



WARRIOR

THE NEWSLETTER FOR FANTASY WARGAMERS

Welcome to the first issue of Warrior. The Newsletter devoted to Grenadiers "Fantasy Warriors". I came up with the idea because I was dissatisfied with the Grenadier Bulletin. The news and updates were always too late, and I hope to redress this situation by providing our own U.K version. We plan to keep you bang up to date with all the latest news and reviews of Fantasy warrior products, articles on building and using Fantasy Warrior armies, hints and tips, tricks and tactics, scenarios, battle reports, letters, and contacts. Whether I've got the content right is up to you. Write to me with any ideas or suggestions that you have. Any contributions by way of articles will be gratefully received. This Newsletter is produced on a voluntary basis, so all we can offer in return for your contributions is the chance to see your name in print and the satisfaction that you are enhancing the game for others.

NEWS

The Fantasy Warrior campaign system is due for release in January. This is to include rules covering hatred, scorched earth, ambushes, more dirty tricks, and simple rules for buildings and fortifications. The system will also utilise the counters from Fantasy Warriors. A scenario is also to be included with the campaign. It is planned to release future scenarios at regular intervals in the format of 30 page books.

Also in January we see the release of more figures from Mark Coplestone for the Men army, a cannon, mounted men at arms, and some men with giant handguns. Another figure for the Undead army will also be available, The undead cyclops. Look out for a full review of all these in the next issue.

NEW RELEASES

I plan to give brief details of as many of the new figures released as I can. However every issue I plan to have an in depth look at the very best. November saw the release of 2 more blister packs for Mark Coplestones wonderful Barbarian army. This in my opinion is the best looking fantasy army around today and these latest figures only go to complement it even further.

1445 Barbarian Beastmaster

A Barbarian warrior mounted on a huge sabre-tooth tiger. This terrifying figure consists of the standard musclebound Barbarian armed with a sword, which he has raised aloft in his right hand in a rather intimidating fashion. His left hand maintains a vice like grip on the chain around the tigers neck. Well wouldn't you? An absolutely superb figure. If you own a Barbarian army you must have it. You won't be disappointed.

1446 Barbarian Individuals

This pack contains a Courier, Scout, Berserker, and Leader. The courier is a very well animated figure, running as if his life depended on it, which it may well do. He's wearing even less than a normal warrior, just a very small loincloth, and he carries a sword slung on his back, just in case he gets into trouble on the way.



The Scout is definately someone to look out for. The man is armed to the teeth. A sword outstretched in his right hand, a dagger in his left, and a bow and quiver slung on his back. His hair is tied in a headband and he seems to exude a certain air of confidence. Mind you if you were carrying that lot wouldn't you.

The Berserker is truly that. Stark raving bonkers. He has both arms raised. In his right hand a sword, and in his left some unfortunate souls head. He seems reasonably pleased with himself and is shouting to the heavens for assistance from the Gods. Not that it looks like he needs it.

Finally comes the Leader. A grizzled veteran if ever I've seen one. Long hair tied in a trendy pony-tail, and long beard tied at the bottom. In his right hand he is waving a fearsome battle-axe, and has a shield in his left. This is just the sort of bloke you could trust in the thick of battle.

All in all a very varied blister pack that comes highly recommended.

This month saw the release of some Giant Orcs from Nick Lund. It has been 2 years since we last saw some figures from Nick, and we can expect to see some more in the near future. These unfortunately did not arrive in time for a review.

5001 The "Fantasy Warriors Companion" deserves a special mention (even though it was released a few months ago) as it is an inspired piece of work. The additional rules add a new dimension to the game. If you haven't obtained a copy then I strongly advise you to do so immediately. It contains rules for using an undead army, without doubt the most innovative yet seen, absolutely brilliant. Also rules for pre-battle speeches, firewater, poisoned arrows, battlefield equipment, Wood elf and Goblin tricks, mercenaries, artillery, huge creatures, new individuals, summoned creatures, new magic spells, new and updated army lists, and a counter sheet. Well worth the asking price of £8.99.

TO BE A KING

A Fantasy Warriors scenario by Robin Dear.

Victory!

Tarik Ashspear turned to survey the battlefield as the last of the dwarf dead were placed on the funeral pyre. In the distance he could hear the priests singing their death chants as they blessed the dead. He turned round from the glare of the funeral pyre to look upon his newly captured Goblin battle standard. The Goblins had been completely broken and now no one could surely question his ability to lead the clans.

The time was right to leave straight away for the mountains. He would only take his Honour Guard with him. The rest of the warriors could catch up after they had scattered the last remnants of the Goblin army. Soon he, Tarik Ashspear, would be crowned High Chieftain of

the Dwarf clans of the Iron Mountains. Surely nothing can stop him now.

Outline

After his spectacular defeat of the Goblins at Newbridge, Tarik Ashspear planned his triumphant return home to the Iron Mountains. Once news of victory reached there, he is sure to be elected as the High Chieftain of the Dwarf clans. Among the many trophies he had to show of his triumph was the Goblin Kings battle standard. This was to be paraded through the streets of the fortress city of Stonekeep to celebrate the great victory against the goblins. Leaving his first son and the majority of the battle clans to mop up the remaining goblins, Tarik planned to go ahead. Taking an Honour Guard as an escort, Tarik made haste towards the Iron Mountains, and decided to stop at the Halfway House in preparation for his final march to Stonekeep on the morrow.

News of the goblin King's defeat spread like wildfire. Many Orc tribes, and others, now prepared to take full advantage of the situation by taking land, and capturing (and eating!) slaves from the Goblin Kingdom.

One such Leader, Forric Skullcrusher decided to take more advantage than most. He planned to capture the Goblin King's battle standard (and kill a few Dwarves!!) and thus, by his daring show of cunning and strength proclaim himself King of the Orc tribes. Once King he could mount a crusade against the depleted Dwarven Kingdom.

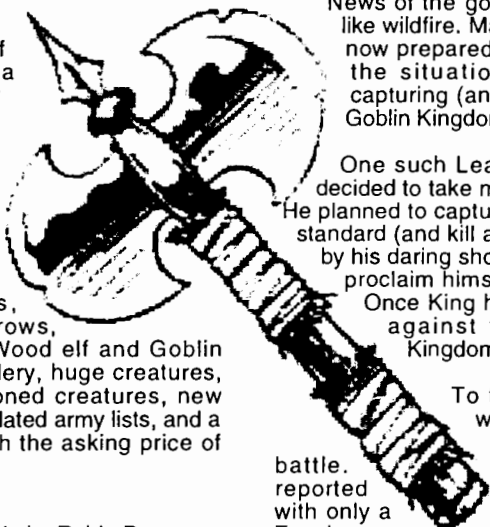
To this end he gathered his warriors, sharpened his spears, and prepared for battle. Once his scouts reported Tarik had left his army with only a few escort guards, Forric saw his chance and prepared for attack. When the dwarves stopped at the Halfway House, Forric waited until dark, and then moved in on the dwarves.

Introduction

This scenario is designed as a fairly simple Fantasy Warriors game using the Orc and the Dwarf armies provided in the box, with the addition of some extra plastic and metal figures. Fantasy Warriors and the Fantasy Warriors Companion are needed for this scenario.

There is no reason why one or two of the armies cannot be changed to suit your figure collection.

The game centres around the attempts of an Orc Warchief to capture a Dwarven war standard.



Getting Started

Scenery may be obtained from the usual sources such as your local games shop or your brother's railway set! A general description of each item of scenery and how to make it is given.

Hills

These can either be bought from various scenery companies or more cheaply by placing books under a cloth.

Road

The road can be made by either a strip of brown card, brown scatter or quite simply by lining the route with a few trees, bushes and rocks.

Bushes and Trees

Bushes can be made with lichen bought from model shops. Trees can be bought or simply made by sticking lichen on small twigs.

Ruined House

The house may quickly be made from cork tile bought from DIY shops or scratch built from card, and balsa. The ruined house counts as difficult terrain.

Palisade Wall

The palisade around Halfway House can be effectively made from cork tiles, wooden shish keheb skewers make excellent spikes. The walls should be approximately 20mm high and cover the perimeter of the Halfway House, approximately 300mm x 300mm with an 80mm gap facing the road.

The Barn

The barn is constructed from timber and plaster with a tile roof. It is a place where poorer guests and animals may stay the night. It has no windows and only one door.

The Halfway House

This is the main building of the scenario. It is a solidly constructed Inn made out of timber and brick with a tiled roof. It has windows at both front and back with doors at the front and side. Both these buildings can be constructed from cork or card and balsa.

THE ARMIES

Both armies balance out at about 1200 pts.

THE DWARVEN ARMY

The Chieftains

Tarik Ashspear

Dwarven Warchief. Leadership 5. Leads the Clan Bodyguard Warriors and Crossbows.

Oric Tarikson

Dwarven Battleleader. Leadership 4.

Commands the Guildsdwarf Spears and Crossbow Unit.

Thalin The Old

Dwarven Battleleader. Leadership 4. Commands the Old Guard and Old Guard Crossbow units.

1 Dwarven Battle Standard which is also a Talisman

The Honour Guard

Tarik's Clan Bodyguard Warriors

10 Elite Dwarves with 2 handed weapons including a Standard Bearer and Leader.

Tarik's Clan Bodyguard Crossbows

7 Elite Dwarves with crossbows and hand weapons including leader.

Guildsdwarf Spears

16 Veteran Dwarf Spearmen split into 2 units of 8, each including Leaders.

Guildsdwarf Crossbows

5 Veteran Dwarves with crossbows and hand weapons including Leader.

The Old Guard

5 Veteran Dwarves with 2 handed weapons including Leader.

The Old Guard Crossbows

5 Veteran Dwarves with crossbows and hand weapons including Leader.

THE ORC ARMY

The Management

Forric Skullcrusher

Orcish Warchief. Leadership 5. Commands the S.A.S and S.B.S since he trusts noone else to do it properly!

D.M

Orc courier for Forric.

Nall the Mincer

Orc Hero.

Mad Skug

Orc Battleleader. Leadership 4. Commands Skug's Spears and The Pot Shots.

Blag Shieldbiter

Orc Battleleader. Leadership 4. Commands The Hackers and The Slayers.

THE FOOTSLOGGERS

S.A.S (Special Assault Squad)

10 Elite Orc Bodyguards with hand weapons and shields including a Standard Bearer and

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to FANTASY WARRIORS
fantasy battle games."



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P.O. BOX 305, SPRINGFIELD, PA 19064, U.S.A

This book is a supplement to Grenadier Models FANTASY WARRIORS fantasy battle game and is not playable on its own.

S.B.S (Special Bow Squad)

10 Veteran Orc Archers with bows and hand weapons including a Standard Bearer and Leader.

Skugs Spears

16 Veteran Orcs with spears and shields including a Standard Bearer, Musician, and Leader.

The Pot Shots

10 Veteran Orc Archers with bows and hand weapons including a Standard Bearer and Leader.

The Hackers and The Slayers

2 units of 10 orcs with spears and shields each including a Standard bearer and Leader.

SPECIAL RULES

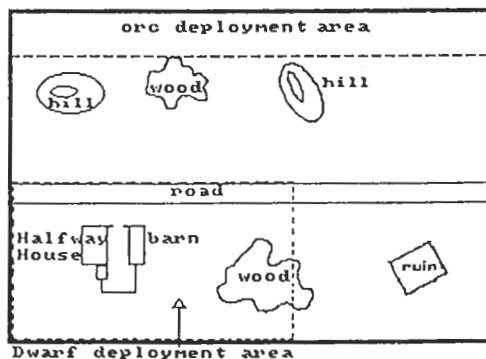
Before the Battle

Scouting

The Orc player is treated as if he has outmanoeuvred the Dwarf player. Because of this the Orc player may choose the time of attack and the Dwarf player must deploy his army first. The scenery is already determined (see map below) and the Orc player may not replace or move the scenery.

Deployment

The Dwarf player deploys first in the area marked (--) on the map. The Orc player may deploy his army normally in the area marked (^) on the map.



Troops in Buildings

These rules for troops in buildings are only general guidelines, and are not in any way official. So if you have any better ideas use them!

Troops in buildings may be classed as hidden or unhidden. This must be decided by the player at the end of the movement phase, and cannot be changed until the beginning of the next

Hidden troops in buildings cannot be shot at as they are said to be hiding behind walls, doors, etc. They also cannot shoot out if they are armed with any missile weapons. Hidden troops must have something to hide behind or they count as unhidden. Units with attack orders or in bloodlust can never be hidden.

Unhidden troops can only shoot or be shot at if there is a clear line of sight between the target and shooter. Only one figure may shoot from an opening such as a door or window. Even if unhidden, troops that are shot at can still claim soft cover modifiers. 1 inch counters should be made with the letters " U " for unhidden, and " H " for hidden, written on them. The figures can be placed either inside the building with the card indicating their status outside, or alternatively the figures can be left outside with the card next to them.

The Goblin Kings Battle Standard

The Battle Standard counts as a dwarven Talisman while it remains raised in the Halfway House courtyard. All the normal rules for battle standards apply. Including taking down and wrecking the standard, except the standard remains in play once wrecked. If the standard is taken down it may only be carried by a warchief, battle leader or individual. If any of these are killed then the standard is left where the model fell.

VICTORY CONDITIONS

Major Orc Victory

The standard is removed to the Orc table edge unwrecked.

Major Dwarf Victory

The standard remains in the courtyard unwrecked.

Draw

The standard does not stay in the courtyard and is wrecked.

Minor Orc Victory

The standard is removed to the Orc table edge but is wrecked.

Minor Dwarf Victory

The standard remains in the courtyard but is wrecked, or is removed from the courtyard and returned unwrecked.

Conclusions

Have fun! The scenario is best played at least twice, once on each side. If you have any comments or suggestions please send them in.

TACTICS

As my force is outnumbered by the Orc hordes I must use the defences at my disposal to the full.

I want to avoid taking on all the Orcs at once as my force could be over run very quickly.

The main thing I will be trying to prevent is losing the Talisman or it being wrecked. This could have a disastrous effect on the morale of my troops.



I must take advantage of my superior numbers to outmanoeuvre the dwarf warriors.

A head on attack on the Halfway House could be costly if their positions are well prepared.

It would be better to try to draw them out from behind the palisades.

I must be particularly careful not to allow my troops to get caught in the open against the longer range dwarf crossbows.



Hints and Tips

Wizards

Any individual or large creature moving alone in the open can be dealt with very severely by a Blast spell.

If you are facing excessive missile fire associate a wizard with the unit and use Haste and Shield spells.

Your best unit with a wizard and a Haste spell can be manoeuvred into the best tactical position very quickly, and with the element of surprise.

The Haste and Shield spells are relatively cheap on magic points. For this reason you could employ several low point wizards (min 20 Magic Point's) into your army and move your force very swiftly across the table. Thus grabbing the initiative very early on in the battle.

Well that concludes our first issue. Hope you liked it. I will welcome any correspondence regarding the newsletter or Fantasy Warriors. Also any written contributions will be gratefully received. If you want a reply then please enclose a s.a.e. I would like to incorporate a

contacts section in future issues for anyone looking for a new opponent. If you send the following details I will print them.

Your Name, Address, Tel No., age, and army.

I would also like to have a letters column, so get writing.

Let me take this opportunity to thank a few people, Robin Dear for all his ideas and for co-writing this first issue. Steve White for without his influence I wouldn't be writing this now. Finally all the boys at Grenadier. Doug Cowie, for all his help and support. Nick Lund for restoring my enthusiasm for fantasy wargaming. A special thank you must go to Mal Green for putting up with my incessant phone calls, I won't hear a word said against him.

Please address all correspondence to:-

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14 Claremont Crescent,
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England.
SO1 4GS

NEXT ISSUE

Reviews of all Grenadiers
New Year releases:-

**The Fantasy Warriors
Campaign System**

**Mark Coplestones latest
figures for the Men army.**

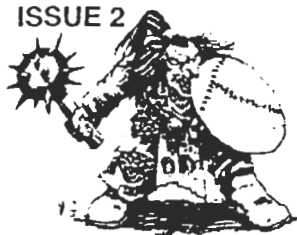
**How to build and use an
Undead Army**

**A look at the latest Undead
figure The Undead Cyclops.**

More Hints and Tips

And all the latest News

**LOOK OUT FOR
IT IN FEBRUARY**



WARRIOR

THE NEWSLETTER FOR FANTASY WARGAMERS

Welcome to the second issue of Warrior.

Many new products are planned for release in 1993, which is good news for all Fantasy Warrior players. Firstly there is the Fantasy board game. This is an interlinking floor tile based dungeon system, involving a team of adventurers searching a crypt for treasure. The Campaign system for Fantasy Warriors is also due sometime this year. This was delayed while work on the board game was completed. This product should make for a completely different game as a lot more will have to be taken into account during a battle, for the outcome will affect your armies ability in future confrontations. These extra rules should go some way to filling the gaps in the present system. The second edition Fantasy Warriors is also due, completely repackaged. This will hopefully encourage more new players to the system, and finally The Fantasy Masters Edition should see light of day this year.

On the figure front, Mark Copplestone is busy adapting his range of Fighting Men for historical wargamers. This range should consist of around 40 figures with a release date of sometime in 93.

SALUTE 93

Also in the coming year Grenadier will be appearing at various shows around the country. The first will be "SALUTE" on April 17th, at Kensington Hall, London. Grenadier will be there with a trade stand, and I will be there with a demonstration game. So come along, we'll be more than happy to answer any of your questions. Watch this space for news of future shows.

NEW RELEASES

Things have been fairly quiet on this front due to Christmas. However some new figures did see the light of day.

Giant Orcs

Nick Lunds new Giant Orcs arrived just too late for the last issue. These mark a welcome return

for Nick after a 2 year gap since his last figures. He has produced 3 figures which are priced at £1.10 each.

These figures will hold no surprises for anyone familiar with Nick Lunds work. They are reasonably large, standing 30/33mm tall. The first is carrying a very large spiked mace in his hands across his body with the head held at shoulder height. He is stood facing forward, legs astride, and is ready to strike anyone stupid enough to come anywhere near him. He is wearing a rather fetching fur above his armour, and fur lined leather boots.

The second is wearing a fur/leather combo with his left arm armoured, and fur boots. He is carrying a huge double handed cleaver, and is advancing with the head of this fearsome weapon leveled forward, blade down.

The third is dressed in chainmail and fur boots, and is carrying a sword in his right hand which is being held horizontal at knee level with the edge to the front. An unusual pose, but very menacing. In his left hand he is carrying a shield.

These figures make for a very fearsome unit and are of the excellent quality expected of Nick Lund. You'd have to think twice about taking these ugly brutes on. Highly recommended.

Also for the Orc army are 2 new specials:-

Orc Musician(5629)

The Orcs are not well known for their musical prowess. For this reason this particular orc has made a wise decision in selecting his musical instrument, as he has managed to acquire two rather large cymbals. One he is holding above his head, the other at chest height, and with the look of concentration that is evident on his face he should manage to bash them together with no trouble at all.

Orc Shaman(5628)

From the look on this orcs face he means business. He is holding a staff at an angle, the

base at knee level, the head of the staff, which is adorned with skulls, is held in his outstretched arm as if he is directing the spell in front of him. Both these figures will make a nice addition to any Orc army and are priced at £1.10 each.

Undead Cyclops(320)

Finally there is the re-release of the Undead Cyclops in the Fantasy Classics range. I like this figure. This is, in no uncertain terms, a very large skeleton. It stands 78mm high and is poised with a rock above his head ready to lob it at some poor unsuspecting adventurer. This figure looks as good now as when it was originally released and is priced at £2.99.

January saw the release of some new figures for the fighting men army. These were scrutinised by our expert fighting man Robin Dear.

FIGHTING MEN

Cannon

Anyone expecting something along the lines of the Dwarven War Cannon will be disappointed, however there is no need to be. Instead you have a very useful small two wheeled cannon with a crew of two. Both figures are dressed in a very similar style to the city militia figures i.e. lightly armed and armoured. The first figure is pointing with one hand and holding a cannon ball in the other. His base is littered with cannon balls and a powder sack. My favourite point about this figure is his excellent basin cut hairstyle. The second figure holds a ramrod in one hand while shielding his eyes from the sun with the other.

The cannon itself is a small two wheeled affair. It has the all mod cons like an adjustable height mechanism for accurate aiming and a towing ring for carting it around battlefields. It doesn't have the presence of the dwarf cannon, but then it is designed as a mobile battlefield support weapon, so it fits the bill perfectly.

Yes definitely a thumbs up for these figures. They are absolutely superb, and a real must for anyone with a men army.

Mounted Men at Arms

The mounted men at arms are dressed in a very similar style to the men at arms on foot. Both figures are dressed in chainmail, studded leather waistcoats, and helmets. They are carrying spears in the vertical position with their right hand, and shields on their left giving a very military look. Both the men at arms are riding the same unbarbed horse which I believe is in the trotting stance.

Again a thumbs up for these figures. Although not quite as stylish as the cannon crew they are still definitely worth having.

All in all both packs contain nice, clean cut models which are both pleasing to look at and are very useful additions to the fighting men armies. I hope Grenadier will continue to produce such high quality miniatures for this range. How about a mounted men at arms command pack next (hint, hint!!)

THE UNDEAD ARMY

Over the last few months my Undead army has proved itself as a highly formidable foe. It is not an easy army to beat. Neither is it an easy one to use. So if you are looking for a challenge, look no further than The Undead Army.

The Undead Army is primarily an army of individuals. These are paramount to their success in battle. Firstly there are the Necromancers. They provide the necromantic power that activates the undead. To do this they form a Cabal, a group made up of necromancers headed by the warchief. The warchief distributes the necromantic power to the units.



Second in importance to the members of the cabal are the Wraith and Spectre. The wraith can not only reorganise units that have become disorganised following the loss of their leader,

but more importantly can enhance the fighting ability of any unit he joins. The spectre is a truly fearsome individual. Not only does he cause undead dread, a fearsome version of the threat, not to be taken lightly. He is also the ultimate killing machine, and one of Swarzenegger proportions. As powerful as any hero on the battlefield but with the added advantage of incredible speed.

Lastly but certainly not least comes the Lich. He is useful not only as a spell caster, but also because he can create necromantic power as and when required, as long as he is with the cabal. All these individuals are indispensable. This causes problems when trying to assemble a small army of 1000 points.

When building an army its strengths and weaknesses must be taken into account, and the Undead, although an army of undisputed strength also has its fair share of

weaknesses. The strength of the Undead lie, as I said earlier, in its individuals. The warriors on their own are nothing special, being average fighters with light armour they can be easily destroyed, but they do fight to the last man. However place a wraith in the ranks and they become a much more effective fighting force, not only adding his worth, but also +1 to hit and kill throws. Therefore a mounted wraith, with the mobility to travel from one unit to another at speed, assisting where any unit is in difficulties is worth the high cost in points. Without him units are very easily outclassed. A mounted spectre is an incredibly fast individual. He can cover the battlefield very swiftly affecting units with the loathsome dread. This will hopefully lead to some units routing. It is very important to either rout or shake opponents before they come into contact with your units, as this will make it a much more even fight. The important thing is these individuals are not destroyed early in the battle. So care must be taken in manoeuvring them, particularly the spectre. If the spectre is employed well in front of the army spreading dread he must be in cover. Look out for any wizards, as one blast spell can easily destroy your spectre, and any carefully prepared battle plan with him.

The 1000 point army

This army demands some very difficult decisions to be made. You have to spend a great deal of points on individuals no matter how small the army. How many individuals you employ is the question. My army would consist of the following.

1 Warchief leadership 5	111 pts
1 Spectre foot	128 pts
1 Wraith foot	102 pts
3 Necromancers	318 pts
30 Warriors Hd weapons incl Ldr, SB, and Mus	120 pts
24 Warriors Hd weapons incl Ldr, SB, Mus	102 pts
20 Bows incl Ldr and SB	120 pts
TOTAL	1001 pts

Using The Army

Place the Cabal at the rear protected by the 24 warriors. Advance the bowmen protected, if possible, by cover into a position to fire. The 30 warriors can either be placed into a position on a flank, or behind the bowmen ready to interpenetrate if they get into difficulties, as they are protected by shields. The wraith should be advanced with the bowmen to give them the benefit of the +1 to hit and kill throws. The spectre should be advanced as much as possible, but don't expose him. In the open he

is an easy target for wizards and their blast spells. With the spectre forward you can effect units with dread very early in the battle. In the early part of the battle move as little as possible and save as many magic points as you can.

It is doubtful that a swift sharp attack will work with this size army, even at night, especially against a disciplined army. It is best to let the enemy come to you and try to deplete their force with missile fire, threats, and dread before they contact you. Be prepared at all times for flank attacks on your cabal, whether from flyers, individuals, or cavalry. They are particularly vulnerable early in the battle. Your spectre and wraith should be manoeuvred into position if the cabal are ever in any danger. If you lose the cabal you lose the game no matter how the rest of your army is doing at the time.

If you want a wizard you are going to have to lose some individuals to do this. In my opinion he needs at least 40 MPs to be effective. In return he can enhance necromantic power and lob the odd blast spell if the cabal are endangered by an enemy individual. If you are facing a Dwarf army you could replace two necromancers with a wizard as you could store plenty of necromantic power because the dwarves will take a long time to get into contact. That's a decision you have got to make. I said it wasn't going to be easy didn't I.

The 1500 point army

I feel much happier with this army. This gives you enough points to make a pretty effective force. It is the same as the 1000 point army with the addition of the following.

Replace foot Spectre with Mtd	+ 10 pts
Replace foot Wraith with Mtd	+ 10 pts
Lich Mtd with 40 MP's	20 pts
6 cavalry with Ldr and SB	100 pts
Increase unit of 24 warriors to 27	+ 10 pts
TOTAL	1499 pts

Using the army

Tactics for this army are exactly the same, except you have that little bit more flexibility. The mounted spectre is an incredibly fast individual able to cover large areas of the battlefield very easily. The mounted wraith has the speed to assist any unit that requires it. The mounted lich can join units in order to hasten or shield them, but has the speed to return to the cabal should they need him to create necromantic power. He can also provide that much needed protection from enemy individuals with a blast spell. The cavalry provides the army with another unit to cover their other flank.

GRENADIER MODELS



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Two of the world's best figure painters are featured here - Mark Coppit paints Barbarians and Wood Elves, and Nick Lundy paints Orc Warriors.



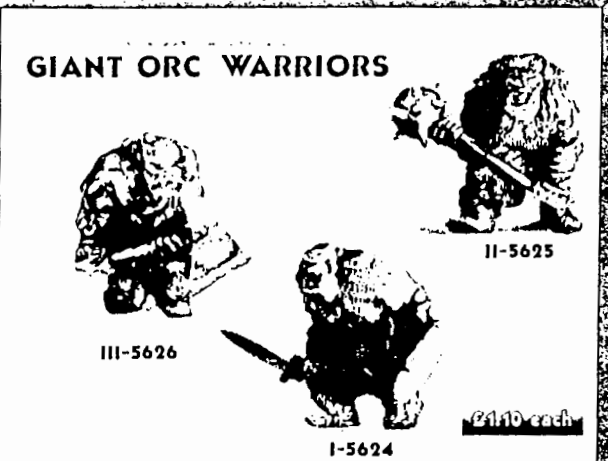
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5216-LOTHIENDEL: WOOD ELF BARD
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GIANT ORC WARRIORS

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£1.10 each

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The Fantasy Warriors fantasy battle game is a complete game system containing over 100 plastic figures designed to enable you to create exciting table top battle games. Alongside with the GRENADIER 25mm scale miniatures shown here, visit your local store or order direct from GRENADIER MODELS UK, 1/20N 25, BABBAGE ROAD, DEESIDE, GUY WYDCHS, 2QB.

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The 3000 point army

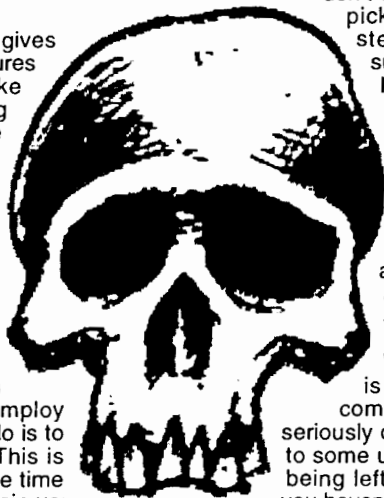
This is where the fun really starts.

1 Warchief leadership 5	111 pts
5 Necromancers	530 pts
1 Spectre mtd	200 pts
1 Spectre foot	128 pts
1 Wraith mtd	165 pts
1 Wraith foot	102 pts
2 Lich mtd 40 MPPs	416 pts
10 cavalry incl Ldr and SB	230 pts
4 units of 30 Warriors with HW incl 4 Ldrs, 4 SBs, 3 Mus and 4 Champs	510 pts
20 Bowmen incl Ldr, SB, Mus	120 pts
5 Flyers incl Ldr	195 pts
1 War Rhino or 1 Imp War Mammoth	290 pts
TOTAL	2997 pts

Using the 3000 point army

I love using armies this size. It gives you a chance to use the big figures like the War Rhino. They make for a really impressive looking army, and the Undead ones are very good value for money at £10.50.

This is not an easy army to use. It involves a lot of juggling of necromantic power points and much head scratching trying to decide what units to activate. The first problem you have to face is scouting. It is very difficult to outscout an opponent, especially if they employ any scouts. The best you can do is to avoid being outmanoeuvred. This is very important for if he picks the time of battle and organises the terrain you are in trouble, particularly with the small armies. If it does happen the best you can do is let the enemy come to you. Partly activate only those units in range of missile fire, activate your bowmen to return fire, and store as many necromantic power points as possible. It costs nothing to move your spectre, so use him to the full. With the larger army you at least have the extra wraith, and flying and mounted units to assist your scouting. Also the lich can assist with an arcane eye spell. If you want to outscout your opponent you have to bear in mind what this is going to cost you. Every unit used will have to be partly activated before they can be reorganised, and all your necromancers will have to have joined the cabal from their respective units to create sufficient necromantic power to do the job. This is going to take at least 2 time phases, so if you outmanoeuvre choose the time of battle carefully, and if you outscout hope for a good dice throw.



Your opponent will have a lot to worry about with this large undead force. Top of the list will be the War Rhino closely followed by the spectres. These figures are too powerful to be ignored. Don't worry about keeping the rhino in cover get him out there and get him stuck in. If you mess around trying to keep him out of line of sight you can go three quarters of the battle without even using him. At worst if he is killed the enemy will have expended a lot of missiles to do it, and he will have drawn the fire from something else. What you do have to watch out for is the wizard as he can blast your expensive creature with very little cost to himself. The way around this is to use your own wizard to hasten him straight into contact with an enemy unit. This will be a lot cheaper than a spellbreak or protection spell. If you can manage to keep your spectre within 6 inches of the rhino then his dread will become a very potent weapon. But

don't expose him as he can be easily picked off. So while your rhino is steaming across the battlefield support him with missile troops. Have a unit of foot following closely behind him to take advantage of any holes he creates in the enemy lines. At the same time advance the cavalry and another unit of foot on each flank. He will be too concerned about the rhino and spectre to concentrate on anything else. So exploit this advantage.

What you have to watch out for is not to have too many units in combat at the same time. This can seriously drain your power, and can lead to some units having to be sacrificed by being left unactivated, purely because you haven't enough power to fully activate them all. This is why I use the largest units I can, because the fewer number of units you have the easier it is to control them. Also because they don't rot they take a long time to be destroyed, thus allowing your individuals the time to move around to assist.

As I said at the beginning this is not an easy army to use. A serious sweat can develop the more you try to stretch your non-existent necromantic power, but you must remain cool on the outside. You can find yourself in the situation of having your enemy on the run, but with very few power points at your disposal to finish the job. At this point the best tactic to use is to look incredibly smug, flash an inane grin at your opponent, and go for it. Be bold and use all the power at your disposal to finish him off. He is rarely aware of how many power points you have, and is far too busy concentrating on his own army to realise that you may also be in any

difficulty. Do you possess the attributes to be an Undead Warchief. Are you a clever tactician. Someone who is able to make a bold move when it is required, but who can remain cool, calm, and collected, even in the trickiest situation. If you think you are then go out there and get an Undead army, they are great fun to use, but don't forget to practise that stupid grin.

The Battle of Kicking Bottom

This was a battle fought between Steve White's Barbarian army and Robin Dear's Men army, and clearly illustrates the point I was making about leaving individuals out in the open. Each side consisted of 1500 points worth of troops, and was fought on a 6 x 3 table. Steve and Robin take up the story

I look at my command with pride, waving my sword and whipping them up into a fervour the likes of which haven't been seen since the poll tax. However things were not good. My army may be fast and brutal in combat, but they do rely on cover as they are susceptible to missile fire. We had been outscouted and the only

cover available to us was one hill, and one wood. I deployed my command behind the hill, the other command led by Beowulf my battle leader was behind the wood. There was nothing for it. I turned to Sax the herald and ordered him to sound the charge. My delighted warriors



shouted ancient battle cries of long dead heroes as the sound of the ancient horn resounded around the battle field. However they were short lived as one warband was immediately ripped to pieces by crossbowmen. Our shields offered little resistance as comrade fell upon comrade.

The other warband fared no better at the hands of the veteran longbowmen. We'd been shot up in the middle of the bloody night on our own battle line. "They're good", said Sax, "too damn good". Both warbands routed. "Come back you cowardly cretins", I shouted after them, but my words were lost in the night. I despatched Zola the courier with attack orders to Beowulf. His command was thus far unaffected by the misfortunes of the others, and was holding steady in the woods. Meanwhile Orca the Destroyer, and Foul tongue the Giant charged on towards the elite foot knights, while Tyson the Beastmaster charged Sir Robin's elite cavalry.

Things didn't improve in the second phase of the battle. Orca and Foul tongue's obscene threats were more than matched by the foot knights who countered with obscener and fouler threats. Luck was obviously not on our side as by some strange quirk of fate Orca and Foul tongue were last seen, hair on end, complaining about the public education system, and routing into the shadows. It was bad, but not all bad. The longbowmen blackened the sky at Tyson, but he knew not what fear was, dodged all forty arrows, continued the charge, and routed the elite cavalry. Sax, Caswolen the banner bearer, and I sped towards Beowulf's command. We found them in good shape and they seemed undaunted by the recent happenings. They had accepted the attack orders readily and advanced. Tyson's tiger, who had fared so well up to now was cut down by a new contingent of elite knights accompanied by a mounted hero. I sent him a Victoria cross by Eldritch command. Tyson's bravery had halted the advance of nearly half of Sir Robin's army.

We advanced out of the woods, and there it was, a chalice sent from the Gods themselves. Sir Robin the Reliant's over confidence had shown itself. An earlier Blast spell had failed on his hero, but this was different. As a direct line of sight between my wizard and Sir Robin became exposed like a parting of the Red Sea itself I felt a six megadice blast spell coming on. Sir Robin's parts flew all over the battle field. His armour failed and so did his armies morale as the soggy torso knocked the mounted hero from his horse routing the knights. The foot knights and missile troops were showered with arms and legs sending them fleeing from the battle field, while the head of Sir Robin himself was impaled upon a pike amongst one of his pike units.

Victory was mine. Sir Robin had fought without fault up until that very moment, but lowering your guard in Fantasy Warriors can cost you highly. That's what I love about the game.

S.W

Well what can I say? My longbowmen and crossbowmen were absolutely wiping the battle field of all Barbarian resistance. Both his main infantry units sustained heavy casualties and were routed off the field by my missile units. His Destroyer and Giant fled after being counter threatened leaving his centre empty. All that was left was for my cavalry and men at arms to engage and defeat his berserkers and bowmen and victory was mine.



Everything was going according to plan. Then tragedy struck. His low down, no good, sneak of a wizard, hidden in the woods, shot a Blast spell at my warchief who was in the open. The warchief was melted in his boots. Without the guiding force of my warchief all the commands routed and the battle was lost. This goes to show that a little bit of carelessness can cost the game so pay attention to your positioning of leaders and individuals, as command tests can be very costly

R.D

HINTS AND TIPS

Destroyers

Its nice to have a few die hards in your army, but the ace of the pack has got to be the Destroyer. When this figure first

appeared I had mixed feelings about him, after all 170 odd points buys a lot of troops. However with a bit of experience and a lot of deceit this beastly will have the enemy quaking in its boots. In the four battles I have fought with him, he's been more than a little bit useful, discounting battle one when he ran up against a low down ugly brute of a spectre.

Destroyers tend to be light and fast, which makes their first use feigning. Position your Destroyer on one or the other flank while making humungous boasts as to what he is capable of, which of course he is. Move your Destroyer forward, protected by cover if possible. When you have drawn all your opponents heavy weights away from their positions to meet him, break off and leg it. Now hit the unsupported units with your main army.

Disorganising your opponent is equally useful. A shrewd warchief can slip his Destroyer through the gaps between units to the enemy's rear. In the thick of battle he is normally safe from missile fire and free to wreak havoc.

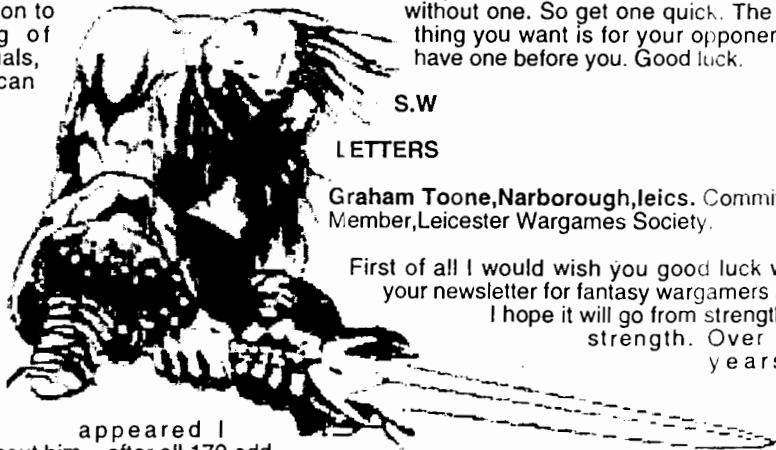
Ambushes are great fun. Most Destroyers are small enough to hide somewhere during deployment. Just leave him alone until some poor unsuspecting unit meanders in to him. I've pulled this stunt off twice now to great effect.

Combat speaks for itself really as he is well 'ard, but beware of armoured enemy individuals as they can be more than a match for him. Stay with a good unit when a spectre or equally unpleasant character is around, and make sure

that unit has its full complement of standard bearers and musicians so they don't rout and take your Destroyer with them.

Another advantage with the Destroyer is that unlike a hero there is no command test when he is killed. Great stuff.

This figure is one tough son of a bitch, and no self respected warchief should be seen without one. So get one quick. The last thing you want is for your opponent to have one before you. Good luck.



S.W

LETTERS

Graham Toone, Narborough, Leics. Committee Member, Leicester Wargames Society.

First of all I would wish you good luck with your newsletter for fantasy wargamers and I hope it will go from strength to strength. Over the years I

have gradually built up a fairly large collection of fantasy figures. I have been impressed with the Grenadier range of figures as they are not 'over the top' compared to Games Workshop in terms of design. I assume your newsletter will be geared to market Grenadier as Games Workshop have done very well using White Dwarf as a marketing tool. However I think it would be a shame for your newsletter to be a mere mouthpiece and if this is the case it would be disappointing. I stopped buying White Dwarf when Games Workshop took over because I was interested in everyones ranges not just one manufacturer. I might still be interested in the newsletter if it is going to be solely a Grenadier mouthpiece if there will be a section on refining the rules of Fantasy Warriors and also if it does facilitate communication between wargamers.

D.M In answer to your letter Graham, I will outline my intention for producing this newsletter. I think Fantasy Warriors is a brilliant game. It is simple yet good fun, and one game doesn't take all day. It's everything I require from a wargame. I've been playing it since it was first released in early 1991. I travelled around many Wargames clubs in the area and no one had heard or seen the game. This was as recent as the Summer of 1992. Most people were playing Warhammer and not particularly enjoying it, but making the best of a bad job. However I didn't gain too many converts as most had already invested heavily in one system, and were loathe to do so for another, especially paying for a load of plastic figures

they didn't need. (This situation should hopefully change in the future with the sale of the stand alone rulebook.) There were three of us playing the game regularly and we fell like the only ones in the world. So I decided to spread the word. Basically I wanted to hear from other people playing the system. I then met Nick Lund and Doug Cowie at their stand at a Wargames show in Reading in Nov 92 and the Newsletter was born. The main aim being to get people in contact with others playing Fantasy Warriors, so they didn't feel like lepers as we had done. Also to keep people up to date and therefore retain their enthusiasm for the game as the Bulletin was clearly not doing, arriving on my doorstep when it felt like it and then already months out of date. I print the Newsletter myself and then send a copy to Grenadier, who then copy and distribute it. We therefore work very closely and the newsletter will remain tied to Grenadier and their products as this is where my interest lies. However my reviews of their products will be unbiased and I will say if I don't like something. However I am now becoming involved in the playtesting of their products which will enable me to inform them of my opinion before the product reaches you. Therefore for this reason bad reviews should hopefully be few and far between. I do plan to include some articles on tricks and tactics used in historical battles that may give you ideas when playing or creating scenarios. Also any new rules or profiles from Nick Lund will appear in here. Your interest in unofficial rules is a valid one as there are many aspects not covered by the present rules. These gaps will hopefully be filled with the release of 'Campaign' but in the meantime I will welcome any unofficial rules sent in. But please keep them simple. If you are looking for a good independent fantasy wargames magazine you can't get a better one than 'RAGNAROK' the journal of the Society of Fantasy and Science Fiction Wargamers. It is a 50+ page A5 bimonthly and costs £10 for a years subscription. Write to Simon Evans, 73 Avonleigh Road, Bedminster, Bristol. BS3 3JA

A. Townsend, Hastings, E. Sussex.

I was wondering if you could help me with a problem? For nearly 12 years now I have been trying to get into FRP gaming, but find it difficult to a) find players who don't get all snotty, elitist and cliquey, and won't let new people or beginners join in their games or b) find any gamers anyway! I've given up on cons because they all seem to be cliquey. (ever seen a beginners table? No, neither have I) The great attitude seems to be one of unwelcoming others, or of pretending that people like me don't exist! (I never get any help or replies from other places I write to, obviously I'm a statistic that shouldn't be there!) Anyway I was just wondering if you could help, or is it that this hobby is overrated or that I may just be chasing rainbows.

D.M Although I won't be covering Fantasy Roleplaying in Warrior I printed this letter because I think many of us will have experienced this in the past with wargames clubs. So what are the answers? As far as clubs, it's just a case of keep looking. If you have transport then try looking further afield. Every club has a few people so engrossed in their game they have no time for others. Ask to see the club organiser, he should always be on the look out for new members and should introduce you to the most welcoming people in his club. Get in on a game and organise one for the following week otherwise you'll turn up and be in the same situation as you were the first time, stood on the fringe feeling like a spare part. The other option is **Play by Mail**. The cost in many cases is no more than it costs to go to a club every week. Perhaps this is a good case for producing some solo rules for Fantasy Warriors. With regard to conventions, I regularly attend wargaming shows and find most people their very friendly. Why not try Salute we'll be very friendly and welcoming. You didn't mention in your letter if you play Fantasy Warriors, but I'll put your name on the contacts list anyway.

CONTACTS

Mr. Graham Toone, 36 Langham Drive, Narborough, Leics. LE9 5EY
Wargamer for 16 years

Mr. A. Townsend, 50 St Helens Road, Hastings, East Sussex. TN34 2LQ

When writing letters please print your name. Send a SAE if you require a reply. For the contacts please inform me of the following:- Name, Address, Tel No. (I will only print it in the newsletter if you ask) Age, and race of your Fantasy army.

Send all correspondence to:-

Mr. Derek Mugridge, 14 Claremont Crescent Regents Park, Southampton, Hants, England SO1 4GS

NEXT ISSUE

- **Tips on using a Barbarian or Men army**
- **Undead Battle Report**
- **More Hints and Tips**
- **All the latest News and New Releases**

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Mark Gibbons

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Ian Bennett - Inside Information Limited
On an Amiga 3000 using Pagestream 2.2



WARRIOR

THE NEWSLETTER FOR FANTASY WARGAMERS

Well spring has sprung and with it a new look to Warrior. The last couple of months have been extremely hectic. Work is gathering apace for Salute 93, our first show of the year. We've also been playtesting the campaign, and Grenadier have been busy with more figures and some new scenic items. So lots to cover this issue.

NEWS

Grenadier have now released the much needed 1993 catalogue, 48 pages long it contains photographs in black and white and colour of over 1300 figures, and can be obtained now for £1.95 plus 50p p&p.

Mark Copplestone has been very busy designing a large number of figures which have either already been released or will be ready in time for Salute. He has redesigned his fighting men to create a range of 70+ late medieval figures 1450 - 1500. He has also produced some excellent sci-fi figures known as Future Warriors and a superb Barbarian Giant standing approx 130mm high. Unfortunately these figures arrived too late for me to do them justice. So look out for them next issue.

Grenadier have a large number of resin scenic items which will be released in the coming months. Available now is a resin keep, and a range of 3 bridges, a fallen stone, a rickety wooden one, and a stone hump back. They are small bridges, big enough to carry troops in single file across a small stream. The humped bridge would also be suitable for 15mm games. Also due for release are some 15mm, orcs, goblins and elves. Both the scenic items and 15mm figures will be available by Salute, price not yet known.

Dragon Lords is a new game by Bryan Winter. It is a game of aerial combat between (surprise surprise) dragons. You can create your own dragon to suit the figure you are using. Each body part is costed seperately. You choose its body size and weight, wing size, breathe weapon, and the sharpness of teeth and claws. A rider can also be added if you wish. The body weight and wing size determine the manoeuvrability along with its minimum and maximum speed. This is accomplished in a very simple cross-reference table. Look out for the full review in a future issue.

We have been playtesting the forthcoming "Campaign" supplement. 3 maps are included with the campaign and Grenadier are busy writing scenarios to complement the game. You are in command of an army which you can split into any number of smaller forces to defend your realm or attack the enemies. You have a number of holdings to protect along with a capital. The loss of any of these can effect your army's will to fight along with the ability to reinforce your army. Orders have to be issued to the forces and these effect their rate of movement and their ability to scout. For battles fought during the campaign a new order has been introduced. The general retreat order allows you to attempt to move your troops off the table if things are looking bad. Following the battle you can check for casualties and deserters, and hopefully regain some of your losses. The force that loses will then either be disorganised, shaken or shattered, and will also have to check its will to fight. As in Fantasy Warriors you can attempt to influence your force out of this reaction, otherwise you will enter the next battle with it. This will effect your

scouting and also the ability of your missile units. All of a sudden they do not automatically receive 6 volley counters, you now have to dice for them! Our campaign is running very well. Before I found it very unsatisfying to finish a game at an allotted time as many times I felt I could have turned the game around. Now if the battle ends as a stalemate your force, no matter how depleted, can fight another day with the possibility of reinforcements. The rules are in the Fantasy Warriors tradition, very simple and easy to follow. This supplement should further enhance Fantasy Warriors and take it another step towards making it a complete system. All we need now is the siege rules and this system will be a force to be reckoned with among fantasy wargames. So come on Nick get your finger out

Finally I hope you all caught the Fantasy Warriors Scenario in issue 4 (March) of RPI penned by our very own Robin Dear. The Battle of Ollomans Pass was a fearsome conflict fought between an army of men and dwarves and the orcs and goblins. Nice to see Fantasy Warriors getting some long overdue coverage at last. Robin hopes to write some more in the future so keep your eye out for them.

SHOWS

First off a quick mention of SALUTE on April 17th. It is being held at Kensington Town Hall, Horton Street, London. The doors open at 10.00 am and close at 5.00pm. Look out for us in the main hall. We will be running a demo game and at the trade stand you will have the option to buy figures singly for £1 or in their normal blisters. An ideal opportunity to stock up on those odd figures. Mark Coplestone will also be floating about between the stand and our demo game. Feel free to come over and say hello

On May 1st we will be at Northampton for the first Annual General Meeting of the "Society of Fantasy and Science Fiction Wargamers". This is the society behind the excellent bi-monthly journal "Ragnarok". Their idea being to promote the hobby and make fantasy and science fiction an acceptable part of mainstream wargaming. Very laudable aims I'm sure you

will agree, and the only way to achieve this is by supporting it in person. It will be a modest, and relaxed affair, details of who will be attending are still sketchy, but some trade stands will be there along with some games. Expect the following to be played:- Silent Death, Full Thrust, Duel, Fantasy Ironclads and of course ourselves with Fantasy Warriors. It should be a good, fun day. Entry costs £1 and the meeting runs from 9.30am to 11.00am. The gaming will then run for the rest of the day until the doors close at 4.30pm. An ideal opportunity to lend the society your support, and also subscribe to "Ragnarok", the best independent Fantasy wargaming mag around at the moment. The entry fee is redeemable against your subscription if you decide to join on the day. The show is being held at Danes Camp Leisure Centre, Clannel Rd, off the A43 to Oxford.

On May 16th we will be at Henry Harbin School, Wimborne Rd, Poole, Dorset, for a wargames show. You will find it next to Poole football and greyhound stadium. The doors open at 9.00am and close at 6.00pm.

Glencon 93

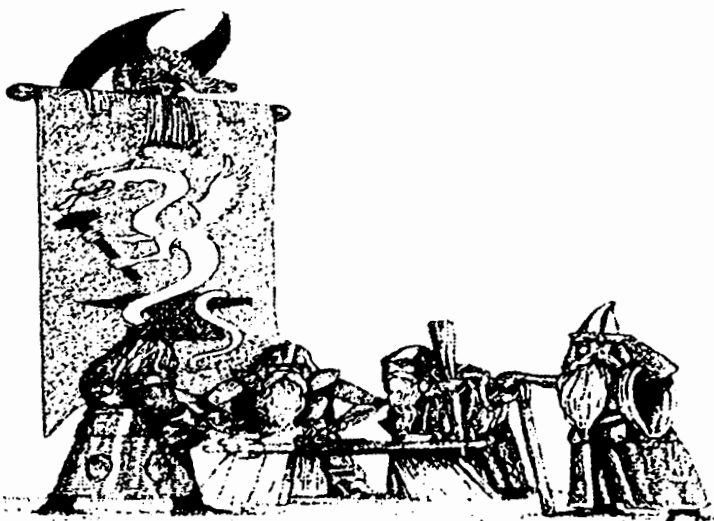
A well deserved mention goes to this new show organised by those nice people who bring you "The Last Province" magazine. It is being held at the Pollock Conference Centre in Edinburgh on the 24th-26th September. Everything Fantasy will be in evidence there, not only wargames, but role playing, computers, magazines, comics, and possibly a program of fantasy style films. There will be tournaments and competitions, displays and trade stands and a total of 54 hours of continuous gaming. Guests of honour include Jonathan Tweet, co-designer of Ars Magica and creator of Over the Edge. It sounds like it could be a great show. Unfortunately neither myself nor Grenadier will be in attendance due to prior engagements, but hopefully many of you will be able to support it and make it a roaring success. Entry costs £4 daily or £10.50 for the weekend. Accommodation is also available. For more details write to:-

TFR, 45 Duke St., Edinburgh, Scotland.
EH6 8HH.

DON'T GET COCKY

by Iain Lowson

This is part of a story Iain wrote called "Moments in Time", which may appear in a future Grenadier publication. However here is a snippet to whet your appetite. Hopefully Iain will forward some more in the near future.



It was the darkest of nights. The faintest sliver of moonlight trickled through stationary clouds. There was nary a breathe of wind to stir the banners of dwarf and orc.

The orcish chieftain, Yarlashak, surveyed the field with satisfaction. Between his men and the detestable stunty crossbows there was considerable cover. To the right, sparse but useful clumps of trees. To the left, dips and furrows deep enough to cover an advancing regiment. In the centre, flat ground to let a cavalry unit move up quickly. Yarlashak had lots of wolf cavalry.

The dwarves were ranged uncomfortably, with a scree slope on one side and badly broken ground to the other and behind. They eyed the centre ground with apprehension and wished for cannon. The dwarven chieftain berated his scouts; those who had returned at any rate.

Yarlashak looked at the priests. All seven

turned as one and bowed. Yarlashak let out a yell of triumph. The cry carried across the field. The orcs all looked round at their leader as he stepped up onto his trophy bedecked, wolf-powered chariot. His driver nodded a greeting before spurring the restless wolves to a walk.

Gently, slowly, wheel blades swishing, Yarlashak drove to the centre of his army. Taking a deep breath, he roared his battle cry. It was taken up by all of his proud troops. Laughing loud and deep, Yarlashak raised his arms. Instantly, all fell silent. Attentive.

Yarlashak exploded.

Watching the orc army routing into the hill Auchter Ochle the Third turned to his sweat-soaked exhausted wizards.

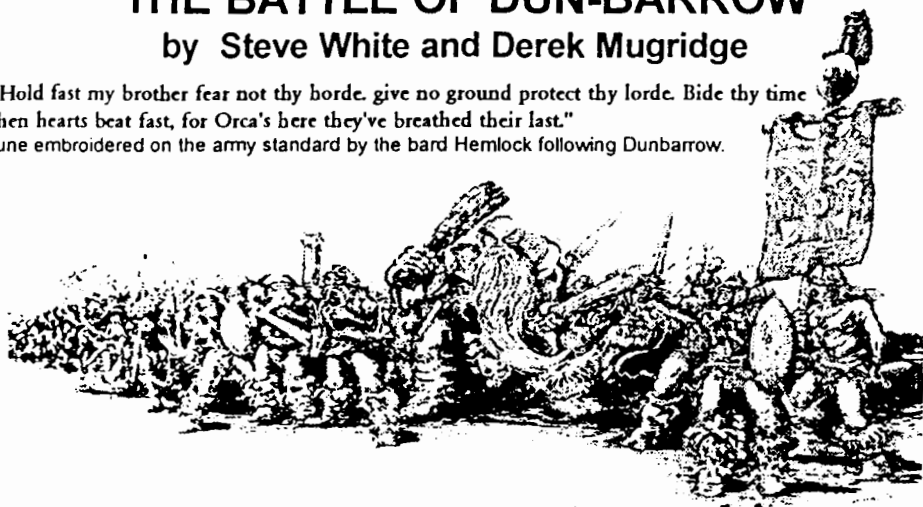
"Nice one lads", he said, and spat into the d

THE BATTLE OF DUN-BARROW

by Steve White and Derek Mugridge

" Hold fast my brother fear not thy horde. give no ground protect thy lorde. Bide thy time when hearts beat fast, for Orca's here they've breathed their last."

Rune embroidered on the army standard by the bard Hemlock following Dunbarrow.



A disquieting aura fell upon the countryside as the undead force marched relentlessly on. They had rested well at the barbarian burial grounds, and had regained much strength from the many sacred items that had lain within. They had also gained some extra recruits who would come in very handy for the great battle that lay ahead.

Dark lord Zirak however still felt uneasy, he didn't like moving his troops in the daylight while his power was at its weakest, but it had to be done in order to reach their rendezvous by sundown. One final assault was all that was needed to bring the barbarian scum to their knees and show them the ways of the Dark

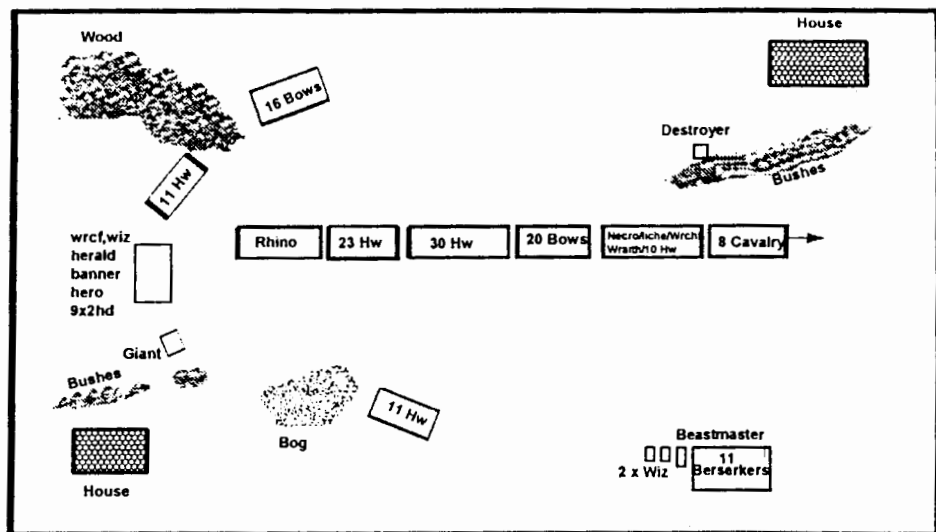
Keeping the lid on this ambush had stretched my leadership to its limits. My warriors had taken umbrage at having their burial chamber desecrated, but the plan was to attack Lord Zirak in column and attack them in column we would. Open combat with the Undead had proved costly in the past, but these defeats had allowed Lord Corroluden to do what no other King could do, unite the barbarian tribes. This act alone was to change the shape of the war.

Beowulf was charged with the task of stopping the relief columns and supplies reaching the main Undead army, but this was no ordinary

column with no ordinary leader, guerrilla warfare was our only chance.

Steve arrived on the doorstep, his barbarians under his arm, with a look of grim determination on his face. He had travelled far (well 20 miles) for this confrontation, and wanted to make sure it wasn't a wasted trip. This battle was make or break for his barb's. They had lost the last 5 battles to my undead and Steve was beginning to form the impression that the undead were invincible. I had in fact been close to losing control of them in several of the battles, but had taken the bull by the horns and clinched a victory. However my ever smug expression had concealed this fact from Steve who just thought his army was completely useless, and who am I to argue. This was to be the ultimate test for my undead, two armies of equal size, one being ambushed, could Steve finally pull it off.

Steve deployed his troops in relative silence, beads of sweat appeared on his brow. The man was under pressure and it was beginning to show already. I heckled him, and he attempted to brush this off by attempting to smile, which turned out more like a sickly grin. How could I make a man suffer like this. I don't know, but I was enjoying every minute of it I must admit.



The Battle of Dun-Barrow

Undead Army List	
30 infantry Hw incl ldr, st br, mus	120 pts
23 " " " " " "	99 pts
10 " " " " " "	60 pts
20 bowmen incl ldr, st br, mus	130 pts
8 Cavalry incl ldr, st br	188 pts
1 War Rhino	290 pts
1 Warchief L5	111 pts
1 mtd spectre	200 pts
1 mtd wraith	165 pts
1 mtd Lich 41 MP's	213 pts
4 Necromancers	424 pts
Total	2000 pts

Barbarian Army List	
16 Vet archers incl ldr	154 pts
11 Vet infantry Hw incl ldr	98 pts
11 " " " " " "	98 pts
9 " " " 2hd incl ldr, st br, mus.	102 pts
11 Berserkers incl ldr, st br, mus	217 pts
1 Veteran Giant champion	132 pts
1 Warchief ldr 5	81 pts
1 Command banner	42 pts
1 Command herald	32 pts
3 Wizards 40 mp's each	633 pts
1 Hero	81 pts
1 Destroyer	171 pts
1 Beastmaster	155 pts
(same profile used as mtd orc hero)	
Total	1996 pts

As neither of us could really be trusted to give an unbiased report. The battle has been viewed from our own respective viewpoints.

They appeared from nowhere, racing towards our column from the side and rear, their battlecries filling the air. They had taken us on when we were at our weakest, but we were still more than a match for these fools. They would soon be dispatched and their unworthy entrails spread far and wide. With the combined power of myself, 5 necromancers, and a liche we moved the entire force in a position to receive the surprise attack.



This brought a mixed expression of both shock and surprise to Steves face. He couldn't quite believe I'd managed to muster enough power to move everything. All of a sudden the relatively innocuous looking column of undead had transformed into a rather menacing opponent. I couldn't help but look smug.

I concentrated most of my units to cover the attack from the rear, and sent the cavalry to cover the attack on my right flank. I took my Cabal and bodyguard towards a house on the left flank, an area devoid of any barbarians. There was plenty of cover there and it was a good place to direct the battle from. My spectre spotted a barbarian beastmaster approaching our right and immediately sped off on his mount to show him who's boss. A frenzied fight ensued, but with a mighty swing of his sword the spectre cleaved the beastmaster in two. His gaze then turned to the unit of berserkers, nearby. They looked at him and then at the unit of cavalry racing towards them and with much loosening of bowels decided they should be somewhere else and promptly went there. The rest of the barbarian army showed no fear and stood firm.

Things were starting well and I felt fully in control of the situation. I'd put Steve out of his misery quickly. I hate to see a man suffer.

At the rear my war rhino and the barbarian giant faced each other. The rhino lowered his head and charged. The giant attempted to fend off the attack and counter, but failed in his attempt. The horn pierced his stomach and the weight of the rhino carried it through. The rhino continued the charge dragging the body of the giant before him. With a toss of his head, the giant was flung off his horn, and lay lifeless on the ground.

One of my infantry units, supported by a unit of archers, were advancing upon a unit of enemy archers. The barbarian archers were overtaken by some kind of battle fever and suddenly loosed a hail of arrows at the advancing infantry unit. twenty-three of my warriors fell in one fell swoop.

Meanwhile myself, bodyguard, cabal and Necromancers were still moving towards the empty corner of the battlefield. As the sun

began to set my powers were beginning to gain strength, however they were still stretched to their limits as I no longer had the assistance of my liche. I had sent him to aid the unit of archers. As he sped off I wondered if I had done the right thing. It was still a while before total darkness would fall and I would regain my full powers. As I deliberated this fact I turned and saw this helmeted figure leap out of some bushes in front of me. My loyal bodyguard immediately closed ranks on this raving loony. His sword was a blur as heads went flying and bodies fell to the ground. I looked for assistance and could see my spectre, wraith and liche speeding to my aid. If only we could hold them off.



I looked at Steve, a maniacal grin spread from ear to ear. "Hah! I can't believe you fell for that one." Curses I had been led into a trap. How could I reply and maintain some dignity. I spewed force a torrent of abuse at him and felt a little better, but not much. All I could do was hope my rescuers would reach me in time.

The battlefield crackled with magic. My spectre disappeared in a puff of smoke in front of my eyes. Another was directed at my cavalry unit and two more fell. The final one flew across to the rhino, but just seemed to annoy him even more. His nostrils flared and he decided to take it out on the nearest foot unit to hand, or should it be hoof? Screams filled the air and the unit decided to make a run for it, many of their comrades failing in the attempt.

I was still looking at the dissipating smoke which hung where my spectre once stood, a nervous twitch developed in the corner of my eye. The maniac was still on the loose and now laying into my necromancers. Slowly one by one my units ground to a halt and stood motionless as the power of the cabal dwindled. My wraith and wizard were too far away to be of any help now. The battle was lost. There was nothing for it. This was a battle for the books of legend and I'd go down as a fighter to the end.

Well that was it. My first defeat in 6 battles with my undead. I had set up this scenario to give Steve the best advantage possible. In previous battles the undead had seemed almost invincible. I felt at one point I had the game won, until Steve employed his dirty tricks. He'd manage to semi-bury this destroyer in some foliage, and even though I scoured the battlefield for him prior to the game I hadn't seen him. I won't say Steve gloated, but Steve gloated. Now where's that two pound lump hammer?

Our battle cries were all but lost, and the crescent formation we had adopted nearly useless.



Dereks confident grin said it all. He had managed to move his entire army in daylight which I had to admit was no mean feat.

My army held firm. We had lost the element of surprise, but the undead were still vulnerable to a counter-attack from the berserks. They with the support of two wizards and a sabre-toothed tiger rider had orders to attack the head of the column, while the main army overwhelmed the rear. A mounted spectre thundered from the head of the column straight for my berserks. (A breed of barbarian that should have their name changed to deserts by depol because they routed shortly afterwards) The terrifying aura that this creature gave off shook my berserks, and my sabre-toothed tiger rider was ripped asunder by a mighty blow of his sword.

At the rear of the column our warriors faired no better as my giant failed to defend himself from a charge by the undead rhino, the horn piercing his leather armour and causing a compound wound to the upper sphincter. His

death was doing neither me nor my armies morale any good at all, but we had fought tougher bags of bonio in the past, and my archers proved this by immediately going into bloodlust. I couldn't understand what had come over them, but their tirade of arrows severely damaged the undead warriors. Hurrah ! Hurrah ! I shouted. This was fairly well received, so it was attack orders all round. Regrettably the undead archers reply completely obliterated my livid archers, and the Battle of Dunbarrow was looking as if it belonged to Lord Zirak, but for one thing. On hearing the herald sounding the general attack, Orca my destroyer, (an individual of which some of you may have already read about) calmly stepped from some bushes positioned in a remote corner of the battlefield, and gently jogged towards Lord Zirak and his cabal which by some strange coincidence were right by him.

"What's that?" said Derek "A destroyer", I replied. I was then accused of being the sort of person that steals sweets from children, and various other obnoxious acts, and a new rule was proposed that says destroyers can't hide in bushes.

This single act which incidently got me promoted to warchief first class, had a profound effect on all Zirak's individuals, in fact I've seen bungee jumpers about turn with less g-force. Orca's skill and power bit deep into the cabal and to rub salt into it, a spectre rushing to the aid of his Lord and master was fried by a blast spell. A wry smile changed to one of jubilation as Lord Zirak was felled and our fore-fathers were once again laid to rest in the burial grounds.

The conclusion of the battle is that I'm one tricky son of a warchief and I intend to get worse!



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USING A FIGHTING MEN ARMY

by Robin Dear

Choosing any army can be difficult, so I hope to give you my hints, choices, and suggestions for using and collecting a men army that will win. Rather than just giving you a list of what I think is the best choice for an army. I have decided to show a 1500 pt men army, as this is a good size of army for an afternoon or evening's play.

I try and follow a general set of guide-lines for normal battles when choosing an army. For different types of battles such as sieges, I will of course have different sets of guidelines.

1. At least a couple of units of cavalry as they make excellent shock troops and make perfect reinforcements to fill any sudden gaps that appear in your ranks.

2. At least two units of missile troops to act as anchor for the rest of the army.

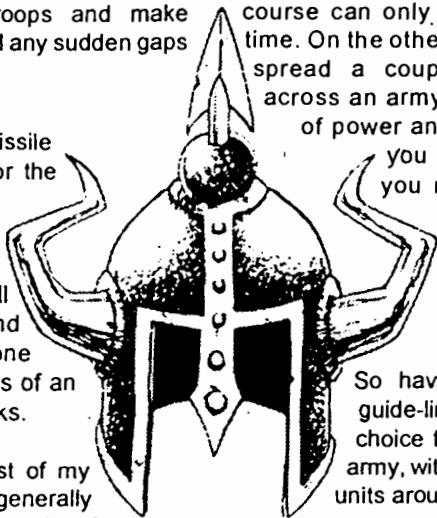
3. At least one wizard. This is because if well protected from melee and missile fire then they are one of the most versatile pieces of an army performing many tasks.

First to the anchor of most of my armies, the missile units. I generally choose a couple of different units of missile troops rather than all the same type. Either spread them throughout different commands or if you put them all in one command add a unit of pikemen or halberdiers to act as a guard. Again the cavalry may be used to form a single command or spread out in different ones. Most of my cavalry units go into one command. I can then take advantage of their greater speed. This advantage is lost if cavalry are placed into a command with foot units, and makes them much less versatile. Lastly, the third of my general guide-lines,

the wizards. From my experience I have found that either having a couple of 20 magic point wizards or one 40 magic point wizard is most useful. If you choose the latter type then you have a good all rounder who can cast lots of spells but of course can only be in one place at one time. On the other hand although you can spread a couple of 20 MP wizards across an army they can soon run out of power and are then useless. If

you want to choose a druid you really need one with at least 40 MP's. He needs that much power to keep any of his spells working.

So having gone through some guide-lines I will give you my choice for a general use 1500 pt army, with a few ideas for changing units around.



Command 1

1 Warchief Ld 4	82 pts
1 Courier	27 pts
1 Wizard 30 MP's	159 pts
1 Mounted Hero	142 pts
10 Longbowmen (Vets incl Ldr and St Br)	110 pts
10 Foot Knights (Vets incl Ldr, St Br, Mus)	140 pts
12 Men at Arms (Vets incl Ldr and St Br)	116pts

Command 2	
3 Mounted Knights	154 pts
1 Mounted Battle Leader Ld 4 (Elite incl Ldr)	120 pts
4 Mounted Men at Arms (Ave incl Ldr, St Br)	120 pts

Command 3	
1 Battle Leader Ld 4	82 pts
12 Crossbowmen (Vet incl Ldr, St Br)	128 pts
21 Pikemen (Ave incl Ldr, St br, Mus)	114 pts

Total Army Points	1494 pts
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Options for Change

Replace the Longbowmen with 10 Veteran Handgunners including a Leader and Standard Bearer. Points variation = 0 pts

Replace 3 Elite Mounted Knights with 6 Average Mounted Men at Arms including a Leader. Points variation = +4 pts

Replace 21 Pikemen with 5 Veteran Handgunners including a Leader and 14 Average City Guards armed with spears including a Leader and Standard Bearer. Points variation = -2 pts

Replace the Wizard with a Druid. Points variation = 0 pts

Try using my army list, then change a few units depending on your figure collection and see what works for you. If you have any comments then write to me at the usual address.

Rules Update

ATTACK ATTACK ATTACK

One of the main reasons for me to start Warrior was the desire to keep the gameplay as fresh and up to date as possible, and hopefully we can achieve this. I plan to include not only new rules, but also rule clarifications and new profiles. So if you are not clear about any of the rules then drop me a line and I will answer them in this column.

Nick Lund has informed me of a new boast for inclusion into fantasy Warriors. This is Attack, Attack Attack. If a warchief makes this boast it holds good as long as all the commands in the army have attack orders. Sounds like a good one for all you orc and goblin warchiefs out there Hit 'em 'ard and hit 'em fast. Go on get stuck in there.

I've also received a couple of queries regarding the modifier of -1 to hit for fighting in two ranks. This only applies to spears and polearms, not

to hand weapons. So if you have a unit consisting of two or more ranks armed with single or double handed weapons who are fighting using the front rank only then no -1 modifier applies. However if those with two handed weapons decided to use them as polearms and use the worth of both ranks then the -1 would apply as they are now fighting in two ranks.

A question about multiple combat has also arisen. What happens when a single rank of

troops are hit by the enemy from both sides e.g 10 dwarves are attacked from the front by 10 orcs, and from the rear by 10 goblins. The dwarves can elect to hit who they like, whether it be 10 attacks on the orcs, or 10 on the goblins, or 5 on each. Whatever he decides the

enemy will have double the number of attacks on him. He then takes only one combat test on the casualties inflicted by both the orcs and goblins. Well I hope thats cleared a couple of points up. If anyone has any questions then don't hesitate to write.

Letters

Thanks to everyone who has dropped me a line. Your letters have been greatly appreciated. Don't stop as the more the merrier. Graham Toone wrote to me this month with some very interesting and valid points about fantasy warriors. I have answered each question in turn. I solicited Nick Lunds opinion on several, so the answer reflects his ideas as well as mine.

1. It says in the rules that you can blacken the sky and still move. Is this correct? Surely you must be stationary to do this.

DM Each phase of the battle counts as one sixth of the day. So in realtime anything from 1-2 hours. Enough time to loose of a volley of arrows. Also historically many archers could fire repeated volleys on the move, and fantasy archers are often presented as even more expert than their historical counterparts.

2. Why are the modifiers for soft/hard cover included in the kill throw and not in the hit throw which seems more logical.

DM Nick answered this with the same example as above that the archers have one sixth time to aim at their enemy who will stick their heads up many times in this period. However I agree with Graham, this point arises particularly when bolt throwers are used, as the -2 factor for hard cover is negated by the +2 to strength. This has led to the situation of troops being picked off fairly easily even when hidden behind battlements. This situation will be further exasperated with the introduction of war machines and when playing out sieges. Nick agreed that this situation would need addressing with perhaps a reclassification of cover to include fortifications.

3. Why not allow disciplined troops to threaten as well. I assume troops in combat cannot threaten although it does not say so.

DM It is the nature of troops which decides whether they threaten or not. Tribal or fanatical

troops are going to charge down a hill screaming and shouting various obscenities in their native tongue, while the disciplined troops are more likely going to stand there and say "Ok chaps prepare to receive the charge", or "Tally-Ho" etc. However if they get particuarly upset by these taunts, especially if they refer to their mothers, then they will be forced to make a reply. Thus allowing them to counter threaten. I must admit it pays to have a good word with your fanatical troops first, and try to get them to advance as quietly as possible, as they are more likely to come off worse if the enemy counter. I also feel that the disciplined armies are powerful enough already without giving them the ability to threaten. You are right to assume troops cannot threaten in combat.

4. How about a -1 modifier on the kill throw for missiles at long range to reflect the reduced strength on impact.

DM Another valid point, however long range missile fire is already very much down to luck already and this would make it even more unlikely to hit anything. Also the long range would have to be reclassified as at the moment it covers a distance for bows from 18-7 inches the loss in impact would therefore vary for a long range of 7 inches and one of 18 inches. So a debatable point, but once again Nick is looking at it.

5. It seems a bit drastic for a routing unit to be immediately removed. How about a chance to rally if conditions allow.

DM This is a familiar comment from anyone who has played other systems. The rallying is taken into account by the shaken reaction. While a unit is shaken this is its chance to rally, as the warchief can then attempt to influence it out of shaken. I was horrified by this when I first started playing, but quickly got used to it, and now I wouldn't change it. It really speeds up the game and allows it to flow nicely. As it is a game generally lasts us about three hours, which is as long as I want to play. Introducing pushbacks and rallying would increase this substantially, and make the game terribly cumbersome.

6. Wound points are preferred to saving throws by everyone I have played

DM What Graham is doing is placing a number of counters next to figures that normally have saving throws and removing one for every kill. This one is down to horses for courses. I personally prefer saving throws as they are a lot more unpredictable, and also because I'm dreadful with counters. ask anyone who plays me. There are always a pile of volley counters left halfway across the table where I've moved the archers and left their counters behind. As to the mechanics of the game they don't effect it substantially. With wound points you will kill a large figure eventually, once he has had the required number of kills inflicted on him. With saving throws you don't know when he will go. I've had my undead war rhino killed in the very first phase of the battle. A very bitter experience I can tell you, but great fun. What I'd like to say in conclusion is that no set of rules are laid in stone. If you don't like them, change them. Nick Lund wrote the game because there was no other at the time that he liked, and he wrote them to his taste. Your idea of a good set of rules may differ from his, but give them a chance. You do need to play several games before the subtleties of the game become apparent. At face value it may appear fairly simplified compared to other games, but in my opinion, if you look deeper, a lot has been covered by the rules. My first reaction when I played it was to immediately want to write in some extra rules. I resisted the temptation and after half a dozen games realised I didn't need to because they are already in there. I want a

quick, fun game and for me Fantasy Warriors fills this criteria.

Several of you have written asking how to get a copy of Warrior. They will be distributed with any mail order or alternatively just send a SSAE during the appropriate month to **Grenadier UK Ltd, 25 Babbage Rd, Deeside, Clwyd, CH5 2QB.**

Contacts

Mr Graham Toone, 36 Langham Drive, Narborough, Leics. LE9 5EY
Wargamer for 16 years.

Mr A Townsend, 50 St. Helens Road, Hastings, East Sussex. TN34 2LQ

Mr Mat Wilkes, 58 Jubilee Drive, Foley Park, Kiddeminster, Worcs. DY11 7JG
Aged 25, Orc army, He's been painting these for 6 years and now wants to learn to play.

Mr Tony Harwood, 10 Avondale, Droitwich Spa, Worcs. WR9 8PB.
Aged 34, Orc army, experienced wargamer.

When writing letters please print your name. Send SSAE if you require a reply. For the contacts please inform me of the following:- Name, Address, Tel No. (I will only print it in the newsletter if you ask) Age, and race of your fantasy army.

Anyone wishing to write an article for inclusion in Warrior please do so.

Send all correspondence to:-

Mr. Derek Mugridge, 14 Claremont Crescent, Regents Park, Southampton, Hants, England. SO1 4GS

Special Thanks To:

Contributions

Steve White, Robin Dear, & Iain Lowsen

Illustrations

Mark Gibbons

Alex Wharton for all the help with the graphics

ISSUE 4

JULY / AUGUST 1993



WARRIOR

THE NEWSLETTER FOR FANTASY WARGAMERS

There's lots to report this issue from the world of Grenadier. We have a new column called Future Warriors to support Grenadiers steps into the 25mm Sci-fi market. To do this they have employed the talents of Mark Copplestone and the results are absolutely brilliant. Without doubt the best and most imaginative Sci-fi figures around. To complement these they have also released a new range of equally fine Sci-fi vehicles. Also in this issue, a new aerial combat game, Dragonlords scenarios and show reports. Warrior just gets better every month.

NEWS

The range of Future Warrior products was released in April and has grown very quickly over the last couple of months. They have all been designed by Mark Copplestone and have already proved immensely popular, selling like hot cakes at their launch at Salute. Nick Lund is also developing a Sci-fi game to complement the range of figures. This is one of many products he is involved in writing at the moment, so there is no clear date when this will appear as yet. He is also finishing the 2nd edition of Fantasy Warriors, the campaign system and also designing some new figures (phew). As you can see with one man involved in all these products it is very difficult to give any ideas of release dates. So keep an eye on Warrior, as I will print them as soon as I have them.

DRAGONLORDS

Dragonlords the game of aerial combat for dragons will be available in the late summer priced around about £15. I've managed to read a copy of the rules in order to give you a preview of the game. We'll play it as soon as we get a copy of the game and hopefully give you a full review next issue.

The game comes with 6 different dragons and riders, 6 plastic stands, 6 full colour 8x12 inch

map sheets overlaid by a hexagonal grid 70 counters 2 quick reference sheets dice and a 38 page rulebook

The rulebook includes rules for a basic game and a set of optional advanced rules. Your dragon can have six different sized bodies from tiny to huge, and six different sized wings from very light to very heavy. The different combinations of these effect it's speed and maneuverability. The game provides ready made playsheets for 12 different dragons and also all the tables you need to design your own. The basic game turn has 6 phases. Initiative, record speed, movement, record breath target, breath combat, and close combat. You are provided with a blank game log which you can photocopy. This must be used to record your dragon's actions in the game before it actually does it. Once you have diced for initiative you must decide what speed and altitude you want your dragon to fly at. Your dragon can fly at 6 different altitude levels from very low to very high. It is then a case of jockeying for the best position to attack your foe with your breath weapon, or alternatively engage in close combat. You then roll to hit and to damage. Various parts of the body can be effected, either head, body, left or right wing, this is dependent on

from which direction you attacked. The advanced rules add a lot more realism to the game. Take off, landing, acceleration, banking, and crashing are added, along with movement on the ground. Rules for the addition of 5 different riders for your dragons are also included. They can be a lancer, javelin thrower, archer, crossbow shooter, or a wizard, who has a choice of 13 spells. These spells can either be used against the enemy or on your own dragon.

For close combat 6 tactics have been included. They are lunge, slash, tail swing, fake and defend. When both players have chosen, these are cross referenced on a simple table to include an additional tactical modifier on your roll to hit.

The dragon design section is excellent. It allows you to configure your own dragon and also allocate its point cost to ensure even battles. This section is very well laid out making this task very simple. The rulebook finishes with rules for running a campaign.

All in all I was very impressed. The rules seemed to encompass every facet of aerial dogfighting, or should that be dragonfighting, without becoming bogged down in horrendously complicated tables. Although it is designed as a separate game, it could be a good opportunity to include dragon legions, and aerial combat into your Fantasy Warrior campaigns. How playable and how much fun the game is actually to play we have yet to find out, but I think it looks like it's going to be good fun. Look out in the next issue for the full game test.

Reviews

With the huge range of figures available from Grenadier, obviously not all could be included in the catalogue. So every issue I will include some older miniatures for review along with the latest releases.

1400 Barbarian Giant by Mark Copplestone

This figure priced at £24.99 is truly awesome. It comes in 6 pieces, head, torso, arms, and legs, and is very easy to assemble. He stands with his left arm outstretched, and his right hand raised above his head holding a huge rock ready to lob at anyone with enough bottle to approach him. He is a victim of barbarian

fashion, sporting the long hair, and long ZZ Top beard, leather loincloth, and trendy fur shin pads. His body is festooned in the gory trophies of previous victories, heads, helmets and even the odd limb hang from his belt, ear, neck, and ankle. A rat scurries up his back, obviously very contented with the menu on offer. He stands 135mm from the base of his foot to the top of his head, and 180mm to the top of the rock. The giant comes with 4 other figures which need to be attached. A barbarian standard bearer stands proudly upon his left shoulder, while a halfling walks with sword and shield at the ready at his feet. The other figures are victims still whole, but trussed up, and appear to be the giant's packed lunch. They are 2 halflings bound back to back, and a young lady hanging by her hands. These poor unfortunates are attached to the rear of the giant on his shoulder and waist. This figure would make a lovely centrepiece for anyone's Barbarian army and is suitable to game with as there is very little to break off. Once again up to Mark Copplestone's normal, but extremely high standard. I highly recommend it.

9012 Dwarven Giant Warbat

This figure comes in 6 pieces, the body, wings, seat, dwarf, and hand holding spear, and costs £9.50. The bat's body is 55mm long with a wingspan of just under 140mm. The dwarf sits upon its back in a very plush and ornate high backed chair. The dwarf wears a helmet and goggles and carries the reins in his left hand, and a spear in his right. These are just what the dwarves need, a quick unit of fliers. Nick is working on a profile now, so look out for that in the next issue.

9015 Cyclops Berserker

This is another large figure standing 60 mm high and is priced at £4.99. He is stood legs apart, both hands raised with muscles flexed. Mind you when I say both hands, the right is actually a hook, and on the left he wears a hooked glove. This chap is well shot away and looks a might cheesed off. Mind you if you only had one eye and a horn stuck out of your forehead you'd probably feel the same.

More news and reviews next month.

The Battle of the Plains of Plenty

by Derek Mugridge

A simple scenario for the Barbarians and Wood Elves.

Over the last few years life had been hard on the once fertile barbarian plains. The great herds of wild beasts had dwindled and the hunting parties took longer and longer to return with their kill. At last food had become so scarce that the tribal warchief, Naton Loud, had decided it was time to move on. And so it was that the whole of the Cúd-Dúkan tribe collected their belongings and trekked westwards where they heard the hunting was plentiful, leaving great billowing clouds of dust in their wake. The baggage train was guarded to the front and rear by the men of the tribe, who were not only great hunters, but also very skilful fighters, and foraging parties searched for good hunting grounds or signs of opposition.

In the Elven kingdom of Lothlorian the rumours of movement on the eastern borders had spread fast, and no time had been wasted in sending a scouting party to investigate. They were laid on the brow of a hill trying to absorb the enormity of the situation facing them. A whole Barbarian tribe invading their country. They had to move fast! The three of them got up as one and walked straight into a bunch of rather fierce looking barbarians. They couldn't quite believe they had been foolish enough to allow themselves to be ambushed, but this looked like being a bad day all round. The barbarians dragged them rather ungainly toward their tribal warchief, Naton Loud, for he alone could decide their fate. They were introduced to some rather primitive methods of interrogation and duly described at great length the army they would face if they were not heard of within the week. Naton Loud listened with great interest, but at the end of the day had little choice. The survival of his great tribe was at stake and he would fight long and hard for it. These frail creatures held no fear for him, they were far too pretty to be a real threat. The three elves were bound and gagged. They may come in useful later.

Many months had past since the last report from

the scouting party, and concern was growing daily for their safety. Finally High Lord Talarius held council, and decreed that his best warriors should be dispatched with all due haste to



the eastern borders to investigate their disappearance. This they did and were soon in a position to observe the barbarian tribe. They could see the warriors at the head of the column, and at present outnumbered them. They guessed there would be some more in the distance acting as a rearguard for the baggage train. They would have to hit them hard and fast before the rearguard had a chance to reach the head of the column. There was no need to wait for the reinforcements to arrive and steal their moment of glory. They would win the day and leave them to the mopping up.

Due to the fact that the barbarians have been given details of the elven army, and the elves have observed the barbarians prior to going into battle, the game should be set up as if neither side has been outscouted. The battle should begin with 800 pts of barbarians and 1100 pts of elves. At the start of turn 3 a further 700 pts of barbarians arrive at the table edge and move that turn. The remaining 400 points of elves arrive and move on turn 5. So the barbarians have got to hold off the elves until their rearguard arrives, while the elves should go for a short sharp victory, or hope they can survive until their reinforcements arrive.

OH TO BE A BARBARIAN

by Steve White

The mist has risen exposing the scattered remnants of the mighty undead army. Orca my destroyer wipes clean his awesome broadsword, once again he has saved the day, and I love my barbarian army all over again.

If like me you are the warchief of a tribal or fanatic army, I'm sure you are getting used to them doing exactly the opposite of what you intended. There is nothing more frustrating than missile troops loosing off their precious ammo at nothing in particular because they have gone into bloodlust. Now I don't claim to be a great warchief, in fact some of my best fought battles have been defeats, but there are a few coes and don'ts that I've picked up on the way that may prove useful.



The Do's

Do buy warchiefs and battle leaders of the highest order. Their leadership is added to the command test and they are much less vulnerable than sooths, and cheaper.

Do give every command missile support be it wizard or otherwise. It stops enterprising enemy individuals in their tracks. Even poor bowmen can take out a hero at short range.

Do use individuals. My philosophy is, take them, use them, and abuse them. Don't worry if you lose them. your warchief and battle leaders high leadership should get you out of trouble.

Do use Blast spells, its cheap and effective on individuals.

Do have a rear guard. They can stop wrap around by making the enemy vulnerable to a counter attack.

The Don'ts

Don't use light armoured individuals against heavy armour, they usually come off worse. Use Blast spells or missile troops

Don't get caught in the wide open "killing fields" (large areas with no cover) by long range missile troops. Use hills and woods to cover you to your objectives.

Don't buy a two pound lump hammer and trash the opponents army if you are defeated it makes for long term bad feeling

Don't start a battle without a plan of some sort.

Don't worry about bad light. I've seen an army decimated before their good light arrived

I hope that this may be of some use in future battles. I can't help forgiving my barb's when they rout off the field, but when they stuff the enemy they are merciless and thats the sign of a true barbarian.

DESIGN NOTES

by Mark Coplestone

News, background information and occasional pleas for help from the Grenadier design team.

In this column we hope to keep you up to date on what ideas the Grenadier designers are coming up with. Grenadier are constantly updating and adding to their already extensive range of games and figures. Now is your chance to have a say in what you would like to see released. Who better to feature first than **Mark Coplestone**. His figures have always proved very popular and are definately something to look forward to.

Barbarians

Anyone who has used a Barbarian army in a Fantasy Warriors game has probably wished it included some mounted troops (preferably with a good saving throw). I've been thinking about adding some to the range for quite a while. The problem has been deciding what type to go for. At the moment I'm torn between 3 styles: cavalry in mail coats (like the Riders of Rohan), lumbering ox-drawn war wagons or, more unusually, barbarians mounted on the shoulders of small giants. I'm still undecided, so if you have a preference (or a better idea) please let me know.

Late Medieval Range

Due to popular demand the next releases in this range will be 6 Swiss figures: 3 armoured pikemen, a captain, a hornblower and a drummer. Thanks to everyone who has contacted me with suggestions for expanding this range - other work permitting, I'll eventually include most of them.

Crusaders

Recently we've been planning a few new armies for Fantasy Warriors. The ones I'm particularly keen to work on are Dark Elves and Crusaders. Combine 12th century knights and footsoldiers, a touch of Robin Hood, units of warrior monks with magic-hating priests and there you have a FW Crusader army

Dark Elves

When I started to think about making some Dark Elves I drew up a list of adjectives that I'd like to hint at in the design of the miniatures - arrogant, cruel, elegant, sinister, sombre. Then as I looked at them they brought to mind a Hollywood parody of late 16th century Spaniards, complete with the notorious Inquisition. A good starting point for new-look Dark Elves. Add a hint of Coppola's Dracula and the Ku Klux Klan and you have a potentially strong "feel". Now we just have to decide which troop types to include, both to match gamers' existing ideas about Dark Elves and to create an interesting wargames army. At least, that's the theory!

Future Warriors

Grenadier's latest range is about to be launched. Future Warriors, unlike many other SF ranges, is not tied to a specific role-playing system or set in a particular vision of the future. Instead it's a general range of SF miniatures, based as far as possible on common elements drawn from films, books, role-playing games and comics.

For example, to get the right feel I've just read William Gibson's cyberpunk novels, watched endless videos from "Akira" to stuff so awful I wish I hadn't and thumbed through all my 2000AD graphic novels



Savages

The first release of 4 blisters will be:

Robohunters - SF detectives or citizens with handguns (and sometimes strange haircuts)

Scavengers - Ragged, post-apocalyptic vagrants with firearms

Troopers (Tactical Squad) - "Aliens" type soldiers in soft body-armor

Rebels - Archetypal, non-regulation heroes (and heroine)

I hope that almost anyone who plays SF games will find something in the Future Warriors range that fills a gap in their collection. So look out for the future releases - they could be anything from cute droids to Jet Bikers.

I thought I would kick off the replies to Mark myself with a few suggestions of our own. As far as the barbarian cavalry was concerned, the riders of rohan idea proved very popular. Small light chariots were greatly preferred over the suggested heavy oxen drawn wagons.

Mark spoke to me about an idea for a Fantasy Egyptian army. I mentioned this to several friends who were so excited at the prospect that they ran off to write up their army lists. So this is what we came up with. It is in fact a combination Persian / Indian / Egyptian army.

The centre piece would be a four-horse chariot with a large battering ram at the front, containing the general, driver, and four crew with javelins. They would be protected by a huge umbrella.

Scythed chariots pulled by four horses with one driver. These would have an impact value only, much like a guided missile.

Indian elephants with Howdah, large umbrella, and javelin crew.

Catapults which launch clay pots full of hornets which disorganize the enemy.

Average or veteran archers with a bow and axe.

Average or veteran spearmen-with shields

Poor slingers

Poor spearmen

Heavy cavalry ridden by nobles.

Immortals. Heavy infantry, veteran or elite, spear, bow and shield, immune to rout, very expensive on points.

If you can come up with any of your own suggestions or want to comment on Marks or ours then write to me and I'll pass them on to Mark.

This years shows kicked off with a biggie, Salute. The show was absolutely packed and we were in the main hall in the thick of it.

The Grenadier stand was obscured most of the day by large numbers of people eager to see their latest offerings, the Future Warriors being the most popular. We were just across the hall from the main stand with a 10 ft x 8 ft table with 10,000 points worth of troops battling for most of the day. I must at this point say a big thank you to Les Ames from TSS / GALLIA who provided all the scenic tiles and tree's for use with this, and all our future demo games. Anyone who liked the scenery can obtain a catalogue from the address printed on the back page of this issue. Also thanks to Steve White and Robin Dear for all their assistance, I couldn't have done it without you boys. Finally I'd like to thank everyone who came over for a natter on the day, it was great to see you all. We also made some more converts, so at the end of the day everyone had a great time. A lot of interest was paid to the battle that raged between Steve's Orcs and Goblins and Robin's Men, Wood Elves, and High Elves. For those of you missed the outcome, or couldn't make it on the day here is Steve's report.

For those of you about to die I SALUTE you.

The gods had smiled upon us. For months we had been planning this clash of arms, and our armies meeting in the early hours of the night would save many of my warriors from those cursed longbowmen and crossbowmen.

I Sneasle Spasm-splatter found myself as warchief in charge of a gruesome army of orcs, goblins, wolves, and ogres, even the trolls turned up. I decided not to complicate things and kept my goblins in my command, and the orcs and allies under the command of the illustrious orc, Torrid.

My adversary was Sir Robin Reincarnate. I surveyed the field of battle and Sir Robin's army to say the least was big, and he still hadn't finished deploying his troops. Still they continued to spill onto the battlefield, row upon row of men at arms and elven knights.

High on a hill were two menacing cannon, the barrels of which I don't want to look down again. Anyway! Enough of the talking lets do some stomping!

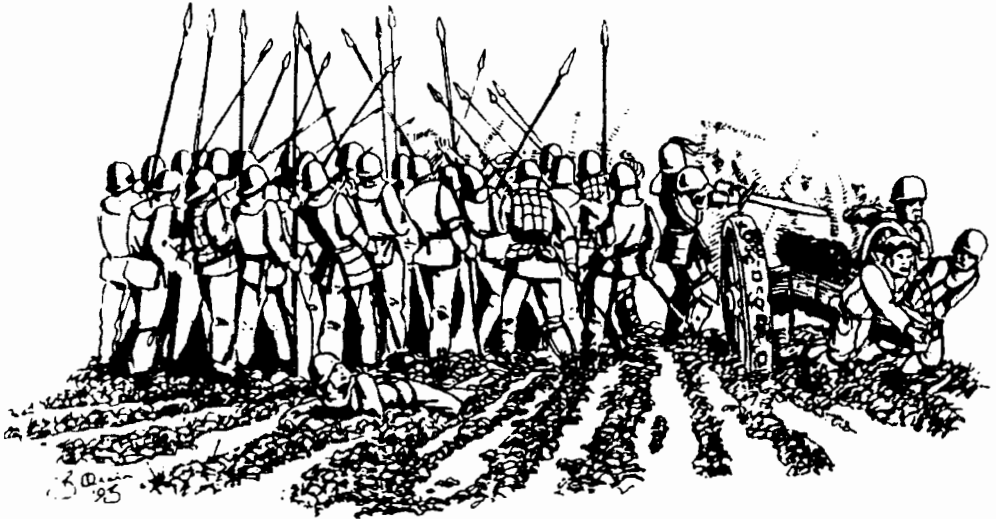
Both commands were issued oppose orders, and the long march across the battlefield began. Sir Robin's army also advanced, which had the desired effect of obscuring his cannons field of fire with his own men (phew). He opened up hostilities by blackening the sky at my goblin rabble, 25 of the 40 fell. The remainder showed their loyalty by pushing off for an early lunch. Thanks lads! My battle plan had just taken a bit of a thumping as I'd intended to advance my hard hitting troops behind the protection of the rabble. This called for drastic action as no army could stand the onslaught of the elven archers for long. The air crackled with magic as my spider riders, legs a blur, charged and contacted the elven archers with the aid of the hasten spell. Sir Robin hastily reinforced the archers with elven spear and sword units, but he knew, as I did, that they were on borrowed time.

It was at this point I noticed two immense flaws in Sir Robin's battle plan. Firstly he had 7 commands which couldn't all have good battle leaders. Secondly a rather fool-hardy or perhaps slightly preoccupied individual was passing in full view of my wizard. The ensuing blast spell blasted what turned out to be a Druid who had got a little carried away reciting his favourite incantation. Cheers of " command tests all round " resounded from the goblin camp, and were greeted with a complete sense of humour failure from the opposition. The result was that much of Sir Robin's pride and joy became shaken. The following round was no less exiting as the flower of Sir Robin's army, the elite knights, ploughed into the orc archers, obliterating them. The knights merely shrugged off the blast spell directed at them, but some eventually fell to the giant orcs, the orcs paying dearly with their lives. The remainder eventually fell under a rain of arrows

from the goblin archers. At this point in the battle I gained a short respite from missile fire as the elven mounted knights stormed across the field towards the goblin archers. This I countered with gargoyle air support. Both units then blackened the sky seriously depleting the elven unit. The gargoyles then dived in to finish the job. Well, that was the plan, for as they dived in for the kill, some git did a 21 gun salute, showering these beautiful creatures with grapeshot, and putting them in the history books next to the Dodo.

ditch stand by a handful of elven spearmen. Spider gunners, a hero, and a wizard, all fell in one round. Meanwhile on a lighter note some unsuspecting foot knights meandered into a unit of orc bodyguard, and I can safely say they won't do that again.

Just as things were looking a little bad the battle took a new twist. They got worse. Sir Robin had acquired a secret weapon. A wire guided inter-continental cannonball which some how flew through two of his units, one of mine, and a wood, finally coming to rest in



Elsewhere I was having mixed success. The spider rider gunners mauled an already shaken unit of elven spearmen, while the eagle riders were inflicting casualties on my unit of elite hobgoblins. The battle had reached a furious pace with all units low on ammo. I sounded the charge. Trolls, ogres, and orcs leapt from the wood wreaking havoc all around them. (I must say ogre linebreakers make very short work of cavalry, but crossbowmen make pin cushions out of trolls. Yet another unit falling victim to the defiant missile men.) The real blow came however from the cannon which blasted my orc juggernaut. We stopped for a minute's silence, and then continued with renewed vigour.

Torid's command was now looking a little dodgy to say the least, and for the first time I thought Sir Robin might just clinch the battle. My spider riders shredded what was left of the elves, but my gunners were knocked sideways by a last

Torid's chariot killing him outright. (*D.M. Robin appears to have seized the opportunity to make up his own line of sight rules while I was talking to an interested onlooker. When interrogated at a later date he did have trouble denying this.*) I had the rest of this round to win the battle, but Sir Robin was now standing on a hill gloating at my dilemma. But guess what! Right in front of him was an incredibly cheesed off wizard, and **KERBLAMMO** Sir Robin was no more, He ceased to be, he was an ex Sir Robin etc. etc. My warriors spent a happy round inflicting massive casualties before the imminent rout. A splendid game. Sir Robin's generalship was superb and his warriors fought with great bravery. But Sneasle Spasm-splatter had outwitted him as he basked in what he thought was his moment of glory. Sneasle threw his head back and laughed out loud. Long Live Sneasle. Hurrah

FUTURE WARRIORS

At Salute, Grenadier released a new range of figures on an unsuspecting public. And so it came to pass that they were unleashed upon the world. They were the **FUTURE WARRIORS**.

Having looked at the first few blisters and talked to the designer, this is a range that is going to grow and grow. The initial releases were Troopers, Scavengers, Rebels, and Robohunters. These have been followed by Law Enforcers and Savages. All these blisters contain 5 figures and cost £3.99. There is also a growing range of vehicles, an anti-grav vehicle, a street car, and a battlewagon. These are shortly to be followed by a helicopter and a dune-buggy. The vehicles cost £4.99. Also available at the same price is an Assault Walker and Arachnodroid. These figures would be ideal for any of the near-future, post-holocaust Sci-fi RPG's. Decent Sci-fi wargames are very thin on the ground at the moment, however Nick Lund is working on a squad level game to fill this gaping hole in the market. However this is just one of many projects he is committed to, so there is no inkling of a release date, but hopefully we may see it by the end of the year.

Before I begin the reviews I must say that Mark Coplestone has excelled himself with this range and I guarantee you will not be disappointed with any of the blisters, my personal favorites are the Scavengers and Savages, which contain some incredibly well detailed figures. Due to the large numbers of figures released in recent weeks I have tried to keep them as brief but informative as I can, so that I can squeeze as many in as possible.

1502 Robo Hunters

A very mixed bunch that could have a variety of uses, solo's, fixers, there's even a rocker in there. The pack is made up of 3 men and 2 women who are all preparing to fire or firing their weapons. All carry handguns except for the rocker who carries a sub-machine gun.

1) Small, slight and agile female in short skirt,

leather jacket, boots, and glasses

2) Tall, willowy, Grace Jones type wearing one piece suit

3) Rasta in a long coat carrying an electronics device over his shoulder

4) Rocker with a huge D A haircut wearing a trendy suit

5) Solo in long coat and wrap-around shades / image intensifiers, as illustrated below



1501 Scavengers

All five figures are male, attired in very tattered clothes, and stood astride in various ways either firing or preparing to fire their weapons.

1) Long hair and a long tattered ankle length coat, standing with right arm outstretched to the side aiming a small handgun. He has a shotgun slung on his back in a holster.

2) Short sleeved rags with a hood on his head, face obscured by goggles and a mask over his nose, stood bracing against the recoil of the automatic weapon he is shouldering.

3) Wearing something resembling a leather flying helmet, and a leather waistcoat. Around his waistbelt he is equipped with a holstered handgun to the side, and a bedroll on the back. He is armed with an automatic weapon held in both hands firing from chest height.

4) This figure is similarly attired and equipped as the above, except he wears nothing on his bald head except a pair of goggles which are pushed up on his forehead.

5) My personal favorite of this bunch. He has a long ankle coat, a rucksack, a sword sheathed on his back, and a shotgun. Obviously a lover of the outdoors he wears a respirator to combat the pollution and a coolie-hat protects him from the ozone depleted atmosphere, forget about bottles of factor 25 this man's taking no chances

1503 Troopers (Tactical Squad)

All these figures are protected by body armour and wear personal communicators, 3 men are wearing helmets with side cameras, and 4 of them are equipped with identical combat rifles, 1 unhelmeted figure carries an assault rifle with laser scopes. The figures are poised with their weapons ready to fire from the chest or hip, except the officer who is stood astride surveying the situation with his gun resting on his shoulder pointing in the air.

1504 Rebels

All these figures are similarly armed with sub-machine guns, and holstered handguns, and all except the adventurer are wearing waistcoats. However the similarities end there.

1) Very large biker with stomach protruding over a straining belt, T-shirt not quite able to cover stomach, long hair, beard, sunglasses, and his weapon is resting on his waist pointing in the air.

2) Female with pony-tail, body armour, personal communicator, wrap-around shades, and knapsack on back. She is stood astride firing from the hip.

3) Man with baseball cap, waistcoat stood holding weapon at the waist.

4) Scary Mr.T type, mohican haircut, wrap-around shades, left arm outstretched pointing, right hand pointing s.m.g in the same direction.

5) Beautifully detailed adventurer figure, a

leader type. Wearing jacket, trousers and boots, with a long scarf flowing down his back, another scarf knotted round the waist with a handgun tucked in it by his stomach. He is stood astride with an s.m.g resting on his right shoulder pointing in the air, and a handgun in his left hand dangling down his side.

1505 Future Savages

This blister contains 5 beautifully detailed Mad Max type figures, and what a bunch of mean mothers they are.

1) Man wearing trousers, waistcoat, leather studded posing pouch, a knife in a holder on his left boot, wrap-around glasses, and bald except for a pony-tail. He is stood, arms by his side, with a huge machete in his right hand, and knuckledusters on his left, shouting abuse at somebody. Lock up your daughters, this is a ruthless animal who knows no pity. This is proven by the poor teddy bear with an amputated leg who is tied on the back of his belt. What sort of man is capable of such a despicable act?

2) Bare-chested man wearing trousers, long hair hanging over left eye, feather out the top, glasses, bed roll, and a sword slung on his back. He is stood legs apart, arms by his side, large cleaver in right hand, and knuckle spikes on left.

3) Man in top hat with pony-tail, goggles, bare-chested except for an electrical device on his chest, a sword slung on his back, trousers, and boots. He's stood holding a rather strange weapon (a home made four barreled, this is going to explode in my face jobby) pointed from the waist.

4) Man with very large mohican haircut, face-mask, body armour on chest and shoulders, bare midriff, leather studded posing pouch with respirator slung on the back. His arms are hung by his sides with a heavy duty chain in his right, and a knife in his left.

5) Endomorph stood astride armed with a crossbow which is resting on his right shoulder, and a large knife which is hung by his side in his left hand. He has a mohican haircut, glasses on his forehead, a fur around his shoulders, rings through his nose and ear with chain attached, leather briefs on which is hung

1506 Law Enforcers

Four similarly armed and dressed cops with an officer. Star Trek future nazi style with peaked caps, and personal communicators. They are all armed with an s.m.g which they are holding, a holstered handgun and a nightstick. The officer is absolutely superb. A 2000AD style figure, short hair and lantern jaw, dressed in a one piece suit with high collar and studded chest with a large "law" emblem on it. He is stood astride with a helmet under his left arm, and in his right a huge assault rifle held at rest at his waist pointing to the sky. He is also armed with a holstered handgun and nightstick.

Grenadier have also released a range of resin vehicles to fit in with the range of figures

1301 "Scarab" anti-grav vehicle

This is a one piece lightly armed, multi-purpose, rapid response vehicle. It measures 70mm x 50mm and is a very aerodynamic shuttle type craft.

1302 Street gang hot car

This lovely little 2 seater sports car just needs the four metal wheels stuck on and you are ready to go. This car has definitely not been owned by one careful lady driver, mind you looking at the state of it perhaps it has (oops! only joking ladies). There is not much of this 80mm x 45mm vehicle that hasn't been bumped or scraped, and a line of bullet holes run down both sides and the rear. However the driver can easily get his own back with the twin guns mounted under the bonnet. This is a lovely model and would be great for anyone roleplaying a trip on the M25.

I was unfortunately unable to bring you completely up to date as the Arachnoid, Assault Walker, and Battlewagon didn't arrive in time to review. However the range is continuing to grow with many more figures due out in the next few weeks. So look out for those and all the latest Future Warriors in the next issue.

On the Road

We've been out and about the South of England since the last issue, running demo games at a variety of wargames shows and shops. The first was Salute which you can read about on page 11. After that was the AGM of the SFSFW, a wargames show at Henry Harbin School in Poole, and a games evening at Virgin Games, Guildford.

The Society of Fantasy & Science Fiction Wargamers held their first AGM in Northampton. Although a fairly small and relaxed affair, there were enough games and traders around to keep everyone amused for the day. We took along a smaller version of the game we played at Salute, however this time round the men and elves won the day. Mal Green from Ragnarok was there to receive a prize from the Ragnarok readers poll for **Best Figure Manufacturer**. If anyone does want to join the society then now is the ideal time as the new subscription year began in May. For £10 you get your annual membership and 6 issues of the 50 odd page A5 society magazine

Ragnarok, the best independent Fantasy wargaming magazine around at the moment well worth the dosh. Anyone interested should write to:-

Simon Evans, 73 Avonleigh Rd, Bedminster, Bristol BS3 3JA

The wargames show at Henry Harbin School in Poole was also a great success. Fantasy wargaming is very popular in the area, and this was clearly visible by the interest shown in our game. I must thank Darren Morrell-Cross of Reading and Graham Toone of Leicestershire, 2 Warrior readers who helped us on the day. They played an excellent game and put on a good show. Thanks lads. Due to the success we had at this show we will be returning for their next one at the same venue in November. There will be two Fantasy Warrior games on at this show as we will be joined by Tim Hague another Warrior reader from London who will be putting on his own game with two armies that have been professionally painted, so that will certainly be worth a look. Details of the dates

will be printed as soon as I have them, they should also appear in the main wargames magazines.

Finally we are making appearances at some of the southern region Virgin Games stores games evenings. The first of these was held at Guildford. We had a small demo game being played, and Mal was there with all the latest Grenadier products. I will keep you informed of anymore evenings that we will be attending, or alternatively enquire at your local Virgin Games store.

Our next show should be Colours, held at the Hexagon. Reading on 11th & 12th September. The Doors are open from 10.30 - 5.30. The show organisers however have yet to confirm a place for us at the show.

For those of you who made enquiries about the scenic tiles we use for our demo game. they are produced by **TSS/GALLIA** & a full catalogue can be obtained if you send a SSAE to:-
TSS/GALLIA, PO BOX 51E, Worcester Park, Surrey. KT4 8NQ

Letters

I have received several letters enquiring about obtaining subscriptions for Warrior. As yet there is no such facility, Warrior can only be obtained with mail orders or by sending a SSAE to Grenadier stating which issue you require. If anyone is interested in subscribing please write to me at the usual address with details of what you would be willing to pay for a years subscription (6 issues). If I get a good enough response I will approach Grenadier with the idea. Anyone wanting a reply should enclose a SSAE.

Stop Press

The release of the campaign supplement has still not been announced, but here is a taster of what it will include.

You have won a few battles, now win the war. Fantasy Warrior Campaign lets you quickly put together a few campaigns of any size from a raid to a full blown war. The book includes a map, a counter sheet, an example campaign, full rules for setting up the map, capitals, and other holdings, organizing army's forces, force orders and reactions, map movement, counter marches, friendly and enemy territory, map control, and more to the battlefield battle

duration, victory, defeat, and stalemate, exhaustion, after battle casualties and deserters, will to fight, time and reinforcements, and many other features enabling you to get a fully fledged strategic campaign up and running quickly. Also a section on giving orders to units. Now warchiefs can be as flexible as they wish during a skirmish. Fantasy Warrior Campaign is a complete campaign system for Grenadier models the same as the Fantasy Warriors Fantasy Battle game.

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Aged 34, Orc army, experienced wargamer

When writing letters please print your name. for the contacts please include the following - name, address, age, and race of your army. Anyone wishing to write an article please do so. anyone wanting a reply to their letter should include a SSAE.

Send all correspondence to:-

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Les Ames, Graham Toone,
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WARRIOR

THE NEWSLETTER FOR FANTASY WARGAMERS

Traditionally the summer months are a quiet period for wargamers, what with exams and the problem of finding an opponent not away on holiday. This hasn't stopped Grenadier continuing to expand their already vast range. This issue we cover more Future Warriors, a new range of 15mm fantasy figures, and introduce a new regular column called the Melting Pot, somewhere to send your ideas and suggestions for enhancing Fantasy Warriors, why keep good ideas to yourself, when they can be enjoyed by the rest of the Warrior readers.

New Releases.

A landmark in the history of Fantasy Warriors is now upon us with the release of the **Gamers Pack**. This is what everyone has been waiting for. The pack contains the original rulebook, the companion, 2 counter sheets, quick reference sheets, army list updates, and of course a copy of Warrior. All for the princely sum of £7.99. A bargain I'm sure you will agree. The companion itself has now been reduced to £6.99. This release will hopefully secure Fantasy Warriors as the foremost Fantasy Battle system among the more discerning fantasy wargamers previously put off by the boxed format. Well done Grenadier!

Those of you awaiting the release of Fantasy Warrior's **Campaign** and **Dragonlords** will have to wait until the Autumn, due to the huge popularity of the Future Warriors, all efforts are being concentrated on this range for the time being. However this hasn't stopped Nick Lund from designing a few more figures. So look out for his Dwarf Battleleader, Goblin Hero, Giant Orc Warchief and Battleleader.

Also a range of resin buildings have been released which will be suitable for inclusion in your Fantasy Warrior games. Designed by Barry Durham the range comprises of 6 timber

framed houses dating from the 14th and 15th century. Priced between £7.35 and £14.75 the range includes Wolfsbane Hall, The Apothecary's Shop, Widow Grimble's Cottage, The Garrison House, Cobblers Row, and The Routed Goblin Inn, these can be combined to create a whole village. With each building you receive full details of the house and its occupants, and a painting guide. All buildings are sold already primed in white.

The **Future Warrior** range has been expanded with the release of some personality blisters. The first 3 released are a Thug, Corporate Fugitive, and Rogue Scavenger.

Notable releases amongst the **Fantasy Legends** range are some Ratmen, Northern Dwarves and Skeletons.

The **Fantasy Warlords** range featured this issue have been further expanded with the release of some elven cavalry and a war mammoth with howdah. The howdah has no crew enabling you to include it in any of your fantasy armies.

Look out for full reviews of all these in the next issue.

The Temple Too Far

A Brief Outline For A Fantasy Warriors Game Between Amazon And Goblin Armies

By Robin Dear

Background

Due to increasing raids on the southern provinces of Amazona by goblin raiders the High Priestess decided that it would be safer if some sacred artifacts of the priesthood were removed from some of the more remote temples for safe keeping until a solution to the goblin raids could be found.

This indeed proved to be a wise decision as several small temples and villages were attacked soon after the artifacts were removed. However at one small temple in a remote corner of the 9th southern province as the amazons prepared to leave they were attacked by a goblin warparty. The raid proved successful for the goblins and they took the temple easily with few losses.

Hearing the grave news the High Priestess immediately dispatched some of her bravest warriors to regain the temple and its treasures. After a week's hard trek, the scouts, the goblins and the temple was near. The amazons prepared for battle.....

The Battlefield

The battlefield may be set up in the normal way, however, the terrain features listed below should be set before (in place of) any of the normally generated terrain features. Once these special terrain features have been placed then the other normal features are placed.

- **1 Temple.** The temple is a three stage step pyramid 8 x 8" at the base, rising to a height of 6" at the top with three separate 2" steps. Running up one side of the pyramid is a set of steps 2" wide which run to the top of the pyramid. On the top level of the pyramid is an altar with a gold statue of an amazon goddess. The top level of the pyramid is protected by a



magical enchantment which prevents any non amazon from entering it. This ban does not apply to the other two levels for the goblin army. Moving about the temple counts as difficult ground. The statue may not be removed from the temple during the game by the amazons as this requires a special and lengthy ceremony. The temple, however, does provide a good field of view of the battlefield for the game.

- **1-2 Swamps or marshes.**

Because the land of Amazona is especially swampy there will always be some swamps or marshes present. No swamp or marsh may be placed within 8" of a building. This represents the fact the amazon builders will not build buildings where they will sink into the swamp.

- **4 Ley Stones.**

The ley stones are placed in addition to any normal amount of scenery. A ley stone is a single pinnacle of rock 1 x 1" at the base rising to a height of 2". Each ley stone is placed exactly 12" from the middle of each side of the temple even if it means it is placed in another terrain feature eg such as a swamp. Any building in the way of a ley stone must be moved to the side of the stone. The ley stones help to conduct natural magical energy to the temple from the surrounding countryside. A wizard or druid that does nothing for a turn and is in base to base contact with the stone may draw lost magical energy from the stone. The wizard or druid regains 1D of magical power for each turn that he/she remains at the stone. The danger is however if the wizard's/druid's power is taken over its original level the wizard or druid is killed without a saving throw.

FUTURE WARRIORS

Following the enormous success of the initial Future Warriors releases, both ranges of vehicles and figures are continuing to expand at a swift pace.

Future Warrior fever is spreading in the Grenadier camp. Ian Symonds continues to produce more vehicles and Tech for the range, and Mark Coplestone continues delivering the goods with the latest batch of figures.

1305 - Skyshark Heli-jet £4.99

This blister contains a resin fuselage with 6 metal pieces, the rotor assembly, 3 rotor blades, and 2 skids. The chopper measures 75mm x 45mm and 55mm high. The rotors span 120mm. It looks a very fast machine and is armed with a pretty meaty looking chain cannon, so your going to be pretty hard pushed to outrun this thing on the ground.

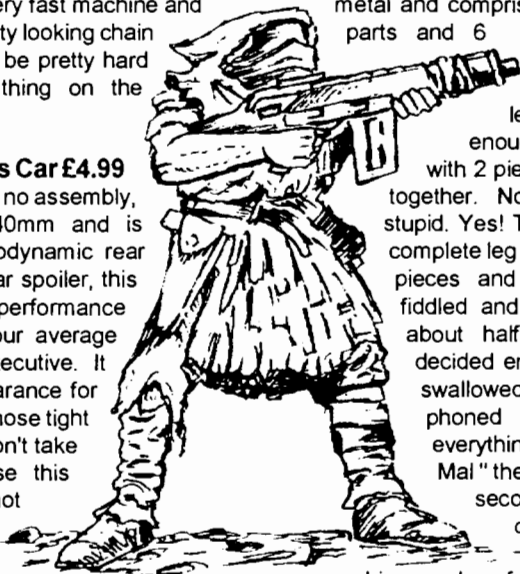
1307 Corporate Sports Car £4.99

This resin vehicle requires no assembly, it measures 80mm x 40mm and is 25mm high. A very aerodynamic rear engined vehicle with a rear spoiler, this is obviously a very high performance machine to appeal to your average egomaniac corporate executive. It has very little ground clearance for maximum downforce on those tight corners, but be warned don't take a wrong turning because this thing is definitely not designed to drive off-road. The car is fitted with a machine gun which protrudes from the front of the car below the headlights, just in case you need some help in staving off your rivals in the promotion stakes. You'll have to watch where you park it, and don't forget the Krooklock, as this is sure to be a very sought after machine. So just be careful when that tinted windscreen slides back, as you can never be quite sure who's inside.

There are two metal kits available in the Future Tech range:-

1702 Arachnodroid £4.99

This is by far my favourite figure, a simply superb robo-spider. Its body measures 55mm long and 15mm wide, while its legs span, from foot to foot, some 100 to 110mm. The kit is all metal and comprises 9 pieces. 3 body parts and 6 legs. 1 body section has all the connections for the legs so thats easy enough. That leaves you with 2 pieces. Could I fit these together. No! Did I feel really stupid. Yes! There I am sat with a complete leg assembly and 2 more pieces and I couldn't do it. I fiddled and stared at these for about half an hour, when I decided enough was enough. I swallowed my pride and phoned " he who knows everything" at Chez Grenadier, Mal " the wise " Green. Within seconds the figure was complete in all its



glory. So I will pass on his words of esteemed wisdom. Having glued the 6 legs to the appropriate body part, you take the smaller of the two remaining parts which are the eyes of the droid. You then glue that to the leg assembly with the eyes above the mandibles (the sticky out bits on the body part with legs on.) You then take the remaining body part shaped like a teardrop and glue the pointed end into the hole at the back of the body. Your arachnodroid is now complete and a fearsome creature it looks to, well worth the humiliation of asking how to put it together. Highly recommended.

1701 - Assault Walker £4.99

This Robocop style walker comes in 9 easy to assemble parts. It measures 40mm x 55mm and is 55mm high. This thing means business being armed with a very large chain cannon on each side of the body. So if it requests you to drop your weapon, I suggest you drop it and run, otherwise you know what a mess it can make.

Some new figures also appeared :-

1507 - Troopers (Heavy weapons) £3.99

Once again another quality blister pack of figures from Mark Copplestone, but you know that already. So I'll skip all the superlatives and get on with the descriptions.

The pack contains 5 figures armed with pistols and 4 different heavy weapons. They are similarly armoured with body armour, knee and shin pads, helmets with mounted cameras, and microphones. All of them are positioned with legs astride, and all but one with bare arms.

1) This figure is the one with sleeves. He is wearing his helmet and is stood at the ready, carrying a pulse rifle with grenade launcher in both hands at waist height. He also has a deck slung on the side of his waistbelt.

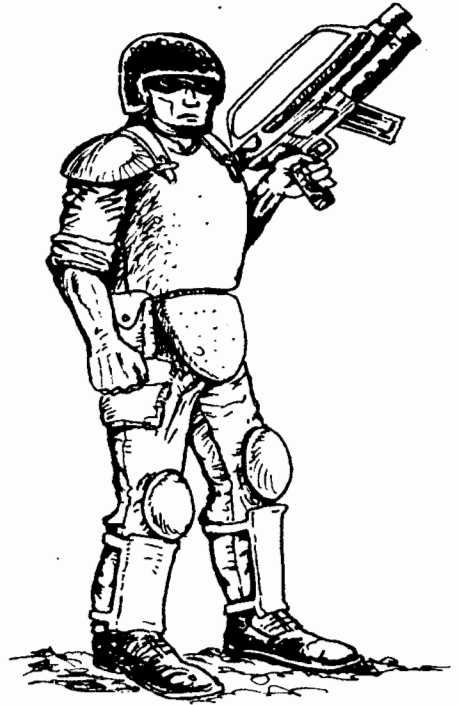
2) He's carrying the same heavy weapon as Vasquez used in Aliens. He has his helmet slung on the back of his belt, and has an image intensifier / targeting device over his right eye, powered by a small battery pack on his right shoulder. He is firing his weapon and screaming into his microphone. Lets rock and roll!

3) This look's like the leader. He's wearing his helmet and glasses, and resting his pulse rifle on his shoulder. On his shoulder straps at the front are grenades. He's stood pointing with his right hand. "This way to the bar", probably not. More likely, "they're coming this way". "Game over, man!"

4) Ah ha a rocket launcher, just what the doctor ordered. Sling your helmet on your belt, launcher on your shoulder, baseball cap back to front, aim and Fire! You've got 4 more rockets on your waistbelt. That lot should do the trick.

5) This figure is helmeted with glasses, and armed with a laser which is powered by a pack carried on his back. He is stood shouldering and firing his weapon.

All in all a superb blister of figures. All the weapons are of a believable size. A relief after the laughably huge heavy weapons we are so often presented with. Very difficult to pick a favourite figure out of the bunch as they each have there merits. An absolute must.



1508 Street Bikes £3.99

2 bikes without riders. Both being typical Japanese bikes of this era. One being a fairly meaty looking off road bike with a small gun protruding from the front. The second is a powerful, single seater road bike with full fairing. This one is armed with guns on each side of the fairing. There are several figures in the range that could be converted to sit astride these beasts.

THE MELTING POT

A regular column for the collection of ideas and suggestions for Fantasy Warriors

I received a letter this month from **Andrew Christianson of Pietermaritzburg, Natal, S.Africa.**

He writes:- " Our club, Hyboria, at the University of Pietermaritzburg has now switched over entirely to Fantasy Warriors as our mainstay fantasy wargame system; leaving me (formerly Lonitaar Veldaark, Dark Elf, C in C) without an organised and legal army. After many months of trying to appease various opponents with a mish mash of troop types lifted from all over the lists, all under the banner of a dark elf army. I hereby submit my list for your perusal."

I was very impressed with the content and presentation of these Dark Elf rules, the only minor alterations I made was to slightly adjust the points cost of some of the profiles which Andrew had obviously just had to guess at. I also included Andrews suggestions for a couple of new spells for use by wizards of any race and an amendment to the Dragon breath rules.

THE DARK ELVES

General rules:

- Dark elf armies can have one 'allied command' of warriors from any of the following races: orcs, trolls, ogres, goblins, barbarians, undead.
- The allied command cannot outnumber the rest of the army, and must have a battle leader to lead it.
- The allied command can consist of units made up of several of the above races.
- If the allied command consists of any undead, then the only other race in the command can be goblins. Both dark elves and goblins will be subject to undead dread.
- The allied command cannot have any individuals.
- A dark elf army can have up to one of each talisman, costing 100 points each.
- Dark elves become fanatics when fighting against wood elves and high elves.

Dark elf infantry

Base size 1 x 1 inches.

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Hand weapons	Vet	Disc/fan	-	-	1	H/Sh	Hd	6 in	No	No	Day	9	+4EI	5	20
Two handed	Vet	Disc/fan	-	-	1	H/Sh	2Hd	6 in	No	No	Day	9	+4EI	5	20

Dark elf X-bows

Base size 1 x 1 inches.

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Crossbows	Vet	Disc/fan	-	-	1	Med	Cb/Hd	6 in	No	No	Day	12	+4EI	5	20

Dark elf ground wrym cavalry

Base size 1 x 2 inches.

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Rider Hand weapon	Vet	Disc/fan	+2	-1	1	H/Sh	Hd	10 in	6	Yes	Day	42	+12EI	3	10
Rider and wrym in combat	"	"	"	"	3	"	T&C	"	"	"	"	"	"	"	"
Rider xbow	Vet	Disc/fan	+2	-1	1	H/Sh	Cb/Hd	10 in	6	Yes	Day	40	+12EI	3	10
Rider and wrym in combat	"	"	"	"	3	"	T&C	"	"	"	"	"	"	"	"

- Scaley ground wryms are the adult stage of the wryms the Dark elves breed for battle.

Dark elf winged wrym corps

Base size 3 x 2 inches

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Rider xbow	Vet	Disc/fan	+1	-1	1	Med	Cb/Hd	15/4 in	7	No	Day	34	+12EI	2	10
Rider and wrym in combat	-	-	-	-	3	-	T&C	-	-	-	-	-	-	-	-

- Smooth skinned winged wryms are the juvenile stage of the wryms the Dark elves breed for battle.
- Use rider profile if fighting on the ground.

Witch elf berserkers

Base size 1 x 1 inches.

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Witch elf	Vet	Fan	-	-	1	Med	2Hd	6 in	No	No	Day	24	+12EI	2	10
Bloodlust	Elite	-	+1	-1	2	-	-	-	7	-	No	-	-	-	-

- There can be a maximum of 1 witch elf unit per sorceress in the Dark elf army.

Dark elf warchief and battle leaders on foot

Base size 1 x 1 inches

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
On foot	Elite	Disc/Fan	+1	-	2	H/Sh	Hd	6 in	7	No	Day	30+Ldr	n/a	n/a	n/a

Dark elf warchief and battle leaders on ground wrym

Base size 1 x 2 inches.

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
On ground wrym	Elite	Disc/Fan	+2	-1	4	H/Sh	Hd	10 in	7	Yes	Day	68+Ldr	n/a	n/a	n/a

Dark elf individuals

Base size 1 x 1 inches, 1 x 2 inches mounted

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Hero on foot	Elite	Disc/Fan	+1	-1	5	H	2Hd	6 in	7	No	Day	74	n/a	n/a	n/a
Hero on ground wrym	Elite	Disc/Fan	+2	-2	8	H/Sh	Hd	10 in	6	Yes	Day	140	n/a	n/a	n/a
Destroyer	Elite	Fan	+2	-2	10	H	2Hd	8 in	5	No	Day	194	n/a	n/a	n/a
Sorceress	Elite	Fan	-	-	1	Lt	Hd	8 in	7	No	Day	14 +magic	n/a	n/a	n/a
Priestess	Elite	Fan	-	-	1	Lt	Hd	8 in	7	No	Day	89	n/a	n/a	n/a
Soothsayer	Poor	Fan	-	-	1	None	Hd	9 in	7	No	Day	47	n/a	n/a	n/a
Courier	Elite	Disc/Fan	-	-	1	Lv/Sh	Hd	12 in	7	No	Day	28	n/a	n/a	n/a
On ground wrym	Elite	Disc/Fan	+1	-	2	Lv/Sh	Hd	19 in	7	No	Day	58	n/a	n/a	n/a
Scout	Elite	Disc/Fan	-	-	1	Lv/Sh	Hd	8 in	7	No	Day	63	n/a	n/a	n/a
Command herald	Elite	Disc/Fan	-	-	1	H	Hd	6 in	7	No	Day	34	n/a	n/a	n/a
On ground wrym	Elite	Disc/Fan	+1	-	2	H	Hd	12 in	7	No	Day	64	n/a	n/a	n/a
Command banner	Elite	Disc/Fan	-	-	1	H	Hd	6 in	7	No	Day	44	n/a	n/a	n/a
On ground wrym	Elite	Disc/Fan	+1	-	2	H	Hd	12 in	7	No	Day	84	n/a	n/a	n/a

- The ground wrym used by couriers, banner bearers and heralds is the smaller faster male wrym, hence the lower profile.



Dark Elf Magic

The Dark elf sorceress is a new individual manifested by my fevered imagination. So tainted by dabbling in the dark arts of magic and necromancy, the Dark elf sorceress is almost lich like herself. She has the ability to cast the lich spell **Create Necromantic Power**.

New spells available for use only by Dark elf sorceresses and undead liches are:-

Summon Wraith - Cost 4d6 magic points

- The spell must be cast and announced to the opposing player at the beginning of a battle turn.
- This spell takes an entire battle turn to cast.
- If the sorceress/lich has to make a saving throw sometime during the turn in which the player has announced his intention to cast this spell, it will fail, and the magic points will be lost.
- The wraith appears anywhere within 3" of the sorceress/lich.
- Only one summoned wraith can be deployed at any one time.
- The wraith can act as a leader for the undead horde.
- The wraiths ability to enhance the combat ability of units only applies to undead units.
- If the sorceress/lich is killed the wraith disappears.



Call Ghostly Hoard - Cost 5d6 magic points (if you roll 3, 4, or 5 dice the same the points cost is still only trebled)

- The spell takes one whole turn to prepare and is cast just before any missile phase commences.
- Any casualties that occur whether friend or foe that turn are not removed, but placed beside the spellcaster to become the ghostly hoard.
- Individuals with saving throws that are killed and then affected by this spell must make another saving throw to resist becoming one of the ghostly hoard.
- The hoard must have a battle leader or wraith present, one that was killed the turn was cast may be used in place of a wraith. If neither is present then the horde remains disorganised until one is.
- The hoard will use the undead warrior profile.
- Killed specials become normal troops.
- Individuals and monsters retain their profiles, but lose any abilities i.e. a paladin loses the immunity to terrible creatures and undead dread, mages can cast no spells.
- The hoard may be moved during the next movement phase as normal.
- The sorceress must have available necromantic points to sustain the hoard. She does this by casting the create necromantic power spell at the start of each turn. The Lich need not cast this spell if the undead warchief sustains the unit with his necromantic power.
- If the hoard is not assigned any necromantic power during any turn it vanishes.
- This spell may only be cast once per battle by any magic user.
- The sorceress regains her power either by resting or by kills made by the ghostly hoard in the same manner as a lich.
- The sorceress cannot cast any other spells while sustaining and controlling a hoard.

New Magic Spells

Incite Frenzy

This will cause any affected unit to enter into a state of bloodlust

Magic power point cost

- 1 point for each 1ft (or part) of range to the target unit.
- 1 point for each point of the targets total worth, before entering bloodlust, including any individuals in base to base contact with it.

Throw 1D6 and adjust the cost as follows:

Score

- 1 - 2 Halve magic points (round up), spell fails.
- 3 - 4 Points cost remains the same, spell succeeds.
- 5 - 6 Double the magic points cost, spell succeeds.

Method

- Line of sight must be established.
- Work out magic points cost.
- If spell succeeds immediately place bloodlust counter with unit.

Fickle Finger

This spell will allow a wizard to change the order being carried by a courier.

Magic points cost.

- 1 magic power point per 1ft (or part) of range to the target.
- Roll 2D6 and add the total.
- The spell succeeds if a 5 or 6 is thrown on either dice.

Method

- Line of sight must be established.
- Work out spell cost.
- If spell succeeds the courier may attempt a saving throw for each time it's affected.
- If the courier makes the saving throw the spell fails.
- If the saving throw is failed the wizard can change the order the courier is carrying to anything he wishes. He may not look at the original order.



Dragon Breath

We've found what we think is a more satisfactory dragon breathe rule, which will encourage people to use it - fire breathing dragons are impressive.

Method

- You roll as normal until 3 or less dragon breath counters remain, then roll 1D6. If it is equal to or less than the number of counters remaining, then the Dragon breathe is successful, and 1 counter is discarded.
- Each time the dragon breathes, test for success.
- If the roll fails the dragon is out of breath and routs.

Well thanks to Andrew and everyone at the Hyboria club for these excellent ideas. I'll certainly be using them in future games.

Anyone interested in contributing to the Melting Pot should send their suggestion to me at the address on the back page, enclosing a Stamped Self Addressed Envelope if you want a reply. Who knows if your idea is good enough it may be incorporated into a future Fantasy Warriors supplement. So get writing.

Fantasy Warlords

A look at Grenadiers new range of 15mm fantasy figures.

There's no denying that 25mm games are the most spectacular form of Fantasy Wargaming, but it isn't always the most practical. It will have happened to most of us on more than one occasion, just as you are commandeering the dining room table for a game, the dreaded cry from the kitchen. "You can't use that!", cries the wife / mum / granny / Aunt Edie (delete where applicable). All of a sudden your battle plans are scuppered. Great plans of heroic deeds crumble before your very eyes. Many a grown wargamer is at this point reduced to tears and resorts to begging and pleading, there is no level to how low you will stoop to have that chance to meet your opponent on the great fields of battle, but even the most fearsome Orc is no match for "she who must be obeyed".

So what are the alternatives, relegated to the dreaded bedroom floor, where in the heat of battle you hear that awful crunching sound that stops you in your tracks. You raise your foot, a look of terror on your face, to find your unit of elite infantry had succumbed to something akin to the great spell of electric blending. Your anguished cries are heard for miles around, while you scoop them up in shaking hands and say a blubbery farewell to them as they slide in amongst the potato peelings.

However for these occasions there is an alternative, 15mm. Grenadier have come to the rescue with the release of a range of Orc's, Elves and Goblins in this scale, so those of you with these armies can now recreate them in 15mm. While not as visually impressive they do give you the benefit of being much more portable. A game can now be played on a 3ft x 2ft table (see **Steve's Super Space Saving Scenic Surface** or **S.S.S.S.S.S** as it is more commonly known), a space even the most unyielding woman could not deny you. Alternatively with a variety of hand gestures accompanied by witty /sarcastic/ abusive comments (delete according to female type present in your household) you can remove yourself from the premises armed with your

small box of figures, and your **S.S.S.S.S.S** and proceed to your mates house where you are more likely to left alone to enjoy your game.

If you don't have time for a full game you can always find an hour to sneak off, preferably under cover of Coronation Street and Brookside to minimise the chance of detection, and have a quick solo game or try out tactics. With your 15mm figures and **S.S.S.S.S.S** and a minimal amount of space you can devise fiendish plans to catch your opponent unawares in your next battle.

A variety of figures are available to you in the Warlords range. Each blister contains 12 figures unless stated otherwise, and costs £2.99. The contents may vary in some of the packs. However the command packs and specials such as the chariot and bolt thrower will remain the same.



1801 Orc Infantry

9 of the figures were armed with hand weapons and shields in 5 different poses. 2 carried double handed weapons, while the other figure stood arms raised with a sword in each hand. 2 of these figures would be suitable for leaders, while the odd one would make a good champion

1802 Orc Archers

Of the 12 figures in the pack, 9 were in different poses making for a very varied unit of archers

1803 Orc Command

A pack of 10 figures all of which are different except for 2 drummers. You also get 2 standard bearers, 2 leaders, a beautifully detailed hero with arms raised, a sword in each hand, attired in a lizard skin the head of which is worn on the orc's head and the hide worn as a cloak, my personal favourite. There's also a nice shaman, and finally a warchief mounted on a strange creature resembling a wild boar. All in all a lovely pack of superbly detailed figures.

1813 Orc Bolt Throwers

2 very nicely detailed wheeled bolt throwers each with a crew of 3. The bolt throwers themselves are very ornate, a horned head with mouth open, from which the arrows appear.

1804 Elf Infantry

The elf infantry come in 11 different poses, 8 were armed with hand weapons and shields, the remaining 4 with spears.

1805 Elf Archers

A pack of nicely detailed elves in 8 different poses.

1806 Elf Command

The command consisted of 2 standard bearers, drummer, horn blower, a wizard and 3 leaders, one of which could be used as a hero, and a warchief mounted on a warhorse.

1811 Elf Chariot

A nice centrepiece for this army, a 2 man chariot with sides sculpted in the form of wings, drawn by 2 horses.

1810 Goblin Wolf Riders

4 goblin archers mounted on wolves.

1812 Goblin Skirmishers

This pack contained 2 figures with hand weapons, 3 with spears, 2 archers, 3 pikemen and 2 leaders. Perhaps a little too mixed a bunch to be useful.

All in all I was very impressed with this range of figures, the orcs and elves were well sculpted and very detailed. The goblins were the least impressive of them all, the problem mainly being that one or two of their heads seemed a little bit small, and the sculpting of the facial features was not as detailed as the others. The problem is that having looked at the whole range, the others were of such high quality, that these, although perfectly adequate, pale somewhat in comparison.



Also the skirmishers were packed in such a way that it would take many packs to get a decent size unit together. In general a 1000 point orc or elf army will require between 5 and 7 blister packs. The elf packs are best suited for a wood elf army, however there are a few helmeted figures in each pack which would be suitable as high elves if required. So once you have built up your compact version of your 25mm army, you want your compact playing surface.

Steves Super Space Saving Scenic Surface.

Here are full details on how to make your very own compact and mobile battle surface.

Materials

1 x 0.25 inch plywood 29" x 32".
1 terrain mat 24" x 30".
0.75 inch chipboard.
Sandpaper.
Blue and brown paint.
Light coloured emulsion (preferably green)
Trees and bushes.
Card.
Wallpaper paste.

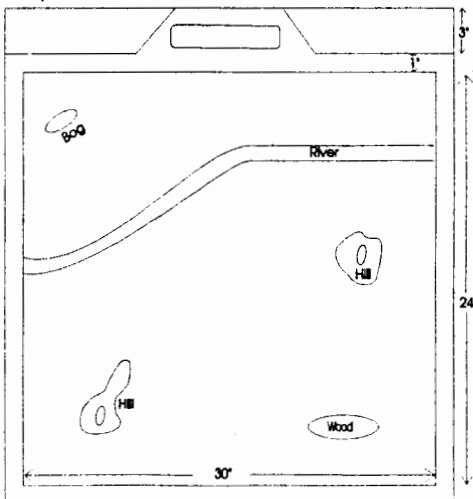
Tools

Jigsaw or Hacksaw.
Screwdriver.
Scissors.
Paintbrush.

Method

Take the piece of plywood and the terrain mat. The mat has a grass textured surface, is paper backed, comes in 75 cm (29.5") widths, and 100 cm (39") lengths and can be obtained from any good model shop for about £5. This surface not only gives the battlefield depth but also allows you to slide your figures around the battlefield very easily.

Take the saw and cut your plywood into the shape described below.



Once you have cut the plywood, you can then take the chipboard and cut out the shapes to represent the hills. The hills should ideally consist of two pieces of chipboard, one glued on top of the other, in shapes similar to the ones in the main diagram. Now sand the edges, and paint the board and hills with the emulsion. This will seal the wood and stop the glue soaking in. When it is dry apply the wallpaper paste to the board and stick the terrain mat on.

You can choose to glue the hills into position or leave them mobile. You may think this will make the games too much the same. In practise this is not the case as you can turn the board round and play from any edge, also the way you place the other scenery changes the complexion of the game. However this is entirely optional. Cut the pieces of terrain mat in the shape of the hills with enough spare to make small vertical cuts with scissors along the edge at regular intervals. Then apply the glue to the hill and stick the terrain mat on folding the cut bits under the hill. Do the same when you cut and cover the card bases then glue the trees and bushes on top. Don't over-do the number of trees and bushes as it just complicates movement.

To make the river damp the grass and gently scrape it off with a screwdriver and paint it blue. Do the same thing for the bog, but leave some little clumps of grass then paint it brown and the clumps a lighter colour.

So there you have it, a nice compact scenic table that can be stored easily under a bed out of the way. It looks great once full of scenery, then just chuck it on the bed, place a tea tray next to it for dice rolling and casualty removal, and your gaming.

Anyone out there with Dwarf armies feeling a bit left out, fret no more as 3 packs are now available, infantry, crossbowmen, and a command pack.

Look out for a full review next issue.

Letters

I received an interesting letter from **Andrew Burdis of Tyne and Wear** which among other things put a new perspective on Graham Toone's comments in issue 3 questioning the logic of the modifiers for cover. He writes :

Although the letter suggested putting the cover modifiers in the 'hit' throw instead of the 'kill' throw, I find it more sensible as it is. After all, it is easy to shoot the missiles at the location where the enemy is and it depends on what use the defender makes of the cover that determines if he is killed or dodges it. As for the +2 strength of ballistas cancelling the cover bonus of -2 for hard cover that is what it was supposed to do! A ballista was used to sweep the walls of defenders and having seen a replica of one at Vindolanda on Hadrians Wall I can well believe they would penetrate even battlements with very little loss of impetus. According to page 95 of 'Castles', by Dr. Tom McNeill (published by English Heritage), "experiment has shown that archers can fire one arrow in three through a slit only 5cm (2in) wide, from a range of 25m (82ft), and hit a man standing behind". This would seem to support our rules in indicating that cover (and it's use) only effects if a figure is killed. He is just as likely to be hit in cover as out, but it is less likely to be fatal (you have less chance of an arrow in the chest than an arm if you are behind a wall and peering over).

D.M Having already agreed with Graham in issue 3, I am afraid I also have to agree with Andrew. To justify this and not appear as a spineless editor trying to keep the readers happy, I have also recently seen a ballista in action at Maiden Castle, Dorset, operated by a Roman re-enactment group called the Ermine Street Guard. The power and distance the projectile was thrown was very impressive, and leads me to agree with Andrews comments regarding such a missile hitting battlements.

Do necromantic power points left in reserve at the end of the turn carry over to the next turn. The rules seem to indicate that they aren't but are vague about this.

D.M You are correct. All power points including reserve ones are collected at the end of the battle turn. An easy mistake to make as I was,

incorrectly storing power points when I first used my undead army.

Please keep up the battle reports as they are my favourite sections. Also if you are in contact with Nick Lund hurry him up on the "Future Warriors" game ! My old Laserburn rules are O.K, but I feel the need for something new.

D.M Due to holidays and getting Warrior out, there hasn't been time for a good battle recently, but rest assured as soon as those dark nights begin to draw in again, the clash of cold steel will resound once more. I couldn't agree with you more regarding the Future Warriors game, 25mm Sci-Fi skirmish at present being a very poorly supported area of wargaming as far as rules are concerned. Who knows if enough of you write in something might appear sooner rather than later.

Shows

Look out for us at **EuroGencon** in Camber Sands on the 12th - 14th November. Robin and myself will be there with a game of Fantasy Warriors which you will be welcome to join in with, there will also be a game of Dragonlords running, a painting demonstration, and a trade stand where you can get all the latest Grenadier goodies. So if your there come and say hello.

The **Contacts** column is still running however is missing this issue due to lack of space. Anyone wanting to be included in this column should write to me stating your name, address, age, and the race of your army. When writing letters or articles please print your name, and enclose a SSAE if you want a reply.

Send all correspondence to:-

Mr Derek Mugridge, 14 Claremont Crescent, Regents Park, Southampton, Hants, England. SO1 4GS

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Illustrations:	Barry Quin, Mark Gibbons, Colin Langeveld

News and Reviews

Subscriptions.

Following all the letters requesting subscriptions, Grenadier has answered your pleas and the sub's are now well and truly in force. In order to reduce the cost of postage to all our readers in foreign climes, we have produced this new, improved, handy, pocket size Warrior, which this issue has the benefit of even more pages. This has enabled us to charge the same subscription for the U.K and Europe. Thanks for all your letters of support for Warrior. I'm glad you are all enjoying it. I hope this will continue in the future, enabling Warrior to continue the growth it has enjoyed in this last year, from it's humble 6 pages of issue 1 to the 16 of this issue.

So what can you expect for your £3. Well over the next 6 issues we will have a series of scenarios written by Doug Cowie entitled The Little Wars, also some scenarios from Robin Dear. Nick Lund and Mark Copplestone will also continue to contribute. There will be the inevitable battle reports from Steve White and yours truly, along with all the latest news and reviews. For all you sci-fi fans we will continue to cover the ever expanding Future Warriors range of figures as well as the latest on Nick Lund's Future Warriors game, and the scenarios and battle reports that will no doubt follow. For less pennies than a blister of figures you can enjoy a whole years supply of Warrior. So don't just think about it, get your subscriptions in. Back issues are also available, see back page for details.

New Releases.

Dragonlords has been released this month along with three blister packs each containing two extra dragons. We previewed the game in issue 4, look out for the full review in a future issue. Dragonlords costs £14.99, and each blister of mini-dragons costs £1.50.

Two new Fantasy Warrior Army packs are also available. 9405 - Fighting Men Cavalry. 8 Heavy Knights and 8 Mounted Men at Arms, exceptional value at £19.99. 9406 - Orcs. A pack of 37 Orcs, including a Giant Orc battle leader, giant orcs, orc infantry, orc archers, and musicians leaders and champions. Again very good value for money at £19.99.

Reviews.

Lots of new figures from the States, but the best of the month come from the U.K. as Nick Lund has produced 4 very nice Fantasy Warrior specials.

952 - Giant Orc Warchief. £3.25.

This very imposing figure stands 40mm high and is very well armoured in chainmail and breastplate, and a pair of shoulder pads Grace Jones would die for. This is all finished off with a long flowing fur cloak. He is stood legs astride with his hands on his waistbelt. Disobey this orc at your peril.

953 - Giant Orc Battleleader. £3.25.

This figure again stands 40mm high, his standard another 10mm and is striding purposely forward. He is dressed in full mail, plate armour, and fur cloak, but also wears a helmet. He carries a sword on his belt and a very large shield in his left hand. The standard he carries in his right hand is in the form of a large spear with a half moon at the pointy end. If you thought your unit of giant orcs looked impressive you ain't seen nothing yet. Just wait until you add these two to it. Great figures, a must buy.

5630 - Dwarf Battleleader. £1.10.

A very nicely animated dwarf in full mail and flowing fur cloak. He is stood astride with his right arm outstretched and his left hand held

to his mouth shouting out orders. On the right of his belt hangs a very large axe, and his shield rests against his left leg.

5631 - Goblin Hero. £1.10.

This goblin appears to be walking around looking for trouble so watch out. He's wearing a chainmail waistcoat, and carrying a mace in his left hand and a sword and shield in his right. He is sporting the latest style from the Goblin hairdressing emporium, a silver headband supporting a single ponytail emanating from the top of his head.

Fantasy Legends.

A few blisters have been added to the Fantasy Legends range. All priced at £4.99 for five figures.

3122 - Adventurers (Humans)

Five beautifully sculpted figures from Sandy Garrity.

The Cleric. Sporting the typical monk bald patch hairdo and long flowing robes, while slung on his back is a bedroll, a gourd, a coil of rope and a sack. He is stood holding a staff horizontally in both hands as if preparing to defend himself.

The Sylvan Bard. A wearer of fine clothes, and a natty wolfskin still with the head attached and worn as a headress. This bard is about to entertain us with a tune played on his pan pipes. No heckling is however advised as he is well armed with a bow and quiver of arrows slung on his back and sword hung from his waist.

Knight. A true knight in shining, finely decorated armour, waving his sword above his head, his shield raised ready for an attack, while desperately looking for someone to rescue.

Fighter. Dressed in mail, tunic, topped by ornate shoulder plate armour, and helm. This man is itching to get stuck in with his arm raised clutching a large hammer in one hand and a shield in the other. If you approach this man thinking he is just a very keen woodworking enthusiast, then the very bad headache that would shortly follow would

quickly put you right.

Ranger. This long haired and bearded man is striding purposefully forward with sword raised above his head in his right hand, while clutching a cross shaped shield in his left hand. On his back he carries a bow and quiver.

An excellent pack of finely detailed figures

3123 - Adventurers (non-humans)

The pack contains:

Elven Mage. A very noble figure in long flowing robes, with a plaited beard and hair. He is stood holding a sceptre contemplating life the universe and everything, and probably a couple of spells as well.

Dwarf Fighter. A well armoured dwarf with a shield and spikey helmet, armed with a sword which is raised high in the air, not necessarily to strike anyone with, but probably because its the only way he can carry it, due to the fact that it is substantially bigger than him.

Dwarf Sharpshooter. A fairly light armoured dwarf with a scarf wrapped around his head, and a coil of rope over his shoulder, armed with 2 hand-held crossbows, one of which he is firing, while the other is loaded and ready in the other hand.

Gnome Illusionist. A gnome wearing a turban, and long flowing robes with sleeves as nearly as big as he is. He is stood with arms outstretched chanting an incantation.

Halfling Thief. A young lady in chainmail tunic with one arm outstretched and the other raised, her hand clasping a round object.

Another pack of very high quality figures from Sandy Garrity.

3124 - Ratmen

A nice mixed bunch of 5 rats in this blister pack wearing very little in the way of clothing and armed with a variety of weapons, a polearm, double handed sword, a sword and shield, a sword in each hand, and a small musket. One is wearing some very crude body armour, while another has a helmet and breastplate.

All in all a good variety of figures with some more promised for the future.

FUTURE WARRIORS

More of the brilliant Future Warrior figures from Mark Copplestone, and another of Ian Symonds excellent vehicles.

Future Warrior Personalities. £1.10.

1201 - Thug.

This is the sort of nice chap you meet down the local boozier, but don't dare look at. Stood in a dirty vest wearing a knuckle duster, you engage this man in polite conversation at your peril.

1202 - Corporate fugitive.

This figure carries a gun in his right hand and a briefcase in his left. I must admit he bears more than a passing resemblance to John Major. It looks like the bloke's finally cracked and is making a run for it, and good riddance, thats all I can say.

1203. Rogue Scavanger.

This chap has been fending for himself for some time and doesn't look any worse for it. He's a real survivor, ever vigilant, moving forward, laser-sighted assault rifle at the ready, trusting noone. He looks well prepared for anything, dressed in fatigues, baseball cap, and headphones, with a scarf wrapped around his nose. He's carrying everything but the kitchen sink, a rucksack, bedroll, mug, canteen, and knife. If there's anything going down he's going to be in the thick of it, but without doubt the man voted most likely to get out alive. A very nice figure.

1204. Tinpot Dictator.

A good Mussolini or Alexi Sayle lookalike depending how good your history is. The power has really gone to this mans head, there's always one isn't there, cap tucked under the left arm, chest covered in medals he's earned from opening the most cornflake packets, doing the nazi salute, expecting everyone to jump to his every command. Mind

you you'd be daft not to, unless you want to rest against a wall and have your body ventilated with lots of lead holes.

1205 - Gentleman Scavanger.

This ones a riot. Dressed in the remnants of a city gents outfit, complete with bowler hat, and resting on his umbrella. He is however ready for any eventuality, carrying a pistol and grenade on his belt, a backpack, bedroll, canteen, and wearing a gasmask. Don't let him see you laughing at him though, because you can never be sure that umbrella is as innocuous as it looks.

1206 Trooper Sniper.

My favourite figure of the lot. Wearing standard trooper uniform, standing aiming a laser-sighted assault rifle, with bits of camouflage hanging off his helmet, and uniform. An excellent figure. A must buy.

1207 Trooper leader.

This man is truly a leader of men, do not give him any back chat. Wearing combat gear, cap, comms, glasses, and holster, he is stood legs astride, left hand on hip, right hand with a large pistol pointing in th air, and smoking a cigar.

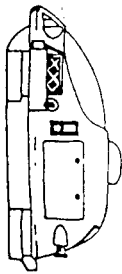


Future Warriors Vehicles.

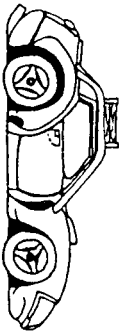
1306 - Armadillo Armoured Transport. £6.99

A very nice 6 wheeled multi-purpose articulated transporter. It's 110mm long, just under 60mm wide, and stands 55mm high. Its certainly well armed bristling with chain guns, and cannon from every orifice.

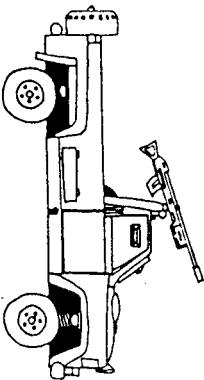
Ian has also completed the Starfish, a strange sort of anti-grav / ground effect vehicle. It didn't arrive in time to review, but should be available by the time you read this.



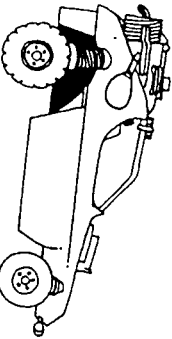
1301 SCARAB ANT-GRV VEHICLE. £4.99



1302 STREET GANG HOT CAR. £4.99



1303 BATTLEWAGON U.K. £4.99



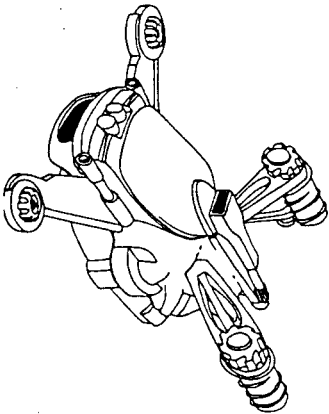
1304 LIGHTNING STRIKE BUGGY. £4.99

FUTURE WARRIORS

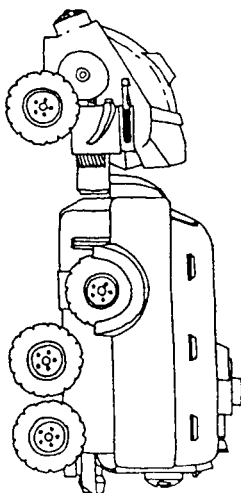
Caemdena Models presents

Future Warriors Resin Vehicles.

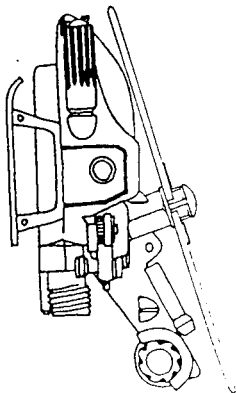
Designed by Ian Symonds, these highly detailed machines are a perfect complement to our best selling 25mm range of Future Warriors miniatures and a must for all Sci-Fi gamers or collectors. The vehicles are made in high quality polyester resin and are sold ready primed to enhance detail and ease of painting. Some packs contain white metal components, such as wheels and axles, all of which are easily attached to the resin using a good epoxy cement. There are new vehicles appearing all the time, so why not call our sales line and find out what's new in the future, today?



1308 STARFISH
MULTI-ENVIRONMENT COMBAT CRAFT. 6.99



1306 ARMADILLO ARMOURD TRANSPORTER. £6.95



1305 SHARK-HEL-JET. £4.99



1307 CORPORATE SPORTS CAR. £4.99

SERPIOUS

F I R E P O W E R

The Coming Of The Orcs

A short story by Mat Wilkes.

The moon barely lit the night sky. The fog rolled over the hills and slid down to the valley floor like a serpent stalking its prey. At the valley floor it lay like a shroud, waiting for the sweet kiss of death. Upon the highest peak appeared a great mass of silhouettes as though being spawned from the fog. The outline of thousands of figures stood, banners and swords held high, but they were not those of tall muscle bound men or elves. They were stocky and their movement was cumbersome, it was the orcs, largest and most savage of all the goblinoid race.

They stood perfectly still as though waiting for some command from the mother fog which seemed to have given birth to this foul and putrid force. Not a sound emanated from the ranks of this savage legion. What seemed like hours past, and then a slight ripple of movement broke the stillness. Suddenly the evil horde split in two, revealing a single crouched figure holding a staff. Grakkor squinted out from underneath his hooded robe. The powerful spell weaver who's magic invoked fear deep into the minds of his followers relished the thought of transforming anyone who challenged him into a molten ball of fire.

Grakkor had revelled in the desecration that followed every step of the Orcs advance, but eventually they had been stopped and Grakkor's joy had turned to anger and then to hatred, his magic power consuming and growing with every vile thought that swam through his head. The hatred overwhelmed his entire being, consumed by the blackest of Orcan magic, he led the horde onwards leaving unspeakable atrocities in their wake. They were unstoppable, no longer would failure raise its ugly head.

He arose, moved forward, the horde closing ranks behind him, and made his way to a huge

rock, planting himself on top. Pausing briefly, he raised himself to his full height, stretched out his arms holding the staff aloft. He threw back his head, uttering a guttural chant repeatedly at the heavens. The sky erupted as bolts of lightning emanated from the staff breaking the blanket of darkness, cutting through the sky as though trying to grab at something.

The great shaman's body shook uncontrollably as his mouth opened wide and spewed forth an excruciatingly loud moan that reverberated around the surrounding countryside, shattering the silence into a thousand pieces. Tendrils

of fog drifted towards the shaman as if answering the call, slashing and writhing as it moved towards him.

The fog swirled around the spellmaster at great speed, engulfing him. White flashes of light erupted from within the force. The flashes lit the sky as the now living fog moved high into the sky. The lightning now focused on the force became more frequent and faint murmurs came from within. Grakkor answered the voice which boomed back with sharp words as might an angry

parent scolding its young. Grakkor waved his staff, his voice echoing back at the entity as if arguing. With one almighty explosion of light and sound they disappeared, engulfed in the fog which drifted through the night sky. The spell weaver stood as though petrified, he slowly turned to face the massed horde. They were still, no sound, no hint of life. Grakkor threw out his arms, raised his staff high and shouted in the Orc tongue

Weapons and banners were raised as cries of jubilation rang out. Their movement was swift. As a torrent of water they spilled over the mountain's edge and charged down the steep embankment, head long into war.

" The black blessing is given. To War! "



Orders by Unit

An extract from the forthcoming Fantasy Warriors Campaign Supplement
by Nick Lund.

The Campaign supplement has been delayed for some time due to Nick's commitment to writing the new Future Warriors game. However I managed to grab a couple of pages in order to give you a sneak preview.

CONTROLLING ARMIES WITH A WARCHIEF AND NO BATTLE LEADERS

The system outlined below deals with a warchief commanding an army that contains no battle leaders and only one command (the warchief's). Rather than giving one order to all the units, as is done with battle leaders and their commands, it provides a method of giving orders to the individual units. This is a better system to use when fighting small battles as it allows a greater degree of flexibility for small armies containing mixed troop types. Provided all players are aware at the start of a battle there is nothing to stop both types of order-giving operating as both systems have their advantages and disadvantages.

Throughout the outline that follows the original method of giving orders will be described as 'giving orders by command', whilst the new method of giving orders will be described as 'giving orders by unit'. Both methods are described collectively as an order system.

GIVING ORDERS BY UNIT

General Rules

- Before the start of a battle all players must be aware of other player's order systems.
- Once a system has been chosen for a battle it cannot be later changed to the other during battle.
- To qualify as giving orders by unit there can only be the warchief and his command. There cannot be any other battle leaders or other commands of any sort, including mercenaries and allied commands.
- The warchief can control an army of any size (if he is able to).
- In multi-player battles where there are several allied warchiefs, each controlling an army or force, the type of order system can be chosen; provided that none of the rules above are infringed.

Giving Orders By Unit - New Orders

Changing a unit's orders happens in Phase 5 - New Orders and, apart from the following exceptions, is identical:

The Battle Leaders Test

The method outlined below will replace the method used for commands in the battle leader's test.

- New orders can only be carried to a unit by the warchief, courier- individual, or any other

individual. A unit will not respond to any other type of figure carrying new orders.

- A new order is delivered by the messenger (whoever the messenger may be) being in base to base contact with the unit during Phase 5 - New Orders.

Method

Make a quality roll

- +1 Fanatic unit receiving attack orders.
- +3 Warchief delivers the message personally.
- +1 Courier delivers the message.
- 1 Unit is of a different race to the warchief, courier or individual!
- 1 Unit is suffering bad light.
- 1 Unit is disorganised.
- 2 Unit is reacting.
- 2 Unit has no leader special.

Score

- | | |
|-------------------------------|--|
| 6+ OK | The unit understands and accepts the new order. |
| 5 OK - Confusion | The new order is accepted but it causes confusion. The unit becomes disorganised if it is not already. |
| 4 Delay | The messenger remains with unit and may try to deliver the order next turn. |
| 3 Delay and confusion | Confusion arises. The new order is not accepted yet. The unit becomes disorganised. The messenger remains with the unit and may try to deliver the order next turn. |
| 2 Ignored | The unit ignores the new order and the messenger is dismissed. If the messenger happens to be the warchief they can of course attempt to deliver the message again on the next turn. |
| 1 Ignored and confused | The new order is ignored, the unit becomes disorganised and the messenger is dismissed. If the messenger is the warchief they can try again next turn. |
| 0 Chaos | Chaos arises, the new order is misunderstood, the messenger is dismissed, and the unit becomes confused. |

If the new order was attack the unit implements hold.
If the new order was hold the unit implements attack.
If the new order was oppose the unit implements attack.
If the new order was withdraw the unit implements hold.

- | | |
|--------------------------|--|
| Less than 0 Panic | Panic takes hold. The new order is ignored and the unit becomes shaken. If it is already shaken the unit will rout taking the messenger along with it. |
|--------------------------|--|

ORDERS BY UNIT ARE GOOD FOR SMALL FORCES WITH A HANDFUL OF UNITS, BUT WITH MORE UNITS YOU NEED TO BE ABLE TO REACT 'EN MASSE' THAT MEANS ORDERS BY COMMAND.



IT'S ALL OR NOTHING IN A COMMAND TEST WHEN USING ORDERS BY UNIT, BUT AT LEAST YOU DON'T HAVE BATTLE LEADERS TO WORRY ABOUT.

Giving Orders By Unit - The Command Test.

The command test when giving orders by unit is identical except for the following method which will supersede the method for giving orders by command:

The Command Test

Method

Roll 1D and add the warchief's leadership.

- +1 The omens are good.
- +1 The warchief's boast still holds good.
- +1 Each talisman that is still functioning.
- 1 The omens are bad.
- 1 The warchief's boast no longer holds good.
- 1 Testers suffering bad light.
- 1 If any units have routed.
- 1 If any units have been annihilated.
- 3 Warchief is dead or routed.

Score

- 7+ The army/force is unaffected.
- 6 All units become disorganised.
- 5 All units become shaken.
- 4 The whole army/force routs including the warchief and any individuals.

IF YOU ARE GOING TO USE ORDERS BY UNIT IT IS WORTHWHILE HAVING ONE OR MORE COURIERS IN YOUR FORCE, OTHERWISE THE WARCHIEF WILL HAVE TO DO THE RUNNING AROUND, AND AT SOME STAGE WILL INEVITABLY BECOME A TARGET



The Art of Changing Orders

Are your armies always getting caught out on the wrong orders. Here's some helpful hints from Steve White.

How many times have you just got all your fantasy warriors into the perfect stomping position only to find they've got the wrong orders. My sparring partner Derek suffered horribly when he carefully manoeuvred his undead cavalry to my rear. Perfect he thought, only to be met with; "You can't charge those." "Why not!" "They're on oppose orders." "Stuff your oppose orders." "No, no," I replied. "It says here in the rules, you can't charge on oppose orders." "Well you know where you can stick the rules," which I duly did, right up the rest of his army. His undead cavalry just looked on in disbelief.

This was not the first time this has happened, and I'm sure many of you have experienced a similar conversation. Here are a few points that might help in the tricky business of changing orders.

1. Timing - When changing orders don't just think about where your troops are, but also your enemies, and what orders they are following. Far better to attack or hold too early, than to get troops caught with oppose orders by long range missile troops or hastened units.

2. Enemy missiles - Keep a mental note of how many volleys your opponents archers have loosed off. It's very hard to stop troops with attack orders, and most alarming to see them decimated by

well munitioned archers.

3. Send couriers in plenty of time to battle leaders. This might mean thinking 1-3 moves ahead.

4. Consider shooting your own courier if events change and he has the wrong order.

5. Remember good battle leaders are far more likely to accept orders than bad ones.

6. Commands - don't use too many, I never use more than 2. I agree this makes the army a little rigid for some people, but I would suggest a maximum of 4.

7. Remember Eldritch command, I personally don't use this, but it works a treat and it's instant if it passes the battle leader's test.

8. Individuals - Bliss, these guys are considered too battle experienced to need them, always have a couple at hand.

9. Disputes - Duelling is common place in our games. Always make sure your enemy has the sword and you have the pistol.



Terror Tactics

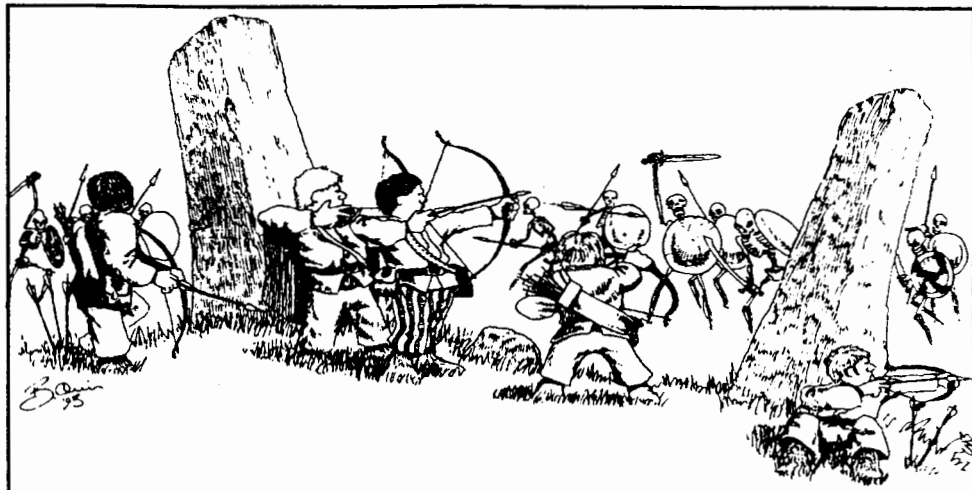
Some tips on psychological warfare by our resident psychotic dirty trickster Steve White

Warchief Psychology is often overlooked by players testing their military might. However it's something that Derek and myself are looking into. So here are some hints and tips on how to get that edge on your opponent psychologically.

- Try and look cool, calm and collected, even when hopelessly outclassed.
- Always wear that mad look in your eyes
- Buy a rubber sword and reach for it menacingly every time your opponent moves his paladin or destroyer.
- Snarl and show your canine teeth or burst into fits of laughter when your opponent launches that surprise attack.
- Rustle the popcorn bucket real loud during your opponents turn. I haven't tried this one yet, but it works in the cinema anyway.
- If things are looking exceedingly grim nudge the table and shout "void game" at the top of your voice.
- But don't forget lots of smiles and hearty backslapping when the battles over, after all it's only a game.

BEFORE THE DAWN

A scenario for a Fantasy Warriors battle between an Undead army and a Halfling army by Robin Dear.



Background

The battle takes place on the borders of the halfling's lands near the ancient barrows of the barbarian Kings. The barrows have always been a resting place of the ancient Warrior Kings protected by powerful magic and curses of the tribal shamen and sorcerers.

That is until now. A dark cabal of necromancers has found a way of rising the Ancient Kings from their deathly slumber. However, although the necromancers have managed to raise the Ancient Kings from their sleep they have not as yet managed to bend them to their will.

The arrival of the necromancers did not go unnoticed by halfling patrols and soon a party of warriors was despatched to deal with this new deathly menace.

The Forces

The Halfling Militia

Mayor Chubb

The Mayor of the Village of Little Roughay. A mounted halfling warchief with a Leadership of 5.

You are the warchief of the halfling forces, as the senior mayor of the two local villages you

are expected to lead the halfling militia into battle. A role that you will carry out with grim determination. It is usual for halflings to fight under commanders to whom they are related to, and so your units consist of Chubbs and Burrows (Your inlaws).

Your tactics must make use of your superior missile fire and advantageous terrain (i.e. the stone circles). Whilst avoiding the more threatening units of the undead army and the Ancient Kings. Enemy undead characters should always be attacked where possible as these will force the undead take to power drain tests.

The Chubbs and The Burrows.

2 units of 16 Veteran Halfling Archers each include a Leader, a Standard Bearer and Musician specials.



Mayor Brockhouse of The Village of Tuckborough. A halfling Battleleader on foot with a leadership of 4.

As a younger and less experienced of the two local mayors (being only 82 years old) Mayor Brockhouse gladly agreed to give command of the local militia to Mayor Chubb as the senior mayor. As the Shire Rangers Station office is your village you have called upon the Shire's Rangers to supply a little extra muscle.

The Biggs, The Brockhouses and The Grouts.

1 unit of 20 average halfling militia including a leader, a standard bearer and

musician specials.

The Shire Rangers.

1 unit of 14 veteran halfling slingers including a leader and standard bearer specials.

Tolman Grout.

A halfling scout. As the scout is responsible for finding the Undead Warparty, Tolman was the natural choice to lead the militia and the Shire Rangers to the Barrows.

Isengar (Trollbane) Took.

A halfling hero mounted on a pony. Something of a local hero after killing a marauding troll single handed.

Madoc Brightfinger.

A halfling magician with 17 magic points. Madoc was brought along to counter any of the magic of the undead.

The Dread Cabal Of The Unforgiven.

The Cabal.

Voltan, Helhein Von Darvanchen and Uthdar The Sightless, 3 Necromancers. Duke Mordread, an undead warchief with a leadership of 5.

In the face of the overwhelming missile superiority of the enemy you must threaten off as many of the halflings as possible before engaging in melee. You must avoid fighting the halflings in the stone circles as this will give them a significant advantage.

The Unforgiven Ones.

Twisted and lost souls that have been bent to the will of the Dread Cabal by the black arts of necromancy. 1 Wraith and 1 Spectre both on foot.

The Lost Ones.

Unlike the Unforgiven ones, the Lost Ones are merely automatons held together by black sorcery. 1 unit of 30 Warriors including a Leader, a standard bearer and a musician

specials. 1 unit of 24 Warriors including a leader, a standard bearer and a musician specials. 1 unit of 20 Bow armed Warriors including a leader and a standard bearer specials.

The Battlefield

The Battlefield may be set up in the normal way. However there are a number of special features which should be included in place of normal pieces of terrain.

◆ **2-3 Barrows.** A barrow is a mound of earth (like a small hill) with a small sealed stone doorway where the ancient kings are buried. Each barrow should not be more than 6"x4" at the base with one 1" doorway. The doors of the barrows may not be broken open by the players during the course of the game. Each barrow counts as 1 piece of terrain.

◆ **2 Stone Circles.** The stone circle should not be more than 6"x6" in diameter. 6-8 stones should be placed around the perimeter of the circle. Both stone circles count as 1 piece of terrain.

Special Rules

The Ancient Kings

During each night turn one dice is rolled for each barrow. If a roll of a 6 is made then one of the ancient kings has been awoken from his slumber. The ancient king takes the profile of a wraith on foot. The ancient king always moves to attack the nearest unit living or not. He cannot be controlled in any way by any of the players. On the beginning of each turn

after the king appears another dice is rolled for each of the ancient kings in play. On a roll of 5 or more the ancient king disappears to return to his slumber in his barrow. This will also happen on the next first turn of the day or if he is killed. Only one ancient king may be called from each barrow during a game. Ancient kings do not threaten only attack. The ancient king starts 1" from the stone doorway of his barrow.

The Stone Circles

The stone circles were designed to protect against the Undead. Any player undead unit or character who is in the stone circle suffers a -1 to any Hit throws (Note that shooting into the circle does not get the -1 to hit for undead models but shooting out from the circle does) or power drain throws they may take. None of the ancient kings may enter or attack anyone inside a stone circle. The stone circle may provide soft cover in the way as described in the rulebook.

Designer's notes

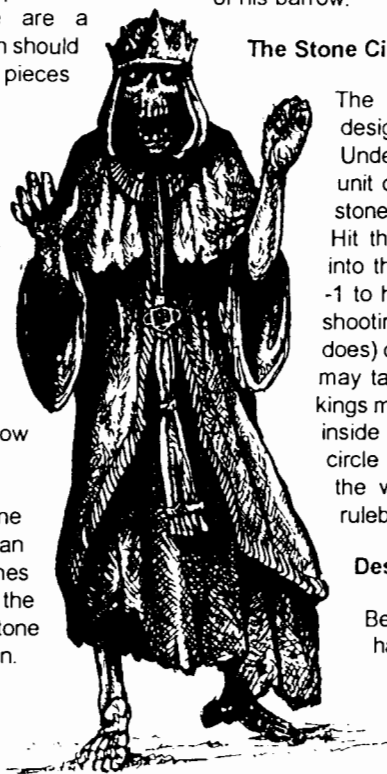
Before you start playing I have two suggestions.

If you decide not to use the forces provided then at least one magician should be present on the

defenders side (the undead side).

It is suggested that the players use armies not more than 1500 points and regardless of the scouting rolls the undead player should always place the first barrow and the first stone circle.

Enjoy the Game!



THE MELTING POT

A regular column for the collection of unofficial rules for Fantasy Warriors

Mark Coplestone recently took a short break from figure designing to write some rules for Magic Weapons. Rather than just equipping your individuals with them, they would be far more useful as objects to be included in scenarios. A magic item is always something well worth fighting over.

MAGIC WEAPONS FOR FANTASY WARRIORS by Mark Coplestone

Here are a few simple, but double-edged, rules for equipping certain individuals with magic weapons. In typical Fantasy Warriors style you can't just spend points to build an invincible individual - the power of these weapons is balanced by the dangers of using them. They have no points cost.

Soul-Eater Sword

Available to: Warchiefs, Battleleaders, Heroes and Destroyers.

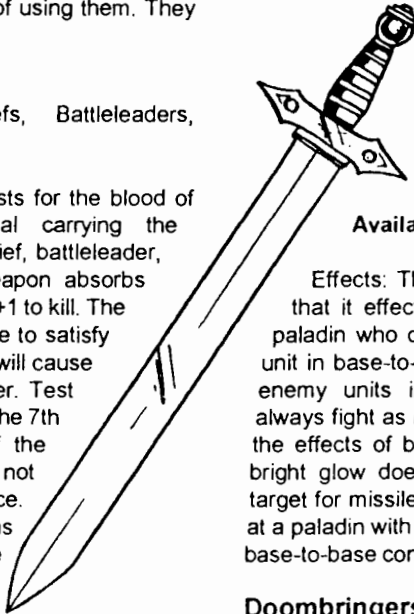
Effects: This weapon thirsts for the blood of heroes. If the individual carrying the Soul-Eater kills any warchief, battleleader, hero or destroyer the weapon absorbs their life-force and gains a +1 to kill. The effect is cumulative. Failure to satisfy the Soul-Eater's bloodlust will cause it to turn against its wielder. Test for this at the beginning of the 7th and subsequent turns if the Soul-Eater has still not absorbed a worthy life-force. Throw 1D - 1,2 or 3 means instant death for the Soul-Eater's wielder. Command tests must be taken as normal.

Screaming Blade

Available to: Warchiefs, Battleleaders, Heroes and Destroyers

Effects: This sword when swung makes a bloodcurdling noise that adds to the ability to

threaten or counter-threaten of any unit with which the Screaming Blade's owner is in base-to-base contact. Unfortunately it may also unnerve the friendly unit. The Screaming Blade gives a -2 modifier to the threatened player's throw. However, if the unit with which the Screaming Blade's owner is in contact is itself threatened it too gets a -2 modifier.



Sword of Light

Available to: Paladins

Effects: This blade shines so brightly that it effectively turns night to day. A paladin who owns a Sword of Light or a unit in base-to-base contact with him, and enemy units in combat with them, will always fight as if it were day, suffering from the effects of bad light if appropriate. The bright glow does, however, make a good target for missiles. Any missile unit shooting at a paladin with a Sword of Light or a unit in base-to-base contact with him get a +1 to hit.

Doombringers

Available to: Marksmen

Effects: These are arrows or bullets which have their chosen targets names magically inscribed on them. In the Boasts and Omens phase players should secretly note which enemy individual each of their marksmen's Doombringers will seek out. Once in range

and with line-of-sight to the nominated target a hit is automatic. Kills are worked out as normal. A Doombringer which fails to kill,

speeds back to the marksman who fired it. Again the hit is automatic, but the to kill throw is worked out as normal.

Tim Hague of London wrote to me asking for the profiles of the Mounted Orc Shaman and the Giant Warbat. As with everything that appears in The Melting Pot the profiles below are unofficial and may be subject to change if used in any forthcoming Grenadier supplements. If anyone would like any other profiles then drop me a line at the address on the page 16.

Orc Shaman on War Wolf

Base size 1 x 2 inches

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Wizard on War Wolf	Elite	Tri	+1	-1	3	Lt	Hd	11 in	7	No	Day	43	n/a	n/a	n/a

+ magic

Dwarf Hero on Giant Warbat

Base size 3 x 2 inches

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Hero on Warbat	Elite	Disc	+2	-2	9	Med	Sp	14 in	6	No	No	173	n/a	n/a	n/a

Fickle Finger Amendment.

This spell which appeared in issue 5 was found on thorough playtesting to be flawed. The original spell required your opponent when hit with the spell to issue an order of your own choosing to replace the one currently carried by the messenger. However when playing this you need a very trustworthy opponent to continue carrying this wrong order to his best ability. When you have to play against such dirty tricksters as Steve White, whose moves you have to watch very carefully, and who would quite happily send the courier around the long way or to a completely different unit than first intended, then it is not quite as simple. To resolve this situation I recommend that the spell be changed as below:

Fickle Finger

This spell will allow a wizard to change the order being carried by a messenger.

Magic points cost

- 1 magic power point per 1ft (or part) of range to the target.
- Roll 2D6 and add the total.
- The spell succeeds if a 5 or 6 is thrown on either dice.

Method

- Line of sight must be established.
- Work out the spell cost.
- If the spell succeeds and the figure carrying the order has a saving throw he can attempt a saving throw for each time he's affected. If the courier makes the saving throw the spell fails.
- If the saving throw is failed or the figure has no saving throw to make the spell has succeeded and the order is lost and removed from play.

Letters

I've received several letters, and been asked many times about the contents of the army boxes. So here are the full details of their contents, they are all available for £19.99 a box:

9401 - Barbarian Army

8 Archers, 9 Warriors, 2 Standard Bearers, 1 Army Standard Bearer, 1 Musician, 2 Leaders, 1 Giant, 1 Warchief (King).

9402 - Fighting Men

10 Archers, 10 Infantry with polearms, 7 Foot Knights, 1 Musician, 3 Standard Bearers, 3 Leaders, 2 Heroes, 1 Warchief.

9403 - Wood Elves

8 Archers, 7 Spearmen, 7 Infantry with Swords, 2 Musicians, 3 Standard Bearers, 3 Leaders, 2 Heroes, 1 Warchief.

9404 - Undead

8 Archers, 9 Warriors with spears, 1 Drummer 2 Standard Bearers, 2 Leaders, 1 Undead Giant, 1 Champion, 1 Necromancer.

9405 - Fighting Men Cavalry

8 Mounted Men at Arms, 8 Heavy Knights.

9406 - Orcs

This box is so new I got details as they were compiling the list. So here's a rough idea. There are 37 figures in the pack which includes: 10 Infantry with hand weapons, 10 with two handed weapons, 10 Archers, Hero on Wolf, Shaman, Giant Orc Battleleader, Standard Bearers, Musicians.

Back Issues

Back issues of Warrior are now available at 55p each.

Issue 1. To Be a King. Scenario for Orcs and Dwarves by Robin Dear.

Issue 2. The Undead Army. Hints and tips on using the undead by Derek Mugridge. The Battle of Kicking Bottom. A battle report by Derek Mugridge and Steve White.

Issue 3. The Battle of Dunbarrow. A battle report by Steve White and Derek Mugridge. Using a Fighting Men Army by Robin Dear. Rules Update. Some new orders by Nick Lund.

Issue 4. DragonLords Preview. The Battle of the Plains of Plenty, a simple scenario for

Barbarians and Wood Elves by Derek Mugridge. Design Notes by Mark Copplestone. Barbarian Do's and Don'ts by Steve White. Salute battle report by Steve White. Future Warriors.

Issue 5. The Temple too Far. A brief scenario for Amazons and Goblins by Robin Dear. More Future Warriors. The Melting Pot, Dark Elf rules and new magic spells by Andrew Christianson. Fantasy Warlords, 15mm gaming.

Subscriptions

As I mentioned in the News section, Subs are now available. The price for 6 issues is as follows:

U.K, Europe, and B.F.P.O £3.00

Outside Europe (air band 1) £8.00

Air Band 2 £8.50

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14 Claremont Crescent,

Regents Park,

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Hants.

SO1 4GS

Next Issue

Juggernaut Tactics by Doug Cowie

The Crown of Isrimdal. A Fantasy Warriors Scenario by Robin Dear.

The Search for Scaraz Scrim. A Battle Report by Derek Mugridge and Steve White

Plus all the Latest News and Reviews.



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Editor:	Derek Mugridge
Contributors:	Steve White, Robin Dear, Doug Cowie
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News and Reviews

And so begins a new year for Warrior which began in December of 1992 with an 8 page issue. Already it has increased to 20 and hopefully it will go from strength to strength in 1994. I must say a special thank you to everyone who sent letters over the last year, please don't stop. Your opinions on the contents of Warrior and contribution of articles are gratefully received and hopefully makes Warrior a better read for you all.

So what can you expect to see in 1994. The big release of the year will be **Killzone**, the new game of future combat from Nick Lund. Read the full preview on page 15. During 1994 Nick will be complementing Killzone with future small supplements, and will also be getting back into figure design, so look out for his new troll, war orcs, and some Future Warrior personalities. Also due for a Spring release the long awaited **Fantasy Warriors Campaign**. Meanwhile Mark Coplestone will be designing the long awaited range of Dark Elves, and Barry Durham also has a long list of buildings planned for release over the next year. The list below are working titles only, and may change on release. Firstly for the Fantasy range ; The Enclave of the Exiled Dwarves, a set of low stone buildings which will include a Guildhall and Watchtower. A Barbarian outpost which comprises a wooden palisade and wooden thatched huts. A Castle Kit which will include a keep, 2 large towers, a small tower, kitchen, stores, walls and a gateway. Finally to add to his present village, a thatched house, cottage, and inn, a smithy, shop, barn and farm outbuildings. In the future range he plans 3 sets each initially comprising 6 buildings; The Frontier World, the Dark City, and the Corporate Fringe (no haircut jokes please.) Finally a Space Outpost Kit which includes sectional living quarters and interconnecting walkways. So some exiting developments in Grenadiers Scenic range, Barry will certainly have his work cut out to get that lot out this year. I'll keep you posted in future issues of Warrior.

New Releases

This month see's a bumper release of minotaurs.

9016 Giant Minotaur £4.99

A very large and nicely sculpted figure from William Watt. It stands 50mm high to the top of it's head, nearly 90mm's to the tip of the sword it has raised in it's left hand and an equally large sword is carried in it's right hand. By the rather nasty smile on it's face it's not planning to trim it's hooves with them. If you want to buy just one minotaur then this is the one to get.

3130 Minotaur Warriors £4.99

These 2 minotaurs by Julie Guthrie are about half the size of the giant one. Although they still stand about 40mm high, they don't have the sheer bulk of the giant. One has the traditional style horizontal horns, and carries a sword in each hand, while the other has upright, twisted gazelle type horns, a sword in the right hand, and a shield in the left.

Three minotaurs are available as single figures priced £2.50 each.

3901 Minotaur Adventurer is a nicely detailed minotaur advancing with a trident in both hands and a sword and full knapsack on his back.

3902 Savage Minotaur is a Minotaur dressed in rags and carrying little else than a nasty looking spiked club which is held at the ready in both hands.

3904 Minotaur Hero is a well armoured beast with a large double headed axe raised in his left hand and a shield in his right. He also carries a dagger on his belt and a pack on his belt. Another useful dungeoning figure.

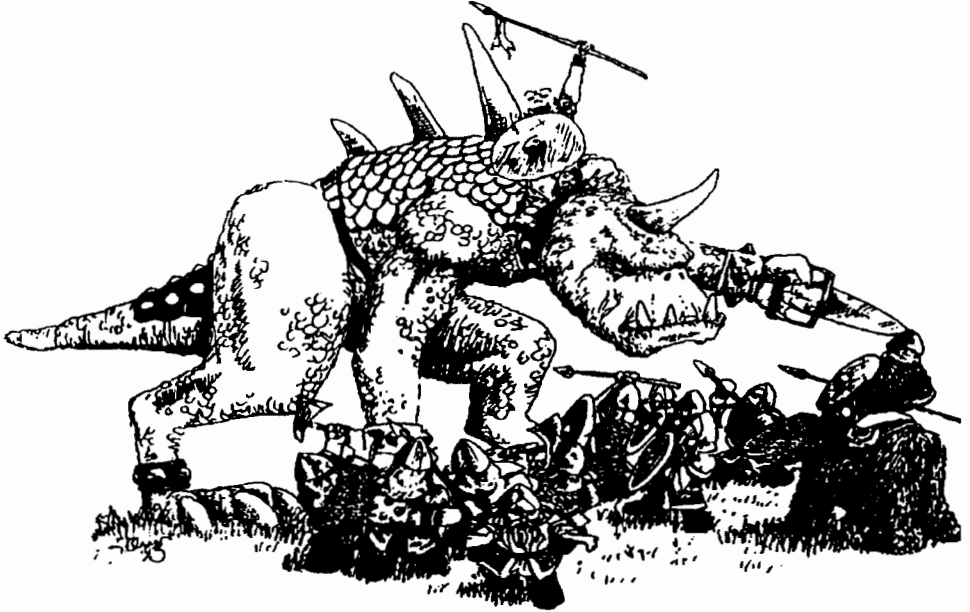
9017 Juggernaut Whelps £9.50

Identical figures to the full sized Juggernaut, but smaller. Measuring 35mm high and 55mm from nose to tail. The pack contains 3 and they would look great in a pack with the full sized juggernaut or alternatively you could use them with a 15mm army as full sized ones.

More reviews next issue, including Nick Lunds Giant War Troll, and more Ratmen.

Juggernaut Tactics

Having trouble keeping this brute on the table? Doug Cowie explains how to get the best out of this unpredictable creature.



There are those of us who insist on fighting Fantasy Warriors battles with Orcs. It's illogical, perverse, perhaps downright eccentric but once those rascals get into your blood, there's no escape. So, the only thing to do is to accept your fate and do what you can to give your army the chance of winning occasionally. I've been an orc warchief since the earliest days of Fantasy Warriors playtesting so Derek has asked me to pass on some tips that I've learned in the hard school of experience. There's nothing like watching your lads go down to defeat after defeat to inspire you to search around for some battle winning schemes. In this and future issues of the Warrior, I'll pass on some of my ideas and maybe some of you can send in your own hot-shot, guaranteed wheezes for certain

victory for your particular army.

To kick off with, I'll take a look at the use of the orc Juggernaut. The addition of this monster to the orc army lists is the best news in the pubs and clubs of Orcland in living memory. Firstly, it enables orc warchiefs to include William Watts fabulous Juggernaut model in their army, and secondly, it gives us that powerful melee punch that has been lacking in our much put-upon ranks. However, the undoubted strength of the creature is balanced by a certain brittleness in the Quality department because, of course, it is Unpredictable. Nobody can possibly know the meaning of the word stress until they have had to take a casualty or combat test for an Unpredictable unit. It's hell. Still we must not

take a negative attitude. What is needed is a way to help ensure that the Juggernaut doesn't fail more tests than it really should do. Whilst we are at it, it would be nice to help the creature stay alive for most of a battle. It has a very good saving throw but, in common with all single figure units, it only needs to fail its saving throw once and its curtains. Tip number one, therefore, is to always include at least two priests in any orc army with a Juggernaut and use them primarily as Juggernaut support. This gives you a good chance of re-rolling test dice and saving throws until you get the result that you want. Remember that if one of your priests rolls '1' and has his life taken by the gods, the second priest has a chance (by rolling '6') of enabling the first to re-roll and avoid such a nasty fate. Even if that fails the first priest has a saving throw and even if he fails that, the second priest can call on the gods again to allow him to re-roll his saving throw. So don't be afraid to use your priests to support the Juggernaut. That is the main reason that you've got them in the army for and, by using the re-roll sequence outlined above, they can look after themselves quite well if the gods get awkward. Even better, of course, is to have three priests but this depends on points availability and other priorities.

Having increased the Juggernaut's survivability by the use of priests (and remember that the Juggernaut is pretty cheap in points terms when you consider its potential, so putting in priests to help it is not really extravagant) let's have a look at sharpening its battlefield effectiveness. Firstly, always pay 10 points to make the Juggernaut a champion; that extra point of worth can be all important. The next tip is partly defensive and partly offensive. Provide a low to medium cost wizard (25-35 mp) and use it, like the priests, as Juggernaut support. Unlike the priests, it will have to move round in base to base contact with the Juggernaut. Its main function will be to cast Shield in

defence of the Juggernaut as it manoeuvres into the attack and then to cast Haste to get the beast as fast as possible (with Attack orders of course) into its chosen target. This will give the Juggernaut a reasonable chance of getting into contact despite the inevitable attention of enemy missiles (don't they love to shoot at the poor thing?). It also makes sense to screen the Juggernaut from the enemy as long as possible with other units, but eventually it's probably going to have to spend a move or two as a target before it gets into contact, and that's when the wizard is there to earn his keep.

Finally, having overcome the hazards of missiles and Unpredictability by the use of priests and wizards, and got the Juggernaut into contact with the enemy, it must be given extra help to smash its melee opponent in one turn. In this way it can move onto another target quickly, and hopefully batter a big hole in the enemy army. It has a worth of 10 which is pretty good but it has a frontage of 5" which means that it's only going to outnumber infantry by 2:1. Not good enough for greedy orc warchiefs who want quick and bloody results before wretched daylight appears to screw everything up. Therefore add two heroes to the Juggernaut unit. Two foot heroes gives an extra 10 points of worth for no addition in frontage whilst two mounted give a mouth-watering 18, if you can afford them. Mounted have the added bonus of being able to move quickly to support another unit if the need arises. However, assume that you can only afford foot, you get a total of 25 points of worth (10 for the Juggernaut, 10 for the heroes, 1 for the Juggernaut including a champion and 4 for attack orders). We are now on 5:1 and can start kicking some serious butt!

Next issue :

What orcs can do to survive the all important Command Test. In the meantime fellow orcs keep being nasty.

The Search for Scaraz Scrim

Another tale of bloodshed across the wargaming table.

A battle report by Derek Mugridge and Steve White

Following the Barbarians success at the Battle of Dunbarrow, the alliance between the goblins, orcs and themselves against the undead had begun to disintegrate with the lack of a common cause. The warchiefs came under constant pressure from their followers to break the alliance. The goblins and orcs once again returned to their old ways, and small raiding parties terrorised villages in the outer regions of the barbarian kingdom, driving the villagers away, leaving the land for them. The villages and farmland were then razed to the ground; the barbarian warchief had to take action. His army had suffered great losses in defeating the undead at Dunbarrow, and he was reluctant to embark on a further conflict with his diminished manpower. However he faced a personal challenge from an aspiring young warchief and had to do something positive to retain his support. A small unit of his best men slipped into the goblin kingdom and kidnapped a goblin leader of some notoriety. They guaranteed his release if they ceased their raids on the barbarian borderlands. Many great meetings were held, but no agreement was made. The orcs and goblins were stalling while they carried out a massive search. Purely by chance some traders were overheard in a local goblin hostelry talking of an ensorcelled hillfort. Goblin scouts investigated and discovered the whereabouts of the remote hillfort. No guard was placed there as the barbarians didn't want to draw attention to the location. The orc and goblin war machine swung into action, carefully watched by the barbarians. The talks broke down and preparations gathered apace for the upcoming battle. The barbarians with their shortage of manpower could not take the initiative, and had to follow the orcs and goblins carefully as they couldn't afford to get their deployment wrong. At last it became obvious the hillfort had been discovered and was their target. The barbarians deployed in full, but were still outnumbered. A messenger was sent to rally the help of the Great Giant. Hopefully he would arrive in time. The orcs and goblins knew they had to strike hard and fast. One of their greatest sorcerers was summoned to break the spell on the fort and recover the leader. This was make or break for the barbarians. Their army had suffered such great losses in the undead campaign that they wouldn't have the manpower to mount another attack if this one fails. **They must be victorious.**

Special Rules

These rules are unofficial ones made up by ourselves for this scenario only.

One whole turn must be spent at the gates of the hillfort to break the spell. It costs 4D6 magic points for the goblin wizard to break the spell, and 2D6 for the barbarian shaman as it is his own spell.

A D6 must be rolled for the giant to enter the battle. He arrives on the barbarians table edge on the following rolls:

Turn 1 = 6

Turn 2 = 5

Turn 3 = 4

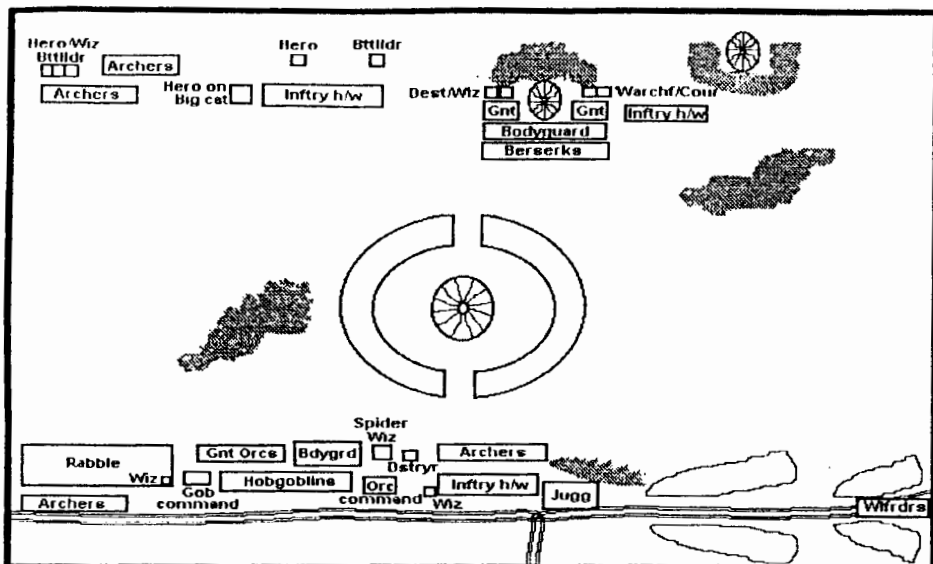
He automatically arrives on turn 4.

Victory conditions

Victory points should be totalled as described on page 12 of the rulebook. Whoever has possession of Scaraz Scrim at the end of the battle should add 3 points to their after battle score.

The Battle

Both armies manoeuvred into position, ready to attack. Deployment is always crucial and neither warchief could afford to get it wrong. The battle plans were all drawn out, and the troops restless to get into action. At last the orders rang out and the armies advanced upon each other.



Out of the armies on both sides of the battlefield raced a couple of figures, a mere blur hastened by the power of the wizards, their target, the hillfort. The goblins had enlisted their most powerful wizard, Uthghul, who rode upon a fearsome spider. He broke the spell cast upon the hillfort with ease and prepared to enter. Meanwhile the Barbarians were keen not to lose their valuable prisoner and hastened a wizard and destroyer into the fort. Uthghul found Scarab Scriz in a hut and was about to return to the main army, when he saw the Barbarian destroyer blocking his escape. He recognised the legendary Orca, and laughed at this warrior's impertinence, as if he could stop the Great Uthghul. He sent a blast spell hurtling through the ether towards him. Orca made a heroic dive, dodging the explosion, suddenly reappearing in front of the wizard. Uthghul sensed another presence, and saw Woundwort, his old Barbarian adversary, summoning for all his worth. A blast spell came flashing across at him; he sneered and deftly cast a protection spell.

Orca took advantage of this distraction. As he turned back to Orca, a glint of light caught his attention. He knew what was coming and chanted another spell, but it was too late, the great sword fell upon his neck, sending his head, eyes staring in disbelief scudding across the ground. The Goblin Priests chanted in unison as they called upon the Gods to save their finest sorcerer, but to no avail. Orca roared with triumph as he ran towards the fleeing figure of Scarab Scrim. Out of the corner of his eye he saw another figure with arms raised, just in time to escape another blast spell from the deft fingers of the lesser wizard Nazgoth. Orca laughed deliriously as he caught up the sweating Scaraz Scrim, now intent on dismembering his quarry. He reached out his hand to grab Scaraz Scrim, who let out a shrill scream for help as Orca's arm went flying around his neck. Unfortunately for Orca it was not attached to the rest of his body, this lay in a smouldering heap on the ground behind him. Nazgoth nodded knowingly; his place at his warchiefs side must

now be secured. Scaraz Scrim's escape route was now clear and he made a break for it.

I slumped back in my seat. It had been a fast and furious couple of rounds with desperate cries of "MAGIC!" and "CALL ON THE GODS!" I'd nearly made it, but the loss of Uthgol so early in the battle with over 30 magic points intact weighed heavily on my shoulders. Steve had spent much of the end of the last round desperately looking through the rulebook for a way to save his destroyer. HAH! Revenge is sweet. I immediately cheered up when I saw the look on Steve's face.

"I was going to send him into a well deserved retirement after this battle", he whined.

"Who?"

*"Orca of course".
"Oh don't worry Steve, he was crap anyway". I deftly dodged the intercontinental ballistic rulebook that flew passed my lug hole. Oh dear I've upset him. I must make the most of this psychological advantage.*

Meanwhile not all had been quiet on the battlefield. Both armies had measured up to each other and begun their advance. The goblin rabble had had their fill of drinkwater prior to the battle, and aided by a hasten spell, dashed headlong into the barbarian archers. On the other side of the field the barbarian shaman were working just as hard and hastened a unit of berserks into some very startled Orc archers. They had been whipped into some sort of battle frenzy and within seconds 13 of my orcs were slain, while only 3 of their number had fallen. The wizard had used nearly all his power to

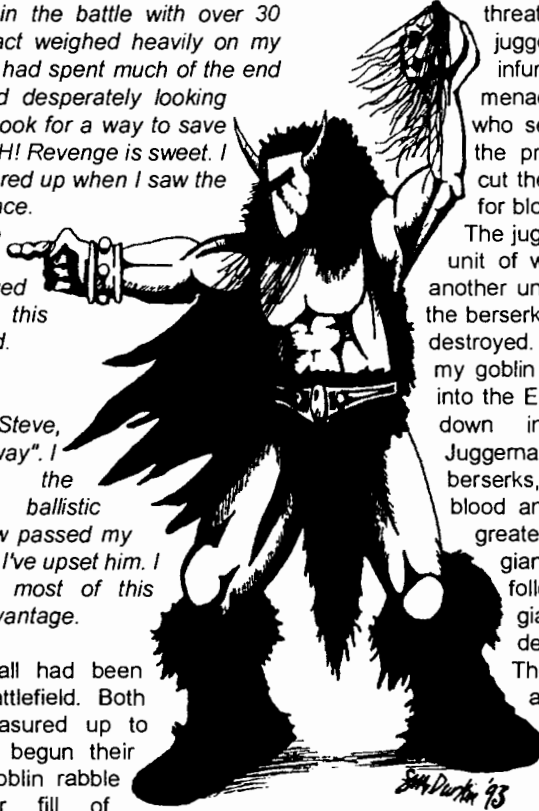
get the goblins across the battlefield. Unfortunately they ran out of steam just short of the archers who loosed off a tirade of arrows. They lost 15 of their 40, but the firewater did the trick and they just ran on trying to catch the withdrawing archers.

The foolish barbarians then tried to hurl threats and abuse at my juggernaut. This merely infuriated him and he strode menacingly into the berserks, who seemed quite pleased at the prospect. The juggernaut cut them down and their thirst for blood suddenly diminished.

The juggernaut was joined by a unit of wolf riders who took on another unit of warriors coming to the berserks rescue. They too were destroyed. Murruk the Man Mauler, my goblin destroyer ran headlong into the Elite bodyguard, cutting 2 down in their stride. The Juggernaut having dealt with the berserks, craved more barbarian blood and his eyes fell upon a greater challenge, the two giants. A furious exchange followed, which left one giant and the juggernaut dead.

The combat had been fierce and bloody, but once again I emerged the victor. Things were going fairly well on this flank. The other flank had been a bit of a disaster. The rabble had missed the archers by half an inch.

Steve sneered and taunted as I tried to stretch my ruler that extra half inch, but to no avail, they were stuck there. I sat there and seethed as ideas of where I'd like to shove my ruler flooded through my head. I tried to look unperturbed, but failed dismally. Steve continued to heckle, making the most of the situation. Curses!



The goblin archers at last arrived to offer some assistance to the goblin rabble. The barbarian archers had withdrawn and let a hero take on the rabble. He was cutting them down slowly but surely. An exchange of arrows followed, with my unit full of fresh arrows winning the day, and jeering at their fleeing opponents. This seemed to have upset their battle leader who came storming into my archers shouting all manner of obscene things. He fought like a mad thing and my archers thought enough was enough and followed the example of their opponents and did a runner.

Back in the thick of it Murrak was still laying into the boggyard and winning, and the wolves were making a hearty meal of the giant. Things were looking rather good for my lot. Suddenly the ground began to shake and a huge figure loomed out of the sun. My heart sank. This was the largest giant I had ever seen, and I had very little left to hit him with. The rest of the barbarians pulled back and let the giant through, but he had arrived too late. With a great battlecry we withdrew. Scaraz Scrim had been saved; victory was ours. We will finish them off another day.

Steve had played a very canny game, and his feign worked well. However had my rabble made the distance to his archers the game may have been a lot different. As it was had we not both withdrawn it could still have gone either way, neither of us could afford any further losses if either of these armies were to fight another day. However I had secured the release of Scaraz Scrim and having totalled the victory points, his rescue turned what would have been a minor victory into a decisive one.

The dawn glistened with early morning mists, outstretched shadows began to shorten, slowly revealing the awesome power of the Orc and Goblin army. Rank upon rank of shield walls interspersed by terrifying creatures; these in turn dwarfed by a creature long thought extinct.

Our war council was deep in thought ,

Beowulf was far from sure that the imprisonment of Scaraz Scrim was worth a pitched battle, after all most of our veterans were preparing to fend off the imminent invasion by Sir Robins Knights to the South.

"Elsop, what do you think ?" I asked. This young battle leader, who had only just been promoted in charge of Corolludens Own Bowmen, came up with the most amazing battle plan. Firstly Elsop confirmed what I was already thinking, that this was no rescue party, but a full blown invasion. Secondly, we were ill equipped to fight a straight battle with just 70 warriors. The hill fort was magical and therefore impenetrable to all but wizards and those in contact with them. It also divided the battlefield in two, his own command and Beowulfs on one flank, my command with the berserks on the other. Elsop detailed the two advances, one of which, led by Beowulf, would be a feign. At the critical moment Beowulf's command would turn about and reinforce the other flank. Our combined force should then out-number the North flank. Elsop's command would harass the advancing hoard with arrows and hopefully hold them long enough for the main army to defeat the north flank. Glances of approval slowly appeared on battle leaders and heroes faces alike only Orka destroyer said nothing. I , Corolluden, joined the chorus of approval; Elsop had conceived a brilliant plan. I addressed my berserks with a pre-battle speech. "Sick and tired of endless yomping, go hence forth and do some stomping."

This unfortunately rated as an exceptional pre-battle speech that not only sent the berserks into bloodlust, but the whole of my command including the body guard. Whoops! I thought but what the hell; **charge!**

Orka and Woundwort the magician hastened themselves straight into hill fort.

"Take that you ork git", I shouted.

(Derek replied with the same move and a few insults some which were a little harsh I feel.)

Wizard blasted destroyer, wizard blasted wizard, parry, lunge, cut, slash, followed up with kicking, gouging, punching, protection spells and calling

on the gods. Out of this furious exchange emerged Orca triumphant. Hurrah! He then set about catching the fleeing Scaraz Scrim. Suddenly Orca reeled from a blast spell. Where did that come from?

Another of Derek's low down wizards hiding in a corner. A dirty trick I would have been proud of. A silence fell over the battle field. This somehow seemed a fitting end to this noble warrior. The silence was shattered by goblin chants as they held Orca's head for all to see. "Take no prisoners", cried the berserks. This infuriated my bodyguard who vowed to get revenge.

The next round was crucial, Woundwort the wizard had now joined the berserks and hastened them into the ork archers, then carried on, hastening the hero Doodlebug into the Ork Halberdmen to their rear. (A classic move.)

Derek replied by trying to hasten the Goblin rabble into Elsop's command but fell half an inch short, HAAAA! HAAAA! (don't you just hate when that happens.) Let 'em have it cried Elsop, and blackened the sky with arrows at very very short range. (Derek was getting that beam up Scottie feeling but it wasn't going all my way.) Now! cried Beowulf and his command legged it over to assist Corolluden. Derek realised that half his army was now as good as useless, personally went into bloodlust and unleashed the ork juggernaut on my unsuspecting berserks. Things were getting worse as the goblin destroyer steamed into my bodyguard, and a unit of ork wolf riders appeared from nowhere and savaged the berserks. Doodle bug was slain by an unsuspecting blow from an ork halberd, while the berserks killed one wolf and scored four kills on the juggernaut. They eventually fought to a man against this beast while three bodyguard died killing the goblin destroyer. Derek's priests saved him making this

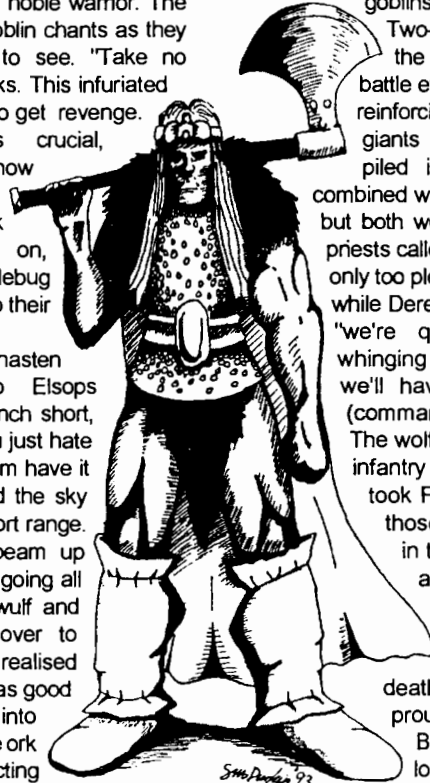
a disastrous round for Corolluden. There was nothing for it and we resorted to threatening the juggernaut. Call that a threat he bellowed and duly counter threatened with a remark painful enough to put teeth marks in a plastic toilet seat. But the body guard stood firm against terrifying odds.

Elsop was busy exchanging arrows with the goblins; his personal hero Two-Throop continued to give the goblin rabble a lesson in battle etiquette. Beowulf was just in reinforcing distance now. My two giants Foul-Tongue and Burbelch piled into the juggernaut, their combined weight and power killing him, but both were slain in the melee. My priests called upon the gods who were only too pleased to save Foul-Tongue, while Derek's call was answered with; "we're quite fed up with your whinging Mr Mugridge, what's more we'll have one of your priests." (command test ouch!)

The wolf riders decimated my barb infantry for the loss of one wolf, it took Foul-Tongue's power to kill those brutes, but he was slain in the onslaught. While Elsop and Two-Throop were mopping up the south flank I retreated, leaving my bodyguard to certain death, a fact of which I am not proud of, but I was scared stiff.

Beowulf's command hadn't lost a man yet but the good news was that AllBran the Foul-boweled Battle Giant had just arrived. It was his battle now; he had to do it alone for I was not prepared to be wiped out to a man, and retreated to our base line.

This had been a classic battle full of deception and acts of personal heroism, but when playing Fantasy Warriors time flies like knives and fruit flies like bananas. Now where's my straight jacket?



The Crown of Isrimdal

A Fantasy Warriors Battle Scenario

By Robin Dear

Introduction

This game is designed for 2-4 players and an umpire. Ideally the table size for this battle should be eight feet by four feet. However a smaller games table may be used if the relative positions of the scenery and troops will remain the same. Once troops enter any buildings, they should be transferred to floor plans. Floor plans of the buildings should be set apart from the main area of play. They should be used to conduct any action that occurs inside a building during a game. It is important that each player is not aware of any village information, or of the search progress of the other players during the game. Therefore, it is best that any information regarding non-player characters or searches of buildings, etc.; should be conducted in private or be written on a note.

Starting the Game

Unlike other games of Fantasy Warriors the scenery has already been decided and should not be changed because of a scouting test. Scouting should only be used to decide the time of the battle and the order of deployment for each player. Boasts and Omens may be carried out as normal. The command tents should be placed at the end of the scouting phase not more than 6" away from the players starting edge.

Background

Badedas Brute, a thief and adventurer of some renown has managed to steal the fabled magical crown of King Isrimdal. The crown, until now was reputedly the most securely guarded treasure in the Kingdom. Since the King discovered its loss every soldier in the land has been turned out to look

for the thieves. After a frantic search, several of Badedas's accomplices were arrested while attempting to leave the capital. With a little gentle persuasion (and a few turns on the rack!) they soon revealed the location of Badedas and the crown. Now that Badedas's destination was clear King Isrimdal wasted no time in mobilising his army to give chase to Badedas for the small border village of Westerleigh.

It did not take Baron Alkalon, evil sorcerer and ruler of the northern wastes, long to learn of the theft of Isrimdal's crown. Through his spies and informants, Alkalon also found out that Badedas was heading for a village on the southern borders of his domain, which was less than a day's ride from his tower. Although the king's army was also less than a day away from Westerleigh, Alkalon decided to risk a battle with the King's army to gain the crown for himself.

Isrimdal's crown is reputed to have great magical powers of command. The wearer will be gifted with great powers of leadership and the knowledge of an ancient line of Warrior Kings. So if the crown was to fall into the hands of Baron Alkalon he would be able to call many of the King's disloyal Barons to rally around his claim for kingship. Thus, plunge the Kingdom into civil war.

Victory Objectives King Isrimdal And His Allies

Main Objective: To find and return the crown to your starting baseline.

Secondary Objective: To kill or capture any of the following: Baron Alkalon, Marash or Kulbad.

To Capture the Baron Alkalon's command tent by the end of the game.

Baron Alkalon And His Cronies.

Main Objective: To find and return the crown to your starting baseline.

Secondary Objectives: To kill any of the following: King Isrimdal, The Lord Protector or Prince Elgar.

To capture King Isrimdal's command tent by the end of the game.

Army Lists

This game has been designed so that it may be played on several different scales depending upon your figure collection. After each character or unit name you will see a set of numbers in brackets. Each line of numbers denotes a different scale, skirmish level, battle level, and war level. Simply choose one scale and field the number of troops accordingly. Obviously both players must choose the same scale!

I suggest each unit should include one special for every five models present (rounded down to a minimum of 1). For example a regiment of 20 royal archers would include four specials in its ranks. Units may be broken down into smaller units as long as each of the smaller units has a worth of at least five and a leader special is present. For example the regiment of 20 royal archers may be split into two units of 10 archers each with two specials included into each of their ranks. Specials are included into a units number not in addition to it.

Some profiles have been either modified from those in the Fantasy Warriors Companion or been completely made up. In both cases this is deliberate and they should not be changed. These changes are unofficial and should not be treated as modifications to the official rules.

The King's Army

King Isrimdal's Kingdom is a goodly feudal land that like all feudal systems is based upon a rigid class system enforced by the King and

the Church. Chivalry and devotion are the two most important things to both Knight and Serf alike. Chivalry is judged by the King's laws and devotion by the church's decrees.



The King's dream is to bring a lasting peace and stability to his kingdom. Isrimdal hopes to achieve this aim of "One king, one land, one church," through a strong central government supported by the church. Against his plan stand many of his most powerful and important barons who are trying to maintain their own power through politics and money. Isrimdal's crown is both a powerful symbol of the king's right to rule over his subjects and a magical item capable of giving great battle skills to its wearer. So without its power many of Isrimdal's least trustworthy barons would see their chance to declare independence from the King.

To maintain secrecy and because of a need for quick action Isrimdal has only mobilised a small but elite part of his army for his march to Westerleigh. All troops are totally loyal to the King and have been sworn to silence.

Village of Westerleigh

Westerleigh is a small border village in the northern provinces of the realm. It has been made prosperous by the increasingly good

harvests (thanks to the help of a retired wizard called Meren Stormcaller) and declining goblin raids. The village comes under the control of The Lord Protector Baron Alralis, a baron who is loyal to the king. The village has a population of approximately 70 of which 60% are unable to fight.

Special Rules

If there are two players per side then both King Isrimdal and the Lord Protector should be played as Warchiefs with their appropriate troops. However if only one player per side is available then the Lord Protector should be treated as a subordinate battleleader to King Isrimdal. King Isrimdal is treated as a beloved personage (see p46 of the rulebook). The King's command tent should be treated as a sacred item for this battle (also see p46 of the rulebook).

Baron Alkalon's Hordes

Baron Alkalon's plans for power have been thwarted at every turn by the now King Isrimdal, so a chance to gain the King's magical crown would be a prize worth almost any cost. Thirty years ago Baron Alkalon's bid for kingship was crushed. The then Prince Isrimdal's reinforcements arrived just in time to save the old King's army from certain defeat. King Geballion was mortally wounded but before he died he named Isrimdal as his successor. With his armies defeated Alkalon fled into the Northern Wastes where he chanced upon a wizard's tower. The tower belonged to an aged necromancer who taught Alkalon all he knew fearing that his knowledge would be lost. With his training complete Alkalon murdered the old wizard and claimed the tower for his own. With his new found skills Alkalon could cast spells that before he could only dream about. This new power however was not without cost as it drained him of all life energy and turned him into an undead lich.

As his undead hordes grew so did his support

among the local goblin tribes. After a short while he had total control over all the tribes in the area. So when news arrived of the loss of the crown and Isrimdal's march to Westerleigh, Alkalon knew the time was right for his revenge.



Special Rules

If there are two players per side then both Baron Alkalon and the Marash should be played as Warchiefs with their appropriate troops. However if only one player per side is available the Marash should be treated as a subordinate battleleader to Baron Alkalon. Marash is treated as a beloved personage (see p46 of the rulebook). The Baron's command tent should be treated as a sacred item for this battle (also see p46 of the rulebook).

Next Issue:

Part two of The Crown of Isrimdal.
The umpires guide to Westerleigh.

FUTURE WARRIORS

All the latest releases and a preview of the new Sci-Fi game KILLZONE

1510 Future savages with guns.

1) A mohawk stood astride ready to fire a crude looking, here's one I made earlier, Blue Peter flame thrower.

2) Another mohawk sporting a dust mask over his nose and mouth, body armour, and kevlar posing pouch. He is equipped with a machine pistol, knife and deck.

3) Mr T type with short mohawk, ponytail and feathers, cool shades, a chain running from his nose to his ear, carrying an assault rifle, a grenade and a knife.

4) Jason from the Halloween films has re-emerged in the future wearing the traditional hockey mask carrying a handgun by his side in his right hand, a knife raised rather menacingly in his left hand, a grenade hung round his neck, and another knife hanging on his belt.

5) This is my favourite figure. He is stood astride ready to fire a double barrelled shotgun and carrying an oxygen tank on his back, a knife slung from his belt, and a harness holding a pole on his back which is topped by a skull with very long hair. Superb leader for your savages.

1511 Trooper Command

All are kitted out with full combat gear, body armour, comms, and pistols; 4 of them are carrying military assault rifles with grenade launchers, and three of them are wearing helmets with cameras mounted on them.

1) He is helmeted stood astride aiming his assault rifle.

2) Another figure wearing a helmet, stood astride with gun in both hands pointing towards the ground, shouting into his comms.

3) A bald man has his helmet slung on the back of his belt carrying a handgun by his side in his right hand and has a grenade ready to lob in his left.

4) This man wearing no helmet is stood signalling for someone to stop with his left hand. In his right he is carrying his assault rifle by its top mounted-carrying handle, and he has a pair of binoculars slung round his neck.

5) The final figure in the pack wearing a helmet and shades has his assault rifle slung over his shoulder while he works intently on his deck.

1512 Bike riders and Drivers

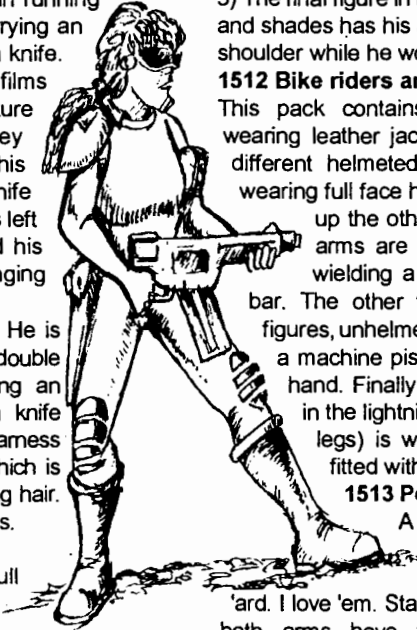
This pack contains a selection of bikers wearing leather jackets or racing leathers 2 different helmeted motorcycle riders, both wearing full face helmets, one with the visor up the other with it down. Both their arms are to be assembled, one is wielding a sword, the other an iron bar. The other two riders were identical figures, unhelmeted, sitting upright, holding a machine pistol outstretched in the left hand. Finally the driver, designed to fit in the lightning strike buggy (hence no legs) is wearing a full face helmet fitted with oxygen.

1513 Power armoured troopers

A couple of real mech type power armoured troopers. They look well 'ard. I love 'em. Standing just over 40mm high both arms have to be assembled. Both shoulders are fitted with triple grenade/chaff launchers, and the choice of arms include open fist, closed fist, a mini-gun, and a rocket launcher. If your armed with a meat cleaver and fancy taking either of these on; forget it! You need to have a very, very large weapon to hand to sort these guys out.

1514. Troopers in NBC suits

The pack contains one leader with three



troopers all carrying military assault rifles, the other is equipped with a laser. A typical two piece full protective suit with traditional gas mask. The three troopers are all stood astride firing their weapons from the hip. The trooper with the laser is stood in a similar pose, but his face mask is fitted with a sighting aid. The leader is stood astride looking and pointing to

the right while his left hand rests his weapon on his shoulder.

Another nice selection of figures from Mark. The best of this month have to be the excellent Power Armoured Troopers, who sport a very different style of power armour than we are used to, and are big enough to strike fear into your most stalwart opponent. A must buy.

KILLZONE

In the past, if you wanted to play out a cyperpunk style scenario it would entail gathering loads of friends and role-playing the night away. Not the easiest thing to do on the spur of the moment. Well no more. Now all you have to do is find one friend and an hour or so free and you can have a game. Fancy taking on the cops, corporations, hired assassins, or protecting your turf from a rival gang? Then read on!

Killzone is the latest game from Nick Lund complementing the Future Warriors range of figures. It is a D6 based skirmish game that can be played with just 5 figures per player. Ideal for people who don't want to paint loads of figures or don't have the space to play a full size battle. It will be released in an A5 sized box containing a 26 page A5 rulebook, 10 metal figures, 5 troopers with helmets and 5 troopers with berets, a counter sheet and quick reference sheet.

Your figures are grouped together in the form of squads or gangs. A squad is made up of professional fighters usually well equipped and organised and generally contains 5 troopers, Law Enforcers or Rebels including a Squad leader and Sergeant. A gang is a loose knit group of fighters under the control of a gang leader. Although they usually contain more figures than squads, they tend to be less well equipped. You can additionally employ the help of some individuals either heroes, heroines or cyborgs. There are full points tables for all the figure types and equipment at the back of the book. So once you have set up and equipped your squads and gangs you are ready to play.

You begin the game by issuing orders of which there are 5 to choose from.

1. Shoot. This allows the group to use its

maximum firepower while remaining fairly mobile.

2. Stay Sharp. This allows you to double your score on the initiative and gives you a good chance of keeping one jump ahead of your enemy.

3. Keep Down. Using this order makes your group more difficult to target by the enemy.

4. Assault. If you anticipate your group getting into hand to hand combat then this is the order to use.

5. Snipe. If you need to hit a target at all costs.

Each game turn is made up of 3 events.

1. Roll dice to determine initiative by group.

2. Group action.

3. Changing group orders.

Event 1 Initiative

Each player rolls for initiative, the winner having first choice of a numbered counter. Each player then picks a number in turn and places it next to their group leader. Gaining the initiative plays a crucial part in this game as at certain times in the game it is crucial you dictate when you move. It takes a clever leader to pick the right time to issue those stay sharp orders.

Event 2. Group Action

Four actions are available, move, shoot, hand to hand combat, or remove suppression. A

figure is suppressed when he is under heavy fire or in hand to hand and is close to being killed. He is shaken up and frantically digging a hole in the ground for himself in order to present the smallest target possible to the enemy. All combat is decided by D6 rolls and adding or subtracting various modifiers. Shooting consists of a targeting roll which if successful will lead to a hit roll leaving the figure either dead or suppressed.

A vast array of weaponry is available to you; handguns, shotguns, assault rifles, grenade launchers, assault cannons, lasers, scatter guns, hand grenades, flame throwers, and missile launchers. With hand to hand combat a figure can only attack if he has assault orders. D6 rolls are made by both attacker and defender with modifiers for hand weapons such as razor claws, swords, chains, and daggers. The result will leave the loser either dead or suppressed.

Event 3. Changing group orders.

The success of this action is determined by a D6 roll and whether your leaders and sergeants are still alive and whether any figures in the group are suppressed. All Squads can be equipped with headsets and are therefore free to change orders no matter how far apart they are. However gangs have to rely on shouting or hand signals to change orders therefore they have to remain closer together ready for that all important change of order.

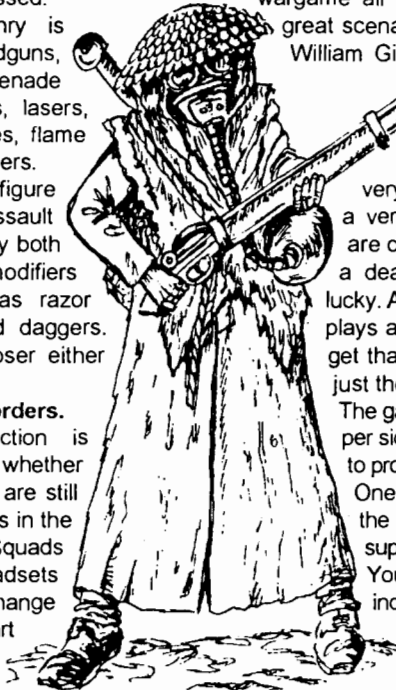
The rulebook then goes on to detail full points costs for all figures, weapons and equipment and special rules for different gangs, squads, heroes and cyborgs. For example Rebels get to use a hit and run order, Scavengers get reduced movement penalties, Savages gain benefits when on assault orders.

Three scenario types are then detailed; encounter, raid and capture, and

assassination, with special rules for captives, non lethal combat, and assassin's targets.

Optional rules are included for rolling for Day or Night at the beginning of the game. If a game takes place at night, Scavenger gangs benefit with reduced movement penalties, but other squads or gangs can buy night sights to counteract this.

So at last a rules system to allow you to wargame all those ideas you've had for great scenarios since reading your first William Gibson Cyberpunk book, and



they work very well. In true Nick Lund style they are very simple and quick to play. The game flows very well. Tactically, cover plays a very important part, for if you are caught out in the open you're a dead man unless you're very lucky. Also gaining the initiative also plays a critical part as you want to get that jump on your opponent at just the right moment.

The game plays well with 10 figures per side. Ideally you want one gang to provide support fire for the other.

One can then go in and assault the squad or gang currently suppressed by your allied gang. You could alternatively use an individual like a hero to move around finishing off any gang or squad pinned down by suppressing fire.

The Killzone rules all in all provide a system for a quick and simple Sci-fi game, however the game has a lot of scope for expansion which could be achieved without over complicating the rules. Nick already has some ideas for expanding the game with supplemental rules covering electronic warfare, electronic counter measures and vehicles rules. I think these would be a welcome addition, what do you think? Why not drop me a line at the address on the back page and tell me what you'd like to see included in Killzone.

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Eurogencon 93

EuroGenCon 1993 was held at a very windswept Pontins camp in Camber Sands, Rye during November and a good time was had by all.



What a team. From left to right; Mal Green, Doug Cowie, and Robin Dear. Every customer received one of Mals sickly grins free of charge. Doug often looks like this. We don't know what to make of it either. As you can see Robin loves posing for photo's. This is his cool, suave look. The girls fall for it every time.

The Fantasy Warriors display team consisted of myself, Robin Dear, and latest recruit Jason Humphrey. Doug Cowie and Mal Green were on the trade stand, and Barry Durham, the scenery creator, was doing painting demonstrations. The game we ran consisted of 2 armies of 5000 points each, split into 3 commands. There were orcs, goblins, trolls, and ogres on one side, and men, wood elves, high elves, and halflings on the other. The game was fully booked for the entire weekend and all the battles were very close. The first was a minor win for the orcs and goblins. However the highlight of the battle was when the juggernaut was picked off by the halfling archers; even the priests were unable to save him.

The second battle was even harder fought and ended in a stalemate, all the players withdrawing with their honour intact, but it could very easily have gone either way. In the final battle the largest melee I've ever seen was slogged out in the middle of the battlefield. This ended as a major victory for the men, elves and

halflings. The wood elves were particularly successful on one flank disposing of the trolls, orc wolf riders and some of the ogres. The halfling mounted heroes lived up to their name by finishing off the ogres. They finally came to grief against a hobgoblin hero. The juggernaut was taken out by a blast spell from the wood elf wizard, and the halfling archers surprised everyone again by disposing of a unit of orc infantry in hand to hand combat! The wood elves who suffered very few losses, then began to advance to the rear of the main goblin army. The other flank was also successful but did suffer fairly heavy casualties, the heroes of the day being the handgunners who blew away anything that came near them and suffered hardly any losses, and the heavy knights. These 2 units were also circling to the orc/goblin rear at the end of the battle.

This is the first time we have tested the halflings in action, and they proved very useful and very popular with the players. They are great for surprising an opponent who tends to ignore them

because they look so puny. As you can guess Robin is now rapidly painting a large quantity of halflings to add to his army.

All the players thoroughly enjoyed themselves and I'd like to thank all those who took part for their enthusiasm and making for a fun weekend for ourselves.



Above; Yours truly trying to look intelligent; not my best side.

The evenings were even more raucous. On Friday night the six of us sat down and play tested Future Warriors Killzone, the latest game from Grenadier, due out in the Spring. This was a very loud game as we had been plied with copious amounts of gin and tonic. However the rules proved very simple as we could still grasp them through our drunken haze. Barry Durham managed to Stay Sharp by being intravenously

fed with Vodka. Jon Tuffley and Tim Parnell of Ground Zero Games looked on in awe, not quite believing what was going on. On Saturday night, having been plied with copious amounts of beer (due to the fact we had drunk all the gin the night before), we sat and watched the very amusing charity auction. This was run by TSR's Bill Connors, the man behind Ravenloft and Dark Sun, and Andria Hayday creator of the original Chill game and co-writer of Ravenloft and Dragon Striker™. Jason, Robin and I leapt onto the stage for Grenadiers contribution to the Charity auction, our three tee-shirts. This was a hard fought battle between a young lady from Leisure Games, who will remain anonymous, and a lady by the name of Carol, obviously exhausted by her previous campaign to buy a luminous condom signed by TSR's superb artist Larry Elmore. For the bargain price of £50 the victor from Leisure Games won the honour of removing our tee-shirts on stage, she seemed to take a particular liking to Robin it must be said. We then retired to the Role Players Independent party where we were forced to drink even more beer until 4.30 am. Nightfall Games, creators of the excellent S.L.A INDUSTRIES were there and I would like to think Chaz Elliot for keeping me amused (I'll think of you every time I see any liver or a jam jar), the lovely Anne Boylan for sitting there looking pretty, and Spencer for looking so hideous the following afternoon when he finally surfaced, making me feel so much better, and proving there is life after death. By Sunday alcohol and lack of sleep had taken its toll. Only hardened gamers were still playing. The rest were stumbling around the building, unable to play anything as their bodies lacked the co-ordination to throw any dice. Those that managed to throw them either became dizzy when they tried to count the spots, or stared blankly, completely lost in another dimension when they tried to add a +1 modifier. A fitting end to a great weekend.

I must say a very big thank you to Robin and particularly Jason, who was thrown in at the deep end, for their great efforts over the course of the weekend. Well done lads!

Letters

At last some space for letters. I've had a lot over the last year that Warrior has been in print, but no space to print them, so here is a good opportunity to catch up on some recent and not so recent mail.

Dear Mr Mugridge,

I have just read a copy of Warrior, and I must congratulate you on a brilliant publication. I have been out of fantasy wargaming for about three years now, due to my lack of enjoyment playing Warhammer. After buying the original rules and Forces of Fantasy I found them badly flawed, but better than nothing. Then came the second edition of the rules, promising a much improved system, so I bought them too. They were slightly better, but still badly flawed. They usually ended with a few figures per side crawling across the battlefield to try to slaughter each other. As if this wasn't bad enough they had to go and release a third edition. I decided to cut my losses and go back to role-playing games.

Now however I think it's about time to return. After reading about the Battle of Kicking Bottom in issue 2, I thought to myself, that's how I imagined my battles, with charges and routs and heroic deeds. So I joined the ranks of owners of Fantasy Warriors, and all in all, I am pleased with the results. The figures were good, but the actual paper cover on the rulebook and the pages therein a bit frail for my taste, the quality of the Companion which I also bought was much better. I'm hoping my local library can get them laminated to make it more resilient, before getting ragged from my constant browsing.

Overall, though, I'm happy with the system and find it very well thought out. Please keep up the battle reports in Warrior as they are my favourite section. Also if you are in contact with Nick Lund hurry him up on the Future Warriors game! My old Laserburn rules are O.K., but I feel the need for something new.

Andrew Burdis, Gateshead, Tyne and Wear.

D.M Glad to hear Warrior and Fantasy Warriors has contributed to getting you back into, and enjoying, fantasy wargaming again. A good way of making the rulebook last is to get a clear plastic A4 book cover from the stationers for about 20p. I've covered mine in these and take them to the shows as display copies. They have already been much handled by all and sundry over the last year and look none the worse for wear.

As you've seen from this issue Killzone, the game for Future Warriors is well in hand, and should be reaching you by the Spring, and I'm sure anyone who enjoys playing Fantasy Warriors will enjoy Killzone just as much.

Dear Mr Mugridge,

I have just caught up with your Warrior newsletter, having played Fantasy Warriors from its launch in 1991. I whole heartedly agree with your comments in issue 2 regarding "feeling rather lonely" however do pass on encouragement to others, as here in the West the word is spreading and Fantasy Warriors is growing, especially with the youngsters, as warhammer becomes ever more complicated and very "Tired". I was very pleased to see your excellent reviews of new Grenadier figures. Its also great to hear other gamers battles with their own frustrations and joys, please keep it going. By the way, any news on the release of Campaign.

Clinton Simmons, Clevedon, Avon.

D.M Thanks for the encouragement Clinton. Glad your enjoying Warrior. Never fear the battle reports have proved very popular and will continue. Look out for the Killzone ones in future issues. As to news on Campaign. It should be released in the Spring. Watch these pages for more news.

Shows

We finished off 1993 with an appearance at the regular wargames show held twice a year at Henry Harbin School, in Poole, Dorset. Unfortunately due to commitments in my full time occupation I was unable to put on our normal demo game. Fortunately 2 Warrior readers came to the rescue. Many thanks must go to Tim Hague from Hammersmith and his brother Robert from Famborough who brought their armies down and put on an excellent demo.

Warrior and Grenadier will once again be on the road in 1994. Warrior will be at The Orcs Nest in Slough, the country's first Grenadier Centre, on Saturday February 5th running a game of Fantasy Warriors. Look out for us and Grenadier at Salute in London on April 16th and again at Eurogencon at Camber Sands on May 13th to the 16th. At Camber Sands participation games of both Fantasy Warriors and Killzone will be played.

So feel free to come and say hello, we're never too busy for a chat and more than happy to answer any questions you may have.

Back Issues

Back issues of Warrior are now available at 55p each.

Issue 1. To Be a King. Scenario for Orcs and Dwarves by Robin Dear.

Issue 2. The Undead Army. Hints and tips on using the undead by Derek Mugridge. The Battle of Kicking Bottom. A battle report by Derek Mugridge and Steve White.

Issue 3. The Battle of Dunbarrow. A battle report by Steve White and Derek Mugridge. Using a Fighting Men Army by Robin Dear. Rules Update. Some new orders by Nick Lund.

Issue 4. DragonLords Preview. The Battle of the Plains of Plenty, a simple scenario for Barbarians and Wood Elves by Derek Mugridge. Design Notes by Mark Copplestone. Barbarian Do's and Don'ts by Steve White. Salute battle report by Steve White. Future Warriors.

Issue 5. The Temple too Far. A brief scenario for Amazons and Goblins by Robin Dear. More Future Warriors. The Melting Pot, Dark Elf rules and new magic spells by Andrew Christianson. Fantasy Warlords, 15mm gaming.

Issue 6. Before the Dawn. A scenario for the Undead and Halflings. Orders by unit. Changing orders. Terror tactics. Magic weapons. The Coming of the Orcs, a short story. Future Warriors, and all the usual News and reviews.

Subscriptions

As I mentioned in the News section, Subs are now available. The price for 6 issues is as follows:

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Next Issue

The Little Wars. A five part campaign scenario by Doug Cowie.

Part 2 of the Crown of Isrimdal.

More Orc tactics by Doug Cowie.

More on Killzone

Plus all the Latest News and Reviews.



Warrior

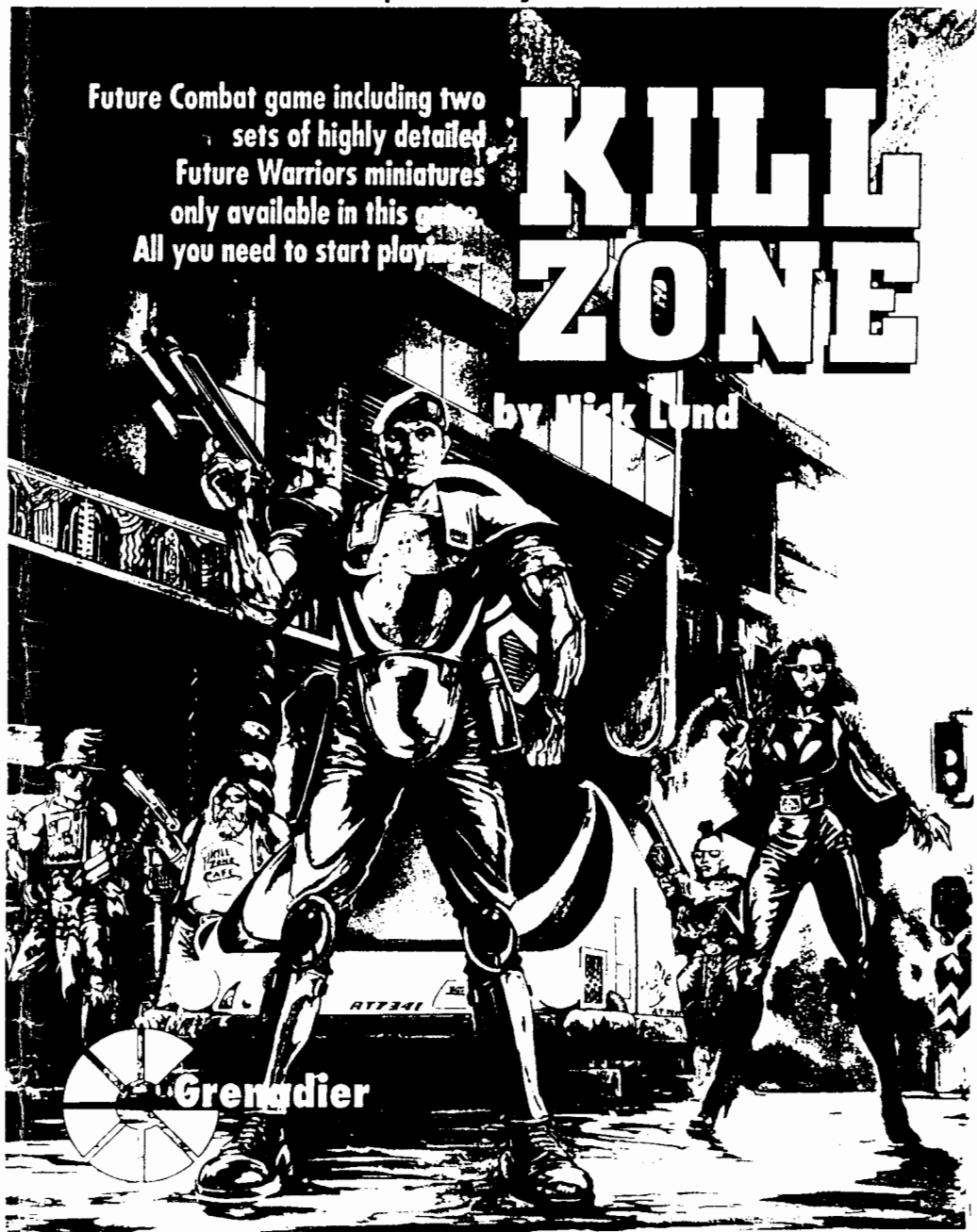
Grenadiers
Bi-monthly
Publication

April / May 1994

Future Combat game including two sets of highly detailed Future Warriors miniatures only available in this game. All you need to start playing

KILL ZONE

by Nick Lund



Grenadier

ISSUE 8



Warrior

Grenadiers
Bi-monthly
Publication

April / May 1994

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Editor:	Derek Mugridge
Contributors:	Steve White, Robin Dear, Doug Cowie, Mark Coplestone
Illustrations:	Barry Quin, Mark Gibbons, Colin Langeveld
Photographs:	Philip and Stephen Abbott

News and Reviews

Much excitement here at Warrior H.Q. After much playtesting **Killzone**, Grenadiers 25mm Sci-Fi skirmish game has at last been unleashed on you, the unsuspecting public. I hope you have as much fun with it as we have had over the last few months. Nick is already beavering away on extra rules for the game, which include power armoured troopers, electronic counter-measures, vehicles, and new individuals. For all the latest on Killzone turn to page 17.

Having finished his Future Warriors for now, Mark is concentrating on the Dark Elves for the next few months, so you can look forward in the coming months to the Raptor Riders which will be armed with lances, and units of Dark Elves one with crossbows and the other with swords and shields. The first of the Raptor riders should be rearing their ugly heads this month, the rest will follow in May/June. Also he is busy working on Barbarian Cavalry armed with swords (available now), axes, and a command pack. Nick meanwhile is working on some army lists and rules to coincide with the release of the figures. However Future Warrior fans should not worry as Mark plans to release more after work on the Dark Elves is complete. Check out his article on page 9 for more details.

Shows.

Thanks to all of you who came to the **Orc's Nest** in Slough in February. Everyone seemed to go away having had a thoroughly good time. Thanks must also go to Simon for keeping us in tea and biccies all day. We plan to get back there again for a game of Killzone (no date as yet), so keep your eyes peeled in Warrior or at the Orc's Nest for more details, don't worry we'll give you plenty of notice.

The biggie this month is of course **SALUTE** at Kensington Town Hall, London, where we debuted last year. A very sedate game will be played between myself and Steve, against Robin and Jason. (Believe that you'll believe anything) Myself and Steve will be commanding Orcs,

Goblins and Barbarians, plus a few Ogres and Trolls. Anything we can get are hands on basically, in order to lay waste once again to Sir Robin to repeat last year's victory. While he will have at his disposal his Men, High Elves and his new and highly prized Halfling army. If any readers wish to come over and have a chat or join in with the game the show will be held on the 16th April, the doors open from 10am - 5pm and we will be in the Main Hall opposite the Grenadier trade stand. See you there.

If you miss Salute then you can catch us from Friday to Sunday May 13th to 15th at **EuroGenCon** at Camber Sands, where you will have the choice of playing Fantasy Warriors or Killzone.

A couple of mentions must go to some shows we'd like to attend, but are unfortunately not able to:-

Milton Keynes Wargame Society are holding their annual convention **CAMPAIGN** on 7th and 8th May at Woughton Campus, Leadenhall, Milton Keynes. There will be trade stands, and Fantasy and Sci-Fi participation games, and tournaments galore. Doors will open at 10am and entry costs £2.00 for an Adult for 2 days with one child entering free, other children will be charged 50p.

On the same days Phil of **Spirit Games** will be holding his Beer and Pretzels Games Weekend at the Town Hall, Burton on Trent. Open on Saturday from 10am - 10pm and Sunday 10am - 7pm. Tickets can be booked in advance for £3 for one day and £5 for both, or at the door for £3.50 or £6. For more information phone 0283 511293. The Society of Fantasy and Science Fiction Wargamers or **SFSFW** for short, are holding their AGM / Open day on Saturday 28th May at the West End Neighbourhood Centre, Leicester. There will be traders and participation games, so go along and lend your support, and while you're there membership to the society costs a mere £10 per year and gets you their superb bi-monthly journal Ragnarok.

Tricks and Tactics

More tips from the great orc himself. When the going gets tough the orc's have a nasty habit of doing a runner. Follow Doug Cowie's latest pearls of wisdom, and this should be a thing of the past.



OK. Let's face facts. An orc army is not an instrument of finesse. If you're leading orcs, you can expect lots of combat. If you're not sending your forces in waves against the enemy, you are not doing the job you're being paid for (or, to be more accurate, you're not doing the job that you're not being executed for). This means lots of casualties. Basic orc infantry is not particularly well armoured so it dies in large numbers. Everyone has to take their chances, from the warchief down. Consequently, those dicey command tests will happen from time to time. In the absence of the opportunity for much fancy stuff once the battle has started, it's important for orc warchiefs to do what they can before the action starts to ensure that the command tests are successfully overcome. The technique for doing this is simplicity itself. You have to make sure that you get all the plusses possible in the Command Test whilst avoiding as many minuses as possible.

First of all, consider your warchief and battleleader's leadership rating. These are

added to your die roll in the Command Test, therefore you must make them as high as you can afford in points. I always recommend this anyway because it's vital for all sorts of situations. If you can, make all your leadership values 5. Certainly, don't drop to less than 3 and, if you do go as low as 3, restrict it to one battleleader only. This means you have a great chance of a good CT score regardless of other considerations.

However, don't leave it at that. Leave as little to chance as possible. Always have a couple of priests and one or two soothsayers in your army. The priests will be needed to support your juggernaut (see last month's article) but first they will need to support the soothsayers. Backed by the comforting presence of your soothsayers, you can read the omens with some confidence. With two soothsayers, only a roll of 1 gives bad omens - good odds. Even if this happens, 2 priests will give you a fighting chance of being able to re-roll your omen score. You've done just about all you can to

ensure good omens. If you outnumber the enemy in soothsayers (and if you have 2, you probably will) you can force the enemy to read the omens even if they don't want to. I would advise against this. It's 50-50 and you may just be giving the opposition a valuable bonus. The final point about omens is to make sure your

make yourself (ie the warchief) a beloved personage. Anyway, what could be more appropriate? It's hardly necessary to mention that you should make sure that the warchief doesn't get killed. The great thing about having the warchief as a talisman is that he's already very important so you don't have to



soothsayers are safe during the rest of the battle. If a soothsayer gets killed, the army he belongs to automatically goes to bad omens. The next possible plus on the Command Test list is for a warchief's boast holding good. Although I hate to pass up the chance of another plus, I would advise against this one. All the boasts carry a high risk of becoming broken and if this happens, you have not only lost a plus, you actually get an extra minus! Far too risky for the already high risk position of orc warchief.

Next is a much more suitable item, the talisman. It would be nice to suggest that you should have one of each type of these but the points cost makes such profligacy virtually impossible. So, which type to go for? Sacred items and army standards are both too much of a nuisance. They encumber you with yet another thing to be guarded along with your priests and soothsayers. No, you've got to

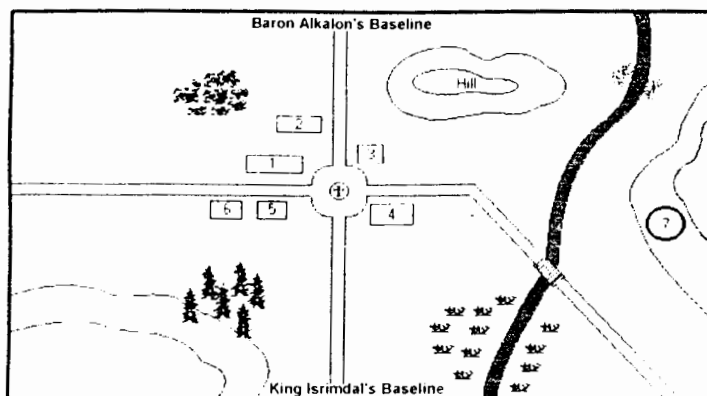
make any extra plans to protect him.

Having secured as many automatic plusses as possible, the thinking orc warchief will attempt to minimise the minuses. The soothsayers have made bad omens unlikely. The possibility of broken boasts has been avoided. Commands routing and/or annihilated - well not much we can do about that, it is a battle after all. Warchief dead or routed is something you'll obviously be doing all you can to avoid. You are the warchief remember. A few warchief preservation tips: don't get into combat; don't wander round on your own; don't be silly!

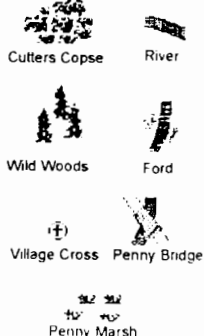
Just one more possible minus - Bad Light. The curse of orc armies. You should already have at least one wizard in your army whose prime function is to keep things nice and dark. If he succeeds, you don't have a problem. If he fails, you have done all you can to pile on the plusses and you should make it. I hope so, I hate to see orcs lose.

The Crown of Isrimdal

Part 2 of the Fantasy Warriors battle scenario by Robin Dear.
The Umpires Guide to Westerleigh



KEY



Building 1. The 'Dragon's Head' Inn

The inn looks as if it has been deserted but a search of the cellars will reveal the Innkeeper, his wife and daughter are cowering in the cellars. If interrogated the innkeeper and his family will reveal that two men came to the Inn last night on tired horses. Both paid for two nights' lodgings and then left in the direction of the wizard's tower. One man carried a bulky sack. They know nothing else except there was a sudden storm over in the East towards Meren's Tower. The Innkeeper has a key to the front door of the wizard's tower because he regularly delivers groceries to the tower.

Building 2. The stables

Two exhausted horses are stabled here. A vicious dog will attack anyone who enters.

Building 3. A cottage

This building has been deserted in a hurry. A search of the building will reveal a secret passage leading into the wizard's lair. This was an escape passage for Meren in case of emergencies.

Building 4. The church

The doors are barred and a successful kill throw against the extra heavy armour table will be required to break the doors down. No hit throw is needed as doors don't move! Priest

Bara and his two acolytes will be waiting inside the church to attack any of Alkalon's troops that enter. A search of the church will reveal a small passageway down to the catacombs. Nothing of interest will be found unless any of the coffins are opened. Inside the coffin of a goodly knight a holy sword will be found. The sword will give a +2 to kill and a -1 to any saving throw when any undead creature is hit. Priest Bara is not able to call upon the gods for help. Priest Bara and his followers will not leave the building. If interrogated the priests and the acolytes will know nothing except that a sudden storm appeared from nowhere and lightning flashes were seen hitting from Meren's Tower.

Building 5. A cottage

The windows and doors are barred and bolted so a kill throw against the heavy armour table will be needed to break them down. To hit throws are not needed as doors and windows are not noted for their agility! Inside the cottage are 5 farmers who will fight any of Alkalon's troops that enter. A search of the building will reveal nothing except that 10 women and children are hiding in the attic. If interrogated the villagers will know

only that a strange creature was seen around the bridge at dusk and there was an unusual lightning storm over in the East. All the villagers will leave with Isrimdal's troops and then head for the nearest table edge.

Building 6. A cottage

This cottage looks as if it has been deserted in a hurry. A search of the building will reveal nothing.

The Village Cross

Any wizard that comes within 12" of the cross can detect that it is magical. The type of magic cannot be determined until the cross is touched. If the stone cross is touched by a wizard (or similar magic user) he will be able to learn that it is a magical focus for controlling the local weather. This stone was enchanted by Meren to control the weather for his own experiments. A fortunate side effect (for the villagers) is that the local weather has been very reliable which has given rise to good harvests.

Building 7. The Wizard's Tower

A Brief Background To Events Concerning Meren Stormcaller.

Meren Stormcaller was a powerful retired adventurer wizard. He moved to Westerleigh to conduct his researches into elementals and their abilities. During this research he found a way of summoning a Firelord. Meren hoped to use Isrimdal's crown to control the Firelord and so hatched a plot to steal it with the aid of Badedas and his accomplices. Badedas managed to steal the crown and with one of his sidekicks headed for Meren's tower. Just as they reached the tower however, they were attacked by a troll and Badedas's sidekick was killed. Badedas escaped in the confusion and made it finally to the tower. He thought the attack was a trick by Meren to avoid paying and a fight broke out between the two of them in which Meren was killed. All of the elemental slaves in Meren's control were then freed upon his death. Now free from Meren's control most of the elementals returned to their own planes of existence. Several remained to have their revenge upon any mortals who would enslave them. Badedas now alone thought only of his escape.

The Tower

General. The tower is a solid stone tower with a single spiral stair case running through it.

Door. If the key from the Inn is not used then the door requires a kill throw against the extra heavy armour table to break it down. Anyone who breaks the door down is automatically hit by a hidden crossbow and must make an armour saving throw test on the crossbow chart. Saving throws are allowed.

First Floor. The first floor was used as storage area. Large numbers of barrels, boxes and crates are jumbled all over the room. If the crates are searched then they will reveal a miscellany of magical items but nothing of any use. Anyone entering the room will be attacked by three fire imps.

Second Floor. This floor was used as a kitchen and living quarters. A large brass bell hangs from the ceiling. If rung a small earth elemental in the shape of a small girl will appear. This elemental is called Quartz and was used by Meren to do all his household chores. When questioned Quartz will answer general questions about the tower at a cost of one magic point per answer. If she does not know the answer then she will lie. If attacked, she will disappear and not reappear for 4 turns. She does not know anything about the crown or the whereabouts of Meren.

Third Floor. Meren's bedroom with four poster bed, etc. There is nothing of interest in this room except a few books on magic.

Fourth Floor. The alchemy workshop. If any of the equipment is tampered with then it will explode causing d6 automatic hits (use the hand weapons wound chart) on anyone in the room.

The Cellar.

Room 1. The Study. Meren's body can be seen lying on the floor in a pool of blood with the crown lying just a few feet away. Anyone entering the room will be attacked by an earth elemental. There is no sign of Badedas.

Room 2. The Well Room. Searching this room will reveal two things 1) A secret passage that leads to Building 3 and 2) down the well is a treasure chest full of all Meren's riches.

The Army Lists

The following army lists contain a new column headed **No. of Figures**, under which you will find a set of numbers like 5 - 7 - 10. This is the number of figures in the unit for a small game - medium game - large game. We said in the last issue that this was a game for 2 to 4 players, this should have read 2 to 6 players.

Baron Alkalon. Overall Evil Commander.

Unit Name	No. of figs
Baal the Cursed. Mtd Spectre	1 - 1 - 1
Direshadow Foot Wraith	1 - 1 - 1
Undead warriors	20 - 25 - 30
Undead archers	10 - 15 - 20
Undead horsemen	5 - 7 - 10
War rhino with archers	0 - 0 - 1
Necromancers	3 - 3 - 3

Marash of the Crushed Skull tribe.

Unit Name	No. of figs
Grimgoth. Hobgoblin hero	1 - 1 - 1
Gogabab. Goblin wizard	1 - 1 - 1
Hobgoblins (Elite)	5 - 7 - 10
Great goblins (Vet)	10 - 15 - 20
Goblin archers (Vet)	10 - 15 - 20
Goblin rabble (Ave)	20 - 25 - 30
Orc Juggernaut	0 - 0 - 1

Kulbad the Chieftain.

Unit Name	No. of figs
Kulbad. Barbarian Warchief Ld 5	1 - 1 - 1
Mara. Barbarian destroyer	1 - 1 - 1
Doranath. Barbarian wizard	1 - 1 - 1
Barbarian bodyguards	5 - 7 - 10
Barbarian berserkers	5 - 7 - 10
Barbarian archers (Vet)	10 - 15 - 20
Barbarian warriors (Ave)	10 - 15 - 20

Below are some unofficial profiles that have been made up specifically for this scenario.

Baron Alkalon

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	No.of figs
Baron Alkalon	Elite	Undead	+2	-	3	H/Sh	Hd	8 in	5	No	Day	1 - 1 - 1

Baron Alkalon is a Lich with 20 Magic points. He is also an Undead warchief with a leadership of 5. He may only gain magic points from deaths caused by himself or his own troops.

King Isrimdal. Overall Good Commander.

Unit Name	No. of figs
Granmark. Kings wizard. 35 mp's	1 - 1 - 1
Royal archer regiment (Vet)	10 - 15 - 20
Royal pike regiment (Vet)	10 - 15 - 20
Royal men at arms (Vet)	10 - 15 - 20
Royal gunner regiment (Ave) (Giant handgunners)	3 - 4 - 5

Prince Paulinius of the Wood Elves

Unit Name	No. of figs
Prince Pualinius. Mtd Warchief. Ld 5	1 - 1 - 1
Galain. Mtd Hero	1 - 1 - 1
Silverleaf. Druid 40mp's	1 - 1 - 1
Cavalry (Vet)	5 - 7 - 10
Shapechangers (Vet)	5 - 7 - 10
Archers (Vet)	10 - 15 - 20
Warriors (Vet)	5 - 7 - 10

Lord Protector Alralis

Unit Name	No. of figs
Donndinon. Mtd Paladin	1 - 1 - 1
Sardel Starlight. Wizard, 35 mp's	1 - 1 - 1
Squires. (Vet. mtd. men at arms)	5 - 7 - 10
Knight Cavalry	3 - 4 - 5

Kulbad the Chieftain

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	No.of figs
War Giant	Ave	Fan	+10	-4	14	Lt	2Hd	10 in	4	Yes	Night	0-0-1

Marash of the Crushed Skull tribe.

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	No.of figs
Marash	Vet	Tri	+6	-3	7	Md	2Hd	8 in	5	Yes	No	1-1-1

Marash is a Hill Giant Warchief for the Crushed Skull goblin tribe. He is a sacred personage for the evil army, and has a leadership of 5

King Isrimdal

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	No.of figs
King Isrimdal	Elite	Disc	+2	-	2	Xh	2Hd	5 in	5	No	Night	1-1-1
Cleric Turan	Elite	Disc	+1	-1	5	Xh/Sh	Hd	5 in	7	No	Night	1-1-1
Imperial Guard	Elite	Disc	+1	-	1	Xh	2Hd	4 in	No	No	Night	5-7-10
Small Dragon	Vet	Tri	+5	-7	9	Xh	T&C	6/15	4	Yes	No	0-0-1

King Isrimdal is a human warchief with a leadership of 5. He is also a sacred personage. Cleric Turin is both a Hero and a Priest.

Lord Protector Alralis

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	No.of figs
Lord Protector Alralis	Elite	Disc	+2	-1	4	Xh/Sh	Hd	11 in	6	No	Night	1-1-1
Mtd Men at Arms	Ave	Disc	+1	-1	1	Md/Sh	Lai/Hd	12 in	7	No	Night	5-7-10
Horse and rider	-	-	-	-	3	-	H&H	-	-	-	-	-
War Giant	Ave	Tri	+9	-5	14	Md	2Hd	10 in	4	Yes	Night	0-0-1

Lord Protector Alralis is a human warchief with a leadership of 5.

Prince Paulinius of the Wood Elves

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	No.of figs
Roc	Unpred	Fan	+12	-5	12	Md	T&C	6/14 in	4	Yes	No	0-0-1

Umpire's Merry Men

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	No.of figs
Vicious Dog	Ave	Fan	+1	-	1	None	T&C	10 in	No	No	No	1-1-1
Priest Bara	Elite	Fan	-	-	1	Md/Sh	Hd	6 in	No	No	Night	1-1-1
Acolytes	Ave	Fan	-	-	1	Lt	Pol	7 in	No	No	Night	2-2-3
Farmers	Poor	Disc	-	-	1	Lt	Hd	7 in	No	No	Night	5-5-5
Fire Imps	Vet	Fan	+1	-1	2	Lt	Hd	8 in	No	Yes	No	3-3-3
Earth Elemental	Vet	Fan	+4	-2	4	Md	H&H	10 in	6	Yes	No	1-1-1
Troll	Unpred	Fan	+3	-1	3	Lt	2Hd	9 in	6	Yes	Day	1-1-1

DESIGN NOTES

By
Mark Copplestone

Having been busy the last few months on the excellent Future Warrior range, Mark makes a welcome return to Grenadier's Fantasy range. His Barbarian cavalry is already available, and he is now working on the much awaited Dark Elf range. Here are some notes and rough sketches on his progress.

Barbarians

Thanks to everyone who sent in their ideas for Barbarian cavalry - in the end I dropped the weirder ideas, and have been working on 3 blisters of chunky, horse-mounted warriors. They'll rate as medium-armoured, so they should give Barbarian armies a better chance of getting close enough to hack and hew.

Dark Elves

At last I'm actually working on the Dark Elf range I first mentioned back in Issue 4 of "Warrior". I've tried to design an army that will look good and have a distinctive character in a Fantasy Warriors battle. At the moment Nick Lund is working on the Dark Elf army list as well as a few new rules.

The Dark Elf army will be divided into male and female commands, with very different types of troops and magic powers. The male half will have the fearsome Raptor Riders, standard warriors with crossbows or swords and shields, plus repeating bolt-throwers and magical automata.

The female half will be altogether wilder, with fanatical banshees, spider riders and swarms of magically-controlled creepie-crawlies.

Dark Elf Sorceress



As befits their sinister character Dark Elves will be allowed new types of individuals, the Assassin and the Scientist-Sorcerer, as well as poisoned arrows and, possibly, poison gas. They should be a hard army to beat...

Raptor Rider



Dark Elf Champion



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THE LITTLE WARS

by Doug Cowie

The Little Wars campaign is a series of five scenarios which will be running over successive issues. Enough to keep you going for the rest of 1994.

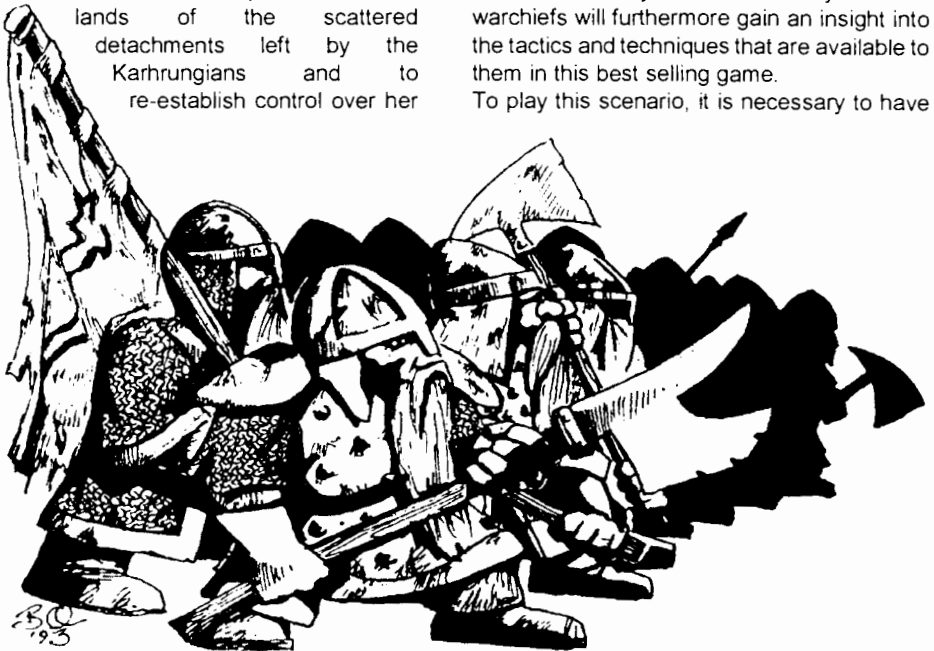
In the year "1272" KR, a great battle was fought between the armies of two City States on the Field of Riven Steel. The forces of Karthrun, an efficient and ruthless military dictatorship, prevailed over those of Miltrin and for some years that fair city was under the occupation of the Tyrant's legions. So, too, were Miltrin's silver mines, the source of her great wealth.

The threat of the arisen Necromancer, far to the south, eventually drew away most of the of the Tyrant's soldiers. Miltrin regained its independence but not all of its territory. Particularly, Miltrin did not regain her mines. And so began the era of the Little Wars during which Miltrin attempted to clear her lands of the scattered detachments left by the Karhrungians and to re-establish control over her

vital silver mines.

This series of scenarios gives details of five battles from this era. The forces that took part are listed, maps of the terrain are provided and a summary of the progress of the original battle is given. All the necessary statistics and points values are given to allow the recreation of each battle using Grenadier miniatures and Grenadier's Fantasy Warriors fantasy battle game. Army lists for the armies of Miltrin and Karthrunia are provided. These include completely new troop types and weapons. In addition, these scenarios show the wide variety of type, and size of game that may be played with Fantasy Warriors rules from small skirmishes to major battles. Fantasy Warriors warchiefs will furthermore gain an insight into the tactics and techniques that are available to them in this best selling game.

To play this scenario, it is necessary to have



Fantasy Warriors rules and the Fantasy Warriors Companion.

The rules for mercenaries and allies in these scenarios differ from those in FW and FW companion. Troops which would normally fall into those categories are often redesignated auxiliaries. For a full description of how these differ from mercenaries and allies, see the army lists.

The descriptions of the battles are extracts from the histories of Fergos the Scribener and consequently show a minor bias in favour of the Miltrinians. This bias does not result in any historical distortions but reveals itself, for example, in the use of the Miltrinian names for the battles, human versions of orcish names and on other, equally minor, details.

THE BATTLES

Storming the Pass

Thunderbolt from the Mountains

Unexpected Allies

The Final Sovereignty

Part 1: STORMING THE PASS

Background

As soon as it became clear to the Miltrinians that their oppressors had withdrawn the bulk of their occupying forces, a decision was taken by the reformed Grand Council of Miltrin (GCM) to attempt to reclaim their lost lands, their silver mines and thus their complete independence. Immediate action was required and the only large formation anywhere near ready for such action was the Dwarvish Brigade. This force was made up of dwarves that had fled south from their mountainous home as the result of ferocious barbarian

invasions some years previously. They were present at the decisive battle of The Field of Riven Steel where they were overwhelmed by the Tyrant's elite legions. During the occupation they had concealed their armour

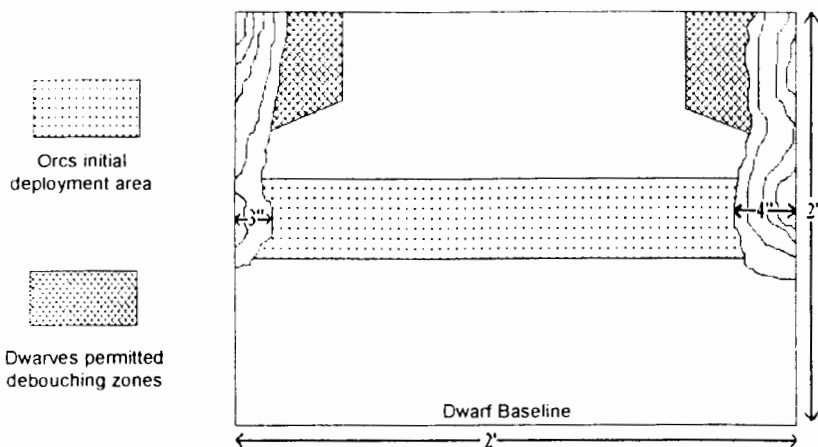


and weapons in tunnels impossible for humans to find and so, when the Karthrungrians withdrew, the dwarves were able to reorganise and re-equip immediately. Although the years of inactivity under the occupation had resulted in a decline in their military abilities, they were still formidable soldiers.

As a precursor to a campaign of re-conquest, it was necessary for the Miltrinians to retake the strategic "Blah Pass". It was known that this was held by a force of orcs in prepared positions. The dwarves were despatched with orders to clear the pass of the enemy.



Blah Pass



Army Lists

Dwarves

Unit Name	Qua	Type	Ldr	Chmp	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Warchief, General Finn Bilinson Ldr 4	Elite	Disc	n/a	n/a	n/a	n/a	Hd	H/Sh	1	84	84
Wizard, Kazak 25 mp	Elite	Disc	n/a	n/a	n/a	n/a	Hd	Lt	1	140	224
1st Dwarf Guard Battalion, Colonel Mihizk Bilinson	Ave	Disc	Yes	Yes	Yes	Yes	2Hd	H	12	136	360
2nd Dwarf Guard Battalion, Colonel Narad Bilinson	Ave	Disc	Yes	Yes	Yes	Yes	2Hd	H	12	136	496
3rd Dwarf Guard Battalion, Under Colonel Britaz Bilinson	Ave	Disc	Yes	No	No	Yes	Xbow	Md	8	108	604

Orcs

Unit Name	Qua	Type	Ldr	Chmp	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Warchief, Rakman Buzug Ldr3	Elite	Tri	n/a	n/a	n/a	n/a	Hd	H/Sh	1	67	67
Hero on foot, Swazag Swuzug	Elite	Tri	n/a	n/a	n/a	n/a	Hd	Md/Sh	1	77	144
Blood Orc Regiment Leader: Gudran Green Fang	Ave	Tri	Yes	Yes	Yes	Yes	Sp	Md/Sh	20	140	284
Orc Raider Regiment Leader: Haradar, Son of Filth	Ave	Tri	Yes	Yes	Yes	Yes	2Hd	Md	20	140	424
Orcs of Distant Death Leader: Ubek Raa	Ave	Tri	Yes	No	No	Yes	B/Hd	Md	12	118	542
12" Palisades	-	-	-	-	-	-	-	-	-	60	602

THE HISTORICAL BATTLE

This, the first engagement of the "Little Wars", was very nearly a disaster for the Miltrian cause. The dwarves were understandably eager to efface the memory of their defeat at the Battle of Jhakar Plain and the long years of subjection that followed. However these years had resulted in a marked decline in their fighting quality. The old elite formation had degenerated into a very average brigade



indeed. This was exemplified in the impetuous way the dwarf units attacked as soon as they reached the pass without pausing to scout, to co-ordinate their efforts or even to await the arrival of their wizard who had been unable to keep up during their punishing approach march. Worst still they mounted their onslaught during the hours of darkness to the great advantage of the orcs. Thus the dwarves attacked piecemeal and were easily driven off by the orcs. However, as the orcs declined to

leave their palisade and follow up their opponents, the dwarves were able to rally and regroup after their initial setbacks. They renewed the attack in daylight in a much more organised fashion. The orcs had not been idle during the dwarves' regrouping; they had strengthened their frontage with wicked spiked obstacles concealed within deep pits. The dwarves were able to overcome these difficulties by the discovery of a little used goat track that outflanked the orcs position. The 2nd battalion under Colonel Mitzk Bilinson managed to negotiate the path although it was a lengthy and arduous process. Arriving eventually on the flank of the totally unprepared orcs they attacked in conjunction with a frontal assault by the 1st battalion and secured a total victory. The orcs were annihilated and the "Blah" pass lay open

Fergos the Scribener in his Histories, tells us that the dwarves' wizard, ancient and frail though he was and much reduced by the approach march, accompanied the 2nd battalion on their exhausting flank march and was instrumental in putting the orcs to flight

REFIGHTING THE BATTLE

This is a small action requiring relatively few miniatures and a very small playing area. The palisades can be represented by thin card painted brown and cut to size.

The nature of the battle leaves little opportunity for manoeuvre (fundamentally, it's a slogging match) yet the disposition and the direction of both sides' forces requires care and forethought. In particular, the use of the wizard and hero can be critical.



MODIFICATIONS TO STANDARD FANTASY WARRIOR RULES

Preparing For Battle

- The armies are organised as in the Army lists provided
- Victory and Defeat. During the first 12 turns, both sides require a decisive victory to win. From turn 13 on, the orcs must achieve a minor victory (or better) to win whilst the dwarves need a decisive victory to win. Check every six turns (commencing on turn 12) to see if either side has achieved its required victory level. If neither side has achieved their victory conditions by turn 30, the game ends in a draw.

Before the Battle

- Scouting. The orcs cannot scout and count as outmanoeuvred whether the dwarves scout or not.
- Establishing the time. The game starts at night. Roll 1D to establish which night segment play begins in.
- Laying out the battlefield. See map.
- Deploying the armies. Orcs deploy first.



Battleturn

- Special phase 1. After shooting and before movement, the dwarvish warchief may attempt to find the hidden path. At least one unit (not individual) must be employed solely in this task. They must leave the

table over the dwarves' baseline and remain off the battlefield. So long as the dwarves have a unit fulfilling these conditions, the warchief can test once per move (after shooting and before movement) to locate the path. Roll 1D. A score of 6 indicates the path is successfully found.



- Special phase 2. Six turns after successfully finding the hidden path, the dwarvish warchief can test to see if the off table unit has traversed the mountain. Roll 1D. A score of 6 indicates that the unit has crossed the mountains and can be placed anywhere in the permitted debouching zone behind the orc position (see map). The dwarvish player may test once per turn until the unit is successful.

NEXT ISSUE

The Little Wars continue with action from the "Wizard Scourge" campaign. The Miltrinians clash with an orc raiding party that is heavily reinforced with Shamans.

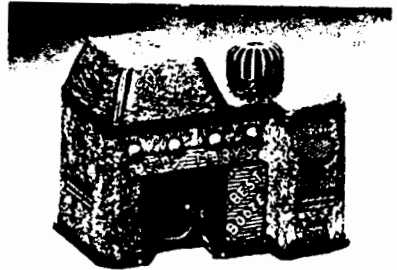
Frontier World

To coincide with the release of Killzone, Grenadier have released the first of many buildings planned for this year.

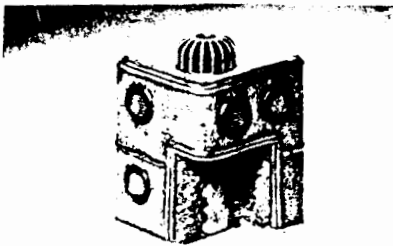
No sooner have I mentioned that Grenadier are planning to launch a whole range of resin buildings this year, than the first of them are released on an unsuspecting world. Frontier world has been built by your average pioneer type, who worry less about the look, and literally throw them up as quickly as possible. There were certainly no architects or builders in this bunch, as you can tell by the lack of straight lines. Of course noone would own up to forgetting the spirit level. This is the first in the range which is to be followed by the Dark City, and the Corporate Fringe. Each set will initially consist of 6 buildings. All the buildings are cast in ICM which is an ultra strong compound used in industry for making finely detailed, long lasting and wearing mouldings.



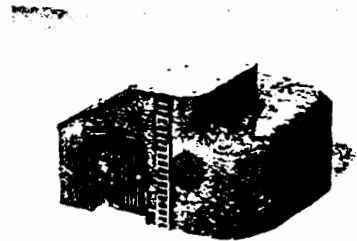
2001 - The Trading Post. £11.99



2002 - Bloody Mary's Cantina. £11.99



2005 - Lux-Module. £7.99



2006 - Desert Refuge £6.99

A further set available now is **The Dark City** Comprising 2101 - Trooper Precinct House
2102 - Cromwell Block 2103 - Washington Block. 2104 - Che Guevara Block 2105 - Lafayette
Block 2106 - Garibaldi Block.

Anyone wishing to take a closer look, and see them in action, should make a date for Eurogencon at Camber Sands in May, where we will be unveiling our very first Killzone Participation game

KILLZONE

Sci-Fi has always been a popular area of the hobby, however various rules released over the years have always fallen short of the mark. At last Nick Lund and Grenadier have come to the rescue with this very simple, but highly playable Sci-Fi skirmish game.

This month sees the release of the much awaited Killzone. Last issue I covered the basic mechanics of how the game worked. This issue we'll have a look in the box and see what you get for your £19.99.

Along with the rulebook you get 10 figures exclusive to the game. The figures could be used as a trooper or rebel squad leader. In squad a leader, sub-leader, trooper all helmeted, military assault rifles. A trooper with a camouflaged helmet carrying an assault rifle with sighting aid (get those snipe orders ready), and an unhelmeted trooper with a light laser. Squad B are all wearing berets. The leader is carrying a machine pistol, while the sub-leader and two of the troopers are equipped with military assault rifles. The sub-leader is working away furiously on the deck in his hand. The final trooper has a missile launcher perched on his shoulder. All the figures are light armoured. Also in the box is a quick reference sheet, 5 x D6, a Future warriors update (a complete list of Future Warriors products), and of course it wouldn't be complete without a copy of Warrior. So everythings there to get stuck in and have a game.

To start off with, it's best to stick with the type of figures provided, even if you have collected

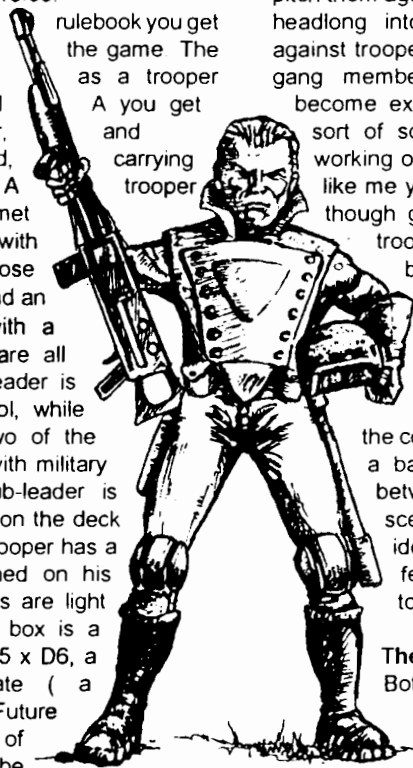
other figures in the range. The troopers are quite easy to use tactically and will give you a lot of fun in your first few games. If you've collected other gangs and want to use them, pitch them against each other first. If you rush headlong into fighting unarmoured gangs against troopers you could see a lot of dead gang members lying around. Once you become experienced at the game, these sort of scenarios, will have your brain working overtime, and if you're any thing like me your vocal chords as well. Even though gangs will normally outnumber troopers quite heavily, they have to be used properly. The slightest mistake made, will cost you dearly, especially with unarmoured gangs.

To give you an idea of the type of game that can be played with the contents of the box alone, here is a battle report of a game played between myself and Steve. No scenario, just a straight firefight, an ideal first game, just to get the feel of the rules. The whole thing took just under an hour to play.

The Game

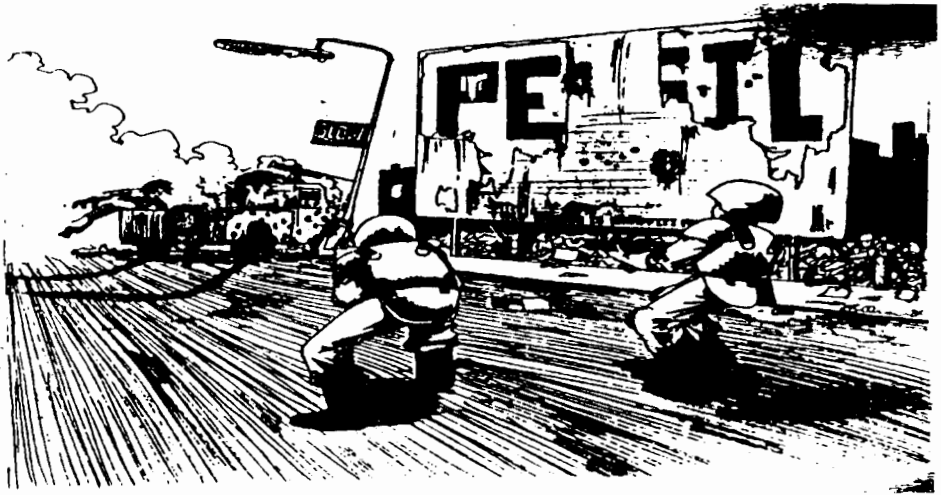
Both Steve and myself have by now played many games of Killzone, play-testing like mad, and are already seasoned veterans. I took a bit of a hammering in the last game against Steve and was eager to even the score.

We put our men on Run orders immediately



getting them into a position affording us cover. My missile man remained hidden, I was hoping to draw Steve's men into his line of sight, then move him out of cover and fire. Steve started to whinge almost immediately. "Where is he then?" He scoured the table for my missile launcher to no avail. He was safely hidden in the ruins of a building, well out of sight. Immediately I had an advantage. He was quaking in his shoes over that one figure.

reprieve, while I became even more resolved to make the next shots count. Two of my men were in an elevated position behind a wall. An excellent position for laying down a suppressing fire and pinning men down. This also meant they were under fire themselves a fair bit. One of them was the leader, and this meant they were pretty hard to suppress. Meanwhile my man with the Auto-shotgun was making good progress in



"You'll find out soon enough," I replied smugly. My men split up in order to cover various sections of the complex. One man was positioned at the corner of a building, ready to run to an adjacent building for more cover. Unfortunately he left his back exposed to one of Steve's men, who appeared from nowhere. The man fell in a hail of bullets. Curses! First blood to Steve. It was now five against five. Steve immediately cheered up. However he left two men in the open. I gained the initiative and with my men on snipe orders readied to make him pay dearly for his mistake. Incredibly they both survived. An unusual occurrence in Killzone. Any figure caught in the open usually pays dearly with his life. Steve became very chirpy at this lucky

his efforts to get behind the Troopers. He sneaked out from another ruined building and shot a trooper point blank in the back. What a dirty trick, but that's the kind of guy I am. The odds were once again in my favour. My boys remained with orders to shoot. My light assault cannon got a bead on another of Steve's guys, and riddled him with lead. I accompanied all this with the appropriate sound effects. DAKKA DAKKA DAK. I cried a huge grin plastered across my face. I was really enjoying this bloodletting now. Especially as it wasn't my lots blood. Steve winced. Ah ha, I'm starting to get to him. My two men in the elevated position were coming under some heavy fire from another couple of troopers who had got behind a wall

below them. My leader took one in the chest, and breathed his last. Oops, heavy bumper, got to do something quick. The man at his side was pinned down and with the body of his leader sprawled next to him had little incentive but to squirm around and wait for those nasty bullets to stop flying around him. And then appeared the hero of the day, having dispatched matey boy with his auto shotgun he dived for cover behind an adjacent wall and lobbed a grenade at the two guys. If the grenade missed, I wasn't too sure of his chances, but the gamble paid off.

KABOOM!!! I cried at the top of my voice. GAME OVER MAN! I was laughing uncontrollably as Steve's shoulders slumped. At this point I revealed my man with the missile launcher, and just to rub it in locked on to his last remaining man. I was showing no mercy to these corporate scum.

PHTMPH-WHEEE-BRKK. I shouted in triumph. Well it sounded something like that anyway. You had to be there and hear it to really appreciate it.

And so it came to pass that Steve was well

and truly stuffed. He had made some costly mistakes, some he got away with and others he paid dearly for. He blamed these lapses on the fact that the kids had kept him up all night, and he was really tired, etc...etc...etc. Need I go on. At the end of the day I just won't let him forget it. Lets just hope he doesn't win the next game or I'm in for a severe ear bashing. When I approached Steve about writing his side of the side, he declined on the grounds he had a cr*p game that he would rather forget about. There's nothing like a sore loser. Tee Hee.

As you can see you've got everything in the box to have a good game. However one thing Grenadier couldn't quite cram into the box was scenery. Killzone does not lend itself to desert type scenarios, due to the obvious killing power of the weapons in use. So once you've opened the box it's time to raid the house for scenic items, upturned plastic cups or beakers, or your brothers / children's lego. Anything will do at this stage, because you need plenty of cover on the table to have a good game.

Take Cover

Robin explains how to make that all important scenery for Killzone cheaply and in minutes rather than hours.

Darvis looked out from behind the cover of a ruined building. He could clearly see the marines resting in the shade of their personnel carrier. He knew that there was no hope of rushing across the open ground that lay between him and the marines without them spotting him. If only there was some cover.....

I'm sure that something like that has happened to most gamers. So in any wargame, scenery can be an important feature which can make the difference between victory or defeat. This is doubly more important in a game like **KILLZONE** where the loss of one or two troopers can be fatal. A lack of suitable terrain is a common problem. So

this article is aimed at making scenery which will get your troops onto the battlefield as soon as possible.

To get enough scenery to cover a games table can cost as much as half an infantry battalion to buy and take longer than the Severn Bridge to paint. So cheap scenery that is quick to make and looks reasonable is a must. It will also stop your gang of knife wielding scavies from being gunned down by a lone marine with an assault cannon!

All types of terrain can be made with a little thought and imagination. With this in mind, it seemed like a good idea to produce a short list to show how to make the most common items of scenery.

1. Walls, Buildings and Rubble.

Cork, polystyrene and card are materials commonly used to make walls, buildings and rubble. Each has its own advantages and disadvantages.

Cork

Cork floor tiles have the advantage of being reasonably inexpensive, easily available from most DIY stores, durable, versatile, and look visually attractive. The cork floor tiles are more suitable than cork wall tiles. Because they are generally thicker (approx 10mm) which means that they will withstand more handling and usually stand without any support. Cork tiles can be quickly cut for walls and buildings. Alternatively they can be broken by hand to give a 'ruined' effect to buildings or made into rubble. I suggest the use of glue, pins or 'Blu-Tack' (or similar) to insure that they do not collapse in the heat of battle. Cork buildings and walls also have the advantage that they may be 'battle damaged' during a game.

Polystyrene

Buildings and walls etc made from polystyrene ceiling tiles have many of the advantages of the cork floor tiles. They are even cheaper than cork tiles. However there are several points that should be kept in mind whilst using polystyrene tiles.

They are much less durable than cork tiles. Once broken they make a lot of mess, which can be impractical if you have to use a tidy area such as a dining room table.

Unpainted polystyrene tiles do not look very good. Painting them will improve their visual appeal and make them more durable. But does mean it will take a lot more time to get them ready. Many paints and glues do melt polystyrene so experimentation is important before starting. PVA woodworking glue and acrylic paints are examples of materials that will not damage polystyrene.

Cardboard

Although it is perhaps not the most suitable

material when compared to the other two it does have one big advantage which is its availability. Thin cardboard tends to be too flimsy and doesn't look real enough for gaming. Thick cardboard does look better but takes much longer to cut. As a last resort it can be worth using.

2. Vegetation

Vegetation can be bought cheaply in the form of Lichen which is available from most hobby shops. A reasonable sized bag of various colours can be bought for a few pounds. More unusual vegetation can be provided by dried seed pods or shells. Alternatively 'magic mushrooms' and the like can be made using modelling putty.

3. Fences And Razor Wire.

Wooden fences can be made from scraps of balsa wood or matchsticks whichever you prefer. To make wire fences or razor wire aluminum car repair mesh is needed. This wire mesh can be bought from most DIY or car shops.

To make the razor wire cut the wire mesh (which can be done easily with scissors) into strips of about 15mm wide. Then wrap the strip round a pen, to give a tube of mesh. Wire fences are simply made by cutting a strip of mesh about 40mm wide and attaching fence posts made from balsa wood or matchsticks.

4. Shell Craters.

Plastercine, if it can be nicked away from the kids, is ideal for making items such as sandbags or bomb craters. For a more permanent effect modelling putty is probably a better bet. It will harden once dry and will paint up quite readily.

Hopefully this article has given you some new ideas about making terrain for your games. Although these scenery ideas will never win awards for architecture, they should however give you more time to play **KILLZONE** without having to play on a desert world

FUTURE WARRIORS.

Two new blisters of figures from that very talented Mark Copplestone chappy.

1515 Biker Gang - £4.99

Consisting of 3 men and 2 women. These are some thoroughly unpleasant type bikers with their bimbo's (sorry ladies, but there is no other word to describe them) in tow

The first biker has a beard and ponytail, denim waistcoat worn open to show off his hairy chest to the girls' jeans and boots. with a knife stuck in it (just in case) He wears the obligatory overly large belt buckle, on the belt is a handgun, grenades and deck. In his right hand he carries a machine pistol raised with his finger on the trigger. In his left hand is dangling a rather fearsome looking bike chain.



The second one may not look quite so psychotic as the first, but is certainly giving

him a run for his money. He's got long hair and a beard and is wearing a rather fetching German style helmet, and shades. He is dressed similarly to the other in waistcoat, and jeans, and is armed with an assault rifle, handgun, grenades, and a knife. Enough to make a start anyway.

The last one looks like a failed member of ZZ Top with a long beard, long hair and head scarf. Once again in waistcoat and jeans, he's traded in his guitar for a light flame thrower. He too has a full complement of standby weapons. handgun, grenades and knife.

Now on to the two girls, and what very nice girls they look too. I will apologise to any particularly feminist readers now as these are two very stereotyped female biker companions. Nothing to do with me it's that Copplestone feller's fault.

The first one has lovely long hair, shades, and a great tan (can a lead figure have a tan? Well it sounds better than a greyish complexion doesn't it) A very tight halter top with huge, um, er, very large, um I mean they're only just staying in there, you just sit their waiting for them to fall out.....Take a long, cold shower Copplestone. What must the missus think? Anyway on with the review, where was I. Oh yes, she has on very, very tight hot pant's, you know the sort, the ones that crawl up every nook and cranny, with rear cheeky bits hanging out. Hold on my turn for the cold shower. Bbbrrrr..... thats better, oh yeah and knee length boots. By the way she's armed with a machine pistol, as if you really care.

Now on to the second one, can I take much more. more to the point can you? Well lets have a go. This ones got long hair and is

wearing shades and's got a lovely ta ... woah hold on deja vu, lets try again. She's wearing a tight halter top, (steady), with not quite so large boobs (phew) and a jacket with the tassels on the sleeves, you know the sort. Very tight jeans, nice bum, and once again armed with a machine pistol. That was much better wasn't it.

All in all a nice mixed bag, you've got a lot to answer for Mark. All feminist hate male should be directed straight to him, care of Naughty Nina's Massage Parlour.

1516 Future Female Warriors - £4.99

I've had several letters asking for more female figures in the future warriors range. So you've certainly got them this month. In this pack are 5 very different females.

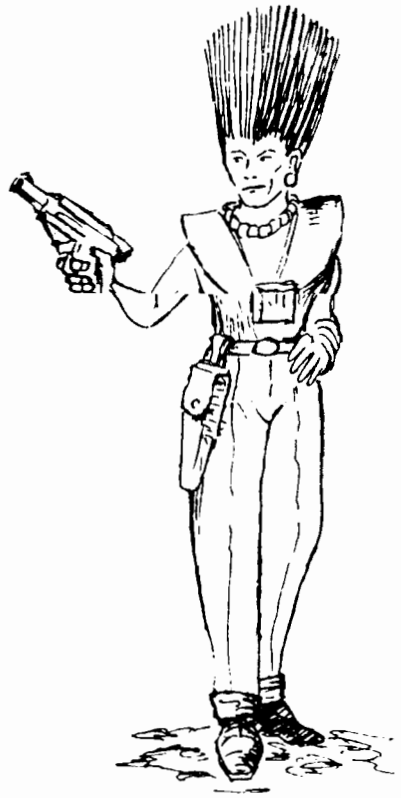
First off is the female savage in bikini top, loin cloth and knee boots, bet she's popular down the disco. She has very long hair with a feather sticking out the top and carries a wooden handled flint pick by her side. In her other hand she carries a handgun.

The next one could be a Law Enforcer or Rebel. She is stood firing a machine pistol with both hands. On her belt she carries a night-stick and handgun.

The female scavenger is a very nicely sculpted figure, brimming with detail, my personal favourite. Adorned with everything but the kitchen sink, she is wearing hooded rags, which are open at the top, revealing her feminine charms. (your at it again Mark) a Gabrielle style eye patch (quite sexy), a gas mask (not quite so sexy) hanging on her belt, along with a handgun and several bags and pouches. She carries a rucksack and canteen on her back and machine pistol in her right hand. She is finished off with a single knee pad and well worn boots, with toes peeking out of one, obviously on the way to a hit and run on the local branch of Stead and Simpsons

A weird one this. A female cyborg, looks a bit like the robot in Metropolis. What do you mean you don't remember that one. It was

only shown down the local cinema 70 odd years ago. She is stood pointing a very large chain gun from where her hand should be. Most disconcerting.



The last one is a female Vasquez type trooper with a light assault cannon. I think?... Well I'm not really sure 'cos I can't find the figure anywhere. I've checked the cat litter tray every day in case the cat ate it, but it hasn't shown up yet. Any way I can't wait any longer so if the cat dies of lead poisoning I'll disembowel it and tell you about it (the figure not the disembowelling) next issue. Failing that I'll ask Mal to send me another one. On the other hand it's probably easier to disembowel the cat.....

Clubs

Martin Gowdy dropped me a line about his **Universal Games Association**. If you're looking for a game and live in the Stanford-Le-Hope area, then you'll find 50 or so people every week Roleplaying, Wargaming or playing board games in Hardie Hall, off Scratton Rd, in Stanford-Le-Hope, from noon - 8pm. Tel: Martin for more information on 081-5979576

Stop Press - April Releases

1451 Barbarian Cavalry with swords

1452 Dark Elf Raptors

9410 Ratmen Army (28 figs) £19.99

9021 Giant War Troll Linebreaker £7.50

Nightmares £3.25

624 Night Haunter

625 Spawn Horror

Illustrators Wanted

I'm after some good Sci-Fi / Fantasy artists for Warrior. Particularly for the Killzone section. I can't offer any money, but you will receive a free copy of the Warrior your drawing appears in, and of course your work will be seen by many people in the trade. Write with a sample and your telephone no. to my address opposite.

Back Issues

Back issues of Warrior are now available at 55p each.

Issue 1. To Be a King. Scenario for Orcs and Dwarves by Robin Dear.

Issue 2. The Undead Army. Hints and tips on using the undead by Derek Mugridge. The Battle of Kicking Bottom. A battle report by Derek Mugridge and Steve White.

Issue 3. The Battle of Dunbarrow. A battle report by Steve White and Derek Mugridge. Using a Fighting Men Army by Robin Dear. Rules Update. Some new orders by Nick Lund.

Issue 4. DragonLords Preview. The Battle of the Plains of Plenty, a simple scenario for Barbarians and Wood Elves by Derek Mugridge. Design Notes by Mark Copplestone. Barbarian Do's and Don'ts. Salute battle report. Future Warriors.

Issue 5. The Temple too Far, a brief scenario for Amazons and Goblins. More Future Warriors.

The Melting Pot, Dark Elf rules and new magic spells by Andrew Christianson. Fantasy Warlords, 15mm gaming.

Issue 6. Before the Dawn, a scenario for the Undead and Halflings. Orders by Unit. The Art of Changing Orders. Terror Tactics. Magic Weapons. The Coming of the Orcs, a short story.

Issue 7. Juggernaut Tactics. The Search for Scaraz Scrim, a battle report. The Crown of Isrimdal, a Fantasy Warriors scenario. Eurogencon. Future Warriors.

Subscriptions

As I mentioned in the News section, Subs are now available. The price for 6 issues is as follows:

U.K., Europe, and B.F.P.O. £3.00

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Derek Mugridge,

14 Claremont Crescent,

Regents Park,

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Next Issue

The Defence of Applechurch. A battle between the Dark Elves and Fighting Men by Robin Dear and Jason Humphreys.

An Action from the Wizard Scourge Campaign. Part 2 of the Little Wars by Doug Cowie.

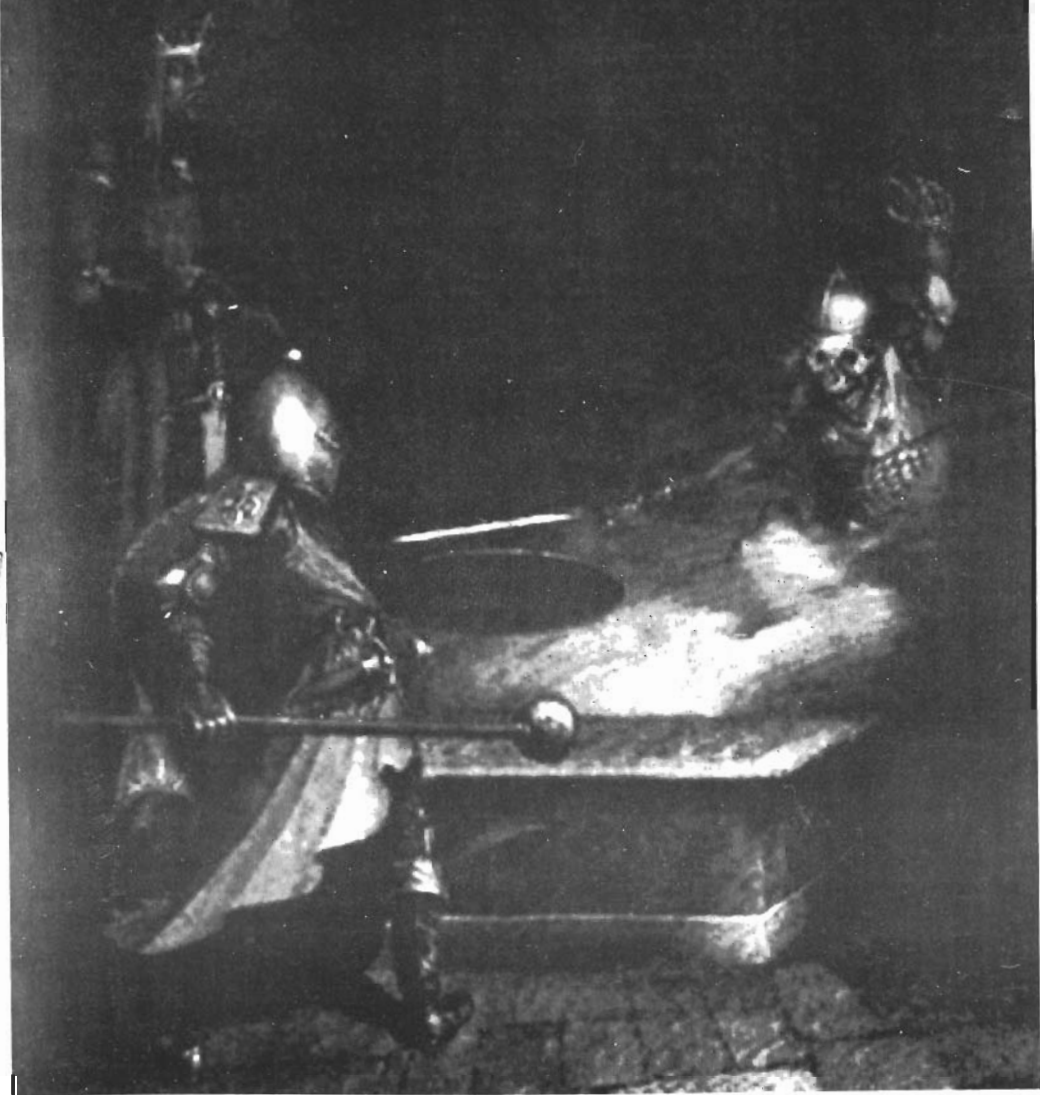
Plus all the Latest on the Dark Elves and Killzone.

JUNE/JULY

ISSUE 9

WARRIOR

For Fantasy and SciFi Wargamers 55p





ISSUE 9

Warrior

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News

New Releases

As soon as I get the new releases you will now get to see them on the back two pages of every Warrior. The ones that missed this issue are:-

1451 Raptor Rider Leader - £4.99

Mounted on a slightly different Raptor the leader wears plate and chain armour and carries a chameleon on his shoulder. He is armed with a sword.

1454 Barbarian Cavalry Command - £4.99

This pack contains a leader leaning forward in his saddle with a sword held aloft, and a gizzled veteran standard bearer carrying a banner decorated with heads and skulls.

Grenadiers range of 15mm figures have been repackaged this month, and now appear in the form of army boxes. These contain 102 figures a piece and cost £19.99.

1850 Orc Army. This box contains warriors, archers, leaders, standard bearers, musicians, champions, a battleleader on a wolf, warchief in a chariot, shaman, and a juggernaut.

1851 Elf Army. This contains archers, infantry, standard bearers, musicians, leaders, cavalry and chariots.

Shows

Things have been even more frantic than usual this last couple of months. We had Salute in April, Eurogencon in May and a new look Warrior to get out. On top of that 'er indoors wanted a new Bathroom suite installed, some decorating done, and a holiday to boot. So not one to shirk a challenge, I donned a pair of Y fronts on top of my trousers and amazingly achieved all these objectives.

First off to Salute. The now infamous Grenadier display team arrived at Salute in a shower of perspiration, having got stuck in a traffic jam at the end of the M4. Grenadier's Mal Green was as helpful and encouraging as ever, stood there tapping his watch, shaking his head, and tutting in our general direction. Having selected and delivered him a few choice examples from "Dereks own book of

insults, obscenities and gestures"(bearing in mind he was only just starting to set up the trade stand himself), we busied ourselves preparing the demo game of Fantasy Warriors which this year featured a Barbarian tribe attempting to hold off Men, Elves and Halflings until an Orc and goblin relief army arrived. The centre point of the table was Barry Durhams superb Barbarian Outpost which should be released sometime this year. We had plenty of interest around the table during the day with Fantasy Warrior players coming out of the woodwork. Thanks to all of you who came across to have a chat. I have never met so many Fantasy Warrior players at any other show. It was good to see. However, many of you did seem a little confused as to what was going on. I must point out that the demo game is a public relations exercise and that presentation is more important to us than annihilating our opponent, which does tend to leave the table looking a bit bear to the onlookers. Our main purpose on the day was to explain the mechanics of the game and encourage newcomers to buy it, thus swelling the ranks of Fantasy Warrior players. At an event such as Salute with so many people coming up requesting information on the system or just a chat about Fantasy gaming in general it is virtually impossible with just four of us to play out the realistic battle that some of you expected. If you attend Eurogencon or any of the smaller shows or shops we appear at, you can not only expect to see us all playing the battle, but will be able to participate yourselves. Having said that at next years Salute we will in fact be running a participation game of Killzone, so thats something to look forward to.

Having had a pretty fruitful day at Salute, I had a few weeks to do some decorating, illustrations for this Warrior, several trips to the printers, a bit of writing, some more decorating, then time for Eurogencon. I must

pause at this very appropriate moment to say a big thank you to Robin Dear. Robin spent a lot of time painting figures and building scenery for our Killzone game. Without his help this would not have got done due to the fact that I was, as you can see stretched to my physical limits.

So we arrived at Camber Sands in the sunshine, a bizarre concept none of us were used to, and set up our demo games with not a watch tapping Mal in sight. We had two games of Killzone going, one a desert scene with all of Robins scenery, the other an urban conflict with buildings from Barry Durhams Frontier World and Dark City range. Our tables were full the entire 3 days with a total of 35 games being played and a total of over 150 people playing Killzone in that time. A third excellent game of Killzone was also being played in the hall organised by Steve Gill of Camberly Wargames Club and run for the most part by Shanine, a clever tactic on Steves part to ensure a table full of punters for the whole weekend. This succeeded due to the fact that she is much better looking than any of us and wore significantly shorter skirts. Even Robin, who achieved Grenadier playboy of the year status last year after he sold his teeshirt on stage, could not compete with this. His offer to wear his lycra shorts was much appreciated, but Shanine still had the great advantage of being female. Having said that there were more than enough people eager to play to fill all three tables, and great fun was had by all. A special thankyou to Steve, Shanine, Christine, Chris, Liese and Daniel for all their work on putting on their excellent

game of Killzone. Nothing to report on this years parties, as unfortunately we overdid it on the friday night and ended up having to fight for throwing up space in the relatively small bathroom in the chalet that night. This put some of us, namely me, off drink for the rest of the weekend, but fortunately, much to the relief of the others, did not stop me talking.

So all in all a very successful Eurogencon. I then returned home to complete work on the new look Warrior. Someone did comment at Gencon on the fact that the look of Warrior does seem to change every month. I will make no apologies for this as I aim to improve Warrior both in content and look wherever I can. This issue has a new look cover and improved illustrations. I take into account all your comments and implement them, as it is my aim to bring the readers what they want. Hopefully Warrior will continue to improve and grow in the future.

So having finally completed this issue, you will be glad to know that the bathroom suite and decorating finally got done, but that in itself was not without problems of nightmarish proportions. I know you are all interested in this, but unfortunately there just is not enough space to include it, perhaps I will serialise it in forthcoming issues. Anyone who can't wait can obtain a 105 page transcript if they send a self addresses dustbin liner labelled B & Q's Major Cock-Up, to the usual address.

So in the end everything got done, the wife got her holiday, and I was able to give the old Y-Fronts a good wash and a well deserved rest.

More Grenadier Centres Open

Two more shops join the Slough branch of the Orc's Nest as Grenadier Centres. They are:-

**Caliver Books,
818 London Road,
Leigh-on-Sea,
Southend,
Essex.**

0702 73986

**Dungeons and Starships
136A Digbeth High St.
Birmingham,
021 643 6008**

A full range of Grenadier products are available at all these shops.

THE LITTLE WARS

by Doug Cowie



Part 2: Action from the "Wizard Scourge" Campaign

The departure of the main Karthrun gian army from Miltrinian territory was somewhat precipitate, which left their remaining forces scattered and disorganised. Furthermore, these forces consisted mainly of auxiliaries or allies, sometimes of poor quality and occasionally of dubious loyalty. It is an indication of the desperate state of affairs that perhaps the best troops of those left behind were the various orc contingents that had allied to the Tyrant and were now amongst the most reliable available forces in Miltrin.

In an effort to add more fighting capacity to the occupation forces, an unusually large number of wizards and shamans were employed and it became a priority of the Miltrinian strategy to hunt down and destroy these magic users

wherever they could be found. This led to what became known as the "Wizard Scourge" campaign in which fast moving, lightly armed Miltrinian sought to eradicate the wizards and so to cut away a major prop of the Karthrun gian defence. Many fierce and bloody little battles were fought in this campaign, by no means all of them resulting in Miltrinian victory. It was many months before the strategy began to succeed but when it did, the balance tilted sharply in Miltrin's favour throughout the rest of the Little Wars period.

The action presented here is typical of the "Wizard Scourge" campaign. A fast moving Miltrinian force, acting on information from scouts and informers, clashed with an orc raiding party heavily reinforced with Shamans..

ARMIES

Miltrinians

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Warchief on Foot, Under-General Ba Helvet, Ldr 4	Elite	Disc	n/a	n/a	n/a	n/a	Hd	Xh/Sh	1	84	84

Warchief's Command

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Hero on Horseback, Sir Lemi Atava	Elite	Disc	n/a	n/a	n/a	n/a	La/Hd	Xh/Sh	1	142	226
Priest, His Most Gracious Sympathiser, Renin Tolmut	Vet	Disc	n/a	n/a	n/a	n/a	none	Lt	1	84	310
Marksman, Senior forester Octavi	Vet	Disc	n/a	n/a	n/a	n/a	Lb	Lt	1	90	400
Courier on horseback, Cornet Pii Bifon	Vet	Disc	n/a	n/a	n/a	n/a	Hd	Lt	1	57	457
Detachment of Young Gentlemen's Light horse, Leader: Ensign Lord Ryck Stretson	Vet	Disc	Yes	Yes	Yes	Yes	Sp/Hd	Lt/Sh	10	350	807
Free Foresters, Leader: Senior Forester Bryant	Vet	Disc	Yes	No	No	Yes	Lb	Lt	10	120	927
Pelwold Poachers, Leader: WII Doades	Poor	Tri	Yes	No	No	No	Sling	Lt	5	30	957

Battleleader's Command

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Battleleader on foot, Rastar Miln (Berian of the Dragon Mountains) Ldr 4	Elite	Tri	n/a	n/a	n/a	n/a	2Hd	Med	1	81	1038
Berians of the Dragon Mountains Medium Cavalry, Leader: Salvi Ferros	Vet	Tri	Yes	Yes	Yes	Yes	Sp/Hd	Med	12	268	1306
Berians of the Dragon Mountains Light Infantry, Leader: not known	Ave	Tri	Yes	No	No	Yes	Hd	Lt	10	60	1366
Berians of the Dragon Mountains Medium Infantry, Leader: Pedrol Santor	Ave	Tri	Yes	Yes	Yes	Yes	2Hd	Med	20	140	1506



Orcs

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Warchief on giant wolf, Grazgug Elf Bane Ldr 4	Elite	Tri	n/a	n/a	n/a	n/a	Hd		1	114	114
Orc Rabble, Leader: not known	Poor	Tri	Yes	No	No	Yes	Hd		30	80	194
Orc Rabble, Leader: not known	Poor	Tri	Yes	No	No	Yes	Hd		30	80	274
Orc Rabble Archers, Leader: not known	Poor	Tri	Yes	No	No	Yes	B/Hd		20	100	374
Orc Bodyguard, Grazgug's Soldiers, Leader: Narga Grazgug	Vet	Tri	Yes	Yes	Yes	Yes	2Hd		20	440	814
Orc Giant Wolf Riders The Black Reapers, Leader: Ragu Sharp Fang	Ave	Tri	Yes	Yes	No	Yes	Sp/Hd		6	210	1024
Wizard, Shaman of the Snake 30 mp	Vet	Tri	n/a	n/a	n/a	n/a	Hd		1	160	1184
Wizard, Shaman of the Pit 26 mp	Vet	Tri	n/a	n/a	n/a	n/a	Hd		1	140	1324
Wizard, Shaman of the Crow 26 mp	Vet	Tri	n/a	n/a	n/a	n/a	Hd		1	140	1464
Firewater counters x 2	-	-	-	-	-	-	-			40	1504

THE HISTORICAL BATTLE

Being merely one small action in an extended campaign, this affair does not receive much notice in the Histories. Nevertheless the forces engaged are typical of those employed in the "Wizard's Scourge" campaign and it therefore serves as a good example of that interesting period.

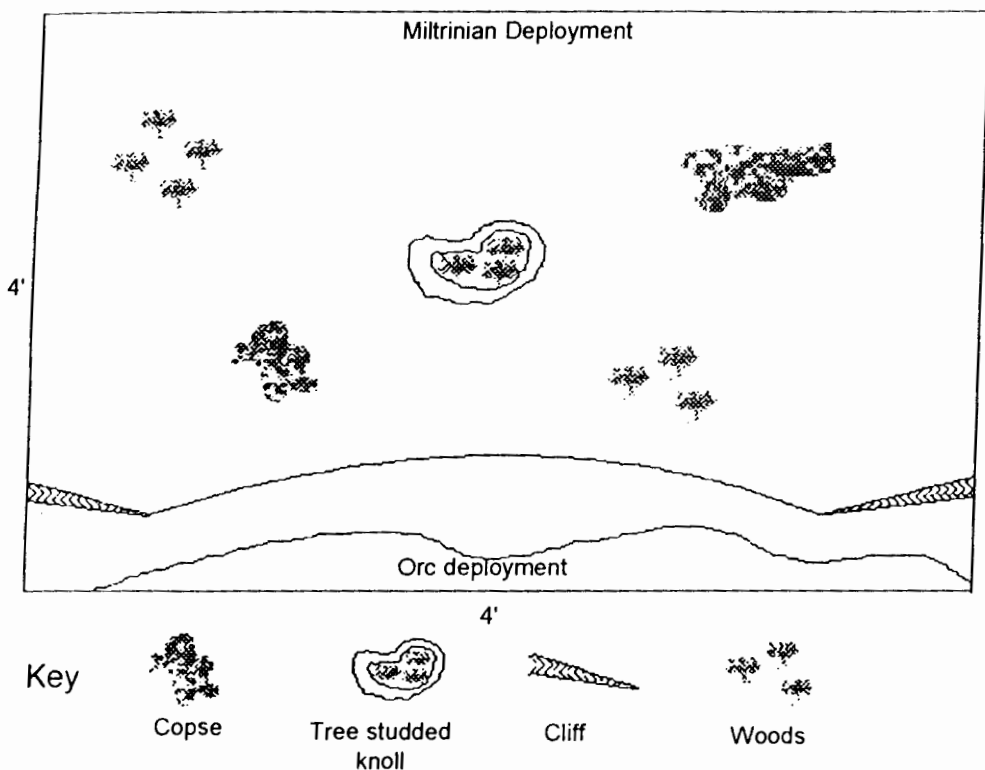
The Miltrinian command often received accurate information of the composition and deployment of enemy forces. The whole population of the occupied lands was against the Karthrungrians and eager to pass on their information to Miltrinian scouts and reconnaissance troops whenever they could. Several mobile forces were kept at constant readiness to react to reports of concentrations of enemy wizards (the command defined any grouping of 2 or more wizards as a concentration) and it was the despatch of such a force that resulted in the action described here.

The orc commander, tired of having his every move observed and reported by the local people, had decided to teach them a lesson by ravaging the nearest valley. It was as his force moved off the mountains into the valley

that the Miltrinians appeared and a battle became inevitable.

Ba Helvat, the Miltrinian warchief, sent the Berain command to scout but they were prevented from learning anything by spells from the orc wizards. Nevertheless, the Miltrinians were able to observe the orc deployment before committing themselves although they were unable to profit much from this as the Berians took a while to re-organise after their scouting and they had to await fresh orders. Taking advantage of this, the orcs immediately attacked, their rabble leading after having fortified themselves with firewater.

The Young Gentlemen's Light Horse, ably supported by the Free Foresters and the Pelwold Poachers, attacked and routed a unit of rabble infantry and then swept on into contact with the wolf riders. These they destroyed after a bloody fight but then, much reduced in numbers themselves, they were blasted by magic and the few survivors fled. The orc bodyguard and the remaining rabble brushed aside the Foresters and the Poachers to be in turn counterattacked by the Berians. The



Berian cavalry destroyed the rabble whilst the Berian infantry held the orc bodyguard at the cost of appalling losses. Seeing a possible crushing victory in his grasp, the orc warchief screamed for his wizards to give the bodyguard close support. This move was spotted by Sir Lemi Atava, a true hero indeed, who braved a storm of magic, galloped round the orc bodyguard and slew two of the wizards in a merciless attack. The third wizard tried to run but was brought down by a deadly shot from Free Forester Octavi, concealed within bushes on the flank of the orc advance.

His next shot struck down the orc warchief and the battle was over, near disaster for the Miltrinians being turned into complete triumph thanks largely to the bravery and devotion of Atava and Octavi.

REFIGHTING THE BATTLE

Terrain

This is as per the map above.

The cliffs should be treated as impassable terrain.

The hill on which the Orcs deploy is of the gently sloping variety.

Scouting

Orcs may only scout with magic because all their units are in the warchief's command which is not permitted to scout.

Victory and defeat

When totalling the army score after the battle, surviving wizards on the table are worth +3 points each to their side.

Enemy wizards killed or routed or who have left the table for any reason count as +3 points each.

The Defence Of Applechurch

A Battle Report By Robin Dear And Jason Humphreys.

Having seen Mark's Raptor riders, and some of the new infantry Jason couldn't contain himself any longer. Armed with Andrew Christianson's rules from issue 5, he was ready to take on the world.



The Background

As soon as a dark elf raiding party had been spotted in the Northern Marches. A call to arms was ordered by Sir Robin. Rather than making great haste for the Northern Marches. Sir Robin decided to set a trap at the most northerly village in his reign. The Village of Applechurch. While they waited for the dark elves defences were prepared. So the scene was set...

Special Rules

Yes, I know fighting men can't have a friendly giant but after just painting up a really good one. I just had to field it.



The Armies

The Fighting Men Of Sir Robin

Individuals	Key
1 Hero	H
1 Mounted Courier	MC
1 Wizard (30 Magic Points)	Wi
1 Druid (30 Magic Points)	D
1 Scout	Sc
3 Pallisades	n/a

Command 1	Key
1 Mounted Warchief (Leadership 5)	WC
4 Mounted Elite Knights inc. Ld	CAV
3 Cannon each with 4 average crew inc. Ld & Std	CAN
3 Average teams of Giant Handgunners inc. Ld	HG
6 Veteran Crossbowmen inc. Ld	CB
6 Veteran Crossbowmen inc. Ld	CB

Command 2	Key
1 Battleleader (leadership 5)	BL
19 Elite Foot Knights inc Ld, Std & Mus	FK
20 Veteran Men At Arms inc. Ld, Std, & Mus	MAA
1 Average Champion Giant	G

The Dark Elf Legions Of War Witch Jason

Individual	Key
1 Witch Queen (Sorceress with 30 Magic Points)	S

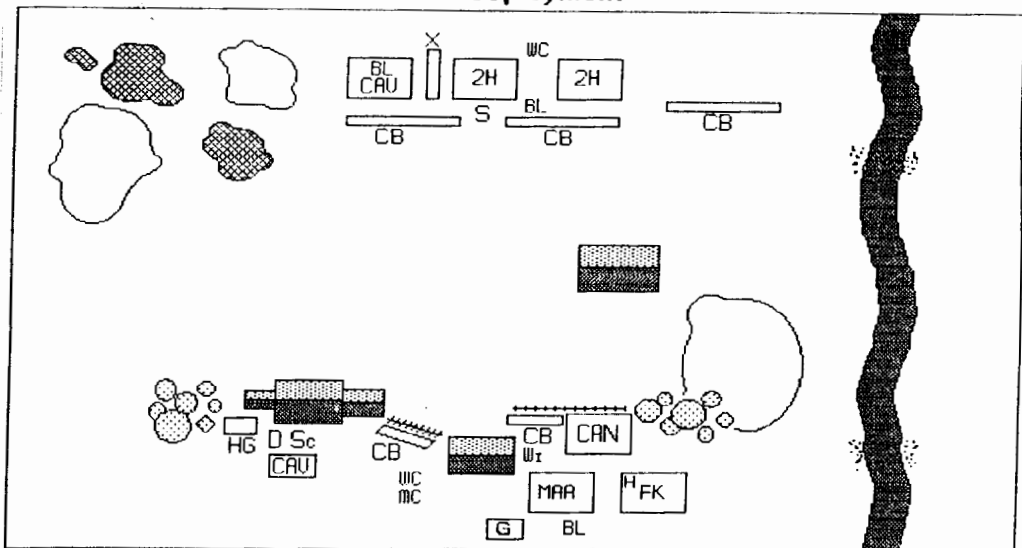
Command 1	Key
1 War Witch (Warchief Leadership 5)	WC
20 Veteran Warriors with 2 Handed Weapons inc Std & Ld	2H
20 Veteran Warriors with 2 Handed Weapons inc Std & Ld	2H
10 Elite Crossbowelves inc Ld & Std	CB

Command 2	Key
1 Battleleader (Leadership 4)	BL
10 Elite Crossbowelves inc Ld & Std	CB
10 Elite Crossbowelves inc Ld & Std	CB

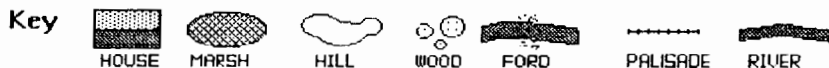
Command 3	Key
1 Battleleader mounted on Raptor (Leadership 4)	BL
4 Elite Raptor riders armed with spears inc Ld & Std	CAV
5 Veteran Witch Elves inc Ld & Std	X

The Battle

Dark Elf Deployment



Fighting Men Deployment



Jason's Report.

I was delighted to see the Dark Elf army list in Issue 5 Of Warrior. All those Lizardry, fanatical and murderous witch elves and with enough crossbows to worry any dwarf army. After a challenge from Robin, I knocked up a quick army and set about the bloodletting.

Things looked bad from the very beginning. My troops were outmanoeuvred and while setting up I was told of some new 'additions' to Robin's army. These included several cannon, fighting men with giant hand guns and a giant.

I scanned the battlefield. With the lack of cover for my troops and the strong fortifications defending the village I made a cautious deployment, trying desperately to hide as many units as possible behind the hill and the house.

From the opening shots my lead crossbow unit on the right flank came under heavy fire from both the human cannon and crossbows.

Nearly half the unit fell. I ordered a change in direction and forced my troops on my left flank forward. The rest of my warriors surged across to the left flank to gain protection from the hill.

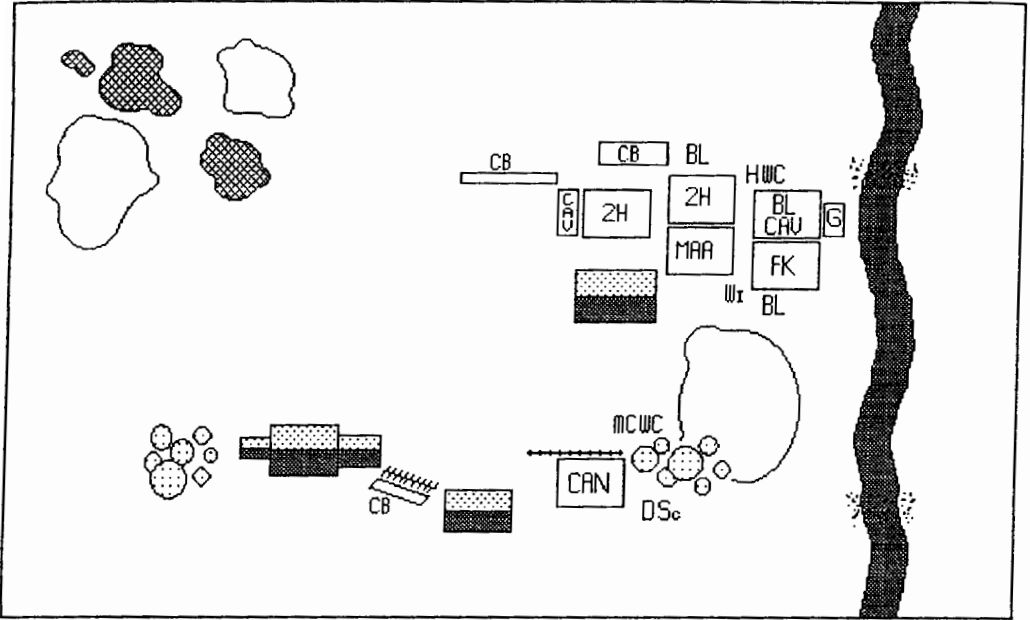
The plan seemed to be working until Sir Robin's druid emerged from the wood and conjured a giant tree spirit which promptly charged my nearest unit of crossbows.

"Oh ****, *****, *****, " I muttered.

But my Witch Queen (a powerful sorceress) strolled up unconcerned. She gestured at the druid and began to laugh uncontrollably as spasms racked her body. She drained the druid of his magical energy and left him powerless. My crossbowwives following the Witch Queen's example murdered the Tree Spirit.

By now Robin's Knights were getting uncomfortably close. Bolt after bolt was

The Defence Of Applechurch: The Final Stages



unleashed upon them by my crossbowelves but the heavy armour of the humans saved them. The Witch Queen prepared to blast the Knights but saw a better target, Sir Robin's wizard. Magic vortices whirled around her again as she challenged the wizard to an arcane duel. She failed to drain him completely though and he wreaked his revenge by blasting her to ashes.

Robin's knights had now reached my lines and cut through them like an electric carving knife through butter. It seemed to be only a matter of time. Out though a gap in the melee darted the hero Sir Percival, who charged straight into my War Witch. This was going to be it; whoever won this duel would win the day. Luck however was with the enemy and my War Witch was slain. With this shattering blow my army was routed from the field.

Robins Report

My scouts had carefully hidden my positions from the Dark Elf Raiders. They had nearly

marched straight into the village before they saw the palisades, and cannon. Before the dark elves could retreat, my gunners found their mark and almost half the lead unit was blown away. Amid cheers from the gun crews. The dark elves retreated behind Applechurch Hill.

"I had clearly dealt an important blow to Jason's morale. What a pity! It was time for a little gloat!!"

The Elven warchief was clearly shocked by the intensity of the attack. He had obviously decided to change his plan. My troops did not have long to find out what he had changed his plan to. The Dark Elf Legions advanced towards my right flank between Applechurch hill and the river Breg. I sent one my crossbow units through the wood to try to delay the enemy's advance. They were engaged in a bitter firefight with the enemy and cut down to a man, but it gave me enough time to get ready.

I then played my trump card. Unseen by the keen eyes of my foe came the druid Ashweed. He remained hidden in the wood until just the right moment, then wove his ancient magic and awoke a mighty tree Spirit.

" It would be fair for me to say that at this point Jason panicked. Clutching at straws he frantically scanned the rulebook for some rule that said tree spirits could not be used. After a while he began to look smugly across the table. Had Jason found the loop hole he needed?"



With the aid of her magic the Witch Queen crossed the table to Applechurch Hill. She wove her black magics and sent them searching for Ashweed. Ashweed could not defend himself and control the fury of the tree spirit. The Witch Queen leached him of all his arcane power.

" Jason could not help but look a little crestfallen when the tree spirit died to the dying blow of the last dark elf."

Meanwhile in the centre the Dark elf rearguard decimated my handgunners before they could get close enough. My cannon could not find their mark as the rearguard returned to the safety of the hill.

A cheer resounded as my Knights and men at arms charged headlong towards the enemy lines. A volley of crossbow bolts came in reply but not a single warrior fell.

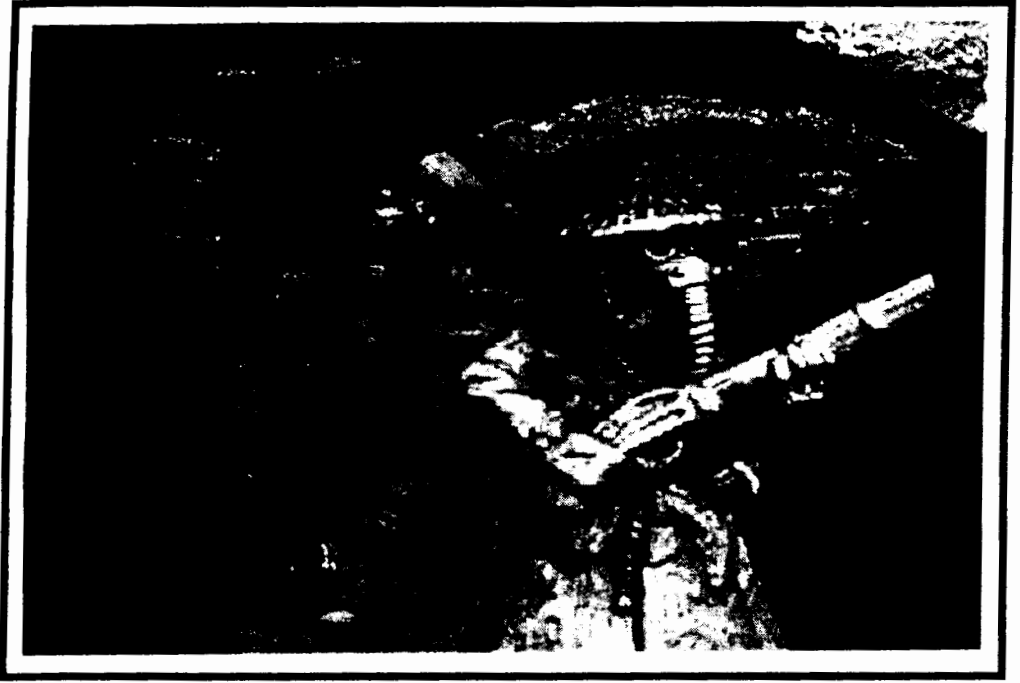
Just before my men reached the elven battleline, the Witch Queen stepped forward with one final spell. She was up to her old tricks again. She challenged my master of sorcery, my wizard Milias The Red, to an arcane duel. He didn't prove such an easy prey as Ashweed. Despite being already severely drained of magical power, the Witch Queen could not break his magical defences. As she prepared to try again, she was blasted by the Master!

With the Witch queen gone there was no more time to waste. My Knights and men at arms led by the heroic sir Percival crashed into the dark elf lines. With the aid of Galas the giant the foot knights dealt with the Dark Elf cavalry, while the men at arms and mounted knights tackled the rest. The melee was fierce and bitter but the tide was slowly turning against the elven warriors. Then Sir Percival spotted the War Witch standing alone in the midst of his army. Seeing his chance he charged and met the War Witch in single combat. The War Witch being no match in arms for Sir Percival was quickly slain. With their leader dead the rest routed. Victory was ours !!!

So having given you a taster of the Dark Elves, what news of the release of the figures and official rules. Well unfortunately not a lot. For those of you champing at the bit to get hold of them, I'm afraid you are going to have to wait a little longer. Both Nick and Mark are putting the finishing touches to the second stage of the Killzone game. Once this is done they will return to the Dark Elf development. With any luck you may see some more Dark Elves before the next Warrior comes out.

THE B7 OPERATION

A Killzone Scenario by Derek Mugridge



Background

A consignment of a new experimental drug has been stolen. The drug, a stimulant code named B7, was developed to enhance the fighting ability of the government troops. It was designed to give the users a huge rush of adrenaline, make them oblivious to pain, and give them such a high as to turn them into the ultimate killing machines. The drug had been tested on two squads of troopers who were sent to cleanse an area of a particularly violent gang of scavengers who had resisted every other attempt to drive them off their turf. However the test failed abysmally. The troops did turn into the ultimate killing machines as planned. However they had been unable to discern who they were supposed to be killing. Consequently a blood bath ensued with a

mad killing spree from which nobody was safe, whether they were gang members, or civilians, and when no one else was available to kill, they turned on each other. Those surviving towards the end then suffered the side affects. The body temperature of the user was raised so high, so quickly, it fried their brain in minutes.

The drug was quickly secured and any traces of the incident covered up.

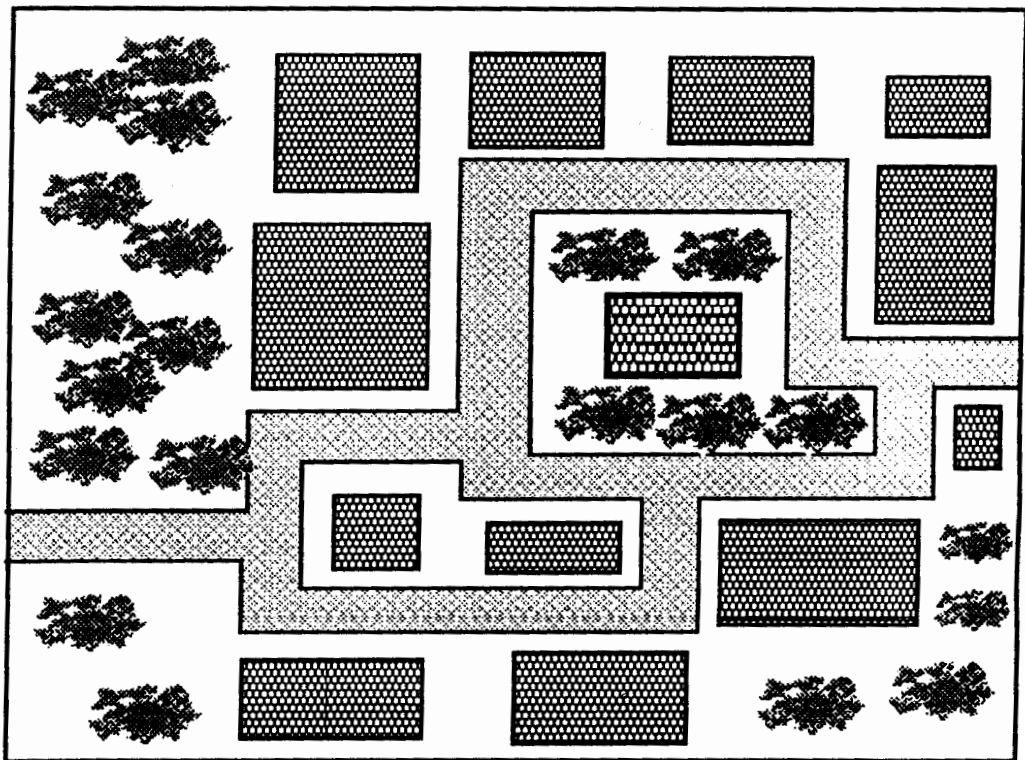
Thoughts then turned to its uses. Continued development time would get the results that had been originally planned. However with some slight refinements the drug would also make an excellent bio-weapon. The drug had to be introduced directly into the bloodstream to be effective, so while work began on developing effective needle guns, the drug

was to be transported to the governments maximum security bio-weapons lab. Troopers were dispatched to retrieve the drugs from the relatively low security labs that at present housed them. However this information was leaked and a gang of scavengers led by a man called Sturn managed to get to the consignment before the troopers. With drugs forming an everyday part of the majority of the population's life, the consequence of this drug falling into the wrong hands was unthinkable. Sturn was finally tracked down and flushed

out, and several squads of troopers were in pursuit.

Mission 1

Your brief is to block off Sturn's exit route. Your 2 squads of troopers have been airlifted and dropped into position. However Sturn suddenly changed course and you have got to move fast in order to head him off. The only way you can get into position quick enough is to take your chances crossing the turf of a gang of savages.



Terrain

The map below is an indication of how you should organise the terrain. Basically it's a case of raiding your entire scenic collection for as much cover as you can muster. You don't want the streets much longer than eight inches without a turn and they want to be about 3 inches wide. Put staggered junctions in to cut down on line of sight. For buildings, just use

ruined walls which you can make out of cork tiles as explained in Robin's Take Cover article last issue, or paint pieces of polystyrene black and grey. Have little alleyways running around the sides of the buildings. If there are any large clear areas once all your buildings are in position, scenic flock or trees can be used to provide soft cover.

Personnel Rosters

Trooper Squad 1

Name	Rank	Equipment	Points	Total
Sgt Quaid	Leader	Lt armour, Mil ass rifle, headset	49	49
Cpl Petrovski	Sub Leader	Lt armour, Mil ass rifle, headset	44	93
Trp Laws	Trooper	Lt armour, Mil ass rifle, headset	39	132
Trp LePlant	Trooper	Lt armour, Mil ass rifle, headset	39	171
Trp Kerns	Trooper	Lt armour, Mil ass rifle, headset	39	210

Trooper Squad 2

Name	Rank	Equipment	Points	Total
Sgt Forge	Leader	Lt armour, Mil ass rifle, headset	49	49
Cpl Zimmerman	Sub Leader	Lt armour, Mil ass rifle, headset	44	93
Trp Sharpe	Trooper	Lt armour, Mil ass rifle, headset	39	132
Trp Miguel	Trooper	Lt armour, Mil ass rifle, headset	39	171
Trp Fraser	Trooper	Lt armour, Mil ass rifle, headset	39	210

The Dead Heads

Name	Rank	Equipment	Points	Total
Cleaver	Leader	Sword and Dagger	21	21
Razor	-	Razor Claws and Sword	12	33
Shaka	-	Scatter gun and Sword	14	47
Stumpy	-	Crossbow and Dagger	12	59
Sheela	-	Handgun and Pick	13	72

Name	Rank	Equipment	Points	Total
Dr Death	Leader	Shotgun and Dagger	20	92
Friday	-	Handgun, Dagger, Grenade	18	110
Mr T	-	Assault Rifle, Dagger, Grenade	34	144
Flame	-	Flamer and Dagger	33	177
Mohawk	-	Assault rifle and Dagger	28	205

Name	Rank	Equipment	Points	Total
Gorgo	Hero	Chain and Dagger	109	314

Deployment

The Savages should set up all the Terrain. The Savages deploy first and must be within 12" of the centre of the table no more than 6" from their leader.

The troopers deploy second and must be within 12" of the road and within 6" of the table edge.

Special Rules

For this scenario use the handgun profile for the crossbow.

The pick has a hand to hand modifier of +2

Victory conditions

If the troopers get half or more of their troops off the opposite edge they have won.

Any other result is a win for the Savages.

TRICKS AND TACTICS

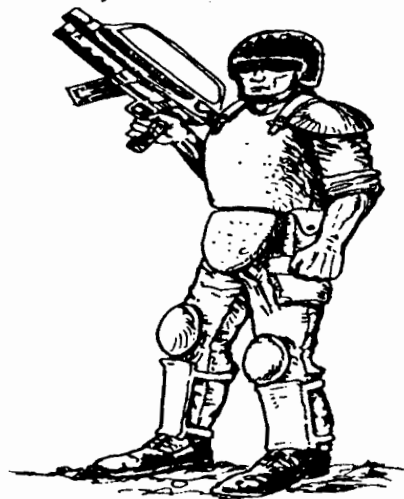
By Robin Dear

Trooper Squad Alpha-14

Name	Rank	Equipment	Points	Total
Darvin	Leader	Lt armour, Mil ass rifle, headset	49	49
Nikkas	Sub Leader	Lt armour, Mil ass rifle, headset	44	93
Balo	Trooper	Lt armour, Mil ass rifle, headset	39	132
Deans	Trooper	Lt armour, Mil ass rifle, headset	39	171
Hillian	Trooper	Lt armour, Lt ass cannon, headset	39	212

General Information

Trooper squad Alpha-14 of A Company has fought in several military and counter terrorist operations. Notably the Defence of Industrial Complexes on Sentari-61 against suicidal scavenger gangs and the cleansing of rebel forces in the cities of the home world. Both Squad leader Darvin and Trooper Balo currently have recommendations for valour.



Tactics

Trooper squads are better armed and armoured than most of their opponents. They

also have the bonus of being in headset contact. However they will generally be outnumbered by any enemy and do not fair well when brought into close combat without extra equipment.

Trooper squads should try and keep the enemy as far away as possible. The combination of military assault rifles and light assault cannon should give enough firepower to outgun any opposition. Spread out your squad to cover as much of your baseline as possible. Try to place your troopers where they can give covering fire to other members in the squad. If you can place your troopers in cover even better. Let your enemy come to you so that will have more time to shoot at them.

These tactics are only guidelines so if you come up with better ideas, use them!!

Upgrades

Replace a light assault cannon with a light laser +11pts

Replace a military assault rifle with a machine pistol -11pts

Equip 1 squad member with a handgun +4 pts

Equip 1 squad member with a grenade +6 pts

Equip 1 squad member with a sighting aid +10 pts

Black Ace Biker Gang

Background

Although the Black Ace Biker Gang has only operated for a short time now they have

already gained a formidable reputation. This gang has been wanted by the law

Name	Rank	Equipment	Points	Total
Travis	Leader	Machine Pistol and Chain	30	30
Tina	-	Machine Pistol	19	49
Big Eddie	-	Military Assault Rifle	30	79
Match	-	Flamer and Handgun	36	115
Tall Sally	-	Auto Shotgun	10	125

enforcement agencies on several charges for some time now. They have been linked to three bank robberies and the deaths of several law enforcers in the wastes at the edge of the city. Travis and Tina were both members of the rebel special forces unit before they quit and took up crime. Both are now on the run from both the rebels and the government.

Tactics

This biker gang has a good selection of long range firepower and close combat weapons. Your tactics will depend on the type of enemy that you are facing. If you are facing an enemy with little in the way of firepower. For example a savage gang try to stand off and use your machine pistols and assault rifle before they close in on you. If on the other hand you are facing enemy with more firepower such as a law enforcer squad. Get in close and finish them with your flamer and shotguns. Special thought should be given to your flame thrower. It is one of the few weapons that can effect a wide area. Try to advance to a position were you shoot several of the enemy at once because even if you miss you still have a chance of killing them.

Upgrades

- Equip 1 Biker with a handgun +4pts
- Equip 1 Biker with a grenade +6pts
- Equip 1 Biker with a shotgun +2pts
- Replace 1 auto shotgun with a machine pistol +9pts
- Replace 1 military assault rifle with a machine pistol -11pts



Note

This gang uses the figures in the Biker Gang blister.

Kill Zone Review

By Steve Gill

A review sent in by a Warrior reader. Steve Gill is the Chairman of the Camberley Area Wargames Society.

Nick Lund has done it again. The system is simple yet effective.

As with Fantasy Warriors the current orders of a group is the most important factor. A group with the wrong orders will likely be in big trouble fast, while a group with the right orders is likely to do well, regardless of the dice rolled.

Perfect for demos, anyone can pick up the game within minutes. As an example: before Gen Con none of us had even played with the area effect weapons, though we had read the rules. We had no problems with them in play.

I had only one problem when reading the rules. The example of movement doesn't seem to add up, I'm sure the trooper leader will be a little further than that away at the end of his turn.

The rules given are exceptionally playable, easy to learn and elegant in their simplicity. The only problems seem to be those of omission. There are no vehicle rules (ground or flight), no heavy armour and no powered armour.

For armour I would like to suggest a simple points system. The square of the protection offered is the cost. Light armour adds two to the kill number and costs four points, medium armour would add three to the kill and cost nine points, and heavy armour adds four to the kill number (making it 11) and costs sixteen points.

The presentation of the game needs improving. It needs more illustrations,

especially for the examples. There again we had the same problem with Fantasy Warriors: the original rulebook looked cheap but the Compendium was beautifully put together, maybe we can hope for more from the expansions.

One thing that was noticeably missing was the style that came with Fantasy Warriors. Those little comments in the margins, often humorous, from various characters made a big difference to the flavour of the game. Kill Zone has the rules sorted out, it needs the flavour adding to get people hooked.

My only real complaint about the game is the price. Removing the figures from the calculation, customers are paying £10 for a box containing the rule booklet, the counter sheet and the reference sheet. It just doesn't look like value for money, which is a big pity because the game is great.

That's about it. A great little game all skirmish gamers should have, but I feel many will be put off by the price.

D.M. I must agree with most of Steves points:-

Firstly he is correct about the incorrect movement example, I make it that the figure would be left 6" away from the trooper.

With regard to the armour, we have been discussing this ourselves. Steve mentioned to us at Gencon that the troopers had no special abilities like the savages or scavengers, which put them at a disadvantage when faced with well armed and armoured gangs. What we decided was

that it should cost the gangs more in points to get this equipment. We have taken note of Steve's ideas and are working on a costing for the more elaborate equipment to gangs. This will appear in a future issue.

As for the omissions Nick is still working on the game, so hopefully by the time he is finished, all the extra rules you are after will be in there. However in the meantime if anyone wants to send any house rules in for inclusion in the melting pot column then we'd like to see them.

Finally to Steves points on presentation. He is absolutely right, there is certainly plenty of room for improvement both in presentation and style. Unfortunately this was not possible in the time scale in which Grenadier wanted to release Killzone. I played a very early version of the game and thought the rules so good that they didn't deserve to gather dust while some flashy graphics and a cover were done. This could have delayed the release of the game for some considerable months. The question of presentation is being taken seriously by Grenadier and hopefully with some assistance from Nick Lund, Mark Copplestone and myself future releases may be of the quality you desire. All I can say is watch this space.

As for the price of Killzone, I for one brought the original box set of Fantasy Warriors for £25, having read some favourable reviews. I had no use for the figures as I already had an army in excess of 200 figures. Therefore I paid £25 for the counter sheet and A4 rulebook. More fool you, you may say, but at the time I was a very very bored Warhammer player and very close to packing up fantasy wargaming altogether. Fantasy Warriors made wargaming fun again and kept me in the hobby, so for my part I've had more than my money's worth. I feel the same about Killzone. No other Sci-Fi wargame has come close to the feel this one attains, and believe me I've tried a fair few, Laserburn, Stargrunt,

Kryomek, etc. Dark Winter was the only one that came close, but for sheer playability and downright good fun Killzone wins hands down. From the word go Killzone grabs you and you can't get enough of it. No one at Gencon who played the game questioned the price because they had had so much fun and it was worth it for that alone. Besides many of them had poured £20 worth of booze down their throat in one session at the bar, and they were certain to get many more hours of entertainment from Killzone than that. Surely it's better to pay £20 for something that you're going to play over and over again than the same for a very glossy game thats going to sit on your shelf and gather dust. Many companies merely fill up the box with what is essentially very glossy adverts or expensive gimmicks. For an example of this take a look at two of TSR's latest releases both priced about £30. Dragonstrike came with a very nice video and their latest game First Quest comes with an audio CD. These are both very basic D&D games, very glossy and well presented, but the video you are only going to watch a couple of times and the CD covers just 2 quests and then it can be consigned to the shelf. Can this be called value for money? I'd rather pay for playability than pretty packaging, wouldn't you?

**Anyone interested in joining the
Camberley Area Wargames
Society should write to:-**

**Steve Gill
38 Carshalton Road
Camberley
Surrey
GU15 4AQ**

**Look out in the next issue for
Steve's excellent Predator
scenario for Killzone.**

Letters

Firstly a letter from **Rod Clarke of London**.

Dear Derek

Firstly I would like to thank you for all the hard work you put in to producing Warrior, it is much appreciated by many.

Secondly I wonder if you could help me on two rulings:-

Is it possible for a unit with attack orders to attack an individual?

Can a wizard haste or shield more than one unit or individual as long as he is in base to base contact?

D.M.

Thanks for your kind words about Warrior. I'm glad you enjoy it. It seems to be going from strength to strength at the moment.

Now to answer your questions:-

Units can attack individuals, but make sure you know for sure what individual it is before you do so. A hero can make a nasty mess of a unit.

Yes a wizard can Hasten or Shield more than one unit or individual as long as he is in base to base contact. For example if you tried to hasten two units it would cost you twice as much in magic points, that is 2d6 per 3" instead of 1d6.

J Potter of Devizes had several very pertinent questions about Killzone.

What is the cost of the Light Assault Cannon?

The equipment list (page 17) states 25 points. However the example Trooper with cannon (page 14) and the example Law Enforcer leader (page 15) are two points cheaper than if the cannon was 25 points, i.e the cannon costing 23 points.

Is it possible to use the night sight / sighting aid on the missile launcher?

If using 2 weapons e.g machine pistol and shotgun and also a sight (either type). Can the sight be used on either weapon or must a specific weapon be chosen for it to be on?

Do individuals (Heros and Cyborgs) get the +3 initiative bonus for having a group leader, and do cyborgs get the +2 bonus for having a group leader when changing orders?

Is it possible to capture savages using non-lethal hand to hand combat if they have assault orders, as they cannot be suppressed in this situation?

Are Heros limited to the number of grenades they carry depending on their type i.e. a Rebel can carry 2, a Savage 1 etc?

What is the range of the Explosive round launcher on the military assault rifle? Is there no short range and a long range of 0 - 6", or is the short range 0 - 6" and no long range?

D.M

The example trooper and law enforcer are incorrect. The cannons cost 25 points each.

You can use a night sight on a missile launcher, but not a sighting aid.

Either type of sight is specific to one weapon only.

Yes individuals get both bonuses.

No it is not possible to capture savages in the circumstances you describe.

Yes, heroes are limited in the number of grenades by type although this may change in the future.

The Explosive round launcher is limited to long range only

Illustrators Wanted

I'm after some good Sci-Fi / Fantasy artists for Warrior, particularly for the Killzone section. Please write enclosing a sample of your work and your telephone number to my address at the bottom of the page.

Back Issues

Back issues of Warrior are now available at 55p each.

Issue 1. To Be a King. Scenario for Orcs and Dwarves by Robin Dear.

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Issue 8. Tricks and Tactics, how to pass that all important command test. The Crown of Isrimdal Part 2. Design Notes. Mark Coplestone shares his latest ideas on the Dark Elves and Barbarians. The Little Wars.

The first of 5 scenarios by Doug Cowie. Killzone, a battle report and all the latest on the game. Take cover. Making scenery for Killzone. Future Warriors. Reviews of the latest figures.

Subscriptions

As I mentioned in the News section, Subs are now available. The price for 6 issues is as follows:

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14 Claremont Crescent,

Regents Park,

Southampton.

Hants.

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Next Issue

Thunderbolt from the Mountains.

Part 3 of the Little Wars campaign by Doug Cowie.

Predator.

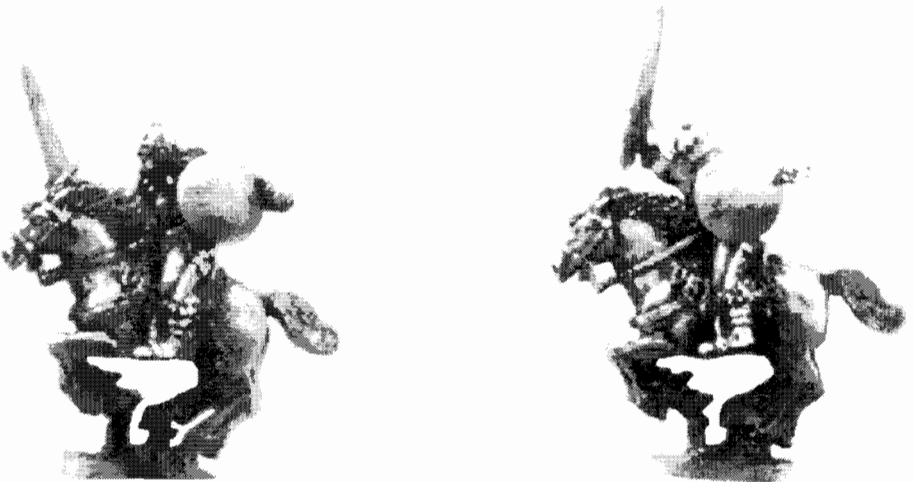
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NOV / DEC

ISSUE 11

WARRIOR

For Fantasy and SciFi Wargamers 55p



Grenadier

Inside This Issue

**The Little Wars Continue
Using Druid Power
Ratmen Army
Killzone Scenario
And Lots More**



ISSUE 11

Warrior

Grenadiers
Bi-monthly
Publication

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Editor: Derek Mugridge
Contributors: Doug Cowie, Robin Dear, Steve White
Illustrations: Derek Mugridge, Mark Gibbons, Barry
Quin, Robin Dear

Photograph of Barbarian miniature used to create cover picture was provided by
Dianna Toney, Personalities, Garfield Hts, Ohio, USA

NEWS

So what's been happening at 'Chez Grenadier' in the last couple of months. Well Doug Cowie, Grenadiers Managing Director, El Presidenti, and all round good egg, has been a blur in recent weeks. He has taken the bull by the horns and has been the mastermind behind a massive restructuring the likes of which Grenadier has not seen before. Hurried footsteps have been ringing around the halls of Castle Grenadier as everyone escapes the Wrath of "He Who Must Be Obeyed".

Privileged Customers.

The main development has occurred in the mail order department with the introduction of the PRIVILEGED CUSTOMER LIST. So what's all this about. Well we are talking pretty major discounts. All other discounts and offers no longer apply. What you've got to do is grab a couple of friends and combine your orders. To become a PCL you need to order goods to a value of £80, you will immediately be eligible for a discount and will only have to pay £50, and you will automatically go on the PCL list. If you order more than £80 worth on your qualifying order you are automatically entitled to 40% off. So pay £60 and get £100 worth of goodies, can't be bad. Once you are on the list you are entitled to discounts of 20% on orders over £80, 25% over £125, 30% over £175, 35% over £250, and 40% for orders over £500. So if you're part of a club all you have to do is pool your orders together and you get 500 quid's worth of figures for 300 quid, more figures than you can shake a pointy stick at. So don't order figures on your own, get a gang together and get on the PCL, it'll save you a bucket of cash.

Painted Figures.

Many of you out there have problems painting figures. The main problem is you see them on displays at shows, buy them, get them home, take them out of the packet, admire the fine detail, hit them with a paint brush, stand back, and what do you

see; your fine unit of Elves reduced to the unit from hell, swamp creatures from the planet Splarg. So what can you do. Grenadier have one solution to this problem. You can order Painted Miniatures direct from them. Just send them the reference number and £4 per figure, and you'll receive it fully painted normally within 10 days, but you must allow 28 days just in case. Orders for painted figures do not qualify for discounts. If your pockets aren't quite deep enough to take advantage of this, and you're still determined to paint your own, then here at Warrior we are thinking of doing some articles on painting techniques. Whether we include them in the 'zine or not is up to you. Write to me at the usual address, and I will bow to your decision. You know me I aim to please.

New Catalogue.

The latest Grenadier Eurocatalogue is now available. It contains over 100 pages of illustrations and costs £2.50 incl. P&P.

Lost Childhoods.

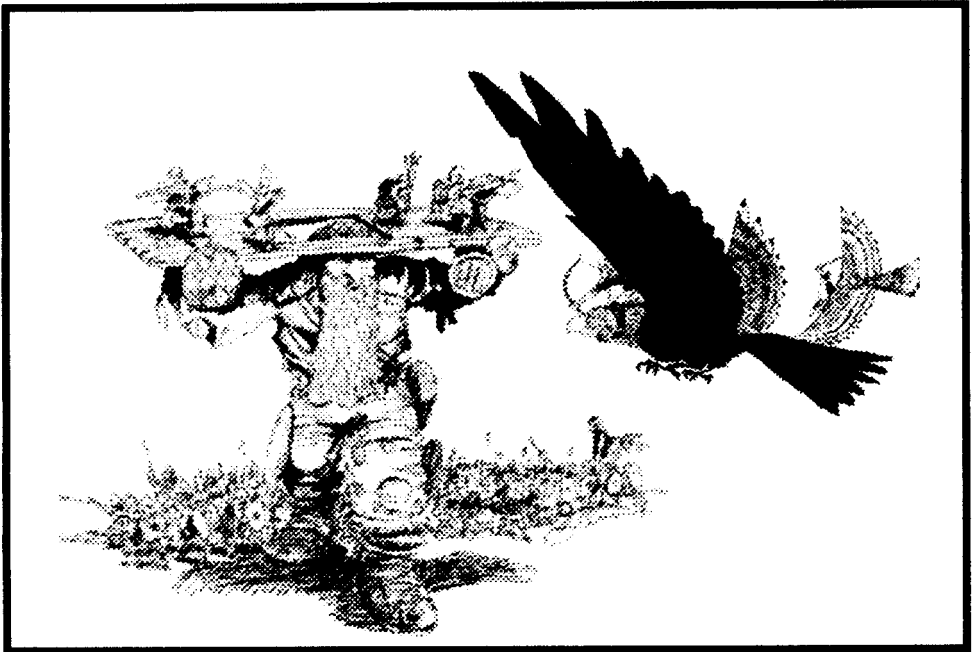
For anyone down here in the South wanting to buy Grenadier products on a Sunday, look out for Tony or Stuart of Lost Childhoods most Sundays at South Parade Pier, Southsea from 9.00 to 4.00, and at the Lawns, Denmead from 7.30 to 2.00. They are also organising a Games Day in association with the University of Portsmouth Role Playing Society called Unicon. This will be held at the Student Union Buildings, Museum Road, Portsmouth, on Sunday 4th December from 10:30 am to late. Admission is £2.00. For further details on Unicon or Lost Childhoods ring Tony Roberts on 0705 615293 or Stuart Smart on 0705 241867.

Killzone 2.

The planned preview of the Killzone supplement, working title "Elektrik Psychos", has unfortunately not made it into this issue. Work has been delayed due to a complete systems failure on the computer. Look out for it in the next issue.

THE LITTLE WARS

Part 4 of this saga
by Grenadier's El Supremo Doug Cowie



Part 4: Unexpected Allies

Background

After their complete success against the Miltrinian advance guard, the goblin host, hastily reinforced by a contingent of half orc mercenaries, advanced on Miltrin itself. The main Miltrinian army, shaken by the defeat of Baron Atava, and unnerved by the tales of the goblin war giant, fell back in considerable disorder. The situation looked very black indeed. There was a real chance that Miltrin's hopes of independence were going to be shattered as a result of the Baron's disastrous defeat. And then an intervention from a totally unexpected source saved the day. The elves of the Great Wood took a hand. They normally held aloof from the strifes of humankind but, whilst being unmoved by Miltrin's fate they recognised the sinister implications to

themselves of a Karthrungian victory. Whilst the Karthrunians had ruled in Miltrin they had claimed sovereignty over the whole, vast, northern province of Welsma, including the Great Wood. They had promulgated a series of regulations directed against non human races. These had only been patchily enforced because the Karthrunian's hold of Welsma, apart from in the major towns, was in fact very tenuous. However, that could easily change. A freshly defeated Miltrin would be dealt with most severely by the Karthrunians leaving them free to spread their control much wider than before.

The implementation of Karthrun's racial decrees would become much more a reality and the enforcement of regulations such as the restriction of non humans to Karthrun

controlled and designated homelands and the killing on sight of any found out of those homelands without a permit. Furthermore, to gain such a permit, non humans had to submit to restricted employment. All elves that were granted a licence, for instance, could only take employment as domestic servants in human households. These insulting regulations were sufficient in themselves to gain the elves undying hatred for the

Karthrungians. The presence of loathsome goblins, advancing in force under the very eaves of the Great Wood, provided the final spur to bring the elves out of their neutrality. Word went out for a muster and in a shockingly short time an elven host had assembled in the west to oppose the goblin advance. When the blow fell, it was a fearful shock to the goblins and hardly less surprising to the grateful Miltinians.

ARMIES

Wood Elves

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Warchief on horse. Gilgallan, Ldr 5	Elite	Tri	n/a	n/a	n/a	n/a	Hd	Lt/Sh	1	129	129

Warchief's Command

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Priest, Ethelion Tyrendell, Beloved Personage	Elite	Tri	n/a	n/a	n/a	n/a	Hd	Lt	1	190	319
Courier on horseback, Ryenhion Cyffylliog	Elite	Tri	n/a	n/a	n/a	n/a	Hd	Lt	1	62	381
Hero on foot, Idris Clawdd Newydd	Elite	Tri	n/a	n/a	n/a	n/a	Hd	Lt	1	81	462
Hero on Warhorse, Bihemel, Elf Lord	Elite	Tri	n/a	n/a	n/a	n/a	2Hd	Lt/Sh	1	153	615
Hero on Eagle, Quidir (Rider) Whithwyn (Eagle)	Elite	Tri	n/a	n/a	n/a	n/a	Hd	Lt/Sh	1	127	742
Druid, Hiarendor Telliion, 44 Mp's	Elite	Tri	n/a	n/a	n/a	n/a	Hd	Lt	1	235	977

1st Command

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Battleleader on horse, Aendir Ryllion, Ldr 4	Elite	Tri	n/a	n/a	n/a	n/a	Hd	Lt/Sh	1	99	1076
Wood Elf Cavalry, Llythin's Swift Riders	Elite	Tri	Yes	Yes	Yes	Yes	B/Hd	Lt	8	304	1380
Wood Elf Cavalry, Tuith's Swift Strikers	Vet	Tri	Yes	Yes	Yes	Yes	B/Hd	Lt	10	290	1670
Wood Elf Infantry, Gwindel's Fleeting Shadows	Vet	Tri	Yes	Yes	Yes	Yes	Hd	Lt/Sh	20	200	1870
Wood Elf Archers, Hawaith's Harsh Messengers	Vet	Tri	Yes	Yes	Yes	Yes	Lb/Hd	Lt	12	152	2022

2nd Command

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Battleleader on foot, Fynnion Lenddir, Ldr 4	Elite	Tri	n/a	n/a	n/a	n/a	Hd	Lt/Sh	1	81	2103
Elf Eagle Riders, Mithnel's Mighty Wings	Vet	Tri	Yes	Yes	No	No	B	Lt	5	205	2308
Wood Elf Archers, Styllmors's Wrath of the Forest	Vet	Tri	Yes	No	No	Yes	Lb/Hd	Lt	12	152	2460
Wood Elf Archers, Whyn's Starshine Shadows	Vet	Tri	Yes	No	No	Yes	Lb/Hd	Lt	12	152	2612
Wood Elf Infantry, Fynnionson's Glade Warriors	Vet	Tri	Yes	Yes	Yes	Yes	Sp	Lt/Sh	20	200	2812
Wood Elf Infantry, Maensor's Night Hawks	Vet	Tri	Yes	Yes	Yes	Yes	Sp	Lt/Sh	20	200	3012

Goblins

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Warchief on foot, Godblad Godblud: ldr 5	Elite	Fan	n/a	n/a	n/a	n/a	Hd	Md/Sh	1	114	114

Warchief's Command

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Hobgoblin Hero, Zif No Tribe	Elite	Fan	n/a	n/a	n/a	n/a	2Hd	Md	1	97	211
Goblin Hero, Baz Baz Bis	Elite	Fan	n/a	n/a	n/a	n/a	2Hd	Md	1	82	293
Goblin Destroyer, Chief Ihali	Elite	Fan	n/a	n/a	n/a	n/a	2Hd	Md	1	182	475
Wizard of the Bad Smile, 40 mp's	Vet	Fan	n/a	n/a	n/a	n/a	Hd	Lt	1	210	685
Goblin Giant Spider Rider The Web Fiends, Leader: Rilmig Ril	Vet	Fan	Yes	Yes	No	No	Gn/Hd	Lt	5	365	1050
Great Goblin Infantry, The Sky Scrapers, Leader: Great Chief Scrid	Vet	Tri/Fan	Yes	Yes	Yes	Yes	Hd	Lt/Sh	24	208	1258



Battleleaders Command

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Battleleader on Foot, Hanbad Gudblud, Ldr 4	Vet	Fan	n/a	n/a	n/a	n/a	Hd	Md/Sh	1	84	1342
Goblin War Giant, The Earthquaker	Ave	Tri/Fan	Yes	n/a	n/a	n/a	H&H	Md	1	626	1968
Goblin Infantry, The Iron Feet, Leader: Totem Server Hiz	Vet	Tri/Fan	Yes	Yes	Yes	Yes	Hd	Lt/Sh	24	184	2152
Goblin Infantry, The Fire Lords, Leader: Chief Khib Khin	Vet	Tri/Fan	Yes	Yes	Yes	Yes	Hd	Lt/Sh	24	184	2336
Goblin Archers, Red Rain Tribe, Leader: Chief Hiriz Hiz	Ave	Tri/Fan	Yes	No	No	Yes	B/Hd	Lt	12	80	2416
Goblin Archers, Swift Death Tribe, Leader: Jekal Gudblud	Ave	Tri/Fan	Yes	No	No	Yes	B/Hd	Lt	12	80	2496

Mercenary Command

All the components of this command are on half pay and the points cost given below reflect this.

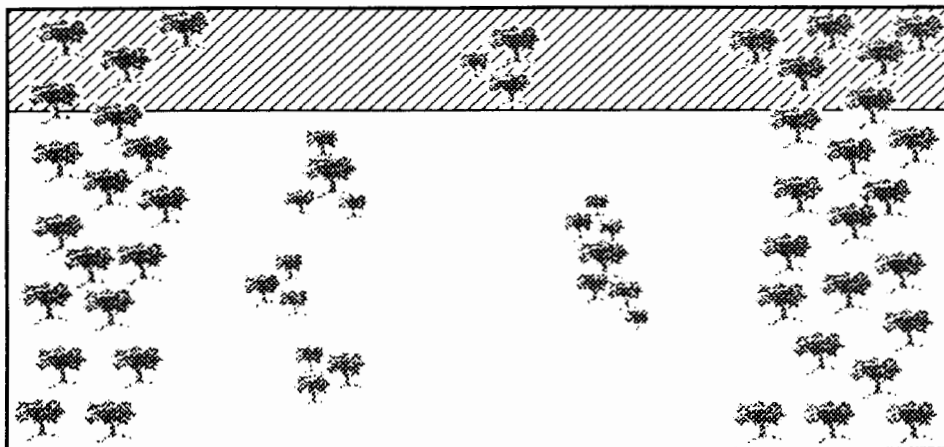
Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Goblin Battleleader, Urush Ukrush Ldr 3	Elite	Fan	n/a	n/a	n/a	n/a	Hd	Md/Sh	1	35	2531
Half Orc Hero, Skag Skagnason	Elite	Disc	n/a	n/a	n/a	n/a	Hd	Md/Sh	1	44	2575
Half Orc Infantry, 1st Company Skag's Regiment, Leader: Jaggo Mannson	Ave	Disc	Yes	No	Yes	Yes	Hd	Md/Sh	20	75	2650
Half Orc Infantry, 2nd Company Skag's Regiment, Leader: Taska the Red	Ave	Disc	Yes	No	Yes	Yes	Hd	Md/Sh	20	75	2725
Half Orc Archers, 3rd Company Skag's Regiment, Leader: The Quiet One	Vet	Disc	Yes	No	No	Yes	B/Hd	Md	12	76	2801
Half Orc Archers, 4th Company Skag's Regiment, Leader: Jed Southron	Vet	Disc	Yes	No	No	Yes	B/Hd	Md	12	76	2877
Half Orc Infantry Shock Troops, Attack Company, Skag's Regiment, Leader: Mad the Trollface	Elite	Disc	Yes	Yes	Yes	Yes	2Hd	Md	12	110	2987

THE HISTORICAL BATTLE

It is unremarkable to record that the elves achieved total surprise in their encounter with the goblins. However, through a number of mishaps and misunderstandings they actually found themselves blocking the goblin advance rather than coming in on their flank as intended. No matter, the

goblins only became aware of the elves' presence at the very last moment. Godblud Gudblud was an experienced and canny commander. To gain time, he sent his mercenary command in immediately to occupy the elves whilst he organised a proper deployment of his goblin main force.

Goblin Deployment



Elf Deployment

The elves did not sit back and wait for the goblins to properly organise themselves however. Taking advantage of their excellent position, they placed a strong force forward of their main body. Hidden within their so familiar trees and commanded by their famous battleleader, Aendir Ryllion, these warriors performed their role to perfection. Waiting until the last moment before revealing their presence, they caused such execution amongst the half-orcs that the whole command, already disgruntled by being underpaid, turned tail and routed straight back through the goblin army, never stopping until they were many leagues from the battlefield.

At this stage, Gudblud was still confident. He'd had no faith in the half-orcs anyway, putting his trust in his experienced goblin army. The rout of his mercenaries had at least used up time so that darkness had fallen before the battle proper got underway. As he watched his wargiant moving with awful power against the elves, he felt very confident of victory. However the swooping eagle riders plagued the monster cruelly and the superb elf archers cut swathes in the goblin ranks. When the elvish druid conjured a tree spirit, the goblin

ranks wavered. Gudrud moved forward to stem the panic and was immediately attacked by Quinder the hero, on his majestic eagle, Withwyn. Before help could reach Gudrun, Bihimel, elf lord hero joined in the melee and Gudrud was cut down by the flickering elf blades. He died as he had lived in the midst of ferocious combat. Although the goblin destroyer in turn killed Bihimel, it was too late to save the goblin host. Shaken by the loss of their inspirational general, the goblins were utterly demoralised when the war giant finally succumbed to the eagle riders and crashed to the ground with a sound like the casting down of mountains. Even now, the goblins held together, but they quit the battlefield, retreated south and then re-crossed the Dracic mountains, never to take part in the war again.

REFIGHTING THE BATTLE

Set terrain as per map

The Goblins are outmanoeuvred and set up in their deployment zone as shown on the map.

The Elves may "set up forward" as described in the Fantasy Warriors Companion page 29, Wood Elf Tricks.

Nature Power

The Uses of Druids in Fantasy Warriors

by Robin Dear



A druid is one of the most useful individuals available to fighting men, halfling or wood elf armies. Although druids have only a few spells (called powers) compared to wizards, each power has the ability to change large areas of a battlefield. A druid can use his powers to turn a piece of terrain into an impassable barrier or hostile enemy. These powers can be used on any natural terrain feature such as hills or rivers. The other power for druids is the power to summon a tree spirit which can singlehandedly destroy whole units. This power can of course only be used when the druid is near trees !!In addition to these powers I have created a new (unofficial) druid power for you, to use in your games, called Growth. Druids must be handled differently from other individuals because they must remain

stationary to utilise their powers. This makes them easy targets for enemy wizards and marksmen. Providing a few other individuals such as scouts to act as bodyguards will help to keep your druid alive longer. Placing a druid in a unit is another way to stop him from being shot or blasted but means a whole unit cannot move while a druid uses his powers. If you are unable to give your druid some bodyguards then try to place them away from the front line. In a place were they will not attract too much attention. Druids charged by bloodcrazy destroyers tend not to live very long! Because powers used by druids are usually run for several turns they can be heavy on magic points. A druid with only a few magic points will quickly become exhausted. So it is far better to have one powerful druid with

Diagram 1

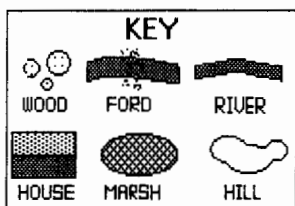
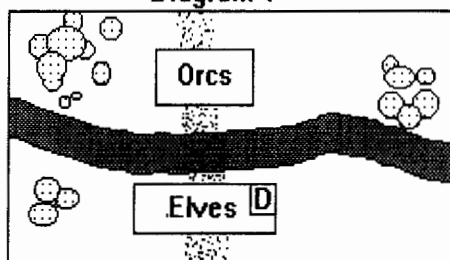


Diagram 2

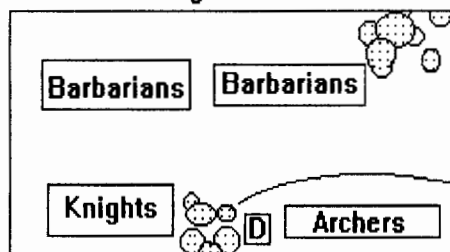
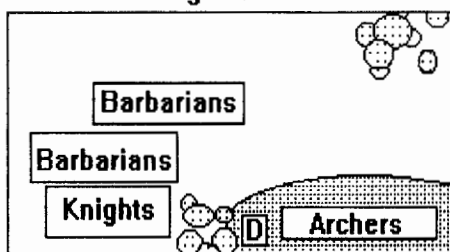


Diagram 2 a



D = Druid

= Impassable Terrain

plenty of magic points than several Less powerful druids each with only a few magic points. Besides the new (unofficial) druidic power described at the end of this article, every druid has three powers; creating impassable terrain, creating hostile terrain, and summoning a tree spirit. Each power has it's own advantages and disadvantages, but here are a few guidelines that will help you get the most from your druids.

Creating Hostile Terrain.

Creating hostile terrain is only effective when the enemy has to cross though a particular terrain feature. Otherwise the enemy, if he has any sense, will just move round the hostile terrain. Hostile terrain is also more effective on smaller units because all units suffer the same number of attacks regardless of the unit size. Diagram 1 shows an ideal place for a druid to create hostile terrain. A unit of wood elves are

holding a ford from a unit of orc warriors. The druid is in contact with the ford and has not moved. So he may use his druidic powers. By casting "Create Hostile Terrain" on the ford. The orc warriors will gain casualties from both combat and the hostile terrain while in the ford. Placing the druid in the wood elf unit also has the advantage of protecting him from the orcs while keeping him in contact with the ford.

Creating Impassable Terrain.

The power to create impassable terrain is perhaps the most useful of the druid powers. By turning an important hill or wood into impassable terrain you can quickly bottleneck the enemy's advance or completely stop enemy units from moving. Impassable terrain should not be thought of as just as a defensive tactic. If enemy units are moving though a terrain feature when it is changed into impassable terrain then they

are 'stuck in' that terrain feature. This is particularly effective against enemy units which have no missile weapons. In this way it is possible for a single druid to hold off several of the enemy's units until you are ready for them.

Impassable terrain can also be used as a killing ground for your missile troops. See diagrams 2 and 2a for an example. By making the hill impassable, the longbowmen have a killing ground that the barbarians cannot cross. They will have to retreat or suffer repeated volleys of arrows. Also the unit of knights cannot be charged in the flank by the second unit of barbarians without lengthy manoeuvres.



Summoning a Tree Spirit

Summoning a tree spirit at the right moment can be a battle winner. The problem is, you stand a chance of having your druid killed, losing the tree spirit, and having to take a

command test. So think carefully before summoning a tree spirit.

Unlike wizards controlling a fiend, a druid cannot automatically control a tree spirit by using lots of magic points. A druid controls a tree spirit with only one die roll. This means there is a chance every turn that you can throw a one from the magic point drain to control the tree spirit. When this happens you will be forced to make a saving throw. Therefore when summoning a tree spirit, the timing is very important because it is only a matter of time before you fail to control the tree spirit.

New Druid Power

Growth.

The power to create terrain from nothing.

Magic Power Cost

- ◆ Cost- 5D6 Magic Points to initiate power.
- ◆ Cost- 1D6 Magic Points to maintain power.

Initiating the power.

- ◆ Rules to initiate the power are the same as described in Create hostile terrain on page 40 of the Companion, except the cost is now 5D6 magic points.

Maintaining the power.

- ◆ Maintaining the power is as described on page 40 of the Companion.
- ◆ If the power is no longer maintained the terrain feature created should be immediately removed.

Effects.

- ◆ Growth creates a terrain feature consisting of trees and bushes next to the druid. These should be placed on the table immediately.
- ◆ This terrain feature should not be more than 24" x 24" in area.
- ◆ Another druid may contact this terrain and use his druidic power upon it. However if the terrain feature disappears, whatever he created with his power disappears also.

PROFILE UPDATE

With all Grenadier's efforts being directed into Killzone, there has been a lapse in army list updates for Fantasy Warriors. Therefore in the next few issues we will be featuring profiles for all the recent fantasy releases.

Barbarian Cavalry

Base size 1in by 2in

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Barbarian Cavalry	Vet	Fan	+1	-1	1	Md/Sh	Hd	13"	7	No	Night	35	+12 Elite	3	20
Rider & horse in combat					3		H&H								
Mounted Barbarian Hero	Elite	Fan	+3	-2	8	Md/Sh	Hd	13"	6	No	Night	154	n/a	n/a	n/a
Mounted Command Herald	Elite	Fan	+2	-	2	Md/Sh	Hd	13"	7	No	Night	64	n/a	n/a	n/a
Mounted Command Banner	Elite	Fan	+2	-	2	Md/Sh	Hd	13"	7	No	Night	74	n/a	n/a	n/a
Mounted Warchiefs & Battle Leaders	Elite	Fan	+2	-1	4	Md/Sh	Hd	13"	6	No	Night	70+Ldr	n/a	n/a	n/a

To add to the Dark Elf Army List featured in the melting pot in issue 5 here are the profiles for the Raptor Riders.

Raptor Riders

Base size 1" by 2in

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Dark Elf Raptor Riders	Vet	Disc/Fan	+1	-2	1	H/Sh	La/Hd	13"	7	No	Day	40	+12 Elite	3	10
Rider and Raptor in combat					3		T&C								
Dark Elf Warchiefs & Battle Leaders on Raptors	Elite	Disc/Fan	+2	-2	4	H/Sh	Hd	13"	6	No	Day	76+Ldr	n/a	n/a	n/a

Dwarven Handgunners

Base size 1" by 1"

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Handgunners	Ave	Disc	-	-	1	Md	Hg/Hd	5in	No	No	NO	14	+3	5	20



The Ratmen Army

A new army for Fantasy Warriors

by Robin Dear



Ratmen History

When or from where the ratmen first came is still a mystery. Some say that they were bred by a mighty sorcerer to guard his underground fortress, while others say they are a curse sent by the gods to plague the world. The truth is that no one knows for sure. What is known is that the dwarves were the first to meet them. Dwarven miners started to find deep tunnels as they looked for gold amongst the roots of their mountains. Not the kind of tunnels made by goblins or their kin, but tunnels made by a

skilled hand and an ingenious mind. Soon the dwarves found the makers of these tunnels and the two races had nothing in common but war.

For decades a great war raged beneath the mountains until the dwarves finally forced the ratmen back into their caves. The war had proven very costly to the dwarves so the High Counsel decided to seal all the entrances to the ratmen caves and so leave them to their doom. Or so they thought.

Ratmen Army

General Rules

- ◆ Ratmen Armies may have one allied command of warriors from the following races: Dark Elves, Barbarians or Goblins
- ◆ The allied command cannot outnumber the rest of the army, and must have an allied battleleader to lead it.
- ◆ The allied command can consist of units made from the above races.
- ◆ The allied command cannot have any individuals.
- ◆ A Ratmen army may have up to one of each type of talisman at a cost of 100pts each.

Ratmen Guards

Base Size: 1 inch x 1 inch

<u>qua</u>	<u>typ</u>	<u>str</u>	<u>res</u>	<u>wor</u>	<u>arm</u>	<u>wea</u>	<u>mov</u>	<u>sav</u>	<u>ter</u>	<u>bad</u>	<u>pts</u>	<u>upg</u>	<u>min</u>	<u>max</u>
Vet	Fan	-	-	1	Md	2H/Cb	7"	-	No	Day	9	+4EI	5	20
Vet	Fan	-	-	1	Md	Pol/Cb	7"	-	No	Day	10	+4EI	5	20

Ratmen Warriors

Base Size: 1 inch x 1 inch

<u>qua</u>	<u>typ</u>	<u>str</u>	<u>res</u>	<u>wor</u>	<u>arm</u>	<u>wea</u>	<u>mov</u>	<u>sav</u>	<u>ter</u>	<u>bad</u>	<u>pts</u>	<u>upg</u>	<u>min</u>	<u>max</u>
Ave	Fan	-	-	1	Md	Sp	7"	-	No	Day	3	+3Vet	10	30
Ave	Fan	-	-	1	Md/S	Hd	7"	-	No	Day	4	+3Vet	10	30

Ratmen Sharpshooters

Base Size: 1 inch x 1 inch

<u>qua</u>	<u>typ</u>	<u>str</u>	<u>res</u>	<u>wor</u>	<u>arm</u>	<u>wea</u>	<u>mov</u>	<u>sav</u>	<u>ter</u>	<u>bad</u>	<u>pts</u>	<u>upg</u>	<u>min</u>	<u>max</u>
Ave	Fan	-	-	1	Md	Hg/Hd	7"	-	No	Day	7	+3Vet	3	10

Special Rules

- ◆ Ratmen sharpshooters use a special long range hand gun called a sharpshooter's rifle.
- ◆ Sharpshooter's rifle range: short up to 6 inches. Long up to 18 inches.
- ◆ On the missile weapons versus armour table use the hand gun.
- ◆ When blackening the sky sharpshooter's rifles shoot up to 2 volleys.

Giant Ratmen

Base Size: 1.5 inches x 1.5 inches

<u>qua</u>	<u>typ</u>	<u>str</u>	<u>res</u>	<u>wor</u>	<u>arm</u>	<u>wea</u>	<u>mov</u>	<u>sav</u>	<u>ter</u>	<u>bad</u>	<u>pts</u>	<u>upg</u>	<u>min</u>	<u>max</u>
Ave	Fan	+2	-1	2	Md	2H	8"	7	No	Day	20	+6Vet	3	10

Ratmen Slaves

Base Size: 1 inch x 1 inch

<u>qua</u>	<u>typ</u>	<u>str</u>	<u>res</u>	<u>wor</u>	<u>arm</u>	<u>wea</u>	<u>mov</u>	<u>sav</u>	<u>ter</u>	<u>bad</u>	<u>pts</u>	<u>upg</u>	<u>min</u>	<u>max</u>
Poor	Fan	-	-	1	Lt/S	Hd	8"	-	No	Day	3	+1Ave	10	40
Poor	Fan	-	-	1	Lt	Pol	8"	-	No	Day	3	+1Ave	10	40

Ratmen Warchiefs And Battleleaders

<u>qua</u>	<u>typ</u>	<u>str</u>	<u>res</u>	<u>wor</u>	<u>arm</u>	<u>wea</u>	<u>mov</u>	<u>sav</u>	<u>ter</u>	<u>bad</u>	<u>pts</u>	<u>upg</u>	<u>min</u>	<u>max</u>
Eli	Fan	+1	-	2	Md/S	Hd	7"	7	No	Day	29	n/a	n/a	n/a

Ratmen Individuals

Hero

<u>qua</u>	<u>typ</u>	<u>str</u>	<u>res</u>	<u>wor</u>	<u>arm</u>	<u>wea</u>	<u>mov</u>	<u>sav</u>	<u>ter</u>	<u>bad</u>	<u>pts</u>	<u>upg</u>	<u>min</u>	<u>max</u>
Eli	Fan	+1	-1	5	Md/S	Hd	7"	7	No	Day	77	n/a	n/a	n/a

Destroyer

<u>qua</u>	<u>typ</u>	<u>str</u>	<u>res</u>	<u>wor</u>	<u>arm</u>	<u>wea</u>	<u>mov</u>	<u>sav</u>	<u>ter</u>	<u>bad</u>	<u>pts</u>	<u>upg</u>	<u>min</u>	<u>max</u>
Eli	Fan	+1	-1	10	Md	2H	7"	5	No	Day	172	n/a	n/a	n/a

Wizard

<u>qua</u>	<u>typ</u>	<u>str</u>	<u>res</u>	<u>wor</u>	<u>arm</u>	<u>wea</u>	<u>mov</u>	<u>sav</u>	<u>ter</u>	<u>bad</u>	<u>pts</u>	<u>upg</u>	<u>min</u>	<u>max</u>
Vet	Fan	-	-	1	Md	Hd	7"	7	No	Day	11	n/a	n/a	n/a

Priest

<u>qua</u>	<u>typ</u>	<u>str</u>	<u>res</u>	<u>wor</u>	<u>arm</u>	<u>wea</u>	<u>mov</u>	<u>sav</u>	<u>ter</u>	<u>bad</u>	<u>pts</u>	<u>upg</u>	<u>min</u>	<u>max</u>
Vet	Fan	-	-	1	Md	Hd	7"	7	No	Day	86	n/a	n/a	n/a

Soothsayer

<u>qua</u>	<u>typ</u>	<u>str</u>	<u>res</u>	<u>wor</u>	<u>arm</u>	<u>wea</u>	<u>mov</u>	<u>sav</u>	<u>ter</u>	<u>bad</u>	<u>pts</u>	<u>upg</u>	<u>min</u>	<u>max</u>
Poor	Fan	-	-	1	Md	Hd	8"	7	No	Day	46	n/a	n/a	n/a

Courier

<u>qua</u>	<u>typ</u>	<u>str</u>	<u>res</u>	<u>wor</u>	<u>arm</u>	<u>wea</u>	<u>mov</u>	<u>sav</u>	<u>ter</u>	<u>bad</u>	<u>pts</u>	<u>upg</u>	<u>min</u>	<u>max</u>
Vet	Fan	-	-	1	Md	Hd	15"	7	No	Day	32	n/a	n/a	n/a

Scout

<u>qua</u>	<u>typ</u>	<u>str</u>	<u>res</u>	<u>wor</u>	<u>arm</u>	<u>wea</u>	<u>mov</u>	<u>sav</u>	<u>ter</u>	<u>bad</u>	<u>pts</u>	<u>upg</u>	<u>min</u>	<u>max</u>
Vet	Fan	-	-	1	Md	Hd	7"	7	No	Day	61	n/a	n/a	n/a

Command Herald

<u>qua</u>	<u>typ</u>	<u>str</u>	<u>res</u>	<u>wor</u>	<u>arm</u>	<u>wea</u>	<u>mov</u>	<u>sav</u>	<u>ter</u>	<u>bad</u>	<u>pts</u>	<u>upg</u>	<u>min</u>	<u>max</u>
Vet	Fan	-	-	1	Md	Hd	7"	7	No	Day	32	n/a	n/a	n/a

Command Banner

<u>qua</u>	<u>typ</u>	<u>str</u>	<u>res</u>	<u>wor</u>	<u>arm</u>	<u>wea</u>	<u>mov</u>	<u>sav</u>	<u>ter</u>	<u>bad</u>	<u>pts</u>	<u>upg</u>	<u>min</u>	<u>max</u>
Vet	Fan	-	-	1	Md	Hd	7"	7	No	Day	42	n/a	n/a	n/a

Ratmen Army Tactics

Ratmen armies have the advantage of a good selection of infantry types and qualities. However they do not have any cavalry which can be a distinct disadvantage when facing a more mobile opponent.

Like all armies, tactics and troop choices for a ratmen army will depend very much upon the enemy they are facing. Before choosing your army, decide upon your overall tactics you will be using so that you have the right troops for the job. Doing a quick sketch of your battle line up is a good way of checking that you have right units for the coming battle. Remember that there is no such thing as an unbeatable army so be prepared to be flexible in your tactics. To help give you some ideas I have created a sample army and given you some tactics on how to use them.

Once you have decided on your overall tactic such as a flank attack or pincer movement then it will be more easy choose your army. For my army their main tactic will be a flank attack. Command 1 (The warchiefs command) will be the main attacking force, with command 2 holding the centre and the opposite flank. This

leaves command 3 as cannon fodder or a diversionary force.

Command one is accompanied by the destroyer and the wizard who will advance along the flank with most cover, using the slaves as a screen against enemy missile troops. When in range both my units of guards can use their crossbows to reduce any dangerous units before they close in for the kill. By advancing the destroyer and the wizard along with this command I can either enhance the command's already formidable combat skills, or the destroyer and wizard can be sent to attack any vulnerable enemy individuals at the enemy's rear.

Command two's job is to hold the centre and the opposite flank while command one make the break through. For this purpose the ratmen hero usually joins this command. The combination of a hero, the giant ratmen and the sharpshooters. Should be enough to enable this command to hold out against all but the most determined opposition.

Command three can be used effectively in several ways; they can be used as cannon

fodder to protect command two or they can be used a diversionary force on the opposite flank to command one. Most enemy commanders will not be able to tell the difference between a unit of lowly slaves

and a unit of elite guards. Which means they will probably commit at least one or two units to stop them. By the time they realise their mistake it will probably be to late!

Warchiefs Command (Command 1)

1 Ratmen Warchief with a leadership of 5. 109

Individuals

1 Ratmen Destroyer 172

1 Ratmen wizard with 40 Magic Points 211

1 Ratmen Hero 77

1 Ratmen Courier 32

Troops

20 Elite Ratmen Guards with 2 handed weapons including a Leader, Standard, Musician and Champion. 300

20 Veteran Ratmen Guards with polearms including a Leader, Standard and Musician. 230

21 Poor Ratmen Slaves with hand weapons and shields including a Leader and Standard. 83

Command 2

1 Ratmen Battleleader with a leadership of 4. 79

20 Average Ratmen Warriors with hand weapons and shields including a Leader and Standard. 100

20 Average Ratmen Warriors with hand weapons and shields including a Leader and Standard. 100

6 Veteran Ratmen Sharpshooters including a Leader. 70

6 Veteran Ratmen Sharpshooters including a Leader. 70

5 Veteran Giant Ratmen including a Leader and Standard. 150

Command3

1 Ratmen Battleleader with a leadership of 2. 49

21 Poor Ratmen Slaves with hand weapons and shields including a Leader and Standard. 83

21 Poor Ratmen Slaves with hand weapons and shields including a Leader and Standard. 83

Total

2000

Someone's Kiboshed the Kaisers Karzy

A Killzone Scenario

by Steve White



"Get me the Chief of Police I want atrocities committed, multiple deaths, and if he can't deliver I want his ass on a platter."

Roll Call: 07-45

Officer Briefing: Sergeant Turncoat.

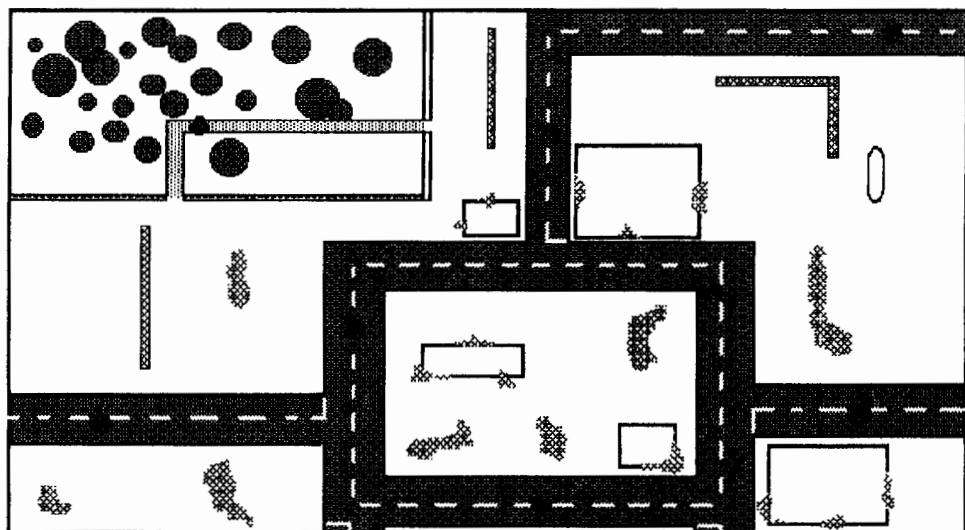
"It appears that the gang known locally as the Dung-bungers have bricked up the town's main sewer and are now living underground. This has caused one or two nasty side effects; Typhoid, Cholera, but the real problem is the Kaiser's Karzy is blocked up. The Chief has been suspended, rumour has it, by his thumbs? He has likewise threatened to do the same unto us but by a slightly more sensitive part of our anatomy if this matter isn't resolved as soon as possible. He also sends his congratulations to the cook, apparently it's her 25th wedding anniversary."

"What about the mass murder on 27th Avenue"; interrupted a rookie cop.

The Sergeant dipped his head for a second; "we'll put a traffic warden on that. These sewer rats have maximum priority. Take his name Lieutenant."

"Right, now listen carefully. This is the plan. I don't want any mistakes, our jobs are on the line. We'll go in by squads, and use CS gas on the sewer outlets. Lieutenant Krakow will lead squad A and I'll lead squad B, and remember; someone who's got nothing has got nothing to lose. So let's be careful out there."

Scene of Operations



Special rules

Gang members pre-designate which part of the sewer they are in, and can only appear from that outlet. Write their names or designate a letter or number to each figure and place it on the underside of the figure and relevant manhole cover. The figure can then be deployed from that particular manhole at the beginning of any game turn. The order they arrive on table with is the same as the Gang leader's current order. If the Gang leader wishes to change orders, only those already on the table must be within 8 inches.

They can appear from outlets at full speed. Gang members firing from sewer outlets count soft cover on the grounds that their head, arms and chest need to be above ground to fire.

Cops can fire CS Gas canisters from their shotguns. 1 canister is issued to each man. The maximum range of a canister is 12 inches. Short range is up to 6 inches. A 6 is

required to hit at long range, and a 5 or 6 for short range.

All figures within 3 inches of the target spot immediately become suppressed. Anyone caught in the gas, must attempt to escape from it.

They cannot attempt to remove suppression if they fail to escape and remain within the gas cloud.

If the gas cloud lands in the open, figures in buildings within the target area remain unaffected by the gas.

Gas landing in the open lasts for one turn.

Gas fired into a building lasts for two turns.

Gang members gassed underground must immediately surface and are suppressed (unless they wear gas masks).

At the beginning of each turn each gang member above ground, and within 8" of Sergeant Turncoat throws a dice, if it's a 1 they surrender. Read 'em their rights and lock 'em up.

Victory Conditions

Cops

The object of the game is to clear the sewers and once again allow the Kaiser to settle down with his newspaper for his morning constitutional. Without this luxury in his life he is miserable to the point of being totally unbearable. While this situation continues any cop who even vaguely irritates him could find the Kaiser's boot up his ass, and end up adding to the unemployment statistics. Therefore clearing the sewers of the perpetrators, arresting them so the Kaiser can vent his spleen upon them, and allowing a maintenance crew down there to unblock the system, should be your sole aim in life.

Dung-bungers

Your aim is much simpler. Hold the cops off as long as you can, kill a couple if you like, stop them gassing the sewer, and get right up the Kaiser's nose.

Victory Points

Dung-bungers Victory Points		Cops Victory Points	
Each cop killed	3	Each gang member arrested	3
Each sewer manhole held	3	Each sewer manhole gassed	3
Each cop suppressed	2	Each gang member killed	2
Each round after round six that the Gang members fight.	2	Each gang member suppressed	1

Cops Personnel Roster

Cops Squad 1	Cops Squad 1
1Cop, Leader, Lt Ass Cannon, HS, Nstk.	1Cop, Leader, Machine Pistol, HS, Nstk.
1Cop, Subleader, Hvy Handgun, HS, Nstk.	1Cop, Subleader, Hvy Handgun, HS, Nstk.
1Cop, Machine Pistol, HS, Nstk.	1Cop, Machine Pistol, HS, Nstk.
1Cop, Auto Shotgun, Handgun, HS, Nstk.	1Cop, Auto Shotgun, Handgun, HS, Nstk.
1Cop, Auto Shotgun, Handgun, HS, Nstk.	1Cop, Auto Shotgun, Handgun, HS, Nstk.

The nightstick counts the same as a chain in combat.

Dung-bungers Membership List

Gang 1 Members	Gang 2 Members
Leader, Autoshotgun, Hdgn.	Leader, Shotgun, Hdgn.
No.2, Shotgun, Sword, Gasmask.	No.2, Machine Pistol, Hdgn.
No.3, Hvy Hdgn.	No.3, Autoshotgun, Gasmask.
No.4, Hdgn, Razorclaws, Grenade.	No.4, Shotgun, Dagger, Gasmask
No.5, Umbrella, Gasmask, Hndgn, Grenade.	No.5, Chain, Dagger, Gasmask.
No.6, Sword, Dagger.	No.6, Scattergun, Sword.

The umbrella conceals a sword, so use these modifiers in combat.

GRENADIER ONLINE

Grenadier launch themselves into cyberspace with yours truly as the cybernaut in control.

Last issue I mentioned that I am now online on CompuServe representing Grenadier. If you read this and was left wondering what the hell I was on about, then read on.

CompuServe is a computerised information service with roughly two million members. All you need is a computer, modem, and telephone line (or access to one) and you are ready. With these basic tools you can E-Mail me via the Internet. This is the basis of the much talked about Information Superhighway. It is a means by which computers can talk to each other all over the world. Many companies and most Universities have already got a connection to the Internet. However this is not a system for novices. Navigating the Internet can be a daunting task for many. A much simpler way is to do it via a service like CompuServe. On the PC and Mac you have a very simple graphical interface of the usual pull down menus and icons, that makes access and navigation very, very simple. To gain the use of this system you have to be a member, and own a 1200, 2400, or 9600 Baud Modem. Membership costs £24.95. However if you scan the computer magazines you can often see offers for reduced price or even Free membership. Once you are a member you have to pay a monthly membership fee of about £6.50 (all charges are in dollars, so prices change according to the exchange rate), and then connect charges depending which service you are using. Electronic mail for instance is free, however the Roleplaying Forum an extended service costs between 5.5p a minute for low speed modems to 11p a minute for high speed. On top of this you have to pay for the time you are on the phone. There are access numbers for CompuServe in over 100 cities. So for most it is just the price of a local call, about £1 an hour at cheap rate. So what does this add

up to in the end. Well if you only access the system during cheap rate periods it works out at roughly £4.40 or £7.60 an hour plus monthly membership. This is a lot of money just to talk to me, I hear you cry. I would obviously disagree because I think I'm worth it, but there is a lot more to it than that. There are forums for everything. Forums are where you go to chat to people, ask questions, or download programs or information. There are forums for computers, computer games, comics, scifi and fantasy, astronomy, music, fishkeeping, I mean you name it and they've got people online 'talking' about it. Also all the latest news, weather and sport from around the world are available. So all in all a very comprehensive service. If you live in the UK and want to find out more ring free phone 0800 289378. If you live outside the UK then check out the computer press for your local number.

If you are already a member you can leave a message for me in the RPG Forum (GO RPGAMES) in the RPG Industry or Miniatures section. My number is 100407,450. In the Miniatures Library you will find the latest price list, information on the latest releases, and photos of the latest figures available to download. These are available as soon as I get them, which can be much sooner than they appear in Warrior. In the RPG Industry Library is all the latest information on Killzone.

If you already have a connection to the Internet either in your college, university or business, then you can Email me at the following number:

100407.450@compuserve.com

Well I hope that has made things a bit clearer. Unfortunately I've just read it back to myself and have my doubts.

"DEAR DEREK"

The Warrior Agony Aunt at your service.

Clint Simmons of Clevedon, Avon writes:

Dear Derek

I must congratulate you on your most excellent achievement with issue 10 of Warrior magazine. Absolutely brilliant, hard cover and photos of new releases are excellent, long may it continue. My next year's subscription has already been sent off. Now onto Fantasy Warriors, again brilliant and outstanding, new releases of figures and buildings score full marks again. Firstly the Barbarian Outpost, already this is awaiting its line in the Simmons painting production line, and gaming scenarios are tripping off the imagination. The current release of new figures do everything to confirm Grenadiers position as the no.1. The Barbarian Cavalry along with Hero and Battleleader really are superb. I also found lurking in my local Virgin Megastore the Dwarven Handgunners, really impressive. Anyway with all these releases may I be so bold as to ask for the following official stats.

1. Barbarian Cavalry including command figures, Battleleader and Hero.
2. Dwarven Handgunners
3. Ratmen Army. Again an impressive addition to the army selection.

I also note that released separately are 8504 and 8505 Skeletons. Are these to be treated as Undead or as a new army.

One last query which often causes near mortal combat over the gaming table regards a command that has been annihilated. A certain warchief who will remain nameless (*Shame! Shame! I could have publically humiliated him. D.*) often argues that a command is not annihilated, hence the need for a command test, if the battleleader is still alive although all other units in the command no longer exist. My argument runs that as an individual the Battleleader cannot count as a command, am I right?

D. *I love letters that start like this. Plenty of*

hearty backslapping etc. Send lots more of those please everyone. Glad you liked issue 10. It was how I had envisioned Warrior looking for some time, and at last we have achieved it. Nice to see you're re-subscribing. The more people that do this, the more secure the future of Warrior is.

I must admit the Barbarian Outpost is my favourite piece of Barry's work, I cannot recommend it highly enough.

I think we've managed to cover all your required profiles in this issue, and we are *making an effort to make the Profile Updates a regular feature of Warrior.*

The skeletons can easily be incorporated into the present Undead army by using the army list in the Companion.

As regards the loony warchief, you are right, and he is very wrong. Fortunately you can prove this in black and white. A command is described as "consisting of one or more units" on page 7 of the rulebook, so you can fling that at him first. If he tries it on again then pick up the Companion and turn to page 75 the Update section and rub his nose in the paragraph entitled Command tests. This should hopefully clear up any further problems.

Many questions regarding Fantasy Warriors could be cleared up by reading through this section of the Companion, so if you have any problems in the future it's worth having a glance through it to see if it's covered there before you actually come to blows.

Shows

I received a couple of letters asking if we will be running any more games this year.

We will be running participation games of Killzone in November and December at the following venues:

You will find me at the show held at Henry Harbin School, Poole on the 27th November. Robin will be running a game at Uicon in Portsmouth (see page 2 for details).

So hopefully we'll see some of you there.

Illustrators Wanted

Good Sci-Fi / Fantasy artists for Warrior, particularly for the Killzone section. Please write enclosing a sample of your work and your telephone number to my address at the bottom of the page.

Back Issues

Back issues of Warrior are now available at 55p each.

Issue 1. To Be a King. Scenario for Orcs and Dwarves by Robin Dear.

Issue 2. The Undead Army. Tips on using the undead. The Battle of Kicking Bottom.

Issue 3. The Battle of Dunbarrow. A battle report. Using a Fighting Men Army. Rules Update. Some new orders by Nick Lund.

Issue 4. DragonLords Preview. The Battle of the Plains of Plenty scenario. Design Notes by Mark Coplestone. Barbarian Do's and Don'ts. Salute battle report. Future Warriors.

Issue 5. The Temple too Far scenario. More Future Warriors. The Melting Pot, Dark Elf rules and new magic spells. Fantasy Warlords, 15mm gaming.

Issue 6. Before the Dawn scenario. Orders by Unit. The Art of Changing Orders. Terror Tactics. Magic Weapons.

Issue 7. Juggernaut Tactics. The Search for Scaraz Scrim battle report. The Crown of Isrimdal, part 1 of a Fantasy scenario. Eurogencon, Future Warriors.

Issue 8. Tricks and Tactics, how to pass that all important command test. The Crown of Isrimdal Part 2. Design Notes by Mark Coplestone. The Little Wars. The first of 5 Fantasy scenarios. Killzone, a battle report and all the latest on the game. Take cover, making scenery for Killzone.

Issue 9. Part 2 of The Little Wars scenarios. The Defence of Applechurch., a battle report. Operation B7, a Killzone scenario. Tricks and Tactics for Troopers and Bikers. Killzone review by Steve Gill.

Issue 10. The Little Wars Part 3. Operation Sword Thrust, dirty tricks for Fantasy Warriors. Killzone Predator Scenario and Battle Report. Killzone at Eurogencon. The

Barbarain Outpost.

Subscriptions

As I mentioned in the News section, Subs are now available. The price for 6 issues is as follows:

U.K, Europe, and B.F.P.O £3.00

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Any Letters, or articles concerning, Warrior or Fantasy or Future Warriors should be sent to:

Derek Mugridge,

14 Claremont Crescent,

Regents Park,

Southampton, Hants. SO15 4GS

Grenadier Online

Contact me on the **Compuserve RPG Forum** in the **RPG Industry** or **Miniatures** section or **E-Mail** me directly on **Compuserve 100407,450**

Next Issue

The Final Sovereignty. The conclusion of Doug Cowies epic Little Wars scenario.

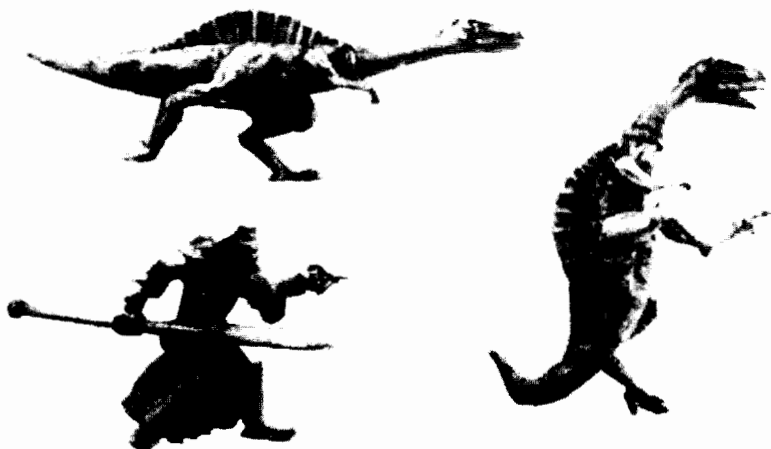
TurfWar. A Killzone scenario by Robin Dear.

Plus all the usual News, Reviews.

LATEST RELEASES

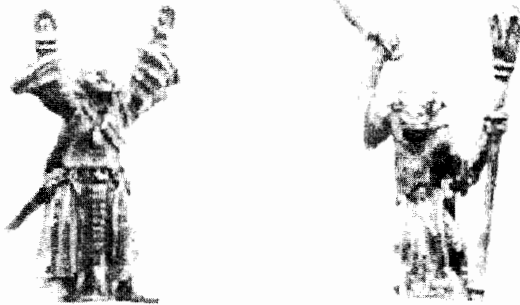


8532 Eastern Warriors - £5.00

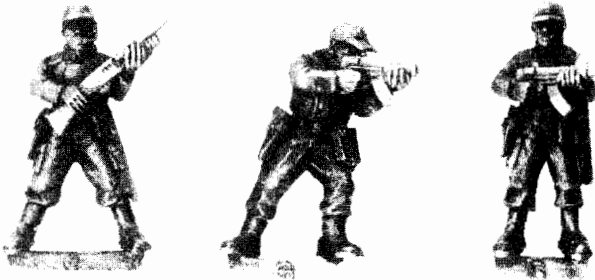


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AUG / SEPT

ISSUE 10

WARRIOR

For Fantasy and SciFi Wargamers 55p



Grenadier

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The Little Wars Continue

Predator - A Killzone Scenario

Killzone Battle Report

Latest News on Future Releases



ISSUE 10

Warrior

Grenadiers
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Aug / Sept 1994

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Editor:	Derek Mugridge
Contributors:	Doug Cowie, Robin Dear, Jason Humphreys, Steve Gill, Steve White
Illustrations:	Mark Coplestone, Derek Mugridge, Colin Langeveld, Barry Quin

News

New Releases

The latest release available now from Grenadier is their first supplement for Killzone. This is a collection of starter scenarios entitled **Into The Killzone** and costs a mere 99p. It contains four short scenarios written by Doug Cowie, welcome home, who's out there, shoot the suit, and showdown, which are suitable for both beginners and veteran players alike. We've played them out and have found them to be enjoyable and well balanced games. They allow beginners to set up games with the minimum of fuss, as all the terrain requirements are described as are the squads involved. All the atmosphere of everyday life in the Killzone is provided, all that's left for you to do is play and have a good time. For veteran players the scenarios provide you with plenty of scope to play and expand on them as much as you like. Although only eight pages long there is much to get excited about when you **see** Into the Killzone. It is glossy, fully illustrated with Mark Copplestones pictures, of which an example you can see on the front cover of this issue, and basically looks a very polished, quality product. Something Grenadier has always fallen down on, and always been criticized for in the past. If this is a sign of the calibre of products we can expect in the future then we can begin to get very excited. Pay your 99p and feel the quality, Grenadier have finally done it. With excellent production such as this, Nick Lund's rules might now get the popularity that they so richly deserve. Doug is already writing a much bigger, in depth, set of scenarios, more on those next issue.

Grenadier's catalogue, which will include pictures of their entire figure range is due out hopefully in October. The Killzone supplement which comprises rules to expand the present game is also well under way. This will include rules for new orders, martial artists, special ops teams, media teams, assassins, medics, medikits, respirators, sentry guns, techs, and electronic systems, which will include auto lock and fire, jammers, lock breakers, screamers, Loki,

kickback, friend and foe tags. Lots of machines, droids, robots, and replicants including hunter killers, systems killers, and stealth robots. Rules for building characters, buying skills, orders and gaining experience. Buying cyberware such as neural, optical, and audio implants, and cyber limbs and body parts. Also rules for stimulants such as alcohol, kick and hyperwire. Wounding, shooting point blank, Lt, med and hvy Armour, Power armoured troopers, new weapons such as rotary machine guns, smart rockets, molotov cocktails, gas, stun sticks plus many more. Finally rules for on going games, points values for equipment brought at street value and on the black market, and some brief vehicle rules to finish off. More rules than you can shake a stick at. Phew I think Nicks covered everything I can think of. Enough there to keep budding Killzone players going for some time I think. I for one am certainly looking forward to seeing them even more so having now seen Into the Killzone. Look out for a preview in the next Warrior.

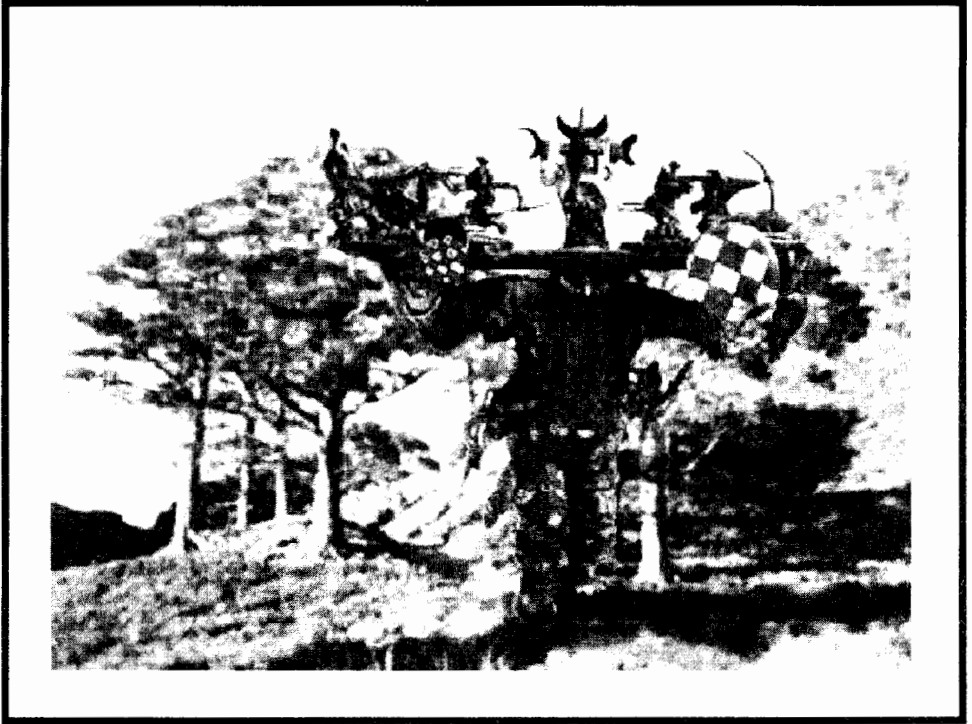
Many eagle eyed Fantasy Warrior players will have noticed I failed to mention Campaign. I receive many letters and requests at shows asking when this will be released. Unfortunately this has had to be postponed due to the popularity of Killzone and the demand for more Killzone products. All I can suggest is either carry on enjoying Fantasy Warriors as it is, make up your own rules, or jump on the bandwagon and have a go at Killzone. Honestly, even if you haven't played Sci-Fi before, I am convinced that anyone who enjoys Fantasy Warriors will enjoy Killzone as much, if not more. If your looking for something fresh and new you couldn't make a better choice. Fantasy Warriors has not been forgotten about, and Warrior will still continue to cover it. I do try to maintain a 50:50 balance in the coverage of both games whenever I can.

Grenadier Online

You can now 'talk' to me on the **Compuserve RPG FORUM** (RPG Publishers section) or E-Mail me on Compuserve 100407,450.

THUNDERBOLT FROM THE MOUNTAINS

by Doug Cowie



BACKGROUND

During the Little Wars, the Karthrunians attention was mainly focused far to the south upon the dreadful threat of the arisen Necromancer. They felt that once they had dealt with that fearsome enemy they could re-conquer Miltrin with ease. However the string of reverses that their forces experienced against the Miltrinians became alarming and a descent upon the northern lands of Karthrun by the Miltrinians became a real possibility. Something had to be done to slow down or reverse the Miltrinian success and the Karthrunian general staff, casting round for some instrument to enforce their plan, came upon a very potent goblin force that had been raiding the territory of the Lombogariths to the west of the Dracic mountains. This force was

persuaded to join up with Karthrunia in exchange for a share in the spoils of a re-conquered Miltrin. Normally it would be a very desperate general indeed who pinned his hopes on a bunch of goblin raiders but these goblin raiders had one very particular strength that promised every chance of success. Within their ranks was one of the monstrous goblin war giants, veritable behemoths over 40 feet tall, carrying full sized ballistas on a fighting platform across their shoulders and capable of crushing whole armies beneath their mighty feet. Moving by night, the goblins crossed the Dracic mountains and prepared to hurl themselves upon the advance guard of a by now confident Miltrinian army.

Armies

Goblins

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Warchief on foot: Godblad Gudblud Ldr 5	Elite	Fan	n/a	n/a	n/a	n/a	Hd	Md/Sh	1	114	114

Warchiefs Command

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Hobgoblin Hero: Zif No Tribe	Elite	Fan	n/a	n/a	n/a	n/a	2Hd	Md	1	97	211
Goblin Hero: Baz Baz Biz	Elite	Fan	n/a	n/a	n/a	n/a	2Hd	Md	1	82	293
Goblin Destroyer: Chief lhali	Elite	Fan	n/a	n/a	n/a	n/a	2Hd	Md	1	182	475
Wizard of the Bad Smile: 40 mp's	Vet	Fan	n/a	n/a	n/a	n/a	Hd	Lt	1	210	685
Goblin Giant Spider Riders: The Web Fiends, Leader Rilmig Rii	Vet	Fan	Yes	Yes	No	No	Gn/Hd	Lt	5	365	1050
Great Goblin Infantry: The Sky Scrapers, Leader Great Chief Scrid	Vet	Tri/Fan	Yes	Yes	Yes	Yes	Hd	Lt/Sh	24	208	1258

Battleleader's Command

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Battleleader on foot: Hanbad Gudblud, Ldr 4	Vet	Fan	n/a	n/a	n/a	n/a	H&H	Md/Sh	1	84	1342
Goblin War Giant: The Earthquaker	Ave	Tri/Fan	Yes	n/a	n/a	n/a	Hd	Md	1	626	1968
Goblin Infantry: The Iron Feet, Leader Totem Server Hiz.	Vet	Tri/Fan	Yes	Yes	Yes	Yes	Hd	Lt/Sh	24	184	2152
Goblin Infantry: The Fire Lords, Leader Chief Khib Khin	Vet	Tri/Fan	Yes	Yes	Yes	Yes	B/Hd	Lt/Sh	24	184	2336
Goblin Archers: Red Rain Tribe, Leader Chief Hiriz Hiz	Ave	Tri/Fan	Yes	No	No	Yes	B/Hd	Lt	12	80	2416
Goblin Archers: Swift Death Tribe, Leader Jekal Gudblud	Ave	Tri/Fan	Yes	No	No	Yes	B/Hd	Lt	12	80	2496

Miltrinians

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Warchief on Warhorse: Baron Atava (The Reckless) Ldr 3	Elite	Disc	n/a	n/a	n/a	n/a	Hd	Xh/Sh	1	105	105

Warchiefs Command

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Command Herald on Horse: Herald-Major Kaspa Valmor	Vet	Disc	n/a	n/a	n/a	n/a	Hd	Xh	1	72	177
Druid on Horse: Brother Fedworth, 40mp's	Vet	Disc	n/a	n/a	n/a	n/a	Hd	Lt	1	215	392
Hero on Warhorse: Sir Levi Atava	Vet	Disc	n/a	n/a	n/a	n/a	La/Hd	Xh/Sh	1	142	534
Courier on Horse: Cornet Pitril Stretson	Vet	Disc	n/a	n/a	n/a	n/a	Hd	Lt	1	57	591

Cavalry Command

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Battleleader on Warhorse: Brigadier Lord Pitril Stretson. Ldr 4	Elite	Disc	n/a	n/a	n/a	n/a	Hd	Xh/Sh	1	120	711
Feudal Cavalry, Knights of the No'riands: Leader, Sir Jovi Randor	Vet	Disc	Yes	Yes	Yes	Yes	La/Hd	Xh/Sh	6	268	979
Feudal Cavalry, Men at Arms of the Nor'lands: Leader: Sir Blayn Mirth	Ave	Disc	Yes	Yes	Yes	Yes	Sp/Hd	H/Sh	15	415	1394
Detachment from the Light Squadron, Young Gentlemens Light Horse: Leader, Ensign Frith Walmor	Ave	Disc	Yes	No	No	Yes	B/Hd	Md	10	220	1614

Infantry Command

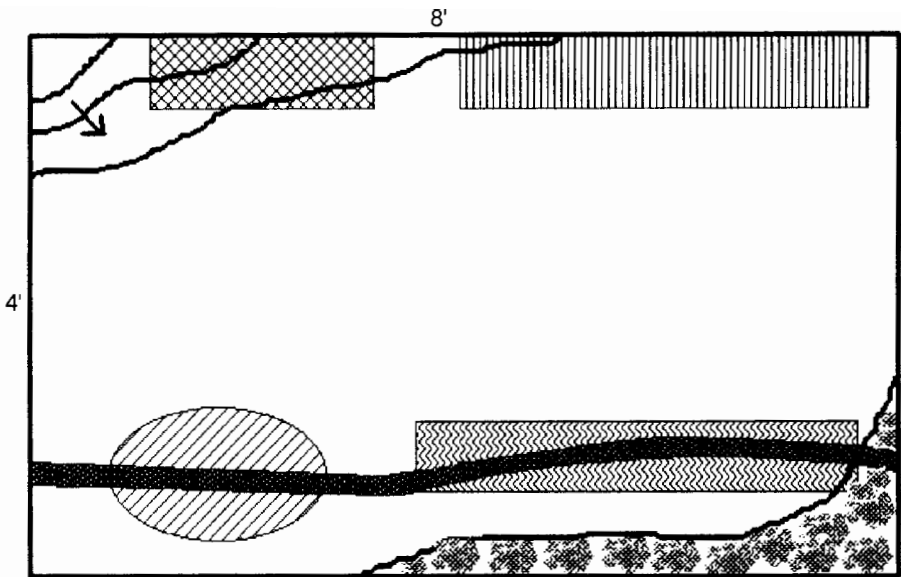
Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Battleleader on Warhorse: Brigadier P.L. Stumpff. Ldr3	Elite	Disc	n/a	n/a	n/a	n/a	Hd	Xh/Sh	1	105	1719
Feudal Infantry of the Outlands: Leader, Colonel Baglin Wath	Ave	Disc	Yes	No	Yes	Yes	PK	Lt	30	180	1899
Feudal Infantry of the Low Counties: Leader, Colonel Torro D'Osso	Ave	Disc	Yes	No	Yes	Yes	PK	Lt	30	180	2079
1st Miltrin Rabble-at-Arms: Leader, Militia Colonel Farn Param	Poor	Disc	Yes	No	No	Yes	Sp	Lt	20	100	2179
Feudal Infantry, Consolidated Archers: Leader, Sergeant Major Boro Krantz	Ave	Disc	Yes	No	No	Yes	Lb/Hd	Lt	12	92	2271
Feudal Infantry, Consolidated Archers: Leader, Sergeant Major Harad Henlan	Ave	Disc	Yes	No	No	Yes	Lb/Hd	Lt	12	92	2363
The Honourable Miltrin Crossbow Company: Leader, Sergeant-at-Arms Pooley	Vet	Disc	Yes	No	Yes	Yes	Xb/Hd	Md	12	138	2501

THE HISTORICAL BATTLE

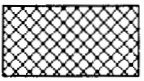
On the march he was rarely to be seen, believing that the organisation of such things was beneath the dignity of a gentleman. His subordinates took care of such things by default rather than delegation. The result was usually an acrimonious and ill considered compromise with all the cavalry far ahead and the discontented infantry

trailing behind breathing their dust.

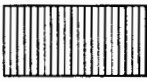
As the tide of success in the Little Wars turned in favour of Miltrin, Atava, already secure in the fact of his own excellence (despite all evidence to the contrary) became even more confident and arrogant than usual. He was in command of the advance guard of the army on the evening



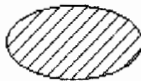
KEY



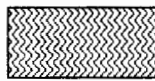
Spider riders, Grt
Goblin Inf,
Heroes, Wizards



Goblin Army



Miltrinian
Cavalry



Miltrinian
Infantry



Road



Forest



Slope

when the goblin host attacked, striking the Miltrianians like a thunderbolt from the mountains. As usual, his force was hopelessly strung out with the cavalry far ahead. The goblins came in on his flank and, whilst the spider riders, great goblin infantry, heroes and wizard cut off and engaged the cavalry, the rest of the goblin force led by the fearsome and (on this occasion) invincible giant, destroyed the remainder of the Miltrinian army. They then turned on the cavalry which, after relatively light losses, ignominiously fled, abandoning what was left of the infantry to a terrible fate. Atava was with the cavalry and escaped.

This setback almost destroyed the hopes of Miltrinian freedom and if it had not been for the unlooked for intervention of other forces

(see the next battle Unexpected Allies) the whole brave attempt must have foundered largely due to Atava's criminal ineptitude. He continued as an active member of the Grand Council of Miltrin, eventually retiring in old age to his numerous estates, loaded with honours and wealth.

REFIGHTING THE BATTLE

Terrain and deployment should be as per map
All deployment must be within 12" of baseline
Lord Atava must be deployed within the Miltrinian cavalry deployment zone
Miltrin outscouted.

Miltrin cavalry disorganised.

Goblins not disorganised and don't have to have hold orders.

Time. Last segment of daylight.

Operation Sword Thrust

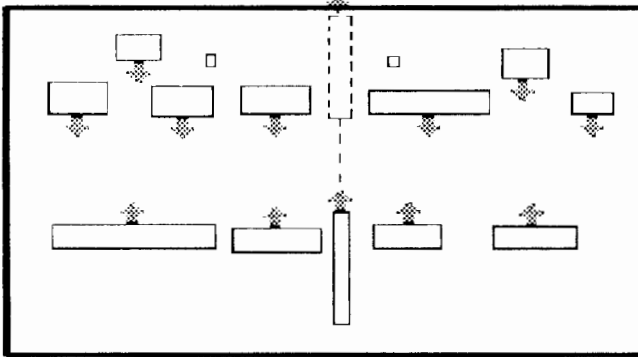
by Steve White

If you can keep your head when all those around you are losing theirs, then you've probably totally misread the situation.

This is an old fire brigade saying but in the Grenadier world where a fool and his head are easily parted it's no less true.

As many of you may be aware, I, Corrulluden, Barbarian Warchief, am at war with Sir Robin the Reliant. Sir Robin's clever, really clever, he works out the odds, he's also devious and cunning. But the real trouble with Robin is he's an alien, and when you are fighting an alien you have got to fight dirty, none of this "I say, you fire first old chap" stuff. It's come out of the sun and kick 'em in the parts that even

extreme it's just no one has tried it. So here goes. Line all your troops up as normal, the difference being one missile unit will be in single file. It should be a command of about 12 men including a hero, battle leader, heralds, and a wizard (30 pts) etc, but all combined no bigger than 12, and be at least veteran in class. As all the usual advances feigns and missile exchanges take place launch your Blitzkrieg and hasten this unit between your enemy's lines to his rear. Being on oppose orders and in single file it should be easy to slip through all but the smallest gaps. Always give this command the last initiative counter so enemy units will have



Heineken can't reach. (I know I've tried). Sir Robin has also allied with the Halflings and that good for nothing Scusser Jason the Dark Elf. It's grim, so grim that I am gonna have to start being nice to Derek the Goblin and that's what really hurts.

My war council met to hammer some new strategies. Barbarians don't fare well when toe to toe with Knights.

We needed something new, something that would shake the rivets off them and new it is. These tactics are not without risk, but if used at the right time could have your opponent reaching for the valium bottle only to find you have already captured it.

Like all the best tactics this is simple to the

used up their movement. This is IMPORTANT! You don't want them counter attacked by the bodyguard which tends to be at the rear. You now have one clear round of shooting with panoramic views of your enemy's under belly. The unit's wizard may, if magic points allow be able to pick off an unsuspecting individual, dare I say a warchief. It will also be risky for your opponent to counter attack because of the battle leaders and hero's worth. Also remember that missile troops have a 360 degree field of fire.

These tactics are untried, untested and at present under my sole command. They are also so secret that if you never get to read them it is because I've eaten 'em Gulp!

PREDATOR

A Killzone scenario

by
Steve Gill

Steve's been running this scenario at various shows around the country. We saw it at Eurogencon and were well impressed. So for those of you unable to get to a show to play it, Steve has kindly provided it for you to enjoy in the comfort of your own home or club.



The Predator and the Gang

Location:

Urban Zone near park

Groups:

Predator Hero

Trooper Hero

Trooper Squad

Gang (poss multiple groups)

Scavengers

Law Enforcers

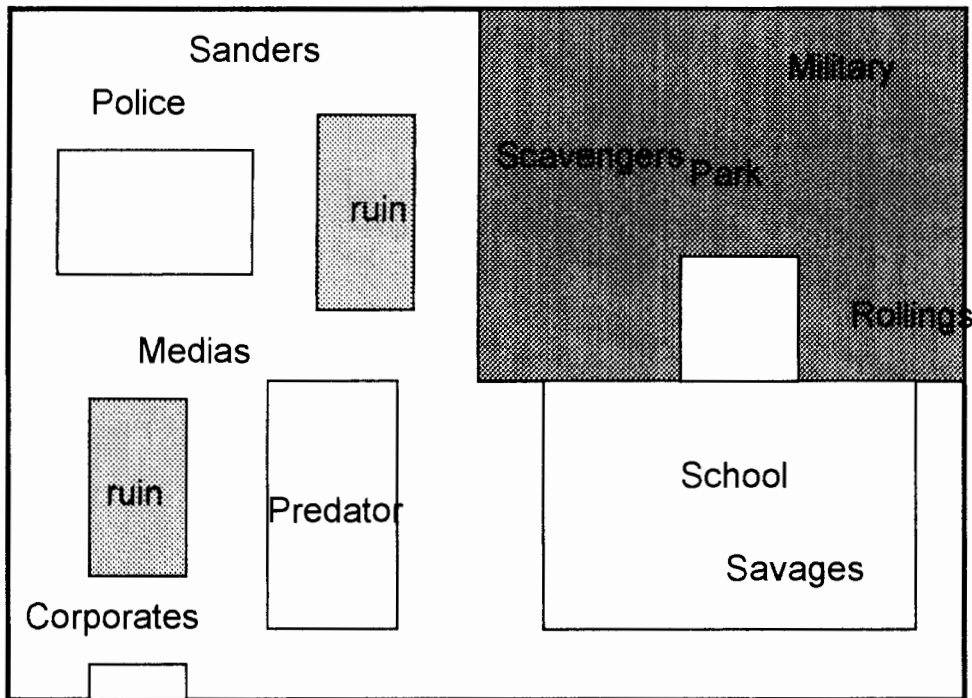
poss Cop Hero

poss Corporate team

poss Media group

Scene:

A single Predator is in the city hunting for John Rollings, an experienced combat veteran. It has moved into a disused building in the same block as the local combat gang, the Cut Crew. Three of Rollings' friends have been killed in this area, the remains have been found in the park, and he has decided to investigate. At the same time both the army and the police have decided to send people in. The Scavengers live in the park.



Predator:

Briefing:

Hunting for John Rollings the local military commander, you spent the past two weeks trying to get his attention. He has finally decided to come into the area, so at last his skull shall be yours. Typically it has now started to rain so your stealth suit doesn't work properly. There seems to be some kind of peace between the gang in the area and the local authorities.

Name	Rank	Equipment	Points
Predator	Hero	Light Armour, Stealth Suit, Sighting Aid, Night Sight, Razor Claws on both hands, Dagger, Light Laser, Disc, Spear.	214

Special Rules:

The Predator receives the same reduced movement penalties as the Scavengers. Use the Machine Pistol profile for the Disc and the Auto Shotgun profile for the Spear.

The Stealth Suit gives a -1 to all targetting attempts against the Predator on top of other modifiers.

All groups should have equal points with the exception of the Predator.

D.M The rules for the Laser are in the process of being amended, due to the fact that in it's present form it's not powerful enough. The amendments being playtested at present are:- Lasers can pass through light armour very easily, so ignore armour. Therefore all kills are +7. Targetting is always counted as close range.

John Rollings: Trooper Hero.

Briefing: As the local military commander it is your job to stamp on any armed uprisings or violence in the area. In the past two weeks 3 of your team have been killed in the region of Memorial Park and their remains found there. You suspect the local gang, the Cut Crew even though there is a truce between you, but it is possible that the City Ramblers, a scavenger group based in the park, are involved. The Ramblers live in the park near the memorial, the Crew live in the old school (the large building adjacent to the park).

Name	Rank	Equipment	Points
John Rollings	Hero	Light Armour, Machine Pistol, Heavy Handgun, 4 Grenades	154

Sgt Cooper: Trooper Squad.

Briefing: The local military team. In the past two weeks 3 of your team have been killed in the region of Memorial Park and their remains found there. Your Captain, John Rollings, suspects the local gang, the Cut Crew, who live in the old school (the large building adjacent to the park). He has gone off on his own to check out the area. You have decided that it might be useful for one of your patrols to 'just happen' to be in the neighbourhood in case he needs support.

Name	Rank	Equipment	Points
Sgt Cooper	Squad Leader	Light Armour, Military Assault Rifle, Handgun, Headset Contact, 1 Grenade	59
Cpl Jones	Sub Leader	Light Armour, Military Assault Rifle, Handgun, Headset Contact	48
Trooper 1	Trooper	Light Armour, Military Assault Rifle, Handgun, Headset Contact	43
Trooper 2	Sniper	Light Armour, Assault Rifle, Handgun, Headset Contact, Sighting Aid	50
Total			200

Jim Bryant: Corporate Trooper Squad.

Briefing: You work for a military technology corporation. In the past two weeks there have been many deaths in the region of Memorial Park. In the same time period there have been strange signals detected by the company's detectors. It seems the military and police have decided it's time to investigate. Your company has decided that it might be useful for one of your patrols to 'just happen' to be in the neighbourhood in case there is any technology that needs looking at.

Name	Rank	Equipment	Points
Sgt Bryant	Squad Leader	Light Armour, Military Assault Rifle, Handgun, Headset Contact, 1 Grenade	59
Cpl Laves	Sub Leader	Light Armour, Military Assault Rifle, Handgun, Headset Contact	48
Trooper 1	Trooper	Light Armour, Military Assault Rifle, Handgun, Headset Contact	43
Trooper 2	Sniper	Light Armour, Assault Rifle, Handgun, Headset Contact, Sighting Aid	50
Total			200

Cut Crew: Savages.

Briefing: Lately there has been a lot of deaths in your area, though luckily none of the Crew have died. The Authorities have been paying a lot of attention to the area and you suspect that soon they will break the truce between you by entering your area. They should not be allowed to enter any of the buildings on your side of the park.

Name	Rank	Equipment	Points
Death's Head	Leader	Shotgun, Dagger	20
Dragon	Sub Leader	Sword, Dagger	16
Wolf	Member	Auto Shotgun	10
Wolf Cub 1	"	Machine Pistol, Dagger	20
Wolf Cub 2	"	Heavy Handgun	14
Wolf Cub 3	"	Tonfa	9
Mama's Boy	"	Assault Rifle, Dagger	28
Green Mamba	"	Machine Pistol, Dagger	20
Teddy Bear	"	Sword, Dagger	11
Jason	"	Handgun, Dagger	12
Barbie	"	Crossbow, Sword	14
Red	"	Chain, Dagger	9
Vixen	"	Handgun, Axe	13
Trashman	"	Club, Shield	10
Total			206

Special Rules:

Profiles for the following weapons do not yet exist. These should be exchanged for the following existing ones:-

- For the Tonfa - Daggers
- For the Crossbow - Handgun
- For the Axe - Claws
- For the Club - Claws
- For the Shield - Dagger

Flame: Savages Hero.

Briefing: Lately there has been a lot of deaths in your area, though luckily none of the Crew have died. The Authorities have been paying a lot of attention to the area and you suspect that soon they will break the truce between you by entering your area. They should not be allowed to enter any of the buildings on your side of the park.

Name	Rank	Equipment	Points
Flame	Hero	Flame Thrower, Assault Rifle, Dagger	153

City Ramblers: Scavengers.

Briefing: Lately there has been a lot of deaths in your bit of the park, though luckily none of the Ramblers have died. The Authorities have been paying a lot of attention to the area and you suspect that they will soon decide to dig around your area. They should not be allowed to enter any of the copses in your area of the park.

Name	Rank	Equipment	Points
Country Joe	Leader	Assault Rifle, Sighting Aid, Dagger	48
Patch	Sub Leader	Auto Shotgun, Handgun	19
Bald Eagle	Member	Auto Shotgun, Handgun	14
Tophat	"	Scatter Gun, Sword	14
Gent	"	Handgun, Grenade	17
Cowl	"	Assault Rifle, Handgun	31
Chinaman	"	Shotgun, Sword	12
Flyboy	"	Machine Pistol, Handgun	23
Outlaw	"	Machine Pistol, Handgun	23
Total			201

Drifter: Scavengers Hero.

Briefing: Lately there has been a lot of deaths in your bit of the park, though luckily none of the Ramblers have died. The Authorities have been paying a lot of attention to the area and you suspect that they will soon decide to dig around your area. They should not be allowed to enter any of the copses in your area of the park.

Name	Rank	Equipment	Points
Drifter	Hero	Assault Rifle, Handgun	131

Dave Sanders: Law Enforcer Hero.

Briefing: As the local police commander it is your job to uphold the law in the area. In the past two weeks there have been many deaths in the region of Memorial Park. You suspect the local gang, the Cut Crew, are being set up by someone.

Name	Rank	Equipment	Points
Dave Sanders	Hero	Light Armour, Light Assault Cannon, Handgun	140

Sgt Williams: Law Enforcer Squad.

Briefing: The local cops. In the past two weeks 3 of the local military support have been killed in the region of Memorial Park and their remains found there. Your Lieutenant, Dave Sanders, suspects the local gang, the Cut Crew, who live in the old school (the large building adjacent to the park) are being used as a dummy by person(s) unknown. He has gone off on his own to check out the area. You have decided that it might be useful for one of your patrols to 'just happen' to be in the neighbourhood in case he needs support.

Name	Rank	Equipment	Points
Sgt Williams	Squad Leader	Light Armour, Machine Pistol, Handgun, Headset Contact	42
Officer Timms	Sub Leader	Light Armour, Machine Pistol, Handgun, Headset Contact	37
Officer 1	Enforcer	Light Armour, Machine Pistol, Handgun, Headset Contact	32
Officer 2	"	Light Armour, Auto Shotgun, Handgun, Headset Contact	23
Officer 3	"	Light Armour, Auto Shotgun, Handgun, Headset Contact	23
Total			157

Mary Kelly: Media Team

Briefing: You work for a media and communications corporation. In the past two weeks there have been many deaths in the region of Memorial Park. In the same time period there have been strange rumours on the streets of 'unnatural creatures'. It seems the military and police have decided it's time to investigate. Sounds like a good time to be around, might be a good story here.

Name	Rank	Equipment	Points
Mary Kelly	Reporter (Leader)	Light Armour, Handgun	25
Dick	Cameraman (Sub Leader)	Light Armour, Handgun	20
Haircut	Bodyguard	Light Armour, Handgun, Machine Pistol	27
Johnny	"	Light Armour, Handgun, Auto Shotgun	18
Jenny	"	Light Armour, Handgun, Assault Rifle	35
Louiza	"	Light Armour, Handgun, Military Assault Rifle	38
Total			163

CAWS House Rules for Kill Zone

Totally UNOFFICIAL rules drawn up by C.A.W.S., The Camberley Area Wargames Society, for use in the Predator scenario.

Individual Orders

Special ability only available to Troopers or Law Enforcers to cover their superior training (and the fact they are the only ones with no special ability). Only available if in headset contact. During Change Orders they can issue a new order to some or all of the group. Only one new order may be given in a turn and the player must decide in advance which figures it will apply to. The figures getting the new order do not need to be currently on the same order. This will permit the trooper with the missile launcher to be on Snipe orders while the rest are on Shoot.

Falling damage

A figure takes 1Dice damage for every 10' (roughly 2") or part thereof fallen (includes jumping down). Obviously there's no need to roll for the first foot as 1Dice can't kill.

Picking things up

A character can pick up items so long as it has movement available. It costs 2" movement per item to be picked up.

Detonating Ammo

Explosive ammunition such as grenades, flame throwers and missiles will explode on a roll of 1 or 2 if the character is killed by an explosive or flame attack.

Exploding Vehicles

Vehicles will explode on a roll of 1 or 2 if the fuel tank is killed by an explosive or flame attack (normal attack modifiers, kill as unarmoured).

Detonating Ammo

Hollywood Style

Explosive ammunition such as grenades, flame throwers and missiles will explode on a roll of 1 or 2 if the character is hit by an explosive or flame attack, killed or falls more than 10'.

Exploding Vehicles

Hollywood Style

Vehicles will explode on a roll of 1 or 2 if the fuel tank is killed by bullets or any explosive or flame attack (normal attack modifiers, kill as unarmoured).

Optional Rules ideas

Easy Shots

My understanding of the situation is that every figure is doing it's best not to get shot. Although the figure is standing next to some bushes the chances are the character would be dodging around and trying to keep low. I have to disagree with any bonus for 'point blank', but would suggest a special +2 to hit for unaware targets. This would only apply for the first round of combat in an ambush type situation where the attacker is in preplaced positions and the defender is unaware of their existence.

Vehicles

Vehicles will generally move at human walking speeds in a combat area. I would suggest 10" normally and 20" if on Run orders. A vehicle exceeding 20" will continue accelerating and leave the table.

Anyone wishing to contact Steve Gill and the Camberley Area Wargames Society should write to the following address:-

38, Carshalton Road,
Camberley,
Surrey
GU15 4AQ

Kill Zone at Euro Gen Con '94 by Steve Gill

A couple of weeks before Salute I had this idea: seeing that we were already going to Gen Con wouldn't it be an idea to run our own demos, a mix of roleplaying and figure gaming? I spoke to everyone at CAWS, Mal at Grenadier and nobody told me how stupid I was!

The week after Salute we had finished the Cyberpunk tournament scenarios and at the same time decided on the roleplaying groups to take. Kill Zone had already arrived in the post, we had raided the Ground Zero Games stall for interesting looking vehicles, we had about twenty Future Warriors painted and the rest of the range ready to go and Mal had sent us some extra counters. Yeah, we were ready to start.

My philosophy of demos is simple: people like them to be visual, the more so the better, and this is what we aimed for. By the weekend the design for the wall sections had been determined. We wanted two storey buildings (to scale with the figures, roughly 5mm to a foot) of modular construction so we didn't have to do it all again for the next demo. It would also make it easier to incorporate them into our role-playing games as 3D floorplans, the original reason (excuse) for getting the Future Warrior figures. The roofs and first floor walkways would be one piece and specific to each building layout. We had decided to use foamcard, it's easy to work with yet thick enough to look right.

The following week the production line started. Shanine, Christine and Chris were on figure and vehicle painting; I was on building and terrain production; and Liese and Daniel were on terrain painting. It really helped that most had never done anything like this before as inexperience was more than made up for by the excitement of doing something new.

The next three weeks consisted of work, build, paint, sleep, work, build... Nerves frayed as deadlines sailed by, bank balances

plummeted as the local art shop was raided repeatedly and every games store around was searched for civilian figures, but gradually things were beginning to take shape. A lot of the stuff we intended to make never made it, but the majority was there in some shape or form. We even had time for a couple of simple runs through the system. Wednesday evening we were off to Camber Sands, only slightly delayed by some last minute painting and varnishing and a total inability to get everything in the car. What a trip! TSR must have gone to a lot of effort to find a venue so difficult to get to.

Thursday morning was a real downer for a short while: we couldn't use our base pieces as they were too warped (large pieces of 3mm foamcard warp far too easily it turns out), we had our terrain set up and no-one was interested. Then Ingo and Klaus from Welt der Spiele in Germany showed up, they wanted to play and not only that they'd played before, they could teach us the game! From that point on it was plain sailing. Every time we were ready to put on a game we were swamped with players, it was great! There was rarely a need for an umpire and when there was it was usually simple to decide on the answer (Derek helped a lot there, good thing we were close). The games were self-supporting enough that there weren't even problems when Shanine was left on her own while the rest of us umpired Cyberpunk. We even had time to eat and chat with other delegates.

What more can I say? We all had a great time, and just to prove we are total masochists we are now actively looking to put on demos at every convention that will take us and we can get to.

D.M If any of you want to know more about how to run participation games of Killzone at your local club or wargames show, then drop me a line at the usual address on the back page and I'll give you as much info as I can.

KILLZONE

A Battle Report

by

Robin Dear & Jason Humphreys



In the Beginning

With a usual lack of planning, a pile of figures, and a copy of KILLZONE landed on my doorstep a fortnight before our little jolly to Camber Sands for the EuroGencon games convention. This meant besides painting a whole horde of figures, I would also have to learn how to play the game.

With this in mind it was time to call on Jason as a likely victim, sorry I mean opponent. So we set a time and I set the scenery.

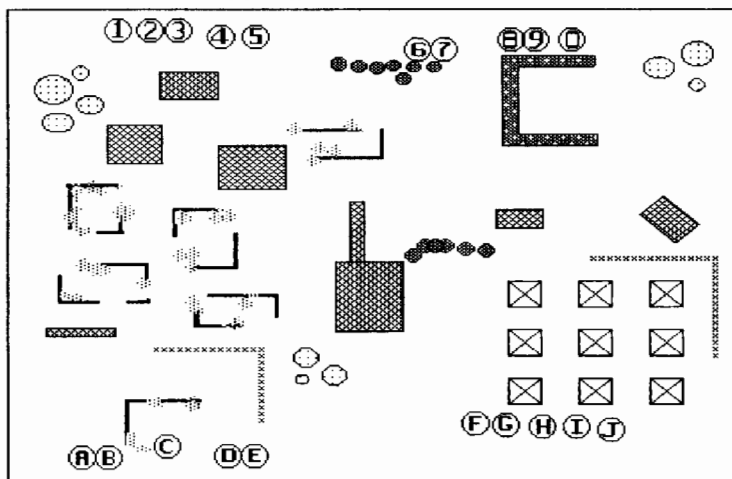
Scenery

All the scenery used for this game was prepared in the 20 minutes before the

battle. The ruined buildings were made from cork tiles held together with drawing pins. The vegetation was a mixture of lichen and commercially available model trees. The fences were made from car repair mesh held together by plastercine! Small paint tins were piled together as discarded oil drums. All the other terrain were cardboard and polystyrene containers raided from cupboards around the house while my fiancée was'n't looking!

For more scenery ideas see my article in Warrior 8.

Law Enforcers Baseline



Biker Gang Baseline



Biker Gang	Key
1 Biker Gang Leader, Machine Pistol, Knife	1
1 Biker Babe Subleader, Assault Rifle, Knife	2
1 Biker, Heavy Handgun	3
1 Biker Babe, Auto Shotgun, Knife	4
1 Biker, Military Assault Rifle	5

Biker Gang	Key
1 Biker Gang Leader, Machine Pistol, Chain	6
1 Biker Babe Subleader, Machine Pistol	7
1 Biker Babe, Auto Shotgun	8
1 Biker, Flame Thrower, Handgun	9
1 Biker, Military Assault Rifle	0

Law Enforcer Squad	Key
1 Law Enforcer Leader, Light Assault Cannon, Headset	A
1 Law Enforcer Subleader, Machine Pistol, Headset	B
1 Law Enforcer, Machine Pistol, Headset	C
1 Law Enforcer, Auto Shotgun, Headset	D
1 Law Enforcer, Auto Shotgun, Headset	E

Law Enforcer Squad	Key
1 Law Enforcer Leader, Light Assault Cannon, Sighting Aid	F
1 Law Enforcer Subleader, Machine Pistol,	G
1 Law Enforcer, Machine Pistol,	H
1 Law Enforcer, Auto Shotgun,	I
1 Law Enforcer, Auto Shotgun,	J

Robin's Battle Report

"It was time for a master plan. I would send my two biker gangs on either flank to surround and destroy the law enforcers. The plan was a stroke of Guinness (You know, PURE Genius). I couldn't lose."

Both gangs ran with ease to reach the cover of the ruined buildings and the solar generators. They then slowed their advance so that they would not be ambushed. By now the law enforcers could be seen sneaking through the ruins and hiding behind bushes. All of a sudden, a pair of law enforcers rushed from behind the large bush on the right flank. They charged my surprised bikers by the solar generators. In hail of shots my babe with the auto shotgun along with the guy with the flamer were both gunned down. My remaining bikers returned fire and killed both the law enforcers. See how they liked my justice!

Meanwhile on the other flank. A bitter firefight had developed around the ruined houses. With two more casualties on each side.

"It was the end of the fourth turn. We stopped to gather our wits. Up until now neither side had even fired a shot, now four were dead on each side. Jason's luck began to kick in as he won the initiative for the beginning of the 5th turn."

There could be no respite, the another two law enforcers charged from behind the hedge. This time they were not as lucky. In the hail of fire they could only manage to kill my gang's leader. In return my babe with the machine pistol shot both of them.

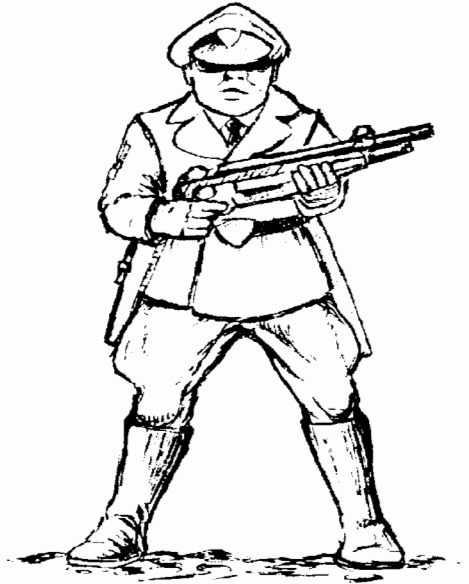
Things on the right flank, however were quickly falling apart. With the law enforcers killing my Leader, subleader and both the remaining gang members without a single loss to their side.

This left me with my last gang member, the sub leader babe with a machine pistol. She retaliated and shot both law enforcer

leaders in an amazing display of skill.

"I couldn't believe it, my babe with the machine pistol had managed to roll a double 6 to kill the second law enforcer leader behind medium cover with her last shot. I was still in with a chance. Jason only had one law enforcer with a machine pistol. If I could only win initiative."

Before my babe could run for cover, she was gunned down by a law enforcer with a machine pistol. I shall remember her always. It was game over for me. But I shall return.....



Jason's Battle Report

"After getting a copy of KILLZONE, Robin and I were eager to have a game. A quick read through the rules showed them to be very quick and easy to understand. We both chose 250 pts, with two squads of Law Enforcers for me and a two biker gangs for Robin."

The first three turns were used to get into position. I advanced on shoot orders while Robin used run orders followed by shoot orders to close the range.

On the fourth turn things got bloody. Two of my enforcers rushed forward to engage the bikers, dropping a shotgun armed biker and Robin's flame thrower guy. They were now left in the open. Robin easily kills one of my enforcers with a shot from an assault rifle. My other squad picks on a babe with a pistol. An auto shotgun roars but she still refuses to fall. A machine pistol chatters but misses her completely. Trust me to find the heavy handgun babe from Hell! Meanwhile my leader who is leading from the back finally comes into range. His light assault cannon rips through one of the gang leaders and another biker with an auto shotgun.

"I rather like these light assault cannons."

It is now Robin's second bike gang's move. He is chuckling horribly to himself at the sight of all those coppers out in the open.



His gang moved into firing positions. Three machine pistols open up, dropping three law enforcers; a shotgunner and two machine pistoliers. With both sides equally shot up we begin

the 5th turn. Luckily I win the initiative for both my squads and immediately go on the offensive. A machine pistol from the first squad finally kills the Biker babe from Hell. The leader picks off a biker armed with an assault rifle at long range.

"I definitely like light assault cannons."

My other squad is also doing well. By killing the other gang leader and assault rifle biker the gang is wiped out.

Robin looks forlornly at his last gang, all two of them!!

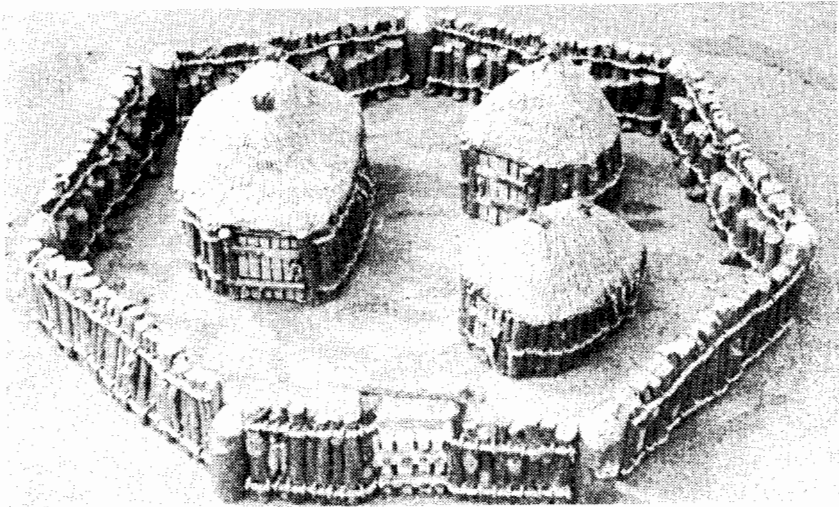
He moves them deeper into cover, while still keeping up a hail of bullets. His sub babe with a machine pistol blats (technical term) one of my machine pistol enforcers and my last auto shot gunner.

Its the 7th turn and definitely looking the last. I have both leaders left and a sergeant while Robin has his machine pistol babe and an assault rifle biker. Things can go either way so its going to depend on the initiative roll. Again I win the initiative so I am first and third leaving Robin second. My leader kills Robin's guy with the assault rifle. One down and one to go. Robin's last babe shoots at my leader and kills him in the first shot. Oh no Bad Karma. She turns her sights on my other leader and kills him too!! Mega bad karma. Things are looking grim until I remember its my sergeant who is left. He opens up with his machine pistol and does what all good sergeants don't. They don't let you down.

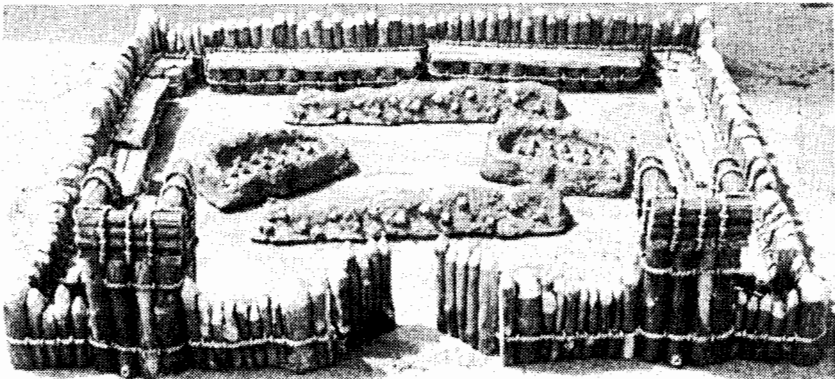
The game was excitingly close with me down to my last man. It was very easy to play once ranges and such like were memorised. One thing we found that was cover was vital. We had lots of scenery, much more than in different games we would play. It actually became part of the game instead of something to walk around. The classic example being when I tried to hide an enforcer behind some stacked pipes and a biker appeared on other side and shot through the pipes to kill him.

The Barbarian Outpost

The latest release from Barry Durham is the Barbarian Outpost. In my opinion his best work yet. A superb range of Palisades, huts, towers, earthworks and pits. All the pieces making up the outpost and the fort pictured below can be obtained seperately.



4701 Barbarian Outpost boxed set - £25.00. Consisting of Chieftains Hall, Hero's hut, store hut, six rough palisades, rough gate kit, and seven corner posts.



4702 Border Fort boxed set - £25.00. Consisting of two small watchtowers, four long platform palisades, two short platform palisades, four corner palisades, platform gate kit, two spiked pits, and two spiked earthworks.

Illustrators Wanted

Good Sci-Fi / Fantasy artists for Warrior, particularly for the Killzone section. Please write enclosing a sample of your work and your telephone number to my address at the bottom of the page.

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Issue 2. The Undead Army. Tips on using the undead. The Battle of Kicking Bottom.

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Issue 8. Tricks and Tactics, how to pass that all important command test. The Crown of Isrimdal Part 2. Design Notes. Mark Coplestone shares his latest ideas on the Dark Elves and Barbarians. The Little Wars. The first of 5 scenarios by Doug Cowie. Killzone, a battle report and all the latest on the game. Take cover. Making scenery for Killzone. Future Warriors. Reviews of the latest figures.

Issue 9. Part 2 of The Little Wars scenarios. The Defence of Applechurch. A

battle report. Operation B7. A Killzone scenario. Tricks and Tactics. Some tips for your Troopers and Biker Gangs. Killzone review by Steve Gill.

Subscriptions

As I mentioned in the News section, Subs are now available. The price for 6 issues is as follows:

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Next Issue

Unexpected Allies. Part 4 of the Little Wars campaign by Doug Cowie.

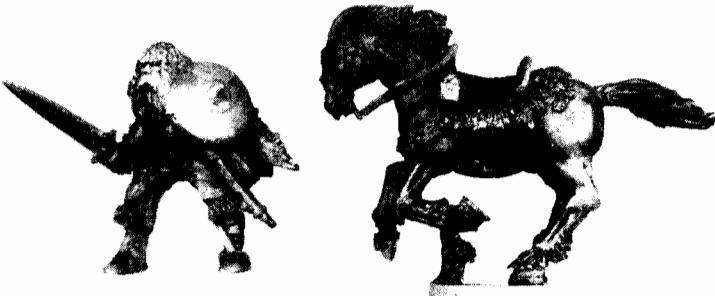
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ISSUE 12

WARRIOR

For Fantasy and SciFi Wargamers 55p



Grenadier

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The End of the Little Wars

Turf War - A Killzone Scenario

A Fantasy Warriors Battle Report

All the Latest News



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NEWS

1995 started with a bang at Grenadier. Doug Cowie's restructuring mentioned last issue continued into the New Year with a change of premises. The move took place over the Christmas period so as to minimise delays in your mail orders. Mr Cowie, himself was seen moving casting machines! However his inexperience in manual labour, and doing minion's work did result in some broken fingers. Fortunately no one laughed, (not to his face anyway) and by a supreme effort on my part I managed to cunningly disguise my sniggering down the phone. After a massive effort well into the New Year, the move was completed. Unfortunately the one thing that had to be put on hold during the upheaval was the printing of Warrior, but here it is at last in all its glossy glory. Thanks to all you readers for your continued support. I received many Christmas cards and letters over the Christmas period along with contributions, both in the form of illustrations and articles, which was very heartening. These will appear in the next issue. Following the large response for illustrators we now have enough artists on our books, so I am putting out a similar call for written contributions. We are aiming for a full glossy A4 magazine with a colour cover for the end of this year, and with the continued support of all the Warrior readers I know we can do it.

Since the change of premises, rumours have been rife regarding Grenadier's fortunes. To get the official word I rang Doug Cowie, Grenadier's Managing Director, who had this to say on the subject.

"Since the last Warrior, Grenadier has moved to new premises and re-organised itself so that its core business of the manufacture of figures can be more efficiently addressed. Activities ancillary to this will be sourced "out of house".

From the customers point of view there will be little change, although our tighter hold on

overheads bodes well for the future in terms of our ability to ensure value for money.

Paper products, games and their supporting items should come through quicker than previously, and in greater numbers.

We are very optimistic for the future now that these necessary modifications have been made to our structure, and we look forward to continuing to supply you with the best in miniatures from Grenadier."

The industry has been suffering as a whole mainly due to the phenomenal success of the card games such as Magic: The Gathering. This new genre of game entering the industry has reduced revenue in all other aspects and has resulted in many companies having to tighten their belts. This type of game now seems to have settled into the market, and once again people are spending their hard earned cash on other areas of the hobby. Grenadier has emerged as a much stronger company, and you will see evidence of this over the coming year. More revenue will be spent on products to support their games, and many of the promised supplements will see the light of day during '95.

I am now producing supplements, the first of which is "Hot War Alert" written by Doug Cowie which should be released shortly. We are currently discussing the order of the planned releases, so as we go to press I am not able to give you an idea of what to expect after "Hot War Alert". All will be revealed in the next issue of Warrior, which will be available in the middle of April.

So, all-in-all, our plan for the coming year is a glossy A4 Warrior, and lots more books to support Grenadier's extensive range of miniatures, something I've wanted to see for the last couple of years, and I'm sure you have as well.

In the meantime if anyone has written any rules or scenarios for either Fantasy Warriors or Killzone send them to me, and they may be included in future releases.

THE LITTLE WARS

The final installment of Doug Cowie's five part epic.



THE FINAL SOVEREIGNTY

After the defeat of Godbad Gudblud's formidable goblin army, the Miltrinians gained a breathing space to re-organise and methodically deal with the dwindling threat from the Karthrungian's diminishing force in Miltrin. Baron Atava was sent on a diplomatic mission to Ponit and Miltrinian military fortunes prospered. The Tyrant had long since decided that the occupation of Miltrin was a lost cause. He was prepared to allow his allies and auxiliaries in the field to be destroyed piecemeal because it gave him time to reinforce the one part Miltrinian territory that he meant to hold onto if at all possible. The silver mines. To this end, he despatched some of his peerless Karthrungian legionaries along with supporting troops. These made a remarkable forced march along the western flank of the Dracic mountains and joined the defending forces at the mines. Such was the skill of their move that the Miltrinians only discovered their presence during a pre-battle

reconnaissance. It was an unpleasant shock for the Miltrinians.

They were by no means disheartened however, since they had received a significant reinforcement themselves. A week before they marched on the mines, the almost legendary Northern Liberation Army had arrived in Miltrin. This was the force that had originally raised the banner of defiance more than a year before the start of the Little Wars. They had cleared the far north of the Karthrungian and their sympathisers, liberated the towns of Ponit and Sinvel and survived a short spell with the ill-starred Baron Atava in command. Now, their original and revered Generalissimo Lord Hargor of Tressnor was back in command having been given up for dead in the Pelwold battle some months before. The Miltrinian Grand Council immediately appointed Hargor commander in chief and directed him to lead the combined armies to the recapture of the silver mines.

The Armies

Miltrinian

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Warchief on Warhorse, General-in-Chief: Lord Hargor of Tressnor, Ldr 5, Beloved Personage	Elite	Disc	n/a	n/a	n/a	n/a	Hd	Xh/Sh	1	250	250

Warchiefs Command

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Hero on Warhorse: Sir Levi Atava	Elite	Disc	n/a	n/a	n/a	n/a	La/Hd	Xh/Sh	1	142	392
Hero on Warhorse: Lord Azoffam Vient of Tressnor	Elite	Disc	n/a	n/a	n/a	n/a	La/Hd	Xh/Sh	1	142	392
Hero on Foot: Sir Symon D'Aspre	Elite	Disc	n/a	n/a	n/a	n/a	2Hd	Xh	1	76	610
Wizard: Kefkas of the Lake, 30mp	Elite	Disc	n/a	n/a	n/a	n/a	Hd	Lt	1	159	769
Marksman: Senior Forester Octavi	Elite	Disc	n/a	n/a	n/a	n/a	Lb	Lt	1	90	859
Courier on horseback: Cornet Pil Bifton	Elite	Disc	n/a	n/a	n/a	n/a	Hd	Lt	1	57	916

1st Command, The Northern Liberation Army

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Battleleader on Warhorse: Vuan Sword of Ponit, Ldr 5	Elite	Disc	n/a	n/a	n/a	n/a	Hd	Xh/Sh	1	150	1066
Hargors Rough Riders, (The Northern League of Adventurers) Leader: The Traveller	Elite	Disc	Yes	Yes	No	Yes	La/Hc	Xh/Sh	6	318	1384
Riders of the Sword (Ponit Cavalry) Leader: Vuan the Younger	Vet	Disc	Yes	Yes	No	Yes	La/Hc	H/Sh	10	370	1754
The Tressnor Oddfellows Leader: Jelico Warn	Ave	Disc	Yes	Yes	Yes	Yes	Pol	Md	16	120	1874
Wood Elf Archers Leader: Telar Glorin	Vet	Tri	Yes	No	No	Yes	Lb/Hc	Lt	12	152	2026
Sinvel Militia, Leader: Phenny Reent	Ave	Disc	Yes	No	No	Yes	Pk	Lt	18	74	2100

2nd Command, Dwarfish Guard Brigade

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Battleleader General: Finril Bilinson Ldr 4	Elite	Disc	n/a	n/a	n/a	n/a	Hd	H/Sh	1	84	2184
Wizard: Kazak 25 mp	Elite	Disc	n/a	n/a	n/a	n/a	Hd	Lt	1	140	2324
1st Dwarf Guard Battalion Leader: Colonel Mihizk Bilinson	Ave	Disc	Yes	Yes	Yes	Yes	2Hd	H	12	136	2460
2nd Dwarf Guard Battalion Leader: Colonel Narad Bilinson	Ave	Disc	Yes	Yes	Yes	Yes	2Hd	H	12	136	2596
3rd Dwarf Guard Battalion Leader: Under-Colonel Britaz Bilinson	Ave	Disc	Yes	No	No	Yes	Cb/Hd	Md	8	108	2704

3rd Command Miltrinian Army

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Battleleader on Warhorse: Brigadier Lord Pritil Stretson, Ldr 4	Elite	Disc	n/a	n/a	n/a	n/a	Hd	Xh/Sh	1	120	2624
Detachment of Young Gentlemen's Light Horse Leader: Ensign Lord Ryek Stretson	Vet	Disc	Yes	Yes	Yes	Yes	Sp/Hd	Lt/Sh	10	350	3174
Feudal Cavalry, Knights of the Norlands, Leader: Sir Jovi Randor	Vet	Disc	Yes	Yes	Yes	Yes	La/Hd	Xh/Sh	6	268	3442
Feudal Cavalry, Men-at-Arms of the Norlands, Leader: Sir Blayne Mirth	Ave	Disc	Yes	Yes	Yes	Yes	Sp/Hd	H/Sh	15	415	3857
Feudal Infantry of the Low Counties, Leader: Colonel Torro D'Ossso	Ave	Disc	Yes	No	Yes	Yes	Pk	Lt	30	180	4037
Feudal Infantry, Consolidated Archers, Leader: Sergeant Major Boro Krantz	Ave	Disc	Yes	No	No	Yes	Lb/Hd	Lt	12	92	4129
1st Miltrin Rabble-at-Arms, Leader: Militia Colonel Farn Param	Poor	Disc	Yes	No	No	Yes	Sp	Lt	20	100	4229
1st Miltrin Rabble-at-Arms, Leader: Militia Colonel Strigo Lepton	Poor	Disc	Yes	No	No	Yes	Sp	Lt	20	100	4329
Militia City Guard, Leader: Alderman Fren Melbury	Ave	Disc	Yes	No	Yes	Yes	Pk	Lt	20	90	4419
The Honourable Miltrin Crossbow Company, Leader: Sergeant-at-Arms Pooley	Vet	Disc	Yes	No	Yes	Yes	Cb/Hd	Md	12	138	4557
The Death Squadron of the Mayors Cavalry, Leader: Lord Otto Stricht	Elite	Disc	Yes	Yes	Yes	Yes	La/Hd	Lt/Sh	10	440	4997

Karthrungians

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Warchief on Warhorse: Strad Vo Stumpff, Ldr 5	Elite	Disc	n/a	n/a	n/a	n/a	Hd	Xh/Sh	1	150	150

Warchief's Command

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Sacred Item, Minor Altar of the Sacred Skulls of Karth	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	1	120	270
Priest of Karth	Vet	Disc	n/a	n/a	n/a	n/a	Hd	Lt	1	84	354
Priest of Karth	Vet	Disc	n/a	n/a	n/a	n/a	Hd	Lt	1	84	438
Wizard of the Karth Brotherhood 25mp	Vet	Disc	n/a	n/a	n/a	n/a	Hd	Lt	1	134	572
Hero on Foot, Knight Commander Biet Vo Herenk	Elite	Disc	n/a	n/a	n/a	n/a	2Hd	Xh	1	76	648
Hero on Warhorse, Knight of the Silver Dawn Dsach Xenor	Elite	Disc	n/a	n/a	n/a	n/a	La/Hc	Xh/Sh	1	142	790
Courier on horse, Initiate Peytr Ingrait	Vet	Disc	n/a	n/a	n/a	n/a	Hd	Lt	1	57	847
Courier on horse, Initiate Fodritter Bassalt	Vet	Disc	n/a	n/a	n/a	n/a	Hd	Lt	1	57	904

1st Command, Legionary Vexillations of the Line

Unit Name	Qua	Type	Leader	Champ	Mus	Stdb	Wea	Arm	Total figs	Total points	Running total
Battleleader on Foot: Pyotr Finheim, Ldr 5	Elite	Disc	n/a	n/a	n/a	n/a	Hd	Xh/Sh	1	112	1016
The 7th "Stormbringer" Karthrun Line Battalion (1st Cohort, 3rd Legion) Leader: Tribune Efnig	Vet	Disc	Yes	Yes	Yes	Yes	2Hd	Xh	24	304	1320
The 15th "Indefatigable" Karthrun Line Battalion (3rd Cohort, 3rd Legion) Leader: Tribune Yustuf	Vet	Disc	Yes	Yes	Yes	Yes	2Hd	Xh	24	304	1624
The 29th "Tyrants Wrath" Karthrun Line Battalion (2nd Cohort, 5th Legion) Leader: Tribune Feinhart	Vet	Disc	Yes	Yes	Yes	Yes	2Hd	Xh	24	304	1928

2nd Command, Karthrungronian Territorials

Unit Name	Qua	Type	Leader	Champ	Mus	Stdb	Wea	Arm	Total figs	Total points	Running total
Battleleader on Warhorse: Stig Feyrun Ldr 3	Elite	Disc	n/a	n/a	n/a	n/a	Hd	Xh/Sh	1	105	2033
Karthrun Territorial Horse Archers (detachment from the 2nd regiment) Leader: Horsemaster Durmer	Ave	Disc	Yes	No	No	Yes	B/Hd	Md	10	180	2213
Karthrun District Militia, Northern Province Leader: Sergeant-Colonel Zaister	Poor	Disc	Yes	No	Yes	Yes	Sp/Hd	Lt	18	102	2315
Karthrun District Militia, Western Province Leader: Sergeant-Colonel Boehm	Poor	Disc	Yes	No	Yes	Yes	Sp/Hd	Lt	18	102	2417
Karthrun Volunteer Bowmen Leader: Missileer Jeister	Ave	Disc	Yes	No	No	Yes	B/Hd	Lt	12	80	2497
Karthrun Territorial Field Artillery, Detachment from Northern Province Regiment Leader: Missileer Gaster	Ave	Disc	Yes	No	No	No	Bal	Lt	6	160	2657
Karthrun Correction and Rehabilitation Battalion Leader: < Name withheld by High Command>	Unpred	Disc	Yes	No	No	No	2Hd	Lt	12	46	2703

3rd Command , Karthrun Auxiliaries

Unit Name	Qua	Type	Leader	Champ	Mus	Stdb	Wea	Arm	Total figs	Total points	Running total
Battleleader on Warhorse: Leitz Heygor Ldr 4	Elite	Disc	n/a	n/a	n/a	n/a	Hd	Xh/Sh	1	120	2823
Lombogarth Medium Cavalry, "Hengist's Raiders"	Ave	Tri	Yes	Yes	Yes	Yes	Sp/Hd	Md/Sh	12	220	3043
Tarzh Cavalry Leader: Alta Khav	Ave	Tri	Yes	Yes	Yes	Yes	Sp/Hd/B	Md	12	244	3287
Henn Light Cavalry Leader: Jirille th Lame	Ave	Tri	Yes	No	No	Yes	B/Hd	Md	10	180	3467
Tamoadab Heavy Cavalry, 2nd Squadron, 1st Regiment Tamoadab's in Kartrungian service Leader: Captain Xerian	Ave	Disc	Yes	Yes	Yes	Yes	Sp/Hd/B	H	12	328	3795

4th Command, Orcs

Unit Name	Qua	Type	Leader	Champ	Mus	Stdbr	Wea	Arm	Total figs	Total points	Running total
Warchief on Giant Wolf Grazgug Elf Bane Ldr3	Elite	Tri	n/a	n/a	n/a	n/a	Hd	H/Sh	1	114	3909
Orc Rabble Leader: Not known	Poor	Tri	Yes	No	No	Yes	Hd	Lt/Sh	30	80	3989
Orc Rabble Leader: Not known	Poor	Tri	Yes	No	No	Yes	Hd	Lt/Sh	30	80	4069
Orc Rabble Archers Leader: Not known	Poor	Tri	Yes	No	No	Yes	B/Hd	Lt	20	100	4169
Orc Bodyguard, Grazgug's Soldiers Leader: Narga Grazgug	Vet	Tri	Yes	Yes	Yes	Yes	2Hd	H	20	440	4609
Orc Giant Wolf Riders, The Black Reapers Leader: Ragu Sharp Fang	Ave	Tri	Yes	Yes	No	Yes	Sp/Hd	Md/Sh	6	210	4819
Wizard: Shaman of the Snake 30mp's	Vet	Tri	n/a	n/a	n/a	n/a	Hd	Lt	1	160	4979
Firewater counters x2	-	-	-	-	-	-	-	-	-	40	5019

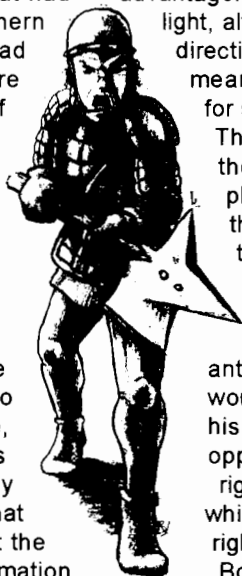
THE HISTORICAL BATTLE

The Miltrianians approached this battle in very good heart. Their three commands were largely the same as those that had comprised the original Northern Liberation Army which had campaigned so successfully for more than a year before the withdrawal of the Karthrungians had signalled the beginning of the Little Wars. Now that Miltrin had reformed its own army, the dwarves and Miltrinian units formed part of that force and only Hargor's veterans retained the proud NLA title.

When news of the arrival of the Karthrungian legionaries came into Hargor's camp on the eve of battle, the entire Miltrinian army's confidence took a jolt although they took comfort in the knowledge that these were line legionaries and not the dreaded Tyrant's Guard - a formation never yet defeated in battle.

To the undoubted distress of the orcs, the battle was fought in daylight; with so many humans present this was perhaps

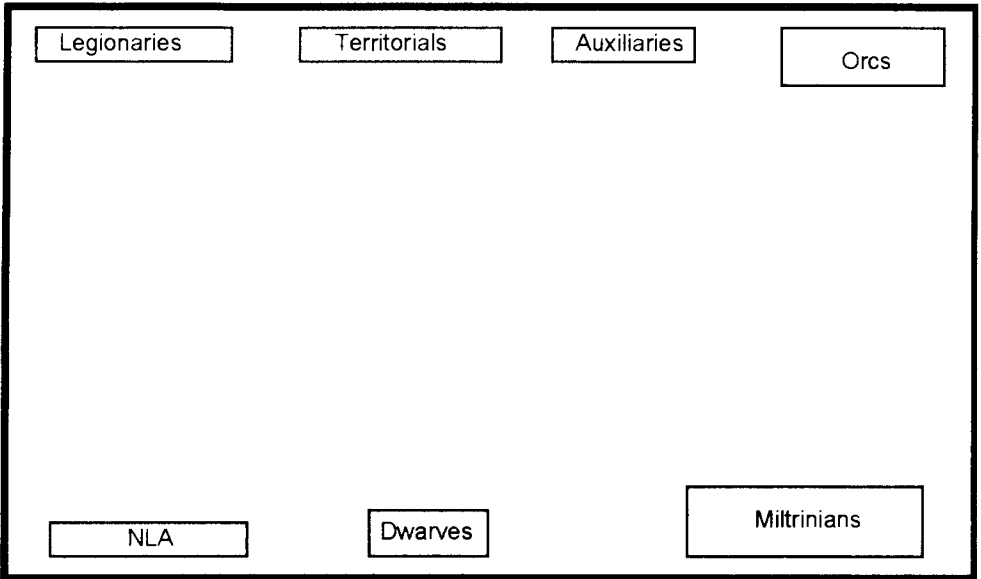
inevitable. Both armies put in a major scouting effort and neither gained any advantage. Deployment began at first light, although the reorganisation and direction of the many scouting troops meant that little movement occurred for some time.



The Karthrungians deployed with the legionaries occupying the place of honour on the right of the line. On their left were the territorials, then the auxiliaries with the orcs completing the battle line on the left.

Lord Hargor, probably anticipating that the legionaries would take the right flank, placed his NLA veterans on his left, opposite the legionaries. On their right was the dwarvish brigade whilst the Miltrianians occupied the right flank.

Both sides apparently decided that a quick decision was required and, once the scouting troops were ready, the two armies moved immediately to contact. The NLA and legionaries became



The battle was fought on a plain field on which there was no terrain of any tactical significance.

embroiled in a dour battle, neither side yielded in what was a true soldiers battle of blow and counterblow. Elsewhere on the field things were more fluid. The Miltrin contingent separated, with their formidable cavalry swinging off to attack the orcs whilst the infantry prepared to contain the Karthrun auxiliaries. The auxiliaries, all cavalry, declined to counter the movement of the Miltrinian cavalry. They preferred to try and overcome the Miltrinian infantry whilst it was unsupported. However, the orcs dismay at having to fight in daylight proved critical and they were soon broken up and swept from the field. Fortunately for the Miltrinians, their cavalry was not commanded by Baron Atava and they regrouped with admirable speed and threw themselves against the flank of the Karthrun auxiliaries who were still engaged frontally with the Miltrinian infantry. This intervention was crucial and by noon the Karthrun auxiliaries, much reduced by casualties, eventually broke and fled.

Meanwhile the dwarves, with several previous humiliations by the

Karthrungians to avenge, had advanced upon the territorials. This fight was the most vicious and fiercely contended but the dwarves were not to be denied. With indomitable spirit for which they are justly famous, they plied their axes hour after hour. The territorials fought magnificently but when the Miltrinian cavalry, considerably weakened after their earlier successes but full of fight, appeared on their left flank, they began edging away faster and faster until all cohesion disappeared and they began running in rout with the honourable exception of the Correction and Rehabilitation battalion who, perhaps hampered by the heavy manacles on their ankles, fought to the death. The legionaries and NLA were still slugging out a very even contest. However General vo Stumpff, observing a flanking manoeuvre on his right by Lord Hargor at the head of his Rough Riders and the Riders of the Sword along with the threat from the dwarves and Miltrinians, massing on his left, played his final card and played it successfully. He



ordered his wizard to hasten nightfall. This was accomplished, nearly at the cost of the wizard's life. Hargor strove to counter this magic but his own wizards were sadly weakened by their exertions throughout the day. The dwarf wizard attempted a spell to restore daylight but overreached himself and died the dreadful death which is the fate of an exhausted wizard. Thus the Karthrun legionaries withdrew under cover of darkness but their army was a shattered force. The legionaries, unsupported and without supplies, had no choice but to undertake a cruel and punishing forced march back to Karthrun. It is a testament to their discipline that they accomplished this despite ferocious harrying from Miltrinian cavalry. The legionaries were much reduced in numbers and equipment by the time they reached the sanctuary of Karthrun's forbidding walls but the fate of the territorials was much worse. Very few of them straggled home and those that did were pitiful scarecrow, without armour, weapons or spirit. The human auxiliaries

did better, being cavalry, but they were scattered to the winds, many returning to their homelands rather than attempting to reach Karthrun. The orcs simply ran. Those that went west suffered greatly from the local tribesmen and few survived. Those that ran east were even more unlucky as their route took them into the Great Forest and none that passed under its eaves ever came out again. The most fortunate fled north, through the Dracic mountains, but even they were so reduced in mind and body that it was many years before they faced a Miltrinian foe by choice.

And so, after many hardships and reversals, the Miltrinians triumphed over their oppressors. Nevertheless, although the rejoicing was unrestrained and heartfelt, there were those on the Grand Council and in the army that could not help feeling a certain unease as they waited for news of the Tyrant's titanic struggle with the arisen Necromancer, now reaching its appalling climax far, far to the south in the realms known as the Beastlands.

Sir Robins Last Stand

by Derek Mugridge

And so it came to pass, as Christmas approached a great Yuletide slugfest was planned, between myself, Robin, and Steve. The mince pies and mulled wine were ready, with copious amounts of alcohol stood by. All Christmas spirit was put aside as we placed our battle helmets upon our head and prepared to spill some yuletide blood.

And verily Sir Robin the Reliant strode purposefully towards the field of battle. He stood proudly, legs astride, looking completely unruffled, not a hair on his well coiffured head was out of place. I waited for his grand pre-battle speech, but instead he stated that his army must retire before the fall of darkness, for it was then his betrothed was due to arrive in her carriage and whisk him away. " Pah, wiltst thou turneth into a pumpkineth if thou remaineth after darkness, I have much liquor and minceth pieth to imbibe of. I myself a wedded veteran of countless years have lefteth my lady firmly ensconced in her chambers, chastity belt firmly in placeth, with a bottle, the children, and The Bill for company. For today I plan to killeth many and drinketh plenty for Christmeth cometh but once a yeareth."

We were outnumbered, but a call to arms had been sent to The Great White One to make haste with a relief force. His courier returned, and informed us his army would arrive as soon as he found a babysitter for his offspring. My shoulders slumped. Had the Great White One become the Great Under The Thumb One, only time would tell. And so it seemed, I, Slograb Slimbin was truly the last of the great warriors.

My army comprised of 2300 points to Robins 3000, Steve would arrive with a further 1000 points worth of Barbarians. So I just had to hold off and do as much damage as I could until he arrived. The trumpets roared, and the battle

commenced. Sir Robin gazed in awe at the site that met him. He faced a sea of rat and goblin rabble and slaves. 150 to be precise. Behind them were rat warriors, elite rat guard, rat archers, and giant rats. The goblin rabble were supported by archers and spider riders.

The armies advanced. The rat rabble were hastened by their wizard straight into Sir Robin's city guard and crossbowmen, and cut off any advance on that flank. The goblins advanced through some trees on the right flank ready to provide cover for the spider riders, however a druid sneaked up unnoticed by myself and turned the wood into a seething cauldron of brambles, clinging vines, and dense undergrowth. The rabble were stuck fast in the wood, unable to advance or retreat.

*Curses. Round one must go to the horribly smug urk across the table. " There was a very interesting article on druid's and their powers in the last Warrior Derek. Perhaps you should have read it ", he said through a grin that spread from ear to ear. "B*****ks", I replied. (Sorry, not exactly Shakespeare, but it was the best I could come up with at such short notice).*

Well the great battle plan, was now in shreds on the floor, it was time to improvise. Although the right flank was lost, the slaves on the left were doing a terrific job. Fired up by firewater they were standing fast and slowly wittling the pikemen and crossbowmen down. The other waves of

slaves, warriors and guard advanced behind them. Sir Robin's cavalry came flying over the hill to take on the slaves in the centre, while the crossbowmen and halfling archers directed their fire into the slowly advancing left flank. With that right flank lost, a large gaping hole was revealed which would allow Sir Robin to attack me on two sides. Things were looking grim, I looked up and before me saw a bright light at the door. There stood the Great White One well ahead of schedule.

Hoorah! Steve had managed to arrive early. It was turn three of the battle, and we needed him.

His troops were immediately deployed to plug the gap. My rat warchief in his scratch-built chariot did a nice hit and run job on Sir Robin's cavalry who were now worrying my left flank, killing half of them. My wizard then delivered an inter-continental ballistic blast spell to his mounted battleleader, with cries of "Command Test !"

This sent Robin scurrying for the rulebook, panic stricken he flipped frantically through the pages. Jason had just arrived to spectate and joined in the laughter at this spectacle. Robin it must be stressed did not see the funny side. He muttered obscure line of sight incantations. "Base to base.....mutter,..... mutter..... warchief..... mutter,mutter. I pretended to listen, even agree supported by the cries from Steve and Jason of "OFF, OFF, OFF". Lets face it the guy was riding across the top of a two tier hill, very much like Julie Andrews in the Sound of Music. Come to mention it I seem to remember him even singing "The Hills are alive....." as he galloped across. He called on the gods with his priest who consequently blew up in a puff of cassocks. Again a resounding cheer, much laughter and merriment from all corners of the room but Robin's. The score was now one all, and Robin sulked.

Sir Robin's army continued its attack, although several of his units had been thrown into disorganisation by the sight on the hill. My left flank had now killed most of the fighting men, and were now facing the mercenary band of elite war trolls.

It must be stated for the record that Robin had employed these rather hurriedly to deal specifically with my rabble, and it showed. Blacked figures on balsa wood bases, only one of the three fully painted. Not very impressive. Definately the tactics of a desperate warchief.

Unfortunately the war trolls were doing an excellent job, bodies flying in all directions, twenty at a time. Things started to look grim on this flank. Those trolls are well 'ard. The goblin spiders began to make their way over to the left flank in support. Meanwhile the wizard spied the mounted halfling battleleader on the hill and took a pot shot at him, and he was no more, he was an ex-battleleader.

Cries once more of " Command Test !"

Meanwhile Sir Robin got his revenge and the crossbowmen hit my wizard who was amongst the elite guard with a well aimed crossbow bolt.

"Command Test back !", he retorted.

My command held firm, unnerved by the loss of the wizard. Robin's army didn't fair so well. His war trolls were not too impressed with how the battle was faring and could see their pay in jeopardy. They felt the rats looked a much better bet and consequently changed sides.

It was at this point in the battle that I received a very deserving award for the most stupid laugh of the day. My Christmas head was well and truly on, and I laughed and laughed. Everyone else joined

in.....except Robin. Shoulders slumped, he did not look the proud, honourable Sir Robin the Reliant that had walked onto the battlefield earlier that day. He was a shadow of his former self. A pitiful sight.

His halfling cavalry and archers also decided enough was enough and left the field. Desperate measures now ensued. His druid created a treeman from the wood and he advanced worryingly towards the barbarians. He tore into the unit of archers, who fled leaving their dead behind. The Great White One looked worried by this turn of events. The three barbarian giants moved forward to take him on. However the druid's attempt to keep control of this fearsome creature failed and he fell to the ground, dead, the treeman disappearing into the ether.

"Command Test !" everyone chorused.

Sir Robin's cavalry left him to it and decided to have an early pub lunch. The rest of his army remained disorganised, but undeterred. The main struggle was now centred on the right flank where the barbarians were getting well stuck in. Very little of Sir Robin's army remained on the centre and left flank, as the elite rats and trolls conducted a mopping up exercise in that area.

With the treeman gone the giant rats and barbarian giants took on the foot knights who were led by Sir Robin the Reliant himself. Nine foot knights fell, taking with them one of the giants, unfortunately Sir Robin himself fell, and the once great army of Sir Robin the Reliant ran from the field.

And so, Sir Robin the Reliant's distinguished career comes to an end. Tears were in both mine and Steve's eyes. Tears of laughter they may have been, but tears never the less. But what became of Robin. He was discovered by his fiancée the next day, Christmas Eve, locked in a dark room, staring into space, shaking his head. Still not

believing I had the audacity to claim line of sight on his beloved battleleader, whose demise signalled the beginning of the end of his great army.



However a new, great, as yet unnamed warchief has arisen from Sir Robin's ashes. For Robin claims to have learnt much from this great set to, and has resolved to set right all wrongs done unto him. What fiendish plans can we expect when we next meet him on the field of battle. I know not, but my spies have informed me that many gallons of paint have passed through Robin's door, and large numbers of High Elves amongst others have been taken to the brush. Will this make a difference. I think not. It's not what you've got on the table, (mind you I have got lots) but how you use it, and on the day it's who shouts the loudest that counts, and I always win that one.

Turf War

A Killzone Scenario

by Robin Dear



Outline

This is a KILL ZONE game for 4 to 9 experienced players. Unlike a normal skirmish game of KILL ZONE each player has a different set of objectives and victory points. If only 4 people are playing then the groups should be divided as shown below:

Player 1; Both Warrior gangs and Gorgo

Player 2; Law Enforcer squad and Travis

Player 3; Billy's Booster Boyz and the West City Bikers

Player 4; The Nomads and the News Crew

Scenery

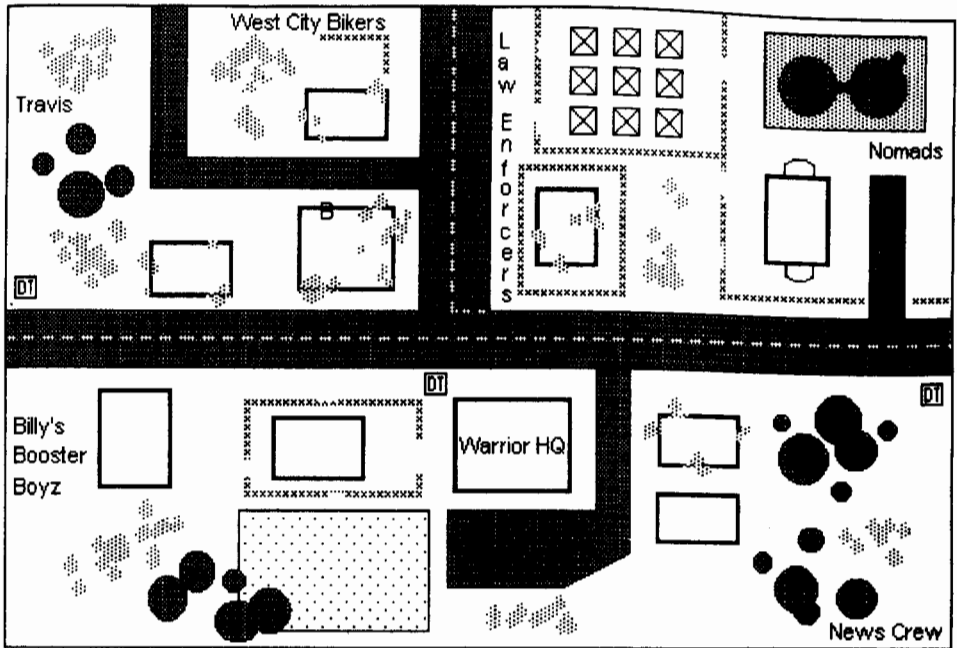
The map on the next page only shows the main items of scenery. It does not show scenic items such as crates, waste drums, abandoned cars etc. Feel free to adjust the battlefield to suit your scenery collection.

Background

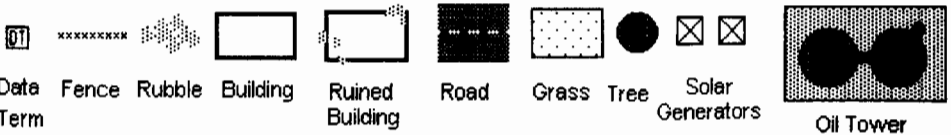
About three months ago a new gang called the Warriors was formed from the ashes of two smaller savage gangs. Since the formation of the Warriors, they have grown to become the biggest gang in the area. Now that the Warriors have had time to grow, they are ready to spread out. With this purpose they have started to challenge the neighbouring gangs for turf. Something the neighbouring gangs aren't too keen on! So while the other gangs have been conducting business as normal. The Warriors have been preparing for a turf war.

To add to this a Warrior gang member named Gorgo has killed the brother of one of the Law Enforcer's most important special agents. Travis, the special agent now plans revenge against Gorgo and the Warriors. With all these rumours spreading around the infonet it was not long before a media crew picked up the story and decided to investigate further.

Turf War



Key



Player 1 - West City Bikers, (Biker Gang)

Name	Status	Equipment	Points	
Total				
Macey	Leader	Machine pistol & chain	30	30
Tina	SubLeader	Machine pistol	19	49
Big Eddie	Biker	Machine pistol	19	68
Match	"	Flame thrower & handgun	36	104
Tall Sally	"	Auto shotgun	10	114

Your leader Marlon has been killed by one of 'The Warriors' (a local savage gang). It's now time for you and the West City Bikers to get even. By slipping a few creds to your friends on the infonet, you have found that the Warriors will be meeting at the old schoolhouse tonight. Don't get mad get even!!

Mission:

Kill all the members of the Warriors gang if you can.

Victory Points:

- +5VP for each Warrior gang hero killed
- +3VP for each Warrior gang leader killed.
- +1VP for each Warrior gang member killed.
- 1VP for each one your bikers that is killed.

Player 2 - Billy's Booster Boyz, (Edgerunners Gang)

Name	Status	Equipment	Points	Total
Billy	Leader	Heavy handgun & razor claws	28	28
Mazz	Subleader	Handgun	16	44
Little Tina	Ganger	Handgun , auto shotgun	14	58
Blaster	"	Machine pistol	19	77
Eddie	"	Heavy handgun	14	91

The bank job went sweet as a nut, all that's left to do is hide the stash. But where was the big press coverage you were expecting for your daring bank robbery. Don't these media types know you and the boyz are famous! The only people who turned up were the law enforcers and they arrived late. Now its time to get rid of any law enforcers so you can plan your next publicity stunt in peace.

Mission:

At least 2 members of the gang must enter building B to hide the money from the bank raid. The gang must then escape from the law enforcers and get even with any media types.

Victory points;

- +4VP if Billy escapes from the law enforcers (leaves table via opposite side).
- +2VP if Mazz escapes from the law enforcers (leaves table via opposite side).
- +1VP if any other Booster Boyz escape from the law enforcers (leaves table via opposite side).
- +1VP for each law enforcer killed.
- +1VP for each member of the media team killed.

Player 3-Squad Marlin, (Law Enforcer Squad)

Name	Status	Equipment	Points	Total
Capt Marlin	Leader	Machine pistol, nightstick & handgun	42	42
Sgt Pye	SubLeader	Machine Pistol, nightstick & handgun	37	79
Off Ferrando	Officer	Machine Pistol, nightstick & handgun	32	111
Off Smith	"	Auto Shotgun, nightstick & handgun	19	130
Off Chang	"	Auto Shotgun, nightstick & handgun	19	149

Your squad was just on its way to pick up several members of the Nomads gang wanted in connection with the deaths of three of your fellow officers, when Squad HQ instructed you to intercept and arrest Billy's Booster Boyz. This gang is wanted in connection with a robbery earlier today.

You and your squad are to form a perimeter along the 16th East Street and arrest Billy and his gang when they try to pass.



Mission:

Capture the Billy's Booster Boyz alive if possible and dead if necessary. Arrest any Nomads if you get time.

Victory Points:

- +5VP for capturing Billy alive.
- +3VP for capturing Mazz alive.
- +2VP for capturing any other of the Booster Boyz alive.
- +1VP for capturing any Nomads alive.
- +1VP for killing any of the Booster Boyz or the Nomads.
- 1VP for each Law enforcer killed.

Player 4-The Nomads, (Scavenger Gang)

Name	Status	Equipment	Points	Total
Darr	Leader	Auto shotgun & handgun	24	24
Brigitte	Scavenger	Auto shotgun & knife	11	35
Eric	"	Shotgun & knife	10	45
Trask	"	Machine pistol	19	64
Jimmy	"	Handgun & shotgun	13	77

You are 'The Nomads' a gang that has the reputation as one of the toughest gangs on the east side. Until now no other gang has dared to invade your turf, not even the cops. One or two cops have tried and FAILED. That is until about three months ago when the Warriors showed up. Tonight your going to take down the Warriors a notch or two.

Mission:

Protect your turf (starting baseline) and kill as many members of the Warriors gang as possible.

Victory Points:

- +4VP if nobody crosses your turf (starting baseline).
- +3VP for each Warrior's gang leader killed.
- +1VP for each Warrior's gang member killed.
- +1/2VP for each law enforcer killed.
- 1VP for each member of your gang that is killed.

Player 5-Big Jake & His Boys. (The Warriors, Savage Gang)

Name	Status	Equipment	Points	Total
Big Jake	Leader	Shotgun & knife	20	20
XXX	Savage	Machine pistol	19	39
Boris	"	Sword & knuckleduster	11	50
Match	"	Flame thrower & handgun	36	86
Ox	"	Scatter gun & sword	11	97

The 'Warriors' are the hardest gang in town and you and your boys will prove it to anybody. Not even the cops would dare to try and take your lot. All the people that have tried have been nailed to the wall. A rumour on the infonet tells you that the West City Bikers and The Nomads will try a raid tonight but you'll be ready.

Mission:

Kill any Bikers or Nomads and protect your turf.

Victory points:

- +3VP For each Biker or Nomad gang leader killed.
- +1VP For each Biker or Nomad gang member killed.
- +5VP If no other gangs are within 6" of the old schoolhouse (your Base) at the end of the battle.
- 1VP For each member of your gang that are killed.

Player 6-DeeDee & Her Crew (The Warriors, Savage Gang)

Name	Status	Equipment	Points	Total
DeeDee	Leader	Handgun & pick	23	23
Billy the kid	Savage	Machine pistol	19	42
Cutter	"	Razor claws & knife	10	52
Fat Sam	"	Crossbow & sword	14	66
Dev	"	Chain, handgun & knife	13	79

The 'Warriors' are the hardest gang in town and you and your boys will prove it to anybody. Not even the cops would dare to try and take your lot. All the people that have tried have been nailed to the wall. A rumour on the infonet tells you that the West City Bikers and The Nomads will try a raid tonight but you'll be ready.

Mission:

Kill any Bikers or Nomads and protect your turf.

Victory points:

+3VP For each Biker or Nomad gang leader killed.

+1VP For each Biker or Nomad gang member killed.

+5VP If no other gangs are within 6" of the old schoolhouse (your Base) at the end of the battle.

-1VP For each member of your gang that are killed.

Player 7-Gorgo The Cop Killer, (Savage Hero)

Name	Status	Equipment	Points	Total
Gorgo	Hero	Handgun & dagger	105	105

Rumour has it that some renegade cop is gunning for you after you killed his brother. If he comes looking you'll be ready. Also some news reporter is digging up the dirt about your past with the rebels. When she comes looking as she will, you'll have to kill her too.

Mission:

Kill any reporters that come snooping around and the renegade cop if he shows his face. Help your gang the Warriors if they get in a tight corner.

Victory points:

+5VP if you kill the news reporter.

+5VP if you kill the renegade cop.

+1VP for each member of the media team that you kill.

+1/2VP for Biker or Nomad that you kill.

-5VP if you are killed.

Player 8-Undercover Law Enforcer, (Law Enforcer Hero)

Name	Status	Equipment	Points	Total
Travis	Hero	Auto shotgun & handgun	107	107

Ever since the death of your brother you have been looking for revenge. You have now found out that Gorgo, a member of the 'Warriors' (a local savage gang) is responsible. Using the police infonet you have found the Warriors have their headquarters in a old deserted school building on the east side. Tonight you take Gorgo down.

Mission:

Kill Gorgo and as many of the 'Warriors' as possible.

Victory Points:

+9VP if you kill Gorgo.

+1VP for each member of the Warriors gang that you kill.

-5VP if you are killed.

Player 9-The News Crew, (Media Team)

Name	Status	Equipment	Points	Total
Diana Rigby*	Leader	Handgun	21	21
Al Capino	SubLeader	Handgun & camera	16	36
Arnold	Bodyguard	Machine pistol & knuckleduster	20	56
Alice	"	Machine pistol	19	75
Colin Mulley	"	Handgun	11	86

*Although Diana Rigby is NOT classed as a heroine, she does receive the hero's save because of her special talents for staying alive. See page 13 of the rulebook for the hero's save rule.

You have found through your sources that Officer Travis (Special undercover cop) plans to assassinate a prominent local gang member called Gorgo for the murder of his brother. If he does it would be an exclusive. If Gorgo is killed there is bound to be some riots which will be a great news story. Your boss has had some run ins with Gorgo so keep clear of him until Travis shows up. If some crank called Billy Booster or his gang turns up get Arnold and the bodyguards to deal with him. He has been trying everything to get his name in the news but he is a loser so don't waste the film on him.

Mission:

Film the death of Travis or Gorgo, and any good street battle. Get any film back to a dataterm. If Billy Booster or his gang turns up get Arnold and Co to deal with him.

Victory Points:

- +7VP for filming the death of Travis or Gorgo.
- +2VP for filming the death of each law enforcer (max of 2).
- +1VP for filming the death of each gang member (except Billy's Booster Boyz, max of 3).
- +1VP for each of Billy Booster Boyz that are killed.
- 3VP if Diana Rigby is killed.
- 2VP if Al Capino is killed.

Special Rules

Filming can only be done if both Diana and the camera man are within 8" of the subject. If the cameraman is not Al Capino then the camera man and Diana must be within 6" of the subject. The camera man must have a clear line of sight to the subject. To collect VP's for filming the camera man must take the camera to a dataterm while on 'stay sharp' orders. Al Capino will not give up his camera unless he is killed. If he is killed then another member of the media team may use the camera.

I would like to thank every one at Fun & Games, Woking who acted as our guinea pigs for the day playing out this scenario. A special thank you must go to William and James Duff who certainly made sure I didn't slack during the day, and their father Andrew who wrote in with some useful advice regarding improvements that could be made to the scenario. Also in his letter he asked for hints and tips on running games at local clubs, which we thought would make an interesting article so look out for that in the next issue. ED

ER-RAT-TICA

Anyone who has been basking in victories with their Rat army has had it too good for too long. Several of the profiles were a point out (Shock! Oh horror of horrors). This was due to the wrong file getting loaded in, a feeble excuse I know, but what with the pressure of Life, the Universe..... anyway I digress. Major cock-up on the army list front. Here are the profiles that need updating:-

Ratmen Guards

Base Size: 1 inch x 1 inch

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Vet	Fan	-	-	1	Md	2H/Cb	7"	-	No	Day	10	+4El	5	20
Vet	Fan	-	-	1	Md	Pol/Cb	7"	-	No	Day	10	+4El	5	20

Ratmen Warriors

Base Size: 1 inch x 1 inch

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Ave	Fan	-	-	1	Md	Sp	7"	-	No	Day	5	+3Vet	10	30
Ave	Fan	-	-	1	Md/S	Hd	7"	-	No	Day	5	+3Vet	10	30

Ratmen Slaves

Base Size: 1 inch x 1 inch

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Poor	Fan	-	-	1	Lt/S	Hd	8"	-	No	Day	3	+1Ave	10	40
Poor	Fan	-	-	1	Lt	Pol	8"	-	No	Day	4	+1Ave	10	40

Ratmen Warchiefs And Battleleaders

Base Size: 1 inch x 1 inch

qua	typ	str	res	wor	arm	wea	mov	sav	ter	bad	pts	upg	min	max
Eli	Fan	+1	-	2	Md/S	Hd	7"	7	No	Day	30	n/a	n/a	n/a

New Contributors

As I mentioned earlier in the news section we had a terrific response to the call for readers to submit illustrations to Warrior. From all the submissions three stood out. The best Fantasy Warrior illustrations came from Michael Musson of Nottingham, while the best Killzone ones came from Ben Nyman of Southampton and Martin Hanford of Ledbury, Herts. They will join Barry Quin as regular contributors to Warrior.

Meanwhile a special mention must go to Jack Grabham of Edgware, Middlesex, who sent in some illustrations along with a suitably witty letter. Although his illustrations were of excellent quality, he was pipped at the post by Michael, Ben, and Martin. However so impressed was I by his inane rantings in his letter that a phone call later he was busily writing a battle report for me. You'll be able to see some of the pictures next issue along with Jack's Battle Report.

From what I've just experienced with the call for illustrators there is a rich source of untapped talent out there amongst you Warrior readers. So if anyone would like to join Jack as a regular contributor to Warrior then please send your articles, scenarios, or battle reports, to me at the usual address on the back page.

Show News

Look out for all of us at **Salute** on the 8th April at Kensington Town Hall, London, and also at **EuroGenCon** at Camber Sands on 27th - 30th April. A trade stand will be at both these shows along with a participation game of Killzone.

Back Issues

Back issues of Warrior are now available at 55p each.

Issue 1. To Be a King. Scenario for Orcs and Dwarves by Robin Dear.

Issue 2. The Undead Army. Tips on using the undead. The Battle of Kicking Bottom.

Issue 3. The Battle of Dunbarrow. A battle report. Using a Fighting Men Army. Rules Update. Some new orders by Nick Lund.

Issue 4. DragonLords Preview. The Battle of the Plains of Plenty scenario. Design Notes by Mark Copplestone. Barbarian Do's and Don'ts. Salute battle report.

Issue 5. The Temple too Far. Future Warriors. Dark Elf rules and new magic spells. Fantasy Warlords, 15mm gaming.

Issue 6. Before the Dawn scenario. Orders by Unit. The Art of Changing Orders. Terror Tactics. Magic Weapons.

Issue 7. Juggernaut Tactics. The Search for Scaraz Scrim. The Crown of Isrimdal, Part 1. Eurogencon, Future Warriors.

Issue 8. Tricks and Tactics. The Crown of Isrimdal Part 2. Design Notes by Mark Copplestone. The Little Wars, Part 1. Killzone, a battle report and all the latest on the game, and making scenery for Killzone.

Issue 9. The Little Wars, Part 2. The Defence of Applechurch. Operation B7, a Killzone scenario. Tricks and Tactics for Troopers and Bikers. Killzone review.

Issue 10. The Little Wars Part 3. Operation Sword Thrust, dirty tricks for Fantasy Warriors. Killzone Predator Scenario, Battle Report. Killzone at Eurogencon. The Barbarain Outpost.

Issue 11. The Little Wars Part4. Nature Power, tips for using Druids. Fantasy

Warrior Profiles Update. The Ratmen Army. Killzone Scenario.

Subscriptions

As I mentioned in the News section, Subs are now available. The price for 6 issues is as follows:

U.K, Europe, and B.F.P.O £3.00

Outside Europe (air band 1) £8.00

Air Band 2 £8.50

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Any letters, articles or rules suggestions, should be sent to me at the address below:-

**Derek Mugridge,
14 Claremont Crescent,
Regents Park,
Southampton, Hants. SO15 4GS**

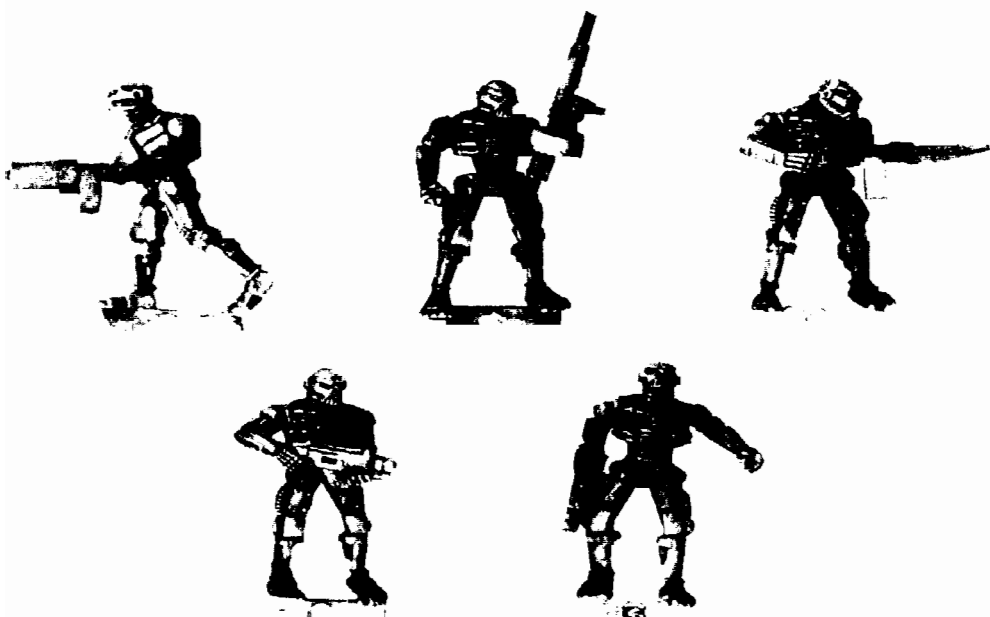
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100407.450@compuserve.com

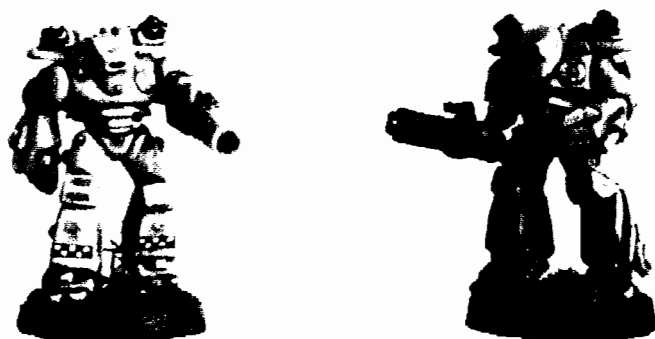
Next Issue

The Battle of Brimagost Forest.
A Fantasy Warriors scenario by Robin Dear.
The Crown of Isrimdal. A battle Report by Jack Grabham.
Plus all the latest news and reviews.

FUTURE WARRIORS



1520 - SKELETAL ROBOTS (5) - £5.00



1513 - POWER ARMOUR TROOPERS - £5.00

COMING SOON

HOT WAR ALERT A KILLZONE MINI-CAMPAIGN

**It started with a General taking a gentle jog.
It ended in a full scale HOT WAR ALERT.**

An assassination attempt on General Bereslev, the Government Secretary for Repatriation leads to a massive wave of violence between the Government, street gangs, and smugglers.

In this four part mini-campaign you can take part in an assassination attempt, or a daring warehouse raid, take on the role of smugglers, or be the one who triggers the Hot War Alert. It's up to you.



This A4 book with full colour cover, contains 28 glossy pages with full background of each scenario, maps, fully illustrated squad lists, uniform and clothing colour guide, and tips on scenery building.

Also including new rules for Cyber Enhancements, and Military Replicants.

NEW FROM GRENADIER



ISSUE 13 ■ April / May 1995

£1

WARRIOR

For Fantasy and Sci - Fi Wargamers



DM95

INSIDE THIS ISSUE

Fantasy Warrior and Killzone
Scenarios

Fantasy Battle Report

Plus all the Latest news



Warrior

GRENADIERS BI-MONTHLY PUBLICATION
Issue 13 - April / May 1995

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Editor: Derek Mugridge

Contributors: Robin Dear, Jack Grabham

Illustrators: Ben Nyman, Michael Musson, Martin Hanford,
Derek Mugridge

NEWS

New Look Warrior

AHA! The new look Warrior arrives as promised. Glossier than the glossiest thing, A full twenty one pages of our rantings all nice and glossy. Am I excited. Oh yes! Another quantum leap in the already full and interesting life of the Warrior. But why am I so excited I hear you cynics cry. "I liked my small Warrior, it fit nicely in me pocket like Guv." says Fred Bloggs of Lower Chilling-Nutmeg. There is a good reason for this good readers. Small A5 publications are not popular with the shops as they have difficulty displaying them. Whereas a nice big A4 jobby catches your eye on the shelf. So Warrior now heads for the shops, and I'll take this opportunity to welcome our new readers. Unfortunately this has entailed a price rise to £1, but hopefully this is a small price to pay for what one critic described as, "a darn good read, but what are these guys on?" Mind you, what else can you buy for a quid these days, a copy of the Power Rangers comic, the Southern Free Ads and a small pack of Polo's, a lead miniature, not even a good pint of ale. To sum up, (I wish he would) Warrior has to be the bargain of the year. Those of you canny enough to subscribe are still getting your copies at the old price. Wise men indeed.

New Grenadier Publications

So what else is new? Ah well I have been busier than busy the bee on a very busy day. For not only has Warrior been released nice and promptly at the beginning of April, but so has Hot War Alert, and the first of the Killzone Playtest Modules.

Hot War Alert

Hot War Alert is a 28 page Killzone mini-campaign. An A4 book as all Grenadier Publications will be from now on, with full colour cover, fully illustrated squad lists, uniform and clothing colour guide, and tips on scenery building. Also included are **new Killzone rules** for Cyber Enhanced Units, and Military Replicants. It is available now priced £5.

Killzone Playtest Module

Also available now is the first Killzone Playtest Module. This is a new idea to get you, the gamer, more involved in the development of Grenadier games. What has happened in the past is that you buy the rules, then send in your ideas on how they may be improved. These ideas can sometimes be very good, but involve revisions of present rules, or releasing 2nd editions. So it makes sense to do this before we release the rules, by giving those of you who are keen players the rough outlines of new rules. You can then join us in the process of

playtesting and ironing out any problems that may arise. These modules along with all your ideas will then be compiled into a full colour supplement at a later date. To achieve this we are now releasing our ideas in the form of 10 page handouts which are available now priced £2.50. The first contains new rules for Power Armoured Troopers, Medium and Heavy Armour, Smoke and Fire, New Weapons, Drugs, and Vehicles. We are only printing a limited number, so in order to secure a copy you must order quickly.

So what can you expect next? Well as I speak, talks are being held amongst the Grenadier executives as to what to release next. No firm word has been received, but I will know for sure by the time the next Warrior comes out. So check out June's issue of Warrior for the latest news.

Warrior Roadshow

Finally the time is upon us when we venture forth to visit our public in various shows around the country. In the Southern region of our fair land, Robin, Jason, Steve and myself will be travelling around with a participation game of Killzone. By the time you read this Salute will be gone. However your next opportunity to see us will be at EuroGenCon at Camber Sands on 27th-30th April. A trade stand will also be at this show. So look forward to seeing you there.

This years participation game is the creation of our number one scenery builder, Robin Dear. He has been beavering away since Christmas on his top secret project. No-one has been allowed to see the game. Only when it is finished will we be allowed to gaze upon it, in obvious awe, and fall to our knees in admiration.

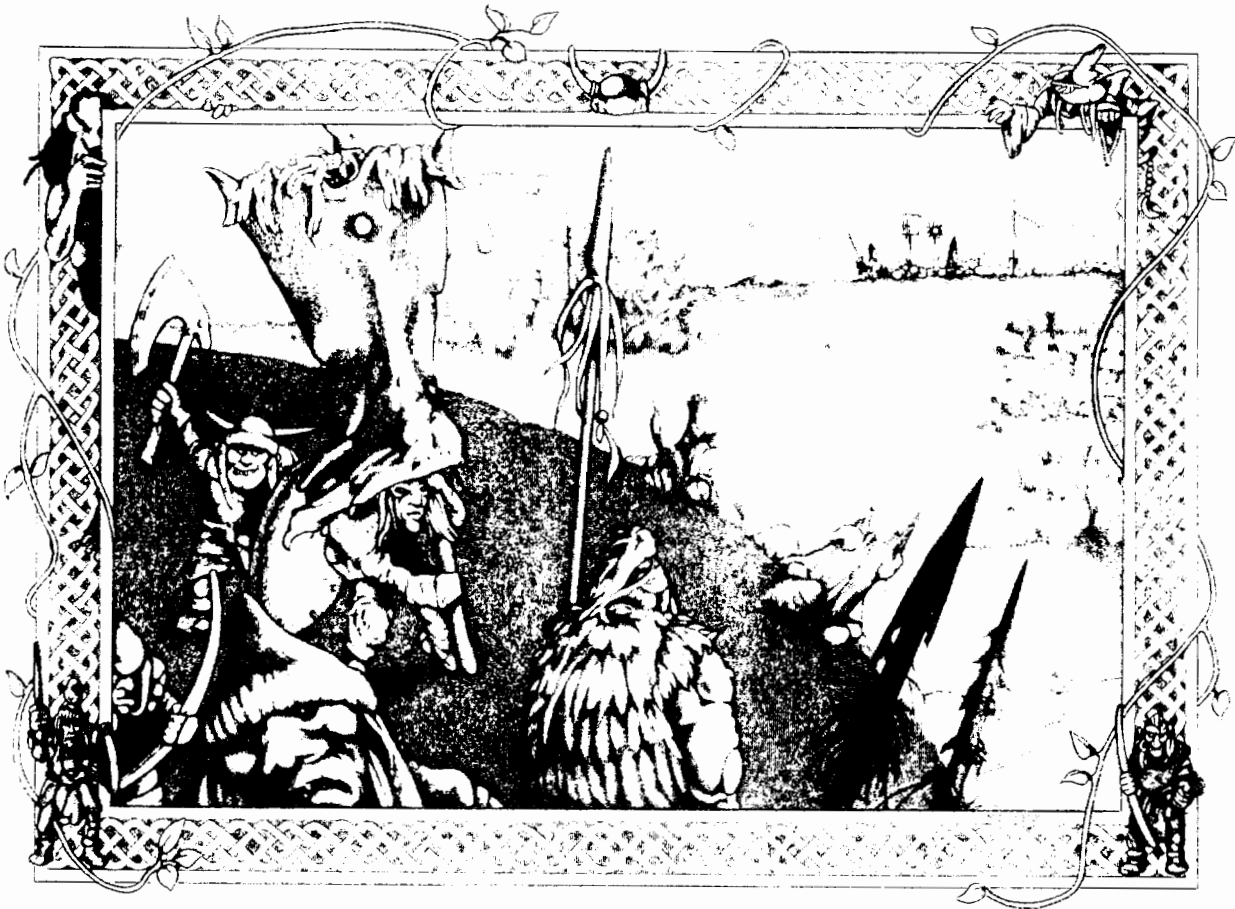
No rubbish has been safe within a mile of Robins house. The dustmen no longer call there as it is a waste of time. Even the poor cat, looking for a place to squat, scratches away at a bare cat litter tray, as Robin, laughing hysterically, sifts out the cat's deposits, explaining to the dumb struck animal how it makes excellent rubble, while pouring the rest onto strategic parts of his scenic masterpiece. As I type this, completion is only days away, and we'll all be allowed to play on it. Playtesting of course. We promise we won't enjoy ourselves. It'll be your turn at Camber Sands where you'll be able to participate in what promises to be a cracking game of Killzone.

Look out for a full report on how the participation game turned out, along with how you can build and run your own in the next issue.

THE BATTLE OF BRIMAGOST FOREST

By Robin Dear

A Fantasy Warriors Game between elves and goblins in the Forests of Brimagost. This a game for 2 experienced players acting as warchiefs. A set of the Fantasy Warriors rules and the Companion will be needed for play.



Background

The elves of the Brimagost Forests were troubled by the reports of increased numbers of goblin raiders in the southern parts of their realm. A small scouting party was sent to investigate but after many days it had not returned.

The Eorl-Lords were greatly troubled by the lack of news from their scouting party. So it was decided that there was no alternative but to send a war party to investigate. A special counsel was held by the Eorl-Lords to decide upon the leader for this undertaking. A warrior named Crantock Oak-Rush was chosen as The Guardian (or Warchief).

Crantock wasted no time in gathering his warriors and scouts. So it was not long before they had travelled many leagues south. The further they travelled the more goblin trails were found running

deep into the forest. Goblins would not dare go this far north unless there were many and were prepared for war.

The remains of the previous scouting party was found a day later. They had been ambushed as they crossed a small ford. The scouts had been left to rot while the grass around them had been stained black with goblin blood. The elves had fought with honour but they had been overwhelmed by the goblin numbers. Soon after a goblin warband was caught as it made its way back home. Crantock had found a way to get information he would need about his opponent.

The Black Claw goblins lead by their new leader Loki Crowfoot had come to the Brimagost Forests for wood to build war machines. Loki planned to

lead his goblins against the neighbouring orc tribe. But he needed war machines to destroy the orc hillfort. A few elves would be nothing to worry about.

When a warband failed to return, Loki sensed the elves must be near. He rallied his troops to their base camp and prepared for battle.

The Forces

The Elves Of Crantock Oak-Rush

Wood elf armies are always very flexible, in their style of leadership. So the Wood Elf player may put any unit in either command. The exception to this is 'The Oak Guard' which must go in Crantock's command. Each command must have at least one unit.

Individuals And Talismans.

times. While Lorgan is in hand to hand combat the elves will receive a +1 to any command tests.

Talmar Kal-Hawk (The Watcher). 46pts
Wood Elf Soothsayer. Traditionally 'The Watcher' takes no part in the battle after he has cast the runes.

The Sacred Oak Circle. 50pts
An elven sacred item talisman. (See Special rules below.)

Jargarron Min-Galiel & Doramar Pol-Gara (The Healers). 285pts
2 Wood Elf Druids. Jargarron has 30 magic points and Doramar has 23 magic points.

As druids it is their duty to protect the sacred sites such as the druid oaks. If the druid oak is defied they may not use their druidic powers. (See page 46 in the rulebook for defiling the sacred item.) While a druid stays inside the boundaries of a druid oak circle all elf units and individuals within the circle receive extra magical protection. For each attack (magical or physical) roll one die.

1-3. The attack is carried out as normal.

4-6. The attack fails (magic points are used up and volley counters are lost).

Druids cannot use their druidic powers inside boundary of the circle.

Rethellion Far-Brimost. 81pts
Wood Elf Battle leader on foot with a Leadership of 4. As Crantock's second in command, Rethellion will be expected to carry on as the Guardian should Crantock be killed. Rethellion is an experienced warrior who knows her job well as battle leader.



Crantock Oak-Rush (The Guardian). 129pts
Wood Elf Warchief mounted on a horse with a leadership of 5.
As the overall leader of the wood elf army, Crantock is known as 'The Guardian' by elvish lore.

Lorgan Bel-Gard (The Hunter). 81pts
Wood Elf Hero on foot with a 'Screaming Blade' magical sword.
As the greatest warrior in this war party, Lorgan has the ceremonial title of 'The Hunter'. As the hunter he is expected to be in the thick of battle at all

The Elven Units



The Oak Guard. 280pts

A unit of 20 Elite Wood Elves including Leader, Standard Bearer, Musician & Champion. Armed with spear and shield.

The Oak Guard is a unit formed from the best elven warriors. They are traditionally the personal bodyguards of the Guardian and as such must be in Crantock's Command. Because of The Oak Guard's experience it is very difficult to shake their morale. This is represented by an extra +1 to all combat tests.

The Willow Soldiers. 660pts

Two Units of 20 Elite Wood Elves including Leaders, Standard Bearers & Champions. Armed with Longbow and sword.

Willow Soldiers is the nickname given to elves armed with bows. The name refers to elven bows which are made out of willow.

Followers of the Wild. 200pts

One unit of 10 Veteran Shapechangers including a leader and Standard bearer. Armed with two handed swords.

If the Hunter joins the Shapechangers while in bear form, he will also change into 'Bear Form' for the rest of the battle. The Hunter must stay with the shapechanger unit while in 'Bear Form'.

Glade Watchers. 380pts

Two units of 20 Veteran Wood Elves including Leaders, Standard Bearers & Musicians. Armed with sword and shield.

Glade Watchers make up the bulk of normal elven infantry. Warriors ready to defend their forest homes.

The Elven Outriders. 270pts

One unit of 8 Elite Wood Elf Cavalry mounted on horses. Armed with sword and shield.

The Outriders are the eyes and ears of the wood elf armies. They scout ahead to spot the enemy and make daring hit and run raids on unprepared enemy camps. Many of the great elven warriors and warchiefs started in the Outriders.

Total 2462pts



The Black Claw Goblins Of Loki Crowfoot.

Goblin armies are renown for their disorganisation. Which means they are unlikely to be organised in the same way twice. Petty squabbles usually end in violence. Which normally leads to a subsequent promotion for the victor. Because of this units may be placed in any of the goblin commands. The exception to this is The Black Guard which will always be found in Loki's command. All Commands must have at least one unit with them.

Individuals And Talismans



Loki Crowfoot. 114pts

Goblin warchief on foot with a leadership of 5. Loki is the overall commander of the goblin army. Like all goblins that have made to the top, Loki has done it over the bodies of his enemies. The only way he can stay there is by finishing all his rivals before they finish him.

Uthzare The Suspicious & Thori The Pathetic. 168pts

Two Goblin Battle leaders on foot with a leaderships of 4. There is only one thing Uthzare and Thori hate more than each other and that is loki. But while loki

has the Black Guard and Mortiss-han they know they won't be more warchief wanabees.

The Great Black Eye Of Narish. 100pts

The Great Black Eye Of Narish (or the Great Eye as it is more commonly known) is an Army Banner Talisman.

The Great Eye can be seen as a giant black standard with silver eye painted on it. At the centre of the eye as the pupil is a large magical gemstone.

Guardians Of The Great Eye. 170pts

Two goblins priests.

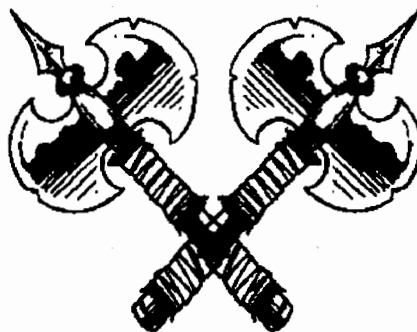
As Guardians of the Great Eye it is the duty of the priests to protect the eye from infidels. If infidels try to touch the Great eye the priests will defend it with religious fanaticism. If any non-goblin figure comes within 6" of the eye the guardians will go into an automatic frenzy. This fanaticism stops the priests from moving more than 6" away from the eye. The Guardians may not call on the Gods if they are in a frenzy or the Great Eye has been 'wrecked'. (See page 46 in the rulebook for wrecking the standard.)

The Grand Dhakruk. 160pts

One Goblin Wizard on foot with 30 magic points. As a 'loyal' subject of Loki, Dhakruk must always be on hand to help and protect his master. So Dhakruk may not voluntarily move more than 12" away from loki.

Mortiss-han. 82pts

Goblin Hero on foot with a 'Doombringer' magical sword. (see warrior issue 6 for Doombringer sword) Mortiss-han is respected through fear by all the Black Claw Goblins. His displeasure is enough to make most goblins quake in their boots. Any goblin unit within 6" of Mortiss-han may add +1 to their combat and causality tests. Through the fear of his revenge if they displease him by routing or performing some other revolting act. If Mortiss-han joins a unit he will only add +1 to the unit's combat and causality tests for being a hero.



The Goblin Units



The Black Guard. 540pts

One unit of 20 Elite Hobgoblins including Leader, Standard Bearer, Musician and Champion. Armed with various nasty two handed weapons. The Black Guard is made up of the very best goblin

soldiers who will fight to the bitter end. This is represented by an extra +1 to all combat tests. The Black Guard has the biggest, the strongest and the toughest goblin warriors. So the Black Guard are used loki's personal bodyguards. The Black Guard will always be in loki's own command.

The Dark Swords. 180pts

One unit of 20 Veteran Great Goblins including Leader, Standard Bearer, Musician & Champion. Armed with sword and shield.

The Dark Swords is the nickname given to great goblins. The reason for this name is that larger goblins usually have more swarthy skins than their smaller brethren. Hence hobgoblin and great goblin units customarily have reference to their darker complexion in their nicknames.

Hill Trolls. 175pts

One unit of 5 trolls including Leader & Standard Bearer. Armed with large clubs. What else would expect from trolls!

The Rabble. 240pts

Two units of 30 average goblins including Leaders, Standard Bearers & Musicians. Armed with shields and one handed clubs, maces etc...

The Rabble will only attack or threaten units that they out number. Your typical goblin infantry: unreliable, cowardly and completely expendable!

The Shooters. 360pts

Two units of 20 veteran goblins armed with bows, including Leaders & Standard Bearers.

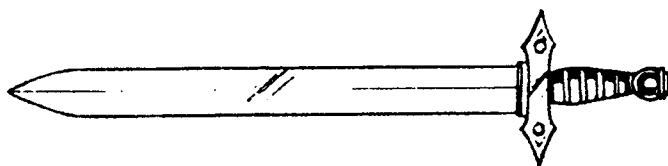
Goblin archers are usually abysmal but Loki has managed to train two units up to a reasonable quality. They are no match for the wood elf longbows but will still come in handy.

Goblin Equipment.

3 Palisades. 90pts

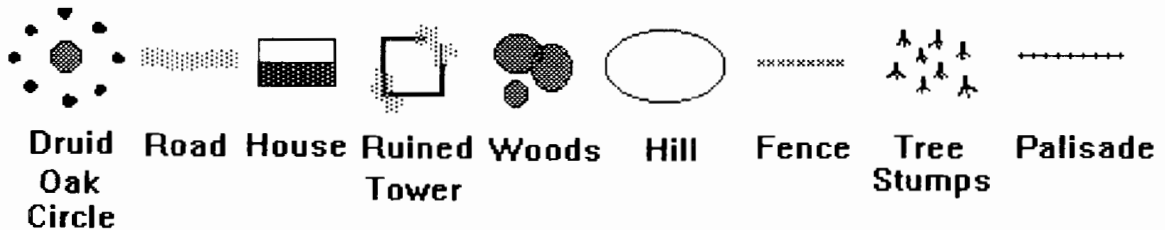
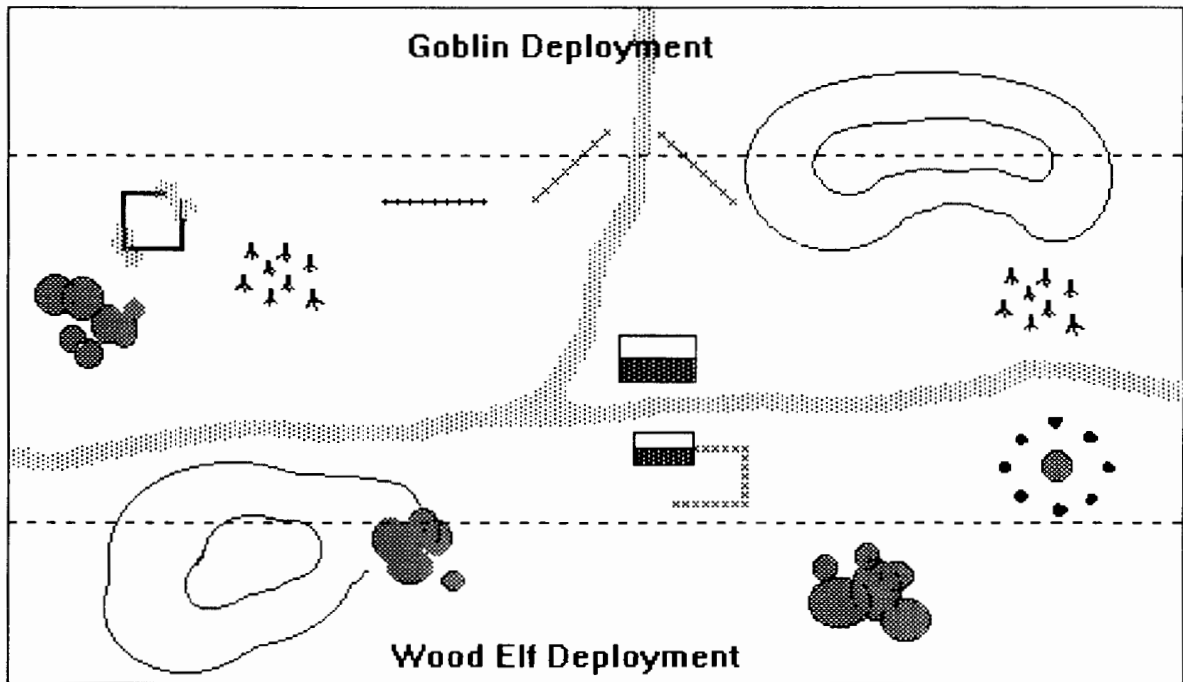
2 firewater counters. 40pts

Total 2419pts



Setting Up.

An Example Of The Battle Of Brimgost Forest



Scouting, deployment and reading the omens etc.. are carried out as normal. However a number of amendments must be made when placing scenery. Determine the scenery as normal with the following exceptions:

- ◆ The ruined tower (see special rules) is counted as one terrain item. It cannot be placed in either sides deployment area.
- ◆ Because the battle takes place on the borders of a forest, there are lots of trees around! There must be at least two terrain items containing trees.
- ◆ The druid oak circle is placed by the wood elves regardless of the scouting result. It cannot be moved by a goblin scouting victory. The druid oak circle may not be placed less than 12" from the wood elf baseline. The druid oak circle does **NOT** count as a terrain item.

- ◆ The goblin player places two small terrain areas (6"x6") of tree stumps within his half of the table. These cannot be moved by an elf scouting victory. These tree stumps represent the trees cut down to make the palisades. A terrain feature of tree stumps provides soft cover for elf or goblin infantry. An area of tree stumps gives a quarter movement penalty.

Special Rules

Ruined Tower

The ruined tower is occupied by a giant named Kugrot. Kugrot has been bribed (with a large cart of ale) to keep out of the goblin's way while they cut down the trees. However if any unit comes within 6" of the tower roll one die and refer to the chart below. Roll the die only once per turn. Kugrot is a medium giant under the effect of a firewater counter. The Ruined tower is counted as one terrain feature when setting up scenery.

THE BATTLE OF BRIMAGOST FOREST

Kugrot hates trolls and will attack any trolls that come within 8" of him. Even if this means attacking troops on his own side.

Any individual or unit will be attacked if they try to enter the tower while Kugrot is at home.

Die Result

1	Kugrot is in a very bad mood (probably brought by his hang over). Kugrot attacks the nearest unit immediately.
2	Kugrot is only in a bad mood. The nearest unit takes an immediate threat test as if threatened by an enemy terrible creature.
3-4	Kugrot is asleep. Nothing happens this turn.
5	Kugrot is in a good mood and offers a drink to the nearest unit. If the unit accepts the drink place a firewater counter beside the unit. If the unit does not wish accept to the drink, roll another die
1-4	No Effect, Kugrot goes back to the tower.
5-6	Kugrot is insulted, he will attack as in result 1.
6	Kugrot is in a very good mood. He joins the nearest command for the rest of the game as an unpaid mercenary.

Druid Oak Circle

This Druid Oak Circle is made up of a large Oak tree surrounded by a circle of eight boundary stones.

- ◆ The 8 boundary stones should be placed at the points of a compass, 6" from the centre of the circle. No other terrain features may be placed within the stone circle. The druid oak Circle should not be treated as a terrain item when setting up the scenery.
- ◆ Oak circles are sacred items to wood elves.
- ◆ Oak circles are protected by powerful sorcery so no non-elf may pass between the boundary stones and touch the oak tree.
- ◆ If the Druid Oak is touched by a non-elf then its power is destroyed. (See defiling a sacred item page 46 in the rule book.)
- ◆ Any units inside the boundary stones receive soft cover.
- ◆ The Druid Oak itself is counted as a sacred item talisman for the wood elves.
- ◆ No non-elf figures may pass through the circle unless the boundary spell has been broken.
- ◆ The boundary spell can only be broken by a wizard that has successfully cast an 'Arcane Duel' spell against the circle. The Druid Oak will defend against the wizard's spell with the equivalent of 15 magic points. The 'Arcane Duel' must be fought as a duel to the death. If the wizard wins he only breaks the boundary spell and does not get any magic points back. The wizard must be within 12" of the Druid Oak to cast the spell.

Special Profiles For This Game.

Elves

Name	Qua	Typ	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad
Lorgan	Eli	Tri	+1	-1	5	Lt/S	Hd	8in	7	No	No
'Bear Form'	Eli	Fan	+2	-2	6	Lt	T&C	10in	6	Yes	No

Goblins

Name	Qua	Typ	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad
Guardians	Vet	Fan	-	-	1	Lt	Hd	8in	7	No	Day
'Frenzy'	Vet	Fan	+1	-1	2	Lt	Hd	8in	6	No	Day

THE CROWN OF KING ISRIMDAL

THE MEDIUM SIZED BATTLE

By Jack Grabham

A Warrior reader sends in his account of the scenario featured in issue 6.

HOW THE DAY WAS WON BY A.N. ELF.

We moved into position on the hill overlooking the town (Isrimdal's idea, not ours. Most of us wouldn't have been seen dead near one of those Dwarf-hives, today definitely not being an exception). Over the way, on the flat farmlands, we could clearly see a force of those odorous little fiends, the goblins. We could hardly believe our luck. We'd not been whipped by their kind in centuries. Today however, we were to learn a hard lesson in the school of over-complacency.

To our right was Alralis, the Lord Protector of this dreadful part of the world. With him were his four knights, decked out in ludicrous amounts of iron and, as is always the way with these types, bragging about past exploits both on the field of battle and in various ladies boudoirs. Silent beside these loudmouths waited seven men at arms, grimly determined to prove their worth to their more illustrious cohorts. A bright figure rode beside Alralis, and a rumour that he was the new Paladin was rife amongst the ranks. If so, then thank the stars! They had the job of tackling the enemy centre and the scouts had reported that they had some ungodly spirit creatures lurking amongst the ranks of half-rotten shambling corpses, who were already advancing steadily towards them.

On the opposite flank we knew the king himself had set up his field H.Q around his famous bivouac (as he likes to call it.) We prefer the term furnished marquee ourselves. He had a strong contingent of the regular army with him and a pair of light cannon as well. Intelligence had stated beyond a doubt that he was up against a force of those wild yobs from the barbarian wastelands. Typical of that sort to get mixed up with Alkalon's lot. The King definitely had a hard fight ahead of him.

As the enemy front moved toward us. We could hear those uncouth louts on the far side, swearing at the king and his men. In the centre we could see a weird yellow glow emanating from behind the zombie line (this glow remained for the rest of the battle, although it did happen to move around a little). Skeletal horsemen, offensive to all things living, surged forward. The knights and the Paladin rode off to intercept, with Alralis and the other cavalry following close behind.

To spare the initial setbacks endured by our side, and also, so as to not be seen to glorify bloodshed,

(always distasteful to us elves) I will give you a fairly brief account of the following engagement. We lost the Paladin when he rode straight into a waiting Spectre and this so unnerved the Lord Protector that, when he and his cavalry saw a line of zombies wielding bows, he turned tail and ran for it, taking all his men. The centre was ripped apart in one fell swoop!

Both ours and Isrimdal's archer fire was worse than useless due to the mages hidden within the enemy archer units. A dastardly trick that, shielding ones own men while cutting down the enemy's ammo and numbers. It was going to have to be a hand-to-hand session.

It wasn't long before we got our first breakthrough. The King and his men had gotten into a serious rumble with the Barbarian chieftain, who along with his bodyguard were proceeding to joyously tear the hapless footmen apart. The chieftain detached himself from the fray and came under a withering hail of arrows. This forced him into the old wizards tower, where he was initially wounded by some kind of booby trap, and then killed by what the nearest units described as, "a trio of the most peculiar little fire creatures in the land".

The news spread like wildfire, and a visible wave of uncertainty spread across the entire enemy line, (barring those who were devoid of emotion of course), followed by a resounding cheer as the Barbarians turned and ran for it. Leaving the King free to advance upon the tower.

That left us to deal with the goblins and the Giant(!) which had appeared, as if from nowhere, amongst their ranks. Several of us cursed the scouts, who had failed to see the great brute. God knows how they could miss him. Our lines advanced, confident all the same. The enemy jeered and threatened us, and I'm not ashamed to admit, it did have an effect, as many of us began to feel nervous. After all it was a very large force!

To trim it down, the giant was taken out by the tree spirit which our Druid had summoned. Unfortunately in the struggle the giant took a huge bite out of the tree spirit and after the Giant had fallen the tree spirit also came crashing to the ground. Our shapeshifters took out a unit of what the enemy hilariously termed 'Great' goblins and then proceeded to slug it out with the skeletal horsemen for the rest of the battle. With the coming

of daylight we gained a natural advantage as we came to blows with the enemy, and with it news of the destruction of the Spectre at the hands of the hero cleric, Turan. At this point the enemy began to falter. The goblins wiping out our cavalry in a single sky-darkening volley before finally turning tail and running for the hills.

The Druid chose this time to attack the undead command with another tree spirit, hoping to take out the Baron and perhaps a necromancer or two. A good tactic, but unfortunately an unsuccessful one. That miserable Alkalon called up a fiend from the fiery pits to defend himself and he was successful in doing so. We began to panic as the fiend moved toward us but the Druid called yet another tree spirit and these two titans became locked in a deadly single combat. The Baron meanwhile retreated into the relative safety of his tent. A breathless messenger arrived with the word that Direshadow the wraith had the crown and was fighting an elemental beneath the wizards tower. The day began to turn again, but fortune was with us as a great roar erupted from the kings flank. The wraith and the elemental had killed each other, leaving the way clear for the King to reclaim his crown. This news was not lost on Baron Alkalon. With his forces decimated and in full retreat, he speedily fled the field with his foul necro-practitioners in tow before we could get to him. However it would take him many years to muster a large enough force to challenge us again. Victory was ours and the crown was once again in the hands of its rightful owner, the King of Isrimdal.

SUGGESTIONS:

King Isrimdal

Keep your units with weaker morale away from the undead as the dread cast by the Spectre will have an effect as it did with the Lord protector and his men at arms. Alternatively try and manoeuvre your forces so that the Spectre must come within twelve inches of his own troops to catch you. The best ones to catch this way would be the goblins, as they are the largest single command in the enemy army, and are more likely to be affected by the undead dread than many of your own units.

For this battle the elves were found to be more effective as a head-on fighting force and not the hit-and-run merchants that are the nemesis of so many more organised armies. Should the elves find themselves up against the barbarians however, the more traditional role of guerrilla tactics would be more prudent.

The best deployment of your forces, should you be forced to set-up first, would be described in the above account. This is due to the necessity for numbers on the right flank to cover the wizards tower, and the elves need their Druid near the trees for his powers. The Druid could render the forces opposing the elves useless simply by creating impassable terrain at the right moments. To punch at the centre the cavalry command was found to be very effective but don't forget to use your wizard. The Spectre got lucky on his die rolls against the Paladin. REALLY lucky! It could have been an entirely different story.

Baron Alkalon

KEEP YOUR NECROMANCERS PROTECTED AT ALL TIMES!

Use the superior movement of the Spectre to your utmost advantage, always going for the less powerful units.

Use your wraith in combat. The +1 bonus he gives to his unit is invaluable to you especially your archer unit. When the time comes, he is also a very good individual to use to scout out the town (once its been cleared of course) as he is able to stand and fight on his own.

Use your goblin and barbarian wizards to "shield" your archer units, and in turn advance with your shielded archers in front of the rest of your troops. The enemy missile units were rendered TOTALLY ineffective during the above game through this tactic.

If you plan to use your Barbarian destroyer to effect, you may find that this will be more easily achieved if you deploy his command on your left flank.

Do not forget that Baron Alkalon has a substantial magic pool, use him but be careful as he is still your Warchief.

KEEP YOUR SPECTRE AWAY FROM THE GOBLINS! REMEMBER UNDEAD DREAD AFFECTS YOU TOO.

Thanks to Jack for sending in his report. Not only is it satisfying for us to know that you are enjoying the scenarios we write, but also it can add to the fun by writing about your battle exploits after. Hopefully this will inspire many more of you to share your battles and heroic deeds with us. So send your reports, and tactics to either of the addresses below

Post them to:- THE WARRIOR (READERS REPORT)
14 CLAREMONT CRESCENT
REGENTS PARK
SOUTHAMPTON. HANTS. SO15 4GS

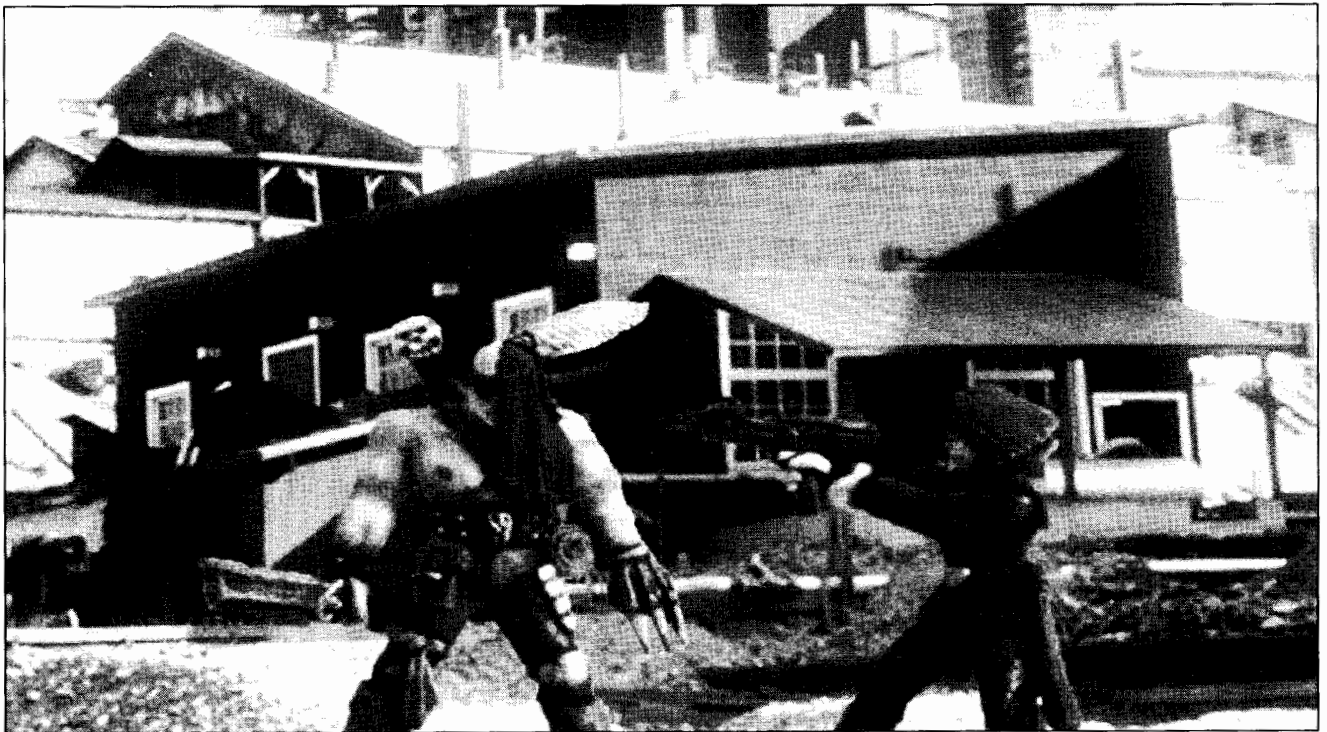
OR E-MAIL THEM TO :- Derek (Grenadier UK)
100407.450@compuserve.com

THE B7 OPERATION

Part 2. The Friday Night Fry-Up

By Derek Mugridge

The continuation of the Killzone scenario from Issue 9



Above: Lieutenant Ramova captures Spider

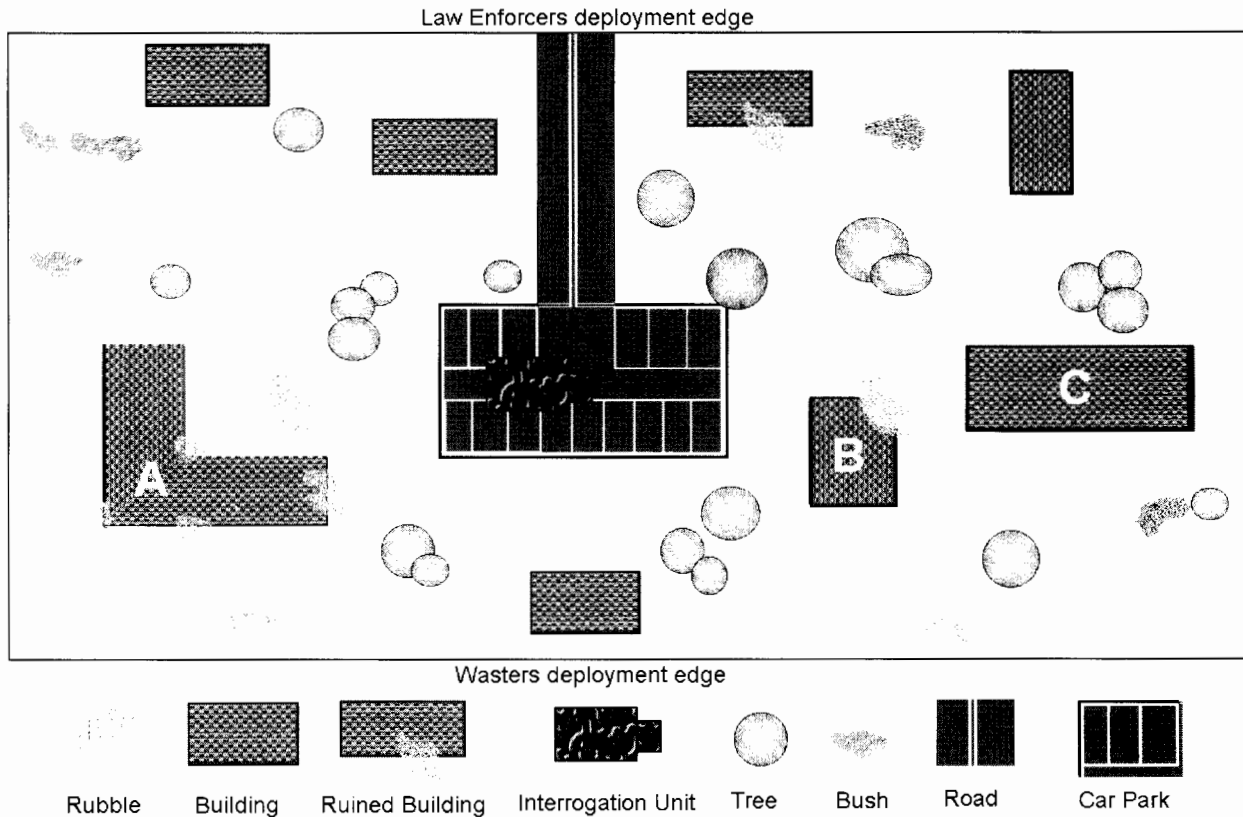
B7 was an experiment gone wrong. A drug developed to enhance the fighting potential of Government troops had instead, left some in a state of permanent psychosis, or the lucky one's dead with their brains fried. In the meantime before them lay a massacre of not only the gang members whom they had sought, but also any man, woman or child who had got in the way. The operation had been hushed up, and the drug was returned to high security labs for continued development. Unfortunately it was now in the hands of a maniac scavenger known as Sturn, and the operation was about to take another twist.

The B7 Operation was escalating. Sturn had managed to escape the pursuing Government troops and had gone underground. The Government had enlisted the help of the Law Enforcement Agency to track him down, and they

were now getting close to his current location.

Sturn meanwhile was busily experimenting with the drug's potential. His earlier attempts had led to brain-fry in just seconds, so he was now varying very small doses of the drug to see its effect. With the Law closing in, now seemed like as good a time as any to give it a full test. He had enlisted the help of a gang known as the Wasters. A gang of dope fiends to whom life itself had no meaning. They lived their short lives in a drug induced nightmare world, from which death was a pleasant release. The chance to try out a new fix was too good an opportunity to miss. The consequences to themselves were of no importance. Sturn enlisted twenty gang members and gave groups of 5 varying doses. Then he let them loose on the Law and sat back to watch the fun.

THE B7 OPERATION



Deployment

All Squads and gangs deploy up to 6" from their respective table edge.

Objectives

Law Enforcers

The Law Enforcers must capture and interrogate the members of the gang to ascertain the whereabouts of Sturn. When they have his location they must attempt to capture him or can settle for a draw by killing him.

Sturn and the Wasters.

The Wasters' objective is simple, don't let Sturn get captured. This is of paramount importance to them because if they lose Sturn, they lose their next fix of B7.

Both sides have a maximum of fifteen game turns in which to achieve their objective.

Playing the game.

This scenario requires the Law Enforcers to employ a method of non-lethal combat in order to capture and interrogate the perpetrators (or perps as they are known in the precinct) to discover Sturn's hideout. For this we have developed some rules for stun weapons, cuffing and interrogating. For the wasters we have developed drug rules to simulate the effect of B7 on them.

Special Rules

These special rules are at present unofficial rules developed specifically for this scenario.

Law Enforcers

Stun Guns

This weapon was developed as a means to suppress the enemy without killing them.

Weapon	Short Range	Rapid Shots	Damage
Stun Gun	0-6"	2	3 Dice

- ◆ Apply targetting as normal.
- ◆ During the Hit roll all cover modifiers are applied.
- ◆ Armour offers no protection to a stun weapon. Therefore all figures are stunned on a roll of 7 or more.
- ◆ No figure can be killed with a stun weapon, no matter what the kill score.
- ◆ If the kill score is less than 7 then the weapon has had no effect on the target.
- ◆ No close range modifier is available.
- ◆ The weapon cannot be fitted with a sighting aid.
- ◆ The weapon can be fired in close combat. This qualifies for an automatic hit. No targetting roll is required.
- ◆ On a successful hit a figure becomes stunned.

Stun Grenades

This is an area effect suppression weapon, working exactly the same as a normal grenade, but without killing anyone.

- ◆ All the general rules for hand grenades apply to stun grenades the only difference being the following:-
- ◆ On a successful hit with a stun grenade all figures within 2" will be automatically stunned.
- ◆ On a miss all figures within 1" will be stunned.
- ◆ If a stun grenade is thrown through an opening into an enclosed space such as a room, then these distances should be doubled. i.e 4" for a hit, and 2" for a miss.
- ◆ A solid wall will protect a figure from a stun grenade. e.g If there is a solid wall between the figure and the landing point of the stun grenade, then the figure will not be stunned.
- ◆ A figure will not throw a stun grenade when there is a chance he will suffer from the effects. Therefore he must throw it from more than the effect distance or throw it from behind a wall



Stunned Figures

- ◆ All figures stunned become immediately suppressed.
- ◆ Figures remained stunned until the end of the game turn on which they were fired at.
- ◆ In their next turn the stunned figure may automatically remove their stunned counter.

However this still counts as one action. Leaving only one other action open to them that turn.

- ◆ If a stunned figure is hit by another stun weapon then the figure is deemed unconscious and is placed on its side and becomes immobilised for the rest of the game. e.g A figure is hit by a stun gun, and has a suppression counter placed next to him, however before he has a chance to remove it he is hit by a stun grenade. He is now immobilised for the rest of the game.
- ◆ If the group leader is immobilised he does not gain the modifiers for being alive in the Initiative and Changing Orders phase. Also the modifier for being in base to base contact with a leader in the Remove Suppression action no longer applies if the leader is immobilised.
- ◆ If more than half the unit is stunned it cannot change orders
- ◆ If more than half the unit is stunned, then that unit moves last. If more than one unit is stunned then they roll to see who goes last and who goes second to last and so on.

Interrogation

A captured figure can be interrogated. To do this the following rules should be applied:-

- ◆ The law enforcer must be in base to base contact with the stunned figure and then follows the rules for captives on page 28 of the Killzone rules.
- ◆ The Law enforcer can move into base to base contact and capture a stunned figure on any order except Snipe and Run.
- ◆ Interrogation can be used as an action under any orders except Run.
- ◆ Interrogation is the only action available to that figure that turn. The figure may not move or shoot during the same turn.
- ◆ There is no limit to how many times a single figure may be interrogated.
- ◆ A stunned or unconscious figure cannot be interrogated. i.e With a stunned figure you must capture him while he is stunned and then interrogate him during the following game turn when he has come round.

Interrogation Method

Interrogator rolls 1 x D6
Add any modifiers.

Score: 1 - 5 The perp resisted interrogation.

Score: 6. The perp turns into a supergrass, and reveals all.

THE B7 OPERATION

Interrogation Modifiers

More than one Law enforcer in base to base with captive.	+1
Law Enforcer armed with nightstick.	+1
Captive placed in interrogation unit.	+4

Interrogation Unit

- ◆ To place a captive into the interrogation unit he should be moved into base to base contact with the unit, at which point he is placed at the side of the table in a holding point with any other captives. The interrogation unit is heavily armoured, and has many security features, therefore once in the unit the captives cannot be rescued.
- ◆ If a captive is interrogated in the unit only the +4 modifier applies, no other modifier may be added.



Above: Sturn (right) and his long time companion, Leon.

The Perp Reveals All

So one of the wasters blabs, and spills the beans on Sturn's hideout. All that's left to do now, is go in and get them.

On revealing their whereabouts, the waster player immediately rolls 1 x D6.

Score: 1-2	Building A
Score: 3-4	Building B
Score: 5-6	Building C

Sturn and Leon are immediately placed in the relevant building with Run orders. However they

cannot move until a Law Enforcer enters their line of sight. Once they can move they can choose to fight it out or run. They are free to exit from anywhere along the Wasters deployment edge.

The Wasters

B7

B7 is a stimulant designed to give the user a huge rush of adrenaline, make them oblivious to pain, and give them such a high as to turn them into the ultimate killing machines. Unfortunately the consequences of taking too high a dose are severe. The user becomes psychotic, killing anything in sight. This state of psychosis can remain permanent even after the effects of the drug have worn off. Even worse in some individuals the body temperature is raised so high, so quickly, that their brain literally fries.

Using B7

Each gang can take whatever dose level it likes. Level 1, 2 or 3. The higher the dose the more likely you boys are likely to fry their brains. Sturn's not worried as long as they keep the cops away from him.

At the beginning of the game decide what dose level each gang is going to have and place a counter next to the gang leader. You can make counters numbered from one to three to do this (make sure they are different from initiative counters or confusion will reign).

The effects

A dose of B7 has the following effect on its user:-

- ◆ The user becomes more aggressive; add an additional +2 modifier to his hand to hand combat score.
- ◆ The user moves much more quickly due to the increased adrenaline; add +2 inches to all moves.
- ◆ The user loses all fear; he cannot be suppressed by anything other than stun weapons, and cannot use keep down orders.
- ◆ The fires his weapon more erratically. Targetting is done as normal, but all hits are subject to a further -2 modifier.

Multiple doses

The effects of multiple doses are cumulative. So the modifiers are multiplied by 2 or 3 depending how many doses the gang takes.

Therefore a gang on level 3 B7 gets a +6 modifier in hand to hand combat and move an extra +6 inches.

Overdose

At the beginning of every game turn following the initiative phase, gangs **must** test for an overdose.

Overdose Method

Roll 1 x D6
Add modifiers

Score: 1 - 4 No effect.

Score: 5 Overdose. Psychosis sets in. The gang immediately go on Assault orders. They cannot change orders for the remainder of the game. Each member of the gang must move by the shortest route towards the nearest figure whether friend or enemy. When they contact that figure they must attack it.

Score: 6 Brain Fry. As above. However they now have a total disregard for their own safety, running around screaming in agony as their brain slowly boils. At the end of each figure's move, your opponent may move the figure a further 2" in any direction.

To assist the flow of the game, it is advisable to make some overdose and Brain fry counters. Once a gang has overdosed it no longer makes a drug roll.

Overdose Modifiers

Level 2 dose taken +1
Level 3 dose taken +2

Victory Conditions

After ten game turns are completed a victory is awarded to whichever side meets the conditions

Law Enforcers

Major Victory: Capture Sturn Alive and return him to the Interrogation Unit.

Minor Victory: Capture Sturn.

Draw: Sturn killed or not found.

Any other outcome is a victory for the Wasters.

Tactics

Law Enforcers

You guys have got to stun and interrogate as many Wasters as you can. If you can secure a protected route to the Interrogation Unit then even better. But you must provide covering fire for those with captured Wasters at all times.

When Sturn is discovered drop everything and move in for the big bust. From now on you can waste as many of these guys as you like, but get Sturn alive if you can. Once he's dead you may never find the stolen B7 until it's too late.

Wasters

Hey, Sturn a pretty cool guy and this B7 stuff of his is the best kick you've had in a long time. Who cares if it fries your brain. Now is all that matters. Just waste any cop that comes near, and keep your mouth shut. If they capture one of your own you may have to waste him as well. Just in case he decides to grass on Sturn. It don' matter much, this stuff will probably kill him pretty soon anyway. The main thing is, you need Sturn alive or you'll never see B7 again.

Squad and Gang Lists

Law Enforcers

Squad 1

Lieutenant Ramova (Leader)	Machine Pistol
Officer Sinclair (Subleader)	Machine Pistol
Officer Kurnow	Machine Pistol
Officer Trent	Auto Shotgun
Officer Winston	Auto Shotgun
Officer Robins	Auto Shotgun

Squad 2

Sergeant Tasker (Leader)	Auto Shotgun
Officer Ives (Subleader)	Machine Pistol
Officer Ferman	Machine Pistol
Officer Sukov	Machine Pistol
Officer Klinger	Machine Pistol
Officer Kane	Auto Shotgun

All Law Enforcers carry the following items:-

Stun Guns, Nightsticks, Heavy Handguns, Headsets, Handcuffs and 1 x Stun Grenade.

Wasters

Gang 1

Kahn (Leader)	Shotgun
Kleenex	Sword, Razor Claws
Strange	Chain
Fingers	Machine Pistol, Lt Armour
Ice	Assault Rifle

Gang 2

Shark	Sword
Klecko	Scattergun, Sword
Slick	Flamethrower
Treen	Stone Club, Handgun
Screamer	Heavy Handgun

All gang members carry daggers.
The Stone Club gives +2 in combat.

Individuals

Sturn	Auto Shotgun, Handgun
Leon	Auto Shotgun

NEW FROM GRENADIER

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Dear Derek

Your favourite agony Uncle has a sort through the ever bulging Warrior mailbag.

Hello again my luvee's. I'm sorry this just will not do. Once again a torrent of mail detailing feuds across the wargames table, threats of blood spilling, cries of "cheater" and "he's not taking his shots". Now luvee's what we seem to be forgetting is that this is supposed to be a bit of harmless fun. All I get is mail from these Genghis Khan wanabee's who because they can't be bothered to get off their rear ends and raise a few hundred thousand friends to help them make their own little empire that they want so much, we end up with a repressed megalomaniac taking it out on his best friend, who "just popped round for a bit of a laugh". Now I'm sorry luvee's, but it's time I put my foot down. Perhaps when we have a little rules disagreement we could stop the game, have a nice cup of tea and a few biccies, and a quiet talk like adults. This would be far better than the temper tantrums, and throwing of rulebooks I keep hearing about. In the meantime I'll answer a few of your questions in my own little attempt to stop this needless violence.

Once again a letter wafts through the mailbox regarding line of sight rules. This is a personal favourite of mine, because it is the classic example which leads to tears, a big sulk, and someone stomping out of the room. Even some of the Warrior team fall victim to this. (Re. Robins sulk in "Sir Robins Last Stand", issue 12). This question came from **Frank Hakstege of Varsseveld in The Netherlands**. He writes:-

"Why shouldn't an archer unit on a hill have line of sight to an enemy unit, which it can see but is behind a forest? I recommend real life line of sight, (if you can see it, you can shoot it.)"

Frank included a nice drawing along with this point, showing that the figures were some way behind the forest. However a forest is pretty dense cover, and the trees on the table only symbolise the terrain. So in this instance I would say they would be an unsuitable target. But I do agree with Frank that there is no substitute for real life line of sight. Take into account what height the hill is supposed to be representing as well as the forest, and the unit, or figure's position relative to it and make a "real life" judgement. Discuss it between yourselves and make a valid judgement. Steve and myself do it all the time. Get your head down to the level of the figures and have a look. Failing that, if the figures are too far away (I don't recommend climbing on the table as this can upset many opponents) take a ruler and if you can trace a straight line from the firer to the target without anything getting in the way, then if it is reasonable fire away. Common

sense must prevail on this one I'm afraid chaps, although when half your army's in danger of making a run for it, common sense is often the first thing to disappear straight out of the window. No amount of rules writing can cover all situations. Many have tried including many pages on the subject in their rules systems and still there are problems. Usually leading to people using the rules to the letter of the law rather than common sense. An example of this happened many years ago before Fantasy Warriors was born. I attempted to fire upon a warchief who was on the bank of a river, in a palanquin, on the shoulders of humans. In front of him wading across the river were a unit of pygmies. Now I claimed line of sight to the warchief for obvious reasons. However the rulebook we were using at the time was thrown in my face which stated, you can not target a figure or unit through an intervening unit. My opponent took this to the letter and would not budge on the matter. However using Frank's more sensible real life rule would save any frustration on either side. At the end of the day there is no substitute for an impartial observer. An extra person who knows the rules who can settle an argument. This was the case during our Yuletide slugfest detailed in issue 12. Jason appeared halfway through the game to watch, and when my opponent (who will remain nameless) queried my wizards blast spell on his battle leader, Jason the Impartial just laughed hysterically and cried "get him off", and Robin the Nameless duly did so. Yes he did sulk, and yes he did mutter death threats under his breath, and no we didn't take any notice of him. The game went on.

We did at one point discuss writing lengthy Line of sight rules for Fantasy Warriors, but decided after much deliberation that they were more trouble than they were worth. At the end of the day you want to have fun. You want to have a good game, and yes you want to win, but it's a good win if you've won by skill and good tactics as opposed to winning by using and bending the rules to suit your own aims.

Well that's enough on that subject (I did say it was my favourite didn't I) and go on to cover some of Frank's other less contentious points.

Q. *Can allied commands scout?*

A. YES. Mercenary units however cannot.

Q. *When an average mounted command scouts, does it get a +1 for being average, and a +1 for being mounted?*

A. YES

Q. *When a terrible creature is part of a unit does it still count as a terrible creature when the unit has to take a threat test, or is it just the worth of the terrible creature added to the unit's worth?*

A. It gets the +1 for terrible creature and also counts the creature's worth.

Q. *Is the Undead bolt-thrower the ballista as described in the companion.*

A. YES

Frank had many other questions and points to raise in his letter, which I will cover another time, but another reader raised some interesting points.

Les Danks of Middlesborough writes.

"Our group agree on not having more than 1 musician per unit."

A sensible idea Les. Any more than this and you end up with everyone just getting threatened off the table, and no game. Not a lot of fun.

"Shooting line of sight is very easy and in conjunction with blackening the sky makes missile fire very destructive, we sometimes limit volley counters."

Lets be honest Les missile fire was very destructive. I think 6 volleys is just about right. For blackening the sky to be effective you do need good light (unless you are a dwarf or an elf of course) and veteran archers.

"If you read the stats "as read" for mounted archers (str +1 usually), obviously not meant for shooting."

Yep your right in most cases for this one. Some of the stats got put on the wrong line. Namely in the Elf army lists. The easiest way to see is by checking if the foot archers have a strength bonus. e.g the orcs and barbarians.

Now on to the main point of the letter.

"The biggest problem the group has had is not really a rule problem at all, but our attempts in converting other figures to fit the army lists. The unofficial stats in Warrior are sometimes just as erratic as our own. A recent example of this was the Ratmen army lists producing a very cheap and effective army. e.g the sharpshooter when compared to the dwarven handgunner.

Generally it's disciplined and/or quality troops who do not suffer from bad light who appear to be very poor value for points. Again an example of this would be the Dwarven giant crossbow in comparison to the orc ballista. As for the High Elves, we have felt the need to create a new individual the "Warrior Mage", a magic using hero, to give the army a little punch and defence against the large creatures.

Mercenaries on half pay seem very good value for points compared to its problems. Marksmen, well

again generally too expensive when we feel their kill power is generally poor.

Magic

Any objections to mounted wizards?

Finger of Death, never used

What about a limit to magic points per wizard or points army size, and/or spells cast per turn"

Hot War Alert went off to the printers today and the next project is a second edition of Fantasy Warriors. This will address some of the problems experienced by players of the original edition. In general we have found such problems few and far between, what we want to do is fine tune the game. Things like lances being ineffective. This only leads to players not bothering to use lances and go for hand weapons instead. To address this problem some sort of charge bonus is being looked into. The same goes for the marksmen, as Les pointed out, they have proved ineffective, and consequently nobody uses them, so they will also be looked into. The costing of mercenaries hadn't occurred to me so if anyone else has any thoughts along those lines then drop me a line.

We have no objections to mounted wizards.

The Finger of Death spell as you rightly say is never used, basically because it costs too much. As far as limiting magic points, I never play with wizards of more than 40 points, and tend to have three in a three thousand point army. However if anyone has extensive experience of playing against opponents with very powerful wizards then let me know .

We are aware there are problems with the army lists. There are several anomalies, particularly with individuals that don't quite add up. Nick used a fairly complicated equation to get a points value for each troop type. What we will attempt to do is to simplify this and include tables in Fantasy Warriors 2 that will enable you to configure your own troop types. Points costings that are coming under particular scrutiny are, Armour, Bad Light, and missile weapons.

What we would like from you is any comments you have on aspects of Fantasy Warriors that you like or dislike and any additional rules you'd like to see included in the next edition. We want to release Fantasy Warriors 2 in the summer, so put pen to paper **now** and send all your comments to:-

Derek Mugridge
14 Claremont Crescent
Regents Park
Southampton
SO15 4GS

LONE WARRIOR

I often receive letters from readers saying how difficult it is to find opponents, and asking for help. This is a problem experienced by many wargamers. If there is not a wargames club local to you, and your regular opponents live many miles away, how can you ensure regular games. One solution to this problem is Solo games. Such games give you a chance to hone your leadership skills, try out new tricks and tactics, or devise cunning battle plans. I have often thought it would be a good idea to write a Solo version of Fantasy Warriors and Killzone. This we may do in 96. Until then if anyone has written any solo rules, then I would very much like to see them.

If anyone else is interested in Solo gaming in general then the Solo Wargamers Association may be of interest. The SWA cover all aspects of the hobby including Board and Simulation games, Miniatures, Fantasy and Role-playing, Computer wargames, with special reference to solo or postal play. All historical periods are catered for along with fantasy and sci-fi.

The SWA publish a quarterly magazine entitled Lone Warrior. This is an A5 magazine of 50+ pages and contains articles on solo wargaming, campaigning, letters and comments, reviews and general hobby news.

Other services provided by the SWA include tips on how to Play-by-Mail, and a Library service. The

library contains books, games, rules, and magazines which can be loaned to members for the period of one month. The only cost for this service is that you have to pay the postage.

Having read a copy of the Lone Warrior, I would hesitate in recommending it to anyone who's sole interest is fantasy and sci-fi, as there are only a couple of articles on these subjects in each issue. However if you are involved in gaming other periods as well then it would be a worthwhile investment, as there are a good many tips on setting up solo games and solo campaigns and all the articles are written with much enthusiasm by SWA members.

The subscription rates are as follows:

UK and BAOR	£12
Europe and Eire	£15
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If this all sounds your cup of tea then further information may be gained by contacting:

Kenn Hart,
14 Gallows Hill,
Ripon, N.Yorks. HG1 1RF

Please enclose a SAE to ensure a reply.

UK Shows

Here's a list of shows around the UK this year. There are unfortunately no confirmed details of which shows we will be attending after Eurogencon as yet. More details should appear in the next issue.

April

- 29 Northern Standard, Newcastle
- 29-30 Fisticuffs 95, Weymouth College

May

- 6-7 Beer and Pretzels Games Weekend,
Town Hall, Burton-on-Trent
- 13 Partizan I, Newark-on-Trent
- 20 Bridgehead, Beverley

June

- 3-4 Roll Call, Dunstable
- 17-18 Midland Militaire, Birmingham
- 24 Fiasco 95, Armley Leisure Centre, Leeds

July

- 9 Attack, Devizes
- 15 Now, Norwich
- 22-23 Redoubt, Eastbourne
- 29 Claymore, Edinburgh

August

- 6 Sabre, Harrogate
- 19 Partizan II, Newark-on-Trent
- 27 Broadsword, Loughton

September

- 2-3 Warcon, Birmingham
- 9 Border Reivers, Newcastle
- 16-17 Colours 95, Hexagon, Reading
- 23 Phalanx, St Helens

October

- 30-1 World Championships, Derby
- 22 SELWG 95, Crystal Palace, London
- 28 Warrior, Gateshead

November

- 4 SKELP, Kirriemuir, Scotland
- 4-5 Warfare 95, Reading
- 23 Stockton

BACK ISSUES

Unfortunately we have sold out of issues 1 - 9. However you can still order these issues, but this will incur the extra printing price detailed below. All prices include P&P.

<p>Issue 1. 55p</p> <p>To be a King. Scenario for Orcs and Dwarves.</p>	<p>Issue 2. 55p</p> <p>The Undead Army. Hints and tips on using the Undead army The Battle of Kicking Bottom. A battle report</p>	<p>Issue 3. 55p</p> <p>The Battle of Dunbarrow. A battle report Using a Fighting Men Army. Rules Update. Some new orders by Nick Lund.</p>
<p>Issue 4. 55p</p> <p>Dragonlords Preview. The Battle of the Plains of Plenty. A scenario for Barbarians and Wood Elves. Design Notes Barbarian Do's and Don'ts. Future Warriors.</p>	<p>Issue 5. 55p</p> <p>The Temple too Far. A scenario for Amazons and Goblins. The Melting Pot. Unofficial Dark Elf Rules and new magic spells. Future Warriors. Fantasy Warlords. 15mm gaming.</p>	<p>Issue 6. 75p</p> <p>Before the Dawn. A scenario for Halflings and Undead. Orders by Unit. New rules Changing Orders. Terror Tactics. Magic Weapons. Future Warriors.</p>
<p>Issue 7. 90p</p> <p>Juggernaut Tactics. The Search for Scaraz Scrim. A battle report. The Crown of Isrimdal. A Fantasy Warriors scenario. Eurogencon report. Future Warriors.</p>	<p>Issue 8. £1.25</p> <p>Tricks and Tactics. The Crown of Isrimdal. Part two of the Fantasy Warriors scenario. Design Notes The Little Wars. The first of a five Fantasy Warriors scenario's. Killzone. A battle report and all the latest on the game. Take Cover. Making scenery for Killzone.</p>	<p>Issue 9. £1.50</p> <p>Little Wars Part 2. A Fantasy Warriors scenario. The Defence of Applechurch. A battle report. Killzone Review. Operation B7. A Killzone scenario. Tricks and Tactics. Some tips for your troopers and Biker Gangs.</p>
<p>Issue 10. 55p</p> <p>The Little Wars Part 3. A Fantasy Warriors scenario. Operation Sword Thrust. Dirty tricks for Fantasy Warriors. The Barbarian Outpost. New scenic items for Fantasy Warriors. Predator. Killzone Scenario. Killzone at Eurogencon. Killzone. A battle report.</p>	<p>Issue 11. 55p</p> <p>The Little Wars Part 4. A Fantasy Warriors scenario. Nature Power. Using Druids. New Fantasy Warrior Profiles. The Ratmen Army. Full rules for this new Fantasy Warriors Army. Someone's Kiboshed the Kaisers Karzy. A Killzone scenario.</p>	<p>Issue 12. 55p</p> <p>The Little Wars Part 5. The final instalment of this epic Fantasy Warriors scenario. Sir Robins Last Stand. A battle report. Er-rat-tica. A Rat Army Update. Turf War. A Killzone Scenario.</p>

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Treen
1516D



Sturn
1504B



Leon
1501C

The Law Enforcers



Sergeant Tasker; Robins
1506E



Kurnow; Ives; Ferman
1506B



Sinclair; Sukov; Klinger
1506C



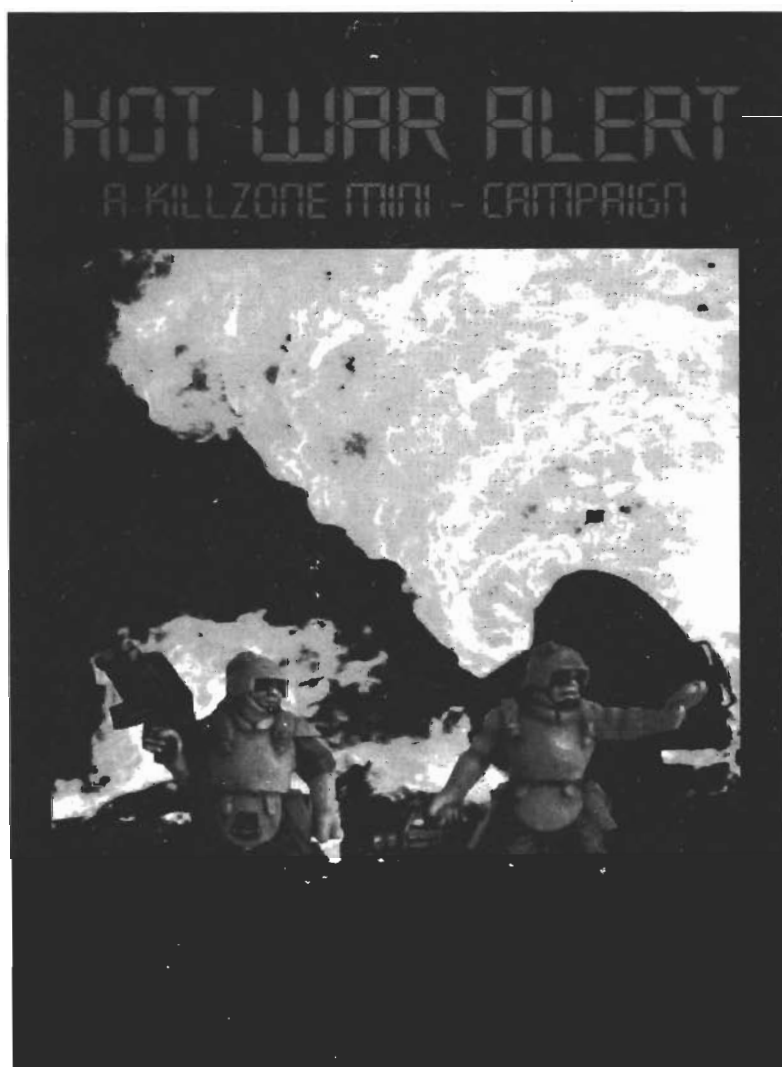
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