2nd Ed 40k Citadel Journal Articles

Here's a list of articles from the Citadel Journal covering the 2nd edition 40k, issues 1-28. If no articles are listed then that issue had nothing for 40k.

Issue 1 – March-April 1994

Issue 2 – May-June 1994

- **Wolf Lord Kvalnir Silverclaw & Berek Thunderfist** – All new Space Wolf characters plus modelling guide.

Issue 3 – July-August 1994

- **Assault Part One** – First of a two-part article, detailing using trenches, emplacements, concealed bunkers, etc.
- **Yrrthilien Mournsong** – New Eldar Jetbike character plus modelling guide.

Issue 4 – September-October 1994

- **Assault Part Two** – Concluding part; Battle Towers and Strongholds.
- **Tinboyz** – Mekanikal madness with these shooty, armoured, walking Orky invenshuns.

Issue 5 – November-December 1994

Issue 6 – January-February 1995

- **Death From the Skies** – Full rules and modelling guide for using Drop Pods.

Issue 7 – March-April 1995

- **Tankfest 40,000** – Expanded rules giving vehicles greater depth with rules for the mighty Baneblade and awesome Shadow Sword.
- **Space Wolf Tanks** – Making and converting your own vehicles for 40k.

Issue 8 – May-June 1995

- **Goffik Rokkerz** – Who's best? Who's better? They're headbanging, whammy slamming Goffik Rokkerz from Mike Nielsen in Chicago.
- **Squig Bommerz** – Kamikaze squigs!
- **Battle for Mordrack** – Ian shows off a scenario from a campaign he's working on.
- **Eldar Scout Walkers** – How to build and use these walkers in your games.
- **Evil Sunz Gobsmasha** – Stay off the roads! The Evil Sunz use these for Orky driving lessons!

Issue 9 – July-August 1995

- **Pegasus** – A new Amphibious Assault Vehicle based around the Imperial Chimera.
- **Rogue Traders** – They are back and meaner than ever before. A completely new army list for your Imperial armies.
- **Craters** – Making craters from apple pie tins.
- **Vengeance Cave** – A new scenario featuring Eldar and Ultramarines.

Issue 10 – September-October 1995

- **Mega Wars. Part One** – Part one of our campaign system for use with your Epic and Warhammer 40,000 armies.
- **Death From the Skies** – Rules for Thunderhawk gunships in 40k.
- **Gretchin Rocket Boyz** – Mindless Mekboy creations.
- **Adapting the mechanic stuff. Part One** – It's your chance to do some play testing of your own with this completely new vehicle rules system.

Issue 11 – November-December 1995

- **Mega Wars. Part Two** – Advanced rules to expand your campaigns, including rules for scenarios, fortifications, psykers and much more.
- **Assault Chimeras** – Devastating Imperial Guard vehicles to conquer your foes with.
- **Adapting the mechanic stuff. Part Two** – All new movement rues for vehicles in 40k.

Issue 12 – January-February 1996

- **Nurgle War Alter** – The current Warhammer world champion gives us rules for this fantastic model.
- **Eldar Exodites** – Gavin explains how to make your own Eldar Exodite miniatures and includes rules for the mighty Carnosaur.
- **Penal Legion** – Imperial Guard Penal Legion agents list.

Issue 13 – March-April 1996

- **Pirates Army List Part One** –Pirate Army list including hook hands, wooden legs and treasure maps!
- **Doc Butcha's Klinik** – Eldar Vyper Jetbike & Pirate conversions.
- **Eldar Bonesingers** – Rules for these Eldar Psycho-technicians.

Issue 14 – May-June 1996

- **Pirates Army List Part Two** – The concluding part of the Pirate Army list introduces Eldar, Squat and Ork Freebooter allies and Special Characters.

Issue 15 – July-August 1996

- **Armoured Fighting Vehicles** – Mail Order Troll Ewen presents rules for this remarkable Imperial Guard conversion.
- **It's Good to Stalk** – A closer look at Tyranid tactics for WH40k.

Issue 16 – September-October 1996

- **Sandstorm!** – Arid terrain rules and strategy cards.
- **Dok Butcha's Klinik** – Centaur & Minotaur AFVs.
- **Waaagh! Dakka! Dakka!** – A 2000 point Ork army that can win even if you have terrible luck…

Issue 17 – November-December 1996

- **Harlequin** – Rules for Harlequin Master Mimes, Benathai, Shadowseers and their Acolytes.
- **Pestilaan, Favoured of Nurgle** – Rules for Nurgle's favoured son.
- **Dok Butcha's Klinik** – Conversion guides for Pestilaan, Harlequin Benathai & a Harlequin Dreadnought.
- **Thunderhawk Gunship** – The Thunderhawk Gunship goes up for sale…in metal!

Issue 18 – January-February 1997

- **Eldar: The Lightning Assault** – A new spin on Eldar tactics.
- **Navigators** – The return of the Imperial Navigator.
- **The Battle for T'Krahn** – An Eldar vs. Orks mini-campaign.
- **Harlequin Psychic Power Errata**
- **Behind the Masque** – Harlequin tactics.
- **The Art of Combat Flying** – 40k Fiction
- **Doc Butcha's Klinik** – An Orky Blood Axe Landspeeder and a handful of Space Wolves.

Issue 19 – March-April 1997

- **Intercept at the Devil's Elbow** – Part 1 of the *Circle of Seven* Campaign.
- **Harlequin Dreadnought** – Rules for the conversion featured in Issue 17.

Issue 20 – May-June 1997

- **Imperial Terror Troops** – Tired of keeping your Space Marines on Overwatch? It's time to power-up your chainswords.
- **Dealing with the Damned** – Part 1 of Tim's investigation into these warped warriors, starting with his views on Chaos' Special Characters.
- **Dok Butcha's Klinik** – Convert your own Scyrak the Slaughterer.
- **Assault on Saracen's Peak** – Weird things are happening on Mirchen's planet in part 2 of the *Circle of Seven* Campaign.
- **Designing a Space Marine Chapter** – Isaac introduces his Blood Angels off-shoot the *Sons of Sanguinius*. Includes the poem *The Lay of Sanguinius* by Howard Lui.
- **The Slaughterer of Khorne** – As if the Imperium didn't have enough to worry about, Andy presents a Berzerker Lord with attitude.

Issue 21 – July-August 1997

- **Dealing with the Damned II** – How to take on Plague Marines.

- **Dok Butcha's Klinik** – Chaos Cultists and Space Wolves.
- **Firefight on the Ravenscar River** – Things are hotting up on Mirchen's planet in part 3 of the *Circle of Seven* Campaign.

Issue 22 – September-October 1997

- **Dealing with the Damned III** – It's time to bring order to the cosmos.
- **Dok Butcha's Klinik** – Lethal weapons, urban terrorists and brain-sucking Dreadnoughts, whatever next!
- **Imperial Turret Systems** – Get even more firepower from your Imperial tanks…
- **Covert X** – Now you can enjoy all the excitement of a secret guerilla war in comfort of your own home as a group of displaced Space Marine Scouts take on the might of the Adeptus Arbites.

Issue 23 – November-December 1997

- **How to Wage a Long War in the 41st Millennium** – The *Circle of Seven* author tells you how to run a 40k campaign without the pain.
- **Doc Butcha's Klinik** – A splendid Eldar Jetbike and more.

Issue 24 – January-February 1998

- **40k Tyranid Dominatrix** – An insane Tyranid Bio-titan build.
- **Maximus Tacticus** – Have you ever wanted to play a Strategy Card that typified your favourite race's approach to war? Well now you can.
- **The Catachan Devils** – Gareth Hamilton's tournament army.
- **Waa-Yark** – We look across the world pond at our seriously deranged cousins.

Issue 25 – March-April 1998

- **The Drums of the Imperium** – Space Marine special rules for Bolt Guns.
- **The Liberation of Cynus Kleer** – Can the combined might of the Blood Angels and the Eldar defeat the Ork hordes in this Deathworld campaign?

Issue 26 – May-June 1998

- **The Caudrax Campaign** – Imperial Space Marines fight the forces of Chaos to prevent experimental technology falling into the wrong hands.

Issue 27 – July-August 1998

Issue 28 – September-October 1998

- **The Attack on Doran VI** – The despicably foul and smelly Festasmus, acolyte of Nurgle, seeks an arcane Tome that harbours foul biological secrets and only a handful of the indomitable Imperial Guard stand against him…