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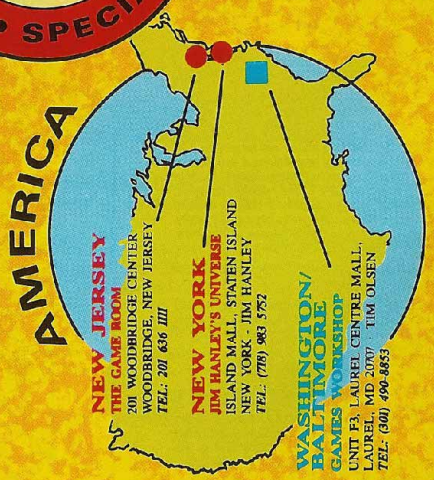


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All our products (from large hardback books to Citadel Miniatures' blister cards) are designed and produced in conjunction with the Editorial and Art departments. These will invariably eat up more than their allotted share of the production schedule, keeping the production staff under constant pressure from looming print deadlines.

Layout Designer

A fundamental requirement of Games Workshop's rulebook and supplementary material is that the pages be laid out in a neat, functional manner with unobtrusive use of relevant illustration.

The layout designer is required to combine text and illustration in a visually attractive format which accommodates the primary function of the material - ie that it is information which must be easily found and used during the game play.

Previous experience of page and/or graphic design would be an advantage.

Written applications for either position should include a CV and samples of relevant work (a high quality photo-copy will suffice) addressed, in the first instance, to: Tony Cottrell, Games Workshop Design Studio, Enfield Chambers, 14-16 Low Pavement, Nottingham NG1 7DL.

Finished Artist

The job requires an ability to produce clean, neat, and accurate paste-up to tight briefs and tighter deadlines. Previous experience is not essential but would be a definite advantage, as would knowledge of reproduction techniques and processes for both mono and four-colour artwork. In any event, candidates will be expected to demonstrate appropriate skills.

Both posts are based in central Nottingham and starting salaries will depend on age and experience. It is likely that initial appointments will be for a trial period of 3-6 months, during which time work will be closely monitored and regularly reviewed.

Tele-Sales

Games Workshop also wants to recruit bright, energetic and enthusiastic young people for its telephone sales team based at our Eastwood offices.

Previous experience of tele-sales is not essential, but applicants must be able to communicate clearly and cheerfully - a good command of English and clear diction are vital. A background in retailing would be a definite advantage in that applicants need to understand the needs and problems of both our retailers and consumers. Equally important is the requirement for a wide-ranging knowledge of, and enthusiasm for, Games Workshop's products.

The work is hard and high-pressured and demands intelligence, energy and enthusiasm. Starting salaries will depend on age and experience. The right person will find Games Workshop a dynamic and fast-expanding organisation where there are always plenty of opportunities for career advancement. Interested applicants should write in the first instance to Chris Harbor at Games Workshop Ltd., Chewton Street, Hilltop, Eastwood, Notts, NG16 3HY.



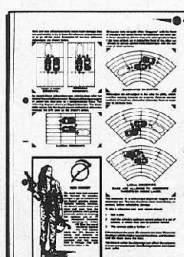
Chaos Axes - Gary Harrod

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Titans Data Cards



Dark Future Page



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CULTURE SHOCK

SHOP NEWS

The latest Games Workshop to open will be in **Brighton**. The address of the new shop is 7 Nile Pavilions, Nile Street, Brighton and the grand opening day, with the usual special offers and ridiculous reductions, will be in February. Watch these pages for more news.

Saturday December 17th saw the opening of the new Games Workshop store at **Bristol**. As usual, the opening was well attended and the shop was packed throughout the day - there were regular reports of people staggering through the streets of Bristol with piles of games that reached over their heads! The first sightings of *Adeptus Titanicus* caused a significant stir, and amongst the other most popular games were *Blood Bowl* and *Dark Future*, with T-shirts also being snapped up as fast as they appeared on the shelves.



A happy customer carries off his loot from the Bristol opening



Batfish vocalist Simon Detroit engrossed in a game of Dark Future.

BATFISH

Simon Detroit, prime Noise Marine and vocalist of **Batfish**, visited the Studio to wish everyone a happy new year. Currently on the same label as Motorhead, Hawkwind and Girlschool, and with a new album, *Batfish Brew* in the shops, Simon describes Batfish as 'Heavy Metal Boogie Rock'.

Selected excerpts from their press cuttings inform us that Batfish are 'searching for the ultimate biker experience' (*Sounds*), 'escapees from a very nasty John Carpenter movie' (*Kerrang!*), 'Metal meets Punk' (*Record Mirror*), 'hardcore bombastic, unable to go wrong' (*Melody Maker*) and able to deliver a 'slugging, explosive reaction' (*Kerrang!*).

A dedicated *Blood Bowl* player, Simon's Melonhead Orcs are real killing team - watch out for them in the Leeds regional *Blood Bowl* league. To while away the weary hours between gigs, Batfish also play games like *Talisman* and *Block Mania*, with the current favourite being *Adeptus Titanicus*.

WHERE IS HE NOW?

Games Workshop are interested in contacting **Dave Trampier**, famed creator of the *Wormy* cartoon strip, and would be most grateful if anyone knowing of Dave's whereabouts could drop us a line.

NEW ARRIVALS

Two new faces at the Design Studio are Games Workshop's new full-time colour artists, **Wayne England** and **David Gallagher**. Wayne's work is featured in this month's *Illuminations* and his Space Marine picture graces the cover of this issue. David's artwork will already be familiar as he has been working freelance for GW for some years - we featured a splendid collection of his pictures in *White Dwarf* 107.



Wayne England and David Gallagher

GOLDEN DEMON

Time's running short for entries to this year's **Golden Demon** awards, so get your paint brushes out for any last minute retouches and rush your best miniatures down to the nearest regional heat. The last date for entry to Golden Demon '89 is Thursday 26th January, with judging on Saturday 28th. The addresses of all the regional heats are listed elsewhere in this issue.

DARK FUTURE ERRATA

On page 32 of the rulebook it states that critical hits occur on a score of natural six when making a hit roll. This is wrong and the sentence should read:

Critical hits occur whenever a player scores a 'natural' six on a roll for damage (a natural six is a dice roll of six *before* any modifiers are applied).



Desert conflict between Orks and Space Marines of the Blood Angels chapter (in camouflage colours)



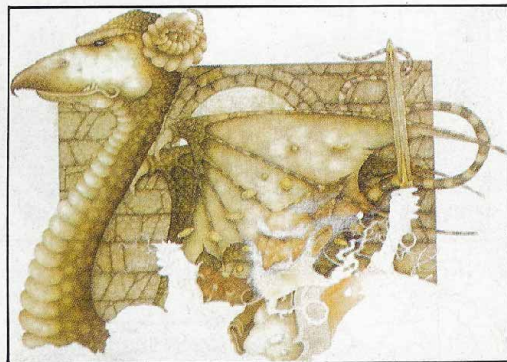
Blood Bowl Star Player - Wayne's first use of inks, giving his images a more dynamic quality, particularly suitable for printing

WAYNE ENGLAND

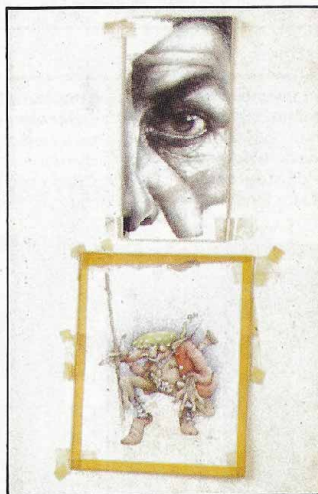


This month's *Illuminations* features the work of one of Games Workshop's new colour artists: Wayne England. Wayne's previous work with advertising agencies meant that yoghurt pot labels and cornflake packets were the order of the day until, inspired by images from *White Dwarf*, he produced the Space Marine picture that appears on the cover of this issue and wrote to John Blanche at the Studio.

John was impressed by Wayne's work and, following the publication of a number of his freelance commissions, Wayne has joined the Studio as a full-time artist. He is now putting his subtle techniques to good use, working with an original combination of ink, crayons and process white paint. We look forward to seeing a lot more of his work and wish him the best of luck in his new position.



Dragon and Gnome from Wayne's sketch book



Pictures from Wayne's sketch book - these readily show some of his influences



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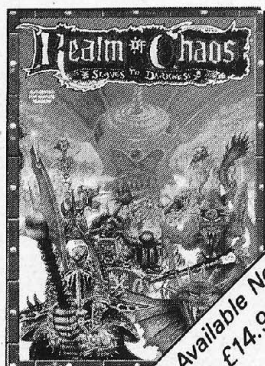
Skaven - this picture was painted exclusively with crayons

MAIL ORDER

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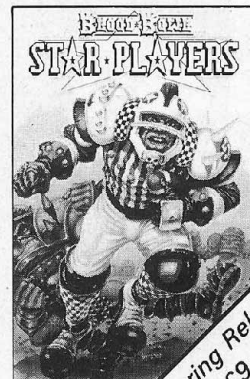
This companion volume to *Slaves to Darkness* develops the **WARHAMMER** mythos even further and includes Chaos Bestiary, fantasy and 40K army lists, Chaos terrain generation and much, much more!



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BLOOD BOWL STAR PLAYERS

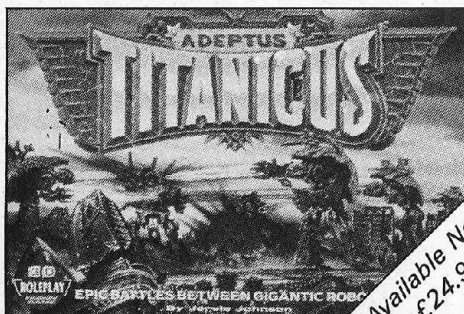
Star Players has all the details for Dwarfs, Elves, Skaven and the other Blood Bowl races, plus rules for using and creating Star Players, with 36 ready-to-use Star Player cards.



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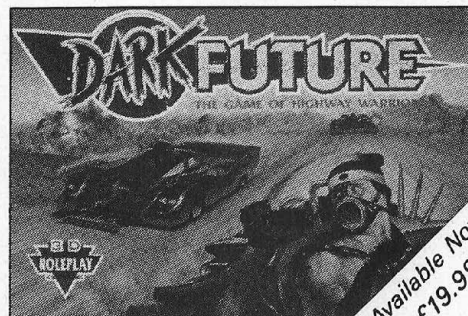
Epic battles between gigantic robots! Jervis Johnson's latest game contains 6 model Warlord Class Titans, 8 polystyrene buildings, 1 transparent burst circle template, 2 plastic range/movement rulers, 12 colour Titan data cards, a comprehensive rulebook and 4 dice.



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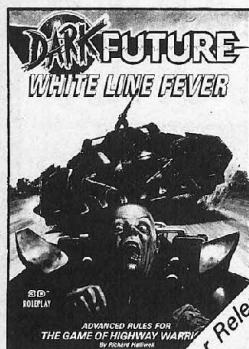


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WHITE LINE FEVER

These advanced rules for DARK FUTURE allow more complex moves and actions, new weapon and combat details plus a complete vehicle design system.



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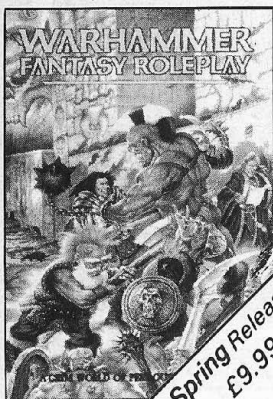
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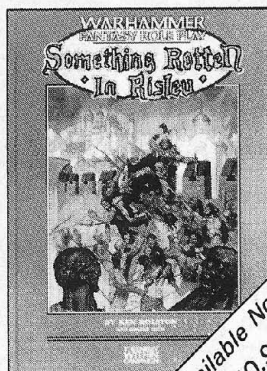
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All the rulebooks in Games Workshop's latest boxed games, such as **Dark Future**, **Adeptus Titanicus** and **Blood Bowl**, are punched for storage in a ring binder. So are the pages of the **Citadel Miniatures Catalogue**, and the pages of **White Dwarf** which contain material relevant to these products.

This format will be used for most of our forthcoming books and games, so you can keep everything for your favourite game in one place - no more hunting through books and magazines to find the rule or model you need! You can easily include new supplements and rules changes in exactly the right place, readily to hand when you need them during a game.

Games Workshop's high-quality ring binders are specially designed for this new rules format. As well as the Games Workshop logo in gold on the cover and spine, they feature two clear plastic pockets - one for the cover of the rulebook, and one on the spine for the full-colour card label which you will find in all future games in this format. So when the binders are lined up on your bookshelf, you can tell at a glance which one you need.

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- 3 For the base colours on larger figures, such as monsters, Dragons and vehicles, and for dry-brushing and washing medium-large areas.

GAMES WORKSHOP

OGRYNS

Continuing our feature on the Imperial Guard from last issue, we take a look at Ogryns in *Warhammer 40,000*. The largest of the Imperium's Abhumans, the Ogryns' brute violence, selfless courage and devotion to the Imperial cult give them a fearsome reputation as assault troops.

by Ivan Weeds and Graeme Davis

Dense black smoke drifted slowly from the wreck of the Rhino APC, casting a deeper gloom over the sunset. Commander Fleyitch lowered his bio-scanner and slumped wearily against the foot of the ruined wall.

"They're still down there," he said wearily, "Just waiting. They're dug in all round the spaceport perimeter, so we can assume this isn't the usual Eldar smash-and-grab attack." He took the flask of *kvatsch* from Captain Rotch, and offered it to Vertren, who, as usual, was just close enough to get on his nerves. The Commissar shook his head, with a faint expression of distaste. Fleyitch shrugged and drank. The spirit warmed him against the growing chill of evening.

"Reinforcements, sir?" Rotch was clearly thinking along the same lines as his commander.

"Must be. This is the only facility on the continent capable of taking heavy traffic. We lost contact with the orbiter just after it reported a large number of unidentified ships coming out of warp space at the edge of the system. This is a beachhead, Captain, and we've got to break it before they start landing." He paused for a moment.

"Let's try a different approach," he said at last. "So far, we've been fencing with them - testing flanks, looking

for weak spots. Result: we lose half a Company and they lose three Dreadnoughts and a handful of troops. We've been rational about it. Let's do something irrational and confusing, see how they cope. Something they've never seen before, something they can't anticipate." He noticed Commissar Vertren fingering his laspistol, and shot him a look. "Don't worry, I haven't gone combat-happy. Not yet."

"Look," he started to scratch a crude map on the wall with his knife, "If we get them all looking *this* way by doing something they won't believe, then there's a chance that we can smash a fast column through their lines *here* and do enough damage to the holding force and/or the spaceport itself to prevent the landing." Rotch started to look even more worried.

"But, sir," he protested, "What have we got that can get even halfway to that point without being shot to the Warp and back?" Fleyitch grinned.

"Ogryns," he said. "If we time it just right, the Eldar will all be going '*What the...*' just when what's left of the Company breaks cover over here and piles into them. No spreading out, no fancy stuff, just smash through. Let's see how those degenerate sophisticates handle a healthy dose of pure unreasoning violence."



Ogryn in Combat with Orks

● OGRYNS IN THE IMPERIUM

Ogryns are among the largest and most powerful of the Abhuman breeds yet discovered - only the Minotaurs, a strain of giant Beastman, can match them for sheer destructive power. The bulk of Ogryn worlds were originally prison planets, and when these worlds were brought back within the Imperium after the Age of Strife, the harsh planetary conditions were found to have wrought a particular pattern of changes upon the inhabitants.

Obviously, those planets which are selected for use as prison worlds have no better use to the Imperium; they are generally barren, and lacking in native food species. They are harsh environments, and those who survive there must be unusually resilient.

Been on a death world once. That was a bit like home. Most places are better, though. And there's regular rations. We get more if the Emperor's really pleased with us.

- Sergeant Ogryn Hratblagg on the joy of life in the Imperial Guard

● EVOLUTION AND PHYSIOLOGY

Ogryns evolved on planets with harsh environments, little food, and some hostile life-forms of animal and lower intelligence. The physical traits displayed by Ogryns are a direct response to environmental demands.

Firstly, their size and strength. Ogryns are generally half as tall again as the average Human. They are more heavily built, even in proportional terms, with a muscle mass to height ratio almost twice that of a Human. Their bones are heavy, and their skin is thick, with few sensory nerves.

This build is largely a response to hostile native life-forms; the Ogryn has become large enough to fight most native predators and win, using the improvised and primitive weapons which are the only defence available on a prison planet. It also suits the Ogryn for a predatory role, relying on size and strength to overcome prey.

Secondly, their digestive system. In response to the generally barren nature of their home planets, Ogryns have developed a digestive system which is capable of deriving nutrition from almost any organic substance. Their capacity for eating - far in excess of that of a normal Human - derives from the need to eat everything available when food is found, and store it against the long fast until more food is discovered.

Finally, their intelligence. On their home planets, the constant struggle to survive and find food leaves no time for any other activity, and the Ogryn brain has undergone a degree of atrophy. They are often thought of as stupid by normal Humans, and indeed their intelligence and reasoning capacity is lower. However, their brains are attuned to survival - fighting and eating - to such a perfect degree that, on their own terms, there are few races in the known galaxy that can match them.

● APPEARANCE

The basic appearance of an Ogryn is that of an oversized and coarsely-formed Human. They stand 2½-3 metres tall, and are very heavily built by Human standards. Limbs are short and heavy, and hands are large and clumsy-looking.

Ogryns have large heads - the thick bone of the skull often makes them look disproportionately large by Human standards - with heavy, prominent jaws. It is common for the lower canine teeth to grow into protruding tusks. Fighting is natural to Ogryns, and even the friendly altercations they have among themselves can lead to minor injuries. Ogryns are almost always heavily scarred, and broken teeth are common.

There is some variation on the basic Ogryn physique, according to homeworld. Ogryns from the planet Skraag (Imperial designation Beta-Entebes III) tend to be taller and rangier than other Ogryns, with a distinct yellow-brown tinge to their skin owing to the high concentration of volcanic sulphur dust in the atmosphere; they are also renowned for their highly distinctive smell. On the other hand, Ogryns from Ugglob (Imperial designation Dranno IV) are shorter and stockier, with larger heads. The high humidity of this planet's atmosphere has led to Ugglob Ogryns developing an astonishing range of warts and other fungal disorders.

The majority of Ogryns cultivate an appearance which is in keeping with the mediaeval level of technology of their homeworlds; skins, coarse cloth and chain mail armour are common, as is the practice of body-painting, tattooing, and ritual scarring. Hair varies in coarseness and colour, and many Ogryns are completely bald. Those who are chosen to lead Ogryn squads in the Imperial Guard often adopt military styles, with short hair, heavy boots and fatigue-style trousers. Some will have their unit badge tattooed onto their chests, along with victory and devotional symbols, such as Imperial eagles, skulls and crude copies of other Imperial insignia. Like other Imperial Guard troops, Ogryns are enthusiastic collectors of battle badges, but lacking helmets they often attach them directly to the thick bone of their skulls.

Ogryns have scant regard for hygiene by normal Human standards, and the phrase 'downwind of an Ogryn' is widely used to describe atmospheric contamination and other malodours. Most Ogryns are infested with parasites of various types and sizes, and certain species are actively cultivated as pets and emergency food stores. Some of these parasites are very large - the Scorathian Armpit Louse, for example, is the size of a Terran rat, and is bred and traded among the Ugglob Ogryns and others with whom they come into contact. Races and fights involving these creatures are a common off-duty pursuit, with up to a day's rations being bet on the outcome.

The Ogryns have been known to produce mutants - although some argue that they are mutants to begin with. On the basis of Imperial studies to date, the probability and extent of mutation appears to be almost exactly the same as that for normal Humans. It is rare in the extreme for an Ogryn to develop psychic powers.

Blessed is the mind too small for doubt.

Commtssar Groden Beuro

● OGRYNS AND THE IMPERIAL CULT

A small mind is easily filled with faith.

*- Commissar Exen Treuer,
23rd Moradia Regiment, Imperial Guard*

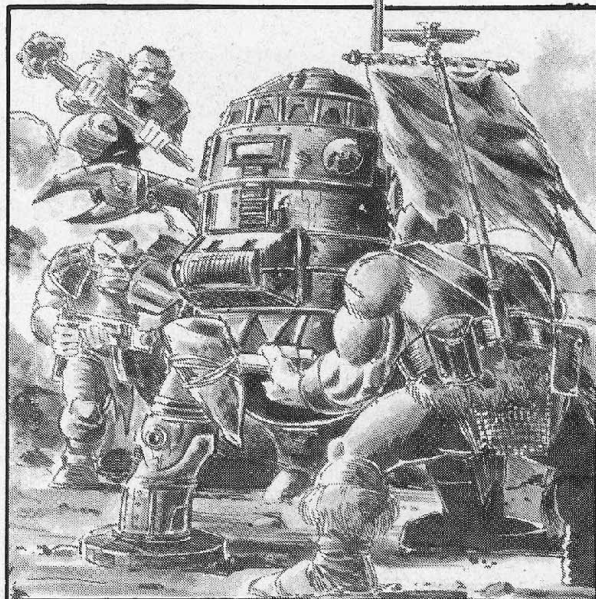
While the finer points of the Imperial cult probably escape most Ogryns, their devotion to the Emperor is beyond question. Ogryns in the Imperial Guard, in particular, have an almost childlike faith in the Emperor, perceiving him as an all-knowing, omnipresent force who watches their every move on the battlefield, handing down orders personally through the chain of command. The highest praise to an Ogryn is to tell him that the Emperor is pleased with him. Coupled with their natural love of fighting and contempt for pain and danger, this faith in the Emperor makes Imperial Guard Ogryns capable of apparently insane acts of bravery.

During the wars of the Horus Heresy, Ogryns served to great effect in the Imperial Guard forces of both sides. From the records that are still available, it seems that those who fought for Horus had been told that they were fighting for the Emperor, and that the Loyalists were in fact traitors.

Ogryns are particularly impressed by the Commissars of the Imperial Guard, whom they regard as being in constant touch with the Emperor himself. An Ogryn will always show a Commissar the utmost respect, enquiring endlessly about what the Emperor thought of various things the Ogryn has done and even offering the Commissar his own ration in an attempt to gain favour.



Ogryn Sergeant with Support Squad



Ogryns attacking Ork Dreadnought

While the Commissars normally confine their attention to the Human officers of an Imperial Guard force, there have been occasions, in forces with a particularly strong Ogryn presence, when an Ogryn platoon has had a Commissar of its own. The presence of a Commissar will inspire Ogryns to outstanding acts of reckless courage and self-sacrifice - after all, as they reason, if they have a Commissar with them, then the Emperor must be watching them even harder than usual.

Some Imperial Guard Commissars have made a speciality of dealing with Ogryns, and have come to understand their psychology and motivations as much as any normal Human ever can. These so-called 'Ogryn Commissars' are sometimes regarded with disdain and suspicion by their fellows, who are suspicious of the Ogryn outlooks and mannerisms that they have acquired from their close contact with these huge Abhumans.

Sergeant-Ogryn Graxugg shifted his not inconsiderable bulk on the stretcher, presenting a fresh set of wounds for the Medic to dress.

"No problem," he rumbled. "We showed them skinny Eldar. Come on, lads, says I, we're gonna go over there and bury them in their own holes, no worries. There was no worries about cover, 'cos there wasn't any cover. No worries about timing, 'cos us lads were first in. Easy as breakfast."

The Medic dropped another handful of shuriken fragments into the box.

"Very well, Sergeant," he said, "Now you keep those holes clean while they heal, understand?" The Ogryn gave him a toothy grin.

"Yah, sure." He shouldered a pack, knocking off three field dressings in the process, and ambled off into the night. The Medic shook his head.

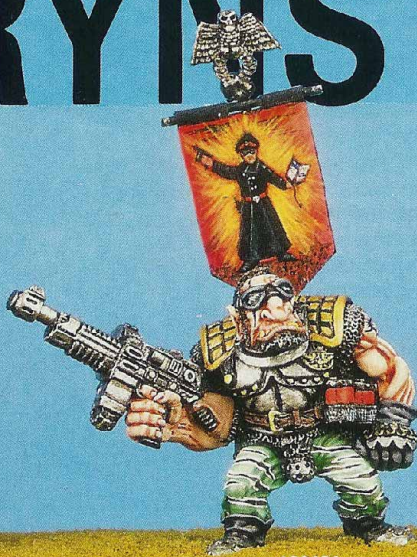
"I'll never get used to those brutes," he said to his orderly. "He ought to be screaming with pain, but they won't even lay down and die until they've got enough holes in them to fell a Banda tree. He's the only survivor of an entire platoon, and all he could think about when they dragged him back was whether the Emperor would be pleased with him and what was going to happen to the others' ration packs!"

OGRYNS

Ogryn troopers in the Imperial Guard are normally dressed and equipped in the native styles of their feral and medieval homeworlds.



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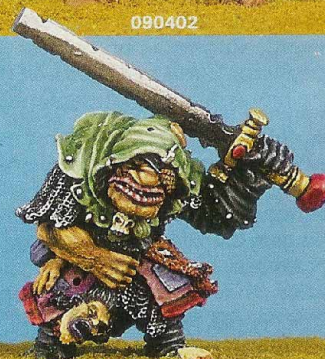
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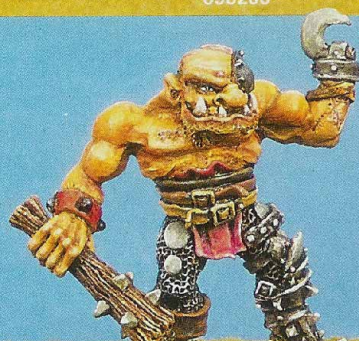
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IMPERIAL GUARD



COMMANDER
401005



CAPTAIN
401007



SERGEANT
401006



MEDIC
401013



LIEUTENANT
401014



HUMAN BOMB
401015



GRENADE LAUNCHER
401016



PENITENT
401009

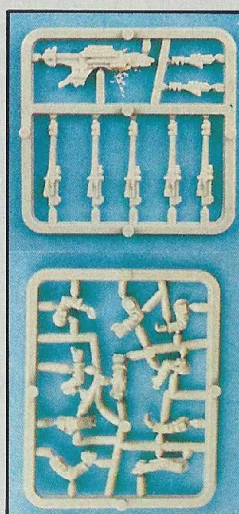


GUARDSMAN
401010



ORDERLY
401008

These Imperial Guard metal miniatures are supplied with separate plastic arms and weapon sprues. These allow a wide variety of finished models to be built. For example, the two Penitents illustrated use the same metal body casting, but different arms and weapons. The Guardsmen models are also based on a single body casting.



By
Mark Copplestone

● OGRYNS IN IMPERIAL SERVICE

Like other Abhuman breeds, Ogryns have been taken into the service of the Imperium, finding niches where their natural talents and tendencies may be put to the best use. In the case of Ogryns, this is almost exclusively in the Imperial Guard.

The Imperial Guard

Every inhabited world in the Imperium has to provide troops for the Imperial Guard, and the Ogryn homeworlds are no exception. Indeed, the lure of regular rations and adventure on worlds whose climates are seldom harsher than home is enough to keep millions of Ogryns flocking to join the Guard.

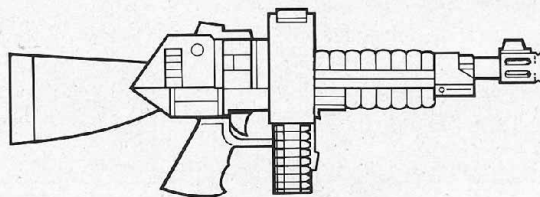
Ogryns generally prove to have an ideal temperament for service in the Imperial Guard. They keep to themselves for the most part, although they have a great respect for officers - and particularly Commissars - whom they see as close to the beloved Emperor. Ogryns have little in common with the other strains of Abhuman, but will co-operate with all other parts of the Imperial Guard. They can respect Beastmen for their ferocity and Squats for their hardiness, although they are never shy to point out their own superiority in both departments. Ogryns have mixed feelings about Ratlings; sniping is the lowest and most worthless form of warfare to the Ogryn mind, but on the other hand it can pay to keep on good terms with the supply and quartermaster staff, where many Ratlings serve.



Organisation

Ogryns do not follow the usual Imperial Guard practice of raising a whole Regiment from a single homeworld. Instead, they are attached to Guard Regiments of normal Humans, according to Administratum instructions. Imperial Guard Ogryn troops are invariably organised into squads of five, and all the Ogryn squads in an Imperial Guard Company are put in the field together, in the same way as a platoon of normal Human troops.

Each Ogryn squad has a Sergeant-Ogryn leader, who has been subjected to Adeptus Mechanicus brain-enhancement biochem, or BONE treatment (Biochemical Ogryn Neural Enhancement). Ogryn leaders are known as BONEheads, a title which they bear with considerable pride. BONEheads are able to be educated to a limited degree in small-unit tactics and the operation of equipment such as communicators and weapons like the ripper gun.



OGRYN RIPPER GUN

Within the Guard, Ogryns are restricted to their own squads, and do not normally rise above the rank of Sergeant. Even with BONE treatment, their minds are not suited to command of a force larger than a squad. Ogryns are sometimes modified into Servitors by the Adeptus Mechanicus, for tasks where their size is an advantage.

Equipment

Ogryns in the Imperial Guard are normally armed with the same primitive weapons that they use on their homeworlds. Large crushing and cleaving weapons such as maces, axes and even tree-trunk clubs are common.

They are trained in the use of grenades, but the normal grenade types are too small for their large, clumsy hands. Instead, they are issued with a specially-designed Ogryn frag grenade, which takes the form of a metal cylinder six to eight inches long and two to three inches in diameter, with a ring-pull arming mechanism at one end.

BONEheads may be issued with the Fragmentation Autogun (Ogryn), universally known as the Ripper Gun. This is a drum-fed, large-bore automatic shotgun firing heavy shot. Its limited range is no great disadvantage given the Ogryn preference for close assaults, and at short ranges its effects are devastating.

Armour varies widely. In general, the supply of advanced armour types in Ogryn sizes is limited, and most Imperial Guard Ogryns wear primitive armour brought with them from their homeworld. This is a mixture of chain, plate, and the hides of exceptionally resilient homeworld creatures, such as the Armidillian Plate Lizard. Limited supplies of Ogryn-sized flak and mesh armour are available to some Imperial Guard Regiments, and this is generally issued only to BONEheads.

On the whole, Ogryns show a preference for armour which leaves the arms free to deliver 'a good, solid belt'.

Vehicles

For the most part, Ogryn platoons do not use vehicles, owing to their large size and incomplete grasp of technology. However, BONEheads do have the degree of intelligence required to drive a Rhino APC, and some units of the Imperial Guard have specially converted 'open-top' Rhinos for transporting Ogryn squads.

Standards

Although they do not have Command Sections like other Guard troops, Ogryns often adopt unofficial standards of their own. These are usually carried by the Sergeant-Ogryn leading the platoon - and sometimes all the Ogryns in the platoon are fitted with back-banners. Banner designs vary widely. As well as copies of regimental standards, Ogryn banners may feature an image of the Emperor, portrayed as an Imperial Guard Commissar - a natural symbol of authority to the Ogryn mind. They also use tribal designs from their homeworlds.

In addition to their standards, Ogryns often mark successful battles or individual kills with tattoos, usually based on the symbols of their homeworld tribe. These may be simple stripes of colour, or small skulls, usually on the face or arms.

Service Outside the Imperial Guard

The vast bulk of Ogryns in Imperial service belong to the Imperial Guard, but it is not unknown for them to serve in other capacities. Like other Imperial Guard troops, Ogryns can be seconded to the entourage of a Rogue Trader, wearing a tabard bearing the Rogue Trader's colours and emblem in addition to their normal clothing and armour.

If my Marines are ordered to serve alongside these tainted half-animals, they shall do so. But upon their return they shall be quarantined and purified by every means in our Apothecarion.

- Commander Carab Culln, Red Scorpions Chapter

On some Imperial worlds, Ogryns are drafted into the Adeptus Arbites, since their strength, ferocity and imposing bulk make them effective on a psychological level as well as in actual conflict. Often in such cases the mere presence of Ogryns can prevent trouble or bring it swiftly to an end.

Planetary governors and other dignitaries sometimes employ Ogryns as bodyguards, having found that a squad of these huge Abhumans at one's shoulder can add a certain amount of authority to one's commands. Certain Inquisitors, too, will travel with Ogryn servants; these individuals will normally have received BONE treatment.

● RENEGADE OGRYNS

It is known, but rare, for Ogryns to take the field against the Imperium. The use of Ogryns by Imperial Guard units serving Horus has already been mentioned, and on rare occasions Ogryns will serve with pirate or rebel forces. Once Ogryns have been recruited into the Imperial Guard, however, their basic training and indoctrination fills them with a simple but unshakeable faith in the Emperor, and revolt is practically unknown.



Ogryn about to demolish Eldar Jet Bike

IMPERIAL GUARD - SPECIAL EQUIPMENT

● SPECIAL EQUIPMENT CHARTS

A character with the *Special Equipment Charts* optional upgrade may only roll on the following charts if he does not take the *Standard Equipment* option.

The number of rolls the character may make on each chart is given in the army list. A set points cost is paid for each D100 roll on a chart, regardless of the result. A character not taking the maximum number of allowed rolls on a chart cannot transfer unused rolls to another chart. Duplicate and unwanted equipment must be issued to other models or discarded - the character may not re-roll.

To reflect their greater access to special and unusual equipment, for some character models you may choose to add a bonus to their D100 roll (or you may take the number as rolled). The bonus can result in scores over 100, and the charts have been extended to allow for this eventuality.

Character Type Bonus to D100 Roll

Commissar	+5
Lieutenant	+10
Captain	+15
Commander	+20

STANDARD WEAPONS

Cost: 3 points per D100 roll

D100	Standard Weapon	D100	Standard Weapon
01-05	Shotgun	81-85	Graviton Gun
06-10	Needler	86-95	Plasma Gun
11-20	Auto-Gun	96-105	Melta Gun
21-40	Lasgun	106-112	Shuriken Catapult
41-60	Bolt Gun	113+	Combi-Weapon
61-80	Flamer		

CLOSE COMBAT WEAPONS

Cost: 3 points per D100 roll

D100	Close Combat Weapon	D100	Close Combat Weapon
01-15	Sword or Combat Accessory	86-90	Power Axe
16-20	Power Shield	91-95	Power Sword
21-25	Stub Gun	96-100	Power Glove
26-30	Sawn-Off Shotgun	101-104	Shuriken Pistol
31-35	Needle Pistol	105-106	Jokaero Digital Needle Pistol
36-45	Laspistol	107-108	Jokaero Digital Laspistol
46-55	Auto Pistol	109-110	Jokaero Digital Hand Flamer
56-65	Bolt Pistol	111-114	Neuro-Disrupter
66-70	Chainsword	115+	Combi-Weapon
71-75	Hand Flamer		
76-80	Web Gun		
81-85	Plasma Pistol		

HEAVY WEAPONS

Cost: 50 points per D100 roll

D100	Heavy Weapon	D100	Heavy Weapon
01-20	Heavy Bolter	51-55	Auto-Cannon
21-40	Missile Launcher (with Crack and 2 other random missile types)	56-60	Multi-Laser
41-50	Heavy Webber	61-70	Multi-Melta
		71-80	Heavy Plasma Gun
		81-90	Las-Cannon
		91-120	D-Cannon

Heavy weapons are supplied with targeter and suspensors.

GRENADES AND MISSILES

Cost: 7 points per D100 roll

D100	Grenades/ Weapons	D100	Grenades/ Weapons
01-12	Frag	47-48	Stunna
13-25	Crack	49	Tanglefoot
26-28	Smoke	50	Toxin Gas
29-31	Anti-Plant	51-58	Haywire
32-34	Blind	59-65	Melta-Bomb
35-37	Choke	66-72	Plasma (1)
38-40	Hallucinogen	80-86	Rad
41-42	Knock-Out	87-92	Stasis
43-44	Photon	93-98	Virus (4)
45-46	Scare Gas	99+	Vortex (1)

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

EQUIPMENT AND BIONICS

Cost: 5 points per D100 roll

D100	Equipment & Bionics	D100	Equipment & Bionics
01-10	Bio-Scanner	86-88	Bionic Arm
11-20	Auxiliary Grenade Launcher	89-91	Bionic Ears
21-35	Energy Scanner	92-94	Bionic Eye*
36-45	Displacer Field	95-97	Bionic Legs
46-60	Refractor Field	98-100	Bionic Lungs
61-75	Conversion Field	101-105	Stasis Field
76-85	Upgrade Jump Pack to Flight Pack	106-110	Frenzon
		111+	Powerboard

* Includes targeter, bio and energy scanners.



Adeptus Mechanicus

● ADDITIONAL EQUIPMENT AND WEAPONRY

Various vehicles and items of equipment require an Adeptus Mechanicus or Servitor model to be included in the force to act as the equipment's custodian, ready to recite the Litanies of Preservation should the equipment be damaged. Such equipment will only be available if there are sufficient Adeptus Mechanicus or Servitor models in the force. The requirements for each type of equipment are given in the *Custodian* column on the tables below - the requirements listed are as follows:

None: No Adeptus Mechanicus or Servitor model is required for this item of equipment.

Servitor: One Adeptus Mechanicus model or one Servitor model must be provided for each item of equipment.

Adeptus Mechanicus: One Adeptus Mechanicus model must be provided for each item of equipment.

A vehicle or vehicles must be provided for the Adeptus Mechanicus and Servitor models in the force, with enough seating capacity for all of the models. However, the Adeptus Mechanicus and Servitor models do not need to ride in these vehicles on the battlefield and the player is free to deploy them as he wishes.

For example, you have two Adeptus Mechanicus and four Servitors in your force; you must provide at least enough vehicles to seat six models, though this can be in any combination, such as six bikes, three bikes with sidecars, a single Land Raider and so forth. Having included the vehicles in the force, they can then be deployed as you wish and need not actually be ridden by the Adeptus Mechanicus and Servitor models during the battle.

Crewmen must be provided for vehicles and support weapons as listed in the *Equipment Profiles*. Crew may be supplied from Tactical Squads, Assault Squads, Adeptus Mechanicus or Servitors. Guardsmen crews must be purchased in whole squads; any models surplus to minimum crew requirements are deployed as extra crew on weapons of the player's choice. Due to their surgical implants, Servitors count as two normal models for crewing vehicles and equipment.

VEHICLES

MOUNT THE FORCE COMMANDER AND ANY COMMISSARS ON (points per vehicle):

Vehicle	Points	Custodian
Bike	80	None
Sidecar combination	140	None
Jet Cycle	110	None
Auto-systems upgrade	10	None

Only the commander of the force and any Commissars may be individually mounted on vehicles.

MOUNT ANY ONE PLATOON ON (points per vehicle):

Vehicle	Points	Custodian
Bike	80	None
Sidecar combination	140	None
Jet Cycle	110	None
Land Speeder	200	Adeptus Mechanicus
Grav-Attack	240	Servitor
Rhino	370	Servitor
Land Raider	750	Adeptus Mechanicus

The entire platoon must be mounted on the same type of vehicle.

SUPPORT WEAPONS

SUPPORT WEAPONS (points per weapon):

Support Weapon	Points	Custodian
Mole Mortar	50	Servitor
Thudd Gunn	50	Servitor

RAPIERS (points per Rapier):

Rapier	Points	Custodian
Multi-Laser	170	Servitor
Multi-Melta	180	Servitor
Las-Cannon	220	Servitor

TARANTULAS (points per Tarantula):

Tarantula	Points	Custodian
Grenade Launcher	80	Servitor
Heavy Plasma Gun	200	Servitor
Heavy Bolter	80	Servitor
Las-Cannon	230	Servitor
Missile Launcher	110	Servitor
Multi-Melta	150	Servitor
Conversion Beam	150	Servitor

A Tarantula has two identical weapons.

ROBOTS

0-4000 POINTS

0-4 maniples of 4 robots at a cost of 0-1000 points per maniple including the program.

ROBOTS (points per robot):

Robot Class	Points	Custodian
Castellan	140	Adeptus Mechanicus
Cataphract	190	Adeptus Mechanicus
Colossus	110	Adeptus Mechanicus
Conqueror	160	Adeptus Mechanicus
Crusader	170	Adeptus Mechanicus

Robots have programs selected from the following:

PROGRAMS (points per robots):

Program	Points
General Battle	35
Take and Hold	50
Defensive	45
Bombot	20

TACTICAL EQUIPMENT

Item	Points	Custodian
Bombot (10 maximum)	5	Adeptus Mechanicus
Las-Cutter	35	Servitor
Phase Field Generator	50	Servitor
Teleport Homer (1 max)	20	Servitor

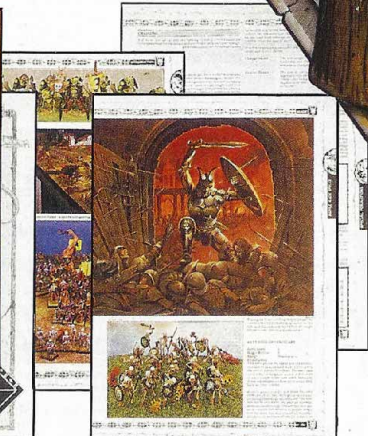
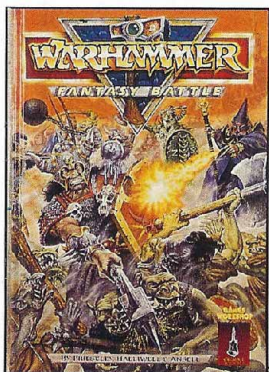
OFF-TABLE SUPPORT

0-1000 POINTS

Up to 1000 points may be allocated to supporting fire from beyond the battle-zone. See *Off-Table Support* for details of spotters and requesting support fire.

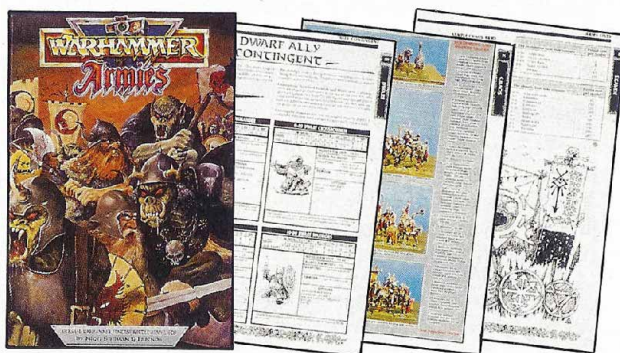
WARHAMMER

FANTASY BATTLE

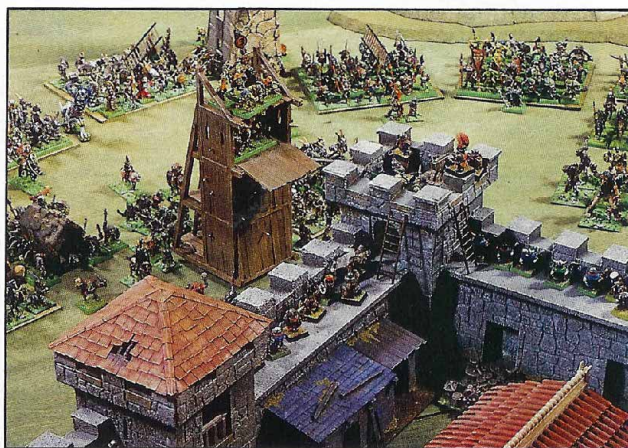


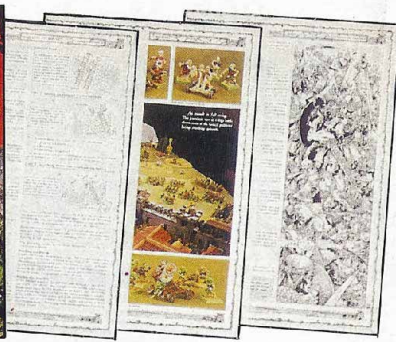
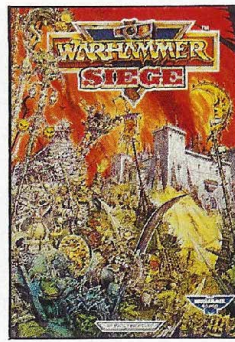
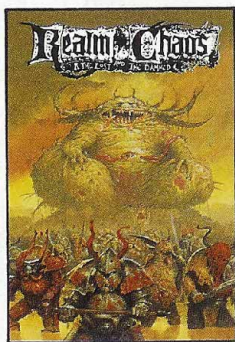
WARHAMMER FANTASY BATTLE is the world's most popular fantasy tabletop game. This profusely-illustrated hardback book tells you everything you need to assemble armies of 28mm scale miniatures and fight fantasy battles with them - including magic, Orcs, Elves, Dwarfs and the terrible forces of Chaos. A battle can be as large or as small as you like - from small skirmishes with thirty or so per side to epic campaigns featuring thousands of troops and fought over several days.

Warhammer Fantasy Battle is more than just a game; it is a range of connected hobbies. Aside from the challenges and tensions of the battles themselves, there is the fascination and satisfaction of collecting and painting armies of Citadel miniatures, modelling and conversion, constructing buildings and other terrain features for battlefields, and running campaigns and competitive leagues with fellow **Warhammer Fantasy Battle** gamers. Most areas now have clubs where **Warhammer Fantasy Battle** is played, and further information is available from all Games Workshop shops.



WARHAMMER ARMIES is one of our most popular publications. This hardback book contains the official army lists for **Warhammer Fantasy Battle**, from which players can choose the component elements of armies for all the major races in the game. Each illustrated list is carefully designed to reflect the nature of a particular race, its style of fighting and the type of allies and mercenaries on which it can draw.





REALM OF CHAOS is a two-volume set detailing the core of the Warhammer mythos - the dread Chaos Powers. Each volume contains full details of two Chaos Powers along with their followers and servant Daemons, and includes full army lists as well as extensive rules expansions for Warhammer Fantasy Battle, Warhammer Fantasy Roleplay and Warhammer 40,000.

WARHAMMER SIEGE adds an extra dimension to Warhammer Fantasy Battle and Warhammer 40,000 games with its detailed rules for fortifications and sieges. It is fully compatible with Citadel's Mighty Fortress, and has an extensive section on castle layouts and modelling. Siege machines, sappers, supplies, starvation and room-to-room fighting are all covered, as well as distinctively fantasy elements such as magic and flying creatures. There is also a complete, ready-to-play siege battle to get you started.

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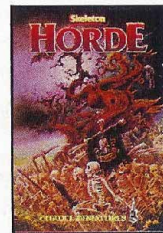


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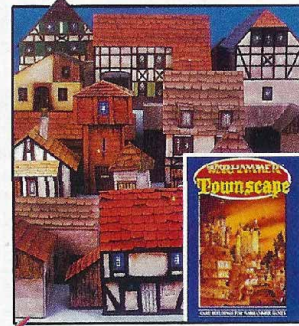
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- ★ Orcs ★ Goblins ★ Undead
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- ★ Skaven



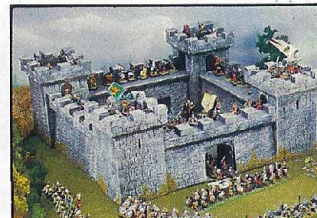
PLASTIC MINIATURES, moulded in high-impact styrene to the same high standards as Citadel's metal miniatures, are an economical and popular way to build up the rank-and-file of a Warhammer Fantasy Battle army. When painted, these fine quality plastic miniatures are indistinguishable from their metal counterparts, and they offer enormous scope for conversion and modelling work. Massive expansions are planned to the ranges of plastic miniatures.



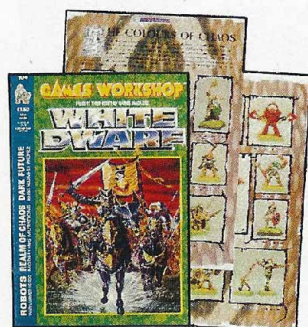
BOXED SETS offer a wider range of 'special' units for Warhammer Fantasy Battle armies, as well as larger monsters such as Dragons and Wyverns. The Machines of Destruction range offers a variety of war machines and crews, while Regiments of Renown are complete fighting units. The major races of Warhammer Fantasy Battle are fully represented in each range.



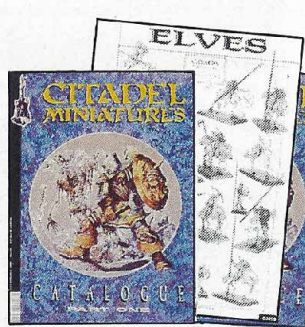
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WHITE DWARF is Games Workshop's monthly magazine, containing a wealth of information on Warhammer Fantasy Battle and Games Workshop's other hobby game systems. As well as full details of the latest Citadel Miniatures releases, White Dwarf features supplementary rules, hints on modelling and painting, and news and previews of forthcoming supplements.



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

IN THE WORKS - Games Workshop's fantasy worlds are constantly expanding and developing, and Warhammer Fantasy Battle is no exception. At the time of writing, Games Workshop staff are working on the following products of particular interest to Warhammer Fantasy Battle gamers:

Empires - a complete campaign system in which players build their own fantasy armies and empires.

Plastic Miniatures - further sets of plastic fantasy miniatures are currently being tooled. The first set - Warriors of Chaos - is expected to be available soon.

Epic Battles - a completely new system for fighting immense battles in the Warhammer Fantasy world. This will be a major release in 1989.

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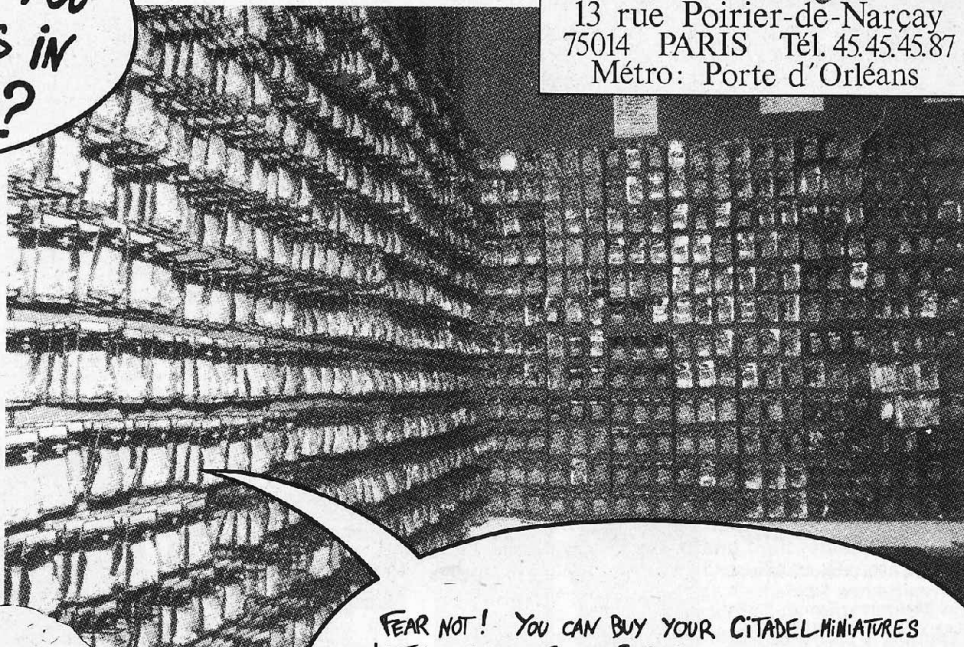
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DWARF FIRETHROWERS

New details of the volatile and unstable firethrowers of the Dwarf Engineers Guild, and their equally unstable Dwarf crews.

by Nigel Stillman



It is said that the ingenuity of the Dwarf Engineers Guild knows no bounds, but sometimes they excel themselves in stretching technology to its limits. There is no better example of this than the notorious and justly feared Dwarf Firethrower. This weapon is dreaded by all enemies of the Dwarven race, and feared by not a few of the Dwarf kindred themselves.

The weapon consists of a copper-lined barrel, bound with iron hoops for added strength against the fatigue caused by constant firing. One team member holds the barrel of the firethrower, the other carries the trigger and ignition mechanism which is connected to the barrel by a flexible pipe. The barrel contains an inflammable chemical mixture. Every Dwarf Engineer has his favorite firethrower mix, but sulphurous compounds and oil feature in most recipes. The weapon is fired by forcing compressed air or a volatile chemical into the barrel which then reacts violently with the inflammable mix. This causes a jet of combustible liquid to be discharged from the barrel. At the very instant that the inflammable liquid is shot from the barrel it is ignited and turns into a searing sheet of flame.

The firethrower is a very dangerous weapon. Quite apart from its lethal effects on the enemy, it requires great care, skill and nerves of steel to prepare and fire it. The inflammable firethrower fuel must be very carefully mixed in exactly the right proportions and there is always a chance that the trigger reaction or ignition system may be faulty and cause a misfire which would destroy the weapon team. Ever since the firethrower was first invented and rushed into production in order to root out the Goblins from their caverns in the Worlds Edge Mountains, the Engineers Guild claim that the firethrower is still in the experimental stages of development. Nevertheless Dwarf warlords keep up an incessant demand for this useful weapon and have not yet run out of brave (some would say reckless) volunteers willing to operate it.

Firethrower teams do tend to suffer high casualty rates, more often from accidents than enemy action. Indeed, not many enemies get close enough to firethrower teams to worry them unduly. Although the career of a firethrower operator may be short, he is sure to go out in a blaze of glory. The firethrower operator's reputation for nonchalant bravery, reckless courage and contempt for danger is much admired in Dwarf warrior society and there are always some Dwarfs who find the image so glamorous that they will volunteer regardless of the risk.

Many other Dwarfs simply regard them as slightly crazy. It is rumoured that firethrower operators are addicted to the fumes from the chemicals used in making the firethrower fuel and that this makes them crazier still. There is no doubt that a few nutcases and pyromaniacs lurking in Dwarf society turn up in the ranks of the firethrower teams, where they can create the most havoc.

Firethrower teams are always stationed on the edge of the army's encampment, sometimes separated from the main camp by a safe distance. Here the teams park their supply wagons loaded up with barrels of volatile liquid and construct their huge vats for mixing the firethrower fuel. Other Dwarfs do not like being camped anywhere near the firethrower teams on account of the foul fumes which waft from their vats, the sleepless nights caused by sporadic explosions, intoxicated cackling and the ever-present risk of fire spreading from the firethrower enclosure.

Firethrower operators are easily picked out from the ordinary Dwarf warrior due to their singed cloths, beard and hair, strong smell of inflammable chemicals, general recklessness and morbid sense of humour. No ordinary Dwarf would dream of lighting up his pipe in the company of a firethrower operator; that would be courting fate. Firethrower operators are also often banned from sitting too close to the bonfire during victory feasts, a frequent cause of brawling in the Dwarf encampment.

The following box is an addition to the Dwarf army list in Warhammer Armies. Dwarf Firethrowers may be added to any Dwarf army, and are subject to the Firethrower rules in Warhammer Fantasy Battle and the rules for Using Teams in Warhammer Armies.

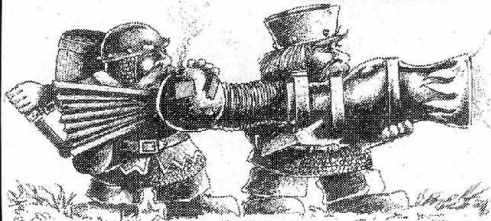
0-8 DWARF FIRETHROWER TEAMS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
2 DWARF CREW	3	4	3	3	4	1	2	1	9	7	9	9
	RANGE		TEMPLATE RADIUS		STR		SAVE MOD.		WINDS PER HIT			
FIRETHROWER	12"		1"		4		-3		D3			

TEAMS PER UNIT:
POINTS PER TEAM:

CREW WEAPONS:
CREW ARMOUR:

HAND
WEAPON
NONE



OPTIONS

ANY TEAM MAY HAVE:

LIGHT ARMOUR..... 2 HEAVY ARMOUR..... 3

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DWARF CROSSBOWS



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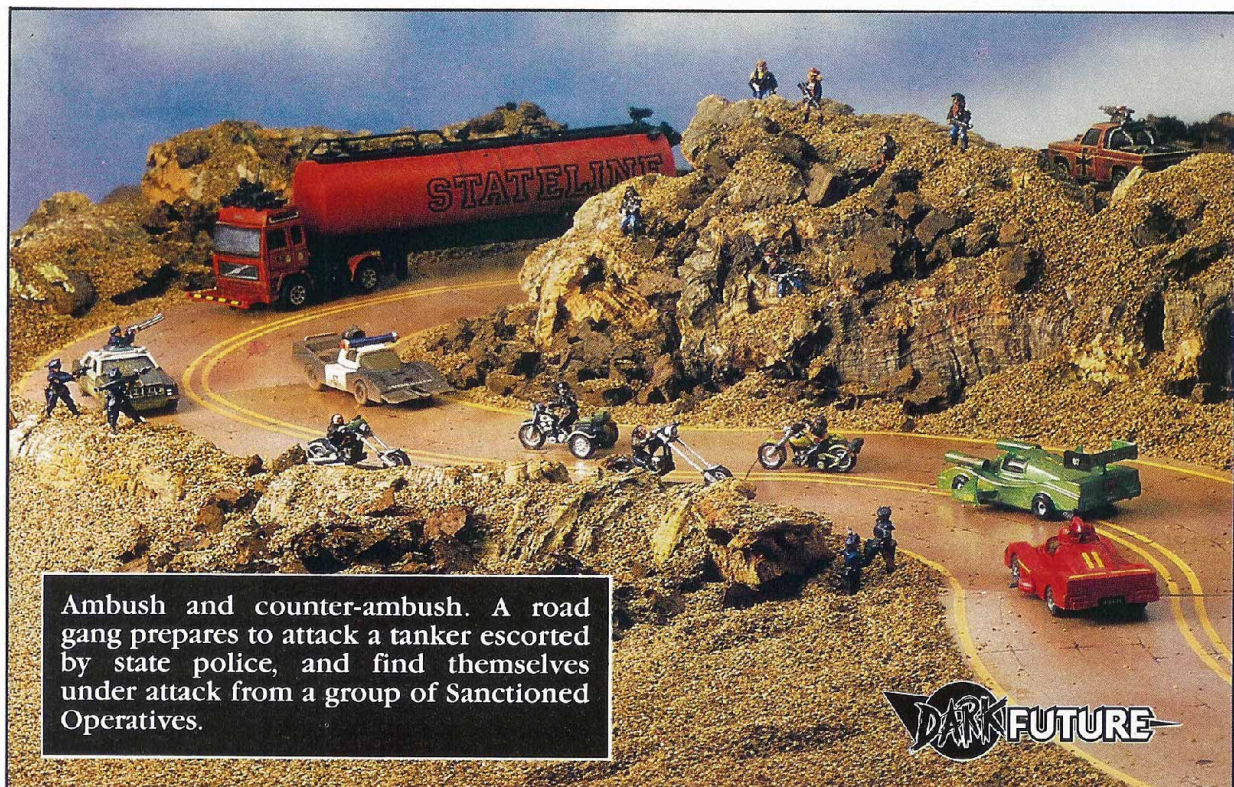
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031314



Ambush and counter-ambush. A road gang prepares to attack a tanker escorted by state police, and find themselves under attack from a group of Sanctioned Operatives.



Miniatures supplied unpainted

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DARK FUTURE™

TOURNAMENT RULES

BY RICHARD HALLIWELL AND SEAN MASTERSON

Dark Future Tournament Rules have been designed with a number of play options in mind. Primarily, they are a slimmed down version of the basic game rules, and tournament games run at conventions like **Games Day** will be played with them. Players may also choose to use these rules when they want a game of **Dark Future** without some of the more complex aspects of the main game system, especially when a large number of players are involved. Tournament games can be played by up to 6 players.

There are very few rule changes. Miles per hour is replaced by speed factor alone for simplicity's sake and spinning, rolling and detailed critical hits are replaced with a sudden death rule - crash and burn. Because the Tournament Rules use a circuit, rather than rolling track, a player wins by either being the first to complete three laps of the circuit, or by default if he is the last remaining player with a moving vehicle on the track. For ease of play in these circumstances, initiative is determined by the order of play moving clockwise to the next player, rather than by speed factor, with exceptions to avoid unrealistic events.

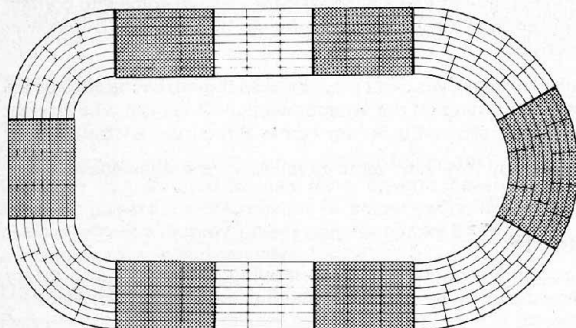
Most of the rules below apply to all vehicles. Some special cases for bikes are included at the end.

Very few examples or elaborations are given. Players familiar with the basic rules should find everything straightforward. Those seeking fuller explanations of particular rules are referred to the rulebook itself. These Tournament rules should be seen as a summary of rules used and special cases.

Drivers, to your vehicles!

SET UP

Set up a circuit of **Dark Future** track sections (which may be made up from the components of a single game set). The circuit comprises 7 straight sections, 2 right angle curves and 3 bend sections laid out as shown below.



Choosing a Vehicle

A maximum available points cost must be decided upon by the players, who may then spend the points to purchase any vehicle, with any combination of weapons, from the list at the end of these rules. Each player must have the same number of points available. Ideally, each player should have 10-25 points to spend.

Objective

The first driver to complete 3 laps of the circuit is the winner. If only one moving vehicle remains on the circuit at any point, its driver is declared the winner.

Starting Positions

The diagram shows shaded starting positions. The easiest way to assign these to players is to use 6 numbered cards and simply deal one out to each player. Alternatively, each player could roll a dice until they generate a score equal to an unused start position.

Players should then position themselves conveniently close to their starting positions, along with their record sheets and appropriate beverages.

One player then rolls the dice to determine the direction of play. On odd numbers the cars begin travelling clockwise around the circuit, on even numbers they travel anti-clockwise.

Players place their models on the circuit anywhere within their starting positions.

Counting Laps

Drivers don't have to complete consecutive laps in the same direction. Drivers who travel completely around a circuit in the opposite direction to the rest of the cars still count it as a lap.

Players always count laps against their starting position. To count a lap by crossing this line, a driver must complete the circuit in one direction. A driver who travels two-thirds of the way around a circuit, then changes direction and travels back to his starting position, cannot claim this as a completed lap.

The Caller

The caller is the person responsible for calling the phases and ensuring that each one is carried out in the correct sequence. This responsibility rotates from player to player.

The driver with the lowest numbered starting position acts as the caller for the first turn. When the player declares the turn over, the phasing dice are passed to the player in the next seat (ie, nearest to the caller in the direction of play), who assumes the responsibility for calling the phases in the next turn, and so on.

Initiative

In a Tournament game, players take their moves in a clockwise order beginning with the caller. Where this would cause an unrealistic result - like a car shunt ramming someone at a higher speed factor - the players should move in order of speed factor (highest first) to resolve the situation. A driver who is forced to move out of sequence in such a situation does not move again in that phase.

URNS & PHASES

The Phase Sequence

Each phase should follow this sequence (except for those cases explained under *Initiative* above):

1. The caller declares any *action* he intends to use, then moves the vehicle if he's going fast enough to do so. Execute the action after the move, eg move model *then* shoot; move *then* adjust speed.
2. The driver of the next vehicle may now declare an action. The vehicle model may move, provided its *speed factor* equals or exceeds the number of the current phase (shown on the phasing dice). This step is repeated for each vehicle.
3. The phase has now ended. Turn over the phasing dice to show the number of the next phase.

If the number on the dice is greater than the fastest vehicle's speed factor, the turn ends - go to step 4. Otherwise, start the new phase by going back to step 1.

4. At the end of the turn, move the phasing dice back to the number 1, ready for the start of the first phase of the new turn. The player on the caller's left becomes the new caller. Go back to step 1.

How Many Phases in a Turn?

The *turn* consists of between one and six phases. Just how many depends on the *speed factor* of the fastest vehicle. The turn only ends when you reach a phase where no vehicle can move - see steps 3 and 4 on the list, above. Note that vehicles cannot have a higher speed factor than 6.

MOVES

In each move the vehicle simply moves from one space to the next, staying in the same lanes.

Cornering

A vehicle cornering on evenly aligned lanes moves along the same lanes into the next space. Vehicles cornering on uneven lanes count the next space by using the dividing lines towards the *outside* of the bend.

Remember, vehicles only get to take a *move* if they are going fast enough - see step 3 of the *Phase Sequence*, above.

Players can only change lanes by using a *drift* action.

Changing Speed Factor

Each player chooses a *speed factor* before the game starts. Once the game has started, however, they may alter their factor by using *brake* or *accelerate* actions.

The vehicle's speed factor determines whether or not it can move in a particular phase. If a vehicle's speed factor is less than the number of the current phase, the vehicle cannot move.



ACTIONS

The player must declare which action is going to be used before the model is moved. Drivers are allowed to use only one *action* per *phase*. This means, for example, they can't drift *and* fire in the same phase.

The actions which may be used are:

Accelerate: The driver moves the car forward and then increases the vehicle's *speed factor* by +1 or +2. This should be noted down on the car's record sheet.

Brake: As for accelerate, but the driver can *reduce* the car's speed factor by -1 or -2.

Dodge: Bikes only may attempt to dodge passives ahead of them. See **Bikes**.

Drift: The car drifts one lane to the left or right.

Head-on-Ram: Two vehicles travelling in opposite directions collide. See **Rams**.

Reverse: To reverse, a car must be stationary at the start of the turn. Reverse counts as an action but the driver may also *drift* or *u-turn*. Shooting is not allowed. Reversing cars only ever get one move per turn. Drivers may reverse on curves but may not *drift* or *u-turn* while doing so. Bikes may not reverse.

Shoot: The driver is allowed to fire ranged weapons or lay passives. He must declare which he intends to use before he moves.

Sideswipe: The driver deliberately slams into the side of another vehicle. See **Rams**.

Shunt: The driver rams into the back of the other car. See **Rams**. A shunt action is obligatory if the car is going to hit something during its forward move.

U-turn: The vehicle executes a broad U-turn leaving it facing in the opposite direction.

Drivers may not make a *u-turn* if they would come into contact with another vehicle while doing so. Drivers may *u-turn* over passives.

Vehicles on curves can't *u-turn* unless they're on the edge of the track, u-turning on the straight section. A vehicle on a straight section *is* allowed to *u-turn* across the curve.

U-turns by reversing vehicles follow all the rules above.

Timing

Actions are declared before moving, and come into effect immediately after the car model has been moved forwards.

Actions and Moves

As explained above, players are allowed one action in each phase. When one vehicle is going faster, the slower vehicle will run out of *moves* towards the end of the turn.

When this happens, the driver of the slower car may only shoot the car's weapons. In effect, he still has one action - but since all the others (including dropping off passives) require the car to be moving, the only option is shoot!

DRIFT

Drivers declaring a drift action move their vehicle forwards first, and then shift it one lane to the left or right.

Cars cannot drift if there is another car in the way - this is treated as a sideswipe - see below.

Vehicles may not drift inwards on curves.

SHOOTING & DAMAGE

Drivers employing a *shoot action* may either fire ranged weapons or lay passives. We'll look at ranged weapons first.

Fire Corridors

To fire ranged weapons, the driver must have a target vehicle (you can't shoot at passives) in his fire corridor. A vehicle's fire corridor can be determined by aligning the range ruler against the space divider in front of the vehicle.

Measuring the Range

When shooting, count the number of spaces between the target and firer. Include the target's space but not the firer's. This is called the *range*.

If the range is 7 spaces or more, the target is out of range.

Rolling to Hit

Provided the target is inside the fire corridor and within range, the player rolls a dice to see if the shot hits. This is a *hit roll*.

To hit the target, the firer needs to roll a number higher than, or equal to the range. If the number is less than the range, the shot misses. If the shot hits, the firer determines how much damage it does.

Some weapons are more accurate than others, a few have *hit roll* bonuses or penalties.

Damage

When a vehicle suffers damage as the result of enemy fire, mine hits or collisions, damage is calculated by rolling a number of *damage dice*.

The firer rolls one dice for each hit. This may be modified by the weapon's damage bonus or the vehicle's armour. The total should be subtracted from the target vehicle's *damage* characteristic.

Critical Hits

A critical hit is caused whenever the *damage dice* scores a natural 6. (A natural 6 is a score of a 6 before any modifiers are taken into account.) For each critical hit, the driver of the target vehicle must take an immediate *hazard roll* on the table's +2 column.

FIRING PASSIVES

The Markers

There are two types of markers - dummies and real passives. Dummies are only used to scare other drivers. Players using a shoot action are allowed to choose - in secret - whether they use a real marker or a dummy, unless they lay smoke (in which case a smoke marker is always used).

Deploying Passives

Passives can only be laid in a phase when the firing car is actually moving (except for smoke which can be laid by stationary cars). After the vehicle has been moved, the player places the marker, face down, just behind the vehicle model. The marker *must* be placed in this position; players aren't allowed to put them anywhere else.

Contact Zones

When a car moves into a space with a marker, it automatically runs over it. Even if the marker only occupies one of the car's lanes the car will still suffer the full effects of running over it.

Damage

When a driver runs over a marker he turns it face up. If the counter is a dummy, it doesn't cause any damage and is returned to the box.

If the marker shows anything else, the vehicle has hit passives. The player who placed the passives rolls for damage. If the passives were mines, the counter is returned to the box. Otherwise the marker remains on the track.

RAMS

Head On Ram

When a car is about to take a move which would result in hitting something which is travelling towards it, a head-on ram occurs.

When a head-on ram occurs, both cars take damage and come to a halt. This means that the car which caused the ram isn't actually moved - the model stays in place.

Add the two cars' speed factors at the point of impact. Each vehicle takes this number of damage dice.

A bike involved in a head-on ram automatically *crashes and burns*. Any car involved in the collision takes normal damage.

Sideswipes

Drivers can sideswipe after their forward move if this brings them neck and neck with another vehicle.

To resolve a sideswipe, both players roll a dice, and the player who is actually doing the sideswipe adds one to the score. The player with the lower score automatically loses 2 damage points. Where the totals are equal, both cars take 2 damage points.

Opposed Sideswipe

An opposed sideswipe is the same as an ordinary sideswipe but it happens when the cars are travelling in opposite directions.

Cars may sideswipe on curves. They may even sideswipe inwards on a curve. However, if the two vehicles involved are staggered by odd lanes the only car that may sideswipe is the one slightly *behind* the other.

The car driver declares the action, moves, and then sideswipes.

The only difference between an opposed sideswipe and an ordinary one is that it causes far more damage. The winner of the sideswipe test takes 1 damage dice, the loser takes 2 damage dice. In the event of a draw both sides take 2 damage dice.

Any bike involved in any kind of sideswipe with a car automatically *crashes and burns*.

Shunts

When they Occur

When a vehicle is about to move, and is directly behind another vehicle, a shunt is the automatic outcome and the driver must declare a shunt action. A slower vehicle may never ram a faster one. See the rules on *Initiative* when this is about to occur.

The Rammer

Because the space in front is occupied by another vehicle, the rammer does not move forward. The model stays in place, effectively losing its move. The players roll for the ram immediately.

Calculating Damage

Both players should roll a dice, and the driver of the ramming car adds one to the score. Whichever player has the lower total now takes 2 points of damage. If the totals are equal, both cars take 2 damage points.

Speed

After calculating the damage, the speed factor of the rammer should be reduced to the same as the target, and the rammer's move ends.

Bikes

Any bike involved in a shunt ram automatically *crashes and burns*.

Stationary Vehicles

Cars hitting stationary vehicles treat the collision as either a shunt or a head-on ram, depending on which end of the vehicle is hit. Bikes hitting stationary vehicles *crash and burn*.

HAZARDS

Hazard rolls are taken as they occur, and a vehicle may be forced to take 2 or more in the same phase.

Current Speed

Vehicles executing a *brake* or an *accelerate* action adjust their speed *before* taking any *hazard rolls* associated with the move.

Safety Limits

Each hazard has a *safety limit*. Drivers encountering hazards at the safety limit, or slower, ignore the hazard - they don't have to roll. Drivers encountering hazards while travelling *faster* than the safety limit are forced to take a *hazard roll*.

The safety limits for the various hazards are:

Hazard	Safe Speed
U-turn	1
Dodge (bikes only)	2
Oil	3
Mines	4
Moving along the grid on a curve	5
Smoke	
Drift	
Drift outwards on a curve	

The safety limit for a forward move on a curve is 4. Drivers must test against this limit after any move which leaves them on a curve. This means that they must test when they move onto the curve and after each move while going round. However, drivers moving off a curve onto a straight section of track don't test.

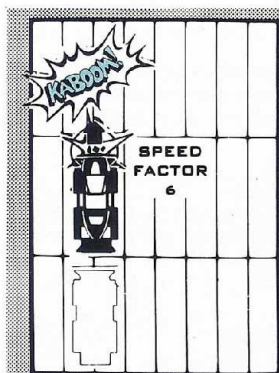
Drift moves on curves have their own safety limits. Drivers drifting on curves test against these limits only once. They ignore the usual 4 limit for a curve.

For example, A driver drifting outwards on a curve takes only one test, against the safety limit of 5.

Hazard Rolls

To take a *hazard roll* the driver simply compares the vehicle's current speed factor to the safety limit, and rolls on the appropriate column of the *Hazard Table*. The results are explained below.

HAZARD TABLE				
Above Safe Speed by..	+1	+2	+3	+4 or more
Result				
Crash & Burn	-	1	1-3	1-5
Panic Brake	1-3	2-5	4-6	6
No effect	4-6	6	-	-



FOR EXAMPLE: A DRIVER HITS MINES AT SPEED FACTOR 6. THIS IS TWO OVER THE SAFETY LIMIT SO THE DRIVER ROLLS A DICE AND LOOKS UP THE RESULT ON THE '+2' COLUMN OF THE TABLE.

No Effect

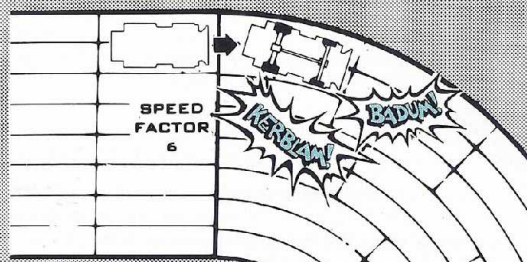
The driver manages to negotiate the hazard without slowing down or losing control.

Panic Brake

Panic braking automatically (and immediately) reduces the vehicle's speed factor by -1.

Panic brake results from *hazard rolls* caused by obstacles, passives or cornering deprive drivers of any shoot actions they may have declared at the start of their phase. Drivers forced to panic brake after their move may not go on to shoot or deploy passives that phase.

Vehicles suffering a panic brake result immediately after a *brake* action *crash & burn* instead. This is an important rule; it accounts for the demise of many a rash driver. The rule means that drivers who can't brake down to their safety limit as they run into a hazard, shouldn't even try.



FOR EXAMPLE, THE DRIVER STARTS THE MOVE AT SPEED FACTOR 6 AND IS ABOUT TO MOVE ONTO A CURVE. THE DRIVER BRAKES DOWN TO 5 SO HAS TO TEST ON THE '+1' COLUMN OF THE HAZARD TABLE. UNFORTUNATELY, THE DRIVER SCORES A 2, AND IS FORCED TO PANIC BRAKE. BECAUSE THE DRIVER HAS JUST USED A BRAKE ACTION (TO SLOW DOWN TO 5) THE CAR CRASHES & BURNS.

This rule applies only to vehicles which have just taken a move - it doesn't apply to drivers taking HE or critical hits in another player's round.

For example: a driver takes his round moves forwards and brakes. Later, during the same phase, the car takes a HE hit and is forced to panic brake. The driver panic brakes - the car does not Crash & Burn.

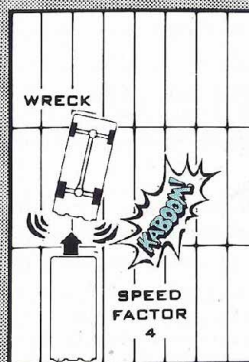
Crash & Burn

Once a vehicle suffers a *crash & burn* result it is out of the game. The moment the result occurs the model should be turned upside down and treated as a wreck.

Vehicles which *crash & burn* come to an immediate halt - they do not take any more moves, even if the *crash & burn* result takes place as a result of an opposing player's action or move.

Vehicles also *crash & burn* when their damage points are reduced to zero. Again, the model is turned upside down and the vehicle comes to a halt.

Any collision with a wrecked car is treated as a head-on ram, so anything that hits a wreck will take as many damage dice as its own *speed factor*, and then come to a halt (unless a bike hits the wreck, in which case it *crashes and burns*).



THE RENEGADE'S MOVE WILL CAUSE IT TO COLLIDE WITH THE WRECK. THIS IS TREATED AS A HEAD-ON RAM, SO THE RENEGADE SUFFERS FOUR DAMAGE DICE.

BIKES

Players may control as many bikes as the points allowance to their game permits. When a player controls more than one bike, they all start from the same position.

Like cars, bikes occupy two lanes. This represents the amount of space needed around the bike to ensure its safety.

The manoeuvrability of a bike allows it to perform a *dodge* action around obstacles on the road. This is explained below.

Bikes can carry only one forward firing weapon and one passive because of their small size. The forward firing weapon may be a machine gun or a combat laser.

Movement

Bikes are placed on the board so that the bike's wheels are over a lane divider and the front of the model base is close to the space divider in front of the bike.

Bikes moving along or off uneven pairs of curved lanes always use the outside lane divider.

Bikes are allowed to share one or both of the lanes they occupy - but only with other bikes. Riding this closely to another bike is not without risk. When two or more bikes share lanes at the end of the move, both riders must take an immediate *hazard roll*. The safety limit is speed factor 4 for bikes travelling in the same direction; speed factor 2 if they're travelling in opposite directions. Bikes in this position are allowed to sideswipe each other if they're travelling in the same direction.

Stationary bikes, whether upright or fallen, have the normal 2 lane contact zone.

Actions

Sideswipe

A bike may sideswipe another bike moving in the same direction, if both are sharing lanes before the sideswipe takes place, and assuming they pass the *hazard roll* for sharing lanes. If they do not, they may not sideswipe. Bikes travelling in opposite directions cannot sideswipe. They would both *crash & burn* if they did.

Dodge

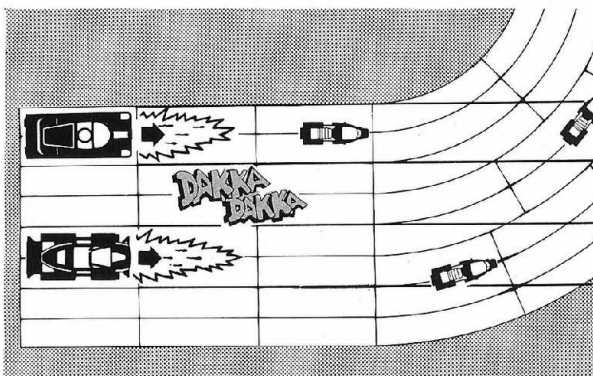
Dodge manoeuvres are hazards with a safety limit of 2. A rider makes a normal straight-ahead move, but only takes up a single lane, as shown below. Bikes may dodge on curves. Whether the action is taken on a stright or curved section, the rider is free to decide which lane to occupy.

The value of a dodge is that it allows the bike to avoid hitting passives. Riders can only dodge surface hazards. They can't dodge other vehicles.

When a bike finishes dodging (it may dodge several times in succession and in either direction) it is considered to take up two lanes once more. Riders who panic brake still complete the dodge.

Bike Targets

Bikes can only be fired at when one of the lanes they occupy is inside the firer's corridor. If both lanes are in the fire corridor the shot is subject to a -1 hit penalty. If only one lane is inside the corridor, the *hit roll* is made at -2.



Where the target or firer is on a curve, check the corridor using the template. Only part of the model needs to be in the other lane for the bike to count as occupying 2 lanes.

VEHICLES

Each vehicle has a set of four basic *characteristics* which determine speed and the amount of damage it can absorb. Some vehicles have additional *special rules*. All vehicles have a points cost which must be paid. Any remaining points may then be spent equipping the vehicle with weapons.

CHARACTERISTICS

Maximum Speed	The vehicle's maximum <i>speed factor</i> .
Acceleration	The maximum amount by which the driver can increase the vehicle's speed factor with an <i>accelerate</i> action.
Braking	The maximum amount that the driver can reduce the vehicle's speed factor with a <i>brake</i> action.
Damage	When the vehicle loses its last point of damage it immediately <i>crashes and burns</i> .

Special Rules

Poor Handling	The driver subtracts -1 from each <i>hazard roll</i> .
Good Handling	The driver adds +1 to each <i>hazard roll</i> .
Lightweight	The driver subtracts -1 from any <i>hazard roll</i> from mine or grenade hits.

These modifiers are cumulative. *Hazard roll* modifiers are also compulsory.

ARMOUR

In addition to their individual characteristics, all vehicles have an *armour rating*. The vehicle's *armour rating* is deducted from the damage caused by each shot. *Armour ratings* are as follows:

Interceptor	4 points on all sides
Renegade	3 points on all sides
Bike	2 points on all sides

Bike Characteristics

5 Point Bike

Maximum Speed	5
Acceleration	2
Braking	1
Damage	9
Special Rules	<i>None</i>

CARS

The lists below cover variants of the two types of car provided in the game - Interceptors and Renegades - allowing you to play Tournament games with different points ranges.

Renegades

The Renegade is rugged, adaptable and fast. It's possibly the most popular car in the world. There are hundreds of Renegade variants, a few of which are listed overleaf.

5 Point Renegade

Maximum Speed	5
Acceleration	1
Braking	2
Damage	12
Special Rules	<i>None</i>

7 Point Renegade

Maximum Speed	6
Acceleration	1
Braking	2
Damage	12
Special Rules	<i>None</i>

9 Point Renegade

Maximum Speed	6
Acceleration	2
Braking	2
Damage	12
Special Rules	<i>None</i>

5 Point Stripped Renegade

Maximum Speed	6
Acceleration	2
Braking	2
Damage	9
Special Rules:	<i>Light-weight</i>

7 Point Heavy Renegade

Maximum Speed	5
Acceleration	1
Braking	1
Damage	18
Special Rules	<i>Poor Handling</i>

9 Point Heavy Renegade

Maximum Speed	6
Acceleration	1
Braking	1
Damage	18
Special Rules	<i>Poor Handling</i>

Interceptors

The Interceptor is another vehicle that has achieved world-wide success. In the four years since its launch, 50 million Interceptors have been sold across the globe. Again, there are many variants. Interceptors are used as prestige sportscars, patrol vehicles and as the standard machine for most US Ops.

10 Point Interceptor

Maximum Speed	6
Acceleration	2
Braking	2
Damage	18
Special Rules	<i>Good Handling</i>

12 Point Interceptor

Maximum Speed	6
Acceleration	1
Braking	2
Damage	24
Special Rules	<i>None</i>

15 Point Interceptor

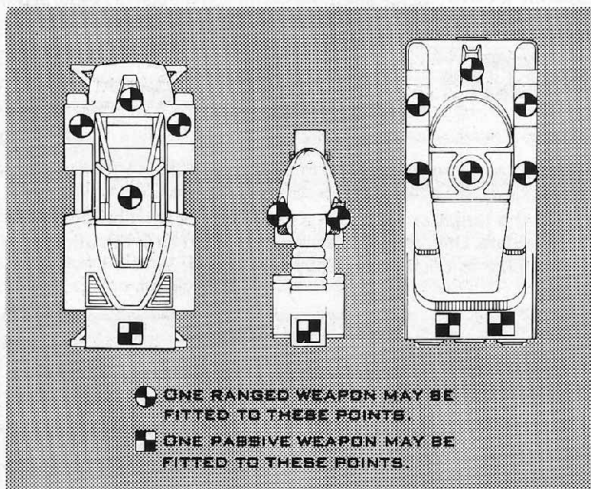
Maximum Speed	7
Acceleration	2
Braking	3
Damage	18
Special Rules	<i>Good Handling</i>

18 Point Interceptor

Maximum Speed	6
Acceleration	2
Braking	2
Damage	24
Special Rules	<i>None</i>

WEAPONRY**Weapons Mounts**

Note: all weapons must fire forwards unless turret mounted.

**Turrets (pts cost: 3)**

Turrets take up the roof space. They can take one weapon which is then allowed a 360° fire arc.

Ranged Weapons

Each of the different weapons is detailed below. Special rules give them bonuses on *hit rolls* or *damage dice*, force the target to take *hazard rolls*, or restrict the weapon's rate of fire.

Ranged Weapons				
Weapon	Hit Roll Modifier	Damage Modifier	Pts Cost	Hazard Roll Safety Limit
Machine Gun	+1	—	2	—
Auto Cannon	—	+2	2½	—
Grenade Launcher	—	—	1	4
Combat Laser*	+1	+2	2	—
Heavy Launcher	—	+4	3	3
Chain Gun	+2	+3	5	—
Heavy Laser*	+1	+4	3	—

* Only fires once per turn

Passives

Only one type of passive may occupy a single weapon mount.

Mines (pts cost: 2)

A player with a mine layer should draw four mine and four dummy markers at the start of the game. Markers are deployed face down and are turned over when hit by another vehicle.

Drivers hitting a mine take a *Damage roll* and a *hazard roll* against a safety limit of 4.

Smoke (pts cost: ½)

A player with a smoke layer should draw eight smoke markers at the start of the game. Smoke markers are always placed face-up.

If there are one or more smoke markers in a shot's fire corridor, the shooter subtracts -2 from the hit roll. Cars driving through smoke take a *hazard roll* against a safety limit of speed factor 5.

Oil (pts cost: 2)

At the start of the game, a player with an oil layer should draw four oil and four dummy markers. Markers are deployed face down and are turned over when hit by another vehicle.

Drivers hitting oil take a *hazard roll* against a safety limit of 3.

Spikes (pts cost: 1)

Players with a spike layer draw four spike and four dummy markers. Markers are deployed face down and are turned over when hit by another vehicle.

Roll a dice: on a result of 6 the vehicle takes tyre damage. Vehicles suffering tyre damage must take a *hazard roll* against a safety limit of 3. After the *hazard roll* has been completed, the vehicle's maximum speed goes down to 3. Drivers of vehicles travelling faster than their maximum speed are forced to use *brake* actions to slow down and count the move as a hazard with a safety limit equivalent to their new maximum speed. Cars only take tyre damage once. They ignore subsequent spike hits.





SPACE MARINE!

RULES FOR INFANTRY IN ADEPTUS TITANICUS

By Jervis Johnson and Mike Brunton

Infantrymen are the basic building block of which an army is formed. They can move into areas that are impassable to vehicles or Titans and, given sufficient numbers and suitable terrain, they are capable of defeating even the mighty Titans themselves.

Infantrymen are organised into *stands*, representing a group of 5 warriors, trained to move and fight as a team.

Each member of a stand is armed with a *basic weapon*, such as a bolter or lasgun, and is usually equipped with some form of armoured protection, such as mesh or powered armour. In addition, an infantry stand may have one or more *support weapons* to provide extra firepower, such as a missile launcher or heavy bolter, as well as grenades to use in close combat.

In the loyalist trenches officers moved down the lines, offering encouragement to their troops. Lasguns were checked for the last time. Armourers counted out grenades, then went to their own places on the firing steps. Behind the officers and the armourers, the commissars moved slowly, their eyes fixed on the faces of their own troops, not on the advancing rebels. The defenders were ready; they had only to hold the line.

Smearred with blood, the rebel dreadnoughts lumbered towards the loyalist positions. The heavier guns began firing, scoring hits on the mechanical targets. Then the smaller weapons joined in, a hail of fire that staggered the rebel advance. The dreadnoughts drew closer. Above the thumping of heavy shells, and the whine of lasguns, there was the sharper crack of commissars' pistols, reminding the faithful of their duty.

The dreadnoughts reached the loyalist lines. They stood in line abreast pouring fire into the trenches, but unable to climb down into the dug-outs. Behind them, the rebel infantry companies poured forward across the broken ground, a wave of shrieking, murderous maniacs. Their grey uniforms were stained with warpaint. Death songs, carried on the burning wind, echoed across the hills.

And beyond them, a second wave was leaving the rebel trenches. Tiny figures, hidden and wreathed in smoke, lurched upright. Banners of red and gold, along with black Horus-eye flags, were unfurled above another traitorous regiment. The second wave was ready.

The first line of rebels swept past the dreadnoughts and dropped into the trenches. The advance dissolved into a hundred smaller combats. No pattern to the battle could be made out as the rebels charged into the trench

system, only the deep red flashes of laser fire and the smoke of grenades marked the progress of each small fight. The separate battles spilled beyond the front line of trenches, joined and then split again. No clear winner was emerging, but the rebels were forcing the loyalists back slowly.

A dreadnought exploded, another toppled slowly into a trench, crushing the men fighting below. It burst, spraying fluid across the dead and dying; it was jammed into the trench, a bridge for the rebels to charge further into the earthworks, and a barrier to anyone moving down the trench itself. Up and down the line the rebels pushed their own dreadnoughts into the trenches. The rebels paused for a moment, and then they were beyond the front line and into the secondary system of communications earthworks and support dug-outs.

The rebel attack had broken the Imperial Guard defenders. The loyalists were fleeing, running down the remaining trenches, or clambering up and across the wasteland between. The few who tried to stem the flow were crushed underfoot. In their panic few of the terrified Guards noticed the Space Marines who stood directly in their path. They could only see the pursuing enemy. What had never been a retreat became a rout.

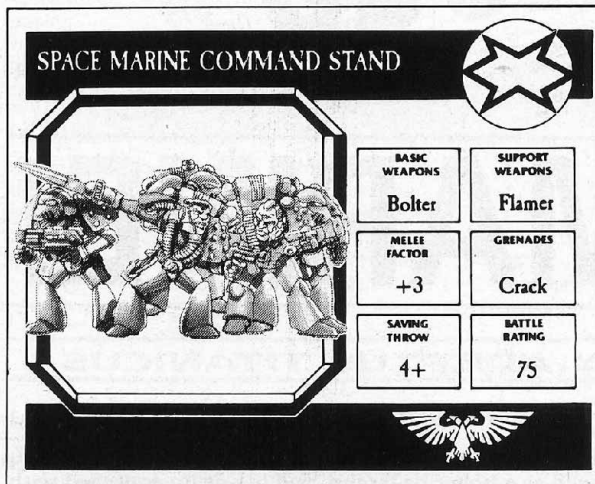
The Marines could wait no longer to counterattack. The rebels had to be driven from the captured positions before they could consolidate them. The fleeing loyalists dissolved in a new cloud of explosions. The Marines were cutting through their own fleeing troops to reach the enemy.

The rebels' triumph would be short-lived.

INFANTRY DATA CARDS

There are five types of infantry stand: Command, Tactical, Assault, Support and Devastator.

The effectiveness of each type of stand is summarised on a corresponding *Infantry Data Card*, containing the following information:



Name: The name and type of the stand.

Basic Weapons: The *basic weapon* carried by the stand.

Support Weapons: The number and type of *support weapons* carried by the stand.

Melee Factor: This represents how effective the stand is at melee or close combat. The *higher* the number the better.

Saving Roll: This represents how well protected the stand is. If a stand must make a *saving roll*, you must roll equal to or higher than this number on a D6 (so the *lower* the number the better).

Battle Rating: The cost of the stand in *points*. The higher the **BR**, the more effective the stand.

Remarks: Any special rules that apply to the stand.



WEAPON CLASSES

Two new classes of weapon are added to **Adeptus Titanicus** when infantry stands are used: *small arms* (such as bolters and lasguns) and *light weapons* (such as heavy bolters).

Small arms may *only* be used to attack infantry stands - they will have no effect at all on Titans or vehicles.

The only **light weapon** that can be used to attack vehicles or Titans is the melita-gun. All other light weapons may only be used to attack infantry stands.

DETACHMENTS

Infantry stands must be organised into *detachments* of 3 or more stands. A detachment may not include both infantry and vehicles.

DETACHMENT COMMANDERS

Command Stands contain the officers and commanders that are leading a detachment, and are vital for its effective control.

In the *orders phase* each infantry detachment that has at least one Command Stand may be given an *order counter* which will apply to all stands in the detachment. If an infantry detachment does not have any Command Stands it suffers the penalties of being *out of command*.

BEING OUT OF COMMAND

Stands that are *out of command* may only be given *Fall Back* orders or no orders at all.

FORCE COMMANDERS

Some detachments may include a *Force Commander*. Force Commanders are senior officers in overall command of all the detachments on the tabletop. A Force Commander can be used to allow any one detachment that has lost all of its Command Stands to be given orders as normal. A Force Commander can give orders to a detachment wherever it is, even if it is over the other side of the battlefield. They are thus very useful, and players should attempt to keep them away from the main area of combat if at all possible.

DETACHMENT FORMATIONS

Every stand in an infantry detachment must be within 6cm of at least one other stand in the detachment, and all of the stands must be joined together by a chain of such 6cm links.

Sometimes stands in a detachment will become separated for reasons beyond a player's control, usually due to the destruction of a stand by the enemy. If this happens, the detachment must be given *Advance* orders and must move into an acceptable formation as soon as possible.

Infantry stands may be carried by vehicles, in which case enough vehicles must be provided to carry the entire infantry detachment (ie one detachment of Land Raiders or Rhinos for a normal detachment of six stands, or two detachments for a *Reinforced Detachment* of 12 infantry stands). All the normal formation restrictions apply to infantry being carried by vehicles.

When the Titan walks, only the dead have no fear. The brave warrior faces his fear and the Titan, and kills the enemies of the Great Brother-Warrior Horus. The Titan's steps shake the land beneath our feet, lightning is in its veins, and the sun is in its heart. The shadow of the Titan weighs upon our hearts, yet we fight against it. My knife and my gun-of-light will conquer, and the Titan's death scream will be my prayer, for my weapons shine with courage.

- J'blann Threekiller, *Tiger Lizards*
(12th/23rd Davin rebel Guard Regiment)

DISBANDING

If an infantry detachment finds itself out of formation, or if some of the stands bail out of a destroyed vehicle while the rest of the detachment remain in their vehicles, you may choose to *disband* part of the detachment. This represents the infantrymen scattering and retreating to a rallying point off the battlefield, making the maximum use of smoke and cover as they move. Any stands that are disbanded are immediately removed from play and are treated as if they had been destroyed (this means the detachment must make a *morale test* in the *end phase* of that turn just as if the stands had been eliminated by the enemy). You may disband part of a detachment at any time, removing the relevant stands straight away.

Although it destroys the relevant stands, you may wish to use this option to avoid the detrimental effects occasionally created by the formation restrictions. For example, if you don't want to give a whole detachment *Advance* orders just to reform with a single stand, the separated stand may be disbanded (and immediately removed from play), allowing the detachment to receive a different set of orders. Or a couple of stands may have survived the destruction of a vehicle - to maintain formation, all of the vehicles would be reduced to moving at the same speed as the infantry stands. Disbanding the two stands on foot allows the rest of the detachment to continue moving at full speed.

THE SEQUENCE OF PLAY

The sequence of play used in *Adeptus Titanicus* is left unchanged, with the following exceptions:

In each segment of the *movement phase* players alternately move their eligible Titans, then alternately move eligible detachments of vehicles, and finally alternately move eligible *detachments* of infantry. This means that all Titans, vehicles and infantry with *Charge* orders will move before those with *Advance* orders and so on.

Similarly, in each segment of the *combat phase* players first attack with all eligible Titans and vehicles, and then they alternately fire *detachments* of infantry.

ORDERS PHASE

Both players must give one *order counter* to each *detachment* of infantry in the *orders phase* of each turn. The orders chosen apply to all of the stands in the detachment.

FIRST FIRE ORDERS

None of the stands in the detachment may move. The stands attack in the *first fire* segment of the *combat phase* and receive a +1 modifier on their rolls to *hit*.

ADVANCE ORDERS

The stands in the detachment may move up to the *advance* rate and may attack in the *advance segment* of the *combat phase*.

CHARGE ORDERS

The stands in the detachment may move up to their *charge* rate, but may not fire until the *charge segment* of the *combat phase*. All rolls to *hit* are made with a -1 modifier.

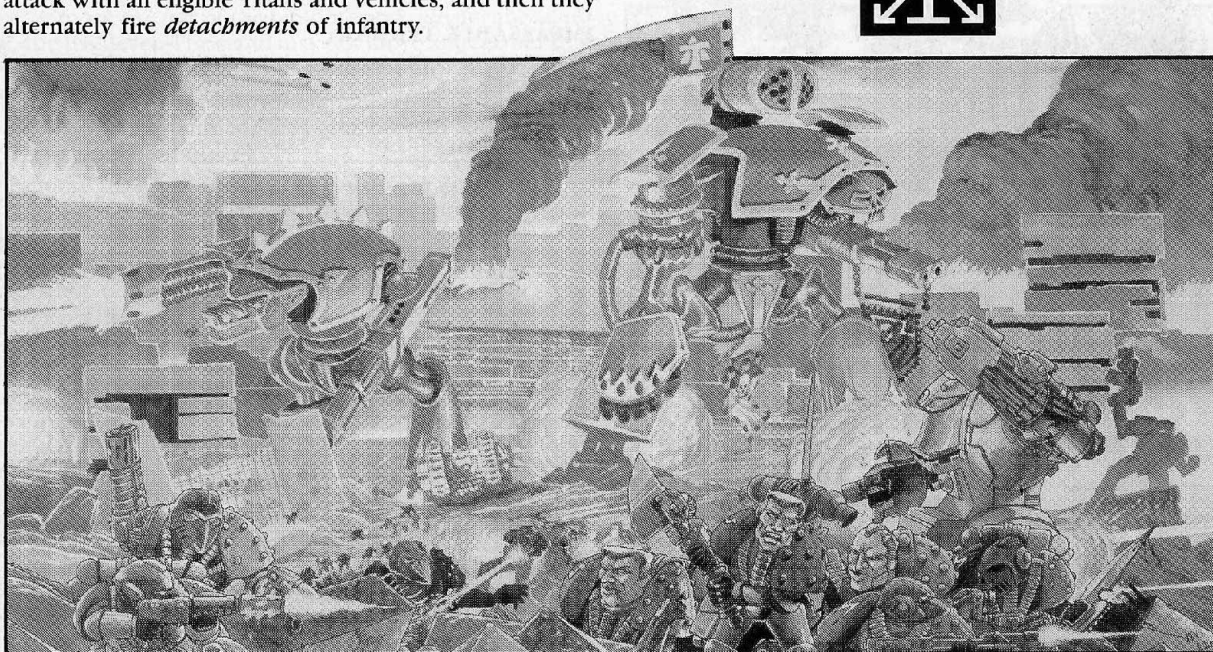
FALL BACK ORDERS

Use a *Repair* order counter to signify *Fall Back* orders. Stands may move up to their *charge* rate, but must end their move further away from any and all enemy units than they were at the start of the turn. Stands may not remain stationary - they must move at least 4cm.

Infantry stands with *Fall Back* orders may not attack, but any attacks upon them are made at -1 to *hit* as the detachment is making maximum use of cover during its retreat.

NO ORDERS

Infantry detachments that have not been given any orders may not move. They may fire in the *advance segment* of the *combat phase*.



MOVEMENT PHASE

MOVE RATES

In the same way as a Titan, infantry stands can move at an *advance* or *charge* rate. The distance that an infantry stand can move depends on how it is equipped.

INFANTRY MOVEMENT RATE TABLE

Stand Type	Advance Rate	Charge Rate
Devastator	4cm	8cm
Other	6cm	8cm

TURNING

Infantry stands may move freely up to the distance allowed. They may move off in any direction, make as many turns during the move as required, and end the move facing in any direction.

CARRYING STANDS

Some vehicles may carry stands (this is specified on the Vehicle Data Card - a Land Raider, for example, can carry 10 infantrymen, ie two stands). The processes of getting stands on and off vehicles are known as *embarking* and *disembarking* respectively.

To **embark**, a stand must have *Advance* or *Fall Back* orders and the vehicle must have *First Fire* orders. As long as the stand can reach the vehicle with their *advance* rate move, they may embark.

To **disembark** a stand, the vehicle must have *Advance* or *First Fire* orders. The stand may be given *Advance* or *Charge* orders - it may not fire on the turn it disembarks, but it may take part in close combat. If the vehicle has *Advance* orders the stand may disembark at any point during the vehicle's move.



TERRAIN

Moving through different types of terrain affects an infantry stand's rate of movement and may give the stand a certain amount of cover. Terrain falls into three categories - *difficult*, *dangerous* and *impassable* - as defined in the *Infantry Terrain Effects Table*. *Soft cover* and *hard cover* affect an enemy's chance to hit the stand in cover, giving a -1 and -2 modifier to hit respectively (see the *Infantry Target Weapons Table*). Different terrain effects are described below.

They are insignificant insects to be crushed. I fear no footslogger. No mud-covered infantryman can stand against the strength and speed that is within me and my Warbonds. They shall all die.

- Esau Turnet,

Scout Titan Senior Princeps of the Death Heads

DIFFICULT TERRAIN

Difficult terrain is any terrain that will slow down movement, such as woods, hedges and walls. An infantry stand moving through *difficult* terrain moves at half its normal rate.

Infantry stands equipped with Jump Packs may move over *difficult* terrain with no movement penalty.

DANGEROUS TERRAIN

Moving over *dangerous* terrain, such as rivers and cliffs, carries a certain risk for the stand. Movement is reduced to half the normal distance and the stand must take a *dangerous terrain test (DTT)*.

To take a *DTT*, roll a D6; on a roll of 1 the stand has failed the test and it must make a *saving roll* or be eliminated (see *Combat* for details of *saving rolls*).

Infantry stands equipped with Jump Packs may move over *dangerous* terrain at their normal movement rate. They do not need to make a *DTT* provided that the stands do not *finish* their move in *dangerous* terrain.

IMPASSABLE TERRAIN

No infantry stand may pass through *impassable* terrain.

Stands with Jump Packs may move over *impassable* terrain provided that they do not *finish* their move in the terrain.

INFANTRY TERRAIN EFFECTS TABLE

Terrain	Type	Cover
Buildings	See <i>Buildings</i>	Hard
Ruins	Difficult	Hard
Hedges	Difficult	Soft
Walls	Difficult*	Hard
Cliffs	Dangerous**	None
Hill	Normal	None
Woods	Difficult	Soft
River	Dangerous	None
Lake	Impassable	None
Marshy Ground	Dangerous	None

* Walls more than 1cm high count as *impassable*.

** Make a *DTT* for every 2cm of cliff that is climbed.

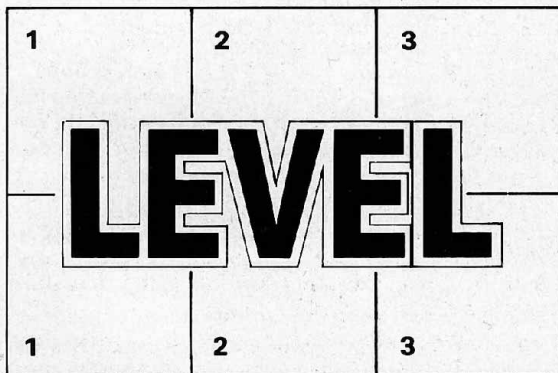
BUILDINGS

Infantry are capable of entering buildings and moving about inside them. This is often a good tactic, as the building will provide plenty of hard cover for anyone inside. On the other hand, a lot of the weapons on the battlefield are quite capable of destroying buildings, with suitably devastating results to any stands in the building at the time.

When measuring movement to or from a building, measure from the nearest edge of the building. It does not matter if there aren't any doors marked at the position on the building model - infantry can enter or exit at any point of the ground level. Similarly, infantry may fire from any side of the building, regardless of the presence or absence of windows on the model.

BUILDING FLOOR PLANS

These floor plans represent in an abstract way the interior of the buildings from *Adeptus Titanicus*. For simplicity, they are split into three levels: first (ground) level, second level and third (uppermost) level.



Photocopy the plans, cut them out and keep them handy when you play the game.

MOVING IN BUILDINGS

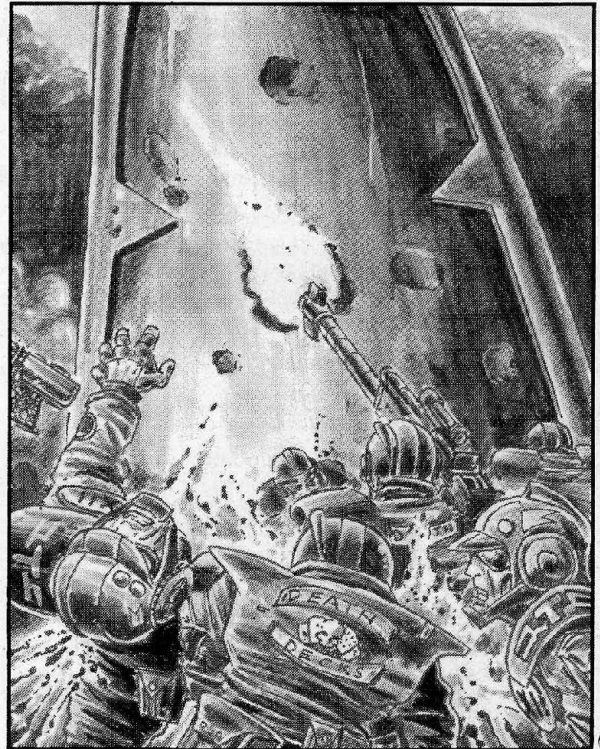
Whenever an infantry stand enters a building, place a set of plans on the top of the building and transfer the stand to the first level. The stand may not move any further that turn. In subsequent turns the stand may move up or down one level if it has *Advance* or *Charge* orders. Stands on the first level may leave by being placed adjacent to any part of the building, but may move no further that turn.

No more than two stands may occupy the same level of a building. Stands of opposing sides may not occupy the same level of a building.

COMMAND CONTROL IN BUILDINGS

Stands within the same building always count as being within 6cm of each other with regards to detachment formations. A stand that is within 6cm of a building, or is in another building that is within 6cm of a building, counts as being within 6cm of any stands inside the building.

The warrior who acts out of honour cannot fail. His duty is honour itself. Even his death - if it is honourable - is a reward and can be no failure, for it has come through duty. Seek honour as you act, therefore, and you will know no fear.



Despise infantry if you must. Crush them underfoot, by all means. But do not ignore them. Battlefields are littered with the wreckage of Titans whose crews ignored infantry.

*- Grand Master Ferromort,
Ordo Sinister, Divisio Militaris*

TITAN STOMP ATTACKS

Titans may make *stomp attacks* against any infantry stands that they move over during the *movement phase*. Roll a D6 for each stand that is stomped; on a roll of 4 or more the stand is destroyed.

Stands with *First Fire* orders may make *snap fire attacks* before they get stomped, and such attacks will take place *inside* the Titan's Void Shields.

VEHICLE OVERRUNS

Vehicles may *overrun* infantry stands in the open during the *movement phase*. The stand being overrun may *snap fire* at the vehicle if it has *First Fire* orders. If the vehicle survives it may make an immediate close combat attack and then carry on moving (see *Close Combat*).

A vehicle may only make one overrun per *movement phase*. However, it may stop after the overrun and attack the stand again in the *close combat segment*.

REPAIR PHASE

There is no equivalent to the *repair phase* for infantry as stands are either unharmed or eliminated. Infantry stands take no action during this phase and it may be ignored unless there are Titans involved in the game.

COMBAT PHASE

ATTACKING WITH STANDS

An infantry stand receives *one* attack from its *basic weapons* (not one attack per figure in the stand), and one attack for *each support weapon* that it carries.

Infantry stands attacking other infantry stands use the *Infantry Target Weapons Table* for rolls to hit. Infantry attacking Titans or vehicles use the *Weapons Table* in *Adeptus Titanicus*, with the appropriate hit modifiers.

A stand has a 360° arc of fire for all of its weapons (in other words it can fire its weapons in any direction).

ATTACKING INFANTRY STANDS

Attacks on infantry stands are handled in a different way to those on vehicles or Titans. A roll to hit is made for each weapon that attacks using the *Infantry Target Weapons Table* (note that this table is used for *all* attacks against infantry targets, including those made by Titans and vehicles). If a hit is scored, the target must make a *saving roll*. If the *saving roll* is failed the stand is destroyed and removed from the table *immediately*, before the next attack is resolved.

CHOOSING TARGETS

Fire against infantry stands must always be directed at the closest target that can be attacked. If two or more targets are at the same range, the attacker may choose which is attacked.

Burst circles must be placed so that the closest target is attacked, but otherwise can be placed freely so that as many stands as possible are under the burst circle.

TO HIT

Measure the range to the target and refer to the *Infantry Target Weapons Table* to find out if the attack is at *short* or *long range*. Then apply any modifiers for *range* and *cover* to find out the number to be rolled on a D6 to score a hit. If a hit is scored, the target must make a *saving roll* or be destroyed.

At *long range* you may have to roll a 7 to score a hit - which is rather difficult on a six-sided dice. To roll a 7, you must first roll a 6; if you do, roll the dice again, with a roll of 4 or more meaning that you have hit.

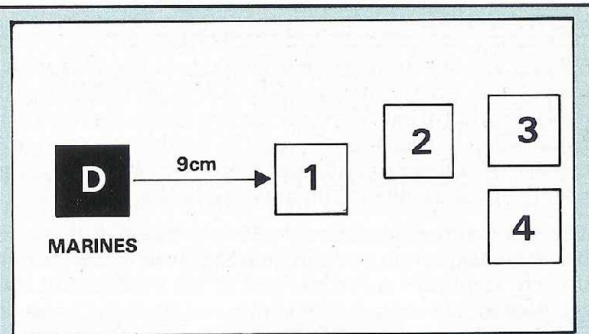
THE SAVING ROLL

To make a *saving roll*, the target must roll equal to or greater than the number shown on its Data Card. If the roll is failed the target is destroyed.

Some weapons modify the *saving roll* with a -1 or -2 penalty - this number should be deducted from the dice roll before comparing the result with the Data Card.

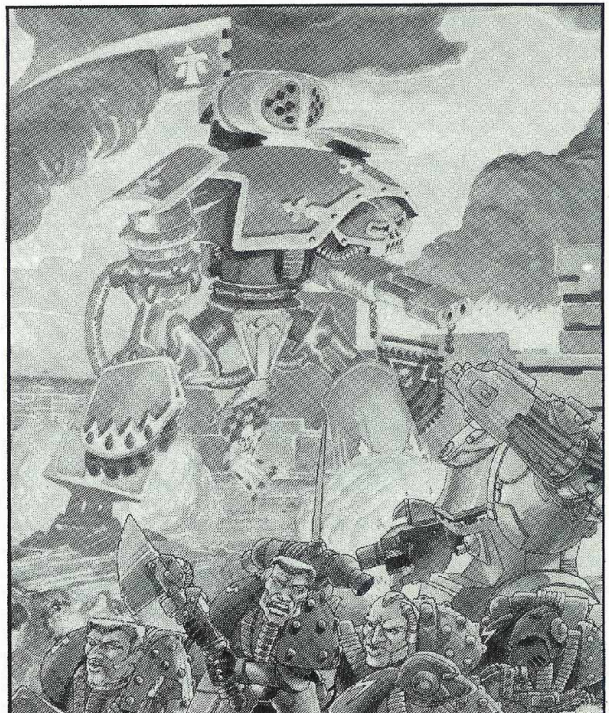
VEHICLES

Infantry stands inside vehicles that are destroyed are allowed a *saving roll* as usual. If the roll is failed, the infantrymen have died inside the vehicle. If the *saving roll* succeeds, the stand manages to bail out and should be placed adjacent to the crippled vehicle - it can neither move nor fire during this turn.



A Space Marine Devastator Stand attacks a detachment of rebel Imperial Guard. First, the Marines fire their small arms (bolters in this case). The attack must be directed at Imperial Guard stand 1, as this is the closest target. The range is 9cm, short range for bolters, and the stand is in the open, so 4 or more is needed to score a hit (if the Imperial Guard detachment had First Fire orders, thereby counting as in soft cover, or Fall Back orders, a 5 or more would have been needed to hit). A D6 is rolled, scoring 4, which is a hit. The Imperial Guard stand has a saving roll of 5+, but bolters have a save modifier of -1, so a 6 will be needed to stop the stand from being eliminated. Not surprisingly, the stand fails to make its saving roll and is removed from play.

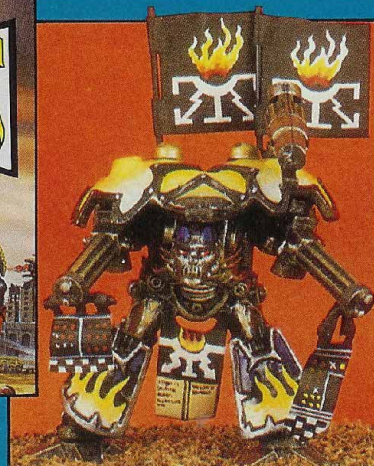
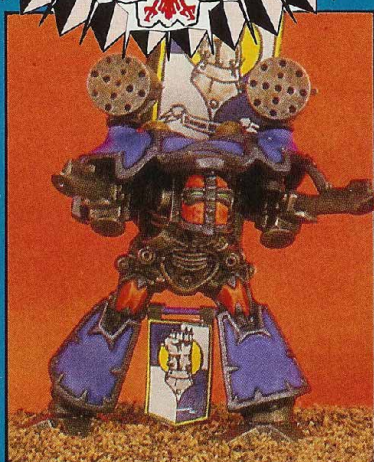
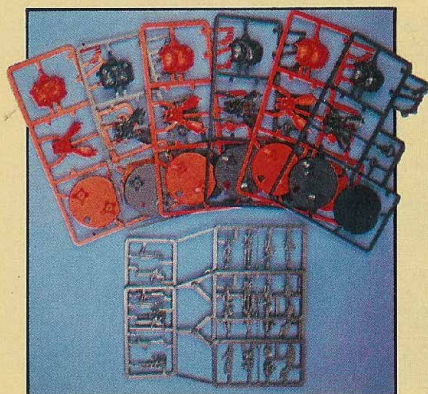
The Marines next fire their heavy bolter (a support weapon) at Imperial Guard stand 2, which is now the closest target - this stand is also destroyed. The Marines still have their missile launcher to fire (their other support weapon), and this can be fired at either stand 3 or stand 4 as they are both at the same range. The Marines decide to fire on stand 3 as it is the Command Stand for the Imperial Guard detachment.



BATTLE TITANS

The Warlord Class Battle Titan is by far the most popular and versatile class of Imperial Battle Titan, and thousands of Warlords saw action on both sides during the wars of the Horus Heresy.

This boxed set contains six plastic clip-together Warlord Class Battle Titans, complete with enough interchangeable weapons to produce a wide range of variants.



GAMES WORKSHOP

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TITAN ANTI-PERSONNEL WEAPONS

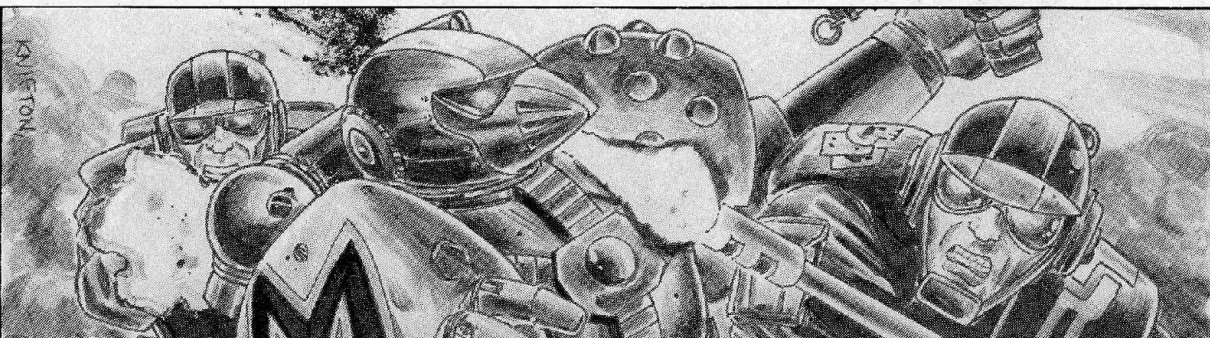
In addition to the heavy weapons they carry, all Imperial Titans (both loyalist and rebel) are armed with a *heavy bolter* mounted in the Titan's head, designed for use against attacking infantry.

This anti-personnel weapon has the same arc of fire as a carapace-mounted weapon. It may shoot at any target within this arc, up to the heavy bolter's range of 40cm. The heavy bolter continues to function as long as the Titan is operational.



GRENADES

The use of grenades is taken into account in the close combat rules below. They are not used as a separate weapon during any other part of the *combat phase*.



Rebel Guardsmen shoot a Loyalist Marine

INFANTRY TARGET WEAPONS TABLE

Weapon	Range		To Hit Roll		Saving Roll Modifier
	Short	Long	Short	Long	
SMALL ARMS					
Bolt Pistol	-	8cms	-	4+	-1
Laspistol	-	8cms	-	4+	0
Bolter	12cms	24cm	4+	5+	-1
Lasgun	12cms	24cm	4+	5+	0

LIGHT WEAPONS

Vehicle Mounted

Bolter	-	24cm	-	6+	0
Heavy Bolter	20cms	40cm	4+	6+	-1
Flamer	-	12cm	-	5-	-1
Melta-Gun	-	12cm	-	6+	-1

HEAVY WEAPONS*

Auto-Cannon	-	72cm	-	5+	-1
Las-Cannon	-	60cm	-	6+	-1
Grenade Launcher	-	60cm	-	5+	0
Missile Launcher:					
Frag Missile	-	72cm	-	5+	0
Plasma Missile	-	72cm	-	5+	-1
Multi-Launcher*	-	72cm	-	5+(B)	-1
Multi-Melta	12cm	24cm	4+	5+	-1
Heavy Plasma Gun:					
Sustained	20cm	40cm	4+	6+	-1
Maximal	-	72cm	-	5+	-1

VERY HEAVY WEAPONS*

Defence Laser	-	72cm	-	4+(B)	-2
Macro-Cannon	-	72cm	-	4+(B)	-2
Plasma Cannon:					
Sustained	20cm	40cm	4+(F)	6-(F)	-2
Maximal	-	72cm	-	4+(B)	2

* Heavy or very heavy weapons may not be fired by stands with *Charge* orders.

MODIFIERS TO HIT

Target has <i>First Fire</i> orders*	-1
Target has <i>Fall Back</i> orders	-1
Target is in <i>soft cover</i>	-1
Target is in <i>hard cover</i>	-2
Attacker has <i>Charge</i> orders**	-1

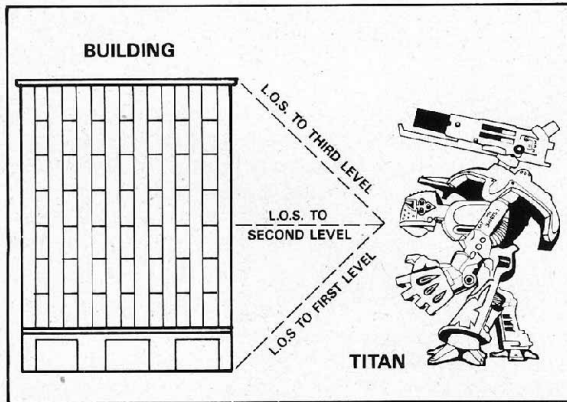
* This is because the stand is making the maximum use of available cover.

** This penalty does not apply to *small arms* attacks.

Note that attackers with *First Fire* orders do not receive a +1 hit modifier when attacking infantry stands.

BUILDINGS

Stands shooting from a building may attack in any direction. Stands on the first level check their line of sight (LOS) from any point on the bottom of the building, those on the second level from any point in the middle of the building, and those on the third level from any point on the top of the building.



Stands outside a building may attack any stands on the first level if they have a LOS to the bottom of the building; they may attack stands on the second level if they have a LOS to the middle of the building; and they may attack stands on the third level if they have a LOS to the top of the building.

Any stand that is in a building counts as being in *hard cover* when it is attacked.

Stands may only attack enemy stands in the same building as themselves by using close combat (see *Close Combat*).

HIDING

At the start of the *combat phase*, a player may declare that any stand in a building is *hiding*. Stands that hide may only attack or be attacked by other stands in the same building, by using close combat.

DAMAGING BUILDINGS

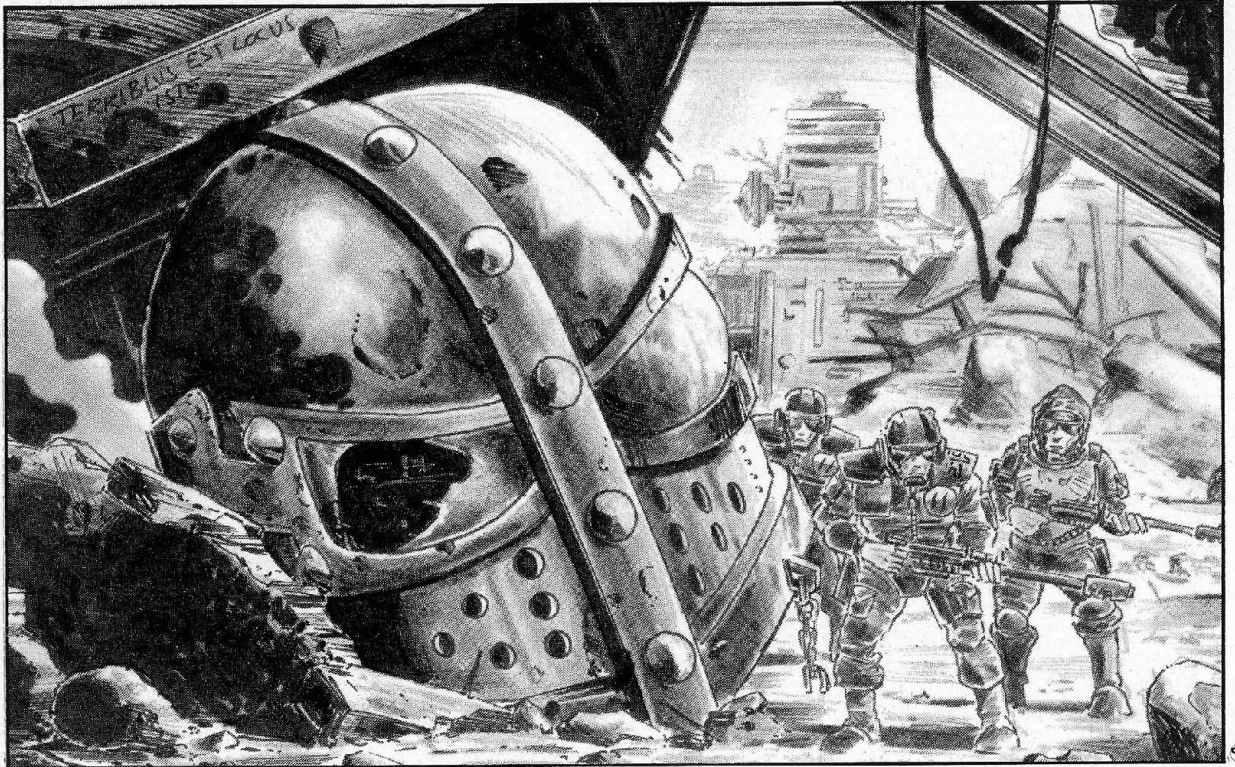
Weapons may be used to attack buildings in the same way as they attack vehicles. A weapon may be used to either attack a unit in a building or the building itself, not both. All attacks against buildings receive a +1 modifier to hit. Only critical damage will affect buildings. Once a building has taken 3 critical hits it will become *unstable*.

In the End Phase of each turn roll 1D6 for each unstable building, adding 1 to the score for each additional critical hit over 3. On a roll of 6 or more the building will collapse, and should be replaced with a *ruin* (see below). Keep track of the number of critical hits against the building on a piece of scrap paper. All units in a building that collapses are destroyed.

RUINS

When a building collapses it does not, of course, vanish, rather it has been reduced to a smoking pile of rubble. Instead of removing a collapsed building it should be replaced with a ruin. Vehicles may not enter a ruin, and infantry move through a ruin at half their normal move rate. Any infantry unit in a ruin counts as being in *hard cover*.

Ruins can be represented on the table in two ways. The simple option is to replace the model with a pile of small (washed!) stones that cover the same area that was occupied by the building. The second option is to convert some of your model buildings into ruins. This can be done quite simply by cutting up a building with a kitchen knife and then painting it with black acrylic paint which has been mixed with an equal quantity of water.



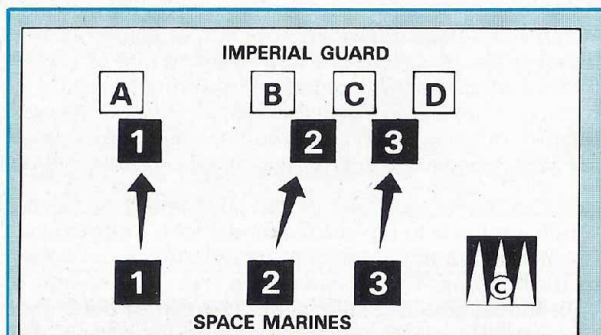
SPACE MARINE - CLOSE COMBAT

CLOSE COMBAT

Stands may only enter *close combat* if they have *Charge* orders. Stands enter close combat by moving into base-to-base contact with one or more enemy stands in the *movement phase*. Stands that have been engaged in close combat may only disengage and move away from the enemy stand if they have *Fall Back* orders.

Stands with *First Fire* or *Advance* orders are allowed to fire on their attacker in the appropriate segment of the *combat phase*, but suffer a -1 modifier to hit.

Close combats are resolved as a number of *melees*, each of which is decided by a separate *melee* roll. A stand must be in base-to-base contact with the opponent they are meleeing. Two or more stands may gang up to attack one enemy stand, as long as all enemy stands are attacked by at least one stand. The First Player is allowed to decide which stand will attack which enemy stand if there is any dispute.



Three Space Marine stands with *Charge* orders move as shown to attack a detachment of Imperial Guard. In the *combat phase*, Marine stand 1 fights Guard stand A, Marine stand 2 fights Guard stand B, and Marine stand 3 fights Guard stand D. Guard stand C is in contact with Marine stands 2 and 3 and so must fight one of them; the Space Marine player is the *First Player* for this turn, and decides that the Guard stand will take part in the melee with Marine stand 3. Three melees will be fought during the close combat segment:

Marine 1 vs Guard A
Marine 2 vs Guard B
Marine 3 vs Guard C and Guard D



To resolve each *melee*, both players roll 2D6 and add their stand's *melee factor* plus any *tactical factors* from the *Infantry vs Infantry* section of the *Close Combat Table*. The player who scores highest wins the *melee*, and the opposing stand must make a *saving roll* to avoid being eliminated.

If the dice rolls *before* or *after* any modification are the same, *both* players' stands must make *saving rolls*.

MORALE TESTS

Any detachment that loses more melees than it wins during a turn must take a *morale test* in the *end phase* of the turn.

MULTIPLE COMBATS

A *multiple combat* occurs when two or more stands attack one enemy stand. The player who has more stands in the *melee* chooses one as the *primary attacker*. Any other stands involved in the *melee* are *secondary attackers*. A single dice roll is made for all the attacking stands with any modifiers based on the weapons and orders of the *primary attacker*. Each *secondary attacker* adds +3 to the roll. If the side with more stands loses the *melee*, only the *primary attacker* has to make a *saving roll*.

Once seen in battle, you never forget a Titan: the shaking of the land beneath your feet, the sound of its guns, the lightning-smell of its passing. But when you look at your comrades, remember that they have the power to kill the monster. And remember this: the Titan's crew knows you have the power to kill them.

Returning to the previous example, we'll look at the *melee* between Marine stand 3 and Guard stands C and D. The Guard player chooses stand C as his *primary attacker*.

Guard stand C has a *melee factor* of 0 so the only modifier to the dice roll is +3 for one *secondary attacker*. A total of 9 is rolled on 2D6, for a final modified score of 12.

The Marine stand has a *melee factor* of +2, with +1 for the detachment's *Charge* orders - also a total modifier of +3. Fortunately for the Marines, their dice roll is 10, giving them a final score of 13 and winning the *melee*.

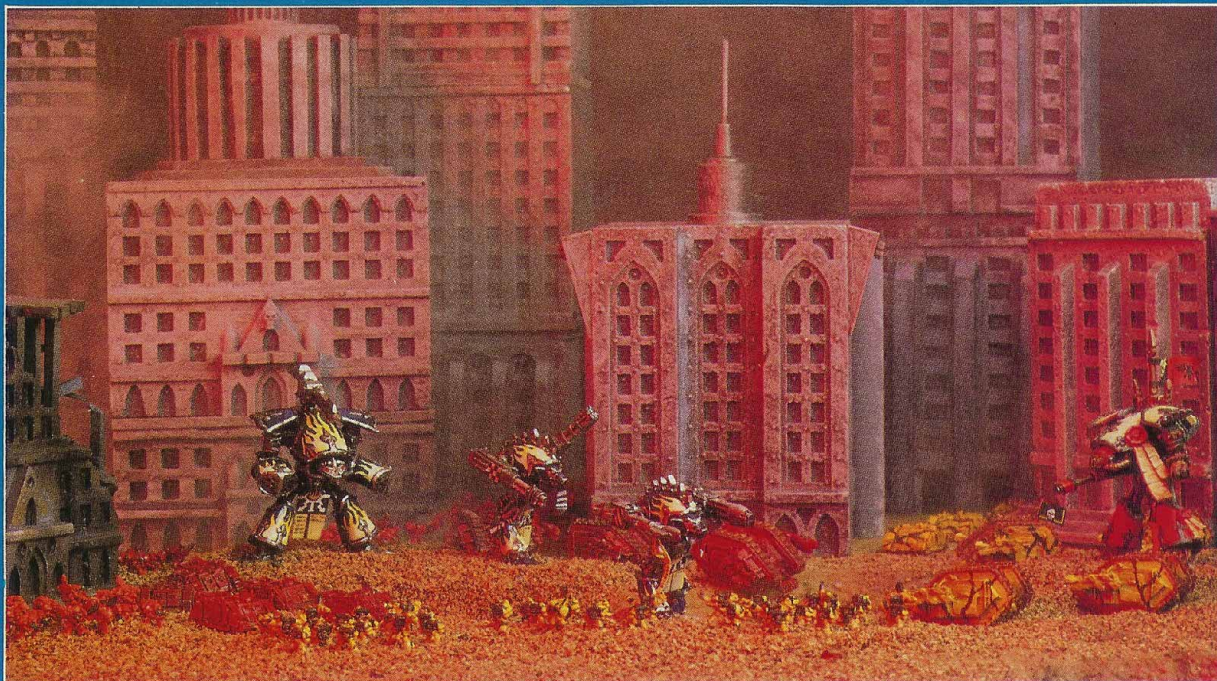
Guard stand C must now make a *saving roll*. Imperial Guard stands have a *saving roll* of 5+, but only a 4 is rolled and stand C is eliminated. No *saving roll* is necessary for Imperial Guard stand D, since it was only a *secondary attacker* in this *melee*.

The Titan was dying. Captain Kilmer watched as it staggered towards his bunker. The war machine blundered into a tree, slipped as its *Princept* stepped in a shell-hole and then froze. The Titan's relays strained as it tried to pull itself upright. Coolant streamed down its legs from shattered valves. The Titan's weapon linkages sparked where bare wires flopped against its carapace. Steam came from the machine's neck: the crew were preparing to eject.

"Soon," Kilmer whispered to himself. He steadied the missile launcher and waited. He counted to three and pulled the trigger. The heat of the missile's backblast made him blink. The head came free and, in an instant, exploded. The missile had done its work.

Kilmer grinned and turned on his commnet. "Claiming kills. One Titan crew. No prisoners."

The Tallarn Campaign. On Tallarn III, an advance force of Salamander Marines, escorted by a Reaver Class Battle Titan from the Firebrands Order, encounters heavy Traitor resistance in the ruins of the city of Rogsburg. A small force of Word Bearer Traitor Marines have lured the Salamanders into a firefight while Word Bearer Land Raiders and Firemaster Titans try to break through the Loyalist force.



Building conversions and Firemaster Titans by Sid. Firebrand Titan by Mike McVey.
Troops and vehicles by Darren Matthews.

The Battle of Nyrcon on Beta Garmon II. Salamander Marines supported by Warp Runners Titans pin the defenders against the bromium refinery on the outskirts of the city. After a hard and desperate battle, the Traitor force, of Emperor's Children Marines with Death's Heads Titans, was completely annihilated.



Titans by Phil Lewis and Lee Dudley. Troops and Vehicles by Darren Matthews
and Tony Cottrell. Buildings by Darren Matthews.

SPACE MARINE - CLOSE COMBAT

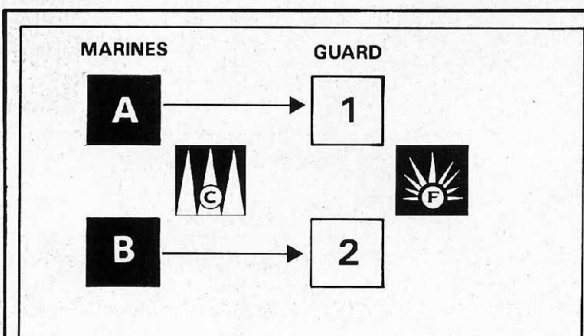
CLOSE COMBAT IN BUILDINGS

The only way stands inside the same building can attack each other is by *close combat*. A stand can only attack enemy stands on an adjacent level.

Work out the melee as normal, but deduct -2 from the dice roll of the attacker (ie the stand that instigated the combat). The loser of the melee must retreat one level away from the winner; a stand on the first level may retreat outside the building. If it is not possible for a stand to retreat, it is eliminated.

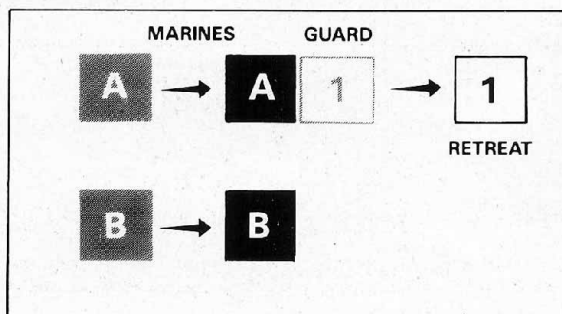
If the attacking stands manage to clear a level of defending stands, they may advance into it after combat, outside the normal turn sequence.

Up to two stands that are adjacent to the outside of the building may attack any enemy stands that are on the first level. A stand which is outside the building is not forced to retreat if it loses a melee against an enemy stand on the first level.



Two Space Marine Assault Stands are attacking a pair of Imperial Guard stands in a building. Although the Guard have First Fire orders, they may not snap fire as the only way to attack a stand in a building is by close combat. Note that the Guard would have been allowed to snap fire if the Guard stands were on the first level and the Marines were attacking from outside the building.

The close combat is worked out as two melees: Stand A vs Stand 1, and Stand B vs Stand 2. The Marine stands have a dice roll modifier of +3 (melee factor +4, Charge orders +1, attacking a stand in a building -2, for a total of +3), while the Guard stands have a modifier of 0 (melee factor 0 and no other modifiers).



Both Marine stands win their melees. Stand 1 makes its saving roll but is forced to retreat to level 3. Stand 2 fails its saving roll and is eliminated. As level 2 of the building has now been cleared of enemy stands, both Marine stands may advance after combat, as shown in the diagram.

Princes Flyan brought the *Victoria Imperatrix* to a halt as it came up to the hill crest. The Titan's knees creaked as the machine held itself level on the slope. Flyan could feel his own muscles flexing as the machine kept its footing. Below, screened by the hill and the trees, the other Titans of Flyan's detachment waited, their reactors humming in the night air.

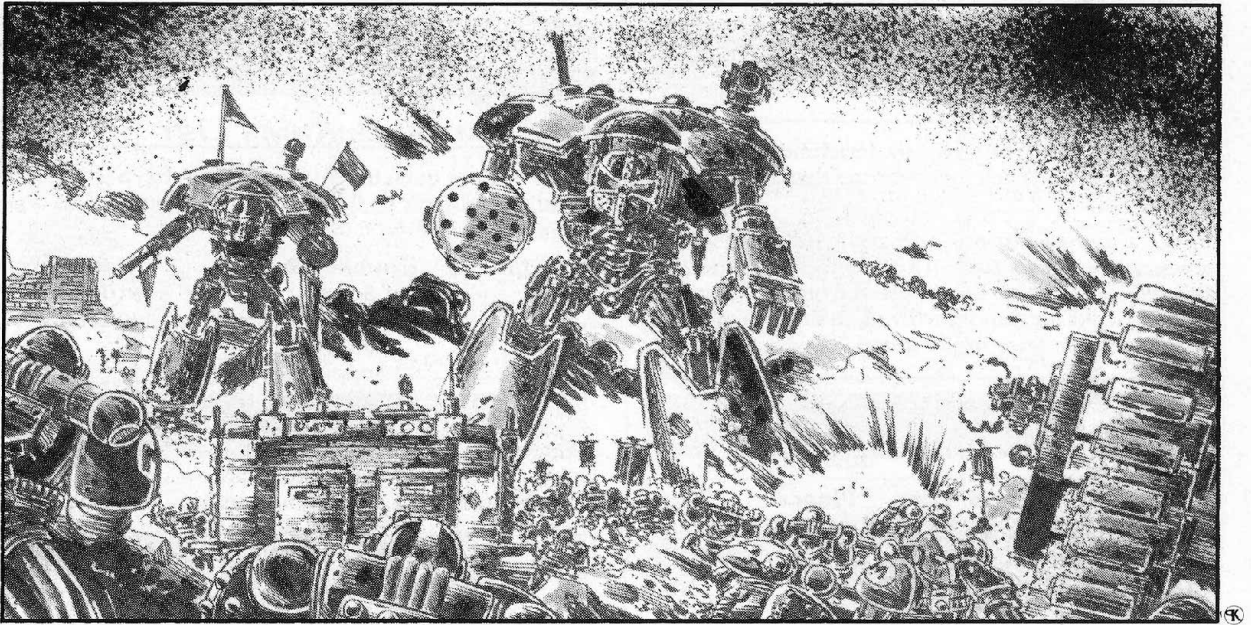
The *Victoria's* head was level with the hill top, its carapace below the highest trees. The moons were not yet up, and Flyan knew he would be unlucky to be spotted at this range. He cranked up the scanning tubes and stared into the milky darkness. There were dim shapes in the valley, clustered around small campfires. Engine exhausts showed up as bright plumes in the cold air. Flyan made a quick count: an infantry regiment, possibly less, with armoured support; rebel scum to be destroyed.

"Hyams, your assistance." As he walked the machine backwards down the hill, Flyan needed the help of *Victoria's* powerfist. The machine slipped sideways, and Hyams grasped the top of a tree and held the Titan upright. Then the machine's feet reached level ground; Flyan and Hyams sighed in relieved unison, almost surprised at their collective skill.

The *Sancte Spiritus* straightened as Sardon, its Princeps, came to mental attention in the presence of a superior. Milius, the *Beata Viscera's* Princeps, didn't move. Flyan smiled; he could imagine the man slumped in his command seat, a casual killer of the Emperor's enemies.

"Sardon. Milius. We have come here to conquer. Now is the time. Follow." He turned and walked down the valley, following the line of the river towards the rebel camp.





VEHICLES IN MELEE

The following special rules apply to close combat between infantry and vehicles.

Vehicles must have *Charge* orders to enter close combat with infantry, and the infantry must be in the open.

Infantry must have *Charge* orders to engage vehicles. Infantry stands in buildings may move to engage vehicles if they are on the first level; infantry stands on the second level or higher may not melee with vehicles.

The melee is resolved as for infantry vs infantry melees, except that in addition to their *melee factor*, the infantry add the factors from the *Infantry vs Vehicle* section of the *Close Combat Table* to their dice roll, while the vehicle uses the factors from the *Vehicle vs Infantry* section of the *Close Combat Table*.

If the vehicle wins the melee, the infantry must make a *saving roll* to avoid being eliminated. If the infantry win the melee the vehicle suffers an automatic hit and must make a *critical hit roll* based on the type of grenade carried by the stand; the *critical hit roll* is modified as normal for the vehicle's *DR*.

TITANS IN MELEE

Unless armed with heavy weapons, the only way that infantry can hope to harm a Titan is by managing to wedge a bundle of grenades in its vulnerable leg joints. This is by no means an easy task, especially against a Titan that can move, and is made even more difficult by the fact that a Titan can discharge very high voltage electrical shocks through its legs at random intervals.

Roll a D6 for each stand of infantry that is in contact with the enemy Titan. Add +2 to the roll if the Titan cannot move for any reason. On a roll of 1-5, the infantry are shot, stomped or electrocuted - the stand is destroyed and should be removed from play. On a 6 or more, the infantry have managed to wedge a bundle of grenades into the Titan's leg-joint, and a hit has been caused to the Titan's legs. This hit may cause critical damage, depending on the grenade type - see the *Grenade Critical Hit Rolls Table*.

CLOSE COMBAT TABLE

INFANTRY VS INFANTRY

<i>Charge</i> orders	+1
<i>Fall Back</i> orders	-2
Each stand over 1 involved in melee	+3

INFANTRY VS VEHICLES

Infantry stand in the open	-1
Infantry stand in <i>soft cover</i>	0
Infantry stand in <i>hard cover</i>	+1
<i>Charge</i> orders	+1
<i>Fall Back</i> orders	-2
Each squad over 1 involved in melee	+3
Target Vehicle's <i>AR</i>	+/-AR

VEHICLES VS INFANTRY

Vehicle is a Dreadnought	+2
Vehicle is an Armoured Vehicle	+1
<i>Charge</i> orders	+1
<i>Fall Back</i> orders	-2
Each vehicle over 1 involved in melee	+3

GRENADE CRITICAL HIT ROLLS TABLE

Type	Critical Hit Roll
Frag	6+
Crack	4+
Melta-Bombs	4+

Titans? They're just like anything else. The bigger they are, the harder they fall.

*- Captain Miklos Furnow,
15th Hydrae Guard Regiment*

END PHASE**MORALE**

In the *end phase* of the turn, any detachment that has had one or more stands destroyed during that turn must take a *morale test*.

To take a *morale test* roll 2D6 and modify the score as shown on the *Morale Table*. If a detachment contains stands with differing *morale levels*, use the one that applies to the majority of the stands involved. In the case of a tie use the best *morale level* in the group.

MORALE TABLE

Stand Type	RESULT		
	Fall Back	Pinned	Pass
Space Marine	2 or less	3-4	5 or more
Imperial Guard	3 or less	4-5	6 or more

MODIFIERS

Enemy Titan within 24cm*	-1
Detachment has no Command Stands	-1
Detachment has <i>Fall Back</i> orders	-2
4-6 stands in detachment	+1
7 or more stands in detachment	+2

* Ignore this penalty if the detachment is in *hard cover*.

MORALE TEST RESULTS

Fall Back: All stands in the detachment must be given *Fall Back* orders in the next *orders phase*. Any stands that are *out of command* are eliminated.

Pinned: All stands in the detachment must be given *Fall Back* orders or *No Orders* at all in the next *order phase*. Note that stands with *No Orders* may not move, and they fire in the *advance segment* of the *combat phase*.

Pass: The detachment may act as normal.

Princes Kalbard drove the Titan forward, crushing the enemy with ballistic precision. He could feel the rebel infantry dying beneath his mechanical feet as he brought his Titan round for another charge. It was a feeling of power.

"Moderati. Fire at will. Our weapons will cleanse this world!" Through the scanning tubes Kalbard could see that the rebel armour was fleeing from his manic attack. One was slower than the rest. Kalbard took one step forward and kicked. The Land Raider's hull shattered. Kalbard brought the Titan to a halt above the wreckage and stamped downwards, twisting the foot as he did so. The Raider's fuel exploded and a mushroom cloud of black smoke enveloped the Titan.

The war machine shivered as its systems tried to interpret Kalbard's righteous enjoyment of victory. Then, its relays clattering, the Titan moved on in search of fresh victims.

INFANTRY DETACHMENTS**SPACE MARINE ARMY LIST**

Space Marine detachments consist of 4 types: Attack, Assault, Destroyer or Reinforced. The number and type of stands in each type of detachment are:

Detachment Type	Number & Type of Stands	Detachment Battle Rating
Attack	2 Command Stands 2 Tactical Stands 2 Support Stands	440 points
Assault	2 Command Stands 4 Assault Stands	350 points
Destroyer	2 Command Stands 4 Devastator Stands	530 points
Reinforced	3 Command Stands 3 Tactical Stands 3 Support Stands 3 Devastator Stands	945 points

OPTIONAL UPGRADES

One Command Stand per detachment may be upgraded to a *Force Commander* at a cost of 50 points.

Any number of Marine detachments may be equipped with Jump Packs at double the normal *Battle Rating* for each detachment. A stand equipped with a Jump Pack has a *Charge* rate of 18cm.

IMPERIAL GUARD ARMY LIST

Imperial Guard detachments consist of 3 types: Standard, Reinforced or Assault. The number and type of stands in each type of detachment are:

Detachment Type	Number & Type of Stands	Detachment Battle Rating
Standard	1 Command Stand 2 Tactical Stands 2 Support Stands 1 Devastator Stand	315 points
Assault	1 Command Stands 5 Assault Stands	260 points
Reinforced	2 Command Stands 4 Tactical Stands 4 Support Stands 2 Devastator Stands	630 points

OPTIONAL UPGRADES

One Imperial Guard Command Stand (and only one) may be upgraded to a *Force Commander* at a cost of 50 points.

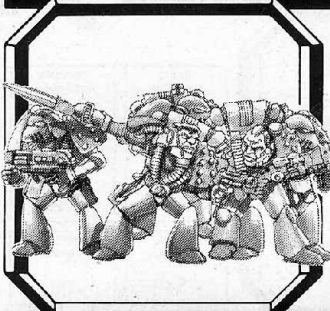
All the stands in any number of Assault Detachments can be equipped with Jump Packs at double the normal *Battle Rating* for each detachment. A stand equipped with a Jump Pack has a *Charge* rate of 18cm.

SCENARIOS

Infantry detachments may be used in any scenario where the players decide to choose their own forces using the points system. Players are allowed to pick any number and type of detachments, as long as they have the *battle points* to pay for them. Infantry are always bought by the detachment, never as individual stands.

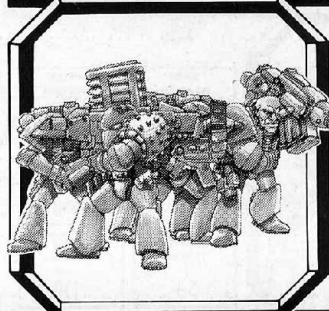
The stands should be represented by the counters provided.

SPACE MARINE COMMAND STAND



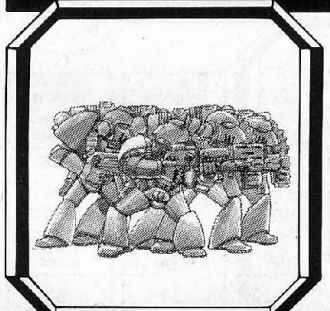
BASIC WEAPONS Bolter	SUPPORT WEAPONS Flamer
MELEE FACTOR +3	GRENADES Crack
SAVING THROW 4+	BATTLE RATING 75

SPACE MARINE DEVASTATOR STAND



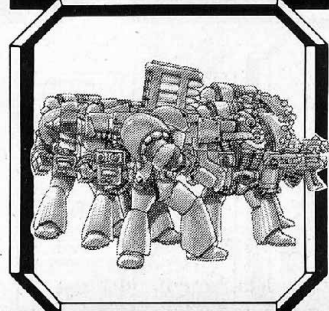
BASIC WEAPONS Bolter	SUPPORT WEAPONS Heavy Bolter Missile Launcher
MELEE FACTOR +2	GRENADES Crack
SAVING THROW 4+	BATTLE RATING 95

SPACE MARINE TACTICAL STAND



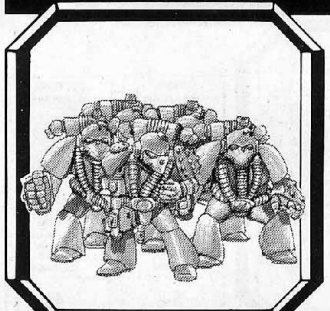
BASIC WEAPONS Bolter	SUPPORT WEAPONS Melta Gun
MELEE FACTOR +2	GRENADES Crack
SAVING THROW 4+	BATTLE RATING 65

SPACE MARINE SUPPORT STAND



BASIC WEAPONS Bolter	SUPPORT WEAPONS Missile Launcher
MELEE FACTOR +2	GRENADES Crack
SAVING THROW 4+	BATTLE RATING 80

SPACE MARINE ASSAULT STAND



BASIC WEAPONS Bolt Pistol	SUPPORT WEAPONS None
MELEE FACTOR +4	GRENADES Melta Bombs
SAVING THROW 4+	BATTLE RATING 50

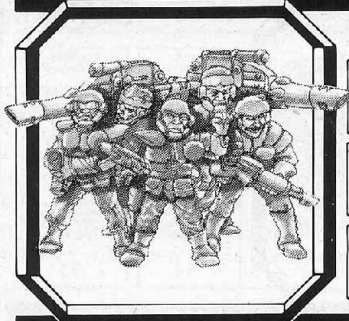
 COMMAND	 COMMAND	 TACTICAL
 ASSAULT	 DEVASTATOR	 SUPPORT
 COMMAND	 COMMAND	 TACTICAL
 ASSAULT	 DEVASTATOR	 SUPPORT

The Space Marine infantry counters on page 48 are divided into Imperial Marines (blue counters marked with an eagle) and Traitor Marines (red counters marked with a Horus-eye banner). Each counter is marked with the type of stand (eg Command Stand, Tactical Stand etc) and a number - this number tells you which stand is which during the game. There is an arrow on top of each counter pointing in the direction the Marines are facing. Paste the page of counters onto a card sheet and then cut them out ready for use.

We have also provided some black and white counters for you to make extra stands. Photocopy these, paste them onto card and then cut them out. The counters may be coloured to match those on page 48. Space has been left blank for you to write in the stands' identification numbers.

SPACE MARINE - GUARD DATA CARDS

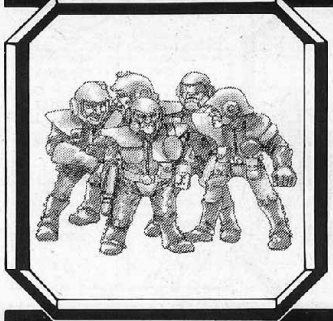
IMPERIAL GUARD COMMAND STAND



BASIC WEAPONS Lasgun	SUPPORT WEAPONS 2 Las-Cannons
MELEE FACTOR +1	GRENADES Frag
SAVING THROW 5+	BATTLE RATING 110



IMPERIAL GUARD ASSAULT STAND



BASIC WEAPONS Lasipistol	SUPPORT WEAPONS None
MELEE FACTOR +2	GRENADES Crack
SAVING THROW 5+	BATTLE RATING 30



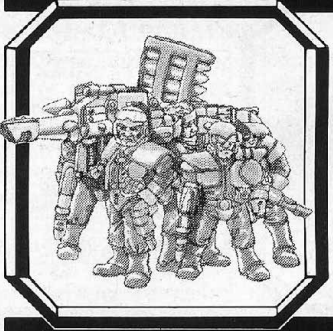
IMPERIAL GUARD TACTICAL STAND



BASIC WEAPONS Lasgun	SUPPORT WEAPONS Grenade Launcher
MELEE FACTOR 0	GRENADES Frag
SAVING THROW 5+	BATTLE RATING 25



IMPERIAL GUARD DEVASTATOR STAND



BASIC WEAPONS Lasgun	SUPPORT WEAPONS Las-Cannon Missile Launcher
MELEE FACTOR 0	GRENADES Frag
SAVING THROW 5+	BATTLE RATING 65



 COMMAND	 COMMAND	 TACTICAL
 ASSAULT	 DEVASTATOR	 SUPPORT
 COMMAND	 COMMAND	 TACTICAL
 ASSAULT	 DEVASTATOR	 SUPPORT

IMPERIAL GUARD SUPPORT STAND



BASIC WEAPONS Lasgun	SUPPORT WEAPONS Las-Cannon
MELEE FACTOR 0	GRENADES Frag
SAVING THROW 5+	BATTLE RATING 45



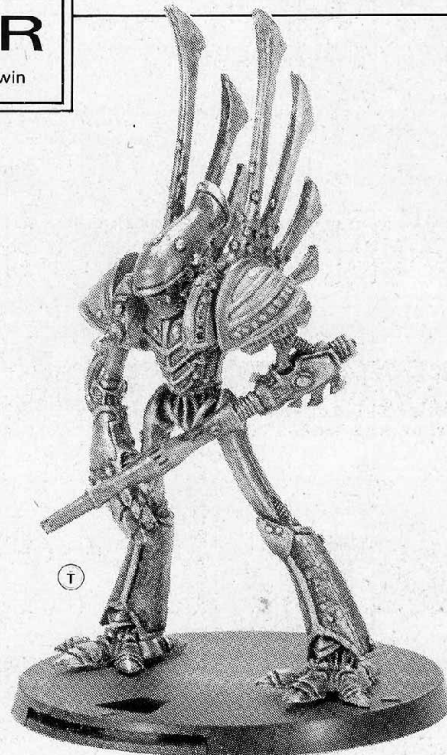
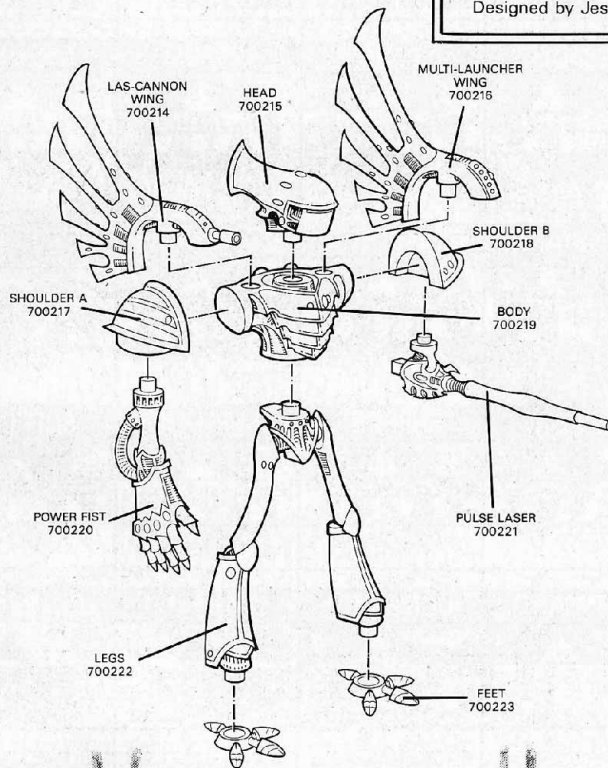
The Imperial Guard infantry counters on page 48 are divided into Imperial Guardsmen (green counters marked with an eagle) and Rebel Guardsmen (yellow counters marked with a Horus-eye banner). Each counter is marked with the type of stand (eg Command Stand, Tactical Stand etc) and a number - this number tells you which stand is which during the game. There is an arrow on top of each counter pointing in the direction the Guardsmen are facing. Paste the page of counters onto a card sheet and then cut them out ready for use.

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GADEPTUS™ TITANICUS

ELDAR

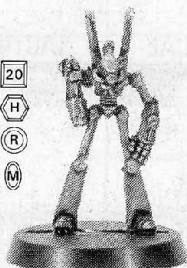
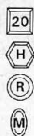
Designed by Jes Goodwin



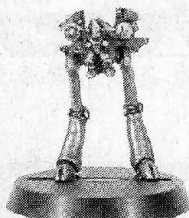
700201

ELDAR TITAN KIT CONTAINS:

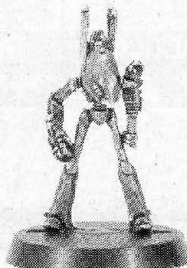
1 Head, 1 Body, 1 Set of
Legs, 2 Feet, 2 Shoulder
Pads (1 of each type), 1
Las-cannon Wing, 1 Multi-
Launcher Wing and 2
Weapons (1 Power Fist &
1 Pulse Laser, or 2 Pulse
Lasers)



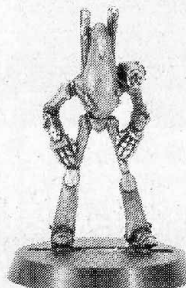
VAMPIRE
SPIRIT WARRIOR
700202



WAR-WALKER
700204



WAR CRY
DREADNOUGHT
700205



BANSHEE
DREADNOUGHT
700203

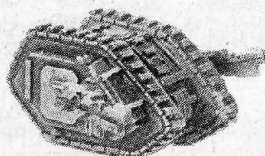


FIELD ARTILLERY
700206



IMPERIAL

Designed by Bob Naismith,
Mark Copplestone
and Alan Perry



LAND RAIDER
700208



CONTEMPTOR
700211



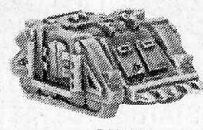
CONTEMPTOR
WITH BANNER
700210



FURIBUNDUS
700212



DEREDEO
700213



RHINO
700209



EPIC INFANTRY COUNTERS

 1  TACTICAL	 2  TACTICAL	 3  TACTICAL	 1  TACTICAL	 2  TACTICAL	 3  TACTICAL	 1  ASSAULT
 2  ASSAULT	 3  ASSAULT	 4  ASSAULT	 1  ASSAULT	 2  ASSAULT	 3  ASSAULT	 4  ASSAULT
 1  DEVASTATOR	 2  DEVASTATOR	 3  DEVASTATOR	 4  DEVASTATOR	 1  DEVASTATOR	 2  DEVASTATOR	 3  DEVASTATOR
 4  DEVASTATOR	 1  SUPPORT	 2  SUPPORT	 3  SUPPORT	 1  SUPPORT	 2  SUPPORT	 3  SUPPORT
 1  COMMAND	 2  COMMAND	 3  COMMAND	 4  COMMAND	 1  COMMAND	 2  COMMAND	 3  COMMAND
 4  COMMAND	 1  TACTICAL	 2  TACTICAL	 3  TACTICAL	 4  TACTICAL	 1  TACTICAL	 2  TACTICAL
 3  TACTICAL	 4  TACTICAL	 1  ASSAULT	 2  ASSAULT	 3  ASSAULT	 4  ASSAULT	 5  ASSAULT
 1  ASSAULT	 2  ASSAULT	 3  ASSAULT	 4  ASSAULT	 5  ASSAULT	 1  DEVASTATOR	 2  DEVASTATOR
 1  DEVASTATOR	 2  DEVASTATOR	 1  SUPPORT	 2  SUPPORT	 3  SUPPORT	 4  SUPPORT	 1  SUPPORT
 2  SUPPORT	 3  SUPPORT	 4  SUPPORT	 1  COMMAND	 2  COMMAND	 1  COMMAND	 2  COMMAND

Instructions for use and blank counters are found on the data card sheets.

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THE JOURNAL
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MORGLUM'S MARAUDERS

Not so much a Complete Encounter as a Complete Campaign Outline
for *Warhammer Fantasy Roleplay*

by Paul Murphy

"Roight face!" *Pause.* "I said, 'roight face!' you grubsucking stuntlickers!"

Long pause. Then: "Wot about it, Sarge?"

"Wot about wot, whiteskin breath?"

"Our faces?"

"No. NO. NO! 'Roight face' means turn roight! Now shut yer trap and - ROIGHT FACE!"

Long embarrassed pause. Troopers shuffle feet, stare at each other uncomfortably.

"Er, which way is roight, Sarge?"

BETHUDD! "The side of yer 'ed wot's got the big dent in it. Anybody else got any stoopid questions?"

INTRODUCTION

Morglum's Marauders are a cheerfully vicious band of eighty-odd Orc and Goblin raiders, ready to march *en masse* into your campaign area and cause trouble. Why do you need this? Well, some player characters are a little reluctant to go out into the Wild and mix things up with the really-neat-monster-bad-guys lurking around the edge of the world. It seems these PCs would rather hang around town, engaging in dull political intrigue and the occasional dry-gulching or bushwacking of an unarmed merchant, than go out and seek their fortune in a dark, hideously dangerous den of ravening, blood-crazed manflesh eaters. So here's a bunch of ravening, blood-crazed manflesh eaters who will happily go into town after the PCs and dig them out.

The Marauders pose some interesting, unusual and serious challenges for your players, not least of which is how to stop an organised bunch of at least semi-intelligent monsters from despoiling, pillaging, and eating everything you hold near and dear when they outnumber you by at least a factor of ten. Admittedly, four-score Orcs are going to be dead meat if they tangle with the Middenheim Militia or a brigade of the Emperor's finest, but, since they specialise in attacking Small Townes - guarded by your average weedy Small Towne Militia - and being long gone before the cavalry shows up, this isn't a problem.

The challenge facing the PCs involves (a) delaying the Marauders until help arrives, or (b) welding the hapless farmers into a potent fighting force, in *Seven Samurai* style, and beating the Marauders on the field of battle.

Oh, right. Or (c) maintain their self-respect after high-tailing it to the hinterlands.



If it ain't green, belt it till it stops movin'. Then belt it again, jus' ter be sure.

- Morglum Necksnapper

Morglum's Marauders are the Old World equivalent of the motorcycle gangs which, according to movie lore, terrorise much of the United States' West Coast. Ugly, foul-tempered, and even worse-smelling, they represent the pinnacle of Orcish civilization.

Based in an Orcish mountain-range (located conveniently near to your campaign area), from time to time the Marauders sally forth from their hidden stronghold to terrorise nearby Human villages. Though their exact numbers vary from excursion to excursion, the Marauders are composed of around eighty Orc foot soldiers, a dozen Gobbo Wolfriders and twenty or so Snotlings slaves (and emergency food supply).



Organisation

The Marauders are organised into five units: four of 20 Orcs and one of 12 Gobbo Wolfriders. Additionally, four or five Orc teamsters manage the gangs' three supply wagons and the 27 Snotlings who pull them.

Top dog is Morglum Necksnapper, an iron-fisted Orc of fearsome reputation. Beneath Morglum is Bulg, his lieutenant, followed by the unit-leaders Gaglug Dogbreath, Sogrodd Stunty-Flayer, Margrogg, Momma and Boggradd Tusker.

Discipline is efficiently enforced, by Orcish standards - everybody does what Morglum says or he kills them.

Da Boss

Morglum Necksnapper is a mercenary turned bandit. He achieved his present position by the time-honoured traditions of treachery and ferocity, and by defeating the previous leader, Roglobb Gutripper, in single combat. That he issued the challenge mere minutes after a Stunty stuck Grunt in the stomach with a battle-axe only enhanced his reputation for shrewdness.

In his youth, Morglum regularly fought against the Stunties, and the Dwarfs' superior unit cohesion and drill played a significant part in successive Orcish defeats. He has tried to impose the Stunties' discipline on his band - though, as that kind of organised activity is alien to Orcish psychology, with only limited success. But he must be doing something right; the band has been highly successful - and, as he hasn't yet been sliced open by a Stunty, no one has seriously challenged his rule.

Da Vice-Boss

The second-in-command is the aptly named Bulg, a good-natured (for an Orc, anyway), easy-going kind of Orc. Intelligent and a fierce fighter, Bulg lacks ambition, and is quite satisfied with his position. This distinctly un-Orcish outlook makes Bulg an excellent lieutenant.

Da stuntifodder

The rest of the gang are your average Orcs and Gobbos - a fun-loving bunch of bloodthirsty killers out for a good time.

The Marauders recruit in the same way as the old British Navy (ie by impressment) so desertion is something of a problem, but, as the Marauders' disciplinary techniques are much more entertaining than the British Navy's ever were (and that's saying a lot), most recruits don't try to run away more than once.

The Marauders are divided into five units, four infantry, one cavalry, each with its own particular charm.

Gaglug Dogbreath and Co

These are, obviously, the cavalry. Consisting of 12 Gobbos on Giant Wolves, their primary job is to make sure that the Marauders aren't surprised by an enemy force; on the march, the cavalry roams far ahead, to the sides, and behind the column looking for enemy activity. This means that they often operate out of Morglum's sight, so Da Boss affords them a large degree of autonomy.

Gaglug, like many cavalry commanders, is a glory-seeker, always on the lookout for a chance to do something incredibly foolhardy and romantic. When encountering enemy cavalry - even if heavily outnumbered - Gaglug is likely to sound the charge and attack without hesitation.

It must be conceded that this is remarkably effective when used against Human cavalry, often comprising of guys perched on horses which tend to panic if confronted by Wolves. Still, some day he's going to pick a fight with somebody on well-trained horses and get a nasty surprise.

In pitched battles, Morglum uses his cavalry as flankers. They ride far around the battlefield and attempt to hit the enemy from the rear, disrupting communications, panicking the men, and, hopefully, killing or scattering enemy commanders.

Another function of the cavalry is to round up deserters. This doesn't particularly endear the Wolfriders to the troopers, who are more than a little disgruntled to be herded like sheep by stinking Gobbos. Needless to say, the Wolfriders sleep with their mounts, ensuring that the Orcs don't express their annoyance in the typical fashion.

The Wolfriders' banner displays a stylised wolf ripping the throat out of a horse. Each unit member wears a horse's skull motif on a chain around his neck.

Sogrodd Stunty-Flayer's Gang

These are the Marauders' shock troops. Remarkably fearless in battle, their motto is "We never met a Stunty we didn't like... WITH SAUCE!" Usually anchoring the centre of the line, the Stunty-Flayers deal more damage (and take more casualties) than any other unit.

In reward they receive first choice of treasure (after Morglum and Bulg) and the best recruits. They also march at the front of the column, where, as they proclaim, "Everybody else can eat our muckin' dust!"

The Stunty-Flayers' battle standard is a jet-black banner with a red lightning bolt slashing across it. Unit members sport similarly-shaped scars on each cheek (gained during the gang's strikingly disgusting initiation ceremonies).

Margrogg's Maggots

The Maggots are an unknown quantity: virtually the entire unit is composed of new recruits. Though Margrogg, their leader, is a seasoned veteran, he is an untried unit leader, and Morglum is keeping a close eye on him. In battle, the Maggots are stationed adjacent to Sogrodd Stunty-Flayer's gang, where it is hoped they will benefit by example.

Margrogg has not yet determined his unit's battle standard. Experiments with sticking large numbers of insect larvae on a banner have thus far proven unsuccessful. Margrogg keeps himself smeared with dung, assuring that he is always surrounded by swarms of flies (the adult version of his namesake); his unit has not yet picked up the habit.

Boggradd Tusker's 'Ogg Boyz

Despite their uncomplimentary moniker, the 'Ogg Boyz are good, steady, uninspired fighters. They follow orders well, and Morglum considers them trustworthy (as much as 'trust' has any meaning to Orcs). Their reliability qualifies them for important, but not necessarily glamorous jobs - guarding treasure, holding a flank without direct supervision, going off on their own to gather food, etc.

Boggradd's Boyz have no war banner, but Plonki, their pig mascot, accompanies them into battle (unless, of course, she's been eaten and they haven't had time to fetch a new one). The unit members wear headdresses adorned with the fingerbones of those they have defeated in battle.

Momma's Boyz

Momma's Boyz are without question the greediest and laziest unit in the outfit. They are an undisciplined rabble, even for Orcs. On the march, Morglum or Bulg has to ensure that they keep pace with the rest of the gang. They're terrible defensive fighters who will break in the face of determined assault.

However, tell them there's loot, booze or food in town, and all they have to do is take care of those 'orrible 'oomans in the way, and they'll charge 'em like sharks in a feeding frenzy.

As shooting at opponents from a safe distance places little strain on either the negligible courage or the rapacity of the Boyz, Morglum has given them the gang's small supply of bows and arrows.

Momma's Boyz' war banner shows a stylised sun in the middle of which is a heart pierced by a sword. Each of the Boyz festoons himself with as much cheap jewelry and trinkets as he can carry; the more of this tawdry sparkling stuff an Orc can display, the higher his status with the Boyz. Theft of a unit members' ornamentation is common, and more than once an attack has slowed down or stalled because the Boyz have stopped to fight over fallen comrades' jewellery.

Incidentally, Momma is a male Orc. He tends to react rather violently to any comments about his name.



The Marauders in action

strategy and tactics

Morglum's objectives are straightforward: move in unchallenged, despoil, pillage and burn, then get out before any opposition develops. It follows that if his victims show more spunk and determination than expected, Morglum will back off and look for easier prey. Except...

See, Orcs have great contempt for leaders who run away from danger, and this contempt is usually expressed by the repeated application of pointed objects to the subject's torso. While Morglum is immune to that particular form of contempt, by virtue of his ability to break any Orc who tries it into tiny bits, he does have to sleep. Thus, he finds it worthwhile to keep the respect of his subordinates.

So, unless the adversary is really badass, the Marauders will attack. If they win, fine. If they lose, well, getting whipped tends to take the edge off even the most ardent bloodlust, and the Orcs can retreat without shame or dishonour.

In battle the Marauders evince all the finesse and style of your average heavy metal rock group. Frontal assault is their meat and drink; sissy manoeuvres, such as flanking attacks are only to be used as a last resort.

unit cohesion

A single Orc, off by himself, is quite likely to decide that perhaps this business of wandering around in far-off lands populated by hostile Stunties, Humans and Elves is not such a hot idea. He misses his wife and pups, he isn't getting enough to eat, and his feet hurt. Such an Orc may just decide to chuck it all in and head for home.

Morglum is quite aware of this unfortunate tendency among his troopers. Thus, as a rule, his Orcs operate in units. Occasionally, they may split down to units as small as 10-Orc teams, but only the best troopers (Wolfriders and Stunty-Flayers), and only under special circumstances.

In game terms, this helps the GM who finds himself running a skirmish between the PCs and large numbers of Orcs. A unit member is forbidden to go beyond 12 yards (6") from the rest of the unit. Orcs beyond this range will not gain any benefits from the unit leader's *Leadership* rating; if possible they will attempt to get back within this distance as soon as possible.

Morglum, Bulg and the Wolfriders may ignore the above.

"'Ere now! Wot do you think *you're* doin'?"
 "Nuffink, Sarge. Just having a bit of lunch is all."
 "Don't give me that. Yer up to sumfink..." *Looks around.* "Where's Ratgash? You 'aven't - et him?"
Shocked silence. "Et Ratgash? That's disgustin', Sarge! 'E's one of us Boyz!"
Another Orc pipes up. "And besides, 'e's all grease and fat, 'im! Give us all inna... innagestion, 'e would!"
 "Then 'oo's this then? And none of yer lies or I'll give you sumfink a whole lot worse than innagestion!"
 "Er, Gitter, Sarge. One of Maggot's lot. But 'e was dead when we found 'im." *Pause.* "Course, 'e *claimed* 'e was just sleepin' - but all that lot is liars, ain't they?" *Troopers nod vigorously.*
 "Well, that's all roight then. Carry on. And you'll save me a leg, if you know wot's good for you!"

army cohesion

Morglum likes to keep everybody in sight. Since he's usually operating deep in enemy territory, he recognises the danger in splitting his forces up. It simply makes good tactical sense to keep everybody in easy support distance of each other. And it's not unknown for entire Orc units to leg it or attack each other when left unsupervised.

Thus, an Orc unit will almost always be within 48 yards (24") of another unit. Orc units outside this distance without special orders will always attempt to get back within range as soon as possible.

Morglum may order units to go outside this range for specific purposes, eg "Stay 'ere an' guard dis bridge or I'll bite yer brains out." Discipline (ie fear of punishment) will keep those Orcs on the job for around 2D6 hours; after that time, however, there is a good chance that the unit will begin to disintegrate in an amusing fashion.

When a unit has been on its own for 2D6 hours, make a *Leadership* roll for the unit every two hours (based on the unit leader's *Leadership* rating). If successful, the unit continues to follow Morglum's orders. If it fails by less than 30%, 1D6 Orcs are inspired to do something other than what they were ordered to. If it fails by 30%+, then 2D6 Orcs slip off. See the *Orcish Malingering Table* for entertaining examples of Orcish behavior.

The only good Humie's a dead Humie. The only tbing better 'n a dead Humie's a dyin' Humie who tells yer where ter find 'is mates.

- Morglum Necksnapper



Morglum and Bulg

unit behaviour

This section provides you with a bunch of fairly silly charts and tables you can use to determine how Morglum's Marauders react to circumstances. While these are not exhaustive (or even necessarily sensible) they may give you hints on how the Bad Guys do things.

Orcish Malingering Table

Roll a D100 on the following table whenever an unsupervised bunch of Orcs fail their *Leadership* roll.

- 01-14 Horseplay:** Several Orcs are engaged in a fierce brawl, while others place bets on the outcome. The fighters take D3-1 *Wounds* during the conflict.
- 15-28 Roughhousing:** Like *Horseplay*, except that the Orcs use weapons. Fighters take D6 *Wounds*, bystanders take D3.
- 29-43 Foraging:** The Orcs go off and look for something to eat. If guarding the supply train, D6 Snotlings disappear mysteriously.
- 44-58 Pep Rally:** Some Orcs hold a competition to see who can come up with the best derogatory terms for another unit. If the other unit comes within hearing distance, see *Roughhousing*, above.
- 59-74 Furlough:** The Orcs are off somewhere, catching a kip. They reappear whenever the GM sees fit.
- 75-89 Bull Session:** The frustrated Orcs plot to kill Morglum and take over the Marauders. *Note: they never have the guts to carry it out.*
- 90-00 Sick Leave:** The Orcs decide that they have contracted some horrible sickness from exposure to all that unhealthy fresh air and sunshine. They go to Morglum and make elaborate pleas to be allowed to go home and die. Morglum listens sympathetically, knocks a few heads together, and sends them back to their unit.

Discipline

When one or more Orcs have been found guilty of some inappropriate behaviour, pick one of the following punishments:

Warning: Morglum boxes his ears, then sends him back to his unit.

Stern Warning: Morglum clouts him on the head (D3 *Wounds* - Morglum may not just use his fist), then sends him back to his unit. The Orc's prestige goes up a lot in his unit.

Demotion: Orc is demoted to honorary Snotling. Gets to pull a cart, and will be eaten if the army runs out of food before he is promoted back up to Orc.

Fines: Since most Orcs have no money, an Orc is fined a body part: fingers and ears for light offences; arms, legs or sensitive bits for serious offences.

Execution: Typically in some incredibly disgusting fashion. Have a look at the Spanish Inquisition, and the Roman and Aztec Empires, for examples.

Initial Onslaught Table

Use this table when a unit of Orcs unexpectedly meet a bunch of PCs.

Make a *Leadership* roll for the unit and apply the modifiers listed below. Use the *Leadership* of the highest-ranked leader on the spot.

Leadership Roll	Initial Response
Succeeds by 30% +	Unit reacts like a well-oiled machine, immediately doing whatever is most appropriate.
Succeeds by up to 30%	Unit mills around for D6 rounds; then does whatever is most appropriate.
Fails by up to 30%	Unit mills around for D6 rounds; each round D3 Orcs leave for Parts Unknown.
Fails by 30% +	2D6 Orcs run away. Remaining Orcs do something wildly and entertainingly inappropriate - charge the enemy, impeach (ie murder) the leader, etc.

Note: Unless the Marauders are defeated in the battle, 75% of the deserters will be recovered after the fight.

Just Following Orders Table

Roll on the following table whenever Morglum gives orders to a unit. Use Morglum's *Leadership* score and apply the *Leadership* modifiers listed below. (If the unit is any distance from Morglum, Da Boss must either go and give the orders himself, or send a messenger, both of which take time.)

Leadership Roll	Result
Succeeds by 30% +	Unit immediately does just what Morglum wants it to.
Succeeds by up to 30%	Unit takes D6 rounds to get sorted out, then does what Morglum wants.
Fails by up to 30%	Unit either does nothing or dithers for D6 rounds and then does the wrong thing.
Fails by 30% +	Unit either <i>panics</i> (2D6 Orcs run away and the remainder mill around chaotically); <i>frenzies</i> (everybody rushes off to find something to kill - even another unit); or does whatever the GM finds most entertaining.

Leadership Modifiers

Morglum is accompanying unit	+20
Bulg is accompanying unit	+10
Unit surprises PCs (or both are surprised)	+10
Unit has defeated PCs previously	+10
Unit is attacked in flank or rear	-10
Unit has lost to PCs previously	-10
Unit is separated from rest of army	-10

staging tips

When designing adventures around the Marauders, it's important to remember that they outnumber and outgun the average bunch of PCs significantly. The Wolfriders are probably as fast or faster than the PCs, and although Momma's Boyz' BS is not particularly high, if they all fire off a volley of arrows at the PCs, somebody is probably going to get well perforated. In hand-to-hand combat, a unit of Orcs will, at the very least, challenge the PCs. Two or more units will mop them up.

To make a scenario fair, the PCs must be able to attack smaller groups of Orcs and use their mobility and tactical superiority to the best advantage. Most importantly, they have to have the option to run away when things begin to get ugly - in other words, employ guerilla tactics.

Use Maps

To help them do this, you have to provide the players with fairly detailed descriptions of the terrain area in which encounters take place. If your scenario revolves around the PCs trying to stop or delay the Orcs from getting from Point A to Point B, you should draw up a fairly detailed map of the area between the two points, so the PCs can pick spots at which to set up ambushes.

The terrain must be complicated enough to support the PCs' actions. Flat, open plains, for example, will not provide any chance of taking cover or gaining surprise. If the PCs are spotted, it will be nigh impossible for them to lose their pursuers. Guerilla tactics are only effective in mountains, forests, or other places with plenty of annoying choke points where the PCs can make stands: rivers behind which they can snipe at the enemy without fear of retaliation, steep gorges where they can drop boulders onto Orcs' heads, etc. The accompanying maps give you an idea of what we're talking about.

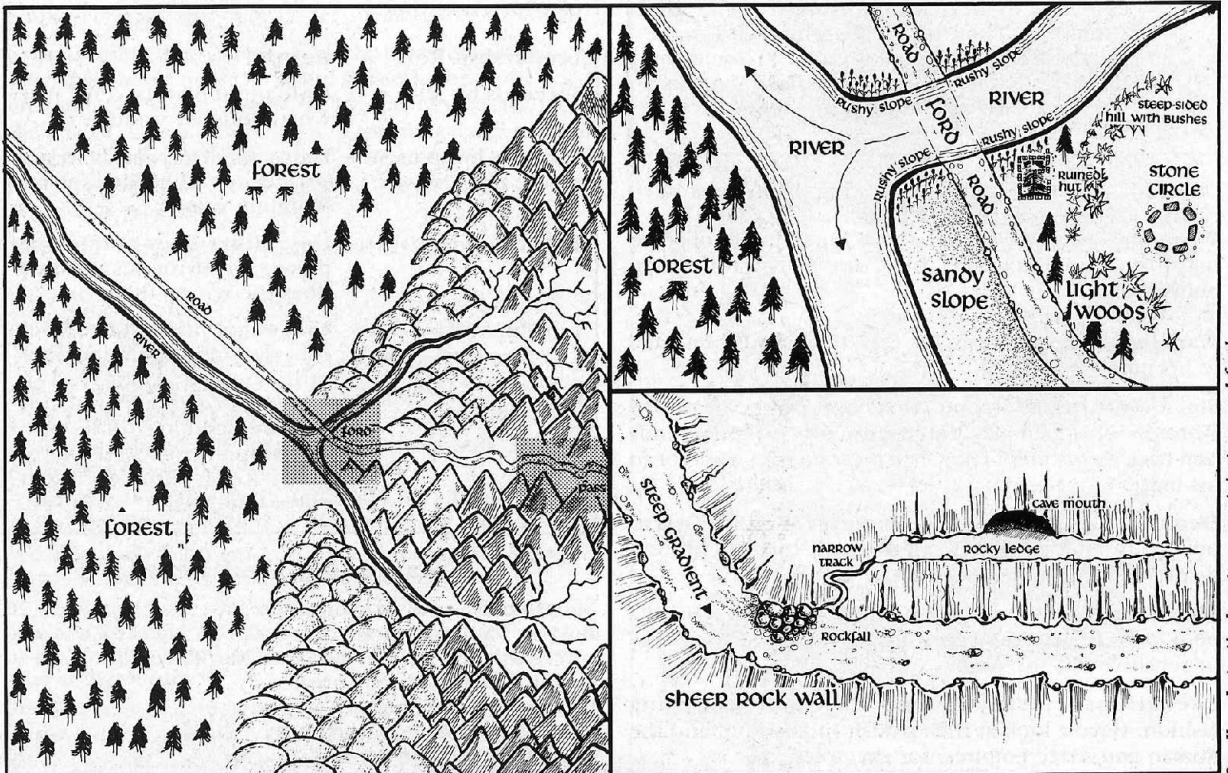
Once you've shown the players this map, they should use it to plot their overall strategy. Of course, it isn't detailed enough for them to lay out their positions for each assault. However, they could decide to lay an ambush at the only ford on the big river, block the only pass through the mountains, or hit the Orcs when they travel down the single track that leads through the forest.

Notice the phrases 'only ford' and 'only pass'. Here's a sneaky trick to convince your players of your GMing brilliance. If you design your map so that the choke points and best defensive terrain on it are obvious, your players will almost certainly choose to fight from them. Bearing this in mind, you can make up smaller-scale tactical maps of these areas ahead of the game. When the players say, "Okay, we're setting up at the pass. What's it look like?" you can smile smugly and whip out your map. We've provided a couple of stirring examples of such tactical maps below - you can either use these as they are, or as a source of ideas for your own maps.

Morglum Has No Idea What He's Up Against!

It is important to remember that, at first anyway, Morglum is going to be unsure of the nature of his opposition. If the PCs attack from one of his flanks, he might reasonably fear that this is nothing more than a diversion to cover a larger, more dangerous assault from the other side. Until he is sure, he is not going to order his entire cavalry resource to chase after the enemy, nor is he going to leave his supply train unsupported and send his entire force into unknown terrain after an unknown number of PCs. Of course, if the PCs are particularly successful and do too much damage, he may lose his temper and do just that, giving clever PCs the opportunity to bushwhack the supply train or lead their pursuers into an even nastier ambush.

As GM, your challenge is to provide situations which allow the PCs to pursue such options.



Small-scale tactical maps: mountain pass and ford

How To Teach Old Dogs New Tricks

Some players, used to the standard encounters which take place in most roleplaying adventures, might be a little slow to figure out the guerrilla methods necessary to beat Morglum. In standard roleplaying adventures, the Bad Guys come in smallish groups and are conveniently separated from immediate tactical support, either by distance or inclination (ie the Bad Guys are so nasty that nobody else will come to their aid). Players have come to expect this and are used to heroically fighting the opposition in glorious, hand-to-hand, to-the-death (usually the monsters') combat.

Needless to say, such tactics are not appropriate in this adventure. Unless they're truly omnipotent, PCs who heroically plough into combat with Morglum's small army, instead of picking them off in manageable numbers, are not very likely to be around for **Something Rotten in Kislev**. Some players may not realise this. Others, while recognising the futility of frontal assault, may simply not have any better ideas. Here's some tips to steer them in the right direction.

Orders: If the PCs are part of some military or paramilitary organisation, you can take the role of their superior officer and give them helpful orders like, "Use hit and run tactics; attack isolated units at your discretion but don't engage the main force."

By Example: As the PCs watch, another group of doughty fighters heroically attack (and are eaten by) the Orcs. Apart from satisfying the Orcs' appetite, this should give the PCs food for thought. If they need further help, a battered survivor of the fight stumbles into their midst, gives them sage words of advice, and then (of course) drops dead at their feet.

The Old Campaigner: Two or three Orc scouts (well in advance of the rest of the band) have captured a wagonload of refugees. The PCs kill the Orcs and rescue the villagers, one of whom is a crochety, toothless, arthritic, old man, the scarred veteran of a thousand campaigns, who gives them big helpings of his hard-won wisdom.

The Last Resort: "You *really* want to charge into 80-odd Orcs? Hmm. How interesting. Well, okay, but first, everybody make *Cool* rolls..."

Red Dawn

The Marauders have marched in and taken over a small isolated valley. They're busy pillaging and making fun of the poor, helpless villagers and farmers. The PCs get to tie bandannas round their heads, oil up their muscles, and do a Rambo number on the enemy - ie pick 'em off one by one, make hit and run attacks against their supply train, etc.

Expecting little opposition, the Orcs have conveniently split into units, each occupying a village or hamlet several hours' distance from the others. The PCs mess up one or two of these before the enemy figures out what's going on. Then the Orcs get together and fall back into defensive positions, sending the Wolfriders out to track down and destroy their attackers.

The PCs engage in several running battles with the Wolfriders, eventually killing enough Gobbos to make them very unhappy. Morglum gets fed up, burns a bunch of villages, takes his laden treasure wagons and a bunch of villagers/slaves/lunch, and heads back to the hills.

The PCs either attempt to harass the retreating column and rescue the villagers, or they cravenly decide they've done enough and go home.

*If we wozn't menter be Orcses, we wouldn't be green,
If we wozn't menter kill, we wouldn't be strong,
If we wozn't menter rip, we wouldn't be weppuns,
If we wozn't menter burn, we wouldn't ave fire,
If we wozn't menter kill Humlez an' Stunties, they
wouldn't be where we can find 'em.*

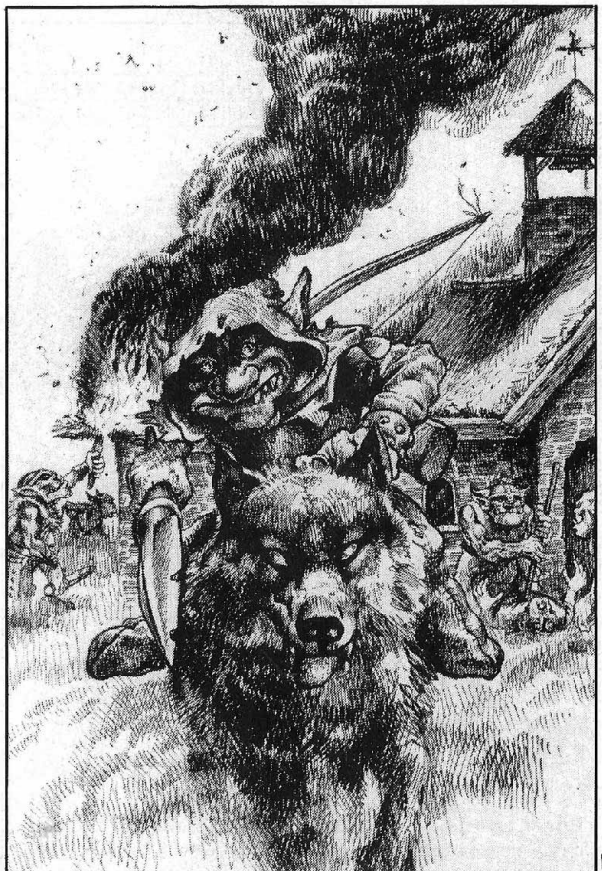
- Morglum Necksnapper

adventure hooks

Sherman's March

The Marauders have been spotted heading towards a more or less unprotected town. The PCs, being unfortunate enough to be in the area, volunteer (or are ordered) to delay the column until the Empire's troops can come to the village's defence. The village is entirely populated by pudgy Halfling pacifist bakers who are not the slightest use in a fight, so the PCs are on their own.

The PCs now get their chance to dutifully chop down the picturesque scenery and block the road. They can shoot at the Orc leaders from heavy cover, make slashing assaults against the column's flank and rear, and generally keep very fit. If they do well, the good guys show up in time to save the village; if not, they show up after the village is sacked.



Morglum Necksnapper

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	65	55	5	5	16	50	3	50	70	55	65	50	20



Description: Morglum is short and powerfully built. He sports an impressive array of facial scars (from his mercenary days), wears a black breastplate and pot helmet and carries a very evil-looking battle-axe. He shows off with a string of dried Stuntie ears worn as a necklace.

Skills: *Acute Hearing, Dodge Blow, Lightning Reflexes*, Orientation, Ride, Specialist Weapon: Two-Handed Weapons, Strike Mighty Blow, Strike to Injure, Very Strong** (* already included in profile).

Possessions: Breastplate (2AP, body), helmet (1AP, head), magic battle-axe (+2 damage; acquired it from an almost dead Chaos Stuntie).

Bulg

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	65	55	5	5	16	50	3	50	70	55	65	50	20



Description: Bulg is named after his appearance and doesn't seem to mind. He's easily identifiable by being big and fat, with a leering Orc face tattooed across his huge belly. If you get close enough, you notice the left ear is missing. Bulg keeps things simple and carries a notched sword and shield (which sports the same design as the tattoo).

Skills: *Consume Alcohol, Disarm, Ride, Strike Mighty Blow, Strike to Injure.*

Possessions: Sword, shield (1AP, all), dirty loincloth, cask of grog strapped to back.

Gaglug Dogbreath, Sogrodd Stuntie-Flayer, Margrogg, Momma and Boggradd Tusker

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	35	4	4	7	30	1	30	30	20	30	30	20



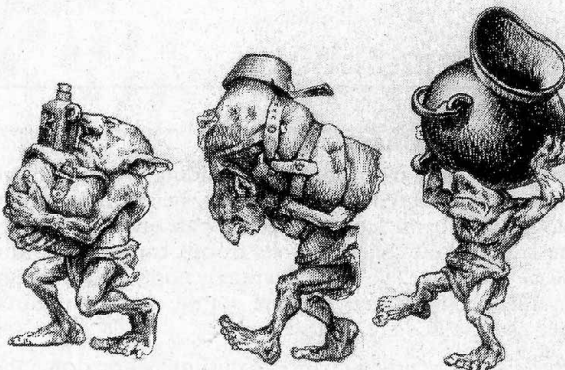
Description: They're your standard motley lot. Gaglug smiles and talks to himself all the time. Sogrodd is more audible than noticeable, suffering from severe bowel problems. Nobody's too sure what Margrogg really looks like underneath the layers of filth but they know when he's around alright. Boggradd is a true beacon: he has an enormous nose and a voice that sounds like a foghorn. Momma is hyperactive. They all dress in leather jackets and hobnail boots.

Skills: *Flee!, Ride, Strike Mighty Blow.*

Possessions: Leather jacket (0/1AP - arms, body), hobnail boots, sword, bow & arrows, shield (1AP, all), several GCs worth of shiny trinkets.

27 Snotlings: Beasts of Burden, Ambulatory Larder

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	20	20	1	1	3	30	1	15	15	15	15	15	15



Description: Little, ugly-looking critters.

Skills: *Dodge Blow, Flee!*

Possessions: None. No way.

Sogrodd's Gang: 20 Big 'Uns

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	25	4	4	7	20	1	30	35	20	30	30	20



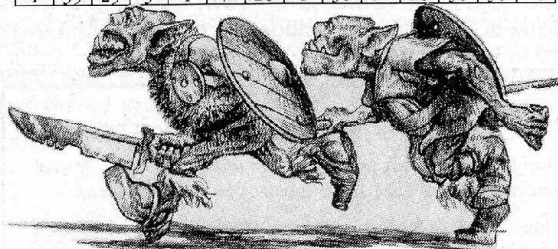
Description: Especially mean and ugly-looking footsoldiers. They don't feel pain like you and me.

Skills: *Strike Mighty Blow.*

Possessions: Sword, shield, armour.

The Maggots: 20 Orcs

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	25	3	4	7	20	1	30	?	20	30	30	20



* They haven't been in action yet, so nobody's sure what their *Leadership* is like - it's up to you (a cheap trick to help you balance the scenario).

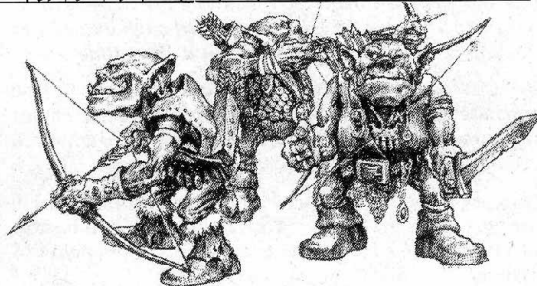
Description: Grunting, snivelling Orc foot soldiers.

Skills: *Flee!*

Possessions: Sword, spear, shield, armour.

Momma's Boyz: 20 Arrer Boyz

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	30	3	4	7	20	1	25	30	20	30	30	20



Description: Shifty-looking Orcs festooned with cheap jewelry and tawdry trinkets.

Skills: *Flee!, Pick Pockets.*

Possessions: Swords, bows & arrows, IGC worth of trinkets each.

Boggradd's Unit: 20 More Orcs

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	25	3	4	7	20	1	30	30	20	30	30	20



Description: Grizzled veterans of a thousand campaigns.

Skills: *Sleep on the March.*

Possessions: Sword, spear, helmet, shield.

Gaglug's Wulfboyz

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	25	3	3	7	20	1	20	40	20	20	20	20



Description: Typically malicious Goblin cavalry.

Skills: *Flee!, Ride.*

Possessions: Spear, bow & arrows, bits of fluff and old meat, saddle-sores.

Great Wolves: Gobbo Riding Animals

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	40	0	3	3	5	30	1	—	10	15	15	15	—

Description: Big, ugly, mean-looking doggies.

Possessions: Bad temper, ravenous appetite.



ELDAR

by JERVIS JOHNSON and GRAEME DAVIS

Humanity is not the only race to have developed Titans. The Eldar *Caurifelliann* ('giant, long-striding warriors') are different in many respects from the Titans used by the Imperium and the Traitors of Horus, but have an identical battlefield function, broadly similar armament and a similar humanoid structure.

There are numerous reports of Eldar Titan forces being involved in the wars of the Horus Heresy, normally arriving

unannounced to take the side of the Loyalists. It seems that they fought against Chaos rather than for the Imperium, since in the absence of Traitor forces they would quite happily engage the *Divisio Militaris* in combat.

One of the most common classes of Eldar Titan has the Imperial designation Phantom Class, a corruption of its Eldar class name *Finnaidann* ('swift warrior'). Common Phantom Class variants include Spectre, Wraith and Shade.

A cluster of blue icons appeared on the holo. Blue for unidentified. Brannon snapped the comm open.

"*Praebete aures*, Hornet Group, this is Leader. These could be our Traitors. Odd numbers will proceed left around the buildings. Even numbers will follow me to the crest of the hill. Await my order to fire. Acknowledge."

The white icons representing the rest of the Fire Wasps force flashed gold once, and the formation split with parade-ground precision.

Half of Hornet Group followed Brannon's Nemesis to the crest of the hill, spread out in arrowhead formation.

"Moderati will prepare their weapons."

"Macro-cannon ready."

"Plasma gun ready."

"Las-cannon ready."

"Chain fist ready."

"*Iyanden is ready.*"

Brannon punched the comm button angrily.

"Who said...?" At that moment, his Nemesis crested the hill. On the plain below, a force of Eldar was waiting. There were three slim, deadly-looking Eldar Titans; dreadnoughts, infinity-circuit robots and war walkers stood at their feet, while a small group of jet bikes hovered by the shoulder of the lead Titan. To the rear, Brannon could just make out a detachment of mobile field artillery. Even as Brannon took in the size of the Eldar force, the strangely-accented voice sounded again.

"*Iyanden is gladdened, friend Hornet.*" Something about the languid tone irritated Brannon, and he tried to keep his voice level as he replied.

"This is Hornet Leader. What is your purpose here, *Iyanden*?"

"*Our purpose is not incompatible with your own, friend Hornet. We, too, seek those whom you call Traitors.*"

"This is Imperial business, *Iyanden.*" Brannon replied through clenched teeth. "We have not been informed of any treaty of co-operation."

"*There is none.*" Brannon was sure he heard a hint of supercilious mockery in the Eldar's tone. "*Our business is not with your Imperium, either as friends or as enemies. We seek those whom we seek for reasons of our own.*"

"*Iyanden.*" Brannon's tone was stiff with formality and irritation. "Be informed that this planet is within Imperial jurisdiction, and that your presence here constitutes a technical invasion. If necessary, we stand ready to..."

"*To weaken both our forces? Such a thing would gladden those you call Traitors, who, by the way, are approaching. You will pardon us for the present, although we shall be happy to continue this discussion in a short time.*"

The Eldar force had already begun to move off, and the lead Titan raised its power fist in a casual wave as it turned. Almost at the same time, a thick spread of red Traitor icons appeared at the edge of Brannon's holo-display.

"Hornet Group, this is Leader. *Pugna incepta.* All Titans will move to engage the Traitors. Treat the Eldar as non-hostile, but be on your guard. Those decadents are capable of anything."

As he led Hornet Group toward the Traitors he recited the Fire Wasps' Litany of Combat silently, summoning his faith in the Emperor to overcome his resentment of the Eldar's high-handed attitude and clear his mind for the coming battle.

ELDAR TITANS

Most Eldar craft-worlds have their own Titan forces whose crews work together with an Infinity Circuit.

The Infinity Circuit is used in many forms by the Eldar, where other races would use computers and similar devices. Each Infinity Circuit is imprinted with the character and memories of a living Eldar through the process of 'soul-grafting' (*Faileanam*). The Eldar's body is left as a mindless husk, but his thoughts live on in the Infinity Circuit. Soul-grafting is seen as the ultimate sacrifice that an Eldar can make for his people, and the ancestors and relatives who live on within Infinity Circuits are treated with great respect. They are revered and marked by the title of *Tuisich-Novasmair*, which Imperial sources normally translate as *Lord-Phoenix*.

The Infinity Circuit of an Eldar Titan is normally mounted in the centre of the crew compartment, and takes the form of a large and intricately faceted piece of *carrecenad*, the 'soul-stone' which forms the basis of Infinity Circuit technology. Unlike their Human counterparts, the crew of an Eldar Titan is not physically connected to the machine; smaller chips of stone set in headbands allow the crew to meld psychically with the Infinity Circuit and the highly-sophisticated Mind Impulse Units it controls.

Frequently the crew are blood relatives, the descendants of the Eldar whose consciousness is preserved in the Infinity Circuit, and a craft-world's Titan crews are drawn from a limited number of 'Titan Clans' (*Fir Caurifel*) who have served in this capacity for generations.



Phantom in Close Combat with Bloodbirster



Phantom Titan and Field Artillery

The relationship between the living crew and the Infinity Circuit in an Eldar Titan is different from the relationship between the *Principes* and *Moderati* of Imperial Titans; they join with the Infinity Circuit to form a single composite 'mind' for the Titan, allowing it to handle multiple thoughts and actions at the same time.

The links between the crew and the Infinity Circuit are intimate and all-sharing; they know each other totally, and are marked by their ability to finish each other's sentences and thoughts out loud. In any other Eldar, this would be unthinkable presumption, but Titan crews are known for the closeness they develop and the eccentricities that arise from it.

THE PHANTOM CLASS ELDAR TITAN

Phantom Class Eldar Titans use much of the technology of the Eldar and, as might be expected, do not follow Imperial design practices.

The Phantom Class does not use Void Shields. Instead, they rely on a system of *defensive screens*, combining Conversion Screens with Holo-fields similar to those used by the Eldar Harlequins. These defensive measures make Phantom Class Titans difficult to hit, rather than giving them the means to soak up incoming fire; compared to Imperial Titans, they are somewhat vulnerable to any attacks that do strike home. When fighting Imperial Titans, Phantoms tend to employ hit-and-run tactics, using their speed and agility to work themselves into an opponent's blind spot where possible.

THE ORDER PHASE

The superior design of Eldar Mind Impulse Units, coupled with the composite mind formed by the crew and Infinity Circuit, makes the Phantom Class a very flexible Titan, able to react quickly to an opponent's actions.

Because of this, when Phantom Class Eldar Titans fight non-Eldar, the non-Eldar forces must choose *and reveal* their orders *before* the Phantoms choose theirs.

The normal rules for orders are used if Phantom Class Eldar Titans fight other Phantoms.

THE MOVEMENT PHASE

Because they are designed with a fast, mobile tactical approach in mind, Phantom Titans behave a little differently to Imperial Titans during the *movement phase*.

EXTREME MANOEUVRABILITY

Phantom Class Titans are *extremely manoeuvrable*. They are allowed to make 45° turns during their move as listed on the table below.

PHANTOM TITAN MANOEUVRABILITY TABLE	
Orders	45° Turns/Move
Charge/Evade	1
Advance	6
First Fire	1

EVADING

Because it is extremely manoeuvrable, a Phantom Class Titan may be given *Evade* orders. This is handled in a different way from the Imperial Warhound Class Titan, because the Phantom has the added advantage of its defensive screens. We have provided an *Evade* order counter for you to photocopy and stick onto a spare counter from your *Adeptus Titanicus* set.

A Titan which is evading is assumed to be moving flat out, as if charging. It is twisting, ducking and zigzagging as it goes, to avoid enemy fire, so it does not move as far as if it were charging in a straight line.

A Titan may *not* be given *Evade* orders if:

- it is not *extremely manoeuvrable*;
- its legs are damaged;
- it may not move for any reason.

An evading Titan moves in the *charge segment* (segment 1) of the *movement phase*. It may move up to its *advance* distance, but turns as if it had *Charge* orders. For example, a Shade variant with *Evade* orders may move up to 10 cm and make up to four 45° turns.

An evading Titan fires in the *charge segment* (segment 3) of the *combat phase*. It suffers a -1 modifier to hit.

THE REPAIR PHASE

Co-ordinated by the shared consciousness of crew and Infinity Circuit, Eldar repair systems are highly effective in locating and repairing damage.

All repair rolls on an Eldar Titan receive a +1 modifier.

THE COMBAT PHASE

MAXIMUM TO HIT

The *Rule of One and Six* from the basic game rules is not used if Phantom Class Eldar Titans are being employed in a game. Instead, the *Maximum to Hit* rule is used. No matter what happens, a roll of 1 is *always* a miss. If you require a score of 7 or more to hit, roll to hit as normal. If you score a 6, roll again (this second roll is *never* modified by *anything*), and consult the following chart:

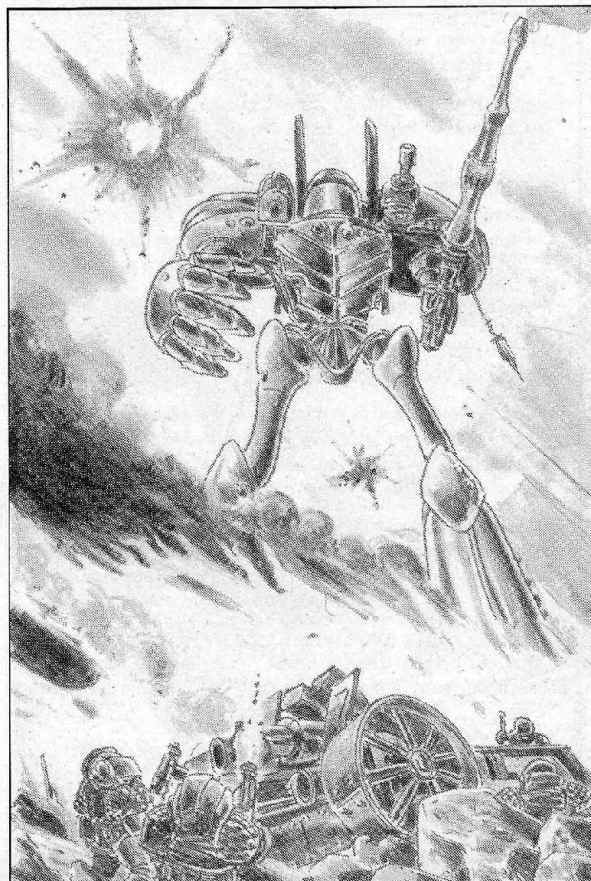
Score Needed To Hit	7	8	9+
Roll required:	4+	5+	6

So, for example, if you need a score of 7 to hit, you need to roll a 6 followed by a 4, 5 or 6.

DEFENSIVE SCREENS

Phantom Class Titans do not use Void Shields; instead, they are equipped with *defensive screens*, which are a combination of Conversion Screens and Holo-fields similar to those used by the dreaded Eldar Harlequins. Where the Titans of the Imperium depend on Void Shields to soak up the energy of successful hits, the Phantom Class uses its defensive screens to avoid being hit; when a successful hit is scored, however, it is generally damaging.

When a Titan equipped with defensive screens moves, the Holo-field refracts and dissipates reflected light, so that the Titan seems to explode into a storm of tiny multicoloured shards. The faster the Titan moves, the more scattered its image becomes, and when it stops moving, the shards seem to coalesce into a solid shape.



Phantom Titan looming over Squats

In addition to the normal modifiers to hit arising from the firer's orders, units firing on an Eldar Titan which is equipped with defensive screens suffer modifiers to hit according to the Eldar Titan's orders for the turn. These are given on the *Defensive Screen Modifiers* table below.

The Phantom Titan model has a base with a numbered wheel, like the Void Shield Wheel of Warlord and Reaver Class Imperial Titans. The wheel on a Phantom's base is called the *Defensive Modifier Wheel*, and is used to keep track of modifiers to hit arising from its orders. At the start of the game, set the wheel at '0'. When the Phantom's orders are revealed, move the wheel up or down by the amount indicated on the *Modifier Increment* column of the *Defensive Screen Modifiers* table, to display the modifier to hit for incoming fire that turn. Note that this modifier may never be more than the *Modifier Maximum* given on the table (-3 for *Evade* orders, -1 for *First Fire* and -2 for all other orders), and may never be less than zero.

Defensive screens may not be damaged, only destroyed. When a Phantom Class Eldar Titan's defensive screens are destroyed, turn the Defensive Modifier Wheel so that the red dot is displayed. The Phantom no longer gains any defensive modifiers, and its opponents' rolls to hit are modified only by cover and by their own orders.

DEFENSIVE SCREEN MODIFIERS

Orders	Modifier Increment	Modifier Maximum
Evade	-2	-3
Charge	-1	-2
Advance	0	-2
First Fire	+1	-2
Damage Control	+2	-1

EXAMPLE - DEFENSIVE SCREENS

It is the first turn of the game. A Warlord Titan is firing on a Phantom Class Eldar Titan.

The Warlord reveals *Advance* orders, giving it no modifier to hit. The Phantom chooses *Charge* orders, so the player moves its Defensive Modifier Wheel to display the number 1. The Warlord has a -1 modifier to hit (0 for its own orders, -1 for the Phantom's orders).

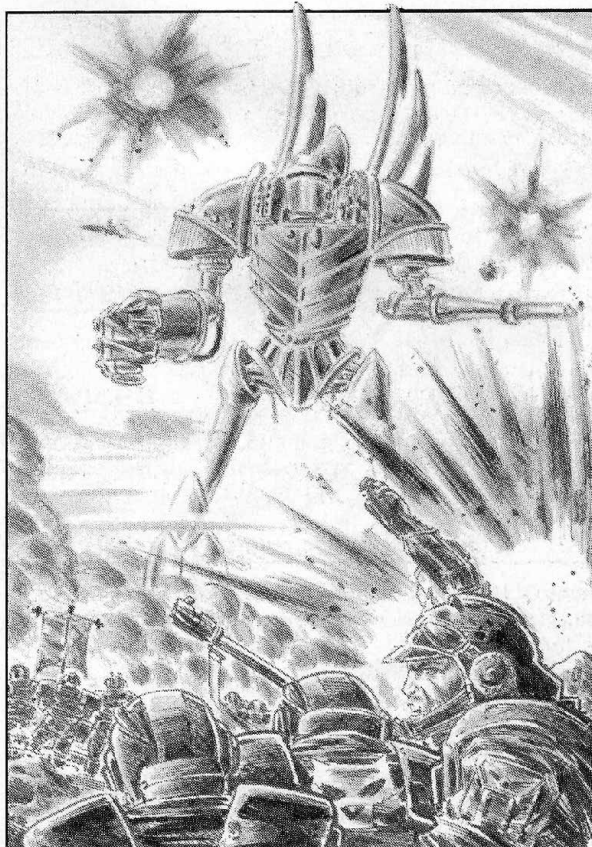
In the next turn, the Warlord reveals *First Fire* orders, giving it a +1 modifier to hit. The Phantom chooses *Evade* orders, and moves its Defensive Modifier Wheel 2 places, to display the number 3, indicating a -3 modifier to the Warlord's roll to hit. The Warlord has a total modifier to hit of 2 (+1 for its *First Fire* orders, -3 for the Phantom's orders).

Turn 3, and the Warlord decides to *Advance*, giving it no modifier to hit. The Phantom chooses *Advance* orders too. *Advance* orders have a modifier maximum of 2, so the Phantom's Defensive Modifier Wheel is moved down to 2. Its six turns allow it to weave into cover between some buildings and turn to fire. Thus, the Warlord's modifier to hit for this turn is -3 (-1 for cover and -2 for the Phantom's orders).

WING-MOUNTED WEAPONS

The shoulder wings on Phantom Class Eldar Titans are used as weapon mounts. Wing-mounted weapons have the same arc of fire as carapace-mounted weapons on an Imperial Titan.

If a hit strikes a wing which has already been destroyed, the hit is applied to the body instead.



Phantom Class Titan confronts rebel Guardsmen

DAMAGE

When a Phantom Class Eldar Titan is hit by incoming fire, roll for the level of damage as normal, but use the following hit location and body damage tables:

PHANTOM CLASS TITAN HIT LOCATION TABLE

D6	Location
1	Left Arm
2	Right Arm
3	Wing (Roll again; 1-3 = Left, 4-6 = Right)
4-5	Body
6	Legs

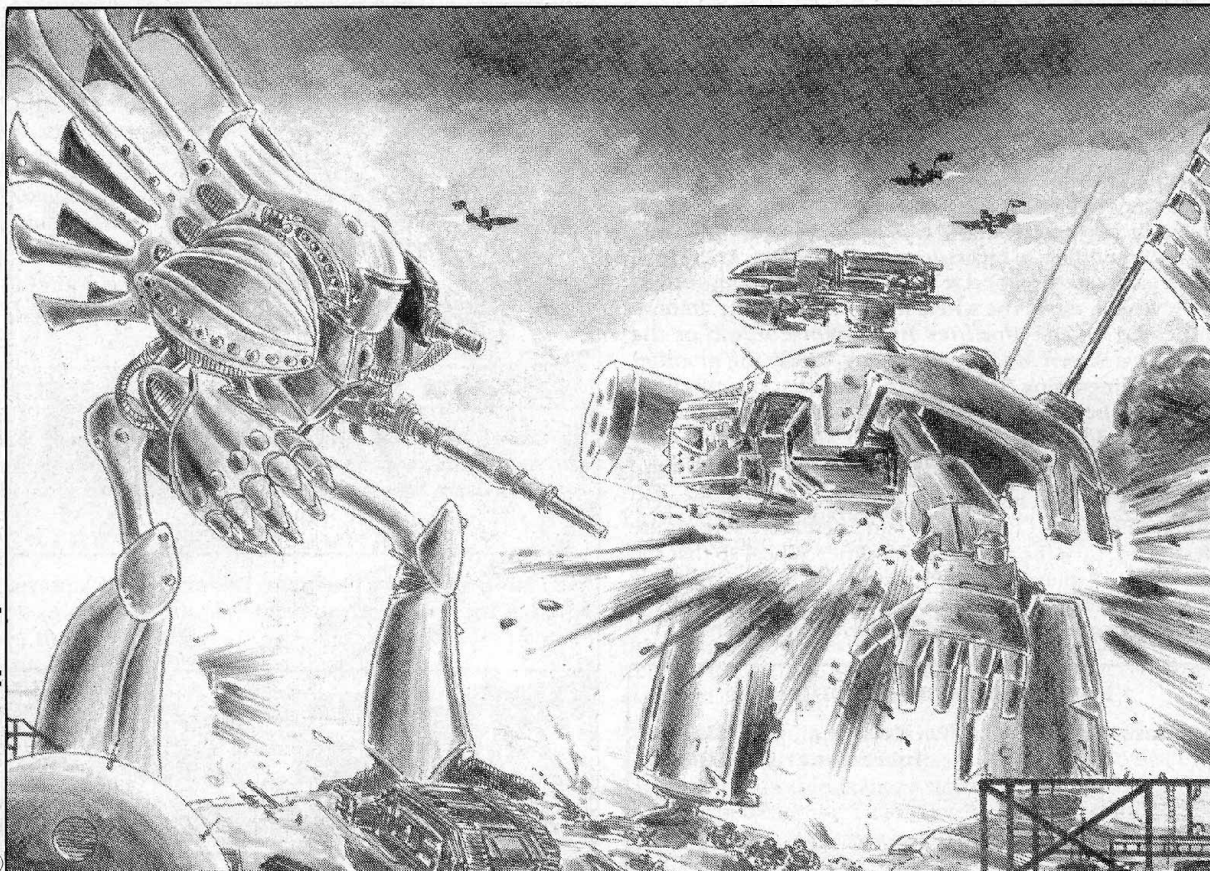
PHANTOM CLASS TITAN BODY DAMAGE TABLE

D6	Location Hit
1-3	Defensive Screens Destroyed
4-5	Mind Impulse Units Damaged
6	Reactor Damaged

CLOSE COMBAT

Because of their agility and fast reactions, Phantom Class Eldar Titans receive a +1 modifier to hit when attacking a non-Eldar Titan with close combat weapons.

When a Phantom Class Titan is engaged in close combat, its defensive bonus becomes -1 for the duration of the close combat, and the Defensive Modifier Wheel should be moved to display the number 1.



NEW EQUIPMENT

PULSE LASER

The Pulse Laser, or Pulsar, is used almost exclusively by Eldar Titans. It is only available to other races when it can be salvaged from the battlefield.

The Pulse Laser is a *Very Heavy Weapon*. It fires a burst of rapid laser pulses. Roll to hit once; a successful roll to hit means that the target has been caught by a burst. Roll a D6 to see how many times the target has been hit. Separate damage level and hit location rolls are made for each damaging hit.

For example, a Pulse Laser hits an Imperial Titan with 3 Void Shields. The Eldar player rolls a D6 and gets a 5; the Pulse Laser has caused 5 hits. The first three hits knock down the Imperial Titan's Void Shields, while the remaining two hits inflict damage on the target, which is resolved in the normal way.

The Pulse Laser counts as 3 barrels, takes up 3 *hard points* and costs 40 points.

Pulse Lasers may only be purchased for Eldar Titans.

You ask me what my Order needs? I will tell you. Give me the Pulse Lasers of the Eldar to mount on my Warlords.

- attributed to Grand Master Roger Erras, shortly before his replacement as the head of the Nova Guard order of the Divisio Militaris

PULSE LASER VS VEHICLES

When firing on vehicles, Pulse Lasers offer two options:

- fire on a single vehicle, rolling once to hit and rolling a D6 to determine how many shots from the volley hit the vehicle;
- place the transparent 6cm burst circle where desired within the weapon's range and fire arc, and roll to hit each vehicle covered by the burst circle. Each vehicle may only be hit *once*.

PULSE LASER VS INFANTRY

When a Pulse Laser fires on an infantry target, place the transparent burst circle where desired within the weapon's range and fire arc, and roll to hit each infantry stand under the burst circle. Each stand may be hit only *once*.

PULSE LASER VS TITANS AND VEHICLES

Weapon	Range		Roll to Hit		Critical Hit Roll
	Short	Long	Short	Long	
Pulse Laser	30cm	60cm	3+(B*)	5+(B*)	4+

* Burst circle is optional vs vehicle targets.

PULSE LASER VS INFANTRY

Weapon	Range		Roll to Hit		Saving Roll Modifier
	Short	Long	Short	Long	
Pulse Laser	30cm	60cm	5+(B)	6+(B)	-1

USING ELDAR TITANS

During the wars of the Horus Heresy, Eldar Titan forces sometimes assisted Imperial Loyalists against the Traitors; since their own race fell to Chaos from within, they will ally themselves with Humans to prevent the spread of Chaos. They will also fight Traitor Titans without assistance.

A force may be composed entirely of Eldar Titans, or may be a mixed group of Imperial and Eldar Titans. Any of the scenarios in the rulebook may be used with Eldar Titans making up some or all of one side's Battle Rating.

Eldar and Rebel Titans may not be part of the same force.

Make no mistake, Human. We do not fight for your Emperor. We fight against Horus.

- Lord-Phoenix Madallath, Biel-tann craft-world

DESIGNING PHANTOM CLASS TITANS

A Phantom Class Eldar Titan has four weapon mounts: Left Arm, Right Arm, Left Wing and Right Wing. Each arm weapon mount can hold four hard points of weapons; each wing mount can hold two hard points of weapons.

Phantom Class Titans do not use Void Shields. They have defensive screens at a cost of 20 points per Titan.

Use the *Phantom Class Movement Rate Table* to determine the Titan's *Advance* and *Charge* movement rates.

Phantom Class Titans have a points multiplier of 6.

PHANTOM CLASS MOVEMENT RATE TABLE

Number of Barrels	Advance Move Rate	Charge Move Rate
1-4	12cms	24cms
5-8	10cms	20cms
9-12	8cms	16cms

Phantom Class Titans are *Extremely Manoeuvrable*.

SUPPORT MISSILES

Phantom Class Titans cannot carry Support Missiles.

DEVICES

Phantom Class Eldar Titans may use any device *except* Cameleoline; the defensive screens negate the effect of Cameleoline if it is fitted.

ANTI-PERSONNEL WEAPONS

Shuriken Cannon are the standard Anti-Personnel Weapons mounted on Eldar Titans. Phantom Class Titans carry one head-mounted Shuriken Cannon.

Light Weapon	Range		Roll to hit		Saving Roll Modifier
	Short	Long	Short	Long	
Shuriken Cannon	20cm	40cm	4+	5+	2

Shuriken Cannon are *Light Weapons*, and may only be used to attack infantry units.

ELDAR TITAN DATA CARDS



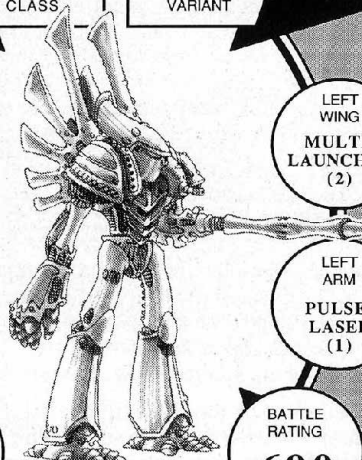
ELDAR TITAN

PHANTOM

CLASS

SHADE

VARIANT



RIGHT WING
LAS-CANNON
(1)

RIGHT ARM
POWER FIST

SPEED
10/20

LEFT WING
MULTI-LAUNCHER
(2)

LEFT ARM
PULSE-LASER
(1)

BATTLE RATING
690

REMARKS: EXTREMELY MANOEUVRABLE



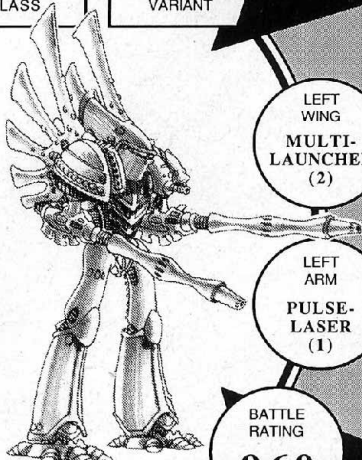
ELDAR TITAN

PHANTOM

CLASS

SPECTRE

VARIANT



RIGHT WING
LAS-CANNON
(2)

RIGHT ARM
PULSE-LASER
(1)

SPEED
8/16

LEFT WING
MULTI-LAUNCHER
(2)

LEFT ARM
PULSE-LASER
(1)

BATTLE RATING
960

REMARKS: EXTREMELY MANOEUVRABLE

ELDAR VEHICLES

Eldar Titans are supported by a range of vehicles and other forces. Data Cards are provided for the most common of these, and these special rules will allow you to include Eldar support vehicles in *Adeptus Titanicus* games.

WALKERS

The *Scurathbainn* walkers include machines which the Imperium would classify separately: the *Iarrascurath* ('Questing Warrior') Dreadnought, the *Tannascurath* ('Spirit Warrior') Infinity-Circuit Robot, and the *Offigascurath* ('Striding Warrior') War Walker. Walkers of all types are treated as *Dreadnoughts* for terrain effects and close combat.

DREADNOUGHTS

Eldar Dreadnoughts take the battlefield in mixed detachments of three machines, made up of two War-Cry Class Assault Dreadnoughts and one Banshee Class Support Dreadnought. Both Dreadnoughts are equipped with Jump Packs (see below).

SPIRIT WARRIORS

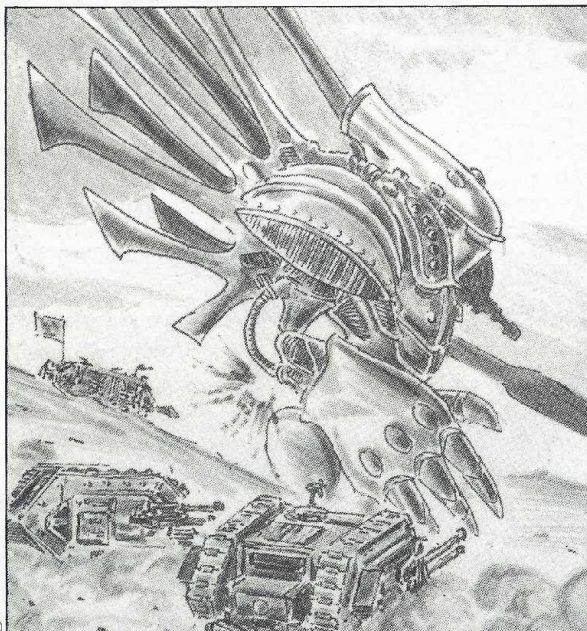
The most common class of Spirit Warrior used with Titans is the Vampire, which fights in detachments of three.

WAR WALKER

With the impressive firepower of its Scatter Laser, the Eldar War Walker is an effective weapon against infantry and light vehicles, and is widely used to support Titans.

JET BIKES

Eldar Jet Bikes fight in detachments of six machines. Jet Bikes with *Charge* orders are assumed to be flying high enough to ignore rough ground and minor obstacles, and may move over *difficult* or *dangerous* terrain without making a *Difficult Terrain Test*. Jet Bikes count as *light vehicles*.



Rebel Land Raiders attack Eldar Phantom



Eldar Titan unit badges. Left: the Fir Lirithion ('Hearts Armoured for Battle') of Iyanden craft world - a red heart amid black thorns. Centre: the Fir Farillecassion ('Watchers over Ancient Wrongs'), of Biel-Tann craft world - black with an orange iris in the eye and a yellow Infinity Circuit icon. Right: the Fir Dinillainn ('Protectors of the Fallen') of Saim-Hann craft world - red with a yellow flare and a black and white yin-yang symbol.



Eldar Titan weapon banners consist of three elements. At the top is the personal badge of the crew, which usually contains elements of the unit badge. Next, a stylised form of the unit badge itself is followed by the Phantom Class pictogram.

Left: Lord-Phoenix Fialthandirel, Fir Lirithion, Iyanden craft world - black on a cream background, with the heart filled in red. Centre: Lord-Phoenix Galitharion, Fir Farillecassion, Biel-Tann craft world - the personal symbol is black on an orange square, and the rest of the banner is cream on a dark blue background, with the eye on the unit badge filled in orange. Right: Lord-Phoenix Breilassair, Fir Dinillainn, Saim-Hann craft world - the personal symbol is black on a red circle, and the rest of the banner is yellow on black.

These banners can be photocopied and coloured for use with your model Titans.



The icon for the Infinity Circuit is an important part of the heraldry of Eldar Titans, and appears in many variations and stylised forms. Here are three examples - it is usually applied to the 'forehead' of a Titan in a pale colour such as white, cream or yellow.

MOBILE FIELD ARTILLERY

The mobile Las-Cannon is an effective support weapon against vehicles and Titans, and is fielded in detachments of three. An Eldar field artillery stand consists of one artillery piece and two crewmen, mounted on a normal infantry stand. Artillery stands cannot move and fire in the same turn, but otherwise count as *light vehicles*.

LIGHT VEHICLES

Some Eldar vehicles are listed as *light vehicles*. Their crews are exposed to enemy fire, so that when a light vehicle is attacked, the attacking player may choose whether to treat it as a vehicle or as an infantry unit. If a light vehicle is attacked as an infantry unit, it has a *saving roll* of 4+.

For example, an Eldar Jet Bike (a *light vehicle*) is within 18cm of a Marine Support stand. The Marines can attack the Jet Bike with their bolters as if it were an infantry target, or they may attack it with their missile launcher, treating it as a vehicle target.

In close combat, light vehicles are *always* treated as vehicles.

A crucial moment in the Battle of Balthor Sigma. Pursuing fleeing infantry, part of the Eldar force from Lugannath craft world encounters a reserve force of three Titans from the rebel Tiger Eyes Order. The Phantom Class Titan flies the *cuacrussath* banner, presented by Grand Master Traves of the Loyalist Cockatrice Titan Order as a symbol of allegiance in this action. The blue and gold of Lugannath's Iolarion Titan Clan is echoed in the colours of the Dreadnoughts, which come from the related Fallidtrion clan.



Titans and Dreadnoughts painted by Tony Cottrell.



Titan painted by Mike McKee, other miniatures painted by Sid, Darren Matthews and Lee Dudley.

The Scouring of Arten's World. An Eldar advance force moves on from the wreckage of a rebel Titan, shortly before the decisive assault on the Beridium Heights. The Phantom Class Titan flies the battle-banner of Lord-Phoenix Fiallathandirel, the most renowned Infinity Circuit in the Titan forces of Iyanden craft world. The banner bears his personal symbol, the symbol of his Lirithion Titan Clan, and the Phantom Class symbol.

EQUIPMENT

DREADNOUGHT JUMP PACKS

Some Eldar Dreadnoughts are equipped with Jump Packs. These allow the Dreadnought to move through *difficult* or *dangerous* terrain without making a *Difficult Terrain Test*.

In addition, Dreadnoughts equipped with Jump Packs may make a special *Jump Move* if they have a *Charge* order. A Jump Move allows a Dreadnought to double its normal *Charge* move rate, but it may only turn at the start of its move.

LIGHT WEAPONS

Eldar forces employ two new *light weapons*: Shuriken Catapults and Scatter Lasers. Both weapons may only be used to attack infantry stands.

Weapon	Range		Roll to Hit		Saving Roll Modifier
	Short	Long	Short	Long	
Vehicle Mounted Shuriken Catapult	-	24cm	-	6+	-1
Scatter Laser	20cm	60cm	3+	4+	-1

ELDAR DETACHMENTS

Common Eldar vehicle detachments are:

Dreadnought Detachment

Battle Rating 195 points

- 2 x War-Cry Assault Dreadnoughts
- 1 x Banshee Support Dreadnought

Spirit Warrior Detachment

Battle Rating 165 points

- 3 x Vampire Spirit Warriors

War Walker Detachment

Battle Rating 195 points

- 3 x War Walkers

Jet Bike Detachment

Battle Rating 210 points

- 6 x Eldar Jet Bikes

Field Artillery Detachment

Battle Rating 120 points

- 3 x Eldar Field Artillery

You may field mixed detachments of Dreadnoughts, Spirit Warriors and War Walkers if you wish. A detachment must consist of between 3 and 10 machines. The Battle Rating of a mixed detachment is calculated by adding up the individual Battle Ratings of the machines which make it up.

In the head of the Phantom, three Eldar reclined on ornate couches, loose-limbed and empty-eyed, twitching occasionally against their straps as their minds moved the great war machine. Each wore a metal headband set with a luminous red stone, shot through with a shifting filigree of black. At the centre of the triangle formed by the three couches, a larger piece of the same stone was set into the cabin floor.

A slight smile appeared simultaneously on three vacant faces as the renegade Humans came into view. It was a huge force. Crowds of infantry scurried like insects by the feet of the lumbering, unlovely Human Titans. The Eye of Horus glared from a dozen banners, proclaiming their allegiance to Chaos.

The first Phantom was already dodging as a battery of weapons came to bear from the Traitors. A hail of plasma and laser fire cut through the whirling, multicoloured shards of disrupted light where the Phantom had been, just as its pulse laser spat a volley of multi-coloured laser bolts. The flare of void shields was followed by an explosion as a Traitor Titan lost a power fist. A second volley of shots smashed into a building as the Phantom ducked behind it.

Another Traitor Titan met its doom as the searing volley of a pulse laser cut its legs from under it, but the second Phantom had stayed still a fraction too long. As its shape coalesced out of the whirling holo-field distortion, a macro-cannon spoke, and the pulse laser was snapped in two like a twig in a hurricane.

The third Phantom was no more than a blur. Its Holo-field defences scattered its image over a wide area as it strode flat out, trying to outflank the Traitor force. A trail of fire followed its disrupted form, but the Traitors could not find their target.

The jet bikes screamed down on the Traitor infantry as the dreadnoughts and artillery opened fire on the foremost of the Traitor Titans. A pair of plasma cannon vanished in a boiling cloud of vapour, and its legs ground to a sparking, sputtering halt.

The Fire Wasps arrived just in time to see a damaged Eldar Phantom charging a Traitor Nemesis. The severed stump of its pulse laser blocked a scything chain-fist as plasma vaporised one of its wings, then its power fist siezed the Nemesis by the barrel of its las-cannon, the Phantom locked one leg behind the Nemesis' knee-joint, and the Traitor Titan toppled and fell.

On the Traitors' far flank, a pulse laser volley crashed into the blind side of another Titan, fracturing the reactor vessel at its heart. Plasma boiled skywards, and another Traitor Titan staggered crazily out of the explosion, struck a building and fell.

The Imperial Titans of Hornet Group fell on the Traitors' near flank like a thunderbolt, laying down a holocaust of plasma and laser fire as they advanced.

With the Traitors already weakened by the Eldar, the battle was brief.

ELDAR VEHICLES DATA CARDS

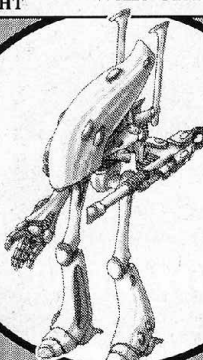
ASSAULT DREADNOUGHT **WAR CRY**

ARMOUR RATING
0

DAMAGE RATING
+1

MOVE
5/10

BATTLE RATING
70



WEAPONS
1 x SHURIKEN CATAPULT (right arm)
1 x LAS-CANNON (left arm)

REMARKS: JUMP PACK

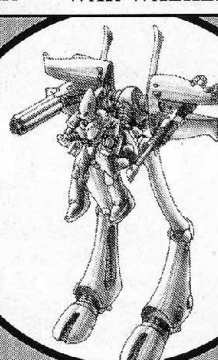
DREADNOUGHT **WAR WALKER**

ARMOUR RATING
+1

DAMAGE RATING
+2

MOVE
7/14

BATTLE RATING
65



WEAPONS
1 x SCATTER LASER (right arm)
1 x LAS-CANNON (left arm)

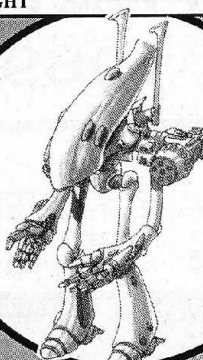
SUPPORT DREADNOUGHT **BANSHEE**

ARMOUR RATING
0

DAMAGE RATING
+1

MOVE
5/10

BATTLE RATING
55



WEAPONS
1 x FLAMER (right arm)
1 x FLAMER (left arm)
1 x MISSILE LAUNCHER (left arm)

REMARKS: JUMP PACK

LIGHT VEHICLE **JET BIKE**

ARMOUR RATING
+2

DAMAGE RATING
+2

MOVE
20/60

BATTLE RATING
35



WEAPONS
1 x SHURIKEN CATAPULT (fixed mount -front)

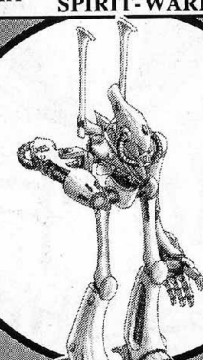
DREADNOUGHT **VAMPIRE SPIRIT-WARRIOR**

ARMOUR RATING
0

DAMAGE RATING
+2

MOVE
5/10

BATTLE RATING
55



WEAPONS
1 x PLASMA GUN (right arm)
1 x SHURIKEN CATAPULT (left arm)

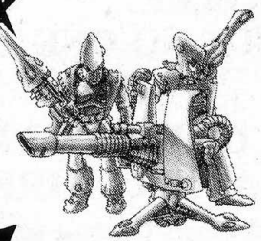
LIGHT VEHICLE **FIELD ARTILLERY**

ARMOUR RATING
+2

DAMAGE RATING
+2

MOVE
4/8

BATTLE RATING
40



WEAPONS
1 x LAS-CANNON (swivel mount-front)

REMARKS: CANNOT FIRE AND MOVE IN SAME TURN

EVADE ORDER COUNTERS

These counters should be used whenever a Phantom Class Eldar Titan is given *Evade* orders. Photocopy the counters (or cut them out) and glue them onto card or onto spare order counters from *Adeptus Titanicus*.

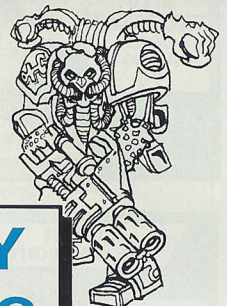


THE PAPERBACK SHOP



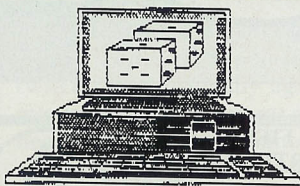
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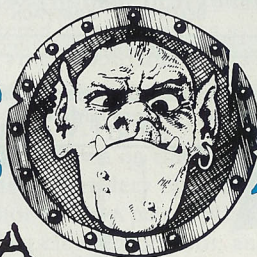
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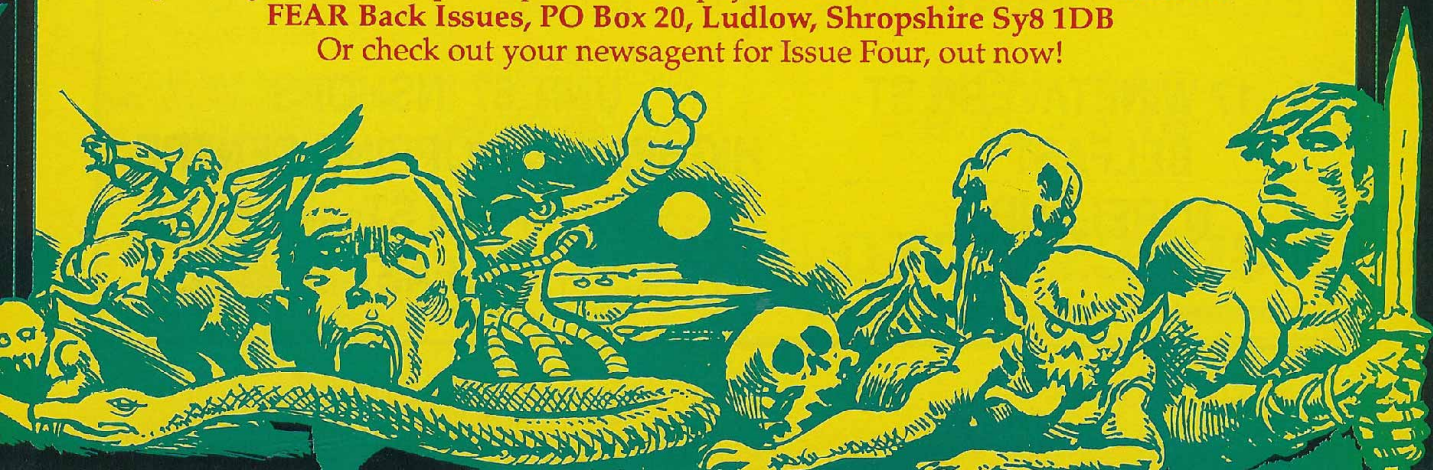
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QUICK METHODS FOR PAINTING IMPERIAL GUARD SQUADS FOR WARHAMMER 40,000 BATTLES



Imperial Guard Command Section (left to right): Sergeant, Medic, Commissar, Captain, Orderly with banner and two Guardsmen



Imperial Guard Tactical Squad: nine Guardsmen, including one with a las-cannon, led by a Sergeant



Reverse details of Guardsmen and Commissar, showing Death Blade gang insignia and the Commissar skull motifs

This article tells you how to paint your Imperial Guard models quickly and effectively, ready for *Warhammer 40,000* battles. Most of the models on these pages have been painted using fast techniques that give a good overall appearance to a squad.

Once you've bought a couple of boxes of Imperial Guard, you'll want to begin fighting battles with them as soon as possible. That means you'll want to get painted models on the tabletop without spending hours on all those fiddly little details that win Golden Demon Awards. For models that are part of an army, there's nothing wrong with simple techniques that give a good battlefield appearance, but which allow the speedy painting of whole squads. This *'Eavy Metal* shows you just how good squads of the Imperial Guard can look with a quick paint job.

I have chosen to paint members of the 9th Necromunda, the regiment shown on the cover of the Imperial Guard box and in last month's *White Dwarf*. The box cover is an excellent source of painting ideas, but you may, of course, choose a different regiment, with its own heraldry and symbols. The two squads I have painted are a Command Section and a Support Squad of F Company of the 9th Necromunda. The units I have chosen are members of the Death Blades, a gang recruited in its entirety from the Necromunda Hive World.



Guardsmen showing kill markings on their weapons

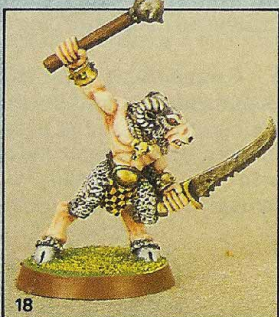


Note camouflage pattern uniform and kill-banner on lasgun

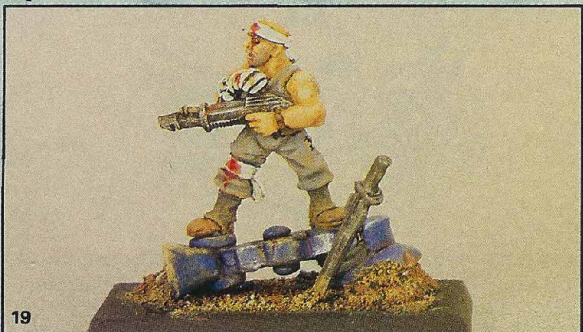


Details of Imperial Guardsmen: facial tattoos, helmet markings, belt buckle and shoulder flash

It's also possible to produce excellent detailed paint jobs on Imperial Guard models, as shown by the four photographs below. Unlike the other Guardsmen on this page, these models have been carefully painted as individuals for display as well as gaming.



Imperial Guard Beastmen: officer and member of Attack Squad



Richard Kernick's wounded Guardsmen



Ogryn with ripper gun and devotional back banner

QUICK METHODS FOR PAINTING IMPERIAL GUARD SQUADS FOR WH40K BATTLES

The fine detail of the Guardsmen's badges and symbols gives the serious miniature painter a challenging job, especially considering the non-regulation colour schemes used by so many of the Imperial Guard troops. The Imperial Guard gives a marvellous opportunity to create excellent painted miniatures, particularly with customized back patches and camouflage schemes. Gang and tribal symbols give you great scope for your imagination, working from a starting point in the traditional basic imagery of the 41st Millennium - flaming skulls, tiger heads, crossed swords, bats, rats, scorpions, eagles and so forth.

However, painting such finely detailed imagery is quite time-consuming. In this article, I'm looking at ways of painting large numbers of miniatures quickly so that you can get down to gaming with them as soon as possible. This also helps those of you who are new to painting miniatures and currently find state of the art paint jobs beyond your abilities.

The basic colours, washes and drybrushing are applied in the usual way as described many times in previous *Heavy Metals*. Both the picture on the box cover and the uniform guide in last month's issue of *White Dwarf* are good reference sources for painting Imperial Guard miniatures. There are various methods I employ when adding detail to models that make life a little easier, and painting faster. Although an individual miniature painted in this way is not going to win a Golden Demon Award, the overall effect of a whole squad painted with similar patterns and colouring is aesthetically very pleasing.

The numbers below refer to the photographs on pages 74 and 75. Note that some of the numbered models appear in one of the two main photographs, not as separate photographs.

Command Section and Tactical Squad: The main photographs show how a good overall effect is achieved when the miniatures are seen as a squad. Note the similar positions of the models' arms and legs, adding to the unified effect. By adopting this common style of positioning, you can imply an overall direction of movement. Arms and legs placed in a multitude of positions would spoil the impression. Painting all the models as a group rather than one at a time also makes it easier to achieve this unit effect.

1 - Commissar: The basic black paint job offset by red and yellow creates a very suitable militaristic look. To keep the brilliance of the red for the collar, cuff, patch and epaulettes, these areas were first painted white to cover any overlapping of black. Yellow piping was added to the cuff, collar and coat, carefully following the edges of the model.

2 - Captain: This particular officer and others of the Command Section have chosen not to wear the official grey of the Guard, and have replaced their regulation attire with much smarter white uniforms. An efficient way to paint their trousers and gloves is to simply apply a warm brown wash (using a brown and yellow mix) to the undercoated model, and then, once dry, to drybrush with white. A brown ink wash can be used on the boots and legs of all of these models to create a weathered look. Breastplates of the Command Section models can be treated in a similar fashion with a wash using a brown and red mix over a base colour of gold. This picks out the embossed details which can be further highlighted by a light drybrushing of silver.

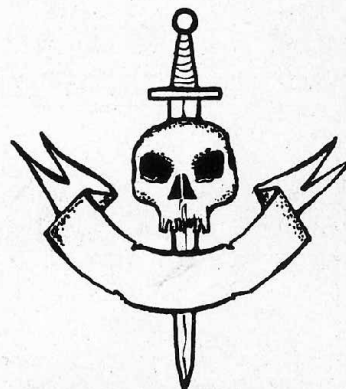
3 & 4 - Sergeant and Medic: These models were treated in the same way as the Captain and Commissar. The Medic's shoulder markings were changed to red so that his shoulder pads could remain white and add to his appearance as a Medic.

5 - Orderly with 1st Platoon banner: The banner has been painted on plain white paper and then cut and glued after the painting was complete. The base colour of yellow was applied first, and when dry the red and blue diagonal cross pattern was painted. A white circle was added in the centre of the flag, which was allowed to dry and then painted on again to get a good opaque colour. A similar process was used for the large green wreath; painting a base version, allowing it to dry and then repeating the job. A technical pen was used for the leaf outlines. Finally, the detailed face, wings, honour wreaths, numbers and edging were painted, with pen outlining where necessary. If you want, you can use a very fine brush to achieve a better effect when outlining, particularly on the scrolls and wreaths.

I made no attempt to render legible lettering on the banner, as for gaming purposes the overall effect is perfectly adequate. If I were to attempt a complete artistic rendering of this banner I would have tackled it in the same order but with foil instead of paper, and inks for shading the base colours. Each letter would have been carefully and individually painted so that the words were legible. To make all this easier and to make the result more imposing, I would probably have used a larger flag by removing the banner pole and replacing it with wire. Although the finished effect would have been better, I would have had to spend a great deal of time on it.

The Orderly's red helmet crest was painted using a base of Hobgoblin Orange, with a wash of red ink applied for shading. Pink drybrushing (made from a mix of red and white) was used for the highlights. The final result is a red plume. If I had painted the crest with a base red to start with, the overall effect would have been much duller. This also applies to the red used on the officers and Commissar models. I wanted the red to be very martial and to stand out against the much drabber Guardsmen - the red ink shading on the orange base gives me the brilliance I desired.

6 - Guardsmen: The two Guardsmen models in the Command Section show the tribal *deathblade* symbol on their leather cut-offs. A very simplified skull and scroll shape was used here, and again no attempt was made to paint the badge detail, with only the basic shapes and squiggled black lines for the words.



You can, of course, paint this or any other chosen symbol with greater care if you wish.

7 & 8 - Details of the Commissar: Skull motifs are popular amongst Commissars, in particular with those coming from Death Blade gangs, and they are used extensively on this model. An easy method of painting a skull is to use a small brush and to dab a circular shape for the skull top, with a smaller drawn-out shape at the bottom of the circle for the upper jaw area. The eyes can then be dotted in with black.



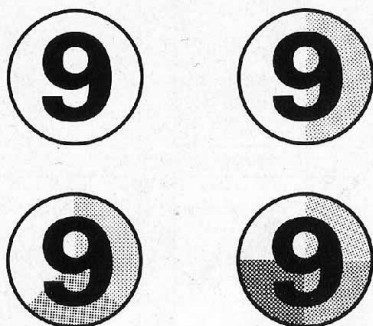
The Death Blades' arm patch is also clearly visible here. All the Death Blade members wear this patch; not displaying the insignia would be a dishonour to the gang and the member would have to flee - if he wasn't shot first. Again, a white undercoat is painted on the arm in a small circular shape. When dry, Citadel Red is added and allowed to dry. The scroll shape is then painted on as described above.

9 - Heavy Weapons Trooper: The Guardsmen's helmets are painted with Gun Metal. A very fine drybrushed edge to the peak makes the front of the helmet stand out against the Guardsman's shades and is a subtle but useful touch. Also note the kill stripes on the barrel of the trooper's las-cannon.

10 - Helmet, Chest and Kill Markings: To make these markings stand out, they are best lined with black. This can be a bit tricky because of the curve of the helmet and wobbles may tend to creep in. Don't worry, though: just straighten the line out by thickening it, and then thinning it back down to the correct thickness with the original helmet colour.

All chest plates can be painted yellow, with any red markings added afterwards. When thoroughly dry, numbers can be added with either a brush or a technical pen.

Kill markings on gun barrels can be either white stripes, or black stripes on a white background - remember, however, that it can be difficult to work on curves.



11 - Camouflage Striping: Once more, a reverse technique is used. Instead of painting a black stripe and outlining it with white, it is much easier and quicker to paint a white stripe and, when dry, add the black stripe in the middle of the white area.

12 - Kill Banner: This is made from paper and then glued onto the gun barrel. The banner is simply painted red with white dots depicting small skulls (the kill markings) - remember that it is easier to paint the banner *before* sticking it onto the gun.

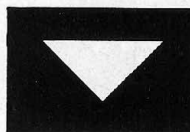
13 - Facial Tattoos: A variety of tribal markings can be chosen to suit the gang or tribe from which your Guardsmen are drawn. Members of the company I have chosen to paint come from the Death Blades gang and all have two chevron-shaped blue facial tattoos:



These facial tattoos are probably best painted with Citadel Colour rather than ink, as ink tends to run too much. Larger blocks of colour are more effective than the sort of tattoo you would find in real life - a spider's web might look good on a real person, but imagine trying to paint such a tattoo on ten or more models! Painting half the face red and half white, or adding a black band across the upper lip are alternative types of facial decoration suitable for models.

14 - Helmet and Face Detail: Helmet markings and facial tattoos are described above (see 13 and 16).

15 - Belt Buckle: This has been painted white for maximum visibility, with the wing and head shapes painted in black on top of a white triangle, as described for the shoulder flash (see 22).



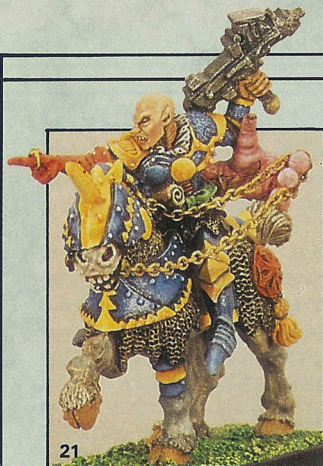
16 - Shoulder Flash: The shoulder marking is a letter 'F' for F Company with a stylised Imperial Eagle motif. This is best done by first painting on the 'F' and then painting a triangle on either side. When this is dry, paint in the black lines on the triangles that mark the wing shape.



Bases are first painted green and then covered with fine sand sprinkled onto glue, which is finally drybrushed lightly with Spear Staff Yellow.

So there we are - some quick and simple solutions to painting whole units of Imperial Guard models, allowing you to easily build up a large force of painted Guardsmen ready for the wargames table.

The other four miniatures shown here are also part of the Imperial Guard. These models, however, have been painted carefully with all the details added, showing what can be achieved with a little more time. These miniatures could certainly be found as part of an army, but they are also suitable for display as examples of fine miniature painting.



Converted Tzeentchian Champions of Chaos: model 22 is a conversion of model 23

Nurglesque Mechanoïd



Four Nurglesque Renegades showing the use of a full range of greens with contrasting red details



Tzeentchian Renegades armed with heavy weapons



Fleshbound, Daemonic Creature of Khorne



Lord of Change, Greater Daemon of Tzeentch



Two Champions of Nurgle, the Plague Lord



Champion of Nurgle



Champion of Khorne

17 & 18 - Beastmen: Excellent paint jobs on Imperial Guard Beastman Officer and Attack Squad Beastmen models by Darren Matthews. The techniques described above were used for these models, but were painted very carefully. Note especially the skin tone blending: ink washes were used for the shading and Citadel White was blended in for the highlights, creating a very pale skin tone. White drybrushing over grey was used for the fur effect - drybrushing like this is surprisingly easy when used on rough textures.

Also note the careful ink shading on the officer's breastplate and the very effective yellow and black checks on the loin cloth, creating a contrast to the bland colours of the rest of the model.

19 - Wounded Guardsman: This miniature comes from the collection of Richard Kernick. Notice the use of a Dreadnought part and the larger cavalry base to set the model off. I was particularly impressed by the 5 o'clock shadow effect which must have been executed with extreme care. Well done, Richard.

20 - Ogryn: This *Warhammer 40,000* Ogryn sculpted by Bob Olley is one of the most fearsome Ogre models Citadel has produced. This model was again painted by Studio painter Darren Matthews. After the miniature was cleaned and undercoated, black ink washes were applied to all the metal areas. These were then drybrushed with silver to complete the burnished iron look. The flesh areas were painted with a mix of chesnut ink and white paint, with more white added for the highlights. This was then set off with a simple tattoo stripe applied with blue ink, matching the blue tattoo on the Ogryn's left arm.

The beautifully blended paint job on the trousers was achieved by blending a blue and green ink mix onto the white undercoat. The camouflage was applied in the way mentioned above (see 14). The model was completed in the normal manner to great effect. Finally the devotional banner was painted on paper using David Gallagher's *White Dwarf* Commissar painting as reference. Nice one, Darren.

REALM OF CHAOS CONVERSIONS

Following on from last month's *'Eavy Metal*, we've got some more conversions of **Realm of Chaos** miniatures.

Firstly, however, you may have noticed that some of last month's captions were a little chaotic themselves. Before describing this month's models, the following notes should clear up any confusion.

Several of the conversions described were not shown in the photographs: the mounted Champion of Tzeentch (conversion described under 5), a Chaos Champion (under the header *Conversions 5 & 6* and listed as *Figure 6* in the text) and the Nurglesque Mechanoid (conversion 10). They've been shown this month, as photographs number 21, 22/3 and 24.

Well, I hope that's cleared things up! Now we can take a look at this month's miniatures.

21 - Mounted Tzeentchian Champion: A combination of a mounted Chaos Warrior, a Slaaneshi Champion, the arm of a Tzeentchian Champion and a *Dark Future* weapon, with a chain added to make the reins. The extra limb was pinned in place; glue alone might have held it, but it certainly wouldn't have stood up to rough handling - the added structural support is well worth the time and effort.

22 & 23 - Tzeentchian Chaos Champion: The donor model used as the basis for conversion 25 is shown in 26. A chain, a *Dark Future* weapon and a flamer were added to give the Champion a *Warhammer 40,000* look.

24 - Nurglesque Mechanoid: This one is a simple conversion. I just removed the donor model's hand weapon and added a *Dark Future* gun. Obviously any *Warhammer 40,000* weapon would be equally suitable - the bolters and lasguns from the plastic *WH40K* sets are the most convenient.

25 to 28 - Nurglesque Renegades: Subtle and pleasing shades of green can be mixed with Citadel greens, blues and yellow. Offset with the contrasting opposite colour of red (green and red being opposite colours in the spectrum), a dramatic result can be achieved.

29 - Tzeentchian Renegade with Plasma Gun: Note the Tzeentchian symbol painted on the Renegade's shoulder pad, and the use of opposite colours (yellow and purple lie opposite each other in the spectrum).

30 - Tzeentchian Renegade: this heavy weapon-wielding Renegade is very striking with its contrasting colours of white and purple.

31 - Fleshhound: To keep the reds on this Khornate Daemon looking bright, a base colour of Hobgoblin Orange was used, shaded with red ink and lightly drybrushed with salmon pink or yellow. The bone colour of the skull, spines and claws make a pleasing contrast to the main red colour. As yellow lies next to red in the spectrum, warm tones of yellows, oranges and creams harmonize well with red.

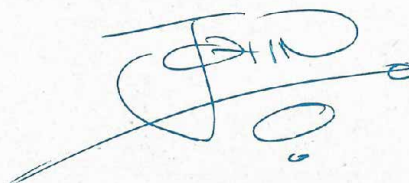
32 - Nurglesque Champion: This model demonstrates how the subtle use of inks can create the filthy look of Nurglesque armour without making the figure look drab.

33 - Nurglesque Champion: More pale greens and deep reds, but this time offset against the grey of the model's robes. Small areas of bright colour can be very effective when used in this way against neutral tones.

34 - Lord of Change: This Greater Daemon of Tzeentch has a base colour of blue, offset to startling effect with yellows and reds. Heavily textural areas such as the features on the wings can be very effectively painted by drybrushing with lighter tones of the base colour up to white.

35 - Nurglesque Champion: Another example of using a contrasting green and red colour scheme, with the dullish shading of the red reflecting the rusty nature of all things Nurglesque.

36 - Khornate Champion: This Champion of Khorne has an overall colour scheme set within the sphere of red. Subtle ink shading on a white ground created the skin tones, while red and brown ink washes built the depth of tone on the armour.



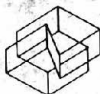
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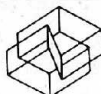
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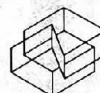
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MINIATURES



Armoured fighting vehicle conversions for **Warhammer 40,000**, by Tony Cottrell. We will be dealing with converting and modelling large-scale **Warhammer 40,000** vehicles in more detail in a future issue of **White Dwarf**.

Upper Photo: Armoured vehicles of the Imperial Guard. From left to right: a 'stretched' Rhino using parts from two kits and an added turret; a shop-bought toy tank embellished with Rhino parts; and a Rhino assembled normally and enhanced with bits from the spares box.

Middle Photo: A force of Ultramarines advances with Imperial Hover Tanks. The vehicle on the left is converted from a toy tank model. The vehicle on the right utilizes a Land Raider kit, plasticard, parts from the spares box, and the added talent of Dave Andrews.

Bottom Photo: Eldar Harlequins assault a disabled Ork Battlewagon. The vehicle was converted from a World War II German tank kit. Note shaded Arcane Armorial shield decal on hull.

