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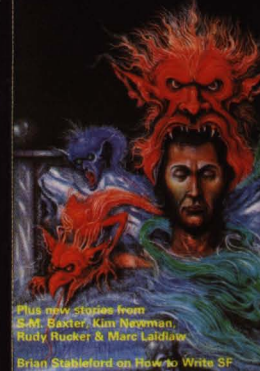
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Ramsey Campbell story and interview

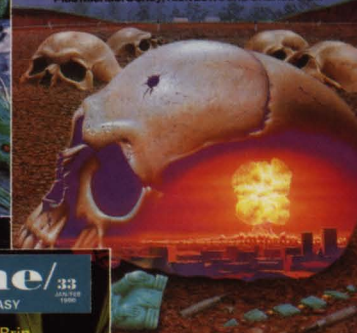


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For both articles and artwork, please allow at least 6-8 weeks for a reply.

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Bartleet



Dave
Gallagher



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Johnson



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Warwick

GAMES WORKSHOP™

FAIRFAX

THIS MONTH WE SHINE OUR SPOTLIGHT ON GAMES WORKSHOP FAIRFAX, ONE OF OUR GROWING NUMBER OF AMERICAN RETAIL STORES.



Like all our stores, the Fairfax shop is a focal point for local hobby gaming activities: Games Clubs, Gaming Leagues, Painting Clinics, participation and demonstration games - there's always something going on at the stores. If you want any help with choosing a game or buying your miniatures, or you want to ask about rules, painting or modelling, talk to one of the staff - they're all expert gamers and modellers and they're more than happy to give you the benefit of their experience and enthusiasm.

And if you can't get in to the store on a regular basis, phone in to see what's new and for details of all the coming events.

GAMING LEAGUES

There's plenty going on in the Fairfax Gaming Leagues and a lot of keen competition for the top places. Duncan Holley, fielding a unit of Dark Angels, is dominating the **Warhammer 40,000** League with an outstanding nine victories! Close behind him are Paul Bruhn and Chris Smith, with Matthew Campbell coming up fast.

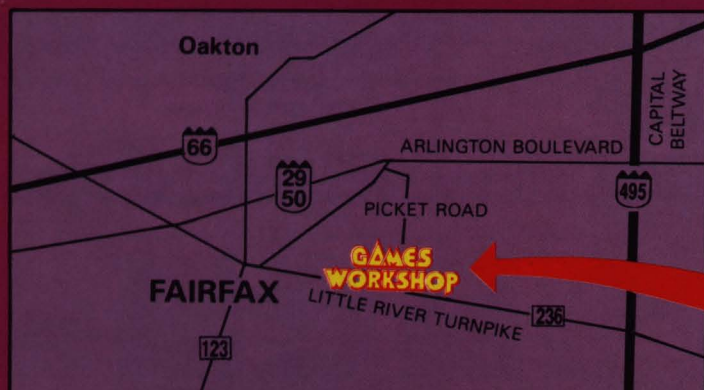
In **Space Hulk**, Eireann Leverett is holding onto a tentative 20-point lead, with a dozen competitors snapping at his heels. In **Blood Bowl**, Will 'The Huge' Hatheway is still way out in front, but his winning streak was recently broken by Pat Moore and the top spot could soon be prey to any number of players.

In **Warhammer Fantasy Battle**, Eireann Leverett again has the lead with his Wood Elf army, but a massive Goblinoid horde led by Paul Delaney as well as Dark Elf, Dwarf and even rival Elf armies may soon be making things a bit rough for Eireann.



So it looks like there could be a few changes in the offing - for a full update, check the noticeboard in the store, or give us a call.

If you haven't joined the Gaming Leagues yet, come in and get an entry form. Each League works on a 12-game season, so it doesn't matter if you join now - you'll get just as much chance to get to the top of the League as anyone else. And if you're already close to finishing your 12 games, you can always enter again with another team or army.



REGULAR IN-STORE EVENTS

Talisman every Tuesday from 3.00pm until close.

Advanced Heroquest every Thursday from 3.00pm until close.

All-day Painting Clinics on the last Saturday of every month.

Phone the store (703) 503 9284 or call in for details.

FAIR CITY MALL

9600G Main St, Fairfax,
Virginia, 22031

(Corner of Picket Road and Route 236)

LEAGUE DAYS

We hold League Days for the Gaming Leagues in the store every Saturday, concentrating on one League each week. If you're in the Leagues, it's a great chance to meet other gamers and play the **special battle scenarios** we've designed for you - in some of the Leagues, we'll be awarding **extra bonus points** to the winners. And if you're not in the Leagues yet, or you don't want a game that week, come along and watch anyway - you'll get to see some of the top local gamers in action.



There are also **one-day-only special offers** on games and miniatures each Saturday, so you could get yourself a half-price bargain.

Here's a quick guide to the League Days in May. For more details, and for information on other activities throughout the year, talk to Tim or any of the other staff - they'll be glad to help you.

5TH MAY - BLOOD BOWL

Throughout the day, we'll be playing games of **Megabowl** and **Deathbowl**, open to any Blood Bowl League members. Megabowl is a four-way game on an extended pitch; Deathbowl pits the players not only against each other but against the trap-laden playing field itself. There is a bonus of 1000 GCs for the victors in each game.

Special Offer: buy *Blood Bowl* and get either *Elves*, *Dwarfs* and *Dungeonbowl* for \$10 off, or *Star Players* for half price.

12TH MAY - SPACE HULK

As well as games of *Space Hulk* for all the League members, there will be **non-League participation games** of *Broken Knife's Duty*, the campaign from *Deathwing*, plus a specially-designed **participation mini-campaign** fighting Loyalist Terminators vs Traitor Terminators.

Special Offer: buy *Space Hulk* and get *Deathwing* at half price.

19TH MAY - WARHAMMER 40,000

Two fiendishly difficult challenges for any brave League players. **The Catachan Jungles** pits Marines against Marines as well as the deadly plants, creatures and atmosphere as the planet fights back. **The Siege of Hartzburg** has Marines fighting it out in a ruined city trapped with mines and concealed snipers on both sides. A bonus of 10 Honour Points goes to the victors of these scenarios. There will also be a demonstration battle with Terminators fighting Harlequins.

Special Offer: buy *Warhammer 40,000* and get either the *Warhammer 40,000 Compendium* for \$10 off, or any one *Warhammer 40,000* boxed set of miniatures for half price.

26TH MAY - WARHAMMER FANTASY BATTLE

Two new successive challenges for League players - first **The Battle of Karlheim**, where one side attempting to capture and hold the small town occupied by the opposing army; followed by a bitter battle in **The Blighted Marshes** with sinkholes, quicksand, mires and the occasional Skaven to deal with as well as your opponent.

As well as our regular battles, we'll also introduce **The Pit**, a gladiatorial ring in which opposing armies' champions can settle their differences in a flurry of combat. This isn't part of the Gaming Leagues, but we'll be keeping track of winners and losers, and who knows...

Special Offer: buy *Warhammer Fantasy Battle* and get *Warhammer Siege* or *Warhammer Armies* for half price, or buy any *Regiment of Renown* or *Machinery of Destruction* and get a blister pack free.

FAIRFAX STAFF



Tim Olsen



Matt Varden



Tom Sikes



Javier Sanyer

Running the show at Fairfax is **Tim Olsen**. This eccentric British store manager has been with the company for 10 years - if you want to know anything about Games Workshop games or Citadel Miniatures, you can't do much better than have a chat with Tim. He'll be able to give you advice on where to start and how to go about building up an army, and he's always happy to answer your questions on the games.

Also to be found at Fairfax are **Matt Varden**, **Tom Sikes** and **Javier Sanyer**. Matt's the store's star miniature painter - if you want any help with your painting techniques, Matt's your man. Come and see him at the painting clinics on the last Saturday of every month, or drop in any time for some tips on blending, shading, highlighting and drybrushing.

If you want to join the Gaming Leagues, or catch up with the latest news, talk to Tom. You'll not be able to miss Tom - he's the one with the interesting hair tattoos (he's currently sporting the strange combination of an Imperial Eagle on one side and a Khorne symbol on the other).

Javier's a keen player of *Warhammer Fantasy Battle* and is working on an Empire army and a Khorne army at the moment. If you want to talk to someone about using the lists in *Warhammer Armies* or *Realm of Chaos* to build up an army, Javier will be glad to advise you.

GAMES WORKSHOP AND CITADEL NEWS

ELDAR ASPECT WARRIORS

Jes Goodwin has been hard at work designing the new miniatures for the **Eldar Aspect Warriors** and he's already finished the six prototypes seen here. Each warrior embodies one aspect of the Eldar War God - the six prototype aspects currently go by the working names of Howling Banshees, Dark Reapers, Fire Dragons, Striking Scorpions, Dire Avengers and Swooping Hawks.

To accompany the new models, Rick Priestley is designing a Warhammer 40,000 Eldar Army List which we'll be printing in the near future. Rick's also working with Jes and William King on an in-depth background for the Eldar.

THE LAST GRENADIER, CALIFORNIA

An Open Day held last month by The Last Grenadier, one of our US Specialist Stockists, proved to be an unparalleled success.

The most enthusiastic Games Workshop fans started appearing at 2:00pm the day before! The Last Grenadier provided the fans with rooms to game all night while they were waiting. When the sun broke over the horizon there was a queue of hundreds of excited gamers anxious to enter. The first dozen through the door immediately surged forward to get the game of their choice for just \$1.00. If the bargain hunting proved too much, there were plenty of events throughout the day, including painting competitions and a massive Warhammer 40,000 battle.

We'd like to join with The Last Grenadier to say thanks to all the Californian gamers who made the day so enjoyable.

THE GAME ROOM, NEW JERSEY

The Game Room in New Jersey has just been refitted and now has a massive selection of Games Workshop games and Citadel Miniatures. In celebration, there will be a special **Re-Opening Day** with painting competitions, participation games, demonstration games and give-away items.

For a fun-packed day with your favourite games come to The Game Room on Saturday the 16th of June:

The Game Room
201 Woodbridge Center Drive
Woodbridge, New Jersey

For more details, call (201) 636 1111 and ask for Michelle.



GAMES WORKSHOP US - CAREER OPPORTUNITIES

To help fuel its rapid growth and continued expansion in the USA, Games Workshop US is seeking to recruit a number of highly-motivated, career-minded individuals.

The main thrust in the US will be in retail operations, and the successful applicants will probably have a track record in this or a related field.

Games Workshop US intends to establish a prestigious chain of stores across the USA, so we need people from all over the country - we are particularly interested in residents of Pennsylvania and California. In any event, applicants must be US citizens.

Successful candidates will be required to complete an initial training period in Baltimore, and the flexibility to relocate elsewhere in the USA would be an advantage.

The ideal applicants will combine a friendly, outgoing manner with the leadership qualities necessary to manage a small staff, and the organisational skills required to run a store. They should be bright, personable and articulate. Familiarity with and enthusiasm for Games Workshop's product lines is also desirable.

Practical experience of hobby gaming and the collecting and painting of miniatures would be a definite advantage. Our stores are intended to be more than games retail outlets - they should be places where existing customers can feel involved in a large and friendly hobby, where they can pick up useful advice and information, and where potential customers can gain a sense of the fun and excitement to be had from active participation in the hobby.

If you think you have what it takes and would like to start an exciting and rewarding career with a unique company, then write, with full resume, to:

Richard Ellard,
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ROY EASTLAND

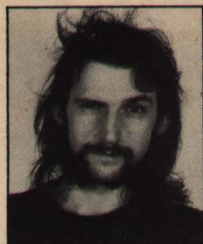


Roy Eastland has recently joined the Studio as a Citadel Designer. Roy has been fanatical about wargaming since his school days. After getting a degree in Fine Art and working in the Black Country

Museum, he decided to try and fulfill a lifelong ambition to design miniatures for Citadel Miniatures.

Roy's especially keen on our Warhammer Fantasy miniatures and since he arrived he's been enthusing about Alan and Michael Perry's soon-to-be-released Bretonnian Knights. Roy plays a lot of Warhammer 40,000 and Warhammer Fantasy Battle, and you may get the chance to challenge him at one of the Games Workshop stores in the near future.

ANDY CHAMBERS



Another new face at the Design Studio is **Andy Chambers**. Andy's currently working on rules for the Eldar and Imperial Knights in Space Marine - look out for these in next month's

White Dwarf. Andy is very involved with the Warhammer 40,000 universe and draws his inspiration from Jes Goodwin's miniatures and John Blanche's artwork. He plays Space Marine in most of his spare time, but when he doesn't he's content to pick up a sword and rampage through a Dark Ages Battle with The Norse Film And Pageant Society.

ROCK VIDEO COMPETITION ERRATA

As many of you have noticed, there was a slight misprint in the Channel 5 video competition on this page of White Dwarf 124. Question Two should read *Who was the Primarch of the Dark Angels?* (not the Blood Angels, as printed).

If you thought it was a trick question and sent in a postcard with the correct name for the Blood Angels' Primarch, don't worry - your card will automatically go through to the draw.

The closing date for the competition is 31st May 1990. Due to the format of the videos, the competition is only open to UK entrants.

GAMES WORKSHOP WORLDWIDE

Over the last four or five years, the Games Workshop world of hobby games has really taken off in the UK and is experiencing a similar massive growth in the US. With Citadel Miniatures and Paints, games, novels, art books, records, t-shirts and White Dwarf magazine, the Games Workshop hobby has something to offer everyone.

In Britain, Games Workshop stores have become local hobby centres, where the Gaming Leagues and Gaming Clubs are proving a great success. The store managers and staff do their utmost to keep everyone happy, organising frequent in-store events and competitions. Where we don't have a Games Workshop store, we've endeavoured to establish a Specialist Stockist so that in every town we're firmly in touch with our customers. This close contact means that Games Workshop is aware of what you, our customers want and our busy Design Studio is constantly striving to deliver the best in fantasy and science fiction games, miniatures and artwork.

As the world of Games Workshop hobby games grows overseas, we've been thinking hard about how we can get the same level of contact with our customers across the globe. After all, the ideal position would be to have every Games Workshop product available in every language! Citadel Miniatures are not a problem - an Ork or Terminator looks just as impressive anywhere in the world. The games are a different matter, however: we don't assume for one minute that everyone can read English. So if you're a Games Workshop enthusiast, can speak and read English fluently, and have a foreign mother tongue, we'd be delighted to hear from you about translating our games and books.

We're also very interested in hearing from enthusiasts who are fluent in both English and one or more foreign languages and who would be keen to come and work at the Design Studio in Nottingham for a while, working on translations and giving us the information on how the Games Workshop hobby is growing in their country.

At the same time as building a range of translated Games Workshop products, we're looking for overseas retailers who would like to work closely with Games Workshop on our plans to really establish and build our world of hobby games overseas. We don't just need shops abroad - we need people who can turn their stores into Games Workshop hobby centres like those in Britain. This will involve setting up Gaming Leagues, Gaming Clubs and a local newsletter, as well as running regular gaming sessions in the evenings.

As you can see, we've great plans for the Games Workshop hobby on an international scale, but we can't succeed on our own. If you're interested in any of the above exciting opportunities, please write, enclosing full CV, to:

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GAMES WORKSHOP™ STORE NEWS

There are always events going on at your local Games Workshop stores: Gaming League matches, the Thursday evening Gaming Clubs, painting demonstrations, modelling workshops, special auctions, competitions - the list is endless.

On this page there are details of just a few of the events coming up in the next month, but the only way to really keep in touch with what's going on is to check your store noticeboard or talk to any of the staff who'll be more than happy to fill you in. If you can't get along to the store regularly, give them a ring to ask if there are any special events in the offing.

SOUTH COAST SPACE MARINE CHALLENGE

Players at Brighton have challenged players from Southampton to a game of Space Marine. But this is a game with a difference - the respective sides will stay in their shops and the moves will be telephoned across. That means that no-one will know the enemy positions until they've got line of sight.

If you're interested in playing, leave your name with Chris in Brighton or Guy in Southampton. If you can't play, make sure you come along to give support to your side.

BIRMINGHAM

Gaming Leagues

If you're not doing too well in the Space Hulk League or you think it's time to topple the leader, now's your chance. On Saturday May the 5th there will be a massive **Space Hulk Knockout Competition** for League points - the longer you can survive in the Space Hulk, the more points you win.



A Space Hulk league game

NOTTINGHAM

Gaming Leagues

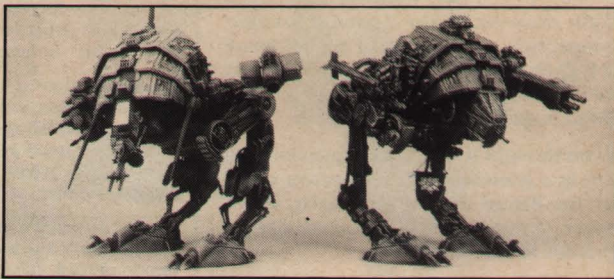
The Gaming Leagues in Nottingham are so popular that they've been organised into sub-divisions. These are now being played off to find the top League players to send to the National Championships at the Golden Demon Awards. The League Draw will take place on the Saturday the 26th of April, with the Quarter Finals and Semi-Finals being played during the Gaming Club on Thursday evenings. The Finals will take place on Thursday the 24th of May.

Auction

Sotheby's it isn't, but the **Auction** in the basement at the Nottingham store promises to be a fun-packed affair. With Karl on the megaphone, you can sell and buy armies with a blink. If you're interested in purchasing a Blood Bowl team, selling an Undead regiment or merely breathing in the heady atmosphere, come along on Saturday the 12th of May.

Modelling Workshops

Tony Cottrell is running a **Modelling Workshop** on Saturday the 5th of May. On display will be some of Tony's vast collection of conversions and scratch-built models, including a Baneblade tank for Warhammer 40,000. If you want any tips on modelling or terrain building come along. Tony will also be running a Modelling Workshop with Guy Carpenter at the Golden Demon Awards on Saturday the 26th of May.



Imperial Walkers by Tony and Guy

Challenge Games

If you're interested in meeting some of Games Workshop's games designers, come along to the Gaming Club on Thursdays. The games designers and other staff members can often be found on one of the gaming tables. A couple of dates for the diary are:

William King, author of *Geheimnisnacht*, *Wolf Riders* and *The Dark Beneath the World* in the Warhammer anthologies, is offering an open challenge to a game of Space Hulk on Thursday the 10th of May.

Andy Warwick, author of several Advanced Heroquest adventures, will be running **The Priests of Pleasure** (as published in *White Dwarf* 122) on Thursday the 26th of April.

If you're interested in participating in any of these events, give your name to Karl the manager.

Painting Clinics

As part of the regular series of Saturday painting clinics, **Karl Tebbut** will be running a unit painting demonstration on Saturday the 28th of April. Karl will be sharing some technical hints on painting up regiments and squads quickly.



John Blanche gives some painting tips

GAMES WORKSHOP™

RETAIL STORES

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

SCOTLAND

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The Blood Bowl Arena in action

MANCHESTER

Gaming Leagues

The Gaming Leagues are really hotting up now as the final games are being played to see who will be playing in the National Championships at the Golden Demon Awards. In the Blood Bowl League, **Neil Sherrys** has finally been toppled from the lead by **Stuart Pearson** who took advantage of the League Auctions to purchase Morg'th N'throg the Ogre to help him to a 3-0 victory.

Warhammer Quiz

The first round of the **Warhammer Quiz** will be held on Thursday the 3rd of May. If you think you know about the Warhammer worlds, sign up now - the quiz will be held every Thursday evening throughout May.

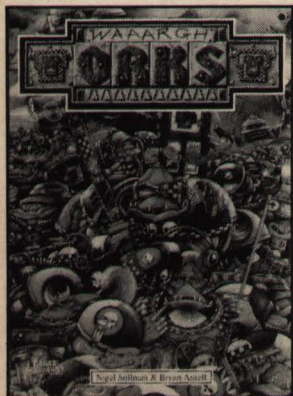
Tactics Workshops

For those of you who want some help starting to play a new game, the Manchester store is running **How to Start Workshops** to guide you through the rules and basic tactics of various games:

Saturday 12th May	How to start playing Space Hulk
Saturday 19th May	How to start playing Warhammer 40,000 and Warhammer Fantasy Battle
Saturday 2nd June	How to start playing Space Marine

If you're already familiar with these games, look out for the **Advanced Tactics Workshops** run by the top Gaming Leagues players:

Thursday 10th May	Blood Bowl Tactics
Thursday 17th May	Warhammer Fantasy Battle Tactics
Thursday 24th May	Warhammer 40,000 Tactics



Waaargh the Orks Competition

Design an Ork clan complete with all the insignia details and uniforms, and send it to Karl at the Manchester shop - you could win a big bag of Ork miniatures. The closing date is Saturday June the 16th, so there's plenty of time to glean useful tips from Waaargh the Orks before entering.

BRIGHTON

The Brighton store is now open until 8pm on Fridays as well as on Thursdays. If you want make your Gaming League fixtures in the store on either of these days, book a table with Chris the manager.

Don't miss the telephonic **Space Marine Challenge** match against Southampton detailed above.

Auction

Do you have any miniatures or games you don't need any more? Or perhaps you're on the lookout for a complete painted regiment. The Brighton store is running an **Auction** on Saturday the 30th of June, so be prepared for a day of madness, mayhem and bargains. If you've got any Games Workshop games or Citadel Miniatures you'd like to sell, give them to Chris the manager along with the minimum price you'll accept, then keep your fingers crossed.

NEWCASTLE

Space Hulk Knockout Competition

Eager Gaming League players flocked to the Newcastle store on Saturday the 24th of March to pit their wits against each other for the title of Newcastle Space Hulk Champion. The winners also had the added bonus of extra League points to push them closer to the top, and a chance of reaching the National Championships at the Golden Demon Awards.

The games drew close attention throughout the day with cheering and groaning accompanying crucial dice rolls. The two finalists played hard but ultimately **Lee Kirton** proved victorious.



An in-store game of Warhammer 40,000

LIVERPOOL

Beginners' Painting Clinics

If you're in awe of this year's Golden Demon entries, you'll be interested to learn that the Liverpool store is running **Beginners' Painting Clinics** on Mondays the 7th, 21st and 28th of May. Come along and see what you can learn - next year you might just be one of those finalists yourself.

SOUTHAMPTON

Modelling Workshops

As a result of the recent very successful Modelling Workshops, the Southampton store now has some amazing Warhammer Fantasy Battle terrain based around a Mighty Fortress. Southampton's top Gaming League player has challenged all-comers to a League game of Warhammer Fantasy Battle. Get in touch with Guy the manager if you'd like to take part.

And don't forget the **Space Marine Challenge** match against Brighton detailed above.

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• PLAGUE DAEMON •

WFRP characters by Andy Warwick, Border Princes background taken from the novel
Plague Daemon by Brian Craig

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

The statistics given here are for the characters as they appear at the start of the novel, before any of the events described take place. This is because not all of the characters survive. To find out who survives and who doesn't you'll have to read the novel!

• THE BORDER PRINCES •

The Minstrel Orfeo, guest of Alkadi Nasreen, Caliph of Arjijil, begins the tale of Harmis Detz and his battle against Chaos with an introduction to the Border Princes and Harmis' home, the city of Khypris. (An extract from Brian Craig's new *Warhammer* novel, *Plague Daemon*).

"You will have heard, my lord, of a region to the east of the Tilean city-states, divided from them by the Apuccini

mountains, which is sometimes known as the land of the Border Princes. It has the Black Mountains to the north, the mountains of the World's Edge to the east, and the Black Gulf to the south, so that it forms a wide rectangle which is virtually cut off from what we would reckon the civilized world.

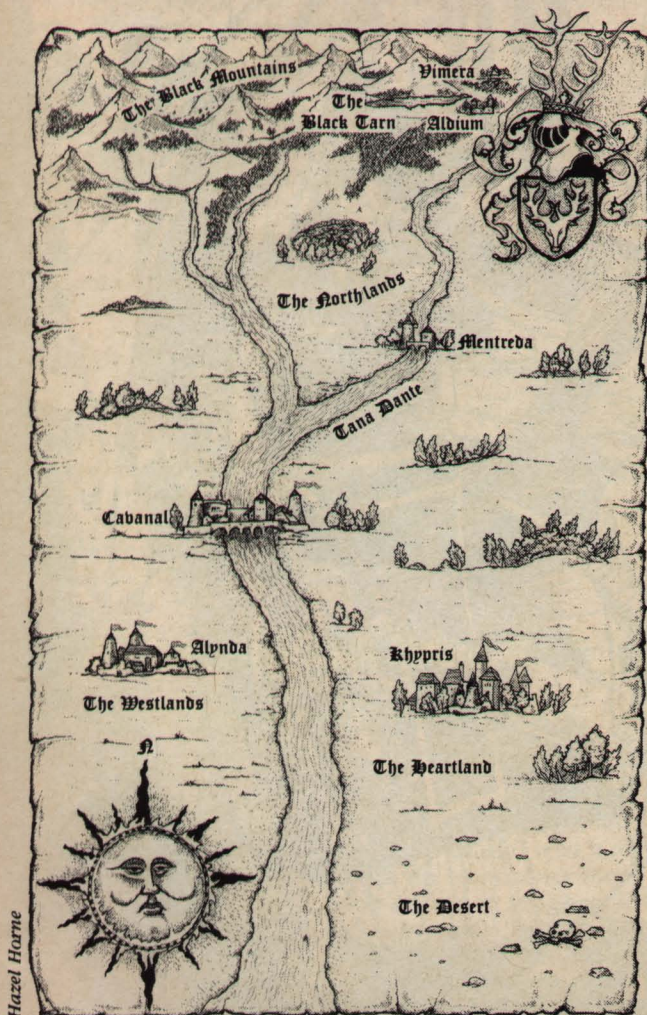
"This land is reckoned by its own people to be civilized enough, and it is not unlike Estalia or Tilea in that the men of every little principedom think themselves better than their neighbours, and are ever-ready to consider that they have been deprived of some portion of that share of wealth and privilege which would be theirs if justice prevailed throughout the world.

"Nowhere is the land of the Border Princes very fertile; much of it is wilderness, and even in the valleys where its life-giving rivers run the soil is often poor. Its woodlands, such as they are, consist in the main of short and thorny trees which usually form a thick and impenetrable undergrowth. The eastern principedoms are perennially plagued by unruly goblins, and in many of the hilly regions there are bands of creatures called mutants, which some people believe—wrongly, I am certain—to be half-castes birthed by human women who have been impregnated by daemons. The presence of such quarrelsome and nasty creatures makes order very difficult to maintain, and it must often be dearly bought by the ruthlessness of princes and their men-at-arms.

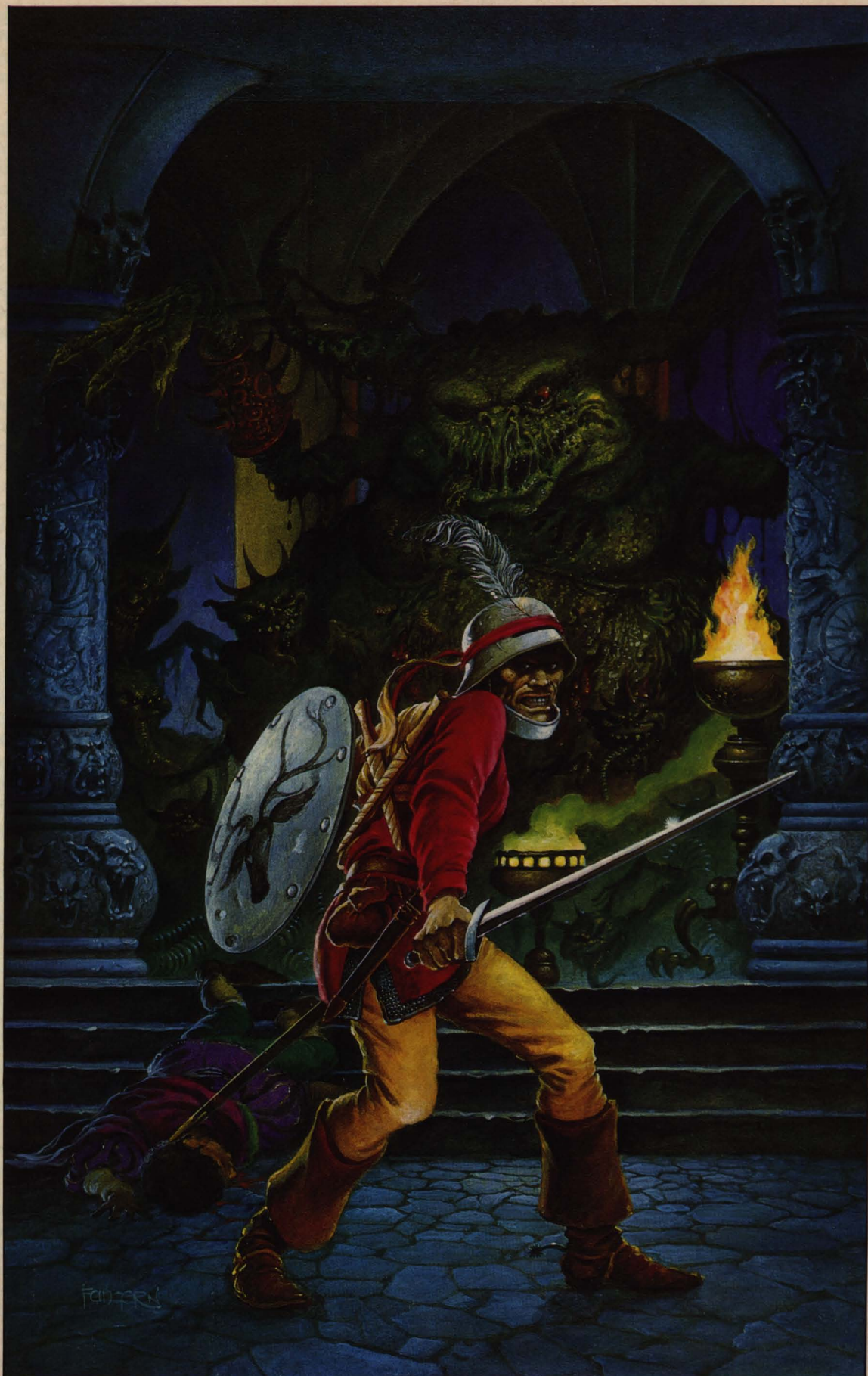
"Men of Estalia or the Empire will confidently assure you that there are no cities in the region, and that even the grandest of the so-called princes are merely upstart brigands. Those whose notion of a city is formed by knowledge of Magritta or Altdorf are justified in saying that no such place exists in the Border Princes, but there are walled towns in the region much greater in size than Arjijil, which the people—who know no better—think of as great cities. Such places are sometimes little more than huge fortresses, to which the entire population of a region might retire in time of invasion. Each one has its own prince, and each one has its own tiny empire—for even such small cities as these must rely on the produce of a legion of farmers.

"I say that these petty empires are tiny, and indeed they are, for you will understand well enough that the size of an empire depends upon its communications. The mighty Empire which was restored by Magnus the Pious is nowadays held together by the amity of its Electors, but the true bonds of that amity are the good hard roads which carry its carts and coaches, and the broad and placid rivers which carry its boats and barges. In the Border Princes the roads are poor, and its rivers are often forced to race through ravines or tumble over cataracts. For this reason, there is no common cause between the scattered cities, and the territories over which each prince can exercise his dominion are far from wide.

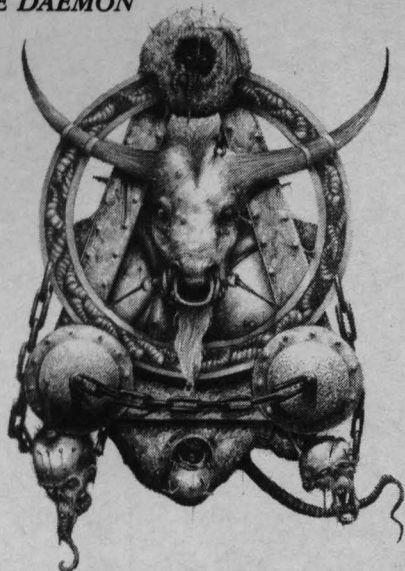
"Despite their tininess, these little empires are as hungry as empires everywhere for expansion. This has less to do with the greed and vaulting ambition of princes than is commonly supposed, and more to do with the tendency



Map of the Khyprian Empire



The monster roared like thunder, and its foul breath caught Harmis in the face like a wind from the grave



of populations to increase. Men and women lead more comfortable lives when they are protected by fortifications, and the population of walled towns always grows unless it is cut back by famine, war or plague. If such an increasing population is to be fed, then the ruler of the city must extend his dominion to encompass more farmland.

"In the Border Princes, where there is so much wasteland, such expansion is not easy, and the hold the cities have over their outermost lands is often weak—tested as much by the ruggedness of the terrain which separates them from the seat of power as by the resentment of the farmers against the taxation of distant landlords.

"It is all-too-often the case that these outlying farming communities are constantly threatened by marauders and bandits who live in the neighbouring wilderness, and the men-at-arms who are stationed there must be brave defenders as well as careful oppressors. Such situations breed dour and mistrustful men, but the best among those men are always hard as iron—the stuff of which heroes can easily be made.

"This tale concerns the affairs of one such petty empire, and one such iron-hard man.

"The city of which I speak is named Khypris. It was built long ago at the centre of a square of unusually fertile land cut out by a right-angled bend in one of the wider rivers of the region, which is called by its people the Tana Dante. The Tana Dante forms the northern and western boundaries of the fertile square, while the eastern boundary is made by bare and broken mountain crags and the southern by a very dry and stony desert, both of which are virtually impassable to foreign armies.

"Thus isolated, the core of Khypris has usually been considered very safe from invasion, and the people of the city are among the more prosperous denizens of the Border Princes. The inevitable result of this prosperity, however, is that the rulers of Khypris must ever be eager to extend their control from this heartland to the less fertile lands beyond the river, annexing to the little nation two territories which the Khyprians call the northlands and the westlands.

"Both regions consist of interrupted wilderness, desolate moorland containing isolated vales of various sizes, whose people can sometimes grow grain but are more often restricted to the cultivation of turnips, beets and cabbages. Such vales produce surpluses which are very

small, and would hardly be considered worth the effort of subjugation and taxation were they outside the boundaries of richer nations, but as the hunger of Khypris increases, so does the market value of the food these distant coverts produce.

"The further reaches of the northlands and westlands are more desolate still, merging by degrees with the foothills of the Black Mountains. Here there are vast tracts of land which are very liberally decked with thorny trees and bushes. No crops can be grown there, but there is a kind of cattle called aurochs which can find adequate grazing. The aurochs have very shaggy coats and very horny mouths, and are thus enabled to be quite careless of the thorns. These beasts are gathered into herds by nomadic tribesmen, supplying them with all that they need in order to live: meat to eat, leather and coarse wool for tents and clothing.

"These tribes are numerous, each one having its own name and traditions, but the differences between them mean little to the farmer-folk, who refer to all the hillmen as the Zani, and think of them a single barbarian race. In fact the hillmen are very rarely inclined to band together in a common cause, and the only thing that will make them do it is the threat of famine, which sometimes causes them to bring their herds down from the higher hills to graze in the fertile vales. In order to do this, they must combine their warbands into a greater horde, for that is the only strategy which will suffice to defeat the trained and disciplined forces the prince of Khypris can put into the field.

"In exactly the same way that the slow increase of the population of Khypris forces the prince to extend his dominion as far as possible into the northlands and westlands, the gradual increase in the numbers of the Zani requires a steady growth in the size of the herds which they keep. These expanding herds thin out the thorn-scrub year by year, until the tribes are forced to look to the fertile lowlands as a source of richer grazing for their animals.

"When such a time comes, the chiefs of the Zani tribes make overtures to one another, and look for a warlord who will lead them into the lowlands, driving the defending armies assembled by the prince of Khypris back to the heartland beyond the Tana Dante. In the meantime, their united herds will lay waste all the croplands in their path. The confusions which such invasions cause are inevitably exploited by bandits of all kinds, who take full advantage of their opportunity to plunder and pillage.

"The man who told me this story assured me that before his own adventure began, the historians of Khypris had preserved the memory of several such invasions by the Zani, and knew that they followed a consistent pattern. The northlands and the westlands could not be properly defended, but the Zani horde invariably found it difficult to bring their warriors and herds across the Tana Dante, and even if they succeeded in doing so, were so depleted that they had not the resources to storm the city walls. Khypris itself had never fallen. For this reason, the strategy followed by the Khyprians was always the same: the prince's men-at-arms would retreat, forming up into a considerable army on the inner bank of the great river. Those northlanders and westlanders who had horses and carts would flee, trying to cross the bridges into the heartland before the Zani arrived to destroy them.

"The man of whom my story tells was named Harmis Detz..."

HARMIS DETZ



"All that I know, is that I know too little. What skill and strength I have, I use - and where less honest power is concerned, I must trust to the luck which the gods award me."

Harmis Detz is 33 years old. For the past 15 years of his life he has served as a soldier in the army of Prince Faramond of Khypris, a petty empire in the Border Princes. He is a seasoned and accomplished soldier, albeit becoming a little cynical, and were it not for the whims of fate, he would be content to live out his days in Faramond's service.

Harmis was born within the walls of Khypris itself, as was his younger brother Lavarock. As the sons of a servant in Prince Faramond's stables, both men were exposed to the soldier's life at an early age. When they came of age, Harmis and Lavarock elected to train as fighting men to serve the Prince in the field of glorious battle and to bear the claret and gold of his livery with pride.

Within a year both men realised that a soldier's life was not as glamorous as they expected, and they soon settled into their duties as border guards, pursuing raiders that dared to intrude on the Prince's land.

In appearance, Harmis is a Khyprian through and through, though his ancestors may be immigrants as he has the look of the people of the Reik. He isn't tall, but is powerfully built, with a heavy chest and shoulders and knotty muscles about his thighs. His face is pockmarked from the ravages of a childhood disease, though he is not unhandsome. His hair is brown, while his eyes are grey and intense. He has the look of a seasoned soldier who has seen death many times and is used to it.

To his fellow soldiers he is cold and uncommunicative. But Harmis knows, or rather has learnt, that an impulsive man is a dead man. He has learnt to consider every decision he makes, and weigh up its consequences very carefully.



Harmis can be encountered at his post on the borders of Khypris. He is a loyal soldier, and is most likely to get involved with the characters in an official capacity. Only under extreme circumstances will he disobey his orders, and then only if he thinks by doing so he will serve Faramond better.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	34	3	3	7	34	2	35	32	27	34	37	24

Skills: Ambidextrous; Animal Care - Horses; Concealment - Rural, Urban; Disarm; Dodge Blow; Immunity to Disease; Lightning Reflexes; Luck; Ride - Horse; Secret Language - Battle Tongue; Sixth Sense; Specialist Weapon - Double Handed Weapons, Parrying Weapons, Throwing Weapons; Street Fighting; Strike to Injure; Swim; Very Resilient; Wit.

Possessions: helmet (1 AP, head), leather jerkin (0/1 AP, body), wooden shield (1 AP, all locations), tabard with Faramond's livery; sword, two throwing knives (R 4/8/20, ES C, ROF 1/rnd); horse; other items as you see fit.

• AVERIL •



"Harmis Detz, this entire nation is under a curse, and will fall to the forces of Chaos and the foul breath of plague unless we can save it."

Averil is the youngest apprentice of the wizard Astyanax, an elementalist who lives beside a remote and forbidding tarn high in the hills at the edge of Faramond's empire. Averil is of Tilean stock, with short black hair and black eyes. She is rather stocky and below medium height, which, when combined with her rather plain, rounded face and mode of dress, give her a very masculine appearance. She is uncertain of her real age, but appears to be no more than 16 or 17.

Averil was an unwanted child, and was abandoned in Aldium to be indentured as a serving-girl. When she was old enough she was bought by a pharmacist as a slave, and was taught to mix potions and herbs, though they were largely ineffectual and worthless. When her master drank himself to death she was taken in by Astyanax, whom she knew through her work, and became his second apprentice.

Perhaps as a result of her childhood, or perhaps because of her relative lack of beauty, Averil almost hates the fact she is a girl. She is constantly trying to prove herself, and will never back down gracefully even when she knows she is wrong: she sees it as a feminine response. She is unwilling to open up to people and often appears to be on the defensive. She especially despises shows of male bravado and machismo, and takes them as a personal attack because they serve to draw attention to the fact she is 'just a girl'.

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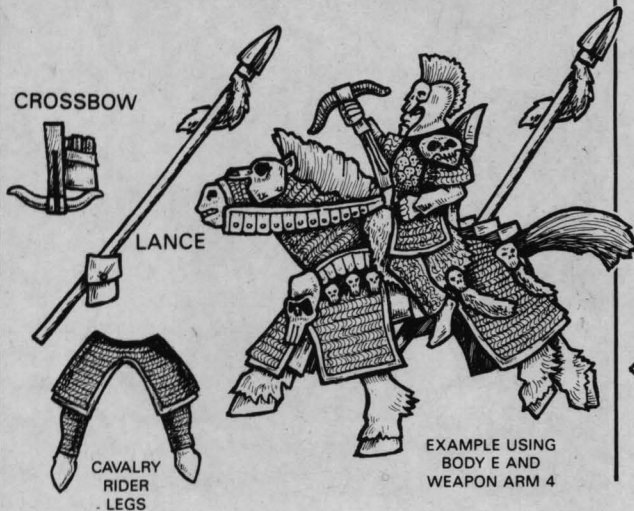
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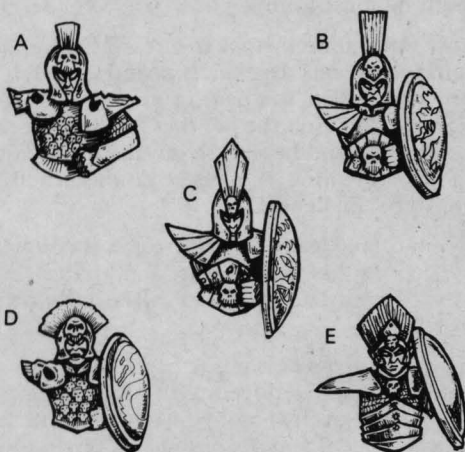
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EACH BLISTER CONTAINS ONE OF BODIES A - E

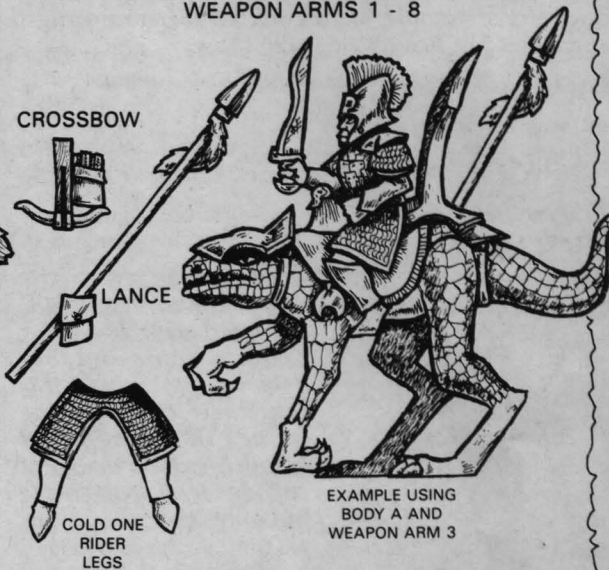


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PLASTIC DARK ELF SHIELD

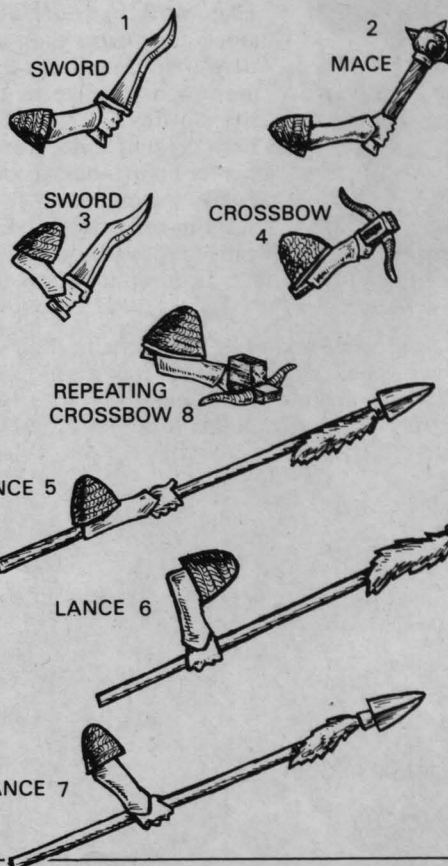


MM71 DARK ELF COLD ONE RIDERS

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PLAGUE DAEMON

Averil is likely to be encountered running errands for Astyanax, collecting herbs and such like. She will resent anyone trying to protect her because she is a lone female, and will become angry if anyone doubts her abilities to look after herself. Her expertise with herbs will probably be of most use to the party, but they will have to be careful not to patronise her if they are to take advantage of what she knows.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	24	28	2	3	5	32	1	36	27	44	25	32	28

Skills: Arcane Language - Magick; Cast Spells - Petty Magick; Heal Wounds; Herb Lore; Manufacture Drugs; Prepare Poisons; Read/Write; Scroll Law

Possessions: very few - as you see fit

Spells: 6 Magic Points

Petty: Glowing Light

·NICODEMUS·

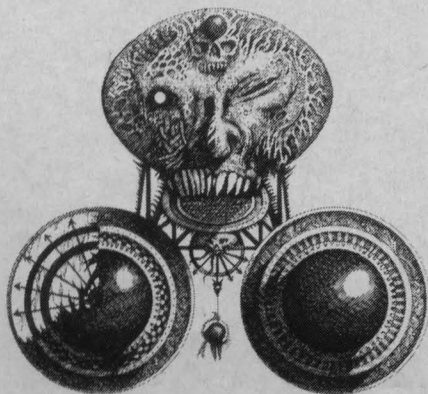


"The world itself has betrayed their trust, for Chaos is come and they know not how or why it is that their fate must be written in suffering and blood. We are alone, and can look for help to no one but ourselves."

Nicodemus is the eldest of Astyanax's two apprentices. Like Averil, he is of Tilean stock and shares the same dark hair, though his eyes are brown. Also like the girl, his clothes are simple in both cut and style; were it not for his manner he could easily be mistaken for a serving-man. He is hand-

some, as are many that bear Tilean blood, and could easily have been a fighting man if he had chosen to follow that path.

Nicodemus is a sensible man, and less prone to flights of anger than Averil - he is often at the receiving end of her thinly veiled attacks against the male sex, and has begun to give in quickly rather than argue it out with her.



Adrian Smith

Deep down, Nicodemus feels he may have made the wrong choice. He had heard many tales about the power of magic and the respect that wizards receive and decided that was the path he must follow.

He now finds himself stuck in a remote tower with a slip of a girl who seems to resent him and an old, if powerful wizard who insists the path to great power is long and dangerous. This isn't the life that Nicodemus thought he was choosing, and he eagerly awaits the chance to take charge of something, though he doubts whether he will be up to the challenge.

Nicodemus, like Averil, is likely to be encountered while carrying out his duties for Astyanax. He is more accommodating than Averil and will be more likely to assist the party.

However, he is never one for hasty decisions and, even though he is not overjoyed with his present conditions, he has become accustomed to his way of life. It will take a strong argument and the promise of obvious benefits to make him change his mind.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	27	38	3	2	4	35	1	34	28	45	29	41	34

Skills: Arcane Language - Magick, Elemental Magick; Cast Spells - Petty Magick, Elemental Battle Magic level 1; Herb Lore; Marksmanship; Read/Write; Secret Language - Classical; Scroll Law

Possessions: very few - as you see fit

Spells: 17 Magic Points

Petty: Gift of Tongues, Open

Elemental 1: Magic Light

· YSTARETH - PLAGUE DAEMON ·

"Know, Harmis, that every nation on earth is but appearance and illusion... What can it matter to the masters of Chaos, if a world such as yours were here, or gone, or never here at all?"

Ystareth was once a human being, who had entered voluntarily into the service of Nurgle, the Lord of Decay, to become a champion of plague and pestilence. The motive behind this obscene act was revenge - Prince Faramond had been indirectly responsible for Ystareth's brother's death, and in a fit of anger the estranged sibling had made a pact with the Powers of Chaos for the power to exact terrible and bloody revenge.

Warped by bitter and angry feelings more than any affects of worship, what was once a human form became twisted and disease-ridden. The newly-initiated champion's body became bloated in the image of Nurgle himself, and the stench of decay and fetid odour of death smothered the last remnants of normality.

Ystareth is the true name - given by Nurgle himself - of this Champion of Chaos, who by sheer force of will has risen to the heady ranks of Daemon almost immediately, rather than suffer the ritual gathering of a warband in an attempt to gain favour with the Chaos Power of pestilence and plague.

Ystareth has conceived a plan of such proportions, a plan that will bring the decaying realm of Nurgle to the Border Princes in all its putrefying glory, that everything Ystareth needs to exact revenge on the claret-and-gold livery of Faramond has been provided.

Ystareth appears exactly as a Greater Daemon of Nurgle. However, Ystareth has none of a Greater Daemon's abilities

other than those given here. Although eventually destined to become a Greater Daemon, Ystareth still has some way to go to reach such a level of power.

The obvious way to use Ystareth is as an enemy for the characters. If you plan to do so, then reading the novel is the first step - it explains the way that the Daemon plans to carry out its attack on Faramond's realm, and how it can move amongst the unsuspecting populace clothed in the magic of illusion. Ystareth is not always so recognizable...

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	70	65	6	6	25	70	6	70	70	70	70	70	01

Ystareth has 2 APs on all locations. Ystareth can make 4 claw, 1 bite or gore, and 1 stamp attack - successful bite and claw attacks cause infected wounds.

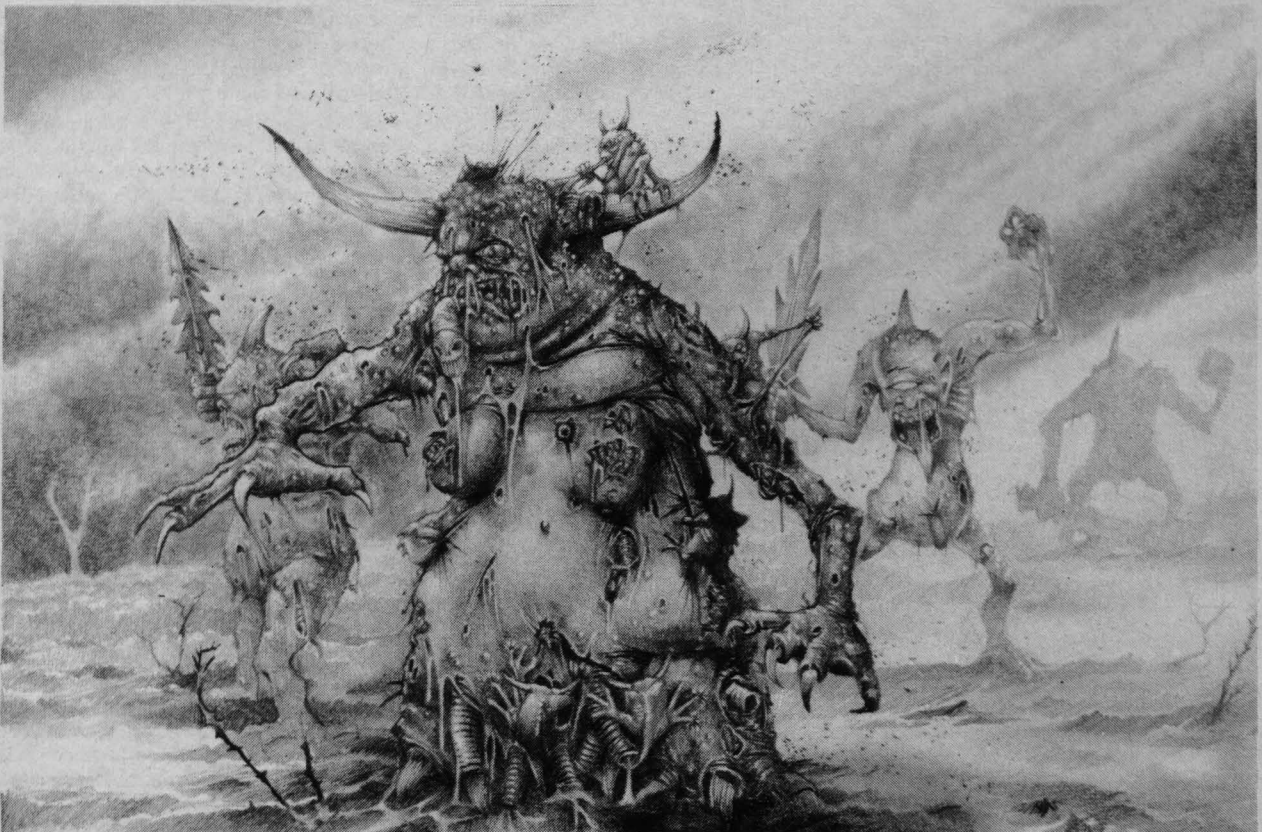
Every time a non-magical weapon hits Ystareth its damage modifier value is reduced by -1 as the weapon rots away.

Any living creature in combat with Ystareth runs the risk of catching Nurgle's Rot.

Spells: Ystareth has a spell pool of 5 randomly determined spells - the first spell of each level will be a Spell of Nurgle. For ease of play, Ystareth starts with the following spells:

- Level 1: *Stench of Nurgle*
- Level 2: *Miasma of Pestilence, Wither Vegetation*
- Level 3: *Stream of Corruption, Create Bog*

In addition, Ystareth can assume an illusionary appearance at will. It may be maintained under all circumstances except spellcasting, and will mask both Ystareth's appearance and stench. A character must make a successful Intelligence test at -25 to realise something is wrong and see through Ystareth's disguise.



Adrian Smith

AMETHYST WIZARD'S SPELL BOOK

FIRE OF JUDGEMENT

Component: Amethyst Dust



The Fire of Judgement is the Amethyst College's version of the Flames of Death spell. Cupping the amethyst dust in his hand, the Wizard blows it. The dust bursts into flame and coalesces into a spitting ball of fire that hurtles forward from the Wizard's palm in a hail of sparks to engulf the target. Place a fireball template anywhere within 12 squares of the caster within his line of sight. Any models, friendly or enemy, which fall under the fireball template are automatically hit. Roll 5 damage dice to see what effect a hit has.

FORTITUDE

Component: Corundum Globe



By means of this spell, the Wizard heals any wounds lost by one model, himself included. Raising his hand into the air, the Wizard crushes the amethyst globe by clenching his fist. As the ball breaks there is a bright flash of light and a fine silvery dust fills the surrounding area. It drifts down and envelops the target, covering him with a thin film of ash. There must be no model other than the wounded comrade in the Wizard's death zone when he casts the spell.

SOUL STEEL

Component: A Suspension of Amethyst in Alcohol



This spell may be used by the Wizard to give himself or his companions magical armour. As he pours the alcohol solution on the ground the Wizard starts to mutter. As his voice rises so the pool of glowing liquid rises, until the target is cloaked in a thin film of translucent fluid. This spell may be cast on any model in the Wizard's death zone. Until the next exploration turn, add +1 to the model's Toughness.

ALTER ALLEGIANCE

Component: A Sheet of Expensive Parchment



To cast this spell, the Wizard tears the parchment sheet in two. As he does so, all combat around the Wizard pauses for a second, and then continues as if nothing has happened. However, not everyone is unaffected. Roll a dice. The Wizard may pick that many enemy models within six squares. Each of the chosen opponents must make an Intelligence test. If the test is failed, the model changes side - it is now controlled by the Wizard player, and may even attack its former comrades. The effect lasts until the end of the next exploration turn, when the model reverts to enemy status and runs away.

You know only the above spells at the start of the game. Tick the boxes as you learn the spells below.

SPIRIT CONTROL

Component: A Stiffened Velvet Tube



With this spell, the Wizard may remotely see with another's vision and control his actions. Holding the tube to his forehead the Wizard gently, but firmly presses it, so that it burrows beneath his flesh to form a third eye. The Wizard may pick any potential area that has not been explored and generate what is there. If there are no monsters, generate some on the *Wandering Monster Matrix*. The Wizard may choose one of the monsters in the room and make it act as he wishes. It may open doors, move into unexplored areas (generating them as it moves), attack other monsters (who will retaliate), or perform any other action which isn't alien to its nature, like injure itself. The spell is broken when the Wizard performs an action or when the monster is wounded.

SLEEP

Component: Amethyst Dust and Sand



The Wizard may use this spell to send his enemies to sleep. Throwing the amethyst dust and sand into the air, the Wizard begins to hum gently. Place a fireball template anywhere within 12 squares of his position and within his line of sight (treat this just like a ranged attack). Any models, friendly or enemy, which fall under the fireball template are automatically hit and must roll under their Toughness to stay awake. For the purposes of this test only, Large Monsters may add +2 to their Toughness before rolling. Sleeping models will remain unconscious until physically shaken awake. Unconscious models are treated as having a WS of 1 if attacked.

ROUT

Component: Feather from a Griffon's Wing



The Wizard may use this spell to rout an enemy force. He picks out his target and utters an incantation that only the chosen person can hear. A look of sheer terror crosses the victim's face as he is seized by a sudden panic and turns to run. The Wizard may cast this spell on any model to which he has whole or partial line of sight. The Wizard player may then have the model *run* in any direction he chooses (see the AHQ rulebook for rules on running). All models that are adjacent to the squares that the fleeing model moves through must make a Bravery test. If failed, they will also run in the same direction.

DISILLUSION

Component: Corundum Globe



The Wizard may use this spell to disillusion his opponents. Smashing the globe at his feet, the Wizard bellows the incantation of power this spell requires. As the noise of the breaking glass dies, the Wizard's opponents begin to doubt their cause, and are thoroughly disheartened. They become aware of their own mortality and are resigned to the fact they will be killed. All enemy models in the same dungeon section as the Wizard have their Weapon Skill, Bow Skill and Bravery reduced by -2 until the next exploration turn.

SOUL SHARE

Component: An Amethyst and a Hammer



The Wizard may use this spell to forge a magical bond between himself and one of his companions. Shattering the amethyst with the hammer, the Wizard starts to chant. Seconds later, a steady beam of light shoots towards one of the Wizard's companions from the broken gem. At that instant, a magical bond is formed between the two Heroes, and their souls become as one. The Wizard may choose any friendly model within six squares. Until the start of the next exploration turn, the Wizard's characteristics, with the exception of Fate Points and Wounds, are identical to the chosen model's. The effect on the Wizard's chance of hitting, and the amount of damage he inflicts in combat can be found in the *Creating Heroes* section of the rulebook.

SPASM

Component: Purple Dragon's Blood



This spell allows the Wizard to inflict extreme pain on one of his opponents. Gulping down the Dragon's blood as he casts this spell, the Wizard is suddenly consumed with an inner pain. His nerves burn from within and agony wracks his body. Then, on the point of passing out, the Wizard points at his chosen victim. The pain is immediately transferred to the target. An inner peace descends on the Wizard, while the target goes into agonising spasms. The Wizard may choose a single model within 9 squares and within his line of sight to be the target of this attack. The Wizard must then make an Intelligence test. If the test is passed the model suffers 12 dice of injury; if the test is failed the model only suffers 9 dice of injury.

ADVANCED HEROQUEST™

THE DARK BENEATH THE WORLD

by Andy Warwick and William King

Based on the short story *The Dark Beneath The World* by William King, taken from the Warhammer anthology *Red Thirst*.

There are rumours that the lost treasure of Carag Eight Peaks has been found. Even now, the ancient riches of the abandoned Dwarven stronghold are lying ready for a brave group of Heroes to collect them. Do you dare face what waits for you in the Chaos-ridden undercity of what was once the mightiest city in the Old World?

The Dark Beneath the World is a Quest for a group of four or five Heroes. We recommend that each member of the party has already completed four or five Quests, but as long as the total number of Quests completed by the Heroes comes to around twenty they should be strong enough to cope with everything this adventure throws at them. If the players' own Heroes aren't strong enough, or if they have already read *The Dark Beneath the World* and want to use the characters from the story, they can use the Heroes provided. The pregenerated Heroes, Gotrek, Felix and their companions, don't have any Henchmen accompanying them - they're quite strong enough to cope on their own. Of course, if the players wish to use their own Heroes they may take along as many Henchmen as they require.

We suggest that you read the story if you plan to run this Quest, even if your players aren't going to use the Heroes provided, as it explains the background to the adventure and will help you to convey the unique atmosphere of the undercity during the game.

If the players are using their own Heroes, read out the *Players' Information* section. This gives them the general background to the Quest. Notice that this is a slightly different series of events than those given in the story, to allow the players to use their Heroes with little or no alteration.

If the players are using the pregenerated Heroes you should let them read the first few pages of the story, up to the point where the party enters the undercity. This, in combination with the character sheets, gives the players all the information they'll need to run Gotrek, Felix, and their companions, and recreate their epic adventure. Finally, you should allow the player using Johan to read the section on *The Amethyst College* and give him a copy of the Amethyst Wizard's Spell Book.

Once the players enter the undercity they are committed to complete the Quest, die in the attempt, or give up completely. As soon as the Heroes leave the undercity the Quest is over; they may not make more than one expedition. When the Heroes reach the surface, see the section *Leaving the Undercity*.

PLAYERS' INFORMATION

With you and your companions currently seeking adventure in the Worlds Edge Mountains, ever alert for tales of dungeons bursting with treasure, it was inevitable that you would come to hear of the ancient Dwarven city of Carag Eight Peaks.

Carag Eight Peaks was once the fairest of the Dwarfs' realms. At her height the city was known as The Queen of the Silver Depths. Unlike other Dwarven cities, Carag Eight Peaks was built open to the sky, rather than deep within a mountain. It was built as a sign of wealth and power when the Dwarfs considered themselves to be above both the Elves and Men. But though many thought it would never fall, even when it was built its doom was rapidly approaching.



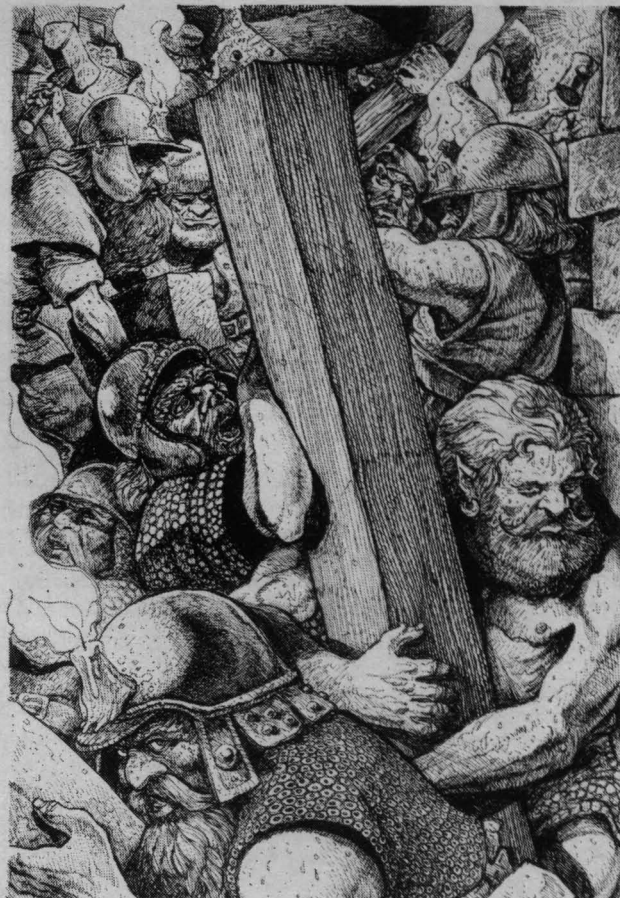
When the Elves warred with the Dwarfs, Carag Eight Peaks, like most Dwarven cities, was considered impregnable. But while three generations of Dwarfs drove the Elves from the forests and forced them into exile beyond the Great Sea, dark forces were working upwards from the heart of the city. From tunnels that ran even deeper than those the Dwarfs themselves had built, there swarmed a terrible foe that struck at the worst possible time: just when the Dwarfs were weary of war and nearly defenceless. Skaven, Orcs, Goblins, and other creatures that cannot be described, drove into the heart of the city from beneath, like a cancer forcing itself to the surface of the skin.

Even though they were near defeat, the Dwarfs once more took up arms and went to war. This new war was fought deep below the mountains, in dark, dingy passageways blacker than pitch. Shafts collapsed as new tunnels were built, both by the Dwarfs and by the terrifying creatures that fought savagely against them. Daemons were summoned and took their terrible toll on the weakened Dwarf armies. Poison gas wafted its deadly way through corridors lined with the dead of both sides. The Dwarfs fought like they had never fought before, and still they lost.

In the end it became obvious that the war couldn't be won. The Dwarfs sealed the tombs of their kings and their treasure-vaults, and abandoned Carag Eight Peaks to their foes.

Perhaps the tales of what lies in the abandoned city have been exaggerated over time. Maybe the stories of piles of treasure taller than the mountains themselves are false, and the tales told of the creatures that guard them mere storytellers' fancies. But then again, maybe they're true.

A Dwarven friend named Faragrim once told you of his own journey into the city. He insisted that there really is treasure to be found: a magic sword called Karaghul that was once a Templar's blade, and a terrifying monster that guards it. You cannot resist such a treasure, and have vowed to find it or die in the attempt.



Russ Nicholson



Russ Nicholson

THE AMETHYST COLLEGE

Amethyst Wizards are supposed to be self-indulgent and pleasure loving individuals. It is said that their magic feeds their hunger and keeps their spirits buoyant. On occasions they can be selfish, and are prone to the worst excesses of self-interest. This comes from their introspective nature and the study of their own motivations and desires. They are masters of the hidden forces that drive Humankind and its emotions. Their speciality is magic of the soul. Of all the colleges, the Amethyst Wizards are the most adept at constructing the magical incantations that can alter a person's will.

The Amethyst College has mauve, pink and pastels as its colours. The symbol of the college is the scythe, signifying mortality, and reminding the Wizards of this college to seek their rewards in this life rather than the next.

The extra spells given here can be used to create Wizards of the Amethyst College in exactly the same way the *Advanced Heroquest* rulebook gives rules for creating Wizards of the Bright College. The table below gives the cost of six spells that Wizards of the Amethyst College may learn in addition to the four they know at the start of their adventuring careers.

AMETHYST WIZARD' SPELLS COST TABLE

Spell	Cost
Spirit Control	125 GCs
Sleep	200 GCs
Rout	150 GCs
Disillusion	150 GCs
Soul Share	175 GCs
Spasm	200 GCs

THE UNDERCITY OF CARAG EIGHT PEAKS

Although the undercity of Carag Eight Peaks once extended for many hundreds of miles, and its tunnels burrowed deep into the earth, years of neglect at the hands of the Goblinoids now inhabiting its magnificent chambers have reduced it to a shadow of its former glory. Most of the corridors are blocked, the walls are thick with moss, and many of the more intricate columns, archways and bridges are simply too dangerous to approach. The undercity of Carag Eight Peaks has only five levels accessible to the Heroes

To give the Heroes some idea of the state of the corridors of the undercity, read them the following:

You descend a stairway running down into the darkness. Great columns lie shattered all around you. Piles of masonry ease up against the walls. A thin cloud of dust drifts down from the ceiling as ominous cracking noises echo around the abandoned chambers. Small bats lurch from the shadows and flutter down the corridor into the inky blackness. Rats scuttle around your feet from nests in the shattered stonework. The whole place is smothered in the oppressive silence of the grave.

CHARACTERS

The undercity of Carag Eight Peaks contains four characters: Goggrul Skarlug and Skumwort Skabbad, Orc Warchiefs in charge of the Orc clans that now control the dungeons; Garg Gorgul, an Ogre who has allied himself to the Orc hordes; and Thulgul, a Troll who has been horribly mutated by exposure to warpstone and now acts as the guardian of the sword Karaghul.



When the Heroes enter the first level of the undercity take the Orc Warchief character monster counter. This represents both Orc Warchiefs - see *The Orc Warchiefs* for more details on how to use it. When the Heroes enter the third level take the Ogre Chieftain character monster counter. Once you have taken a character monster counter it may be played at any time when placing monsters. The fourth character monster, Thulgul the Troll, cannot leave its lair, so you don't need a character monster counter for it - it may only be placed in the indicated rooms on the map.

Character	May be used on
Goggrul Skarlug, Orc Warchief (of the Snarling Sun Tribe)	Levels 1-4
Skumwort Skabbad, Orc Warchief (of the Howling Moon Tribe)	Levels 1-4
Garg Gorgul, Ogre Chieftain	Levels 3-4
Thulgul, Chaos Troll	Level 5 - C, D & E

Goggrul Skarlug

Goggrul is a typical Orc - mean, unpleasant, and violent. The reason he's got where he is today is that he is more mean, more unpleasant, and considerably more violent than his fellows. Having clawed his way up the ladder of success to become leader of the largest Snarling Sun tribe in the local area, Goggrul is in no hurry to give up his position. He ruthlessly slaughtered anyone who tried to stand in his way or question his authority. It is fair to say he rules the tribe with an iron fist.

Goggrul's usual tactic is to hit first and ask questions later. This has caused a great deal of friction between himself and Skumwort Skabbad, the leader of the Howling Moon tribe that shares the undercity. Skumwort insists that it isn't a good idea for the tribes to fight each other when they should be out dealing with the Dwarfs that are trying to reclaim the area.

In general, Goggrul agrees with this - the Dwarfs are a more important foe. However, Goggrul's paranoia has convinced him that Skumwort will try to merge the two tribes under his own command if he is left alone for even a brief moment. Goggrul would therefore prefer to sit tight and let the Dwarfs come to him. That way he can keep an eye on Skumwort, whom he believes to be working with the Dwarfs. From Goggrul's point of view, that's a far safer course of action.



Skumwort Skabbad

Skumwort Skabbad is the leader of the Howling Moon tribe. Like Goggrul, Skumwort has taken a long time to reach the exalted position of leader, and he too isn't in any mood to hand over control to someone else. Unlike Goggrul, Skumwort reached his position of power by proving himself to be a good provider for the tribe, rather than by force - wasn't it Skumwort who found the entrance to the undercity and increased the tribe's wealth tenfold? Of course it was.

And then the Orcs of the Snarling Sun tribe came along, wanting their share. Well Skumwort was indignant that they weren't going to get it by force. But, just as he was about to kick the interlopers out, the Dwarfs arrived and ruined everything. Now Skumwort has found himself in an uneasy alliance with the Snarling Suns. Even though Skumwort would rather leave them and the Dwarfs to fight it out among themselves, he knows that the only way for the Orcs to win is to work together.

Unfortunately, Goggrul Skarlug, the leader of the Snarling Suns, has some strange idea about not fighting the Dwarfs. He just wants to sit tight and let them come to him. Now what sort of plan is that?

Garg Gorgul

Garg Gorgul came to the World's Edge Mountains in search of refuge. As a pit fighter in a travelling freak show he was subjected daily to appalling violence, as he fought for his life against heavily-armed men in the cause of entertainment. When a chance came to escape, Garg took it without a second thought and headed into the nearby hills.

But it was only a matter of time before Garg came across an even more dangerous enemy than man; caught unawares while bedding down for the night, he was ambushed by a small group of Orcs - a scouting party of the area's ruling tribe, the Snarling Suns. But Garg was in no mood to surrender. Years of training against unfair odds had prepared him adequately for the swift and bloody battle that followed.

When the rest of the tribe caught up with what was left of the scouting party, their leader, Goggrul Skarlug, immediately saw the Ogre's potential as a bodyguard. Goggrul realised Garg could protect him from the enemies that were always following him just out of sight.

Garg has served Goggrul faithfully ever since. While the rewards aren't good, at least Garg can now fight on his own terms. He is content enough with the situation - at least for the moment.

Thulgul

When the undercity of Carag Eight Peaks was first built there were forgotten corners deep within its corridors where foul creatures dwelt. Sometimes the Dwarfs' digging broke through into a natural cavern that was already the lair of some twisted abomination; sometimes migrating monsters decided to make their lairs in the twisting dungeons of the city - the Dwarfs soon learnt to accept such creatures' presence.

When the city fell to the ravages of Chaos this hidden population's numbers exploded. They became twisted and changed by the effects of the new power that held sway over the shattered community.

Like his kin, when Thulgul first came to Carag Eight Peaks he was a normal Troll. But that was many years and many changes ago. When the city fell, he was captured by small rat-like humanoids that hammered great chunks of glowing green stone into his flesh.

Exposed to warpstone and Chaos by the Skaven of Clan Moulder, Thulgul's form has been twisted into indescribable shapes. Kept alive beyond his normal lifespan by the awesome power of the warpstone chained to his ravaged body, Thulgul has become a brutish servant of Chaos whose sole remaining task is to destroy everything he finds.

THE ORC WARCHIEFS

The Orc Warchiefs, Goggrul and Skumwort, always travel together. They mistrust each other intensely and under no circumstances will each let the other leave his sight. Each is convinced that the other will try to do something sneaky and underhand if he's left alone. For this reason, both characters are represented by the same character monster counter.

The Orc Warchief counter is used in the normal way - you may add it to any group of monsters that you are placing on the table. However, instead of placing one Orc Warchief when you play the counter, you must place both. Each Warchief commands half of the group of monsters that they are placed with - split the group into two units with approximately the same points value. Each unit of monsters may be given a different set of orders in the gamesmaster phase - ie the monsters in one unit may move and attack while the others may attack and move. Once the composition of each unit has been decided it may not be changed, even if some of the monsters are killed.

If one of the Warchiefs is killed in combat the character monster counter may still be used, but it now only represents the surviving Orc. Once both Warchiefs are killed the counter is discarded.

FIRST TO FOURTH LEVELS

Each of the first four levels is set up using the normal rules. Each level starts with a set of stairs leading down to two sections of passageway and a T-junction. On the first level the stairs represent the last few feet of the Silverway - the great stairway that leads to the undercity. From there you create the undercity using the random generation tables. The only differences from the normal rules are as follows:

Stairs: If a set of stairs are rolled up on the *Passage End Table* refer to the following table to see what is actually placed at the end of the passage

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

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

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

Hazard Rooms: If a Hazard Room is generated on the *Room Type Table* refer to the following table to see what is actually placed.

D12	Room
1	The Square of Merscha*
2	Bridge
3-5	Apparition**
6	Well
7	Giant Moths
8-12	Roll on the <i>Hazard Table</i> from the rulebook

* The Square of Merscha can only be rolled once, and can only appear on the first level. If it has already been rolled, or if the Heroes aren't on the first level, roll again.

** The Apparition can only be rolled three times. If this is the fourth time that it has been rolled, roll again.

Descriptions of these new hazards can be found in the *Special Locations* section.

Opening Doors: All of the Orcs in the undercity can open doors, just as if they were Sentries. However, as they are not true Sentries, they don't add +1 to the GM's surprise roll and they may only open doors that are already there - don't place a door in the room if there wasn't one rolled on the *Room Doors Table*.

THE HALLS OF THE ANCESTORS

When the Heroes descend from a Quest Room on the fourth level they enter the Quest Location depicted on the map. In addition to the above rule about Orcs opening doors, the following special rules apply here.

Exploration Turns: When the Heroes reach The Halls of the Ancestors, you should lay out the undercity using the map provided.

Dungeon Counters: You may not use trap, wandering monster or ambush counters in The Halls of the Ancestors.

Secret Doors: There are no secret doors in the Halls of the Ancestors. However, the Heroes may still search for secret doors, and may do so in any wall, not just in dead ends. Searching one wall on a section takes an entire exploration turn. When the Heroes are searching, roll a dice as if you were rolling on the *Secret Door Table*, but ignore the result and tell the players they find nothing.

Hidden Treasure: The only room on level five that contains any hidden treasure is D, *The Cave*. The Heroes may search for hidden treasure in any of the other rooms, but won't find anything. Don't roll on the *Hidden Treasure Table* when the Heroes search the other rooms, instead roll a dice, ignore the result, and tell them they find nothing.



Kevin Walker

SPECIAL LOCATIONS

The following locations are particular to the undercity of Carag Eight Peaks. They are taken from the story. We suggest you read the relevant passages of text before using them, as they give a great deal of information you will find useful when describing these places to your players.

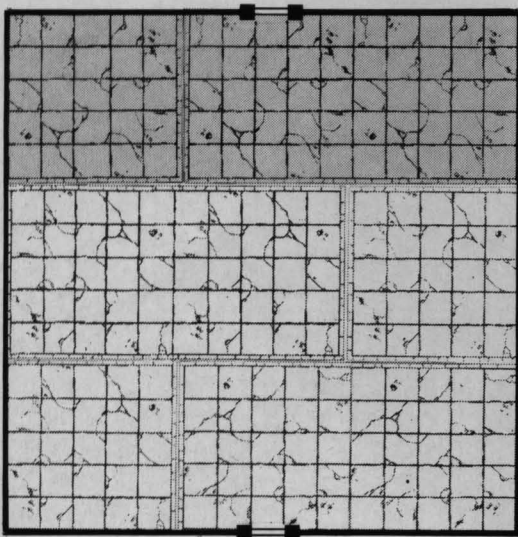
Of course, there is nothing to stop you using these locations in other Quests. The Square, Bridge, Well, Moths and Statue-lined Corridor are simple additions which will add variety to any dungeon. The Apparition may need some additional work to fit in with other Quests, but you can take the basic idea and alter it to suit your own purposes.

The Square of Merscha

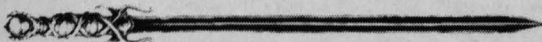
Felix looked out across a square larger than any structure he had ever known and he knew that he could not cross it. He did not want to pass below that vaulted ceiling for fear that the artificial sky would fall.

The Square of Merscha is set up as shown below.

The Square of Merscha is a single, very large room made out of six of the normal rooms. The internal walls are ignored, and the Heroes and monsters may move between the dungeon sections at will. When the Heroes enter the Square, they come in from the bottom door, opposite the shaded area.



The square of Merscha is the largest hall in the undercity of Carag Eight Peaks. It was the scene of the famous battle between the Dwarven warriors of Queen Hilga and a Goblinoid army, and it is every Dwarf's dream to see it with his own eyes. Now, however, it is home to the Goblinoids that infest the derelict undercity.

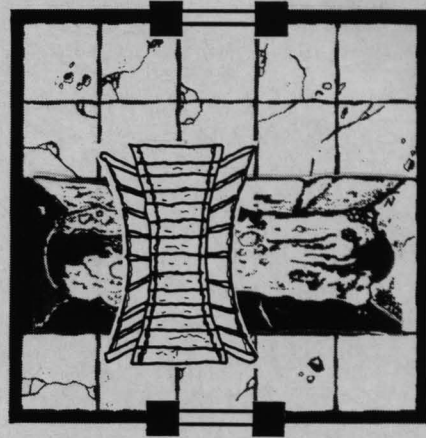


When the Heroes enter they can just make out shadowy figures on the opposite side of this room. The figures' bright amber eyes twinkle in the gloom as they move to encircle the Heroes. Roll for this room's inhabitants on the *Quest Rooms Matrix*, using the Level Four column and adding +2 to the dice roll (counting a result of 13 or 14 as a 12). The Orcs are set up as normal, except that they may only be placed in the shaded rooms. Once placed, all of the normal rules apply

Bridge

Felix stared down into the chasm. Stars glittered in its depths.

A bridge is set up using the chasm and bridge sections, as indicated below.



The undercity of Carag Eight Peaks is littered with gaping chasms and sheer drops. Even the mining and construction skills of the Dwarfs cannot repair a fissure that nature itself has torn into the earth. In their typically pragmatic manner, the Dwarfs simply construct a metal bridge across such an obstacle.

A bridge can be crossed quite easily unless the Heroes are under attack. As fighting on a bridge involves a considerable amount of risk, each Hero or monster who takes a hit when standing on the bridge must roll a D12, add his Speed and refer to the following table. Note that only a hit needs to be caused on the Hero or monster to make him roll - it is not necessary to cause a Wound.

D12 + Speed	Result
2-10	Aaaargh: The Hero/monster is struck so hard he loses his balance and is pitched over the side of the bridge. Unless he spends a Fate Point, he falls to his death thousands of feet below.
11-13	Slip: The Hero/monster slips and falls as the bridge suddenly swings to one side. Roll a dice and divide the result by two. The model remains prone for that many turns. While prone, a model counts as having a WS of 2.
14-17	Side-step: The Hero/monster wrong-foots his opponent. For the next turn only, the model's opponent is treated as having a WS of 2.
18-24	Dodge: By nimbly dodging to one side, the Hero/monster manages to overbalance his opponent. The enemy model suffers an Aaaargh result from this table.

The bridge itself has a Toughness of 9 and 7 Wounds. All attacks on the bridge hit automatically for normal damage. Once it reaches 0 Wounds the bridge collapses. Any model on the bridge when it collapses falls to its death just as if it rolled an Aaaargh result on the above table.

Apparition

Far down the corridor there was a faintly greenish glowing figure. It was an old bearded Dwarf. Light poured from it and through it. The ghostly figure wailed, a thin, reedy sound, and advanced towards Gotrek, arms outstretched.

This is a non-combat encounter designed to scare the players, and to make them think that there is another, even more terrible enemy than the Orcs to deal with. Only when the third apparition appears does it become clear that the ghostly figures are benign. Until that point, you should do your best to frighten the players by making these ghosts seem as horrible as possible. This encounter is very important because it is the first time the Heroes become aware that as well as retrieving the sword, Karaghul, they must also lay to rest the unquiet spirits of the Dwarfs that used to inhabit Carag Eight-Peaks.

As soon as the Heroes enter this room an insubstantial figure materialises opposite them. The ghost's form and actions depend on whether this is the first, second, or third time this incident has occurred.

First Time: The first apparition is of a small, very old male Dwarf. He stands at the opposite side of the room facing the Heroes with his arms held out as if pleading for something. He doesn't move and appears to be trying to speak. He remains in the room for two turns before a look of sudden terror crosses his face, he turns his head and then vanishes with an ear-piercing scream. When the apparition screams, every Hero within 12 squares of the figure must roll a dice and add +1. If the result is greater than the Hero's Bravery the Hero will run directly away from the room, just as if he had been hit by a Flight spell. If the result is less than the Hero's Bravery he is not frightened and stands his ground.

Second Time: The second ghost is also of a Dwarf, though this one is clearly younger. Like the first he appears to be saying something. This time however, the Heroes can hear a noise like the wind rustling through a pile of leaves, though they can't make out what is being said. The figure remains motionless for a turn, and then moves towards the nearest Hero at the rate of 10 squares per turn. It will move towards the chosen Hero for three turns before vanishing with a scream, as above (though this time, the Heroes don't have to make a test against their Bravery). If the ghost manages to touch the Hero it is approaching, the Hero will feel a sense of great pain and sorrow. For the next D12 turns the Hero's Bravery is reduced by -2.

Third Time: This time, although the figure is again a Dwarf, it is the ghost of a Dwarf woman. What's more, the Heroes can actually make out what she says.

"Aid us... Free us. Our tombs are desecrated and a terrible warping power rests within our halls.

"We have committed no crime. We had departed to join our ancestral spirits when we were brought back by the desecration of our resting place. We were wrenched from eternal peace."

If the Heroes ask what could cause such a thing, the ghost will answer:

"What else has the strength to upset the order of the universe... What else but Chaos."

Even if the Heroes don't ask, the Dwarf will continue:

"Cleanse our tomb of that which lies there and we will be free... If you do not we shall not be able to rejoin our kin. We will gutter and vanish like candleflames in a storm. Even now we fade. Only a few of us are left."

The apparition then disappears.

The Dwarf ghosts only appear three times in this way. If this encounter is rolled again, reroll the dice.

Well

"Are you mad, manling? Can you not see the water is tainted?"

Like all communities, the Dwarven city of Carag Eight Peaks relied on a plentiful source of clean water to sustain it. For this reason, the undercity is teeming with wells and drinking fountains.

However, the water supply has long been too tainted to drink. The Skaven that helped overthrow the city 3,000 years ago added small amounts of warpstone to the source of the water, poisoning it so that none but the Skaven themselves could drink it without suffering the effects of Chaos.

If a Hero takes even a casual look at the water this is obvious. The water is a pale green and glows with an unnatural light. A sane person wouldn't even consider taking a mouthful. Any Wizard in the party can immediately tell what the source of contamination is.

If a Hero does take a drink from the water, he must roll on the following table.

D12	Result
1	Deadly Poison: The Hero must spend a Fate Point or die horribly.
2-6	Poison: The Hero loses 1 Wound unless he spends a Fate Point
7-10	Sick: The Hero's WS is reduced by -2 for the next 2D12 turns.
11-12	No Effect: Although the water tastes foul, it has no unpleasant effects on the Hero.

Giant Moths

More and more splinters left the wall like a blizzard of giant snowflakes. Felix found himself surrounded by soft bloated bodies and fluttering wings.

The walls of this room seem to be covered with a thick layer of white mould. In itself this is not unusual, as the Dwarfs cultivated mushrooms for food. However, once a Hero steps into this room, the white material on the walls reveals itself to be a huge swarm of gigantic moths. The Hero's movement has disturbed them. Everyone in the room is suddenly smothered by thousands of huge insects that batter against them in an attempt to scare them off.

The Heroes have four choices:

Greek Fire: If the Heroes have two flasks of Greek Fire, they can use them to flame the room and kill the moths. This takes one exploration turn during which they may do nothing else. One flask doesn't kill enough moths to have any effect.

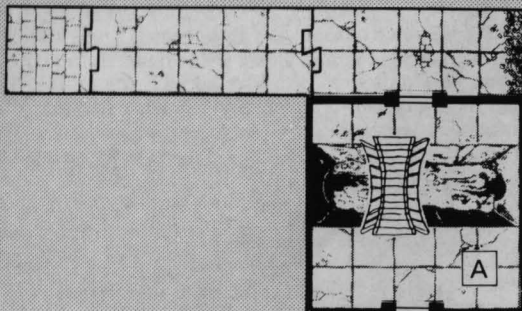
Magic: A wizard can cast a Flames of Death, or similar fire-based spell, to clear the room.

Fight It Out: The Heroes can wade into hand-to-hand combat with the moths. This takes one exploration turn, during which they may do nothing else. If the Heroes choose this option, they must decide who enters the room. Roll a dice and divide the score by 2 (rounding up). The result is the total number of wounds suffered by the Heroes as the moths envelop and suffocate them. The moths' wings are forced down the Heroes' throats as the pulsing mass of insects press against them, causing them to choke and pass out. The wounds should be distributed amongst the Heroes that entered the room, and must be divided as evenly as possible between them. Any odd points take effect on those Heroes with the least armour first. Fate Points may not be used to stop these Wounds.

Slam the Door: The Heroes can leave and slam the door. Record the fact that the room contains undefeated moths.

THE HALLS OF THE ANCESTORS

down →



KEY

DOOR/ARCHWAY ■ ■ ■
OPEN ARCHWAY ■ ■ ■

THE HALLS OF THE ANCESTORS - MAP KEY

The Halls of the Ancestors are where the Dwarfs used to bury their dead. It is here that the sword Karaghul lies, and where the Troll, Thulgul, make his lair.

When the Heroes enter the Halls read them the following:

Glancing around you can see that the walls here have been deliberately defaced. The old dwarven stonework has been brought down to make way for newer and cruder carvings. Brown blood stains the floor, and strange glyphs have been gouged into the rock.

A: The Chasm-Bridge

This location is set up exactly like the Bridge from the *Special Location* section.

B: The Corridor of the Dead

The corridor is lined with decorative archways, each leading off into a tomb in which the Dwarfs buried their dead. Each archway is represented with one of the plastic doors. With the exception of the archway to location C, *The Despoiled Tomb*, all of the entrances are blocked with huge slabs of stone covered in runic seals. These runes can only be understood by a Dwarf, and read:

Herin lie the bodies of our dead. They set down their lives in defence of our realm, for which we owe them the greatest of debts. As they were Heroes in life, so they shall be rewarded in eternal rest. These seals separate their bodies from the living, but their souls and memories live on in our hearts and minds. Rest well, for you have given us all you could. We expect no more.

The Heroes may attempt to break the slabs down. Each slab has 11 Toughness and 30 Wounds. A Dwarf can break the

seals and open the slab easily, but to do so will lose him 2 Fate Points. Open archways, like that to Location C, can be represented by taking out the plastic door itself and using just the door frame.

If the Heroes enter any of the other tombs they are laid out in the same manner as Location C. To determine the treasure each contains, make three rolls on the *Treasure Chests Table*.

C The Despoiled Tomb

The entrance to this tomb has already been opened by Faragrim. This is where the sword Karaghul rests, and is the entrance to the area where Thulgul makes his lair. When the Heroes enter this room read them the following.

The entrance to this tomb has already been opened. This must be the location that Faragrim was talking about. Beyond the archway there is a small chamber, richly decorated with wall-hangings and the like. Lying along the wall are great sarcophagi carved to resemble the figures of sleeping Dwarfs of noble aspect. On the right are the male Dwarfs, on the left the females. Some of the tops of the coffins have been removed, and the Dwarfs' bones piled in the centre of the room along with old banners and hundreds of Gold Crowns. Protruding from the centre of the pile there is the hilt of a sword, shaped to resemble a Dragon. It must be the blade Karaghul.

The coffins can be represented with the appropriate Citadel Miniatures. To determine the treasure here make five rolls on the *Treasure Chest Table*, doubling the amount of Gold Crowns rolled. If the Heroes take the treasure, see *Leaving the Undercity*.

The sword, Karaghul, has the following abilities and may be used by any Hero:

Karaghul

WS +2, S +2, never fumbles, criticals on 10-12, allows the bearer to cast three *Flames of Death* spells per expedition.

D: The Cave

When the Heroes enter this room, read them the following:

The floor of this room is littered with the gnawed bones of dozens of creatures. Some are Human, some are Orc, while others simply cannot be described and must have come from some hideously mutated creature ravaged by the effects of Chaos. There is a small hole in the back corner of the room, and even above the stench of decaying flesh you can definitely detect a fresh breeze blowing through it.

Lying around the floor of this room are: 1000 gold crowns; 2 Healing Potions; and 1 magic scroll

In addition, if the Heroes search for hidden treasure they will find the following: 1000 gold crowns; 1 suit of magic chain; 1 Healing Potion; and 1 Strength Potion.

Note that this treasure is not the Dwarfs', and may therefore be taken freely without affecting the Heroes' Fate Points (see *Leaving the Undercity*).

E: The Shaft

At the back of this room, where the roof and the wall join, there is a shaft leading up to the surface. It is from here that Thulgul gets fresh air, water in the form of rain, and the odd animal that stumbles down the hole from the surface for food. You should read the following to the players as they enter.

In the far corner of the room, near the roof, there is a hole leading up into the darkness. You can feel a fresh draught coming from it, and can only assume it leads to the surface.

THULGUL'S LAIR

Locations C, D and E are Thulgul's lair. While the Heroes are in rooms C or D, you may bring Thulgul into play at the end of any exploration turn by discarding an ambush counter if you have one. If you haven't got an ambush counter, Thulgul is placed in room E. Whenever you play him, he automatically surprises the Heroes and play proceeds to the GM phase of the first combat turn. When the Heroes are attacked by Thulgul, read them the following:

A huge horn-headed shadow looms towards you. The creature was once a Troll. Now it is hideously changed. It has a gnarly hide covered in huge, dripping tumours and three enormously muscular arms, one of which terminates in a pincer claw. Growing from its left shoulder, like some obscene fruit, is a small babyish head which glares at you with wise malign eyes. It chitters horribly in a language that you do not recognise. Pus dribbles down its chest from a huge leech mouth set below its neck.

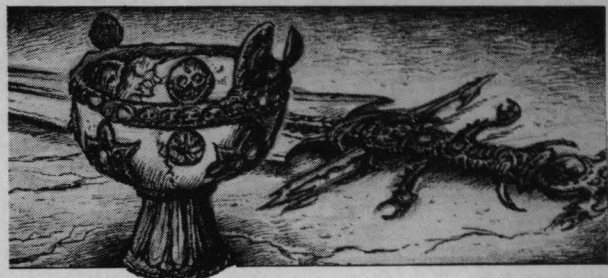
As soon as the Heroes kill Thulgul the apparition of the Dwarf woman that appeared earlier arrives again. She looks different, as if a burden has been lifted from her shoulders. She is surrounded by the pale forms of all the other Dwarfs whose bodies have been disturbed. She turns to the Heroes and says:

"The ancient enemies are gone. We are in your debt.

"All we ask is that you reseal our Tomb so that we may again be at rest, and so that non may take what is ours in death and cause our spirits to wander the earth in agony.

"Take the sword Karaghul and our blessings. We wish you well. You shall be remembered."

She then fades away for the final time, her form changing to a golden light brighter than the sun as she and the other Dwarfs return to eternal sleep.



Resealing the Tomb

Resealing Location C may be achieved in one of two ways: any Dwarf in the party may reactivate the remains of the runic seal on the slab of stone that blocked the archway; or the slab may be pulled shut by force. In the first instance, once the seal has been reactivated by pressing the correct runes in sequence, the stone slab glows with a bluish light and slides back into place magically. In the second instance, a number of Heroes with a combined Strength of 35 may drag the slab into place and close the tomb off.

Once the slab has been put back in place, which may be done from either side, it can only be opened again by breaking it down. It has 11 Toughness and 30 Wounds.

If any of the stone slabs in The Halls of the Ancestors are broken by the Heroes, then the tombs may not be resealed.

LEAVING THE UNDERCITY

The easiest way for the Heroes to leave the undercity is to climb the shaft from the back of Thulgul's lair which leads directly to the surface. If they wish, the Heroes may retrace their steps through levels one to four, but this is much more dangerous route and isn't advisable unless they have to collect something from one of the other levels. It is not possible to return to the Halls via the shaft as it caves in when the last Hero reached the surface. The route is one-way only.



Once they reach the surface, the Quest is over. If the Heroes have killed Thulgul or retrieved Karaghul they may roll on the following table. This determines how many Fate Points each Hero receives for completing the Quest. Notice that the amount depends on whether the Heroes took the Dwarfs' treasure and whether they laid the bodies to rest by resealing the tombs.

The Dwarfs' Treasure

With the exception of Karaghul, any items that the Heroes remove from Location C, or any of the other tombs counts as being part of the Dwarfs' treasure.

FATE POINTS TABLE	
Heroes' Actions	Fate Points
Took treasure and didn't reseal tomb	1
Took treasure and resealed tomb	2
Didn't take treasure and didn't reseal tomb	3
Didn't take treasure and resealed tomb	4

MONSTER MATRICES

In The Dark Beneath the World the major monsters are Goblinoids of the Snarling Sun and Howling Moon tribes. On top of them, there are numerous monsters that make their lairs in the passageways of the undercity. Use the following *Monster Matrices* to roll for wandering monsters and the occupants of Lairs and Quest Rooms.



Each table lists the room's occupants or the composition of the group of wandering monsters, and the total amount of Gold Crowns the monsters carry. The treasure may be split up among the monsters in any manner you wish. Heroes can only take treasure from monsters they've killed.

WANDERING MONSTERS MATRIX

D 12	Levels 1-2	Levels 3-4	Treasure
1-2	9 Goblins & 9 Goblin Archers	10 Orcs	90 GCs
3-4	7 Orcs & 1 Orc Champion	5 Skaven Gutter Runners	90 GCs
5-6	10 Skaven	11 Orcs	100 GCs
7-8	8 Orcs & 1 Orc Champion	1 Skaven Warfire-Thrower Team	100 GCs
9	11 Chaos Thugs	12 Orcs	110 GCs
10	9 Orcs & 1 Orc Champion	3 Chaos Warriors	110 GCs
11	6 Skaven Champions	13 Orcs	120 GCs
12	7 Orcs & 1 Orc Champion	8 Goblins, 8 Goblin Archers & 1 Orc Warlord	130 GCs

LAIRS MATRIX

D 12	Levels 1-2	Level 3	Level 4	Treasure
1	9 Orcs & 1 Orc Champion	10 Orcs & 1 Orc Champion	5 Orcs, 1 Orc Champion & 1 Orc Warlord	110 GCs
2	7 Orcs & 2 Orc Champions	6 Orcs & 3 Orc Champions	3 Orcs, 2 Orc Champions & 1 Orc Warlord	110 GCs
3	10 Orcs & 1 Orc Champion	7 Orcs & 3 Orc Champions	4 Orcs, 2 Orc Champions & 1 Orc Warlord	120 GCs
4	8 Orcs & 2 Orc Champions	5 Orcs & 4 Orc Champions	4 Orc Champions & 1 Orc Warlord	120 GCs
5	11 Orcs & 1 Orc Champion	8 Orcs & 3 Orc Champions	5 Orcs, 2 Orc Champions & 1 Orc Warlord	130 GCs
6	9 Orcs & 2 Orc Champions	6 Orcs & 4 Orc Champions	3 Orcs, 3 Orc Champions & 1 Orc Warlord	130 GCs
7	7 Orcs & 3 Orc Champions	4 Orcs & 5 Orc Champions	4 Orc Champions & 1 Orc Warlord	130 GCs
8	5 Orcs & 4 Orc Champions	2 Orcs & 6 Orc Champions	9 Orcs & 1 Orc Warlord	130 GCs
9	13 Orcs & 1 Orc Champion	4 Orcs & 6 Orc Champions	11 Orcs & 1 Orc Warlord	150 GCs
10	11 Orcs & 2 Orc Champions	8 Orc Champions	5 Orcs, 3 Orc Champions & 1 Orc Warlord	150 GCs
11	9 Orcs & 3 Orc Champions	5 Orc Champions & 1 Orc Warlord	3 Orcs, 4 Orc Champions & 1 Orc Warlord	150 GCs
12	15 Orcs & 1 Orc Champion	6 Orc Champions & 1 Orc Warlord	13 Orcs & 1 Orc Warlord	170 GCs

QUEST ROOMS MATRIX

D 12	Levels 1-2	Level 3	Level 4	Treasure
1	15 Orcs & 1 Orc Champion	6 Orc Champions & 1 Orc Warlord	13 Orcs & 1 Orc Warlord	170 GCs
2	7 Orcs & 5 Orc Champions	6 Orcs, 3 Orc Champions & 1 Orc Warlord	11 Orcs, 1 Orc Champion & 1 Orc Warlord	170 GCs
3	3 Orcs & 7 Orc Champions	12 Orcs & 1 Orc Warlord	9 Orcs, 2 Orc Champions & 1 Orc Warlord	170 GCs
4	17 Orcs & 1 Orc Champion	8 Orc Champions & 1 Orc Warlord	15 Orcs & 1 Orc Warlord	190 GCs
5	9 Orcs & 5 Orc Champions	8 Orcs, 3 Orc Champions & 1 Orc Warlord	13 Orcs, 1 Orc Champion & 1 Orc Warlord	190 GCs
6	5 Orcs & 7 Orc Champions	14 Orcs & 1 Orc Warlord	11 Orcs, 2 Orc Champions & 1 Orc Warlord	190 GCs
7	7 Orcs & 2 Orc Warlords	8 Orcs & 2 Orc Warlords	9 Orcs & 2 Orc Warlords	190 GCs
8	9 Orcs & 2 Orc Warlords	10 Orcs & 2 Orc Warlords	11 Orcs & 2 Orc Warlords	210 GCs
9	5 Orcs, 2 Orc Champions & 2 Orc Warlords	6 Orcs, 2 Orc Champions & 2 Orc Warlords	7 Orcs, 2 Orc Champions & 2 Orc Warlords	210 GCs
10	11 Orcs, 2 Orc Champions & 1 Orc Warlord	6 Orcs, 5 Orc Champions & 1 Orc Warlord	11 Orcs & 2 Orc Warlords	210 GCs
11	15 Orcs & 1 Orc Warlord	8 Orc Champions & 1 Orc Warlord	7 Orcs, 5 Orc Champions & 1 Orc Warlord	210 GCs
12	17 Orcs & 1 Orc Warlord	9 Orc Champions & 1 Orc Warlord	13 Orcs & 2 Orc Warlords	230 GCs



GOTREK GURNISSON

Gotrek Gurnisson is a Trollslayer - a Dwarf with a self-imposed deathquest. He seeks to atone for a personal crime, the nature of which he alone knows. However, Gotrek is simply too tough and too lucky to die. He seeks out the most dangerous of opponents and invariably overcomes them.

Gotrek, like most Trollslayers, is nasty, brutish and short. His body is covered in tattoos, and a great crest of orange hair rises from his head. He is a fearsome sight.

Gotrek is well-travelled, and has spent a great deal of time visiting all corners of the Empire in search of his fate. He maintains a front of contempt for Human civilisation, declaring it to be self-indulgent and dishonourable.

But while he appears uneducated and savage, Gotrek is in fact surprisingly knowledgeable on a wide variety of subjects. He trained as an engineer in his youth, and can read and write extremely well.

Like all Dwarfs, Gotrek is proud and loyal to his comrades. His one true friend however, is Felix Jaeger, his travelling companion. When not seeking death, Gotrek is a sad character, given to bouts of deep depression punctuated by fits of extreme anger.

Gotrek has vowed to enter Carag Eight-Peaks and kill the Troll which he believes makes its lair deep in the undercity. Like all Trollslayers, he doesn't expect to return.

	Start	Current
Weapon Skill	12	12
Bow Skill	4	3
Strength	9	9
Toughness	10	11
Speed	9	7
Bravery	12	12
Intelligence	9	9
Wounds	7	7
Fate	5	5

Weapon	DD	Fum.	Crit.	Targ.	WS	1	2	3	4	5	6	7	8	9	10	11	12
2-H Axe	8	1-2	11-12	Hit Roll	2	2	2	2	2	2	2	3	4	5	6	7	

Ranged	Range	1-3	4-12	13-24	25-36	37+
Combat	Hit Roll	9	10	11	12	Miss

Armour	Bow Skill	Toughness	Speed
Chain Mail	-1	+2	-2

Equipment/Notes: *No criticals at this range. Adds +2 to spot and disarm traps rolls. May go *berserk* at the start of any combat phase.



FELIX JAEGER

Felix Jaeger is an amicable young man, about six foot in height with blonde hair and a duelling scar on his cheek. He has a perpetual, twitchy, worried expression on his handsome face, as befits one who is both a wanted outlaw and an associate of Gotrek Gurnisson.

Felix was once a articulate, well-educated student studying Classical Literature at Altdorf University. Then one day, he found himself in a duel with the bullying Wolfgang Krassner. Felix despatched Krassner, although he certainly didn't intend to do so, and was expelled.

Felix's father disinherited him and the young poet took to politics. As a leader of the now infamous Window Tax

march, Felix was at the head of the crowd when the peaceful demonstration degenerated into a riot and the Imperial Cavalry intervened to quell the bloodbath.

Felix's life was saved when he was pulled from under the hooves of the cavalry by a drunken Trollslayer, who then cut them a path to freedom.

After waking from an epic pub-crawl, Felix was horrified to discover that while drunk he had sworn to accompany the Dwarf and record his death. Since he was sought for the murder of Krassner, Felix had no choice but to follow Gotrek, the Dwarf, when he left the city. Since then, Felix has regreted his oath on many occasions. And this is one of them.

	Start	Current
Weapon Skill	8	8
Bow Skill	8	7
Strength	6	6
Toughness	6	8
Speed	9	7
Bravery	8	8
Intelligence	8	8
Wounds	6	6
Fate	4	4

Weapon	DD	Fum.	Crit.	Targ.	WS	1	2	3	4	5	6	7	8	9	10	11	12
Sword	4	1	12	Hit Roll	2	2	2	3	4	5	6	7	8	9	10	10	

Ranged	Range	1-3	4-12	13-24	25-36	37+
Combat	Hit Roll	5	6	7	8	9

Armour	Bow Skill	Toughness	Speed
Chain Mail	-1	+2	-2

Equipment/Notes: -





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JOHAN ZAUBERLICH

Johan Zaubерlich is a man of medium height who dresses in the flamboyant manner of a Wizard of the Amethyst College. He speaks with the pedantic, cultured accent of a savant of the University of Nuln. He is cautious and tired of the long quest to the World's Edge Mountains. He has had some premonitions of his own death and is reluctant to continue.

Johan was once an initiate of the Temple of Sigmar. He studied at the monastery of Our Father of the Hammer outside Nuln. He was the only survivor when the place was burned to the ground by a marauding group of Beaten led by the Chaos Warrior Thalman Lionheart. Johan had been gathering wood outside at the time and hid until the raiders

departed. The experience sent him into shock and he wandered the woods maddened by hunger.

A young Templar named Aldred Fellblade was despatched by the temple authorities to investigate what happened. He discovered Johan and nursed him back to health. Johan decided to abandon his life of contemplation and became Aldred's companion.

Johan studied under Professor Heilman at the university of Nuln, where he and Aldred discovered and destroyed the Crimson Rose, a Chaos cult dedicated to Tzeentch that had infiltrated the campus.

He swore the same oath as Aldred to recover the blade, but now considers the cost is too high and is reluctant to go on.

	Start	Current
Weapon Skill	6	6
Bow Skill	6	6
Strength	5	5
Toughness	6	6
Speed	8	8
Bravery	8	8
Intelligence	8	8
Wounds	6	6
Fate	3	3

Weapon	DD	Fum.	Crit.	Targ.	WS	1	2	3	4	5	6	7	8	9	10	11	12
Dagger	1	1	12	Hit Roll	2	3	4	5	6	7	8	9	10	10	10	10	10
Ranged	Range	1-3	4-12	13-24	25-36	37+											
Combat	Hit Roll	6	7	8	9	10											

Armour	Bow Skill	Toughness	Speed
None	-	-	-

Equipment: Amethyst Wizard's spell book (all 10 spells); 10 spell components (your choice); 6 flasks greek fire; 10' rope; 10 spikes



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ALDRED FELLBLADE

Aldred is a tall, lean, grim-looking man of about 35. He has long black hair and blue eyes. He wears battered plate mail of the highest quality and wields a two-handed greatsword from which he takes his name.

Aldred has been a soldier for the Temple of Sigmar since his teens. He saw action in Kislev and has travelled the Old World in the service of his god, hunting heretics and fighting a constant war against the Goblin folk.

He is a fanatic, impossibly brave and dedicated to his cause. He appreciates bravery and self-sacrifice although he has been saddened by the loss of many of his comrades. He and his companion Johan Zaubерlich have been diligent

Witch-Hunters and have destroyed many Chaos covens.

His hunt for the Chaos Sorcerer Illek of the Burning Skull took him from Altdorf to Praag to a ruined city on the edge of the Chaos Wastes in Norsca. There he killed the mage in an epic hunt through the twisted rubble.

He has sworn to retrieve the Dwarven sword Karaghul, from the ancient city of Carag Eight Peaks. He claims Sigmar appeared to him in a vision and told him that the sword would soon be drawn once more. He is prepared to see that this happens no matter what the cost to himself or to his friends.

	Start	Current
Weapon Skill	10	10
Bow Skill	10	7
Strength	8	8
Toughness	8	12
Speed	12	10
Bravery	9	9
Intelligence	8	8
Wounds	7	7
Fate	4	4

Weapon	DD	Fum.	Crit.	Targ.	WS	1	2	3	4	5	6	7	8	9	10	11	12
2-H Swd.	7	1-2	11-12	Hit Roll	2	2	2	2	2	3	4	5	6	7	8	9	
Ranged	Range	1-3	4-12	13-24	25-36	37+											
Combat	Hit Roll	5	6	7	8	9											

Armour	Bow Skill	Toughness	Speed
Plate	-2	+3	-2
Shield	-1	+1	-

Equipment / Notes: -



JULES GASGOIGNE

Jules is a swarthy, muscular Bretonnian who looks younger than his thirty years. He is of a bright, cheerful disposition and naturally cocky. He dresses in the typical garb of a trapper: animal furs and beaver hat. He is left-handed.

Jules comes originally from a lower-class family in Quennelles. But he felt trapped by the dingy slums of the city and left as soon as he could. The fact that he had outraged a local crimelord by slaughtering the slavers who had killed his sister may have had something to do with it. Now he prefers the beauty of the great outdoors to the teeming cities of men.

He has travelled extensively through Bretonnia, the Empire and the Border Princes hunting and adding to his store

of wilderness lore. He served for a time as the Master of Hounds to the Lord of the Friest of Akendorf and made several expeditions against the Goblins of the Worlds Edge Mountains. Eventually he found the discipline of service too restrictive and headed North into the Empire.

There he met Aldred Fellblade who was recruiting for his trip to Carag Eight Peaks. The gold the Templar offered overcame Jules' natural reluctance to visit such a dangerous place and he agreed to accompany the small party of treasure seekers. Since then he has had cause to regret his decision. Still, he tries to maintain a front of good-humour in the face of adversity, and to his credit he mostly succeeds in this noble aim.

Steve Tappin



	Start	Current
Weapon Skill	9	9
Bow Skill	10	9
Strength	7	7
Toughness	7	8
Speed	11	10
Bravery	8	8
Intelligence	8	8
Wounds	6	6
Fate	3	3

Weapon	DD	Fum.	Crit.	Targ.	WS	1	2	3	4	5	6	7	8	9	10	11	12
Sword	5	1	12	Hit Roll		2	2	2	2	3	4	5	6	7	8	9	10
Bow	3	1	12	Max Range:	36												
Ranged	Range	1-3	4-12	13-24	25-36	37+											
Combat	Hit Roll	3	4	5	6	7											
Armour	Bow Skill	Toughness	Speed														
Leather	-1	+1	-1														
Equipment/Notes: 18 Arrows																	



THULGUL - CHAOS TROLL

A huge horn-headed shadow looms towards you. The creature was once a Troll. Now it is hideously changed. It has a gnarly hide covered in huge, dripping tumours and three enormously muscular arms, one of which terminates in a pincer claw.

Growing from its left shoulder, like some obscene fruit, is a small babyish head which glares at you with wise malign eyes. It chitters horridly in a language that you do not recognise. Pus dribbles down its chest from a huge leech mouth set below its neck.

Its bestial head roars and the echoes reverberate through the long hall. An amulet of glowing greenish-black stone hangs around its neck. Warpstone, placed there deliberately.

It comes ever closer. Its stench fills your nostrils. You hear its leech mouth sucking hideously. It looms out of the gloom, its pain-wracked, bestial face hellishly underlit by its glowing amulet.

Weapon Skill	9	Speed	8
Bow Skill	1	Bravery	6
Strength	10	Intelligence	3
Toughness	10	Wounds	10

Targ.	WS	1	2	3	4	5	6	7	8	9	10	11	12	DD
Hit Roll		2	2	2	2	3	4	5	6	7	8	9	10	7

Notes: Fearsome Monster; Invulnerable; Large Monster, Regenerates, Two Attacks



Steve Tappin

MINOTAURS

Minotaurs live in the deepest parts of the forests - the most secluded parts of all, where even Beastmen are afraid to go. They live in warbands led by Minotaur Champions, each of which raids and hunts over a constantly shifting territory, moving from encampment to encampment in pursuit of game animals and enemies. Each warband fights other Minotaur Warbands, or other Chaos Warbands, to further the reputation of its own Champion in the eyes of the Chaos Powers.

As well as forming distinctive Minotaur Warbands, Minotaurs also appear as followers in the warbands of human, Beastmen, and other Champions. Individual Minotaurs, or small groups, readily join the retinues of other Champions of Chaos following the death of their own Champion. Similarly, Minotaur Champions sometimes attract followers from other races, notably from amongst Beastmen. Chaos Warbands tend to be pretty mixed affairs, and the Minotaur Warband is no exception. Because Minotaurs live in the least hospitable parts of the forests they will attract all sorts of unusual followers from among the native inhabitants, including large powerful creatures such as Trolls and Giants.

Minotaurs speak only rarely, although they certainly have the ability to talk. When they do have occasion to, they speak the Dark Tongue with a slow, lowing voice. Minotaurs have an uncanny way of understanding the gestures and expressions of others of their kind, making speech largely unnecessary. Minotaurs only bellow and roar like fighting bulls in the heat of battle. At other times they rely on a sense of innate understanding based on mutual familiarity.

GUARDIANS OF THE CHAOS HEART

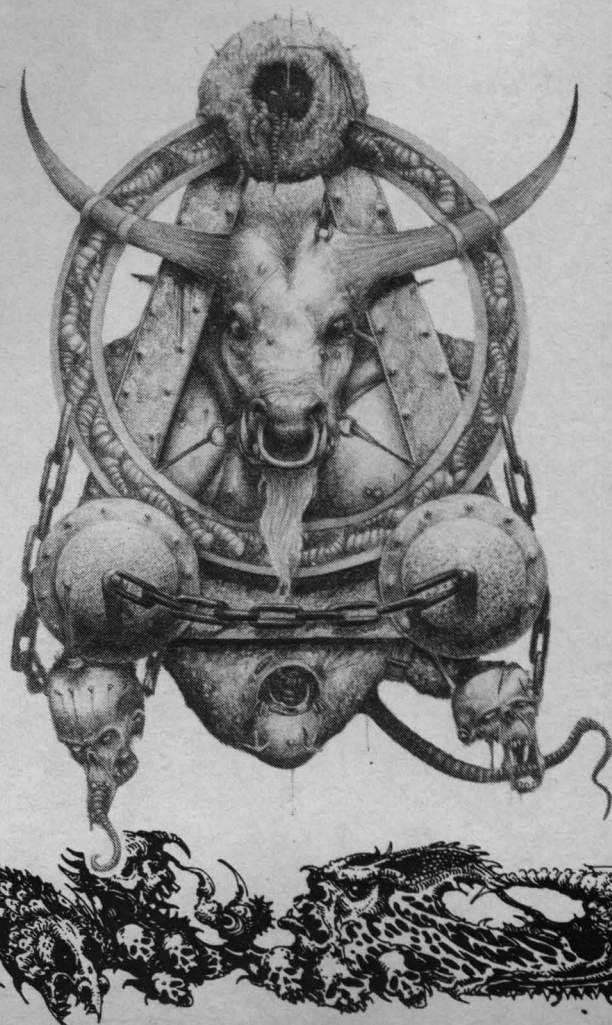
Beastmen know Minotaurs as the Guardians of the Chaos Heart - by which they mean the most holy shrines of Chaos. Minotaurs know the secret locations of Chaos Shrines located in the least accessible parts of the forests and mountains. Almost no creatures other than the Minotaurs have ever visited one of these secret places. Even Beastmen, the favoured Children of Chaos, avoid Chaos Shrines unless they are feeling very brave indeed.

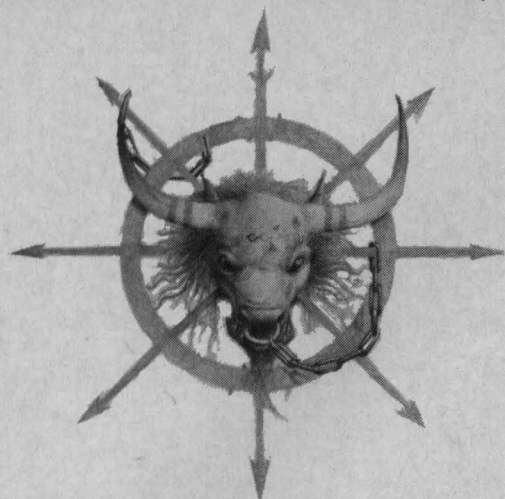
A Chaos Shrine can appear in almost any form, such as a dark temple to Chaos, a huge monolith, a giant cave, or an unnaturally vast and ancient tree. What they have in common is that they are places built upon or around a large fragment of warpstone. Warpstone is the raw matter of Chaos, a black light-absorbing rock that smoulders with magical energy. When the warp gates over the world's poles collapsed thousands of years ago, much of this raw stuff of Chaos was sucked into the material universe. Large pieces of Chaos matter solidified under the pressure of reality and became chunks of warpstone. Chaos is the raw material of magic, so warpstone is a colossally potent source of magical energy and a focal point for Chaos.

Chaos Shrines play a very important part in Minotaur society. A Minotaur can only become a Champion by going to one of the secret places and embracing and lifting the warpstone housed there. The Powers of Chaos and their daemonic minions can

communicate through the stone while the Minotaur holds it in his arms. Such close physical contact with warpstone sends fiery spear-pricks of agony through the Minotaur's flesh. This is a test of faith and courage. If the Minotaur fails the test he is instantly turned into a Chaos Spawn as mutations flow over his body and his flesh melts into new and horrible shapes. If he passes the test the Minotaur becomes a Champion of Chaos, the Mark of Chaos is given to him, and contact with the warpstone brands the glowing black rune of his Patron into his skin.

Once a Champion has been accepted, he is expected to protect the Chaos Shrine where he received the Mark of Chaos. Booty captured in battle is brought to the shrine and displayed inside as a testament to his loyalty and achievements. His deeds are portrayed on the inner walls of the shrine and heroically described in Chaos Runes. So long as the Champion lives and protects the shrine he will be its only Champion - the warpstone only glows dully and cannot confer the Mark of Chaos to another would-be Champion.





MINOTAURS AND MAGIC

Minotaurs have no Shamans or other Wizards. Warbands can attract Beastman Shamans or Human Wizards as followers, but Minotaurs themselves are only ever warriors. Because of this, Minotaurs are somewhat suspicious of magic and prefer to place their trust in cold steel and brute strength. Minotaur Champions and their followers believe strongly in the power of their own shrine to protect them from the malign influences of harmful sorcery. In this they are quite correct, for the power of warpstone is strong and the bond forged between a Minotaur Champion and Chaos endows the Champion with a certain amount of magical resilience.

MINOTAURS AND BLOOD GREED

Although normally quiet and steady in their movements, battle has a strange and exhilarating effect upon Minotaurs. This is the *blood greed* and it is Chaos' blessing upon the whole Minotaur race. The scent of blood drives them wild and they bellow their anger for all to hear, striking blow after blow against their hapless enemy. Once their foe is defeated they can only slake their thirst by tearing at his raw flesh and gulping down great hunks of pulsating meat. It is this blood greed which makes Minotaurs so dangerous to fight.

MINOTAURS AND THE BOVIGORS

The Beastmen Gors known as Bovigors are very similar to Minotaurs in appearance, although they are of course much smaller. They have the same bovine horns as Minotaurs, and often have the heads of cattle much like Minotaurs. The Bovigors look up to them as big brothers and protectors. A Bovigor will sometimes seek out a Minotaur band and join his retinue. It is quite common for whole groups of Bovigors to do this if their own Champion is slain.

Minotaurs also recognise this kinship between themselves and Bovigors, referring to them affectionately as *little brothers* and *little calves*. Minotaur warbands and warbands led by a Bovigor Champion will rarely fight if they meet by chance, but will hold a truce to discuss their differences, only resorting to combat if no other option presents itself. Minotaurs are more likely to form alliances with Bovigors than with any other kind of Beastmen. Sometimes a Minotaur Champion will even allow a Bovigor to enter his Chaos Shrine and witness for himself the dark glowing warpstone inside.

GAMES RULES FOR MINOTAURS

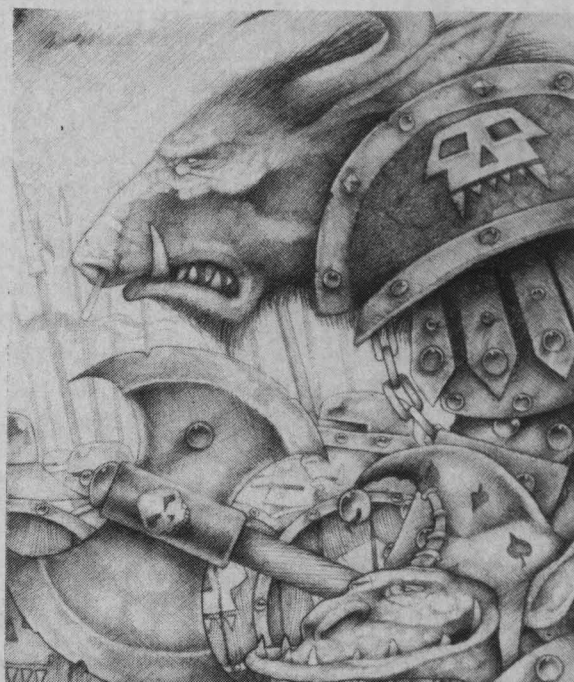
PROFILES

The following profiles give characteristics for Minotaurs and Minotaur Heroes. Points values are included for each. Each level of Hero is also described by his title.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
Minotaur	6	4	3	4	4	3	3	2	9	5	7	6	40
Level 5 Bloodkine	6	5	4	5	4	3	4	3	9	5	7	6	90
Level 10 Goremaster	6	6	4	5	5	4	4	4	10+1	5	7	6	140
Level 15 Deathsteer	6	6	4	5	5	5	5	4	10+2	5	8+1	7+1	190
Level 20 Doombull	6	7	4	5	5	6	6	5	10+3	5	8+1	7+1	240
Level 25 Minotaur Lord	6	7	5	5	5	6	6	5	10+3	7+2	9+2	8+2	290

1. Minotaurs have Chaos Attributes as shown on the chart below. When generating attributes players can give the Minotaur up to the number of attributes indicated. You can always give the creature fewer attributes if you wish.

Minotaur	Chance of Attributes	Number of Attributes
Minotaur	10%	1
5 Hero	15%	1
10 Hero	20%	1
15 Hero	25%	D3
20 Hero	30%	D4
25 Hero	35%	D3+1



Wayne England



Inhuman Champions and followers of the Chaos Powers offer challenging opportunities for spectacular conversion and painting. This is brilliantly demonstrated by the Minotaur, Centaur and Beastmen on this page - and especially by Ivan Bartleet's Dragon Ogre Champion.



TZAANGOR, BEASTMAN OF TZEENTCH



SLAANGOR, BEASTMAN OF SLAANESH



TZAANGOR, BEASTMAN OF TZEENTCH



SKYLOCK, TZEENTCH CENTAUR SHAMAN



PESTIGOR, NURGLE BEASTMAN SHAMAN



SLAANGOR, BEASTMAN OF SLAANESH



KHORNGOR, BEASTMAN OF KHORNE



PESTIGOR, BEASTMAN CHAMPION OF NURGLE



DOOMBULL, MINOTAUR CHAMPION



SHAGGOOTH, DRAGON OGRE CHAMPION OF NURGLE



THE COMPLETED AND PAINTED WAR ALTAR



REAR VIEW DETAIL



BASIC FRAME COMPLETED



THE DRAGON WINGS AND BRANCHES HAVE BEEN ADDED

2. Minotaurs are large and impressive-looking creatures. While fighting they bellow and roar like deranged bulls, and the sound of them is so terrible that they cause fear in opponents under ten feet tall.
3. Minotaurs are very strong. Any blow struck in hand-to-hand combat is quite likely to penetrate armour. If the enemy has a saving throw due to armour then his armour saving throw is reduced by -1.
4. Minotaurs become enraged and incredibly fierce in battle. They lose their normal self-control and abandon themselves completely to their lust for battle. In this excited condition they tear at the raw flesh of their fallen foes, and will even stop fighting in order to tear the flesh from their enemies and gulp down pieces of raw meat. This is called *blood greed*.

If a Minotaur's opponents are routed, all Minotaurs engaged in that combat must make a standard psychology test. Roll 2D6 against the unit's cool value: if the dice roll is equal to or less than the unit's cool the test is passed; if the roll is greater than the unit's cool the test is failed. Only one test is taken for *all* the Minotaurs involved in the combat. Minotaurs who fail a blood greed test will not pursue their routing enemy and will not strike a free hack as they run off. Instead, the Minotaurs stop to feed upon their fallen foe as described below. If the test is passed then the Minotaurs are not affected by blood greed and will pursue and strike free hacks as normal.

Minotaurs who fail their blood greed test remain stationary until the beginning of their next turn when they will take another blood greed test. If this is failed they continue to

feed and remain stationary, and test again at the start of their following turn. Once the test has been passed the Minotaurs return to normal. Minotaurs who have failed their blood greed test may do nothing with the following exceptions.

1. If the unit is shot at or attacked with magic another blood greed test can be taken immediately.
2. If the unit is charged then blood greed is automatically ended *and* the Minotaurs go into frenzy. Minotaurs get incredibly worked up in blood greed and go into a dangerous frenzy if disturbed whilst feeding.
5. A Minotaur Champion is protected by the special link between himself and Chaos which is forged when he embraces the warpstone. This has the following effects.

1. If a Minotaur Champion fails a magic saving throw then another attempt can be made. If this is failed then the Minotaur is affected by the spell as normal.

2. If a Minotaur Champion is wounded then the player rolls a D6 for each wound suffered.

1-4	Wound suffered as normal
5	Wound ignored
6	Wound ignored and the Champion gains an instant Chaos Attribute.

As the chart shows, a roll of a 6 negates the wound but gives the Minotaur an instant randomly generated Chaos Attribute instead. The attribute forms from the wound itself, healing magically and warping the Minotaur as it does so. This is a mixed blessing... as indeed are most of the favours of Chaos.

Garn roared with anger as he crashed through the forest, his broad minotaur horns smashing the branches aside and scattering leaves in his wake. The Chaos Heart had been defiled! The shrine, *his* shrine which it was his sacred duty to protect, had been desecrated. He cursed himself as a fool to leave the shrine ungarded even for a moment, for allowing himself to be distracted by the Beastmen's feigned retreat. Overcome with bloodlust, he had gorged himself on the flesh of a weakling he had trampled, unaware that its compatriots were doubling back to renew their attack on the shrine.

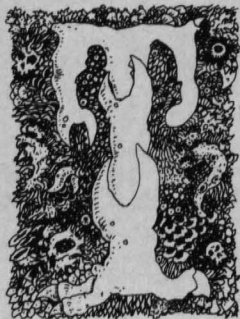
Bursting from the cover of the glade's edge he saw that the doors had been broken down and pulled from their hinges. It was only a small shrine, built from blocks of stone now hidden under a dense growth of moss and clinging ivy. Thick, oily smoke billowed from the narrow slit windows high in the walls, tiny wisps of grey seeped through the pitched stone-clad roof. Red anger overcame him, and he charged towards the broken door, bounding up the low steps. He could hear the bestial wail of one of the Beastmen inside, and answered with his own bellowing challenge.

As he burst into the shrine, the Beastman swung round to confront him. Its eyes were panic stricken and its thick tongue hung loose and slaverling out of its mouth. The fallen bodies of the other Beastmen lay all around it, some with burnt and blackened fur, others were gashed and bleeding from gaping wounds. Many of the corpses were

still burning, staining the air with a foul-smelling odour of charred fur. Garn the Minotaur, Guardian of the Shrine, caught the Beastman by its wattled throat and crushed it to a pulp. The creature's neck slackened and its horned head lolled over, the creature's eyes frozen in an expression of glassy horror. He released his grip and the Beastman fell heavily onto the floor, its twisted head resting incongruously upon its chest.

Garn peered through the smoke and saw that the sacred images of Chaos stood untouched upon their altar. He could see that some of the other objects were scattered over the floor: the gold mixing bowls, the painted skulls of fallen enemies, the dark knives and golden cups, but these were mere ornaments compared to the sacred images themselves. The raiders were inexplicably dead and the shrine unharmed. Garn offered a silent prayer of thanks. A low rumbling noise like laughter came from the dark recesses behind the altar. Garn froze with fear. There was a slap and a crack from somewhere near his feet. He looked down and saw that the head of the Beastman he had just killed had turned to face him. Its eyes were dead and the neck slack and pulped as before, but the creature's jaws worked clumsily round its thick, protruding tongue. From that ruin came the most gentle and seductive voice that Garn had ever heard.

"Aaah, Garn, did you think us so very helpless?" it said. The head dropped lifelessly to the creature's chest and the laughter faded slowly back into the shadows.



THE MINOTAUR WARBAND

Because Minotaurs live in the darker parts of the forests, their warbands often include a relatively high proportion of exotic followers and monsters. Whereas a human Champion's band is likely to include a fair number of humans, and a Beastman Warband is always centred upon Beastmen, a Minotaur Warband can be much more varied. It is not unlikely to include Beastmen, Centaurs and even uncommon creatures such as Dragon Ogres, Fimir and certain types of Undead.

THE MINOTAUR CHAMPION

A Minotaur Champion is always a fighting warrior. His starter profile is generated from the table below.

D100	Starter Profile	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
01-50	Minotaur	6	4	3	4	4	3	3	2	9	5	7	6
51-75	Level 5 Hero												
	Bloodkine	6	5	4	5	4	3	4	3	9	5	7	6
76-85	Level 10 Hero												
	Goremaster	6	6	4	5	5	4	4	4	10+1	5	7	6
86-95	Level 15 Hero												
	Deathsteer	6	6	4	5	5	5	5	4	10+2	5	8+1	7
96-99	Level 20 Hero												
	Doombull	6	7	4	5	5	6	6	5	10+3	5	8+1	7
00	Level 25 Hero												
	Minotaur Lord	6	7	5	5	5	6	6	5	10+3	7+2	9+2	7

ATTRIBUTES

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

Minotaur	Chance of Attributes	Number of Attributes
Minotaur	10%	1
5 Hero	15%	1
10 Hero	20%	1
15 Hero	25%	D3
20 Hero	30%	D4
25 Hero	35%	D3+1

MARK OF CHAOS

A new Champion receives the appropriate Mark of Chaos from his chosen Chaos Patron just like any other Champion. In the case of Nurgle this consists of a randomly determined Chaos Attribute plus an increase in toughness of +1. In the case of Tzeentch the Champion receives D3 Chaos Attributes plus a randomly determined magic item. Champions of Khorne receive a suit of Chaos Armour and a Chaos Attribute. Champions of Slaanesh receive a +1 to their will power and a Chaos Attribute.

FOLLOWERS

A Minotaur Champion is the figurehead for his warband of loyal followers. In the same way he is also the figurehead and protector of the Chaos Shrine where he received his Mark of Chaos and where he returns with trophies of victory. Minotaur society is thus drawn into a natural organisation of warbands each of which is based around a secret place of Chaos.

Should a Champion be destroyed or pass on to daemonhood, then his followers will disperse to other warbands or, more likely, one of their number will put his own courage to the test and become a Champion. To determine how many followers the Champion has to begin with, roll a D6 and consult the chart below. This shows how many times the player can roll on the *Minotaur Followers Table*. Thereafter, a Minotaur Champion rolls once on the chart below every time he is rewarded by his Patron.

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





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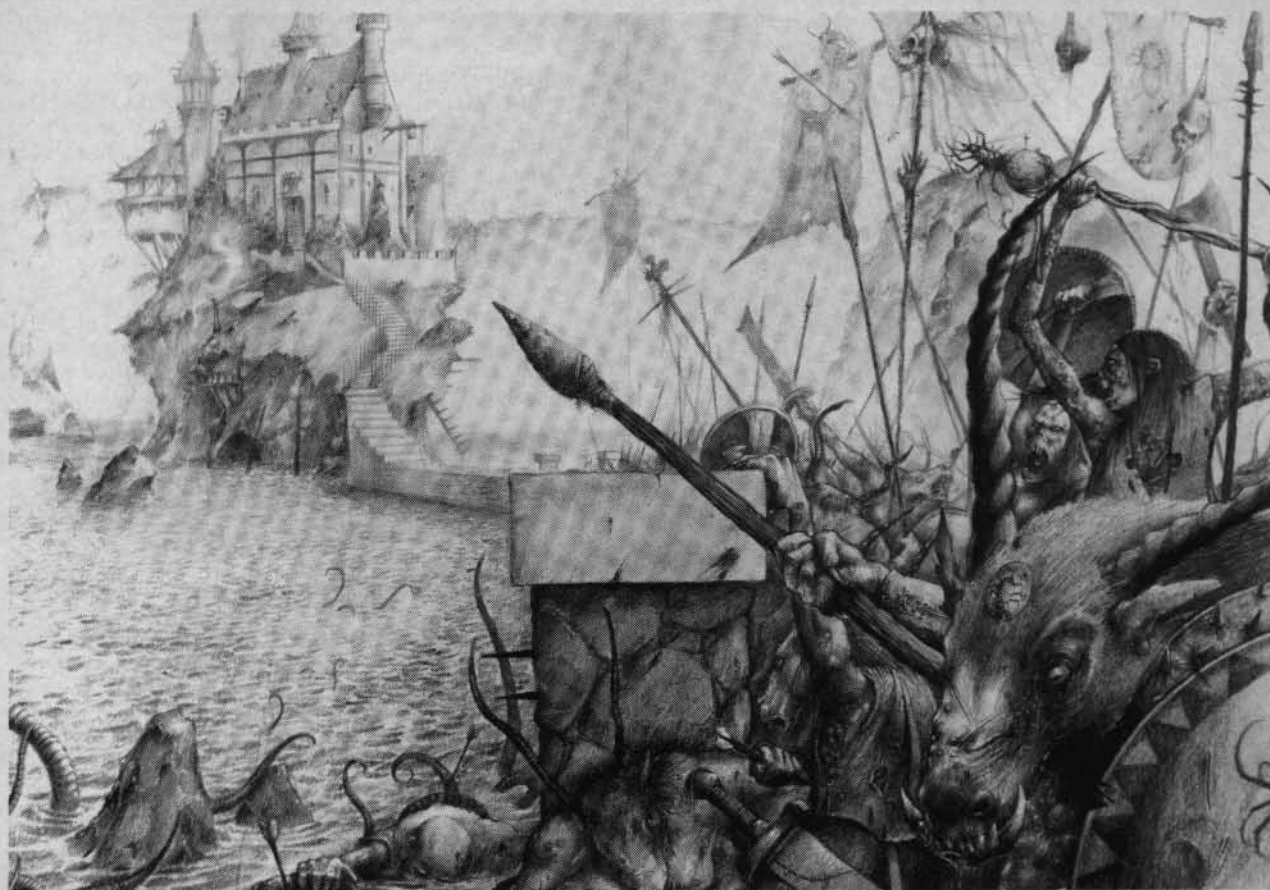
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Adrian Smith

MINOTAUR FOLLOWERS TABLE

01-10

D6 BEASTMEN OF THE CHAMPION'S PATRON

Beastmen of the Champion's Patron are drawn to the service of the Champion by the providence of Chaos and the will of their mutual master.

If the Champion has no single Patron then the Beastmen are of standard type. Some carry shields, some wear light armour, a few combine both, others have none, giving an average D6 saving throw of 6. They brandish axes, swords, clubs and other hand weapons. If forming a new unit in the warband the Beastmen may automatically have a standard and a warhorn or drum.

11-20

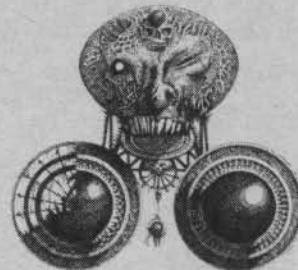
D6 BEASTMEN

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

The Beastmen are of standard type. Some carry shields, some wear light armour, a few combine both, others have none, giving an average D6 saving throw of 6. They brandish axes, swords, clubs and other hand weapons. If forming a new unit in the warband the Beastmen may automatically have a standard and a warhorn or drum.



Wii Rees



21-25

BEASTMAN HERO

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

D10	Hero	Chance of Attributes	Number of Attributes	Chance of Beastmen Followers	Number of Beastmen Followers
1-4	5 Hero	65%	D4	25%	D3
5-6	10 Hero	85%	D6	35%	D4
7-8	15 Hero	Always	D6+1	50%	D6
9	20 Hero	Always	D6+2	75%	2D4
10	25 Hero	Always	D6+3	95%	2D6

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

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

26-30

BEASTMEN SHAMAN

If your warband does not include any kind of Wizard, a Beastman Shaman joins you. If your warband already contains any kind of Wizard, including human or other Wizards, it cannot be joined by a Beastman Shaman - in which case no other followers join your band and the roll is wasted.

Roll a D10 to determine how powerful the Shaman is.

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

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

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

D10 Chaos Power

1	Khorne
2-4	Slaanesh
5-7	Nurgle
8-0	Tzeentch

31-35

D4 CENTAURS

Your Champion is joined by a group of Centaurs. If there are 4 then they are led by either a Hero (01-75%) or a Wizard (76-00%). Generate Heroes and Wizards as follows.

D10	Level	Heroes	Wizards	No. of Attributes
1-4	Level 5	Hoarhoof	Fetlock	D4
5-6	Level 10	Taigirith	Witherstock	D3+1
7-8	Level 15	Warmain	Grimdock	D4+1
9	Level 20	Steedmaster	Skylock	D6+1
10	Level 25	Stallion Lord	Sky Lord	D6+2

All Centaurs have standard profiles for their type. Ordinary Centaurs have a 50% chance of having D3 Chaos Attributes. Roll a D6 for each to determine their weapons.

D6 Weapons Carried

1	Hand weapons
2	Spear
3	Lance
4	Double-handed sword or axe
5	Bow
6	Bow & lance

36-40

D3 DRAGON OGRES

D3 Dragon Ogres have heard of your Champion's fame and wish to serve in his warband.

There is a 10% chance that one of the Dragon Ogres will be a Hero of his kind. If so, determine his level from the following chart.

D10 Hero Number of Attributes

1-4	5 Hero	D3
5-6	10 Hero	D4
7-8	15 Hero	D3+1
9	20 Hero	D4+1
10	25 Hero	D6+1

Dragon Ogres have standard profiles for their type. Ordinary Dragon Ogres have a 25% chance of having D2 Chaos Attributes. They wear light armour and carry an axe or other hand weapon.

41-80

D6 MINOTAURS

The Champion is joined by a band of D6 Minotaurs. There is a 25% chance that one of the Minotaurs is a Hero. If so, determine his level and Chaos Attributes from the following chart.

D10	Hero	Chance of Attributes	Number of Attributes
1-4	5 Hero	15%	1
5-6	10 Hero	20%	1
7-8	15 Hero	25%	D3
9	20 Hero	30%	D4
10	25 Hero	35%	D3+1

Minotaurs have standard profiles for their type. They are armed with a mixture of axes and large unwieldy clubs. Minotaur Heroes wear light armour.

80-90

OTHER FOLLOWERS

Roll on the main *Retinue Table* as for human and other Champions of Chaos.

91-00

MONSTERS

The warband is joined by a relatively exotic creature or by an unusual group of creatures. Because Minotaurs live in the most secluded parts of the forests and mountains of the Old World they are more likely to encounter such creatures than other Champions.

D100

01-04	Chimera
05-08	Cockatrice
09-11	Dragon
12-15	Eagle
16-20	Giant
21-23	Gorgon
24-27	Griffin
28-31	Hippogriff
32-35	Hydra
36-39	Jabberwock
40-43	Manticore
44-48	Giant Spider
49-52	Giant Scorpion
53-55	Treeman
56-59	Wyvern
60-63	Chaos Hounds
64-68	D6 Giant Rats
69-73	D6 Skeletons plus an Undead Champion
74-78	D4 Snotling bases
79-83	Warhounds
84-88	D4 Ogres
89-92	D6 Fimir
93-97	D4 Zombies plus an Undead Champion
98-00	Roll twice on this chart

GOLDEN DEMON AWARDS '90 GRAND FINALS

Saturday 26th May - 10am-6pm, The Assembly Rooms, Derby

PROGRAMME

Golden Demon 90 is the International Citadel Miniature Painting event of the year. The world's top miniature painters, fantasy artists and writers, plus thousands of beautifully-painted miniatures, are at the Assembly Rooms in Derby on Saturday the 26th May.

There are loads of demonstration and participation games and massive displays of the finest Games Workshop art and our biggest ever Games Workshop and Citadel Miniatures retail stands.

This programme gives you a list of all the major events at Golden Demon 1990 - the letter/number codes refer to the Assembly Rooms plan. Keep your eyes open for extra displays and games on the day.

MINIATURE PAINTING COMPETITIONS

GOLDEN DEMON - D1

This is the second Golden Demon International Miniature Painting Competition. The Golden Demon Awards draw the best miniature painters in the world to compete and show their talents. On display are thousands of superbly painted miniatures from the regional heat winners.

The eight categories this year are:

*Single Miniature
Monster
Vignette
Single Titan*

*Mounted Miniature
Standard Bearer
Epic Scale Vignette
Vehicle*

There are three prizes for each category:

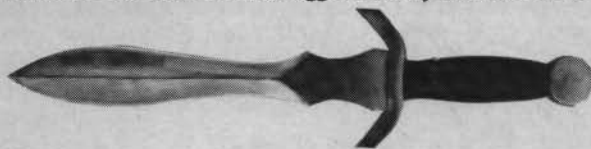
- First Prize:** Golden Demon Trophy plus £150 of GW vouchers
Second Prize: Silver Demon Trophy plus £80 of GW vouchers
Third Prize: Bronze Demon Trophy plus £40 of GW vouchers

The overall winner will be presented with the prestigious **Golden Demon Slayer Sword** - a finely-crafted two-handed sword made especially for the Golden Demon Awards 1990 by the Raven Armoury.

Presentation of the Awards will commence at 5.00pm in the Main Hall.

MARAUDER BLADE - M1

This is the second year for the Marauder Blade National Miniature Painting Competition. The National Heat winners are competing for the three **Marauder Blades**, handcrafted daggers made by the Raven Armoury



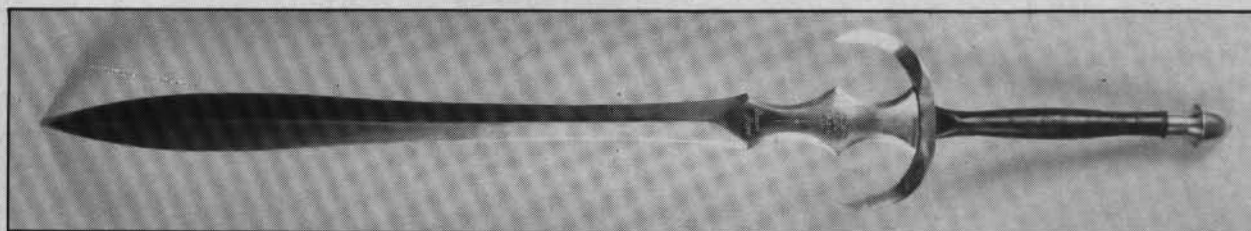
The prizes will go to the best entries in three categories:

*Single Miniature
Regiment
Vignette*

There are three prizes in each category:

- First Prize:** Marauder Blade, a massive selection of Marauder Miniatures plus Marauder Blade Winners Trophy
Second Prize: a massive selection of Marauder Miniatures plus the Marauder Blade Winners Trophy
Third Prize: Marauder Blade Winners Trophy

Presentation of the prizes will commence at 5.00pm in the Main Hall.



YOUNG BLOODS - D1

The first National Young Bloods Miniature Painting Competition has been set up to identify the best of the emerging young miniature painters. The final features the Regional Heat winners competing for the unique **Young Bloods Axe** from the Raven Armoury.

The prizes will go to the best entries in three categories: *Single Miniature*, *Mounted Miniature* and *Monster*.

Each category winner will receive a Young Bloods Trophy and £50 of GW vouchers. The overall winner receives the Young Bloods Axe.

Presentation of the prizes will commence at 5.00pm in the Main Hall.

SPEED PAINTING COMPETITION - D2

How fast can you paint a miniature? Do you go Moody Blue when your Skull White runs into your Goblin Green? Test your skill at the Citadel Miniatures Speed Painting Competition.

We provide the paints and miniatures - all you have to bring is a keen eye, a steady hand and nerves of steel.

You'll have under 30 minutes to paint your miniature. If it is the best of your group, you win all the miniatures painted in that session.

Go to the Enquiries Desk (E1) to enter the competition and you'll be told which session you're in.

GAMING LEAGUE CHAMPIONSHIPS - G1

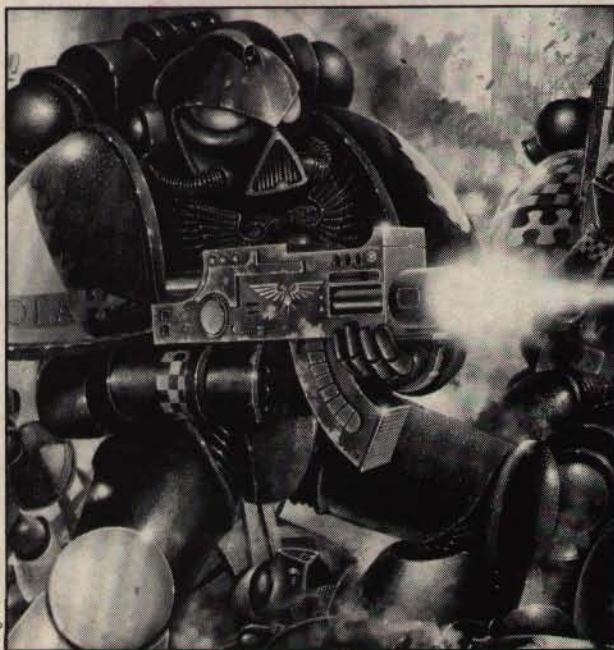
The top players from the National Gaming Leagues are confronting each other in a Championship showdown. Under the watchful eye of **Dean Bass**, there are nail-biting games of Space Hulk, Blood Bowl, Warhammer 40,000, and Warhammer Fantasy Battle being played continuously during the day.

The players need all the support they can get from their home crowd - so get out your scarves and rattles for your local Champion. If you're a Gaming League player, this is your chance to see the Champions at work, and maybe pick up a few hints and tips on their tactics.

If you're playing (you'll have been told by your local Games Workshop store if you're one of the select few), register at the Enquiries Desk (E1) when you arrive - don't forget to bring your painted regiment, squad or team!

The Overall Champion in each League will win £50 in Games Workshop vouchers and a Trophy. There are also prizes for the best-painted teams and armies.

DEMONSTRATION GAMES



SPACE MARINE - G6

Battle for the Red Planet - the Inquisition is purging the Adeptus Mechanicus which has split into loyalist and heretical factions. The heretical Collegia Titanicus on Mars is being besieged by loyalist troops as they fight for the remnants of ancient technology. Who will prevail as **Karl Tebbut** and **Roger Gerrish** fight it out for domination of the Red Planet?

WARHAMMER FANTASY BATTLE - G8

The Dark Lands - an army of Goblins and Orcs descend onto a small defenceless village. Defenceless, that is, but for an immense army of Dwarfs and Ogres ready and waiting for action. **Pete Taylor** marshals the forces in this massive battle with hundreds of beautifully painted Citadel and Marauder Miniatures. Anyone who's seen Pete's previous Warhammer battles will know this is a game to follow - keep an eye on the fortunes of the Goblins and Dwarfs as the day progresses.

THE KNIGHTS OF OUTREMER - G12 and G13

If throughout the day you hear the clash of metal and the screams of the dying, it's the Knights of Outremer fighting fully-costumed medieval battle enactments on the main stage. Using real weapons and armour, the Knights put on an exciting and noisy display.

The Knights of Outremer will also be fighting a massive Warhammer Fantasy Battle at stand G13.

THE SEALED KNOT - G14

The Sealed Knot are the English Civil War re-enactment society who fight live battles with pike, musket and cannon all around the country. At Golden Demon, dressed in full 17th Century costume, they're playing an English Civil War battle with hundreds of painted miniatures.

RAVEN ARMOURY - G15

The Raven Armoury are Britain's foremost armourers of reproduction weapons and the only 20th Century armourers with their weapons on display at the Tower of London. Raven supply all the finely-handcrafted weapons to be presented as prizes today: the Golden Demon Slayer Sword, the Fantasy Battle Warhammer, the Marauder Blades and the Young Bloods Axe - these are on display throughout the day in the Golden Demon Hall (D1). Raven are also displaying a lot more of their historical and fantasy weapons on their own stand.

BATTLEFLEET GOTHIC - G17

The starfleets of the Imperium battle against alien and Chaos forces. **Richard Helliwell** fights these devastating space battles with a pre-production demonstration of Games Workshop's new game Battlefleet Gothic. The battles will be fought on a fabulous illuminated table, integrated with Richard's 3D Space Hulk as boarding parties fight between docked ships.

MIGHTY EMPIRES - G18

Mighty Empires is a new campaign game for Warhammer Fantasy Battle that allows you to create kingdoms, fight for your borders and go on the rampage to build yourself an empire. Mighty Empires can be played as a boardgame, or as a massive campaign where you fight the battles using the normal Warhammer Fantasy Battle rules. **Nigel Stillman** and **Robin Dews** present a pre-production demonstration of this game of empire-building and destruction.

PARTICIPATION GAMES

You can enter any of the following games on the day, but don't forget to register at the Enquiries Desk (E1) when you arrive. The overall winners of each participation game will receive a trophy at the presentations in the Main Hall at 5:00pm

WARHAMMER FANTASY ROLEPLAY - G2

The Fortress of Khazad-Ghrim - Roland Depper introduces a Warhammer Fantasy Roleplay participation game of madness and mayhem set in a Goblin-infested Dwarven fortress. As a bunch of extremely nasty Outlaws of various races and beliefs you are being chased through a narrow mountain pass by a large Empire army. Ahead lies the fortress, the last post between you and freedom, but can you get past it?

Sign up for a character when you register or bring your own (no greater than 2nd level Wizards, please). New players will be joining all through the day, so make sure you're available when called.

BLOOD BOWL ARENA BRING'n'BATTLE - G4

Is your Blood Bowl team up to playing in the amazing original Blood Bowl Arena, in which the mysteries of Nuffle were first launched upon an unsuspecting world. Can you battle your way to a Touchdown against massive odds. If not, you can always bribe the Ref - unless he's taken a bribe from the other side first!

Bring your own painted Blood Bowl team for a game in the famous Blood Bowl Arena.

ADVANCED HEROQUEST - G6

Grave-Robbing at Nuln - can you solve the mystery of the disappearing bodies from the graveyard in Nuln? The priests of Morr are outraged and have turned to you for help, for who are more qualified than foolhardy adventurers seeking horrible deaths at the hands of unknown terrors?

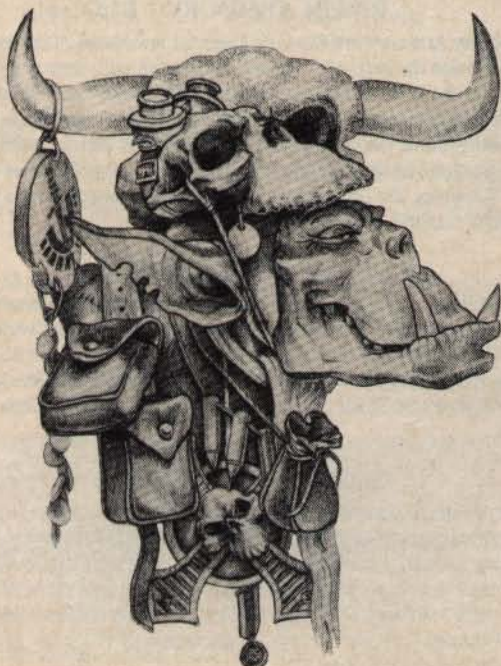
Carl Danes' Advanced Heroquest adventure isn't for the faint-hearted, but with the game running throughout the day there's plenty of chances to get involved.

WAAARGH THE ORKS!

WARHAMMER 40,000 ROLEPLAY SPECIAL - G9

Waaargh! - Warhammer 40,000 as you've never seen it before. Tom Hebblewhite presents a one-off game of Waaargh roleplaying in the age of the Imperium using a set of rules specially-written for Golden Demon. Go into battle as a team of Orks and win yurself sum teef.

There are six sessions of Waaargh Roleplay, but it's sure to prove popular so sign up early.



Paul Bonner

WARHAMMER 40,000 BRING'n'BATTLE - G5

The Traitor Marines have reduced a once-teeming hiveworld to a stinking quagmire of destruction. Can you hold on to the last outpost with your Imperial Marine Tactical Squad? Or, as the World Eaters, can you win a victory for Horus?

All you have to do is bring along your own squad of painted Marines. Your chosen force must match either the Imperial Marine Squad or the Traitor Marine Squad as printed below.

1 MARINE TACTICAL SQUAD												
PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
MARINE	4	4	4	4	3	1	4	1	8	8	8	8
BASIC EQUIPMENT						STANDARD EQUIPMENT						
POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES						SERGEANT: BOLT GUN & BIO-SCANNER						
KNIFE OR COMBAT ACCESSORY						7 MARINES: BOLT GUN						
BOLT PISTOL						1 MARINE: MISSILE LAUNCHER (INCLUDING TARGETER & SUSPENSORS) WITH FRAG & MELTA MISSILES						
FRAG GRENADES						1 MARINE: FLAMER (WITH TARGETER AND SUSPENSORS)						

1 TRAITOR MARINE TACTICAL SQUAD												
PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
LEGIONNAIRE	4	4	4	4	3	1	4	1	8	8	10	8
BASIC EQUIPMENT						STANDARD EQUIPMENT						
POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR & AUTO-SENSES KNIFE OR COMBAT ACCESSORY CHAINWORD BOLT PISTOL FRAG GRENADES						SERGEANT: BOLT GUN & BIO-SCANNER						
						6 MARINES: BOLT GUN						
						1 MARINE: MISSILE LAUNCHER (INCLUDING TARGETER & SUSPENSORS) WITH FRAG & CRACK MISSILES						
CHAOS ATTRIBUTES												
Up to D4-2 personal attributes to be determined on the day.												

SPACE MARINE - G10

Death World Methuselah - Jervis Johnson and Andy Chambers are running a fast and furious game of Space Marine scaled-up to use Warhammer 40,000 miniatures. How long can your infantry or dreadnoughts survive the churning maelstrom of a full-scale battle in the dark times of the Horus Heresy. All the miniatures are provided - just register and play.

SPACE HULK - G11

Heresy - Andy Warwick's cataclysmic struggle of Terminator versus Terminator set during the Horus Heresy. The Iron Fist Marines, the Emperor's personal guard, have teleported into Horus' Command Barge as it circles Terra. The Warmaster awaits with Terminators from the Sons of Horus. The outcome of this ultimate struggle is in your hands.

All you have to do is make sure you know the Space Hulk Terminator versus Terminator rules in White Dwarfs 121 and 122 and sign up - a new player will be brought into the game every time a squad is killed. Prizes will be awarded to the squad with the highest kill ratio.

EVENT HORIZONS WARHAMMER 40,000 LIVE ROLEPLAY LASER TAG - G16

Join the Imperial Guards and descend into the Labyrinth of the Necromundan Hiveworld. Armed with a Lasgun, you'll have to work as a team to survive. Event Horizons supply all the gear - all you need to do is turn up and register for this live roleplay action in subterranean passages.

ARTWORK AND MINIATURES

GAMES WORKSHOP ART - D1

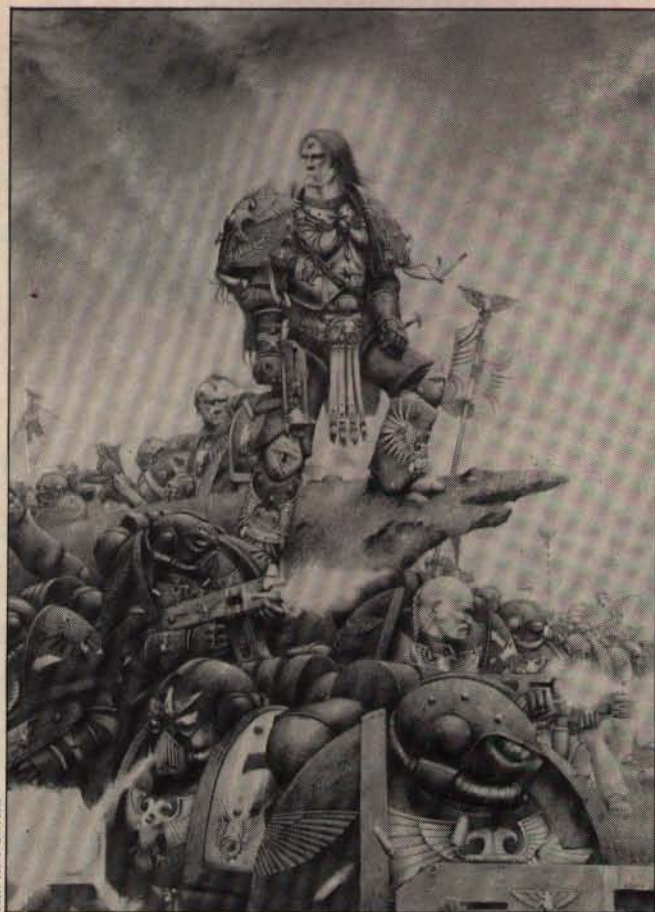
A stunning display of original art by the finest Science Fiction and Fantasy artists in the world. Artwork by the following artists is on display:

Tony Ackland
John Blanche
Paul Bonner
Jim Burns
Mark Craven
Les Edwards

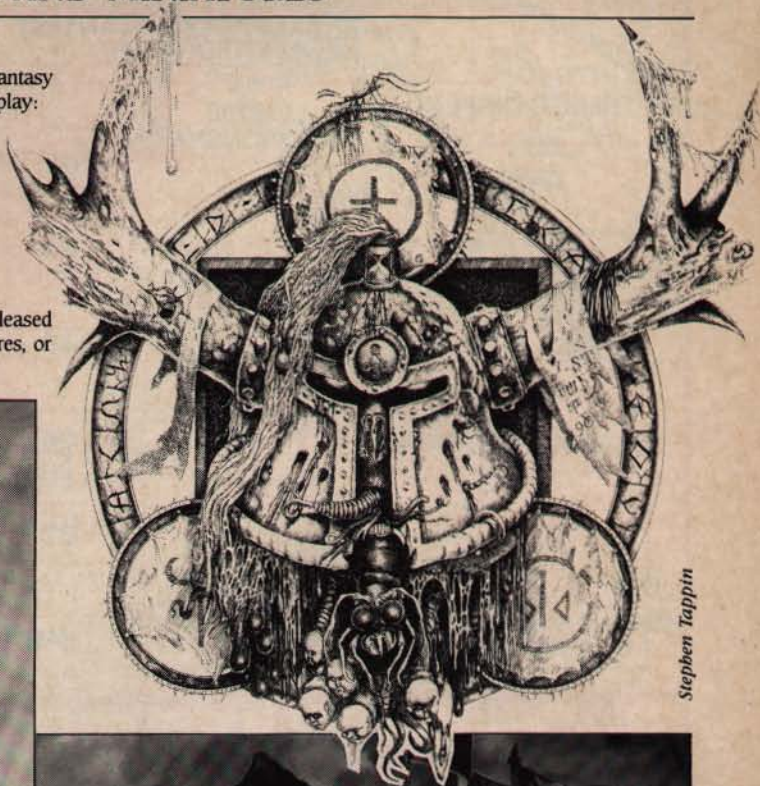
Dave Gallagher
Tony Hough
Martin McKenna
Adrian Smith
Steve Tappin
Kevin Walker

Wayne England

Most of these artists are at the exhibition and will be only too pleased to talk to you about their work and the stories behind the pictures, or to give tips and hints to prospective young artists.



Adrian Smith



Stephen Tappin



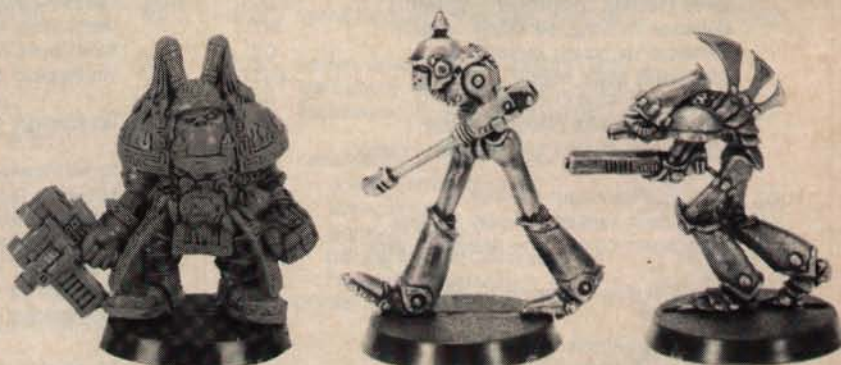
Kevin Walker

CITADEL MINIATURES - D1

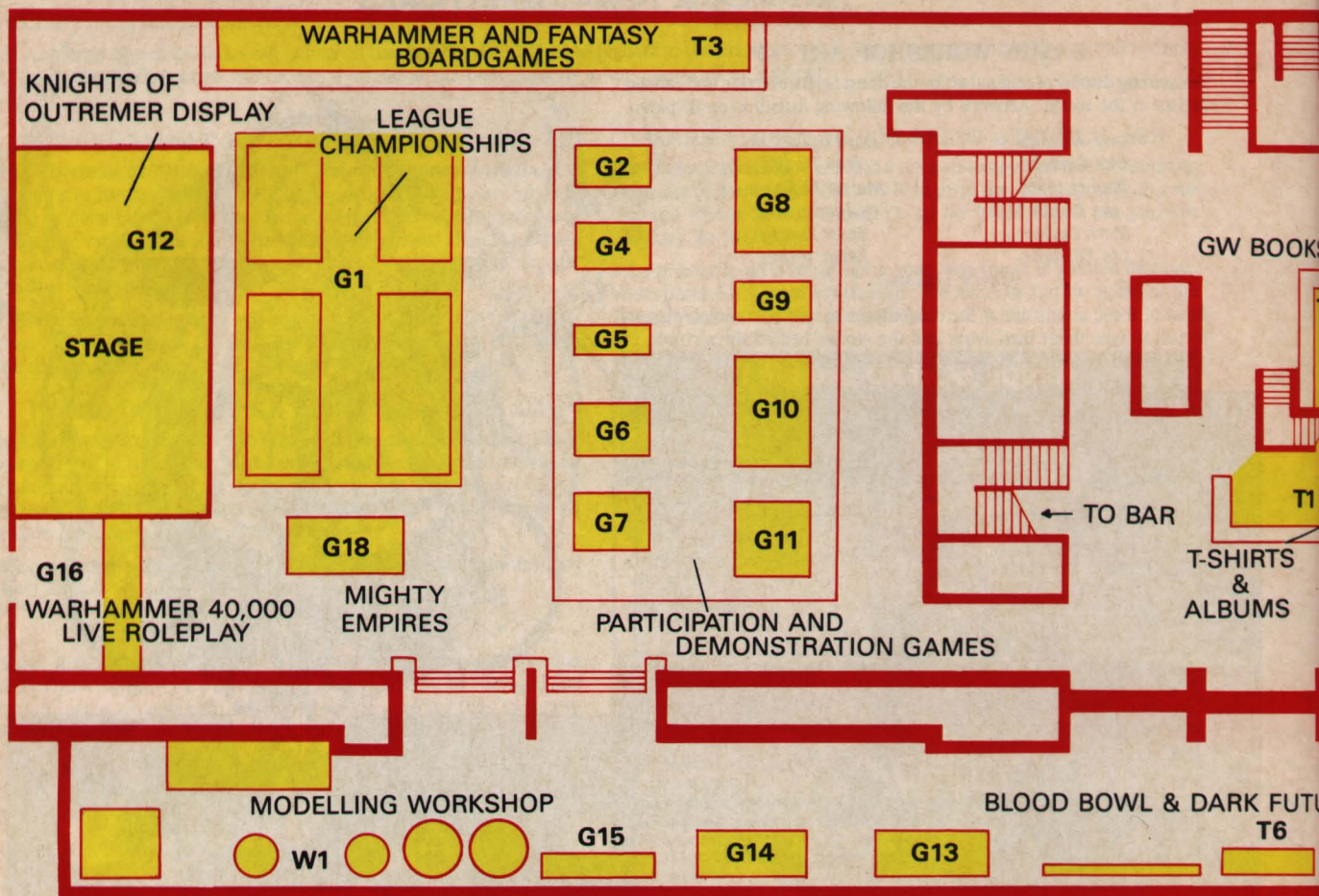
Come and meet the famous Games Workshop Miniature Painters and Miniature Designers.

Mike McVey, Ivan Bartleet, Dale Hurst and Tim Prow, the team that brings you 'Eavy Metal each month, demonstrate their talents and ready to answer your questions on miniature painting and converting.

Citadel Miniature Designers Jes Goodwin, Kevin Adams, Colin Dixon and Alan and Mike Perry will be happy to talk about the miniatures they've sculpted or give you some inside info on what they'll be working on over the coming months.



ASSEMBLY ROOMS DERBY



TIME TABLE

10:00	DOORS OPEN				
	Register at Enquiries Desk for:	E1	12:00	Speed Painting Competition - session 3	D2
	League Championships			Miniature Painting Workshop - session 2	W2
	Speed Painting Competition			Modelling Workshop - session 2	W1
	Painting and Modelling Workshops			Warhammer Books Seminar	S1
	All Participation Games			Warhammer 40,000 - game 2	G5
	Blood Bowl Arena - game 1	G4		Warhammer 40,000 Live Roleplay - game 4	G16
	Space Marine game begins	G10			
	Warhammer Fantasy Roleplay game begins	G7	12:30	Waaargh the Orks Roleplay - game 3	G9
10:15	Gaming League Championships begin	G1		Warhammer 40,000 Live Roleplay - game 5	G16
10:30	Golden Demon Awards Display opens		12:45	Speed Painting Competition - session 4	D2
	Speed Painting Competition - session 1	D2	1:00	Modelling Workshop - session 3	W1
	Miniature Painting Workshop - session 1	W2		Warhammer 40,000 Alien Races Seminar	S1
	Advanced Heroquest game begins	G2		Blood Bowl Arena - game 3	G4
	Space Hulk game begins	G11		Warhammer 40,000 Live Roleplay - game 6	G16
	Warhammer 40,000 - game 1	G5	1:30	Warhammer 40,000 Live Roleplay - game 7	G16
	Waaargh the Orks Roleplay - game 1	G9	2:00	Speed Painting Competition - session 5	D2
	Warhammer 40,000 Live Roleplay - game 1	G16		Miniature Painting Workshop - session 3	W2
11:00	Modelling Workshop - session 1	W1		Modelling Workshop - session 4	W1
	Warhammer Fantasy Roleplay Seminar	S1		Fantasy Battle Realm of Chaos Seminar	S1
	Warhammer 40,000 Live Roleplay - game 2	G16		Warhammer 40,000 - game 3	G5
11:15	Speed Painting Competition - session 2	D2		Waaargh the Orks Roleplay - game 4	G9
				Warhammer 40,000 Live Roleplay - game 8	G16
11:30	Blood Bowl Arena - game 2	G4	2:30	Blood Bowl Arena - game 4	G4
	Waaargh the Orks Roleplay - game 2	G9		Warhammer 40,000 Live Roleplay - game 9	G16
	Warhammer 40,000 Live Roleplay - game 3	G16			

ENQUIRIES
&
REGISTRATION

E1

FLAME
PUBLICATIONS

WARHAMMER
40,000

DOWN
TO
RESTAURANT

M1

MARAUDER MINIATURES

T7 EPIC SCALE

S1

SEMINARS

D2

SPEED PAINTING

T5

WHITE
DWARF

W2
MINIATURE
PAINTING
WORKSHOP

BATTLEFLEET
GOTHIC

G17

FANTASY
ART
DISPLAYS

D1

GOLDEN DEMON
DISPLAYS

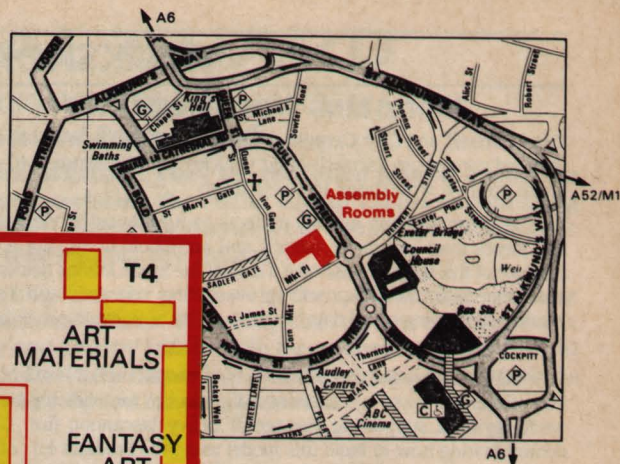
D1

ART
MATERIALS

T4

FANTASY
ART
DISPLAYS

D1



DERBY CITY CENTRE

KEY	
One-way Street	—
Pedestrians Only	///
Official Car Park Free	P
Multi-storey Car Park	G
Parking Available On Payment	P

**THERE WILL
BE A FREE
COACH
SERVICE
RUNNING
FROM
DERBY
MIDLAND
RAILWAY
STATION
TO THE
ASSEMBLY
ROOMS**

2:45	Speed Painting Competition - session 6	D2	4:15	Speed Painting Competition - session 8	D2
3:00	Modelling Workshop - session 5	W1	4:30	Golden Demon Awards Display closed	
	Advanced Heroquest Seminar	S1		Warhammer 40,000 Roleplay - game 6	G9
	Waaargh the Orks Roleplay - game 5	G9		Warhammer 40,000 Live Roleplay - game 13	G16
	Warhammer 40,000 Live Roleplay - game 10	G16			
3:30	Speed Painting Competition - session 7	D2	5:00	Presentation of Prizes on the Stage:	
	Miniature Painting Workshop - session 4	W2		Golden Demon Awards	
	Warhammer 40,000 - game 4	G5		Young Bloods	
	Warhammer 40,000 Live Roleplay - game 11	G16		Marauder Blade	
				Gaming League Championships	
				Participation Games	
4:00	Modelling Workshop - session 6	W1	6:00	DOORS CLOSE	
	Warhammer 40,000 - The Horus Heresy Seminar	S1			
	Blood Bowl Arena - game 5	G4			
	Waaargh the Orks Roleplay - game 6	G9			
	Warhammer 40,000 Live Roleplay - game 12	G16			



WORKSHOPS AND SEMINARS

MODELLING WORKSHOPS - W1

Tony Cottrell and **Guy Carpenter** are showing you how to build terrain and convert and scratch-build vehicles for Warhammer 40,000. There are two workshops to choose from:

Tony is demonstrating how he perfects his terrain using various bits and pieces from old plastic models and household items. For a good example of this terrain in use take a look at the Space Marine demonstration game (G6). We're providing everything you need and Tony's Workshop is going on all day, so just turn up anytime to see if there's a place.

Guy has developed the Demolisher, a new variant on the Predator. The Demolisher can wade into battle and dig trenches for following Marines while laying a supporting barrage of heavy lascannon fire. Guy is demonstrating how to build this model using the Predator kit. All you need to bring is your own Predator (which are available on the Warhammer 40,000 Retail Stand, T1). Please note that you must be over 16 to sign up for the Demolisher conversion workshop.

Guy's running one Workshop per hour, so make sure you sign up early to guarantee yourself a place.

MINIATURE PAINTING WORKSHOP - W2

Gary Chalk is running a Miniature Painting Workshop - he'll be working with small groups, giving advice and hints on painting some of the latest Citadel Miniatures. This is a hands-on Workshop, so you'll actually be painting miniatures under his guidance.

If you want to enhance your miniature painting skills or learn techniques from a real master, sign up as early as possible - we're providing all the paints and miniatures, but there are only a limited number of places.

SEMINARS - S1

This is your chance to discuss all aspects of the Warhammer worlds with the Games Workshop writers. Come along to ask your questions about any of our games and hear about what's happening in the near future.

Seminar times are:

- 11:00 Warhammer Fantasy Roleplay
- 12:00 GW Books
- 1:00 Warhammer 40,000 Alien Races
- 2:00 Warhammer Fantasy Battle and Realm Of Chaos
- 3:00 Advanced Heroquest
- 4:00 Warhammer 40,000 - the Horus Heresy

There's plenty of opportunity to talk to writers, artists, miniature designers and other famous games personalities throughout the day. Everyone from Games Workshop and Citadel Miniatures is wearing a badge saying just who they are, so don't be shy - come up and ask us your questions, chat to us about games, miniatures, modelling conversions, painting, world backgrounds, new developments...

RETAIL STANDS

This year, there's the biggest ever Games Workshop Retail Stand where you can buy any of our games, books, miniatures and boxed sets.

WARHAMMER 40,000 - T1

Rulebooks, plastic miniatures and kits, boxed sets, metal miniatures, albums and t-shirts.

WARHAMMER FANTASY AND BOARDGAMES - T3

Warhammer Fantasy Battle, Warhammer Armies, Warhammer Siege, Warhammer Fantasy Roleplay, Citadel Fantasy Miniatures, plus Talisman and all the supplements and all the Troll games.

BLOOD BOWL AND DARK FUTURE - T6

Everything you need for Blood Bowl and Dark Future: games, supplements and miniatures.

EPIC BATTLES - T7

Space Marine, Adeptus Titanicus, Codex Titanicus, plastic box sets and hundreds of metal miniatures.

WHITE DWARF AND SPECIAL OFFERS - T5

Back issues of White Dwarf plus hundreds of special offers on old games.

CITADEL PAINTS AND BRUSHES - T4

All the paints, brushes and tools you need to paint and convert your miniatures, plus Games Workshop art books.

MARAUDER MINIATURES - M1

The complete range of Marauder Miniatures, designed by **Trish** and **Aly Morrison**. Trish and Aly are here to answer your questions and talk to you about all the new miniatures they are working on.

GW BOOKS - T2

At the GW Books stand are some of the country's top Science Fiction and Fantasy writers signing Games Workshop novels and anthologies and talking about their work. Among others, keep a eye out for **Ian Watson**, **Jack Yeovil** (alias Kim Newman) and **William King**.

FLAME PUBLICATIONS - T2

All the new Flame Publications Warhammer Fantasy Roleplay adventures are available. **Mike Brunton** and **Graeme Davis** are close to hand to answer your Warhammer Fantasy Roleplay questions.

ENQUIRIES DESK - E1

If you can't find anything or anyone, check at the Enquiries Desk and someone will help you out. This is also where you come to register for all participation games.

Bob Avery, famed for his hectic roleplaying sessions, is once again Master of Ceremonies - so look out for Bob and his roving radio mike as he creeps up on you and subjects you to his biting wit over the PA system.

In the unfortunate event of anyone needing first aid, please report to the Enquiries Desk.

FOOD AND DRINK

The restaurant is open from 10.00am for coffee and snacks, with hot and cold food available from noon to 5.00pm.

The **Gallery Bar** is open to over 18s from 11.00am to 5.00pm.

...AND MORE PERSONALITIES

As well as all those we've named already, there's a host of other personalities available for you to badger with you questions, such as bands like **Bolt Thrower** and **Crash & Burn** and all the Games Workshop and Citadel writers, artists, designers and painters that we've not been able to squeeze in the programme.

All the entrants for the Golden Demon, Young Bloods and Marauder Blade Painting Competitions and for the Gaming Leagues Championships have been selected in advance during the Regional Heats and the Gaming Leagues. You won't be able to enter any of these events on the day. If you missed out this year, keep your eyes on White Dwarf and your local Games Workshop store noticeboard and make sure you enter in 1991.

EPIC IMPERIAL GUARD

HOW TO DESIGN IMPERIAL GUARD REGIMENTS FOR SPACE MARINE

by Jervis Johnson, Karl Tebbutt and Roger Gerrish

The Imperial Guard form the bulk of the Imperium's vast war machine. They are recruited from the millions of worlds controlled by Humanity and act as garrison forces, resisting the rising tide of Chaos and battling against Ork and Eldar invaders. At the start of the Horus Heresy, Guard regiments went over to the Warmaster in their thousands - now Loyalist fights against Heretic throughout the galaxy.

This article is taken from our current work in progress on Epic scale armies - in the near future, we'll be presenting army lists for Space Marines, Squats and Orks, among others. The army list reflects the character and organisation of the Imperial Guard, showing how they can deploy infantry in large numbers, supported by hard-hitting tank companies. These rules explain how to build up Imperial Guard companies, battalions and regiments to give you a battleforce ready to use in your Space Marine games.

IMPERIAL GUARD ORGANISATION

The **regiment** is the largest permanent level of organization during the Horus Heresy. Each regiment contains its own infantry, armour and support troops, making it capable of both assaulting and defending varied terrain against most types of opposition. Regimental Commanders are free to train and equip their regiments as they wish, only being limited by the resources available.

Regiments are divided into **battalions**. A regiment consists of three or more battalions plus a number of specialised units which are kept in reserve at the regimental level. These **regimental support detachments** can be attached to battalions as and when they are needed.

The battalion is the smallest formation that can act as a combined force, and as such they sometimes operate independently from their regiment. Battalions are made up of two or more **companies**, plus a variable number of more specialised **battalion support detachments**.

During a campaign, regiments are grouped together into a **battleforce**. Battleforces are not permanent organisations, but are put together on a temporary basis to perform a specific mission or fight in a specific campaign. Thus a battleforce may consist of anything from a single battalion sent to raid behind enemy lines, right through to a major attack force containing Guard and Marine regiments, Titans and allied Squats.

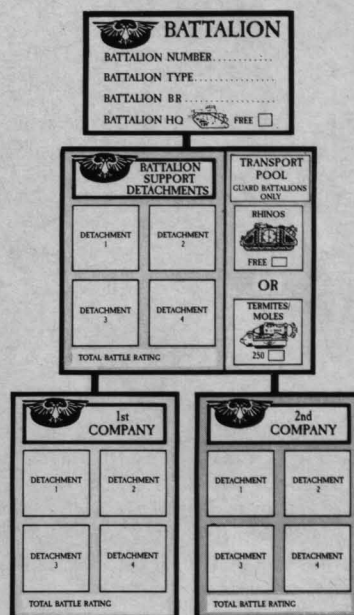
DESIGNING A REGIMENT

Regiments are designed by choosing detachments from an **army list**. The regiment is built up from the lowest level, so you pick your company detachments first, then your battalion detachments and finally your regimental detachments.

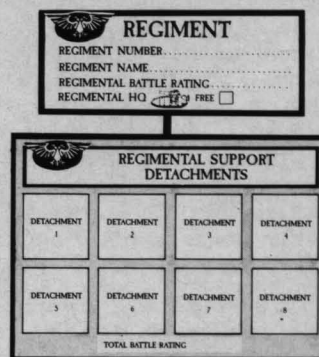
To help you keep track of the regiment as you design it, we've provided a number of **detachment counters** which you place onto **battalion** and **regimental templates** - these give you an instant visual representation of your regiment.

Templates

There are two types of template: the **battalion template** and the **regimental template**. The battalion template shows the battalion support detachments at the top and the battalion's two companies at the bottom, each company having four detachments. If you want you can add more detachments to a company or more companies to a battalion, but you still get the same number of battalion support detachments.

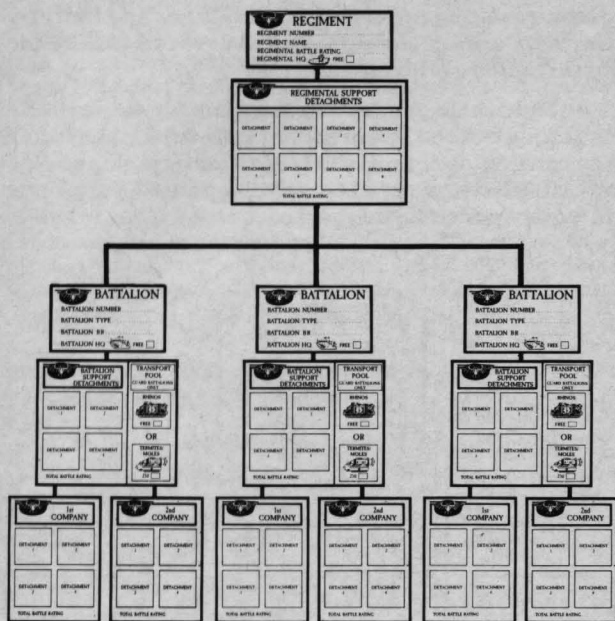


The regimental template shows the regimental support detachments. This template is placed above the battalion templates to form the top level of a pyramid-shaped organisation. Each regiment has at least three battalions, but you can choose to have more - the number of battalions doesn't alter the number of regimental support detachments.



Each box at company, battalion and regimental level holds one detachment counter. The types of counter that can be placed in each box are given in the army list.

As you can see, a complete regiment contains at least three battalions and up to eight regimental detachments. Each battalion contains at least two companies of up to four detachments, plus extra detachments at battalion level.



Detachment Counters

Each counter represents one of the detachments available in the army list. The counter has an illustration of the type of troop or vehicle for easy identification and a number which gives the battle rating of the whole detachment. When they're placed on the templates, the counters give you an instant picture of the detachments that make up a company, battalion or regiment.



Guard Battalions and Kataphract Battalions

There are two types of battalion: the standard infantry-based **Guard Battalions** which can contain over 80 infantry stands and are used for front-line assaults and prepared defences, and the armoured **Kataphract Battalions** which can field over 30 tanks and other vehicles and are employed to spearhead attacks, raid and counterattack. Infantry detachments in Kataphract Battalions have Rhinos included in their organization on a permanent basis and are known as Mechanised Detachments - they act as support troops to hold areas captured by the armoured units.

Both types of battalion have their own list for company and battalion level detachments. When you come to design a battalion, the first thing to do is pick whether it's a Guard Battalion or a Kataphract Battalion - every detachment in that battalion must then be picked from the appropriate list.

USING THE ARMY LIST

Before you start to design your battleforce, photocopy enough counter sheets and templates to make up all the regiments and battalions you'll want. Remember, you'll need at least three battalion templates for every regimental template. The counters should be glued onto a sheet of card and then cut out ready to use. Now you can look at the army list and start to place the detachment counters onto the templates.

The army list is divided into three main sections: **Guard Battalions**, which is sub-divided into **Company Detachments** and **Battalion Detachments**; **Kataphract Battalions**, which is also sub-divided into **Company Detachments** and **Battalion Detachments**; and **Regimental Detachments**.

Within each section, there are a number of boxes. Each box starts by giving the general type of detachment plus the minimum and maximum number of that type which can be chosen. For example, 2-6 *Tactical Detachments* means that at least two Tactical Detachments must be chosen, but that no more than six may be chosen.

The numbers in the *Company Detachments* section lists the available detachments for the whole battalion, not for each company. For example, all Guard Battalions contain at least two Tactical Detachments but this doesn't mean that every company has two - there might be two or more in one company and none in the other.

Next, one or more detachment counters are shown. In the case of Tactical Detachments, for instance, only the Tactical counter is shown - this is the only type of detachment that may be picked from this box. In the Support Weapons box, on the other hand, there are four counters: Mole Mortar, Rapier, Tarantula and Thudd Gun. Here you're allowed up to two detachments (the box starts with 0-2 *Support Weapon Detachments*) which can be any two chosen from the four listed - you could have a pair of Mole Mortar Detachments, for example, or a Rapier Detachment plus a Tarantula Detachment.

The last part of each box is a note telling you how many stands are in the detachment, or how many vehicle of the type chosen. Keeping with the examples above, the Tactical Detachments box tells you that each detachment contains 8 Tactical Stands and 1 Command Stand; the Support Weapons box tells you that each detachment contains 5 support weapons - that's five Mole Mortars in a Mole Mortar Detachment, five Thudd Guns in a Thudd Gun Detachment and so forth.

Using the counter illustrations, you can easily pick out the right counters to place on the template. When you field your regiment, the notes at the bottom of each box will tell you how many stands or models you'll need.



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WE SO HORNY!

Companies

Companies are built up with detachments chosen from the *Company Detachments* section of the army list. Each contains a minimum of two detachments (Tactical Detachments for Guard Battalions and Armoured Detachments for Kataphract Battalions) but these can both be put in the same company - the minimum number is per battalion not per company. The maximum number of the different detachment types available to the battalion is also given in the army list. As with the minimums, this is the maximum number available to the battalion, not to each company. A Guard Battalion, for example, contains a maximum of four Assault Detachments which can be split up across the companies however you want. The template only shows room for four detachments, but you can add more if you want.

When you've chosen your detachments for a company, add up the battle ratings given on the counters and record the total value in the space provided at the bottom of the template.

The 1st Company of the 1st Battalion, 20th Davron Imperial Guard "The Headhunters"

 1st COMPANY	
LEMAN RUSS  450	LEMAN RUSS  450
LEMAN RUSS  450	DETACHMENT 4
TOTAL BATTLE RATING 1350	

Battalions

Battalions are made up of two companies that you've already designed (or more, if you want), plus from zero to four support detachments chosen from the *Battalion Detachments* section of the army list. The detachments must be chosen from the same part of the list as the company detachments - ie either the Guard Battalion or Kataphract Battalion list. The maximum number of the different detachment types available is given in the army list.

In addition to their support detachments, all battalions can have a Leman Russ as a Battalion HQ for no points cost. Guard Battalions can also have Transport or Tunneller Pools. Both of these are explained below.

Once you've picked your support detachments, add up the total battle rating of the battalion support (plus 250 points if you've got a Tunneller Pool) and record the total in the space at the bottom of the support detachments box. Then add up the total battle ratings of the support detachments and the companies and record the battalion battle rating in the space at the top of the template. If the battalion has a Battalion HQ, Transport Pool or Tunneller Pool, you should tick the appropriate box. Give the battalion an identification number (1st Battalion, 2nd Battalion and so forth) and record its type (Guard or Kataphract).

At this stage, it's a good idea to get a permanent record of your battalion. Either copy the detachment details onto a blank template, or fix the detachment counters to the template with adhesive putty or glue and then photocopy the whole template.

Regiments

Regiments are designed in a very similar way to battalions. First you need to pick three or more battalions that are going to be in the regiment. The regiment may be made up of any mix of Guard and Kataphract Battalions.

The main part of the regimental template contains boxes for the regimental support detachments. The counters for these detachments are chosen from the *Regimental Detachments* section of the army list, which gives the maximum number of the different types of detachment that may be chosen. Once you've chosen from zero to eight support detachments, record their total battle rating in the space at the bottom of the box.

When you're happy with your regiment, you should name it. Imperial Guard regiments are normally named after their homeworld and given a number - the *8th Necromunda*, for example, is the eighth Imperial Guard regiment to have been raised on the hiveworld of Necromunda during that recruitment drive. Regiments are often also known by unofficial names such as *Lucky Sevens*, *The Spiders* or *Stone Killers*. As well as the regiment's name, you should record the regimental battle rating - this is the total of the battalion battle ratings, plus the battle rating for the regimental support detachments.

The last thing to do is make a permanent copy of the completed regiment, just as you did with the battalions. The best way to display your completed regiment is to glue the battalion templates in a line along the bottom of a large sheet of paper or card, then glue the regimental template above them - if you want, you can draw lines from the bottom of the regimental template to the top of the battalion templates to show how the organisation is linked together.



Kevin Walker

BATTALION HQ VEHICLES

The **Battalion HQ** controls and co-ordinates the actions of the companies under its command, passes on orders from the Regimental HQ and processes requests for supporting fire. The HQ is also able to take direct control of detachments that have lost their commanders.

Battalion HQs are represented by a single Leman Russ. The HQs of any battalions that are taking part in the battle may be included in a game at no points cost. They are treated in all ways as a normal detachment of one vehicle, apart from the following special rules:

1. Enemy units may only attack the HQ if it is the closest available target. This rule is included to stop players blowing HQs to pieces as soon as they get LOS. On the battlefield, amid explosions and crossfires, the HQ vehicle would be remarkably difficult to identify.
2. In the orders phase, a Battalion HQ can take command of up to two detachments in its battalion that are within 48cm of the HQ and have lost their Command Stands. The detachment counts as having a Command Stand for that turn and does not have to take a morale check.
3. The HQ may be used as an observer for indirect fire.

TRANSPORT POOL

The **Transport Pool** is a battalion level organization which supplies armoured transportation for infantry detachments. It is not permanently attached to any single formation but is deployed as needed to move detachments around the battlefield or to form a mobile strike force.

Each Guard Battalion receives a free Transport Pool. Infantry in Kataphract Battalions always have Rhinos as transport, so Kataphract Battalions don't get Transport Pools. The Transport Pool can be used in any game in which a detachment from the battalion is used, and doesn't cost any points. It allows you to mount any two infantry detachments from the battalion in Rhinos. The number of Rhinos a detachment receives is equal to the number of stands in the detachment divided by 2, rounding up.

A Transport Pool can be replaced with a **Tunneller Pool** at a cost of 250 points. A Tunneller Pool allows up to two detachments from the battalion to be mounted in Imperial Moles or Termites at the start of the game - the whole detachment must be mounted in either Moles or Termites, not a mix of the two. The number of tunnellers a detachment receives is equal to the number of stands divided by 2 for Termites or 4 for Moles, rounded up.

MECHANISED DETACHMENTS

Mechanised Detachments are always mounted in Rhinos. The cost of the Rhinos is included in the battle rating on the detachment counter. On the battlefield, the Rhinos are treated as a separate detachment, even though they're not shown by a detachment counter on the army list, and follow all the normal rules for mounting infantry in vehicles.



Kevin Walker

REGIMENTAL HQ VEHICLES

Just as the Battalion HQ controls the actions of the battalion it commands, the **Regimental HQ** directs the whole regiment's actions, setting objectives, controlling support fire, processing battle reports and issuing orders to its Battalion HQs.

A Regimental HQ is represented by a single Baneblade at no points cost and may be fielded in any battle where at least one regimental support detachment is used. The Regimental HQ is treated as a single-vehicle detachment, apart from the following rules:

1. In the orders phase a Regimental HQ can take command of up to three detachments that are within 96cm of the HQ and have lost all their Command Stands. These detachments count as having a Command Stand for that turn and do not have to take a morale check.
2. A Regimental HQ may be used as an observer for indirect fire. In addition, all units from the regiment receive a +1 modifier to their dice roll when checking to see if support fire is available as long as the Regimental HQ is operational.
3. Enemy units are allowed to attack Regimental HQs using the normal rules - not only if it is the closest available target. Unlike Battalion HQs, a Regimental HQ stands out as an obvious target.

THE BATTLEFORCE

During the Horus Heresy, it's rare for either side to deploy forces composed entirely of the Imperial Guard. Instead, **battleforces** are created with battalions and regiments of Imperial Guard, Marines, Squats, Titans and so forth. A battleforce usually stays together for a single campaign - for example, the relief of a besieged world or the conquest of a rebel continent. Sometimes the battleforce might exist for a few weeks of savage fighting, sometimes for years of constant campaigning from planet to planet. After that, the regiments and battalions may be reassigned to other battleforces according to necessity and the availability of troops.

When you arrange to play a game of Space Marine, you should take along one or more regimental templates. These form your battleforce and you can only pick the detachments you're going to use from them. You and your opponent should agree in advance to the number of regiments allowed in the battleforce.

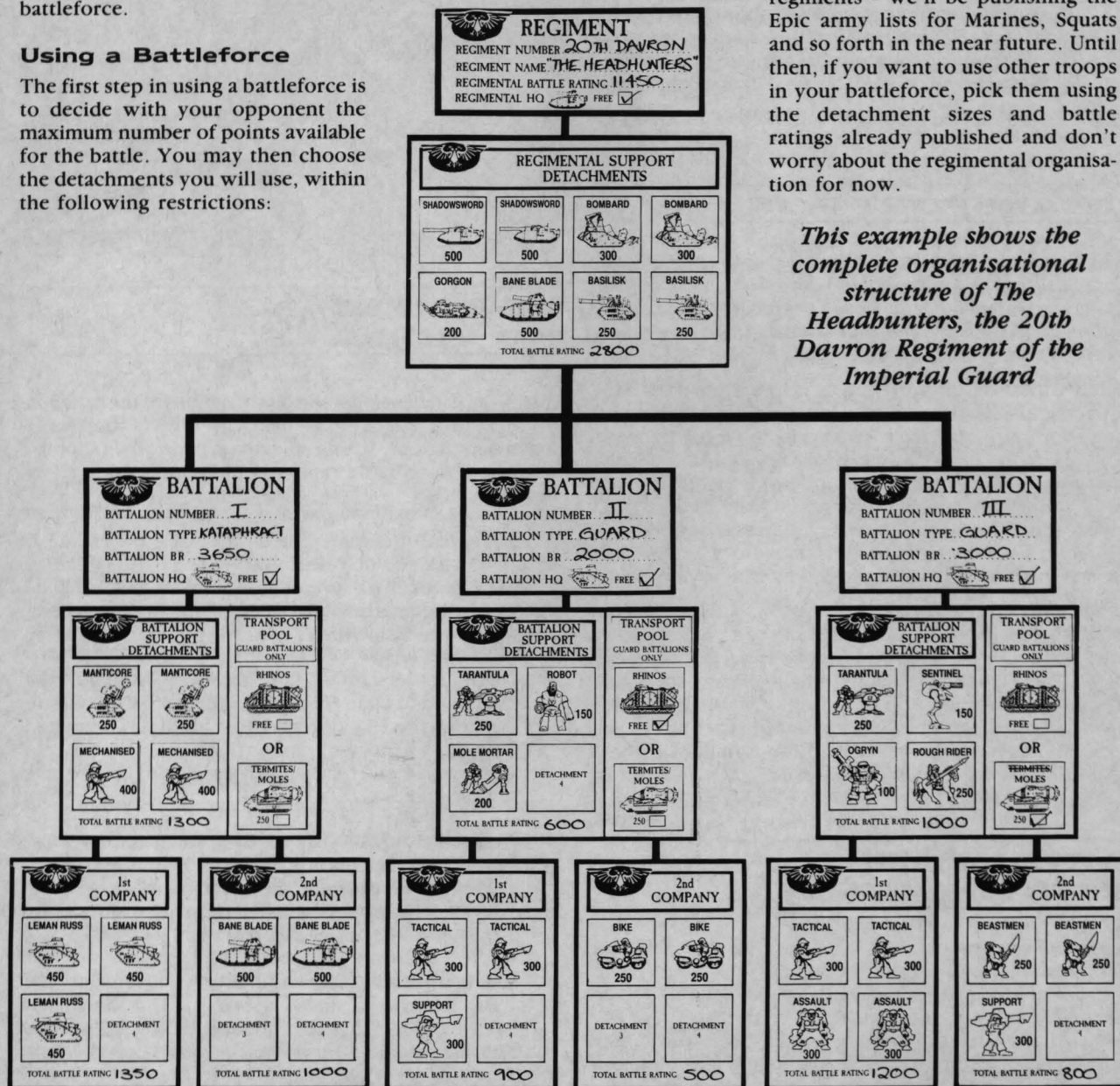
Using a Battleforce

The first step in using a battleforce is to decide with your opponent the maximum number of points available for the battle. You may then choose the detachments you will use, within the following restrictions:

1. Pick one of your regiments as the main attack formation - this is the unit providing the core troops for this assault. You may use any of the battalions or regimental detachments from the main attack formation.
2. You may also pick one or more battalions from any other regiments in the battleforce.
3. When you pick a battalion, you may either use it in full (ie use every detachment in the battalion) or use one full company from the battalion plus one battalion level detachment.
4. You may spend up to 25% of your points to purchase support counters (see the *Space Marine* rulebook).
5. You may spend any or all of your points to purchase Titans. If you are already using the campaign rules in *Codex Titanicus* and running a Titan Order, you can use it to create a fully combined battleforce.

For the moment, you're restricted to using Imperial Guard regiments - we'll be publishing the Epic army lists for Marines, Squats and so forth in the near future. Until then, if you want to use other troops in your battleforce, pick them using the detachment sizes and battle ratings already published and don't worry about the regimental organisation for now.

This example shows the complete organisational structure of The Headhunters, the 20th Davron Regiment of the Imperial Guard



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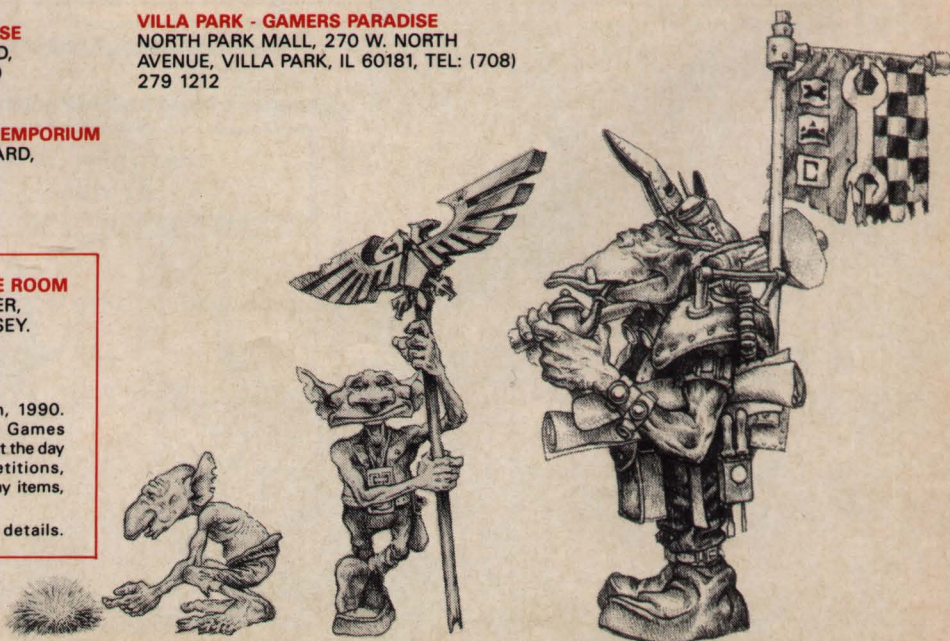
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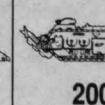
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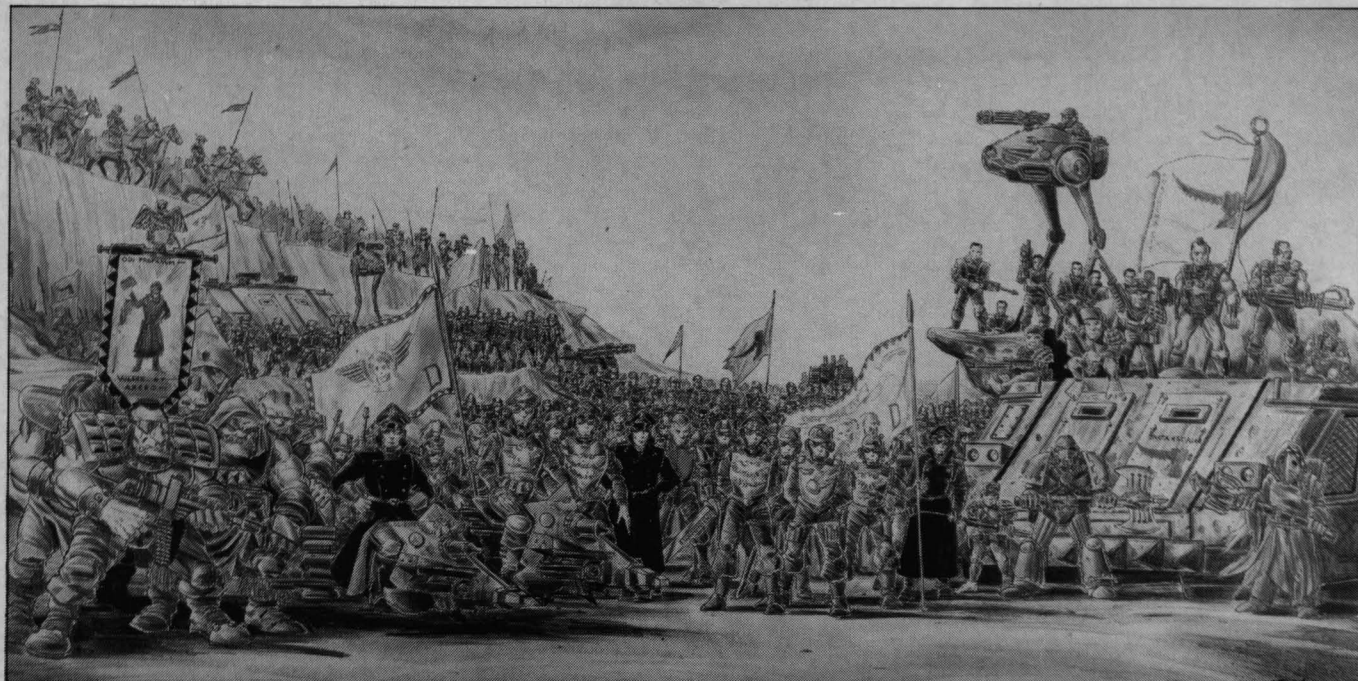
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TACTICAL  300	TACTICAL  300	TACTICAL  300	TACTICAL  300	TACTICAL  300	TACTICAL  300	ASSAULT  300	ASSAULT  300	ASSAULT  300
ASSAULT  300	MECHANISED  400	MECHANISED  400	SUPPORT  300	SUPPORT  300	SUPPORT  300	SUPPORT  300	BIKE  250	BIKE  250
BIKE  250	BIKE  250	BIKE  250	BIKE  250	ROUGH RIDER  250	ROUGH RIDER  250	ROUGH RIDER  250	ROUGH RIDER  250	ROUGH RIDER  250
ROUGH RIDER  250	OGRYN  100	OGRYN  100	BEASTMEN  250	BEASTMEN  250	RATLING  100	RATLING  100	ROBOT  150	ROBOT  150
SENTINEL  150	SENTINEL  150	SHADOWSWORD  500	SHADOWSWORD  500	GORGON  200	GORGON  200	GORGON  200	GORGON  200	MANTICORE  250
MANTICORE  250	MANTICORE  250	MANTICORE  250	BOMBARD  300	BOMBARD  300	BASILISK  250	BASILISK  250	BASILISK  250	BASILISK  250
BOMBARD  300	BOMBARD  300	BANE BLADE  500	BANE BLADE  500	LEMAN RUSS  450	LEMAN RUSS  450	LEMAN RUSS  450	LEMAN RUSS  450	LEMAN RUSS  450
LEMAN RUSS  450	TARANTULA  250	TARANTULA  250	RAPIER  200	RAPIER  200	THUDD GUN  200	THUDD GUN  200	MOLE MORTAR  200	MOLE MORTAR  200



 1st COMPANY	
DETACHMENT 1	DETACHMENT 2
DETACHMENT 3	DETACHMENT 4
TOTAL BATTLE RATING	

 2nd COMPANY	
DETACHMENT 1	DETACHMENT 2
DETACHMENT 3	DETACHMENT 4
TOTAL BATTLE RATING	

 BATTALION SUPPORT DETACHMENTS	
DETACHMENT 1	DETACHMENT 2
DETACHMENT 3	DETACHMENT 4
TOTAL BATTLE RATING	
 RHINOS FREE ☐	 TERMITES/ MOLES 250 ☐
OR	
TRANSPORT POOL GUARD BATTALIONS ONLY	

 BATTALION
BATTALION NUMBER.....
BATTALION TYPE.....
BATTALION BR.....
BATTALION HQ  FREE ☐

Photocopy the counters
and templates
on these pages and
glue them onto thin card
before cutting them out

 REGIMENT
REGIMENT NUMBER.....
REGIMENT NAME.....
REGIMENTAL BATTLE RATING.....
REGIMENTAL HQ  FREE ☐

 REGIMENTAL SUPPORT DETACHMENTS			
DETACHMENT 1	DETACHMENT 2	DETACHMENT 3	DETACHMENT 4
DETACHMENT 5	DETACHMENT 6	DETACHMENT 7	DETACHMENT 8
TOTAL BATTLE RATING			



IMPERIAL GUARD ARMY LIST

REGIMENTAL DETACHMENTS

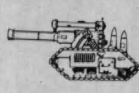
ANY NUMBER OF ARTILLERY DETACHMENTS

MANTICORE



250

BASILISK



250

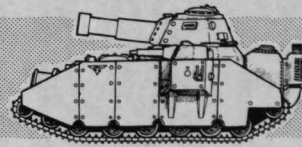
BOMBARD



300

Each Artillery Detachment contains 3 vehicles.

1 REGIMENTAL HQ



The Regimental HQ is 1 Baneblade which is available at no points cost.

ANY NUMBER OF ARMoured SUPPORT DETACHMENTS

GORGON



200

Each Armoured Support Detachment contains 3 Gorgons.

ANY NUMBER OF HEAVY ARMoured DETACHMENTS

SHADOWSWORD



500

BANE BLADE



500

Each Heavy Armoured Detachment contains 2 vehicles.

GUARD BATTALIONS

COMPANY DETACHMENTS

2-6 TACTICAL DETACHMENTS

TACTICAL



300

Each Tactical Detachment contains 8 Tactical Stands and 1 Command Stand.

0-4 ASSAULT DETACHMENTS

ASSAULT



300

Each Assault Detachment contains 5 Assault Stands and 1 Assault Command Stand.

0-2 SUPPORT DETACHMENTS

SUPPORT



300

Each Support Detachment contains 4 Support Stands and 1 Command Stand.

0-4 MOUNTED DETACHMENTS

BIKE



250

ROUGH RIDER



250

Bikes and Rough Riders are fielded in their own companies - ie a company of only Bike Detachments or only Rough Rider Detachments. Each Rough Rider Detachment contains 3 Rough Rider Stands and 1 Rough Rider Command Stand. Each Bike Detachment contains 3 Bike Stands and 1 Bike Command Stand.

0-2 BEASTMAN DETACHMENTS

BEASTMEN

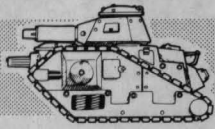


250

Each Beastman Detachment contains 6 Beastman Stands and 1 Command Stand.

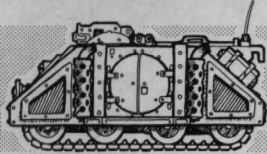
BATTALION DETACHMENTS

1 BATTALION HQ



The Battalion HQ is 1 Lemman Russ which is available at no points cost.

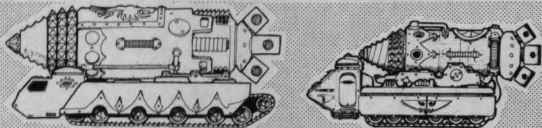
TRANSPORT POOL



The battalion Transport Pool contains enough Rhinos to mount any 2 infantry detachments (the number of Rhinos required to carry a detachment equals the number of stands in the detachment, divided by two and rounded up) - the Rhinos are available at no points cost.

Alternatively, the Transport Pool can be replaced by a Tunneller Pool:

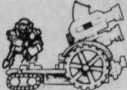
TUNNELLER POOL



The Tunneller Pool contains enough Imperial Moles or Termites to mount 2 infantry detachments at a cost of 250 points for the whole pool.

0-2 SUPPORT WEAPON DETACHMENTS

THUDD GUN



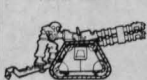
200

MOLE MORTAR



200

RAPIER



200

TARANTULA



250

Each Support Weapon Detachment contains 5 support weapons.

0-2 SCOUT DETACHMENTS

BIKE



250

ROUGH RIDER



250

Each Rough Rider Detachment contains 3 Rough Rider Stands and 1 Rough Rider Command Stand. Each Bike Detachment contains 3 Bike Stands and 1 Bike Command Stand.

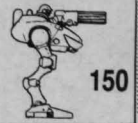
0-2 WALKER DETACHMENTS

ROBOT



150

SENTINEL



150

Each Walker Detachment contains 5 Walkers.

0-2 RATLING MARKSMEN DETACHMENTS

RATLING



100

Each Ratling Marksmen Detachment contains 4 Ratling Stands.

0-2 OGRYN DETACHMENTS

OGRYN



100

Each Ogryn Detachment contains 2 Ogryn Stands.



Pete Knifton

KATAPHRACT BATTALIONS

COMPANY DETACHMENTS

2-6 ARMoured DETACHMENTS

LEMAN RUSS

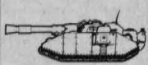


450

Each Armoured Detachment contains 3 Leman Russ.

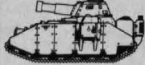
0-2 HEAVY ARMoured DETACHMENTS

SHADOWSWORD



500

BANE BLADE



500

Each Heavy Armoured Detachment contains 2 vehicles.

0-2 ARTILLERY DETACHMENTS

BOMBARD



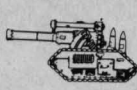
300

MANTICORE



250

BASILISK

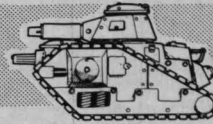


250

Each Artillery Detachment contains 3 vehicles.

BATTALION DETACHMENTS

1 BATTALION HQ



The Battalion HQ is 1 Leman Russ which is available at no points cost.

0-4 ARMoured SUPPORT DETACHMENTS

GORGON



200

Each Armoured Support Detachment contains 3 Gorgons.

0-2 MECHANISED DETACHMENTS

MECHANISED

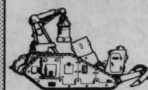


400

Each Mechanised Detachment contains 7 Tactical Stands, 1 Command Stand and 4 Rhinos.

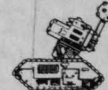
0-2 ARTILLERY DETACHMENTS

BOMBARD



300

MANTICORE



250

BASILISK



250

Each Artillery Detachment contains 3 vehicles.

0-2 WALKER DETACHMENTS

SENTINEL



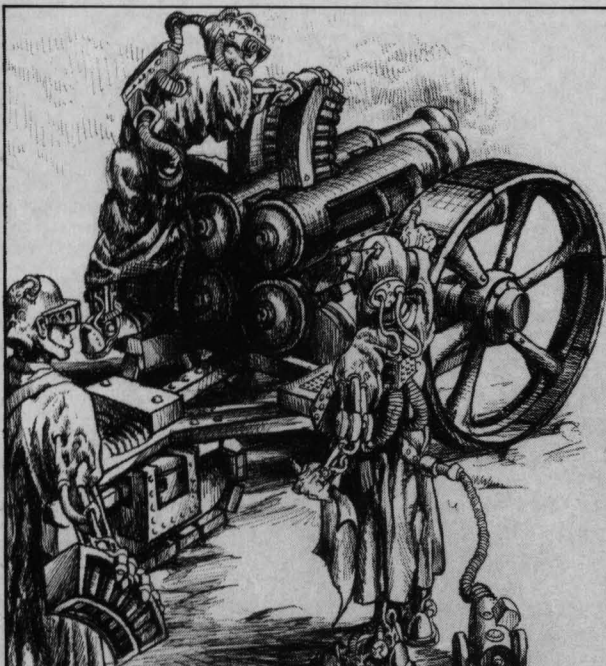
150

ROBOT



150

Each Walker Detachment contains 5 Walkers.



"Where is the fire support?" demanded Commander Kenzo. He glared around the inside of the Leman Russ as if expecting the others to provide the answer the command could not.

"It was scheduled for two hours after dawn, noble Commander," Captain Tadaka offered tentatively.

Kenzo shook his head angrily, wishing that Regimental HQ had sent him a battery of Bombards instead of the detachment of Leman Russ tanks. The Rebel position was heavily fortified, the Heretics well dug in. The area around Breach Hill had been cleared, turning the open dust plain into a killing ground. They needed artillery support.

Kenzo gazed down into the holo-tank, studying the symbols that represented his force: Mechanised Detachments of Guardsmen in Rhinos, Leman Russ tanks, Bikes, Sentinels and airborne Assault Squads. The situation looked bad. He had been assigned to capture the Breach Hill emplacements before noon, securing the left flank of the main Loyalist thrust through Arida Gap.

If the big guns within the fort were not silenced, the whole breakout from Ragsburg could grind to a halt and the rebels might airlift in enough forces to mount a counter-offensive. It was absolutely essential that the Rebel position be taken and the responsibility was his.

He cursed the technicians at Headquarters for not being able to counter the Rebel static. He was reduced now to only local communications. He drummed his fingers against the ceramite top of the table and fretted about what he should do.

Not for the first time he wished he were back in the cherry garden of his ancestral castle on Kasawa. He longed for the

blue sky of home, and hated the reddish yellow clouds that boiled over this dry world. He was convinced Tallarn was hell.

He pushed such thoughts aside as being unworthy. He was a warrior, of a hundred generations of warriors. His ancestors watched him, judging his loyalty to the Emperor. He touched the hilt of his honour blade and when he spoke his voice was firm and resonant with authority.

"We'll just have to take the place without artillery support."

"That would be suicide," muttered Tadaki.

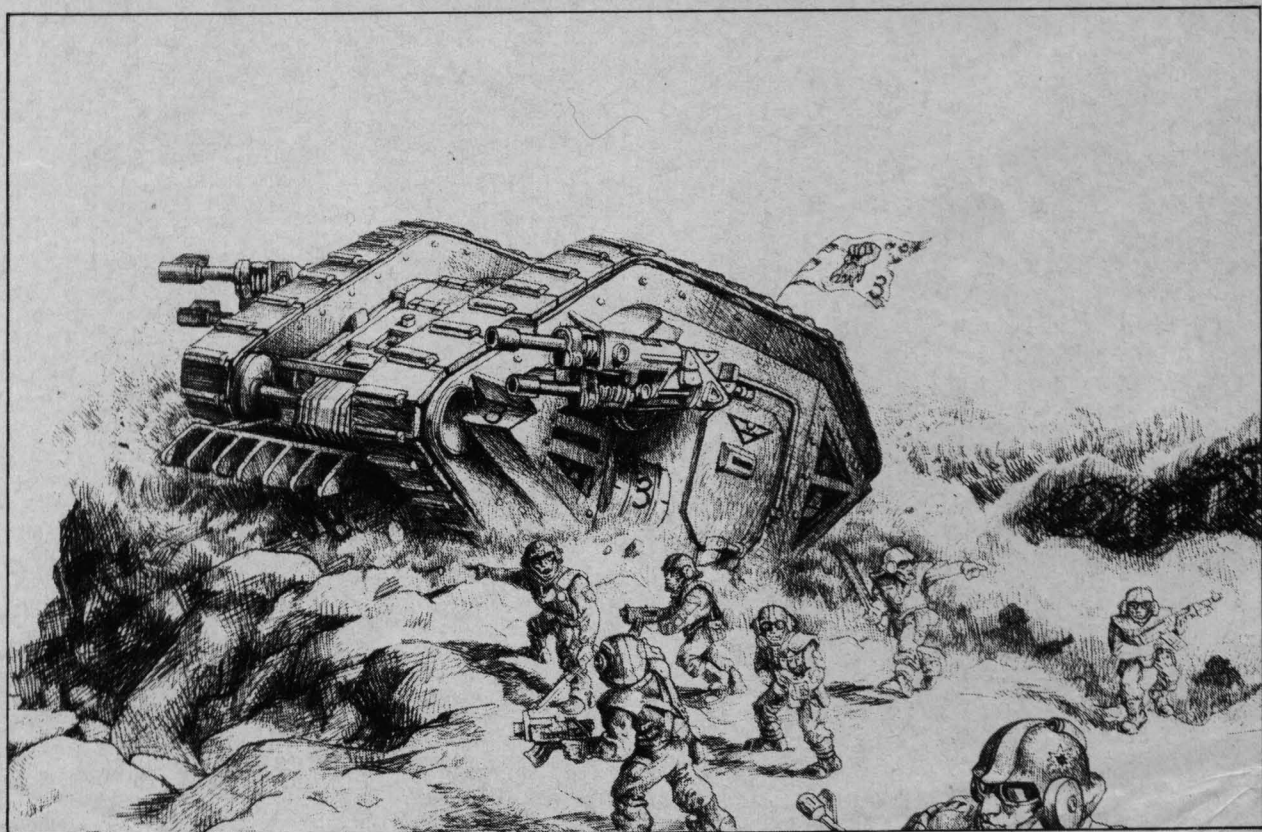
"Nonetheless we must do it. Our comrades are relying on us." He glanced at the Captain. The man's face was a bland yellow mask. Tadaki knew as well as he did that they were obliged to perform the task or die in the attempt. Anything else would be dishonourable. Kenzo touched the crimson sun upon the breast of his tunic then bowed.

"You are correct, noble Commander. Forgive my momentary weakness. I personally will lead the assault."

Kenzo smiled. "Your presence is required here. Give the order to attack."

Kenzo popped his head through the hatch and watched the Fifth Battallion of the Crimson Suns begin the assault. Bike engines roared to life. Sentinels loped forward, guns blazing. The Leman Russ tanks left dust plumes in their wake. Goggles down to protect their eyes, Guardsmen sprinted after them.

"For the Emperor," they cried. Then the Rebels opened fire and the killing began.



EXPERT CONVERSIONS

These spectacular miniature conversions are from the personal collections of the finest model painters in the country - the 'Eavy Metal team of Mike McVey, Ivan Bartleet, Dale Hurst and Tim Prow, along with guests Paul Benson and Steve Blunt. All are built using numerous metal and plastic Citadel Miniatures with additional parts scratch built or sculpted in modelling putty.



MOUNTED CHAOS CHAMPION OF TZEENTCH



PAUL BENSON'S OGRYN STANDARD BEARER



REAVER TITAN



THOUSAND SON PLASTIC MARINE



ORC CHAMPION



MOUNTED CHAOS WARRIOR



DEATH SKULL ORK WITH BACK BANNER



BEASTMAN CHAMPION OF
TZEENTCH



SNAKEBITE WARBOSS



MOUNTED KNIGHT PANTHER



ULTRAMARINE TERMINATOR
CAPTAIN



CHAOS SPAWN



STEVE BLUNT'S NURGLE CHARIOT - WINNER OF THE 1989 GOLDEN DEMON AWARDS

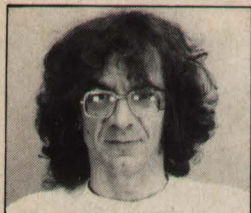


PRESENTED BY JOHN BLANCHE



This month the 'Eavy Metal team of Mike McVey, Ivan Bartlett, Dale Hurst and Tim Prow bring you some of their best conversions. They're currently working on a modelling guide that shows you just how easy and enjoyable it is to convert miniatures, with full stage-by-stage descriptions and detailed examples. This issue we're showing just a few of the stunning conversions and scratch-built models they've been preparing.

Hope you enjoy them.



BEASTMEN, MINOTAURS, CENTAURS AND DRAGON OGRES

The colour of a Beastman's fur is a good way to show which Chaos Power it follows. For example, the fur of a Slaangor, who follows Slaanesh, is best in a pale colour and could even be albino. This can be achieved by starting with a base colour of Orc Brown, over which is painted a thin wash of Chestnut Ink to give it a light shading. The highlights are built up with successive drybrushes of an Orc Brown/Skull White mixture, adding more white to the mix with each drybrush. If an albino effect is desired, the final drybrush should be pure Skull White.

Pestigors, the Beastmen of Nurgle, are painted with unhealthy or even rotting fur colours such as brownish-green or yellow. A good effect can be achieved by starting with a base of Bestial Brown and then highlighting with drybrushes of Orc Brown and Skull White. Between each drybrush, a thin wash of Green and Brown Ink is added for a suitably ghastly appearance. A light dappling of Worm Purple and Blood Red over parts of the fur gives a good bruised look.

The fur on a Khorngor, a Beastman of Khorne, is painted just like any bestial fur - with lots of browns: a base of Orc Brown or Bestial Brown, washed with Brown Ink and finally drybrushed with Orc Brown followed by Spearstaff Brown. For Khorngor it helps to add a touch of Blood Red in with the base brown. When the model's completely dry, small flecks of Red Gore can be painted in to give the appearance of dried blood.

The most effective way of painting Tzaangors, Beastmen of Tzeentch, is to give them a base coat of Blood Angel

Orange. When this is dry, add a thin wash of a Brown-Orange Ink mix to give shading and to brighten up the colour. When the wash is dry, the highlights are lightly drybrushed with Orc Brown and Skull White.

Doombull, the Minotaur Champion, was painted by Tim. He wanted a deep, rich skin tone so he mixed the base colour out of Blood Red, Bestial Brown, Orc Brown and Bronzed Flesh. This mix was painted over all the skin areas and left to dry thoroughly, then a wash of Red and Brown Ink was applied. When this was dry it was highlighted using the base mix again. Bronzed Flesh was added to the mix in greater quantities with each successive highlight until the final highlights were made with only Bronzed Flesh. Each highlight was thinned down before it was applied and blended onto the model.

The fur was given a base coat of Chaos Black and Bestial Brown, which was then drybrushed with Bestial Brown followed by a mix of Bestial Brown and Orc Brown. The final highlights were a mix of Orc Brown and Skull White.

The horns are an important focal point of the miniature. They were given a base coat of Chaos Black at the bottom of the horn and Orc Brown at the tip. These two colours were blended together by painting the area between in graduations of the two colours until there's a smooth fade from one colour to the next. The very tips of the horns are highlighted with a mix of Orc Brown and Skull White.

The Centaur Shaman was converted by Dale out of a Beastman of Tzeentch and the body of a Chaos Centaur. The legs were removed from the Beastman with a fret saw and then pinned and glued to the Centaur's body. The join between the two pieces was concealed by extending the robe with two-part epoxy modelling putty. The sword was removed from the Beastman with a pair of cutters and both fists were drilled through with a 1mm drill bit. The pot carried by the Shaman was sculpted out of putty; when it was dry, small holes were drilled into each side and it was attached to the model with twisted florist's wire inserted up through the hole in the fist. The staff was made from a length of 1mm brass rod; the horse's head comes from the Skeleton Army box of plastic miniatures and the mane and feathers were sculpted out of putty.

The horse body was given a base coat of Bestial Brown with a thin wash of Swamp Brown over the top. The highlights were achieved by adding Sunburst Yellow and Bronzed Flesh to the base colour and blending it onto the model. The Beastman flesh was given a base coat of Bestial Brown which was highlighted by progressively adding more and more Hobgoblin Orange and Bronzed Flesh to the mix. A thin wash of Chestnut Ink was added to the flesh areas, which were then highlighted again with Bronzed Flesh.

The Dragon Ogre Champion is a very skilled conversion by Ivan. The tail was extended by adding a thick wire core and padding it out with modelling putty; the extra plates of armour were also sculpted with putty. The basic shape of the sword was cut out of brass sheet and was then refined by adding putty which was filed into the final shape once dry. The eagle was pinned and glued into place and its wings were bent upwards to give a sense of movement.

The face and the upper part of the body were given a base coat of Bestial Brown; the rest of the body had a base coat of Goblin Green. The colour of the flesh was brought up by adding Hobgoblin Orange to the Bestial Brown, with Bronzed Flesh for the top highlights. The green areas were highlighted with Orc Brown added to the Goblin Green base colour; this was dappled on to give a mottled appearance. A thin wash of Chestnut Ink was put over the entire body and the flesh was then highlighted a second time.

WAR ALTAR OF NURGLE

Ivan worked on this mammoth project over a period of about five months, slaving during his weekends and evenings to produce this amazing conversion.

The first stage was to build the basic skeleton or armature for the rib cage and the trees. The armature was made from thick brass wire soldered together to make a really strong frame to work over. Florist's wire was wrapped around this frame to provide a rough surface for the next stage, which was to bulk out the frame with epoxy modelling putty. A length of brass tube was embedded right through the bottom of the frame to provide location points for the wheel axles, and a skeletal head was attached to the neck.

When the putty was completely dry, Ivan filed and carved it into shape. The vertebrae were individually sculpted out of modelling putty - Ivan got the basic shape right first and then added the fine detail. Florist's wire was soldered and twisted into place to form the branches of the trees, and a pair of wings from a Spined Dragon were securely pinned and glued onto the model just above the wheels.

The next stage was to put some texture on the trees. This was done by painting on a coat of varnish and covering it in sand. When this was dry, Ivan put another coat of varnish on to hold the sand in place and slightly round it off. The remnants of skin on the wings and the tattered hides on the rib cage were made from modelling putty. The putty was rolled out thin and then left until it was half-dry - it was then draped over the wing and rib-cage supports and smoothed into place with a wet modelling tool.

The birds were cut off Gothic Horror gravestones; the feet were filed flat and then the birds were pinned and glued into place. Ivan made the candles from a small piece of florist's wire which was padded out with a thin roll of putty.

The rope that supports the hanging corpse and provides the reins was made from twisted strands of florist's wire. The best way to do this is to hold one in a pin vice and then twist the wire with a pair of pliers.

When all the pieces were thoroughly dry, the War Altar was painted. It was given a base coat of Ghoulish Grey, Bestial Brown and Spearstaff Brown mixed together. This was highlighted with Spearstaff Brown, Sunburst Yellow and Skull White. The attendant miniatures were all painted separately and then pinned and glued into place. The base was made from 40mm square slot-a-bases sandwiched between two sheets of 1mm thick plastic card - this was glued together with epoxy glue and the sides were filed smooth.

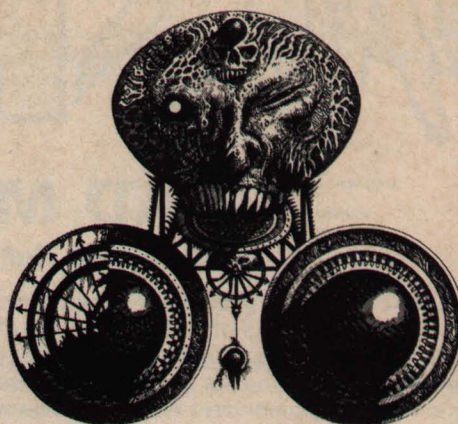
Ivan's War Altar makes an impressive centrepiece for any Nurglesque army, I'm sure you'll agree.

CONVERSIONS

The conversions shown on these two pages come from the best modelling and painting talent in the world: as well as the 'Eavy Metal team, John Blanche, Phil Lewis, Steve Blunt and Colin Dixon all show off their skills here.

The mounted Knight Panther is a fine conversion by Phil. The back legs of the horse were cut and re-positioned to make it rear up and the tail was extended to give support. The saddle cloth was sculpted out of modelling putty and the reins were made using thin strips of paper. The finished conversion is an almost exact match for the superb John Blanche painting on which it was based.

The Beastman Champion of Tzeentch and the Ultramarine Terminator Captain are both from my own miniatures collection. Although the Terminator looks like a shop-



bought model, it is actually built up from five separate miniatures - this just shows that with careful joining and filling you can make your conversions invisible to all but the most expert eye. Once I'd put the model together I filed off the detail on the right shoulder pad so that I had room to paint on the Captain's personal heraldry.

John's Reaver Titan has a really extravagant Gothic look. This has been achieved by adding extra spires to the top of the Titan. The skull badge was carefully cut off the shoulder of a Terminator and glued into place. The base was covered with a mix of rough sand and glue; with the debris, this gives a really effective sense of scale and a scarred battlefield appearance.

Tim's Death Skulls Ork with back banner makes a spectacular miniature. The skulls on top are all from the Skeleton Army boxed set; being plastic, they are very easy to attach - they are drilled through with a 1mm bit and then fastened on with wire.

Plastic miniatures give at least as much scope for conversions as metal miniatures, as shown to good effect by Dale's Thousand Sons Traitor Marines. The right shoulder pad is particularly effective: this was made by cutting a plastic skull in half and attaching it to the pad with liquid polystyrene glue. When this was dry, a small amount of modelling putty was added round the outside and sculpted so that the skull was joined smoothly to the shoulder pad. When painted, this gives the appearance of the skull forcing its way through the surface of the shoulder pad.

Steve Blunt's Nurglesque Chariot is an extremely ambitious piece of modelling on the scale of Ivan's War Altar. With large parts scratch-built, a conversion like this can take weeks or months in the planning and execution. As you can see, they're well worth all the effort in the end.

Mike May



Dale



Ivan



Tim



Mike

DARK FUTURE

DEAD MAN'S CURVE

by Richard Halliwell and Sean Masterson

Here's the concluding part of the Dark Future campaign rules that were published in *White Dwarf* 123. The following pages deal with the effects of success as a roadfighter and the inevitable attention of the media, with recruiting new drivers and building up Op agencies and Outlaw gangs, and with re-equipping and repairing both cars and drivers, including details of cybernetics and computer hacking. There are also some hints and tips on playing Dark Future campaigns with an independent referee, known as a Gamesmaster (or GM).

KUDOS

Success means different things to different people. While almost everyone sees some advantage in survival, others see it merely as a means to an end. Some Sanctioned Ops spent their youth in the PZ, watching action vids about the Outlaws and the threat they pose to American civilisation. They see their careers as positive measures in the struggle to hold on to what's left. The media corporations are happy to foster this attitude as an investment in the future. Other, often more experienced, Ops don't think the battle lines are that clearly defined.

Most Outlaw gangs are out to get whatever they can, but motives and ambitions differ from gang to gang. What most Outlaws share in common is a battle for survival outside the safe web of corporate-manipulated PZs. Some just want a little territory, in NoGo or beyond, where they can make the best of their existence. They don't want to contribute to a system that has leeched the planet dry and they will fight for whatever they have managed to achieve, whether it be an old shack they can use as a garage for their vehicles or a route to a food supply.

Other Outlaws know that if they're strong enough they can wield power. And why shouldn't they? The corporations do whatever they need to in order to get whatever they want. If another Outlaw gang has something they can use, they'll go in there and take it. They don't want to know if there's a future unless they feature prominently in it. Their attitude provides inspiring material for media types and so they feed the system in spite of themselves.

Survival breeds success by its very nature. It takes hard work, has some advantages, but, of course, brings new problems. A driver who survives a few engagements has to prove his right to continue to survive.

KUDOS POINTS

Successful Ops and Outlaws attract the attention of the media and, consequently, the public. *Kudos points* are a measure of their media visibility. This degree of visibility largely depends on how long the character has been around, what he has done, and how flamboyant he is. Every driver will earn kudos points, if he survives long enough. They are the inevitable by-product of a driver being able to drive down a stretch of Interstate without anybody stopping him.

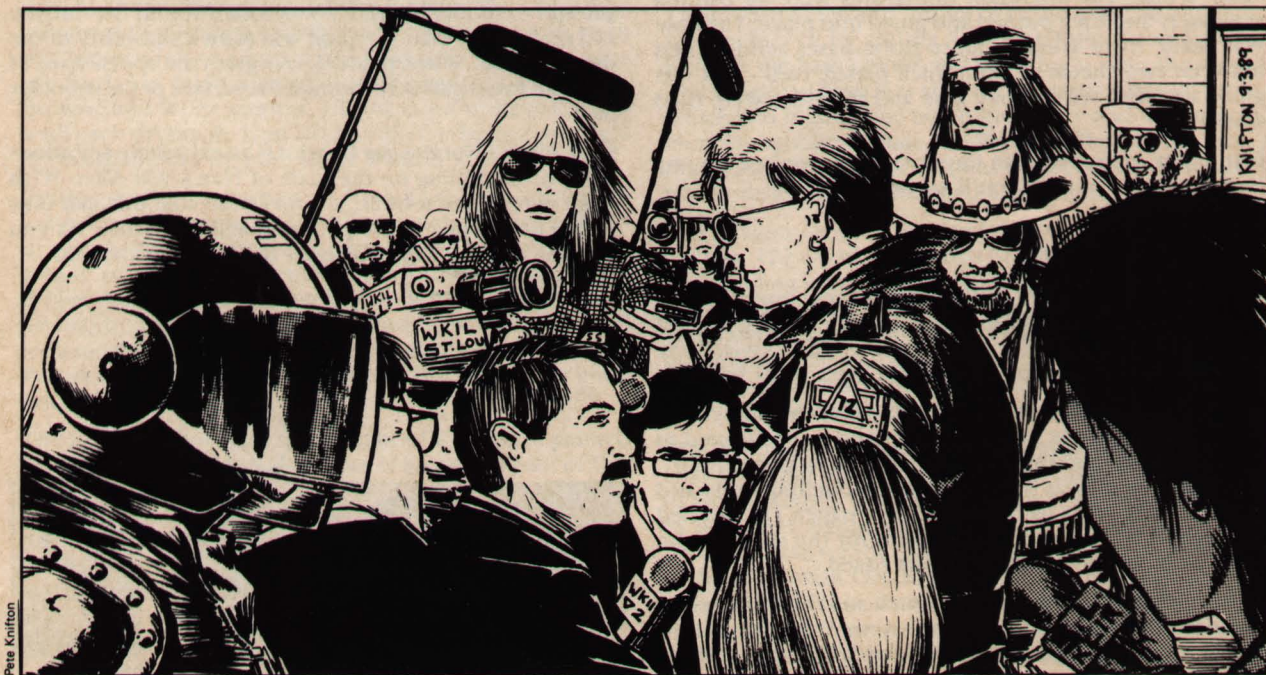
Famous Ops can make sponsorship deals, bringing in an additional income or cutting the costs of equipment and maintenance. Notorious Outlaws can use their fearsome reputations to get hold of equipment more cheaply on the black market, to demand higher protection fees and generally make more of their criminal activities. Both sides will attract attention from the TV vulture stations in the process, with the advantages and disadvantages that brings.

Each driver's kudos should be calculated in the kudos phase of every contract sequence. Kudos is a combination of how long the driver has been operating as a roadfighter, measured by mileage, and his eccentricity.

Mileage

The longer a driver has been in the roadfight business, the better known he is. Each driver earns 1 kudos point for every 10 mileage points he's accumulated. So, for example, a driver with 24 mileage points has 2 kudos points.

If the driver has less than 10 mileage points, he earns no kudos points at all - the effects of eccentricity are ignored and no roll is made for media visibility.





Eccentricity

The driver's mental and physical condition can have an effect on his accumulation of kudos points. The media may find certain character traits attractive for publicity purposes, and others counter-productive to their needs. The effects of *eccentricity factors* should be applied every time a driver re-calculates his kudos point level.

Eccentricity factors are cumulative and compulsory.

Eccentricity Factors	Kudos Modifier
<i>Harmless Disorders:</i>	
Clothing Fixation	+2
Hairstyle	+2
Strong, Silent Type	+1
Phobia	-1
Talisman	+1
<i>Minor Disorders:</i>	
Manic Depressive	+1
Very Unreliable	-2
Phobia	-2
Adrenalin Rush	+1
Absent-Mindedness	+1
Hypochondria	-1
<i>Costly Disorders:</i>	
Expensive Suit	+1
Chrome Engine	+1
Custom Paint Job:	
Airbrush	+1
2-tone	-1
Charity Donation	+1
Upholstery	0
PA System	+3
Fortress Building	+2
Visiting Psychiatrists	+1
Gambling	+1
<i>Dangerous Disorders:</i>	
Foolhardy	+3
Heavy Foot	+2
Trigger Happy	+3
Over-Cautious	-1
<i>Status:</i>	
Highest drive skill in gang/agency	+1
Independent Op	+1
Lone Outlaw	+1
Biker	-1
Been a member of 2-3 gangs/agencies	+1
Been a member of more than 3 gangs/agencies	-1
Op drives Renegade	-1
Outlaw drives Interceptor*	+1

* This does not affect Operatives who become Renegade Ops.

MEDIA VISIBILITY

The driver's total kudos points (ie mileage points divided by 10 and rounded down, plus modifiers for eccentricity) determine his status as a media personality, according to the following table.

Kudos Effect Table

Kudos Points	Media Visibility
0-5	Obscure
6-10	Known
11-15	Respected
16-20	Famous
21-25	Star
26+	Living Legend

Having determined a driver's media visibility, the driver may take advantage of it, if he wants to, by making rolls on one or more of the *Media Tables* as instructed. These rolls are made at the player's discretion - the driver isn't forced to roll on these tables if he wants to avoid the added stress and problems that fame can bring.

Obscure

The driver is hardly known and gains no special advantages.

Known

Many people can half-remember the driver's name when they hear it, without knowing why they remember it and without being able to put a face to it. Roadfight buffs know the driver's name and most of his professional history. If the driver fought in this contract sequence, roll one dice.

1-5	Nothing out of the ordinary happens.
6	Roll once on <i>Media Table 1</i> .

Respected

The driver is reasonably well-known. A significant proportion of the general public know something about him. If the driver fought in this contract sequence, roll one dice.

1-3	Nothing out of the ordinary happens.
4-5	Roll once on <i>Media Table 1</i> .
6	Roll once on <i>Media Table 2</i> .

Famous

The driver is very well-known. Most people are aware of his name and most recent exploits. If the driver fought in this contract sequence, roll one dice.

1	Nothing out of the ordinary happens.
2-3	Roll once on <i>Media Table 1</i> .
4-5	Roll once on <i>Media Table 2</i> .
6	Roll once on <i>Media Table 3</i> .

Star

The driver is a household name. His exploits are known and talked about by everyone and he is sought after by the media and other groups. If the driver fought in this contract sequence, roll one dice.

1	Roll once on <i>Media Table 1</i> .
2-3	Roll twice on <i>Media Table 1</i> .
4	Roll once on <i>Media Table 2</i> .
5	Roll twice on <i>Media Table 2</i> .
6	Roll once on <i>Media Table 3</i> .

Living Legend

The driver is numbered among the all-time greats. His name is on everyone's lips and he's guaranteed to boost the ratings of any vulture station or chat show on which he appears. If the driver fought in this contract sequence, roll one dice.

1	Roll once on <i>Media Table 2</i> .
2-3	Roll twice on <i>Media Table 2</i> .
4-5	Roll once on <i>Media Table 3</i> .
6	Roll twice on <i>Media Table 3</i> .



Carl Critchlow

MEDIA TABLES

If a driver decides to take the rolls to which his media visibility entitles him, consult the following tables. If the driver has the option of taking two rolls, he can take the first and then decide whether or not to take the second. Note that there are different results depending on whether the driver is an Op or an Outlaw (Renegade Ops roll as Outlaws).

For every roll the driver makes on a *Media Table* in this contract sequence, he must add +1 psychosis point to his total in the psychosis phase of the next contract sequence. Careful record keeping is recommended.

Media Table 1

Roll	Op	Fee	Outlaw	Fee
1	TV Appearances	\$5,000	Extra Protection	\$5,000
2	Magazine Interview	\$7,500	Organised Crime	\$7,500
3	Advertising Deal	\$10,000	Vulture Backhander	\$10,000
4-5	Free Weapons	\$10,000	Black Market Credit	\$10,000
6	Free Equipment	\$10,000	Black Market Credit	\$10,000

Media Table 2

Roll	Op	Fee	Outlaw	Fee
1	TV Appearances	\$10,000	Extra Protection	\$10,000
2	Magazine Interview	\$15,000	Organised Crime	\$15,000
3	Advertising Deal	\$20,000	Vulture Backhander	\$20,000
4-5	Free Weapons	\$25,000	Black Market Credit	\$20,000
6	Free Equipment	\$25,000	Black Market Credit	\$25,000

Media Table 3

Roll	Op	Fee	Outlaw	Fee
1	TV Rights	\$100,000	TV Documentary	\$50,000
2	Royalties	\$75,000	Extra Protection	\$75,000
3	Advertising Deal	\$100,000	Organised Crime	\$75,000
4	Free Weapons	1 Item	Black Market Credit	\$50,000
5	Free Equipment	3 Items	Black Market Credit	\$75,000
6	Free Equipment	\$100,000	Black Market Credit	\$100,000

TV Appearances

The Op receives the sum indicated for appearing on chat shows and/or vulture station roadfight programmes.

Magazine Interview

A magazine such as *Lifetime* or *Roadfighters* runs an article on the Op, with an extended interview and action holo-feature. The Op receives the indicated fee.

Advertising Deal

The Op receives the sum indicated from a corporation in return for having that corporation's logo or product name prominently displayed on one or more of his vehicles.

Free Weapons

The Op receives weapons of his choice, to the value indicated, from an armaments corporation. In return, the Op either makes an advertisement where he endorses the company's products or displays that company's logo on his vehicle.

Reloads and special ammunition can be chosen if weapons themselves are not required. If any of the equipment requires installation, it is fitted free of charge. The amount shown must be spent on weaponry - any remainder is wasted, it may not be saved.

When a number of items is mentioned instead of a sum, the Operative may have this many weapons of his choice, each with a double loading facility, if desired, and a full load of ammunition. The ammunition type and mix may be chosen by the Op.

Free Equipment

The Op chooses items of equipment - other than weapons - from a manufacturing corporation. In return, the Op makes an advertisement in which he endorses that company's product by displaying the company's logo on his vehicle.

If any of the equipment requires installation, it is fitted free of charge. The amount shown must be spent on equipment - any remainder is lost, it may not be saved or banked. When a number of items is mentioned instead of a sum, the Op may choose that number of items, regardless of cost.

TV Rights

A TV company makes the offer shown for the TV rights to the Op's name and life story, which will be turned into a top-rating mini-series with leading screenstars!

Royalties

A publishing company offers the Op a sum to have a ghostwriter pen his autobiography - a sure-fire bestseller!

Extra Protection

The Outlaw gang's increasingly fearsome reputation enables them to force more protection out of their territory. They set the indicated sum in addition to the results of their loot test for this contract sequence.

Organised Crime

The gang is contracted to do a few 'odd jobs' for a local organised crime outfit. In return they receive the indicated sum.

Vulture Backhander

The gang is given a payment by a vulture TV station in return for setting up a raid or a roadfight for transmission on demand.

Black Market Credit

The gang's reputation has spread well into the black market and they are able to negotiate certain discounts and favours amounting to the sum given. This money may only be spent on weapons and equipment. Anything left at the start of the next contract sequence is lost.

TV Documentary

The gang is made the subject of a fly-on-the-wall TV documentary, something that always makes popular viewing in the PZs. In return for their co-operation they receive the indicated sum from the TV company's slush fund.

THE PRICE OF FAME

As well as the financial advantages, success has a price. Being firmly in the public eye can expose you to all sorts of cranks, most of whom are employed by media corporations. These rules cover the less welcome things which fame may bring.

Once per contract sequence, after making any rolls on the *Media Tables*, roll one dice for each driver who has 10 or more mileage points. For every time a driver rolled on a *Media Table*, add +1 to the score on the dice. On a roll of 1-5 nothing unusual happens; on a roll of 6 or more, make one roll on the *Media Manipulation Table*.

Media Manipulation Table

Roll	Op	Result
1	High Visibility	Organised Crime
2	Blackmail	Organised Crime
3	Investigation	Member Killed
4	Compensation	Member Killed
5	Libel	Vigilante
6	Assassination	Internal Feud

High Visibility

The Op is watched wherever he goes and has great difficulty in moving undetected. Treat his drive skill as 2 points lower for the purpose of making his next approach roll.

Blackmail

An unpleasant secret has surfaced from the Op's past. He must pay \$10,000 times his current kudos score to keep it covered up. If an Op can't or won't pay, roll 2 dice to determine the cost to the Op in lost kudos points.

Investigation

A complaint has led to the Op being investigated by the authorities. He may not take part in an engagement during the next contract sequence. Roll one dice; on a score of 4 or more, he loses his license and must either retire or become a Renegade Op (ie an Outlaw). The player may subtract -1 from the dice roll for every \$10,000 spent on bribes. This money must be spent before the dice is rolled. An experienced driver will not leave an agency because of suspension during investigation.

Compensation

The Op is sued by relatives of someone who was killed in one of his previous engagements. He must spend \$5,000 times his kudos score in legal fees, and miss the next contract sequence in court. Roll a dice: on a result of

4-6 the Op loses the case, and suffers an extra \$100,000 costs and loses 2 dice of kudos points. Each \$10,000 the Op spends on bribes subtracts -1 from the dice roll. This money must be spent prior to the dice roll being made. If the Op loses the case and cannot afford to pay compensation, he loses his license and must either retire or become a Renegade Op. An experienced driver will not leave an agency because he's in court.

Libel

The Op become the subject of a libellous article, book or programme. The Op must spend \$5,000 times his kudos score on bribes or legal fees in an attempt to prevent publication or broadcast. If the Op can't or won't fight the case, the scandal costs him 2 dice worth of kudos points.

Assassination

Someone tries to assassinate the Op. Roll one dice: the Op is killed on a roll of 1.

Organised Crime

The gang comes to the notice of organised crime, which decides that these upstarts may be getting too big to be left at large. It costs \$10,000 multiplied by the highest kudos score in the gang to convince them otherwise. If the gang cannot or will not pay, it must disband immediately (ie none of the vehicles or drivers from that gang can take any further part in the campaign).

Member Killed

One gang member is killed in a brawl with a member of a rival gang or a brave citizen. The gang loses the member with the lowest drive skill. It may not recruit a replacement until the end of the next contract sequence.

Vigilante

The gang is being stalked by a crank vigilante intent on dealing out his own form of justice. Roll one dice for each character. On a roll of 6, the vigilante kills that character. New recruits can only be brought into the gang at the end of the next contract sequence. Irrespective of how successful the vigilante is in his mission, he will not return to haunt the gang again, though another vigilante might if the gang is unfortunate enough to roll this result again.

Internal Feud

The gang is split by internal dissention and leadership disputes. Roll one dice for each gang member: on a roll of 1 that driver leaves the gang, taking his vehicle and other equipment with him. Those who leave are given to the next player in a clockwise direction (or the other player in a two player game), who may form them into a new gang if he wishes. The new gang will be arch-enemies of the original gang.



RECRUITMENT AND EXPANSION

During the recruitment phase, players may be able to replace their losses and recruit new members to their agencies or gangs.

FORMING AGENCIES

Ops are allowed to form agencies. Forming an agency costs \$10,000. Once formed, the Agency may license new Ops for \$5,000 a piece (ie the agency can pay \$5,000 for a new driver). These new characters begin with a drive skill of 2.

The agency must provide the funds for any new vehicles. It may not recruit a driver unless a vehicle is provided during the re-equipment phase - this means players may want to estimate their expenditure during that phase before hiring new drivers. Any number of new drivers may be recruited in this phase if sufficient funds are available. If a player finds he hasn't got the money to provide a vehicle for a new driver in the re-equipment phase, the driver is lost. Alternatively, the player may retire one of his existing drivers to make a vehicle available.

The agency can head hunt experienced drivers (see *Random Driver Generation*). Experienced drivers provide their own vehicles but can be equipped with an agency vehicle if the controlling player wishes (and can afford this). Experienced drivers are those with drive skills above 2. They must be paid 10% of the value of their own vehicle at the end of each contract sequence, in addition to any salvage and bounty that they are entitled to. If payment is not made, the driver will leave the agency immediately and will not work for it again.

Experienced drivers who leave the agency (or who are retired from it by the player) always take their vehicles with them - if the driver has more than one vehicle, he takes the most expensive with him, leaving the others as agency property.

An agency driver who becomes experienced through play must be treated like any other experienced driver. Drivers who move from one agency to another must serve one contract sequence notice before they move to the new agency. When a player is hiring an experienced driver, assume that the driver has already served this notice and is available immediately. Players can sell drivers (and their vehicles) to other players, whether or not those players are in the same campaign.

The only exception to this is the driver who founded the agency. The only money he earns comes from salvage, bounty and any media deals he makes (see *Kudos*).

The agency may run a fleet of any number of vehicles. It is free to choose which drivers and which vehicles are being used after it is given the contract but before the approach roll is made. An experienced driver must take part in 1 engagement per contract sequence. If he does not, the agency does not have to pay him but he will leave rather than sit around twiddling his thumbs.

An agency can take part in any number of engagements in a contract sequence if it uses different drivers and vehicles for each engagement. At the end of an engagement, the bounty must be split equally between the drivers who were involved and the agency they work for. As long as a driver survives the engagement, he is entitled to a share of the bounty. Therefore drivers who eject, are hospitalised or who even lose their vehicles are still entitled to be paid.

For example: 3 Turner Harvest and Ramirez Ops wipe a gang off the road and are entitled to \$40,000 bounty. The 3 Ops each get \$10,000 and the agency (THR) gets \$10,000.

Any salvage that agency Ops can claim is split among the drivers in any manner the controlling player desires. The agency claims no part of the salvage reward.

At the end of each contract sequence the agency must pay \$10,000 basic running costs, regardless of how many drivers it employs, in addition to any payments for experienced drivers. An agency that can't cover its expenses must disband or form into an Outlaw gang immediately (ie become Renegade Ops).

When an agency is reduced to a single driver - whether or not that driver is the one who founded the agency - the driver no longer has to pay the \$10,000 monthly running costs for the agency. The central fund can be absorbed into the character's own finances and the character directly controls any money the agency earns while it has only one driver. However, unless the controlling player wishes, the agency continues to exist. New drivers and vehicles can be brought in under the rules above. As soon as a new character joins the agency, all the normal rules for running the organisation come into effect.

GANGING UP

Gangs may recruit new drivers in the same way as Ops who form agencies. The gang must operate a central fund just like an agency. Experienced drivers (who provide their own vehicles) must be paid 10% of the value of their vehicle per contract sequence, in addition to any salvage and loot they are entitled to and they must fight in 1 engagement per contract sequence.

If any of these conditions are not met, the driver will leave the gang at the end of the contract sequence. The drivers the Outlaw player began with do not follow the rules for experienced drivers, no matter how high their drive skills become.

Gangs cannot be split into several groups. However, if an Outlaw gang is the attacker in an engagement, it can choose to keep some vehicles in reserve, ie out of the engagement. These vehicles still count towards the gang's loot test.

Outlaw gangs reduced to a single vehicle and 2 surviving drivers may obtain a basic or stripped V6 Renegade. This is free. Gangs reduced to a single vehicle and only one driver can recruit one new member (with a drive skill of 2) who provides his own basic or stripped V6 Renegade. In either case, weapons and equipment must be drawn from the gang's resources (eg the bank, salvage or moved from the other car).

Alternatively, a player may choose to run a lone Outlaw. Lone Outlaws don't make a loot test at the end of an engagement. When a player has 2 or more lone characters, he can choose to merge them to form a new gang. The new gang makes a loot test immediately but only uses a \$1,000 multiplier instead of the normal \$5,000 (see *Pay*). The gang may then spend any of this money to repair, reload and purchase new weapons before its next engagement. Future loot tests are carried out normally.

A gang must disperse if all its vehicles are written off. Any money held by the gang, and any equipment in its store, are lost. The player is allowed to save any one surviving character to start a new gang, with the usual \$100,000 and one new driver. The player must buy two vehicles.

RANDOM DRIVER GENERATION

If a player wants to recruit an experienced driver (ie one with a drive skill higher than 2) for his gang or agency, he has to see if there are any such characters available during the recruitment phase.

There are always characters (Ops or Outlaws) of drive skill 2 available for recruitment. If Op players roll a 1 or if Outlaw players roll a 1 or 2 on the *Driver Generation Table*, it means that only novice drivers are available for recruitment. Any other result indicates the availability of an additional experienced driver.

Roll a dice and cross reference the result with the character type on the *Driver Generation Table*. The funds columns indicate how much the player can spend on that driver's vehicle (experienced drivers provide their own vehicles). The figure is a maximum. Less can be spent on the vehicle if the player desires. Any money left over is lost.

Drive Skill Generation Table

Dice Roll	Drive Skill		Funds	
	Ops	Outlaws	Ops	Outlaws
1	2	2	*	*
2	3	2	\$100,000	*
3	3	3	\$100,000	\$70,000
4	3	3	\$100,000	\$70,000
5	4	3	\$150,000	\$70,000
6	4	4	\$150,000	\$110,000

* When characters with a drive skill of 2 are recruited, the recruiting unit must provide the vehicle. If the unit hasn't got enough money to buy a new vehicle, no driver can be recruited.

Other Characteristics

A randomly generated driver is assumed to have the minimum number of mileage points for his drive skill level. To determine the number and type of any disorders, roll a dice and add the character's drive skill. This is the number of psychosis points the driver has acquired.

The number on the dice is also used to determine the number of psychosis tests the character must make before he's used in an engagement. Any disorders are noted, along with their kudos modifiers. Use the number of mileage points to determine the character's kudos points and modify the result by the effects of any disorders. The driver does not make any media rolls he may be entitled to until he has fought in an engagement. The driver has \$2,000 times his drive skill in cash.



RE-EQUIPMENT

In the re-equipment phase drivers can put right any damage caused to their vehicles by the last engagement. They can also buy and sell items of equipment. There are few restrictions regarding how this is carried out. Players can acquire the extra cash they need to repair their unit's vehicles by selling surplus gear.

REPAIR

Vehicles which have sustained partial damage may either be used again, starting with this damage, or they may be repaired. Repairing 1 point of damage costs \$250. Players can repair any or all points lost. The vehicle's characteristics are restored as its damage level rises past the damage increment levels.

Any critical hits must be repaired. Repairing a critical hit requires the attention of highly skilled mechanics and costs \$250. The affected area is then fully restored to its original condition.

Once any repairs have been completed, the player is allowed to purchase new equipment and re-design his vehicle.

Vehicles which have suffered terminal damage may neither be repaired or used again. Equipment may be salvaged from them.

Repair does not have to be carried out in the same contract sequence in which the vehicle suffered damage. If a vehicle is capable of being driven in its damaged state, then a player can leave it in that state, though doing so is extremely risky for the driver concerned. Otherwise, vehicles can remain in storage until the controlling player is ready to spend money on them to make them roadworthy again. However, a player must always have enough roadworthy vehicles for all the drivers in his unit - if he doesn't he must retire the extra drivers from the campaign.

RESALE

As a result of salvage and re-design, drivers often end up with surplus equipment. Drivers with surplus weapons, turrets or engines may try to sell them. They may not sell other equipment. If the surplus equipment comes from a player's own vehicle, that player must first pay the cost for stripping the equipment - \$250 per item. Each Op character or Outlaw gang has a store where surplus equipment may be held.

A player who wishes to sell items of equipment must roll one dice for each item. Each pip on the dice is equivalent to 10% of the original purchase

price. Add another 30%. This represents the highest offer that the player is given for the item. The player must accept this price.

When Ops sell equipment, the fraction of the original cost that they are sold for is based on the ordinary price for that item of equipment. Outlaws sell sanctioned weapons at a fraction of their black market value.

Sale of surplus equipment may only occur in this manner. Players cannot sell equipment to other players. This does not prevent one driver in a player's unit selling or giving equipment to another driver in the same unit.

For example: an Op wishes to sell a 6mm MG. The player rolls a dice and scores a 4 - 40% of the MG's purchase price. Another 30% is added to this to make the total offer worth 70%. 6mm MGs cost \$5,000, so the offer is \$3,500. The Op got a good deal.

Meanwhile, a successful Outlaw has just ended the career of a young Op and has managed to salvage a Heavy Laser from the wreck of the poor Op's brand-new Interceptor. The Outlaw can't believe his luck; he hates lasers and the HL's black market price is \$27,000. He decides to sell it and rolls the dice. He scores a 1 - a 10% offer. Adding 30% brings this up to a paltry 40%. \$10,800 for this kind of mil-tech! It's daylight robbery but it's the best offer he's going to get.

REDESIGN AND NEW VEHICLES

Drivers may now modify their vehicles in any manner they choose, subject to the restrictions of the rules and financial resources.

Once salvage costs have been paid for the recovery of old equipment, or new equipment has been purchased, no costs are incurred for the modification of a driver's vehicle by stripping weapons or adding new ones. However, players should make any necessary adjustments to the vehicle record sheet for overall changes in the vehicle's characteristics which might be incurred by the redesign process.

There is nothing to prevent a driver owning as many vehicles as he can afford. If a driver wants to purchase a new vehicle and any equipment for it, he can do so now. Drivers with more than one vehicle choose which one to use in the forthcoming engagement after accepting or declaring an attack at the beginning of a contract sequence.

Units that have recruited new drivers in this contract sequence should buy the extra vehicle(s) and equipment they need now. Any driver that doesn't have a vehicle is lost.

CYBERNETICS

Dark Future technology is advanced and deadly. Much of it is designed to kill. And more is designed to enhance a driver's survivability. People will go to any lengths to survive, even if they are hardly recognisable as human beings as a result of their efforts. Cybertechnology can keep a driver on the road, even after battles have torn his body to shreds. Some people are actually attracted to the machine option, seeing the potential of electronic and mechanical enhancements for their careers. Others purchase cybernetic devices to keep up with the opposition. Some techno-freak drivers use deadly computer viruses to attack their enemies. But the complexities and hazards of hacking can have fatal results for those who try it.

As the end of the century approaches, the shape of humanity is changing. Some would say it's disappearing altogether.

LIMB DISABLED

These limb disabled rules replace the limb disabled, driver critical hit result in the *Dark Future* rulebook. When a driver suffers a limb disabled critical hit he should roll on the *Limb Disabled Table* below to determine which limb (or organ - the term limb is used throughout *Dark Future* to refer to both) is affected. Suffering this type of critical hit causes the driver to gain a psychosis point.

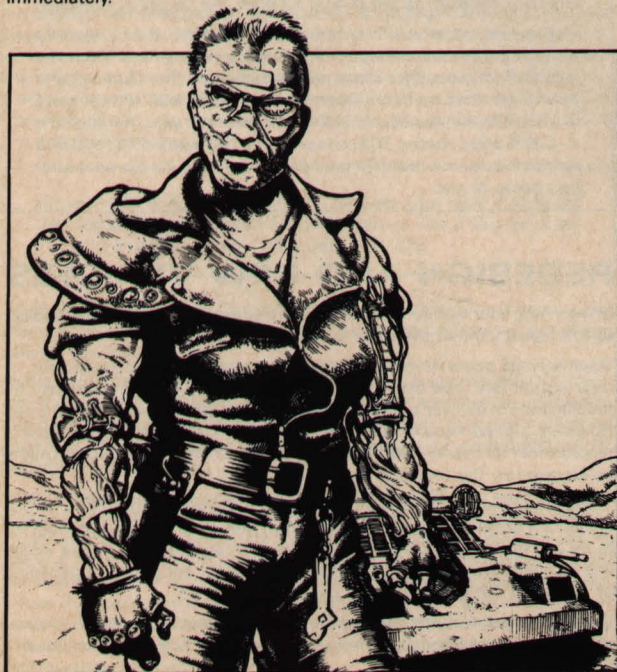
Limb Disabled Table

Roll	Result
1.	Eyes: the blast blinds the driver. The vehicle has no driver.
2.	Skin: the driver is severely burned. Reduce drive skill by -1.
3-4	Arm: an arm is disabled. Reduce drive skill by -2.*
5.	Leg: a leg is disabled. Reduce drive skill by -1.*
6	Limb pair: roll again. Odds - arms; evens - legs. Both are disabled. The vehicle has no driver.

* When both arms or legs are disabled the vehicle is treated as having no driver.

FITTING CYBERNETICS

Every time a driver fits a cybernetic enhancement, +1 psychosis point is added to his current total. This is not in addition to a psychosis point gained by suffering a limb disabled critical hit. A driver may choose to have any cybernetic enhancement fitted regardless of whether he needs it or not. Enhancements are purchased during the re-equipment phase. A driver can purchase any number of enhancements as long as the required funds are available. All the effects of the enhancement come into play immediately.



Cosmetics

All cybernetic enhancements are designed to suit style as well as function. Everybody wants some aesthetic factor taken into account, whether it be the display of grafted high technology or the subtle incorporation of the limb into the user's skin tone. Cyber boutiques can usually meet any such requirements within the listed cost of an item. Players can decide how they want their cyborg driver to look.

CYBER DEVICES

Arms

Arms cost \$8,000 each. A driver who replaces one arm lost through combat will be able to continue functioning as a driver but will suffer a -1 drive skill modifier because of the slight imbalance between natural and prosthetic limb. If both arms are replaced, there is no drive skill modifier.

Legs

Legs cost \$10,000 each. A driver who replaces one leg lost through combat will be able to continue functioning as a driver but will suffer a -1 drive skill modifier because of the slight imbalance between natural and prosthetic limb. If both legs are replaced, there is no drive skill modifier.

Eyes

For \$15,000 a driver can fit a pair of artificial eyes. These have increased spectral range, allowing the driver to see into infra-red and ultra-violet frequencies. Limited zoom functions are also built into the eyes as standard. A driver with artificial eyes does not suffer from any of the negative modifiers normally caused by smoke or night driving (even when the two are combined).

Skin

Skin is one of the most esoteric cybernetic enhancements the boutiques and clinics have to offer. It's also one of the most expensive. There are two basic skin types.

Plaskin: this is most common skin replacement. It's even available in spray form as part of a first aid kit. However, an entire body can be covered with a thicker version (available in any colour or texture) for \$18,000. There are several advantages. Plaskin is moulded to fit every contour of the body and stretches to allow the wearer to move and function normally. Apart from a little extra weight, the user can hardly tell it's there. It's resistant to heat and can toughen instantly to absorb kinetic impact. A driver who has plaskin fitted practically carries a passenger cage around with him. If the driver's vehicle crashes or rolls, the driver is entitled to a saving throw of 6 against a driver critical hit. This in addition to any saving throws other equipment might allow him to make.

Holoskin: this is a more advanced version of plaskin. It has all the benefits of plaskin but can change colour and pattern to merge with its surroundings. It also protects the wearer from the effects of any pollutants or biochemical agents. Holoskin costs \$25,000.

The Plug

Most people have some use for a computer. But unless your driver only ever wants to use an old fashioned calculator, somebody's going to have to put a drill to his cranium. The operation is normally complete within thirty minutes and it leaves the patient with three grammes of carbon plastic net-tec sticking out from behind an ear. Running a cable from this socket to an interface device the size of a personal stereo unit allows the driver engage in the deadly pursuit of hacking - the penetration of the computer network that forms the universal communications and data processing medium used across the globe.

A plug and interface costs a driver \$30,000 and 2 psychosis points instead of 1. Drivers can build up a library of mind controlled software developed specifically for roadfighters. Though software is more expensive than the similar hardware versions that are available, the advantage of software is that a driver can escape from a wrecked vehicle and carry his most vital driving and combat systems in his head (hardware systems can't be salvaged from vehicles). So the driver doesn't run the risk of having to buy everything again should he lose his vehicle. A driver can use software in a vehicle that already has the hardware version fitted but gains no additional benefits from this. Some software allows drivers to engage in a deadly form of hacking (see below).

All the programs described below require the user to wear a plug. The interface is connected to the relevant vehicle systems. A driver may install as much software as he wants (no additional psychosis points are gained from installing software). However, some software cannot function unless a driver has other cybernetic enhancements in addition to the plug itself.

Fire Control: there are two types of fire control software; turret fire and missile fire. Each can only be run on a driver with artificial eyes. Each works the same way as the relevant fire control deck and costs \$15,000.

Drive: again, there are two types of drive software; one for bikes and one for cars. The bike version is the equivalent of computer drive and costs \$8,000. The car version is the equivalent of robotic drive (which will work in an Interceptor or Renegade) and costs \$18,000. Drive software can only be used by drivers with pairs of artificial legs and artificial arms.

Doublethink: this software allows the driver to perform any dual action without the usual negative modifier. One program functions for any type of vehicle and costs \$8,000. Doublethink does not require the driver to use any other cybernetic enhancement.

Roadfight: is an exceptional piece of software in that it incorporates all of the programs listed above (including both types of fire control and drive programs) as sub-routines. It costs \$40,000. For the program to function fully, a driver must have all the relevant cybernetic enhancements. A driver does not need any enhancements, however, if he only wants to take advantage of a part of the program that doesn't require them (eg a driver who only wants to use the Doublethink routine contained in the Roadfight package can do so whether or not he has any other enhancements; a driver who wants to use the fire control routines must have artificial eyes).

Hack-Attack: this is a powerful, modular program that allows a driver to try and infiltrate the electronic systems in another driver's vehicle and deposit a computer virus that will corrupt those systems. Up to 6 Hack-Attack modules can be stacked together to make a more powerful weapon. Hack-Attack modules cost \$2,000 each. For details of how this program works see *Hacking*.

Head-Hunt: this is another modular program used to defend drivers from hostile hackers. Basically, it forms a shield against Hack-Attack. It is sometimes capable of causing fatal injury to a hostile hacker. Up to 6 Head-Hunt modules can be stacked to create a more powerful defence. Head-Hunt modules cost \$2,000 each. For details of how this program works see *Hacking*.

HACKING

Anybody with a plug can go hacking. All they need is a piece of Hack-Attack software. By hacking, an individual can subvert security programs that defend computers in other vehicles.

Most vehicles have a computer that interfaces with Datanet, making them vulnerable to hackers. These computers often run mapping and road data programs. Others control weapon systems and vehicle performance. A few run intelligence gathering systems. Much of the computer technology that may be employed by a roadfighter is, by its very nature, vulnerable to outside interference.

Fire control and drive assist devices like robotic steering and computer drive acquire much of the data they need to function by analysing local road and traffic conditions. They do this by talking to eye-satellites orbiting overhead. Hack-Attack software works by reaching these satellites and then travelling down the same signal route used by the target vehicle, where the program attempts to penetrate the vehicle's anti-hacking defences in order to plant a virus program in the electronics. A virus program works by absorbing the processing power of the system it resides in, thereby making that system incapable of functioning as it should. It doesn't matter whether the virus enters the vehicle via a fire control computer (or software) or a drive assist device. Once it's in the vehicle, it can get to any electronic system and wreak havoc.

Hacking Conditions

Any vehicle with robotic drive, computer drive or a fire control device is vulnerable to hacking, whether the devices are software or hardware based. At the beginning of an engagement (ie when the cruising restrictions end) drivers who have any of these systems in software or hardware form immediately know whether their opponents are using any such equipment (again, whether it's in software or hardware form).

Any driver with a plug and Hack-Attack software can make an attack.

HACK ATTACKS

A hack attack is declared like any action. It may form part of a dual action and takes one shoot action to execute. A hack attack cannot be combined with another shoot action. The driver cannot make any hack attacks on a driver who has already become the victim of a successful hack attack. He can make hack attacks against any other drivers.

Each time a hacking driver attacks in this way, the player rolls one dice and adds the number of Hack-Attack programs the driver has installed. Then subtract the number of Head-Hunt modules employed by the driver under attack (if any) and consult the following table. The result is applied immediately.

Hack Attack Table

Total	Result
-1 or less	Backfire
0 to 4	Neutralised
5 to 8	System Malfunction
9 or more	System Hostility

Backfire

The opponent's Head-Hunt software counters the virus assault and traces the program's route back to the attacker's plug. It induces neural-cutout in the attacker. Roll one dice. On a score of 1-5 all the attacker's Hack-Attack modules are wiped (he must purchase new software if he wants to make attacks of this type in future engagements). Further, the cutout prevents any of the attacking hacker's software from functioning for the rest of this engagement. Beginning with the next phase, the attacking hacker must drive as if he had no software installed. On a score of 6 the defensive Head-Hunt program burns out the attacking hacker by transmitting a routine that induces brain death. Treat the result as a KO driver critical.

Neutralised

The Hack-Attack and Head-Hunt programs smash into each other in an electronic equivalent of a head-on ram. Both players roll a dice. A score of 6 means the player's Hack-Attack or Head-Hunt modules (whichever ones are being used) are destroyed. Any other score has no effect.

System Malfunction

The Hack-Attack program has penetrated the vehicle's defences and the virus infects one of the systems on board. The attacking player can choose which of his opponent's systems is affected. This can be robotic drive, computer drive, missile fire computer, turret fire computer or any piece of software (note: if the opponent is running Roadfight software, the attacker chooses which sub-program is affected). That system will not function for the rest of the engagement.

System Hostility

The computer virus is devastatingly effective. If the opponent has any of these systems installed in his vehicle, in software or hardware form, they behave as follows for the rest of the engagement.

Robotic Drive: handling -3

Computer Drive: handling -1, acceleration -5mph, braking -5mph

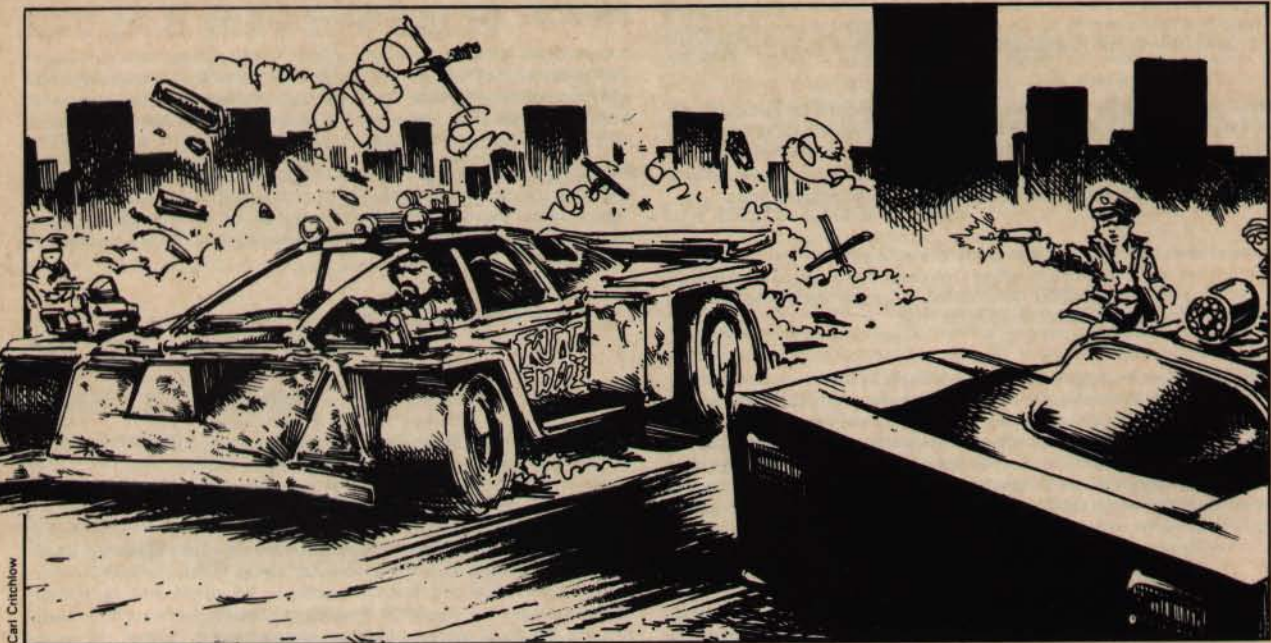
Missile Fire Computer: the computer's Identification Friend or Foe routines flip-flop so that the computer only ever fires at friendly targets. When there are none, it will not fire at all. The computer will begin misfiring in this way in the next available phase and will continue to fire until it runs out of missiles.

Turret Fire Computer: the computer suffers the same effects as the missile fire computer.

A driver with an adversely affected system cannot disable that system to negate the effects of the hack attack. He must cope with the system's new behaviour until the end of the engagement. This rule applies to both software and hardware based systems.

System Repair

It costs \$500 to repair hack damage to a program/device/routine affected by hostility or malfunction. Damage must be repaired in the re-equipment phase. A system destroyed by hack damage is completely useless. It cannot be repaired.



GAMESMASTERS

There are many aspects of a Dark Future campaign which can be made more exciting by the presence of a Gamesmaster (GM). A Gamesmaster is an extra player who acts as an independent referee. The Gamesmaster doesn't control any drivers or vehicles of his own. In large games, players can take it in turns to be the Gamesmaster for a specific engagement, the role going from player to player as the contract sequence is played out.

A Gamesmaster can generate the conditions at the beginning of an engagement or develop the whole theme of the campaign, so that the players themselves do not reach disagreements over the conditions and progress of the game. He can control random hazards or features that make an engagement more interesting to play. And apart from adding his own creativity to the game, the Gamesmaster is the independent adjudicator on all aspects of the rules. For this reason, he should be thoroughly familiar with the rules. If players want a Gamesmaster to run their campaign, they should be prepared to accept his position as an adjudicator. This section contains a few guidelines on how to fill this role successfully.

In addition, this section includes some additional rules that can be added to the game whether it is a campaign or not. Some of these add variety to the environment in which an engagement takes place. Now players can fight engagements at night or under exotic, adverse road and atmospheric conditions. Rules for determining optional random factors are also included here. All these rules are usable without a Gamesmaster.

CAMPAIGN DEVELOPMENT

Just as individual games of Dark Future are exciting, the links between the games in a campaign should be made as dramatic as possible. The best way of linking games is to provide a plotline or campaign theme. The players take the roles of central characters; individual engagements form the highlights of the story, determining to a large extent what happens next. A character's development becomes a subplot that may be influenced by the campaign theme, or which may influence the campaign itself. The role of Gamesmaster is ideally suited for development of this aspect of the game.

The main question that needs to be answered is why the characters are fighting each other. They are, by nature of their contrasting roles, opposed to each other, but we've told you that much already. Finding out why these characters in particular have become involved in the struggle can provide specific details about the belligerents. This makes the campaign more interesting.

Perhaps the Op got his license because the local gang was chewing up the road so much, the people in his town couldn't go on any longer. They used to have a guardian Op who got killed by the leader of the Outlaw gang - the leader killed him and set his gang on the town because the inhabitants are all in the pay of a ruthless multinational corporation that intends to crush their Nogo shanty to provide more PZ leisure space. That's a simple example. It doesn't matter how complicated and interwoven you

make your campaign theme, as long as everybody enjoys the games they get out of it. Write spinoff campaigns. Have fun.

Of course, players often run more than one unit and this could lead to two or more plotlines. These could be part of one overall campaign backdrop. But it's a mistake to make a player face one of his own units with his other unit. In such a case, the thematic connections should be kept in the background or a new player should join the game.

Once a player knows that his driver is going to gain a disorder as a result of failing a psychosis test, and he knows how severe that disorder is going to be, the GM can choose the disorder if it helps him develop the campaign storyline as a result. Likewise, a GM can determine the result of a driver's media rolls or the effects of media manipulation.

When a GM becomes involved in a character's development in this way, he should remember that his role is impartial and his presence is supposed to work for the fun of the campaign, not for the benefit of a particular player. A GM should never apply harsh results because a player behaved disagreeably in a game session. If the players won't accept his independence, he should leave them to it. If he doesn't intend to be independent, he should become a player himself.

There are some other things GMs shouldn't do. A GM never takes rolls for a player's weapons or vehicles. A GM should never set up an unbalanced game without the consent of both players involved. A GM should not enter his own units on a regular basis. The only time the Gamesmaster should enter a unit is when he is running a third party for the purposes of a particular scenario which both the players have agreed to play.

GM-Controlled Units

When the Gamesmaster controls a third unit, it can lead to a very exciting game. If the players are going to play an intercept, for example, the GM can put civilian traffic on the road. Die-cast models can be used for this. If they all have V6 engines, no weapons or armour, weigh between 800-1400 units and are driven at drive skill 1, it will be fun to see if the players' drivers manage to swerve between them. It will tell you a lot about the drivers if they don't bother.

A GM could place another roadfighter unit in the vicinity of an engagement. This is more difficult to handle, especially if the unit consists of more than one vehicle. Lone Outlaws and Renegade Ops are good choices because they're likely to react badly to players' units no matter what side of the law they're on. But on those occasions when two Outlaw gangs fight, a lone Op will suit the purpose.

A unit of this type should be there for a purpose. It should add an overall tactical consideration that should affect both sides. The unit should be going somewhere. A GM-controlled unit's route should be pre-planned as much as possible. It might only be around for one or two turns either at the beginning or the end of the game.

A GM should not load the game up with so many tactical factors that the game is reduced to a snail's pace, or becomes unplayable other than by the GM himself. GM-controlled units can be fun but they should not be over-used.

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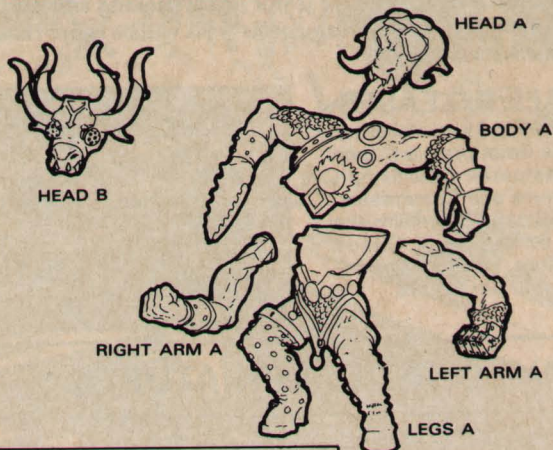
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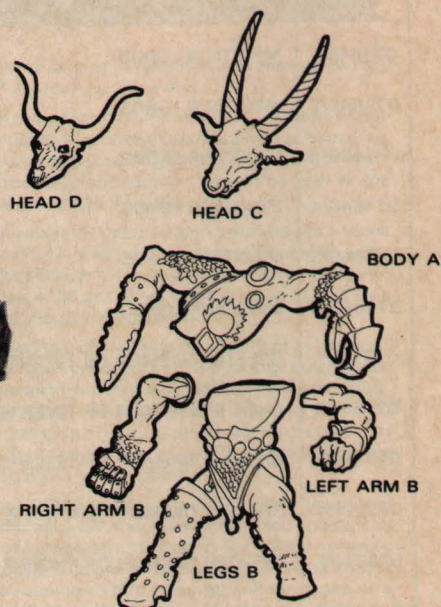
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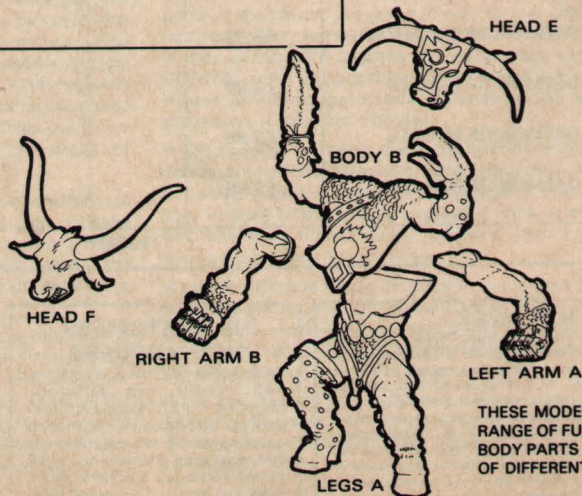
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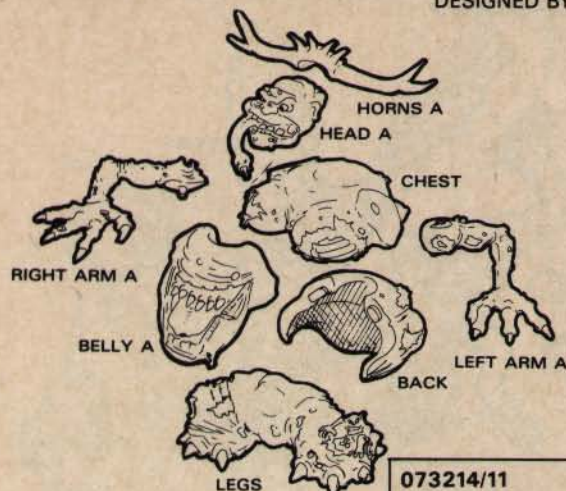
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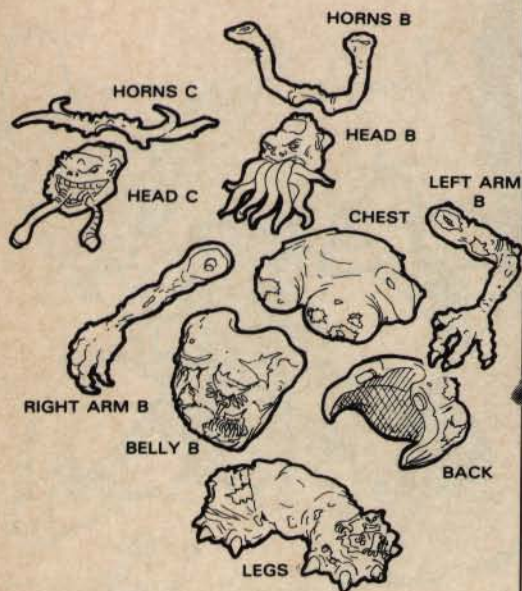
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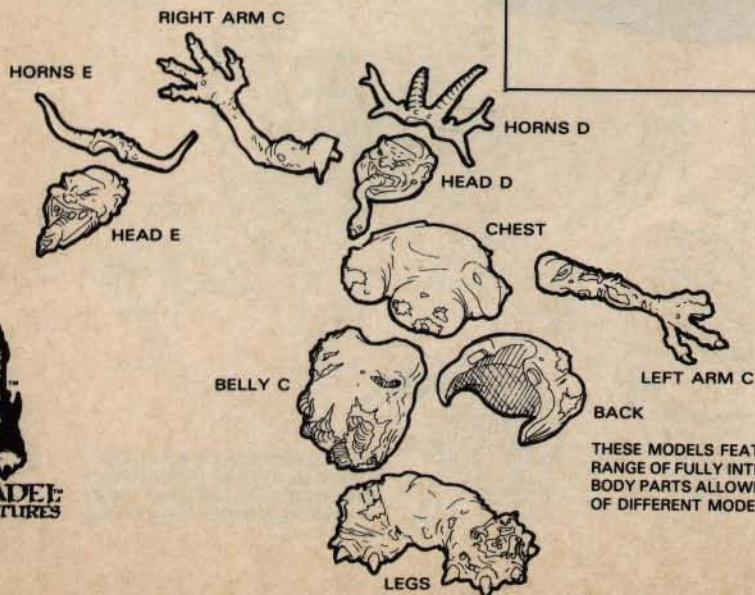
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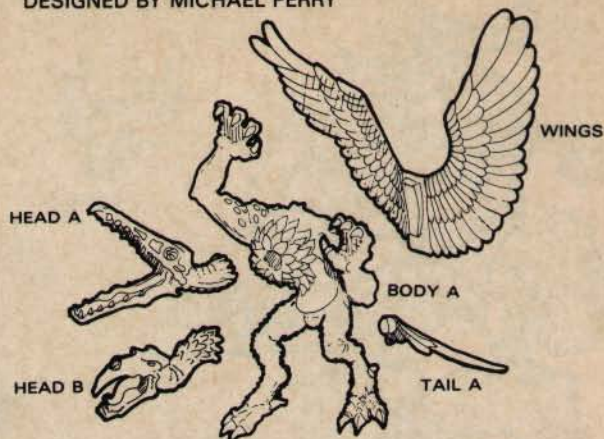
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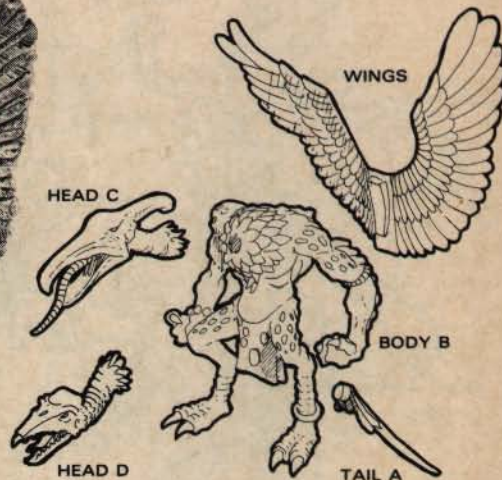
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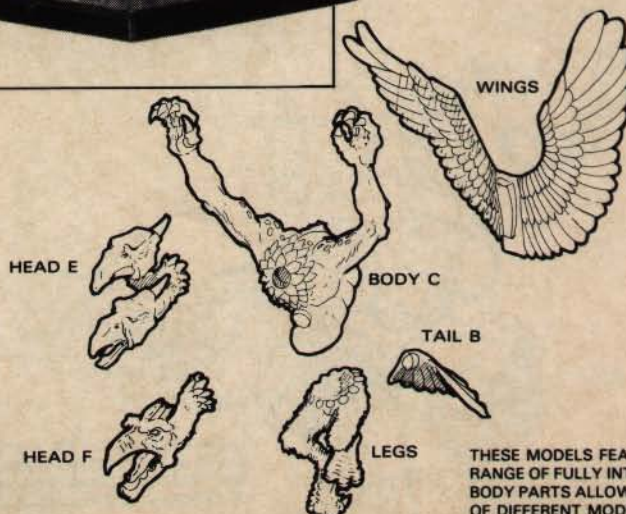
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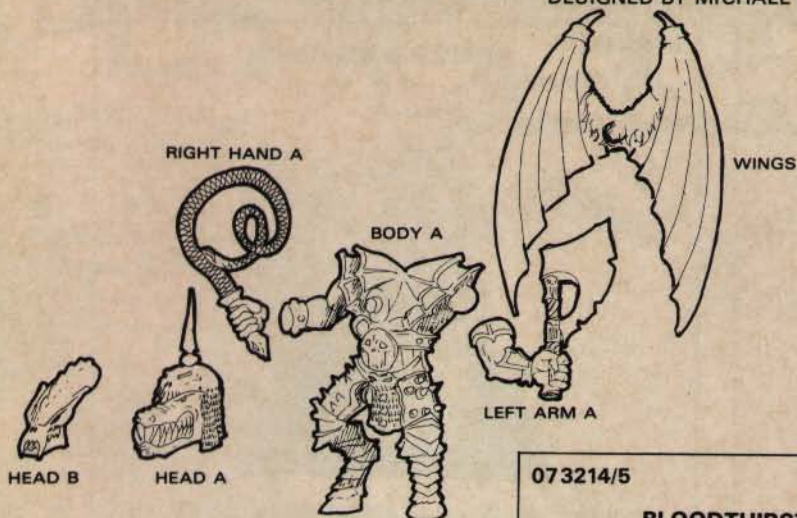


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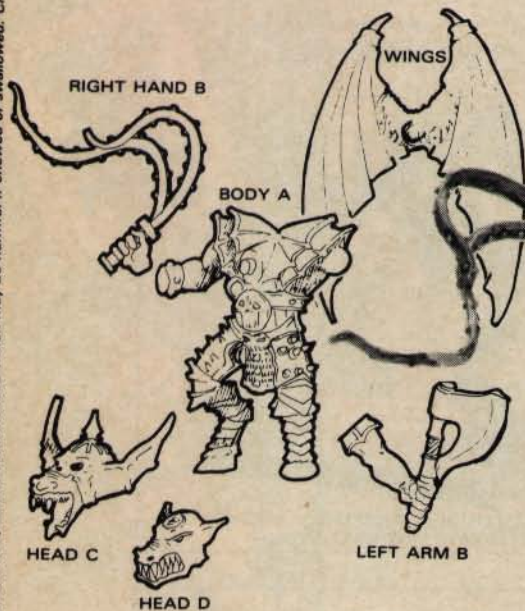
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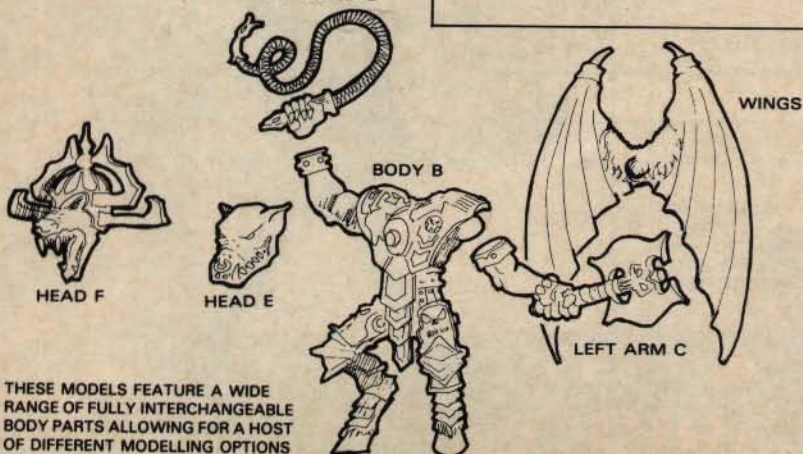


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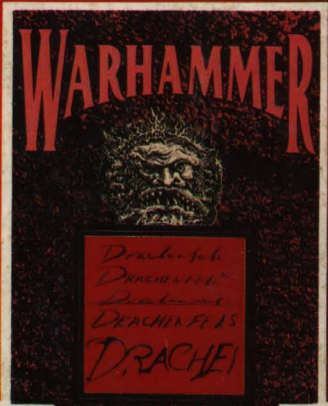
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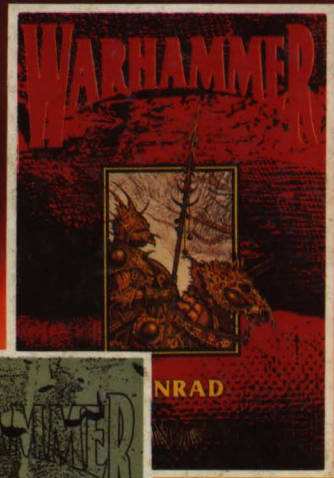
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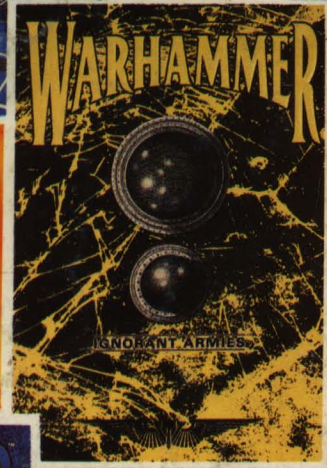
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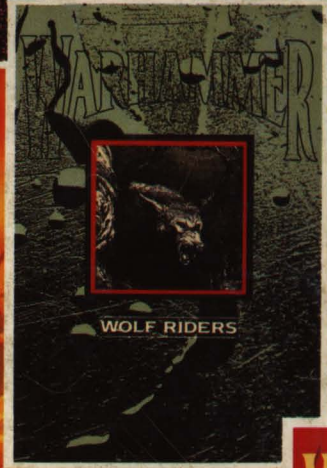
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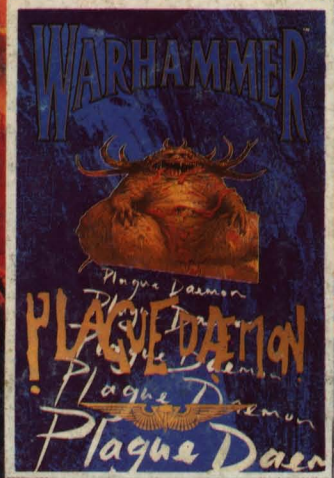
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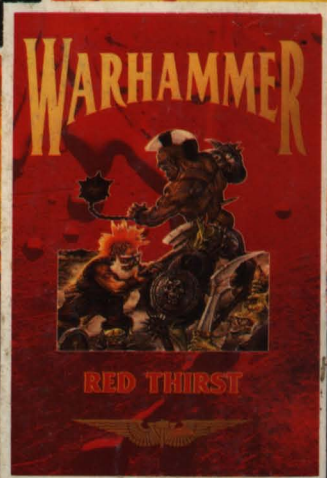


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