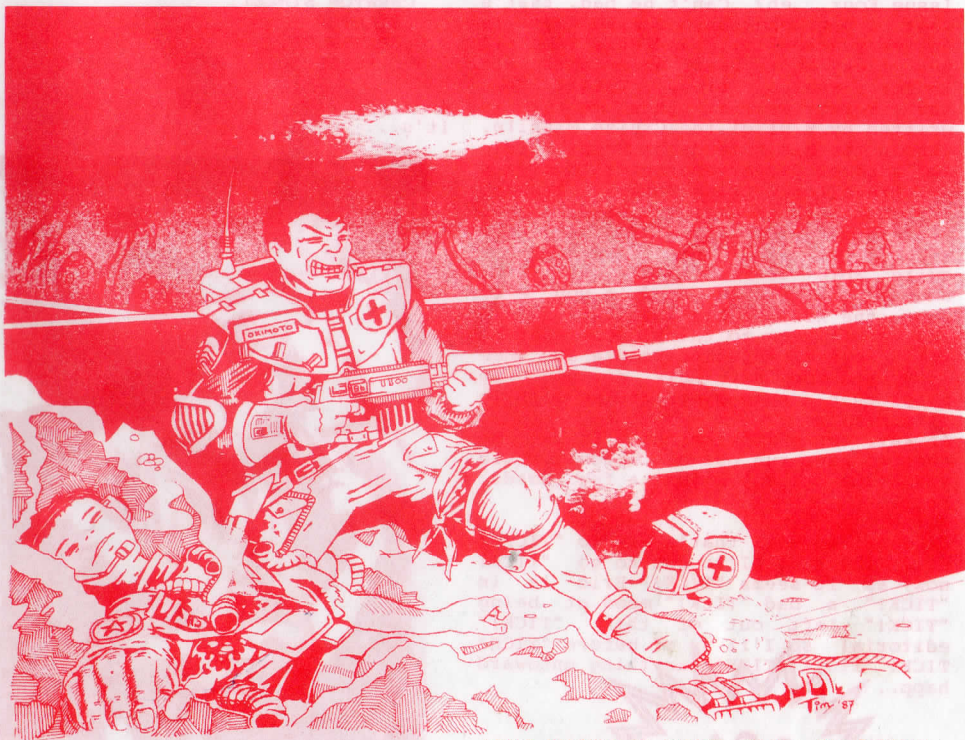


THE NEWS

AKA 'BLACK SUN' (But don't tell a soul, or they'll all want one!)



SPACE MARINES IN ACTION Photo: Tim Pollard

IMPERIAL SPACE MARINES IN BOMB SHOCK!

The Commander of a crack legion of the Imperial Space Marines was under investigation today because of an alleged breach of explosives regulations whilst the unit was in orbit in around a now destroyed planet. Major Skool Latynbuk-Naim of the 34th "Not Very Nice At All" StarHussars is accused of accidentally destroying the penal rehabilitation centre of Elba IV with an Imperial "PlanetBuster" Mega-Wipeout Strategic Nuke. At the trial on Fugazi VII he is reported to have said "It was not the fault of either myself, or my men. We all deeply regret the accidental loss of both the Bomb and the planet, but all I can say is it is a complete co-

incidence". However, Black Sun can now reveal that the accident was in fact caused by Private (Seventh Class) Eric Grunt, who was on Armoury duty at the time, and managed to both arm the Bomb and then release it from orbit so it detonated just after half past four (local time), and has now been reported as saying "It's not my fault, Guv. I woz cleaning it, and it went off, that's all." Private Grunt was on his way to Elba IV for his annual psychiatric examination, due to his habit of leaping out at blond policemen yelling "It's a fair Cop!". Navy and Marine spokesmen refused to comment further.

IF YOU WANT TO KNOW --
LOOK ANYWHERE BUT THE BLACK SUN!

CHAINSAWS in Warhammer Fantasy Roleplay

Editorial

Issue Four, eh? Can't be bad, that's what I say (what anyone else says is entirely academic), and this time all you lucky White Dwarf subscribers are in for a real... erm... TREAT! Yes, the Editorial bit this month is written by E/Rl(c) the Cruise Missile, (known to his friends as Eric). Eric is a robot player-character designed for Traveller, using Book 8, Robots. OK, what good is a cruise missile as a player-character, I hear you ask? Well with artificial intelligence he's quite able to intimidate his way around most people, and if you ever want the kind of kamikaze game where you don't have to think, but want to kill several thousand people at once (say you only have half an hour to play) then a nuke-armed cruise missile is great!

Anyway, on with the edit... OH! We seem to have run out of space. Would you like to say a just a few words, Eric?

"TICK"
Er.. Fine! Well that's all fo "TICK!" er.. for now! I've got to go "TICK!" now as it seems "TICK!" Eric is in "TICK!" a bad "TICK!" mood at being "TICK!" left out of this "TICK!" editorial so I'll be of before "TICK!" TICK! TICK! TICK! anything untoward happ..



(I'm sorry, we seem to have lost contact with that editorial. Meanwhile, here is a list of those responsible for this issue...)

- TIM POLLARD - He-Man Impressions
- ERIC THE CRUISE MISSILE - (RIP)
- BRYAN ANSELL - Meester Beeg
- BIL & HAL - some invisible articles
- NOBBER JENKINS - Subtily and tact.

Thanks to all of you who wrote letters this month, it's jolly reassuring to know that somebody is reading this drivel (apart from me!). Should any of you like to comment on this issue, enter the competitions or make a mail

order, the address is as follows:

TIM POLLARD,
THE BLACK SUN,
GAMES WORKSHOP,
CHEWTON STREET,
HILLTOP,
EASTWOOD,
NOTTS NG16 3HY.

And who is this masked man? Why, it's...

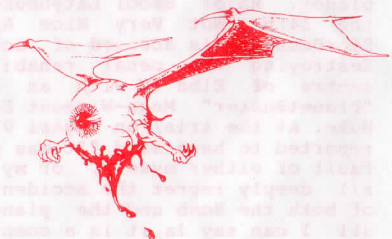


: CENSORED :

and raconteur Tim! (So now you know who to stay well away from in future...)

BLACK SUN ~

KEEP AN EYE OUT FOR IT!!



Tim 82

Sporting Life



from Our Own Correspondent

CHAINSAWS IN WARHAMMER FANTASY RPG



The Chainsaw is an extremely unusual weapon to find in the lands of the Old World, and those who have them keep them safe and secret to avoid unnecessary questions or accusations of witchcraft. How Chainsaws first came to the Old World is another question which has caused many a professor and philosopher sleepless nights. Some say they are a remnant of the Elder Gods, and some say they are a manifestation of Chaos, while others swear they are the insane joke of a mad god who ate some cheese before dreaming up the entire world. None of these theories are in fact correct, but so as not to reveal the secrets of the Universe and all it shall remain unknown.

Skill Required - Double Handed Weapon (Specialist)

Modifiers - Initiative -10
To Hit -
Damage +3
Parry -10

On Critical Hits - Add 0-2 to Effect Table (D3-1)

There are 2 types of power sources for Chainsaws, Battery and Petrol. Petrol powered 'saws have a tank attached containing enough fuel for 40 rounds of combat, and thereafter needs more fuel (only possible if refined by an alchemist, as normal oils will ruin the motor). Battery powered versions will run for 20 rounds and then fail, but recover 1 rounds worth of power, but will then start to recharge at a rate of 2 rounds worth an hour (or completely in 5 rounds if attached to some electrical source). Chainsaws are capable of 'breaking down' doors (as much as the GM will allow, but bear in mind it requires a great deal of skill to use, and makes a INCREDIBLE noise.

The character class most likely to have a Chainsaw is the FORESTER, a class related to the Woodsman, but employed more as a scout and policeman

than a simple tree feller. Nonetheless, they still affect large checked shirts and singing lustily from time to time. The Forester is employed in much the same capacity as a Gamekeeper, but is more involved with the land itself than the animals inhabiting it. Foresters know the true value of the Chainsaw, but not a few have had the power go to their heads, and 'gone adventuring', many getting more than their fair cut of the loot due to their armament!

Forester ADVANCE SCHEME

M WS BS S T W I A Dex Ld Int Cl WP Fe
+10 +2 +10 +10

SKILLS

Concealment Rural
Set Trap
Follow Trail
Set Trap
Spot Trap
Silent Move Rural
Spot Traps
5% chance - Chainsaw

CAREER EXITS

Gamekeeper
Outlaw
Scout
Mercenary
Duellist

TRAPPINGS

Hand Axe Survival Kit
Leather Jack 1% chance - Chainsaw

NEXT ISSUE - Armadillos in WHFRP

Classified

Personal

INCREDIBLY good looking but tired gigolo, 22, requires millionaire on verge of death with view to marriage, inheriting the lot and having a good laugh while rolling in buckets of lovely money. — Box No. 222-19.

STUNNING semi-comatose gigolo (22), now seeks shallow and meaningless nymphets who enjoy answering silly adverts in local newspapers for a laugh. Photograph (preferably nude) not essential but well worth the giggle! — Box No. 224-13.



DWARVES of the IRON HILLS

(ARMAMENTS DIV.) CATALOGUE

INTRODUCTION AND POLICY STATEMENT

WELCOME TO THIS SPECIAL CATALOGUE FROM
DWARVES OF THE IRON HILLS (ARMAMENTS DIV.).

WITHIN THESE PAGES WE WILL PRESENT YOU WITH A
RANGE OF ORDNANCE AND DELIVERY SYSTEMS SUITABLE
FOR ANY KIND OF COMBAT, FROM MASSES BATTLE TO
SKIRMISH, FROM MIGHTY DEMONS TO ENRAGED HORDES OF
TORCH-WIELDING HOBBITS.

OUR WEAPONS, WHETHER MAGICAL, ENCHANTED OR STANDARD
ISSUE ARE OF THE HIGHEST QUALITY AND WORKMANSHIP,
AND HAVE BEEN TESTED EXTENSIVELY IN RIGOROUS IN THE
FIELD TESTS (THE NEW HUZ CHAIN GUN, FOR INSTANCE,
HAS COMPLETELY CLEARED A 900 SQUARE LEAGUE AREA OF
ALL GOBLIN-TYPE RACES IN UNDER 3 MOONS).

HOWEVER IT IS NOT OUR POLICY TO SELL RANDOMLY -
CERTAIN PRECAUTIONS AND STIPULATIONS ARE BUILT
INTO ANY PURCHASE, NAMELY:

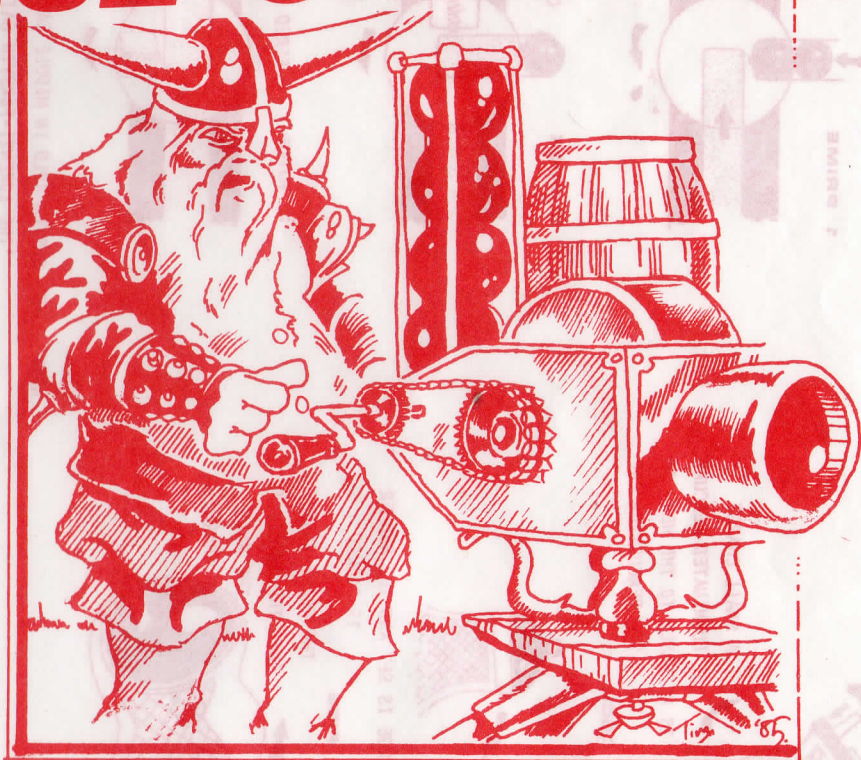
- 1) THE BUYER MUST NEVER USE THE WEAPONS AGAINST DWARVES.
- 2) USE ONLY OFFICIAL 'DWARFFO' AMMUNITION, SOLD BY US.
- 3) AND HE MUST HAVE ENOUGH MONEY TO MAKE IT WORTHWHILE.

PLEASE NOTE GOBLINOD RACES PAY TRIPLE LISTED PRICE.

~~HORBURT, PRESIDENT~~

DWARVES OF THE IRON HILLS (ARMAMENTS DIV.) PRESENT
THE NEW NUMBER ONE BESTSELLER RANGE
(COMPARABLE TO TOLKIEN AT HIS BEST) - THE

HUZ`CHAIN GUN



HERE WE SEE OUR CHIEF TEST PILOT, BOVRIL BEEFYBURGER XIV
PUTTING THE SQUAD SUPPORT VERSION THROUGH ITS PACES.

SPECIFICATION CHECKLIST (DAMAGE TO ENEMY IN TESTS)

GLORANTHA (RQ) - 8D6 (AND SEE 'VARIANTS' SECTION)

KHAZAN (T&T) - 10+40 (UP TO 10+55 ON GOOD ROAD SURFACE)

WARHAMMER - TWO BUCKETS OF DICE (MAINLY %AGE AS WELL)

GREYHAWK - NO TEST POSSIBLE AS GUNPOWDER REFUSED TO
EXIST UNLESS WE BOUGHT 'BOOT HILL' (TM)

DETAILS OF THE HUZ CHAIN GUN

1 PRIME



2 COCK

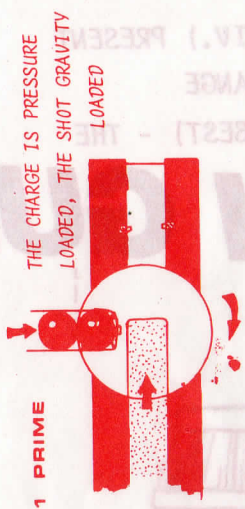


3 FIRE

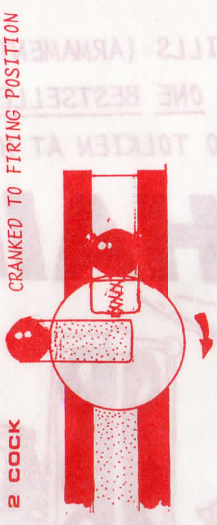


DETAILS OF THE HUZ CHAIN GUN
(NB FOREIGN CUSTOMERS PLEASE STATE LEFT OF RIGHT HAND CRANK)

1 PRIME



2 COCK



3 FIRE



NOTE - THIS SYSTEM SOLD IN MIDDLE EAST AS 'THE LORENZI-FORSYTH GATLING CANNON'

VARIANTS AND OPTIONS FOR THE

HUZ 'CHAIN GUN'

STANDARD - THIS IS THE STANDARD VERSION PICTURED BEFORE.

STANDARD 6 SHOT MAGAZINE, HAND CRANKED. 5000 GP.

ENCHANTED - AS ABOVE, BUT 8 SHOTS AND 45% MAGIC RESISTANCE.

COMES WITH AMMO CART AS STANDARD. 8500 GP.

MAGICAL - SILVER INLAID WITH HAND CRAFTED FILIGREE, THIS

VERSION HAS A 12 SHOT MAGAZINE, 75% MAGIC

RESISTANCE AND THE CULT SPELL 'MULTIMISSLILE 4'

CAST ON EACH SHOT (SO TOTAL OF 60 SHOTS PER MAG).

AMMO CART AND 'GUNNERS HAVE EXPLODING COCKS'

T-SHIRTS AND BADGES AS STAND. 2 YEAR WARRANTY

AND ANTI-CORROSION INSURANCE. 15000 GP.

AESTHETIC - ONLY AVAILABLE IN MAGICAL OR ENCHANTED MODELS,

ALL DECORATION IN MITHRIL. DOUBLES COST.

VAMPYRE - SHOTS ARE DISCARDING SABOT CONTAINING ASH STAKES

SOAKED IN HOLY WATER AND GARLIC JUICE. 50 GP EACH.

WEREWOLF - SILVER SHOT (STILL SILVER ON AESTHETE MODELS)

250 GP EACH.

AUTOMATIC - WORKED BY CLOCKWORK. GOOD FOR TRAPS. +6000 GP.

VEHICLE OR ANIMAL MOUNTS - ASK AT YOUR NEAREST SHOWROOM.

NEW NEW NEW NEW NEW NEW NEW NEW NEW NEW NEW NEW NEW NEW NEW

HUZ CHAIN GUN SMALL ARMS - A BRILLIANT IDEA FOR YOUR ARMY!

ALL VARIANTS SUPPLIED RIFLE SIZED (TRAINING NEEDED) 3000 GP.

ALSO THE HUZ CHAIN GUN OWNERS CLUB - SWOP NOTES ON YOUR

FAVOURITE TACTICS, BEST PLOYS AND WHO YOU LIKE KILLING BEST

WITH YOUR CHAINGUN USING COLLEGUES!

FREE 'I ENJOY A GOOD BANG' SWEATSHIRT AND HORSE- STICKER!!!

DWARVES OF THE IRON HILLS (ARMAMENTS DIV.)

CATALOGUE AND PRICE LIST

HUZ CHAIN GUN - SEE PREVIOUS PAGES

GRENADES - ALL TYPES. NORMALLY FIRE ELEMENTAL BOUND INTO PLASTER SPHERE - CRACKS ON IMPACT, RELEASING DEMON INSTANTLY. 2, 3 OR 4 DEMON VERSIONS. WITH PADDED CARRYING CASE. 150 GP/D.

SPECIAL - INSANITY GRENADE. DARKENED BOTTLE CONTAINING MINOR CTHULHU MYTHOS MONSTER, WITH PLASTER ELDER SIGN STOPPER. WHEN THROWN THE STOPPER WILL SHATTER LEAVING ENEMY STARING AT SANITY BLASTING ABOMINATIONS. WITH FREE VERY DARK SUNGLASSES AND 'LEAVE ME ALONE I'M A MADDENED CULTIST' T-SHIRT FOR PROTECTION. 2500 GP

JET PACK - AS SEEN AT THE LAST ORCLYMPIC GAMES, A BOUND AIR ELEMENTAL IN A BACKPACK MAKES FLYING EASY FOR UP TO 3 MINUTES. 8000 GP

AUTO DART - ANOTHER AIR ELEMENTAL, BOUND INTO A DART GUN, WITH MULTIPLE MAGAZINE. YOU POINT, IT BLOWS! MULTIMISSLILE 2 AS STANDARD. 5500 GP

A- BOMB - DEVELOPED BY MAD DWARVEN CULTISTS WITH HELP FROM NYARLATHOTEP, THIS HANDY CASTLE-SIZED WEAPON WILL MAKE SHORT WORK OF SIEGES AND LIVEN UP ANY WARHAMMER GAME AROUND. COMES IN 6 PACKS. SUITABLE FOR BEGINNING 'AFTERMATH' CAMPAIGNS.

FINAL NOTE

DWARVES OF THE IRON HILLS (ARMAMENTS DIV.)
THANK YOU FOR YOUR INTEREST AND HOPE TO HEAR
FROM YOU SOON, THERE'S A SHOWROOM NEAR YOU!

YASSA MASSA, IS DA COMPETITION!!

As promised, BLACK SUN now presents the winner of the Regiments of Renown Competition! (Big Fanfare, Please!)

We proudly present Chris Bailey's

SANDBANK SCOUTS
(A Halfling Regiment of Reknown)

DESCRIPTION: The Scouts should have about 18 troopers with bows, daggers and shields. The Musician wears an over sized breastplate and carries a sword which is too big for him. The standard shows the sun rising over a hilly land, the region the scouts come from. The Leader, Halfast Sandbank has a walking stick to aid him move with his crippled leg, he also wears chainmail and carries a dagger. All of the scouts waer a feather in their cap.

HISTORY: The Scouts were formed after Halfast Sandbank saw his entire family killed when a drunken giant stood on them. He had had enough of giants doing what they want, and he formed the Scouts, who then chased and waged war against that giant. After a year of ernest searching, eating, drinking and eating they found the giant, who was again very drunk. The Scouts fired at the giant, who staggered, tripped and fell on top of the Scouts. Half of the Regiment were killed outright and Halfast was crippled. The Scouts reformed amidst great publicity, and still exist guarding the borders of Mootland against giants and goblins.

Other people would like this regiment as you cannot buy a Halfling regiment, and Halflings are so cute and cuddly anyway.
from Chris Bailey, Netherton, Merseyside.

Well, there's the winner! The standard of entries was so high, and the amount of work put into them so much that it was really impossible to choose from them all, but Chris won because his entry shows about the right amount of humour (now, the Killer Vegetables were GOOD, but a bit wacky...!) and described a very popular race, and, most importantly, I liked it. Well done, Chris, your prize is on the way!

This month's competitions are well fun too (and I want LOTS of entries and letters this month, too):

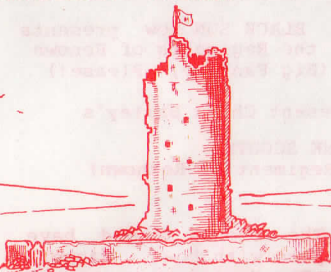
a) To win a copy of THE TALISMAN DUNGEON and a set of figures to go with it, tell me:

- 1) Who invented the TALISMAN?
- 2) Who painted the cover for the Second Edition Rules?
- 3) How much does a helmet cost?

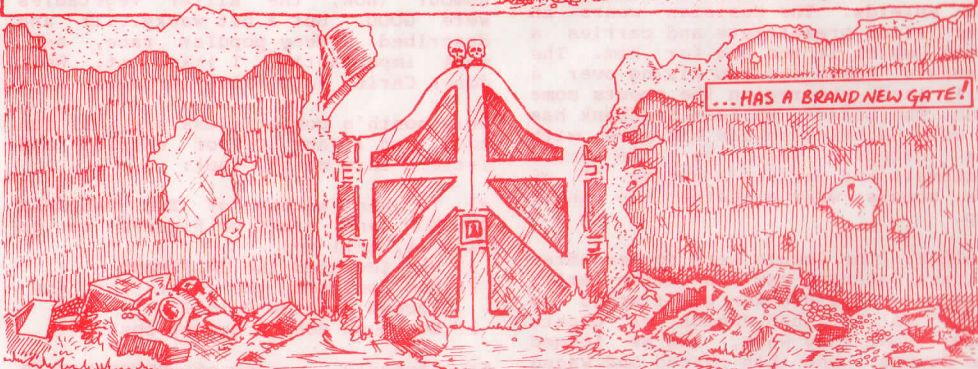
b) Secondly, a copy of STORMBRINGER and a box of Citadel Eternal Champion figures, name the members of "The Four Who Are One". (A tough one their, huh!)

OOH YEA! How about a third competition - think of a goodname for the BLACK SUN cartoon strip, and win a selection of this months Citadel figures, and some original artwork!

THE STRANGE CASTLE...



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