MORE CARNAGE AND MAYHEM FROM THE DEPTHS OF THE UNDERHIVE

GANG WAR™



FANATIC PRESS™

GAMES WORKSHOP

Issue: 6

UK £2.75
US $4.99

NECROMUNDA

The Buffalo Soldiers

by Michael Anderson



Michael's superbly converted and painted rasta gang.
Michael is a very talented guy, we hope to show you more of his work in the near future.

Welcome to GANG WAR 6

Well, I'm sad to say this is the last Gang War. Yes, you did read that right, this it the end of the road for Gang War magazine!

Before all you Necromunda players loose faith, let me explain. This may be the last Gang War, but within the next few months the first official Necromunda magazine will be with you.

The first Necromunda magazine is part of the big change as Fanatic Press becomes Fanatic games. We are looking to give even more support to Necromunda players. In the long run we'll be providing new miniatures, new supplements and new rules.

Of course your contributions are still welcome, so if you have an article do send it in.

In this issue you get your chance to tell us what you'd like to see for Necromunda in the future. If you're a Necromunda player then don't miss this chance to have your say. Fill in the questionnaire on page 39 and send it in. We are keen to hear what the players think.

Over the next months keep your eyes open for new Necromunda miniatures and supplements. The best place to find out about them will, off course, be Necromunda magazine. The Gang War may be over, but Necromunda is rising again.

Warwick

EDITING AND PRODUCTION
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Orlock Shield by Wayne England

Fanatic Press is the Black Library's on-going support for Game's Workshop's older game systems. Even though White Dwarf may not be covering it, we know you still play it! So, in conjunction with the Citadel Journal, Fanatic Press will be bringing you irregular magazines for all our game systems. Just like the Journal, they're written by gamers for gamers.

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A free for all multi-player game to grab as much archeotech as you can. *NEW!*

SETTLEMENT EVENTS PART 2

by Tom Merrigan

Continued from Gang War 5, this is the second part of Tom's new rules for Settlements in Necromunda. Here Tom details lots more exciting locations for Gangers to visit and get into trouble. At some later date we might bring you his rules for Outlaw Settlements, put for now give Tom's rules a try and let us know what you think.

GAMBLING DENS

Although gambling is illegal on Necromunda this is not true in the Underhive where the rules of Lord Helmawr bare little judgment. Gambling is rife in the Underhive and many a fortune has been won and lost on the toss of the dice. At heart gambling dens are intent on fleecing the unwary of all they have, so caution must be exercised at all times. If you wish to visit a gambling den to play cards, roll the dice or spin the wheel follow the rules below.

GAMBLING.

If you wish to take a chance and place a bet then roll 1D6 and refer to the table below.

DEBT RIDDEN.

Any losses are deducted directly from the gang's stash. If you are unable to pay your gambling debt out of your stash then you must sell off weapons and equipment until you can cover the loss. If you still can't pay the debt then your leader is beaten-up by the den's Ogryn bouncers and thrown out into the street. Make a roll on the serious injury table for your leader counting bitter enmity and captured as full recovery.

GAMBLING TABLE

ROLL 1D6

1 LOOSER.

Your leader is stitched up in minutes, the sharp-eyed owners taking him for all he has. Your lose 1D6 x 10 credits.

2-5 EVENS.

After playing a few of the games your leader finishes up evens. Nothing lost! Nothing gained!

6 WINNER.

Luck is with your leader, and he quickly wins D6 x 10 credits, which you may add to your gangs stash.

WHEN TO QUIT.

After each bet roll a D6. On a roll of a 5-6 your leader decides to chance his luck one more time and you may continue to gamble. On a 1-4 your leader decides his luck has run dry and it's time to quit whilst he's ahead - you may not make any further bets. You may always choose not to continue to gamble if you like. If your leader was a 'winner' on the last bet you may add +1 to the dice roll.

PIT-FIGHTING ARENAS

Pit-fighting arenas are rough places where the toughest and meanest muthas in the Underhive fight it out. You may choose to visit the settlements pit-fighting arena and enter a fighter into one of the contests. If you elect to do this then you must select either your leader or one of the gangers who accompanied him to the settlement as the warrior who will fight. Your fighter's opponent for the contest is a randomly generated Pit Fighter (see the Hired Guns section for full details on Pit fighters). Once you have chosen your fighter and generated his opponent roll 2D6 and refer to the Pit-Fighting Arena Random Event table below

THE FIGHT.

The fight takes place in a small square pit. Roll to see which warrior charges, and fight the battle as a normal Close Combat. If your fighter is taken 'out of action' then roll for serious injuries as

PIT-FIGHTING ARENA RANDOM EVENT TABLE

ROLL 2D6

2 MATCH FIXING. Before the fight is about to take place an irate Guilder comes bustling through the crowd yelling and accusing your leader of match fixing. Roll 1D6. On a 1-3 your leader manages to protest his innocence and the fight proceeds as normal. On a 4+ your leaders protests of innocence fall on deft ears and he is thrown into the street. You must leave the pit-fighting arena immediately.

3 PICKPOCKET. You leader reaches for his creds to place a bet on the fight and finds them gone, some Scum has stolen them from right under his nose. You look around, but there are dozens of likely candidates. Roll 1D6 and consult the table below;

1-5 You draw a blank and count the cost of losing 3D6 creds (nobody's fool enough to keep all their creds in one place).

6 you spot the culprit flinch from your gaze and grab him before he legs it out the door. You get your money back and teach the Scum some manners.

4-5 FATIGUE. You fighter is suddenly feeling a little fatigued from all the training and preparation he has been doing. For the next fight reduce his Initiative characteristic by one.

6-8 UNEVENTFUL.

9-10 INSIDE INFORMATION. You scout around before the contest gleaning as much information as you can on your fighter's perspective opponents. For the next fight increase your fighter's Initiative characteristic by one.

11 BETTER ODDS. A loan shark offers you better odds on the next pit fight. If your fighter wins the fight you get double the amount of creds. However, before collecting any winnings roll 1D6. On a 1 the loan shark has disappeared with your money and you win nothing.

12 FORFEIT. Your fighter's opponent forfeits the match at the last minute. You automatically count as having won the fight and can collect 1D6 x 10 credits as reward.

normal counting bitter enmity and captured as full recovery. If your fighter wins he gains D6 x 10 credits and an extra D3 experience points.

LEGALIZED PIT-FIGHTING WEAPONS.

There are laws governing the use of pit-fighting weapons and as such not all weapons can be used in a pit-fight. The following weapons have been legalised for use in a pit fight. Any weapons not listed below can not be used in a pit-fight. Note that a fighter may not be given additional equipment before a pit-fight. He can only fight with the legalised weapons he carries.

Any pit slave weapon

Eviscerators

Knives

Chains/flails

Clubs/mauls

Massive axes/clubs

WHEN TO QUIT.

After a fight is over and you have collected any winnings owed to you roll 1D6. On a 5-6 your leader decides to chance his luck again. If you want you can enter another fighter (not the same one as he will be recovering from the previous fight) into a pit-fight following the rules outlined above. On a 1-4 your leader decides it's time to call it quits and you may not enter any more fighters into a pit-fight. You may always choose not to fight if you want to. If you won the last fight you may add +1 to this dice roll.



MERCENARY SQUARE

Mercenary Square is the place where individual warriors offer their fighting services to the local gangs. Hired Guns, as they are called, are mercenary adventurers who fight for money and little else. They are essentially loners who wander the Underhive selling their services at settlements like Dust Falls, Two Tunnels and Angel Town. Hired guns don't belong to the gang they fight with and they don't usually help the gang except by fighting. This means that hired guns don't count as members of the gang for purposes of collecting income or for deducting cost of living expenses. A player cannot buy extra weapons or equipment for a Hired Gun, and he cannot sell a Hired Gun's weapons or equipment. You may never use the Leadership of a Hired Gun for taking Bottle Tests. The types of Hired Guns available and their character profiles are detailed in the Hired Guns section of the Source Book.

HIRE FEE.

A gang must pay the hire fee for a Hired Gun when he is recruited and subsequently after each battle he fights in, including the first. This cost comes from the gang's stash in the same way as the cost of buying new weapons or recruiting new gang fighters. If there is insufficient credit in a gang's stash to pay a Hired Gun then the Hired Gun will leave the gang, and the gang may not recruit further Hired Guns until after their next battle. Before hiring any Hire Guns roll a D6 and refer to the table below. Count a result of 1 on the tables as 2-5 if your Gang Rating is more than 2000.

MERCENARY TABLE

ROLL 1D6

1 Your gang is seen as having no future and you are expected to be dead inside of a week. As a result no Hired Guns will offer you their services. You can not hire any new Hired Guns for the duration of your stay in this settlement.

2-5 You can hire any Hired Gun you can afford at the normal price.

6 Work is slow out in the wastes and credits are scarce. All Hired Guns will work for half the normal price for the first battle, after which they will demand the usual fee.

WORKSHOPS

Within each Settlement there are usually a number of workshops, all grouped together to form an area of business where scrap and other odds and ends are turned into useful items, and where weapons are repaired and equipment can be checked over. A gang may visit a Weaponsmith at one of the local workshops if they wish.

CUSTOM JOBS.

Necromunda is renowned for its forges, and the weapons and equipment produced within its many Spires are favoured by the Imperial guard among others. Although technological process is almost non-existent within the Imperium there are still those that are willing to experiment with new or forbidden processes and technologies. Unfortunately, on Necromunda such practitioners are shunned and driven out of the Hive proper down into the depths of the Underhive. These individuals are called Weaponsmiths. Half-crazed, but nether-the-less brilliant individuals who will try just about anything once and who love to get their hands dirty. Weaponsmiths constantly try to outdo their competitors to the extent where whatever a gang needs, there will be someone prepared to have a go.

A gang fighter that visits a Workshop may get a Weaponsmith to customize one or more of his



CUSTOM JOB	
Greater Punch	+1 Strength.
Increased Range	Increase the long range of the weapon by its short range. For example, a boltgun would have a short rage of 12" and a long range of 36" after it had been customized.
More Firepower	+1 Sustained Fire dice.

weapons. Any individual fighter can have as many weapons as he wants customized, but can only have each weapon customized once between games. Note as Heavies and injured fighters cannot visit Settlements it is not required for the fighter who owns the weapon to be present at the workshop. It is assumed that the fighter in question entrusted his weapon to someone else in the gang who they knew would be making the trip into town. Also, Juves may never have their weapons customized. The cost to customize a weapon is always a substantial fee, and the amount must be paid for before the Weaponsmith will perform any work on the weapon. The cost of a custom job depends on the type and size of the weapon, so will always be half the cost of the weapon in credits (rounding any fractions down).

Once you have paid the correct amount you must decide on the type of custom job you want. A Weaponsmith can customize a weapon in one of three ways. He can increase the punch of the weapon making it stronger, modify the weapon to shoot over a longer range or increase the weapons rate of fire. A weapon can only have each custom job performed on it once. This means a weapon can be customized up to a maximum of three times in total. The effects of each custom job are as follows.

A weapon can have up to one custom job without compromising its overall performance. However, if you want to customize a weapon even more then its performance will be compromised in some way. Should you customize the same weapon again then you must roll on the Customized Weapons Effect Table below to find out what happens to the weapon. Note that you must roll on this Table each time you further customize the same weapon.

CUSTOM WEAPONS EFFECT TABLE

ROLL 1D6

1-2 SLOWED FIRE

The weapon now requires more effort to reload and so a fighter can not move and shoot with the weapon in the same turn. Weapons that are already move and fire weapons now take a full turn to reload. If you roll this result twice then re-roll a different result.

3-4 KICKS SOME

All shots with the weapon are at –1 to hit. Such penalties are cumulative.

5-6 AMMO GUZZLER

The Ammo roll for the weapon is reduced to 'automatic'. If an Ammo test is required then the gun is automatically out of ammo, and is useless for the rest of the game. If you roll this result twice then re-roll a different result.

REPAIRING EXPLODED WEAPONS.

Weapons that explode in battle are little more than useless pieces of scrap, and most fighters simply throw them away. Weaponsmiths however are skilled in the repairing of almost all weapons available on Necromunda. The rules detailed below replace the rules for exploded weapons automatically being repaired at the end of a

REPAIR TABLE

ROLL 1D6

1-2 SCRAP METAL

Despite the Weaponsmiths best efforts he can not repair the weapon and it must be thrown on the scrap heap. The Weaponsmith does offer to give you 3D6 credits for the scrap however.

3-6 AS GOOD AS NEW

The Weaponsmith is able to repair the weapon and it can be used as normal from now onwards.

game. Instead, you must visit a Workshop if you'll want to be using the weapon again.

If you want a Weaponsmith to attempt to repair an exploded weapon then you'll have to part with a number of credits equal to half the base cost of the weapon (round any fractions down). You must hand over the credits first. Once you have paid the amount roll on the table below. You must subtract -1 from the dice roll if the weapon to be repaired is a rare weapon, and –2 if it was a 'Once in a Million' weapon. In addition, you may add +1 to the dice roll if a model in the gang has the Weaponsmith skill. Note as Heavies, Juves and injured fighters cannot visit Settlements it is not required for the fighter who owns the weapon to be present at the workshop. It is assumed that the fighter in question entrusted his weapon to someone else in the gang who they knew would be making the trip into town.

GUILD OFFICE

The Guild Office is a place that most gangs visit very begrudgingly. It is where you must go if you have business with the Guilders. It is usually located in the centre of a Settlement near the Town Square, the place where deviant Scum are hung from the gallows or lose their heads at the block! A gang may visit the Guild Office for a number of reasons.

REPORTING OUTLAWS

If you wish to report an enemy gang after a game in an attempt to have them outlawed, then you'll have to visit the Guild Office. Upon visiting the Guild Office your opponent in the last game must roll 2D6 and look up the result on the table below. This dice roll is modified as shown below.

-1 If the game you just played was an Ambush and you were the attacker.

-1 If the game you just played was a Shoot-out and you drew second.

-2 If the game you just played was a Shoot-out and you drew first.

-3 If the game you just played was an Outlaw scenario and you were the attacker.

-1 For each Wyrd, Beastmaster or Pit Slave in your gang.

+1 If your gang is Watchmen.

+1 If your gang rating is under 1000.

-1/+1 If your gang rating is over 2000 (roll a D6 each time 1-3 = -1, 4-6 = +1).

-2/+2 If your gang rating is over 3000 (roll a D6 each time 1-3 = -2, 4-6 = +2).

-3 If you attacked any forces of the Imperium in the game you just played.

+1 If none of the modifiers given above have ever applied to your gang before.

COLLECTING PAY FOR BEING A WATCHMEN

A gang that are acting as watchmen will collect their pay of 25credits automatically as soon as they visit the Guild Office after a game. This money is now added directly to the gang's stash.

COLLECTING BOUNTY.

Outlaws are generally worth a bounty, dead or alive – that's why there are Bounty Hunters, after all. Any gang that captures or kills an Outlaw or Outlander can collect a reward on them by visiting the Guilder courts at the Guild Office in

OUTLAW REPORTING TABLE

ROLL 2D6

2 OUTLAWED

Time to get out of town. You must choose one of your territories to keep as your gang's hideout and delete all the others (which are seized by the Guilders).

3-11 CLEAN

You're clean citizen. Move along.

12 DEPUTISED

The Guilders are so impressed (or fooled) by your law abiding manner that you are given the chance to become Watchmen and help keep the peace. If you accept you gain an additional 25 credits after every game (added directly to the gangs stash) each time you play against Outlaws from now on. You'll have to visit the Guild Office of the local settlement after the game to claim the extra cash though. In addition, you can inflict a –1 modifier on any other gang that you report whilst you are Watchmen. You can decide to stop your gang being Watchmen at any time.

DOING TIME TABLE

ROLL 2D6

2 DAY IN COURT

Your fighter is hauled before the local Judge to protest his innocence. Roll a D6 to find out whether he is found guilty or innocent. On a roll of 1-3 he is found guilty and is sentenced to death (for committing the crime and for not turning himself in). He is hung in the Town Square that afternoon as a deterrent to other criminals. Remove the fighter from the gang roster. On a roll of 4-6 he is cleared of any charges and is set free immediately.

3 DEPORTED

Your fighter is moved into a special enclosure and he gets the uneasy feeling he is to be shipped off to a distant penal colony or conscripted into the Imperial Guard. Roll 1D6. On a 1 he fails to get out of his predicament and is shipped out the following morning, never to be seen again. On a 2+ he cunningly manages to break back into his old cell and escapes this appaling fate.

4-5 BAD PORRIDGE

Your fighter is given some really bad food from which he gets horribly sick. He starts the next battle at –1 to his strength. If a fighter suffers the effects of bad porridge again cumulate the result. Any fighter reduced to 0 strength will die as a result of their tortuous time in the stockade.

6-7 FLOGGING

The guards don't seem to like the look of your fighter and drag him into the yard for a flogging with the whip. He starts the next battle at –1 to his toughness. If you roll a 6-7 (flogging) again cumulate the effects. Any fighter reduced to 0 toughness will die as a result of their tortuous time in the stockade. In addition roll 1D6. On a 4+ your fighter has some rather impressive scars to show the lads and thus gains +1 to his leadership, up to a maximum of 10. Note that a model may only ever gain a total of +1 to his Leadership characteristic.

8-11 LOCKED UP.

Your fighter spends his time locked up in his cell catching up on his sleep and swapping tall stories with the other inmates.

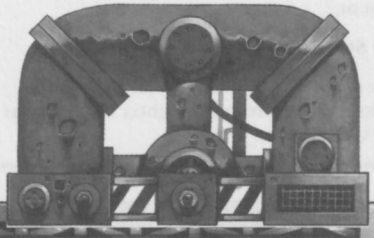
12 RATSKIN MAP

A wiry old man with a long beard and totally bald head who gesticulates wildly and curses loudly in a foreign tongue approaches your fighter. This man hands him a crumpled piece of parchment. Roll 1D6. On a 1-5 it turns out to be nothing more than a crumpled piece of parchment with a selection of poems, songs and stories the man has written in some foreign language. On a 6 it turns out to be a Ratskin Map that you can add to your stash.

the local settlement. The standard going rate for a bounty is equal to the captured or deceased Outlaws total cost plus experience in credits. Naturally Outlaws and Outlanders can't collect bounty, as they would be shot for trying then for ethical reasons. A gang cannot claim any weapons or equipment from a fighter that is sold to the guilder courts as all equipment is considered to be material evidence. Note that these rules replace the standard rules in Outlanders, so that you may only ever collect bounty on Outlaws and other scum at the Guild Office.

TIME IN THE STOCKADE.

The Stockade is not somewhere you visit by choice, although for many in the Underhive it is a home away from home. In the stockade a fighter will share a cell with cutthroats, thieves and murders, and will swap tall stories with smugglers, pirates and the like. If a gang fighter is arrested by the Guild for any reason (such as rolling a 33 or 63 on the Settlement Events Table), then they will be forced to spend some time in the Stockade, before applying the results of the Settlement event, etc. For each of your fighters who spends time in the stockade roll D3 times on the Doing Time table above.



FRIENDLY DOC

In the Underhive, visiting a Friendly Doc is fraught with uncertainty. Within hive proper the level of medical assistance available to the general population is shockingly poor, and in the Underhive it is ten times worst. Most medical practitioners in the Underhive have been driven from Hive City, suspected of real or imagined crimes, such as experimentation with animals and arcane magic. The most notorious Doc to set up practice in the Underhive is 'The Mechanic' who is wanted by the Adeptus Arbites for the murder of more than 10,000 patients. Nether-the-less, many fighters will visit a Friendly Doc in order to have a wound sustained in battle looked at and treated by the medical practitioner.

If a gang visits a Friendly Doc then any fighter with a serious injury may get the Doc to perform some surgery on them. The Doc may attempt to cure a fighter of any serous injury except old battle wounds. Even a fighter with a few missing fingers can be fixed up as good as new, prosthetic surgery being quite advanced in the Imperium. Each fighter, however, may only ever have one serious injury looked at between games.

To see how an operation went roll a D6 and look up the result on the Surgery table below. You may add +1 to the roll if any of the fighters in your gang have the medic skill, as they offer the Doc some friendly advice in performing the operation. Note, that although you roll for the

SURGERY TABLE

ROLL 1D6

1-2 UH OH

The doc has made a mess of the operation and left your fighter in a state worse than when he came in. Roll a D6 and look up the result on the Uh Oh Table to see what has happened to the unfortunate patient.

3 WHICH ONE WAS IT ?

The Doc performs the wrong operation. If your fighter has any other serious injuries then the Doc attempts to fix one of them instead. Determine which serious injury the Doc operates on randomly and then roll on this table again. Treat further rolls of "which one was it" as "successful surgery". If your fighter doesn't have any other serious injuries then the Doc has gone a little mad and performed some kind of experimental surgery on the unsuspecting victim. Roll a D6 and look up the result on the Uh Oh Table to see what has happened to the unfortunate patient.

4-6 SUCCESSFUL SURGERY

The surgery was a success. Remove the serious injury from the fighter's profile on the Gang roster.

UH OH TABLE

ROLL 1D6

1 DEAD

The doc accidentally punctures a vital organ during the operation. He tried to save the patient but he bleeds to death on the operating table. The patient dies and should be removed from the Gang roster. On the bright side the doc offers you D6 x 5 creds for the body which will provide him with a useful supply of limbs to perform transplants with. This amount is added directly to the Gangs stash.

2 COMPLICATIONS

There are some complications with the surgery that lead to your warrior suffering further injury. Immediately make a roll for the fighter on the serious injury table (treat full recovery, bitter enmity and captured results as a roll of 5-6 (Not too Bad) below.

3-4 DUUUUHH

Some combination of anaesthetic and drugs has turned your fighter into a drooling idiot. He is now treated as if he had suffered a head wound.

5-6 NOT TOO BAD

Even though the Doc made a mess of the operation nothing too bad has happened to the patient. Your fighter survives unharmed from the surgery, but will have to miss the next game whilst he recovers from his ordeal. Note that the patient still suffers the effects of the serious injury that the Doc was meant to have operated on.

results now, a fighter who has had surgery performed on them will be laid out of action for a while, and will therefore miss the next game whilst they recover from the operation. The cost of surgery is always D6 x 10 credits, which must be paid before the Doc will perform any operation. You may determine the cost of the operation first, however, before deciding to go ahead with it.

Note do not add +1 to the roll on the Uh Oh Table below if a member of the gang has the Medic skill. He has already given the Doc all the advice he was willing to take.

NEW EQUIPMENT

This section covers new equipment your warriors can buy from the Guilders and other traders in the settlements and towns of Necromunda (see Trading Posts in Settlement Events 1, GW5).

ARMOUR-PIERCING AMMO

Armour-piercing ammo is either projectiles with specially hardened tips or super charged power packs in the case of laser weapons. The ammunition is specially designed to penetrate armour, so a fighter wearing armour that is hit by armour piercing ammo receives no save. When a fighter buys armour-piercing ammo they buy it for a specific weapon which must be noted down on the gang roster. A fighter has enough armour-piercing ammo to last for one game.

COMBI-WEAPON

These are basically two weapons joined together, giving the fighter a choice of two weapons to fire instead of one. A fighter armed with a combi-weapon may choose which of the weapons he is going to use in the shooting phase. The boltgun may be fired any number of times, but the other weapon may only be fired once per game. Note that you may not choose to fire both weapons at once.

HEAVY FLAMER

Heavy flamers are treated exactly the same as flamers except that they are strength 5.

HELLFIRE SHELLS FOR HEAVY BOLTER

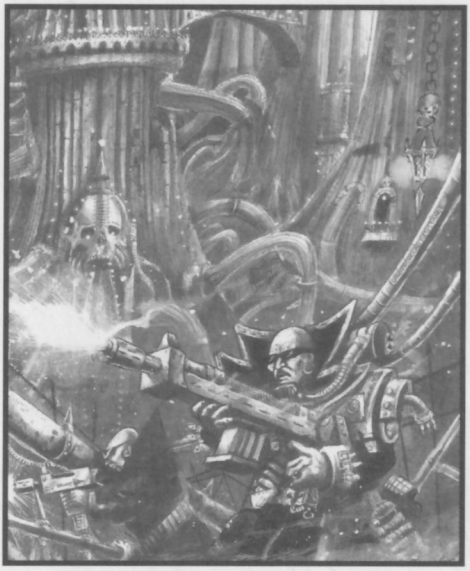
If a model with a heavy bolter uses hellfire shells then they only get to make one shot (no sustianed fire dice). If you hit a model with a hellfire shell then place the 2" template over them. Any model under the template will be wounded on a D6 roll of 2+ regardless of their toughness. Hellfire shells may scatter as normal.

WEB GUN

Treat this the same as a web pistol except the weapon uses the flamer template and has an ammo roll of 4+. A model equipped with a web gun must pass an ammo roll every time they use the weapon. Due to the considerable wear and tear inflicted on it by your fighters. Gangs can automatically sell old equipment at half its listed price (half of the fixed cost component of rare items). When working out the re-sell value of an item round any fractions up. Alternatively, a gang may wish to hoard unused weapons for future use.

PRICE CHART

The following charts indicate the costs of items available for sale at the trading post. The cost of rare items is included, but such items cannot be bought unless they are offered for sale as already described. In some cases the cost of a weapon is variable, and includes a base cost plus a variable extra amount, for example 40 + 3D6 credits. In these instances the extra variable cost is the additional rarity value of the item – the premium which must be paid to own it.



WRITE FOR GANG WAR

The Journal is written *for* fanatical GW gamers *by* fanatical GW gamers. You (yes, YOU!) make the Journal the brilliant, unparalleled hobby magazine that it is – a forum for *every* collector, painter, modeller and army commander of Citadel miniatures.

If you would like a full list of writers' guides, send a self-addressed envelope to the address that follows.

1. What do we need?

• **We need to know who you are.** In order to get your article in print, we need to know all about *you*, the Hobbyist. Not just your name and address, mind, but which games you play, which armies you have painted and what, if any, conversions that you've done. And yes, no matter what sort of mutant you are, we need a photograph of you in all your glory!

• **We need a publishable article.** The basic outline of an idea extending to only a few paragraphs will not constitute a usable article. If we receive good, original ideas that are incomplete or too vague (and we do receive a lot of 'em), then we will send you an encouraging reply, asking you to work your article to a finished state. The other BIG factor in what makes an article publishable is whether it is a REAL hobby article, or just words on a page. Anyone can sit down and write some rules, but a true Hobbyist will playtest them or do that figure conversion he's telling us about and show us the photographs and the battle-report. The Journal isn't about theory, it's about what's really happening in the Games Workshop hobby.

• **We don't need flowery prose** - we leave that to the INFERNO! boys.

• **We need your permission to use your article.** All you have to do is fill in and sign the Permission form printed at the end of these guidelines and send it in with your article

• **If possible, supply articles on disc.** We can read most formats, so just send in your article on disc as this will save a lot of time. Alternatively, if you're on the Internet, why not e-mail your article to us.

• **Send us photographic evidence.** We want to SEE what you've been up to. If you have some funky new rules for some new troop type, show us your models, show us your gaming area, show us your mates gaming with you etc.

• **This point is so important we'll write it again! We want REAL hobby material from REAL hobbyists! This is your mag!**

2. Decide what article you want to write

For example:

- **A scenario for one of our game systems**
- **The house rules that you use in your games**
- **Ideas for collecting, modelling, converting and painting Citadel miniatures**
- **Tips and tactics**
- **A review of a tournament/convention you have attended**
- **Your Games Club**

Whatever your article is about, you should have **playtested** it at least once. Always send in **photographs**, of yourself, your miniatures, your terrain, your games club, your mates testing out your hot new rules, etc. If necessary, you can send in your miniatures to us, here in the bunker, to photograph and return to you!

Remember, your figures needn't be to studio standard and we certainly don't expect your photography to be either. The Journal is supposed to be a grungy mag!

3. Get writing!

As a guide there are three kinds of submission that we can work with:

• An article that has the nucleus of a great idea. These we will send back with a copy of our writer's guides, so that you can re-work it into a publishable format.

• A good article with some sound ideas which needs moderate editing. Generally these are acceptable but sometimes we will return them for re-working.

• An excellent article which is also typed (double-spaced!) with photographs, maps, conversions, etc. where necessary, and supplied on disc as a text document. This needs very little editing and is our favourite kind of submission!

We are more than happy (delirious even) to read all your ideas, no matter how weird and wacky, but, if you really want to get into print, there are a couple of areas to steer clear of:

- **Special Characters and Army Lists.**

4. Check your work

Everything that goes into the Journal is carefully checked but it makes our lives a lot easier if you check your work over - or, better still, get a friend to check it for you!

Things to keep in mind are:

• **Is it Games Workshop?** Your article has to be based on one of our more current games.

• **Does it read well?** Will the reader be able to understand the ideas you are trying to present.

• **Is it interesting?** Try and make it original and innovative.

• **Spelling and grammar.** You don't need to be a language professor, but it should be spell-checked.

• **If you use someone else's ideas** within your article (for example from an Internet website, mailing list, etc.) please contact them first and, you never know, they may even have a few more ideas to help your project.

5. Send your work to us

The Journal Bunker has been relocated deep in the secret fastness of the Black Library at our Head Office in Lenton.

Send your ideas to:

Gang War,
The Black Library,
Games Workshop Ltd,
Willow Road,
Lenton,
Nottingham NG7 2WS

Or, if you're on the Internet, why not E-mail to us at:

journal@games-workshop.co.uk

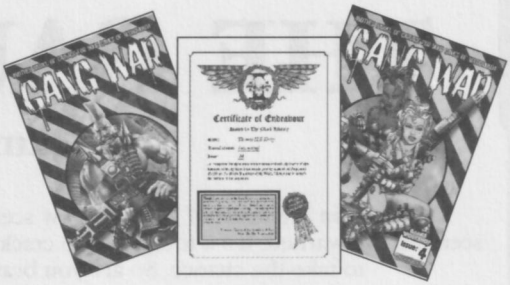
Please title any submission 'Journal Submission'

6. See your name in lights!



The Citadel Journal is read by thousands of hobby enthusiasts worldwide, so there is no better way to share your views and ideas with the global gaming community. In exchange for your article appearing in the best magazine in the Multiverse, we'll send a copy of the Journal featuring your article, upon publication. At our discretion, for particularly good submissions, we may send all manner of other goodies, such as GW vouchers and complimentary miniatures. Also, for any utterly blinding articles. Be they scenarios, letters, model conversions, or whatever... we'll send out one of these very prestigious Black Library Approved Certificates to the most noble scriptor and have the said article stamped with a Purity Seal to show our admiration.

So what are you waiting for? Don't just sit there foaming... Get writing!



THE LEGAL BIT

All material submitted to us for publication is only accepted on the assumption that the copyright in it is, by the very act of submission, unconditionally assigned by the author as beneficial owner and with full title guarantee to Games Workshop Limited. We also reserve the right to edit and/or amend all material as we see fit. So, if you do not wish to assign copyright in this way, please do not send us your submission. We're afraid we cannot work in any other way.

PERMISSION FORM

This form is to acknowledge and confirm that in exchange for the consideration described below, the copyright and all other rights of a like nature in the Work described below are hereby assigned to Games Workshop.

(If you are not happy with this arrangement then you should not sign this form)

Short description of the Article: .....

Contributor's name and address: .....

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Consideration to Contributor: A copy of the Citadel Journal that the Contributor's article appears in.

In addition , the Contributor hereby waives all his so called moral rights (as defined in chapter 4 of the Copyright, Designs and Patents Act 1988) and all analogous rights he may enjoy under the laws of other countries in relation to the Work.

By signing this letter the Contributor confirms that the Work submitted is original and does not infringe anybody's intellectual property rights.

Signed by: .....

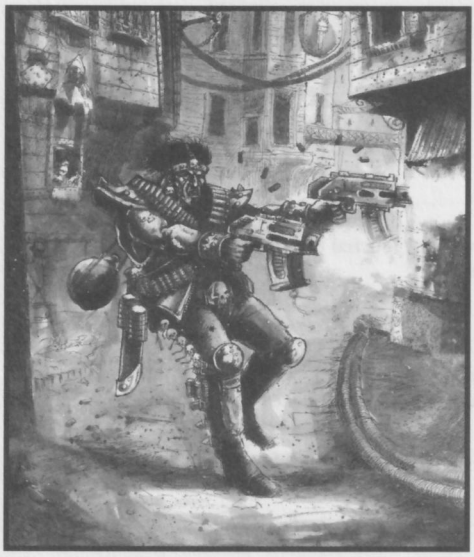
THE GAUNTLET

by Liam Nunn

Straight on the heels of Liam's 3 new scenarios in Gang War 5 comes this special scenario. Be warned, it's a tough nut to crack but the rewards are great for a gang willing to take the chance. So are you brave enough to run the Gauntlet...?

Two gangs have found the fabled Gauntlet - a major route into no less than six valuable domes, cut off from all other entry routes. The Guilders, of course, have always known its location. The riches it holds of so worthwhile the Guilder Larinatre has invested huge sums of money on sentry cannons to warn off the scum and the outlaws. Until recently, the entire area was cordoned off to serve as a warehouse and storage bay for his goods, with a score of hired gangs and watchmen to protect it. His untimely death has left the area open though, and the lost domes it shelters are now wide open for the taking.

The two gangs in this scenario are in a race for the territories ahead. The guns are still there though so speed is of the essence. But will greed for the crates of ammo and supplies - those that remain - distract them from their real objective long enough for the cannons to mow them down?



THE BATTLEFIELD

Set up the battlefield as you wish, using as much or as little terrain as you want. Then take it in turns to place 2D6 Tag Points anywhere on the table. The player with the higher gang rating begins placing them, and each tag point must be at least 8" away from any table edge, and 4" away from all other Tag Points.

The Gauntlet is 6" wide or smaller (twin towers to mark the exact exit point are a good idea), with impassable sides extending for about 12-18"; this should be represented appropriately on the table. The exit point must placed in the middle of the board edge facing the gang entry zones (see map). There is no reason why models should not stand on the walls above the Gauntlet, indeed this is good as it really does make the gauntlet tough (heavy bolters and grenades!!!)- but the inside faces cannot be climbed.

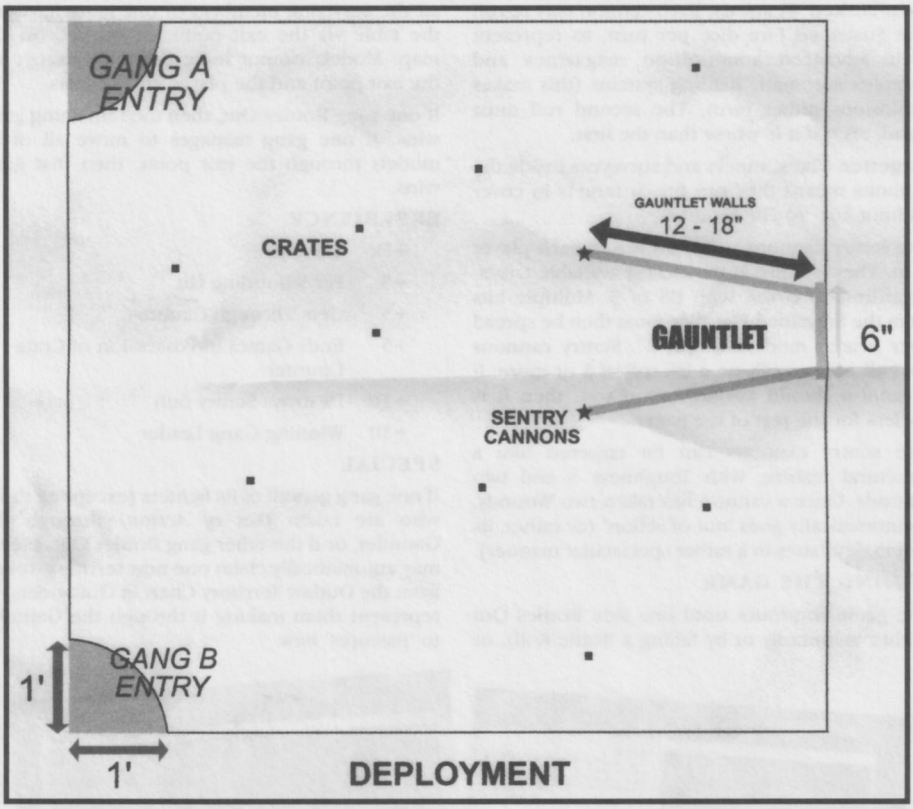
Two heavy sentry cannons, the rules for which are given below, protect the Gauntlet. These guns must be placed to protect the Gauntlet - that is, protecting the final run to the exit point - and it is worth noting that they have a 360 field of fire, so placing them facing a wall won't help you.

GANGS

The gangs will enter the game one model at a time. The entire gang can be used. *Vents* and *Tunnels* have no use in this game (the dome in which this game is being fought only has three main routes in - the ones represented in this scenario), and *Infiltrators cannot* use this skill.

DEPLOYMENT

Each player rolls a dice. The highest scorer may choose one of the corners of the table, opposite



the Gauntlet, as his entry corner, and must deploy one model within a foot of said corner (see the map).

The other gang then chooses an adjacent corner and deploys one of his fighters within a foot of that corner (see the deployment map).

STARTING THE GAME

Each player rolls a dice. The highest scorer may choose whether to play first or second.

Treacherous Conditions must be rolled for, regardless of whether either player wants to or not. This represents the area being deep in the Badzones and hardly being the ideal playing field.

PLAYING THE GAME

The Crates may be collected according to their rules, as printed for the Heist scenario in WD198.

At the end of each players turn, D3 more gangers can be brought onto the table, through that gang's entry area. They may not move and shoot until the beginning of that player's next turn.

SENTRY CANNONS

The sentry cannons are truly awesome weapons. Each cannon emplacement consists of two linked miniguns, which can fire as many as two hundred rounds per minute *each*.

	Range					
Weapon	**Short**	**Long**	**S**	**Dam**	**Save**	**Special**
Sentry gun	12"	24"	4	1	-1	Sus' fire- 3D

Each sentry gun has the following profile:

Jam Rule. If three Jams are rolled on the Sustained Fire dice, the weapon explodes and is useless for the rest of the game. No Experience gain be claimed for this (obviously).

Twin-Linked Weapons. Each cannon may re-roll one Sustained Fire dice per turn, to represent their advanced ammunition magazines and complex automatic loading systems (this makes explosions rather rare). The second roll must stand, even if it is worse than the first.

Targetter. The scanners and surveyors inside the cannons means they can fire at targets in cover without any 'To Hit' modifier.

The sentry cannons will both fire in each player turn. They will fire at the closest available target, regardless of cover, with BS of 3. Multiple hits from the Sustained Fire dice must then be spread over nearby models within 2". Sentry cannons pass all Ammo rolls on a D6 roll of 3 or more. If a cannon should fail an Ammo test, then it is useless for the rest of the game.

The sentry cannons can be targeted like a structural feature, with Toughness 5 and two Wounds. Once a cannon has taken two Wounds, it automatically goes 'out of action' (or rather, its ammo detonates in a rather spectacular manner).

ENDING THE GAME

The game continues until one side Bottles Out (either voluntarily or by failing a Bottle Roll), or all the surviving members of one gang have left the table via the exit point, as marked on the map. Models cannot leave the table except via the exit point and the player entry points.

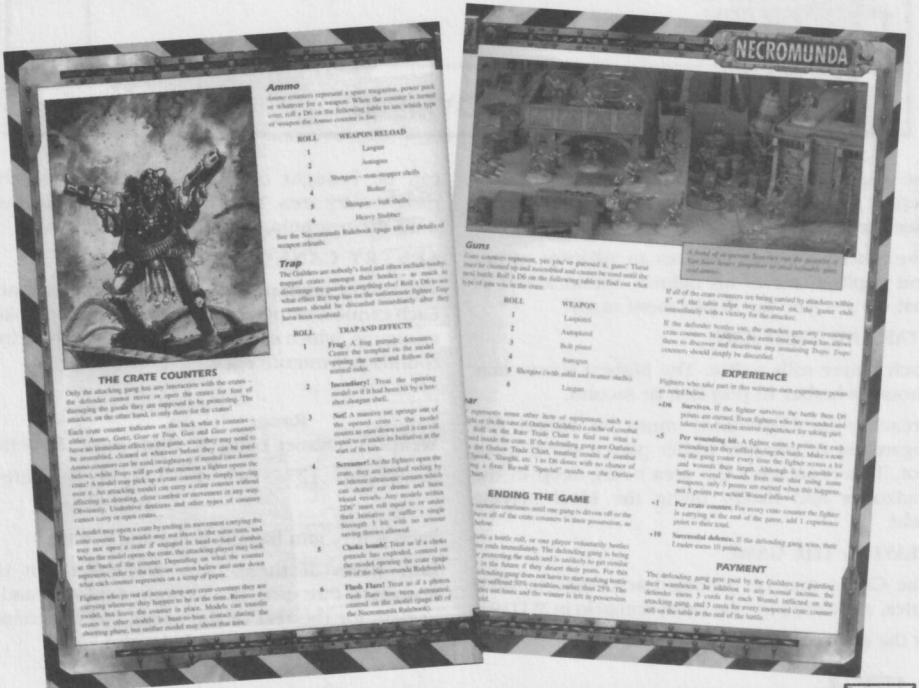
If one gang Bottles Out, then the remaining gang wins. If one gang manages to move all of its models through the exit point, then that gang wins.

EXPERIENCE

+D6	Survives
+5	Per Wounding Hit
+5	Gets Through Gauntlet
+5	Ends Games in Possession of Crate Counter
+10	Destroys Sentry 6un
+10	Winning Gang Leader

SPECIAL

If one gang gets all of its fighters (excepting those who are taken Out *of Action)* through the Gauntlet, or if the other gang Bottles Out, then it may automatically claim one new territory, rolled from the Outlaw Territory Chart in Outlanders, to represent them making it through the Gauntlet to 'pastures' new.

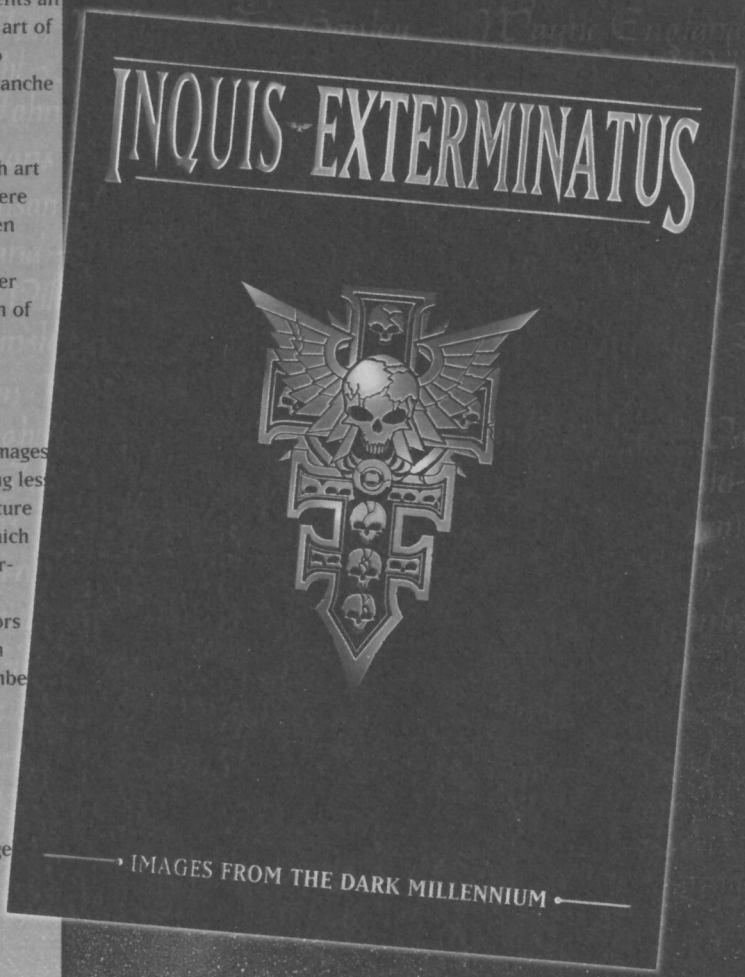


SO THAT YE SHALL KNOW THEM...

GAMES WORKSHOP presents an epic celebration of the art of the Warhammer 40,000 universe. Compiled by John Blanche from over thirteen years of astonishing images, *Inquis Exterminatus* is crammed with art from the past and present. There are pieces which have not been seen since the very earliest incarnations of the Warhammer 40,000 game – and a selection of brand-new works especially produced for this new book.

But this is more than just a collection of superb art and images. *Inquis Exterminatus* is nothing less than an exploration of the nature of the various dark threats which face humanity in the grim, war-torn universe of the 41st Millennium. Only the Inquisitors know the full truth, but within these pages three of their number reveal at least some of their arcane secrets.

This essential guide to the Warhammer 40,000 universe comes as a truly lavish 144 page hardback book, packed with colour and black & white artwork.





A BLACK LIBRARY PUBLICATION

GAMES WORKSHOP

WELCOME to FANATIC!

New material for Blood Bowl, Mordheim, Necromunda, Battlefleet Gothic, Warhammer Quest, Warmaster & Epic 40,000

* * * *

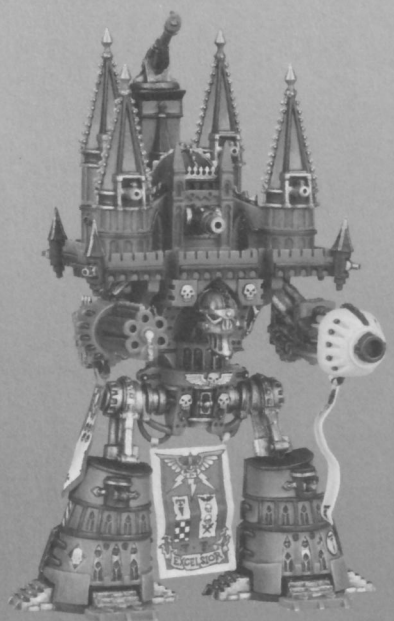
Regularly produced magazines for each game!

* * * *

New gaming supplements!

* * * *

New miniatures!



If you thought Warlord Titans were big, wait until you see the Emperor Titan! A re-release of the original Emperor Titan model, but with brand new metal 'add-on bits' that will convert it into the Chaos 'Anti-Emperor' version.



Sounds rather exciting doesn't it? And believe me, it is. My name's Jervis Johnson, and for the last few months I've been working with Andy Jones on a top secret project codenamed 'Fanatic'. The aim of this project has been to set up a little bit of Games Workshop that is dedicated to looking after some of the great games GW has already produced, but which have been side-lined after release because of the overwhelming success of Warhammer and Warhammer 40,000. Games like Warhammer Quest, Blood Bowl, Necromunda and Epic, and more recently Battlefleet Gothic, Mordheim and Warmaster. None of these games deserve to drift into the ether, and Fanatic Games has been set up to make sure that that doesn't happen. So, starting this month, we'll be bringing out new magazines, new supplements, and, most important of all, new miniatures for you to use with these games. A new era has begun – the age of Fanatic – and things will never be quite the same again.

How will this all work? Don't worry, all is explained below...

FANATIC QUESTIONS & ANSWERS...

Why was Fanatic set up?
Fanatic was set up because we were unhappy with the level of support we could generate for games other than Warhammer and 40K. These games deserved proper support, but the success of our two main games made it very hard for us to provide it. So we decided to set up a separate venture whose only job is supporting the games other than Warhammer and 40K.

Which games will Fanatic cover?
It will cover Blood Bowl, Warhammer Quest, Necromunda, Epic 40,000, Battlefleet Gothic, Mordheim and Warmaster. If the Studio produces any new games then Fanatic will provide on-going support for these as well.

What will Fanatic do?
Fanatic will bring out magazines, gaming supplements and new miniatures for all of the games it supports. In addition Fanatic will act as a 'champion' for the games, making sure that they are available all of the time, all round the world. If you have difficulty getting hold of any of the games or miniatures that Fanatic supports, then get in touch with us and we'll tell you where you can find them or we'll supply them ourselves. If a game ever goes out of print, we'll make sure that the rules and other things you need to play remain available, either by re-printing them ourselves in a new 'Fanatic Edition', or by making the rules available to download off the internet.

Will you keep making new stuff for these games forever?
As long as you guys are playing then we'll keep on supporting the games and bringing out new material for them. We will, however, have to 'cut the cloth to fit', because when all is said and done, Fanatic is a small operation running on a shoe-string budget. All of the material we produce will be made on short runs, in some cases literally to order (i.e. when you place an order we'll go off and spin the mould to make the miniature!). All of our resources will be concentrated on making sure we can get you the best support we can – in other words, as long as the content is fantastic we'll be willing to cut corners on the usually high standard of presentation.

Can you tell us more about the magazines?
Each of the games that Fanatic covers will have its own magazine. These will come out on a regular basis, though the frequency will vary from between two and six issues per year depending on the popularity of the game. Each issue of a magazine will provide new rules, articles, details of new releases, news and gossip, designers' notes, a contact section and an events calendar. Our aim is to make the magazines a 'must-have' item for dedicated players of the game that the magazine covers.

What about the magazines Fanatic currently produces, like Firepower and Gang War?
Don't worry, they haven't gone! Instead they will all be incorporated into the new magazines we'll be producing. So, for example, the new Epic 40,000 magazine will carry on in the footsteps of Firepower magazine, and will carry on the traditions set by it. We just wanted to start all of the magazines off at issue 1 to make it clear that a new era has begun, and to underline that the material which appears in the magazines from now on is all official support material approved by GW for use with their games.

Tell me more about the supplements!
From time to time we plan to bring out supplemental material for the games that Fanatic covers. These will vary widely in terms of size and content, but to give you some idea of what we have in mind, things



The Fanatic fanatics!

planned for the first year are: a new scenario pack for Warhammer Quest, a rule supplement for Epic adding super-detailed Titan rules, an army pack for Warmaster covering the new armies we'll be releasing for the game, a supplement for Battlefleet Gothic adding the Tyranids to the game, and new buildings for Necromunda and Mordheim.

Can you tell me more about the miniatures?

Fanatic will produce new metal miniatures and resin models for all of the games that it covers. In the pipe-line are three new armies for Warmaster, two new fleets for Battlefleet Gothic, a new Blood Bowl team, new gangs for Mordheim and Necromunda, new Titans for Epic and new characters for Warhammer Quest. Those nice Forge World people have also promised to make us some resin terrain pieces and resin 'add-on bits' to convert existing miniatures into exciting new models.

Will the stuff Fanatic produces be 'official'?

Although I really hate the term, yes, all of the stuff Fanatic produces will be 'official' additions for the games we cover. The Studio games development team will be fully involved in the project, so players can know that the original designer has either written or approved all of the material that Fanatic produces.

How do I get hold of Fanatic stuff?

We thought you'd never ask! One way or another, if you want Fanatic stuff, then we will get it to you. First port of call should be your local GW Mail Order service (see their address and phone number at the back of this issue of this issue). If that doesn't work then you can get in touch with us direct at the address, phone number or e-mail address shown at the bottom of this page. Alternatively you can order 'on-line' via the Fanatic web site, see below for the URL.

What's that about web sites?

You can order on-line and find out about new releases by visiting our web site at http://www.fanatic.co.uk. We're (slowly) adding community sites for each of the games that Fanatic supports, which will include archives, links to cool fan sites and other bits and pieces.

I haven't got internet access. Is there a postal mailing list I can join to be kept up to date as to what is going on?

Write to the address below and we'll bombard you with regular postings keeping you fully up to date on what we're up to at Fanatic. Just fill in the form below!

Do you want feedback?

We certainly do! If you have any thoughts, comments, ideas or criticisms about Fanatic, then please write to us at Fanatic Games, Games Workshop Ltd, Willow Road, Nottingham, NG7 2WS, UK, or e-mail us at fanatic@games-workshop. co.uk. All we ask is that you don't expect a personal reply, as we just get too much mail to be able to try and answer it all. However we do read every single letter and e-mail we receive, and everything that's said will be added to the melting pot.

JOIN OUR MAILING LIST...

If you want to be kept up to date on all of the stuff that Fanatic is bringing out, you really need to join our mailing list. Just fill in the form below and send it to **Fanatic Mailing List, Games Workshop Ltd, Willow Road, Nottingham, NG7 2WS, UK** or register on-line at www.fanatic.co.uk and we'll start bombarding you with news and details of all our new releases.

Name: .....
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COMING THIS MONTH FROM FANATIC...



Citadel Journal 39

The Journal gets a make-over to celebrate the launch of Fanatic and now comes in a new size and format. It features a preview version of the Harlequin army list by 40K designer Gav Thorpe, part one of a series of articles detailing the Corribra Sector of the Imperium by Matthew Sprange, all the regular features, and more.

Epic 40,000 Magazine • Issue 1



The new incarnation of Firepower, the magazine for serious Epic 40,000 players everywhere, includes part one of Adeptus Titanicus Revisited by Gav Thorpe & Jervis Johnson, an official rules supplement for Epic that adds more detailed rules for Titans and War Machines. The issue also includes rules for the new Emperor Titan model released this month.



Battlefleet Magazine • Issue 1

The first issue of Fanatic's magazine for Battlefleet Gothic players is something of a 'Tyranid Special'. Included are rules by Andy Chambers for using the new Tyranid ships released this month, and John Lambshead provides background, fleet lists and ship details for the Imperial battlefleets which fought against Hive Fleet Kraken.

Warmaster Magazine • Issue 1



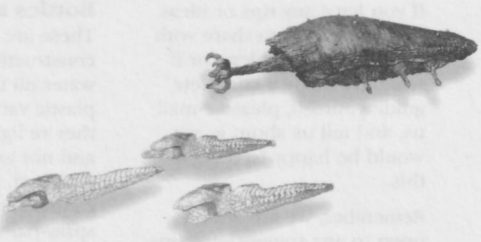
Rick Priestley has been burning the midnight oil ensuring that the first issue of Fanatic's Warmaster Magazine is very special. Included are scenarios, questions and answers, experimental rules and details of the official Warmaster website, plus rules, army lists and background for the new Warmaster Kislev army.

Warhammer Quest – Traps & Pitfalls

An expansion for Warhammer Quest that adds all kinds of nasty traps and pitfalls to kill off unwary adventurers. All-new floor plans and templates are included, along with all the rules you'll need to add these to your games.

ALSO AVAILABLE THIS MONTH...

- **Warmaster Kislev Army**
- **Battlefleet Gothic Tyranid Hive Fleet**
- **War Monger Titan**



Work in progress: part of the Hive Fleet takes shape!

NECROMUNDA™ HIVE CONSTRUCTORS INC. WARHAMMER® 40,000

Necromunda terrain building

By Bimmer and Bubbles

Following on from Gary James's excellent Necromunda terrain article 'The Underhive Workshop' (CJ 23 and Gang War 3) which we found on the Internet (http://www.altdorf.com/terragenesis) we found that the Net is just packed full of terrain building sites.

When we found this site we were amazed and think it is probably one of the best on line. Obviously there isn't the room in a single edition of the Journal to show you all of their cool stuff, so here are just some of the highlights...

Introduction

We welcome you to one of the best sources of wargames terrain modelling on the net. Within these pages you will find tips, trick and guides for beginners as well as experienced modellers. If you have any comments/suggestions regarding this site, or if you have a question or simply want to talk about terrain building please feel free to send us an E-mail.

We have been filling this site with terrain guides, inspirational photos and maybe a few jokes. Along with these you will also find the internet's most comprehensive list of tools and materials, complete with pictures and descriptions.

If you have any tips or ideas you would like to share with other terrain builders, or if you have made a complete guide yourself, please e-mail us, and tell us about it, we would be happy to receive this.

Remember, we are always open to any suggestions, tips, tricks, ideas, etc... AND we love 'talking' to people from around the world who enjoy the hobby, so if you just want a friendly 'conversation', and not necessarily want anything put on the pages, please don't hesitate to contact us!

Send your comments to:
Comments@hive-cons.dk

Materials

The following is a list of some of the material, that we use in our construction work.

Balsa wood

This is a great material. This kind of wood is very light and very soft, so it is easy to cut to the shapes and sizes you want. You can buy sheets, sticks or blocks of balsa, at almost any hobbyshop.

Bottles and Cannisters

These are great for modelling constructions with large water/oil tank-structures. The plastic variety are preferable; they're lighter, easier to cut, and not as dangerous if dropped. Different forms of cannisters, like deodorants or spray-paint cans are also good for this kind of work.

Many bottles of soap or wash detergent have interestingly shaped caps, which should NEVER be thrown away...



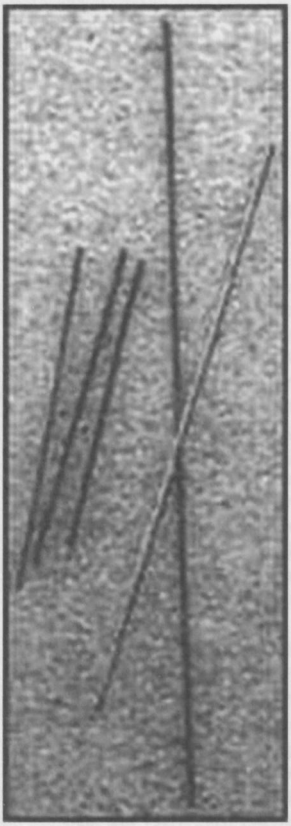
Brass sticks

These also come in different thicknesses and lengths. Also, some types are easier to bend than others. Brass sticks are very good for modelling piping on buildings, or adding railings to vehicles etc.

They come in both solid and hollow varieties. Making them suitable for almost any job, that needs thin pipes.

When cutting brass sticks to the length required, there are two methods:

- With solid sticks, you can simply snap them with a pair of snippers (pliers with a bite!).
- The hollow variety tend to get squashed when using snippers, so instead you can use you craft or hobbyknife. Press the knife steadily against the same spot on the stick, while rolling the stick slowly back and forth, and soon you'll have a perfect (almost) smooth cut.



Buttons
Interestingly shaped coat, dress, or pants buttons (*I hope that they mean trouser buttons here! – Ed*) are great for adding a little decoration to your buildings or vehicles. These can often be found in hobbyshops that deal with materials for sowing.

Car Body Mesh
These sheets of aluminum mesh, are normally found at car dealers intended to be used for repairing rust-holes in your car. They have a beautiful diamond-shaped pattern which, combined with the easy way you can cut it to size with a pair of scissors, makes them ideal for making fences or windows.



Cardboard
One of the most useful materials for terrain modelling. Comes with so many different thicknesses and textures. You can use them as the basic material for constructing you buildings, or maybe use small pieces glued on to your structure, to represent reinforced armour or quick repair jobs.

You can by cardboard in hobbyshops, or simply get it from cereal packaging or an equivalent. The backs of notebooks or covers from old books also work wonderfully.

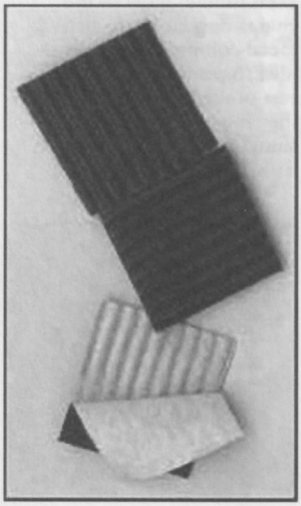
Chains
Thin chains/necklaces are great for adding detail to your models. Some hobbyshops have big rolls of chain for do-it-yourself necklaces. These can be bought in meters (or yards or whichever measurements are used in your country) at fairly cheap prices. Even though most of the chains/necklaces are already metal-coloured, it's a good idea to paint them with the rest of the model. Otherwise they might look a little too shiny.



Christmas Ornaments
Every Christmas (usually a couple months before) the shops are filled with all kinds of cheap decoration pieces. Many of them are probably so ugly, you'd never put them on your own tree or walls. However, you shouldn't just run through the Christmas section with your eyes closed. You can often find interesting things for your modelling: Strangely shaped plastic plants, or maybe a nice bell for your gothic church/bell tower/etc.

Cork Bark

These were found in a model train shop. They are big chunks of untreated cork bark. They were sold in a big bag for next to nothing. If you are looking for a really easy way to make cliff faces, simply get a few pieces of these, spray them black, and drybrush with gray/white colours, and presto – beautiful craggy rocks.



Corrugated Cardboard

This kind of cardboard gives a very sturdy material for building walls, etc. The best fact about it is, it doesn't have to cost anything. Simply get a hold of some old cardboard boxes and cut them up.

If you are able to get one side of the cardboard off, revealing the corrugated part, you have an excellent material for some corrugated iron construction. Some hobbyshops sell corrugated cardboard with the corrugated part exposed. These usually come in different colours, so if you buy a sheet of black, you can save time by not having to undercoat.



Das Modelling Clay

Such a short non-descriptive name for such a great material. Das is a clay material that can be used directly from the package. It dries in a few hours when in contact with the air. It is a great material for sculpting details like crater ridges, etc., into the bases of your models.

Disks

3.5" disks are a great modelling material. Simply rip open the disk, and you have two sheets of thin plastic, easy to cut into shape. The insides of the disks often have an interesting pattern, making them ideal for wall or floor pieces for your futuristic buildings.

Dried Plants

Many hobbyshops and most florists have dried plants in many varieties. You can often be lucky to find some very interesting shapes. Some of them look so weird, that when put on a base and painted, people are never going to guess they are actually real plants, and not just something from your sick imagination. It is always a good idea to paint the plants you use, because if your don't they'll end up looking too artificial(!) when compared to the rest of your terrain.

Egg Cartons

Readily available and often with a very interesting texture on the inside. You'll find a couple of guides on these pages that use egg cartons as the basic material.

Flock

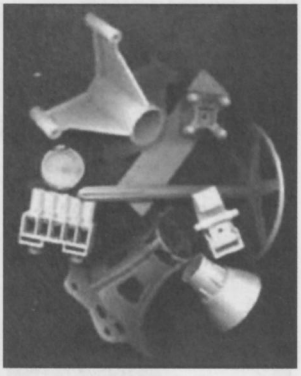
Sold in most model shops: the ones dealing in train models usually have the best collections. Flock is artificial grass or moss, usually made from either dyed sawdust or some kind of static fibres, that make a good representation of grass. Also shown on the picture is ordinary sawdust, collected in our own workshop. This is good for representing dust, or if painted it can be used to texture the bases of your creations.

Flower Sticks

Sold at florists or DIY stores, these are simply round sticks of wood, used as support for plants. The sticks are great for making wooden or (if polished) metal girder structures. They are also excellent for poking your partner in the eye, so be careful!

Fibreboard
Also known as hardboard. These are brown boards made of hard pressed fibres. This is excellent for very sturdy bases. If making terrain with an industrial theme, you can try using a hardboard base with the 'wrong' side up. If painted black and dry-brushed with metal colours, this can produce a very nice steel floor structure.

Junk
Always be on the ready if you come across a building site. You'll often find scrapheaps or containers filled with interesting bits and pieces. If you have any family working in construction, ask them to look out for weirdly shaped things, like broken electrical units, empty bottles or containers, etc.



Lego
The new Lego designs contain some very interesting shapes especially the Space and Technics versions. Here you get readily made radar/ parabolic dishes, antennas, pipes, etc. Lego also has the added quality of being rather fun to play with, when you need a break from modelling.

Milliput
This is a two-part epoxy putty. When left to dry it forms a hard almost indestructible surface, but while still fresh you can shape it with your knife, a toothpick or a dampened brush.

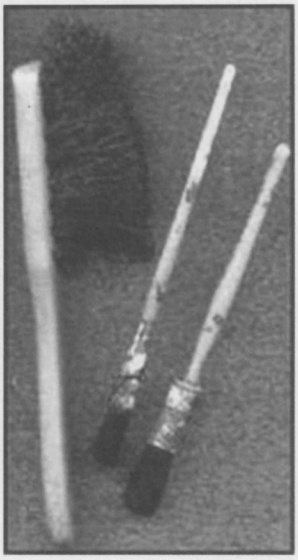
You can use it to fill gaps when assembling miniatures, or you can use it to model unique structures.



Miniatures
Old miniatures are a great source for model parts (of course, so are new minis, if you don't mind cutting them up). You can get heads to put on poles, for that sinister 'don't mess with us!' look. Pieces of armour or guns also make an excellent addition, when decorating you constructions.

Model kits
Tank or airplane model kits are a great source of bits for adding detail to you buildings. The tank kits are also a great source if scratch-building vehicles for WH40K or GorkaMorka.

Old brushes
NEVER! throw away your brushes, even once they get too worn even for dry-brushing. The hairs can be used on your bases. A big brush is also good for cleaning off the workbench once in a while (if you really feel you have to.)

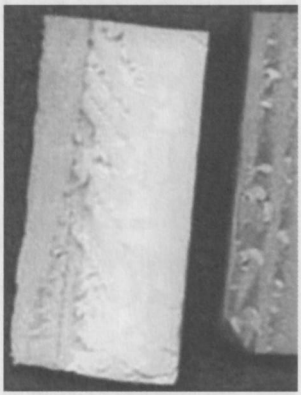


Paint pots
Empty paint pots are great for making small tanks etc. Any kind is usable of course, but in our experience the Citadel pots are the easiest to cut with a modelling knife.

Paper clips
A paper clips is great for pinning when gluing metal parts. It's suitably thin that you can insert it into the arms of miniatures without destroying them. It is also very easy to cut the clip to the desired length with a pair of nippers (pliers with a bite).

Pink Blue Foam

Pink foam and Blue foam are two variants of a special high-density polystyrene, used for isolation in floors/ceilings. Unlike ordinary polystyrene it is not made up of big round lumps that peel when cut or sanded. This kind of foam is excellent for making cactii, rocks, etc. since it is fairly easy to cut with a knife, and you can sand it.



Polyfilla

Polyfilla or plaster or a similar kind of filler is a great texturing material. If simply mixed with water as intended, you can make a very good cement/concrete imitation by applying it with a stiff-haired brush.

You can also choose to add some sand or flock to the mixture, and you'll suddenly have an excellent dirt/gravel texture for your bases.

Polystyrene

The number one modelling material. Thin sheets are great for walls or concrete slabs. Blocks of polystyrene can be cut to represent rocks, hills, craters, etc. When gluing sheets of polystyrene together its best to use P.V.A. glue. If gluing Polystyrene to a base, you can use a hot-glue-gun which is a lot faster.

NEVER use superglue, as it will simply melt the polystyrene.



Sand & stones

Different grades of sand are ideal for detailing bases or mixing with textured paint. You can get some fine sand at a beach or from the nearest kindergarten sandbox. If you sift the beach sand, you already have the next grade, usually made up of very small stones and bits of shells.

Cat-litter is great for a rubble effect *(please do make sure it's clean first! – Ed)*. Florists often have small stones used for decorating plant pots. Train model shops, often have bags of cork-bits, that when painted look exactly like rocks.

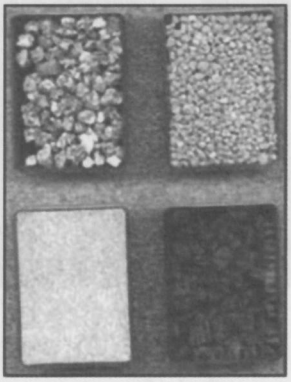
Toy Cars

Toy cars are great for customised vehicles. Alternatively, you can rip them apart, either to get interesting bits for detailing, or for making terrain with crashed vehicles.

Take a look at the local toy stores. You can often find cheap imitations of the current popular 'television-toys'. These may be unacceptable to the kids, but they are great for your terrain building purposes !

Cardboard & plastic Tubes

When making any kind of industrial theme terrain, you'll always want to have some kind of huge storage tanks. This is the time when you'll be happy that you didn't throw out the empty tube last time you ate Pringles or Smarties, or used the last piece of toilet/kitchen paper. Poster tubes are also great for making storage tanks, since these tend to be quite sturdy.



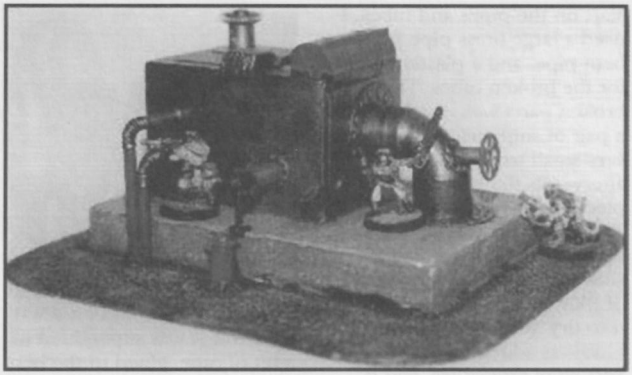
Brass & plastic Tubing

Small pieces of brass tubing is great for making pipelines for your industrial terrain. You can also use plastic tubing (i.e. from toys or table calculator-paper rolls).

Varnish
A bucket of gloss varnish comes in handy when you want to make pools of water, sludge or similar kinds of fluids. Simply pour it in the pool, in layers – letting each layer dry before applying the next. You can add paint or inks to the individual layers, to colour up the pool.

Pump Station

Inspiration for this terrain piece came from the 'Eavy Metal team's similar but totally different creation. This piece of terrain is great fun to make, and as with most other terrain it takes a little time to finish. Being a bit massive, this terrain piece makes good cover. The concrete block on the base is just high enough for miniatures to peek over, and shoot enemy models while standing in cover. The many pipes also makes good cover for miniatures, giving your enemy a hard time trying to shoot your models. This particular piece of terrain should not prove a difficulty for any modeller, and is pretty straight forward.



TOOLS & MATERIALS...

- Fibreboard
- Polystyrene or equivalent
- Polyfilla/plaster
- Hot glue gun
- Drinking-straws
- A pair of nippers
- Brass tube (bent)
- Plastic tube
- Sandpaper
- PVA glue or hot glue gun
- Holepunch
- Knife
- Thick card
- callipers
- A lot of plastic bits and thingies
- Brushes and paint

1. The first thing to do is to make the concrete slab. This I made from polysterene about 15mm thick, glued to the fibreboard base with my gluegun. This was treated with Polyfilla, mixed just below the point of 'runny', then it was applied with a stiff-haired brush, leaving small lines making it look like a concrete slab.

2. The next step is to make the large box or pump if you will. This was done out of a polysterene base block, covered with some thick card with a ruffled surface, giving it a great look when dry-brushed. This was glued to the concrete slab, again using my glue gun.

3. When the pump has been glued onto the concrete slab, you may want to make the circular plates with rivets, which I used around the various pipes. First take your pair of knife callipers (if you do not have such a tool, you can just use a knife or a pair of scissors). It is recommended that you use some sort of template to mark up the circumference, so you can have a nice and round circle instead of a square one. It is hard to say how large a circle you should have, but just make up your mind about how large the rivets will be, and make room for them. When the circle(s) have been cut out, glue them to the concrete slab/pump, being very careful to place them right! These can be glued on using any type of glue.

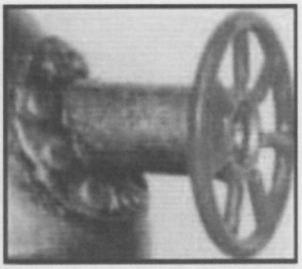


4. Once this is done, you can

start on the pipes and tubes. I used a large brass pipe for the bent pipe, and a plastic tube for the broken tubes. The broken parts were made using a pair of snippers, snipping off very small triangles, and afterwards the remaining pieces were bent outwards. The black goo coming out of the broken pipe was made the slow way of adding one blob of P.V.A. glue, and the leaving it to dry. When dry another blob was added and so on. Very slow procedure, and it could be been done quicker with a hot glue gun.



5. The green pipes are made out of drinking straws which can be bent at one point of the straw (the metallic coloured parts). The top ends of the straws were glued into gunpowder shells, collected from a construction site, where they were used with a nail gun. If you do find any of these, make sure that all the shells have been used, or they may explode on impact. The tubes were superglued onto the base and into the shells, which were superglued to the pump.



6. The crank wheel was found in an old plastic kit of a WWII tank and It was superglued to a bit of tube, glued to the bent brass tube.

7. The base itself was covered with watered down P.V.A. glue using an old brush. Then it was covered with static grass, which was laid in a thick layer for about half an hour, after which the excess flock was removed (and stuffed back into the bag). When completely dry it was brushed with a big brush to get the last bits a unglued grass off.

8. The pump was painted all black and dry-brushed with metallic colours, finished off with some orange ink giving a rusty look here and there. The concrete slab was painted with a mix of black, white and a little blue, and dry-brushed with more white. The base was painted all black too, and was dry-brushed with white.

Barricades

These barriers are just like the ones you get from the Necromunda box, only more 3D, as the extra iron plating, bullet holes and such are glued onto them or cut out of them. These are quite easy to make, and you can make them any size you want.

The thick card I used for these barriers came from the back of a block of paper. It is about 3/4 mm thick and just perfect.

1. So take your card and draw your barricades. The square piece of card on the pictures is for three barricades in three different lengths. The small pieces of paper holds the ends of the barricades.

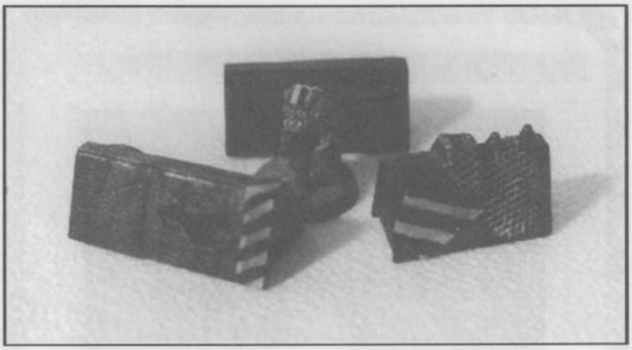
2. Now take your scissors and cut out the barricades. Then take your hobbyknife and carefully cut out a triangle along the lines in the middle of the barricades. As you will be cutting out a triangle on the surface of a 3/4 mm piece of card, you will need to be careful not to cut all the way through. I would advise you to practice a little on a spare piece of card first. The picture should resemble a magnified view of the cardboard.

3. With the triangular slits cut out, bend the card and hold the end-pieces on to the card, and glue the pieces together using your hot glue gun on the inside. This should result in something resembling the picture.

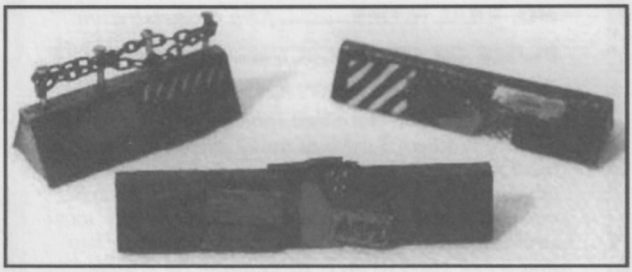
4. Now to get some of that 3D into it, add some scrap pieces of cardboard. Perhaps scratch the surface of the cardboard with your hobby knife, to resemble a lot of iron-plates

TOOLS & MATERIALS...

- Thin sticks of balsa
- Hobbyknife
- Superglue
- Brushes and paint
- (3-5 mm.) Corrugated cardboard
- Pins/needles with (and maybe a small flat heads hand-drill)



banged together. As you can see, I cut a little hole in one of the barriers, and added some car body mesh on the inside to patch it up. I could also have used small pieces of balsa wood, to patch it up (this was done on another barrier). The barrier in the back of the picture got a piece of car body mesh glued onto it, and a pair of bolts on top of that. A roll of mesh ready to be rolled out is lying next to it. The right-most barrier has a piece of track from the Gorkamorka Gubbins bag glued onto it.



The only thing remaining is the paint job. Painting the whole thing black and dry-brushing with metal colours gives a nice look. Then add some chestnut ink, orange ink or drybrush with Blood Angels Orange to get a nice rusty tinge. Paint some of the scrap pieces of card you glued onto it in different colours, making it look like someone picked up a handy piece of scrap metal, and patched up the barrier with it. There you go... barricades quick, easy and painless.

Corrugated Iron Barriers

This is another very simple modelling project. It is made to represent a barricade which has been quickly hammered together by Underhivers expecting an attack. It's made of a wooden frame, and some huge Corrugated Iron plates – possibly torn from a shed-roof or something.

1. First you decide on the design and size you want the frame to be. The trick here is to make it look like something quickly hammered together, but at the same time it should be sturdy enough to be useable in a game.



2. Once you've cut your balsa sticks to the sizes of your frame, glue them together, and leave to dry. Take the corrugated cardboard and cut out the pieces you'll need. If possible, you should remove the back of the cardboard, so you only have the corrugated part. If you don't have black corrugated cardboard, it's a good idea to undercoat it now.

3. Now it's only a matter of painting the parts before gluing. Drybrush the cardboard with varying metal colours, and perhaps add



some orange for rust, or greenish colours to represent algae or something. I chose to paint the frame to look like wood, but you could also paint it in different colours to underline the fact that this is something made in a hurry from whatever scrap was lying around.

4. Glue the 'metal' plates to your frame. Try tilting some of them a little, so it doesn't look too neat. Now you take the pins and push them through the cardboard and frame. You may find it easier to snip the pins to the right size before pushing them into the model. Just push in a few at strategical places, there's no need to make a whole rivet pattern all the way around (unless you really want to, of course).

5. Finally you can paint on some graffiti or make a little battle damage like scratches (carved with a sharp pointed knife) or bullet holes (made with a sharp pointed knife or a hand-drill).

There you have it... Quick and easy barricades, that actually look stunning and very realistic. These babies can be made in about fifteen minutes, and in a great variety. Besides the paint job you can also choose different materials. Maybe the guys who built your barricade didn't have corrugated iron, and used flat iron or steel plates instead. Maybe they simply made it of wood.

Have a go at it. Hand-to-hand combat is fun, but we can all feel the need for a few good sniper positions!

Don't forget to tune in next issue when Bimmer and Bubbles (keep taking the medication lads!) show us how to make a water tank tower, toxic waste containers and terrain pieces to use for your loot counters in Necromunda. So, if you're out there and you're modelling, let us know all about it – Ed.

HIVE CONS INC. EMPLOYEE



NAME..... *Bimmer*

NO, REAL NAME.....*Kim C Christensen*

PLACE OF ORIGIN.....*Sweden*

CREATURE DESCRIPTION:

I am 27 years old the oldest (and wisest) in a series of three brothers. I work as an I.T. instructor at the local spend business college. After finishing my education in computer science I worked for nearly one and a half years in the I.T. department of a local steel-shipbuilding company. Later I worked for two and a half years as an IT coordinator for a large ferry-company, before deciding to try my hand at teaching.

In my spare time, I mostly play around with my computer, coding HTML, programming in Delphi, playing with Photoshop and of course playing a lot of games. When not fooling around with the 'puter, I beat my brothers at badminton or teach Bubbles, that he is only king of Necromunda in his own head. I'm 179 cm tall (about 5'10"), have blue eyes, and live to annoy Bubbles.

E-MAIL..... *bimmer@hive-cons.dk*

HIVE CONS INC. EMPLOYEE



NAME .....*Bubbles*

NO, REAL NAME .....*Rune F. Christensen*

PLACE OF ORIGIN .....*Sweden*

CREATURE DESCRIPTION:

I am 20 years of age, born on June 16th 1978, and I am the youngest of three brothers. I am very fond of computers which is why I spend a lot of time playing PC games, coding HTML and making graphics in Photoshop. I will be studying computer science from January 1999 and the next 2 years from that. I have been working at the local McDonalds restaurant for a little more than a year where I am soon to be a crew trainer. The job is great fun and pays well, but it is hard work alright. In my spare time I go flying my model airplanes, or perhaps I should say I go crashing my airplanes. I play Necromunda and Gorkamorka as often as I can (and that is not very often) and beat my brothers at it. What else is there to say? Oh, yes... I am 185cm tall (about 6'2"), blue eyes, and my blood type is chocolate.

E-MAIL..... *bubbles@hive-cons.dk*

If you have access to the net, why not check out the incredible Hive Constructors Inc. website at:

http://www.hive-cons.dk.html

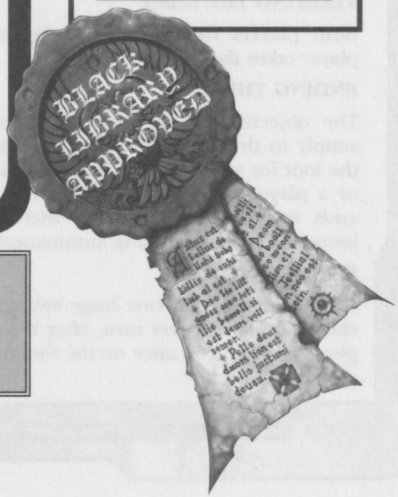
Da Roolz Boyz

Have you got a rules query? Do you want to know if we still have classic Citadel miniatures available? If the answer to both these questions is 'yes!' or if you want to discuss any aspect of the Games Workshop hobby you should contact the Roolz Boyz, today!

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SWAMP FEVER

by Bimmer

Well once you've made all that Necromunda terrain you really have to put it to some good use, don't you? Showing that he's not just a terrain maker, Bimmer has come up with this special scenario set in a disused chemical plant. For all you gangers that thought respirators and filter plugs were not as much use as a big gun and a power weapon, think again...

Scattered all over the underhive, you can find old chemical plants, long since abandoned, that have now turned into huge swamps of disgusting toxic waste. These places are often visited by scavenging gangs, since a lot of interesting loot can usually be found here.

The Swamp Fever scenario represents an encounter between two gangs out searching for loot at an old chemical plant.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area of 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

GANGS

Each player rolls a D6. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

STARTING THE GAME

Both players roll a D6. The highest scoring player takes the first turn.

ENDING THE GAME

The objective of the Swampfever scenario is simply to drive off the opposing gang, and get the loot for yourself. If a gang fails a Bottle Roll, or a player volunteers to bottle out, the game ends immediately. The gang that bottles out looses and the other gang automatically wins.

SPECIAL

The ground level is one huge swamp of acidic, chemical waste. Every turn, after the movement phase is done, roll once on the Swamp Table for every ganger left on the ground level.

Due to the toxic, acidic fumes in the area, all walkways are corroded and rusty. Every turn, after the movement phase is done, roll once on the Walkway Table for every ganger who is left on a walkway. If the ganger was running or charging - add +2 to the roll.

EXPERIENCE

Fighters who take part in the Swampfever scenario earn Experience points as noted below.

+D6	Survives. If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
+5	Per Wounding hit. A fighter earns 5 points for each wounding hit he inflicts during the battle.
+5	Per Heroic deed. Any ganger, who successfully saved a fellow from either a bottomless pit or a corroded walkway, gains 5 points for each rescue (See "Special".)
+10	Winning gang leader. The gang leader of the winning side earns an extra 10 Experience points.

AFTER THE GAME

When the fight is over, the winning gang goes through the terrain to see if they can't at least get something out of this incident. To represent this, roll on the Winners Prize-table below.

SWAMP TABLE

Roll 2D6

2-5 Nothing happens

6 Toxic fumes invade the victims airways (ignore this result if ganger wears respirator or filter plugs). The ganger receives 1 S4 hit.

7 Acidic waste eats away at the ganger's feet and legs. The ganger receives 1d3 S3 hits.

8 Swampcritters! Little disgusting animals swarm over the ganger, He receives 1d6 S2 hits. If the ganger survives the attack without going down, he must make a test for fear, as noted in the rulebook.

(Note: a pinned-result will be overruled by a failed test for fear)

9 Bottomless pit! The ganger steps over a deep hole in the swamp, and must pass an initiative test to prevent him from falling into the hole. A friendly ganger within 2" of the victim can make an initiative test to try to grab the victim before he goes under. If the ganger goes under, he is immediately considered Out of Action.

10-12 Nothing happens.

WALKWAY TABLE

(Add +2 if the model is running or charging)

Roll 2D6

2-7 Nothing happens

8-9 The walkway bounces and shakes wildly. Every ganger on the walkway must make a normal fall test as described in the rules. (If the ganger is in cover or the walkway has a railing etc. subtract -1 from the roll)

10 The ganger treads on a part of the walkway where there is only a thin layer of corroded metal left, and he falls through. Roll a D6:

1-3 the ganger falls all the way through the hole and takes a fall as described in the rulebook.

4-6 the ganger only gets his legs stuck in the hole. He receives 1d3 S2 hits. If the ganger stays stuck he may not shoot this turn. Any friendly model within 2" may make an initiative test to try to pull the victim out of the hole. If succeeding the unlucky ganger may move or shoot as normal.

Any enemy model within 2" may make an initiative roll to attempt to push the other ganger through the hole. (Note: A ganger receives no extra experience from wounds afflicted this way).

If a stuck model is engaged in hand-to-hand combat he is treated as having WS=0

11 One end of the walkway (the one with most people on it) breaks loose, and plunges down, turning the walkway into a slide, sending everybody on it tumbling down to the level where the walkway comes to rest. Treat this exactly as if the models had failed an initiative test for falling, but count the strength of the hit as half the distance fallen.

Any models within 1" of either end of the walkway may attempt to jump to safety by passing an initiative test. Models with the Leap-ability may make this attempt when up to 6" inches from the edge. (Note: they only make it if they subsequently make a successful leap roll)

12 Total breakdown! The walkway collapses completely. Remove the walkway from the tabletop, and treat every model on the walkway as if he failed a test for falling, as described in the rulebook. Any models within 1" of either end of the walkway may attempt to jump to safety by passing an initiative test. Models with the Leap-ability may make this attempt when up to 6" inches from the edge. (Note: they only make it if they subsequently make a successful leap roll)

WINNERS PRIZE-TABLE

Roll 1D6

1 The gang finds no treasures, but the area in itself is an excellent chem-pit. Add the territory to the gang's roster.

2 The gang finds the old control room of this chemical plant, and it seems the officer in charge was something of an art collector. The gang gets away with D3 mung vases. Roll for the value of the vases as described in the rulebook.

3 The gang fills all empty cantinas, and bottles with swampcritters, which they can sell to the doctor at a guilder camp, or maybe a bar owner looking for something to spice up his drinks. Add D6x10 credits to the gang's income for this battle.

4 Apparently a lot of people have been sucked down by the pits in this swamp. The gangers recover D3 items from the sludge. Roll on the Rare Trade Chart to determine the identity of the items found.

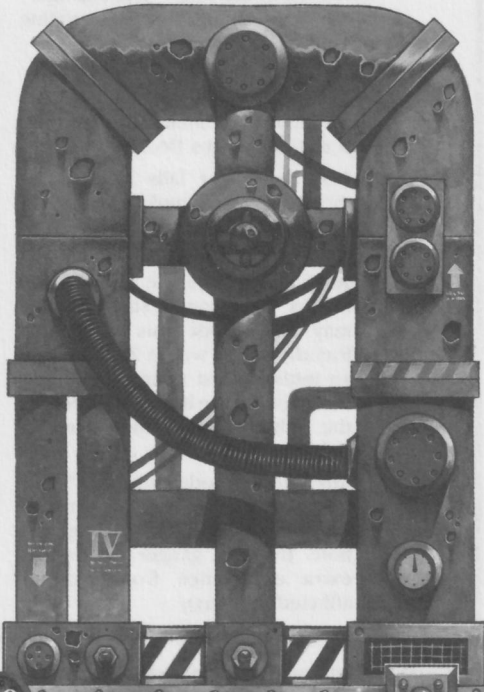
5 The Area turns out to be a sacred burial place for a local Ratskin tribe. The Gang leader succeeds in convincing the tribe that they saved their sacred site from the barbaric forces of their opponents.

To show their gratitude the tribe offers their help to the 5 "saviours" To represent this, the gang may employ a Ratskin Scout for the next fight for free. If the gang already has a Ratskin Scout they may forego the payment for this fight.

If the gang is not allowed to hire ratskin scouts (i.e. Redemptionists) they instead attack the Ratskin encampment, and succeed in getting away with D6x10 credits worth of loot.

6 The gang finds no treasures, but the area in itself is an excellent chem-pit. Add the territory to the gang's roster.





SPECIAL ACTIONS

by Jason Yeung

These Special Actions are new actions any model may use during their turn. A few examples of old Special Actions are Hiding, Overwatch, and Running. Hopefully these new actions will give players more flexibility during the game. So instead of saying 'this ganger is running', you can say 'this ganger is going to prime a grenade', or 'this ganger is going to give a rallying cry'. Anyhow, give them a try.

SPECIAL ACTIONS

Only one action can be taken per turn, whether it be Hiding, Running, Shooting, Charging, Aiming, Overwatch, Jumping, or Full Auto. Moving and Turning do not count as Actions. The only exception to this is when a model has a skill which allows him to do two specific actions in the same turn (ie: Dive, Ambush, Hipshoot).

BASIC ACTIONS

These Actions are Actions generally take place immediately and have no lasting effects. Some last for a certain duration ranging from instant to one full turn. After the duration expires, the model must declare that Action again. Examples of Basic Actions are shooting, running, jumping, and charging.

EVASIVE ACTION

Duration: One Full Turn

Evasive Action involves dodging, rolling, ducking, and plain avoiding the shots of the opponents. Models on Evasive Action gain an additional 6+ Dodge until his next turn (models who already have the Dodge Skill would roll 2 dice).

PRIME GRENADE

Duration: Until End of Your Next Turn

The model pulls the pin on the grenade, throws it on the ground, and runs. This action allows the model to throw a grenade or bomb without having it detonate immediately. Resolve the throwing of the grenade as normal (with -1 penalty for small target). Then place a counter where it landed. That grenade will explode at the end of your next turn. Must have grenades, bomb, or frag belt.

LEERING TAUNT

Duration: Instant

This little action involves yelling the most downright humiliating insults towards an enemy ganger followed by insulting hand gestures (usually done by very brave or very stupid juves). This Special Action can only be performed if your model is in partial cover or in clear. Your model must also be within 12" of the chosen target and the victim must have line of sight to your model. First, your model makes a Leadership Test. If you pass, then your opponent takes a Leadership test. If he fails, then his model is affected by Frenzy and must charge the model that Taunted him. If the Frenzied model cannot charge, he will run towards the model that taunted him (although he will not jump off the roof of a building and such). Taunted models can attempt to regain control during their Recovery Phase (Leadership Test).

RESCUE

Duration: Special

The ganger runs towards his fallen companion, scooping him up and carrying him on his shoulders. A model can attempt to pick up a down model or pinned friendly model whom he is in base to base contact with. This action can only be performed if you first roll equal or under your Strength on 1D6. If you pass, then you have picked him up. While carrying a fallen companion, your model suffers a -2 Ws and -1 BS penalty. He can only use pistols, grenades, and single handed close combat weapons. He also suffers -1 Initiative and his Movement Value is limited to his Strength Value. However,

attacks that hit the ganger hit the model being carried on a 4+. The ganger can put down the model during any subsequent turn without any penalties.

RALLYING CRY

Duration: Instant

This action can only be performed by a higher ranking gang member onto a lower ranking gang member (Leader - Heavy - Ganger - Juve). The model yells a series of orders, encouraging words, and insults to all those around him. All friendly subordinate models within half Leadership Value in inches are affected. If any of these friendly models are pinned or panicking, they can immediately test to get up from pinning (or recover from panic) and take their turn if they first pass a Leadership Test (assuming they didn't take their turn yet).

FLYING TACKLE

Duration: Instant

This action can only be performed if your model is within 1" of the edge of a building or platform at the start of your turn. Your ganger leaps up to D6+Strength inches towards one enemy model on a floor beneath you in line of sight. If you roll equal or under the horizontal distance to that model, then you may have hit him (otherwise you suffer full falling damage for the leap). If that model can roll equal or under his Initiative on 1D6, then he dodges you and you suffer full falling damage, landing D3 inches away from your target in a random direction. If that model fails, then you suffer falling damage equal to half the distance fallen, and your victim suffers full falling damage equal to the vertical distance you fell. Also, both you and the victim are knocked back D3 inches.

TACKLE CHARGE

Duration: Instant

Instead of declaring a Charge during your turn, you may declare a Tackle Charge instead. The ganger runs up to his victim and throws his shoulder into his victim. Both the charger and the victim both roll 1D6 and add their Initiative. If your charging distance was less than or equal to your Movement value, then you can may re-roll your D6 roll. If your result is equal or greater than your opponent's score, then you have tackled him. He immediately suffers a single hit at your base Strength. Also, both of you are pinned as a result and cannot make any more Hand to Hand combat attacks for the rest of the turn (although both of you are still in combat). In addition, both of you are moved D3" in the direction of the tackle as a result of this attack. During next turn, Hand to Hand Combat is fought as normal.

SLEEPER ACTIONS

These Actions are declared like Basic Actions, but their effects last until cancelled or released. Examples of Sleeper Actions are Hiding and Overwatch. Most Sleeper Actions last until the model moves, shoots, or enters close combat (although this is not always the case). Also, some Sleeper Actions can be "Layered" upon each other (ie: Hiding and then setting Overwatch). This will be stated with the specific Action.

AIMING

This Special Action can only be performed if the model does not move this turn and is not in hand to hand combat. That ganger declares one ranged weapon that he is Aiming with. The next shot that model makes with that chosen weapon gains a +1 bonus to hit. However, this bonus is lost if that model moves or turns in any way after declaring Aiming.

May be done while on Overwatch, Crouching, or Hiding.

BRACE CHARGE

This Special Action can only be performed if your model does not Move during his turn. A model that is declaring a Brace Charge Action draws his weapons and prepares for close combat. If any models charge him, the model Bracing Charge will gain a +1 WS bonus for the first round of combat. However, this bonus is lost if that model moves during his turn or any subsequent turns.

May be done while Hiding or Crouching.

CROUCHING

This Special Action can only be performed if your model does not Move during his turn. A model that is Crouching squats low on the ground so that he makes better use of cover. As a result, anyone shooting at him suffers an additional -1 penalty to hit. This Sleeper Action lasts until you Move (not turn) or enter Close Combat. NOTE: Leave your model standing the way it is (use a token to make crouching models). Models Crouching behind

Full cover do not count as having the Crouching bonus as the cover obscures enough for a -2 penalty either way. (If you wanted to really make use of cover, choose the Hiding Command instead.)

May be Layered on any other Sleeper Action.

SPECIAL FIRE-ARMS ACTIONS

These Special Fire-arms Actions were designed to create more in depth gunfights in Necromunda. These shooting actions can be taken instead of regular shots, whether on Overwatch or during your turn. None of the following Special Fire-arms Actions can be combined with the Shooting Skills of Fastshot, Blaster Master, Gunfighter, Gunslinger, Rapid-fire, or Rapid-fire Master.

FATAL SHOT

This Action represents a ganger aiming his shot to kill rather than shooting to stun or injure. This shot suffers a -1 penalty to hit. However, if your shot hits and wounds, you may re-roll the first Critical Injury Roll, although the second result must be kept.

TWO ROUND BURST

This Action represents a ganger firing two quick shots from his gun. These shots can be directed at two different targets as long as they are both within line of sight of your model. These shots are fired normally except that they both are fired at half Ballistic Skill (round up). Also, your ammo roll value is modified by -1 for both shots. However, your Ranged Weapon must be capable of Two Round Bursts (see chart).

THREE ROUND BURST

This Action represents a ganger firing three quick shots from his gun. These shots can be directed at three different targets as long as they are both within line of sight of your model. These shots are fired normally except that they all are fired at one third of your Ballistic Skill. Also, your ammo roll value is modified by -1 for both shots. However, your Ranged Weapon must be capable of Three Round Bursts (see chart).

FULL-AUTO

This Action represents a ganger holding down the trigger on a fully automatic weapon and totally emptying his clip in one turn. This attack is VERY destructive. However, it is guaranteed that your weapon will jam, run out of ammo, or explode. Your model may shoot as many times he wants during this turn until he jams his gun. Because of the wild kickback of a Full-Auto Blast, all your shots will be fired at one third Ballistic Skill. Also, your ammo roll value is worsened to 4+ at best (despite Armorers). However, your Ranged Weapon must be capable of Full-Auto (see chart). After a Full-Auto, your gun is automatically Jammed. Models with a weapon reload can use (erase off of gang roster) their Weapon Reload to fix a gun of the same type that was jammed because of Full Auto.

EXACT TRANSLATION OF BS TO 1/3 BS:

BS	1	2	3	4	5	6	7	8	9	10
3rd BS	0	1	1	2	2	2	3	3	3	4

Weapon	2 Rnd Burst	3 Rnd Burst	Full-Auto
Stubgun	X	X	-
Stubgun w Dum-Dums	X	X	-
Auto Pistol	X	X	X
Las Pistol	X		
Bolt Pistol	X	X	-
Hand Flamer			
Gauss Pistol	X	X	X
Web Pistol	X	-	-
Needle Pistol			
Autogun	X	X	X
Las-Gun	X	X	
Boltgun	X	X	X
Shotgun	X	-	-
Flamer	-	-	-
Grenade Lncher	X	-	-
Melta-Gun	X	-	-
Needle Rifle	-	-	-
Plasma Gun	X	-	-
Hand Froster	-	-	-
Heavy Weapons	-	-	-

SPECIAL FLAMER ATTACKS

A model armed with a Hand Flamer or Flamer may opt to use one of the following attacks during his shooting phase. Note: These attacks cannot be used during Overwatch. Also, none of the following Special Flamer Attacks can be combined with the Shooting Skills of Fastshot, Blaster Master, Gunfighter, Gunslinger, Rapid-fire, or Rapid-fire Master.

CONTINUOUS FIRE

The fighter holds down the trigger of the Flamer, releasing a continuous blast of searing flame. When using Continuous Fire, resolve your flamer attack as normal, ammo roll and all. If you pass the Ammo Roll, then the Flamer (or Hand Flamer) template will stay in its position until the start of your next turn. Models staying inside the template of moving into it will suffer Flamer damage as normal during their turns. As a result of this attacks massive fuel consumption, another ammo roll is needed after using this attack (although its effects will still last to your next turn if you passed the first ammo roll).

Continuous Fire can only be used if the model does not move during his turn.



FLAME SWEEP

The fighter swings his Flamer in a 90 degree arc, creating a fan of flaming death. Place the Flamer template (or Hand Flamer Template) as normal. Then turn the model 90 degrees in any direction. Next, swing the template in the same direction until it reaches the front of the model with the Flamer. All models under the template or covered by its swing are hit on a 4+ and suffer a Strength 3 hit from the flames. However, they will each Catch Fire only on a D6 roll of a 5+.

FLAME WAVE

The fighter swings his Flamer back and forth in a 90 degree arc, creating a wall of fiery death. Place the Flamer template (or Hand Flamer Template) as normal. Then turn the model 90 degrees in any direction. Next, swing the template in the same direction until it reaches the front of the model with the Flamer. All models under the template or covered by its swing are hit and suffer regular Flamer Damage. As a result of this attacks massive fuel consumption, another ammo roll is needed after using this attack.

Flame Wave can only be used if the model does not move during his turn.

FIRE WALL

The fighter fires his flamer towards the ground, creating a trail of burning fiery napalm. Any model using this attack does not use a flamer or hand flamer template as normal. Instead, they may set fire to a small area of ground or terrain. First, that model makes an ammo roll as normal will all flamer and hand flamer attacks. Next, that model gets six 0.5 radius templates (same as Napalm Grenade templates) for a flamer and three 0.5 radius templates if he is using a hand flamer. He may then place them anywhere within 8 inches if he's using a flamer or within 4 inches if he's using a hand flamer. These templates must be placed so that each template is touching at least one other template (ie: in a line or pile). These templates stay in play and anyone touching or walking (running) over any of the templates is hit as if by a flamer: S4 hit, -2 Save, and 4+ Catch fire. Test for each template at the start of every turn. On a 6+, the template is removed from play. If a model is touching a counter at the start of his turn or moves into one, then it takes another hit.

Flame Wave can only be used if the model does not move during his turn.



THE GREAT WHITE ONE

by Shaun Gardiner

For this scenario Shaun was inspired by a piece of colour text in the Necromunda Sourcebook, which is great, because that is what it is there for! To play this game you'll need a copy of the rules for bikes, which can be found in Citadel Journal 27 and Gang War 1. You'll also need a great big spider. Not one for the arachniphobes this.

The Ratskin hauled the grey, dead spider from the sump, and held it above his head. He gave a shrill cry, answered by the crew of the other, larger boat, which was marked in the pervading gloom of the sump. This was to be a good hunt, he knew. The spiders were many and large, their eye-jewels dazzling and perfect in the unnatural light of the Underhive.

The Boat came closer, and the Ratskin's prize was hauled up onto the deck. Then, seconds later, it was thrown back into the sump, minus its jewel-eyes. Several spider carcasses already floated in the green liquid, stripped of the valuable gems. The Ratskin caught a movement in the corner of his own eye. There. More of them. He let out another shrill cry, and gunned his skimmer towards the fleeting shadows. He was again answered, and the rest of the skimmers followed. Some distance behind, in the gloom, the larger boat moving slowly in their wake.

The Ratskin grinned as another spider fell to his flying harpoon. Yes, this was to be a good hunt. He felt it in his bones. A very good hunt. Like no other he had ever known...

Below him, the creature felt more anger. Several of its kin had fallen to the noisy things, and the now lifeless bodies lay on the surface as mute testimony to that fact. A single emotion entered the creatures' head.

Revenge.

It lifted off and headed for the leading, smallest object. It rose slowly at first, then faster and faster, until, with one final thrust, it was upon him.

The Ratskin had no time to even register what happened. One moment he was taking aim for another fine prize, the next he was flung through the air like a rag doll, limbs cartwheeling uselessly, spear hurled to one side. As he spun he saw the sump below, and screamed, knowing that he would drown before his companions, far behind, would even reach him.

Then the surface below him broke, to reveal a sight that sent his mind close to spinning over the brink of sanity. Below him was the mightiest spider he had ever seen. Its legs alone spanned at least five meters. It was purest white, and its eight eyes burned balefully in the darkness. Clustered around it, the Ratskin saw, where the spiders he had only just been hunting, all turned watching him evilly.

The great spider opened its mouthparts, revealing the mighty pincers, each the size of a sword, and the Ratskin knew then the he was not going to drown. But he was still going to die. Yes, I was right, he thought. The greatest hunt I have ever known. With that final thought, his mind was lost.

His mouth opened. Laughing the laugh of the insane, Wild-Spider-Running fell to his doom..

INTRODUCTION

Moby Dick. Moby what? Moby Dick. Need I say more? Yes? Alright then.

We all know the story of Moby Dick and captain Ahab and all that. But do we know that Necromunda contains a Sump version of this story. No? Take a look through the Sourcebook, 'cos its in their somewhere. The story of a group of sider gatherers, working within the underhive, that are joined by a mysterious captain, whose searches for the Great White One, whose eye-jewel is the most perfect the world has known. basically, the hunting party find the spider, and are, again basically, chewed to pieces, starting with the captain. Hah.

That is the story this scenario is based on, that and the story above. Anyway, Introduction aside, let's get on with it, huh?

THE GREAT WHITE ONE

Within this scenario there is one monster, against one gang that is out to take it down. This monster should be represented by the biggest spider monster you can possibly find (painted white if possible). The Stats of the monster are given below. It has one special ability, dive and no equipment.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Gr White One	1D6+5	7	0	6	5	6	3	4	10

You'll notice that the spider's movement is partially random. This is to demonstrate the effects of the waves and other movements of the sump below it on its basic movement characteristic, which is 5. When the spider moves above ground level then this additional D6 is removed from its movement and it obeys all normal rules for moving. The Spider may move up and down ladders without penalty.

EQUIPMENT

Mandibles: Strength as user. No parries.

Chitinous Hide: 6+ unmodifiable save

SKILLS

Dive: At the end of its turn, the spider is allowed to declare a dive move. This represents the monster diving down below the surface of the sump, and coming up in a different place. The spider is immediately taken off the board. At the beginning of its next movement phase, the monster is placed anywhere on the ground level of the board.

If the monster is hand to hand combat when it makes the move, then all the models in combat with it may make a free attack on it, extraneous to their normal attacks, at a -1 to hit.

Fear: The monster causes fear, as described in the sourcebook.

Won't Bottle: The creature will not bottle under any circumstances. The leadership given above is for comparative purposes.

Silken thread: If the spider falls off a building then it takes only half the normal amount of damage (i.e. half the distance it fell) instead of full damage, due to its anchoring of silken thread

GANG

Ganger Skimmers The gangers that are trying to take down the monster have all been provided with 6 skimmers by the mysterious agent that has hired them to great the Eye-Jewel of the Great White One. This means that six gang members may be taken by the gang player.

The skimmers have identical stats to a standard bike, except that they may not make a jump move. If at any time a ganger wants to move up a level on the sump then he must move to a ladder and tether his skimmer, before climbing up the ladder. This takes one turn. If at any time the ganger wishes to return to his skimmer he has to travel to the same ladder and untether the skimmer, which also takes one turn.

The Skimmers may not be sold after the battle is finished - they are immediately taken by the employer, or at least, the employer's heavily armoured and armed guards.

SETUP AND OBJECTIVES

SCENERY

Sump: In this scenario, the entire ground level of the table is the sump - a mixture of chemicals, sewage and toxic waste. This may not be traversed by foot, only by specially designed skimmers.

Mist: The Sump is constantly wreathed in a dense cover of mist. Visibility is limited to 8", and special gun skills may only be used on a

roll of 4+.

Falling: If any ganger falls off the levels above and into the sump then he must roll a D6, and add 1 for every inch above 6 that he fell. If the roll exceeds 4 then he has been knocked out, and unless a ganger on a skimmer moves within 2" of him within the turn, then the ganger drowns, and the equipment that he has is lost. If a Skimmer moves within 2" of him, then the ganger on the skimmer will pick him up. That skimmer will move at a -2 movement rate until the extra ganger is returned to his skimmer or climbs off the skimmer onto a ladder. The extra ganger may shoot and fight in hand to hand combat at a -1 to hit penalty.

If the ganger falls and doesn't get knocked out however, the sump cushions his fall, and he is not harmed (the sump won't cushion his fall, however, if he lands on a walkway etc.). He may move up to 2" until he manages to climb onto a friendly skimmer, with the same effects described above.

SETUP

The Spider may be set anywhere on the board on ground level, as long as it is at least 6" away from any ladder or table edge.

Gangers set up as normal. Vents and tunnels may not be used.

CREATURES OBJECTIVE

Take as many gangers out of action as possible.

GANG OBJECTIVES

Avoid becoming a meal, take down the Spider and remove its eye jewel.

FINISHING THE GAME

The game ends when the gang bottles out, the Creature is taken out of action, or all the gang members are taken out. Because of the desperate situation the gang will only voluntarily bottle out - it is never forced to bottle out. The gang may only voluntarily bottle out at 50% casualties or more.

EXPERIENCE AND CREDS

For fighting valiantly but basically ending up as fodder.

+1D6 Survives.

+10 for each gang member involved in the hunt.

+20 for the gang member that took he spider down.

The gang get 3D6x10 credits for killing the great White One. (The eye jewel is worth a lotta creds to the employer).

INJURIES

Any gang members that were knocked out by a fall into the Sump are dead, and all equipment is lost. All gangers that were down on a walkway roll on the injury table as normal.



NECROMUNDA QUESTIONNAIRE

You've probably already seen the news pages we've printed in this issue of Gang War about the changes that will be taking place at Fanatic. If you haven't, what are you waiting for, read them now, they are on pages 16 and 17. To help us decide what miniatures, rules and stuff we should make for Necromunda, we've put together this questionnaire for you to fill in and return to us. We thought about having a prize draw for people that filled in the questionnaire and sent it back to us, but decided in the end that would be cheesy – we see this a chance for all you serious Necromunda players to let us know the way that you want the game to develop in the future, and we don't want the feedback corrupted by people that just filled in the questionnaire to get a free prize. All of which is a long-winded way of saying, **please** fill in the questionnaire and send it back, as we really want to know want you think!

---

1. What sort of new miniatures do you want to see? (Please tick as appropriate)

- ☐ **a.** New Gangs
- ☐ **b.** New models for existing gangs (i.e. new variants of Gangers, Juves, etc.)

  Please specify which gang most needs new models:

  .....
- ☐ **c.** New 'non-gang' miniatures (i.e. civilians, Planetary Defence Force, traders, etc.)

  Please specify which non-gang models you'd most like to see:

  .....
- ☐ **d.** New Hired Gun miniatures.
- ☐ **e.** New monsters and creatures.

2. If we could only do one of the above, which should it be? (i.e. if you think that the most important thing to make were new Gangs you should write down 'a').

.....

3. Should we make new cardboard terrain pieces for Necromunda (i.e. like the ones that you get in the game itself).

Yes / No

If yes, write down anything you would specifically like made below:

.....

4. Should we make new resin terrain pieces for Necromunda (i.e. like the ones that Forgeworld make).

Yes / No

If yes, write down anything you would specifically like made below:

.....

5. Are there any rules or scenarios from Gang War 1-6 that should be made official?

Yes / No

If yes please specify which one below:

.....

6. Are there any rules or scenarios from Gang War 1-6 that should NOT be made official

Yes / No

If yes please specify which one below:

.....

7. Which of the following new game settings or scenario packs would you like to see rules for? (Please tick as appropriate)

- ☐ **a.** The Ash Wastes
- ☐ **b.** Over The Wall (adventures in the Hive Spire)
- ☐ **c.** Hive Secundus (adventures in other Hives)
- ☐ **d.** The Adventures Of Kal Jerico (rules and one-off scenarios)
- ☐ **e.** Outsiders (rules and one-off scenarios featuring off-planet groups, i.e. Eldar, Space Marines, Inquisitors, etc).

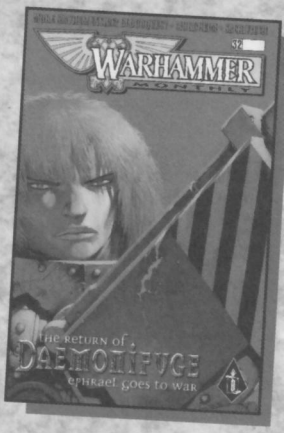
8. If we could only do one of the above, which should it be? (I.e. if you think that the most important thing to make were rules for adventures in the Ash Wastes you should write down 'a').

.....

9. If you have any other suggestions for new miniatures, rules, terrain, or anything else for Necromunda, please write them below:

Return to: Fanatic Games, Games Workshop Ltd, Willow Rd, Nottingham, NG2 7WS, UK.
Or e-mial your answers to **fanatic@games-workshop.co.uk**

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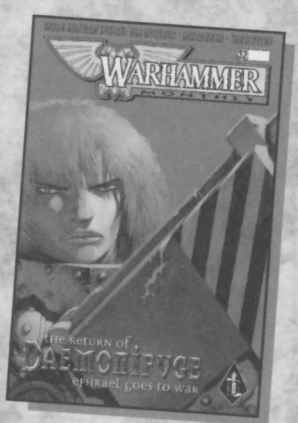
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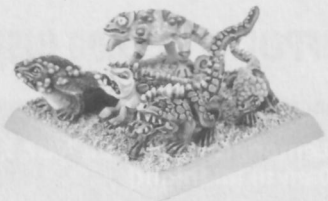
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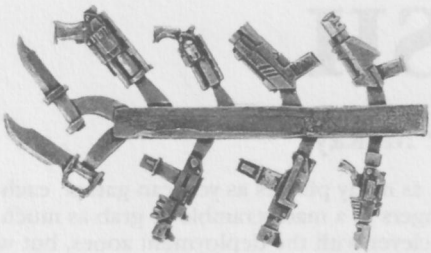
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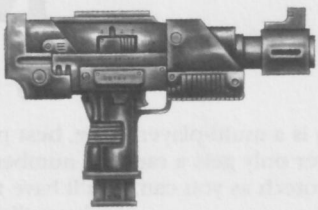
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ARCHEOTECH RUSH

by Muskie Mckay

This is a multi-player game, best played with as many players as you can gather. each player only gets a random number of his gangers in a mad scramble to grab as much Archeotech as you can. You'll have to be a bit clever with the deployment zones, but we think you'll agree it sounds like great fun.

A previously undiscovered archeotech horde has turned up in a newly discovered dome just below the Delta Quadrant. Gangers and prospectors clash for control of the horde

RULES

This scenario is designed to be a multi player free for all. There should be ample terrain on the table which should be large enough to accommodate several gangs.

It should be either square, circular, or octagonal. I use and Octagon shaped Poker table thus having eight deployment zones.

Deployment zones will be 12 inches on to the table and be the length of a single side of a poker table. If you are not using an Octagon table you should develop new deployment zones to suit your table.

All the loot counters should be scattered in hard to reach places around the battlefield. These represent valuable piece of Archeotech.

They are worth ID6x10 credits each and can be carried without hindrance by any gang member. If a gang member carries a loot counter off the board on any side he gets an additional d6 experience points but may not return to the battle.

Difficult conditions should be rolled as this is a freshly discovered and therefore wild and dangerous new dome. The Arbitrator can either play some independent underhive scum or his personal gang.

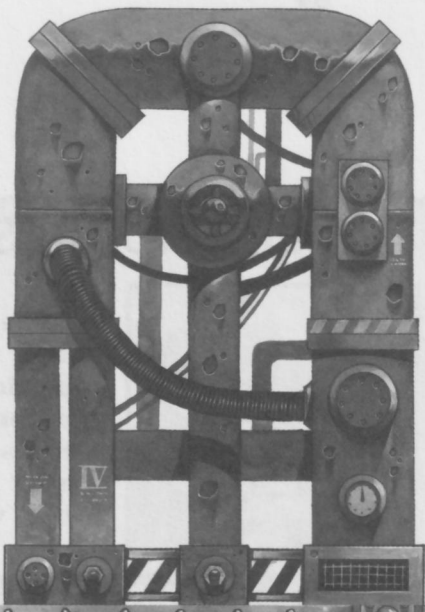
Any gangs may participate in this scenario, Outlaws need money as much as the next underhiver. Spryers would not miss a chance to kill so many gangers in one place etc.

SETTING UP MODELS

Due to the frantic, chaotic nature of the rush to find/capture/steal/take by force the Archeotech gang members arrive randomly to the battle. This is represented by rules for setting up before the start of the battle the other for additional models arriving during the battle.

BEFORE

Before the start of the battle but after both terrain and loot counters are in place you must



determine the order of Set Up.

As this battle can be played with any amount of different gangs I suggest each player rolls 2D6's with the highest player setting up first. And the next highest and so on, re-rolling any ties.

The person setting up first gets to also choose which deployment zone they want.

They may set up to 4-6 randomly chosen gang members. Roll a d6 on 1-2 they get 4, 3-4 they get 5, 5-6 they get 6 random gang members on the battlefield at the start.

Due to the sudden rush and the newly revealed location of the Horde infiltration skill cannot be used. Neither are the special abilities of Tunnels and Vents.

The reason gang members are chosen randomly is to represent the hectic scramble that occurs as rumours of the new find get around. Some gang members happened to be in the area whilst others were not.

Once all players have set up their 4-6 random gang members roll to see who goes first. Highest roll on 2D6, re-rolling any ties, goes first, with next highest going second, and so on.

A note on Spryers as they only have 4-6 models a keen observer should note that most if not all their gang will be on the table at the start. This is all right as they still will be out numbered due to the large number of other gangs present. I'm not saying everyone should gang up on them at the start but, I'm not banning it either.

REINFORCEMENTS

On every players turn after his first you may roll to see if and how many additional random gang members show up. Roll a D6 and subtract 2. This is the number of additional random gang members that show up of that players. Negative numbers mean no gang members show up this turn.

Since this is such an impromptu battle and gang members were spread all over the settlement working territory, drinking, looting. foraging etc.

Reinforcements arrive in a random deployment zone. To keep confusion to a minimum I suggest you number all deployment zones and roll and appropriately sided die.

Reinforcements can be placed up to 4 inches onto a table from the edge. They are placed before movement and still get to move as normal. However they cannot be placed within 8 inches of and opposing gang member. They also must start out on ground level.



BOTTLING OUT

Since Archeotech is rare and valuable it is worth fighting extra hard for it. To represent this no gang has to take a bottle test, until it is reduced to 25% of it's current strength.

Since it is also possible your leader hasn't arrived yet or is out of action use the LEADERSHIP of the gang member with the highest leadership who is on the battle field and not out of action.

BRAWLS (or hand to hand involving gang members from more than two gangs).

If this situation occurs use the following rules. Whoever's turn it is declares his primary target in a three or more way fight. If the three or more way fight does not involve any models from the current players turn it is still fought however the role of attacking player goes to the model of the player whose turn it was most recently.

Note: If he charged into hand to hand the model he charged is automatically his primary target. These two models fight it out as normal.

Every additional model from the primary target's gang that is also in base to base contact with the attacking player's model. Gives the primary target an extra attack dice and plus adds one to their WS.

This also applies to any other attacking players models in base to base contact with the primary target.

Now where it really gets complicated is with models that are neither in the gang of the attacking player or that of the primary target but are in this hand to hand combat. They have three options.

1. Add an attack dice and a plus 1 to WS of the attacking player.

2. Add an attack dice and a plus 1 to WS of the defending player.

3."Look out for number One" ie protecting themselves. If a model chooses to protect him/herself they don't affect this combat at all however once the combat is resolved but before any follow up moves are made they may choose to engage any models in base to base with them in hand to hand combat.

Note this may result in another three way fight but with a different attacking player and primary target. Resolve this combat before allowing the winner of the previous hand to hand fight to follow up.

Again note if a model has already been either a primary target or an attacking model or aided on either side this Hand to hand phase they may still choose option number three "Look out for number one" in a three or more ways hand to hand fight but they may not start another new hand to hand battle. This is represent the fact they have already acted during the hand to hand phase. However this still allows them to aid either side thus continuing the Brawl.

Phew!

WINNING AND EXPERIENCE

The winner is the gang which is the last on the field of battle. They get control of the territory and control of any loot counters left on the board. They also get + 10 experience per model still standing at the end of the battle and +5 experience for any models still on the field. All models -from the winning side that were not seriously injured may loot the archeotech horde for 1 D6* 10 credits. This is in addition to money earned from working territories at the end of the battle. Money earned from looting goes straight into the stash. They winning gang also gains control of the now looted archeotech horde which counts as an old ruins territory. All models that participated i.e. got on the battle field gain 2d6 experience points. Models which successful get a loot counter off the battle get an additional +5 experience points. Any model that inflicts a wounding hit gets +5 experience points. Note wounding hits have been better defined as any hit that gets a roll on the wound chart. Not just hits that take a model out of action as had been played by my gaming group.



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