

THE NEWSLETTER



THIS MONTH:

Skaven beat Orcs

Dark Eldar beat everybody

Brettonians beat Empire

Empire beat Dwarfs & Orcs

Skaven beat Lizardmen

Skaven beat Empire

Headlines:

- Greater Demon slaughters Orc Shaman and takes crown of kingship.
- Pixies conquer Heath End.
- Two comets hit south of Orleans.
- Verminlord scares things (lots of).
- Bad weather hides Imperial encampment from orcs and dwarves.
- Skaven run amok throughout the Southlands.



SPLAT!!!!!!!!!!!!!!!!!!!!!!



*“Dis lumpie foggy stuff got in da way.
Duggrawnd waz gray, da sky waz gray, da
ladz waz gray, and so waz me.
Ruddfudd hollud get-da stinkin stunties!!! And
sum snot ed sayed ‘dem dwarfs is bin getting
bigger and sum one else sayed ‘dat’s a funnie
lookin can, arrrrrrrrnnnnnnn...”*

Sluggers the Green

The field they had chosen was shrouded in thick morning mist, and both the dwarves and orcs failed to

spot a large Empire encampment placed in the centre of their battlefield. Ordinarily, an army (even an orc one)



would survey the site before the battle, but since the crown of kingship had been lost, these dwarves really hate orcs and they weren't going to waste any time. And the orcs didn't think enough to bother.

Both armies rushed towards one another, unaware of the Imperial force between them. When the mist finally lifted, the orc general found himself standing directly in front of an Imperial hellfire volley gun (not the best place to be) and the flanks of his army surrounded by cavalry. On the other side of the battlefield, the dwarves fared little better with every kind of missile fire raining down into their ranks. Chainmail wrapped stunties lay in red slatted mud. When the Imperial guns did finally turn to them, their fate also was sealed.

MANLING ARMY OUTFLANKS RATS

On the eighteen day of the third month, Wizard Lord Preslick Hans Kolibash spotted an Skaven invasion force heading towards his colonial capital and hatched a daring plan to trap the invaders.

While the vermin advanced, Kolibash sent a full one third

of his army to the south, ready to outflank his enemy.

Excepting a relatively small opposing army, Kolibash was surprised to see Skaven stretching from horizon to horizon. The creatures moved with unnatural speed, and before help could arrive,

they overran many positions. When reinforcements turned up they faced a strong Skaven force and could do little to stop them. After the battle, Kolibash escaped and there are rumours that he's attempting to gather a great army of light in the east.

ORCS CRUSHED BY SKAVEN MAGIC

"I'm gonna stomp 'em to dust. I'm gonna grind their bones. I'm gonna pile 'em up inna big fire and roost 'em. I'm gonna bash 'eads, break faces and jump up and down on da bits dat are let. An' den I'm gonna get really mean"

Fik Fang Ichinobb just prior to be impaled on a doomglave

Despite numerous bold threats, the green hordes of Fik Fang Ichinobb were utterly crushed and destroyed by the evil magic of Grey Seer Klaw and his underworld army in the northern deserts during the second



The infamous Fik Fang Ichinobb

month of the new year.

Despite a fearsome presence on the battlefield, the greenskins couldn't overcome the rats superior magic and the terrifying demon which accompanies them to battle (which even scared

away an otherwise solid band of black orcs). During the battle, both Fik Fang Ichinobb and Scratchit Arrdar were cut down

by the cruel and twisted verminlord, and the crown of kingship found by the orc horde was also lost to the rats.

Rumour has it, that when the rats are next drawn out to open combat, Grey Seer Klaw's student, Littit will be at his master's side. If true, the empires of the southlands do indeed have much to fear from the forces of this unholy trinity.



"What the hell is that????!?!?!?"

Brave Sir Robin after seeing a hellfire volley gun for the first time

The noble knights of Brave Sir Robin, have started their campaign to find the grail in the Southlands with a startling victory.

The chivalrous knights meet the forces of the Empire on the jousting fields outside Orleans on the twelfth day after the dark moon. As luck would have it, this day was strong in the magic of the

heavens, and the Bretonian's befitted greatly as the Empire's wizard general attempted to twist and turn the very ground against them (indeed many a holy grail knight was verily swallowed whole by the very rocks themselves).

However in the end, a regiment of lowly Realm Knights broke the backs of their ene-

mies, and rode through to capture the mountain pass to Imperial capital.

The time of the next grand mustering is yet to be established, but the armies of the south now wait in trepidation for the sound of thundering hooves.

THE FROG CROAKS (AGAIN)

Mage Kershin of the Sethis is believed to have been killed during a recent offensive against Clan Klaw to the east. Although no body has yet been found, Skaven scouts have spotted a number of the surviving skinks searching the southern deserts.

The campaign started by Kershin to rid the Southlands of Skaven vermin unfortunately suffered a quick demise at the hands of Klaw's

furry legions.

The presence of two grey seers, as well as the terrifying verminlord, is believed to have quelled the normally powerful death magic of the Slann. Despite this, the lizards managed to push back the ravening hordes and would have secured a convincing victory had the tides of magic had not turned against them, and Mage Kershin had not realised he had a pressing engagement else-

where. Without Kershin or any reinforcements, the righteous warriors of Sethis stood little chance.

With the lizardman threat gone from their western boarder, Clan Klaw is believed to be massing an army to attack the Imperial colony to the east. This may even prove to be a prelude to a full scale invasion as Clan Klaw is thought to now be drawing agents from the dreaded Clan Eshin.



"We croaked"

Unnamed skink after the battle of pancake sands

ALIENS INVADE HEATH END



- The Final Standings
1. The Kabal of the Warped Mind (Dark Eldar)
 2. Colonel James' Imperial Guard
 3. Rath-Torhan Craftworld (Eldar)
 4. The Worldeaters (Chaos Space Marines)
 5. Hive Fleet Forster (Tyranids)

Back in the second month of the two thousandth and first year of the Emperor of mankind. Four alien armies fell upon the small, very unimportant world of Heath End. The Eldar of Rath-Torhan (see www.rkerry.fsnet.co.uk/eldar for more info on these), the Kabal of the Warped Mind, the marines of the traitorous Worldeaters legion, and the Tyranids of Hive Fleet Forster, all invaded this world just after lunch.

Waiting for the Tyranid threat was the planet's Imperial garrison led by Colonel James. Catching the aliens off guard, the guardsmen managed to seize the initiative of what would be a bat-

tle of epic proportions. Elsewhere on the planet, the Dark Eldar of the Warped Mind (Tree Hugging Hippees who like leather, whips, etc, etc) ran straight over their craft-world cousins (we'll try not to dwell on that too much) only to be stopped dead by a small warband of Chaos Space Marines



Whilst this just retribution was in progress, representatives from all five forces were drawn out by the greater gods to see who they thought would be most worthy. As fate would have it, the planet's current, Imperial, overlords found most favour, although it should be noted that the Lords of Rath-Torhan had won the quiz beforehand.



done with, the armies continued to battle. After what had seemed like an eternity, the Imperial Guard brought down the Tyranid Hive Tyrant, effectively removing the bug threat from this world (although a carnifex since been spotted in the Heath End countryside).

In the end the Kabal of the Warped Mind prevailed over its enemies to become the masters of Heath End, but the campaign had been a close thing and no one would dare underestimate their opponents in any future conflicts.



The Seal of Rath-Torhan Craftworld

"We will crush your upstart race."

Farseer Elan Janseanalis to Colonel James just before the Rath-Torhan warhost was defeated by Dark Eldar

- The Painting Competition
1. Imperial Guard Command Squad (Dave)
 2. Falcon Grav Tank (Richard)
 3. Hive Tyrant (Mike)

we're very sad indeed...

Email: muppet@genesis-sf.org.uk

"The Newsletter" is written by Richard Kerry with the help of some very sad muppets (who know who you are)

THE GRUDGES

The Grudge Bearer	The Grudgee					
	Brettonnians	Dwarfs	Empire	Lizardmen	Orcs	Skaven
Brettonnians			1			
Dwarfs			2	1	2	
Empire	2	1		2	1	4
Lizardmen		2	1			2
Orcs		1	2			2
Skaven			2	1	1	

*"dat army smells
cheesy"*

An unnamed Black Orc champion upon his first encounter with a Skaven army

Upcoming Events

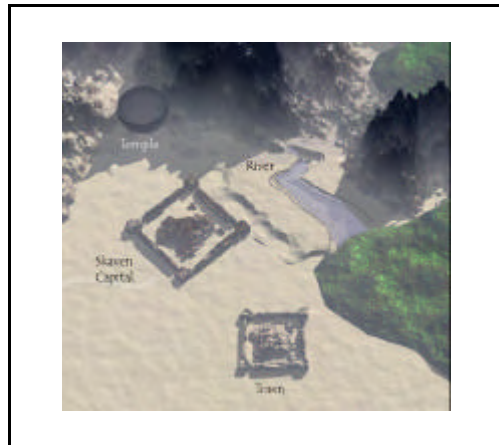
- Salute 2001, London, 21st April 01
- Genesis SF Gamesday II "this time its fantasy", Pamber Heath Scout Hut, 1st July 01
- Warhammer Grand Tournament, GW Head Office, Nottingham, 28-29th July 01
- Colours 2001, the Hexagon, Reading, 15-16th, September 01
- Gamesday & Golden Demon 2001, National Indoor Arena, Birmingham, 30th September 01

FOCUS ON: CLAN KLAW



Led by the Grey Seer Klaw, Clan Klaw is a relatively minor warlord clan at the edge of the under-empire. Originally led by a powerful warlord, the Clan has since fallen on hard times and until the arrival of Klaw, its future was uncertain. Since the seer took over, the small clan (at least by Skaven standards) has menaced the local area, using terrible magics to make up the difference when numbers are not available to them.

Because of Klaw's own personal wealth in warpstone tokens, Clan Klaw has managed to hire agents from both Clan



The Empire of Clan Klaw

deaths of many heroes and many say that it can still be heard at night across the Southlands as it schemes the downfall of all those that would oppose it.

There were also rumours, that Klaw has a student occupying Skull Mountain to the north however this was later proved to be untrue.

As of the time of writing, Clan Klaw controls Klawville (their capital),

Little Klaw (a small town to the south), the big blue river, and a strange, bowl shaped temple in the mountains.



Moulder and Clan Skyre. Together with the Plague Monks who also inhabit this region of the continent, Clan Klaw can now field quite a fearsome range of troops.

Most terrible of all is the greater demon that Klaw summoned the day he took over the Clan. This wicked creature has been responsible for the

