves to specific individuals, in an attempt to find reassurance and guidance on the battlefield; most of these creatures have degenerated to such a extent that they are totally moronic, and are completely unaware of what is happening around them.

Frenzon Dispensers

Frenzon is the name given to a number of drugs which mimic psychological effects. In most cases, the variant used is that which induces a state of battle frenzy in the recipient - although with a significant risk of death from overexcitement. Once administered, it causes the victim to adopt a state of mind which exactly mimics the normal effects of *frenzy*. Once the *frenzy* has worn off, the drug can be readministered to repeat the effect. On the second and subsequent times that the drug is taken, however, the recipient must make a D6 roll; on a result of 6 his body suffers system shock and he takes D4-1 *Wounds* and, if still alive, is unconscious for D4 turns.

Explosive Collars

Explosive collars are devices designed to stop a band from routing. If the band's morale breaks, and it starts to run away, the Magus simply detonates one of the collars. This will blow the head clean off the victim, causing the rest of the band to become aware of the consequences of cowardice, and stopping their retreat.

Any band experiencing the detonation of an explosive collar within its ranks, will immediately cease routing and come to a halt, ready to advance and fight again next turn.

Mutant Bombs

Some of the Mutants in a Genestealer Cult Army may be so disenchanted that it is easy for the Magus to convince them to become living bombs and don a harness packed with a high-explosive. He promises them that they will be spiritually cleansed by their selfless sacrifice to the brood, and that they will be reincarnated in perfect physical forms.

During the battle, the Magus may detonate any or all of the harnesses within 24", although he may not make any other action that turn.

Each bomb explodes with a 1½" blast radius at *Strength* 3. In addition, it throws out D6 subsidiary blasts, each of which will fly out D6" in a randomly determined direction (roll a D12, with the Mutant's facing as 12), and explode with the same effect as a frag grenade (*Strength* 3, *Damage* 1, blast radius 2").

If a Mutant Bomb is caught in an explosion of any sort, he will immediately detonate with the above effects.

● SPECIFIC ORDERS

In the heat of battle, Beastmen, Mutants and Mutant Bombs can only understand simple, specific orders. Before the battle begins, each unit of Beastmen, Mutants or Mutant Bombs must be given one of the following orders:

Attack: move to attack a specified enemy unit or position.

Advance: move to a specified position.

Hold: move to nearest cover and assume defensive position.

All orders should be written down on a scrap of paper, and declared before the troops are moved.

Only Beastmen, Mutants and Mutant Bombs are given specific orders; all other troops may be moved normally.

Attack Orders

Each unit with these orders is given a particular enemy unit or enemy-held position. The unit must be able to see the target when they are given the orders, otherwise they will attack the nearest visible enemy unit. If a unit is given *Attack* orders that do not specify a target, the unit will attack the nearest enemy unit or position within its 90° attack arc.

A unit with *Attack* orders will move towards the target by the most direct route, and will charge once it is in charge range. Once the target is destroyed or routed, the unit will occupy the vacated position and follow *Hold* orders.

If a unit with *Attack* orders suffers 30% or more casualties, it will immediately start to follow *Hold* orders.

Advance Orders

A unit with these orders is given a specific position which they must move towards. The unit must move towards the target by the most direct route, firing at any enemy that comes within range (although they will not charge them). Once the unit reaches the target position, it will start to follow *Hold* orders.

If a unit with *Advance* orders suffers 30% or more casualties, it will seek the nearest cover and start to follow *Hold* orders.

Hold Orders

A unit with *Hold* orders will move towards the nearest cover and assume a defensive position. At least one model must occupy the exact position specified, although other models may face any direction and move about freely, as long as they maintain unit coherency.

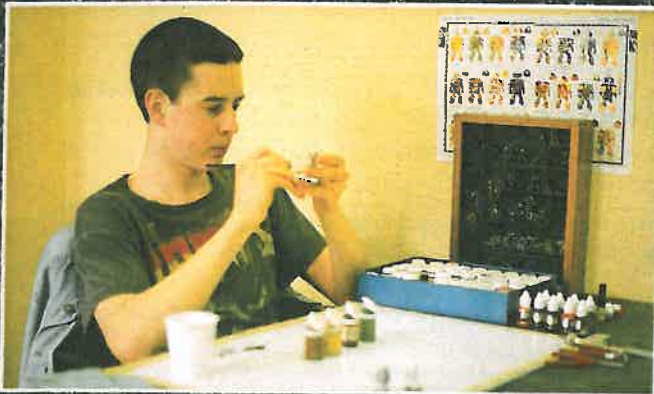
New Orders

A Beastmen Band, Mutant Band or unit of Mutant Bombs may be given new orders during the course of the battle - but only if they are already following *Hold* orders, or have already completed the task specified by their *Attack* or *Advance* orders.

To give a Beastman or Mutant unit new orders, the Magus or Oracle must be within 2" of one model in the unit. Once a new set of orders is given, they must be completed before another set is issued. An uncompleted set of orders cannot be countermanded or changed.

Units which rout automatically abandon all orders - if they later rally, they will follow *Hold* orders until otherwise instructed.

CITADEL COLOUR PAINTS AND BRUSHES



Citadel paints and inks give you a wide variety of colours specially chosen for painting Citadel's metal and plastic miniatures and kits. You can buy the paints separately to build up your collection and replace often-used tones, or in the boxed sets which each contain a full range of useful colours.

The paints are quick-drying, water-based acrylics that are totally non-toxic. You can easily mix Citadel paints and inks to create a vast range of tones for shading, blending, highlighting and glazing your models.

Used with Citadel's high-quality sable brushes, Citadel paints and inks are ideal for painting all your miniatures, from Chaos Warriors to Space Marines, Dark Future cars to Blood Bowl teams, giant Titans to epic scale Land Raiders and Rhinos.

The *Citadel Painting Guide* tells you everything you need to know about painting your models. Expert tips on painting the latest miniatures from Citadel appear every month in *White Dwarf* magazine's *Easy Metal* column, along with colour uniform guides and regular modelling features.



The following are just a few uses for the Citadel Colour range of paints and inks when you are painting miniatures.

CITADEL COLOUR PAINT SET

Skull White - to lighten colours, highlighting
Chaos Black - base armour colour; deep shading
Blood Red - cloaks and shields
Bronzed Flesh - Human and Dwarf flesh
Woodland Green - base colour for Goblinsoids
Enchanted Blue - mid-tone for blue clothing
Sunburst Yellow - to brighten reds and oranges
Mithril Silver - highlights on armour and weapons
Shining Gold - buckles, pommels and unusual armour

MONSTER PAINT SET

Brazen Bronze - antique armour, barbarian spear tips
Bilious Green - highlights for goblinsoids
Ghoul Grey - primary highlight for Chaos Black
Bestial Brown - base colour for dark leather
Electric Blue - highlights for blue clothing
Red Gore - highlights for red clothing; blood
Imperial Purple - base colour for pink
Moody Blue - shading on blue clothing
Titillating Pink - for Sizaneshi pastels

EXPERT PAINT SET

Red Ink - subtle shading on flesh
Orange Ink - to enrich reds, fur, and wood
Yellow Ink - to glaze reds and greens
Green Ink - to glaze Orc flesh, and base
Blue Ink - to shade Dragon skin, tunics and banners

CREATURE PAINT SET

Rotting Flesh - Champions and Daemons of Nurgle
Goblin Green - mid-tones for goblinsoids
Elf Grey - highlight for Chaos Black
Worm Purple - cloaks and clothing; jewelry
Hobgoblin Orange - mix with reds to brighten
Orc Brown - base colour for dark leather equipment
Spearstaff Brown - pale leather; base colour for bone
Swamp Brown - mix with Bronzed Flesh for flesh tones
Chainmail - armour and weapons

SPACE MARINE PAINT SET

Bolt Gun Metal - base colour for weapons
Salamander Green - top colour for Salamanders
Salamander Black - base colour for Salamanders
Ultramarine - top colour for Ultramarines
Marine Dark Blue - base colour for Ultramarines
Space Wolf Grey - top colour for Space Wolves
Blue Grey - base colour for Space Wolves
Blood Angel Orange - Blood Angels' top colour
Terracotta - base colour for Blood Angels

Purple Ink - to shade Zombie flesh; banners
Brown Ink - rust effects; shading fur and cloaks
Chestnut Brown Ink - to shade fur, and horses
Black Ink - lining and detailing; steel armour





Skull White
Chaos Black
Blood Red
Bronzed Flesh
Woodland Green
Enchanted Blue
Sunburst Yellow
Mithril Silver
Shining Gold

The Citadel Colour paint set contains all of the basic colours you need to start painting miniatures, including two high-quality metallic paints ideal for armour and weapons. Start your collection of paints with this box.



Rotting Flesh
Goblin Green
Elf Grey
Worm Purple
Hobgoblin Orange
Orc Brown
Spearstaff Brown
Swamp Brown
Chainmail

The Creature paint set expands the number of colours available for toning and shading of miniatures. Includes special colours, such as Goblin Green, Rotting Flesh and Hobgoblin Orange, which are vital to your collection.



Brazen Bronze
Billous Green
Ghoul Grey
Bestial Brown
Electric Blue
Red Gore
Imperial Purple
Moody Blue
Titillating Pink

The Monster paint set provides unlimited possibilities for the blending and shading of colours. Used with the Citadel Colour and Creature sets, these paints give you the chance to use advanced toning and highlighting techniques.



Bolt Gun Metal
Salamander Green
Salamander Black
Ultramarine
Marine Dark Blue
Space Wolf Grey
Blue Grey
Blood Angel Orange
Terracotta

The Space Marine paint set is specially designed for painting Warhammer 40,000 Space Marine miniatures, and contains the base and highlight colours for four of the greatest Space Marine Chapters.



Red Ink
Orange Ink
Yellow Ink
Green Ink
Blue Ink
Purple Ink
Brown Ink
Chestnut Brown Ink
Black Ink

The Expert paint set is a range of inks specially formulated to be compatible with Citadel paints. They are ideal for shading and blending when mixed with Citadel paints, or for washes and glazes by themselves.



Fantasy Miniatures is packed with colour photographs of the best painted miniatures in the world, with sections showing the recent work of the Games Workshop staff painters and the finest miniatures from this year's Golden Demon Awards, including all of the winning models. With tips and ideas to help you match the masters, it is an indispensable source of inspiration for all miniature painters and modellers.



The Citadel Painting Guide is the definitive guide to painting Citadel Miniatures and an invaluable addition to your reference collection. It takes you right through the painting process, from the basic preparation of your model, through advanced techniques such as blending and highlighting, up to finishing and basing your completed miniature.



Every month, White Dwarf magazine's Easy Metal column gives you hints and tips on painting and modelling. It is illustrated with dozens of full-colour photographs of miniatures painted by the Games Workshop staff, telling you how to paint all the latest releases from Citadel, plus special features on the work of some of the finest painters in the hobby.



Citadel Brushes are specially designed for painting metal and plastic miniatures. They are made from high quality sable hair and come to a fine point for detailed painting.

Citadel Brushes come in a range of sizes from 000 for fine detail work, through medium sizes for shading and highlighting, up to size 3 for applying base coats and painting large areas.



IN THE WORKS

We are constantly expanding our range of products designed for the painting and modelling of Citadel Miniatures. At the time of writing, the following are in the pipeline:

Spray Paints and Varnish: we're investigating the possibility of a range of spray cans for undercoating and varnishing miniatures. The range will probably include white undercoat, black undercoat, gloss varnish and matt varnish.

Transfers: a variety of water-slide transfers with Space Marine Chapter insignia for placing on Marine shoulder pads, banners and vehicles. Ideal for less experienced painters who find such tiny details a bit tricky.

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

Games Workshop Ltd.
 Chewton St. Hilltop,
 Eastwood, Nottingham, NG16 3HY.
 US customers please contact:
 Games Workshop Inc.,
 3431 Benson Avenue, Baltimore,
 Maryland 21227.



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● GENESTEALER CULT'S HOMEWORLD

The homeworld of the Genestealer cult determines the armament of the Brood Brothers in the force, and the type of transport available. Before you generate your Genestealer Cult Army, determine its homeworld by rolling on the table below. Alternatively, if your opponent agrees, you may pick the cult's homeworld.

Cult's Homeworld

- 1-2 Medieval/Feral World
- 3-4 Frontier World
- 5-6 Developed world

Medieval/Feral Worlds

These are relatively new colonies, or worlds which have reverted to a primitive condition through Imperial neglect or indifference. The populace of these planets limited to non-mechanised transport - horses and similar beasts - and is armed with archaic hand weapons such as swords and maces.

Frontier Worlds

These are semi-developed worlds with a mixture of primitive and advanced technology, although the advanced technology is usually restricted to the privileged classes. On such worlds, members of the cult enter battle on riding beasts, vehicles, or a mixture of both. At least half of the force are usually equipped with technological weaponry such as lasguns.

Developed Worlds

These are industrialised worlds, where technology is commonplace and a wide variety of vehicles are available; riding beasts, however, are *not* generally available on such worlds. A Genestealer Cult Army based on a developed world is usually very well equipped, with most, if not all, of the Brood Brothers equipped with technological weaponry.

● COVEN TRANSPORT

The Patriarch, Magus and Initiates of the coven ride around in vehicles appropriate to their prestige within the community. A Genestealer brood is likely to be one of the most powerful and respected groups in the host society, and as such reaps many benefits.

On developed worlds, the coven uses some kind of exclusive, limousine-like vehicle. On primitive worlds they might use anything from individual palanquins, to a coach with four matching horses. The exact form of the coven vehicle depends on the homeworld of the cult, but is always chosen with the status and security of the Patriarch in mind - it is vital that he remains concealed and well protected when he is moving among the normal populace.

Coven Limousines

Even on quite backward frontier worlds, powerful individuals can usually acquire armoured limousines. These vehicles are usually customised civilian city cars or road-wheelers, and are able to carry six occupants including the driver. The coven has enough limousines to carry all of its members, armed with any surplus equipment from the army itself.

To represent the coven limousines on the battlefield, you can use the 1/43rd scale die-cast metal car models that are readily available in any toy or model shop.

Other Transportation

The transport available for the rest of the Genestealer Cult Army will depend on their planet of origin, determined on the *Cult Homeworld* table.

... locating the parasites was made difficult by the numerous abbumans and mutants amongst the population. The alien Hybrids were able to move about undetected, and the cult was only discovered when visiting officials noticed graven images with multiple arms in various locations, often hidden in dark recesses or kept locked away, safe from the eyes of strangers. These images were said to be antique, but had obviously been crafted quite recently. Following close inspection they were identified by the Inquisition as cult totems and objects of worship, confirming the presence of an alien clan on Ungor.

Fortunately the aliens had only just started to infiltrate the population, and the cult was limited in the number of its adherents. With a dozen Terminators seconded from the Grey Knights, Inquisitors were able to locate and eradicate the Hybrids before the population became contaminated beyond redemption.

- Codex Hereticus, Ungor Infestation, Inquisitor Erasmus, 955.M41.



GENESTEALER CULT ARMY LIST

This army list represents a Genestealer clan which has developed into a Chaos cult. The brood itself has become a Chaos coven, with the Patriarch acting as its venerated Oracle, while the Human Brood Brothers are followers of the cult. Thus the entire force is bound by kinship and religion. The total Genestealer Cult Army may include more than one of these covens and its related Brood Brothers, since each individual coven may be in contact with other distantly related clan-cults.

Before choosing your Genestealer Cult Army, decide which of the Chaos Powers the cult worships. If the Patriarch, Magus or Initiates roll a Chaos gift as one of their Chaos rewards, use the Gifts table appropriate to their power. This power is also followed by any bands of Brood Brothers, Mutants, Beastmen and so on, and determines the allegiance of possessing or summoned Daemons.

Any number of GENESTEALER COVENS at 300 points each
1 PATRIARCH 1 MAGUS D6 PURESTRAINS D6 HYBRIDS

The coven forms a single command unit in charge of its associated Brood Brothers and other units. Each coven and its associated units will form a separate contingent within the army, each led by its own Magus and Patriarch. If the force includes two or more allied covens, appoint one Patriarch as the Arch-Patriarch and overall commander. The base cost of 300 points pays for the Patriarch, Magus and the Purestrain and Hybrid Initiates. Daemonic Possession for the Patriarch costs additional points. Psychic abilities for the Magus and third and fourth generation Hybrid Initiates also cost additional points, and should be rolled on the *Psychic Powers* table. Optional equipment and rolls on the *Special Equipment Charts* cost additional points; each roll on a *Special Equipment Chart* equips a single model. Surplus equipment generated by the Magus can be handed to Initiates of his choice. Surplus heavy weapons generated by the Magus or Initiates can be mounted on the Coven Limousine.

1 GENESTEALER PATRIARCH as ORACLE

PURE-STRAIN	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
6	7	0	6	4	2	7	4	10	7	10	8	



The Patriarch is the ancient Purestrain Genestealer who is the progenitor of the entire brood. He would be venerated as head, even if the brood had not become a Chaos cult. The fact that he is the head of a cult simply enhances his power as an Oracle, - as it was he who made the pact with Chaos to gain power. He presides from a secluded shrine, directing the brood through the medium of the almost-Human Magus.

CHAOS REWARDS

UP TO D6-2

NATURAL ABILITIES

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

EQUIPMENT

Purestrain Genestealers have no inclination to use Human weaponry. They rely instead on their own natural forms of attack. Occasionally, however, they have been known to possess and use Chaos armaments.

CHART	ROLLS	PTS/ROLL	BONUS
ARMS OF CHAOS	0-2	50	+20

OPTIONS

DAEMONIC POSSESSION 500 points

DAEMONIC POSSESSION for Genestealer Patriarch

A Genestealer Patriarch may choose to be possessed by opening his soul and allowing a Daemon to enter. The points cost for possession is 500, regardless of the type of Daemon.

POSSESSED PATRIARCH'S PROFILE

The profile of the possessed Patriarch is the average of the Daemon's profile and its own; the profiles of possessed Patriarchs of all possible Daemon types are listed below. The type of Daemon possessing the Patriarch depends on the Chaos power the cult has chosen to worship. Roll a D12 to discover the type of possessing Daemon of the appropriate Power.

DAEMON	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
KNOWING DAEMONS												
1-4 BLOODTHIRSTER	6	8	5	6	5	6	8	7	10	8	10	9
5 BLOODLETTER	5	6	2	5	3	1	6	3	10	8	10	9
6-10 FLESHHOUND	8	6	0	5	4	2	6	2	6	5	10	9
11 JUGGERNAUT	6	5	0	5	4	2	4	3	10	4	10	9
12 DAEMON PRINCE	Variable; see Possession in Realm of Chaos - Slaves to Darkness											
SLAANESH DAEMONS												
1-4 KEEPER OF SECRETS	6	8	5	6	5	6	8	5	10	8	10	9
5 DAEMONETTE	5	6	2	5	3	1	6	3	10	8	10	9
6-10 FIEND	6	5	0	4	3	1	5	3	9	5	9	8
11 MOUNT OF SLAANESH	9	5	0	5	4	1	6	2	5	3	5	4
12 DAEMON PRINCE	Variable; see Possession in Realm of Chaos - Slaves to Darkness											
MURGLIC DAEMONS												
1-4 GREAT UNCLEAN ONE	6	8	5	6	5	6	8	7	10	8	10	9
5 PLAGUEBEARER	5	6	2	5	3	1	6	3	10	8	10	9
6-10 BEAST OF MURGLE	4	5	0	4	3	2	5	D4+1	8	3	10	9
11 NURGLING*	5	4	1	3	2	2	5	3	7	6	8	7
12 DAEMON PRINCE	Variable; see Possession in Realm of Chaos - Slaves to Darkness											
TZEENTHIAN DAEMONS												
1-4 LORD OF CHANGE	6	8	5	6	5	6	8	7	10	8	10	9
5 PINK HORROR	5	6	2	5	3	1	6	3	10	8	10	9
6-10 FLAMER	7	5	2	5	4	2	5	2/3	10	8	10	9
11 DISC OF TZEENTH	9	5	0	4	3	2	5	2/2	10	3	10	9
12 DAEMON PRINCE	Variable; see Possession in Realm of Chaos - Slaves to Darkness											
INDEPENDENT DAEMONS												
1-4 GREATER DAEMON	6	7	4	7	6	5	7	6	9	8	9	8
5 LESSER DAEMON	5	6	2	5	4	1	7	3	9	8	9	8
6-10 DAEMONIC HOUND	6	6	0	5	4	1	6	2	7	5	7	6
11 DAEMONIC STEED	7	5	0	5	3	1	5	2	7	5	7	6
12 DAEMON PRINCE	Variable; see Possession in Realm of Chaos - Slaves to Darkness											

* Note that a Nurgling base consists of more than one model (usually 7), but is treated as a single entity for possession. Possession by a Nurgling Base is an infestation by numerous Daemons, rather than by a single Nurgling.

EAVY METAL

Individual miniatures from the sample Genestealer Cult Army



4th Generation Hybrid Magus with Chaos Armour (conversion)



3rd Generation Hybrid Initiate



Purestrain Genestealer



Brood Brother Standard Bearer (conversion)



2nd Generation Hybrid with Flamer (conversion)



Beastman Cultist with Cult Symbol on Shield



Unarmed 1st Generation Hybrid (conversion)



Brood Brother with Las Pistol and Sword (conversion)



Chaos Hound - Chaos Reward of Magus



Purestrain Genestealer



Beastman Cultist



Genestealer Patriarch with Lashing Chaos Sword (conversion)



Beastman Cultist



Beastman Cultist



Rogue Psyker with Las Gun and Sword (conversion)

EVEN MORE MINIATURES FROM THE STUDIO STAFF



Chaos Squat in Exo-Armour



Squat Adventurer



Beastman



Beastman



40K Adventurer



Eldar Warrior



Beastman



Beastman



Marine Scout



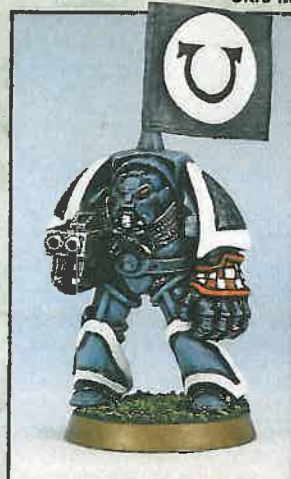
Marine Scout



Ultra Marines in Terminator Armour



Plastic Marines in Terminator Armour from 'Space Hulk' 3 Space Wolves and 1 Ultra Marine



Marine in Terminator Armour with Cyclone Missile Launcher

1 GENESTEALER MAGUS

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



The Magus, or High Priest, of the coven is the senior fourth generation Hybrid of the brood. He acts as the figurehead of the coven, since he can move freely in Human society; his enhanced charisma and otherworldly air help him to command respect and wield influence over Humans. The Magus is directed through personal communication with the Patriarch-Oracle of the coven.

CHAOS REWARDS

UP TO D6-2

NATURAL ABILITIES

HYPNOTIC GAZE
BROOD TELEPATHY
IMMUNE TO PSYCHOLOGY

PSYCHIC POWERS

The Magus may have psychic powers at an extra points cost

EQUIPMENT

The Magus can use Human weaponry. Surplus equipment may be given to any Hybrid Initiates able to use it. Surplus heavy weapons may be mounted on the coven Limousine.

CHART	ROLLS	PTS/ROLL	BONUS
STANDARD WEAPONS	0-1	3	+20
CLOSE COMBAT WEAPONS	0-2	3	+20
HEAVY WEAPONS	0-1	50	+20
GRENADES/MISSILES	0-2	7	+20
EQUIPMENT AND BIONICS	0-2	5	+20
ARMS OF CHAOS	0-2	50	+20

OPTIONS

ITEM	COST
DAEMON WEAPON.....	500
CHAOS WEAPON WITH D4 PROPERTIES.....	100*
POWER SWORD.....	7
FORCE SWORD.....	40
FORCE ROD.....	40

Traviss swung around the next left, panic beginning to rise. He ventured a glance over his shoulder as he turned, expecting to see the huge, obscene purple mass burltling down the tunnel towards him. A flicker of movement caught his eye and confirmed its presence.

"It's there all right," he muttered, "right on my..." He came to a sudden halt, spread-eagled around the obstacle.

He knew what he'd collided with immediately - he felt its warm cloying breath on his cheek. He turned slowly, and looked into the gaping jaws of another Genestealer; it was the nearest of a dozen that filled the narrow rough-bewn passageway, edging towards him, arms outstretched as if in welcome.

The Stealer lunged forward and grabbed Traviss, its claws digging into his shoulders. Its eyes shone as they met with his own, and its tongue urged forwards, lolling out of its mouth. Traviss felt a scream die in his throat; his fear was subdued by the reassuring eyes that drew him close. He suddenly welcomed the Stealer's kiss.

D6 PURESTRAIN GENESTEALER INITIATES

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



When a Genestealer clan becomes a cult by making a pact with a Chaos Power the brood - the Purestrain Genestealers and Hybrids descended from the Patriarch - becomes the coven. The Purestrains descended from the fourth generation Hybrids will be Initiates within the coven. When a generation of Purestrains arises, the brood is ready to create new colonies, forcing the cult to expand its powerbase.

CHAOS ATTRIBUTES

UP TO D6-2

NATURAL ABILITIES

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



D6 HYBRID INITIATES

Roll a D6 for each Hybrid to determine its generation and profile

D6	GENERATION	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
1	FIRST	6	6	0	6	4	1	6	3	10	7	10	7
2	SECOND	5	5	1	5	4	1	6	2	9	7	9	8
3	THIRD	4	4	2	4	3	1	5	1	8	8	8	8
4	FOURTH	4	3	3	4	3	1	5	1	8	9	8	8
5-6	CHOOSE	Choose the Hybrid's generation											



These are Hybrids of the brood, and, like Purestrain Genestealers born to fourth generation Hybrids, are Initiates of the coven. Hybrids are vital to the Genestealer life-cycle, since they can mingle with Humans and understand Human society. In a cult force, later generation Hybrids provide essential support for the Purestrains and early generation Hybrids using both psychic powers and Human weaponry.

CHAOS REWARDS

UP TO D2

NATURAL ABILITIES

HYPNOTIC GAZE BROOD TELEPATHY IMMUNE TO PSYCHOLOGY

FIRST GENERATION HYBRID	THIRD GENERATION HYBRID
ROLL D6 FOR ARMS: 1-3 = 2 CLAWS, 2 HANDS 4-6 = 1 CLAW 2 HANDS 3 CLAW ATTACKS OVIPOSITOR (IMPLANT ATTACK)	ROLL D6 FOR ARMS: 1-3 = 1 CLAWS, 2 HANDS 4-6 = 2 HANDS ROLL D6 FOR OVIPOSITOR 1-3 = YES (IMPLANT ATTACK) 4-6 = NO
SECOND GENERATION HYBRID	FOURTH GENERATION HYBRID
1 CLAW 2 HANDS 1 CLAW ATTACK 1 WEAPON ATTACK OVIPOSITOR (IMPLANT ATTACK)	PHYSICAL CHARACTERISTICS AS NORMAL HUMAN

Third and fourth generation Hybrids may have psychic powers at an extra points cost.

EQUIPMENT

First generation Hybrids do not use Human weaponry.

Genestealer Hybrids of later generations can use weaponry rolled on the *Special Equipment Charts*. Roll for the unit as a whole and distribute items among the second, third and fourth generation Hybrids. Each roll equips a single model. Surplus heavy weapons may be mounted on the coven limousine.

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

ADDITIONAL EQUIPMENT

Third and fourth generation Hybrids with psychic powers may have:

ITEM	COST / MODEL
FORCE SWORD.....	40
FORCE ROD.....	40

PSYCHIC POWERS for the Magus and 3rd and 4th Generation Hybrids

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

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

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

Additional abilities can be bought at the following cost.

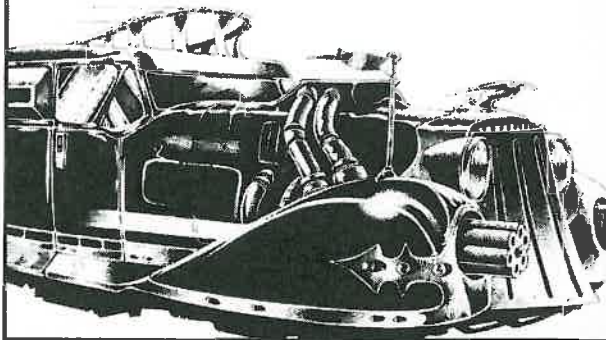
LEVEL	COST PER ROLL
1.....	5
2.....	10
3.....	20
4.....	40

PSYCHIC ABILITIES

D10	LEVEL 1	D10	LEVEL 2
1	AURA OF RESISTANCE	1	AURA OF PROTECTION
2	CURE INJURY	2	ECTOPLASMIC MIST
3	HAMMERHAND	3	JINX
4	IMMUNITY FROM POISON	4	MENTAL BOLT
5	MENTAL BLOW	5	RALLY
6	STEAL MIND	6	SENSE PRESENCE
7	TELEKINESIS	7	SMASH
8	TELEPATHY 1	8	TELEKINESIS 2
9	TELEPORT 1	9	TELEPATHY 2
10	WIND BLAST	10	TELEPORT 2
D10	LEVEL 3	D10	LEVEL 4
1	AURA OF RECALCITRANCE	1	AURA OF INVULNERABILITY
2	ANIMATE WEAPON	2	CHANGE ALLEGIANCE
3	CAUSE CONFUSION	3	CURE WOUNDS
4	CAUSE FEAR	4	LIMBO
5	DESTROY AURA	5	MENTAL BLAST
6	MENTAL BLITZ	6	STASIS
7	ROUT	7	STRENGTH OF MIND
8	TELEKINESIS 3	8	TELEKINESIS 4
9	TELEPATHY 3	9	TELEPATHY 4
10	TRANSFER AURA	10	TEMPORAL DISTORT

Up to 3 COVEN LIMOUSINES per coven at no points cost

COVEN LIMOUSINE	Max Speed	Acc/Dec	TTR	Cp	T	D	Sv	Eq	W
	25	10	1	6	8	30	4-6	10	5



The coven will often require transport for the Patriarch-Oracle and the Initiates of the brood to travel in Human society without the risk of discovery. The cult can own enough limousines to carry all of the coven members. As each limo can hold six people, the coven is allowed to have one vehicle for each group of six coven members, or part thereof. Surplus equipment generated on the *Special Equipment Charts* can be mounted on the limousine. You can use 1:43 scale die-cast metal car models to represent a coven limousine.

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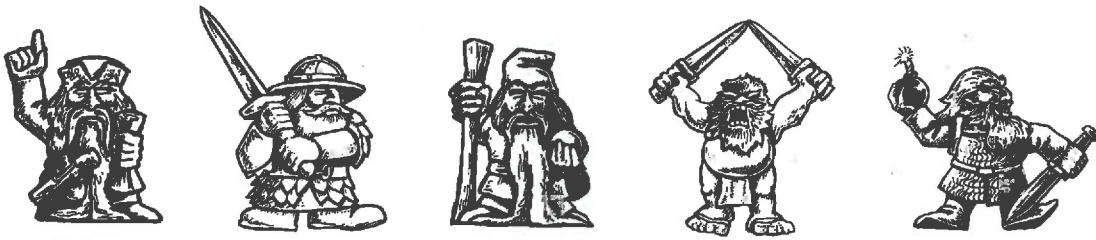
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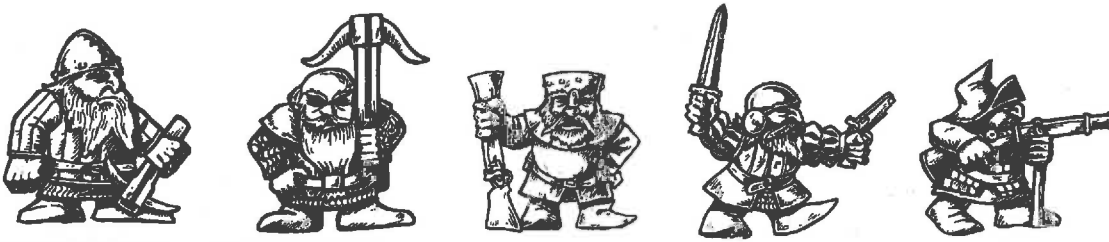
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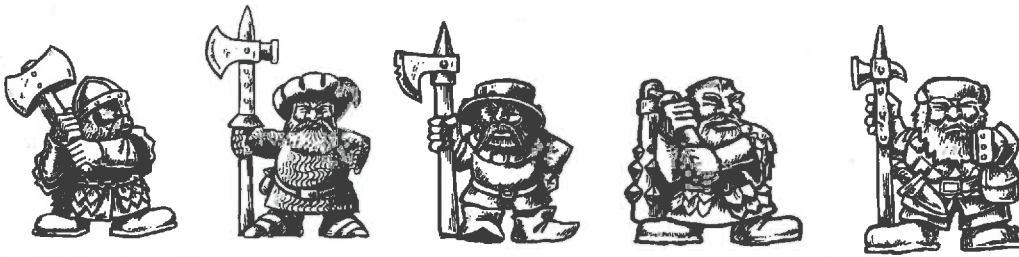
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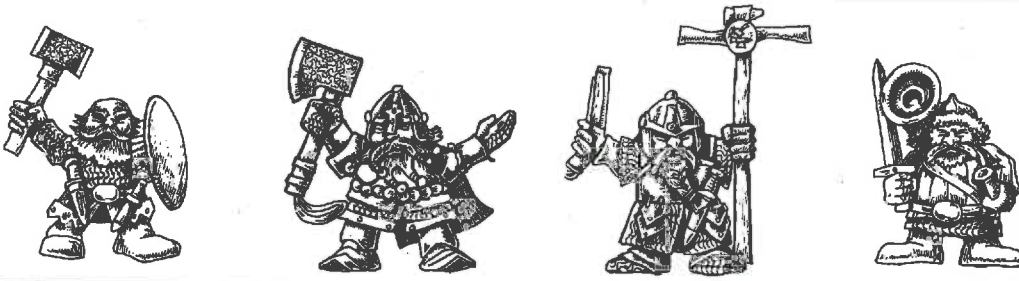
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Up to D6 ROGUE PSYKERS
at 40 points each

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



Purestrain Genestealers and Hybrids find psykers to be ideal gene-hosts, as they are amongst the prime specimens of the Human race. Once infected, the psyker becomes a brood-brother and, ultimately, a brood-parent, and will never betray the clan. Rogue psykers may be formed into units of up to D6 models, or included in units of cultists

CHAOS ATTRIBUTES

UP TO D6-2

BASIC EQUIPMENT

MEDIEVAL OR FERAL WORLD

One of the following:
SWORD

HAND WEAPON AND SHIELD TWO HAND WEAPONS

FRONTIER OR DEVELOPED WORLD

One of the following:
STUB GUN AND SWORD

LASPISTOL AND SWORD LASGUN AND SWORD

OPTIONS

ITEM	POINTS / MODEL
POWER SWORD	7
FORCE SWORD	40
FORCE ROD	40

PSYCHIC POWERS

Rogue psykers have a mastery level of 1 and a psi-level of 4D6. Each psyker has 2+D4 abilities rolled on the table below. If an ability is rolled twice, choose any ability from the table as a replacement.

D10	ABILITY	D10	ABILITY
1	AURA OF RESISTANCE	6	STEAL MIND
2	CURE INJURY	7	TELEKINESIS
3	HAMMERHAND	8	TELEPATHY 1
4	IMMUNITY FROM POISON	9	TELEPORT 1
5	MENTAL BLOW	10	WIND BLAST



Any Number of BROOD BROTHER BANDS

Power Worshipped	Models / Band	Cost / Band
Khorne	8	50
Slaanesh	6	40
Nurgle	7	45
Tzeentch	9	55
Independent	10	60

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



These are the Human parents and siblings of the Hybrids in the coven, and are motivated by intense, instinctive bonds to their Hybrid relatives. This, along with the devout worship they offer to their Patriarch-Oracle, makes the Brood Brothers amongst the most fanatical members of the cult

PSYCHOLOGY

Brood Brother Bands are subject to frenzy. They are immune to all other types of psychology.

CHAOS ATTRIBUTES

UP TO D6-4

BASIC EQUIPMENT

Brood Brothers will be equipped according to the level of technology on their homeworld.

Each band will have one or two basic weapons. If the band has the option of two basic weapons, they will be split evenly among the band (for example, a band of ten cultists from a frontier world could all be armed with hafted weapons, or five armed with hafted weapons and five with stub gun and sword).

Possible models for the Brood Brothers include Adventurers or Imperial Guardsmen - Guardsmen are particularly appropriate on frontier and developed worlds where the Brood Brothers are often members of the local militia or planetary defence force.

MEDIEVAL OR FERAL WORLD

All of the cultists are armed with one of the following options:

- HAFTED WEAPON
- HAND WEAPON AND SHIELD
- TWO HAND WEAPONS

FRONTIER WORLD

Half or all the cultists are armed with one of the following options:

- HAFTED WEAPON
- HAND WEAPON AND SHIELD
- TWO HAND WEAPONS

Half or none of the cultists are armed with one of the following options:

- STUB GUN AND SWORD
- LASPISTOL AND SWORD
- LASGUN AND SWORD

DEVELOPED WORLD

Half or all of the cultists are armed with one of the following options:

- STUB GUN AND SWORD

Any Number of BEASTMEN BANDS

Power Worshipped	Models / Band	Cost / Band
Khome	8	40
Slaanesh	6	30
Nurgle	7	35
Tzeentch	9	45
Independent	10	50

BEASTMAN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	4	3	3	4	1	3	1	7	6	7	6



Once a Genestealer Cult Army has decided to march on its enemies it will call up allies from the surrounding area. One such group of allies are Beastmen. Like the cult members themselves, they quickly become prey to the will of the Magus, who will exploit their animal aggression to the full.

CHAOS ATTRIBUTES

UP TO D6-4

BASIC EQUIPMENT

HAND WEAPON

OPTIONS

ITEM	COST / BAND
HAFTED WEAPONS.....	10
HAND WEAPONS AND SHIELDS	10
TWO HANDED WEAPONS	10
FRENZON DISPENSORS	10
EXPLOSIVE COLLARS	10

If frenzon dispensers and/or explosive collars are used, the Magus is supplied with the necessary controllers at no points cost

Any Number of MUTANT BANDS

Power Worshipped	Models / Band	Cost / Band
Khome	8	40
Slaanesh	6	30
Nurgle	7	35
Tzeentch	9	45
Independent	10	50

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



Some Brood Brothers will inevitably degenerate through contact with Chaos. Although their fanaticism declines to acquiescence, they remain a useful resource to the cult, and retain the instinctive bonds with their Hybrid relatives.

CHAOS ATTRIBUTES

UP TO D6

BASIC EQUIPMENT

HAND WEAPON KNIFE

OPTIONS

ITEM	COST / BAND
HAFTED WEAPONS.....	10
HAND WEAPONS AND SHIELDS	10
TWO HANDED WEAPONS	10
FRENZON DISPENSORS	10
EXPLOSIVE COLLARS	10

If frenzon dispensers and/or explosive collars are used, the Magus is supplied with the necessary controllers at no points cost

The cavern was packed. A huge crowd of creatures had gathered to hear the Magus talk of conquest, of rebellion, and of bloodletting.

Karal raised his arms and silence descended on the room, broken only by the snapping of twigs that twisted and blackened in the huge braziers. Standing at his side were the Initiates of the cult, waiting for him to tell the Brood Kin what they must do.

"Brothers and sisters, most of you know why we have called you to this place. For those that don't know, look around you. Now is the time! We must seize power from those too blind to welcome us into their society. Four generations have passed since..." Karal turned to look at the Patriarch, giving him a broad smile, "since enlightenment arrived, and we are finally ready to..."

The speech was interrupted by a creak from the back of the hall. The oak-clad doors swung open, the hinges protesting as the huge weighted panels moved apart. A band of deformed creatures stood in the doorway.

"Our allies have arrived, my friends," said Karal, nodding with approval. "They have come from the forest to join us. Our master, Khome, summoned them to aid us. He gifts us with their presence."

The Beastmen shuffled into the room, pushing their way through the crowd towards the front. They stunk of dark places in the forest, and their weapons were encrusted with dried blood. Yet they were welcomed into the family like brothers, for each bore the skull rune branded onto his skin. "We hear call. We come. We help, yes? We kill people who hurt us and say we different. Sent us into forest. Now we come back. Spill much blood of those who punish us." A murmur of approval spread through the crowd. The Beastmen would be valuable to their cause and require little payment, wishing only to feast on the bodies of the fallen.

The Beastmen moved towards Karal. Once there, they stood quietly at his feet, grunting occasionally as he continued.

"We leave when dusk falls, and move towards the city under the cover of darkness." His voice fell to a whisper. "Those who have not yet joined us in blessed worship have lost their chance. At first light tomorrow, the blood of our oppressors will run in the streets."

0-4 MUTANT BOMBS at 5 points each

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



The Magus will ruthlessly exploit mutated Brood Brothers in the interests of the brood. Because the Mutants' instincts are only to fight for their Hybrid kin, who they regard as pure and chosen, some may even sacrifice themselves to save the brood. The Magus provides numerous religious motives to inspire such sacrifice - offering the Mutants a cleansed spiritual existence, re-incarnation in the new world that the clan intends to forge, and so on. Mutant Bombs may be used as independent models or grouped into a unit of their own.

CHAOS ATTRIBUTES

UP TO D6

BASIC EQUIPMENT

HAND WEAPON KNIFE EXPLOSIVE HARNESS
The Magus is supplied with a detonator for the explosive harnesses at no points cost

Any number of DAEMONIC FAMILIARS at no points cost

Familiar:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Combat	4	6	0	5	5	1	6	2	10	2	10	10
Other	4	4	4	4	3	1	6	1	8	8	8	8



Any psychic personality may have a Daemonic Familiar as his servant. Psykers who are members of a Genestealer cult usually have Familiars that are shaped like miniature Genestealers.

FAMILIAR TYPE

Randomly determine the type of Familiar by rolling on the following table:

D100	FAMILIAR
01-12	COMBAT
13-34	FOCUS
35-56	POWER
57-78	PSI-ABILITY
79-00	STORAGE

Up to D6 SUMMONED DAEMONS



Daemons may be summoned by means of coven ritual before the battle. Summoned Daemons are chosen (not rolled randomly) from the table below at the listed points cost, and should be appropriate to the patron Power of the summoning coven.

Instead of summoning a Daemon, the player has the option of letting it possess a randomly selected model in the cult force. This costs 500 points regardless of the Daemon type. Roll a D12 and consult the appropriate section of the table below for the possessing Daemon.

DAEMON	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	COST
--------	---	----	----	---	---	---	---	---	----	-----	----	----	------

XORGNATE DAEMONS

BLOODTHIRSTER	6	10	10	7	7	10	10	10	10+3	10+3	10+3	10+3	1150
BLOODLETTER	4	5	5	4	3	1	6	2	10	10	10	10	75
FLESHHOUND	10	5	0	5	4	2	6	1	3	4	10	10	60
JUGGERNAUT	7	3	0	5	5	3	2	2	10	2	10	10	75
DAEMON PRINCE	Variable; see Possession in Realm of Chaos - Slaves to Darkness												

SLAANESH DAEMONS

KEEPER OF SECRETS	6	10	10	7	7	10	10	6	10	10	10	10	900
DAEMONETTE	4	8	5	4	3	1	6	3	10	10	10	10	100
FIEND	6	3	0	3	3	1	3	3	8	4	8	8	40
MOUNT OF SLAANESH	12	3	0	4	5	1	6	1	0	0	0	0	20
DAEMON PRINCE	Variable; see Possession in Realm of Chaos - Slaves to Darkness												

NURGLESCUE DAEMONS

GREAT UNCLEAN ONE	6	10	10	7	7	10	10	10	10	10	10	10	1400
PLAGUEBEARER	4	5	5	4	3	1	6	2	10	10	10	10	85
BEAST OF NURGLE	3	3	0	3	5	3	3	06	6	0	10	10	65
NURGLING*	4	2	2	1	1	3	4	3	4	6	7	7	30
DAEMON PRINCE	Variable; see Possession in Realm of Chaos - Slaves to Darkness												

TZEENTCHIAN DAEMONS

LORD OF CHANGE	6	10	10	7	7	10	10	10	10	10	10	10	1400
PINK HORROR	4	5	5	4	3	1	6	2	10	10	10	10	140
FLAMER	9	3	5	5	4	2	4	1/2	10	10	10	10	140
DISC	12	3	0	3	3	2	3	0/1	10	0	10	10	50
DAEMON PRINCE	Variable; see Possession in Realm of Chaos - Slaves to Darkness												

INDEPENDANT DAEMONS

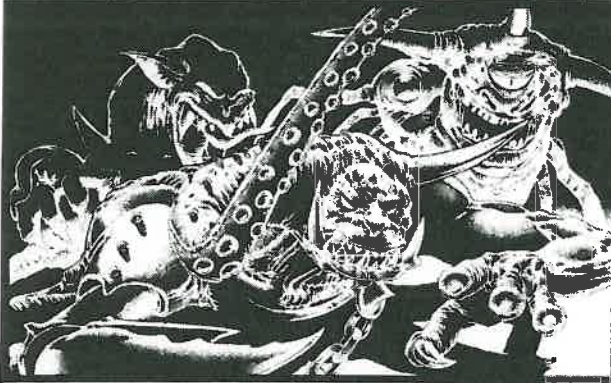
GREATER DAEMON	6	8	8	8	8	8	8	8	9+3	9+3	9+3	9+3	750
LESSER DAEMON	5	5	5	4	5	1	7	2	9	9	9	9	35
DAEMONIC HOUND	6	5	0	5	4	1	6	1	4	4	4	4	30
DAEMONIC STEED	8	3	0	4	3	1	3	1	4	4	4	4	30
DAEMON PRINCE	Variable; see Possession in Realm of Chaos - Slaves to Darkness												

* Note that a Nurgling base consists of more than one model (usually 7), but is treated as a single entity for possession. Possession by a Nurgling Base is an infestation by numerous Daemons, rather than by a single Nurgling.



D6 CHAOS SPAWN at 25 points each

CHAOS SPAWN	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
	VARIABLE (SEE SLAVES TO DARKNESS)											



These are Mutants who have utterly degenerated. They are often moronic, and will attach themselves to individual members of the cult for guidance and reassurance on the battlefield. Chaos Spawn can either be used as independent models, or attached to any units within the cult force. A suitably shaped Spawn can be used as a riding beast by any member of the brood.

CHAOS ATTRIBUTES

SEE REALM OF CHAOS - SLAVES TO DARKNESS

BASIC EQUIPMENT

HAND WEAPON KNIFE

OPTIONS

ITEM	COST / BAND
HAFTED WEAPONS.....	5
HAND WEAPONS AND SHIELDS.....	5
TWO HANDED WEAPONS.....	5
FRENZON DISPENSORS.....	5
EXPLOSIVE COLLARS.....	5

If frenzon dispensors and/or explosive collars are used, the Magus is supplied with the necessary controllers at no points cost

Thal'syk inclined his head towards the door. The Initiates bowed to the Patriarch and scuttled away, leaving him alone with their Magus.

They stood facing each other in silence. Yaral laid a hand on the Patriarch's shoulder; he knew the sacrifice that his kinsman was about to make, and that it would change him irrevocably.

Yaral dropped his arm - it was time for Thal'syk to begin the ritual. The Genestealer stepped carefully over the fine brass powder and, turning to face the Magus, sat on his haunches in the centre of the circle.

Yaral took the scroll from the wall and shook the dust from its battered pages. Laying it carefully on the lectern, he began to read.

His low voice drifted across the still air. Thal'syk sat in the circle, calmly waiting for the possession to take him. Yaral scanned the text, his voice rising as he read the twisted symbols.

Thal'syk went into spasm as the Daemon entered, his body jerking as his soul was destroyed by the power that flooded into him. His whole body tensed, his mouth locked open in abject terror. He stood shaking for several minutes, and then fell to the floor, a battered heap, shattered by the stress inflicted on his body. Slowly, he raised his head towards Yaral, the look in his eyes subtly different. The cult had a new source of power - they would rise again.

Any number of HORSES at 5 points each

	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP	PV
HORSE	8	3	0	4	3	1	3	0	2	2	2	2	5
WARHORSE	8	3	0	4	3	1	3	1	2	2	2	2	5



Roll a D6 for each horse; on a score of 1 the beast is a Warhorse, and has a single stomp attack. Unlimited numbers of horses, or horse-like riding beasts, are available on medieval, feral or frontier worlds. Any cover members, or complete units of Brood Brothers can be mounted on horses.

VEHICLES

A wide variety of vehicles are available on frontier or developed worlds. Select a vehicle type from the following list, pay the points cost, and roll for the number of vehicles available. The points cost is fixed, regardless of the final number of available vehicles - although not all of the available vehicles need be taken. You may choose standard profile vehicles, random profile vehicles, or any combination of the two. Any Purestrain Human or third or fourth generation Hybrid can act as driver.

VEHICLE	POINTS FOR STANDARD PROFILE	POINTS FOR RANDOM PROFILE	NUMBER AVAILABLE
BIKE	35	25	D6
BIKE AND SIDECAR	50	30	D6
TRIKE	35	25	D6
JET BIKE	100	60	D6
CITY CAR	70	40	D6
ROAD-WHEELER	100	70	D6
TRACKED VEHICLE	100	80	D6

VEHICLE PROFILES

None of the vehicles listed below carry equipment or armament as standard fittings. The weapon points and equipment space for such gear is present on the vehicle, and may be used if equipment is available. Surplus equipment generated on the *Special Equipment Charts* can be mounted on vehicles.

STANDARD PROFILE VEHICLES

	LAND		AIR		TRR	Cp	T	D	Sv	Eq	W
	Max Speed	Acc/Dec	Max	Min							
BIKE	32	16	-	-	1/2	1	5	1	5-6	4	4
BIKE+SIDECAR	24	12	-	-	1	2	5	2	5-6	6	8
TRIKE	32	16	-	-	1/2	1	4	1	5-6	1	2
JET BIKE	30	10	300	10	30	1/3	1	4	1	6	4
CITY CAR	25	11	-	-	1	10	5	25	-	6	-
ROAD-WHEELER	32	12	-	-	1	10	8	16	-	6	6
TRACKED VEHICLE	24	4	-	-	1	6	8	16	-	6	10

RANDOM PROFILE VEHICLES

	LAND		AIR		TRR	Cp	T	D	Sv	Eq	W
	Max Speed	Acc/Dec	Max	Min							
BIKE	2D6+20	2D6+4	-	-	1/2	1	D3+2	1	D6+1	D6-2	D6-2
BIKE+SIDECAR	2D6+12	2D6+4	-	-	1	2	D3+2	2	D6+4	D6+1	D6+2
TRIKE	2D6+20	2D6+4	-	-	1/2	1	D3+1	1	D6+4	D6-2	D6-2
JET BIKE	2D6+10	2D6	300	10	30	1/3	1	D3+1	1	D6+4	D6-2
CITY CAR	2D6+20	2D6	-	-	1	10	D3+2	2D6+12	-	D6+1	2D6+6
ROAD-WHEELER	2D6+20	2D4+4	-	-	1	2D6	D4+4	4D6+10	D3+4	2D4	2D6+6
TRACKED VEHICLE	2D6+12	D4+2	-	-	1	2D6	D4+5	6D6+10	D3+3	D6	D12



Ⓜ

● CHOOSING A GENESTEALER CULT ARMY

I am going to choose an army of 1000 points. This is a good size for a *Warhammer 40,000* army; it will give me between 30 and 50 models, so that I can have quite a lot of variation in troop types without buying more models than I can cope with. It will not take me very long to paint up about 40 models, so I can do a good job. This will be both the core of an army which I can expand at leisure, and a good compact force for playing in games with two or three other players.

Decide on the Basic Composition

The force is going to represent a single Genestealer brood which has turned into a Chaos worshipping cult. I think I'd like to make it a Khornate cult, as this seems to suit the way I play. The core of the force will be the coven, comprising the Patriarch, the Magus and the Initiates. The other units in the force can be the Brood Brothers of the coven and associated Beastmen and Rogue Psykers.

Khorne is not noted for favouring psychic abilities, but these are vital for my force. Actually there should be no problem, as all Genestealers and Hybrids have two natural psychic powers passed down through the generations. Furthermore, they can draw power from the primitive Genestealer Power in the warp rather than Khorne, who would not release any of his raw power for psykers. Any Rogue Psykers I use will presumably draw on the Genestealer Power for their psychic abilities as well.

Select the Coven

The basic cost of the coven is 300 points. For this I get the Purestrain Genestealer Patriarch, the fourth generation Hybrid Magus, D6 Purestrain Initiates and D6 Hybrid Initiates: I roll 4 Purestrains and 4 Hybrids. I roll again for the Hybrids and get one first generation Hybrid, one second generation Hybrid and two third generation Hybrids. That makes three Initiates who can use weapons and two who can have psychic abilities. I now have to find out what the first and third generation Hybrids are like. The first generation Hybrid turns out to have three arms. One of the third generation Hybrids gets two arms and an ovipositor, and will appear deceptively Human until he gets into close combat. The other third generation Hybrid gets three arms but no ovipositor - another weird character.

Now I shall generate some Chaos rewards for the Patriarch and the Magus. I will limit Chaos influence to these two senior members of the coven. For the Patriarch I generate some useful rewards and attributes, including a Chaos Weapon. The Magus gets Chaos Armour and a pack of Fleshhounds. The Fleshhounds will look good on a leash next to the imposing figure of the Magus, as well as being useful if the Magus gets involved in combat.

I want to make this coven as powerful as possible, so I decide to spend points on psychic abilities for all the Hybrids who can have them - that's the Magus and the two third generation Hybrids. The Magus turns out to be a 4th level psyker, which is quite appropriate considering his position. The others turn out to be less powerful, but I still generate a good selection of basic abilities, so I won't spend any more points rolling for additional abilities. It is better to spend those points on weaponry.

Now I shall generate some weaponry for the Hybrids. I roll a lasgun for the Magus and decide to take the option of a force sword. I roll twice for heavy weapons and give one to each of the third generation Hybrids. These two characters will have to hang back and provide support with their heavy weapons and psychic powers.

The total cost for the coven comes to 770 points. It seems a lot, but it has bought me a very powerful coven of 11 models, of which three are psykers, and at least four are more than a match for anyone in close combat.

Select Additional Troops

Fortunately, the additional elements of the cult are going to be cheap in points compared to the coven.

The next obvious troop type are the Brood Brothers. Any Genestealer brood is going to have plenty of loyal Human relatives willing to fight, especially if they are also cult followers. I have decided to set my cult on a developed world, which gives me the advantage of quite well armed Brood Brothers.

I am also going to assume that the cult has infiltrated the Planetary Defence Force of the world, so I will be able to use Imperial Guard models to represent them. It may be that clan members have been recruited into this force, or that the world (like many in the Imperium) has some sort of hereditary military caste or tribal recruitment policy, making it possible for the Genestealers to infiltrate the military establishment.

Now, I have a choice of unit size depending on the alignment of the cult. Since they are Khorne worshippers I will have units of eight models.

For 150 points I can have three bands of eight Brood Brothers, bringing my total up to 920 points spent so far.

I can still fit more troops into the force, so I pick a band of eight Beastmen, armed with hand weapons and shields. This band costs 40 points, bringing my total up to 960.

I have a powerful coven of 11 models, and 32 relatively cheap troops in four units of eight. This will dictate my tactics. The Brood Brothers and Beastmen must form an expendable first wave, while the coven will provide supporting fire and psychic effects and be ready with a reserve of vicious hand-to-hand fighters to exploit any breakthrough.

I have 40 points left. I could go for another unit of Beastmen or Mutants, or even Chaos Spawn or some Mutant Bombs. I can't afford any more heavy weapons, and these would be surplus to requirements anyway. I think the force should feature a Rogue Psyker, since such types would be attracted to a cult. This also gives me the opportunity of painting a model in a suitably bizarre fashion. This brings the total of the force to exactly 1000 points.

I have spent my full points allocation, but the army can still be expanded! The cult needs transport, and the list allows me to have as many coven limousines as I need to transport the coven, and at no points cost. I can do a suitable conversion job on die-cast metal car models - the vintage types would do nicely. All they need are a few sinister embellishments: gargoyles, skulls, and Genestealer cult symbols painted on them. I think I will probably go for two of these impressive vehicles. The Patriarch can ride in one as a sort of mobile shrine and command post. And one of the heavy weapons rolled up for the Hybrids could also be mounted on it.

The Army

The full order of battle for my Genestealer Cult Army is given in detail below. It numbers 44 models, and an interesting array of weapons, troop types, mutations, rewards and psychic abilities. It should put up a good fight against most enemies.

● GENESTEALER CULT ARMY: 1000 points

COVEN: Khorne worshippers

- Patriarch: Purestrain Genestealer**
Gift of Khorne: *Regeneration*
Chaos Attributes: *Blood Substitution, Exudes Acid*
Armament: Chaos Weapon - *Mindeater*
- Magus: fourth generation Hybrid**
Chaos Attribute: *Evil Eye*
Chaos Reward: pack of 8 Fleshhounds
4th level psyker: 43 psi points
Psi abilities: Hammerhand, Steal Mind, Aura of Resistance, Jinx, Mental Bolt, Ectoplasmic Mist, Cause Confusion, Destroy Aura, Stasis, Cure Wounds
Armament: Chaos Armour, lasgun, force sword
- Initiates**
- 4 Purestrain Genestealers**
- First generation Hybrid**
3 arms: 1 claw, 2 hands
- Second generation Hybrid**
Armament: flamer
- Second generation Hybrid**
Armament: knife, bolt gun, frag grenades
- Third generation Hybrid**
2 arms, implant attack
2nd level psyker: 26 psi points
Psi abilities: Teleport I, Steal Mind, Wind Blast, Smash, Mental Bolt
Armament: heavy bolter, conversion field
- Third generation Hybrid**
3 arms, 1 claw, Drone (no ovipositor)
1st level psyker: 6 psi points
Psi abilities: Telekinesis I, Steal Mind, Teleport I, Wind Blast
Armament: multi-melta, sword, haywire grenades
- 2 coven limousines**

3 Bands of Brood Brothers

- Each of 8 Khorne worshipping Humans
- 4 in each band with laspistol and sword
- 4 in each band with lasgun and sword

1 Band of Beastmen

- 8 Khorne worshippers
- Armament: knife, hand weapon and shield
- Various mutations

Rogue Psyker

- Human
- 1st level psyker: 16 psi points
- Psi abilities: Steal Mind, Hammerhand, Aura of Resistance
- Armament: Lasgun and sword

POINTS COST

Basic cost of coven	300
Psi abilities for Magus	100
Psi abilities for Hybrids	200
Heavy weapons for Hybrids	100
Force sword for Magus	40
Other equipment for coven	30
Limousines	0
3 Khornate Brood Brother bands	150
Khornate Beastman band	40
Rogue Psyker	40

TOTAL: 1000 points

● DEVELOPING THE CULT

Once the Genestealer cult has been generated, you can use it to fight numerous battles. These battles are far more enjoyable if they are made part of a *Narrative Campaign*, where the outcome of each affects the continuing development of the cult. After each battle has been fought you should refer to the following tables to determine the effects on the cult's fortunes.

For instance, if the Genestealers were victorious, they and their brood can comb the battlefield for valuable equipment. There may also be some unconscious enemy troops that were infected to carry off, as they are now genhosts and members of the brood. They may also be some wounded Genestealers and Hybrids to be carried off the field - the bonds of Genestealer kinship are far too strong for their brood to leave them behind.

● CASUALTIES

At the end of the battle, although some troops will have been slain, a proportion of those apparently dead may later turn out to be unconscious, stunned or only seriously wounded. On the other hand, some of those troops who are still active but have taken a wound may be permanently maimed.



If you are fighting a series of battles as a *Narrative Campaign*, the following casualty recovery system will help you to develop the Cult Army according to its fortunes in battle. You may even like to convert models to represent wounded characters, altering the miniature to show such things as bionic limb replacements.

Casualty Recovery Charts

Roll on the *Slain Models* table for every model removed as a casualty during the game. This will determine whether the model was killed, or was just temporarily knocked-out due to its wounds. If a model is found to have been wounded, roll on the *Wounded Models* table.

For those models which were wounded during the battle, but were not killed, roll on the *Wounded Models* table.

Slain Models

After the battle, roll a D6 for every slain model.

D6	Result
1-2	Stunned: makes a complete recovery
3-4	Seriously Wounded: roll again on the <i>Wounded Models</i> table
5-6	Dead

Wounded Models

Roll for every model that was wounded, whether during the battle or as indicated on the *Slain Models* table. Note that each type of model has its own section.

Purestrain Genestealers

D6	Result
1-2	Slightly Wounded: makes a complete recovery
3	Arm Maimed: lose one attack
4	Leg Maimed: lose 1" from Movement characteristic
5	Head Maimed: lose <i>Hypnotic Gaze</i> and <i>implant</i> attack
6	Septic Wound: dies

Hybrids

D6	Result
1-2	Slightly Wounded: makes a complete recovery
3-4	Arm Maimed: lose the use of 1 randomly determined arm
5	Head Maimed: lose <i>Hypnotic Gaze</i> and <i>implant</i> attack
6	Septic Wound: dies

Normal Humans, Mutants, Beastmen and Chaos Spawn

D6	Result
1-2	Slightly Wounded: makes a complete recovery
3-4	Maimed: reduce both WS and BS by -1
5-6	Septic Wound: A Chaos Spawn gains 1 Chaos attribute, all other types of model perish

Maimed models may be restored to full health by fitting appropriate bionics. If the cult's homeworld is a frontier or developed planet, Brood Kin with technical abilities are able to customise normal bionics to suit the injured Genestealers or Hybrids before the next battle.

Hardal surveyed the Brood Kin that swarmed around his feet. They buddled in drifting, discrete groups, their voices full of murmured expectation. They all realised the implications of the task they were to undertake - an uprising against the leader of their community, the seizure of total power. It was Hardal's task as Magus to explain how.

The Patriarch ambled into the cavern, his gaze passing across the crowd, compelling them into silence. Satisfied that they were ready, he turned to the Magus and nodded, slowly and deliberately.

Hardal acknowledged the gesture with a similar movement. He turned to the clan. "The first step," he began...



● PILLAGING

One of the obvious benefits of winning a battle is the chance to claim the spoils by pillaging the battlefield. Useful equipment left lying around can be taken and re-used, and in this way may allow an army to gain access to equipment that it might not otherwise obtain. An inspired commander knows that there is always one place where you can get arms, ammunition and supplies when they are scarce, and that's from the enemy.

For the purposes of determining which side may pillage the dead, the winning side is that which remains in possession of the battlefield after the fight has finished. If neither side remains in undisputed possession of the battlefield, no pillaging may take place.

After both sides have rolled for their casualties, any models on the losing side that are dead may be pillaged by the victors. Make a list of the equipment found on the slain enemy, and distribute it amongst the surviving members of the winning side. Note that Chaos Armour cannot be pillaged as it is bonded to the flesh of its owner. Nor can Daemon Weapons be taken, as the Daemon is released upon the death of its owner, leaving the sword as a powerless, normal weapon.

"My lord, I could do nothing. The things came like a great wave, breaking on the fallen. I watched as they surged over the dead, stripping them of what little equipment was left.

"No, they had no need of tools. Their claws were enough to tear open the backpacks, just as they tore apart the bodies of the dying. Why was I spared? I don't know."

"Thank you Radail, you may go." The Inquisitor gestured for the next witness as the Guardsman stepped down and left the chamber, idly scratching at the small puncture wound on his neck.

● CAPTURED GENEHOSTS

Any enemy force which has been in battle against a Genestealer brood may have lost some casualties to *implant* attacks. These victims are not dead, but are instead comatose for the rest of the battle. When rolling for casualties at the end of the battle, you should also roll for each *implant* attack victim on the *Genehost's Fate* table.

Genehost's Fate

D6 Result

- 1-2 The Genestealer brood drags the victim away, and he becomes a Brood Brother. A model to represent him can be added to any unit of Brood Brothers, or he can be imprisoned by the Genestealers to be released later into society. If the victim later finds a family, his firstborn child will be a first generation Hybrid.
- 3-6 The victim recovers consciousness and makes his way back to his own people. No-one, including the victim, is aware of the true nature of the attack received during the battle. If he later finds a family, his firstborn child will be a first generation Hybrid.

The only way to stop such infection is for a member of the victim's own side, who is aware of the true nature of the attack, to mercifully despatch the unconscious victim. He can do this automatically by coming into base contact with the unconscious victim at any time during the battle, thus preventing him from becoming a genehost and infecting the rest of the population.

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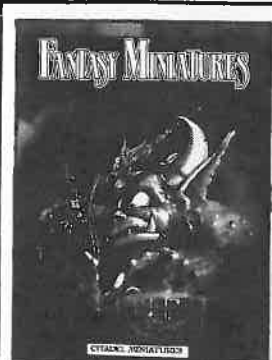
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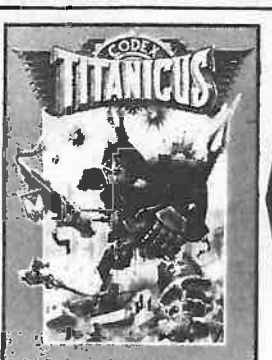
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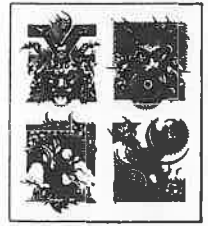
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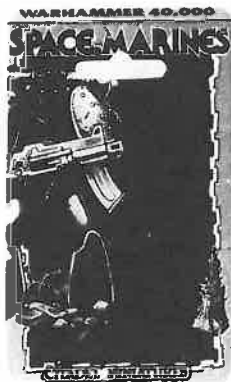
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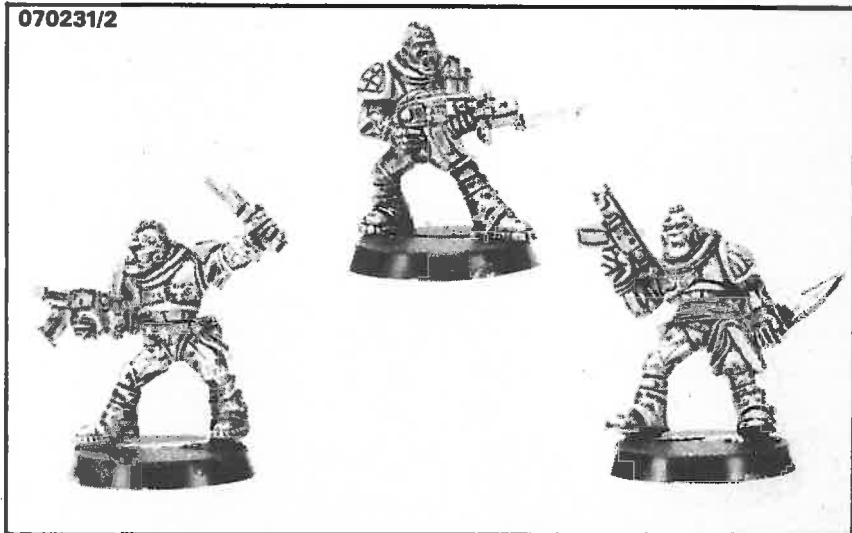
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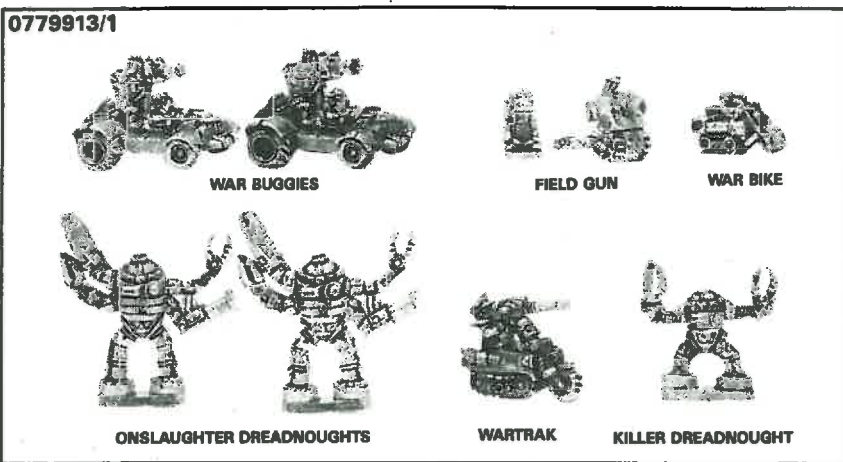
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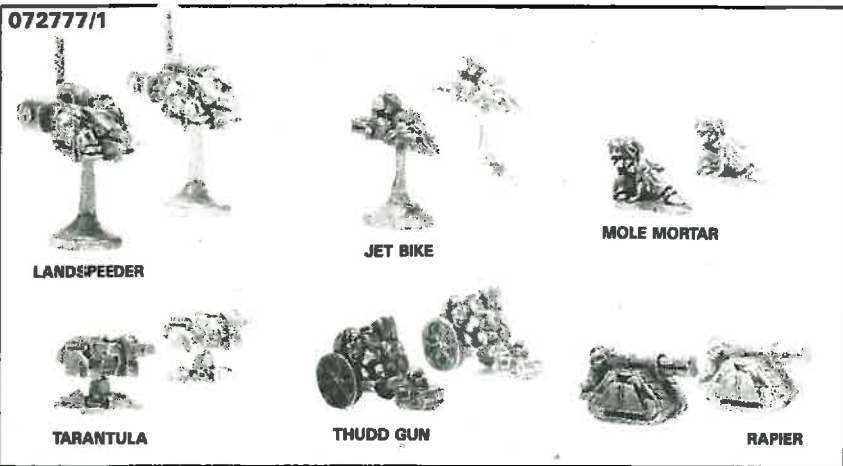
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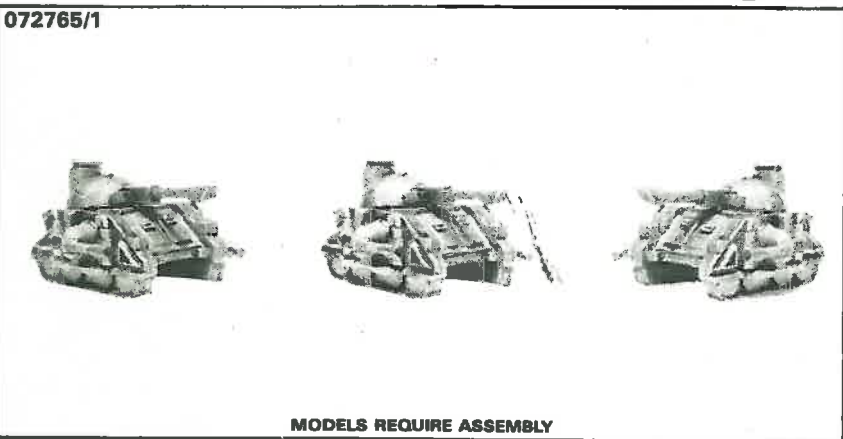
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