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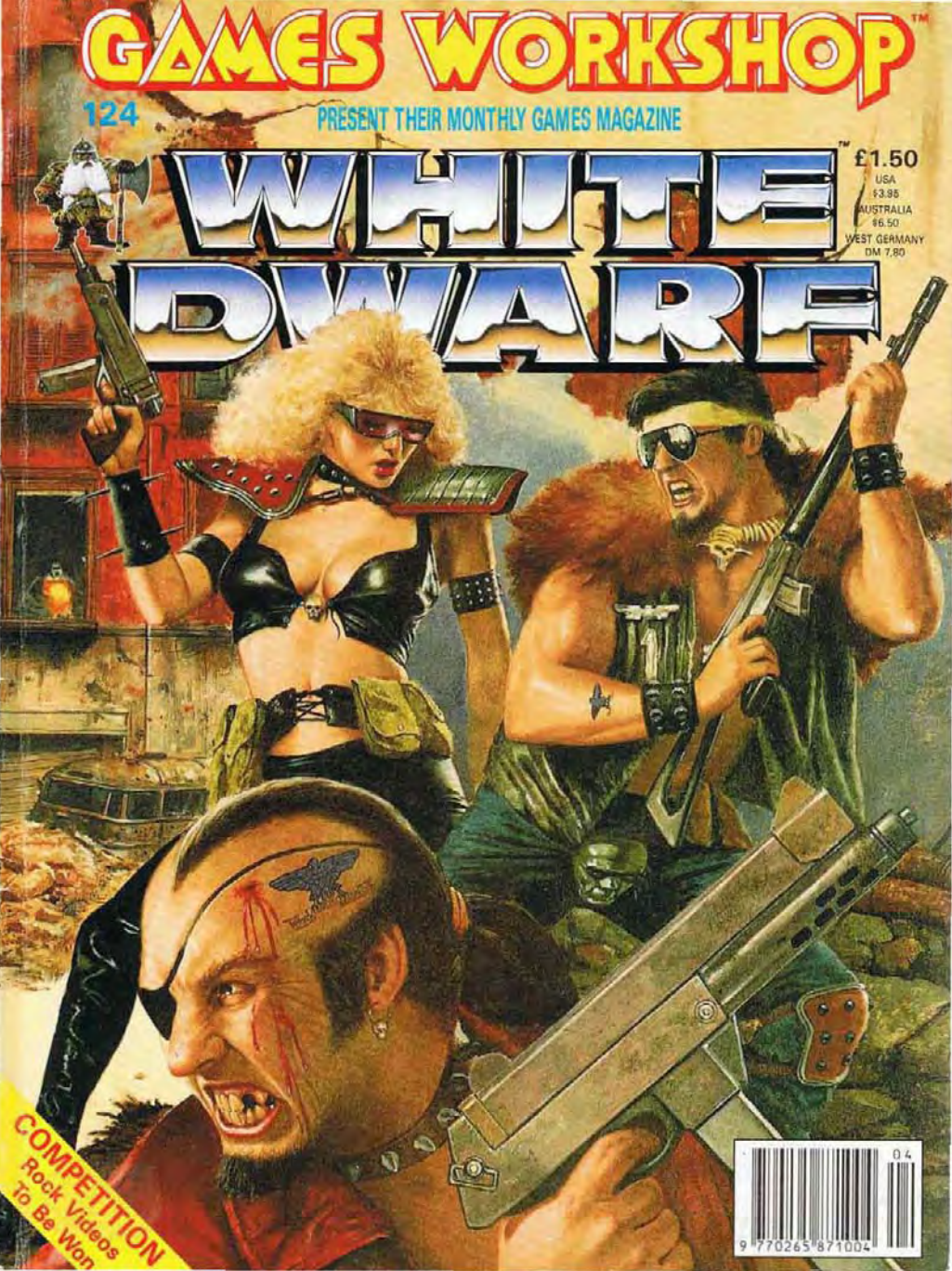
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GAMES WORKSHOPTM

BRISTOL

Retail Spotlight looks at one of the Games Workshop stores each month and tells you about the staff, the progress of the Gaming Leagues, special demonstration games, modelling and painting workshops, and all the other forthcoming events. This month we focus on Games Workshop Bristol.

GAMING LEAGUES

The Gaming Leagues are going exceptionally well in Bristol. We're getting a lot of the games being played at the store - especially Blood Bowl and Warhammer Fantasy Battle games. Because of the number of people wanting to use the store for their games, we're keeping open late on Tuesdays, as well as on Thursdays. If you want to arrange a game in the store, just drop in or give us a call a few days in advance to make sure we're not fully-booked.

And remember that the late-night gaming on Tuesdays and Thursdays is open to everyone, not only those in the Gaming Leagues.

LEAGUE LEADERS

There are two players at the top of the Warhammer Fantasy Battle League: **Andrew Pepworth** with a Wood Elf army and **Les Hobson** with an Undead army. Les hasn't been beaten yet and he's only lost a handful of Skeletons in the six games he's played. The Blood Bowl League is currently dominated by **Ben Jameson**, playing with his team The Warped Mind. At the top of the Warhammer 40,000 League is **Adrian Gill**, and leading the Space Hulk League is **Marcus May** - Marcus is ahead even though he's mostly played the Genestealers so far.



GAMES CLUB

TUESDAY AND THURSDAY EVENINGS
EVERYONE WELCOME

LEAGUE DAYS

The next two League Days are on
Saturday 31st March and
Saturday 28th April,
so make sure you come along
to bid in the auctions.



SPECIAL GAMING LEAGUE COMPETITIONS

The first of our special competition games for players in the Gaming Leagues was held on Saturday 10th March. This was a two-part competition, starting with the players fighting to gain a magical gem from within a keep at the centre of the battlefield - unknown to the players, the keep was full of Undead, which caused a few interesting tactical problems for the startled generals.

For the winners of the first part, the second battle required them to fight their way into a temple and restore the magical gem to its rightful place in a daemonically-possessed statue - only when they reached the statue and replaced their gem did they discover if theirs was the correct gem or a cunning fake.

We'd like to thank everyone who came along for their enthusiasm, especially the Regia Anglorum, the local Dark Age renaissance society, who turned up wielding mighty swords and dressed in full mail.

There will be plenty more competition games to come, and we're hoping to be able to run one a month. Future competitions will include Warhammer 40,000, Warhammer Fantasy Roleplay and Advanced Heroquest games.

3D SPACE HULK

We're in the process of making a three-dimensional Space Hulk board in the shop. When it's finished, it should be a splendid sight, with flashing lights and working lifts.

This is a collaborative effort, and if you'd like to help with the construction, come along and lend a hand.



SHANE LEONARD - MANAGER, KARL ANDREWS, RICHARD BRANCH

Shane, Karl and Richard are all keen gamers and modellers, willing to give you advice choosing games, help you with your rules questions, talk to you about miniature painting and keep you up to date with the latest news from Games Workshop and Citadel Miniatures.

Karl's currently fighting his Warhammer Fantasy Battle games with a Nippon army that he's developed from the mercenary contingent in Warhammer Armies. He's also working on a Death Guard Traitor Marine unit for Warhammer 40,000 and will be more than willing to take on all comers when it's finished.

Shane is playing his Warhammer Fantasy Battles with a Norse army that has only been defeated once. At the moment, Shane's working on a huge scratch-built Norse longship that will be large enough to contain his whole army on deck. If you want to see the ship and his army in action, Shane will be fighting a demonstration game in the store sometime in early May (check the noticeboard for details). His opponent will be White Dwarf contributor Ivan Weeds, who will also be fighting with Norsmen - the two armies are rival bands trying to escape from Lustria to return to their homeland, battling over the only longship in the area.

Shane, a Golden Demon Regional Winner in 1988, will be showing off his modelling talents on Saturday 21st April when he talks about painting Warhammer 40,000 vehicles. Among Shane's collection of scratch-built and converted models are a Warhammer 40,000 Ork triplane and an Orc Zeppelin for Warhammer Fantasy Battle.

FORTHCOMING EVENTS

- Saturday
7th April** Scenery making day - we'll be showing you how easy it is to make the scenery, but interesting scenery, with advice on creating gaming boards and making hills, forests, rivers etc.
- Saturday
14th April** Warhammer 40,000 vehicles - Golden Demon winner Bob Pierce will be giving a demonstration of how to convert and scratch-build vehicles for Warhammer 40,000.
- Saturday
21st April** Following on from last week, Shane will be demonstrating techniques for painting and weathering Warhammer 40,000 vehicles, with tips on how to use them in dioramas.
- Saturday
28th April** Warhammer 40,000 Bring'n Battle - Richard will be running this participation game, so just bring along a painted WH40K unit and you can join in the battle.

If you want to know what's going on at your local Games Workshop store, drop in and check the notice board or ask any of the staff who'll be happy to fill in the details and chat about games and Citadel Miniatures. If you can't make it in, give the store a call and ask when the next event is taking place. There's something happening most Saturdays at all the stores - and don't forget the Thursday evening Games Clubs.

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GAMES WORKSHOP AND CITADEL NEWS

NEW FACES

The latest recruit to the Design Studio is **Tom Roche** who has come over from Ireland to work with John Blanche as Art Co-ordinator. Tom spent two years at film school and then a year working at Virgin Games in Dublin before moving to Games Workshop.



Tom's an avid gamer and plays a lot of Warhammer 40,000 and Warhammer Fantasy Roleplay. While he was in Dublin, Tom set up the Irish Games Association and organised Gaelcon '89, Ireland's first international games convention.

'EAVY METAL

The 'Eavy Metal team are out and about around the country again, demonstrating all the painting and modelling techniques that you can see in White Dwarf every month. Times and places are as follows:

On Sunday 1st April, **Ivan Bartleet** is at the Spot On Models Games Fair in Swindon (see this page for details).

On Saturday 19th May, **Tim Prow** will be at the Sheffield Games Workshop store.

On Saturday 16th June, **Dale Hurst** visits the Liverpool Games Workshop store.

ADVANCED HEROQUEST

Advanced Heroquest is proving to be one of our all-time best-selling games and many of you are writing in with good ideas for new rules. This is all great stuff and we'd like to see even more of it. We'll be putting together some special White Dwarf pages that feature the best ideas - so why not write in now with your ideas for new rules, traps, hazards, magic items, treasure, quest locations, or even fully-detailed quests. Send your ideas in to the Design Studio and clearly mark the envelope Advanced Heroquest Ideas.

GW BOOKS

Neil Jones has recently joined us as an Editor with David Pringle at GW Books and he'll be working on the big range of Warhammer Fantasy, Dark Future and Warhammer 40,000 novels and anthologies that we've got lined up. Neil's also writing short stories for us: the first to be appear will be **The Spells Below** in *Red Thirst*, the latest Warhammer Fantasy anthology, soon to be followed by **Ghost Town** in *Route 666*.



Route 666 is the first of our Dark Future range being launched in April. As well as *Ghost Town*, it contains stories by William King, Brian Craig, Myles Burnham and Neil MacIntosh, plus the title story by Jack Yeovil. Jack's story is the prelude to an apocalyptic series of five connected novels, beginning with **Demon Download**, also released in April.

SPOT ON MODELS

Spot On Models, the Games Workshop Specialist Stockist in Swindon, is organising a **Games Fair** with demonstration and participation games, a Games Workshop trade stand and painting demonstrations by Ivan Bartleet of the 'Eavy Metal team. This will be held on Sunday 22nd April from 10.30am to 4.30pm at the Croft Sports Centre, Marlborough Lane, Swindon. Tickets are £3.50 and are available in advance from Spot On Models - for further information, phone Chris on (0725) 617302.

ROCK VIDEO COMPETITION



In association with Channel 5 Video, we're running a Warhammer 40,000 competition with 10 rock video prizes.

The Mission's Waves Upon The Sand is a sixty-minute film following the band through their 1989 tour. The soundtrack features highlights from the Reading Festival, including previously unreleased material, and the singles *Butterfly on Wheels* and *Deliverance*.

Mortal Sin's Face Of Mayhem is a live video of the metal band on tour, featuring tracks such as *Terminal Reward*, *Martyrs Of Eternity* and *Voyage of the Disturbed*.

To win one of these videos, just answer the following questions:

RAVEN ARMOURY

Raven Armoury have been busy at the forge making the **Golden Demon Slayer Sword**, the **Marauder Blades** and the **Young Bloods Axe** for the Grand Finals of Golden Demon Awards. Each of these prizes is individually made by hand to the highest standards of craftsmanship - the **Young Bloods Axe**, for example, has a wooden haft entwined with silver filigree and an engraved double-bladed axe head.



Raven will be showing a selection of their armour and weaponry at the Golden Demon Awards, including some new pieces on show for the very first time. The display will be well worth a look - Raven have recently received great acclaim as the first 20th Century armourers to display and sell reproduction armour and weapons at the Tower of London.

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WARHAMMER IN SWEDEN

Spjalman and Tomas Ruzic from the Computer Centre are organising a **Warhammer Fantasy Battle Tournament** to be held at the Baycon show, Kronsbergsskolan, Malmö, Sweden between the 24th and 26th May. Armies should be 2,000 points, chosen from the same lists as Warhammer Armies or that have since been published in White Dwarf.

1) In which planet was Horus corrupted by Chaos?

- a) Necromunda
- b) Davin
- c) Terra
- d) Tibruq

2) Who was the Primarch of the Blood Angels?

- a) Leman Russ
- b) Raboute Guilliman
- c) Lion El'Jonson
- d) Rogal Dorn

3) Which of the following Space Marine Chapters turned against the Emperor in the Horus Heresy?

- a) Space Wolves
- b) Imperial Fists
- c) Salamanders
- d) Emperor's Children

Send your entries on a postcard with your name, address, telephone number and age, plus the three answers you have chosen, to Channel 5 Video Competition, Games Workshop Design Studio, Enfield Chambers, 14-16 Low Pavement, Nottingham NG1 7DL.

GAMES WORKSHOP STORE NEWS

Southampton

Warriors who play at the Southampton store continue challenging their opponent numbers in preparation for a South Coast showdown. Chris Brown was the first to take up the challenge and Chris Brown is challenged on Southampton with his Blood Bowl team. Further battles are planned for the future. Ask Gary at Southampton or Chris in Brighton for more details. And if you're not in Brighton or Southampton and would like to arrange a challenge match with another store, talk to a friend with the manager of your local Games Workshop store.

They would also like to mention that the Southampton store is now open on Wednesdays and that they're running terrain buildings clinics on club nights (Thursdays).

Newcastle

It is organising a Space Hulk knock-out competition for players in the Gaming Leagues on Saturday 24th March, and a similar event for Blood Bowl on Saturday 14th April. So, if you're in the Newcastle area and need to win some more League points, here's your chance.

There will also be painting clinics on Saturdays the 14th and 21st of April. The theme on the 14th will be the Predator tank for Warhammer 40,000.

Birmingham

The Knights of Outremer will be fighting a massive Warhammer Fantasy Battle with over 1,000 miniatures on Saturday 7th April. The players will be dressed in full medieval costume and armour, so it should be quite a sight.

Manchester

The Manchester Games Club have created a three-dimensional space hulk. It's a complex industrial craft, full of dark forbidding corridors with pinpoint emergency lighting. If you enjoy playing Space Hulk, come along on Thursday evenings to try a game in the terrifying claustrophobic atmosphere of this splendid model.

Sheffield

How well do you know the Warhammer Universe? If you want to test your knowledge of both the Warhammer Fantasy and Warhammer 40,000 backgrounds, enter the Warhammer Quiz. If you're interested, talk to Richard.

There are also painting clinics run in the store every Saturday.

Beckenham

There are painting clinics at the Beckenham store every Thursday evening. Each clinic is centred on a particular theme which is then carried through to the participation games run in the store on Saturdays. For example, on Thursday 21st March you can learn about painting techniques for your Genestealers, and then on Saturday 31st you can take part in a massive Space Hulk battle.

The themes for the next few clinics are:

March 29th & 31st	Genestealers
April 5th & 7th	Space Orks
April 12th & 14th	Dragons and Fantasy miniatures
April 19th & 21st	Epic infantry and vehicles
April 26th & 28th	Undead

Brighton

The Gaming Leagues in Brighton are reaching amazing peaks. The store manager, has reported Warhammer 40,000 battles lasting 8 hours - well beyond the usual limit at the store, but far too engrossing for anyone to go home.

The Warhammer Fantasy Battle League is also going well. Stuart Godbolt and Mark White recently sent in a game report of the battle between Mark's Wood Elves (the Elven Orc-Slayers) and Stuart's Orcs and Goblins (Gobbit's Stuntbushers). If you fight any particularly exciting and interesting battles as part of the Leagues, why not send in your own report - we'll be publishing the best of these as part of our Battle Lines column. Just write a tactical report of the game, explaining how you chose your armies and why you made your moves, and add the army lists - the report should cover both sides, so it's best for all the players to get together and write a single report.

If you want to play in the Brighton Warhammer Fantasy Battle Leagues but you don't have an army painted up, Chris the manager is offering to paint a 5,000 point army for you. All you have to do is buy the models and Chris will paint them for free. This special painting offer is only open to the first five people to buy a complete army, but Chris is happy to give advice on building up Warhammer armies to anyone who'd like a few hints.

And don't forget - the Brighton Games Club is Friday nights until 8pm, not Thursdays.

Torquay

The Torquay store is running a charity 24-hour Warhammer Fantasy Battle on Saturday March 31st and Sunday April 1st. Five armies will be fielded by the top Gaming League players.

High Elves
Empire
Dark Elves
Bretonnian
Undead

Philip Dyke
Nathan Goodyear
Joel Be-Jogh
David Davies
Mark Elliott

The money they raise will be donated to help fight Muscular Dystrophy. Philip and the lads would appreciate your support - if you can't get down to the store that weekend, call in earlier or ring for details of how to donate.

Torquay will also be opening a Sunday Games Club - if you find it difficult to get in on Thursdays, or if you want to play twice a week, ask Simon for details.

Nottingham

Nottingham's star gamer of the month must be Terry Elam. Terry joined the Warhammer 40,000 League at the beginning of February and squeezed in eight battles by the end of the month. He was so successful that this shot him to the top of the League. Terry proves the point that it doesn't matter when you join the Gaming Leagues, it's how many games you play - and win, of course!

Highlight of the month at the Nottingham store was a special Blood Bowl challenge match between this year's current leader, the unbeaten Wayne Lodge, and the 1989 Blood Bowl Champion, Gareth Jones. After an excellent game, Gareth won 2-1, proving that he's still a formidable opponent. Gareth will be defending his title as Games Day later this year.

Oxford Street

Phil at the Plaza store would like to remind you that they're open until 8pm from Monday to Saturday and that they run club activities all week, with participation and demonstration games as well as painting clinics.

DUDLEY STORE OPENING

The Dudley store will open for business on Saturday 24th March - if you're nearby, why not go along to see what's happening and give the staff your support for their first day. The address for Dudley is Upper Level, Merry Hill Centre, Brierley Hill, Dudley, West Midlands. Watch this space for details of the Grand Opening Day.

GOLDEN DEMON AWARDS '90

Following at the Grand Finals of the Golden Demon Awards (Saturday 26th May, Derby Assembly Halls), we'll be running a number of question and answer sessions where you can ask our game designers all about the rules and backgrounds to Warhammer 40,000, Space Marine, Warhammer Fantasy Battle, Blood Bowl, Advanced Heroquest, Space Hulk and Warhammer Fantasy Roleplay.

So if you've got any questions for Bryan Ansell, Rick Priestley, Nigel Stillman, Jervis

Johnson, Mike Brunton or Graeme Davis, write your questions on a postcard and either give it to your local Games Workshop store manager or send it to Steve How at the Design Studio. Make sure you put your name and address on the postcard, and clearly mark which game the questions are about - if you want to ask about more than one game, please use separate postcards.

We can't promise to answer every question, but our experts will tackle the most popular on the day. And there'll be a prize draw for all those who've written in.

If you're fighting your way up the Gaming Leagues, there's a chance to win extra points at the Golden Demon Finals. The current leaders of the Blood Bowl, Space Hulk, Warhammer 40,000 and Warhammer Fantasy Battle Leagues will be taking on all-comers, ready to prove themselves in battle against any challengers. If you can beat them, not only will you get the usual points for winning, but there'll be extra points available - a special bonus for beating the best in the country. All you need to do is bring along your team or force and register on the day - more details in next month's issue.

The top League players from each shop will also be challenging each other to friendly play-offs at the Golden Demon Awards. So even if you haven't joined the Leagues yet, come along to watch the front-runners demonstrate their skills.

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BORCAN PINEBEARD



SLASHER MACNAR

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1 OF WEAPON ARMS 1 - 7

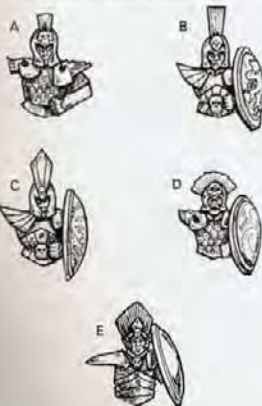
ALL BLISTERS
CONTAIN THESE PARTS
PLUS ONE HORSE



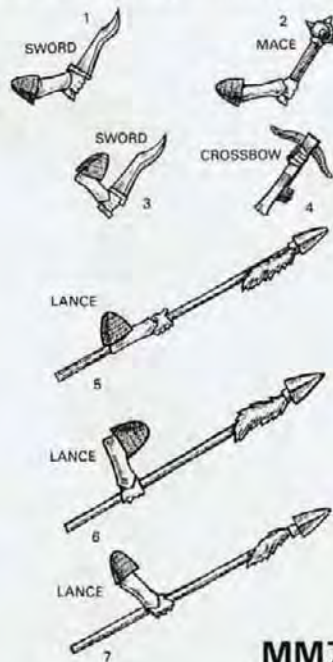
EXAMPLE USING
BODY 2 AND
WEAPON ARM 4



EACH BLISTER CONTAINS ONE OF BODIES A - E



EACH BLISTER CONTAINS ONE OF WEAPON ARMS 1 - 7



EACH BLISTER CONTAINS ONE MARAUDER
PLASTIC DARK ELF SHIELD

**MM72**



CHAOS WARBANDS

By Nigel Stillman

These are the tales of two exceptional Champions of Chaos, reconstructed from their Chaos sagas. The sagas are found in the Chaos Wastes, inscribed upon monoliths by the Champions' followers in honour of their exploits. Lothar Bubonicus and Werner Thunderfist both eventually achieved Daemonhood in the service of their Patron Chaos Powers: Nurgle and Tzeentch. Their progress on the Chaos path was spectacular, since many who set out on this road meet early deaths or fail their patrons to live on wretchedly as Spawn.

The rise to immortality of Lothar and Werner is doubtless due to their strength of will and their willingness to leave the world as they knew it to go into the Chaos Wastes. They fought and defeated mighty opponents and engaged in heroic battles with rival warbands and enemies of their Patron Powers. They were always victorious (so it seems, for their defeats are not recorded on their monoliths, if any there were). This in part must account for their success, because lesser Champions would have to fight many

more battles to be as well-rewarded by the Powers of Chaos as Lothar and Werner.

One wonders what might have been the outcome if Lothar and Werner had encountered each other in the Wastes. Certainly only one would have survived such a cataclysmic struggle to reach Daemonhood. But it was not to be, because Werner lived at least two centuries before Lothar's time.

THE SAGA OF LOTHAR BUBONICUS THE EXALTED, CHAMPION OF NURGLE

*When the Green Death raged
I swore an oath to Father Nurgle.
I bade him spare me that I might live in his service
And Father Nurgle chose me as his own.
Though all the village perished
I alone survived.
In the great forest I dwelt.
Amid the wild Beastmen, I was their shaman.*

THE BEGINNING: Lothar was the only survivor of his plague-stricken village. He believed he was saved because he swore to serve Nurgle. Indeed, he survived due to his almost supernatural physical endurance. He ventured into the trackless forests and was befriended by Beastmen, who recognised him as chosen by Nurgle and accepted him as their Champion.

*Nurgle blessed me with endurance.
My blood ran yellow with his power.
When the wicked ones caught me
The torturers caused me no suffering
For Nurgle lent me his great strength
And my brave followers rescued me from the stake.*

BATTLE OF THE PYRE: Lothar was captured by witch hunters, tortured and tied on a stake for burning. His Beastmen followers emerged from the forest and hacked their way through the soldiers to rescue him.

Mark of Nurgle:	+1 Toughness
Initial Armour:	Blood Substitution - Acid Blood
	+1 Toughness
Initial Followers:	6 Beastmen

*The men approached.
Longhorn followed lead in Nurgle's praise.
Five Dwarfs from the wilderness
They heard the call, and knew that they were saved
From death in the darkness of the woods.
By Nurgle's will.*

TRIUMPH IN THE FORESTS: One of his Beastmen sent out a call of triumph in the forests. A band of Dwarfs, lost in the woods, made their way to the sound and, since Nurgle had saved them, they willingly joined Lothar's retinue, which now numbered 6 Beastmen and 5 Dwarfs.

Fifth Reward: Chaos Gift - Horrible Stench
Follower's Reward: Enormous Noise for a Beastman
New Followers: 5 Dwarfs

Questing knights

*Slow head-kin in the glades,
 They cooked his flesh upon their fire
 And Nurgle punished them with death.
 Saw only one, robust and strong,
 He smiled on Nurgle and so death passed him by
 To serve me as my henchman
 When I was consumed with the rot.*

BATTLE OF THE GLADES: A band of knights slew one of Lothar's Beastmen in the forest glades and ate his flesh only to be taken from the infected meat of Nurgle's herd. Lothar's retinue now accompanied 5 Beastmen and 4 Dwarfs, one Dwarf having been slain at the battle. However one of the knights miraculously survived for a decade, and recognising the will of Nurgle, Lothar accepted him as his personal henchman.

Second Reward:

Nurgle's Rot - as a Champion of Nurgle, Lothar was not affected by the Rot but became a carrier

Follower's Reward:

Hideous Appearance for a Beastman

New Followers:

Chaos Warrior

*The lands beyond the forest were in turmoil.
 Warriors stalked the land.*

*Nurgle prepared us for this time of strife.
 Armour for Grod, my henchman; the rust that turns a blade.
 For me, miles of Nurgle, my little friends, to lick my sores.*

Third Reward:

Chaos Gift - Nurgling Infestation
Follower's Reward: Chaos Armour for the Chaos Warrior

New Followers:

none

Profane ones violated our sacred woods

*With foul relics in their ruin,
 Nurgle told us in the dance of flies
 To purify his wilderness forthwith.*

*Grod, my henchman barred the way.
 While Dwarfs and Beastmen slew the impure ones,
 Amongst the booty, a Palanguin to serve me as a mount.
 For the rot was great.*

ANALYSIS OF THE RELICS: Lothar's retinue ambushed a band of monks escorting holy relics through the woods. They were taken in advance by observing the movements of flies, a technique known to Nurgle cultists. The monks were captured and abandoned their wagons. In then Lothar found the priest's golden Palanguin which tarnished as soon as he touched it. This was seen as a great reward. Lothar's retinue now consisted of 4 Beastmen and 3 Dwarfs due to losses during the raid.

Fifth Reward: Chaos Gift - Palanguin
Follower's Reward: Skull Face for a Dwarf
New Followers: 5 Humans

*The peasants fled and joined my band,
 Nurgle saved them from the famine and
 the harsh hand of man.
 He sacrificed to Nurgle, I grew green in his image.
 He who filled the fields beneath the yoke
 Became one who wields the wand and brings the ruin.
 Such is the benevolence of Father Nurgle*

PEASANTS' REVOLT: Peasants living on the forest edge rebelled and fled to join Lothar's growing band. One of them turned out to be a witch. Lothar increasingly grew to resemble his master. Lothar's band now included 4 Beastmen, 3 Dwarfs, the Chaos Warrior Grod, 5 Humans wearing armour stripped from slain lords and a Human wizard.

Fifth Reward: Chaos Gift - Hide of Nurgle
Follower's Reward: Multiple Rewards for the Humans
New Followers: 1 female Wizard of level 5

*Into the city we came at night,
 Through the sewers we were led by Nurgle's scouts.
 Vermin of valour did their work well.
 Now the high lords scratch and wither.
 The justice of Nurgle is delivered*

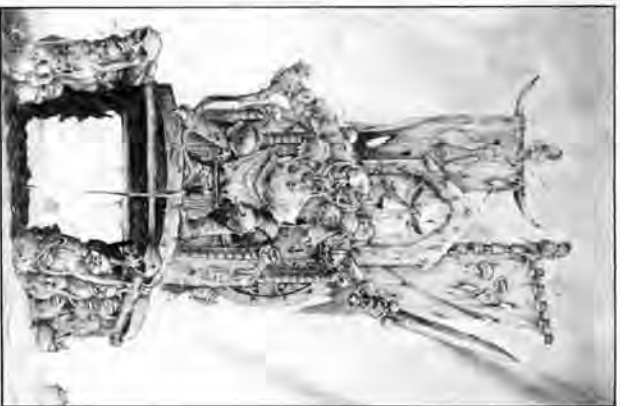
PLAGUE RAID ON TIBERWERG LAU: Led by Shaven into the heart of the town through the sewers, Lothar infected the castle of the prince and the houses of the rich burghers with plague in vengeance for the oppression of the peasants and the persecution of witches and Beastmen. Lothar was honoured with the Shaven title **Bubonicus** and his band swelled by 4 Shaven.

Sixth Reward:

Chaos Armour (Lothar's hide is now uncannily tough)

Follower's Reward:

Overgrown Arm for Grod
New Followers: 4 Shaven



Adrian Smith

HEAVY METAL



CHAOS DWARF STANDARD
BEARER



NURGLESCUE CHAOS
DWARFS



SKAS THE OGRE



GROD THE CHAOS WARRIOR
RIDING CHAOS STEAD



LOTHAR BUBONICUS - CHAMPION
OF NURGLE, ON HIS PALANQUIN



THE COMPLETE CHAOS WARBAND OF LOTHAR BUBONICUS - CHAMPION OF NURGLE

TZEENTCH WARBAND

THE FOLLOWERS OF THUNDERFIST HAVE BEEN PAINTED IN TYPICAL TZEENTCHIAN FASHION - BRIGHT CONTRASTING COLOURS AND STRIKING DESIGNS, CREATING A VISUALLY SPECTACULAR WARBAND.



CHAOS THUG



ORC - NOTE TZEENTCHIAN COLOURS OF HAIR



CHAMPION OF TZEENTCH CONVERSION THUNDERFIST



TZEENTCHIAN BEASTMAN



ORC CARRYING THE WARBAND'S BANNER



CHAOS SPAWN CONVERSION



MINOTAUR FROM MARAUDER MINIATURES



COCKATRICE



THE WARBAND OF THUNDERFIST - CHAMPION OF TZEENTCH

*I saw a vision of Nurgle's realm.
A green wood stretching as far as eyes could see
Seething with life and the drone of fat flies.
When I awoke, I saw the master's rune in snail-trails.
We followed, seeking for the runes
Until we crossed the edge of fate.
We found three herdkin and the Ogre of the hills,
But Nurgle's Steed I gave to Grod
And Nurgle strengthened his arm that he might protect me.*

TREK TO THE CHAOS WASTES: Lothar, having seen a vision of the Realm of Nurgle, led his band into the Chaos Wastes by following the runes made by snails with their slime-trails. On the journey Lothar was rewarded with a Daemonic Steed which he gave to Grod, whose arm had grown out of all proportion. Lothar, confined to his Palanquin, increasingly relied on Grod to fight for him as henchman.

Seventh Reward: Chaos Gift - Daemonic Steed given to Grod
Follower's Reward: Mane of Hair for Grod
New Followers: 3 Beastmen and 1 Ogre

LOTHAR BUBONICUS, CHAMPION OF NURGLE

	M	W	S	B	S	T	W	I	A	Ld	Ci	Int	WP
Bubonicus	4	3	3	3	3	2	1	3	1	7	7	7	7

Chaos Attributes: Blood Substitution (Acid Blood), Horrible Scent, Resilient

Chaos Gifts: Chaos Armour, Daemonic Steed (ridden by Grod, the Chaos Warrior), Daemon Weapon (possessed by Plaguebearer), Hide of Nurgle, Nurgle's Rot, Nurgling Infestation, Palanquin

BUBONICUS' WARBAD

	M	W	S	B	S	T	W	I	A	Ld	Ci	Int	WP
9 Pestigor	4	4	3	3	4	2	3	1	7	6	7	6	6

One Pestigor (Nurgleque Beastman) has enormous nose, on which hideous Appearance.

	M	W	S	B	S	T	W	I	A	Ld	Ci	Int	WP
1 Chaos Dwarf	3	4	3	3	4	1	2	1	9	7	9	9	9

(One Chaos Dwarf has a Skull Face, one carries Lothar's banner.)

	M	W	S	B	S	T	W	I	A	Ld	Ci	Int	WP
2 Skaven	5	3	3	3	3	1	4	1	6	6	3	7	7

	M	W	S	B	S	T	W	I	A	Ld	Ci	Int	WP
2 Humans	4	3	3	3	3	1	3	1	7	7	7	7	7

	M	W	S	B	S	T	W	I	A	Ld	Ci	Int	WP
1 Chaos Warrior	4	7	6	3	3	2	1	5	9+2	9+2	9+2	9+2	9+2

Grod has Chaos Armour, Horns, a Mane of Hair, an Overgrown Arm and rules a plague-infected Chaos Steed.

	M	W	S	B	S	T	W	I	A	Ld	Ci	Int	WP
Grod's Chaos Steed	8	4	9	4	4	1	4	2	5	5	3	7	7

	M	W	S	B	S	T	W	I	A	Ld	Ci	Int	WP
1 Uterblight, 1 Ist 10 Wizard	4	4	3	4	3	2	4	1	8+1	9+2	8+1	9+2	9+2

	M	W	S	B	S	T	W	I	A	Ld	Ci	Int	WP
Skas, 1 Ogre	6	3	2	4	5	3	2	7	4	4	3	7	7

*Twice twenty years within the Wastes.
The green glades of Nurgle eluded us.
I called to Father Nurgle: are we unworthy?
Then herdkin found the scent of Nurgle's foes.
It was a time of trial*

For only the strongest live to run wild in Nurgle's glades.

*We slew them, a feast for the flies.
They who followed The Changer, change no more.
The slaying of exalted ones brings great reward,
Flies swarming on the blood-drenched sword
Merged with the meal.*

Runes spelled its name: Plaguebite.

*The leaderless ones flocked to my fly banners
As we march to the last battle.*

CLASH OF THE WARBANDS: This was undoubtedly the most decisive battle in Lothar's career. Lothar's warband clashed with an exalted Champion of Tzeentch and his retinue. Their opponent was certainly a very great Champion on the verge of Daemonhood himself. When Lothar defeated him it was also a great triumph of Nurgle over Tzeentch. In their fervent belief that Nurgle was testing them after twenty years wandering in the Wastes, Lothar's retinue fought ferociously and annihilated their foes. For this they were well rewarded. The battle was hard-won and 3 Humans were slain together with a valiant Skaven and 5 Beastmen. Grod and Lothar, high in the favour of their lord, escaped serious wounds. Lothar gathered to himself more Beastmen and his band was renewed in strength, now containing Grod mounted on his Steed, 9 Beastmen, 3 Dwarfs, 3 Skaven, 2 Humans, an Ogre called Skas and a witch called Uterblight.

Eighth Reward: Chaos Gift - Rune of Nurgle
Follower's Reward: Horns given to Grod
New Followers: none

Ninth Reward: Chaos Gift - Daemon Weapon in which a Plaguebearer is locked
Follower's Reward: Plague creeps over Grod's Steed
New Followers: 7 Beastmen

*The green glades of Nurgle
Seething with growth and the drone of fat flies.
Beastmen gasping to drink the sweet green waters.
They who dared to bar our way
We slew them; to Plaguebite they fell;
Nurgle rewarded us*

*For only the worthy may enter his realm.
Suffering I endured in Nurgle's name.
Beside this stone I shed the rags of plague
An exalted one of Nurgle, rewarded with immortal flesh.*

BATTLE OF THE GLADES OF NURGLE: This was the last battle and Lothar felt it in his bones. He knew he must win at all costs and the costs were high. Lothar finally arrived at the Realm of Nurgle, but a rival warband barred his way. Lothar's retinue were overcome with thirst and charged headlong for the shade of Nurgle's glades. The sight of Lothar utterly destroying yet another foe in his unswerving determination to follow the way of Nurgle caught the eye of the Plague Lord. At long last, after years of struggle and suffering, Lothar's superhuman endurance was rewarded with superhuman form as a Daemon Prince of Nurgle. Grod survived to take over the remnants of Lothar's band. Many had fallen in the battle, never to see Nurgle's glades. Grod honoured his former master by instructing the remaining Dwarfs to inscribe a monolith for Lothar, on which this saga is carved.

Tenth Reward: Eye of God - Lothar becomes the Daemon Prince Ghur'urgh bu'yue, known as *Bubonicus*

THE SAGA OF WERNER THUNDERFIST, CHAMPION OF TZEENTCH

*In the darkness I practised the secret arts.
It was then but a collector of charms.
I looked to the Lord of Changes for wisdom
And Tzeentch found me and led me into the light.
I searched for Fool's Gold and found the magic stone.
I bathed in the rainbow of Chaos
High priest of the coven.*

THE BEGINNING: Werner was a noble who dabbled in alchemy. While trying to turn base metals into gold, he discovered a crystal of warpstone. Immediately Werner began to change physically. He became psychedelic and he gathered about him a coven of followers.

Mark of Tzeentch: Magic Item - Warpstone Charm
Initial Attributes: Vividly Coloured Skin,
Dimensional Instability
Initial Followers: 6 Humans

*Daggers in the great hall.
I fled into hiding, my followers with me.
Tzeentch strengthened us
A long-arm for Kaspar, a crystal helm for me.*

DANGER NIGHT: Werner and his coven were discovered by powerful kinsmen during a family feud. They were determined to wipe out Werner's heresies which were bringing the household to dispute. Werner fled into hiding with the remnants of his coven, numbering 6 Human Cultists.

First Reward: Chaos Gift- Chaos Armour
First Follower's Reward: Tentacle for one of the Humans
New Followers: none

*From the castle crags to barren hills
Tzeentch led us.
The horned ones were our swords and shields
Against the brigands of the night.
Weapons harm not the followers of Tzeentch*

FLIGHT TO THE CRAGS: Werner fled from his ancestral home into the wild hills where he grew stronger and was befriended by Beastmen, attracted by his charisma and magic powers. Werner's band was swelled by 9 Beastmen, who fought off brigands for Werner. They know him to be favored by Tzeentch and became his followers. Two Human Cultists were slain in skirmishes in the region.

Second Reward: Rapid Regeneration
First Follower's Reward: Characteristic Increase +IS, +IT for a Human
New Followers: 9 Beastmen

*In dark caves, the eye of Tzeentch found me.
He sent a scurrying beast to lead me through the dark.
Tzeentch gave for me a sword and made me his warrior.*

THE DARK CAVES: Werner was led through a cave system by following a Cockatrice. Somewhere in the caves, Werner chanced upon a Chaos Weapon, which he believed was undoubtedly cast in the path by Tzeentch himself. Werner felt himself to be transformed into a warrior of considerable prowess.

Third Reward: Eye of God - Chaos Weapon with property of Deflection. Werner also gained +1 Attack and +1 Wound
Follower's Reward: Razor Sharp Claws sprout on a Beastman
New Followers: 1 Cockatrice

*Brighter than the light of day
Shines the gaze of Tzeentch, Changer of the Way.
Upon the gleaming plains of endless change
Stretching to infinity
There speed the Steeds of Tzeentch.
By the will of Tzeentch are the savage beasts tamed
To serve his worshippers.*

THE CHAOS WASTES: Werner and his band emerged from the caves led by a Cockatrice. They appeared on a great shimmering plain. The skies were full of Flying Discs and one attached itself to Werner as a personal mount. Further into the Wastes, Werner used his Disc to hunt a Minotaur who joined his following. Werner's retinue now included 4 Humans, a Cockatrice, 9 Beastmen, a Disc and a Minotaur.

Fourth Reward: Chaos Gift - Daemonic Steed: Flying Disc
Follower's Reward: Multiple Heads erupt from a Beastman
New Followers: 1 Minotaur

*The vile pools of stench
We cleansed with blood offerings to Tzeentch.
The foul waters boiled in rage
Under the searing gaze of the Changer of the Way.
From the murky depths came beasts
fashioned from his thought.
Tzeentch creator of creatures, defies the worldly way.
Vicious spawn, who ask not where or why
Eager only to eat the foe, or die.*



BATTLE OF THE SLIME POOL: Werner's band found a fetid swamp occupied by creatures of Nurgle. These were slain forthwith and their split blood brought about a magical change to the stinking pools. Tzeentch was at work, and the vile remains were re-forged into dangerous Spawn who can fight for Werner. Three Beastmen were slain during the slaughter.

Fifth Reward: Chaos Gift - 3 Chaos Spawn
Follower's Reward: Bestial Face grows upon a Human
New Followers: none

*One by one, the foes of Tzeentch I laid low
No one could stand the gaze of Tzeentch
Granted only to his favored ones
I spared the green-tusked warriors
When they saw the signs of Tzeentch
They fell upon their faces
For Tzeentch spares those who can change with the times.*

THE RAMPAGE Werner and his retinue rampaged across the Wastes, slaying all-comers in the name of Tzeentch. Werner was no fool, and he picked only lone Champions or those with denuded warbands. Consequently, he gathered strength slowly and did not attract the eye of Tzeentch. Werner spared some Orcs who willingly embraced the worship of Tzeentch after witnessing the prowess

of Werner in action. During this time Werner's warband dwindled to 3 Humans, 3 Beastmen, 1 Cockatrice (called Skitter), 1 Spawn (known affectionately as Jibberwack), 2 newly recruited Orcs, the Minotaur (called Gorekopf) and the Disc mount of Werner himself.

Sixth Reward: Chaos Gift - Withering Gaze
Follower's Reward: Beak adorns the face of a Beastman
New Followers: 2 Orcs

*In the crater of fire
The arrogant ones met the wrath of Tzeentch
And the Lord of Change rewarded me accordingly,
As a Flamer I shall be.
All Beastmen shall call me master.*

BATTLE OF THE CRATER OF FIRE: Werner made his way to a volcanic crater which he considered sacred to Tzeentch. On finding three warbands using the magma as a mere cooking fire, Werner became enraged and all were slain for their desecration. Tzeentch was well pleased and granted Werner the aspect of a Flamer. His band was swelled by more Beastmen, since he had lost 2 Beastmen during the battle. The warband now included 7 Beastmen, 3 Humans, a Cockatrice, a Minotaur (both scarred by many old wounds), a Chaos Spawn, 2 Orcs and Werner hovering on his Disc.

Seventh Reward: Chaos Gift - Crossbreed with Flamer
Follower's Reward: Bestial Face for a Human
New Followers: 6 Beastmen

*To wield magic in the name of Tzeentch
To change his foes by awesome flux
That was my final task, the last challenge.
I sought a powerful foe
Hunted him for many years.
I confronted mighty Festus the Fiend.
My spell skills counted for more than any weapon
The glint of magic caught the eye of Tzeentch,
He knew my worth in his eternal legions.
This stone was raised by my followers
It marks the birthplace of a Daemon Prince.
Seek now for the warpstone if you dare.*

BATTLE OF THE FLUX: Werner realised that only by slaying a foe with magic could he win the favour of Tzeentch. He sought a powerful opponent to challenge. Eventually he overcame a huge, exceptionally tough Champion of Nurgle, Festus the Fiend, by means of spells alone. The flash of magic attracted the gaze of Tzeentch. Werner was immediately rewarded with Daemonhood in a blaze of glory. He cast off the warpstone charm that began his rise to power, challenging any who dare to find it. Festus the Fiend managed to account for most of Werner's warband before he himself fell. The bones of the Minotaur and the carapace of the Cockatrice are strewn about the site of Werner's monolith, accompanied by the skulls of Beastmen, some of which must have been followers of Festus as well as Werner. Some of Werner's original Cultist friends must have survived to carve his saga on the monolith. No doubt one among them went on to become a Champion of Tzeentch, following in his master's footsteps.

Eighth Reward: Eye of God - Werner becomes the Daemon Prince Tzy'y chy ikch, known to cultists in the Old World as *Thunderfist*.

**WERNER THUNDERFIST,
CHAMPION OF TZEENTCH**

	M	WS	S	T	W	I	A	Ld	CI	Int	WP
Thunderfist	4	3	4	4	2	3	2	4	8	8	8

Chaos Attributes: Dimensional Instability, Rapid Regeneration, Vividly Coloured Skin

Chaos Gifts: Chaos Armour, Chaos Spear, Crossbreed with Flamer (gains Flamer arm), Eye of God of Tzeentch, Weapon - Deflection, Withering Gaze

Magical Gaze: Warpstone Charm

	M	WS	S	T	W	I	A	Ld	CI	Int	WP
Werner's Flying Disc	12	3	-	3	3	2	3	1	10	8	10

Werner's Flying Disc: 12 3 - 3 3 2 3 1 10 8 10

THUNDERFIST'S WARRAND

	M	WS	S	T	W	I	A	Ld	CI	Int	WP
1 Zeangor	4	3	3	4	2	3	1	7	6	7	8

One Zeangor (Tzeentchian Beastman) has a Broken Face

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

One Human Champion (lost) and one with Bestial Faces (Gouard Rat)

	M	WS	S	T	W	I	A	Ld	CI	Int	WP
2 Orcs	4	3	3	4	1	2	1	7	5	7	7

One Cockatrice (Thunderfist's banner)

	M	WS	S	T	W	I	A	Ld	CI	Int	WP
Skitter, 1 Cockatrice	3	3	0	4	2	4	3	8	4	8	8

Skitter, 1 Cockatrice

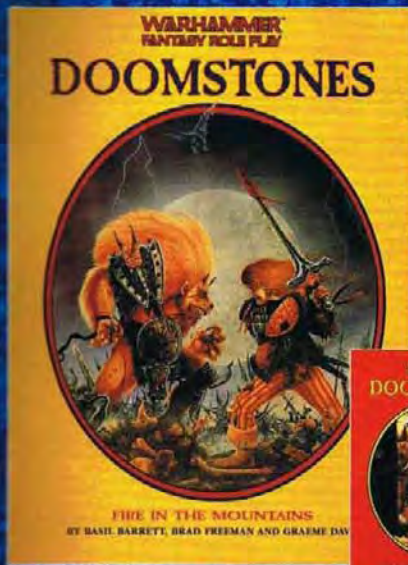
	M	WS	S	T	W	I	A	Ld	CI	Int	WP
Gorekopf, 1 Minotaur	8	4	3	4	3	2	8	5	7	8	8

Gorekopf, 1 Minotaur

	M	WS	S	T	W	I	A	Ld	CI	Int	WP
Jibberwack, 1 Chaos Spawn	4	4	3	3	4	1	4	7	8	5	7

Jibberwack, 1 Chaos Spawn

FLAME WARHAMMER FANTASY ROLE PLAY



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DOOMSTONES CAMPAIGN

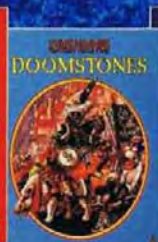
"The Orc Hordes surround us, their number is many. We sense the presence of a mighty artefact. Please send us aid. The thing they have must not remain with them, nor must our own secrets fall into their foul hands."

A mysterious message sends the adventurers off on a hundred year old trail into the Vaults Mountains. Their objective: find one of the Doomstones, an artefact lost long ago and forgotten by everyone. Along the way, they'll have to defeat a long-dead Orc chieftain, stay off the menu at an Ogre shrine, fight off an assault by 600 (very much alive) Orcs and then keep their heads in the middle of a Dwarfhold's civil war. The only other little problem for the adventurers is actually finding the Doomstones!

The Doomstones Campaign is a series of four adventures: **Fire in the Mountains**, **Blood in Darkness**, **Death Rock** and **Dwarf Wars**. Each adventure includes player handouts and a model of a Doomstone crystal for you to build. A fifth adventure is in preparation.



SPRING



SUMMER



AUTUMN

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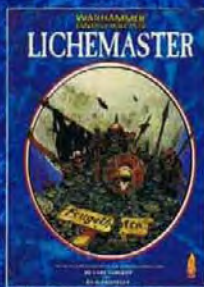
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DARK FUTURE

DEAD MAN'S CURVE

by Richard Halliwell and Sean Masterson

The *Dark Future* and *White Line Fever* rulebooks cater for a series of one-off games. The players use cars for one game only, and start the next game with new cars and drivers. This article is the first part of a series that provides rules to allow players to use the same drivers and vehicles over a number of connected games called a *campaign*. In a campaign, what happens during one game affects what happens during the next. Players get the chance to develop roadfighting characters. The more games a player runs his character in, the tougher and more skilful the character becomes. He'll get richer, too. He will find himself under more pressure. And he'll be able to buy new equipment to repair or modify his vehicle and recruit drivers to fight alongside him.

Playing a *Dark Future* campaign is much more fun than playing one-off games and little extra effort is involved. Players begin a campaign with equal funds and have to earn more money, not just to buy new equipment, but to keep their drivers and vehicles roadworthy.

A story is built up around each game. It begins before the roadfight takes place and continues after it has ended. Players can try to out-manoeuvre each other before the roadfight begins. After combat, players are faced with the damage done to their vehicles' armour and systems and their drivers' mental state. Players have to cope with other unpleasant aspects of the world their characters live in. Big media deals are always in the offing for moderately successful roadfighters. Dealing with the media in 1996 can be as dangerous to a person's health as roadfighting itself.

Everything has a price, even the act of survival. Sophisticated technology can lengthen a driver's lifespan but the price isn't just paid in dollars...

PLAYERS AND UNITS

A *Dark Future* campaign can be set up among any number of players, six being the optimum number. Campaigns are just as suited to two players, with an optional referee or Gamesmaster (GM). Each player controls one or more units. A unit is either an Outlaw Gang or a Sanctioned Op. The more players there are, the better it is for each person to play one unit. Smaller games are made more interesting if players control two units each, such as a game with two players, each controlling one Sanctioned Op and one Outlaw gang. The choice is left to the players. If six people are happy running two (or even more!) units each, then they are free to do so. The one restriction is that all the players should agree to begin the campaign with the same number of units, even if they drop one of these units out of play later.

A balance should be found between the types of unit being played. There's no problem with several players running Outlaw gangs because Outlaw gangs come into conflict with each other all the time. However, if too many players choose to run Operatives, it may become difficult to arrange games, as Ops do not usually fight one another!

Each unit consists of a number of drivers or characters (the two terms are interchangeable). The campaign game comprises a sequence of *Dark Future* games with each player pitting one unit against an opposing unit belonging to another player. These articles explain how the sequence of games fits together and what happens to survivors.

Sanctioned Ops and Outlaw Gangs

The type of unit determines, to some extent, how many drivers it contains. Sanctioned Operatives always begin a campaign as solitary, independent drivers who have managed to acquire the funds they need to go it alone in a roadfighting career. A single driver and vehicle make up the unit (although Ops can build up agencies as the campaign progresses).

A player who takes the Outlaw role starts with a unit consisting of at least two drivers and a corresponding number of vehicles. Outlaws come from a background where a certain amount of inexperience has helped them survive thus far. The unit is made up of a number of drivers right from the beginning. The vehicles may be cars, bikes, trikes, or motorbike-sidcar combinations.

Assuming that players' characters survive the roadfights they participate in, they can be played for as long as a player wishes. Players can retire their Op and Outlaw characters from active play at any time. Even when a unit is taken out of active play, it might sponsor new gangs or agencies - for example, the controlling player might donate \$100,000 from the unit's funds to set up a new unit for a new campaign.

Before long, players running campaign games will find themselves constructing their own vividly-detailed *Dark Future* environment. The process should be as much fun as the games themselves.

Points

Much of a driver's progress is recorded in the various points systems introduced or expanded upon in this book. The points systems affect each other, as well as the driver, in intricate ways.

Drivers who survive a game gain *mileage points*. As mileage increases, so does drive skill. Players also gain *psychosis points* which reflect the increasing stress caused by the career and lifestyle of a highway warrior. Finally, *kudos points* may be accrued by drivers who survive long enough to become famous or notorious.

Mileage points, drive skill, psychosis points and kudos points can never drop below zero.

These different types of points and their game effects are described in full later (see *Mileage*, *Psychosis* and *Kudos*).

BEGINNING A CAMPAIGN

A campaign begins with each player choosing a unit type. Each unit receives \$100,000. For Ops this represents a mixture of self-raised funds and perhaps sponsorship from a friendly agency. For Outlaw gangs, the money represents help from underworld sources of all kinds: the mob, for example, or booty from previous raids.

Players spend the money as they see fit. Vehicles are chosen, designed and equipped with weapons and other systems from *Dark Future* and *White Line Fever*. Everything a player wants his unit to use in its first game must be paid for out of these funds. The only exception to this is the driver. A Sanctioned Op player gets his first driver free. An Outlaw player gets his first two drivers free. At the beginning of a campaign game, all drivers have a drive skill of 2.

There are no restrictions on how the players spend their money, other than that all players must agree on the equipment they're going to allow into their games. The choice of vehicles may be widened to allow an Op to buy a *Renegade* and an Outlaw to buy an *Interceptor*. However, drivers who choose a vehicle not normally associated with their particular role will find themselves disadvantaged at some point during the course of their campaign.

Campaign games are played out in a number of *contract* sequences. The main feature of a contract sequence is the stage involving roadfights, played out using the usual *Dark Future* rules. These games are called *engagements* to differentiate them from the campaign game. The different combinations of engagement are:

Op vs Outlaw Gang
Outlaw Gang vs Outlaw Gang
Outlaw Gang vs Renegade Op
Op vs Renegade Op
Renegade Op vs Renegade Op

THE CONTRACT SEQUENCE

A contract sequence represents several factors of the campaign game. First, it serves as a measure of time. It could be 48 hours or it could be two weeks, however much of the calendar it represents, its limits are defined by the maximum amount of activity one roadfighter can engage in before it is over.

The second activities that take place during the contract sequence are fights. Fights are different for Ops and Outlaws. The contract sequence regulates when and how these activities take place, regardless of the characters' race. The number of engagements that a driver may take part in is regulated by the contract sequence. This ensures that opposing drivers progress at a similar rate. A contract sequence consists of one engagement for each unit in the campaign and the consequences of those engagements being calculated for every driver involved.

In the case of an Operative, the beginning of the contract sequence represents a period of activity when different corporations or state authorities are offering bounties for the elimination of Outlaw gangs and sanctioned operatives in the Op's area. The Sanctioned Op must find an opponent on whom a bounty is offered, seek out and engage him, then face the consequences.

In the case of an Outlaw gang, the contract represents cut-throat underworld influence on their activities. An Outlaw gang might attack an Outlaw deciding that he could become a problem for their operations in the future. The gang can take preventative action by hunting him down.

Alternatively, the sequence could represent gangs fighting each other to defend a piece of territory. If the gang is subjected to an attack by an Op, then the roadfight merely represents the gang's struggle for survival over a short period of time.

A picture of what is going on is gradually built up in the players' minds. This picture is the background against which the game is played. As you read through these rules, ideas will come to you or you will find ways of incorporating the ideas you might already have. By the time you're ready to play, you'll know exactly why the scam ought to be blown off the road!

Contract games, then, are played out in a series of contract sequences. At the start of each sequence, a player must have record sheets for all his characters and vehicles ready. You'll also need to keep a record of each driver's mileage points, psychosis points, kudos points and so forth. When the contract sequence is played, everything that happens in any particular drive is assumed to take place simultaneously.

The contract sequence begins with *attack declarations* when the players decide which units are going to fight. The roadfight itself is covered by the sections on *Approach* and *Engagement* which is followed by optional rules on night driving and roadfighting in hostile environments. The remaining phases of the contract sequence are outlined in the section on *Sanction* and fully explained in the sections that follow it.

ATTACK DECLARATIONS

The matter of who attacks whom is decided by a series of *attack declarations*. Attack declarations work like this:

1. Only one attack declaration can be made by each unit in each contract sequence.
2. A unit can only be the subject of one attack declaration in each contract sequence.
3. A unit cannot make an attack declaration if it is already the subject of an attack declaration by another player.
4. When an attack declaration is made, the two units involved in the declaration must conform to one of the engagement types described earlier (eg Op vs Outlaw Gang or Outlaw Gang vs Outlaw Gang). Attack declarations cannot be made otherwise (ie a Sanctioned Op cannot make an attack declaration against another Sanctioned Op).

There are a number of reasons for these restrictions, which vary from case to case. A unit cannot attack another unit that is already the subject of an attack declaration because, for instance, when an Operative takes up a contract on an Outlaw, that Op has exclusive rights to that Outlaw for the period of that contract sequence.

When two Outlaw gangs take each other on for territorial reasons or for the sake of rivalry, more powerful underworld forces are keen to see which side proves itself stronger by its own merit, and passes the word that the two belligerents should not be interfered with for the time being.

If two gangs arrange to fight each other, they must do so secretly, to avoid the attentions of the media and the authorities, so a Sanctioned Op who wants to take a contract out against one of those gangs simply cannot find out the gang's location for the period of this contract sequence.

Units can only make one attack declaration per contract sequence because each attack requires planning and training. In addition, the consequences of the attack are time-consuming. A unit can decline to be the subject of any attack declaration but it must retire from the campaign immediately (if it does so (ie the characters have gone into retirement). The player who controlled it cannot create a new unit for the campaign until the beginning of the next contract sequence.

A contract sequence begins with players making attack declarations with each of their units. This is done as follows:

1. Each player rolls a dice. Starting with the player who rolled the highest score, and going clockwise around the table, players are allowed to declare an attack by one of their units on a unit controlled by another player, subject to the restrictions mentioned above.





Car: Corbin

- When a player has made one attack declaration, it becomes the next player's turn to make one. As each declaration is made, the choice of units to attack decreases, so players should ensure that they don't 'double book' a unit, by arranging more than one engagement for it.
- When all the players have made an attack declaration with one of their units, the player who made the first attack declaration can make an attack declaration with another unit, if he's playing more than one unit in the campaign. Attack declarations are made for extra units in the same order as before.
- No engagements are played until all the players have arranged all the engagements for the contract sequence.

Units that either do not make an attack declaration or become the subject of one during the attack declaration phase cannot enter an engagement until the next contract sequence. Drivers in these units receive no pay, unless they're Outlaws, nor can they accumulate kudos or mileage points. If drivers in such units have more than 2 psychosis points, they must still make a psychosis test as instructed in the section on Psychosis.

A roadfighter's career is made up of one or more contract sequences. When all the engagements arranged in the attack declaration phase have been played and when the consequences of all those engagements have been determined for all the drivers involved, a new contract sequence can begin. If players don't want to start a new contract sequence, they must retire from the campaign. Players running Op characters who want to hunt Renegade and become Outlaws can do so now. At the beginning of a new contract sequence, a new round of attack declarations is made. The circumstances that determine whether or not there can be another contract sequence are described below under Winning, Losing and Starting Again.

For example, four players, A, B, C and D, begin a campaign. Player A and player B each control one Op; players C and D both run an Outlaw gang. All four players have designed their units. They each roll a dice and B rolls highest, so the order in which the attack declarations will be made is B, C, D and A. B says that C's gang has got the locals worried, and he has been hired to clean up the area for them, so he declares an attack against C's gang.

It should now be C's turn to declare an attack but his only unit is already the subject of one. His gang knows that the locals are after their blood and he's going to spend this contract sequence trying to survive their wrath. It moves on to D's turn to declare an attack. The only person with a unit that can be attacked is A. Well, apart from the road combat experience he'll get from attacking an Op, it shouldn't do his gang's reputation any harm if they're seen to be on the offensive. He declares an attack against A's solo Op. Finally, it's A's turn to make an attack declaration. He can't, of course, because there are no units for him to attack, and he doesn't have a unit capable of attacking anyone. So his Op has heard down the grapevine that some Outlaws are using him to prove how tough they are. He's not worried. It's in these kinds of circumstances that Ops get their reputation. He'll still be able to claim bounty from state authorities if he defeats D's gang. That's what he got into this job for. The attack declaration phase is complete.

Attackers and Defenders

Units making attack declarations are known as the *attackers* for that engagement. Their opponents are the *defenders*. The differences between attackers and defenders are explained in the next section.

APPROACH AND ENGAGEMENT

When one player makes an attack declaration on another, an engagement is played between the two units. All the engagements that occur in a contract sequence are considered to take place simultaneously, so they may be played in any order that suits the players.

The attacker can specify how many of his unit's vehicles will take part in the engagement. In addition, attackers are subject to the restrictions of the engagement objectives described below. The defender must use all the vehicles in his unit but is not subject to the engagement objectives.

The process that determines the nature of the engagement, and what each side's vehicles are doing just prior to it, is called the *approach*. There are three types of approach: the pursuit, the intercept and the ambush. The three types of approach providing three different types of game and they can lead to exciting developments early on in an engagement. An attacker may find a well prepared opponent turning the tables on him. The approach also determines exactly when and how vehicles on both sides enter a combat situation.

When one player is about to play another, both are entitled to know their opponents' drive skills and their units' total dollar value.

THE APPROACH

Once the two sides have arranged to fight the engagement, allocated drivers and vehicles, and prepared road sheets, the game should be started by making an *approach roll*. Whoever wins the approach roll will have some say in how the two sides meet. The side that loses the approach roll is considered to be *crusing*. Crusing units are subject to a number of restrictions, explained below.

To make the approach roll both players roll one dice and apply drive skill and information bonuses.

Drive Skill Bonus

If a unit's least skilled driver has a drive skill of 4 or more, the controlling player gains a bonus to the dice roll.

Lowest Drive Skill	4-5	6-7	8-9	10
Approach Roll Bonus	+1	+2	+3	+4

Information Bonus

Accurate and detailed information can be a vital factor in getting the jump on a target or avoiding being taken by surprise. Various sources of information exist and can be used by anyone who can afford their services.

Ops can use the services of a special tracing agency called *Ratcatchers*. Ratcatchers can give details of gangs, including names, bounties and last known location. Information is compiled by a combination of satellite tracking, state and federal authorities, undercover Ops and many other sources. Most of these involve scouring computer networks worldwide to find out what certain individuals are getting up to. An Operative or agency can spend up to \$15,000 on Ratcatchers data before an engagement. For each \$5,000 spent, they gain a +1 bonus to the approach roll. The money must be spent before the approach roll is made.

Outlaws can buy information available on the grapevine, which consists of a loose association of hackers on the payroll of organised crime. These hackers tap into various useful areas of the computer network, stick their fingers in the wires and tell the data to anyone with the cash. A gang may spend up to \$20,000 prior to an engagement; for each \$10,000 spent, they gain a +1 to the approach roll. The money must be spent before the approach roll is made.

Approach Result

Once both players have rolled a dice and added skill bonuses, subtract the defender's total from the attacker's total and consult the following table.

Total	Result
0 or less	The defender may choose the type of engagement: intercept, pursuit or ambush.
1 to 2	The attacker may choose the type of engagement but is restricted to a choice of intercept or pursuit.
3 or more	The attacker has a free choice of the type of engagement: intercept, pursuit or ambush.

Because both sides must make dice rolls to determine the nature of the approach, it may be the case that an attacker who rolls badly finds himself in a very unsatisfactory situation.

ENGAGEMENT TYPE

The winner of the approach roll chooses whether the engagement that is about to take place is an intercept, a pursuit or an ambush.

After the engagement, when the players calculate how many mileage points the drivers have earned, the number of mileage points available to the pursuing drivers will depend on the type of engagement they have just fought. Being the winner or loser of an approach roll does not in any way affect a unit's status as attacker or defender.

For example: Lucius Nash, an independent Sanctioned Op, declares an attack on a newly formed Miami-based Manix gang consisting of five thugs. The Manix have been kept informed by their opportunistic 'hacker' crew (though this help cost them \$10,000) and have a +1 on their approach roll. Nash doesn't use Ratcatchers and he has no modifiers to apply. The Manix roll 5 (1 + 1) = 6. Nash rolls a 2. The Manix score is subtracted from Nash's score to give a final result of 3. This is less than zero so the defender is allowed to modify the nature of the approach - he's managed to out-manoeuvre the Op. The Manix player sets up an ambush. Nash will be attacked by one car in each direction.

Even though Nash took a contract on the Outlaws, and is technically the attacker, the Manix have successfully turned their defence into an attack which will make the situation as unfavourable for the Op as possible. If Nash survives, he might start thinking about a subscription to Ratcatchers.

Intercepts and ambushes are combat engagements. They involve a vicious head-on clash between two opposing units. Pursuit is a flight engagement. It involves one unit chasing another. The criteria that determine how many mileage points are earned differ for the two types of engagement because they require different skills on the part of the drivers involved. Mileage points are fully explained in *Mileage*.

Intercept

1. Generate a stretch of 7 track sections.
2. The winner of the approach roll chooses which end of the track he wants to start from.
3. The loser of the approach roll places his vehicles first, within 2 track sections of the opposite end. These vehicles start the engagement under all cruising restrictions (see below). They must be facing so that they are heading towards the enemy unit.
4. The winner of the approach roll places his vehicles within 2 track sections of his nominated end, heading in towards the middle.
5. The winner then selects any starting speeds for his models. Different vehicles can travel at different speeds. There are no cruising restrictions.

Pursuit

1. Generate a stretch of 7 track sections.
2. The unit that lost the approach roll must place its vehicles anywhere within 3rd or 4th track sections, facing in the direction in which the chase was led.
3. This unit is subject to all cruising restrictions (see below).
4. The winner of the approach roll starts anywhere on 1st track section and may choose a starting speed of at least 60mph or the safety limit if that vehicle is on a curve. There is no maximum limit. The vehicles should face in the direction in which the track sections were set.

Ambush

1. Generate a stretch of 9 track sections. The usual rules on track generation are then used. However there may be a maximum of 9 track sections in play throughout the game.
2. At the end of 8 track sections to stay in play is going to make it much more difficult for the quarry to shake pursuers, reflecting the fact that the ambushers have a much better knowledge of the locality.
3. The unit which lost the approach roll places all its vehicles anywhere on the 9th track sections. The player may choose the direction of travel for these vehicles, but they must all travel in the same direction and obey all cruising restrictions (see below).

3. The winning unit places vehicles on the 2 sections at either or both ends of the track.

The ambush is allowed to sandwich the target between two groups of moving vehicles. Vehicles in front of the target can either be moving in the same direction as their quarry - placing passives or making life difficult with rear-firing weapons - or can be heading towards the target in intercept fashion. Vehicles behind the target must head towards it.

4. The ambush can also place any number of his vehicles on the 2 lanes nearest to any road side, facing in any direction, on any of the track sections generated for the start of play (including those occupied by the unit that lost the approach roll). These vehicles are assumed to be moving off. They start the first turn at 20mph, speed factor 1).

Ambushes can become chaotic, especially when both sides have lots of vehicles and the ambusher has cars in both intercept and pursuit positions. The unit being ambushed should try to minimise casualties on initial contact and then get out of there as fast as possible!

CRUISING RESTRICTIONS

Engagements often start with one side simply driving along the highway, blissfully unaware of what's about to hit them. These vehicles are said to be *cruising*.

Dark Future characters are used to driving very dangerously for much of the time. Drivers act differently when they're not in a combat situation. The rules below are designed to keep drivers at a safe, economical speed, and keep them on the right side of the road until they see the enemy. (British readers should note that in the US the right side is indeed the right side.)

All the cruising vehicles belonging to a player must travel in the same direction, although their speeds may vary slightly, as detailed below. They must occupy only the right-hand side of the road - ie the 4 lanes to the right of the double yellow line.

Vehicles on straight sections start the game travelling at a cruising speed of between 50mph and 80mph. The player chooses a speed from within this range when the vehicles are placed on the board at the beginning of an engagement. Vehicles on curves must start at the safety limit for that part of the curve.

While under cruising restrictions, vehicles must proceed at between 50 and 80mph, and must slow down to optimum speed for curves if they are not already travelling at that speed or slower. They must also remain on the right side of the road.

Cruising vehicles may enter the four lanes on the left-hand side of the track only if there is some form of obstacle - sand or debris, for example - on this or the next section of track. Vehicles dodging such obstacles must move back to the proper road position as soon as possible but they don't have to exceed safety limits to do this.

Cruising vehicles aren't allowed to drift on curves - they must stay in the same lanes as when they moved onto the curve.

Ending Cruising Restrictions

Cruising restrictions end when the cruising side spots the opposition. The enemy can be seen by a unit when that unit can trace line of sight, along the length of the board, between one of its vehicles and one of the enemy vehicles. It doesn't matter what range exists between the two units. Lines of sight are traced from the centre of one car model to any part of another model along a stretch of track sections.

Although line of sight is normally only traced along the board, it may be traced across board edges if a vista opens up. At the beginning of each turn, a side at cruising speed may roll a dice. If the dice scores a 5 or 6 assume a vista has opened up, allowing the cruising vehicles to spot enemy vehicles beyond. This rule simulates the fact that even on the most favourable ground or in the most meticulously chosen ambush position, there is still a chance of the ground rising or flattening to give one side a clear view of the other.

Once a driver has spotted a hostile vehicle - either by direct line of sight or by a vista - the entire side is freed from cruising restrictions. If the engagement begins with the opposition already in sight, assume that they have just come into view or that the cruising side has just identified them as hostile vehicles. The cruising side must still start the game within cruising speed but is immediately freed from cruising restrictions.

Entering Combat

When the two sides have finished their approach, the engagement begins and they enter combat. The engagement is then played using all the rules from *Dark Future*, *White Line Fever* and the rules in this article.

THE ENGAGEMENT OBJECTIVE

Unscrupulous players might want to set up a situation where they can leave the engagement before any combat takes place if going to would be to their advantage. For instance, an Outlaw player who gets to choose the type of engagement could set up a pursuit against an Op just so that he could immediately turn around, move his vehicle out of play and gain the benefits of loot (explained in the next section), leaving the bewildered Op to face almost certain bankruptcy.

When a player makes an attack declaration against another player, his unit is obliged to reach the *engagement objective* in order to be able to claim any pay for this contract sequence. This is because an attacker has made some kind of contract to take on his opponent in a roadfight, which, if he is to maintain any kind of credibility with the people he's doing the job for, he must try to keep. A unit's engagement objective is met when at least one vehicle from the attacking unit has remained within four spaces of at least one vehicle from the defending unit for six phases (ie the range between the vehicles is four or less). This shows that the attacker has serious intent with regard to keeping his part of the contract.

Staying within engagement range makes it difficult for an unworthy attacker to break off an engagement without good reason. The six phases do not have to occur consecutively. They can be spread out over any length of time the attacker wishes. Similarly, if either side has more than one vehicle, it doesn't have to be the same two vehicles for all six phases.

The best way to record this is for the attacking player to keep a separate dice by his side (place it or choose a colour of dice so that it cannot accidentally be rolled or used for any other purpose) and use it in the same way the normal phasing dice works.

Sanctioned Operatives who deliberately fail to meet their engagement objective forfeit any pay which they might otherwise have been entitled to. They do not receive any mileage points for this engagement. If they deliberately fail to meet their next engagement objective, they will be branded as cowards and will lose their license. They must be removed from the campaign immediately.

Outlaws who deliberately fail to meet their engagement objective lose all their credibility with the underworld and their own members and cannot take a loot test for this contract sequence (loot tests are explained later in *Pay*). They do not earn any mileage points for this engagement. If they deliberately fail to meet their next engagement objective, they are racked by internal dissent and must disband immediately. They are removed from play.

Exceptions

If a unit fails to meet its engagement objective because of any of the following conditions, then it has not failed deliberately and can claim any pay to which it is entitled and play subsequent contract sequences:

1. If a vehicle belonging to the unit is destroyed or takes any number of critical hits before the required number of phases have been spent to meet the terms of the objective, the engagement can end without penalty, regardless of whether or not the objective is reached.
2. If any of the unit's vehicles crash before the engagement objective is reached, the controlling player can attempt to disengage without penalty.
3. If a defending unit moves out of play before the attacker can reach the engagement objective, the engagement ends without penalty. This condition does not apply if both units are Outlaw units.
4. Units which are ambushed are not subject to the restriction of engagement objectives, regardless of their original status as attacker or defender.



The engagement objective only has to be made by the unit that is the attacker for this engagement. Therefore, in the example given above, if the Op had taken out a contract on the Outlaw unit, and was therefore the attacker, but then lost the approach roll, the Outlaw player would be perfectly entitled to set up the engagement in such a way as allowed him to escape before the Operative could shoot at him.

However, if the situation was the same but the Outlaw unit was the attacker, to move out of play (by, for example, reversing off the first track section immediately) would cause the Outlaw attacker to incur all the penalties for deliberately failing to meet the engagement objective.

Condition 3 does not apply if both units are Outlaws because a lot of rivalry exists between Outlaw gangs. They both have to feed off the same innocent victims to survive. If they meet up in an engagement and then simply choose not to fight each other, word will get round pretty fast. The result will be that the roadside town dwellers they usually prey upon will be less afraid of the gangs and will arm themselves better and fight better. It is therefore assumed that the gang will not make a loot test because they lack the confidence to attack town dwellers with such high morale.

ENDING AN ENGAGEMENT

Engagements end for a number of reasons. Units can drive into the desert or be left immobile, with some or all of their equipment intact. They might destroy the vehicles they encounter or be destroyed themselves.

The engagement must continue until only one side has any active vehicles left in play. An active vehicle is one which has all of the following:

1. A working engine.
2. At least some remaining ammunition, not counting passives, and the means to fire it.
3. A driver who has not suffered a critical hit that results in the vehicle being treated as having no driver.

The side that ends the engagement with the only active vehicles in play has *salvage rights*. At the end of an engagement, there will probably be a number of wrecks lying along a stretch of interstate. Some of the equipment left in all this wreckage might be re-usable. This is why salvage is vital in a campaign, as it's the means by which equipment can be recovered and re-used, regardless of who originally owned it. The reason why a player must have an active vehicle in order to be able to claim salvage is that the player's driver needs to be able to guard all the wrecks until a salvage team arrives at the site. If neither side has any active vehicles left at the end of an engagement, then neither player can claim salvage. The equipment is lost to the desert.

Because salvage takes place after an engagement, it is discussed in the *Survival* section.

WINNING, LOSING AND STARTING AGAIN

A campaign can last for as many contract sequences as the players want or until only Op units or only one Outlaw unit remains in the campaign. If only one unit remains in the campaign, its controlling player has won (see below). If more than one unit remains in the campaign and they are all Op units, then the campaign ends not with a player victory but with a victory for the side of law and order (unless, of course, one or more of those units decide to turn Renegade and become Outlaws).

Players are allowed to give up any unit under their control. They may do this after an engagement and start again with a new unit.

Players might want to give up units for a number of reasons. Another player's unit might have established such a lead, in terms of available firepower and driving ability, that opposing players decide there's no point in competing against the unit any more, because they don't think that they can beat it. The player who controls that unit has won the campaign.

Of course, if a player's unit is completely destroyed during an engagement, he must either start again from scratch with new drivers and vehicles or continue in the campaign with any other unit he still has. A player who continually loses units or starts new ones rather than persevering with the ones he has will find himself incapable of defeating a unit that has lasted several contract sequences. If a player wants to win a campaign, he should not give up too easily. If an opposing player's unit only has the advantage of a few contract sequences, the lead can be eroded by skillful play. However, a player who tries to bring a unit into a campaign where all the likely adversaries have survived a lot of battles isn't going to do anything other than provide target practise for those units.

If several units are involved in a campaign, it doesn't matter how many drop out or are destroyed at any one time, as long as two opposing units can still fight each other. If the campaign reaches a stage where there are no opposing units for a contract sequence, it ends there.

NIGHT DRIVING

Ops and Outlaws can't always wait for the sun to come up before they do what they have to do. If roadfighting is the deadliest activity in the USA, roadfighting at night is as deadly as you can get.

When an attack declaration is made, it's either because an Op has been offered a contract on a gang that's currently in his territory, or because a gang has somehow found the opportunity to attack one of its rivals or a hated Op foe. When either side gets an opportunity to take on an opponent, it must act quickly. If the call comes in the middle of the night, so be it. They get into their cars and go.

Roll a dice after the attack declaration has been made but before the approach roll is taken. A result of 6 indicates that the engagement will take place at night.

CONDITIONS AT NIGHT

Dark Future vehicles have headlamps and brake lights just like the cars we're all used to. Because of their powerful beams, there is no change to the rules on spotting enemy vehicles at the beginning of an engagement, as long as the cars being spotted actually use their lights.

Any driver entering a night fight will have an anti-glare windscreen or goggles so players don't have to worry about the dazzling effects of on-coming beams. Cars and bikes must use their headlamps unless they or their drivers have night driving equipment.

Computer drive and robotic drive come with integral night fighting equipment such as thermal imaging and light intensification systems. Vehicles fitted with either of these systems need not use headlamps at night. Drivers with artificial eyes (see *Cybernetics*) are also exempt from the need to use headlamps.

Units of drivers with mixed equipment (ie some vehicles and drivers with night driving gear and others without) might as well all drive with headlamps burning because once a vehicle using headlamps has been spotted all the vehicles in that unit are spotted (since they're driving in relatively close formation).



An entire unit which uses some form of night driving facility is far more difficult to spot. The unit is spotted only when its opponent rolls equal to or greater than its range in spaces on a dice or when the unit opens fire, whichever happens first. This roll can be made once per phase. A unit is always visible at ranges of 2 spaces or less. A spotting unit with night driving gear adds +3 to the score on the dice.

Hitting targets is more difficult at night because the vehicles are harder to see. A weapon linked to any kind of electronic fire control computer makes rolls to hit as normal. All unassisted rolls to hit suffer a -1 modifier in addition to any other modifiers. Smoke and other sight blocking devices are still effective.

Track Generation at Night

Whatever a driver uses to see at night, his visibility is reduced. In game terms, this affects track generation. As far as initial track generation is concerned, in Ambush and Intercept engagements is the normal procedure followed. In Pursuits, only the first 4 track sections are laid.

Night drivers cannot see as far ahead down the road as they can during daylight. In terms of track, drivers can only see 2 spaces ahead of them (this does not count for spotting vehicles, which may be seen further away if either direct or vista line of sight is possible). Therefore, new track sections are only generated when the lead vehicle enters the last-but-one space of the last track section that was laid down.

Encountering Random Hazards at Night

When an engagement takes place at night, random road hazards are much more dangerous because they're placed much closer to the lead vehicles than in a normal game.

All of this makes travelling at high speeds extremely dangerous at night. That's just the way it should be.

Calculating Mileage Points at Night

Successful roadfighting at night is something that teaches a driver a lot. It also earns him the respect of others. At the end of an engagement that was fought at night, the number of mileage points awarded to a driver is multiplied by 1½. Round fractions up.

HOSTILE ENVIRONMENTS

The climatology of Dark Future America could take up a volume in its own right. Most of the continent is now desert. Sometimes it rains near to a mountain range but most of the country sees few water clouds. From Miami to Seattle, there's little variation in the weather. But the wind brings dangers to the dying century.

Clouds of pollutants, some potentially lethal, drift across the the sand dunes unhindered. Obliteration of protective atmospheric layers results in periods of intense ultra-violet radiation that blinds the unprotected or seeds cancer in their cells. Leaked biological and chemical agents contaminate remote areas. And the legacy of meltdowns and leaks from fission plants can be found from coast to coast.

After placing vehicles at the beginning of an engagement, roll one dice for local road conditions that may affect play. A result of 6 means that some potentially harmful condition exists. Roll again on the *Environmental Conditions Table* or choose one. The condition described lasts for the duration of that game. Bear in mind that high radiation, sand storms and biochemical agents will not be found near or in urban settings. If one of these results is rolled for an engagement in Nogo or P2, it should be ignored and rolled again.

Drivers of Interceptors are protected from some of the harmful effects caused by these conditions - however an Op who has to leave his vehicle will expose himself to any dangers present.

Environmental Conditions Table

Roll	Result
1	High Radiation
2	Fires
3	Ultra-Violet
4	Sand Storm
5	Pollutant
6	Biochemical Agent

High radiation: abnormally and dangerously high radiation levels are present in this area. This could be a leak from a nearby fission plant, the result of an accident with a toxic waste container or residual fall-out from an atomic weapons test. All vehicles are fitted with simple geiger counters, so the players are always aware of this condition. The radiation will interfere with missile guidance and detonation systems. Every time a missile is fired roll 2 dice. If the first dice rolls a 6, the missile's flight track is highly eccentric and it misses its target. If the second dice rolls a 5, the missile can hit the target as usual but will detonate improperly, causing only half damage.

High radiation levels may be harmful to drivers. Drivers in Interceptors will be completely protected. Drivers of flagships and bikes are more vulnerable. The GM should roll a dice for each unprotected driver. A result of 6 means the driver suffers from radiation sickness. Roll another dice for that driver to determine the number of contract sequences for which his drive skill is reduced by -1 because of the nausea he suffers. Reductions don't come into effect until the beginning of the next contract sequence (make a note now!). A result of 6 on this dice indicates a fatal dose of radiation which cannot be treated. The driver will function normally for the course of this engagement and then expire. A driver who isn't affected by a lethal dose may spend \$1,000 multiplied by the number of affected contract sequences on treatment that will cure him immediately (or at least negate the effects of the sickness).

Fires: somewhere nearby, a fire burns out of control. Perhaps it's a nearby off-shoot of the Intestars or the result of some violent activity off the road altogether. Regardless of the reason, billowing clouds of black smoke are being carried in this direction by a strong wind. At the beginning of each turn, roll a dice. On a score of 6 a cloud of smoke obscures vision on the stretch of road occupied by the players' units. This smoke will dissipate at the beginning of the next turn unless another 6 is rolled. While the smoke drifts across the highway all rolls to hit are made with a -1 modifier (except those made by weapons connected to fire control computers) and all hazard rolls are made with the same -1 modifier.

Ultra-Violet: depleted ozone levels above this region allow too much ultra-violet radiation to penetrate the atmosphere. Drivers who are inside Interceptors, have goggles or are fitted with cybernetic eyes are unaffected. A note should be made each time a driver subjects himself to too much UV without eye protection. After 4 UV exposures, the driver's sight is so severely impaired that he must buy replacement cybernetic eyes or retire from the campaign. If the engagement takes place at night and this result is rolled, ignore it and roll again.



Sand Storm: strong winds whip up a sand storm of tremendous destructive power. Adverse control is modified by -1 for three and four-wheeled vehicles, -2 for bikes. Any weapons fired without the benefit of a fire control computer suffer a -1 to hit modifier in addition to any other tactical factors. Drag chutes cannot open properly and will automatically jettison when they fire. Lasers do half damage.

Pollutant: one of the many clouds of pollutant that contaminate North America is drifting over this area. Roll a dice to determine its nature:

- 1-3 Toxic Gas: exposed drivers without filter masks must roll a dice at the beginning of each turn. A roll of 6 indicates a lung full of toxic gas that induces a KO driver critical immediately.
- 4-6 Corrosive Agent: the wind-borne substance is highly corrosive in nature. At the end of each engagement, roll a dice for each vehicle. A roll of 6 means that some external component has been damaged. This can be armour or a weapon system of the controlling player's choice. Damage costs \$250 to repair.

Roll another dice for each exposed driver. A result of 6 indicates that the corrosive agent settled on his skin. He ends the engagement in an injured condition.

Biochemical Agent: either as a result of recent corporate warfare, covert military action or failed experimentation, a biological or chemical agent is currently active in this region. Roll a dice to determine its nature:

- 1-3 Hallucinogen: any exposed driver without a respirator immediately receives 2 psychosis points. Any rolls an exposed driver has to make during this engagement are taken at -1, in addition to any other modifiers. Drive skill is also reduced by -1 for the period of this engagement. These negative modifiers reflect the fact the affected driver is trying to separate reality from those impossibly large turbo-charged pink elephants heading in his direction.
- 4-6 Nerve Gas: lingering lethal nerve gas is present. Exposed drivers must roll a dice at the beginning of each turn. They are contaminated by the gas on a roll of 6. Contamination kills instantly. The gas can be absorbed through skin pores so filter masks offer no protection.

SURVIVAL

When the engagement has been played, the rest of the contract sequence can be implemented. This involves each player making a series of tests and decisions for each of his drivers.

The procedure is broken down into a number of phases and the tests and choices should be made in the order described below. The procedure must be completed by all the players before a new contract sequence can commence.

As players go through the phases, vehicle record sheets should be kept close to hand and frequently updated. Keep track of a driver's psychosis points, kudos points and so forth on an extra sheet of paper.

All the new terms, tests and choices mentioned below are fully explained in the following sections.

Injury Phase

Check on the results of each driver's injuries to see if he's dead, disabled or just scratched. See *Death, Injury and Escape*.

Salvage Phase

The players decide who, if anyone, can claim salvage. See *Salvage*.

Mileage Phase

Surviving drivers calculate their mileage points. Any drive skill bonuses are implemented immediately. See *Mileage*.

Pay Phase

Units determine their pay. Ops receive an engagement fee. Gangs take a loot test which simulates their criminal activities prior to the next contract sequence. See *Pay*.

Psychosis Phase

Surviving drivers calculate psychosis points for the engagement. Drivers with 2-12 points must take a psychosis test as instructed. Drivers who fail the test must roll for a disorder. Any instructions to spend money must be acted on immediately. See *Psychosis*.

Kudos Phase

Surviving drivers calculate their kudos points for the engagement and can take any media rolls if they are entitled to do so. Any further psychosis points gained in this process are added to the driver's total immediately. A driver gaining new psychosis points in this phase records them now but does not test for another disorder until the next psychosis phase. See *Kudos*.

Recruitment Phase

Outlaw Gangs which have been reduced to a single active vehicle are allowed to replace losses. Other new gang members can be recruited if finances permit. Ops who are in a position to form an agency may do so. See *Recruitment*.

Re-Equipment Phase

Both sides may now spend cash to repair, re-load, improve and re-design their vehicles. Surplus equipment may be sold off. See *Re-Equipment*. Following the rules for re-equipment are details of cybernetic enhancements for drivers and rules for using built-in software packages to hack into an enemy's computer system.

Record Keeping Phase

Record sheets should be updated with any new vehicle and driver characteristics. Any cash that hasn't been spent can be saved for the next sequence (banked or hidden away in a gang hideout). The unit is now ready for the start of the next contract sequence.



DEATH, INJURY AND ESCAPE

If a driver doesn't make it through the engagement itself, all the following phases become irrelevant. Even if the character survives the combat, serious wounds can have drastic implications for that character's development through the course of the campaign. To this end, the Dark Future injury rules are expanded as follows.

CHARACTER VULNERABILITY

Any KO result on a driver or tail gunner critical hit means that the character has been killed. However, the chance of suffering a KO hit is too low—a driver can roll a car at 80mph with a 90% chance of survival! The serious trouble test is introduced here to make things a little tougher on drivers in potential fatal situations.

The Serious Trouble Test

When a car rolls, crashes or is involved in a head-on ram, the driver takes an immediate serious trouble test. The driver rolls one die, adds his drive skill, and subtracts his current speed factor for the combined speed factor in the case of a head-on ram) and consults the following table:

Table	Result
-4 or less	Dead: The vehicle takes speed factor damage as normal. The driver is killed automatically. If there is a second crew member, he should take two criticals.
-3 to -1	2 Driver Criticals: The vehicle takes speed factor damage and criticals as normal. Roll for two additional driver criticals. If the vehicle involved is a two-seater, one of the criticals should be taken by the other crew member.
0 to 2	1 Driver Critical: The vehicle takes speed factor damage as normal. Apply any criticals normally and roll for one additional driver critical.
3 or more	Safe: The vehicle takes speed factor damage as normal. Apply all criticals, including driver and tail gunner criticals, normally.

For example, a Renegade taking a 60° bend at 100mph suffers control loss and crashes on the outside of the curve. The Outlaw player rolls a die and scores 4, then adds his drive skill of 2 to get a 6. Cross referencing this on the Serious Trouble Table with his speed factor of 5 gives a 1 Driver Critical result. The Renegade holds together in the crash and the driver only rolls for one driver critical to give him a Limb Disabled result. He's got off lucky. The car can be repaired. He gains a psychosis point for losing the limb.

HEALING

Drivers who survive an engagement will be in one of four conditions: unhurt, hurt, injured or limb disabled. The effects of these results on a driver are as follows:

Unhurt: no problem at all.

Hurt: a couple of new scars but nothing to worry about.

Injured: drivers who suffer an injury lose 1 point of drive skill until they have healed up. The driver's drive skill is reduced by -1 for the following contract sequence, returning to normal thereafter.

Limb Disabled: disabled limbs will not heal. The player should refer to the new Limb Disabled Table (see Cybernetics).

Recovery Clauses

A Sanctioned Operative can take out a recovery clause at the cost of \$1,000 per contract sequence. This must be paid before the driver takes part in an engagement. In a contract sequence for which a recovery clause has not been paid for, the Op gets no insurance cover.

When an Insured Operative dies as a result of an engagement, the player is allowed to roll one die. On a roll of 5 or more, a medical jetcopter or cliniccopter arrives on the scene in minutes and whisks the Op away to a hospital in the nearest PZ where expensive medical technology restores the character's life functions before it really is too late. The Op must miss the next contract sequence because he's hospitalised for this period. Only one recovery clause may be taken out by an Op in a single contract sequence.



A character whose life functions are restored as a result of applying a recovery clause gains D6 psychosis points immediately.

EJECTOR SEATS

A driver whose vehicle is fitted with an ejector seat can eject instead of taking a serious trouble test. Ejecting takes up a shoot action—the only action a driver can take while out of control. A driver who ejects can do nothing else for the rest of the engagement.

A driver attempting to eject from a rolling vehicle must roll a die; on a 6 the vehicle rolls too fast for an eject and the driver must stay with it and take the consequences. On a roll of 1-5 the driver can eject normally.

There is one addition to the rules on ejector seat installation. Ejector seats cannot be fitted to two-seater vehicles (ie vehicles with a tail gun position).

ESCAPE

A driver might still be alive when his vehicle is destroyed. He may or may not be injured. This doesn't matter if the driver belongs to the winning unit. He can find some means of getting home with other drivers who have survived or, at worst, he should be able to call for assistance on a radio.

Drivers on the losing side must try to escape. Drivers who escape on foot are probably going to find themselves in the middle of a desert, miles away from the nearest habitation. If this happens it's best to assume that a culture TV station's camcorder was covering the roadfight (they do manage to catch a very high percentage) and will radio a scavenger gang (see below) that there are survivors. A scavenger gang will pick up someone who has no other means of rescue for a \$200 fee. If a driver can't or won't pay, make a note to that effect. He will never be offered rescue in this way again. If he finds himself in this situation in the future, he will be left to die in the desert.

An Operative who has a recovery clause can set off the alarm that calls out a cliniccopter for no charge, and suffers no psychosis points for invoking the clause in this manner. However, he must still take out a new clause before the beginning of his next engagement if he wants to keep his insurance cover.

If every member of a unit that just won an engagement has to be rescued by scavengers or by invoking a recovery clause, that unit cannot claim salvage.

SALVAGE

Salvage works because a sub-culture of extremely efficient roadfight scavengers exists across America. Scavengers are not Outlaws in the Dark Future sense but they often operate outside state laws in practice. No matter where an engagement is fought, scavengers will see it. They might be watching the fight on TV like anyone else, they might happen to be based nearby or they might have been tipped off that an engagement was going to take place.

The scavengers are well equipped for their role. When the engagement has ended, they will move in with trucks fitted with winches, cutting gear and other recovery devices. Some scavenger groups maintain mob, yakuza or corporate connections. These sometimes have heavy-duty helicopters to carry out their work. Other groups have media connections from which they receive a limited form of sponsorship to run their operations. However they acquired the means, the vehicles are recovered and taken back to the scavengers' secret desert warehouses.

The scavengers earn enough money from such sales to survive. Most of their income is derived from their mechanical expertise. Weapons and other equipment can be recovered and put on the black market. However, to keep unwanted noses out of their livelihood, they do business with Ops and Outlaws alike. They offer to sell some of the equipment recovered from the engagement to whichever side won the right to claim salvage.

SALVAGE CONDITIONS

Salvage is claimed by the player who controlled the last active vehicle in the game.

Equipment can be salvaged from any of the vehicles that have become inactive as a result of the engagement. Salvaged equipment can then be fitted to other vehicles, sold off for extra income, or kept in storage by the player so it may be fitted or sold at a later point in the campaign.

Some equipment cannot be salvaged. This equipment is too sensitive and fragile to withstand the kind of treatment a vehicle must have endured before it became a wreck.

Weapons, turrets, engines and some miscellaneous equipment can be removed but driving systems or fire control computers cannot. When an engine is salvaged, any add-ons like Nox cannister, oil injection or charger are lost. Armour cannot be salvaged.

Entire vehicles cannot be salvaged if they have crashed, rolled or have taken terminal damage. A vehicle which has taken at least one terminal damage roll is deemed to be a write-off, regardless of the cause of the terminal damage roll. Write-offs cannot be repaired and are only fit for salvage.

Equipment can be salvaged from such vehicles, though it is slightly more expensive, even if the models were removed from play during the game. Other vehicles can be salvaged and then repaired. Repair is explained in the *Re-Equipment* section.

Players are allowed to salvage items which have been damaged as a result of critical hits, although the critical hit must be repaired before the item will function again (see below).

Salvaging equipment can be financially beneficial but still requires some expenditure. This money must be available before the salvage takes place. The scavengers have to be paid for their services immediately. Therefore, players can't wait until their drivers have been paid for this contract sequence before they salvage, nor can vehicles and equipment be saved to allow salvage to take place in the next contract sequence. If financial restrictions prevent a player from salvaging equipment and vehicles, then the hardware is lost.

The cost of salvaging items from a vehicle depend on whether or not that vehicle is a write-off. They are given on the *Equipment Salvage Cost Table*. Also given on this table is the cost to repair a critical hit which the equipment may have suffered (this has to be paid in addition to the actual salvage cost).

There is no cost to strip an item from a vehicle or to refit it to another vehicle. Drivers pay scavengers for their ability to recover equipment, regardless of the state of the vehicle it comes from. It is assumed that the drivers' own backup crews then handle repairing this equipment and refitting it to the drivers' vehicles. This is redesign and is explained more fully in the *Re-Equipment* section.



Equipment Salvage Cost Table

Item	Cost to Salvage from: Write-Offs	Cost to Salvage from: Others	Cost to Repair Critical
Weapon*	\$500	\$250	\$250
Engine	\$500	\$250	\$250
Turret	\$500	\$250	\$250
Cupola	\$500	\$250	\$250
Pintle	\$500	\$250	\$250
Outriggers	\$500	\$250	\$250
Reinforced Tyres	\$500	\$250	\$250
Drag Chute	\$500	\$250	\$250
Rocket Booster	\$500	\$250	\$250
Ejector Seat	\$500	\$250	\$250

* A weapon with a double loading facility retains that facility if salvaged. Any ammunition in the weapon is also salvaged.

The costs to recover whole vehicles along with any equipment carried by them are given below. Only vehicles which have not become write-offs can be salvaged. The *Cost to Repair Critical* column indicates the cost required to repair critical hits done to part of the vehicle - not to any item carried by it. Therefore, a critical hit to a Renegade's chain gun would cost \$250 to repair, whereas a critical hit that broke the Renegade's axle would cost \$1,000.

Recovering whole vehicles is the only means by which armour, engine add-ons and computers can be recovered. With the exception of armour, these cannot be removed. The cost to recover whole vehicles and to repair critical hits are given on the *Vehicle Salvage Cost Table*.

Vehicle Salvage Cost Table

Vehicle	Cost	Critical
Renegade	\$5,000	\$1,000
Interceptor	\$3,000	\$1,000
Blitz	\$2,500	\$500
Trike	\$3,000	\$500
Combination	\$3,000	\$500

A player can salvage, even if he only wants to store the equipment or sell it later. A player who stores equipment simply takes note of the *Resale* is explained in the *Re-Equipment* section.



MILEAGE

Mileage is important to every driver. It's an expression of basic road combat experience. A driver's level of expertise can be judged by his number of mileage points.

GAINING MILEAGE

Mileage points are earned as a direct result of taking part in an engagement. They have a twofold effect on the game. The first and most beneficial of these effects is that drive skill increases as mileage points are earned. The second effect mileage points have concerns the campaign game and the driver's long-term reputation. The more engagements a driver takes part in, and the more people that are involved in them, the greater the chance a surviving driver has of attracting media attention. This is how drivers earn kudos points (explained in *Kudos*).

Mileage From Engagements

Each engagement follows one of two basic forms: *combat* or *flight* (see *Approach and Engagement*). The manner in which drivers earn mileage points depends on which of these forms the engagement takes. After the engagement, each surviving driver consults the *Engagement Mileage Tables* below.

A Note on Casualties

A vehicle can end up in one of several states as a result of losing a roadfight. A vehicle can be immobilised or disabled as a result of having a broken axle or knocked out engine. It can become a wreck as a result of crashing, rolling or taking terminal damage. It can be disabled as a result of having no driver. For the purposes of the *Engagement Mileage Tables* below, survivors are vehicles that have not suffered any of these results. Disabled vehicles are those that have suffered one or more of these results.

Combat Engagement Mileage Table

1. The driver receives one point for fighting the engagement.
2. A drive skill bonus is added. The player takes his opponent's highest drive skill and subtracts -2. The remainder is added to the total mileage points earned. Negative results are ignored.
3. The casualty ratio for that engagement is added. This is calculated by dividing the original number of drivers in the engagement by the number of survivors. Fractions are rounded down.



For example: in a combat engagement, two Ops fought two Outlaws - one of each was killed, giving a casualty ratio of 2/4 divided by 2. The highest Outlaw drive skill was 3; subtracting 2 gives a drive skill bonus of 1. So the surviving Op receives 1 point for the engagement, plus 1 point for drive skill bonus, plus 2 points for casualty ratio - a total of 4 mileage points. The highest Op drive skill was 4; subtracting 2 gives a drive skill bonus of 2. The Outlaw gets 1 engagement point, 2 drive skill bonus points and 2 casualty ratio points for a total of 5 mileage points.

Flight Engagement Mileage Table

1. The driver receives one point for fighting the engagement.
2. A drive skill bonus is added. The player takes his opponent's highest drive skill and subtracts -2. The remainder is added to the total mileage points earned. Negative results are ignored.
3. One additional point is added for each enemy vehicle that was disabled in the engagement.
4. One point is subtracted for each friendly vehicle that was disabled in the engagement.

For example: in a flight engagement between an Op and three Outlaws, the Op disabled two of his opponents and the third escaped. The highest Outlaw drive skill was 2; subtracting 2 gives a drive skill bonus of 0. The Op gets 1 engagement point, no drive skill bonus points, plus 1 point for each of the disabled vehicles - a total of 3 mileage points. The Op's drive skill was 4, giving a drive skill bonus of 2 (4 minus 2). The Outlaw gets 1 engagement point, plus 2 drive skill bonus points, less 2 points for his disabled comrades - a total of 1 mileage point.

As drivers acquire more mileage points, their drive skill increases, as indicated below:

Campaign Mileage Table

Mileage	Drive Skill
5	3
10	4
20	5
40	6
60	7
120	8
160	9
200	10

Drive skill can never exceed 10.

Mileage And Kudos

As a driver's mileage points total increases, it becomes slightly easier to earn kudos points. This reflects the fact that kudos is of prime importance to the media. When they realise they have a moderately successful character on their hands, it's usually in their interest to help the character become as well known as possible, before his career comes to an end. See *Kudos* for more details.



PAY

Ops and Outlaws earn their pay in different ways. Ops receive a fee based on their opponents' bounties. Outlaws form raiding parties and steal or extort money from their victims. Only Op units that have fought in this contract sequence receive any pay. Outlaws get their loot anyway - if they're not out roadfighting, they've got all the more time to mount raids and enforce their protection rackets.

Any money that remains at the end of a contract sequence can be saved for spending in the future. Ops place their money in the safe hands of the giant financial corporations. Outlaws are more likely to stash the loot away in their gang hideout. Money saved from sequence to sequence is readily available whenever the players want to spend it.

OPERATIVES CLAIM BOUNTY

Every Outlaw has a price on his head. This depends on the Outlaw's drive skill at the time of the roadfight and is given on the table below.

Outlaw Bounty Table

Drive Skill	Bounty	Drive Skill	Bounty
2	\$6,000	7	\$120,000
3	\$12,000	8	\$250,000
4	\$20,000	9	\$500,000
5	\$40,000	10	\$1,000,000
6	\$80,000		

An Op who takes on an Outlaw gang and survives receives half the bounty for the driver of each car which either crashes, or takes at least one point of terminal damage. Ops are paid the full bounty if the Outlaw is killed during the battle.

OUTLAWS LOOT

Outlaw Gangs and Renegade Ops receive money on the basis of their criminal activity between engagements. At the end of each engagement an Outlaw gang which has still got one or more active vehicles takes a *loot test*. This determines how much money they get to spend on their vehicles before the next game.

Loot Test

- Cars:** Roll one dice per surviving car. Bikes and trikes count as being worth half a dice roll each, so only roll a dice for every two bikes or trikes (ie single bikes or trikes are not counted). A maximum of 4 dice may be rolled.
- Drivers:** Add the appropriate modifier for the gang member with the highest drive skill:

Drive Skill	Modifier	Drive Skill	Modifier
2 or 3	0	7	20
4	3	8	30
5	8	9	40
6	12	10	50

- Arms:** The damage modifiers of all the ranged weapons in the unit are added together and divided by 4. Round fractions up. The maximum arsenal bonus is 5. Add this to the running total.
- Loot:** The gang gets the final total, times \$5,000.

For example: a gang with 3 Renegades and a bike survives an engagement intact. Three dice are rolled for the cars (the bike is ignored). The scores add up to 11. The leader has the highest drive score - 14. A bonus of 3 is added, bringing the score up to 14.

The cars have 2 a-cannon (+3 damage each), 2 5mm MGs (+1 damage each), and the bike (which is included in this part of the calculation) has a 1/4 GL (+2 HE). The damage modifiers add up to 10. This divided by 4 and rounded up (10 divided by 4 equals 2½, round up to 3). This is added to the running total (3 plus 14 equals 17) which is then multiplied by \$5,000 to get \$85,000 - the total amount of money stolen by the gang between the end of this engagement and the beginning of the next contract sequence.

Gangs tend to acquire more money than Ops, but the money has to be split between all the gang members, so they have to grab as much as they can.



Carl Chiswell

PSYCHOSIS

A professional roadfighter is in an almost constant state of stress. Drivers who live long enough begin to exhibit combat fatigue syndrome similar to that suffered by many members of the armed forces. This unhealthy mental state is worsened by the media, which brings its own pressure to bear on those involved with the violent struggle for survival. Vulture station crews incite the belligerent factions on both sides of the law. And it's all too easy for people to lose sight of their original ideals when some media corporation exec is offering a backhander they desperately need.

To expect human beings to remain stable under such extreme conditions is ridiculous, but few stop to examine the consequences of their actions. The price many pay for their cause is their sanity. Institutions across the USA are full of ex-Ops and Outlaws to prove it.

The mayhem, destruction and killing involved in their professions leaves many Ops and Outlaws emotionally scarred, twitchy, and in the worse cases, completely deranged. To reflect this, a player must keep track of his character's *psychosis points*. Psychosis points are received as follows:

- At the end of every engagement, each surviving driver receives 1 *psychosis point* for each driver fatality on his side, and a half a point for driver fatalities on the opposing side (round down).
- A driver receives 1 *psychosis point* as a result of limb loss.
- A driver receives D6 *psychosis points* as a result of invoking a recovery clause after becoming a roadfight fatality.
- A driver receives 1 *psychosis point* for each roll he makes on any of the *Media Tables* (see *Media*). These points are added to the driver's total at the end of the next engagement.

Some of the disorders a character can suffer result in modifications to his driving ability, combat performance or status. Such modifications take effect at the beginning of the next contract sequence.

Psychosis Tests

Drivers with 2 or more *psychosis points* must take a *psychosis test* at the end of the *psychosis phase*. To test, the player rolls 2 dice. If the dice total is greater than the driver's current *psychosis points* total, the driver is unaffected and doesn't need to test again until the end of the next *psychosis phase*. If the total scored on the dice is less than or equal to the driver's current *psychosis points*, the driver is compelled to take a *disorder test* (see *Disorders*).

Psychosis points are held over from contract sequence to contract sequence. Therefore, it's inevitable that some drivers must gain disorders if they survive long enough. It's also more likely that in some circumstances drivers will be more susceptible to extreme disorders. It's a harsh fact of life.

For example: an Op takes part in an engagement which results in him killing three bikers. He also suffers a limb disabled result in the process. He receives 4 *psychosis points* as a result. He takes the compulsory *psychosis test* and rolls 7 on two dice. He's passed the test and doesn't need to proceed to the disorder test.

However, that engagement has taken his kudos level to 26, making him famous. In the pay phase, the driver gets to make a roll on a *Media Table*. The magazine interview he agrees to cost him another *psychosis point*. In the next contract sequence, apart from any *psychosis points* he gains from the engagement he takes part in, he has to add the point he got for taking that media roll. The chances are that in the forthcoming sequence, this driver is going to fail a *psychosis test*.

DISORDERS

Sanctioned Operatives always follow the procedure for gaining disorders, explained below. Members of Outlaw gangs behave slightly differently, however. Follow the normal procedure for the first Outlaw who suffers a disorder, rolling as usual each time he gains a disorder. However, every time another gang member fails a psychosis test that gang member automatically gains the same disorders as the first member, in the same order. This reflects the fact that as the Outlaws go gradually insane, they follow suit, slowly building up a collective gang image. This does not occur in addition to taking the normal disorder test that follows a failed psychosis test; it happens instead.

The normal procedure is as follows. Whenever a driver is called to take a disorder test, roll a dice, add the driver's psychosis points and consult the table below.

Disorder Severity Table

Score	Result
1-8	Roll on the <i>Harmless Disorder Table</i> .
9-11	Roll on the <i>Minor Disorder Table</i> .
12-13	Roll on the <i>Costly Disorder Table</i> .
14+	Roll on the <i>Dangerous Disorder Table</i> .

Harmless Disorders

Harmless disorders are minor peculiarities in behaviour which will mark a driver as an eccentric, but won't affect his combat performance. Invent a disorder or roll one dice and apply the result below.

- 1 **Clothing Fixation:** The driver insists on wearing some weird form of clothing. The player may choose or roll again:

Odd: Headgear - choose or roll again:

- 1 Flying goggles or tank commander's helmet
- 2 Silk Scarf
- 3 Brimmed/floppy hat
- 4 Mirror shades (or other dark glasses)
- 5 Ski mask
- 6 Hockey mask

Even: Other clothes - choose or roll again:

- 1 Paralytic uniform
- 2 Leud shirt
- 3 Day-glo trousers
- 4 Hologram T-shirt
- 5 Macintosh
- 6 Rags

- 2 **Hairstyle:** The driver becomes obsessed with a particular hairstyle. The player may choose a distinctive hairstyle or roll on the following table:

- 1 Mohican/croast (dyed if desired)
- 2 Shaved head
- 3 Flat top
- 4 DA
- 5 Very long (this can go to waist or below)
- 6 Dreadlocks

- 3 **Strong, Silent Type:** The driver almost completely clams up. He only ever communicates in grunts and monosyllables.

- 4 **Phobia:** The driver has an irrational fear of something that will not normally affect his performance in a roadfight. The player may choose a phobia or roll on the following table:

- 1 Insects/Arachnids
- 2 Animals
- 3 Crowds
- 4 Heights
- 5 Darkness
- 6 Open spaces

- 5-8 **Talisman:** The driver's vehicle must sport some sort of distinctive talisman. The player may choose one or roll on the following table:

- 1 The driver paints distinctive kill markings on his door, front wing or hood
- 2 Huge furry dice
- 3 Animal skull on front bumper
- 4 Long aerial with flag or pennant (US, Confederate, agency, gang etc)
- 5 Religious token - cross, icon, figurine etc - (add to roof or hood)
- 6 White wall tyres

Minor Disorders

Minor disorders have a slightly more pronounced effect on a character and consequently a detrimental effect on his combat performance. Roll one dice and consult the table below.

- 1 **Manic-Depressive:** At the start of each engagement the player rolls a dice:

Odd: the driver is depressed; reduce drive skill by -1 for this engagement.

Even: the driver is manic; increase drive skill by +1 for this engagement.

These modifications do not affect a driver's bounty value.

- 2 **Very Unreliable:** When the driver is part of an attacking unit, roll a dice at the start of each engagement, before the approach roll is made. If the dice scores a 1, the driver has failed to show up. If there are any other drivers in the unit, they must fight the engagement. Otherwise, the engagement is cancelled and the driver cannot take part in another engagement until the next contract sequence. Gangs and Renegade Op opponents can still take a loot test. If it was a gang member who failed to turn up at the engagement site, he and his vehicle must be ignored for the purposes of that gang's loot test in this contract sequence. If a driver who failed to turn up was a solitary Outlaw, he does not take a loot test in this contract sequence.

- 3 **Phobia:** The driver has an irrational fear of a particular type of opponent. When faced with opponents who fit the description of his phobia, a driver loses 1 point of drive skill due to nervousness. This modification does not affect the driver's bounty value. The penalty ends immediately if all the opponents who fit the phobia description are knocked out of the game by a crash, roll, disabled vehicle or no driver result. The player can either invent a phobia which must have some kind of detrimental effect on the driver's playability or roll on the following table:

1-2 Vehicles - choose or roll again:

- 1-2 Renegades
- 3-4 Interceptors
- 5-6 Bikes, trikes and sidecar combos

3 Opponents - choose or roll again:

- 1-2 Drivers of respected status or higher tier
- Media
- Operatives (Sanctioned or Renegade)
- 4-5 Outlaws
- 6 Drivers whose vehicles have a talisman

4-5 Vehicles equipped with a particular weapon - choose or roll again:

- 1 Chain gun
- 2 Missiles
- 3 Autocannon
- 4 Grenade launchers
- 5-6 Laser (any)

6 Vehicles of a particular colour - choose or roll again:

- 1 Red
- 2 Yellow
- 3 Blue
- 4 Black
- 5 White
- 6 Green

- 4 **Adrenalin Rush:** Each time the driver passes a control loss test, roll a dice. On a roll of 6, his drive skill is increased by +1 until the next control loss test has to be taken (the drive skill is treated as normal for this test). Each time the driver fails a control loss test, roll a dice. On a roll of 1, the driver begins to shake uncontrollably, reducing his drive skill by -1. Thereafter, roll a dice every time a driver passes a control loss test. On another roll of 1 the shaking stops and drive skill returns to normal.

Roll again the next time the driver fails a control loss test, and so on.

- 5 **Absent-Mindedness:** The driver loses concentration from time to time. At the start of each turn, the player rolls a dice, on a roll of 1 the character's drive skill is reduced by -2 for that turn only.

- 6 **Hypochondria:** The driver is always suffering the effects of some imaginary illness. At the beginning of each engagement, roll a dice, on a roll of 1 the symptoms are particularly strong and the character's drive skill is reduced by -1 for the whole of the engagement.

Costly Disorders

Costly disorders are not dangerous to the driver but they eat into his income. Some types of costly disorder are listed below with dice rolls for random generation. As always, players are free to choose a disorder or invent their own if they wish.

- 1.3 **Expensive One-Off Payment:** The driver is compelled to buy something he has always wanted. After this the disorder has no further effect. The player may choose something other than a weapon or an item of equipment, which must cost \$5,000 or more, or may roll again:

- 1 Expensive Sull (costs \$5,000)
- 2 Chrome Engine (costs \$8,000)
- 3 Custom Paint Job - roll again:
 Odds: expensive airbrushing (costs \$10,000)
 Evens: awful two-tone respray costing \$5,000. Roll twice for the colour combination:

1	Fluorescent orange
2	Lime green
3	Lemon
4	Royal purple
5	Cream
6	Metallic pink
- 4 Charity donation: the character may repair any damage, and fully reload any weapons on the car but any remaining earnings from the last engagement and half his banked assets are given to charity.
- 5-6 Refs - roll again:

Odds: Doeskin Upholstery - the driver must spend \$3,000 having the vehicle fitted with doeskin upholstery and walnut facias.

Evens: Public Address System - the driver insists on going into action action playing Wagner, Bolt Thrower or Lust Lobster CDs very loudly over an external car music system. The system costs \$3,000. The habit means the the opposition will know they're under attack at the start of the engagement, and so are instantly exempted from any cruising restrictions.

- 4.6 **Expensive Habit:** Roll again to give the particular habit and then deduct this sum at the end of this and each subsequent engagement.

- 1-2 **Fortress building:** the character spends one third of all income on converting his home into an impenetrable fortress.
- 3-4 **Visiting psychiatrists:** roll a dice at the end of each contract sequence (including this one). Multiply the result by \$1,000. This is the amount the driver spends on visiting analysts between contracts.
- 5-6 **Gambling:** immediately after the driver is paid for each contract sequence (including this one) he rushes out to the nearest den of iniquity and throws vast amounts of money away in frivolous gambling games. Calculate the amount spent in each contract sequence at the rate of $20\% \times \$1,000$.

Dangerous Disorders

Dangerous disorders have a serious effect on a character's combat performance and life expectancy. The player may invent a disorder provided the other players agree that it is sufficiently dangerous and detrimental to the character's chances of survival. Alternatively, roll a dice and apply the result below.

- 1 **Foolhardy:** The driver insists on stripping all armour from his vehicle.
- 2 **Heavy Foot:** Any accelerate or brake action the character makes must be at full allowance.
- 3 **Trigger Happy:** The character must fire whenever he has the opportunity to hit a target, no matter how slim. The weapons used must either be the most powerful or linked - ie the weapons fired are those with the highest damage rating.
- 4 **Over-Cautious:** An over-cautious driver may never make a manoeuvre at a speed in excess of optimum speed.



How Long Disorders Last

Some disorders, as explained above, are like impulsive emotions which have an effect once and then trouble the driver no more. Others become a condition. When this is the case, drivers should roll a dice to see how many contract sequences the disorder lasts. Harmless disorders have a modifier of -2, minor disorders have a modifier of -1, costly disorders have a modifier of 0 and dangerous disorders have a modifier of +1. Results of 0 or less are treated as 1. This roll is made for each disorder the driver suffers from. The roll may only be made once per disorder.

If a GM runs the campaign, he may make the roll in secret and only tell the driver when the disorder has worn off.

The fact that a driver may suffer from a disorder and then be cured of it over time does not mean he can't suffer from that disorder again if he rolls it in a future disorder test.

Even if a disorder has worn off, a driver can continue to exhibit the symptoms. If the driver took to carrying a talisman, for example, as the result of a disorder, he could continue to use that talisman after the disorder had worn off if the player who controlled him wanted to. A player can decide that the although a driver may be cured of a disorder, he retains the item, appearance or effect described for that disorder because he wants to.

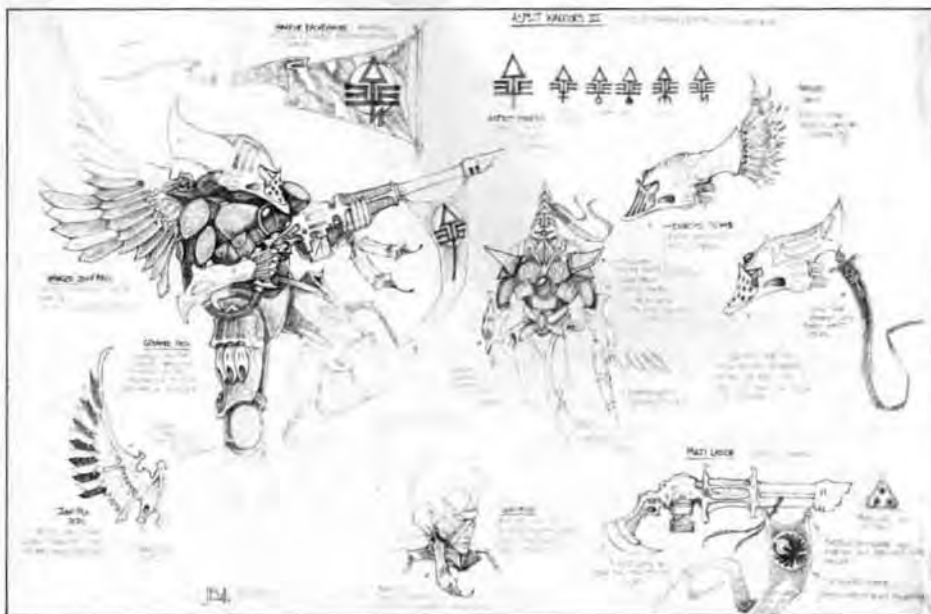
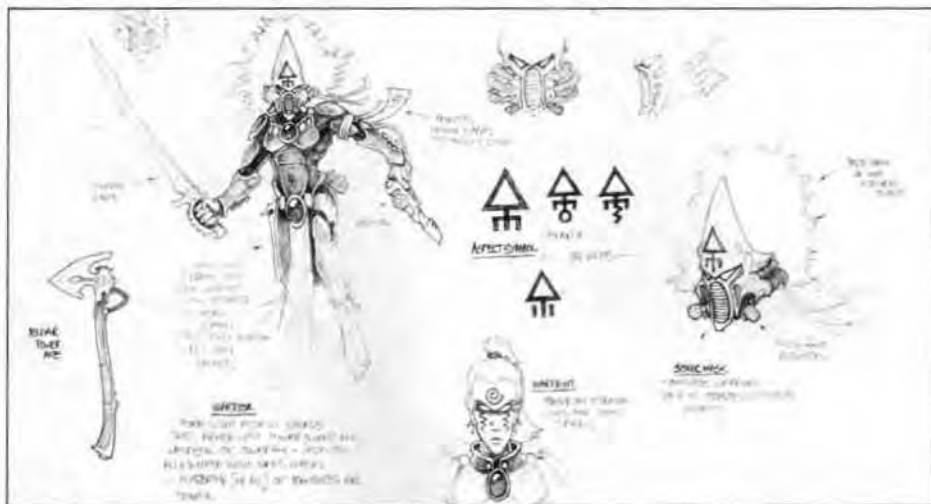
Contradictory disorders cancel each other out. If a driver has maintained the effect of a disorder and subsequently gains a contradictory disorder, he must abandon the original disorder effect. This mainly applies to Heavy Foot and Over-Cautious, which contradict each other. Players might decide that some of the harmless or minor disorders contradict each other (especially those that affect clothing style or vehicle presentation). In this case, it's up to the player. If a player can't imagine his driver having a tank commander's helmet and a mohican haircut (not surprising), he can decide that his character is simply changing his approach to roadfighting fashion and discard whichever disorder came first. On the other hand, a character wearing a hologram t-shirt who suddenly develops a craving for wearing tattered rags might accommodate his new desire by ripping his old shirt to shreds.

Losing Psychosis Points

Once a driver has failed a psychosis test and rolled for a disorder, he rolls 2D6 and subtracts that number from his psychosis points total - the stresses of battle that have been building up are alleviated by his new outbreak of crazy behaviour. A driver never has less than zero psychosis points.



We've had so many letters demanding more Eldar material that we thought you'd like to see these pages of new miniature concepts extracted from Jes Goodwin's sketch book. This is only a foretaste of things to come. Over the next few months we'll be giving you plenty more information about Eldar starting with the Warhammer 40,000 Eldar army list.



WARDEN: YES, IN THE
FUTURE, WE WOULD LIKE
TO HAVE MORE PEOPLE, BOTH THE
SOCIETY AND THE PUBLIC.

Abstract: 1000

1. *Staphylococcus aureus*
 2. *Staphylococcus aureus*
 3. *Staphylococcus aureus*

1991
 1992
 1993
 1994

GROUP/FACT LABEL OF

Small, dark (black) flower. Very fragrant.
Grows in wet, open places, especially in
young forest, near stream.

APPLIED SIMILAR

EXARCH

WALLACE, II

Downloaded from <http://ajph.org/> at University of California, San Diego on June 11, 2015

As From: 25/04/2008
To: 25/04/2008

Congressman
to demand
to give, without

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TABLE 1
continued

2001, 1999, 1998, 1997, 1996, 1995, 1994, 1993, 1992, 1991, 1990, 1989, 1988, 1987, 1986, 1985, 1984, 1983, 1982, 1981, 1980, 1979, 1978, 1977, 1976, 1975, 1974, 1973, 1972, 1971, 1970, 1969, 1968, 1967, 1966, 1965, 1964, 1963, 1962, 1961, 1960, 1959, 1958, 1957, 1956, 1955, 1954, 1953, 1952, 1951, 1950, 1949, 1948, 1947, 1946, 1945, 1944, 1943, 1942, 1941, 1940, 1939, 1938, 1937, 1936, 1935, 1934, 1933, 1932, 1931, 1930, 1929, 1928, 1927, 1926, 1925, 1924, 1923, 1922, 1921, 1920, 1919, 1918, 1917, 1916, 1915, 1914, 1913, 1912, 1911, 1910, 1909, 1908, 1907, 1906, 1905, 1904, 1903, 1902, 1901, 1900, 1899, 1898, 1897, 1896, 1895, 1894, 1893, 1892, 1891, 1890, 1889, 1888, 1887, 1886, 1885, 1884, 1883, 1882, 1881, 1880, 1879, 1878, 1877, 1876, 1875, 1874, 1873, 1872, 1871, 1870, 1869, 1868, 1867, 1866, 1865, 1864, 1863, 1862, 1861, 1860, 1859, 1858, 1857, 1856, 1855, 1854, 1853, 1852, 1851, 1850, 1849, 1848, 1847, 1846, 1845, 1844, 1843, 1842, 1841, 1840, 1839, 1838, 1837, 1836, 1835, 1834, 1833, 1832, 1831, 1830, 1829, 1828, 1827, 1826, 1825, 1824, 1823, 1822, 1821, 1820, 1819, 1818, 1817, 1816, 1815, 1814, 1813, 1812, 1811, 1810, 1809, 1808, 1807, 1806, 1805, 1804, 1803, 1802, 1801, 1800, 1799, 1798, 1797, 1796, 1795, 1794, 1793, 1792, 1791, 1790, 1789, 1788, 1787, 1786, 1785, 1784, 1783, 1782, 1781, 1780, 1779, 1778, 1777, 1776, 1775, 1774, 1773, 1772, 1771, 1770, 1769, 1768, 1767, 1766, 1765, 1764, 1763, 1762, 1761, 1760, 1759, 1758, 1757, 1756, 1755, 1754, 1753, 1752, 1751, 1750, 1749, 1748, 1747, 1746, 1745, 1744, 1743, 1742, 1741, 1740, 1739, 1738, 1737, 1736, 1735, 1734, 1733, 1732, 1731, 1730, 1729, 1728, 1727, 1726, 1725, 1724, 1723, 1722, 1721, 1720, 1719, 1718, 1717, 1716, 1715, 1714, 1713, 1712, 1711, 1710, 1709, 1708, 1707, 1706, 1705, 1704, 1703, 1702, 1701, 1700, 1699, 1698, 1697, 1696, 1695, 1694, 1693, 1692, 1691, 1690, 1689, 1688, 1687, 1686, 1685, 1684, 1683, 1682, 1681, 1680, 1679, 1678, 1677, 1676, 1675, 1674, 1673, 1672, 1671, 1670, 1669, 1668, 1667, 1666, 1665, 1664, 1663, 1662, 1661, 1660, 1659, 1658, 1657, 1656, 1655, 1654, 1653, 1652, 1651, 1650, 1649, 1648, 1647, 1646, 1645, 1644, 1643, 1642, 1641, 1640, 1639, 1638, 1637, 1636, 1635, 1634, 1633, 1632, 1631, 1630, 1629, 1628, 1627, 1626, 1625, 1624, 1623, 1622, 1621, 1620, 1619, 1618, 1617, 1616, 1615, 1614, 1613, 1612, 1611, 1610, 1609, 1608, 1607, 1606, 1605, 1604, 1603, 1602, 1601, 1600, 1599, 1598, 1597, 1596, 1595, 1594, 1593, 1592, 1591, 1590, 1589, 1588, 1587, 1586, 1585, 1584, 1583, 1582, 1581, 1580, 1579, 1578, 1577, 1576, 1575, 1574, 1573, 1572, 1571, 1570, 1569, 1568, 1567, 1566, 1565, 1564, 1563, 1562, 1561, 1560, 1559, 1558, 1557, 1556, 1555, 1554, 1553, 1552, 1551, 1550, 1549, 1548, 1547, 1546, 1545, 1544, 1543, 1542, 1541, 1540, 1539, 1538, 1537, 1536, 1535, 1534, 1533, 1532, 1531, 1530, 1529, 1528, 1527, 1526, 1525, 1524, 1523, 1522, 1521, 1520, 1519, 1518, 1517, 1516, 1515, 1514, 1513, 1512, 1511, 1510, 1509, 1508, 1507, 1506, 1505, 1504, 1503, 1502, 1501, 1500, 1499, 1498, 1497, 1496, 1495, 1494, 1493, 1492, 1491, 1490, 1489, 1488, 1487, 1486, 1485, 1484, 1483, 1482, 1481, 1480, 1479, 1478, 1477, 1476, 1475, 1474, 1473, 1472, 1471, 1470, 1469, 1468, 1467, 1466, 1465, 1464, 1463, 1462, 1461, 1460, 1459, 1458, 1457, 1456, 1455, 1454, 1453, 1452, 1451, 1450, 1449, 1448, 1447, 1446, 1445, 1444, 1443, 1442, 1441, 1440, 1439, 1438, 1437, 1436, 1435, 1434, 1433, 1432, 1431, 1430, 1429, 1428, 1427, 1426, 1425, 1424, 1423, 1422, 1421, 1420, 1419, 1418, 1417, 1416, 1415, 1414, 1413, 1412, 1411, 1410, 1409, 1408, 1407, 1406, 1405, 1404, 1403, 1402, 1401, 1400, 1399, 1398, 1397, 1396, 1395, 1394, 1393, 1392, 1391, 1390, 1389, 1388, 1387, 1386, 1385, 1384, 1383, 1382, 1381, 1380, 1379, 1378, 1377, 1376, 1375, 1374, 1373, 1372, 1371, 1370, 1369, 1368, 1367, 1366, 1365, 1364, 1363, 1362, 1361, 1360, 1359, 1358, 1357, 1356, 1355, 1354, 1353, 1352, 1351, 1350, 1349, 1348, 1347, 1346, 1345, 1344, 1343, 1342, 1341, 1340, 1339, 1338, 1337, 1336, 1335, 1334, 1333, 1332, 1331, 1330, 1329, 1328, 1327, 1326, 1325, 1324, 1323, 1322, 1321, 1320, 1319, 13

Wierzbicki

1. *Species*
 2. *Number of species*
 3. *Number of individuals*
 4. *Number of populations*
 5. *Number of individuals*
 6. *Number of populations*

EXARCH

Figure 1. Power spectra of the 1000 Hz tone. The power spectrum of the 1000 Hz tone is shown for the three conditions. The power spectrum of the 1000 Hz tone is shown for the three conditions. The power spectrum of the 1000 Hz tone is shown for the three conditions.

BACKGROUND

SPRINGFIELD STATE, MASS. CONF. DENTAL
CENTER, 1900
EASTERN, 1000 WEST, 1000 WEST

JES & JIMMY CO.

- TRANSDUCER, REACTOR, STATE, EXCHANGER
- REACTOR, REACTOR, STATE, TRANSDUCER
- TRANSDUCER, REACTOR, STATE, EXCHANGER



WARRIOR

WARRIOR: BASIC TACTICAL UNIT, ALL ARMS, WITH THE CLASIC SHIELDING CAPABLE

SUIT: DESIGNED BY JEFFREY M. WILSON

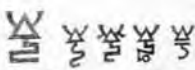
WARRIOR

- WARRIOR, TRANSDUCER, REACTOR, STATE, EXCHANGER

EXARCH

WARRIOR: BASIC TACTICAL UNIT, ALL ARMS, WITH THE CLASIC SHIELDING CAPABLE

ASPECT WARRIORS II



JES

ASPECT WARRIORS II



JES

HEAVY METAL

BEASTMEN

Beastmen live and fight in warbands led by Beastmen Champions. Like other Champions of Chaos, the Beastmen Champion worships one of the Chaos Powers. In this case Warwing Champion of Tzeentch is shown together with his loyal retinue of warriors - including a Minotaur and Centaurs as well as Beastmen followers.



BEASTMAN HOLDING THE CHAMPION'S BANNER



WARWING - BEASTMAN CHAMPION OF TZEENTCH (CONVERSION)



BEASTMEN OF TZEENTCH SHOWING CHAMPION'S SYMBOL ON SHIELDS



MINOTAUR WITH TZEENTCH SYMBOL ON CHEST



CENTAUR FROM WARBAND



TZEENTCH BEASTMAN



TZEENTCH BEASTMAN WITH CHAMPION'S SYMBOL ON SHIELD



THE COMPLETE TZEENTCH WARBAND - LED BY WARWING, CHAMPION OF TZEENTCH

HEAVY METAL

GENESTEALER CULT ARMY

The coven army contains alot of human brood brothers - here we've used plastic Imperial Guard miniatures. Their purple and beige colour scheme echoes the purple and blue colours of their stealer brethren. Also shown are the coven limousines used to transport purestrain genestealers in secret - these impressive models were designed and scratch built by Dale Hurst.



KHORNE WORSHIPPING
BEASTMEN



PLASTIC THIRD GENERATION
HYBRID ARMED WITH
MULTIMELTA



MAGUS ARMED WITH
LASGUN AND FORCE
SWORD (CONVERSION)



BROOD BROTHER HOLDING
THE COVEN STANDARD



BROOD BROTHER HUMAN
KHORNE WORSHIPPER



HUMAN ROGUE PSYKER



GENESTEALER PATRIARCH
WITH MINDEATER SWORD
(CONVERSION)



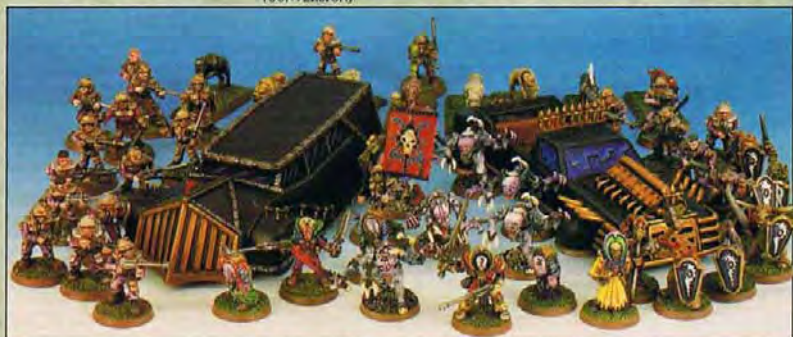
KHORNE WORSHIPPING
BEASTMAN



SECOND GENERATION
HYBRID



BROOD BROTHER



THE COMPLETE CULT ARMY ALONG WITH 2 COVEN LIMOUSINES

SPACE MARINE™

EPIC IMPERIAL GUARD

by Karl Tebbutt and Roger Gerrish

Recruited from the elite of the planetary defence forces, the Imperial Guard is the largest military force in the Imperium. Each regiment is raised from a single homeworld, trained according to the rigorous dictates of the *Codex Exercitus* and shipped to one of the countless battle zones throughout Imperial space.

During the terrible strife of the Horus Heresy, Imperial Guard regiments fought for both the Emperor and the Warmaster. Some Guard regiments fought alongside Marines, or as Scutarii regiments attached to Titan Orders. Many others fought in the planet-wide wars that raged for years as Loyalist and Traitor struggled for control of the Imperium.

This article gives you the rules and data for using your Imperial Guard units in *Space Marine* and *Adeptus Titanicus*. Next month we'll be giving you the Epic army list for the Imperial Guard, with full details of how to design your Guard regiments.

Imperial Guard forces fought on both sides during the Horus Heresy, so they can be fielded as part of a Loyalist or a Traitor army. They often fought alongside Marines and Titans and can be included as part of a combined army with either or both of these troop types.

All of the rules in *Space Marine* apply to Imperial Guard units. In addition, some of the troop types have special rules.

SPECIAL RULES

DETACHMENTS

Infantry: each infantry detachment (including Rough Riders and Bikers) comprises a number of basic stands, plus a command stand (see *Imperial Guard Detachments* below). Every stand in the detachment must be within 12cm of its command stand, and must also be within 3cm of at least one other stand in the detachment.

Ogryns and Ratling Snipers: the exceptions to this are Ogryn and Ratling Sniper stands which operate independently. They don't have command stands and each stand is given its own order counter. Note that Ogryns must be given specific orders (see below).

Vehicles: Imperial Guard vehicles follow the normal detachment rules - each vehicle must remain within 6cm of at least one other vehicle in the detachment.

JUMP PACKS

Guardsmen in assault detachments are equipped with jump packs. They may move up to 30cm if they have charge orders.

MOUNTED INFANTRY STANDS

The following special rules apply to Rough Riders and Bikers.

Rough Riders: the Rough Riders' CAF of +2 is increased to +3 if they have charge orders - this is because they are able to use their explosive lances to full effect while charging. This only applies while the detachment is mounted.

Bikers: Bike stands may only use the bolter armament of their bikes while mounted.

Dismounting: Rough Rider or Biker detachments may be dismounted if they have first fire, advance or fall back orders. The whole detachment must be either mounted or dismounted - you can't dismount individual stands while the rest of the detachment remains mounted.

To dismount, move the mounted stands as normal and then replace each stand in the detachment with a tactical stand or command stand, as appropriate. Once dismounted, stands cannot remount.

Buildings: mounted stands cannot enter buildings.

MORALE

At the start of the order phase, any Imperial Guard infantry detachment (including Rough Riders and Bikers) without a commander must make a morale test. Roll a D6 for each of these detachments, add any modifiers that apply, and consult the table below.

Note that Ogryn and Ratling stands don't need to take morale tests as they always operate without command stands.

MORALE TABLE		
Modified Roll	Result	Permitted Orders
7	Pass	Any orders
3-6	Pinned	Fall back or no orders - detachments with no orders may not move, and fire in the advance segment of the combat phase.
2 or less	Fall Back	Fall back orders and take a rout test - roll a D6 for each stand in the detachment; on a 1 or 2 the stand routs and is removed from play.

Morale Modifiers

All stands in detachment in hard cover. +1
 Detachment was given fall back orders last turn. -1
 Detachment has only 1 or 2 remaining stands. -2

RATLING SNIPERS

Snipers are used to carefully pick off enemy targets, often from behind good cover. Because the sniper needs time to draw a bead on his target, sniper rifles may only be fired by Ratling Snipers with first fire orders.

Ratling Snipers cannot move into base-to-base contact with enemy stands in order to enter close combat - however, enemy stands can choose to move into close combat with the Ratlings.

SPECIFIC ORDERS

Ogryn stands and Beastman detachments must be given specific orders - the troops are given a set of tactical instructions at the start of the battle which they then follow for the duration of the game. You can choose either *defensive* orders, which instruct the troops to hold their initial position, or *take and hold* orders, which instruct the troops to move to a specified objective on the battlefield and then hold it.

Specific orders are similar to robot programs. You can either use the robot program counters to indicate a unit's orders, or make a note on a sheet of paper. Use the program rules in *Codex Titanicus* as a guide, with the following table used to generate the troops' exact orders for each turn.

Situation	Orders this turn
Defensive Orders	
Enemy infantry stand within charge range	Charge
Enemy in sight	First Fire
No enemy in sight	First Fire
Take and Hold Orders	
Enemy infantry stand in charge range	Charge
Objective not reached	Charge
Objective reached	First Fire

To use take and hold orders, the objective for the Ogryn stand or Beastman detachment must be marked before the game starts (see *Robots* in *Codex Titanicus* for details).



IMPERIAL GUARD DETACHMENTS

The full Epic Imperial Guard army list will be published in next month's *White Dwarf*. Until then, here's a list of the standard detachments that will allow you to field your Imperial Guard army.

Detachment Type	Composition	Battle Rating
Tactical	8 Tactical Stands and 1 Command Stand	320
Support	5 Support Stands and 1 Command Stand	380
Assault	7 Assault Stands and 1 Assault Command Stand	450
Rough Rider	3 Rough Rider Stands and 1 Rough Rider Command Stand	320
Bike	3 Bike Stands and 1 Bike Command Stand	420
Beastman	6 Beastman Stands and 1 Command Stand	260
Ogryn	1 Ogryn Stand (operates independently)	60
Ratling	1 Ratling Stand (operates independently)	40
Sentinel	5 Sentinel Stands	175
Colossus	5 Colossus Stands	200

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Armadillo Games are preparing for their anniversary on May 5th. The first 20 customers through the door will receive various free giveaways, including handfulls of Citadel Miniatures, posters, vouchers and coupons for Games Workshop games.

There will also be a Miniatures Speed Painting Competition, Warhammer 40,000 Participation Games and a host of other events going on throughout the day.

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VEHICLE DETACHMENTS

The full rules for the size of vehicle detachments and how they're attached to Imperial Guard formations will be given in the Epic Imperial Guard army list next month. Until then, use the following list of detachment sizes:

Battle Detachment	Battle Rating
3 Rhinos	135
3 Whirlwinds	210
3 Vindicators	270
3 Predators	405
2 Manticores	300
2 Basilisks	300
2 Bombards	400
3 Gorgons	450
3 Leman Russ	480
1 Capitol Imperialis	305
2 Shadowwords	600
2 Baneblades	640
3 Termites	390
2 Imperial Moles	360
1 Hellbore	250
5 Mole Mortars	100
5 Thudd Guns	100
5 Tarantulas	200
5 rapiers	220

MAKING IMPERIAL GUARD STANDS

To make your Imperial Guard stands you'll need the Epic infantry bases provided with the models and a number of Citadel 20mm x 20mm bases (square or circular) and 25mm x 50mm cavalry bases. If you haven't got enough spare slot-a-bases (they're available separately through Games Workshop stores and Mail Order), then sturdy card cut to the right sizes will do just as well.

The essential thing with the different types of stand is to make sure that you and your opponent both know which stands are which. Provided that's clear, you can vary the composition of models however seems sensible. Here's some guidelines to help you.

Tactical Stands

The basic fighting unit of the Guard - use the lasgun-armed Imperial Guardsmen for these.

Support Stands

These stands have a pair of las-cannons, but you could use either one or two of the heavy weapon troopers to indicate these stands - of course, if you only use one, you can have twice as many support stands per boxed set!

Assault Stands

Guardsmen in assault detachments wear jump packs to allow them to move into battle as quickly as possible - obviously the models equipped with jump packs are appropriate here.

Beastmen

Any mix of the two types of Beastmen, possibly with a Commissar here and there to keep them in line. Note that Beastmen detachments have Human command stands.



Rough Rider, Biker and Ogryn Stands

For these stands use the 25mm x 50mm cavalry bases (or a piece of sturdy card cut to the right size) - simply glue the models onto the base, evenly spread out in either a straight or a staggered line.

Command Stands

The easiest way to distinguish these is to use one of the standard bearer models. You can also put a Commissar on the stand, if you want. In fact, Commissars may be found as part of any detachment, checking their devotion to the Imperial Cult.

There are other ways to distinguish command stands, especially useful for Rough Rider and Bike detachments where there are no distinct models. One way is to add a banner to the stand, either attached to a model or using the hole at the back of the base for the banner pole. Or you can paint one of the models in a distinctive manner - for example, you could give a trooper a red jacket to stand out from the normal Guard grey, or you could paint one stand of Rough Riders or Bikers with horses or bikes of a different colour to the other stands.

Gun Crews

These can be used to man any Mole Mortars, Thudd Guns, Rapiers or Tarantulas in the force. Simply distribute these among the available artillery pieces as you wish. Sticking the weapon and the crewman onto a base will make it easier to move them around.

Ratling Snipers

Five of the Ratling models make up one of these stands.

Sentinels and Robots

Although detachments of these models don't need grouping together onto a single stand, it's a good idea to glue each model to its own Epic Infantry base or 20mm x 20mm slot-base - this will help the models to stand up properly, especially if you're using terrained gaming boards.

NEW WEAPONS**INFANTRY TARGETS WEAPONS TABLE**

WEAPONS	RANGE		TO HIT ROLL		SAVE MOD
	SHORT	LONG	SHORT	LONG	
LAS PISTOL	-	8	-	4+	0
LASGUN	12	24	4+	5+	0
GRENADE LAUNCHER	-	60	-	5+	0
SNIPER RIFLE*	18	36	3+	4+	0

* Sniper Rifles count as heavy weapons when used by Ratling snipers.

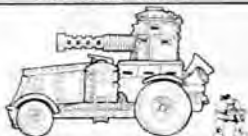
**CODEX TITANICUS
ERRATA****ROBOTS AND DREADNOUGHTS**

The armour rating and close assault factors for Robots and Dreadnoughts were partially missing from *Codex Titanicus* and are presented here in their correct form.

Robot type	AR	CAF
Conqueror	+1	+2
Colossus	0	+2
Cataphract	+1	+1
Castellan	0	+5
Dreadnought type	AR	CAF
Contemptor	+1	+4
Deredo	+1	+2
Furibundus	0	0

**TARANTULAS,
RAPIERS AND WARTRAKS**

The data for the Tarantula was transposed with that for the Rapiers and Wartrak on both of the *Epic Damage Tables* in *Codex Titanicus*. Please swap the data over on both tables.

EPIC SCALE ORK BATTLEWAGONS**BOWELBURNIA**

NAME	AR	SV	CAF	SPD	BR
Bowelburnia	0	4+	+3/+1	20/30	110

Weapons: Battle cannon (FxF1), Heavy Bolters (SwL1, SwR1)
Notes: Armoured vehicle

GOBSMASHA

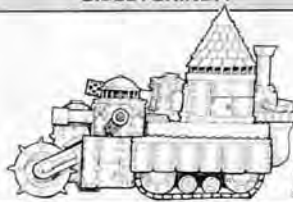
NAME	AR	SV	CAF	SPD	BR
Gobsmasha	+1	5+	+2/+1	24/36	80

Weapons: Auto-cannon (FxF1), Bolters (SwL1, SwR1)
Notes: Armoured vehicle

BRAINCRUSHA

NAME	AR	SV	CAF	SPD	BR
Braincrusha	0	3+	+2/+1	16/24	220

Weapons: Macro-Cannon (FxF1), Heavy Bolter (Tt1), Bolters (SwL1, SwR1)

GIBLETGRINDA

NAME	AR	SV	CAF	SPD	BR
Gibletgrinda	0	3+	+6/+3	16/24	300

Weapons: Battle cannon (FxF1, FxR1, FxL1, Fx/B2), Heavy Bolters (FxF2, SwL1, SwR1)

Notes: Heavy vehicle. The FxF/B2 battle cannon may be fired either forward or back. Can carry up to 2 infantry stands externally.

IMPERIAL GUARD INFANTRY AND VEHICLE REFERENCE SHEET

INFANTRY DATA

TYPE	SPEED	SAVE	CAF	WEAPONS		REMARKS	BATTLE RATING
				BASIC	SUPPORT		
TACTICAL	8/16	5+	+1	LASGUN	GRENADE LAUNCHER	NONE	50
SUPPORT	8/16	5+	0	LASGUN	2 LASCANNON	NONE	60
COMMAND	8/16	5+	+1	LASGUN	2 LASCANNON		80
ASSAULT	8/16	5+	+2	LASPISTOL	NONE	JUMP PACKS	50
ASSAULT COMMAND	8/16	5+	+3	LASPISTOL	2 LASCANNON	JUMP PACKS	80
ROUGH RIDER	16/24	5+	+2	LASGUN	GRENADE LAUNCHER	MAY DISMOUNT - TREAT AS TACTICAL STAND	60
ROUGH RIDER COMMAND	16/24	5+	+2	LASGUN	2 LASCANNON	MAY DISMOUNT - TREAT AS COMMAND STAND	80
BIKE	52/48	5+	0	BOLTER (F&F)	NONE	MAY DISMOUNT - TREAT AS TACTICAL STAND	100
BIKE COMMAND	52/48	4+	+1	BOLTER (F&F)	NONE	MAY DISMOUNT - TREAT AS COMMAND STAND	120
BEASTMEN	8/16	5+	+2	NONE	NONE	NONE	30
OGRYN	12/18	3+	+5	NONE	NONE	NONE	60
RATLING	6/12	6+	0	NONE	SNIPER RIFLE	NONE	40

VEHICLE DATA

TYPE	SPEED	SAVE	CAF	WEAPONS	REMARKS	BATTLE RATING
SENTINEL	12/24	6+	+1/-1	MULTI-LASER (SWF)	NONE	35
COLOSSUS	4/8	6+	0	MELTA GUN (F&F) BOLTER (RA)	WALKER	40

Data for all the other vehicle types available to Imperial Guard forces have already been published - see *White Dwarf* 123.

IMPERIAL GUARD EPIC DAMAGE TABLES

EPIC VEHICLE & TITAN DAMAGE TABLE

WEAPONS	RANGE		TO HIT ROLL		SAVE MOD
	SHORT	LONG	SHORT	LONG	
TACTICAL	60	-	6+	-	0
SUPPORT	30	60	3+	4+	-1
COMMAND	30	60	3+	4+	-1
ASSAULT	12	-	6+	-	0
ASSAULT COMMAND	30	60	3+	4+	-1
ROUGH RIDER	60	-	6+	-	0
R/RIDER COMMAND	30	60	3+	4+	-1
BIKE	6	-	6+	-	0
BIKE COMMAND	6	-	6+	-	0
BEASTMEN	6	-	6+	-	0
OGRYN	6	-	6+	-	0
RATLING	6	-	6+	-	0

EPIC INFANTRY DAMAGE TABLE

WEAPONS	RANGE		TO HIT ROLL		SAVE MOD
	SHORT	LONG	SHORT	LONG	
TACTICAL	24	60	4+	5+	0
SUPPORT	24	60	4+	6+	-1
COMMAND	24	60	5+	6+	-1
ASSAULT	12	-	4+	-	0
ASSAULT COMMAND	24	60	5+	6+	-1
ROUGH RIDER	24	60	4+	5+	-1
R/RIDER COMMAND	24	60	5+	6+	-1
BIKE	24	-	4+	-	0
BIKE COMMAND	24	-	4+	-	0
BEASTMEN	6	-	6+	-	0
OGRYN	6	-	6+	-	0
RATLING	18	36	3+	4+	0

EAVY METAL

STEVE MUSSARED
The latest additions to
Steve's ever-increasing
Khorne army, showing his
talent for inspired
conversions.



CONVERTED FLESHHOUND
OF KHORNE



TROLL



CONVERTED CHAOS CHAMPION ON
CHAOS STEED



SKRAGG THE SLAUGHTERER



FLESHHOUND CONVERSION



NIGHT HORROR AND CHAOS
CENTAUR CONVERSION



BLOODLETTER OF KHORNE RIDING
JUGGERNAUT



KHORNATE CHAOS CHARIOT CONVERSION

MICK BEARD
Mick's latest work includes a mix of Citadel and Marauder miniatures on a fantasy theme and a scene captured from an Advanced Heroquest adventure.



OGRE HERO FROM
MARAUDER MINIATURES



MARAUDER MINIATURES OGRE ARMED
WITH DWARF CANNON



NURGLE CHAOS
CHAMPION



PLAGUEBEARER (LESSER
DAEMON OF NURGLE)



DARK ELF FROM
MARAUDER
MINIATURES



DWARF MOUNTAINEER DIORAMA



SCRATCH-BUILT ADVANCED HEROQUEST DIORAMA



PRESENTED BY JOHN BLANCHE



John

Before we take a closer look at this month's models, just a quick *Thank You* to everyone who's written in with questions and suggestions. We read all your letters with great interest and hopefully we'll get round to covering all of the points you've raised in future *'Eavy Metals*.

In the coming months, the *'Eavy Metal* team - that's Mike, Dale, Ivan and Tim - will be visiting Games Workshop stores all around the country, so if you can make it to one of these demos you can put your questions directly to the experts. We're only too happy to give last minute advice on your Golden Demon entries. Keep an eye on *Games Workshop* and *Citadel Miniatures News* for more details.



Paul L.

The Studio Staff *'Eavy Metal* pages this month are devoted to three Chaos warbands. Each warband is a small fighting unit led by a Champion of Nurgle or Tzeentch, two of the Great Chaos Powers. Two of the warbands are led by Human Champions: Lothar Bubonicus, Champion of Nurgle, and Werner Thunderfist, Champion of Tzeentch. The third warband is made up mostly of Beastmen and is led by Warwing, Beastman Champion of Tzeentch.

LOTHAR BUBONICUS, CHAMPION OF NURGLE

The warband of Lothar Bubonicus is greatly advanced from its starting form and Lothar himself is on the verge of becoming a Daemon Prince. Lothar's armour was given several thin washes of Green and Yellow Ink over the bare metal of the model. This gives a great rotting metallic finish. The ink should not be allowed to form into any deep pools in the model's recesses - any surplus ink can easily be removed using a dry brush, achieving a consistent finish.

Adding Rotting Flesh to Bronzed Flesh and Bestial Brown gives a very effective base colour for an unhealthy skin pallor. This can be seen very well on the Chaos Dwarfs. The highlights were achieved by adding more Bronzed Flesh and Skull White to the mix.

The model for Grod the Chaos Warrior was heavily converted to fit his Chaos attributes of Overgrown Arm, Mane of Hair and Horns. The arm was taken off a Great Unclean One (a Greater Daemon of Nurgle) and was pinned into position then finished off with modelling putty to hide the joint. The Chaos Steed has also been converted to give a more Nurgle-like feel. The scale armour on the horse was painted in normal metallics - Chaos Black with Chainmail and Mithril Silver highlights - then given several thin washes of Brown Ink to give a dull rusty finish.

Armour does not always have to be painted in metallics. The Warrior Grod was given a base coat of Woodland Green and Chaos Black and highlighted with Woodland Green and Billous Green. A thin glaze of Green and Yellow Inks helps to smooth off the finish.

Lothar's standard - a stylised vomiting fly's head representing pestilence and decay - is carried by a Chaos Dwarf. The standard was first drawn out on paper, then painted using dull, rotting colours. It was then carefully cut out using a sharp modelling knife and attached to the pole. The heads and skulls were added as an appropriately gruesome finishing touch.

WERNER THUNDERFIST, CHAMPION OF TZEENTCH

Thunderfist's warband is considerably smaller than Lothar's, but is visually far more striking due to the bright contrasting colours used to paint the miniatures.

This can be seen most clearly on the Cockatrice. The contrast created by fading Moody Blue into Woodland Green on the wings is very effective. This is highlighted further by the Blood Red wing tops and Sunburst Yellow body feathers.

The Chaos Spawn was quite a complex conversion, using the parts from a Beast of Nurgle, two Fimir bodies and a Giant Scorpion. The parts were pinned with wire and glued together and the rest was sculpted with modelling putty. The head was painted with a base coat of Bestial Brown and Blood Angel Orange and then highlighted with Blood Angel Orange and Skull White. The skin had a base coat of Woodland Green and Goblin Green, highlighted with Billous Green and Sunburst Yellow. The armour plates were first painted with Shining Gold, then given a wash of Yellow and Orange Inks.

Werner Thunderfist himself, with his Arm of a Flamer attribute, is a conversion. The original arm was carefully cut off using a pair of wire cutters and the stump was filed flat. The same was done with the Flamer's arm, and the two were then pinned and glued together with superglue.

The bone effects on Thunderfist's armour are created by a mix of Brown and Yellow Inks washed straight over a Skull White undercoat. This was highlighted with a mix of Orc Brown and Bronzed Flesh, and then given final highlights with Skull White.



The design of the Champion's banner, a stylised Tzeentchian symbol on a brightly painted and patterned field, has been carried through onto the Beastmen's shields. The checked trousers on the Beastman shown are particularly striking and are very easy to achieve. Using a fine brush, carefully draw out vertical and horizontal lines on the surface you want to paint, forming a grid. It is a very good idea to rest your arms against something solid when doing fine work like this. When the grid is formed all you have to do is fill in the squares in the desired colours.

Minotaur can ally themselves to a warband of any Chaos Power. The Minotaur in Thunderfist's warband has been painted with a glowing orange skin tone, very appropriate to Tzeentch. This was achieved by painting on a base coat of Hobgoblin Orange and Bestial Brown. The highlights were a mix of Orc Brown and Skull White.

WARWING, BEASTMAN CHAMPION OF TZEENTCH

Warwing is a fairly complex conversion, being put together out of several Chaos Champions and the head, tail and left wing of a Giant Eagle. When doing conversions of this type, don't throw away any bits of model that are left over - put them into a box for use on the next conversion that you do. Needless to say, the Studio scrap box is huge!

Warwing was painted with a mix of bright Tzeentchian colours on the armour and more restrained natural colours for the feathers and bird parts. The breastplate was painted Blood Red, fading up to Sunburst Yellow and Skull White; a wash of Orange Ink was used for shading. The beak was painted with a base of Spearstaff Brown, highlighted with Skull White. Brown and Black Ink were then painted over the beak's tip and faded out with a damp brush at the top.

The wing and tail feathers were painted Chaos Black. The base of the feathers were then painted Skull White, leaving black tips. The feathers along the top edge of the wing were painted Bestial Brown and then highlighted with Bestial Brown, Hobgoblin Orange and Orc Brown. The feathers attached to Warwing's spear were scratch-built with modelling putty.

The Champion's banner was made out of thick metal foil. This allowed it to be bent into shape and lines scored in to show where the different hides were sewn together. It was primed and painted just the same as a miniature would be and glued to the pole. The flaming bird skull is Warwing's personal symbol. Above this is the Champion's name written in the Dark Tongue and a Tzeentch symbol; below is a rune showing one of his attributes - Head of a Lord of Change.

As this warband consists mainly of Beastmen, it was important to get a good bright finish but also retain the texture on the model. This was achieved by painting on a base coat of thinned Bestial Brown and highlighting with light drybrushes of Orc Brown and Skull White. Between each highlight a very thin wash of Orange and Brown Ink was applied over the fur. The final highlights were put on in very small flecks of Skull White - this brings out the fur texture and gives a far brighter overall feel.

WARWING, BEASTMAN CHAMPION OF TZEENTCH

	M	WS	BS	S	T	W	I	A	Ld	CI	Int	WP
Warwing	4	8	4	4	5	3	4	4	8	1	6	7

Chaos Attributes:	Crossbreed (Eagle)
Chaos Gifts:	Face of a Lord of Change

WARWING'S WARWAND

	M	WS	BS	S	T	W	I	A	Ld	CI	Int	WP
9 Tzagoon	4	4	3	4	2	3	1	7	8	7	6	7

One Tzagoon (Tzeentchian Beastman) carries Warwing's banner

	M	WS	BS	S	T	W	I	A	Ld	CI	Int	WP
3 Centaurs	8	3	4	4	2	3	1	7	7	7	7	7

Orc Centaur (has a Bestial Face (Bull))

	M	WS	BS	S	T	W	I	A	Ld	CI	Int	WP
1 Minotaur	6	4	3	4	3	3	2	9	5	7	6	6

GENESTEALER CULT ARMY

The focal point of this force is the two scratch-built limousines. Dale built these out of parts of model cars and plastic card, with brass rod used to strengthen the chassis and build the bumpers. When the basic shape had been put together, any gaps were filled in with standard car body filler. This was left to dry and then sanded flat with fine emerypaper.

Dale has added some fine detail to finish the models off - the radiator on the convertible in the shape of a Khorne rune and the flag on the bonnet are good examples of this. The radiator was made using a small square of plastic card. The design was drawn on with a pencil and then the small holes were drilled out using a pin vice. The final shape was cut out using a coping saw. (a modelling knife would do just as well) and then neaten off with a file - files with square or triangular sections are the best for this sort of work. The flag on the bonnet was made in the usual way by painting the design on paper and it was then mounted on a banner pole made from a cut-down dressmaking pin.

The blue-grey skin on the Genestealers was given a base coat of Moody Blue and Chaos Black. This was highlighted by adding Skull White to the mix and the final highlights are pure Skull White. The rest of the skin was given a base coat of Worm Purple, with a wash of Purple Ink applied before the highlights were added.

The Human Brood Brothers are Imperial Guard models. Their clothing was painted with a base colour of Worm Purple, highlighted with Worm Purple and Skull White and then shaded with a wash of Purple Ink. Helmets and padding were painted using a base of Bestial Brown with Orc Brown highlights. Symbol were then painted on using Enchanted Blue. The blue symbols and the purple clothing echo the colours of the Genestealers themselves. The complete point value for the Cult Army was featured in White Dwarf 116. The Army is still available from Games Workshop Mail Order for the sum of £35.00.

MICK BEARD

Perhaps the most spectacular piece in Mick's section is the Advanced Heroquest diorama. The curved stonework effect was made by sticking squares of (thin card to a flat sheet, which was then bent into a curve and stuck into the thick plastic card box. Sand was mixed with varnish and painted over the floor and walls, giving a good rough texture to drybrush over.

Mick uses careful blending on the flesh and clothing of his miniatures - this can be seen well on the Champion of Nurgle. The skin on this model was painted in normal flesh tones and given a couple of very thin glazes of 'Yellow Ink'.

I also like the Dwarf Mountaineer in an alpine setting. It works well as a simple diorama piece and shows that you don't have to go overboard to make an effective vignette.

STEVE MUSSARED

Steve's imagination and talent for chaotic conversions seems to be limitless, as he has proved again this month.

The conversions based on Centaur bodies are particularly effective. Steve has used the top halves of a Night Horror and Bloodletters to good effect, especially on the chariot. He has mixed Fleshounds with Chimera heads - the contrast between the green scaly skin and the red-brown fur is very striking.

The attention to detail that Steve puts into his work is an obvious feature; notice for instance the Bloodletter holding the chain attached to the juggernaut's nose by a ring or the scratch-built chariot in the shape of a skull. Great work.

Many thanks to Mick and Steve for their contributions this month.

*Mick
Mussared*



ORK VEHICLES AND ARTILLERY



This month we have selected another extract from Nigel Stillman's work in progress - the second volume of *Waaargh the Orks*. This extract explains how to incorporate Ork vehicles, bikes and special equipment into the Army Lists. As with last month's article, this material is still at an early stage of games development and awaits further testing and elaboration before it reaches its final and more detailed form. We hope you enjoy this further insight into the development of one of our games, and we shall be presenting more extracts in the future.

As noted in the Ork Army List in last month's *White Dwarf*, certain Orks may ride in or on vehicles. To recap, the following Orks can use vehicles:

THE WARBOSS RETINUE THE BOSS NOBZ MOB THE NOBZ MOB

In addition, the following may also be provided with vehicles:

THE BIGMOB ONE BOYZMOB

If Orks ride vehicles then any of their non-combatative attendants can follow behind in vehicles of their own. Only wealthy Orks can usually afford to provide their attendants with their own transport. These vehicles cost no points, but they are unarmed, and don't fight.

The attendants, usually Gretchin, are always very eager to accompany their master into battle, even if they're not allowed to participate in the fight themselves. As many as possible pile themselves into and onto an old kart and merrily trail off after their Boss - luckily most Ork vehicles don't have reverse gears. Once on the battlefield they demonstrate their enthusiastic support by jumping up and down on top of their kart shouting wild encouragements and throwing squigs and Snottlings at anything they can see. Even the Orks are occasionally forced to admit that their servants' enthusiasm can be more of a hindrance than a help, as the little gaggles of rag-tag buggies invariably cause all sorts of trouble, getting in the way, causing collisions, and breaking down.

If a Mob also includes Oddboyz or Nobz who have been assigned to the unit they can ride in the unit's vehicle/s or they can be provided with a vehicle of their own. Most Gretchin servants have to run beside their masters as they rev their buggies madly into the distance. The Orks are of course

far too excited by the throbbing engines and the roaring of their exhaust pipes to notice whether or not their servants manage to keep up with them, but it's a matter of some pride among the Gretchin themselves who can keep up the longest. Sadly, attrition is high on long trips, as large numbers collapse exhausted to the ground and are immediately run over by the next buggy. Favoured Gretchin are sometimes allowed to ride on the kart with their master, a position only marginally safer than their colleagues as the kart bounces and lurches about wildly. Orks favour hard 'racing' suspension, and could never work out (or be bothered to work out) what all those springs were for in other races' captured vehicles.

Any Mekboyz, Runtherdz and Painboyz of the Evil Sunz clan can ride vehicles if you wish to pay the points cost. They can do this whether or not they are associated with motorized units. Evil Sunz are particularly obsessed by vehicles and the cult of speed. They have more vehicles than other Orks and there is a greater chance that their Oddboyz will be mounted on vehicles.

As well as riding in vehicles, some Orks can ride boars or Cyboars. These are indicated in the Army Lists given in last month's *White Dwarf*. Special rules for boars and Cyboars are given later in this article.

Mekboyz, Runtherdz and Painboyz of the Snake-Bite clan can ride boars or Cyboars, and maintain large stables of these creatures. This is due to this clan's fondness for the good old Orky traditions - in this case boar riding. An Ork's Gretchin servants may be forced to run alongside his hairy, foul-smelling mount or, if their Boss is quite wealthy, are generously given one to share between them.

Boars are extremely stubborn and bad-tempered, and it is almost impossible for the Gretchin to control them. They often resort to tying a Snottling to a stick and dangling it in front of the beast's snout, so even if they can't stop the animal's headlong flight they can at least direct it in some rudimentary way. Of course, the frantic scrambling of the Runtz as they desperately try to hang on to the snorting, prancing boar causes the Orks no end of amusement.

COMMON ORK VEHICLES

This section describes common Ork vehicles - such as can be found throughout Orkdom in more-or-less the same form with fixed profiles and armament. These vehicles have been tried and tested in countless battles and copied for untold generations. They are as much a part of Ork Kultur as Oddboys and clans.

Any vehicle or weapon that gains a reputation for inflicting destruction on the enemy will be coveted by all the warlords who hear of it - a reputation which may sometimes be completely undeserved. For example, a certain warlord, Nugruz, owned a Battlewagon that was rumoured to have razed an entire city. In reality, the wagon accidentally rammed into the leg of a Titan while the driver was distracted by his pet squig, causing the Titan to fall down onto a fuel dump. The fuel dump exploded, causing a fire which swept the defenders out of the city. Nevertheless, warlords from far and wide began commissioning Battlewagons exactly like it - right down to the red go faster stripes.

Meks make copies of renowned war machines on the orders of their tribal warlords, and it is this individual reproduction of vehicles, rather than any planned attempt at mass-production, which accounts for the proliferation of similar designs of vehicles and weaponry throughout Orkdom.

When large quantities of a particular type of weapon or vehicle are needed, Orks rely on slave races to 'make lots' as tribute payment. The subjugated races will then toil night and day to manufacture hundreds, maybe thousands of more or less exact replicas of whatever triumph of Ork engineering that is shown to them, faithfully copying all the inevitable defects as well as the good features.

BATTLEWAGON

The sturdily built Battlewagon is constructed of a heavy chassis and basic but tough bodywork. This particular design is in common usage throughout Orkdom, having been produced by Meks for many generations. All kinds of modifications can be applied to the basic vehicle to change its profile, but the version described here is the basic troop-carrier. Armament is provided by the owning Nob, family or clan and attached to the vehicle as the owner sees fit. Of course there are many other kustom versions with elaborate superstructures and fixed armament in existence.

LAND						
Max	Acc/Dec	TRR	Cp	T	D	Sv
16	8	1/2	10	9	32	2+

ARMAMENT

Up to 6 heavy weapons or kustom weapons generated from the Ork Equipment Charts (surplus equipment rolled by the Nob who owns the Battlewagon).



WAR BUGGY

This is a smaller and lighter vehicle than the Battlewagon but otherwise similar. It is a fast and manoeuvrable vehicle in common use throughout Orkdom.

LAND						
Max	Acc/Dec	TRR	Cp	T	D	Sv
24	6	1/2	2	7	16	6

ARMAMENT

TWIN BOLTGUNS. These are swivel mounted and have a 180° traverse.



BIKE

Mekboyz really enjoy building bikes and will tinker for hours trying to get as much power and noise out of them as possible. Many of their bikes are crude copies of Imperial designs with, of course, a few modifications to make them louder and smellier. Although we make no Ork Bikes, we have provided a profile for Bikes so that those of you who have mounted Ork riders on Imperial Bikes can include them in your armies if you wish.

LAND						
Max	Acc/Dec	TRR	Cp	T	D	Sv
32	16	1/2	1	5	1	5+

ARMAMENT

HEAVY BOLTER in a fixed mount which enables it to fire forward.

WARBIKE

The classic warbike of the Orks. Driven by both wheel and track and known far and wide throughout Orkdom. Any Mek can build one to order and will given half a chance. Full rules and special turning template can be found in WD118.

LAND						
Max	Acc/Dec	TRR	Cp	T	D	Sv
36	8	Template	1	6	3	5+

ARMAMENT

TWIN AUTOCANNON



WARTRAK

This is a typical Ork half-tracked vehicle. One of the most commonly known and used Ork vehicles due to its usefulness as an artillery tractor and weapon mount.

LAND						
Max	Acc/Dec	TRR	Cp	T	D	Sv
28	14	1/2	2	6	3	4+

ARMAMENT - one of the following options:

LAS CANNON
MULTIMELTA
HEAVY PLASMA GUN
TWIN BOLTERS

Wartraks have a towing hook to pull the Ork Field Gun.



WARTRAK SCORCHER

The Scorcher is a Wartrak modified into a motorised flame-thrower. The design was invented a long time ago and has been lovingly copied and improved by Meks throughout Ork space ever since.

LAND						
Max	Acc/Dec	TRR	Cp	T	D	Sv
28	14	1/2	2	6	3	4+

ARMAMENT SCORCHER

The Scorcher is a startling flame thrower weapon. Full rules for the Scorcher and Wartrak Scorchers are given in WD117.

RANGE	SHOOTING TO HIT	STRENGTH	DAMAGE
24	SPECIAL	6	D3



COMMON ORK ARTILLERY

FIELD GUN

The most widely used Ork artillery piece. Like the bulk of Ork equipment, the design has been copied by Meks for so long that it has almost become a traditional weapon. When the Warboss says 'make sum kannonz' the Meks can turn out batteries of these guns with relative ease. Full rules, including details of the spectacular hop-splat ammunition are given in WD112.

RANGE	TO HIT	STRENGTH	DAMAGE	SAVE TYPE
SPECIAL	SPECIAL	6	D4	-2 HEAVY

The crew can push the weapon along at half their movement rate. The Field Gun can fire hop-splat ammunition as described in WD112, and can be towed by a Wartrak, Warbike, Battle Buggy or War Wagon.

SQUIG CATAPULT

The Squig Catapult is a typical Orkish device, ingenious in simplicity, devastating in effect. Pots containing flesh-eating Buzzing Squigs are hurled into the enemy ranks by crude but sturdy catapults. The pots whizz through the air and smash to pieces as they land releasing swarms of angry Squigs. Full rules for the Squig Catapult will appear in Waaargh the Orks II, and we'll try to squash them into a future issue of *White Dwarf* if we've got the space.



CREWS FOR ARTILLERY

Support weapons are crewed by Gretchins trained for the task by Runtherdz. Gretchin crews for support weapons included in the warband must be taken from the Runt Swarms of the Runtherdz. This means that the more Runtherdz are available, the more Swarms there are in the warband and the more crews are available for support weapons.



The minimum crew required for a support weapon is one Gretchin, but operating the weapon becomes more efficient if more Gretchin crew are present. The crew work even better if there is Runtherdz or Mekaniak at hand to supervise them. To represent this support weapons crewed by Gretchin are subject to the following rules:

Each turn that you wish to fire the weapon roll D10.

Add +1 for each Gretchin in the crew (many hands make light work). Add +D6 if a Mekaniak is within 6" of the crew (he will shout advice to the crew, such as 'Fire yer zoggin' little gizt!'). Subtract -D6 if there is no Runtherdz within 6" of the crew (unsupervised Gretchin do not concentrate on their work).

If the final score is 6 or more the weapon will fire. If the score is less than 6, the crew are dithering or working to slowly so the rate of fire is low, causing missed opportunities to shoot. Obviously a well crewed and properly supervised crew will serve the weapon so efficiently that it will be hardly necessary to roll.

POINTS VALUES

BUGGY	140
BIKE	50
WARBIKE	80
WARTRAK	100
WARTRAK SCORCHER	200
FIELD GUN	50
DREADNOUGHT	295
RHINO	300
LANDRAIDER	700
TARANTULA	200
THUDDGUN	50
RAPIER	150

CAPTURED IMPERIAL EQUIPMENT

Orks make use of captured Imperial equipment which they recover from the battlefield. It tends to be cruder and simpler than the original Imperial designs - although the Mekboyz would naturally point out that this makes it far better.

Captured equipment is stripped down to basics for service in Ork armies. This is because the vehicle or weapon is frequently a burnt out wreck or has been thoroughly looted by Gretchins before the Meks get to it. On the rare occasions that a vehicle is captured intact, the Meks tend to strip it down anyway. To the mind of an Ork Mekboy, Humans are always filling their vehicles with far too many bits, including stuff which actually makes the machine quieter or which reduces the amount of smoke it belches into the atmosphere. What a waste! Mekboyz sensibly strip out all this useless stuff and put it in their bit-box so it can be used for something more useful.

In this way captured vehicles lose any auto-systems, targeters and other sophisticated equipment that they originally had. Orks only really care about thick armour, firepower and above all, speed. A vehicle with too much junk in it will not achieve its greatest potential speed and Orks like the thrill of selecting the targets and firing the guns for themselves.

Other than captured equipment, the Orks also force conquered subject races to build equipment for them as tribute, and on planets where they have absolute rule over the native population the equipment is mass-produced in great slave factories. In most cases they just hand over an Imperial design and tell the workers to copy it as best they can.

RHINO

LAND		TRR	Cp	T	D	Sv
Max	Acc/Dec					
16	4	1	12	8	40	4+

ARMAMENT: 2 BOLT GUNS

LAND RAIDER

LAND		TRR	Cp	T	D	Sv
Max	Acc/Dec					
20	7	1	12	8	50	2+

ARMAMENT: 2 TWIN LASCANNONS

THUDD GUN

RANGE		TO HIT		S	D	Sv	H	S	F	AREA
Short	Long	Short	Long							
0-12	12-36	-	-1	6	1	-2	-4"	X	-	1"

RAPIER

LAND		TRR	Cp	T	D	Sv
Max	Acc/Dec					
24	6	1/2	2	8	15	6

ARMAMENT: MULT-LASER

TARANTULA

M	BS	S	T	D	I
6	5	5	5	5	5

ARMAMENT: 2 LAS-CANNONS



Paul Bower

BOARS

When Orks visit wild breeding communities to recruit young Ork whelps to replenish the tribe, they usually take a few boars back with them too. Apart from the tusks which are of value as currency, boars are sometimes ridden by Wildboyz accompanying the warband on campaign. The best boars are selected by the Meks and Painboyz and turned into a strange amalgam of animal and machine known as Cyboars.

Boars are notoriously ponderous animals, with small piggy eyes, vestigial intelligence, nasty temperaments and exceedingly unpleasant digestive processes. They are very difficult to control and prone to running away in terror if something unnerves them.

Because of the boars' wild and stubborn nature, all rout and psychology tests are taken using the rider's characteristic but with a -1 modifier to leadership. So an Ork with a leadership of 7 would have a leadership of 6 when riding a boar.

Boars are stubborn, obstinate animals with tough skins - a trait which Orks admire considerably, and to say that another Ork is as 'thick as a pig' is considered quite complementary. Boar riders add a very generous +2 to their saving throw. Any armour worn by the boar makes no difference to this saving throw as any further benefits would make them practically invulnerable. Boars have gore attacks from their long tusks.

BOAR

M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
7	3	0	3	3	1	3	1	3	4	4	4

CYBOAR

As previously mentioned, Cyboars are boars which have been bionically enhanced by Painboyz and Mekboyz to produce a savage part-mechanised riding beast. Basic 'improvements' to the boar usually involve its tusks being replaced by stainless steel ones, the fitting of a combined riding saddle and body carapace, and the back legs being replaced by a roller.

Like boars, Cyboars have gore attacks from their stainless steel tusks. Unlike boars they are not as difficult to control and less prone to bolt if they are frightened. If a Cyboar is being ridden, all rout and psychology tests are taken using the unmodified rider's characteristic as normal. Cyboars are just as physically tough as boars, so a Cyboar rider adds +2 to his saving throw.

Cyboars are equipped with a cunning device which injects a controlled amount of chemicals into the creature's system to produce a temporary burst of extra speed and ferocity. These chemicals are a high grade mixture of fungus-derived liquid gas and a hormone extracted from the glands of the ferocious Gnasher Squig. Cyboar riders can use this mixture once during the game. The player declares this action at the start of the movement phase. Movement is immediately increased by D6+4 inches and attacks by D4 for the duration of that turn only.

CYBOAR

M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
10	3	-	4	3	1	4	2	-	-	-	-



Paul Bower

The Gretchin clustered worriedly outside the steel pen. Loud snorting noises came from inside, and there was the occasional thud as something large and bulky smashed against the wall. A stream of stinking yellow liquid leaked from the bottom of the gate and trickled across the floor into the brightly lit room beyond.

'Oi get on with it, yer cowardly Grot!' shouted a loud voice from the other side of the open door. 'Gutrog's waitin' an' me blow torch is gettin' cold!'

The Gretchin, galvanised into action, grabbed the smallest one of their number and hoisted him up and over the wall of the pen. There was brief, deadly silence. You could have heard a Snottling drop. Suddenly there was an eruption of sound and fury and the Gretchin watched awestruck as the battered body of their former colleague flew out of the pen to land in a pathetic bloody huddle on the floor.

The democratic selection process was repeated, and the next smallest Gretchin found himself helped into the pen. Again, there was a brief, ominous silence, this time followed by a high-pitched squeal of fear, some truly impressive gobbling noises and a rather liquid burst of flatulence.

The third volunteer at least put up a decent struggle but he too was boosted over the wall. The floor shook with a great pounding of hooves then some soft squelchy noises.

The remaining two Gretchins wiped the spray of green blood off their faces and eyed each other with undisguised malicious intent.

They were saved from their dilemma by the approach of a huge Ork Painboy carrying an enormous hammer in one hand and a squirming Snottling in the other.

'See I'm going ter 'ave ter do this myself', he said, and pointed meaningfully to the enclosure. The two Gretchins dutifully scurried over to the side of the pen and bent down. The Ork stuffed the hammer in his belt, the Snottling in his teeth, stepped on their backs, and hauled himself over the wall.

The Gretchin pulled himself off the ground and waited expectantly by the gate. They heard: 'Ere boy, din-dins!' - gobblegobblegobWHACK!, and the thud of a large body falling heavily to the floor.

They quickly raised the iron bars that held the gate closed.

The Painboy proudly strutted out of the pen twirling the massive hammer round his thumb. He turned to face one of the Gretchins, absent-mindedly catching the other on the chin with the whirling hammer. It fell unconscious to the floor.

'Nuffink to it', he said smugly. 'Bring 'im into the serjery an' strap 'im on da table.'

The Gretchin peered cautiously round the gate of the pen to where an enormous boar lay unconscious on its side, a Snottling arm dangling out of its mouth. It wore a surprised expression on its porcine face.

Thick clouds of grey and sulphur yellow smoke hung in clumps over the battlefield. Over the hill, deadly white explosions blossomed up into the foul air, and screaming red and orange missiles arced through the sky. The ground juddered and shook with the endless barrage of heavy weapons and the tread of Titans.

Gutrog's Cyboar twitched its tail impatiently and tried to bite his leg. He kicked it hard on the middle of its fleshy snout and the animal gave a snarl of annoyance.

His last Cyboar, Edbiter, had been blasted to pieces underneath him a few days ago, and this animal was its replacement, as yet untested in battle. Not that it would be any less ferocious, but there was still the matter of establishing that delicate link of communication between rider and mount. That element of mutual trust and understanding... Recognising exactly *which* of them was boss. He smashed it on the head with his bolter just for good measure and returned his attention to his unit.

Looking down on the surging mass of Cyboars and their riders he could see that the animals were barely under control - bucking, foaming at the mouth, pawing the ground. Better make this quick, he thought.

'Right then lads, listen up!' What with the shouts of the riders and the snorting and squealing of the Cyboars he could barely make himself heard.

He shifted his voice up several notches in volume. 'We're goin' to ride over dat ridge an' we're goin' in slaughter humies. We're mean, we're tough, we're...'

Gutrog broke off his briefing as a stray shell whizzed past his ear and exploded in a squig supply tent. He expertly snatched a couple of the squigs out the air as they flew by and tucked them down his trousers for later. The loud noise did little to improve the panicky mood of the Cyboars and several vented the contents of their bowels in hot brown spurts. As they were all milling around in a closely packed group the results of this did little to improve *anyone's* temper.

Gutrog's own Cyboar took advantage of this distraction to sidle up to its nearest compatriot and bite its rump. He jabbed the end of his bolter into one of its piggy ears and gave a savage twist. Sensing the inimicacy of total chaos he shouted out his last instructions.

'When I give the command, we're going to charge...'

All the Orks caught of this was the word charge. They automatically slammed down the red plungers on the saddles and hung on for dear life. The noxious chemicals tore through the Cyboars' bloodstream with all the impact of pure nitrous oxide. Their eyes bulged, green foam ran from their jaws, and the whole unit catapulted over the ridge with a scream of tortured metal and a pounding of hooves. When the clouds of dust and exhaust fumes died down all that could be seen of their passing were trampled puddles of oil and pig dung, and the two-dimensional remains of an unlucky Gretchin.



WEIRDBOYZ



This month we present special rules for Ork Weirdboyz extracted from work in progress on the second volume of Waaargh the Orks. These new rules for Weirdboyz are experimental - so we would welcome comments and suggestions based on your playing experience. Why not write and tell us what you think, or write and describe how your Weirdboyz get on in your own battles.

All Orks are psychic. In most this fact is not immediately apparent, though all Orks appear to possess a natural psychic shield which constantly protects them from daemons and other manifestations of the warp. In a minority of Orks this psychic ability is fully developed - Orks possessing this powerful psychic talent are known as Weirdboyz. Weirdboyz act as a sort of psychic sponge, absorbing the psychic energies emitted by other Orks. They have no control over this process, and the power builds up inside the Weirdboy until he can't contain it any longer, and it is released in a blast of pure psychic energy. Obviously Ork Warlords are keen to exploit this talent and turn this destructive energy against their enemies.

CHANTIN' AN' STOMPIN'

The Ork art of warfare traditionally involves much chanting, stamping of feet and enthusiastic brandishing of weapons. Ork warriors work themselves into a battle-rage in anticipation of the violent thrills of combat before them. They are thrilled by the imminent prospect of battle, the chanting of insults and challenges, the thought of the damage they are about to do to the enemy and more than anything else, the unifying feeling of being Orks. In their excitement they unleash a stream of pure psychic Orkishness which is absorbed by any Weirdboyz in the area, rapidly building up the psychic energies within him.

Way back in Ork history psychic attacks were disorganised and unpredictable and took the form of a devastating outburst of energy dangerous to friend and foe alike. Gradually, Weirdboyz learned how to control and channel their powers and they handed down the secret to later generations. In this way several distinct forms of psychic attack evolved.

Imperial forces have so far encountered three commonly used psychic attacks which are described below, although other unusual and spectacular attacks are rumoured to be used among more remote Ork tribes.



EADBANGERS

The tremendous psychic surge created by large numbers of chanting Orks is not a pleasant sensation for a Weirdboy and carries with it a serious risk of permanent brain damage. During the psychic blast itself every nerve in the Ork's body is temporarily overloaded, so that he completely loses control of his mind and body. The resulting contortions are extremely painful and also rather messy if the Weirdboy has been foolish enough to eat a big meal beforehand.

If the psychic surge is really powerful it can so overload the Weirdboy that his brain explodes. For this reason Weirdboyz are also known as 'Eadbangers' - though they themselves do not find this joke so amusing.

WEIRDBOY DRESS

Weirdboyz are traditionally supposed to wear brightly coloured and patterned clothing with a large and conspicuous hat. This is so they can be readily seen and identified both on the battlefield and as they go about their daily lives. This is important because Weirdboyz are not always as cooperative as they might be - the discomfort and danger of using their powers often tempts them to hide or even run off just when they are needed. This eccentric style of dress and bright colours make this more difficult. For the same reason their clothing often incorporates bells, little rattles, and other devices which make a noise when the Weirdboy moves.

The Weirdboy costume is not merely a device to make it hard for Weirdboyz to sneak off. It is also a badge of office, and commands a good level of awe and respect from other Orks. Because of their powers, Weirdboyz can get away with insults and jibes which would normally result in spontaneous violence. No Ork really wants to get too excited near a Weirdboy - the result could be disastrous!

COPPER STAFF

All Weirdboyz carry a copper staff to safely 'earth' their excess psychic energy. The copper staff is usually a personal gift from the Weirdboy's superior, often the Warboss himself, and is decorated and hung with bells. The staff is a great source of comfort to the Weirdboy as it means he can go about his daily life without suffering from sudden and unexpected outbursts of psychic energy. Unfortunately, this doesn't work all the time, and Weirdboyz often form the focus for all sorts of unexplained poltergeist activity.



WEIRDBOY MINDERS

Because of the extreme discomfort and risk of death that using their abilities entails, WeirdbOys are reluctant to allow themselves to be used as psychic weapons. They would much rather wander off and hide somewhere quiet and peaceful where there are no other Orks around. As a consequence, WeirdbOys have to be 'escorted' to the battlefield by big, tough Ork henchmen, whose responsibility it is to look after him. These henchmen are known as 'Minderz'.

A WeirdbOy is normally accompanied by two of these Minderz who have been specially appointed by the Warboss to keep an eye on him. The Minderz treat their WeirdbOy 'master' with the utmost respect, but their task is to make sure that he is always at hand if he's needed for a battle.

When the chanting and stamping is well under way and the tumult of Ork voices rings loudly over the seething ranks, the Minderz will take away the WeirdbOy's copper staff. The WeirdbOy is then no longer able to dissipate the energy building up inside him. Once he has absorbed as much energy as he can stand, it is released as a psychic attack. The various attacks have their own specific chants, known as WeirdbOy Chants, which are designed to help the WeirdbOy concentrate his mind. Unfortunately, the WeirdbOy still sometimes fumbles the attack with disastrous results!

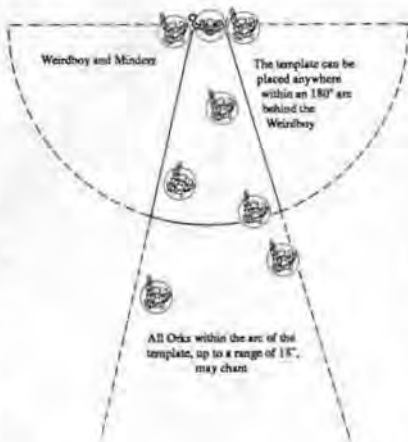
If both of the Minderz become casualties, any Orks within 4" of the WeirdbOy can move next to him to take over the job of Minder. If no other Orks are close enough to do this roll a D6 to determine the reaction of the WeirdbOy.

- 1-2 The WeirdbOy will begin moving back towards the Ork player's table edge until he is met by at least two Orks who then take over as Minderz.
- 3-4 The WeirdbOy remains where he is and immediately sticks his copper staff in the ground. His power store immediately drains away much to his personal relief! He will not make any further attacks until two more Orks take over as Minderz.
- 5-6 The WeirdbOy continues as normal in a gesture of self sacrifice and loyalty to his tribe (or more likely he cannot find his copper staff).

WEIRDBOY CHANTS

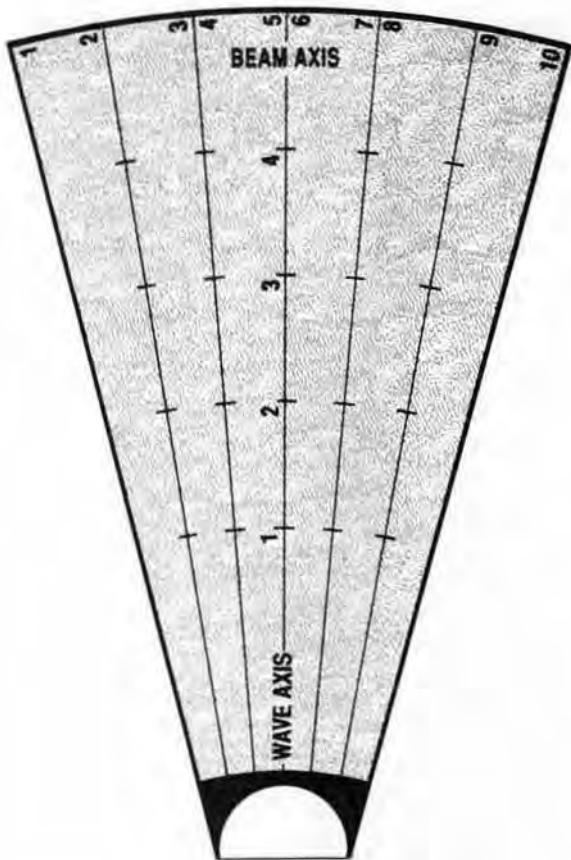
All Orks in the vicinity of the WeirdbOy can load psychic power into him by chanting. This includes the Minderz.

1. The WeirdbOy draws energy from any chanting Orks within the area projected by the WeirdbOy template (mark this with counters). The template is placed behind the WeirdbOy and the area projects back as shown on the diagram below. The template can be positioned anywhere within the 180°.
2. Any Orks within 18 inches of the WeirdbOy and within the arc described by the template can contribute power points by chanting. Orks within the area and within 4 inches of a chanting Ork must take up the chant. They are irresistibly drawn into the fun regardless of any risk of overloading the WeirdbOy.
3. In each turn of chanting, each Ork contributes two power points to the WeirdbOy's store of energy. Each Gretchin model and Snottling base contributes only 1 point. This means, for example, that 10 chanting Orks would contribute 20 power points. Snake-Bite WeirdbOys are more psychic than other WeirdbOys due to the venom that pervades their bodies as a result of the clan custom of allowing snakes and other venomous creatures to bite them. To represent the effects of this add an extra D10 power points to the power points generated during each turn of chanting.
4. Minderz and chanting Orks are still able to fight and fire their weapons while chanting.
5. The WeirdbOy and his Minderz cannot move in the same turn that they intend to launch an attack, and must remain where they are until the attack is completed or dissipated.
6. Chanting Orks can move in the same turn that they are chanting, but cannot reserve move and must remain within the arc of the template to be able to contribute power points.



WEIRDBOY TEMPLATE

This is the Weirdboy template used to establish WEIRD CHANTS and PSYCHIC ATTACKS. Copy the design and glue it down onto card. If you leave the other side blank you can use that side to establish WEIRD CHANTS, and then flip the template over to work out PSYCHIC ATTACKS.



WEIRDBOY PSYCHIC ATTACKS

Psychic attacks made by Weirdboys are complex and unpredictable. They will require some patience to resolve in the game, but the spectacular results are well worth it. There are three common forms of psychic attack: Brainbuster Beams, Psychic Cannon Shots and the dreaded Death Wave, which are described in detail later on.

Ork psychic attacks take the form of beams, blasts or a wave of psychic energy which can be seen as streams of brilliant multicoloured light. This energy is not blocked by anything in its path. Models behind cover, vehicles, buildings or concealed by obstacles or terrain features are equally vulnerable since the energy is actually surging through the warp which passes through matter in the real universe. However a Weirdboy can't aim his attack against a target which he can't see or does not know to be there. If the attack contacts a vehicle determine the effect on the vehicle as a whole rather than separately for each individual inside it.

DIRECTION OF ATTACK

The Weirdboy template is placed behind the Weirdboy to determine how many Orks can contribute to the chant. The template is also used to determine the direction of attack. The attack can be launched in any direction within 180 degrees to the front of the Weirdboy. The Weirdboy's Minders try to point him in the right direction, because at the moment of attack the Weirdboy himself has no controls over his body.

Pete Brown



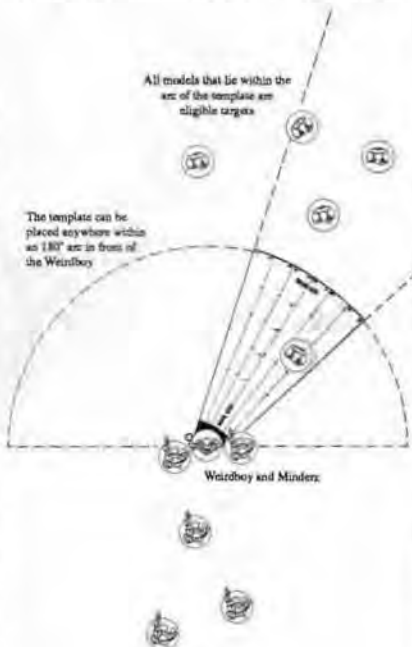
RISK TO THE WEIRDBOY

Each Weirdboy is only able to store a limited amount of energy (measured in power points). If the total of power points exceeds his limit his head explodes with the same effect as a frag grenade, which effectively marks the end of the Weirdboy's career.

It is important to determine the maximum number of power points that each Weirdboy can hold before his head will explode. This should be determined for each Weirdboy before the battle. Your opponent or a third party is entrusted with this task and the actual limit is noted down and kept secret from the Ork player. The Weirdboy will only discover his limit if he accidentally exceeds it and his head explodes. The number of power points that the Weirdboy can hold at any one time is found by rolling a D10 and multiplying the result by 10 (D10x10).

If the Weirdboy's head does explode, he may not go to meet the great Ork war-gods alone. The backlash of psychic power can cause other Orks in the chanting group to suffer the same fate! Roll for each Ork separately - there is a 10% chance that each chanting Ork's head will explode.

Occasions will arise where a player finishes the battle with a surviving Weirdboy and has no idea what his limit was because it was never reached. When this happens the player should make a note of the greatest number of power points surging into the Weirdboy during the battle. Next time the limit of the Weirdboy is determined, this previous maximum safe number should be declared - the new limit for the battle must be at least as much as this. The result is simply re-rolled if a limit less than the safe number is indicated.



LAUNCHING A PSYCHIC ATTACK

A Weirdboy may attempt to launch a psychic attack during the psionic phase of the turn providing that the Weirdboy is receiving psychic energy from chanting Orks. Roll a D6 to determine whether an attack can be launched.

D6 EFFECT

- 1-2 The Orks are carried away with the thrill of the chant and must continue chanting for another turn.
- 3-4 The chant reaches critical pitch. The Minderz are still holding on tight to the Weirdboy and the player has the option to unleash a psychic attack if he wishes.
- 5-6 The psychic surge cannot be contained and bursts out of the Weirdboy. A psychic attack is automatically launched.

The player declares the type of attack he wishes to launch and the template is laid down to indicate its direction. Test for fumbling (see below) before launching the attack.

FUMBLING ATTACKS

There is always a risk that the Weirdboy will fumble the attack. The greater the psychic surge generated for an attack, the greater the risk that the Weirdboy will lose concentration due to all the noise and excitement - not to mention the unfortunate effects all this psychic energy is having on the poor Weirdboy's digestive system. The Weirdboy will then unleash any attack in an instinctive effort to clear his tormented mind. Unfortunately, this may be the wrong one.

The following chart indicates the chance of the wrong attack occurring. If this proves to be the case the actual type of attack is determined randomly. This attack occurs instead of the intended attack.

FUMBLE ATTACK CHART

Power Points	Chance of Wrong Attack
01-30	10%
31-55	25%
56-75	50%
76-90	75%
91-100	100%

Roll for type of attack. If you roll the originally intended attack, then the Weirdboy launches two different attacks simultaneously. These will be the original attack and a different random attack. Both attacks are resolved with the Weirdboy's full number of accumulated power points.

D6	Attack
1-2	BRAINBURSTER ATTACK
3-4	PSYCHIC CANNON
5-6	DEATH WAVE

PSYCHIC ATTACK RULES

- 1 Weirdboys can be equipped with Mekaniak power fields. These do not impede or affect his psychic attacks in any way and continue to protect him even while making an attack. (Mekaniak power fields will be fully described in a future *White Dwarf*.)
- 2 When an attack has been completed and the effect has dissipated, the Weirdboy's store of power points returns to zero.
- 3 It is possible for any models to fire through the beams and rays emanating from Weirdboys.
- 4 If the Weirdboy becomes a casualty any psychic attack in progress is immediately dissipated.

"Ere, Ratgut," intoned Slabdrog suspiciously. "Wot's dat den?" Ratgut opened one eye lazily and followed the direction of Slabdrog's finger.

"Squig," he replied, closed his eye, and leant back against the warm rock. He wondered about Slabdrog sometimes. Probably got dropped on the head too much when he was a whelp. After the hard day's training, the warmth of the setting sun was a real treat. He didn't understand why, but all that chattering about, massed chanting and target practice always made him feel, well, uncomfortable and a bit bad-tempered. He'd thought he might grow out of it, but it was two months since he'd left the Wild Ones community where he'd been brought up, and the headaches were if anything getting worse.

Letting the tension drain out of him, he allowed his mind to wander. Clouds of orange and purple flowed across his field of no-vision, and he watched them break apart and reform into different shapes. Some of the purple shapes were coalescing into large bipedal forms. One of the smaller orange shapes looked a bit like a squig... Actually, it looked more and more like a squig all the time. Maybe he ought to go and get something to eat.

The biggest of the purple shapes, which seemed much

more solid and coherent now, picked up the orange squig-thing and offered it to him. A cloudy green hand (was it his?) stretched tentatively out towards it...

"So why's it floating in da air, den?" interrupted Slabdrog peevishly.

Ratgut broke out of his reverie with a start. A squig hung in the air before him. A great, big, fat juicy squig with wiggly feelers - his favourite sort. He plucked it out of the air and popped it in his mouth - delicious! Funny, he felt much better for it, and his headache was better too.

"Boss! Boss! Quick! Come 'ere! Look wot 'e did!" Slabdrog was frantically jumping up and down and pointing in his direction. What was up? He looked round behind him but all he could see was the Drillboss hurrying towards them.

"It was 'im!", persisted Slabdrog, virtually inarticulate with excitement. The Drillboss gave Ratgut a long, searching look, taking in the little cloud of sticks, stones and squigs which floated above his head.

"I think da Boss will want a word with you, young Ratgut. 'Ow would you like a nice copper staff all of your own den?"

PSYCHIC ATTACKS

BRAINBURSTER BEAM

The effect of this attack is to send out beams of malignant psychic energy which will overload the brain of any creature through which they pass.

The number of beams and the number of turns that the attack lasts depends on the power points contained in the Weirdboy. Roll a D10 on the beam axis of the Weirdboy template to determine the direction of each beam (mark these with counters such as small coins). The beams have a range of 24". If the attack continues into the next turn, the beams will change direction, so roll again on the template.

If the beam passes through any model it causes an automatic hit of the strength indicated in the chart. If the hit causes damage, consult the chart below to determine the number of wounds. Psykers and daemons are especially vulnerable to the beam which instead causes them an automatic strength 8 hit and if this causes damage it inflicts D6 wounds. There is no armour saving throw, psychic saving throw or daemonic saving throw against the effect of the beam.

POWER POINTS	BEAMS	TURNS	AUTOMATIC HIT AT STRENGTH	WOUNDS/DAMAGE
1-10	1	1	3	D3
11-20	1	2	4	D3
21-30	2	1	4	D4
31-40	2	2	5	D4
41-50	3	1	5	D4
51-60	3	2	6	D4
61-70	4	1	6	D4
71-80	4	2	7	D4
81-90	5	2	7	D6
91-100	6	2	8	D6



Brainbuster beam extends to a range of 24". The direction is determined with a D10. Here an 8 was rolled.

Weirdboy and Minderz.

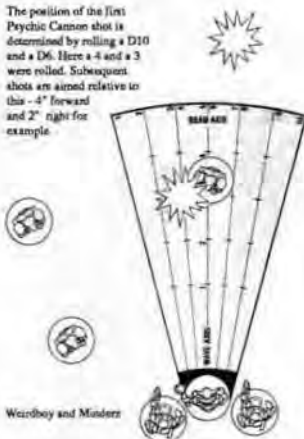
PSYCHIC CANNON

For this attack, the two Minderz grab hold of the Weirdboy really firmly and hold him up like a large ungainly wriggling bazooka. A blast of multicoloured warp energy shoots from the top of his cranium and explodes dramatically in a mass of seething, pyrotechnic flame and cloud when it strikes a target.

The number of shots is determined by the power accumulated by the Weirdboy, and they are all fired in the same turn.

Determine where the first shot hits. This will randomly occur somewhere within the template area. Roll a D10 for the beam axis and a D6 for the wave axis on the Weirdboy template. The beam axis score indicates the direction of the shot and the wave axis score determines how far in inches the shot travels. The shot falls where the beam and wave axes cross (mark this point with a counter).

The position of the first Psychic Cannon shot is determined by rolling a D10 and a D6. Here a 4 and a 3 were rolled. Subsequent shots are aimed relative to this - 4" forward and 2" right for example.



Weirdboy and Minderz

Subsequent shots can be crudely aimed by the Minderz. These shots can be aimed beyond the edge of the template up to a range of 24", but within the area described by the template. They aim by watching the fall of the first blast and moving the Weirdboy up and down to adjust the range.

To aim a second shot, the player simply declares how far along the original beam axis he wants it to fall and how far to the left or right of that point (so long as the aiming point remains within the arc described by the template). This point is the target of the next shot (mark this with a counter). For example; the player can announce that he wants the next shot to fall 3" beyond and 4" to the right of the last one.

Deviation of Shot

Weirdboys are notoriously hard to aim accurately due to their incessant struggling while full of psychic energy. The shot may deviate from its intended target, so roll a plus and a minus D6 to determine variation on each axis. This determines the actual point hit by the shot.

EXAMPLE:**First Roll:**

A score of 2 to 5 means that the blast has overtopped the target by either 2, 3, 4 or 5 inches depending on whether the score was 2, 3, 4 or 5.

A score of -2 to -5 means that the blast has undershot the target by 2, 3, 4 or 5 inches.

Second Roll

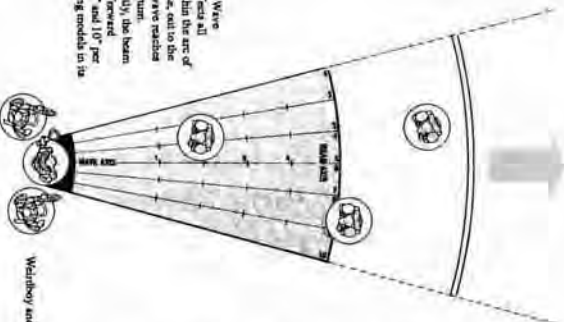
A score of 2 to 5 means that the blast has deviated to the right by 2-5 inches.

A score of -2 to -5 means that the blast has deviated to the left by 2-5 inches.

The player continues to do this until he runs out of shots.

If the shot hits any model it causes an automatic hit of the strength indicated in the chart. If the hit causes damage it inflicts the damage indicated in the chart. There is no armour saving throw, psychic saving throw or dæmonic saving throw against the effect of the shot.

POWER POINTS	SHOTS	AUTOMATIC HIT AT STRENGTH	WOUNDS/ DAMAGE
1-10	2	4	D3-1
11-30	2	5	D3
31-50	3	6	D4
51-70	4	7	D4+1
71-90	5	8	D6
91-100	6	9	D8

**DEATH WAVE**

This attack surges from the Weirdboy like a great tidal wave of psychic energy and moves outwards at a rate, range and intensity proportional to the power points surging into him. Sometimes the wave travels slowly but is very powerful and sometimes it expands rapidly but with less destructive force.

To indicate the path of the wave begin by taking two counters - small coins, tidily winks, or small pieces of card will do admirably. Place one counter at the leading edge of the template at the beam axis 1, place the other coin at beam axis 10. The imaginary line between the two markers represents the wave. As the wave moves forward the two markers are moved to show it. The markers are automatically moved along the 1 and 10 beam axis, so the wave will expand outwards as it travels forward.

The wave moves the distance indicated on the chart below - for example, if 50 power points are used the wave moves 4". The wave does not disperse at the end of the psychic phase, but remains in place and continues to move forward in the Weirdboy's succeeding psychic phases.

The wave automatically dissipates as soon as it reaches its maximum range of 24" from the Weirdboy. A wave may also lose power and dissipate sooner. At the start of the psychic turn a D10 is rolled for every Death Wave already on the table. If the roll is a 1 the wave dissipates immediately and has no further effect.

The effect of the Death Wave is as follows. In the first turn all models within the template plus any troops passed over by the leading edge of the wave are knocked to the ground and may not move or fire in their next turn. In addition, the wave causes an automatic hit at the strength value indicated on the chart below. The amount of damage inflicted is also shown on the chart.

Other psykers hit by the wave will automatically lose their psychic powers for the rest of the battle. Dæmons are instantly destroyed. There is no armour saving throw, psychic saving throw or dæmonic saving throw against the effect of the wave.

In subsequent turns the wave moves forwards and any troops hit by the leading edge are knocked to the ground and affected as for the first turn.

The Death Wave disorients and unbalances troops. If the Death Wave passes through troops engaged in hand to hand combat, their chance to score a combat hit is automatically reduced to a 6 on a D6.

POWER POINTS	MOVEMENT RATE	AUTOMATIC HIT AT STRENGTH	WOUNDS/ DAMAGE
1-10	12" per turn	3	D3-1
11-25	8" per turn	4	D3
26-45	6" per turn	5	D4
46-70	4" per turn	7	D6
71-100	3" per turn	9	D6+1

The Death Wave

initially affects all models within the arc of the template, out to the range the wave reaches in the first turn. Subsequently, the beam continues forward between 1" and 10" per turn, affecting models in its path.

GAMES WORKSHOP™

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EASTMEN

The name 'Beastmen' describes this warrior race quite accurately, for Beastmen are part man and part beast - creatures whose bodies combine the physical appearance of both animal and man. The majority of Beastmen are humanoid with an upright stance: two arms, two legs, torso and head. However, Beastmen are the Children of Chaos itself, and their mutated bodies can be twisted into all kinds of bestial shapes. They are only partly human in other ways too, for although they have the intelligence of a man they employ it with the cunning of a wild animal. Beastmen are savage fighters. They have the tenacity of a wild creature, the extraordinary strength of an animal, no more pity than a hunting beast, and yet they combine all this with human intellect.

THE ORIGIN OF THE BEASTMEN

Beastmen are not natural creatures. They are mutants created from men and animals by the energy of Chaos. Their origin lies long ago, at a time when the Warhammer World was dominated by the ancient race known as the Old Slann. The Old Slann built two warp gates over the poles of the world. These warp gates were literally holes between the real world and the Realm of Chaos. By moving into and through the warp gates, the ships of the Old Slann could travel anywhere beyond the Warhammer

World to the outer depths that separate our world from the next. The technological achievements of the Old Slann were such that they were able to control these gateways and prevent the material and immaterial dimensions intermixing.

What caused the Old Slann to disappear is a matter for some conjecture. Perhaps it was the decline of their civilisation that led to the failure of their warp gates, or perhaps it was the other way round, and the collapse of the warp gates destroyed their thriving culture. Some people believe that the Old Slann deliberately destroyed the warp gates in a desperate bid to keep something dark and sinister out of the material world. Whatever happened, the mechanisms controlling the warp gates on the Warhammer World went wrong. The same thing happened upon thousands of worlds, as most of the Old Slann warp gates were destroyed. The result was rather like an explosion in which the fabric of the Realm of Chaos burst into the material universe with catastrophic results. Clouds of black warp-dust settled over the Warhammer World, causing mutation and saturating the atmosphere with the raw power of Chaos. In this new environment all kinds of mutated creatures were brought into existence, including the rat-children Skaven, half-men and half-beast creatures called Chaos Centaurs, and many others of which Beastmen were the most common of all.

Since that time Beastmen have thrived upon the edges of the civilized world and have grown strong upon their diet of unending battle. They have multiplied in numbers throughout the Old World, but remain most numerous in the north, within the dark forests of the Empire and the forbidding wildernesses of Kislev. Even the Estalians and the Tileans, the southernmost nations of the Old World, live in constant fear that hordes of Beastmen will some day rise up and overwhelm them. This fear is largely unwarranted, for Beastmen are less concerned with humanity than humanity is obsessed with them. Of course, any human foolish enough to wander unarmed and alone into the forest would soon attract the unwelcome attentions of the creatures who live there, but for the most part Beastmen pay little notice to the petty concerns of humanity.

Beastmen live in roaming bands dominated by Beastmen Champions of Chaos as described on the following pages. Small groups will often ally themselves to human or other Champions of Chaos, joining their warbands and fighting their battles. Beastmen have a natural empathy for Chaos - in a quite literal sense they are the Children of Chaos because they were brought into existence by its dark energies. This empathy overcomes any natural antipathy Beastmen may have for other races, so that they willingly serve all manner of Chaos Champions whatever sort of creatures they are.





Morgan Elmsland

TYPES OF BEASTMEN

To the fearful eyes of the outside world all Beastmen appear the same - an unruly mass of flesh, fur and teeth. In their ignorance they can discern no distinguishing characteristics that mark the different physical and social types, nor any kind of social hierarchy apart from the simple supremacy of the strongest. This is a mistake often made by Humans, whose judgement of Beastmen is overwhelmed by the brutal power and savagery of these creatures. In fact, Beastmen society is very precise and ordered, and there are several distinct levels of class and rank.

GORS

The most common type of Beastmen are called Gors, which can be readily distinguished from more lowly breeds by their horns. The number of horns is not important, although it is preferable that they should be on the creature's head. Gors take great pride in their horns and often polish, paint or decorate them to enhance their natural lustre or shape.

Lowly breeds look to the Gors for guidance and leadership, praising them endlessly in victory, and grumbling behind their backs when things are not going so well. Most Beastmen battle-leaders and the top warriors will be Gors. The Gors are divided into two main types and a lesser third type. The two main types are the goat-horned Caprigors and the bull-horned Bovigors. The third variety is known as the Ungor, a Beastman phrase which means something like, 'not quite right Gors' or 'other Gors'.

Caprigors are more common than other Gors. They have curling or straight horns on their head like a goat or sheep. A Caprigor may have the entire head of a goat and often has goat's legs as well. A Beastman with these mutations but no others is called a Truegor. This title is also shared by some other kinds of Gor. A Caprigor Truegor is said to be bigger, braver and even more clever than other Caprigors.

Bovigors are not quite so numerous as Caprigors. A Bovigor bears cattle horns on his head and may have the entire head of a bull or an ox. If he has a bull's head and either human or goat legs he is a Truegor. Bovigors are very competitive and like to think they are superior to other Gors. Most Bovigors believe that brawn is better than brains, many possessing a great deal of the former and very little of the latter.

Ungors have horns but not necessarily on their heads. They may have one horn or many, but they won't be recognisably those of goats or cattle. Ungors are therefore very varied in appearance and include Beastmen with all sorts of mutations. An Ungor with a particularly spectacular array of horns, or with a single fine horn, is the subject of considerable envy. However, most Ungors have only scabby little horns or peculiar misshapen versions, much to their annoyance and the amusement of more lowly Beastmen.

BRAY

The majority of Beastmen who are not Gors are called Bray. The name refers to the braying, whinnying, whooping cacophony that Beastmen make when they band together to fight or feast. Apart from lacking horns, there is very little consistency in appearance that distinguishes a Bray from a Gor. A very brave, cunning, and unusually lucky Bray can rise to become a leader, but this is not very common. Gors do not like Brays giving them orders, and a Bray who fails to show a Gor the proper respect is asking for trouble.

SPAWN

The dividing line between a mutant and Chaos Spawn is a narrow one. Amongst Beastmen it is a line that is often crossed. As with all of the followers of Chaos, fresh mutation can turn them into Chaos Spawn: mindless and unrecognisable things divested of their intellect and form. Sometimes Spawn are killed or driven away if they are dangerous or useless. But Spawn who are helpful, perhaps because they are still worthwhile fighters, are kept out of respect for the mighty warriors they once were.



TURNSKINS

A Turnskin is a Beastman who was born human. The continual seepage from the broken warp gates causes mutations amongst all the creatures of the Warhammer World. Human mutants are not tolerated in their own societies, and most of them are killed at when their mutations manifest themselves, or are driven from their homes to die lonely deaths. The toughest and most cunning manage to survive their physical and psychical rejection and come to join up with bands of Beastmen. Regardless of his physical appearance, a Turnskin is always a Turnskin rather than a 'pure' Beastman, which means he is the lowest of the low as far as the Beastmen are concerned. If a Turnskin has horns they are sawn off before he can be accepted by other Beastmen, otherwise he could be mistaken for a Gor.

GAVES

Throughout the lands of the Empire and northwards, it is not uncommon that healthy, sound, human parents produce a mutant child. While some mothers try to conceal their babe's deformities, the majority feel such shame that they give them up to the forests or rivers. Left amongst a bed of fallen leaves or set afloat upon a raft of reeds, the new born mutants are abandoned to die from exposure and hunger. But they rarely die, for the ears of the Beastmen are keen, and they are always alert to the cries of their own kind. Such foundlings are adopted and reared in the forests in the deepest and most permanent camps of the Beastmen. They are called *Gaves* or *Gave Children*.

The Beastmen regard them as a gift of Chaos and welcome them amongst their ranks. Gaves grow into Beastmen and become Gors, Brays or the other types described depending on their appearance. Beastmen place no stigma on Gaves, and sometimes add 'gave' to their name if they are adopted foundlings of this kind. *Horn-gave*, *Gorgive*, *Shadowgave* and *Nightgave* are typical Gave names.

SHAMANS

Shamans are a very special kind of Beastmen because they have magical powers. However, this fact alone is only a part of what makes them special. Shamans are the intermediaries between the Beastmen and the Realm of Chaos itself. They can spirit-walk in the Realm of Chaos and talk with the very Daemons of the Chaos Powers. Shamans never lead other Beastmen, but the Beastmen's strongest leaders rely on them for all kinds of advice as well as help in battle.



Warhammer Fantasy

BEASTMAN SOCIETY

Beastmen live in the deep, dark forests of the Old World where they fight amongst themselves and against Chaos Warbands, human bandits and Orc tribes. They pose an unavoidable threat to travellers on the forest roads and to small villages and homesteads in or near the forest edge. Many a home or hamlet has been raided in the night, its occupants slaughtered as foxes slay chickens for sport. There is little the authorities can do to do. The Beastmen concentrate their attentions on the outlying areas and the disappearance of the odd isolated farm or village means little in economic or political terms, if its loss is noticed at all. Beyond the Old World, Beastmen live in the barren lands of the north, where the influence of Chaos is strongest.

WARBANDS

The basic social unit of Beastmen is the warband, which consists of a Chaos Champion and his followers. Beastman warbands are usually larger than those of Human Champions, and they mostly consist of Beastmen. The warband rarely has a permanent base, but lives in a series of temporary camps deep in the woods or in some hidden part of the wilderness. Gaves make good sites for camps so long as they are near running water and have a good view over the surrounding forests. Once a warband has hunted the surrounding forests and raided any settlements nearby it moves to another camp some distance away. In this way they are constantly on the move, sometimes clashing with other warbands over a particular territory.



THE SUCCESSION OF A WARBAND

Warbands can lose their Champion for several reasons: through his death in battle, turning into a Chaos Spawn, or he can achieve daemonhood and enter the Realm of Chaos. When this happens the warband will usually continue with one of its other members as its new Champion. Sometimes when a Champion is killed his warband splits up into smaller separate warbands each with a new Champion of its own. Because warbands are continually dividing when their Champions are slain, it is quite common for drifting or unled Beastmen to seek out and join up with other warbands.

THE CHAMPION'S BANNER

Every warband has its own unique banner which proclaims the name of its Champion and lists the deeds of the warband. The banner is carried by the Beastmen in battle, and at other times placed in its own special tent or place in camp. Every warband is very proud of its banner. If a banner is stolen, destroyed, or captured in battle it is a great disgrace for the entire warband, and especially for the Champion himself.

The banner is made from the flayed hide of a fallen enemy, so the larger and more powerful the enemy the better! The Champion makes his sign or writes his name at the top of the banner in the Dark Tongue, and attaches the trophies of the warband's victories to it. If the Champion thinks a particularly heroic deed needs more explanation, he has a picture drawn on the banner to commemorate it. In this way a banner records the story of the Champion's career. Sometimes a warband becomes so famous that the Champion has to slay another enemy and add his hide to the banner just to create more room!

When a Champion is slain his banner is burned or buried with him, but his successor will tear off a small patch to sew on the new banner he will create. Patches from previous Champions are also taken off the old banner and fixed to the new. The banners of most warbands have several of these tiny patches, some of which may be hundreds of years old.



THE CHAMPION'S FEAST

When a Champion is slain, his followers mourn him with ravenous feasting and dancing. If the dead Champion is a particularly famous Beastman, many warbands may be invited to the feast and a great Brayherd is held as described below. At the feast the Champion's own body is eaten by his loyal followers. The most tender and choice bits are eaten by his oldest and most favoured retainers. If the Champion is to be succeeded by one of his followers, the new Champion consumes the old Champion's heart, gulping it down in one bite to the roaring applause and chanting of the rest of the warband. Beastmen say that the warrior's essence lies in his heart, and that by eating the heart of the Old Champion part of his wisdom and power passes into his successor.



Warband Legend

The Champion's feast is a great tradition amongst Beastmen, and if a Champion's body is destroyed the warband considers it a very bad omen for its future. Beastmen believe that by eating their old leader they will inherit some of his character as well as his most distinctive physical mutations. Perhaps this is true, for it is certainly the case amongst the oldest established warbands that its members share many common traits and attributes.

THE BRAYHERD

Rival warbands of Beastmen feel little reluctance when it comes to fighting each other over disputed territory, booty, or just for the sake of it! However, it is frequently necessary for Beastmen to gather together in strength, either to attack a common foe, to defend themselves against attack, or to take part in one of their spectacular all-night festivals. Any common meeting of different warbands is called a Brayherd.

A Brayherd is convened when one Champion goes to an established meeting ground. These meeting grounds are always well hidden places away from the eyes of prying humans, such as valleys, or caves. The Brayherd site is marked by a huge stone slab called a *Herdstone*. Some Herdstones are natural outcrops, others are rough slabs erected by the Beastmen. The Herdstone is blackened with the soot of the meeting fires.

When the Champion reaches the Herdstone he lights a signal fire and his warband camps nearby. Over the following nights other Champions arrive with their warbands, attracted from afar by light of the signal fire. As each Champion arrives he scratches his name or mark on the Herdstone using the Dark Tongue runes of Chaos. His warband sets up camp around the fire. Once enough warbands have arrived the Brayherd begins.



The Champion who called the Brayherd starts by explaining why he has gathered the warbands together. This usually involves a plan to fight somebody, whether it is the hated humans or some other foe. The other Champions listen and decide whether to join the expedition. Then they discuss their plans. Meanwhile, the other members of the warbands enjoy a festival of feasting, wild dance, and brutal singing. Although fights do break out, these are mostly contained by the Champions as it is forbidden to spill blood during the Brayherd. Even deadly rivals respect this tradition.

Champions or warbands who can't resist fighting each other are obliged to leave the Brayherd, scratching out the Champion's name on the Herdstone and moving some distance away to resolve their differences. Once matters have been settled, surviving Champions can rejoin the Brayherd and their name is entered on the Herdstone once more.

The climax of the Brayherd is the *Gorfight*. The winner of the Gorfight will lead the entire expedition. Normally only Gors fight in the Gorfights, but any other Champion can take part so long as all the other Champions agree to it beforehand. The warbands form a ring around the Herdstone and the contenders start off evenly placed around its edge. Each Champion is unarmed and has his hands tied behind his back. The Gorfight is decided by head-butting. Although a Champion can be any kind of Beastman, the battle for leadership obviously favours Gors as they have horns. In fact, if another type of Beastman enters the contest the Gors gang up to defeat him. The winner is the last Champion standing!

During the contest no other Beastmen can enter the ring, but the spectators can strike out with fists or blunt weapons at anyone who gets close enough to the edge. The pole position is the

centre of the ring with your back to the Herdstone - in this position an attacking Champion risks smashing his head against the stone itself if his opponent moves out of the way! Any Champion pushed to the edge risks disappearance under a rain of blows from the ringside.

The winner of the Gorfight is given the honorary title of Gorlord. He leads all the Champions with their warbands during that particular expedition. Once the expedition is over, the battle fought or raid complete, the alliance breaks up into its separate warbands once more and normal feuding resumes. As a mark of the high respect in which the Gorlord is held by other Champions as well as his followers, he is called Gorlord from then on. If he has won a spectacular victory then the name of the battle is added to his title, for example Champion Bullhoof Gorlord of Narga Pass. For years after the destruction of Praag during the Great War against Chaos, many Beastmen Champions carried the title of Gorlord of Praag because many Beastmen armies converged upon that poor city in its final days.

THE SHAMANS

If a Champion's warband does not include a Shaman then one will often join him as his fame and reputation grows. However, a warband only ever has one Shaman. Only if a warband's Shaman is killed can a new one join it.

It is important that a warband includes a Shaman because these Beastmen are more than just spellcasters. A Shaman can spirit-walk in the Realm of Chaos and there he can contact and hold conversations with the daemons of the Chaos Powers or even with the Chaos Powers themselves. He can seek advice or portent of future events, and he can relay messages from the Chaos Powers to their Champions, or vice versa.

As the intermediaries between the Beastmen and the Chaos Powers, Shamans are treated with the utmost respect even by powerful Champions. This is on the whole very sensible, as Shamans have tremendous magical powers and can easily blast or burn anyone who challenges their wisdom.

Spirit-walking is achieved through dreams or a comatose trance induced by excessive drinking. During a Brayherd, all the Shamans present drink themselves into a trance so that they can visit the Chaos Powers and ask for more power to destroy their enemies. By means of spirit-walking the Beastmen have always known that they are not only part of Chaos but the Children of Chaos itself. As a result Beastmen understand much more about the true nature of Chaos than most humans. They know that mankind's hatred and fear of Chaos stem from his ignorance of it. Beastmen believe that humans are unable to stomach the truth about Chaos, and hide their fears by inventing comforting lies about its real nature.

Shamans wear elaborate loose gowns or decorated hoods. They also carry staves or banners decorated with scapels and bones. However, the sole indisputable mark of the Shaman is that his eyes are different colours. Often one eye is red and one blue, or one is yellow and the other green. The actual colours are supposed to signify the favour in which the Shaman is held by a particular Chaos Power; blue or yellow for Tzeentch, green or brown for Nurgle, pink or purple for Slaanesh, and bright red for Khorne.

The Beastmen say of a Shaman whose eyes are very bright that the light of Nurgle, Tzeentch, or some other Power shines through his eyes. A Shaman sometimes chooses to repeat the colours of his eyes in his robes, and if he has horns he might paint them so that they too proclaim the favour of the Chaos Powers.

BEASTMEN AND HUMANS

Beastmen raid and destroy human farms and settlements, attack convoys and travellers, and even fight openly against human armies. There is little that humans can do by way of prevention or retaliation because the Beastmen are such an elusive and mobile foe.

Occasionally, when Beastmen incursions get to be too much much to bear, human hunting parties strike into the woods and round up and destroy any Beastmen bands they find. However, the humans have to be pretty confident of success to risk such a venture, as they are all too likely to find the situation reversed and the hunters become the hunted!

CHAOS CULTISTS

The cults of the Chaos Powers are not openly tolerated amongst human society, but there are still those who worship Chaos in secret. These humans are organised in covens whose leaders are often highly influential men in their home towns or villages. They lead a double life in which their true allegiance to Chaos is kept secret, for any hint of their activities would quickly bring the full weight of the law down upon them.

As servants of Chaos these cultists sometimes have dealings with Beastmen. With the information a cultist provides, Beastmen lay ambushes for messengers and important convoys. By opening city gates or distracting guards, cultists can allow Beastmen bands to enter human settlements.



The warband moved purposefully through the ancient forest, footfalls soft on the carpet of fallen leaves. Sickly beams of moonlight trickled through the bare branches above the path, sparkling green off half-glances of armour and polished metal. At their head strode a huge Caprigor, his great horns stretching before and behind catching on the trees and causing a continual rain of broken twigs.

As they climbed the mountainside the way steepened and the path became more stony, lined with mossy boulders and reaching tree roots. Now, with the trees urging to thin out, they could just make out the orange sparks of the signal fire flaring into the night sky. Ahead lay Herdstone Grant and the Bragherd. Painful horses drifted down in the chill mountain air and the scent of roasting meats lured the warband's noses. The steps of the Beastmen quickened in anticipation of the night's feasting.

Suddenly, the leader signalled the band to stop, and they shrank motionless down into the shadows. The Caprigor's nostrils flared as he gently breathed in the icy breeze. He could smell strangers - ahead, to the left. Though they moved almost silently, the odd falling pebble or cracked twig betrayed the presence of a large warband. He watched them passing: slavery horses behind the racks, horns and weapons silhouetted momentarily against the sky.

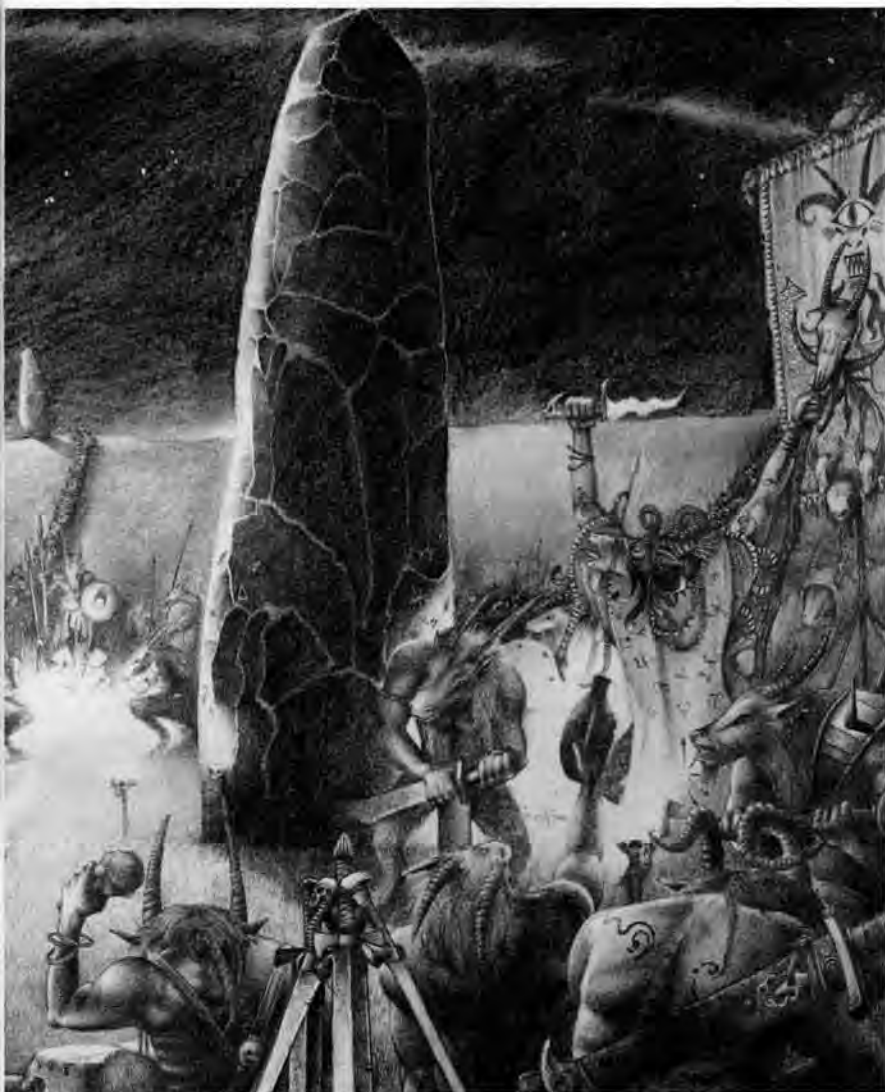
At the time of the calling, darkness was supposed to be set aside, but caution and mistrust urged the Caprigor to keep his band hidden until the other had passed. He could hear rustles and whispers behind him - his followers were

becoming restless, but still he waited, some sixth sense holding him on guard. Then he smelt it - human-smell. Not the familiar stench of Tumsk, but the distinctive scents of civilisation. They were all downwind of his warband's position, moving uncertainly in the darkness. He raised himself and signalled orders to his band, and they swept off into the night, eager for some action after their enforced inactivity.

Ten minutes later, the trap was set and closing. The human spies had no idea they were being shadowed, stupid in the ways of the wild, unused to the soft by house and hearth. They probably thought they were moving quietly, but to the keen senses of the Beastmen they made as much noise as an army.

One fingered behind to relieve himself and was poised on his hind and tail, who slit his throat and slanted the hot human blood into their horns. A well-aimed tick slashed the lantern from the leader's hand, and the humans backed together in a rough circle, swords drawn to face their invisible tormentors. The Caprigor howled attack, and the Beastmen swooped down from their hiding places, guttering flares from the spit of oil illuminated a nightmare scene of flashing swords and spouting blood as the Beastmen blindly backed their enemies apart in a orgy of unalloyed savagery. In less than a minute the humans were all dead - a pile of broken bodies and limbs. The Beastmen stopped long enough to take their trophies, then vanished back into the night. A slow stream of human blood trickled over the stones and extinguished the flames of the broken lantern. All was dark and quiet in the forest once more.





Contact between a human group and Beastmen can be made by any human brave enough to follow the signal fires of the Brayherd. If the Mark of Chaos is on him in the form of mutation, then the Beastmen will recognise him as a follower of Chaos. Once initial contact has been made the Beastmen and cultists will arrange to meet and conduct their business in forest clearings and other wild places.

Human cultists develop Chaos Attributes as rewards from their Chaos Power and are forced to flee into the forests. There they join the bands of Beastmen as Turnskins.

BEASTMEN AND HUMAN CHAMPIONS

The Beastmen do not always live at peace with the human Champions and warbands who roam the dark woods and wastes. Warbands of all races keep a careful look-out for the progress of other warbands. They know which Champions are in the local area, and their deeds will be common knowledge amongst all the Chaos Champions thereabouts. Beastmen whose own warband has broken up will gladly enter the service of a human Champion if he has a good reputation or promising future. The two kinds of Champion, Beastman and human, serve a common end. When necessary they gather together to fight side by side on behalf of Chaos.

The Brayherds provide ample opportunity for human Champions to present themselves to the Beastmen Warbands to exchange information or arrange cooperative attacks. The Beastmen don't necessarily regard the truce of the Brayherd as applying to Humans, so a Champion must choose his moment (and his words) carefully!



Irony Artwork

BEASTMEN AND CHAOS POWERS

Beastmen revere the four Great Chaos Powers Khorne, Nurgle, Slaanesh and Tzeentch, as well as many of the lesser Powers which slumber in the Realm of Chaos. A Beastman Champion will often dedicate himself not to a specific Power, but to the unfettered glory of Chaos as a whole.

Chaos Powers look upon Beastmen with special favour, and rewards are granted to successful Champions even though they may serve no specific Chaos Power. Champions who do follow Khorne, Nurgle, Slaanesh or Tzeentch often benefit from the relationship more readily than human or other Champions, because they are closer to the true nature of Chaos.

A warband which follows one of the Chaos Powers will naturally acquire mutations and powers appropriate to that Power. As the Champion and his warband are granted fresh rewards by the Champion's Patron, they gradually mutate into the form of Beastmen of Khorne, Nurgle, Slaanesh or Tzeentch. When a warband breaks up following the death of its Champion, these Beastmen join up with other Champions of that Power. In this way there are always Beastmen of the Great Powers available to join the warband of an up and coming Champion.

BEASTMEN OF KHORNE The Khorngor

The signature of Khorne is writ clearly upon the form of his Beastmen. They have canine heads or faces, fierce snapping jaws, and teeth which drip with rank saliva. Their skin or fur is usually red and their eyes are all white with red pupils. Heroes often have fur which is especially impressive, either bright red, black with red flecks, or a strange metallic brassy colour.

If the Beastman has horns these may be twisted into the shape of Khorne's skull rune. The same rune is often painted or burned onto their skin or fur, and can be tattooed onto their exposed foreheads. Beastmen of Khorne always fight in their own units, although they can be led by a Beastmen Hero so long as he does not follow any other Power.

Beastmen of Khorne have a Will Power which is 2 higher than other Beastmen. This reflects their master's hatred of magic and means they are able to resist some magic more easily.

	M	WS	BS	S	T	W	I	A	Ld	Int	A	WP	PV
Beastman													
Khorngor	4	8	2	3	4	2	3	1	7	6	7	8	10
5 Hero													
Ramboast	4	5	4	4	4	2	4	2	7	6	7	8	60
10 Hero													
Despoiler	4	6	4	4	2	3	4	3	8+1	6	7	8	110
15 Hero													
Fennifoe	3	6	4	4	3	4	5	3	9+2	6	8+1	9+1	160
20 Hero													
Hewender	4	7	4	4	3	3	6	4	10+3	6	8+1	10+2	210
25 Hero													
Slayer	4	7	5	4	5	3	6	4	10+3	8+2	9+2	10+2	260



Beastmen of Khorne *hate* enemies who are mortal followers of Slaanesh including Beastmen who follow that Chaos Power. They also *hate* all enemy Wizards. They do not hate enemy Shamans who also follow Khorne, as they cannot cast magical spells but have the power to nullify magic as explained below. Remember hatred only applies to enemy troops - never to allies, even if they are followers of another Patron.

A Shaman of Khorne has the power to cast spells but out of respect for his Patron does not do so. In return Khorne grants him a special power. This is the ability to nullify a spell cast by another Wizard. If a Wizard casts a spell within 24" of the Shaman of Khorne, the Shaman can automatically nullify it by expending magic points equal to those used to cast it.

A Shaman of Khorne can nullify any number of spells in a turn, so long as he has enough magic points to do so. The Shaman of Khorne can also use magic points to enhance his normal magic saving throw if the player wishes.

THE BEASTMEN OF NURGLE

The Pestigor

The Beastmen of Nurgle have blistered and broken skins, often red with cracked flesh and sores which have been given to them by a generous master. Their fur is matted and coarse, and their bodies are riddled with all kinds of disease. Yet they retain the morbid vigour that characterises their master so their afflictions in no way mar their battle-worthiness.

The sign of Nurgle is carved into their armour, daubed upon their clothes, and sometimes etched on their skin by the path of disfiguring disease.

A Beastman of Nurgle has a 50% chance of carrying Nurgle's Rot, although thanks to his loyalty to Nurgle the disease will not affect him. Nurgle's Rot can be transmitted to opponents in hand-to-hand combat (see *Magic of Nurgle*).

A Beastman Shaman of Nurgle always has the spells of Nurgle appropriate to his level. Remaining spells are generated randomly as normal. For example, a Feraflux with a magic level of 2 has the level 1 and 2 Nurgle spells *Stench of Nurgle* and *Miasma of Pestilence*.

Beastmen of Nurgle *hate* all enemy who are mortal followers of Tzeentch including Beastmen who follow that Patron.

BEASTMEN OF SLAANESH

Slaangors

Beastmen of the Chaos Power Slaanesh have white or near white fur and pale or pastel skins. Their eyes are green and are sometimes saucer-like in a similar way to those of the Daemónettes. The rune of Slaanesh appears somewhere on them, painted onto their hides or carved into armour, a bracelet or neck collar. Many of Slaanesh's Beastmen have the head or horns of a bull (they are Bovigors in fact) just like the Greater Daemons of their master.

A Beastman Shaman of Slaanesh always has the spells of Slaanesh appropriate to his level. Remaining spells are generated randomly as normal. For example, a Feraflux with a magic level of 2 has the level 1 and 2 Slaanesh spells *Acquiescence* and *Parade of Slaanesh*.

Beastmen of Slaanesh *hate* all enemy who are mortal followers of Khorne including Beastmen who follow that Patron.

BEASTMEN OF TZEENTCH

Tzaangors

True to the Changer of the Ways Beastmen of Tzeentch are spectacularly variable. They always have at least one outstanding feature, either brightly coloured or exotically patterned fur, or very impressively coloured or shaped horns. Other mutations are usual, whereas other Beastmen may have no mutations, Beastmen of Tzeentch always have at least one.

A Beastman Shaman of Tzeentch always has the spells of Tzeentch appropriate to his level. Remaining spells are generated randomly as normal. For example, a Feraflux with a magic level of 2 has the level 1 and 2 Tzeentch spells *Gift of Tzeentch* and *Pink Fire of Tzeentch*.

Beastmen of Tzeentch *hate* all enemy who are mortal followers of Nurgle including Beastmen who follow that Patron.



GAMES RULES FOR BEASTMEN

The following profiles give characteristics for Beastmen, Beastmen Heroes and Beastmen Shamans. Points values are included for each. Each level of Hero and Shaman is also described by a special name. This name reflects the status of the character among other Beastmen. These names can only be granted by a Shaman who must first consult the daemons as to the merits of the individual they intend to honour.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
Beastman:	4	4	3	3	4	2	3	1	7	6	7	6	10
5 Hero: Banebeast	4	5	4	4	4	2	4	2	7	6	7	6	60
10 Hero: Despoiler	4	6	4	4	5	3	4	3	8+	6	7	6	110
15 Hero: Feralfoe	4	6	4	4	5	4	5	3	9+	6	8+	7+	160
20 Hero: Howlerider	4	7	4	4	5	5	6	4	10+	6	8+	7+	210
25 Hero: Slayer	4	7	5	4	5	6	6	4	10+	8+	9+	8+	260
5 Shaman: Spiriter	4	5	3	4	4	2	3	1	7	7+	8+	7+	90
10 Shaman: Mutander	4	5	3	4	4	3	4	1	8+	8+	8+	8+	160
15 Shaman: Feralthio	4	6	3	4	5	3	4	1	9+	8+	9+	8+	255
20 Shaman: Malevolus	4	6	4	4	5	5	5	1	9+	9+	9+	9+	345
25 Shaman: Arcan	4	7	5	4	5	5	6	1	10+	9+	10+	9+	470



Phil Elliott

SPECIAL RULES

- Any Beastman can have Chaos Attributes as shown by the following chart. Roll to see if the Beastman has any attributes using the percentage chance indicated. If the Beastman does have attributes then determine how many and generate them randomly.

Beastman	Chance of Attributes	Number of Attributes
Beastman	50%	D3
5 Hero	65%	D4
10 Hero	85%	D6
15 Hero	Always	D6+1
20 Hero	Always	D6+2
25 Hero	Always	D6+3
5 Shaman	85%	D4
10 Shaman	Always	D6
15 Shaman	Always	D6+1
20 Shaman	Always	D6+2
25 Shaman	Always	D6+3

- Shamans have the normal number of spells for their level. These are generated from amongst the Battle Magic, Daemonic or Necromantic spell lists. Each spell is generated randomly from one of the lists in turn, until the Shaman has his full quota as shown on the chart below.

Shaman Level	Shaman Name	Magic Level	Number of Spells				Magic Points
			1	2	3	4	
5	Spiriter	1	3	0	0	0	10 or 3D6
10	Mutander	1	8	0	0	0	10 or 3D6
15	Feralthio	2	6	3	0	0	20 or 8D6
20	Malevolus	3	6	3	1	0	30 or 9D6
25	Arcan	4	6	3	3	3	40 or 12D6





THE BEASTMAN CHAMPION AND WARBAND

Beastmen are held in high favour by the Chaos Powers, for they are creatures of Chaos epitomising both its vast energy and its potential to warp and destroy. Although a Beastman Champion's chances of attaining Daemonhood are no better than anyone else's, he will attract a powerful following much more quickly than other Champions.

THE BEASTMAN CHAMPION

Unlike human or other Chaos Champions, who can be Wizard Champions with magical powers, a Beastman Champion can only be a fighting warrior. Beastmen Shamans are never Champions because they occupy a very special role in the warbands, supporting the Champion with their powers and acting as the intermediary between the warband and the Chaos Powers.

D100	Starter Profile	M	W	S	R	S	T	W	I	A	I.A.	Int	C	WP
01-50	Beastman	4	4	1	1	4	2	3	1	5	6	7	6	6
51-75	5 Hero	4	5	4	4	4	2	4	2	7	6	7	6	6
76-85	10 Hero	4	6	4	4	3	1	4	1	8+	6	7	6	6
86-95	15 Hero	4	6	4	3	3	1	5	1	9+2	6	8+	7+1	7+1
96-99	20 Hero	4	7	4	4	3	3	6	4	10+	6	8+	7+	7+
00	25 Hero	4	7	5	4	3	3	6	4	10+	6+2	9+2	8+2	8+2

CHAOS ATTRIBUTES

Beastmen can already have Chaos Attributes when they become Champions. The number of attributes is determined from the following chart.

Beastman	Chance of Attributes	Number of Attributes
Beastman	50%	D3
5 Hero	65%	D4
10 Hero	85%	D6
15 Hero	Always	D6+1
20 Hero	Always	D6+2
25 Hero	Always	D6+3

MARK OF CHAOS

The Champion receives the appropriate Mark of Chaos from his chosen Patron just like any other Champion. In the case of Nurgle, this consists of a randomly determined attribute plus an increase in toughness of +1. In the case of Tzeenich the Champion receives D3 attributes plus a randomly determined magic item. Khorne's Champions receive a suit of Chaos Armour and a randomly determined attribute. Champions of Slaanesh receive an increase in will power of +1 plus a randomly determined attribute.



FOLLOWERS

Beastmen society is based upon the warband, so all Champions start off with at least some followers. To determine how many followers the Champion has to begin with, roll a D6 and consult the chart below. This shows how many times the player can roll on the *Beastmen Followers Table*. Thereafter, a Beastman Champion rolls once on the chart below every time he is rewarded by his Patron.

D6	Rolls on the Beastmen Followers Table
1-2	1
3-4	2
5	3
6	4

BEASTMEN FOLLOWERS TABLE

01-20

2D6 BEASTMEN OF THE CHAMPION'S PATRON

Beastmen of the Champion's Patron are drawn to the service of the Champion by the providence of Chaos and the will of their mutual master. If the Champion has no single Patron then the Beastmen are of standard type. Some carry shields, some wear light armour, a few combine both, others have none, giving an average D6 saving throw of 6. They brandish axes, swords, clubs and other hand weapons. If forming a new unit in the warband the Beastmen may automatically have a standard and a warhorn or other instrument.

21-40

2D6 BEASTMEN

Beastmen flock to the Champion's entourage, attracted by tales of his growing fame and portents of future success.

These Beastmen are of standard type. Some carry shields, some wear light armour, a few combine both, others have none, giving an average D6 saving throw of 6. They brandish axes, swords, clubs and other hand weapons. On the D6 roll of a 5 or 6, any or all of the Beastmen may carry a bow or a spear as well as, or instead of, their other equipment. If forming a new unit in the warband the Beastmen may automatically have a standard and a warhorn or other instrument.



Steve Jackson

41-60 BEASTMAN HERO

A renowned Beastman joins your ranks. If your Champion follows a particular Patron there is a 50% chance the Hero is a Beastman of that Patron. Otherwise the Hero is an ordinary type of Beastman. Roll a D10 to determine how powerful he is.

D10	Hero	Chance of Attributes	Number of Attributes	Chance of Beastmen Followers	Number of Beastmen Followers
1-4	5 Hero	65%	D4	25%	D4
5-6	10 Hero	85%	D6	25%	D4
7-8	15 Hero	Always	D6+1	50%	D6
9	20 Hero	Always	D6+2	75%	D14
10	25 Hero	Always	D6+3	95%	D16

Beastmen Heroes have standard profiles for their type, plus the attributes indicated. They wear heavy armour, or light armour and a shield, giving a D6 saving throw of 5 or 6. They carry either a hand weapon or a double-handed sword or axe - the player can decide which.

A Hero's followers will be Beastmen appropriate to his own allegiance. If he is a Beastman of one of the Great Powers then his followers are too. If forming a new unit in the Warband the Beastmen may automatically have a standard and a warhorn or other instrument like a drum.

61-70 BEASTMEN SHAMAN

If your warband does not already include a Shaman, a Beastman Shaman joins you. If your warband already contains a Shaman it cannot be joined by another. No other followers join your band and the dice roll is wasted.

Roll a D10 to determine how powerful the Shaman is:

D10	Shaman	Chance of Attributes	Number of Attributes
1-4	5 Shaman	85%	D4
5-6	10 Shaman	Always	D6
7-8	15 Shaman	Always	D6+1
9	20 Shaman	Always	D6+2
10	25 Shaman	Always	D6+3

Shamans have standard profiles for their type. They do not wear armour although they do carry a sword or other hand weapon. The Shaman has a 75% chance of having a randomly generated magic item.

If your Champion has a Patron Power the Shaman also follows that Power and his spells will include those of his Patron. If your Champion follows no specific Patron then the Shaman is especially favoured by two Chaos Powers. A Shaman's spells can include those of the Powers which favour him if the player wishes. Roll 2D10 to determine which Powers favour the Shaman. If the result is Khorne then the Shaman loses 1 spell from his total - Khorne hates magic even amongst those who otherwise please him.

D10 Chaos Power

1	Khorne
2-4	Slaanesh
5-7	Nurgle
8-10	Tzeentch



81-85

D3 DRAGON OGRES

D3 Dragon Ogres have heard of your Champion's fame and wish to serve in his warband. There is a 10% chance that one of the Dragon Ogres will be a Hero of his kind. If so, determine his level from the following chart.

D10	Hero Attributes	Number of Attributes
1-4	5 Hero	D3
5-6	10 Hero	D4
7-8	15 Hero	D3+1
9	20 Hero	D4+1
10	25 Hero	D6+1

Dragon Ogres have standard profiles for their type. Ordinary Dragon Ogres have a 25% chance of having D2 Chaos Attributes. They wear light armour and carry an axe or other hand weapon.

86-98

D6 MINOTAURS

The Champion is joined by a band of D6 Minotaurs. There is a 10% chance that one of the Minotaurs is a Hero. If so, determine his level and Chaos Attributes from the following chart.

D10 Hero	Title	Chance of Attributes	Number of Attributes
1-4	5 Hero	15%	1
5-6	10 Hero	20%	1
7-8	15 Hero	25%	D3
9	20 Hero	30%	D4
10	25 Hero	35%	D3+1

Minotaurs have standard profiles for their type. They are armed with a mixture of axes and large unwieldy clubs. Minotaur Heroes wear light armour.

71-80

D6 CENTAURS

Your Champion is joined by a group of Centaurs. If there are 4 or more, then one of them will be a Hero. If there are 6 then there is no Hero, but the Centaurs are led by a Wizard instead.

Use the following table to generate Heroes and Wizards as appropriate.

D10	Level	Heroes	Wizards	Number of Attributes
1-4	Level 5	Hornhoof	Fetlock	D4
5-6	Level 10	Tairgirth	Witherslock	D3+1
7-8	Level 15	Wormtail	Grimlock	D4+1
9	Level 20	Steedmaster	Skylock	D6+1
10	Level 25	Stallion Lord	Sky Lord	D6+2

All Centaurs have standard profiles for their type. Ordinary Centaurs have a 50% chance of having D3 attributes.

Roll a D6 for each to determine their weapons.

D6 Weapons Carried

- | | |
|---|----------------------------|
| 1 | Hand Weapons |
| 2 | Spear |
| 3 | Lance |
| 4 | Double-headed sword or axe |
| 5 | Bow |
| 6 | Bow + Lance |

99-00 OTHER

Roll on the main *Repinic Table* for human and other Champions of Chaos.



SPACE MARINE

SPACE MARINE



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070618

SPACE ORK MADBOYZ

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WEAPON SPRUE A: BOLT GUNS
& BOLT PISTOLSWEAPON SPRUE B: CHAINSWORD,
PLASMA GUN, BOLT GUN & BOLT PISTOLS

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ILLUSTRATED SHOW JUST A FEW OF THE POSSIBLE COMBINATIONS.

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PAINBOYZ



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WEIRDBOYZ



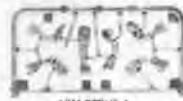
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WEIRDBOYZ



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EACH BLISTER ABOVE IS SUPPLIED WITH A SET OF PLASTIC ARMS AND 1 OF EITHER WEAPON SPRUE A OR B

070561 ORK NOBZ

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NOB WITH
COMBINED BIONIK
ARM/BOLTER AND POWERFIST

NOB WITH
FLAMER AND
BIONIK ARM

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GRETCHIN SLAVE
CARRYING BOLTER

WARBOSS
WITH BOLT PISTOL

070561/2



NOB WITH
BOLTER AND BIONIK ARM

NOB WITH
PLASMA GUN

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SNAKEBITE NOB

GOFF NOB

BLISTER IS SUPPLIED WITH ARM
SPRUE A AND ONE OF WEAPON SPRUES A, B OR C

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NOB WITH
BOLTER AND BIONIK ARM

NOB WITH COMBINED
BIONIK ARM/FLAMER
AND LAS-PISTOL

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BLOODAXE NOB

EVILSUNZ NOB

BLISTER IS SUPPLIED WITH ARM
SPRUE A AND ONE OF WEAPON SPRUES A, B OR C

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070598 ORK WARBIKES

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ORK WARBIKE



MODEL REQUIRES ASSEMBLY

070598/2

ORK NOBZ WARBIKE



MODEL REQUIRES ASSEMBLY

DRIVER 1



DRIVERS 1 AND 2 ARE INTERCHANGEABLE
WITH EACH OTHER AND ALSO WITH THE
WARTRAK SCORCHER DRIVERS WHICH
APPEARED IN W.D. 123.

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WD80

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