

CHAPTER APPROVED

By Andy Chambers & Jervis Johnson

Greetings citizens and welcome to the Most Beneficent Emperor's Chapter Approved column. Approved as being free of the taint of heresy and deviancy that is, although the battle against the forces of moral turpitude is an endless one – for each denizen of the outer dark that is struck down, two more spring forth to take its place. However, the wages of sin are death or, at the very least, permanent excruciation. Speaking of permanent excruciation, I'm going to take this opportunity to show you the inevitable results of attempting to manipulate the rules of reality, a sight so horrifying it would be tragic were it not so pathetic. Come this way and I will take you to see the damned souls of the Games Development dungeon.

Echoing footsteps descending stone stairs... The squeal of rusty bolts being drawn back and the shriek of corroded keys being turned in their locks. The groan of a heavy door being dragged open on protesting hinges. An insane babbling can be heard from within, interwoven with the rattle of chains and the scraping of steel-nibbed pens...

Ah, observe. Here is Scrivener Thorpe, hard at work upon his latest treatise on the alien Eldar, a second volume to that which has already recently become available. This time he is working to illuminate the subject of certain specific 'craftworlds' of that degenerate race and their armies, detailing some of those best known to us – Alaitoc, Iyanden, Saim-Hann, Ulthwé and Biel-Tan. Even the taste of their names pollutes my tongue. Excuse me for a moment while I gargle away the taint with salt water... *Glaaaarrggg!*

Ahem. We do not hold with our scriveners occupying all their thoughts with but a single subject at any particular time, lest they become morbidly obsessed and lose what tiny scraps of reason remain to them. Hence Scrivener Thorpe is also currently preparing further works upon the organisation and fighting forces of the holy Ecclesiarchy, the arm of the Adeptus Terra dedicated to ministering the worship of our blessed Emperor, the redemption of the infidel and the defence of the faith. This tome is to be known as Codex Apocalypse and Scrivener Thorpe promises that it will be the definitive work upon the forces of the Ecclesiarchy in the Wars of Faith, detailing not only the unique vehicles of the Ecclesiarchy but also the role of Sororitas Novices, Martyrs, Redemptionists and Flagellants.

In this corner we see the venerable Scrivener Johnson working hard on volumes pertaining to the noble institution of the Imperial Guard. Scrivener Johnson assures me that he has uncovered evidence of a number of variant armoured vehicles employed within this vast organisation, including the Leman Russ 'Vanquisher' and 'Exterminator' battle tank variants. The course of Scrivener Johnson's research has also revealed new details on the deployment of heavy weapons squads and the equipment and organisation of Imperial

Storm Troopers. As an aside to this mighty project, Scrivener Johnson has, with the assistance of Scriveners Thorpe and Chambers, begun a second work dealing specifically with Death World veterans, the Imperial Guard's hardest troops, including as they do the warriors of Catachan, Cthelle and other notorious hell-holes from across the galaxy.

Alongside these endeavours, Scrivener Johnson is also grappling with the long and tumultuous history of the Space Wolves, in an attempt to codify this most willful of the Space Marine Chapters. Venerable Johnson informs me that this task is almost completed, and that the Space Wolves will be ranked with pride alongside the Blood Angels and Dark Angels already codified. Despite lengthy periods in the pain amplifier, Scrivener Johnson has been unable to resist undertaking extra-curricula activities of a less... structured nature. His latest works in this vein have been an attempt to produce a unified theory on the construction of fighting vehicles. In essence Scrivener Johnson believes that any fighting vehicle, from the greatest to the smallest (and including those that fly, walk or crawl) can be rendered into a set of characteristics understandable by all. Whether this wild and perhaps heretical concept can be made to bear fruit still remains to be seen...

Finally we come to the pit of depravity of that arch-heretic, Scrivener Chambers. Can you smell that stench of corruption? Of course you can, any pure-blooded human could detect that carrion-stink from a league away. While the other Scriveners only undertake the study and reportage of Deviants and Aliens with the greatest reluctance, Scrivener Chambers seemingly has an affinity for all things foul and dangerous. His most recent work upon the bestial Orks is already known. To compound his crimes he is now undertaking another work on the Tyranid hive fleets which, he has informed me, will uncover new and previously unplumbed knowledge of these creatures.

Mercifully, Scrivener Chambers is also undertaking some other works which may not result in the further damnation of his eternal soul, most specifically a study of combat conditions in urban areas. This tome will be entitled Cityfight, and purports to give a full account of the difficulties of fighting in towns, cities and hives, including the special equipment and weaponry used and types of missions undertaken in these fiercely contested areas.

So ends our tour of the Games Development dungeon. Remember these lost beings when you are upon the battlefield and examining their tomes of lore, spare a prayer to the Emperor for their tainted souls. On the other hand, don't bother – we know how to deal with the likes of them.

Shouting, whips cracking and insane shrieks are cut off by a heavy door slamming shut.



OF ROADS, CRATERS & OTHER THINGS

By Jervis Johnson

WARHAMMER
40,000

Some people think that a game designer's life is an easy one – after all, don't we sit around all day playing games?!? Real life, as is usually the case, is rather different to this. Occasionally, I'll get to play a game or two, but most of my time is spent doing other, far more mundane things. For example, an average day at the Studio is spent writing, attending meetings and hiding from Paul Sawyer so he can't make me write stuff for his pesky magazine!

"But," I hear you cry, "what, for heavens sake, has any of this tirade to do with roads or craters?!" Well, the answer is that amongst the many tasks game designers are called upon to perform, by far the most fun is attending 'events'. Over the year we get to attend quite a few events. Although hard work, I always find these events inspirational.

So it was that just a few weeks ago as I write this article, I was at the 'Total War' 40K campaign weekend we held at Warhammer World. Things were going rather smoothly (well, there has to be a first time), and I was able to spend some time with those nice people from Forge World, who were showing some samples of their resin 40K road sections and craters. Before I knew it, I was promising to write some rules for using them in WH40K...

Just a week and a half later I was attending the opening of the new Challenge Games store in Chicago. This was my first visit to the windy city, and I have to say that the staff did a great job at making me feel right at home – thanks to one and all of them! Although I was there for the new store opening, I also got the chance meet the guys of the store's games club. These madmen (no other term will do!) were playing a 30,000 point per side game(!), on a 'table' measuring 30 foot by 45 foot(!!) which was painted on the floor of a hall they'd hired for the day(!!!). To say the game looked awesome is a major understatement. I spent a very happy hour or so chatting to the guys who were playing the game and watching what was going on.

One of the things that the guys told me about were the special rules they used for 'force marching', which basically allowed models to move faster if need be – a vital consideration on large tables where you could end up dozens of feet from the action! "Hmmm, I thought, there's a bit of luck – I can use that rule in the article for roads and craters..." and so that is exactly what I've done. Thanks to the guys in Chicago for letting me steal their idea, which appears below. The credit for the rule belongs to them, while any typos or mistakes are all thanks to me! Have fun and if you've any comments to make please send them in!

Jervis Johnson

CRATERS IN 40K

Craters are a new type of terrain that are 'created' during a battle by ordnance attacks and preliminary bombardments, rather than being set up in the normal fashion. Craters count as difficult terrain, and provide a 5+ cover save for units that are inside them. Units are not allowed to take advantage of the cover save on the turn that the crater is created. Units that have a crater appear under them don't have to make a Difficult Terrain test until they move off the crater.

Craters are created in one of two ways: by preliminary bombardments, or by ordnance attacks. In both cases the crater is placed by the player whose unit was attacked or fired at. A player does not have to place a crater if he doesn't want to (i.e. their placement is optional), but if he decides to do so then obviously he needs to have an appropriate crater terrain piece to lay down. Craters may only be placed on flat areas of the tabletop that will allow their placement; if it's impossible to place a crater because already placed terrain gets in the way, then the crater is not placed at all.

Preliminary Bombardment: If a unit suffers a hit from a preliminary bombardment, a crater is placed 'under' the unit, so that at least one model from the unit is in the crater. Place the crater after the unit is hit but before any casualties are worked out; models removed from the unit as casualties must be taken from those closest to the centre of the crater first, then working outwards.

Ordnance Attacks: If an enemy unit makes an ordnance attack, then the opposing player may choose to place a crater with its centre under the centre of the ordnance template.

Designers Note: You'll find that a few craters are a worthwhile addition to any army, being in effect a form of cover that you get to place on your own units if they come under fire from enemy ordnance.

ROADS IN 40K

Roads are a common feature on the battlefields of the 41st Millennium, and can be included in any 40K battlefield set-up. If you are using the random terrain generators in the rulebook then roads can be added to a set-up in addition to the terrain that is generated. I'm not going to write long and convoluted rules telling you how to set the roads up; just do so sensibly and logically and everything will be fine. Roads have two effects; they make it easier to enter reserves, and they can be used to allow units to force march quickly across the battlefield.

Reserves: If a road extends from a table edge which a player is allowed to use to bring on reserve units, then that player can declare that any of his reserves will be using the road to travel to the table. He must say which units will be using the road at the start of the battle, after both sides have set up. He can then add +1 to the dice roll to see if a reserve unit using a road appears. However, assuming the unit turns up, then it must enter along the road. Note that some units can use the road and some arrive normally if desired. Also note that deep strike units, such as teleporting Terminators or Space Marines with jump packs, may not use roads if they are using their deep strike ability to deploy anywhere on the table.

Force Marching: Units that force march and which start and finish their move on a road can triple their normal move rate instead of doubling it. Skimmers, troops with jump packs, or any other type of unit that can fly or ignore terrain as it moves, may not take advantage of this rule!

FORCE MARCHING IN 40K

Before making its move in the movement phase a player can declare that a unit is going to force march. A unit may not force march if it is falling back, or is pinned, or there are any enemy models within 24" of a model from the unit before the move starts.

Units that force march double their normal move rate, but may not enter or cross difficult terrain. For example, a model on foot will move 12", while a fast vehicle can move 48"! Some units can triple their move if they are travelling along a road (see above). However, a unit that force marches may not shoot or assault, and may not move within 12" of an enemy model at any time during the move. Note that force marching units cannot make assault moves. In addition, a unit that force marches becomes more vulnerable to enemy fire. This has the following effects:

Infantry: A unit of infantry which force marches and suffers any casualties from shooting in the following turn, will automatically fall back 2D6" without a Morale check having to be taken (this replaces the normal '25% casualties Morale check'). Units that normally automatically pass Morale checks still have to fall back, but will rally automatically at the end of the move in the same way that Space Marines do if they fail a Morale check.

Vehicles/Dreadnoughts: Any Vehicles or Dreadnoughts which force march and suffer damage from shooting in the following turn are destroyed if they suffer a 'Crew Stunned' or 'Immobilised' result on the damage tables (it is assumed the damage causes them to crash!).

WHAT'S CHAPTER APPROVED ALL ABOUT?

Each month Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing different scenarios, weapons, rules and army list entries of all types, frequently stolen from Codexes in progress here at the Studio. It also acts as a forum for dedicated 40K players who have produced inspired, well thought-out and just plain brilliant additions to the game (as arbitrated by that well-known model of fairness and balance – me). If you have got something good for Chapter Approved then write in to:

Andy Chambers
(Chapter Approved),
Games Workshop,
Willow Lane, Lenton,
Nottingham,
NG7 2WS.

Note: Please don't include rules queries etc. with your letters, as the volume of mail (and the fact that I'm lazy) means in most cases I won't be able to send individual replies.



Using craters as cover, Tallarn Imperial Guardsmen ambush an Ork convoy.



Abrom clutched the worn, metal casing of the autogun closer to his chest as the first missiles began to fall. All around him the other members of the coven hunched into the rubble and whispered prayers to the Patterner, He Who Wields Fate. The barrage thundered closer and they chanted louder and more fervently, to drown out the shrieks

of those blown apart by that deadly hail.

Hash vri Arvad Abi-ba'al Aduni-ba'al, Sapati ba'al...

Abrom could not understand why they were suffering so. Had not the Servant of the Patterner promised that its awesome powers would drive back the denizens of the False Emperor? Had it not sworn that the uprising would be an unstoppable force, a swinging hammer which would smash apart the shackles of the Dead Emperor which bound them into slavery? If this pounding continued there would be no-one left alive to liberate.

As if in answer to Abrom's prayers, the explosions abruptly ceased. Stones and shrapnel thrown up by the bombardment hissed to the ground for a second or two before an eerie silence fell. Abrom cautiously peered out of his hiding place and into the clouds of smoke drifting over the ruins of the settlement. There! A flash of red in the haze, and another! Giant, red-armoured figures stalked forward across the shattered landscape like primordial beasts. Abrom felt a shudder down his spine – the blood suckers were here, sniffing out survivors to rip apart with their bare hands and drain of their blood. Abrom gripped his autogun more tightly as their leader, Boreaus the Demagogue, gestured his surviving companions forward. They all knew they could expect no mercy from the blood suckers, and less from the Servant of the Patterner if they lost their faith now.

Merkin was blown apart by an explosive bolt as soon as he stood up to shoot. Then Jaynak and Veril, and three others Abrom didn't know. Malakur was lucky and only had his arm blown off, but his screaming ceased in seconds as his life-blood gushed out onto the dusty rubble. Abrom and the others were splattered with blood and viscera and flying stone fragments as more bolts roared across the position. Abrom felt the urge to run (if only he could make his legs break the shackles of fear which bound them). Boreaus tried to rally them, chanting the prayer the Servant had taught them until his voice was cracked and hoarse.

Budi-ba'al, Ba'al-lashupu, Ba'al maluku...

As Boreaus chanted, Abrom felt a tingling thrill through him, a... a change seemed to be taking place. Boreaus' words became shrieks as his spine twisted back and limbs splayed apart. Blue fire spilled from his jaws as they stretched out to an impossible length. His skin split as something far too big unfolded itself from within him. Scintillating feathered wings shook themselves outward, glittering like jewels as the Servant of the Patterner raised its slender body up to twice man-height. Abrom averted his gaze and grovelled as its ancient, inhuman eyes swept over the coven and out to where the blood suckers approached, unflinching as a storm of bolter fire roared past. It spoke with a rich, melodious voice.

"Come my childreenn, your time is nigh..."

With a beat of its mighty pinions, the awesome presence was gone. Abrom and the others surged forward after it, their terrified voices howling a song of praise to the Lord of Change.



CHAOS CULTISTS



Any Chaos Space Marine army may include units of Chaos Cultists, counting them as Troops choices on the force organisation chart.

Across the countless worlds of the Imperium, there are many who plot and rebel against their masters. Most dangerous of all are those who become seduced by the power of Chaos, believing that the worship of the Dark Gods will give them a quick and easy way of achieving their goals. The lure of Chaos attracts all manner of men on all kinds of different worlds. Planets which vary tremendously in their civilisations and technical achievements all harbour the followers of Chaos – from the most blood-splattered practitioners of ritual worship on feral worlds to the sophisticated membership of secret societies on Hive Worlds. Even on comfortable, civilised worlds there are those who crave forbidden knowledge, whose lust for unearthly power and arcane lore overrides their loyalty to the Imperium. All over the galaxy, even upon Mars and Ancient Terra at the heart of Mankind's rule, there are heretics willing to dabble in dark arts beyond their understanding.

The ever-present dangers of discovery by the Inquisition and other Imperial agencies make it imperative for Chaos cults to conceal their activities. Under the guise of normality, perhaps beneath the legitimate facade of a labour union, charitable organisation or business venture, the cult will accumulate power and additional members through blackmail, bribery and corruption. Once the cult has become strong enough it will start an uprising which, with the blessings of the Dark Gods, will deliver the entire planet into the arms of Chaos. The cultists will summon plagues of Daemons through possession, ritual and sacrifice, they will send forth a call to draw renegades and Chaos Space Marines to their aid. If their efforts meet with their gods' approval they may even be blessed with a Greater Daemon or Daemon Prince to lead them against their foes.

One way or another Chaos Cultists are utterly damned. If their revolt fails, the terrible retribution of the Emperor's minions will be exacted upon the survivors. If it succeeds, the Cultists will have unleashed the power of Chaos and all but the most powerful members of the cult will be enslaved by Daemons on a hell-world of their own making.



CHAOS CULTISTS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Cultists	3	2	2	3	3	1	3	1	7	-
Demagogue	+4	2	2	3	3	1	3	2	8	-

Squad: A Chaos Cultist squad consists of between 10 and 50 Cultists.

Weapons: Close combat weapon.

Options: Any model may be given a laspistol/autopistol for +1 point or a lasgun/autogun/shotgun for +1 pt. Up to one model in ten may be given one of the following weapons; plasma gun at +6 pts, meltagun at +6 pts, flamer at +2 pts, heavy bolter at +6 pts, Grenade launcher at +8pts, heavy stubber at +4 pts or an autocannon at +6 pts.

One of the Cultists may be upgraded to a Demagogue at an additional cost of +4pts. The Demagogue may be given additional equipment, Marks of Chaos and Gifts from the Chaos Armoury in Codex Chaos Space Marines up to a total value of 40pts.

Heavy Stubber: These are old-fashioned automatic weapons which fire a hail of solid shot. Though most commonly found amongst defence militias and hive gangs, they often find their way into the hands of Cultists as they are simple to maintain and operate. Range 36", Strength 4, AP 5, Heavy 3.



To find out what Chaos Cultist models are available, give Mail Order a call on 0115 91 40000.