

THE NEWSLETTER



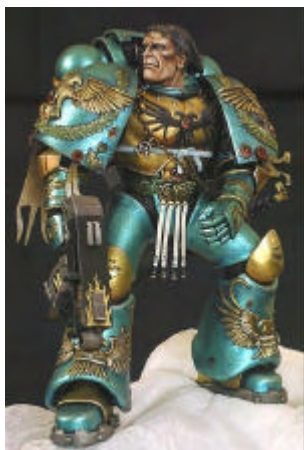
THIS MONTH:

Eldar beat Wyches

Lizardmen beat Skaven

Headlines:

- Rats finally defeated.
- Avatar slaughters evil pixies.
- New Ravenwing officer identified.
- Bad Ash and his army of darkness have arrived!!!



This is a large scale space marine converted by Philippe Ohresser into the Emperor himself before he ascended to the Golden Throne. Cool or what?

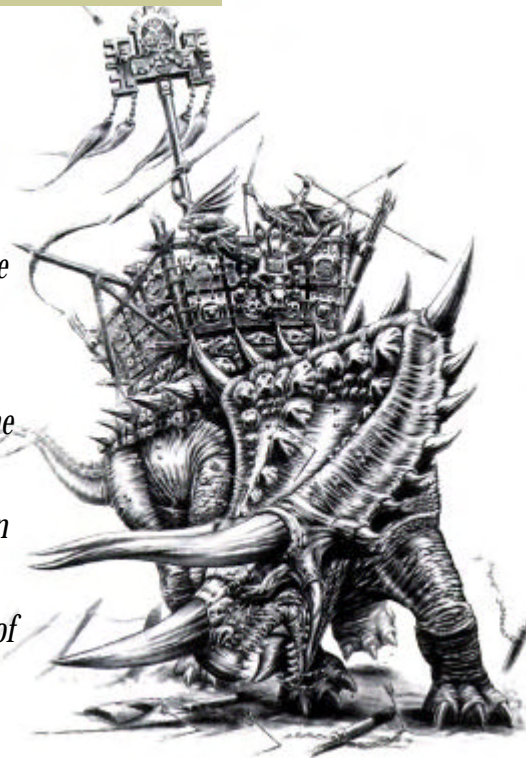
THE FROG'S REVENGE

It had to happen eventually, the reign of Clan Klaw has come to a vicious end at the hands of Lizardmen.

Amongst the southern dunes, Grey Seer Klaw had gathered a huge army rats ready to break into the Lizard lands. With this vermin horde, also stood the infamous Ruglud's armoured orcs, ready to share in the plunder of the ancient city of Sethis.

When the time came, Klaw led the horde through the dunes towards the awaiting saurus and skink army. With the evil weapons of Clan Skyre providing supporting fire, the horde rushed across the desert. However the line was broken from the outset by continued squabbling

...and the walls of the secret city resounded with the guttural cry from the Temple of the High Lords as the Slann Mage Selection Committee sent out their time worn call of summoning - "Nexxt!"



among Ruglud's boyz. Instead of colliding with the enemy in unison, the skaven tried their lines a regiment at a time. Even with the strong shadow magic of Klaw, this tactical flaw was their undoing. After initially being tried up, the saurus legions fell onto their enemies, pushing back the clanrats led by Herrik the Bully. After that the

skaven broke completely. Although exhausted, the Lizardmen had successfully defended the road Sethis, although at a terrible price, the life of one of the revered Slann Mage Lords of the secret city.

SETHIS: THE GOLDEN POND

The surface of the lake rippled in gold, reflecting the rain covered sides of the stepped pyramid towering above it. The streets are silent, fresh and clean after the fury of the monsoon.

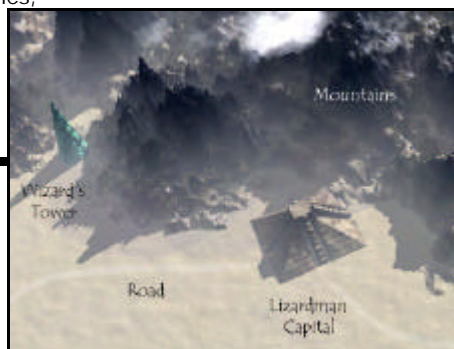
On the steps of the temple sits a lonely skink, Satek, marked priest of Tlaxcottl, wrapped tightly in his gold

encrusted robes of power, his quest for his lord a failure, his prayers to the elders fading into a dejected silence as he broods on the prophecy of Sotek's return.

He looks down into the spawning pools that circle the temple, empty and waiting for another slann to

arrive from the deep south, to fill them with his enchanted seed. The temple is crumbling and unfinished, waiting for a slann to survive long enough to complete its construction.

In time for the coming of Sotek, if he comes...





SPECIAL CHARACTER:
LIBRARIAN REKLASH

LIBRARIAN REKLASH

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Reklash	225	5	5	4	5	2	5	5	9	2+

An Dark Angel Ravenwing army may be led by Librarian Reklash. If you decide to take him he counts as one of the HQ choices for the army and may be taken instead of the Master of Ravenwing. Reklash must be used exactly as described below and may not be given extra equipment. In addition he may only be used in a battle where both players have agreed to the use of special characters.



Wargear: Attack bike, bolt pistol, master crafted power weapon, psychic hood.

“Squish”

The sound made by the Avatar of Rath-Torhan as it removed the last Dark Eldar resistance from Dryden’s World.



And that would be another eldar super-heavy grav tank with an extremely big main gun. Isn’t it pretty?

Picture from www.forgeworld.co.uk

SPECIAL RULES

Psychic Power - Weaken Resolve: Reklash may attempt to use the *Weaken Resolve* psychic power when an enemy unit with a model within 12” of the Librarian has to take a Morale check. If the Librarian passes his Psychic test then the enemy unit must take its Morale check on 3D6 added together, rather than on 2D6 as is normally the case. The power may only be used once per player turn (i.e., the Librarian can use his power once in the Dark Angels’ turn and once in his opponent’s turn.

Ravenwing: Special rules apply to Ravenwing models. See Codex: Dark Angels for details.

Independent Character: Reklash is an independent character and therefore follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Typhoon: Ravenwing detachments under Reklash’s command have been the only units in the company to test the Typhoon variant land speeder. Any Ravenwing army led by him may take Typhoon Land Speeders as a Heavy Support option at 85 points each and may upgrade the heavy bolter to a multi-melta for +15 points. See Codex: Space Marines for more info. Note, as Ravenwing, these speeders also benefit from the ‘Ravenwing’ special rule (see Codex: Dark Angels for details).

The Ravenwing pushed on, despite their heavy casualties. They had to take the ridge before dusk, it was their duty, or their Deathwing battle brothers would be teleporting into a certain massacre. With the eldar force in control of such a strategic position, the whole Dark Angels’ offensive could be compromised.

The only option was a swift

assault. Every route up, gave the defenders an open killing ground, and dark green armour littered the access roads as a testament to the chapter’s earlier attempts. So the honour fell to the chapter’s second company.

It wasn’t originally planned, and the Master was on other duties. Therefore the highest ranking Ravenwing commander, a librarian

named Reklash, assumed control. He grasped the teleport homer and clambered aboard the side car of a waiting attack bike.

With that, a trail of bikes, and a single Typhoon variant speeder, began their bold ascent.

Field report from the Tadley Campaign, circa M39 061



SPACE MARINE PATROL VESSELS IDENTIFIED



Space Marine Nova Class Frigate



Space Marine Hunter Class Destroyer



Space Marine Gladius Class Frigate

VAMPIRE COUNTS: DEADITES ARMY LIST



So what's it all about then? Well what follows is an army list designed to let you field a DEADITES army in the Warhammer Fantasy game (*Warhammer Fantasy Battle 6th Edition to be precise - ed*).

The army contains some unique troops types, devised only for use in a Deadites army. All other troop types and relevant points values can be found in the Vampire Counts army book as can magic items.

Lords

Master Necromancer.

Heros

Bad Ash (see insert)

Wight Lord

Necromancer

Core Units

Skeletons

0-1 Skeletons Crossbowmen (as Skeletons but with crossbows at +3 points per model)

Zombies

0-1 Ash Swarm (see insert)

Special Units

Grave Guard

Black Knights

Rare Units

0-1 Banshees (must be called Shela)

Well there it is. Why not try it out and see what its like to battle against your own stupidity on the ultimate scale.

BAD ASH

If you have a Deadite army, it must be led by Bad Ash and he will use up two of you hero choices. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

	M	WS	BS	S	T	W	I	A	Ld
Bad Ash	4	5	3	5	5	2	2	4	9
Warhorse	8	3	0	3	3	1	3	1	5

Points: 159
Weapons: Sword of Kings
Armour: Heavy Armour, Shield of Yesterdays
Mount: May have a warhorse with Barding at +14 points.

SPECIAL RULES

Undead: Bad Ash is very undead (see Vampire Counts).
Regenerate: Bad Ash is seen to take all manner of wounds that would fell any other man and yet as soon as he is subjected to fire, he's reduced to a skeleton. Therefore Bad Ash may *Regenerate* (see the Warhammer rulebook).
Stupid: Due to being spawned from Ash, he is obviously subject to *Stupidity* (see the Warhammer rulebook).
Jaw: If Bad Ash ever fails a Ld test, his Jaw falls off. Once this has happened, other units cannot use his Ld for tests.
Magical Resistance: Bad Ash is full of evil magic from the Necronomicon itself. He therefore has *Magic Resistance (2)* (see the Warhammer rulebook).

MAGIC ITEMS

Sword of Kings: See Vampire Counts army book.
Shield of Yesterdays: Counts as Enchanted Shield, (see Warhammer rulebook).

ASH SWARMS

By evil magic, Ash reproduced himself in the form of dozens of tiny copies of himself. These 'little Ashes' stand no more than six inches tall and run around in excited little circles while stabbing with toast forks, climbing up trousers, and jumping down peoples' throats in order to punch and kick them from the inside. DAMN ANNOYING.

	M	WS	BS	S	T	W	I	A	Ld
Ash Swarm	3	2	0	1	1	3	1	3	10

Points: 15 per base
Unit Size: 1-6 bases
Equipment: Toast forks etc.
Special Rules: *Unbreakable* (see the Warhammer rulebook)

GET ME THAT DAMN BOOK!

“Dig faster, I want every black hearted, worm infested, son of a bitch that ever died in battle!”

Evil Ash



A Gondorian Spearman from the upcoming Lord of the Rings game

Rumourville

- There's going to be a new Ork battle wagon. The pictures (on www.portent.net) look cool but there's no indication of when it will be available yet.
- This year's Games Day model is going to be a Kroot Shaper (sounds unpleasant doesn't it).
- Skaven are being redone for WFBv6, and allegedly the army book will be out around Christmas. Apparently there will new Jezzails, Stormvermin and among other things a two-rat gatling team. Can't wait :-)

we're very sad indeed...

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The Newsletter is written by Richard Kerry with the help of some very sad muppets (who have nothing to do with lobster pots)

Contributors this month include:
(Bad) David James
Tony (the frog) Walls

Upcoming Events

- 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

"Fear the darkness, for that's where they came from. Souls as old as ours, but twisted and in terrible pain. That they not know the light is our curse. One we must try to live with."

Farseer Elan Janseanalis

BRAGGING RIGHTS

Players (Wins)	Opponents						Total Wins	Games Played	Current Ranking
	Anthony	Dave	Nick	Paul	Richard	Ross			
Anthony				1	1		2	4	2
Dave				1			1	3	4
Nick				0/1			0/1	0/1	-
Paul		1			0/1	1	2/1	8/2	3
Richard	1	1		3/1		1	6/1	7/2	1
Ross	1						1	3	4

Key: WFBv6 / WH40K (as from 8/1/01)

RATH-TORHAN CRAFTWORLD

Since the time of the Fall, most Eldar craftworlds have grown far beyond their trade ship origins, becoming massive floating worlds in their own rights, however at first glance Rath-Torhan appears to be a throwback to those earlier days. Compared to most other craftworlds, Rath-Torhan is extremely small, supporting a population of barely thirty seven thousand souls and only a handful of ships.

Its contingent of warriors is even fewer, with only the major aspect shrines represented, it is heavily dependent on the two largest shrines (the Dire Avengers and Howling Banshees) to provide the bulk of its forces. Rath-Torhan is also known to have very strong ties to the



mysterious Harlequins. Indeed many believe Rath-Torhan's founder to be one of these individuals. Because of this heritage, this craftworld's bonesingers have a better understanding of the Eldar's ancient warp-gate network than anyone outside the Harlequins themselves, and on several occasions this knowledge has been learned the hardest way possible, by war.

Rath-Torhan was originally a trade ship for one of the now forgotten ancient eldar colonies close to their home system. At the exact moment of the Fall, Rath-Torhan was on its way home after a thousand years in deep space. Its leaders were the first to witness the horror as their society was swallowed by chaos. Unlike many other vessels which had fallen while trying to rescue their kin, Rath-Torhan choose not to land on the former worlds of the eldar. Instead they watched from the skies as their worlds collapsed all around them.

Unknown to most, Rath-Torhan was the first craftworld to encounter the Kabals of the Dark Eldar



after the Fall, while attempting to finding supplies among the ruins of their home worlds. The wars that ensued were horrific. Rath-Torhan lost eight in ten of their population during those early years. But eventually, the warriors of Rath-Torhan managed to secure their home and using the skills learned from the Harlequinns, the craftworld's bonesingers closed the gates leading to the dark kin's territories.

Sometime after those confrontations, Rath-Torhan started to wander through the webway, never staying in one system for more than a few decades at a time. This partly explains the small size of this craftworld. Rath-Torhan can appear almost anywhere at anytime.