ELDAR COMMAND GROUP

+++ INQUISITION DIRECTIVE +++

Eldar Command Groups identified: +++ leading Eldar mercenaries and/or craft world forces +++ standard config 4 Eldar ++++ leader +++ champion +++ musician +++ standard bearer ++++

+++ Action directive ++++ priority one ++++ seek out these groups ++++

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The Realm of Chaos swirls around our feet as we trip over ourselves trying to get this issue out. Malignant forces seem to ooze from the pages, and seep back into the mind of whoever happens to be working on them.

The effects are very strange indeed. No-one has escaped them. Artwork sags, shrivels or even starts to grow fat and spiky. Artwork squeezes into awkward spaces and refuses to move. Pigments get thick and sludgy or so thin as to acquire superfluidity. And time flies faster.

Wouldn’t mind if I could just get another pair of arms out of all this...

Sean Masterson

CONTENTS

Marginalia
Berserk ninja unleashes kitchen roll shock!

Culture Shock Special
Something Happened.

Cruisin’ For A Bruisin’
Pedal to the metal with the Ork War Buggy.

Letters
Mutants’ musings

Critical Mass
Spines creased by Dave Langford.

Book Of The Second Earth Competition
Signed copies of Patrick Woodroffe’s new book to be won!

Thrud
How to get served in The Hobbit’s Armpit.

Illuminations
Blanche’s Babies?

The Ritual
A new beginning for WFRP adventurers - or an early demise?

Eeyaaargh!
A brief course in RuneQuest martial arts.

Index Astartes
The Legion of the Damned.

Spirit of the Mountain
Graeme Davis hears the Call of Cthulhu from Arizona.

‘Eavy Metal
Go step by step...

Blanchitsu
Agony aunt John Blanche extrapolates.

Chapter Approved
Rick Priestley peeps into the cosmic cupboard.

On The Boil Special
We’ve been playing with warstone again.

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Citadel's new Ork War Buggy has got Warlords everywhere donning goggles in preparation for a swift entry onto the battlefield. We take this welded wonder for a test drive and see what it's really made of.

ORK WAR BUGGIES

Orks are responsible for some of the ugliest technology ever to see the light of day. The extensive range of vehicles known as War Buggies are a prime example of how much importance the Ork masters of "know-wots" place on aesthetic appeal; ie, none whatsoever. Despite their cobbled-together appearance, however, these vehicles are effective enough and often put to good use by the Warlords.

The buggies are all constructed in a similar way and incorporate similar features - even though two seem side-by-side may bear little resemblance to each other. Each buggy is assembled around a basic, highly robust chassis to which are bolted various modules such as power plants and weapons mounts. Occasionally, enclosed cabins are used to provide protection for the driver or other crew members. But more often, the crew are left exposed, simply jangling on to any convenient bits of the buggy's superstructure while they operate the drive system or guns as best they can.

The most common form of Buggy can only hold two Ork crew, but there are larger versions which can carry a tactical unit (5 models), albeit in great discomfort.

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Equipment: Communicator, Targeter.
Weapons: Twin Bolt guns, swivel mounted (180° traverse).

Each buggy is crewed by two Orks wearing Flak armour and carrying Knives and Bolt Pistols. The crew will have standard Ork profiles. They are included in the points cost of the buggy.

PV: 148 each

Optional Upgrades for Ork Battle Buggy
1. Substitute Multi-Melta for Twin Bolt Guns
Additional points cost: 46 per Buggy.

2. Substitute Heavy Plasma Gun for Twin Bolt Guns.
Additional points cost: 71 per Buggy.

3. Arm driver with Plasma Pistol in place of Bolt Pistol.
Additional points cost: 3 per driver.

(Excerpt taken from Chapter Approved: The First Book of the Astronomican)
ADVENTURERS

Death sells...
and you're buying
dedicated to the
Pirate Muster

Can you hear the sound of an enormous door slamming in the depths of hell.

Attributed to Calvin Morris.

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I hear Lymana's back in town.

Really?

Hey! Lymana! Guess who's back in town?

Hey, old buddy! I hear Lymana's back in town. Guess who?

Lymana! I'm back! And the incredible, unusual, unique, and the greatest girl, whooo! Have you heard the news?

The beer is too cold. I hate it. Let's see something else.

Wrong idea! On the table! Boring!
**WARHAMMER**

**ROGUE TRADER**

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**DREADNOUGHT**

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4. 2 short legs
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6. One straight arm and a stub arm which can be fitted with your choice of one of the following:
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   - 8. Heavy Plasma Gun
   - 9. Laser Cannon
   - 10. Heavy Bolter

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- 2 top section
- 3 leg section
- 4 two long legs
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- 6 one straight claw arm and a stub arm which can be fitted with your choice of one of the following:
   - 7. Grenade launcher
   - 8. Heavy Plasma Gun
   - 9. Laser Cannon
   - 10. Heavy Bolter

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BLANCHE'S BABIES

We often use Illuminations to bring you glimpses of work by artists and illustrators far from the constraints and environment of the Design Studio. We keep our own team of artists, illustrators, graphic designers and figure designers constantly busy with the latest projects to distract their attention from the fact that their companions are edible.

Yet the Studio is a flexible place - dynamic, to use my favourite adjective - and these biodegradable Art Marines mutate from time to time. For instance, every reader knows that BIL. Sedgwick draws Gobbledigook, but very few people realise that most of the time, BIL. designs such gems as the Dungeoquest Sun Track, or the mausoleum effect for Fairy of Dracula. Likewise, Jes Goodwin is respected for his work as a figure designer, but his sombre illustrations for White Dwarf and various GW hardbacks can send a chill down your spine.

How many of you thought wee Bobby Naismith spent all his time and talent on co-ordinating the figure designers? Bob's talents extend far beyond his managerial role. And some of you have been curious as to what he is. So are we.

The people who create the visual imagery for our games are a creative team; each has specific skills and talents but they all work together, building from ideas to final concrete forms and styles. And it's great to watch them do it. For now we can look at their rich black and white illustrations - next month we'll see what happens when you let them loose with colour.

*John Blanche*
<table>
<thead>
<tr>
<th>NAME</th>
<th>AGE</th>
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<th>ARTIST</th>
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<th>BOOK OR AUTHOR</th>
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<th>AMBITION</th>
</tr>
</thead>
<tbody>
<tr>
<td>ALY Tatters</td>
<td>30</td>
<td>Figure Designer</td>
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<td>Miller, Blanche, Dali</td>
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<td>Jap</td>
<td>Bop till drop</td>
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<td>BA Hons Architecture</td>
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<td>Mozart</td>
<td>Richard Scarry</td>
<td>Brazil</td>
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<td>BOB Scotch</td>
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<td>Figure Designer</td>
<td>Dip AD Design Manager</td>
<td>Citadel Colour</td>
<td>Patrick Woodroffe</td>
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<td>Bladerunner</td>
<td>Chicken</td>
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<td>Artist</td>
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<td>Citadel Colours &amp; Crayons</td>
<td>William Blake</td>
<td>New Model Army</td>
<td>Star Wars</td>
<td>Mushrooms</td>
<td>To be able to draw</td>
<td></td>
</tr>
<tr>
<td>DAVE Aries</td>
<td>22</td>
<td>Artist</td>
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<td>Acrylics</td>
<td>Breughal</td>
<td>Noisy</td>
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<td>Michael Whelan, Sisters</td>
<td>Dot-to-Dot</td>
<td>Aliens</td>
<td>To grow up</td>
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<td>IAN Libra</td>
<td>35</td>
<td>Assistant Art Manager</td>
<td>BA Fine Arts</td>
<td>Screen Printing</td>
<td>Victor Moscoso, Zappa,</td>
<td>Ubik, P.K. Dick</td>
<td>Apocalypse Now</td>
<td>Hot banded chilli dogs</td>
<td>Sail around the world</td>
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<td>JES Leo</td>
<td>27</td>
<td>Figure Designer</td>
<td>3 years sentence in Fine Arts</td>
<td>Pencil</td>
<td>Proud, Blanche, Jesus &amp; Mary Chain</td>
<td>Gene Wolfe's New Sun series</td>
<td>Time Bandits</td>
<td>Veggy</td>
<td>To watch the world end</td>
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<td>SIO Scorpion</td>
<td>23</td>
<td>Figure Painter</td>
<td>Self</td>
<td>Doris Stokes</td>
<td>Bosch</td>
<td>Hendrix</td>
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<td>TIM Arachnida</td>
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<td>TRISH Virgo</td>
<td>21</td>
<td>Figure Designer</td>
<td>Degree Jewellery Design</td>
<td>Red Gold Design</td>
<td>Pre Raphaelites</td>
<td>T-Pau, David Cassidy</td>
<td>Amanda Panterra, Angela Carter</td>
<td>Rocky Horror, Co. of Wolves</td>
<td>Currub coated raisins</td>
<td>To be a dolphin</td>
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The corpse twitched again. The Skaven's eyes were fixed on the table. The gaunt, robed figure in the shadows moved his arm across an invisible line, and as the twisted fingers uncoiled, the corpse rose to a sitting position.

'Seesee!' cried Skretth, salivating. He was suddenly aware of the curtain of silence he had disturbed. The necromancer seemed not to notice. Skretth returned his gaze to the corpse as it climbed down from the bench. Before it let go, there was a soft tearing sound and the rotting remains of the unfortunate corpse's internal organs splattered across the floor. Unbalanced, the monster collapsed in its own offal.

'I need something better,' hissed the robed figure before turning to leave the chamber.

Skretth was alone. He scurried across the room and pulled a jar down from the shelf. Clawing it open, he pulled out a small clump of leaves and ate them. His whiskers twitched wildly as he returned the jar and its diminished contents to the shelf.

The Black Lotus almost made him forget the putrid mess on the floor. Walking back around the room, he leaned over the corrupted body and began to sniff. He would find something better. He had an idea that would bring him something much better. He left to tell the others...
INTRODUCTION

This Warhammer Fantasy Roleplay adventure provides GMs with an alternative introduction to The Enemy Within campaign. It is set in Delberz, and so occurs prior to any of the events in Miskatanic Identity. Alternatively, new GMs may locate the adventure as they see fit (any reasonably large town or city) and use it as the introductory game in their campaign, or simply as a one-off adventure. (If you have just created some new adventurers with the WFRP Character Pack and don’t know what to do with them yet, here’s your answer!)

If you intend to play this adventure, stop reading now! Knowledge of what lies ahead will spoil the fun for all concerned.

GM’S BACKGROUND

Skreth is insane: a renegade Skaven with an impossible goal. He controls a small group of loyal but misguided Clan Skryre warriors. Recently, he and his patrol have exited from the web of tunnels that riddle the Empire into the sewers beneath Delberz. The map said no such exit existed. Skreth looks upon it as fate.

His last mission involved close association with a necromancer. Skreth became too heavily involved. Constantly hallucinating from the effects of Black Lotus (WFRP p.82), the young Skaven became fascinated by experiments he could not have hoped to understand. For bodies to be re-animated, there would have to be warpstone present. It was the stuff that sparked life into everything. If it was there, it could be extracted. And if he found a way to extract it, he would be able to return to his clan and take control. So went his warped reasoning.

The Delberz sewer network has provided him with an opportunity to collect specimens and practise rituals for his flawed quest. Cultist in the town, members of the Horned Rat worshiping Poison Claw cult, have been made aware of the group’s arrival and are aiding Skreth in his unofficial mission.

This adventure leads the players into the maze of sewers which riddle the ground beneath the city. They will discover that a band of Skaven have recently taken up residence down there, and, with the aid of their human servants, are carrying out bizarre rituals and sacrifices to their deity, the Horned Rat. The players must try to eradicate (or at least drive out) the Skaven, whilst attempting to save a wealthy citizen from their clutches in the process. As the Skaven presence is significant, the players will need to have their wits about them. Repeatedly choosing to fight will lead to a swift and bloody demise...

CLAW MARK

The following encounter should occur as the PCs are walking back from a late-night drink one evening at their local tavern. Note, however, that they should have a good deal of their equipment with them, certainly a weapon at least, as they will have time to pick up anything if they left it behind at their place of lodging. If they have Handout 1 from Miskatanic Identity, they could be preparing to leave the town for Aldorf and adventure. How are they to know that adventure may be closer than they realise?

As they are strolling through a particularly dark and quiet street, a door suddenly bursts open from one of the expensive houses lining the road. A young man, dressed only in nightclothes, rushes out yelling, ‘Help me, someone, please!’ As he catches sight of the characters, he turns and races towards them. A large bruise covers one side of his face. As he races over, gasping for air, a dark shape appears, silhouetted in the doorway of the house. The man gasps one last sentence, ‘They’ve got my father... Don’t let them take him... Hurry...’ before an audible twang comes from the doorway, followed by a much closer thud. The unfortunate young man collapses into the arms of one of the characters, choking and coughing up blood. A crossbow bolt is buried his back. He is dead.

GM’S Notes

The crossbow quarrel landed in the back of Ernest Draiz, a wealthy townsman. Both lived in the rare house from which Ernest just emerged. Ernest was asleep upstairs bedroom when he was awakened by a sound of moving about below. After waking his father, the two of them to investigate, but were leapt upon by three intruders in the Klaus family were swiftly overpowered. Ernest, however, being and fitter, managed to break free and rush out into the street.

Peter Thai (a Poison Claw cultist), raced after Ernest in a effort to prevent him from alerting anyone, after having first of the companions to take Klaus back to Skreth by way of forgotten, stone passage which travelled right up into through a flagstone in the cellar. Meanwhile, Thai was successful in shooting Ernest with his crossbow, but not before he reached the PCs.

As soon as Thai fires the bolt, he retreats back inside the house, and waits to see the adventurers’ reaction through the wall. If they decide to pursue him, he will lead them into a trap house before trying to get back to the cell and into the passage. If he sees that someone, rather than information away, he will immediately seize a capsule of from around his neck and bite into it. This Manbome Carried by all the humans serving the Skaven, and contains equivalent of 4 very powerful doses of the drug - the Thieves of them are the only living people who know what happens to Klaus. They may be grabbed during their sleep and thrown into the sewers (see Into the Sewers below) to await their fate. The players will then have to escape - Klaus will have been sacrificed by then, so they won’t have to worry about rescuing any more.

UPSTAIRS, DOWNSTAIRS

If he sees he is being followed, Thai will race up the stairs, making sure the PCs have seen him. If they pursed up the stairs, he will employ a decorative wine barrel stands on the landing to the top of the stairs and send it on
down towards his pursuers. Any characters on the stairs at the
time must make a successful Initiative test at a -10% penalty to
avoid the barrel. Anyone standing at the foot of the stairs must
make a successful Initiative test, but this time there is a +10% bonus
to the roll.

Any character hit by the barrel will take one S 3 hit, and anyone on
the stairs will be knocked down, taking falling damage as the GM judges
it (depending on how far up the stairs the character got). Tavelli
will then come back down the stairs, leaping over the banister half
way down (a distance of 3 yards). From there he will rush back
to the cellar and enter the sewers via the secret passage. Should
any characters have avoided the barrel and be able to go in pursuit
of him, he will turn and fire a couple of bolts from his repeating
muskov. If they start to get too close for comfort, he will just make
a straight run for it, abandoning any attempt to kill the characters.
Tavelli's actions, should he be caught or cornered, have already
been dealt with - don't forget that he will use the Manbave capsule
in preference to being captured. His profile is as follows:

**PETER TAVELLI, FOOTPAD, CULTIST**

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Skills: Silent Move Rural, Silent Move Urban, Strike to Stun.

Tappings: Cleh, Repeating Crossbow (9 quarrels), Face Mask.

Tavelli is a tall (6'5"), angular man, with a hooked nose, small
eyes, and black hair. He is wearing a black, wide-brimmed
cap that covers most of his face (though he wears a dark blue
sleeved as a mask as well), and his flowing midnight blue cloak
is slung over his shoulder (see below). His dark grey trousers are neatly tucked
into a pair of leather boots. He is also wearing a pale blue tunic and
black gloves. Most of the other humans serving the Skaven dress
similarly when involved in night missions, but are indistinguishable
from any other higher citizen when going about their business
during the daytime.

**The House**

Only brief descriptions of the rooms in the house are given below
as it is anticipated that the players will be spending much of their
time here. All the rooms may be illuminated by lanterns hanging from the ceiling, but only the ones in rooms 1, 7, 11 and
12 are currently burning.

1. **Hallway.** The hallway is opulently furnished with hunting
trophies and tapestries which hang from the walls. A plush blue
carpets covers the floor. An elaborate staircase spirals upwards
to a balcony overlooking the hall in the south-eastern corner. There
are three tapestries in all, each worth 25GC, but you should
encourage the players from taking them, reminding them of where
they are and what they are supposed to be doing. The hunting
trophies are not especially valuable.

2. **Stair Room.** This room is currently in a total mess. Two bodies
are sprawled across on the floor. The table is upturned and shattered
glasses everywhere. What must have been an expensive wooden
cabinet has been smashed in along its front, and the drawers,
together with their contents, have been scattered across the room.
The two bodies are those of the servants who tried to oppose Tavelli
when he was pursuing Ernest. The ensuing fight succeeded in
completely devastating the whole room, leaving nothing of value
intact.

3. **Lounge.** This is where Klaus and Ernest used to entertain his guests while
they relaxed after a meal. The room hasn't suffered the same fate
as the dining room. Several luxurious armchairs, a large decorative
table and an elaborate sideboard provide grand furnishings. Four
尚未 hanging on the walls, each worth 40GC, but again, leaving
should be discouraged.

4. **Kitchen.** This large room has a flight of stone stairs leading
down into the cellar in one corner. Two clubs rest in a puddle of

blood, evident to anyone entering the room. Any character making
a successful Notice test or searching the room will also find an
ornamental cleat clasp with the Horned Rat's symbol on it - three
crossed bones forming the shape of an inverted triangle in the
middle. All the items were dropped during the scuffle between
Klaus, Ernest and the men, and the clasp may serve to tell the
players just what they are really up against. Any Cleric or Initiate
in the party will immediately recognise the symbol as the Horned Rat's - if the player does not know, you should inform him of the
fact together with the associated knowledge of his connection with
the Skaven.

5. **Corridor.** This corridor connects the hall to the kitchen. As it
is part of the house that guests do not normally see, it is merely
stone flagged, showing none of the splendor seen elsewhere in the
house.

6. **Storeroom.** This is where all the food and other domestic
requirements of the household are kept, under lock and key.
However, when Klaus and Ernest went to investigate the sounds,
they armed themselves each with clubs kept here, and Klaus forgot
to lock the door in his hurry. Thus the door is slightly ajar, the
door still in the lock.

Inside are several sacks of grain, stacked neatly against one wall
along with many other items of food - you may add specific items
at your discretion. Also kept in this room is what amounts to a
small armoury - a wooden crate marked 'DANGER! EXPLOSIVES',
sits innocently in the corner (it contains four bombs - WFRP p129).
There are usually two more clubs, but as mentioned above, Klaus
and Ernest each took one, and both are now lying in the kitchen
where they were dropped in the scuffle. In addition, there are two
lanterns here, three spare flasks of oil, and a tinderbox. The bombs
will be very useful to the players in the latter part of the adventure,
should they decide to take them now.

7. **Balcony.** The stairs from the hallway spiral upwards onto this
balcony which overlooks the hall below. The floor here is also
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covered with the blue carpet, but there are no adornments on the walls except for a large, decorative wine barrel situated in a small alcove at the top of the stairs.

8. Guest Chamber. Visitors to the house are normally accommodated here. A large four-poster bed set against one wall, a set of teak drawers and a large wardrobe provide the main furnishings. There is nothing of real value here, however.

9. Servants Quarters. This large room contains four beds, only two of which have been occupied recently (by the servants now lying dead in the dining room). The room is not as well furnished as the rest of the house, but still represents very good servants' accommodation.

10. Corridor. This corridor separates Klaus and Ernest's bedrooms off from the rest of the house, providing them with more privacy. As with the hall and balcony, the floor is covered with blue carpet. Two paintings also hang on the walls, worth approximately 70GC each.

11. Master Bedroom. This is the largest bedroom in the house, and is where Klaus usually sleeps. An ornate rosewood cabinet is set against the wall opposite the four poster bed, together with an equally ornate set of drawers and a spacious wardrobe. The drawers are all filled with personal belongings and clothes, but the wardrobe has a false bottom, concealing a secret compartment which contains 200 Crowns, 67 shillings and 300 brass pennies.

12. Ernest's Bedroom. This isn't quite as luxurious as the master bedroom. It's relatively sparsely furnished with a single bed, a wardrobe and drawers.

13. The Cellar. This stone flagged room is filled with barrels and casks containing a wide variety of fine wines and ales. A flight of stairs leads up into the kitchen in one corner, whilst in another corner, concealed beneath one of the flagstones is the entrance to an old, long-forgotten tunnel. This tunnel leads into the sewersystem, and is the way Tavelli and company gained entrance to the house. Neither Klaus nor Ernest knew of the existence of the passage. The flagstone has not yet been replaced over the hole, as Tavelli has not yet rejoined his companions. When (or if) he manages to do so, he will pull the flagstone back into place behind him, time permitting.

INTO THE SEWERS

Beneath the hole, a rusty, iron-runged ladder leads down a narrow shaft for 10 yards or so, finally emerging in a rough-hewn stone corridor. The course of the adventure from this point depends very much on what has happened to Tavelli. If he has successfully managed to escape down the shaft he will return to Skrett immediately and report what has happened. However, he will only mention the PCs if they are pursuing him. Thus, the Skaven will be ready for the characters and will step up their guard around the sacrificial chamber, so that when the time for the ritual sacrifice comes (at midnight), it will be much harder for the players to stop it from going ahead, as if it isn't going to be difficult enough as it is!

If Tavelli was killed by the characters (or if he killed himself), then he will not be missed for some time, as the Skaven have more important things to worry about with the impending sacrifice. Skrett's experiments have not being going well. He really has no idea of how to achieve his goal and is increasingly worried that his followers will soon lose patience. Apart from anything else, he is constantly under the influence of Black Lotus and the capacity for rational thought (if such can ever be truly grasped by Skaven) is far beyond him.

The guard around the sacrificial chamber will not be stepped up, and consequently the players' task will be made a little easier. Any attempt to impersonate Tavelli (by wearing his clothes) will probably be successful (make a bluff test each time a character makes the attempt), but remember that there are several areas of the complex where humans are not permitted, and trying to gain access to these areas will arouse suspicion. The cultists know where they can and can't go.
a marked stone on a successful Observe test. Otherwise, a successful Search test will reveal the mark. Pushing the marked stone on the wall to swing outwards, providing an entrance to the sewers. The door may be closed by pushing the stone as it protrudes on the other side (the stone merely repositions the counterweight mechanism).

The major encounter areas in the sewers and the branched passageways are keyed on the map, and the corresponding descriptions given below. As the whole area below the ceiling has been taken over by the Skaven and their servants, there is a 6% chance per turn of the characters encountering someone. If an encounter is indicated, roll a 1D4 and consult the following table. Note however, that if during combat, a Crit is scored, the victim should make an Initiative test immediately. Failure means he has been knocked from the walkway and washed into the effluent as described below.

**Die Roll Encounter**

1. A single Skaven, going about its business. It will have a weapon (WFRP p.226) in combat, and has the following profile:

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4. A small band of two (or more, at your discretion) returning from a routine reconnaissance patrol else in the sewers. Each may be treated as identical to detailed above.

**DACMP, DAARK AND DEADLY LOCALITIES**

1. Entrance To The Sewers. The secret door in the wall leads down into the sewers proper. The walls are made of dull grey stone, glistening with moisture (although there is no slime). In adventuring in sewers are given in *Shadows over Bögenhafen*, a brief summary of them is necessary here. The sewers, corridor that leads to them, are pitch dark, and even characters with Night Vision (except Elves and Dwarves) cannot see unless there is a source of light to carry. The portion of the sewer network explored by the PCs is classed as a Major Sewer, and all passages are roughly 10 feet wide in their entirety, including stone walls about 2½ feet wide on each side of the channel, which is 5 feet deep, and filled to a depth of 5 feet.

The walkways are only wide enough to permit movement in one file, and, as they are also wet and slippery, anyone attempting to move faster than Cautious rate must make an Initiative test, or be knocked down after a period of time equal to their Toughness in minutes. After this period, drowning characters lose 1 Wound per round after they reach 0 Wounds (in which case they die), or they may be carried downstream. If the character is swept ‘underground’ at the points of the map where the channel disappears into the wall they are assumed to have drowned. Characters wishing to use an effluent channel will only have room for the 2 yard rail, a character runs diagonally across the channel - a leap of 6 yards (WFRP p.75). If the test is failed, the character falls into the effluent. Wading characters must make a successful Initiative test to avoid slipping and falling over.
An unpleasant and unsettling atmosphere pervades the sewer system, and as a result all characters lose half their Cool and Willpower scores whilst they are in them. However, it should be noted that Magic tests are still taken on the character’s normal Willpower score. As they are a dirty and generally unsanitary environment, all wounds suffered whilst in the sewers, apart from those gained by falling, have a 10% chance of becoming infected. Sound also carries for twice as far than normal, and there is a +10 modifier to all Listen tests.

The characters should realise that, although it is possible to leap or wade the 2 yard (6 feet) gap across the channel, for two men dragging an unconscious person, this would be practically impossible. Thus, it is highly likely that their quarry has kept to the side of the sewer. As the channel goes deeper ‘underground’ after a short distance to the left, the only possible way onwards (bearing the existence of further secret doors, of course) is to follow the valley up to the right. If, after much pondering, they still aren’t figured out this, you should drop a few subtle hints.

2. Crouch. At the point indicated on the map, the adventurers can see a humanoid body slumped face down over the walkway, one arm dangling over the edge. When they first see the figure, only the fact that it is dressed in rags and lies unmoving will be evident. The figure is, in fact, a ghouls (WFH p.245), who could smell the hotstench of dead human flesh (see below). It began to explore North come across a Skaven patrol who attacked immediately.

The Skaven soon overpowered the miserable creature and have left it for dead. However, it has merely been reduced to a single wound and is currently on the verge of regaining consciousness. It will not come unless one of the characters tries to turn it over or lift it, then it will lash out in a dazed panic (WS-10). It will fight until either character kills it, or moves out of range - it is too badly wounded to follow up any attack.

3. Entrance to the Skaven Den. At this point a secret door opens into a rear corridor branching off to the right. This corridor is inclined upwards at a steep angle (evident to anyone entering it), levelling out when it reaches room 4. Half way along, just before the bend in the passage, is a trip wire (normal chance of being triggered - WFH p.97 - but any character making a successful Observe test will see the wire immediately). If the wire is not seen or avoided, and is triggered by one of the PCs, two things happen. Firstly, a bell rings in room 4, alerting the guards there to the presence of intruders and secondly, a yellowish gas seeps through concealed vents in the roof, from the bend, it floods a two yard radius, spreading down the corridor at the rate of 1 yard per round for D4 rounds. Anyone caught in the gas must make a successful Toughness test each round at a -20% penalty or collapse unconscious for 2D6 turns.

After the gas has dispersed (this takes as many rounds as it took to fully spread out, i.e 2-5 more rounds) the guards from room 4 will take any unconscious characters and throw them in the cells below. If any characters have managed to shrug off the effects of the gas, the guards will try to beat them into unconsciousness with their clubs, using their Strike To Stun skill. They will not want to kill the characters because of Skreth’s intentions (see below), if the PCs end up being subdued by the guards, refer to Captured below.

4. Cultists’ common room/guard chamber. This roughly-hewn cavern serves as both the common room and guard chamber for the cultist servitors of the Skaven. There are a couple of tables and some chairs in the north-eastern area of the room, two sets of bone dice, and a pack of cards lying on the tables. Illumination is provided by four torches mounted on the walls. Should Tavelli have escaped, this is where he will be now (unless the adventurers were hot on his trail, in which case he would not have had time to complete his report to Skreth and would therefore be in Skreth’s chamber - room 9). At any time there are 2D4 off duty guards in the room, each with the following profile:

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Skills: Consume Alcohol, Strike To Stun, Concealment Urban
Trappings: Leather jacket (0/1 AP - body & arms), Sword, 1-6 GC each

The guards’ actions are dependent upon whether the party triggers the trap wire or not in room 5. If they don’t, the guards will be sitting at the tables having a game of cards, and the players are either going to have to think up a convincing story and try to Bluff their way through (these guards are naturally suspicious, so any test is made at -10% penalty), or they will have to fight. These guards knew Tavelli: if one of the PCs has donned the cultist’s outfit, they will immediately recognise the character as an imposter. Note also that the noise of fighting will alert the Skaven sentries at location 7, who will attempt to ambush and capture any intruders into their area as described under the entry for room 7.

5. Armoury and storeroom. This small cave serves as a makeshift armoury and storeroom for the guards in room 4. It contains 5 swords, 6 daggers, 3 hand axes, 2 flasks of oil, 2 tinderboxes and 11 torches. The weapons are all arranged in wooden racks set against the walls, and the torches, oil, and tinderboxes are stacked neatly in another corner.

6. Corridor and Cells. This long, dimly lit corridor is accessible from the guard room by a sturdy oak door. There are a total of nine cells in the corridor. Each has a wooden door with a small barred window in it (Toughness 3, Damage 9, Lock Rating 50%). Only seven of these cells are actually used as such, though. The western-most cell will be used to store any possessions captured characters may have had, and will always be locked if there is no-one inside. The easternmost cell is the jailer’s ‘den’ - the current incumbent being Tigrati Parvisch. He is about 5’10” tall, and wears a permanent layer of stinking sweat and dirt. He is dressed in a filthy white, sweat-soaked vest, and equally disgusting black trousers. He always carries the ring of keys to the cells around his belt, making them difficult to get hold of, but he is immensely stupid and easy to trick (making him eminently qualified for the job).
which disappears downaards out of sight, and is eff bottomless.

9. Skreth's Chamber. Two brown-furred Skaven guards profile as above except knives are also envenomed with Black guard the entrance. Unless the PCs arrive during the ritual (the victim will be Klaus Drast), Skreth will be here. The of the room are scattered all across the floor. Skreth's men has deteriorated through his addiction to Black Lotus and the failure of his experiments. He spends more and more time from the rest of the group in 'thinkthink time'. The only of the room are some foodstuffs, a jar of Black Lotus leaf, a shield.

SKRETH

Skreth leads the small band of renegade Skaven in a search for his leadership is unquestioned but his drug-taking habits to increasing paranoia concerning his position. He is now with self-doubt. If sacrificing Klaus fails, he intends to quiet the scene.

His most powerful possession (indeed, the only one of ring that he 'obtained' from his old necromantic colleague, a spell ring for which Skreth knows the trigger word. We can cast Summon Skeletons (WFRP p176) twice. After a ring will have run out of magic points. If his life is in danger, will use the ring on the corpses in the Sacrificial Chamber will be animated as Zombies (WFRP p251) and will be on attack anyone representing a threat (like the characters). Stray and make his escape while the group are engaged in elim the Zombies.

SKRETH, SKAVEN LEADER

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Skills: Immunity to Disease, Immunity to Poison, Palm Object, Silent Move Urban, Very Resilient (*).

Trappings: Club, Ring of heavy keys, Fleas

Tigrati’s room is crudely furnished with a makeshift table and chair, a bottle of cheap Estalian wine standing on the former. The cells are rat-infested hell holes with damp straw on the floor and not even a bed to sit or sleep on. They are poorly illuminated too, the only light coming from a single lantern in the corridor.

7. Junction. The north-running passageway from the guard room splits into two at this point. Standing at the junction, in the positions marked on the map, are two brown-furred Skaven sentries. Humans are only allowed past them if they have been sent for by Skreth, so again, the players will either have to Bluff or fight their way past them. However, yet again, fighting will only serve to alert Skreth if he is in his chamber.

If profiles for the guards are required, use the same profile for the Skaven patrol listed earlier.

8. Shrine. Skreth turned this chamber from a rough-hewn cave into a shrine for worship of the Horned Rat. It consists of an altar flanked on either side by two large (8' tall) statues representing the Horned Rat (these are crudely sculpted and may not be recognisable for what they are). A large representation of his symbol - the three bones forming the inverted triangle in the middle - has also the rock wall opposite the altar. The roof is supported by four plain stone columns, and there is a small pit in the altar where any offerings to the deity are thrown by his worshippers. This pit is natural - a narrow shaft about 3' in diameter.
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CONCLUSION

This is a fairly difficult adventure for the players to complete with total success - and the EP awards to the players should reflect that fact. A base 30 EPs should be awarded to each player for role-playing, modified at your discretion. In addition, each player should gain 20 EPs if they managed to rescue Klauss, and a further 30 EPs if they managed to eliminate the Skaven threat one way or another. Successfully escaping with Klauss will also bring them further rewards. He will be immensely grateful to the party, paying 80 Crowns to each character as a reward (should the adventurers Haggie, Klauss will go no higher than 100GC per person, and he will take offence if they refuse his offer).

If the characters are careful and sensible, you should make sure they reach Klauss before the ceremony is due to take place. This gives them a reasonable opportunity to get him out safely. Remember that Skreth is an inchoherent maniac who could be a far more powerful adversary were it not for his weakness (Black Lotus). If the party rush blindly into combat in every encounter, they deserve to find the going very tough indeed.

If the adventure is successfully completed, the characters can proceed to Aldorf (see TEW) or wherever their own campaign may lead them. They should not be encouraged to get sidetracked by another expedition to the tunnels - all those explosions are bound to result in considerable structural damage...

Escaping Skaven need not be a problem. If they retreat into the tunnels, they will never bother the characters again (Skreth is effectively finished anyway). If they actually manage to reach the streets of Delberz, the Watch will be able to take care of them. The Poison Claw cultists, should any of them escape, are likely to either disband, or flee the town. They were only a small outfit and have no contacts to help them re-organise in Delberz. At best, they will seek to join similar groups elsewhere in the Empire.

Failure has no future, though - for anybody.

Phillip Wells

ILLUSTRATED BY TONY HOUGH AND JES GOODWIN
INTRODUCTION

In the year 963 of the current millennium, Space Marine chapter 'Fire Hawks' was ordered into the Crows World subsector. Crows World and adjacent planetary systems had fallen into anarchy following heavy raiding by Eldar Pirates. The 'Fire Hawks' intervention would drive the Eldar from the human worlds, restoring Imperial rule and teaching the alien invaders an important lesson. The entire chapter-fleet, including the chapter's mobile space-fortress, made a successful warp jump from the Piraeus system a mere 120 light years from Crows World. The five ships, over eight hundred personnel expected to reach Crows World within no more than 12 hours. They never arrived. Twenty years after the event the chapter was officially declared lost in the warp and presumed destroyed. The great Bell of Lost Souls tolled a thousand times, and it said that the Emperor himself ordered a Black Candle to be lit in the Adeptus Chapel of Fallen Heroes.

On 3667986.M41 a routine Imperial patrol passed through the Ork held system of Jakor-tal. The squadron uncovered altogether unexpected scenes of devastation. The limited facilities available to the patrol could uncover no clue to the identity of the attacking forces. The incident was noted and passed into the everlasting record of the Administratum.

A rash of similar incidents within the same and adjoining sectors soon began to arouse the interest of the Inquisition. Squadron commanders throughout these sectors informed and ordered to double their routine patrols. The incidents continued apace, increasing rather than declining in frequency and destructiveness. Even so, no sign of the intruders was discovered for almost a year. Then, on 3628987.M41, a patrol ship in the Maran sub-sector narrowly avoided a collision with a space-raft at the Ciff jump point. The patrol ship was entering the Ciff system as the unidentified raft was leaving. Alerted by the close encounter, the patrol crew scanned the entire jump-area and discovered two long cylindrical objects within the intruder’s projected flight-path. These were hauled aboard and proved to be standard space-coffins without identification markings.

The coffins were shipped back to earth and opened by the Adeptus Mechanicus. The coffins themselves were identified as belonging to the Absolute, one of the spacecraft from the vanished Fire Hawk fleet. Inside were the armoured remains of two Space Marines. The unconventional armour colours and unofficial insignia puzzled the investigators, but serial numbers tallied with equipment made by or issued to the Fire Hawks. The armoured suits were expected to house members of the lost chapter, and were carefully broken open. The bodies within were human, but further identification proved impossible due to their advanced state of decay.

The full truth would not emerge until almost a year later when a besieged Imperial research station received unexpected help. The garrison had been attacked suddenly by Ork pirates. After three hours of fighting the situation looked hopeless. Then, without warning, the Orks found themselves attacked in the rear. The ferocity of the fighting appalled even the station’s defenders. Within half an hour, several hundred Orks had fallen to the mysterious, power-armoured figures. Then, as suddenly as they had appeared, the warriors vanished. This time they left behind a banner - the gnarled chapter flag of the Fire Hawks - and inscribed upon it was the motto In dedicato imperatoris ultra articulo mortis (For the Emperor beyond the point of death). As well as the banner there was a recorder and sundry other sealed items. These were immediately shipped to Earth.

From the data contained in the recorder the Administratum was able to determine exactly what had happened to the lost chapter. Following their warp-jump the entire fleet had been caught within a warp-storm of terrific intensity. Stunned by the power of the warp, the chapter was forced to endure the attacks of powerful warp entities. Ship after ship was destroyed and absorbed into the fabric of the warp. Soon only one craft remained. By a daring warp-exit manoeuvre the craft burst
out of warp-space, emerging far in the galactic east, thousands of light years off-course and beyond even the psychic light of the Emperor.

The original survivors numbered two hundred brethen. All gene-seed had been lost; all initiates killed, and most of the chapter's masters were gone. None of the ordinary human staff had survived at all. To make matters worse the brethen had changed. This change became more obvious over the next few months. Skins began to blacken and blister, flesh began to fester and putrefy. Slowly they began to die. Within days of the transition into normal space it became obvious that the chapter had been exposed to some form of dangerous mutation or disease. It took many years to navigate a way back into the Imperium, during which time almost half the brethen succumbed to the malady. Those who remained were no longer sane. Pain and despair had driven even their hardened minds beyond the point of rationality. Doomed to agonising deaths, they gradually became obsessed with their fate. Now they only wanted to die. But they were still marines, still loyal to the Emperor and humanity. They would not die without purpose.

So began the unstoppable war of the Legion of the Damned! The marines elected to remove all insignia from their armour. Instead their armour would be black, decorated by each brother with whatever emblems of death he chose (the accompanying illustrations show some typical variations). Most brothers employed a similar theme - skeletons, bones and skulls.

All ranks and companies were abolished, most of the chapter's officers were already dead and the remaining warriors were too few to make up a fully functional chapter hierarchy. All brothers were to be equal before death - levelled by the certainty of their assured extinction. The warriors decided to expend their lives attacking enemies wherever they could be found. The disease had robbed them of their sanity, but not their loyalty! And their condition gave them powers - powers that endow them with incredible fighting abilities.

GAMING WITH THE LEGION OF THE DAMNED

The rules that follow reflect the unique nature of the Legion of the Damned. The legion is not a part of any Imperial force, and employs an unusual modus operandi. Apart from driving them insane, the contagion heightens their psychic awareness considerably. One result of this is the way in which the legion selects and attacks its targets. These matters are left entirely to the process of divination provided by the mystic Tarot of the Emperor. This tarot is supposedly bound within the psychic will of the Emperor and is used throughout the Imperium as both a pasttime and a form of divination. It is an undeniable fact that attacks always seem to fall in 'the right place at the right time'. The Legion of the Damned certainly believe themselves to be directed by the Emperor - and who is to argue!
LEGION OF THE DAMNED INSIGNIA

BERSERKER

BORN TO DIE

IN DEDICATO IMPERATUM ULTRA ARTICULO MORTIS

MINIATURES PAINTED BY MIKE MCVEY AND DAVID ANDREWS
As the fatal malady takes a firm hold, the victim begins to degenerate and purify. However, even as his body decays, he gains superhuman strength. Even though the marine’s limbs become rotten and twisted he gains strength far beyond that of a normal marine. These powers heighten as the disease rages through the victim’s body. At the moment of death, each brother reaches a peak in power, at which point the raw energies of the warp transmute the death throes of the doomed marine into a berserk orgy of destruction. These changes are reflected in the profile and special rules given later. Make no mistake - the Legion of the Damned may be few in numbers, but their powers are awesome!

Just as their bodies are changed by contact with the warp, so their minds are hardened too. Brethren are completely immune to all forms of psychic attack or interference. They cannot be affected by the special psychic attacks of warp-creatures - although they may be harmed physically by physical attacks that such creatures may have. Astral spectres and other immaterial creatures cannot harm them in any way.

The brethren have innate psychic abilities in the same way as a normal psyker. These are psychic sense and psychic awareness as described on p48 of the rule book. These abilities enable them to seek out psychic foes and destroy them. In addition, the pall of death around each marine is so strong, it is manifested as an aura of doom. This affects any creature within 6" of the model, reducing all firing and combat dice rolls by -1, and adding +1 to all rout tests (thus making it more likely an enemy unit will rout).

Such is their resolve that the Legion of the Damned cannot be affected by any psychological test. They never take rout tests and so cannot be routed. Weapons causing psychological effects are useless against them.

**ORGANISATION**

The Legion has no formal organisation - it fights as a single body of troops on the tabletop. Each model must remain with 2° of at least one other model at all times. The whole force is, in effect, one big unit! The only tactic possible to such a formation is to steam-roller over the enemy by a steady advance.

Facing death - the final equalizer - the marines’ command decisions are made by collective divination. Devices, emblems and personal badges are applied over the armour by individuals; they are not indicative of rank or function.

**Profile**

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The most notable aspects of the Legion brethren’s profile are the disease enhanced characteristic values. Both WS and BS are boosted to heroic levels, whilst I and A are sufficient to ensure they win almost any hand-to-hand combat. The psychological values are given as 10, but these are not used because troops are immune to psychology and routing. They have been included anyway and may need to be used occasionally - for example to establish technical level accomplishment.

**EQUIPMENT**

The vast stocks of weaponry available to the Fire Hawks were destroyed along with the rest of the fleet. The surviving brethren have only a limited range of weapons, and most are armed identically as shown below. Powered armour and weapons are of standard type.

- Power Armour
- Bolt Gun with combat accessory
- Knife
- Bolt pistol

1 in every full 10 models fielded may substitute the main bolter armament for either a missile launcher firing crack and frag shells, or a plasma gun.

**BERSERK DEATH SPASM**

The marines are rapidly approaching the moment when they will be claimed by the warp contagion. No one knows when this be. The rigours of combat tend to initiate the final stages of the disease, warping more and more raw energy into the marine during his final moments.

This is represented by a test made for each marine model every time it charges into hand-to-hand combat. The controlling player should roll a D6. If the score is a 6 the moment has finally come. The marine enters a berserk death spasm culminating in his automatic demise at the end of the hand-to-hand combat phase. However, until the end of hand-to-hand combat the following rules apply.

1. The model may double its speed. It may charge up to four times its movement allowance rather than the normal two times. This gives a charge of 16". As soon as the model charges it is treated as an independent model and is not bound to remain within 2" of another marine.

2. The model enters hand-to-hand combat and fights as normal except that it doubles the number of attacks to 6. Its strength is increased from 5 to 8 for the duration of hand-to-hand combat.

3. If the model wins the round of hand-to-hand combat and is left facing no foes, it may immediately charge another foe within 4". This is an exception to the normal movement sequence. Another round of hand-to-hand combat is initiated upon contact. Due to the warp-frenzied state of the attacker, the target is not permitted to run-away or stand-and-fire. This extra round of combat is adjudicated immediately.

4. Following a second round of hand-to-hand combat a described above, a model may initiate further hand-to-hand combat in the same way. So long as the marine destroys all of his opponents in each round, the model may continue charging new foes. The only limitation is that the marine may not charge more than 4" at a time.

5. Once the berserker marine has completed his spasm of destruction the model is removed as dead. The normal turn sequence is resumed.

**POINTS VALUE**

Due to their array of special powers it is very difficult to give a completely fair points value. Powers which are useless again one foe might be pivotal in defeating another. No points have therefore been allowed for these factors. It is assumed that the limited range of equipment and the restriction of operating as a single unit compensates for this. The points costs have been taken from the modified list given in *The Book of the Astronomicon* - the only difference with the printed rulebook is the increase in the cost of crack shells from 4 to 20.

Points value: Basic Marine including standard weapons 7

Extra to substitute bolter for missile launcher + shells 8

Extra to substitute bolter for plasma gun: 3½

*Rick Priestley*
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BROTHER CRAIN
(BOLT PISTOL)

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WARNING! This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 12 years of age.
As promised, this month we’re giving you a step-by-step guide to painting a typical miniature to show you the kind of results almost anybody can achieve - the famous (or is that notorious?) GW look. If you have never attempted miniature painting before, and you follow this guide, we think you’ll be pleasantly surprised by your own efforts. On the other hand, if you have been following recent “Eavy Metals” but have nevertheless experienced problems when trying to apply the techniques described, here is the ideal opportunity to pinpoint where you’re going wrong and see the error of your ways...

**STEP BY STEP...**

You can apply the following treatment to any figure you like. We chose this Dwarf because it provided the opportunity to show you a variety of textures: metal, hair, flesh and cloth.

So give this guide a try and don’t be afraid to start again if you feel unhappy with the results. You need to build up experience to fully understand why the techniques work the way they do. Once you get the knack, you won’t want to stop. You could even leave some of the later stages out until you’re more familiar with the basics. You may even decide to experiment a couple of stages on older figures - drybrushing and flat painting, for example. This provides a good way of honing your skills. From the letters that arrive in the Blanchitsu pigeonhole, many of you seem to want to paint to the standard you see in War Dwarf the minute you start collecting. But surely the most talented figure painters have to train themselves first. So don’t be put off. Patience and perseverance will yield astonishing results sooner than you might think!

You need two small brushes (see photo), and one larger, older brush, your Citadel paints, a tube of superglue, a modelling knife, a can of varnish, a small rag, a palette and some matt or gloss varnish. Wherever you decide to construct and paint your miniature, make sure it’s not on an unprotected piece of good furniture, such as a dining room table. The last thing we want to see is a ding from distraught mother, wife (husband?) inviting us for a new table. Right then - off we go.

Clean the figure up with a sharp modelling knife (blunt blades are dangerous). Pay particular attention to small bits of flash and mould lines. The quality of Citadel miniatures is such that this process is minimal. The Dwarf used here was chosen randomly from stock, and only the helmet showed a thin mould line. Drawing the blade firmly over the line smooths the surface quickly and easily. The sword edges can be shaved down to give a clean, sharp line as well. This isn’t actually necessary (there was no fault in the casting), but blades have to be made fairly thick to accommodate the casting process. Shaving the blade makes it look that little bit more authentic.

Next, cut out the slot on the rear of the plastic base so the figure faces directly to the front. It makes for a better position if the figure is going to be part of a regiment (but the choice is yours). Leave the shield for now. We’ll come back to that later. Fit the figure into the slot. Then, holding the miniature upside down, squeeze a little super glue into the underside of the slot. Lay the figure down for 10 minutes while the glue dries (don’t leave the thing standing upright or you may find the figure gets stuck to your work surface).
to end up red. Don't be concerned if the orange is a little thin.

Now we have the largest areas of the figure covered, it's time for a little shading and highlighting. First, we're going to give the black metal areas a burnished steel effect. Load a small quantity of silver paint onto the tip of the old brush tip. Gently rub most of this off against the rag. Then quickly draw the bristles across the black paint so that some of the remaining silver paint adheres to the area. Gradually repeat this process until you have the desired effect. You'll notice that some of the black remains. Dot in helmet rivets with silver. If you have been wondering what drybrushing is all about, that was it!

Now mix some red paint with water so that the solution is quite thin. Using the good brush, cover the tunic with the mix. Be careful not to let the paint flow onto any other areas you have already painted. Notice how the thin paint settles in the folds and recesses, and the orange paint shows through the raised areas, creating a highlight. Some of you may want to leave the tunic as it is at this stage. Make a similar wash of Bestial brown and paint this over the boots and flesh areas.

Right, now let's put some colour onto the hair and beard. Apply a base colour of Spearstaff brown. The sword handle and pommel are painted gold. A mix of red and Bestial brown is applied as a wash over the hair and beard, and to the belt and pouch.

By adding white to these colours, you can carefully paint in highlights on the top part of the belt, the boot toe-caps and face. The nose can be finished off with an extra, fine line of white. The mix of white and Spearstaff brown can be used to highlight the hair and beard, drawing the brush lightly across the flow of the hair sideways.

To bring out those raised folds on the tunic, use a tiny amount of orange/Spearstaff brown mix to touch up the highest areas. Notice that white isn't used to highlight the tunic. This would only make the thing look pink, which isn't the effect we want. This is painted carefully. It isn't blended as much, but as the colours graduate upwards towards the final highlight, it looks blended anyway. Note that these smooth areas are not drybrushed. Drybrushing is quick and effective if you're painting the figure as part of a wargames army, but more subtle use of the brush results in a cleaner figure. Save drybrushing for what you want to paint a textured surface.

Next, add a little silver to the belt buckle. The use a mix of black and Bestial brown to shade the eye sockets. Oops! Notice that the right eye was painted wrongly. It looks a little lower than its counterpart. It could be repainted but—w−d.

So far so good. It's starting to look a bit of a mess though, isn't it? This is the stage that seems to be putting some of you off. You get all this way, following the guidelines—and your figure still looks tatty! But don't worry. This is a stage that all figures go through. So let's start cleaning it up.

Take the fine brush and load it with flesh. Paint the raised flesh areas again. Leave the gaps between the fingers, the recesses underneath (and on each side of) the nose, the eye sockets and the edge of the face. Next, with Spearstaff brown, do the same to the beard, hair, belt, pouch and boots, but this time, use a careful combination of painting and drybrushing. Painting follows the line of the model, whereas drybrushing runs across it.
the highlights. Drybrush the black rim with silver, making sure to pick out the rivets around the edge. Superglue the shield to the boss and, when the glue is dry, pick out the boss in silver.

Using a matchstick, coat the base with superglue and sprinkle sand, flock or soil over the top (flock was used on this figure). Leave it to dry. Then make a green wash and flood the top of the base. Again, leave it to dry before highlighting it with Spearstaff brown.

When it’s all dry, varnish to taste. Da, dah! Finito! Celebrations all round. Feast and merriment. Jump up and down a lot. Invested time! A couple of hours and use of a hair drier (to persuade the paint to dry more quickly).

Isn’t the result worth it?

John Blanche and Sean Masterson

the base black. Looks good now, dunmit! Let’s take a look at the shield. Push the shield onto a matchstick so you can hold it. Paint the back and the rim of the shield black, then paint the centre white. What about the pattern then? Well, you could use transfers (Arcane Armory), if a pictorial design would look pretty peculiar. However, as this article is about minimal expenditure, time and expertise, the best answer is a geometric pattern painted in a colour which contrasts with the rest of the figure.

Being unashamedly derivative, the pattern you see here is stolen from the Bayeux Tapestry— it just looks suitable for a Dwarf. It’s painted in green, with a small dab of green/white mix for
Welcome one and all to White Dwarf's forum for miniatures painters. The difference between this and Easy Metal is that while EM will continue to explore new avenues, techniques and subjects for the fantasy gamers who wish to bring colour to their tabletop, Blanchitsu will give you the opportunity to ask us questions about specific problems, suggest new techniques that you have discovered, and so on.

The number of such letters now received at the Studio, prevent us from replying in person to each and every one. That's why these pages have become available. So let's hear from you now!

Alan A D Hamilton of West Lothian buys 1:76 scale tank decals produced for fighting vehicle kit enthusiasts. Alan suggests people use these for insignia on their 40K vehicles and figures. The kind of symbols found on these decals include a white eye, a white rhino, plumed helmet, mailed fist, a desert rat, pander, a black bull, a red stag's head, a white armoured horse head, a white mailed fist and mace. That sounds like a really good idea. He also mentions Panzer Division badges such as skulls, and skulls with crossed bones. You can find these decals in model shops. Friends may also have spare transfers from kits they've bought.

And while we're on the subject, Mr Gary Short of London suggests that he buy fine scale railway alphabets to stick little numbers onto Marines and 40K Orks. The lettering adds great detail and makes models easier to paint. Actually, if 40K fans check model railway shops, and look at the range of goods you can get there, are all sorts of little metal accessories you can buy. You can get small spanners, shovels, hammers - all sorts of things.

Andrew Hodgson from East Sussex suggests that when purchasing a can of the often mentioned matt spray varnish that people in Easy Metal refer to every now and then. A product produced by Letraset, designed to varnish the Letraset instant lettering, is ideal. It's called Letracoat 102 and is usually available from graphic suppliers.

Foster John of Hampshire suggests that when painting camouflage schemes on 40K vehicles, you ought to stipple the two colours of the camouflage scheme together along where they meet, blending them in to make the joints a bit fuzzy. He says that this creates the appearance of very delicate airbrush work and goes on to state that most modern aircraft are airbrushed anyway.

Manucinian Gareth Elms says he is struggling with making a diorama, in fact he can't even start it because he's not sure quite how to make the scenic base for the figures. Well this is how you do it.

First of all you need some polystyrene; the sort you find in packaging will suffice. You can break the polystyrene up or sandpaper it into any shape you want. Then cover it with a layer of plaster of Paris and set your figures on top of that. Cover the bases with a mixture of plaster of Paris, PVA glue and flock. None of the components are expensive so it shouldn't be too difficult to experiment.

Hamish Gray of Argyll writes to tell us that, having filed and prepared his figure, he brushes it with a very soft copper wire brush (before undercoating it). This removes any particles of dust and white powder that appears in figures' armpits and armpits. He says that this makes the undercoat adhere better. The brush has to be soft or it will rip the figure to shreds. He got his tip from his local ironmonger.

His second tip concerns scenic bases. As he's not very good at modelling in Milliput, he has found a novel way of producing a pretty hip base. After painting the figure, he spreads superglue thinly over the base, and then pours Schwartzt spices over it. Ground pepper makes a good neutral brown base, or red chili powder for Martian soil. If only the exterior is wanted, you can wash the spice with watered down black, and when it is dry, drybrush with green and brown over the surface. As well as producing effective scenery, it also smells fairly appetising. Hamish also obtains diamond tipped drills from his dentist, which he finds a lot sharper for drilling holes into his figures. Well, that's one good reason for going to a dentist.

Anthony McEwan from Scotland offers some sticky tips. Prior to assembling multi-part figures, Anthony cleans any joints with a lump of Blu-Tak which removes all the dust, dirt, grease and bits of old metal that might prevent good bonding. He also utilizes Blu-Tak when he paints individual shields. He puts Blu-Tak on a matchstick and sticks the shield to it.

Stephen Squires of Liverpool and Damien 'slap n'dab' Reynolds of Northampton simply put the tab base of a figure firmly held in a bulldog clip when they're painting. Anything convenient, which stops you from handling painted areas before they have been varnished, is a good idea. Damien also suggests using cut lengths of cotton as tassels on banners.

Here's one from Jonathan 'Gass of Herts who uses dry transfer lettering such as Letraset to put the name of the figure on the chamfered edge of the base. Now, this is something I've done as well except that I usually paint it on with white paint and a very fine brush. Not only does the figure name look good, but you can have extra information, slogans, graffiti, unit numbers etc.

Matthew Pedder of Herts wants to know what drybrushing is. It's quite simply a brush with a very small amount of paint on it. In fact, not a lot is rubbed off on the bristles or on a piece of newspaper. Then it's lightly but briskly brushed across the raised areas on any part of the figure. The paint very slowly adheres to those surfaces and gradually builds up quite a subtle highlight. This does ruin brushes however, so always buy an old one.

Chris Collins of Suffolk complains that when adding washes to a figure, it ends up looking washed out and blotchy. He's tried different consistencies but hasn't succeeded at all. It's a question of what comes after the washing and trying to keep it very subtle with them. I still get the impression (from your mail) that people are putting on much pigment onto the figure. "Wash" is a term which really indicates that paint must be thinned on the figure, rather than actually covering it with a bath of paint.

Daniel Monk of Sidcup sticks small shields on the large plastic shields to make them more interesting. Well, thanks for the samples first. I'll give it a try sometime.

The next tip is from Matthew Davis of Cheadle who discovered that when one of his painted black paint dried up and he added a bit of white spirit, the resulting mix was far too thin for a figure. He did however, discover that if he painted the camouflage with this mix, straight on the bare metal, it made perfect looking camouflage without having to paint it black first and then drybrush it silver. It's one of the methods we use at the Studio. You want a very, very light wash of paint to make it look good.

Peter Marston of Worcester says he's been having trouble tackling the wings on the Great Dragon he got for Christmas. The problem is in the fact that he's using superglue. He regu
superglue heavy wings onto Dragons. They'll just fall off or snap off. They should be piled in the same method that we described before, and then epoxy glued for extra strength. He could just use epoxy glue on its own, but he should make sure that the two parts are held together while the glue dries.

Going on a step, somebody called Legless of Laurie wants to know how to drill straight holes in the joints of a figure (such as a Dragon wing to a Dragon body). Most experienced modellers would actually hold the bit in a pin-vice, otherwise it's down to having a steady hand and a careful technique. But I don't suppose it matters a great deal if the hole doesn't go in exactly straight because if you use a soft enough metal wire to actually stick the two joints together, you can actually bend it and push the two parts in line with each other.

Legless also says that when he dry brushes a figure, he usually ends up with a sort of rough and powdery effect. This sounds like he's actually using too much paint on the brush, or it's drying too quickly after he's put it on the brush. I suggest he actually thin the paint down slightly.

Ok, this one's from Adrian Williams of Lancashire who wants to know whether Phil Lewis will eventually write an 'Easy Metal as he thinks Phil's figures are absolutely ace, particularly the Eternal Champion Mephiston. It's not quite sure what Phil meant in the Blanchitsu tip by saying you layer each colour until a highlight is reached. Well, it's just a question of adding lighter tones, usually with white, to the base colour until you work up to the lightest colour. A Lewis-style 'Easy Metal' is currently in the works, by the way.

Thomas Oliver of Edgham, Surrey suggests that after undercoating a figure with white, you should give it a complete thin wash of black all over darkening all the areas of shadow. Quite a interesting one that. Seems to combine two different ways of painting a figure. I'll have to try that one a try sometime, too.

John Morrison of Aberdeen has a lot of trouble painting horses. Now, that's one thing we've never covered yet, and we ought to. I think one of the best ways to paint a horse is to look at photographs of them, and examine the way the different colours on a horse provide contrast. For instance, you quite often get black on the upper half of the legs, black manes, tails and muzzles, which contrast against a tan/brown coloured coat. Horses with white 'stockings' or
dappled coats often look very effective. They are very difficult to paint, and we'll cover the subject in a future 'Easy Metal'.

Lee Barker of Nottingham, who's just started painting figures, can only achieve a horrible mess that he wants to throw in the dustbin. Now, Lee's told me how he paints his figures; and what I think he's doing wrong is putting an ink wash on last. Ink washes should be applied to put the shading in. Highlights and detail still have to be added on top of that. But it does take a long time to be able to paint a figure effectively, and he shouldn't be discouraged at his first results. Perhaps his very first attempt should be to paint a blank colour on each part of the figure in the colour he requires, and then take it from there.

Lee also wants to know how to mix skin colours. Well, it's quite easy, you just use the flesh colour. You shade it with an orangy brown and you highlight it with white. If you want to mix flesh, you use white, put in a spot of red, a little bit of yellow, and a tiny smidgin of green. Lee also wants to know how you make bone colour. All you have to do is put a brown wash on the area of bone, drybrush it with a yellowy white colour, and then highlight it with white.

Adam Tinsley of South Yorkshire has got a problem. He's having trouble shading and highlighting. The colours he uses don't blend into the base colour very well. If he really wants it to blend properly the base colour still has to be wet, or at least damp, when he puts on the other colours, and he needs to work these colours together very carefully with a fine brush until they mix and make a gradation. If he's not blend the actual mix of colours together, and he's just laying highlights and shading onto the base colour, then the colours he uses need to be very close to each other. Adding a couple more layers of shading and highlighting so that the finished result will actually form a closer gradation is probably the best solution.

Mr I Enoch of Devon wants to know how to paint an Orc Command Group; what washes do you use; what colours would you use; what highlighting would you use; in other words, how do you paint them? Well, if he wants to know what colours to use, all he's got to do is look at the photographs in White Dwarf, and to follow the 'Easy Metal' articles and Blanchitsu column. The Chapter Approved book provides specific colour guides for painting 40K figures.

This one's from Carl Roberts from Swansea. 'Do you have to put washes on figures if you're already happy with the result you've got? No, if you're happy with the look of the figure, stop painting it! The weathered effect on marine armour Carl wants to know about is simply a delicately drybrushed highlight.

Geoff Whittacker of Cheshire offers several suggestions. Firstly, he suggests that people should make scrapbooks of all the painting articles, photographs, and pictures of miniatures from magazines in order to build up a reference pack, and also suggests that people who are not very good at painting banners or shields cut pictures out of comics etc, stick them onto the shield or flag, and then colour them in. That's a good one.

He's got a good tip for making lengths of rope too. Take three or four pieces of thin copper wire and twist them together into lengths. Then paint them light brown. He uses bristles off old shaving brushes for dead grass on bases, and he uses a mapping pen bought from art shops to draw on details like tattoos or scars. Is there no stopping this man?

Of course there is. We've run out of space. I'll be back next month with another bundle of suggestions, tips and advice (keep sending them in). Until then, here's the address to write to if you have any questions on modelling and painting miniatures:

Blanchitsu,
White Dwarf,
Enfield Chambers,
14-16 Low Pavement,
Nottingham NG1 7DL.

May your bristles never bend.

John Blanche
This time we look at the new Devastators boxed set from the Citadel Designers - featuring the Land Speeder two-man hover vehicle, the flendish mole-mortar and the 'Tarantula' mobile weapon system. But first a selection of rule ideas for discussion - comments gratefully accepted.

One of the most common questions about the WH40K rules concerns the procedure for area fire, especially with regard to deviation. In my Marginalia article for WH40K, I confessed that even I wasn’t entirely happy with the system. To summarise briefly - the procedure as given in the book is: 1) place your area marker; 2) roll for deviation using the area marker size deviation number; 3) roll ‘to hit’ each target within the area using the firer’s BS; 4) roll ‘to wound/damage’ on any hits; 5) take saving throws.

WH40K was designed as an adaptable game which could accommodate new systems where necessary. An alternative system for area fire is as follows.

REvised AREA FIRE PROCEDURE

1. Place area marker over target as normal.

2. Roll to see if the shot lands on target or ‘deviates’. The chance of a shot deviating is now based on BS, not the size of the template. This directly reflects the chance of the firer landing his grenade or mortar bomb on target.

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<th>BS</th>
<th>Deviates on D6 score of</th>
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<td>1</td>
<td>1 or more (always deviates)</td>
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<td>2</td>
<td>2 or more</td>
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<td>3</td>
<td>3 or more</td>
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<td>4</td>
<td>4 or more</td>
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<tr>
<td>5</td>
<td>5 or more</td>
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<tr>
<td>6+</td>
<td>6 or more (minimum chance of deviation)</td>
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Any weapon ‘to hit’ modifier may be added to the BS of the firer. No other modifiers apply. Shots which don’t deviate are worked out with the area marker remaining as placed. If a shot deviates, the missile, grenades etc. land slightly off-target. The procedure for establishing deviation remains the same: roll a D12 for direction and an appropriate dice for distance.

3. Models within the area marker may be hit by the blast of the weapon. Any model will be hit on a D6 score of 3 or more. Basic ‘to hit’ dice modifiers apply (see p20 of the WH40K rule book). Weapon modifiers do not apply. Note that some weapons still hit automatically as defined in the rules.

4. Establish whether hits cause wound/damage, take any saves, roll for the number of wounds/damage where appropriate and remove casualties as normal.

VITAL HITS

This idea was sent in by Paul Quinn and it’s ideally suited to small games. I’m certainly going to use it for our WH40K improvised roleplay games where combat is usually short and bloody.

Hits scored with a ‘to hit’ dice roll exceeding the required score by 2 or more are deemed to have been particularly accurate or lucky. Either the whole burst strikes the target or a shot hits a vital spot. The following rules then apply.

1. The firer may add +1 to the strength of the weapon or

2. The firer may instead make three ‘to damage’ rolls at the basic strength, each damaging hit causing wounds/damage as normal.

Paul goes on to say that this rule doesn’t really work with following fire weapons. I’d agree. Perhaps the best solution is to say that following fire weapons can only cause a vital hit on their original target, and then have the choice of causing either a vital hit or using their following fire ability. Players wishing to try out this rule should note that only a single saving throw applies in case 2.

DEVELOPING PSI-POWERS

Several players have asked me about the development of psi-powers in campaigns. Psi-powers can certainly be increased in theory - although there are no rules for this in the WH40K book. I would suggest that the GM awards psyskers 1 point every time a psi-ability is used successfully under battle conditions. When the psyker has 10 points (presumably accrued over a few games) the player trades them in for an extra ability.

If the psyker already has the maximum number of abilities, it is not possible to gain more. Instead, any ability may be ‘swapped’ for another ability of a higher level.

When a new ability is earned the psyker also gains a 10% chance of going to the next highest mastery. The player should make the dice roll. The player may not choose a new ability from the higher mastery during that ‘advance’. When the mastery goes up the psi-level also goes up by 3D6.
If a psyker reaches mastery level 4, he has attained the highest grade. However, the psyker may still gain in power, and may continue to swap spells once 10 points have been accumulated. Although the psyker cannot advance in mastery, there is still a 10% chance of gaining an extra D6 psi-level. Because this gives a theoretically unlimited psi-level, GMs should place a practical maximum as they see fit.

**THE TARANTULA**

The Tarantula has three basic components, a mobile gravitic-powered base, a body including auto-aim and targeter systems, and armament. It is, in effect, a robotic weapon mount controlled by a crewman who can move the Tarantula from place to place and select targets. The crewman and Tarantula must remain within 12" or control becomes ineffective and the Tarantula is then uncontrolled as described below.

A crewman may not use weapons or engage in close combat whilst controlling a Tarantula. If the crewman moves out of control range, fires a weapon, becomes engaged in close combat, or is slain, the Tarantula comes to an immediate halt and is said to be 'uncontrolled'. Once the weapon becomes uncontrolled, the player must first nominate its targets during the shooting phase, and must then fire on the nominated targets in the side's following shooting phase. If a nominated target is no longer visible, the weapon cannot fire at all. This rule only applies to uncontrolled Tarantulas. Controlled Tarantulas may fire at any visible target within range just like a normal trooper. Any Tarantula crewman can take control of any Tarantula, but may only control one at a time.

**Tarantula profile:**

<table>
<thead>
<tr>
<th>MB</th>
<th>BS</th>
<th>ST</th>
<th>TD</th>
<th>DI</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
</tr>
</tbody>
</table>

Note that Tarantulas have no Ld, Int, C1 or WP, and have no A and therefore no WS (they are struck automatically in hand-to-hand combat). They cannot fight in close combat and take special damage in the same way as robots (see WH4OK, p.43).

The mobile weapon platform may be equipped with any two heavy weapons (4 weapon points) plus two auto-aim systems and two targeters (4 equipment points). A Tarantula may either move or fire during its turn - but not both. If the Tarantula remains stationary it may fire either or both weapons. Both weapons have a 360° arc and may be fired at separate targets - a Tarantula therefore normally fires twice during the shooting phase, once with each weapon.

PV = 20 + weapons, equipment and crewman.

**THE MOLE MORTAR**

The mole mortar employs an inverted mortar launcher and special ammunition to launch a subterranean shell or ‘tunnel-torpedo’ which burrows its way underneath the battlefield. The mole mortar was actually developed to attack tunnelling vehicles, but was so successful it is now used as a short range assault weapon in its own right.

It has a restricted range of between 6° and 48°. It has a normal fire-arc of 90°. The firer must first secretly nominate a target point within the range and fire-arc of the weapon. During following turns the firer may adjust the weapon to establish a fresh target point, but the weapon may only be adjusted enough each turn to move the target point by 4°. The weapon may not be adjusted and fired in the same turn.

When used against normal targets the firer should position his area marker and roll for deviation as usual. Then roll a D6.

1-2 The shell spins out of the ground at a terrific rate, leaping into the air and exploding. Work out damage as for a normal shell burst.

3-4 The shell barely breaks the surface before exploding in a hail of earth. Work out damage normally. In addition, any low wall, hedge or other scenery within the burst area is levelled and destroyed. Buildings may be damaged as normal.

5-6 The shell bursts under the ground, lessening its effect but levelling any scenic items as for 3-4 above. All building sections in the burst area take 1 point of automatic damage for every point of strength of the exploding shell. In the case of the tunnel-torpedo, this is a 6. Any models within the burst area may be hit and damaged as normal. Once casualties have been removed, the area indicated by the marker sinks and forms a crater. This can be represented by marking the crater rim with small stones, cork chips or similar material.

The mole mortar can be used to attack tunnelling vehicles. The weapon has a 360° arc of fire when firing in this way. This works as follows. The firer declares it is firing speculatively against tunnelling vehicles he suspects may be near. The GM checks the position of enemy tunnelling vehicles, and if a vehicle lies within the weapon's range he must test for a hit. To do this, the GM secretly rolls a D6. If the score is 6 the shot has hit. The GM works out all results in secret, neither player should be informed about what is happening. If a vehicle is destroyed it simply fails to appear, neither player is told of its loss.

<table>
<thead>
<tr>
<th>Short</th>
<th>Long range</th>
<th>Long range</th>
<th>Strength</th>
<th>Damage</th>
<th>Save Modifer</th>
<th>Type</th>
<th>Area</th>
<th>T</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-24</td>
<td>24-48</td>
<td>-1</td>
<td>2</td>
<td>6</td>
<td>1</td>
<td>C H</td>
<td>S</td>
<td>F</td>
</tr>
</tbody>
</table>

The mole mortar is designed to fire its own special tunnel torpodo with strength and details as shown on the weapon profile. It may also fire any other standard shell type. The mole mortar is normally crewed by two models.

PV = 50 + crew.

Additional ammo types must be paid for as normal. The tunnel torpodo is included in the cost.

**LAND SPEEDER**

The land speeder is a patrol and light battlefield attack vehicle. It is used by the Imperial army as well as by marine chapters. It is also a common civilian vehicle, and has found its way into the personal retinues of many Imperial commanders. It is a hover, and rules 1 to 3 apply as given on p.105 of WH40K. This ubiquitous vehicle can be easily modified to perform a variety of roles in many different environments. The profiles for three versions are given below as standard, fast attack and support variants.

<table>
<thead>
<tr>
<th>Land</th>
<th>Max speed</th>
<th>Acc/dec</th>
<th>TBR</th>
<th>C</th>
<th>T</th>
<th>D</th>
<th>Sv</th>
<th>Eq</th>
<th>W</th>
</tr>
</thead>
<tbody>
<tr>
<td>Standard</td>
<td>24</td>
<td>8</td>
<td>1</td>
<td>2</td>
<td>7</td>
<td>15</td>
<td>6</td>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>Fast att</td>
<td>24</td>
<td>6</td>
<td>1</td>
<td>2</td>
<td>7</td>
<td>15</td>
<td>6</td>
<td>5</td>
<td>4</td>
</tr>
<tr>
<td>Support</td>
<td>20</td>
<td>4</td>
<td>1</td>
<td>2</td>
<td>7</td>
<td>15</td>
<td>6</td>
<td>5</td>
<td>4</td>
</tr>
</tbody>
</table>

Weapons and equipment variants are:

|----------|------------------------------------------------------------------------------------------------------------------|

Individual commanders may elect to vary these weapons in any way. All weapons and equipment are bolt-on/bolt-off to facilitate speedy replacement.
LAND SPEEDER
00-JR-FPC

THE TARANTULA

THE MOLE MORTAR

DErASTATORS

CLASSIFIED
AMBULLING OVER

I have always considered the most enjoyable feature of WH40K to be the variety of huge, horrible alien creatures. I was therefore quite pleased to see the Perry twins working away at a new model of an Ambull, on of Warhammer 40,000’s resident alien creatures.

The Ambull originates from the hot desert death-world of Luther McIntyre IX. Thanks to misguided attempts to domesticate the species it is now common throughout human space. Ambulls thrive only on arid worlds and prefer to live in huge underground burrows which they dig from the soft rock. These burrows can be quite extensive, forming a whole underground complex. It is not unknown for human groups to take over Ambull tunnels. They are favoured by smugglers and pirates who sometimes use tunnels as a storehouse or base. Of course, it is a good idea to make sure the tunnels are uninhabited first!

I always use Ambulls and other large monsters as GM controlled creatures. No indication should be given to the players that Ambulls are in the area. The GM should mentally note one or more positions in the centre of the table where an Ambull burrow might conceivably lie. A set number of turns should be played, say 2 or 3, and then the GM can start making random D6 rolls at the beginning of each player’s turn. On the role of a 6, a predetermined number of Ambulls appear at the burrow entrance wondering what all the noise is about. Ambulls are naturally rather bad tempered creatures, and will move towards and attack the nearest troops from either side. Otherwise they move randomly. The GM should tally the number of Ambulls appearing to the number of models available. For example, if you have three Ambull models then you can say 3D3 Ambulls appear. You can keep re-rolling for each turn until all of your available models have been placed on the table.

Another idea is to allow a player to use Ambulls as part of his attack force. Imagine that a group of marines, Imperial agents, pirates, Orks - or whatever faction you wish - has succeeded in capturing one or more Ambulls. The attack force perhaps has a ship in orbit, and is ready to use its teleporters to deliver troops straight into the midst of battle. Now what would your cunning commander decide to teleport first? Yup - the Ambull. Teleport it down into the middle of the tabletop and let it rip apart the defenders for a few turns before landing your main force. The standard teleport rules can be used. Before teleporting an Ambull the attackers implant an explosive device into its spine. This can be triggered by a communicator signal from any unit leader or character model on the attacking side. The range of the signal is 12". Naturally, success isn’t guaranteed! Roll a D6 when attempting to activate the explosive. The result may be rolled in secret by the GM if he wishes.

1 No effect - explosive has become dislodged or is defective. No further attempts may be made.
2 No effect - the signal is too weak. Further attempts may be made in following turns.
3-5 Boom! The Ambull takes D6 automatic wounds.
6 Oops! Yes, you used too much explosive again. Roll a D6 to indicate the radius of the resulting burst area in inches. All models within the area are hit once with a strength of 3. Damaging hits cause D3 wounds. All saving throws suffer a -3 penalty. The Ambull is scattered all over the table and may be considered to be dead.

<table>
<thead>
<tr>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>I</th>
<th>A</th>
<th>Ld</th>
<th>Cl</th>
<th>Int</th>
<th>WP</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>5</td>
<td>0</td>
<td>5</td>
<td>5</td>
<td>3</td>
<td>5</td>
<td>3</td>
<td>4</td>
<td>8</td>
<td>8</td>
<td>78/100</td>
<td></td>
</tr>
</tbody>
</table>

If you wish to include an Ambull in a game of your own, but you don’t have a GM, then follow this procedure. Ambulls are only available to a side landing troops with teleporters. Teleported Ambulls must be paid for at the increased cost of 100 points. The player must note down how many Ambulls are being teleported each turn, and must also note down when combat units are being teleported. The player is not permitted to wait until the Ambulls are through before deciding to teleport other troops - the decision has to be made right at the start. The random movement of Ambulls can be handled by either player. Use a D12 ‘clock-face’ for direction and D6 for distance in inches. Any models within charge range (12" over normal terrain) will be charged automatically. If several targets present themselves, the closest will be chosen. Targets can be randomised if equally close. Ambulls will not normally attack each other - although they will attack vehicles and fixed weapon systems (such as a stationary Tarantula for example).

SAVE MODIFIER MODIFIERS

Given the high strengths of some of the larger creatures, many players feel it is appropriate to give them a modifier that affects the saving throw of their hand-to-hand combat opponents. For example, if a Space Marine is hit by an Ambull, his armour is far more likely to be crushed than if he was hit by an Ork or Gretchin. This is also true of Dreadnought suits, which currently have no save modifier. The following table gives accurate results.

Read the creature’s strength in the left hand column against the saving modifier in the middle column. If the attacker is a Dreadnought or robot use the right hand column instead.

MARINES OF THE BLOOD ANGEL CHAPTER BEING CHARGED BY A PAIR OF AMBULLS
**THE BLACK SHADOW SIDE-CAR COMBINATION**

The Vincent Black Shadow bike is widely used in the Imperial forces. Its armoured side-car unit is a popular modification, offering additional crew capacity with little loss in power. Bikes based on this design appear in all types of human forces, from planetary police to galactic pirate raiders.

The bike's profile is slightly modified to allow for the additional weight and some up-armouring. The side-car seats one warrior together with his specially mounted, forward firing weapon. Any heavy weapon may be mounted, but the Multi-melta in this example is generally favoured. The bike also carries the standard armament of two forward-firing bolt guns. These fire in unison at the same target.

Normal bike rules apply but with the following modifications. An additional pillion passenger may still be carried, adding a further +1 to the TRR. Note that randomised hits should be allocated as follows: Roll a D6. 1-2 = bike hit, 3-4 = driver hit, 5-6 passenger hit. Even if one or more crew are killed the bike may still continue to fight using its own auto-systems. If the bike is destroyed, the crew are assumed to be killed and are removed automatically.

<table>
<thead>
<tr>
<th>Strength</th>
<th>Saving Throw Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Creature</td>
<td>Dreadnought</td>
</tr>
<tr>
<td>4</td>
<td>none</td>
</tr>
<tr>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>6</td>
<td>-2</td>
</tr>
<tr>
<td>7</td>
<td>-3</td>
</tr>
<tr>
<td>8</td>
<td>-4</td>
</tr>
<tr>
<td>9</td>
<td>-5</td>
</tr>
<tr>
<td>10</td>
<td>-6</td>
</tr>
</tbody>
</table>

This chart can be modified further if you wish, reflecting the greater or lesser armour penetrating power of individual creatures.

**LAND**

<table>
<thead>
<tr>
<th>Max speed</th>
<th>Acc/Dec</th>
<th>Max speed</th>
<th>Acc/Dec</th>
<th>TRR</th>
<th>Cp</th>
<th>T</th>
<th>D</th>
<th>Sv</th>
<th>Eq</th>
<th>W</th>
</tr>
</thead>
<tbody>
<tr>
<td>24</td>
<td>12</td>
<td>1</td>
<td>2</td>
<td>5</td>
<td>2</td>
<td>5-6</td>
<td>3</td>
<td>4</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**AIR**

Weapon: Multi-melta, twin bolt guns (must be fired at same target)

Equipment: Auto-drive, auto-aim for the twin bolt guns, targeter for the Multi-melta.

The bike has a Points Value of 66 (not including weapons and equipment).

PV including equipment and listed weapons = 145 (plus crew).

*Rick Priestley*
This month’s *On The Boil* is a little different, and somewhat more massive, than usual. Though *Realm of Chaos* lumbers slowly towards its release date, the rules are still in a volatile state, as playtesting continues to weed out bad ideas, strengthen good ones, and clarify weird ones. The idea of showing you some of the development work was tossed around in the office, and after plunging through piles of manuscripts, we selected the following except on the grounds that, apart from being a colourful taster, you can actually use it.

You’re not seeing something ‘as is’, but something that will undoubtedly mutate again. GMs of *WFRP* will find the material ideally suited to their needs. However, GMs of *WFB* and WH40K can make use of it if they’re prepared to do a little work on putting the results into the right context. We recommend only experienced GMs having a bash at it. Sometimes characteristics and other details are separated by an oblique (*). Values expressed in this way refer to *WFB/WFRP* respectively. Finally, as the excerpt itself reveals much about mutants’ physiology, we would be interested to hear from anyone who generates interesting mutants for their games (whichever one they play). Indeed, any views on the generation system and the ideas contained therein are welcome.

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**THE MARK OF THE MUTANT**

**CHAOS MUTATIONS**

Followers and creatures of Chaos invariably acquire mutations. This section gives you details of 127 Chaos mutations, together with the *Chaos Mutation Generation Table*, which allows you to generate random Chaos mutations for the followers of each of the Chaos Gods detailed in this book.

The *Dominant Mutation Table* is for use in *WFB*, for generating mutations for units of creatures; it is an extension of the table given in the rulebook.

**HOW TO USE THE TABLES**

The tables use a D1000 roll - this is similar to D100, except that you roll three ten-sided dice, or one D10 three times. The first die is hundreds, the second is tens and the third is units. So if the first die rolls 6, the second rolls 3 and the third rolls 9, the result is 639.

You do not have to follow the mutation table slavishly if you don’t want to, especially when creating ‘special’ creatures and personalities - if, after a few rolls on the table, you start to have ideas about how things should progress, then feel free to use your own imagination in creating the beast rather than rolling any more dice. It can be very satisfying to create a monster or personality that is all your own, rather than rolling dice for everything.

**Hordes of Mutants**

When you are generating a large group of Chaos creatures - especially for *WFB* battles - you may find it easier to say that they all have the same mutations. As well as saving time at the generation stage, this also makes the unit easier to handle in play. The *Dominant Attributes* system published in the rulebook is extended here in the *Dominant Mutation Table*. Use this table to generate mutations for units, and assume that the entire unit suffers this effect (individuals may suffer from the mutation(s) to a lesser or greater degree but the effects balance out through the unit). Individual figures, like champions, heroes and wizards, should still have the mutations generated individually, using the full *Chaos Mutation Generation Table*.

**Creatures of Chaos**

Some creatures are described as *Creatures of Chaos*. The beasts have a particular affinity with Chaos, and have a high chance of mutation than other races. Mutations for Creatures of Chaos are always generated individually - they do not generally fight in units, and even when they do, it is very rare for two creatures to be alike.

**Duplicate Results**

If a mutant receives the same mutation more than once, there are several things that you could do. You can always ignore the roll and roll again, or you might decide that the effect of the mutation is somehow enhanced when it is generated in a second or subsequent time. The mutations listed in this section are so many and varied that it is impossible to lay down any kind of guidelines: in some cases it is possible to use the effects, in others it is not. You will have to use your discretion when this happens.

**Fractional Characteristics**

In many cases, a mutation will add a fraction (generally 1/2) to one or more of the mutant’s characteristics. All fractions should be recorded, but they will have no effect on play until some subsequent mutation raises the characteristic to a whole number. For example, if a mutant with a T of 4+ gains another 1/2 T from a mutation, its T is treated as 4 until a further mutation raises the score to 5.

**Fear Points**

Each mutation is given a *Fear Point* value - the more mutations a creature has, the more horrific its appearance will be. Fear Points are a means of keeping track of this. Keep a profile of current Fear Point totals along with changes in the mutant profile, so that you will always be able to determine it.
psychological effects it has on those who encounter it. The effects of Fear Points are as follows:

**Fear Points**

<table>
<thead>
<tr>
<th>Points</th>
<th>Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4</td>
<td>No effect</td>
</tr>
<tr>
<td>5+</td>
<td>The mutant causes <em>fear</em> in all living creatures less than 10' tall.</td>
</tr>
<tr>
<td>11+</td>
<td>The mutant causes <em>fear +1/terror</em> in all living creatures less than 10' tall, and <em>fear</em> in all other living creatures.</td>
</tr>
<tr>
<td>16+</td>
<td>The mutant causes <em>fear +2/terror</em> in all creatures other than Demons and deities.</td>
</tr>
</tbody>
</table>

| CHAOS MUTATION GENERATION TABLE |

<table>
<thead>
<tr>
<th>D1000</th>
<th>ROLL</th>
<th>MUTATION</th>
<th>FP</th>
</tr>
</thead>
<tbody>
<tr>
<td>001-016</td>
<td>Acid Excretion</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>017-024</td>
<td>Additional Eye</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>025-028</td>
<td>Albino</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>035-036</td>
<td>Atrophy</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>057-061</td>
<td>Beaked</td>
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<td></td>
</tr>
<tr>
<td>067-070</td>
<td>Bespectacled</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>073-088</td>
<td>Beweaponed Extremities</td>
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<td></td>
</tr>
<tr>
<td>089-096</td>
<td>Big Ears</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>097-104</td>
<td>Bird's Feet</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>105-122</td>
<td>Black Skin</td>
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<td></td>
</tr>
<tr>
<td>126-072</td>
<td>Blood Rage</td>
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<td></td>
</tr>
<tr>
<td>137-088</td>
<td>Blood Substitution</td>
<td>(3)</td>
<td></td>
</tr>
<tr>
<td>189-096</td>
<td>Breath Fire</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>137-096</td>
<td>Brightly Patterned Skin</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>195-212</td>
<td>Bulging Eyes</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Burning Body</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Chaos Lord</td>
<td><em>150</em></td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Chaos Spawn</td>
<td><em>2</em></td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Chaos Were</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Cloud of Flies</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Cloven Hooves</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Cowardice</td>
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<td>212-220</td>
<td>Crest</td>
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<td>212-220</td>
<td>Cross Breed</td>
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<td>212-220</td>
<td>Crystalline Body</td>
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<tr>
<td>212-220</td>
<td>Dimensional Instability</td>
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<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Duplication</td>
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</tr>
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<td>212-220</td>
<td>Elastic Limbs</td>
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<td>212-220</td>
<td>Enormously Fat</td>
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<td>Enormous Noise</td>
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<td>Extremely Thin</td>
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<td>212-220</td>
<td>Eyestalks</td>
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<td></td>
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<tr>
<td>212-220</td>
<td>Fear of Blood</td>
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<tr>
<td>212-220</td>
<td>Feathered Hide</td>
<td>0</td>
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<tr>
<td>212-220</td>
<td>Featureless Face</td>
<td>1</td>
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<tr>
<td>212-220</td>
<td>Flaming Skull Face</td>
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<tr>
<td>212-220</td>
<td>Furry</td>
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<tr>
<td>212-220</td>
<td>Gas Emission</td>
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<td>212-220</td>
<td>GM's Choice</td>
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<td>212-220</td>
<td>Great Fangs</td>
<td>1</td>
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<tr>
<td>212-220</td>
<td>Great Horns</td>
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<td>212-220</td>
<td>Growth</td>
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<td>212-220</td>
<td>Headless</td>
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<tr>
<td>212-220</td>
<td>Hideous Appearance</td>
<td>10</td>
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<td>212-220</td>
<td>Hopper</td>
<td>0</td>
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<tr>
<td>212-220</td>
<td>Horrible Stench</td>
<td>0</td>
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<tr>
<td>212-220</td>
<td>Huge Head</td>
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<td>212-220</td>
<td>Hunchback</td>
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<td>212-220</td>
<td>Hypnotic Gaze</td>
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</tr>
<tr>
<td>212-220</td>
<td>Illusion of Normality</td>
<td>(1)</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Invisibility</td>
<td>(2)</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Iron Hard Skin</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Irrational Fear</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Irrational Hatred</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Levitation</td>
<td>(2)</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Limb Loss</td>
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<tr>
<td>212-220</td>
<td>Limb Transference</td>
<td>(1)</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Long Face</td>
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<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Long Neck</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Long Nose</td>
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<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Long Spines</td>
<td>15</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Mace Tail</td>
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<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Magic Immune</td>
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</tr>
<tr>
<td>212-220</td>
<td>Magic Resistant</td>
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<tr>
<td>212-220</td>
<td>Magician</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Mane of Hair</td>
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</tr>
<tr>
<td>212-220</td>
<td>Manic Fighter</td>
<td>2</td>
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</tr>
<tr>
<td>212-220</td>
<td>Manikin</td>
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<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Massive Intellect</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Mechanioid</td>
<td>2</td>
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</tr>
<tr>
<td>212-220</td>
<td>Mercreature</td>
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<tr>
<td>212-220</td>
<td>Metal Body</td>
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</tr>
<tr>
<td>212-220</td>
<td>Mindless</td>
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</tr>
<tr>
<td>212-220</td>
<td>Moronic</td>
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</tr>
<tr>
<td>212-220</td>
<td>Multiple Arms</td>
<td>0</td>
<td></td>
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<tr>
<td>212-220</td>
<td>Multiple Heads</td>
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</tr>
<tr>
<td>212-220</td>
<td>Multiplication</td>
<td>(3)</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>One Ear</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Overgrown Body Part</td>
<td>1</td>
<td></td>
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<tr>
<td>212-220</td>
<td>PlagueBearer</td>
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<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Pointed Head</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Poisonous Bite</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Powerful Legs</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Prehensile Tail</td>
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</tr>
<tr>
<td>212-220</td>
<td>Pseudopod</td>
<td>5</td>
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</tr>
<tr>
<td>212-220</td>
<td>Purplish</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Quadraped/Biped</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Rapid Regeneration</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Razor Sharp Claws</td>
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</tr>
<tr>
<td>212-220</td>
<td>Rearranged Face</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Regeneration</td>
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<tr>
<td>212-220</td>
<td>Rotting Flesh</td>
<td>0</td>
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<tr>
<td>212-220</td>
<td>Scaly Skin</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Scorpion Tail</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Short Legs</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Shrink</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Siamese Twin</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Silly Voice</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Silly Walk</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>212-220</td>
<td>Skull Face</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>
D1000
ROLL MUTATION FP
001-101 Atrophy 0
011-201 Bearded 1
021-041 Bestial Form 1
042-051 Beweaponed Extremities 1
052-061 Bird's Feet 0
062-071 Blood Rage 0
072-081 Chaos Spawn 0
081-122 Cloud of Flies 0
123-143 Cowardice 0
144-153 Dimensional Instability 0
154-194 Enormously Fat 0
195-204 Fear of Blood 0
205-224 Great Fangs 1
225-245 Great Horns 1
246-266 Headless 0
267-287 Hideous Appearance 10
288-307 Hopper 0
308-348 Horrible Stench 0
349-358 Iron Hard Skin 0
359-378 Irrational Fear 0
378-398 Irrational Hatred 0
399-408 Long Legs 1
409-418 Long Jaws 1
419-428 Mace Tail 0
429-439 Magic Resistant 0
440-459 Manic Fighter 0
460-469 Metal Body 5
470-510 Multiple Arms 0
511-531 One Eye 0
532-552 Pin Head 1
553-563 Plague Bearer 0
564-565 Poisonous Bite 0
566-674 Powerful Legs 0
675-695 Prehensile Tail 0
696-710 Puny 0
711-720 Razor Sharp Claws 0
721-740 Rejuvenation 0
741-760 Scaly Skin 0
761-780 Scorpion Tail 1
781-800 Short Legs 0
801-820 Silly Walk 0
821-840 Snake Tail 0
841-860 Tail 0
861-880 Tentacles 1
881-900 Very Agile 0
901-910 Very Fast 0
911-950 Very Resilient 0
951-990 Very Strong 0
991-000 Very Warty Skin 0

Notes - See above.

DOMINATE MUTATION TABLE
This table is used to determine mutations for units. Every creature in the unit is deemed to have the same mutation or mutations, for ease of handling. Mutations for personalities should be generated individually, using the full Chaos Mutation Generation Table.

799-802 Snake Tail 1
803-810 Spits Acid 10
811-818 Subject to Alcoholism 0
819-834 Subject to Fits 0
835-840 Suckers 1
841-848 Tail 0
849-858 Technology 0
859-862 Telekinesis 0
863-866 Teleport 0
867-870 Temporal Instability 0
871-880 Tenacles 1
881-894 Transparent Skin 2
895-898 Uncanny Resemblance 0
899-900 Vampire 2
901-908 Very Agile 0
909-912 Very Fast 0
913-920 Very Resilient 0
921-928 Very Strong 0
929-944 Very Warty Skin 0
945-952 Vividly Coloured Skin 0
953-960 Walking Head 1
961-964 Warp Frenzy 5
965-966 Weapon Master 0
967-974 Wings 1
975-992 Zoological Mutation 0
993-000 Invent Your Own *

Notes
FP is the Fear Point value of the mutation; values in brackets only come into play when the effect is used. Where the FP value is given as a multiplier (eg x2), the mutant's Fear Points total is multiplied by that number when the effect is used.
* indicates that the value is variable, according to the degree of mutation. This is explained in the individual mutation description.

Acid Excretion
The creature sweats an extremely potent acid. Any creature in contact with it suffers 1-5 £ hit from the acid in every turn round when last hit to hit the mutant. With: calculate the total number of failed hits made by the mutant and resolve all the acid attacks at once.

Non-magical weapons striking the mutant cause normal damage on the first wounding blow, but are then destroyed. Non-magical armour and shields will give normal protection against the next strike from the mutant, but are then destroyed. Magical weapons and armour are unaffected by the acid. The mutant may not wear non-magical armour or use non-magical weapons.

Additional Eye
The mutant grows an extra eye. A helmet which is part of a set of Chaos Armour will change to accommodate this; other helmets will have to be adapted or specially made.

Albino
The creature has dead white skin and glowing red, eyes. T-5.
A trophic body becomes shrivelled and atrophied. Each D6 to determine how many:

- one
- two
- three

If D6 again to determine which areas are affected:
- Head
- Arm
- Leg

One leg/creature may move at half its normal movement allowance with a crunch, or hop at one-third of its normal movement allowance.

Both legs - M = 0.

When rolling for a unit, determine the affected area(s) once, and assume all creatures in the unit are identical. 1-1/5, T -15% per area affected.

A Leered:
- The mutant is armed with a beak, which may be that of a bird, octopus, or octopus (GM's choice). The mutant has an additional Flock attack, may not wear a closed helmet. A +1.

Initial Face:
- The creature has a face like that of a beast. Select from the following:

<table>
<thead>
<tr>
<th>Type</th>
<th>Special Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ant</td>
<td>A +1, bite attack.</td>
</tr>
<tr>
<td>Ape</td>
<td>None.</td>
</tr>
<tr>
<td>Bat</td>
<td>A +1, bite attack. 'Sonar' Night Vision, 10/20 yards.</td>
</tr>
<tr>
<td>Bear</td>
<td>None.</td>
</tr>
<tr>
<td>Boar</td>
<td>A +1, gore attack.</td>
</tr>
<tr>
<td>Bull</td>
<td>A +1, gore attack.</td>
</tr>
<tr>
<td>Deer</td>
<td>A +1, gore attack.</td>
</tr>
<tr>
<td>Dog/Wolf</td>
<td>A +1, bite attack.</td>
</tr>
<tr>
<td>Eagle</td>
<td>A +1, bite attack. Excellent Vision (WFRP) only.</td>
</tr>
<tr>
<td>Horse</td>
<td>None.</td>
</tr>
<tr>
<td>Lion</td>
<td>A +1, bite attack.</td>
</tr>
<tr>
<td>Rabbit</td>
<td>Acute Hearing (WFRP) only. Night Vision 10/20 yards.</td>
</tr>
<tr>
<td>Raven</td>
<td>A +1, bite attack. Excellent Vision (WFRP) only.</td>
</tr>
<tr>
<td>Sheep/Goat</td>
<td>A +1, gore attack.</td>
</tr>
<tr>
<td>Snake</td>
<td>A +1, bite attack. Bite is poisonous as normal snake.</td>
</tr>
<tr>
<td>Spider</td>
<td>A +1, bite attack. Bite is poisonous as Giant Spider.</td>
</tr>
<tr>
<td>Wasps</td>
<td>A +1, bite attack.</td>
</tr>
</tbody>
</table>

For rolling for a unit, determine head type only, and assume all creatures in the unit are identical.

- One-tipped Extremities:
- The mutant's hands/paws are turned into weapons; roll D6 to determine type:
  - Blades
  - Maces

- Attacks now count as weapon attacks. The mutant cannot be stunned.

- Big Ears:
- The mutant has enormous ears, either large versions of its original one like those of an elephant, bat or rabbit (GM's choice). WFRP: Acute Hearing.

- Fluid's Feet:
- The mutant's legs and feet become birdlike. If the mutant has wings, gains 2 claw attacks. T +1/2.

- Jack Skin:
- The mutant's skin becomes completely black, while its eyes turn milky. WFRP: +20 to Hide tests at night or in dark surroundings.

- Blood Rage:
- The mutant becomes subject to frenzy whenever it sees blood—when within 12/24 yards of a wounded creature, including itself. The last time for 2D6 turns after there is no more blood to be seen. If enemies are in sight while the mutant is in frenzy, it will attack friends unless it makes a successful Cool test. The test is repeated every time the frenzied mutant is looking for a foe.

- WFRP: for units, you may prefer to use the definition of this mutation given in the rulebook, and simply rule that the unit is subject to frenzy.

- T +1.

**Blood Substitution**

The nature of the mutant's blood changes radically; roll D6 to determine the nature of the change:

1. Leeches
2. Maggots
3. Acid
4. Protoplasm
5. Molten Metal
6. Electricity

**Leeches/Maggots:** whenever the mutant is wounded, a stream of squirming things pours out of the wound. The mutant's opponent must make a successful I test to avoid the stream, which penetrates armour and clothing, causing 1 S 1 hit every turn/round for 2D6 turns/rounds or until the victim can strip off and get rid of them. **WFB:** The opponent is automatically hit on a D6 roll of 6.

**Acid:** whenever the mutant is wounded, a powerful acid will spray out of the wound; the mutant's opponent takes 1 S 3 hit, and must make a successful I test (+2/+20 modifier for closed helmet) in order to avoid being blinded.

**Protoplasm:** a translucent slime oozes from the mutant's wounds. When the mutant is reduced to zero W, the slime coalesces to fight on in its own right; its profile is as follows:

**WFRP:** treat as Annoebe, p.231.

The slime is immune to all psychological effects.

**Molten Metal:** whenever the mutant is wounded, molten metal sprays from the wound; the mutant's opponent takes 1 S 3 hit. The stream of molten metal will ignite any flammable substances within a 2/4 yard radius of the mutant. When the mutant is killed, it will explode, causing one S 4 hit to all creatures in a radius of 5/10 yards.

**Electricity:** whenever the mutant is wounded by a sword or other all-metal weapon, the electricity in its bloodstream pours through...
the weapon to cause one $3 hit. The damage is doubled if the victim is wearing metal armour. T + ½.

**Breathes Fire**
The mutant is able to breathe fire once per turn. The area of effect is cone-shaped, and all creatures within the area of effect are automatically affected by the fire, with no need to roll to hit. The size of the cone and the amount of damage caused vary with the size of the creature, as follows:

<table>
<thead>
<tr>
<th>Size</th>
<th>Length</th>
<th>Width at End</th>
<th>No. of Hits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Larger than</td>
<td>12'/24 yds</td>
<td>4'/8 yds</td>
<td>3</td>
</tr>
<tr>
<td>man-sized</td>
<td>6'/12 yds</td>
<td>2'/4 yds</td>
<td>2</td>
</tr>
<tr>
<td>Smaller than</td>
<td>3'/6 yds</td>
<td>1'/2 yds</td>
<td>1</td>
</tr>
<tr>
<td>man-sized</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

All hits are at the mutant's S.

The mutant may never breathe fire and bite at the same time.

**Brightly Patterned Skin**
The mutant's skin becomes brightly-coloured, with clashing or contrasting stripes, spots, or other patterns.

**Bulging Eyes**
The mutant's eyes become large and frog-like. This presents a bizarre appearance, but has no effect on the mutant's profile.

**Burning Body**
The mutant's body is eternally wreathed in hellish flames, and burns with an unearthly light.

The heat of the fire may drive back hand-to-hand opponents: subtract -2/-20 from their 'to hit' throws. When an opponent hits the mutant, there is a 50% chance that the opponent will suffer one $2 hit from the flames; when the mutant strikes an opponent, the opponent suffers a $4 hit from the flames, in addition to normal damage. The mutant may only carry equipment which is magical and/or a Chaos Gift; all other objects the creature touches will be destroyed by the flames. T +1.

**Chaos Lord**
The mutant has been favoured by the Gods of Chaos, and is chosen to lead its fellows. It gains 2D6 randomly-generated Beastmen as followers, and there is a 50% chance of being granted each of the following (thrown for each):

1. A complete suit of Chaos Armour
2. 2D6 spells, and the ability to cast them
3. 3D6 extra mutations;
4. A Demon Weapon

**WFB:**

<table>
<thead>
<tr>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>L</th>
<th>Cl</th>
<th>WP</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>+D6</td>
<td>+D6</td>
<td>+2</td>
<td>+1</td>
<td>+D3</td>
<td>+D4</td>
<td>+D5</td>
<td>+D5</td>
</tr>
</tbody>
</table>

**Chaos Spawn**
The mutant gains D6 additional mutations (WFB: units receive D3, rolled on the Dominant Mutation Table), and becomes one of the Chaos Spawn. Any creature becoming Chaos Spawn becomes subject to stupidity.

**Chaos Were**
The mutant becomes a Chaos Were. You will need two different models to represent it. Generate a random Chaos Beast with D6 mutations - this is the mutant's were-form, and you should keep a separate record of it.

The mutant is subject to frenzy. When it goes into frenzy, it must make a successful WP test or change to its were-form, and when the frenzy subsides it must make another successful WP test or be unable to change back until the next time it comes out of frenzy. The mutant gains 2 Fears Points when it changes into its were-form.

Each time the mutant gains a new mutation, the were-form gains a different mutation, which is diced randomly on the appropriate column of the Chaos Mutation Generation Table.

Chaos Armour will change shape to fit both 'normal' and 'were' forms. Chaos Were may not wear armour other than Chaos Armour.

**Cloud Of Flies**
The mutant is permanently surrounded by a great swirling mass of flies. Any hand-to-hand opponent attacks at a -1/-10 penalty as the flies block vision, buzz into mouths and noses, and so on.

**Cloven Hooves**
The mutant has cloven hooves instead of feet. It may not use any magical boots, but otherwise its profile and abilities are unaffected.

**Cowardice**
The mutant becomes extremely cowardly. A successful Cl test is required before it will charge. It also fears any attacker with greater numerical strength. WFB: character models with this mutation may not charge an enemy character model or an enemy unit containing a character model. Cl x ½.

**Crest**
The mutant's head is adorned with a crest: either a warded or feathered crest like a bird, or a membranous crest like a reptile.

**Cross Breed**
The mutant becomes a blend of its original species and an animal species. Select one from the list below or dice randomly.

**D20**

<table>
<thead>
<tr>
<th>Type</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Ant</td>
<td>Ape</td>
<td>Rat</td>
<td>Bear</td>
<td>Boar</td>
<td>Bull</td>
<td>Deer</td>
<td>Dog/Wolf</td>
<td>Dragon</td>
<td>Eagle</td>
</tr>
<tr>
<td></td>
<td>11</td>
<td>12</td>
<td>13</td>
<td>14</td>
<td>15</td>
<td>16</td>
<td>17</td>
<td>18</td>
<td>19</td>
<td>20</td>
</tr>
<tr>
<td></td>
<td>Horse</td>
<td>Lion</td>
<td>Rabbit</td>
<td>Badger</td>
<td>Raven</td>
<td>Sheep/Goat</td>
<td>Snake</td>
<td>Spider</td>
<td>Tiger</td>
<td>Weasel</td>
</tr>
</tbody>
</table>

Roll D6 to determine how many body areas are affected, and roll for each one on the following table. Retravel any duplicate results.

**D6**

<table>
<thead>
<tr>
<th>Body Area</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Head</td>
<td>Left Arm/Shoulder</td>
<td>Right Arm/Shoulder</td>
<td>Torso</td>
<td>Left Leg/Foot</td>
<td>Right Leg/Foot</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

You will have to develop your own rules for the resulting hybrid, guided by common sense. A mutant who gains the head of a beast will have any sensory abilities and bite or gore attacks of the original beast, for example; while a mutant who gains clawed hands and feet will gain the appropriate attack forms.

If the mutant was previously a Warrior of Chaos or Chaos Sorcerer: it becomes a Beastman immediately, and any future character development is carried out on this basis.

**Crystalline Body**
The mutant's body becomes a living crystal form. It is tough, but easily shattered. T becomes 6, W becomes 1. Neither score is altered by subsequent character development, or by mutations unless they change the mutant's structure from crystal to something else.

**Dimensional Instability**
The mutant becomes subject to instability, as set down in the rulebooks.

**Duplication**
The mutant splits into two entirely separate and identical beings. From this point onward, each duplicate is a separate entity, gaining additional mutations and gifts independently of its twin.

**Elastic Arms**
The creature's limbs stretch out at will to allow it to strike at ranges of up to 1+ D6/2+2D6 yards. Its victim may only strike back on a successful Initiative test. WFB: Opponents may only strike back in a score of 4, 5 or 6 on a D6. Chaos Armour will stretch with the limb to give protection against injury; other armour will not stretch, and the mutant is treated an unarmoured when the opponent strikes back.

**Enormously Fat**
The mutant is enormously fat and bloated. M x ½, T +1, L 1/4B.

**Enormous Noise**
The mutant periodically makes a deafening sound. This could be a wild, manic laugh, a mighty breaking of wind, a crazed scream or wail, or any other noise that you may care to devise. Each turn round, roll D6: a result of 6 indicates that the mutant has produced its sound. The mutant's companions will, of course, be entirely accustomed to this sound, but all others within 6/12 yards will be sufficiently startled to make all dice rolls that turn round with a penalty of -1/-2.

**Evil Eye**
The mutant's gaze can place a curse on any creature which meets it. Any creature coming within 4'/8 yards of the mutant must make successful magic saving throw or be unable to avoid meeting the mutant's gaze. Creatures which meet its gaze have a -1/-10 modifier to all dice rolls for as long as the mutant lives.
**Extra Joints**
The mutant develops extra joints in one or more of its limbs. Roll 3d6 to determine which limbs are affected:

- 1-4 Arms I +1/+10
- 5-8 Legs M +1
- 9-12 Arms and Legs I +1/+10, M +1

**Extremely Thin**
The mutant is as thin as a stick drawing; a matchstick figure. T x \(\frac{1}{2}\).

**Eyestalks**
The mutant has stalked eyes, like a crab. **WFRP**: 10% of all head hits will sever an eyestalk, but cause no further damage. Helmets provide protection to the eyestalks.

**Fear Of Blood**
Any appreciable amount of blood (1 W or more) is split within 6'/12' of the mutant must make a successful WP test or faint for D6 turns.

**Feathered Hide**
The mutant's hide is covered in feathers, often including vestigial (and useless) wing membranes between arms and body.

**Featureless Face**
The mutant's facial features disappear, leaving an entirely smooth head. Despite the lack of features, the mutant's senses are unimpaired.

**Fuming Skull Face**
The mutant's head becomes a fleshy skull, surrounded by hellish flames **WFRP**. Any unprotected flesh coming into contact with the fuming skull takes one 3 1 hit from the flames, and any flammable substance coming into contact with the skull is ignited.

**Furry**
The mutant's body grows covering of long, dense fur. If the mutant is naturally furry then it becomes even more so; its features and even shape are obscured by the mass of hair. **WFRP**: at the GM's option, the dense fur may give \(0/1\) Armour Points on all locations.

**Gas Emission**
One of the mutant's bodily orifices emits clouds of gas. These clouds are hemispherical, D4 x D4 x 2 yards in diameter, and the mutant releases D6 clouds per day. Roll at the beginning of the day or battle to determine how many clouds the mutant can emit, then roll a D6 every turn/round; on a roll of 5 or 6 on a D6, the mutants emits a cloud of gas.

The size and frequency of the gas emission may be varied at the GM's whim, according to the mutant's size or other factors. The gas clouds will last for the same time as the second level Battle Magic spell **Mystic Mist**. At the GM's option, they may be moved across the battlefield by the wind, travelling at a speed of D6\(2^2\) D6 x 2 yards per turn; wind direction may be determined using a D8, where 1 = north, 2 = north-east, and so on.

Roll D6 to determine the type of gas produced by the mutant, or select one. The type of gas does not change once it has been determined.

<table>
<thead>
<tr>
<th>D6 Roll</th>
<th>Type</th>
<th>Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Poison</td>
<td>T test or die.</td>
</tr>
<tr>
<td>3</td>
<td>Paralysing</td>
<td>T test every turn/round spent in the cloud; failure indicates paralysis until a successful test is made.</td>
</tr>
<tr>
<td>4</td>
<td>Noxious</td>
<td>T test or become nauseous for D20 - T turns, -1/-10 penalty on all dice rolls during that time.</td>
</tr>
<tr>
<td>5</td>
<td>Oily Smoke</td>
<td>Same effect as <strong>Mystic Mist</strong> spell.</td>
</tr>
<tr>
<td>6</td>
<td>Crazy Gas</td>
<td>T test every turn/round spent in the cloud; failure indicates that the victim goes into <strong>frenzy</strong> until a successful test is made.</td>
</tr>
</tbody>
</table>

**WFB**: Resolve damage effect with a strength of 3 against the creature's **toughness**.

All individuals caught in the gas cloud are affected unless they have specific immunities or other abilities which protect them. For example, Crazy Gas will not affect creatures which are immune to all psychology rules. All effects last until the affected creatures leave the cloud, unless the table states otherwise.

**GM's Choice**
The mutant receives a mutation of the GM's choice.

**Great Fangs**
The mutant grows huge fangs, gaining a bite attack if it does not already have one. Bite attacks are made with a \(+1/+10\) bonus to hit. **WFRP**:
in the case of units, the extra attack is available to every second model fighting.

**Great Horns**
The mutant's head grows horns, and it gains a gore attack if it does not already have one. Gore attacks are made with a +1/+4 hit bonus to hit. A helmet which is part of a suit of Chaos Armour will change to accommodate this mutation; all other headgear must be discarded. WFB: the burst attack is available to every second model fighting.

**Growth**
The mutant grows to D3 +1 times its natural size. The profile is affected as follows:

<table>
<thead>
<tr>
<th>Growth</th>
<th>M</th>
<th>WS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>I</th>
<th>FP</th>
</tr>
</thead>
<tbody>
<tr>
<td>x2</td>
<td>-</td>
<td>+2</td>
<td>+1</td>
<td>x1½</td>
<td>-1/-40</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>x3</td>
<td>-</td>
<td>+1</td>
<td>+3</td>
<td>+2</td>
<td>x2</td>
<td>-5/30</td>
<td>2</td>
</tr>
<tr>
<td>x4</td>
<td>-2/+20</td>
<td>+4</td>
<td>+3</td>
<td>x2½</td>
<td>-5/50</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

Chaos Armour will change to accommodate this mutation; other armour must be discarded and new equipment of appropriate size acquired.

**Headless**
The mutant is headless, having its head situated on its chest. It may not wear body armour other than Chaos Armour. **WFRP**: all head hits should be treated as body hits.

**Hindleg Appearance**
The mutant's appearance becomes indescribably hideous. It causes a **-2/2 terror** in creatures smaller than itself, and a **-2/2 terror** in others.

**Hopper**
One leg becomes huge and powerful, while the other or others waste away to nothing. The mutant may only move by hopping. M x one-third, rounding fractions to the nearest whole number.

**Horrible Stench**
The mutant smells very, very bad. Roll D6/D6 x 2 to discover the range of the stench in inches/yards. The stench affects all non-Chaos creatures within this range; creatures which do not have a sense of smell are immune. Creatures affected by the stench roll make all dice rolls at a -1/-10 penalty until they move out of range - even if the mutant has been killed. Elves must make a LD test or refuse to move within the area of effect. The monster's comrades will be entirely useless to the smell, and will be quite proud of its effects on others. WFB: the unit makes Rout tests with a +2 bonus.

**Huge Head**
The mutant has a huge head. **WFRP**: 20% of all body hits, and 10% of all aim hits, actually hit the head instead. The mutant may only wear a helmet which is part of a suit of Chaos Armour.

**Hunchback**
The mutant has a grossly hunched and twisted back. While this looks grotesque, it has no effect on the mutant's profile. Chaos Armour will change to accommodate this mutation - other armour must be discarded or specially made.

**Hypnotic Gaze**
The mutant may fix its gaze on one opponent at a time within 6/12 yards. The victim may attempt a test magic saving throw to avoid the gaze. If the test is failed, the victim is fixed, and may not move or perform any other actions (WFRP: static target). The victim will remain fixed as long as the mutant's gaze remains upon it. Once the victim is free of the mutant's gaze, it needs to make a successful magic saving throw to be able to act again.

**Illusion Of Normality**
Until an enemy comes into actual physical contact with the mutant, it is able to present an illusionary appearance of being a perfectly normal individual of its original species. Once hand-to-hand combat is joined, however, the mutant is visible for what it really is, and any **fair** and **terror** effects come into play.

**Invisibility**
The mutant can turn invisible at will. While it is invisible, the GM must keep a record of its position.

The mutant must become visible in order to attack, although it may attempt to strike and then turn invisible again immediately. In this case, the victim must make a successful 1 test in order to be able to strike back. *Fear Points* 2 on appearing.

**Iron Hard Skin**
The mutant has chitinous, warry or scaled skin (GM's choice or equal chance of each). WFB: it adds +1 to its armour saving throw; **WFRP**: it has an additional 2 Armour Points on each location. There is a 50% chance that any non-magical weapon which strikes the mutant but does not cause damage will break.

**Irrational Fear**
The mutant has an irrational fear of one or more things, and is subject to the appropriate psychological effects whenever it encounters such things. Roll D6 to determine how many things the mutant is frightened of or terrified of:

| 1-4 | Fear |
| 5-6 | Fear +2/Terror |

Finally, roll D100 to determine the object of the fear:

| 01-30 | GM's choice |
| 31-37 | Humans |
| 38-45 | Elves |
| 46-52 | Dwarfs |
| 53-57 | Anything larger than itself |
| 58-68 | Creatures of Good alignment |
| 69-78 | Wizards |
| 79-80 | Goblins |
| 81-82 | Orcs |
| 83-84 | Winged Creatures |
| 85-94 | Things of a particular colour (GM's choice or determine randomly) |
| 95-96 | Loud Noises |
| 97-98 | Reptiles |
| 99-00 | Insects |

**Irrational Hatred**
The mutant hates one or more things, and is subject to the appropriate psychological effects whenever it encounters such things. Roll D6 to determine how many things the mutant hates:

| 1-3 | 1 |
| 4-5 | D4 |
| 6-8 | D6 |

Then roll D100 for each to determine the object of its hatred:

| 01-30 | GM's choice |
| 31-37 | Humans |
| 38-45 | Elves |
| 46-52 | Dwarfs |
| 53-57 | Anything larger than itself |
| 58-68 | Creatures of Good alignment |
| 69-78 | Wizards |
| 79-80 | Goblins |
| 81-82 | Orcs |
| 83-84 | Winged Creatures |
| 85-94 | Things of a particular colour (GM's choice or determine randomly) |
| 95-96 | Loud Noises |
| 97-98 | Reptiles |
| 99-00 | Insects |

**Levitation**
The mutant may levitate, using Magic Points as if it were a Wizard. Roll 2D10 to determine how many Magic Points the mutant has; these may only be used for levitation, and should be noted separately from spellcasting Magic Points.

**Limb Loss**
The mutant loses one or more limbs. Roll D6 to determine:

<table>
<thead>
<tr>
<th>D6 Roll</th>
<th>Limb(s) Lost</th>
<th>Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Both/All Arms</td>
<td>No weapon or claw attacks possible; no shield.</td>
</tr>
<tr>
<td>2</td>
<td>Both/All Legs</td>
<td>M 0 unless carried.</td>
</tr>
<tr>
<td>3-4</td>
<td>One Arm</td>
<td>Equal chance of weapon arm or shield arm.</td>
</tr>
<tr>
<td>5-6</td>
<td>One Leg</td>
<td>M x ½ with crutch, M x one-third without.</td>
</tr>
</tbody>
</table>
WFRP: Losing one or both arms will affect Dex and manual skills; losing one or both legs will affect movement skills. The GM should impose penalties as appropriate, taking into account the number of remaining limbs (loss of one arm will affect a four-armed character less radically than a two-armed character), and any other relevant points.

**Limb Transference**
One or more parts of the mutant’s anatomy have been moved about. Roll D6 to determine how many parts have been moved:

<table>
<thead>
<tr>
<th>1-4</th>
<th>1 Part</th>
</tr>
</thead>
<tbody>
<tr>
<td>5-6</td>
<td>2 Parts</td>
</tr>
<tr>
<td>7-8</td>
<td>3 Parts</td>
</tr>
<tr>
<td>9-0</td>
<td>4 Parts</td>
</tr>
</tbody>
</table>

Roll D10 to determine which parts are affected:

<table>
<thead>
<tr>
<th>1-2</th>
<th>Head</th>
</tr>
</thead>
<tbody>
<tr>
<td>3-4</td>
<td>Eyes</td>
</tr>
<tr>
<td>5-6</td>
<td>Mouth</td>
</tr>
<tr>
<td>7-8</td>
<td>Arm/Hand</td>
</tr>
<tr>
<td>9-0</td>
<td>Leg/Foot</td>
</tr>
</tbody>
</table>

Roll D10 again to determine where they are moved to:

<table>
<thead>
<tr>
<th>1-2</th>
<th>Head</th>
</tr>
</thead>
<tbody>
<tr>
<td>3-4</td>
<td>Chest</td>
</tr>
<tr>
<td>5-6</td>
<td>Back</td>
</tr>
<tr>
<td>7-8</td>
<td>Stomach</td>
</tr>
<tr>
<td>9-0</td>
<td>Hip</td>
</tr>
<tr>
<td>1-2</td>
<td>Groin</td>
</tr>
<tr>
<td>3-4</td>
<td>Elbow</td>
</tr>
<tr>
<td>5-6</td>
<td>Knee</td>
</tr>
<tr>
<td>7-8</td>
<td>Hand</td>
</tr>
<tr>
<td>9-0</td>
<td>Foot</td>
</tr>
</tbody>
</table>

**Long Legs**
The mutant has exceptionally long legs. M +1.

**Long Neck**
The mutant has a long giraffe-like neck. WFRP: any Critical Hit to the head has a 25% chance of severing the neck.

**Long Nose**
The mutant has a long, protruding nose or snout. At the GM’s option, it may have an exceptionally keen sense of smell, although rules for this will have to be improvised.

**Long Spines**
The mutant has long spikes or spines growing from its body. Any hand-to-hand combat opponent must make an I test each turn/round or take an automatic S1 hit from the spikes. There is a 10% chance that they are poisonous WHB: a hand-to-hand opponent is hit automatically on the D6 rolled 6. The mutant may only wear Chaos Armour.

**Mace Tail**
The mutant has a long, flexible tail with a mace-like bony excrescence at the tip, like Fimir and some dinosaurs. The mutant gains an extra tail-lash attack (unless it already has one), and the tail-lash has an effective Strength equal to the mutant’s S +1.

**Magic Immune**
Magic has no effect upon this mutant. It is completely immune to all spells, and to all magical effects generated by creatures and magic items. Magical weapons may still harm it, but are treated as normal weapons of their type.

**Magic Resistant**
WFRP: the mutant has a +2 bonus to any magic saving throw. WFRP: the mutant has a +2 bonus to all Magic tests.

**Magician**
The mutant is granted magical powers. WFRP: it becomes a level 1 Chaos Sorcerer or Beastman Wizard as appropriate. WFRP: it becomes an Initiate Chaos Sorcerer or Beastman Wizard as appropriate. It has 93 spells. Ignore this result if the mutant is already a spellcaster, or is **Mindless or Moronic** - do not reroll.

**Mane Of Hair**
The mutant has an enormous mane of hair, like a lion or a horse. While it looks bizarre, it has no effect on its profile or fighting characteristics.

**Manic Fighter**
The mutant hates any enemy regiment or figure that comes within 24 yards of it. WFRP: it need never make a Rout test as a result of hand-to-hand combat; WFRP: it can never be forced to leave combat.
Manikin
This unusual Chaos mutation causes the facial features of the mutant to atrophy, until only the mouth is functional. Meanwhile a miniature upper body, complete with arms and head, grows from the top of the redundant forehead. WFRP: 25% of head hits are on the manikin, which has 10% of the mutant's W points; the mutant cannot survive the destruction of the manikin.

Massive Intellect
The mutant's intelligence is enhanced: Int + 2/-20.

Mechanoid
The mutant has metallic mechanical parts substituted for some or all of its natural limbs and organs. Roll D6 to determine the extent of the mutation.

1-3 Completely mechanical - the mutant is a 'Robot'; roll D6 again for mode of locomotion.
4-6 'Normal' limbs
5 Wheels
6 Tracks

You should decide for yourself what the effects of this will be. For example, a mutant with wheels will not be able to climb stairs, whereas a mutant with tracks might, although neither will be able to climb over a wall.

4-6 Partially mechanical - D4 bodily parts are mechanical; roll D10 to determine which:
1 Head A +1, bite attack.
2 Body T +2
3-5 Arm Equal chance of either S +2, WS +1/-10, affected arm only.
6-7 Hand Equal chance of either S +2, Dex +20, affected hand only.
8-0 Legs M +1. Optionally, roll D6 on the table above to determine if the mutant is wheeled or tracked.

Metal parts count as armour. WFB: if the mutant is completely mechanical, it has an armour saving throw of 4, 5 or 6; if it is partly mechanical, it has an armour saving throw of 5 or 6. WFRP: the mutant has 1 Arm Point on each mechanical location, and may only be killed by a blow to the head or body - critical hits to other locations are not fatal, and the critical effect descriptions may have to be amended accordingly.

Mercerature
Instead of legs/feet the mutant has a fish-like tail. It is also equipped to breathe underwater if necessary. The mutant is able to move through water at its normal movement rate.

Metal Body
The mutant is made up of living metal. It is immune to non-magical weapons, and there is a 50% chance that any non-magical edged weapon striking it will shatter. It is also immune to the effects of heat and cold, and takes no damage from attacks based on fire or cold. Electricity-based attacks cause double normal damage.

WS x ½, BS x ½, S +3, T = 7.

Mindless
The mutant becomes a total automaton, doing no more than obeying the commands of whoever currently holds sway over it. It is immune to all psychology rules, and cannot be forced to leave combat. When this mutation is gained, the mutant can no longer lead a group, and command passes to the next most able individual. Int = 0.

Moronic
The mutant is subject to stupidity; and must make an IQ test whenever trying to do anything that requires the least thought: fighting, running, going through a doorway, etc. Int -2/-20.

Multiple Arms
The mutant grows extra arms. Roll D6 to determine how many:

1 One
2-4 Two
5 Three
6 Four

A +1 per extra arm. An arm may be used to carry a shield or a weapon - no mutant may carry more than two shields. WFB: each shield reduces the mutant's armour saving throw by 1. WFRP: a shield counts as 1 Armour Point on each body area, as explained on p221 of the rulebook - a mutant carrying two shields has 2 AP on all body areas, in addition to any armour worn.

T +½ per extra arm.

Multiple Heads
The mutant grows one or more extra heads. Roll D6 to determine how many:

1-5 One
6 Two

Roll D6 again for each new head to determine species:

1-3 Mutant's original species
4-5 Other Humanoid (Dwarf, Elf, Goblin, Orc, etc.)
6 Animal (see Bestial Face above)

If two or more heads are subject to animosity against each other, or if one or more heads are subject to stupidity, the mutant must make a WP test at the start of any combat or in any other stressful situation; failure indicates that the mutant will not and argue with itself until a successful WP test is made to bring the heads back into accord with each other. It may perform no other action during this time, but may attempt the test every turn/round until successful. At the GM's option, a particularly serious failure of the test may result in two or more heads attacking each other.

When the heads are working together, the mutant will have at least as many weapon attacks as it has heads. T = ½.

Multiplication
The mutant may duplicate itself by splitting into two or more entities for a limited time. This will only occur during periods of stress: when the mutant is within 12'/24 yards of an enemy, if it rolls 6 or a D6 it will split into D6 smaller beings.

Each duplicate will be proportionately smaller than the original mutant, with its Strength and Wounds proportionately divided, subject to a minimum score of 1. The rest of the profile remains the same. For example, a mutant with S5 and W3 splits into three; each duplicate will have a profile identical to the mutant's original profile, except that S and W will both be 1.

The duplication lasts for D6xD6 turns; at the end of this time the replicas are re-united at a point equidistant, as far as possible, for all of them. As long as at least one replica survives, the mutant will be restored to its original size and health.

One Eye
The mutant has a single huge eye, like a cyclops. BS x ½, owing to lack of depth perception.
Overgrown Body Part
One or more parts of the mutant’s body become overgrown. Roll D10 to determine which part is affected, then roll D3 + 1 to determine the extent of the growth.

<table>
<thead>
<tr>
<th>D10</th>
<th>Part</th>
<th>Growth</th>
<th>M</th>
<th>W S</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>I</th>
<th>A</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>One Arm</td>
<td>x2</td>
<td>-1</td>
<td>+1/10</td>
<td>+1</td>
<td>+1/5</td>
<td>+1/10</td>
<td>-1</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td>x3</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>+1/5</td>
<td>+1/10</td>
<td>-1</td>
<td>-1</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>All Arms</td>
<td>x2</td>
<td>-</td>
<td>+1/10</td>
<td>+1</td>
<td>+1/5</td>
<td>+1/10</td>
<td>-1</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td>x3</td>
<td>-1</td>
<td>-</td>
<td>1/10</td>
<td>+1</td>
<td>+1/5</td>
<td>-1/10</td>
<td>-1</td>
<td>-1</td>
</tr>
<tr>
<td>3</td>
<td>One Leg</td>
<td>x2</td>
<td>x1/2</td>
<td>1/10</td>
<td>+1</td>
<td>+1/5</td>
<td>-1/10</td>
<td>-1</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td>x3</td>
<td>x1/2</td>
<td>-1/10</td>
<td>+1</td>
<td>+1/5</td>
<td>-1/10</td>
<td>-1</td>
<td>-1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>x4</td>
<td>x1/2</td>
<td>-1/10</td>
<td>+1</td>
<td>+1/5</td>
<td>-1/10</td>
<td>-1</td>
<td>-1</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>All Legs</td>
<td>x2</td>
<td>x1/2</td>
<td>+2</td>
<td>+1</td>
<td>+1/5</td>
<td>+1/6</td>
<td>-1</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td>x3</td>
<td>x1/2</td>
<td>-1/10</td>
<td>+1</td>
<td>+1/5</td>
<td>-1/10</td>
<td>-1</td>
<td>-1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>x4</td>
<td>x1/2</td>
<td>-1/10</td>
<td>+1</td>
<td>+1/5</td>
<td>-1/10</td>
<td>-1</td>
<td>-1</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Head</td>
<td>x2</td>
<td>-</td>
<td>+1</td>
<td>+1/5</td>
<td>+1/6</td>
<td>-1</td>
<td>-1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>x3</td>
<td>-</td>
<td>-</td>
<td>+1</td>
<td>+1/5</td>
<td>+1/6</td>
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<td>+1</td>
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Notes:
Where one arm or hand is affected, WS and S adjustments apply to that arm only, and A adjustments apply only if it is the mutant’s normal weapon arm.
Mutants with one overgrown leg hop at half their normal movement allowance, and may not charge.
* Mutants with a heavily overgrown torso (x3 or x4) may only move on all fours, at three-quarters of their normal movement allowance.

Pin Head
The mutant has a tiny head, out of all proportion to the size of its body. It becomes Moronic (qv).

Plague Bearer
The mutant carries a vile disease - Nurgles Rot in the case of followers of Nurgles, otherwise the GM should determine its characteristics. WFB: it might require an infected character or unit to make a T test at the beginning of each turn/round, losing 1 T or 1 W on each failed test, or have some other effect of your own devising. WFRP: you might elect one of the diseases detailed on pp 82-3 of the rulebook, or design your own.
The chances of infecting a hand-to-hand combat opponent are as follows:

<table>
<thead>
<tr>
<th>Item</th>
<th>Alternatives</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bite attack:</td>
<td>80%</td>
</tr>
<tr>
<td>Claws attack:</td>
<td>60%</td>
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<tr>
<td>Weapon attack:</td>
<td>40%</td>
</tr>
<tr>
<td>Other combat:</td>
<td>20%</td>
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</tbody>
</table>

Poisonous Bite
The mutant’s bite is poisonous, and should be treated as the bite of a Giant Snake. If the mutant did not previously have a bite attack, it gains one, at §1.

Powerful Legs
The mutant is equipped with powerful legs, like those of a kangaroo or rabbit. It may make normal move, and then leap half as far again. It may leap over man-size or smaller troops and obstacles.

Prehensile Tail
The mutant grows a prehensile tail, capable of wielding an additional hand weapon or shield. A +1

Pseudo-Demonhood
The mutant gains all the physical advantages of Demonhood, but none of the magical abilities.

Puny
The mutant shrivels to one-quarter of its original weight, and its muscles wither almost to nothing. § 3 T and § 4 are reduced to one-quarter of their original values, rounding down, subject to a minimum score of 1 in each characteristic.

Quadruped/Biped
If the mutant is a biped, it becomes a quadruped. If it is a quadruped, it becomes a biped. If a biped has more than two arms, there is a 50% chance that only two of them will become legs, leaving one or more arms free to manipulate weapons and tools. A quadruped’s forelegs become arms with manipulative hands. This will affect the mutant’s A and Dex scores, the extent to which they are affected is up to the individual GM. For example, a mutant with no arms can have no Dex score, and may not make weapon attacks.

Rapid Regeneration
The mutant has regenerative powers (see Regeneration below) at greater than normal rate. WFB: roll twice to regenerate; WFRP: regain 2 W per turn.
Razor Sharp Claws
The mutant grows long, sharp claws, which count as hand weapons for combat and strike at the mutant’s S +1. It may not be disarmed.

Rearranged Face
The mutant’s face is completely rearranged. Possibilities include: mouth and eyes change places; mouth in forehead, whole face upside-down, mouth vertical with one eye and one nostril on either side.

Regeneration
The mutant has the same regenerative powers as a Troll. See the respective rulebooks for details.

Rotting Flesh
The mutant’s flesh hangs from its body in rotting and putrescent fronds. While this looks horrific, the mutant’s profile is not affected.

Scaly Skin
The mutant has reptilian scales instead of normal skin. WFB: +1 to armour saving throws. WFRP: 0/1 AP on all locations, as leather armour.

Scorpion Tail
The mutant grows a scorpion tail, allowing it an extra attack to the front and sides only. Roll D6:

1-2 Non-Poisonous
Counts as additional weapon attack; Tail attack, poisonous, front only, as Manticore.

4-6 Poisonous

A +1

Short Legs
The mutant’s legs shrink to half their normal size. M x ½

Shrink
The mutant shrinks; roll D6 to determine the extent of the size reduction:

1-2 half original size
3-4 one-third original size
5-6 one-quarter original size

The effect on the mutant’s profile is as follows:

Shrinkage M S T W I
Half x2/3 x2/3 - x2/3 +1/4 10
One-third x1/3 x1/3 - x1/3 +2/4 20
One-quarter x1/3 x1/3 - x1/3 +3/4 30

No characteristic may fall below 1.

Siamese Twin
The mutant becomes two joined entities. Each has its own profile, and subsequent mutations are rolled for each independently. If either twin is killed, both will die. If either twin gains the mutation Duplication there is a 50% chance that the twins will be separated, becoming fully independent of each other.

Roll D6 to determine how the twins are attached:

1-3 Back to back Mutant cannot be attacked from the rear. No tail attacks possible.

4-6 Side by side Twins have only the same number of arms as the original mutant.

M x ½ for both types of mutant.

Silly Voice
The mutant’s voice changes, becoming squeaky, stuttering, trumpeting, honking or otherwise unusual and open to ridicule. This has no effect on its profile or abilities.

Silly Walk
An extreme mannerism in the mutant’s perambulatory technique endows it with a ridiculous gait. M -1.

Skull Face
The flesh of the mutant’s face dissolves, leaving a skull. While this mutation presents a horrifying appearance, it has no effect on the mutant’s profile.

Snake Tail
The mutant grows a tail which ends in a snake’s head. The mutant gains a tail attack (S 1). There is a 50% chance that the snake’s bite is poisonous, like that of a Giant Snake.

Spits Acid
The mutant may spit acid at any time rather than making a bite attack. It may spit acid up to 5/10 yards, using BS to determine whether the acid has hit. If successful, the attack causes one BS hit, and the victim must make a successful I test (+2/+20 bonus for a closed helmet) or be blinded. WFB: Victims are blinded on a D6 roll of 4, 5 or 6.

Subject To Alcoholism
The mutant becomes subject to alcoholism - WFRP only.

Subject To Fits
The mutant becomes subject to fits brought on by stressful situations. Whenever it is in melee and is fired upon, or is within 12/724 yards of anything it fears, there is a 10% chance of a seizure taking place. While the mutant is suffering from a fit, it can do nothing but lie on its ground twitching and frothing (WFRP: prone target). Roll D100 to see how long the fit lasts:

01-50 1 turn
51-75 2 turns
76-85 D3 turns
86-95 D6 turns
96-00 D10 turns

Suckers
The mutant’s limbs and body become covered in powerful suckers. In any round where a hand-to-hand combat opponent fails to hit it (regardless of whether or not it is wounded), the mutant may attach itself by making a normal attack roll. Once attached, it has a bonus of +2/+20 to its WS, and its opponent suffers a similar penalty. The mutant will be detached by any wounding hit.

Tail
The mutant grows a long tail. Chaos Armour will change to accommodate this; other armour must be adapted or specially made. The tail has no effect on the mutant’s profile and abilities.
Technology
The mutant’s Int is increased by +2/+20, subject to a maximum of 10/100 and a minimum of 6/27, and it gains a strange, obsessive aptitude as a mechanic. Given the nature of a Chaos Creature’s lifestyle, this gift will inevitably be directed towards the manufacture of weaponry.

Roll D6 to determine the level of technology available to the mutant:

- D6 Level Typical Weapons
  - 3 Early Metal Revolver, Breach loading rifle, Cartridge Shotgun, Cased-shell field gun.
  - 4 Late 20th Century Machine gun/sub-machine gun, missile launcher, grenade, flame thrower, automatic pistol.
  - 5-6 Future Bolter, Laser and Blast weapons, etc.

The mutant and any followers will be suitably armed and equipped. The exact nature of any weapons may be determined by the GM. Rules for black-powder weapons can be found in the respective rulebooks. Rules for futuristic weaponry can be found in the Warhammer 40,000 battle rules.

Telekinesis
This power permits the mutant to move small, inanimate objects by force of will alone. The mutant may perform no other action while using telekinesis.

The range of the effect is D4 x D6/D4 x D6 x 2 yards, and this power is most commonly used for the remote control of weapons. The telekinetic mutant may do nothing else (even walk) while operating a weapon, and the weapon fights with half the mutant’s WS and with a S calculated as follows:

WFB: Mutant’s Int minus twice the range in inches;

WFRP: Mutant’s Int minus range in yards.

Mutants larger than man-size may use telekinesis to pick up rocks and drop them on victims, using the rules for stone throwing machines in WFB. Any Telekinetic may drop sharp objects on victims, counting as a long bow firing at short range, and using half the mutant’s BS.

Teleport
The mutant has a teleport ability; roll D6 to determine its nature:

- 1-4 Teleport Self
- 5 Teleport Others
- 6 Teleport Self and Others

Teleport Self: allows the mutant to teleport itself and anything it is holding/carrying up to D6xD6/D6xD6x2 yards at will. It may not teleport any other living creature, except a familiar.

Teleport Other: allows the mutant to teleport any single creature or object within D3 x D3 x 2 yards up to a distance of D6xD6/D6xD6x2 yards. Creatures who do not wish to be teleported may make a WP test to resist the effect. The victim may not be teleported into mid-air or into a solid object.

The mutant may not perform any other action while using its teleport ability.

The mutant must make a successful Int test while using the ability; failure indicates a degree of inaccuracy. Roll D8 to determine the direction from the intended spot (1 = north, 2 = north-east, and so on), then calculate the distance as follows:

Failed by 01-10 Result
 11-20 D3 x D6 yards out
 21-40 D6 x D6 yards out
 41 or more 4D6 x 4D6 yards out

Tentacles
The mutant’s arms turn into tentacles. Roll D6 to determine how many are affected:

- 1 One arm
- 2-3 D3 arms
- 4-6 All arms

The tentacles may grip weapons normally, but do not permit the fine manipulation of objects (WFRP: Dex = 0).

Temporal Instability
The mutant becomes unstable in the dimension of time, and may ‘skip’ the time line. This may happen in one of two ways:

Involuntary Roll D6 every turn/round. On a roll of 6, the mutant disappears for D6 turns.

Voluntary Roll D6 every turn/round. On a roll of 6, the mutant disappears for D6 turns. The mutant may modify this roll by 1 point either way.

In both cases the mutant will reappear in the spot from which it disappeared. No time will have passed for it subjectively.

Transparent Skin
The mutant’s skin becomes completely transparent, revealing its inner workings for all to see. While this looks bizarre, it has no effect on the mutant’s profile or fighting ability.

Uncanny Resemblance
The mutant’s facial features and, to whatever extent is practical, the rest of its physical characteristics resemble a member of your gaming group, or some other friend or associate (Mum, Dad, Wife, Boss - whatever), or anyone you like. This has no effect on its profile or abilities, unless the GM rules otherwise.

Vampire
The mutant becomes a kind of Vampire, requiring meals of human blood in order to survive. It starts its vampiric existence with 065 Magic Points, and must expend 10 points per day in order to remain active. Each W point of blood taken from a victim replenishes 1 Magic Point. The mutant does not have any of the other special powers or weaknesses of a Vampire.

Very Agile
The mutant becomes extraordinarily agile - T +1/+10.

Very Fast
The mutant becomes very quick on its feet, or wheels, or tentacles, or... M +1.

Very Resilient
The mutant is very resilient. T +1.

Very Strong
The mutant is very strong. S +1.

Very Warty Skin
Every inch of the mutant’s body is covered in warts. WFB: -1 to armour saving throws. WFRP: 0/1 AP on all locations, as leather armour.

Vividly Coloured Skin
The mutant’s skin or pel is coloured in some exceptionally vivid shade such as bright purple, pink, orange, or electric blue.
Walking Head
The mutant has no body; its limbs being attached instead to its oversize
head. WFB: this does not alter the mutant’s profile or fighting ability;
WFRP: treat all body hits as head hits. Chaos Armour will change to
accommodate this mutation; other types of armour must be adapted
or specially made.

Warp Frenzy
Fear Points 5 when warped.
The mutant is subject to frenzy. When it goes into frenzy, roll 5 + D6
extra mutations - the mutant will warp into this new form, reverting
to its usual form when the frenzy ends.

Weapon Master
The mutant develops a high degree of skill with one favourite weapon.
WS or BS +6/+D6 with one weapon, subject to a maximum of
10/100.

Wings
The mutant grows a pair of wings - equal chance of feathered or
membranous.
Roll D6 to determine the size of the wings:
1-2 Small
3-4 Medium
5-6 Large
Small wings cannot be used to fly.
Medium wings allow the mutant to fly - with a minimum speed of 04
maximum of 24'' for membranous wings, and with a minimum
speed of 6'' maximum speed of 32'' for feathered wings.
Large wings allow normal flight, as above, but are cumbersome on
the ground; they trail in the dirt, get clogged with mud and can trip
the mutant up. M x 1/2 for ground movement; movement through
woods becomes impossible, and M = 1 for movement in buildings
or other confined spaces.

Zoological Mutation
One or more parts of the mutant’s body become bestial; roll D6 to
determine how many:
1-4 1 Part
5 2 Parts
6 D6 Parts
Next, roll D100 to decide which part or parts are affected:
01-07 Head
08-10 Torsos and Arms
11-13 Torsos and Head
14-16 Torsos, Head and Arms
17-23 Face
24-26 Lower body and Legs
27-29 Pair of Legs
30-36 One Leg
37-43 Foot
44-46 Toe
Finally, roll D100 again for each part to determine the ‘donor’ species:
01 Ant
02-05 Ape
06-10 Bat
11-15 Bear
16 Beetle
17-20 Boar
21-25 Bull
26-27 Deer
28-35 Dog/Wolf
36-39 Dragon
38-40 Eagle
41-42 Frog
43-50 Horse
51-55 Lion
56-57 Lizard
58-59 Octopus
60-61 Owl
62-65 Rabbit
66-75 Rat
76-77 Raven
78 Scorpion
79-90 Sheep/Goat
91 Snake
92 Spider
93-97 Tiger
98 Toad
99-00 Weasel

Fear Points 1 per mutated part.
You will have to develop your own rules and profile modifications
for the resulting hybrid, taking into account the body areas affected
and the species involved. Some of the other mutations, such as Bestial
Face, Bird’s Feet, Feathered Hide, Furry, Mace Tail, Powerful Legs,
Prehensile Tail, Razor Sharp Claws, Scaly Skin, Scorpion Tail,
Suckers, Tail, Tentacles and Wings may be useful for reference when
doing so.

Invent Your Own
This space has been left for you to fit mutations of your own design
into the table. If you do not wish to design any mutations of your
own, ignore this result and roll again.

CHAOS IN THE
FORTY-FIRST
MILLENNIUM

During the thirty-first millennium, ten thousand years ago,
the Emperor faced and defeated the forces of Warmaster Horus
after a long and bloody conflict referred to by historians as
the Inter-legionary Wars. Space Marine battled Space Marine
for control of the human occupied galaxy. In the end the
Emperor won, although he was so severely weakened that
he was rendered physically immobile. Warmaster Horus, once
the most trusted of all the Emperor’s servants, was banished
together with his rebel legions (now termed the Treacherous
Legions).

Horus and his followers were forced to flee into a volatile
region of the galaxy known as the Eye of Terror. In this zone
the forces of Chaos swirled in constant warp-storms light years
across: energies battling energies in an eternal struggle for
dominance. Although star systems do exist within the Eye of
Terror, travel between them is almost impossible. Only once
every few hundred years do the forces of Chaos subside
sufficiently to allow spacecraft to move within, into and out
from the zone. This hellish region seemed an appropriate place
in which to exile Horus and his minions.

But just as the Eye of Terror held the Treacherous Legions, so it
protected them from the wrath of the Emperor. Exposed to
the full wrath of Chaos, the descendants of Horus’s followers
became horribly twisted. When renegades from human space
fled to the Eye of Terror, braving the warp-storms in search of
sanctuary. What they found was a realm of writhing
madness, where the Chaos-nurtured flaws of humanity had
evolved into a heinous ideal.

Today the Eye of Terror harbours many horrible secrets. The
Treacherous Legions have been extinct for millennia, but they have
spawned other legions of imitators: warriors whose appearance apes that of the Legiones Astartes, but whose
armour masks a corruption of the body no less disgusting than
that of their sickening minds. Just like the original
Treacherous Legions, these Chaos renegades nurture a deathless
hatred of the Emperor and humanity. They look forward to
nothing less than the destruction of mankind, and especially
of the Space Marines, and to occasions when the warp-storms
temporarily abate, allowing the filth of Chaos to spill upon
the galaxy.

Just to remind you, we’d like to hear your thoughts on all of this
(and see your mutants). The address to write to is: On The Boil,
White Dwarf, Games Workshop Design Studio, Enfield Chambers,
14-16 Low Pavement, Nottingham NG1 7DL. Next month, OTB will
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