

The Sad Muppet Society presents...

Issue 9, Winter 2001

THE NEWSLETTER



THE TAU HAVE LANDED!!!




THE SAD MUPPET
SOCIETY

BARACUS UPDATE | GAMESDAY III PREVIEW | 2001 ROUNDUP
TAU CODIX REVIEW | CODIX: EXODITES | LORD OF THE RINGS



For those of you who don't already know me, I'm the really sad one. Yep, that's right it's all my fault. I'm the mug who started off the Newsletter, the Homepage, and the Column (for those of you who also read the Genesis Matrix). However in my typical style I refuse to take any responsibility for anything else, what so ever.

And then they put me in charge...

Richard (the Rat) Kerry
Chief Muppet

EDITORIAL

(THE RAT'S RAMBLINGS)

Okay, here it is, the new (extended and improved) Newsletter. As scary as it seems, with the approach of the Sad Muppet Society as a proper club, combined with the fact I wanted to reduce the number of these things I do over the course of the year, I thought a slight more substantial Newsletter was in order. And here it is, 24 pages filled with Muppet related information from news and reviews to stories and new rules. Written exclusively for you lucky people.

For those new to Muppetville, the Sad Muppet Society (SMS) was formed from a few members of the Genesis Sci-Fi Club who where really into Warhammer Fantasy and Warhammer 40,000 (and Battlefleet Gothic plus some other stuff). Anyway, in between doing Sci-Fi related stuff, we managed to run a few little campaigns here and there (check out the 2001 Roundup for more info) plus of course the first two Genesis Gamesdays. However with the new year approaching, and after two of us managed to successfully escape the Genesis committee (alive I might add), we decided it was time for the SMS to stand on its own two feet and go public. Yep, that means at least two of us who

should know better have dumped ourselves in the smelly stuff again. Oops.

So what have we got planned for the coming year. Well apart from out new regular Tuesday evening slot at Glebe Hall, (every other Tuesday night 19:15 to 10:15 starting from 15th January) and a 40K League Dave (Other Muppet) James will be starting, we've got Gamesday III: The Siege of Glebe (more on this elsewhere), the GCN Campaign Weekend at the beginning of February (watch out for the Team: Muppet t-shirts), and of course Gamesday IV which is penned in for the end of June/beginning of July. Of course as well as all these, we'll try to keep you all up to date with the latest events in and around the area and what other clubs are up to.

As well as all this, there WILL be more Newsletters (probably published quarterly) so if you've got any new rules to test out, want to review something, write a story, or have any other interesting article in mind, email me and you might see it in print next month.

For the time being, I hope you enjoy this month's Newsletter and our brand new gaming club.

Richard Kerry.
Chief Muppet

THE CLUB

We've now got a club running, so what's the deal?

Well, as the main aim is just to cover our running costs, 'The Meet' on Tuesday nights is going to cost you £2 if you're a member and £3 if you're not.

So how do I become a member?

Sorry, this is going to cost you more money. £5 per year

earns you the title 'Member Muppet' and entitles you to a printed copy of this Newsletter four times a year plus gets you into 'The Meet' at member's rates. In addition to this you can join Team: Muppet, for the glory of, umm, Basingstoke...

So that's it?

Yep, it is. At least until we change our minds...

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Muppet Merchandise

If anyone wants one, we can get 'Team: Muppet' t-shirts and polo shirts, with the SMS logo on the front and the Team: Muppet logo across the back, as modelled by various folk at the club.

These are £15 each and available in various sizes. Speak to Other Muppet (Dave James) for more info.

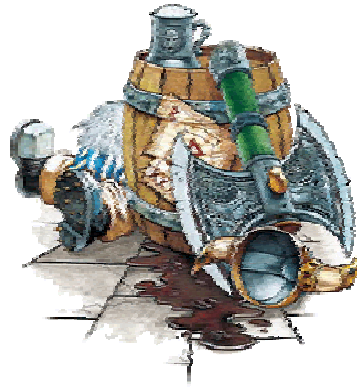
UPCOMING EVENTS

As much as I can, I going to keep track of what's going on when as far as Wargaming events in our area are concerned.

I've also included the meeting dates for the local three clubs in the region as well (ourselves, BAD, and Spiky). More details about

BAD Wargamers and Spiky Club can be found on their websites (www.bad-wargamers.org and www.spikyclub.com respectively).

If anyone knows of anything else going on in the area or any other local clubs, TELL ME!!!! And



I'll put them on here.



Remember this day for evermore, Tony has actually parted with 'money' (not for a Tau tank either). Here he is joining SMS the filling in 'The Form'.

6th January 2002	Gamesday III: The Siege of Glebe The SMS and Genesis Sci-Fi get together for this post Christmas bash. More details elsewhere this issue.
27th January 2002	Cry Havoc GW reopens Warhammer World to the public at their Lenton HQ. Tickets are £10 and available via GW Mail Order.
2-3rd February 2002	GCN Campaign Weekend Organised by Spiky Club, this 40K Campaign is going to be held up at GW's HQ in Lenton. Prices and exact details still to be announced but contact the Chief Muppet (Richard) if you're interested.
23-24th March 2002	St. Valentine's Day Aftermath II Yep, Spiky Club are at it again.
27th April 2002	Salute 2002 The South London Warlords annual event.. Olympia 2, Kensington London. £6 to get in. Check out www.salute.co.uk for more info.
30th June 2002	Provisional: Gamesday IV The SMS and Genesis Sci-Fi Club together again. Full details to be announced next issue.
27-28th July 2002	UK Warhammer Grand Tournament Heat 1
3-4th August 2002	UK Warhammer 40,000 Grand Tournament Heat 1
26-27th October 2002	UK Warhammer Grand Tournament Heat 2
2-3rd November 2002	UK Warhammer 40,000 Grand Tournament Heat 2
3-4th May 2003	UK Warhammer Grand Tournament Final
7-8th June 2003	UK Warhammer 40,000 Grand Tournament Final

2002 SMS Meetings "The Meet" Glebe Hall, Church Street, Basingstoke

15th January, 29th January, 12th February, 26th February, 12th March, 26th March, 9th April, 23rd April, 7th May, 21st May, 18th June, 2nd July, 16th July, 30th July, 13th August, 27th August, 10th September, 24th September, 8th October, 22nd October, 5th November, 19th November, 3rd December, 17th December

Bracknell And District (BAD) Wargamers Meetings

The John Bell Annex, Coopers Hill Community Centre, Crowthorne Road, Bracknell

13th January, 24th February, 10th March, 28th April, 19th May, 30th June, 21st July, 25th August, 22nd September, 13th October, 3rd November, 15th December

Spiky Club Meetings

Reading Post Office Social Club, Richfield Avenue, Reading

Every Thursday

"If we wait for you to have an evening free to go to the pub, we'll be founding the club in about 2005 (that goes for Rich as well I guess)"

Ha! I think not!



Oh yeah, its my ugly mug up here again. Why? Well that's a really good question.

Anyway here's a little bit just the year just gone, and an even smaller bit about what we intend to do in the coming year...

"Mon-keigh, we detected your presence on the maiden world you call 'Heath End'. This place is for our kind alone. You will leave this place or face our wrath."

Janira Nanathera of Rath-Torhan

2001 ROUNDUP

(OR HOW FIVE MUPPETS BECAME VERY SAD INDEED)

We're almost at the end of 2001 already and god has this year gone fast. In fact it was this time last year we were just starting to organise the first ever Genesis Gamesday...

January

Gamesday I. Yep, the mayhem began here. As well as numerous boardgames, Tekken 3, and a swarm of computers, this was the first small Warhammer 40000 competition that we ran. Including some visitors from the Bracknell An District Wargaming Club, there were eleven players in total. Unfortunately, most of the muppets (who weren't muppets at the time) were knocked out in round one. Yours truly managed to get into the next before being defeated by a single unit of Wolf Scouts.

In the end it was BAD's Gary Bazett and his Dark Eldar who claimed the ultimate prize... a tacky certificate and one years membership to Genesis Sci-Fi Club.

February/March

Now with the first three Sixth Edition WFB army books out (Empire, Orc & Goblins, and Dwarfs which by happy coincidence were the armies Paul, Dave and Ross were collecting), the Southlands Campaign began. This (combined with a bit too much free-time) set off the Sad Muppet Society and the Newsletter. With Tony also now involved with his Lizards we actually managed to get some battles in occasionally. And I also learnt how scary a verminlord actually is (thankfully he was MY verminlord).

April

The big event this month was the Battle of the Six Armies, the ultimate battle of good vs evil. A spectacular meeting of the six armies in the Southlands, or it would have been had the third evil empire turned up. In the end,

us bad guys managed to cobble together an evil army. Amazingly, evil even won the day in the end, giving the good guys a bloody nose for their troubles.

June

The first thoughts of the Baracus Campaign arose this month as my Blood Angels ripped apart yet another Dark Eldar army, this time only leave his general, Cax'th on the battlefield. The build up for the campaign would stretch on for another couple of months.



This is Mike at Gamesday 2. In fact he isn't very sad (or a muppet). He's even got a girlfriend.

July

Gamesday II: This Time Its Fantasy began the month. Amongst all the normal mischief we run a small Warhammer Fantasy Battle tournament which was notable for just how strange things turned out. The best example of this came in my final battle against Paul. My little rats facing a full armoured charge of huge unit of Bretonnian knights and... not running away. In fact the opposite, beating the noblemen (only just admittedly) and then wiping them out. In the end this was the second fastest battle I've ever fought (the fastest was against the same army; two casualties and every rat ran for their lives). Oh, and by the way, I won that competition (engage smug mode).

August

Baracus begins! With the worldwide Dark Shadows campaign out of the way us muppet could get back to the 40K thingy. The first round pitted a small scout force from each army against a random opponent. This, by chance matched both of the Basingstoke based players, both of the Tadley players, and both of the Reading players, and still it took two months to get all the battles in! Anyway, those results plus those from round two are elsewhere in here this issue.

September

Helen (from Genesis) asked me to organise another gamesday in the new year, so the planning for Gamesday III: The Siege of Glebe began. As this was probably the most ambitious project we'd undertaken, Jeremy (the editor of the Genesis Matrix) choose to dub our scenery making effort: Light, Industrial Magic. Thanks for the vote of confidence.

October

As well as 'officially' starting the Sad Muppet Society (in a pub, or more precisely The Bramley Inn), this month Dave decided to run a mini-tournament in support of Children In Need. Gamesday 2.5: The Real Cost Of War was born.

November

Well, amongst the other scheming, Gamesday 2.5 took place on the 11th and raised almost £200 for Children In Need (Dave's review is a few pages further on), all the Gamesday 3 terrain started to come together, and a couple of us started to work on our tournament armies (not that we expect to do very well).

I wonder how next year will turn out...

Richard Kerry



BRAGGING RIGHTS:

THE FINAL RESULTS

Over the course of the year, we've been keeping track of the victories or otherwise, of the muppets. From the 8th January until the 23rd November any Warhammer Fantasy, or

Warhammer 40000 battles played against another muppet was tracked in the Newsletter. These results have been collated into this final 'Bragging Rights' from the 2001 season. In order to make the system as fair as possible, the ranking was determined by the percentage of victories a player achieves multiplied by the number of games he has

won. Therefore the best way to improve your ranking is to play more games!

Anyone who wants to be included in the 2002 season's Bragging Rights please let me know as soon as possible as we'll be starting again from 1st December.

Richard Kerry

Player	Games Won	Games Played	Percentage of Victories	Win "Factor"	Final Ranking
Richard Kerry	20	24	83%	16.7	1st
David James	7	13	54%	3.8	2nd
Antony Walls	5	12	42%	2.1	3rd
Ross McNaughton	3	8	38%	1.1	4th
Paul Russell	5	23	22%	1.1	5th
Nick Doran	1	2	50%	0.5	6th
Mike Forster	0	1	0%	0	7th

"I believe on grounds that this creature is cheesy in the extremely, it should fear my Skaven army. And suffer instant death from any wounds inflicted upon it by them."

Lord of the Mice

TEAM: MUPPET



Okay, I know the Sad Muppet Society hasn't actually had a proper

meeting yet (certainly as of writing this) so what's this Team: Muppet business? Well, while the SMS is a fairly 'low power' organisation (playing for fun rather than seriously), Team: Muppet is (going to be) a team of would-be tournament players.

Reason behind doing this is twofold. Firstly, I'll like to play some tournaments. Alright that might seem a little selfish, but the main reason to play in tournaments is to measure your own skill against players

you don't normally play, and hopefully improve in leaps and bounds in the progress. And having played a tournament player in the not to distant past my skills need to be improved (a lot).

The second reason is purely social, meet folk from different clubs, drink, do some more drinking, and possibly followed by a bit of drinking. And lastly, wouldn't it be nice to bring

TEAM: MUPPET

who knows what the future might bring (apart from an Eldar Farseer perhaps).

So there's my thoughts. If anyone's interested, I plan to take Team: Muppet up to the Gaming Club Network

Campaign Weekend on the 2nd and 3rd

February. It should be a lot of fun and who knows, we might actually win a game!!!

Richard Kerry
Major Muppet

some trophies home at some point? Extremely unlikely at the moment but



At this point you should be very afraid. This man has an Imperial Guard army and has an uncanny ability to guess ranges, usually to within a quarter of an inch.

However Dave is also unusually unlucky which kind of evens things out. But still, watch out, this man is dangerous.



"The mud will run red with the blood of your accursed kind, and we bathe in the glory of utter humiliation."

Colonel Smallhouse just prior to seeing his position being overrun by eldar warriors



GAMESDAY 2.5: THE REAL COST OF WAR

So just what is the real cost of war then, well I'll tell you, **BLOODY EXPENSIVE.**

If you don't believe me, just ask any member of the Taliban Regime! That's if you can keep up with their running pace, I hear Nike's are selling very well there at the moment.

Anyway, back to our efforts to raise money for Children in Need, (collecting it was easier than paying it that's for sure), the games were played two at a time due to the space available, and the first armies to arrive on the scene were Liam's Dark

Angel Space Marines verses The Appointed One's Khorn army. This was always going to be a really bloody battle, but due to the fact that Liam was playing the game for the very first time, I decided to ease up on some of the Dark Angel Special Rules. If I hadn't then Liam would have definitely won, (sorry Liam). As it was, in the end there were almost no survivors and with less than 100 victory points separating them it had to be considered a draw in real terms, but be sure that some ones got the Bragging Rights! (ed - err, no actually, as Liam isn't on the Bragging Rights lists, Nick didn't get the point, sorry Nick)

This was a cracking result as both sides had to pay lots of money, (rub hands gleefully, chortle,

chortle, chortle!). Well it is for charity after all.

Playing on the other end of the table, were my own 9th Pretorians, and Chief Muppet's Cream flavoured Space Pixies. The technical analysis of this battle reads as follows, **OUCH.** Yes my little red men were well and truly smashed, although as like every failed commander before me, I did have a really good excuse. Add to this, Rich was cheating, (he'd read the rule book). It has to be said however that his was a truly honourable victory, as he agreed that we should both pay the maximum forfeit, good for you Rich!

So the cash was really rolling in, and next up against the wall stood Ross's Ork Horde. These guys are the only Orks you'll ever find that can shoot straight, but can't hurt Julian Clarey in close combat. I keep telling him that he should get some serious impact troops, such as a squad of Pink Fluffy Bunny Slippers! These guys had to face the new Tau army that Tony the "Frog" had brought along for the occasion. The Tau are designed to sit back and fire powerful weaponry deep into the heart of the opposition's ranks. They aren't designed to repel large, ugly, green, axe welding maniacs. Hence Ross carried the day, and Tony was left with large quantities of slightly strange coloured blood on his shoes!

Lastly, the honour fell to the might of the Black Tempars, to repel the massing Tyranid invasion, lead by Mike "Bugboy" Forster. Mike's secret plan was to stand still, and hope that no one noticed him,



however Voley (ed - that's Chris Metcalfe to those not in on that slightly off the wall joke) had other ideas, and his Marine force let loose heavy weapon fire that made a joke of Mike's big bugs. (Instant kill, you've gotta love it!) Mike did begin to threaten once he got within range, but by then, we'd run out of time, and had to end this particular battle one turn early. This did deprive Mike somewhat, but as his sponsorship paid up simply for playing, this had no effect on the monies raised.

Then, all that was left was to add the numbers up. We were amazed to discover that with the Genesis club raffle money (queue, big thank you to the Genesis committee), we had amassed the amazing sum of £225 for the BBC's Children In Need Appeal, and more importantly, it was great fun.

All that's left for me to say is a huge "Thank You" to all those that took part, and the sponsors that gave their hard earned to such a good cause. Thanks to all!!

**Dave James
Other Muppet**
(Bugger, they're shut!!)

THE FINAL RESULTS:

World Eaters beat Dark Angels by 30 VPs

Eldar beat Imperial Guard by 885 VPs

Orks beat Tau by 551 VPs

Dark Tempars beat Tyranids by 200 VPs

THE LORD OF THE RINGS

THE GAME OF THE FILM

No longer are Warhammer Fantasy Battle and Warhammer 40000 the only core games of GW. With the upcoming release of the first of three films directed by Peter Jackson, the Lord of the Rings is joining Games Workshop's core range. With a lot of Tolkien fans out there they should be onto a good thing.

So where do I begin. Well, the biggest difference between the Warhammer games and the new Fellowship of the Ring is scale. Whilst Warhammer is based around 28mm scale miniatures, the Lord of the Rings ones are actually 25mm. Visually this makes them look surprising small and this scale is much closer to many of the figures Citadel was producing ten years ago. This said, most of them are utterly gorgeous, and much better proportioned than their slightly larger cousins (mostly to keep with the visuals from the film). Unfortunately because of the license agreement with New Line Cinema you won't be able to use these miniatures in 'official' GW Warhammer events which is a shame as I could see a lot of High Elf armies and Vampire Courts making use of them.

The first Lord of the Rings game out is, unsurprisingly, the Fellowship of the Ring, and is based on the first film. The most striking thing when you first see this game is the box. GW artwork has always been good (well mostly) but this is something else. Of course this largely comes from New Line's huge marketing budget. Inside you'll find a really nice rule

book (more on this in a minute), some dice, a ruined building and 48 plastic miniatures, that's about it.



Okay, to be honest this doesn't represent great value when compared to either of the two Warhammer box sets (especially as the Warhammer rule books are about twice as thick) but it is still a nice package. In particular the Elves are some of the nicest single part plastics GW has ever produced.



Although it's a bit light, the rule book is still packed with goodies. The game system is basically a skirmish variant of Warhammer with a few stats replaced (and simplified) and an altered turn system. Instead of running as full player turns (player one moves, shoots, fights, then player two moves, shoots and fights), Fellowship of the Ring uses an integrated turn so both players move, then both players shoot etc, and initiative is determined 'on the fly'. Another interesting change is that measurements are quoted in both inches and centimetres which is a bit different.

Also in the book are stats and special rules for all the characters from the first film, (the Balrog is really nasty), various scenarios enacting scenes from the movie, a huge painting guide, and a bit on making terrain, and almost all of it is in colour. All in all, rather nice.

Other stuff available at the launch includes the Warriors of Middle-earth box set which is basically the plastics from the game (although as one-piece plastics I suspect their appeal will be limited), the Fellowship of the Ring (nice but FAR too expensive), and a few blisters (all bad guys, all nice).

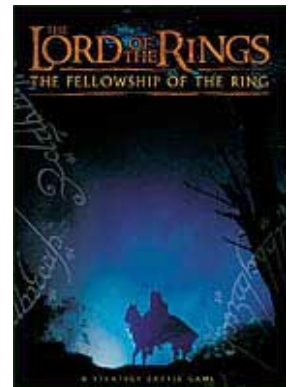
By the time you read this article, a large portion of the range would have already been released in the run up to Christmas and the film will probably already be out at the cinema so I'll let you draw your own opinions about those, but as far as I can see, Fellowship of the Ring will be great for Games Workshop and for getting new people into the hobby. But if you already play Warhammer or 40K, I don't see much here (apart from the odd miniature) to tempt you into collecting another system.

Nice package but a bit basic.

Richard Kerry



What's inside the Fellowship of the Ring game:



- A rule book



- Eight elf archers



- Eight elf swordsmen
- Eight Men of Gondor



- Eight goblin archers



- Eight goblin spearmen
- Eight goblin swordsmen
- A ruined building
- And four white dice

The original Gamesday back in on the January 7th was basically an excuse to have something cheap to do after Christmas. This included a knockout Warhammer 40,000 tournament where most of the muppets were knocked out in the first round. At the end of the day the prize went back to Bracknell with the guys from BAD.



Gamesday II was subtitled, 'This time its fantasy' so instead of 40K, we ran a small Warhammer Fantasy Battle competition where everyone played everyone else. And somehow amongst the mayhem my Skaven managed to win! Followed Paul's Bretonnians and Tony's Lizardmen (just one VP behind the knights).

Richard Kerry



You've seen the flyers, read the 'making of' (opposite), and probably been on the website, but what now? What's all this 'Gamesday III' stuff actually about?

Gamesday III (or GD3 as we seem to keep referring to it as) is the third event of its kind run by the Genesis Sci-Fi Club. The basic idea was originally to have a day totally dedicated to gaming outside Genesis's normal club meetings to keep us sad gamer type people happy and to generate a bit of extra cash for the club. But now its gained a life of its own and we can't stop it!

This time around we've changed location from Pamber End Scout Hut to Glebe Hall in Basingstoke (strangely enough the same place where the SMS is going to meet), and themed the day with the huge Warhammer 40000 Cityfight tournament we're going to run (see the insert).

Alongside this there will be a host of computer delights (including Unreal Tournament and others), and loads of card and board games (and there WILL be Pit).

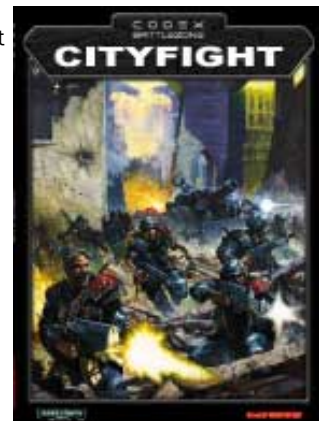
We'll be starting at 10:00am on the 6th January 2002 and finishing around 9:00pm so

THE SIEGE OF GLEBE

The Siege of Glebe will be the main Warhammer 40000 game at Gamesday III. To take part you will need:

- A legal and fully painted Warhammer 40000 army of no more than 1000 points and based on a single standard force organisation chart. No Assassins or Special Characters please.
- A printed (or very well written) army list for inspection by your opponents and the referee upon request.
- An invite. OK, that sounds a but more serious than it actually is, however if you wish to fight you MUST tell me who you are and what army you're bringing before the actually day.
- Dice, templates, your Codex etc, plus a rulebook if possible. Scenery should already be in place so don't worry about that.
- To be over 14 years of age (sorry but that's standard club rules).

Victory points will be used to determine the winners of individual battles and the overall victor will be determined by their best two results. The only other thing to note is that we will be using the new Cityfight rules so read up on them if you can.



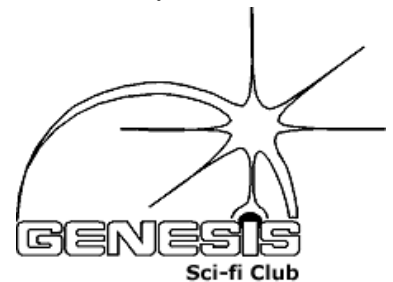
you'll have a few days to paint up all those new Christmas presents and use them on the day.

Entrance is £3 and Ten Forward will again be open for business throughout the day. To find out more either email muppet@genesis-sf.org.uk

org.uk, check out www.rkerry.fsnet.co.uk/sms, or phone David on 0118 9820489.

Remember any volunteers to help would be very welcome (but you still have to paid in get in).

Richard Kerry



THE MAKING OF GAMESDAY III

LIGHT INDUSTRIAL MAGIC BUILDS GLEBE



Various scenery making materials

Games Day III: The Siege of Glebe has been a long time in the making. Some weeks ago, the Sad Muppet Society confirmed that the 6th January 2002 would be the date for GD:3, (and that the, so far twice-yearly Games Day was to have a new venue) and soon after the Chief Muppet and his cohorts were hard at work with more specific and extensive plans for the creation of landscapes and scenery for the event.



A finished bit of river



The green terrain boards being made, or at least painted

This included the taking over, for scenery building purposes, front rooms, car boots and kitchen sinks, and the accumulation of various items of household junk which inevitably gets daubed in paint and has more junk stuck to it. This sudden frenzy of model making and scenery construction have

resulted in the name 'Light Industrial Magic' being given to those chiefly responsible for putting together what you will see in Glebe Hall on the 6th January. We got a small glimpse of the result of what will be on display at GD 3 at last month's Games Day 2.5: The Real Cost of War, a Warhammer 40K tournament in aid of Children In Need).

Planning meetings for GD:3 have sprung up in various places, in fact where ever two or more Muppets congregate and where ever it is possible to gather in a small huddle in a dark corner, and talk audibly in hushed voices - various people's houses, of course, but also pubs, theatre foyers, cars, and in the venue itself, where in mid-November a dress rehearsal for GD:3's scenery layout was held.

As you can no doubt see by the accompanying assortment of pictures, I have been tailing around at various times....taking pictures. This does have it's rewards - for instance, I've seen shades of green paint I never thought existed, got a sneak preview of The Newsletter (more of that soon) and got to see a rather good episode of Stargate

SG-1 on Sky, though that last point is actually totally irrelevant, really. Most spectacularly I've managed to get myself rewarded, with a 'Muppet' persona, (thanks Rich) which is fairly impressive for someone who is essentially a non-Muppet,

and in general, unless I'm doing something which will end up in the Matrix in some form, avoids the 'G' word.

The Newsletter, as I mentioned, has grown to previously unknown proportions for the issue you will see at GD:3 (*ed: i.e. this one*). At the time of writing, it was, I think, twenty pages



Another one of Paul's buildings

long and was looking very impressive when I got that sneak preview of it. We can safely say that the Chief Muppet is also the Extremely Busy Muppet.

Anyway, that's really enough of me and my witterings, it's time you got back to the business of enjoying GD:3, The Newsletter, and the results of Light Industrial Magic's Labours over the last few months. Time to play the music and light the lights....

Jeremy Ogden

(Another Muppet who's exact title I can't actually remember right now)



Paul's Fortress, complete with assault course



Jeremy is not a muppet. I'm making this clear in case he actually reads this. Jez is actually the editor from the Genesis Sci Fi magazine, the Matrix, and as such a jolly fine fellow.

Unlike the rest of us Jez has absolutely no interest in gaming what so ever however since he mentioned he was going to be doing this article...

*"Come to our club...
we have lots of fun."*

Smurf

Vice-chairman, Genesis Sci-Fi Club



The Baracus Campaign was started by Paul Russell with a slightly different approach than most campaigns. His central idea was that once a unit is dead, it stays dead and can't come back. Therefore people have to conserve they troops otherwise they won't be a available for the next round. Paul has been continuously hassling us to get on and fight some battles for the campaign since September, and we're eventually getting there (see the results opposite).

If you want to know more about the Baracus Campaign check out the website where all the current (and previous) reports, results and rules are.

"You are no one, you are nothing, you have no life, except by my command."

*Cax'th
Kabel of the Warped Mind*

BARACUS UPDATE

Cax'th stood staring at the red planet before her. Her plans had gone wrong and new forces from many worlds were now planetside. This should not be, how had they found out about this place, it was a forgotten world. Even she had only been here once before and then she had barely escaped with her life. Doubt etched lines across her once beautiful face, but she knew she would do whatever it took to save her people, the cost was never too high, she would win and the Great Enemy would lose. Even here high in orbit she could feel the KinSlayer singing to her, she knew she had to step onto Baracus once again. A shudder pasted through her body at the very thought.

Cax'th turned as the door to her office opened, revealing her Incubus Master. "I am nothing, I am no one, except by your order" the newcomer said, the voice box on her tormentor helm distorting the words to an evil snarl. Cax'th waved aside the ritual greeting. "Remove your helm Master and let us get down to business." They both sat in elegant chairs, either side of the desk. "The reports are in, I'll start at the beginning shall I." Cax'th waved her on and reached for a flask, pouring two drinks.

The Master took a sip. The wine was sweet and not entirely to her liking. She continued to speak whilst taking small sips, just enough to wet her lips. "The scouting group placed on the planet has been lost to the Rath-Torhan devils. The cruiser, Total Eclipse reported that a mon'keigh fleet forced a landing through their quadrant, the captain still awaits your pleasure in the detention

cells."

Cax'th closed her eyes nodding and leaned back in her chair "so much to do", she whispered. "Continue with your report." The master looked at her Archon and knew she was under great pressure, but why? Why where they here at all? Fighting aliens for a dead planet? However she knew better than to ask such questions out loud. She wet her lips once again and looked down at the reports in her hands. They weren't good but she still had to read them. "The grotesque Zan'thax reports the death of the cowardly wych cult, but

the Kabel dry. And for what, only Cax'th knew and she was not saying.

Cax'th leaned forward and spoke softly across the table, she knew this put her captains ill at ease and she liked that, "How did these battles go and what forces are we likely to meet." She fixed the Incudi master with a stare so strong, so hard it made the battle hardened warrior shake in her seat. "The mon-keigh preveiled as did the warriors of the blood god, my lord."

Cax'th poured another drink, "Call in the Haemonculus, we have work to do and plans to make. I am going

down there, the Enemy will not gain the power of Baracus, I will destroy this entire star system before that happens." As she finished she leapt to her feet and bought

both hands crashing onto the desk. "Are you still here, I gave you an order, you are no one, nothing, and so it is with this place if I wish it."

The Incubus Master leapt up, she was use to her Archon's outbursts but still the tone of Cax'th's voices told her that whatever they were here for it wasn't just to harvest souls. She quickly left the room trying to show no fear. Cax'th collapsed back into her seat. The KinSlayer was singing louder now, feeding on the death and forboding that surrounded it. Cax'th put her hands over her ears wishing once again she had never heard the name Baracus.

even worse news came from him before he stopped transmitting. The mon-keigh who landed here encountered a previously unknown race to us. A species calling themselves the Tau. Although it appears the worshippers of the copse remain on this world." But this was not the worst news he had to deliver. The other report might cost her her life. "We have also received information that some foul raiders from the Crone worlds have also arrived." Cax'th's eyes lit up at the mention of their original home worlds. "We believe they ran across a pack of hive creatures. It is possible that this are an advanced party for a larger fleet, or that they were here all along."

The master finished and looked out of the window, Baracus loomed overhead, a giant red ball hanging like a bloated tick waiting to bleed



The Players

Paul Russell :The Kabel of the Warped Mind (Dark Eldar)

Richard Kerry: Rath-Torhan Swordwind (Craftworld Eldar)

David James: The 9th Pretorian Rifles (Imperial Guard)

Tony Walls: The Ke'Lshan Expeditionary Force (Tau)

Ross McNaughton: The Worldeaters (Chaos Space Marines)

Mike Forster: Hive Fleet Forster (Tyranids)

THE BARACUS CAMPAIGN: DRONE RECORDING TK-B-IG-001



pitched battle that followed, the Crisis battlesuits manned by Shas'vre Ktahn and his bodyguard Shas'ui Jkain traded devastating blows with three Sentinals. Jkain destroyed two of them before his death, but the third, immobile but still deadly, ruptured Ktahn's power core and scattered his shrapnel across the virgin white ground. Meanwhile a Shas'la fire warrior team, lead by Shas'ui Dekl, advanced towards the sounds of battle, flanked on their left by their ever present companions - a small Kroot carnivore squad.

paint on the Sentinel. Dekl paid for his mistake, the Chimeras both turned their weapons upon his team, and he fell, dead in the snow along with most of his team. The rest retreated from the battle, hoping to call reinforcements down from orbit and recommit at a later time. Flush with the success, the Kroot turned their weapons on the Sentinel and an oddly coordinated rapid fire attack was rewarded with the warmth of a violent explosion. Then, noticing that their masters had deserted them, they fell to devouring the flesh that littered the ground.

Transcript of Transmission:
=====

In the frozen icy wastes of the South Pole a Tau Ke'Lshan Expeditionary force ran afoul of the heavily armoured Imperial Guard. The first blasts were heard as a pair of Imperial Guard Chimera Troop Carriers destroyed Kor'vesa gun drone squadron that stumbled into them in the driving snow. In the short but very bloody

Bravely, Dekl lead his Fire Brothers round to the right to take on the Chimeras, while the Kroot swept to the left to confront the remaining Sentinel. Then, in a strategically brilliant but fatally executed military manouver they switched targets. The Kroot penetrated the side armour of one of the Sentinals and managed to trash its drive system, while the Fire Warriors failed to scratch the

=====



Round One Battle One:
Rath-Torhan Swordwind beat The Kabel of the Warped Mind
9th Pretorian Rifles beat the Ke'Lshan Expeditionary Force
The Worldeaters beat Hive Fleet Forster

Round One Battle Two:
The Worldeaters attacking the Kabel of the Warped Mind
9th Pretorian Rifles attacking Hive Fleet Forster
Rath-Torhan Swordwind attacking The Ke'Lshan Expeditionary Force

"We are already dead, we are the wind."

THE BARACUS CAMPAIGN: SCOUT REPORT

<<<<<SECURE TRANSMISSION>>>>>
<<<<<SOURCE 96.548 Ranger Sara>>>>>

Friend, it is true. We have located an advance base belonging to the species the mon-keigh call, the Tau. Their technology, although crude by our standards, appears to be highly effective, and they appear to be using Kroot as an integral part of their battle force which would suggest an unusual attitude towards alien races. They may prove to be a valuable ally at some point in the future. It is a shame we must eliminate them from this world. All else proceeds according to plan, we will monitor this place until your arrival. We are already dead, we are the wind. <<<<<Message Ends>>>>>





FOR THE GREATER GOOD

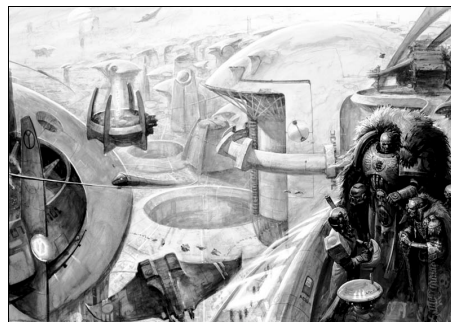
CODEx: TAU REVIEW



It's here at last, the most eagerly awaited new release of the year has hit GW stores, the Tau. So what's all the fuss about? Well, our friends at Games Workshop don't often bring out an entirely new army for one of their core systems. The last one for Warhammer 40000 was the Necons, and, we'll keep a bit quiet about that one (in fairness, they're next of the release list for 40K and are looking rather nice). Actually, the Tau seem to have even usurped the new Lord of the Rings game to a degree and has certainly put the new Cityfight codex in the shade with the promise of the most lethal guns in the 40K universe and a host of really cool new models.

So with a whole new range to look at, where do you begin? The first thing that most people will pick up will be Codex: Tau itself, and its rather nice. Let me explain... Back in the good old days, GW used to produce quite solid but quite expensive codices and army books, stuffed full of pictures, stories and background information. When 3rd edition 40K came out, that changed. The codices were made a lot lighter to make them cheaper for existing gamers and lacked a lot of the background information to try and inject some mystery back into the 40K universe, however most new players found this a bit disappointing and when the

new Warhammer Armies books started to come out this time last year, the 40K codices didn't look so good. With Codex Battlezone: Cityfight (doesn't really roll off the tongue does it) they moved over to the same format as the fantasy books but Codex: Tau is the first proper codex to be done this way (justified because they are a totally new race). Expect Codex: Necon and any new 40K books to also go this way in the future.



Anyway, Codex: Tau, is it any good? Well, yes. Just briefly flicking through shows that the already high production quality of GW's books has taken another step forward and the whole thing looks very much like one of the new Warhammer Armies books, with all the normal sections in there. Compared to the older Codexes, this one does indeed have a lot more background information, both about the Tau themselves, and the Imperium's campaigns against them. Although the army list itself is fairly limited compared to the more established lists, it is very impressive for a totally new race and Necon players will be praying that they will get even half as much choice when their book comes out. As well as an extended painting section, there's

even a new scenario in this codex (not all of the other codices have them), and huge wargear section (there are two pages dedicated to Battlesuits alone).

As an army, the Tau look even more specialised than the Eldar. Their shooty stuff is extremely shooty, although their close combat abilities do stink. Of course that's what the Kroot are for, although in the 40K universe they are not the best assault troops. However, the Tau basic gun, the pulse rifle, is a bit nasty, and is possibly a better basic weapon than the Eldar shuriken catapult. With its very respectable range (30"), strength 5 (!), and AP 5 profile, its capable killing a

lot of basic infantrymen on twos with no armour saves. The flip side of this of course is the Tau themselves, their BS isn't brilliant, but it does give you a favour for the army and that of course is before you get into the Elites and Heavy Support (lots of really big guns). If you want a hack and slash army, the Tau won't be for you, but for big guns they are unrivalled.

Highly Recommended (if you like that kind of thing).

Richard Kerry



DRONE RECORDING TK-00-0-001



Right, now that drone has gone, I can tell you a bit about my Tau army. I'm going to be quick though, because if that Ethereal catches me, he'll have me executed as a spy. Hopefully the drone will spot him before he can get close enough to hear what I'm saying...

I started to collect the Tau for a number of reasons, and not only because the Biggest Muppet told me to! Primarily, no one else in the SMS is collecting or fielding Tau, so it gives me a chance to squirm my way into 40K without the usual "But that's not how I would do it..." comments, although I did not avoid that completely – I hate it when the other Muppets know more about my codex than I do! I also wanted an untried army, so I can make my own mistakes and develop my own tactics without thousands of pre-teen bus-stop gamers crying about not following the rules. I started with a couple of unit boxes (one Fire Warrior and one Kroot) and an Ethereal blister, Oh, and the codex, and there went my first £45. So, flush with new toys I set about trying to come up with a colour scheme. First I tried white armour on the Fire Warriors, and ended up with a nice looking set of stormtroopers, complete with Darth Vader (the Ethereal still in his black undercoat). Very nice, but not what I wanted. So I tried orange – big mistake – fear my army of satsumas! Eventually I settled on a nice,

"Drone TKA001, Command"
 "DRONE TKA001 READY FOR COMMAND"
 "Stop Recording"
 "COMMAND ACKNOWLEDGED, RECORDING CEASED"
 "Perimeter Patrol"
 "COMMAND ACKNOWLEDGED, COMMENCING PATROL"

bright vivid yellow. The Kroot where easier, they are blue parrots with orange-yellow feathers.

Then followed a month of confusion when I changed jobs, although I did drop enough hints to be given a Tau Battle Box and an Devilfish Transport as leaving gifts – lovely people, they even got me drunk. So I added units of Kroot, and a small unit of Fire Warriors to add to my troops, in addition to a Fast Attack unit of Drones and Pathfinders on the Devilfish, and a set of three Crisis Battlesuits to field either as Elite or HQ.

Lots of gluing and undercoating later and I was ready for my first battle, a small 500 point battle for the first round of the

THE CHOICES

At present I can select from the following:

HQ

Ethereal blister at £4
 Commander O'Shovah (Battlesuited commander) at £15
 Aun'shi – Tau Ethreal with big stick at £6

Troops

Fire Warrior and Kroot unit boxes at £15 each

Fast

Tau Pathfinders Shas'Ui (Leader) at £5
 Kroot Hounds – Feral, bird-like dogs (blister of 2) £4
 Pathfinders – (Tau Scouts) (blister of 3) £5

Heavy

Broadside battlesuit (with BIG railguns) £15 each!
 Krootox – Kroot with BIG gun on the back of large animal £8
 Hammerhead Gunship (With HUGE railgun) £20

Baracus campaign, against Dave's Imperial Guard. Read the battle report elsewhere, but enough to say that I lost, badly.

With some heavy thinking and a bit of creative accounting, I managed a 1500 point army, so now I needed a theme. Back to the codex, and some reading lead me to the Ke'Lshan Tau, xenophobic, hostile Tau that shoot first... and shoot later. Hmm, shooty xenophobic yellow painted stormtroopers – Tau Ke'Lshan Sun-Storm Tactical Cadre, formed by a merger between the remnants of Tau Ke'Lshan Polar-Storm Tactical Cadre and the survivors from the devastated Sun-Spot Tactical Cadre. Sun-Storm is a young Cadre, and the Ethereals are slowly bringing it up to full battle strength.

Two further losses at 1500 points, against Paul's Dark Eldar and Richard's Craftworld Eldar, left me to sit back and consider (or be told in no uncertain terms) my future upgrade potential!

Plan A was to continue with some more Crisis Battle suits and a Hammerhead tank, but having heard the of the extortionate costs of the Battlesuits (£10 each, what a rip-off), I am seriously considering another Battle Box, and maybe a couple of Hammerheads next, although I quite like the look of the Battlesuited commander.

Well, back to painting, still got 28 kroot, 20 Fire Warriors and two battlesuits to finish by GD3...

Tony Walls
Missing Muppet



Tony is our resident Lizardman player, thus the Kermit thing, and has been dragged into wargaming kicking and screaming from the roleplaying fraternity. Watch out for any possible lapses in the coming year.

"ohhh, that's nice."

Guess who just spotted the Hammerhead?



CODEx: EXODITES



OK, I'm going to try and limit the amount of non-club stuff in here in the future but this is a bit of a special treat.

Written by Philip Bowles and Agis Neugebauer this is possibly the nicest home grown codex I've ever seen, and Agis's conversions are simply stunning (his Dark Harlequin army made it into White Dwarf not so long ago). To save space I've had to trim down the original document so you'll need Codex: Eldar and the Harlequin play test codex for some of the wargear rules.

This will be the first in hopefully a long line of 'Muppet Approved' lists and rules which can be used at the club.

For a more complete version, and loads of other pretty pictures check out Agis's website at www.agisn.de

Richard Kerry

During the Fall the degeneration of the Eldar was not complete, for many Eldar resisted the temptations of hedonism. Some, the more far-sighted, began to openly criticise the decadence of their fellow citizens, and to warn against the insidious-ness of the pleasure cults. These people were mostly ignored or else treated as narrow-minded self-righteous fools and fanatics. Soon the general collapse of society convinced even the most resolute amongst them that there would be no end to the reign of death and depravity. Some decided to leave the Eldar worlds, and settle new planets free of the creeping corruption.

These Eldar are known as the Exodites. Of the entire Eldar race they were uniquely far-sighted. Amongst a race naturally indulgent and hedonistic they were reviled as dour self-righteous fanatics obsessed with misery and self-denial. There were some whose dire premonitions were perhaps yet another form of insanity, simply one more conceit taken to inhuman extremes. Others were genuine survivalists who chose exile over degradation and destruction. In an assortment of spacecraft the Exodites abandoned their homes. Some reached new worlds only to be slain by marauding Orks or natural predators. Many more survived. For the most part they headed eastwards as far away from the main concentration of Eldar worlds as they could reach.

Upon the fringes of the galaxy the Exodites made new homes. The worlds they settled were savage and life was often hard for a people unused to physical work and self-denial. When the final cataclysm erupted, most of the Exodite worlds were far from the psychic epicentre and survived. The resultant

psychic implosion wiped out the rest of the Eldar race and left a gaping hole in the fabric of space, but out on the fringes of the galaxy the Exodites were safe.

The Craftworld Eldar regard the Exodites as rustic and rather simple folk, vigorous and wild in a way that is quite unlike their own introverted societies. The Eldar path determines the way of life for all Craftworlders but not for the Exodites. Because of this they seem wild and individualistic compared to other Eldar, more independently minded and adventurous by far than their cousins. They can survive in this fashion because they are distant from the Eye of Terror, the hole in the fabric of space which still acts as a psychic focus for the destructive influence of Slaanesh. This alone is not enough to protect them, but it is a significant factor. More importantly, the Exodite societies are more rigorous and physical than those of the Craftworlds. Where the Craftworlds cling to the past and preserve all they can of their fallen civilisation, the Exodites have turned their backs upon ancient traditions in favour of a simpler and harder way of life. Their minds are tougher and more straightforward but not so subtle and ultimately less powerful than the Craftworld Eldar. However, they have survived, and of all the

Eldar they seem most likely to continue to do so.

Why Collect An Exodite Army

Like other Eldar armies, the Exodites are for the connoisseur gamer. They have many special rules to remember; complex wargear, abilities and psychic powers which must be used to best advantage for victory. They require subtle tactics on the battlefield - gamers who prefer a straight stand-up-and-fight army would do better with Space Marines or Imperial Guard! Painting a Exodites army also requires a reasonable degree of skill. However, Exodite armies are relatively small in terms of the number of models needed, so painting an army is not so much of an endeavour as it would first appear.

All of these things mean that the Exodites are a great second force to collect, after you have collected a more 'mainstream' army such as Space Marines, Tyranids or Chaos. They are quite unlike any other army in the Warhammer 40,000 game and as such make an interesting choice for those of you looking for a new gaming challenge to overcome. Most tempting of all is the fact that there is probably no sight more spectacular than a well-painted Exodite army riding across the battlefield, tearing apart its enemies with ruthless efficiency!



EXODITE SPECIAL RULES

Fleet of Foot: Like their cousins, the Exodites are preternaturally agile. They can therefore run D6" in the shooting phase rather than fire. This move ignores difficult terrain. Because Exodites rarely move under their own power, the list of troops able to use fleet of foot is more restricted than for other Eldar. Any models with a saving throw of 4+ or worse can use fleet of foot, except for Megadons, Cavalry and vehicles, and Models in Exo-Suits.

Cavalry: All Exodite riding creatures are referred to as cavalry, including those such as raptors and pterosaurs which do not follow the normal rules for cavalry. Exodite cavalry never needs to take difficult terrain tests when travelling through woodland, though other difficult terrain (such as swamps or boulder fields) effects them as usual for that troop type (normally infantry or cavalry, although pterosaurs ignore the effects of terrain altogether).

Scouts: If your army contains any Exodite Scout units (Lethosaur Knights and Raptor Knights – except Raptor Knights taken as the Baron retinue), roll a D6 before the game and consult the following table. Roll as many dice as you got Exodite Scout units in your army. Choose the one result you see most fitting.

1. The scouts have located a favourable battleground in an area in the enemy line of advance. Once terrain has been placed, you may place one (or rearrange one) additional wood or area of jungle. On a jungle table, ignore this effect. In addition, the Exodite player may choose to use the Night Fight rules for the first turn of the game.
2. The scouts have reported on the enemy's plans and your forces are prepared. You may take the first turn of this battle.
3. The scouts are in position to report on the enemy's position. The enemy must deploy all of his troops before you place any. Enemy infiltrators are exempt from this rule in missions which allow their rules to be used.
4. A random enemy unit starts the game in reserve even if the reserves rule is not normally used in the mission.
5. The scouts isolate and harass one enemy unit. The unit is selected randomly, and must start the game in reserve even if the reserves rule is not normally used in the mission. In addition, the attrition that it suffers as it makes its way to the battlefield means that the unit takes D6 wounds at the start of the battle - roll for armour saves as normal and remove any casual-ties. If the randomly selected unit is a vehicle or a vehicle unit, it may not shoot on the turn it arrives.
6. As result 5, but the Exodite player may choose the unit or vehicle.

EXODITE ARMOURY

A Baron or Visionary may have up to 100 points of wargear, mounts or weapons chosen from the appropriate list. He may also have up to either one one-handed and one two-handed weapons, or two one-handed weapons. An Exodite Visionary may also have up to four psychic powers.

One-Handed Weapons		Visionary Wargear	
Blast Pistol	1pt	Ghosthelm	5pts
Close Combat Weapons	1pt	Spirit Tokens	5pts
Soulblade	25pts	Spirit Stones	40pts
Power Weapon	12pts		
Witchblade (Visionaries only)	15pts		
Two-Handed Weapons		Psychic Powers	
Lasblaster	2pts	Fortune	20pts
Blast Cargine (Exodite Cavalry only)	1pt	Executioner	15pts
Laser Lance (Exodite Cavalry only)	10pts	Improve	25pts
Singing Spear (Visionaries only)	18pts	Heal	20pts
Exodite Mounts		Exodite Wargear	
Dragon	30pts	Haywire Grenades	3pts
Dragon with wraithbone helmet	35pts	Salamander	5pts
Pterosaur	25pts	Plasma Grenades	2pts
Raptor	30pts	Powerblades	15pts
		Spirit Field (one per army)	*pts
		* 10pts for 5+, 15pts for 4+, and 20pts for 3+ Spirit Fields	



HEADQUARTERS

0-1 EXODITE BARON

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Exodite Lord	50	5	5	3	3	3	7	3	10	5+
Exodite Hero	30	4	4	3	3	2	6	3	9	5+

Wargear: The Exodite Baron may take weapons, mounts and wargear as allowed by the Exodite Armoury

Retinue: If he is on foot, the Baron may have a retinue chosen from the Household Retinue entry below. If he is mounted, he may have a retinue chosen from the following army list entries:

Mounted on a Dragon: Dragon Knights

Mounted on a Pterosaur: Pterosaur Knights

Mounted on a Raptor: Raptor Knights

This retinue does not take up a normal Troops or Fast Attack slot but is included in the Baron's HQ selection. The Baron's retinue will never deploy using the Scout special rule. One of the Barons retinue can carry a House Totem for +35pts. While the model with the House Totem is still on the table, the Baron and his retinue may re-roll any missed close combat attacks on the same turn that they charge into an assault.

SPECIAL RULES

Independent Character: Unless accompanied by his Household, the Exodite Baron is an independent character.

EXODITE VISIONARY

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Exodite Visionary	50	5	5	3	4	3	5	1	10	4+

Wargear: The Exodite Visionary may take weapons, mounts, wargear, and psychic powers as allowed by the Exodite Armoury

SPECIAL RULES

Independent Character: Unless accompanied by his Household, the Exodite Baron is an independent character.

Spirit Armour: Like many Exodite artefacts, Spirit Armour is fashioned from the World Spirit's own wraithbone-structure, and is imbued with some of the psychic power of the spirits within. Spirit armour functions like Rune Armour, giving its user a 4+ invulnerable save. In addition, the psychic aura the armour projects allows the Visionary to reduce his psychic test roll by -1. An unmodified 2 or 12 will still cause a daemonic attack (but a 3 modified down to 2 will not). A Exodite Visionary riding a Dragon with wraithbone helmet may use a 3+ save or a 4+ invulnerable save, but not both against the same shot.

HOUSEHOLD RETINUE

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Household Guard	12	3	3	3	3	1	5	2	8	4+
Guard Captain	+10	4	4	3	3	1	6	2	9	4+

Squad: The squad consists of between 5 and 10 Household Guard.

Weapons: Lasblaster.

Options: The Household Retinue may be equipped with plasma grenades for +2pts per model and haywire grenades for +3pts per model. The entire retinue may exchange its lasblasters for Exodite blast pistols and close combat weapons at no additional cost. Up to two models may be armed with fusion guns for +4pts per model.

Character: One model may be upgraded to a Guard Captain for +10pts. He may exchange his weapons for an Exodite blast pistol, close combat weapon and powerblades for +10 pts.



The Baron will be always the lord of a territory, or a member of his family, often a son eager to prove himself. The Baron does not simply lead the army; he owns it, as it consists of his retainers and tenants on his land.



The Exodite Visionary have the power of the spirits at their disposal and are the most potent psykers in the galaxy. As a race highly in tune with psychic energy and naturally reverent of the spirits of the dead, Eldar of all races hold Exodite Seers in awe.

A Baron will maintain a small cadre of armed guards in his household. These fighters are trained to a higher standard than ordinary tenants and may have been taken from the ranks of the Fusiliers and adopted into the Baron's house for particular acts of courage.

ELITES

0-1 EXODITE DRAGONS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Exodite Dragoon	35	5	3	3	4	1	6	2	9	3+
Dragoon Leader	+15	5	3	3	4	1	7	3	10	3+

Squad: The squad consists of between 2 and 10 Dragons.

Weapons: Plasma carbine, shock lance.

Options: Up to one in five models may replace their plasma carbines with thermal lances for +2pts.

Character: One model may be upgraded to a Dragoon Leader for +15pts. He may be armed with plasma grenades for +2pts and haywire grenades for +3pts, and may exchange his weapons for an Exodite blast pistol, close combat weapon and powerblades at no additional cost. He may be accompanied by a Salamander for +6pts.



The Dragons are formed from the finest soldiers in a Baron's household. They are typically employed as line-breakers, charging the enemy with their potent shock lances, but even at range they are fearsome, firing armour-piercing plasma carbines.

SPECIAL RULES

Dragon Knights: Dragons ride Dragons with wraithbone helms and count as cavalry. The characteristic increase the Dragon provides has been included in the Dragons' profile.

LETHOSAUR KNIGHTS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Lethosaur Knight	20	3	3	3	3	1	4	1	8	5+
Lethosaur Leader	+10	3	3	3	3	1	5	2	9	5+

Squad: The squad consists of between 4 and 10 Lethosaur Knights.

Weapons: Blast carbine.

Options: The entire squad may be armed with plasma grenades for +2pts per model and haywire grenades for +3pts per model. The squad may exchange its blast carbines for plasma carbines for +3pts per model. Up to two models may be armed with a web carbine for +3pts per model.

Character: One model may be upgraded to an Lethosaur Leader for +10pts. The Leader may be armed with plasma grenades for +2pts and Haywire grenades for +3pts. The Leader may exchange his weapon for an Exodite blast pistol, close combat weapon and powerblades for +15pts; or may exchange his weapon for a neuro disruptor for +20pts. He may be accompanied by a Salamander for +6pts.

SPECIAL RULES

Scouts: Up to one unit of Lethosaur Knights may be deployed ahead of the main army as a scouting force. This unit is placed after other models in both armies have deployed and must be placed anywhere outside the enemy deployment zone and 18" or more away from an enemy unit. If the enemy army contains infiltrators or troops with this ability which are able to use their deployment rules in the scenario being fought, roll a dice to see which player deploys his units first. Note that scouts benefit from their rule even in scenarios which do not allow infiltrators.

Lethosaurs: Lethosaurs are cavalry. In addition, Lethosaur Knights may make a single move after both sides have deployed but before battle begins. This is treated as a normal cavalry move. Lethosaur Knights deployed as scouts take time to get into position without being detected, and so cannot use this rule.

Withdraw: Lethosaurs are not built for fighting, but are adept at evading predators. Lethosaur-riding scouts use the animals precisely because of the high odds of surviving a surprise attack, while in battle dedicated Knights rely on it to disengage and fire their weapons once again before rejoining the fight. A squad on Lethosaurs may disengage from combat at the end of any assault phase. The squad flees 3D6" treated as a normal fall back move (and susceptible to crossfire) and automatically rallies at the end of the move. Enemies may only consolidate 3".

Lethosaurs are lightly-built dragons which typically travel on all fours. They are herbivores, and so frequent prey for more aggressive dragons. This has made them extremely fast and alert. As such, they are ridden by scouts who need to get close to the enemy but avoid direct contact. In battle, knights will often ride the animals into combat deliberately, and then surrender control to the animal and let it run in panic, tricking the enemy into pursuing before the knights regroup. Needless to say, only the best riders can be employed as Lethosaur knights.

TROOPS

FUSILIERS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Exodite Fusiliers	8	3	3	3	3	1	4	1	8	5+
Exodite Shaman	15	3	3	3	3	1	4	1	8	5+
Exodite Leader	+8	3	3	3	3	3	4	2	9	5+

Squad: The squad consists of between 5 and 20 Exodite Fusiliers.

Weapons: Lasblaster.

Options: Up to one in five, but no more than two per squad, fusiliers may be armed with either a bright lance or a scatter laser at +10 pts each.

Character: One model may be upgraded to an Exodite Leader at +8pts. The Exodite Leader is armed with a lasblaster or a blast pistol and close combat weapon, he may take powerblades for +15pts, but may not take a cavalry mount of any kind. The unit may also be joined by an Exodite Shaman. The Shaman is armed with a blast pistol and close combat weapon. The Shaman always has the psychic power: Healer. He may be accompanied by a Salamander for +6pts.

DRAGON KNIGHTS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Dragon Knight	25	4	3	3	4	1	4	2	8	4+
Dragon Leader	+10	4	3	3	4	1	5	3	9	4+

Squad: The squad consists of between 3 and 10 Dragon Knights.

Weapons: Laser lance.

Options: The entire squad may be armed with blast carbines in addition to their lances for +1pt per model. Up to one in five models may be armed with a thermal lance at +6pts or a psychic carbine at +3pts.

Character: One model may be upgraded to an Dragon Leader for +10pts. The Dragon Leader may be armed with plasma grenades for +2pts and haywire grenades for +3pts. The Leader may exchange his weapons for an Exodite blast pistol, close combat weapon and powerblades for +7pts. He may be accompanied by a Salamander for +6pts.

SPECIAL RULES

Dragon Knights: Dragoons ride and count as cavalry. The characteristic increase the Dragon provides has been included in the Dragoons' profile.

EXODITE WARRIORS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Exodite Warrior	8	3	3	3	3	1	4	1	8	5+
Exodite Shaman	15	3	3	3	3	1	4	1	8	5+
Exodite Leader	+8	3	3	3	3	3	4	2	9	5+

Squad: The squad consists of between 5 and 20 Exodite Warriors.

Weapons: Blast pistol and close combat weapon.

Options: The warriors may be armed with plasma grenades for +2pts per model and haywire grenades for +3pts per model. Up to one in five models may exchange their weapons for a fusion gun at +4pts each or a psychic blaster at +3pts each.

Character: One model may be upgraded to an Exodite Warrior Leader at +8pts. The Exodite Leader is armed with a blast pistol and close combat weapon, he may take powerblades for +15pts, but may not take a cavalry mount of any kind. The Leader may be armed with plasma grenades for +2pts and haywire grenades for +3pts. The unit may also be joined by an Exodite Shaman. The Shaman is armed with a blast pistol and close combat weapon. The Shaman always has the psychic power: Healer. He may be accompanied by a Salamander for +6pts.

Fusiliers are the levied troops employed by the Exodites. In civilian life they are tenants on the Baron's land and are obliged to repay him by fighting in his armies whenever he deems it necessary. Callous Barons draft civilians for every minor skirmish and regard them as expendable, while more socially responsible ones use them as sparingly as possible and keep them out of the worst fighting.

Knights are trained soldiers; like civilians, they are tenants on the Baron's land, but their service to the land and its lord earns them the right to own land of their own, parcelled out by the Baron as he sees fit. In combat, dragon knights are mounted on the commonest and easiest to control riding beasts as they have not been trained with more specialised mounts.

Warriors are the close combat infantry troops of any Exodite Warhost, comprising warriors and hunters of the general populace, travelling to battle at the command of their ruling Baron.

0-2 RANGERS

See Codex:Eldar

FAST ATTACK

PTEROSAUR KNIGHTS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Pterosaur Knight	12	3	3	3	3	1	4	1	8	5+
Pterosaur Leader	+15	3	3	3	3	1	5	2	9	5+

Squad: The squad consists of between 3 and 10 Pterosaur Knights.

Weapons: Blast carbine.

Options: The entire squad may be armed with plasma grenades for +2pts per model and haywire grenades for +3pts per model. The squad may exchange its blast carbines for Exodite blast pistols and close combat weapons for +1pt per model. Up to three models may be armed with a web carbine for +3pts per model.

Character: One model may be upgraded to an Pterosaur Leader for +15pts. The Leader may be armed with plasma grenades for +2pts and haywire grenades for +3pts. The Leader may exchange his weapon for an Exodite blast pistol, close combat weapon and powerblades for +15pts; or may exchange his weapon for a neuro disruptor for +20pts.

SPECIAL RULES

Pterosaur Knights: Pterosaurs are treated as jump packs, and the squad may deploy using the rules for Deep Strike even if the scenario does not normally allow this.

RAPTOR KNIGHTS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Raptor Knight	20	4	3	3	3	1	5	3	8	5+
Raptor Leader	+10	4	3	3	3	1	6	4	9	5+

Squad: The squad consists of between 4 and 10 Raptor Knights.

Weapons: Blast pistol and close combat weapon.

Character: One model may be upgraded to an Raptor Leader for +10pts. The Raptor Leader may be armed with plasma grenades for +2pts and haywire grenades for +3pts. He may be accompanied by a Salamander for +6pts. The Leader may take powerblades for +15pts. Note that, when equipped with powerblades he has to make separate attack rolls for his attacks and the 2 additional attacks of his mount.

SPECIAL RULES

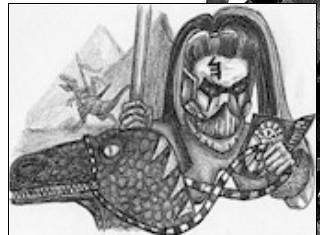
Scouts: Up to one unit of Raptor Knights may be deployed ahead of the main army as a scouting force. This unit is placed after other models in both armies have deployed and must be placed anywhere outside the enemy deployment zone and 18" or more away from an enemy unit. If the enemy army contains infiltrators or troops with this ability which are able to use their deployment rules in the scenario being fought, roll a dice to see which player deploys his units first. Note that scouts benefit from their rule even in scenarios which do not allow infiltrators.

Raptor Knights: Raptor Knights ride Raptors, the characteristic bonuses of which have been included in their profile. Raptors may run up to 6" in either the movement or assault phase in addition to their normal move, but may not run in both phases in the same turn. Raptors are treated as cavalry for the purposes of crossing difficult terrain.

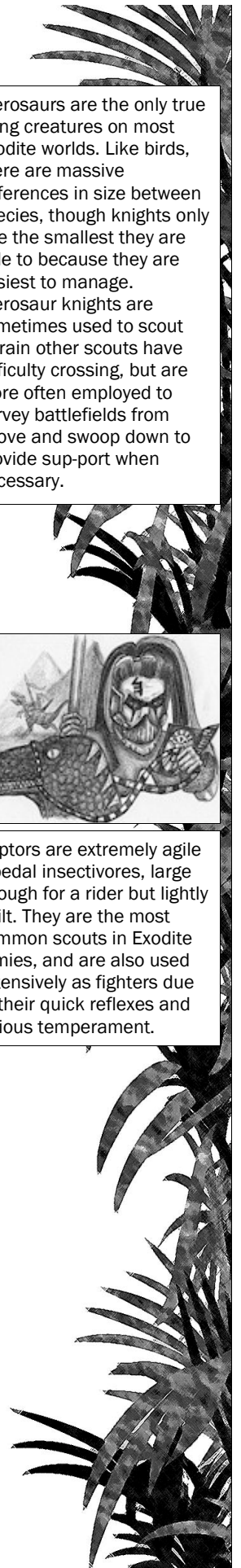
Cameleoline: The clothing worn by Raptor Knights (and the skin of their mounts) has chameleonic properties. A Raptor Knight squad adds +1 to any cover saves it is allowed. If they are not in cover then they have a 6+ cover save.

Dispersed Formation: Raptor Knights can react quickly to trouble, and so can safely maintain a greater distance from one another than many troops, allowing them to cover more ground in their scouting forays. Raptor Knights count as be-ing in coherency distance if they are within 4" rather than 2" as normal.

Pterosaurs are the only true flying creatures on most Exodite worlds. Like birds, there are massive differences in size between species, though knights only ride the smallest they are able to because they are easiest to manage. Pterosaur knights are sometimes used to scout terrain other scouts have difficulty crossing, but are more often employed to survey battlefields from above and swoop down to provide sup-port when necessary.



Raptors are extremely agile bipedal insectivores, large enough for a rider but lightly built. They are the most common scouts in Exodite armies, and are also used extensively as fighters due to their quick reflexes and vicious temperament.



HEAVY SUPPORT

Megadons are massive, stocky herbivorous reptiles. Exodites are using these species because of the relative high intelligence of the animals. The Megadon responds to simple commands from handlers in a howdah on the creature's back. The military applications of such an beast are obvious, and in combat they make excellent mobile heavy weapon platforms, combining long range artillery capability with fearsome close combat ability. One problem with the Megadon is that they are just animals, and if they get badly hurt or alarmed, they will not always react as the handlers may wish.

While many Exodite Barons are using only Dragon Knights to herd their saurus some more wealthy or eccentric Barons can effort to let their Knights use Scout Walker. In times of great need these precious vehicles are even put to war.

Exo-Suits are used by Exodite Barons both for herding dragons and to joust with one another. For this reason they are designed to allow weapons to be mounted on and fired from them. The suit encases its wearer in a wraithbone structure resembling a Dreadnought, though usually more slender and taller even than the Eldar Wraithlord.

MEGADON

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Megadon	55	3	3	6	6	4	1	2	10	4+

Unit: The unit consists of Megadon and three riders in a howdah.

Weapons: Two riders are armed with a lasblaster or psychic carbine. The third operates the main weapon which may be; a starcannon at +35pts, scatter laser at +25pts or a bright lance at +35pts.

Options: For +10pts the Megadon may be equipped with additional wraithbone armours

SPECIAL RULES

Slow to React: The Megadon never falls back and passes all Leadership test automatically. It cannot be pinned and never falls back, even if it would automatically do so. The Megadon can move 6" and assault 6". All movement must be straight ahead and the creature may only make a single pivot of up to 45° at the end of its normal move. It may only assault if the enemy it is to assault is directly ahead. It cannot perform a sweeping advance.

Stable platform: The Megadon crew can fire any number of weapons whether moving or not.

Monstrous creature: The Megadon is a huge and fearsome opponent. It is treated as a monstrous creature and therefore rolls 2D6 for armour penetration and ignores opponents armour saves in close combat.

0-1 SCOUT WALKER SQUADRON

	Points/Model	WS	BS	S	Front	Side	Rear	I	A
Scout Walker	30	3	3	5	10	10	10	4	2

Number: A squadron consists of between 1 and 3 Scout Walkers.

Type: Walker, open-topped.

Crew: 1 exodite.

Weapons: Each Scout Walker is armed with one of the following weapons: scatter laser at +25 pts; bright lance at +35pts; starcannon at +35 pts.

Options: The Scout Walker may be equipped with a targeting device. In this case the BS is increased to 4 and the weapon cost is increased to; +45pts for a starcannon, +40pts for a bright lance and +30pts for a scatter laser..

0-1 EXO-SUIT

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Exo-Suit	85	4	4	7	7	3	5	3	10	3+

Weapons: The Exo-Suit is armed with a dreadnought close combat weapon with a lance attachment strapped to the glove and is also armed with one of the following weapons; starcannon at +45pts, scatter laser at +30pts, bright lance at +40pts, or a star lance at +40pts.

SPECIAL RULES

Exo-Suit lance attachment: This is a unique weapon found only on Exo-Suits. All the rules from the laser lance apply. The Exo-Suit lance attachment has the following improved profile:

Rng: n/a S: 7 AP: 5 Assault 1

Fast: Exo-Suits move 9" in the movement phase and can make an assault move of up to 9". When rolling for distance moved through difficult terrain, add + 3" to the highest roll. It also rolls 3D6 for fall back and pursuit distances. May fire one heavy weapon in the shooting phase whether moving or not. Note that the lance attachment may be fired in addition in the assault phase.

Leader: Under exceptional circumstances some Barons take their highly priced Exo-Suits to lead their retainers and tenants into battle. To represent this, the Exo-Suit counts as both a HQ unit and a Heavy unit. During deployment of a battle the Exo-Suit is treated as a Heavy unit.

WARGEAR

Blast Carbine and Plasma Carbines: Carbines are a sub-class of two-handed weapon favoured particularly by Exodite cavalry. Carbines are two-handed, but are treated as one-handed for the purposes of taking weapons; so, a cavalry character may take a Carbine and either a two-handed or a one-handed weapon. However, a character may not have two two-handed ranged weapons. He is not gaining an additional attack for being armed with two close combat weapons.

Blast Carbine

Rng: 18" S: 3 AP: 6 Assault 2

Plasma Carbine

Rng: 18" S: 4 AP: 3 Assault 1

Dragon: The most commonly used cavalry in Exodite armies are not from a single species, and many forms of 'dragon' are used as cavalry. In fact, Exodites refer to all their mounts as Dragons, but the Imperium classifies a 'dragon' as whatever the most numerous cavalry mount in an Exodite army is. Dragons are treated as cavalry and add +1 to their riders' T, A and Sv.

The Save can be even more improved by adding a master crafted Wraithbone helmet for the Dragon. Like many Exodite artefacts, Spirit Armour is fashioned from the World Spirit's own wraithbone-structure, and is imbued with some of the psychic power of the spirits within. While not as powerful as the Spirit Armour of the Exodite Visionaries it still improves the Save by +2 instead of the +1 of the dragon alone.

Exodite Blast Pistol:

A pistol form of the Blast Carbine, this is an ancient weapon re-placed on the Craftworlds with the more powerful shuriken pistol. The Exodites, who don't have these weapons, still favour this for close combat troops.

Rng: 36" S: 8 AP: 6 Pistol

Laser Lance: A Laser Lance is used to deliver an intense short ranged laser blast while charging into close combat. Exodites using all kinds of Lances to herd the different Megasaurs of the maiden worlds. The Lance is fired when charging into combat and is worked out just before you move them into close combat. It is fired against the same unit the Exodites are charging that turn and any casualties counts toward the combat resolution for that turn. All normal shooting rules apply, such as roll to hit, saves for cover and so on. In addition, the Laser lance gives S5 in hand-to-hand combat.

Rng: - S: 5 AP: 5 Assault 1

Psychic Carbine / Blaster: The Psychic Carbine or Psychic Blaster - originally developed as the Psychic Lance to pacify Megasaurs - uses a

short burst of psychic energy directed through a



crystal mounted on a carbine like storage device. The resonance set up in the crystal acts to wipe aggressive instincts from creatures in the area of effect. The Psychic Carbine uses the flame template and is fired like any other flame weapon. However, do not roll to wound as normal. It has a Strength of 8, but rather than using the targets' Toughness values, their Leadership is used. Other than this, the To Wound chart is used as normal. For ex-ample, a Leadership 9 model is effected on a 5+. A roll of a 1 always fails to cause an effect. If at least one model is effected the unit has to pass a pinning test. For any additional model effected after the first the Leadership value is reduced by one. E.g. a Space Marine unit with 3 models effected has to test against 6. Note that the effect of a Tyranid Synapse creature will be overridden. Models that are fearless, mindless, Necrons or vehicles are unaffected by the effects of the psychic carbine.

Rng: Flame S: (8) AP: - Assault 1
(Causes pinning.)

Pterosaur: Pterosaur-riding Exodites are the equivalent of jump pack assault troops in other armies, and also perform reconnaissance duties (as indeed do all Exodite cavalry in times of need). A model riding a pterosaur counts as being equipped with a jump pack, and in addition may deploy using the deep strike rules even if the scenario does not allow this.

Raptor: Raptors are medium-sized predatory bipeds. They are light-bodied and hence the lightest of the Exodite cavalry, but their natural lifestyle, pursuing flying insects and small agile herbivorous dragons, has given them exceptional reflexes, the ability to run fast for short distances and the vicious temperament necessary for killing animals extremely quickly lest they run away. A Raptor adds +1 to its rider's WS and I, and +2 to his A, but since the animal lacks the necessary weight to add impetus to his attack, a Raptor rider may not carry a lance. The extra attacks of the Raptor may not be combined with the special rules of a close combat weapon. (E.G. A character riding a Raptor using Powerblades has to make separate attack rolls for his attacks and the additional attacks of the mount.) A Raptor moves like an infantryman, but may add 6" to either its move or assault move in a turn (though not both in the same turn), declared when the model or squad is moved. If it runs in the assault phase, it pursues and flees 3D6" as normal.





Salamander: Exodites sometimes take smaller Dragons called Salamanders into battle. These are vicious predators with razor-sharp fangs or a poisonous bite. These Salamanders are specially bred and trained to accompany an Exodite character and attack any enemy on command. The Salamander must remain within 2" (4" for Raptor Knight Leader Salamander) of the character at all times and move at the same rate as the character. The Salamander benefits from all the special rules that are used for the units of the character he accompanies. E.g. a Salamander that is accompanying a Raptor Knight Leader uses the Scout, Raptor movement, Cameleoline and Dispersed Formation rules of the Raptors. Note that a character using a Pterosaur as a mount may not be accompanied by a Salamander. Salamanders have the following characteristics:

WS	BS	S	T	W	I	A	Ld	Sv
3	-	3	3	1	4	2	3	6+

Shock Lance: The shock lance is a heavier version of the laser lance, only usable by stronger or more heavily armoured troops. The laser energy released is more powerful, and at the range the weapon is fired from the laser light can cause temporary blindness and the force of the impact itself can even stun the target. A shock lance is fired exactly like a laser lance, with the improved profile below. In addition, a model wounded but not killed by a shock lance will be unable to fight in close combat that round. A model armed with a shock lance counts as having S6 in close combat.

Rng: n/a S: 6 AP: 5 Assault 1

Soulblade: These are ancient close combat weapons that come in a wide variety of types. A model armed with a soulblade may reroll any failed to wound rolls in close combat. No armour saves are allowed against a soulblade.

Spirit Field: This device projects a spiritual aura similar to the daemonic auras of warp creatures, derived from the energy of the World Spirit. A model with a spirit field treats his save as invulnerable.

Spirit Token: Many Visionaries carry or wear some sort of token, a wraithbone artefact taken from the World Spirit and taking one of a number of forms, including amulets, necklaces threaded with wraithbone shards, bracelets, rings, even decorations on their helmets. Others carry small pieces of wraithbone in pouches. These items serve as good-luck charms and are often associated with particular rituals and revered in their own right. However, they have a more practical purpose as repositories of spiritual energy which the Visionary can draw upon to further protect him from the perils of daemons and other hostile warp entities. A Visionary using a Spirit Token rolls 3 D6 and must use the lowest two rolls for all psychic test.

Spirit Stones: A Visionary can use the power of a spirit stone to use two different psychic powers in each turn instead of just one.

Star Lance: This weapon is a powerful plasma projector used by Exodite Barons on their ExoSuits as a substitute for solid-projectile missile launchers. The plasma is forced through a magnetic 'corridor' towards its target, conveying roughly as much energy as an Imperial plasma cannon to a smaller target area and therefore with greater power. The firer can choose to collapse the corridor so that the plasma dissipates over a wider area. This typically causes little damage, but forces troops to keep their heads down.

Single shot
Rng: 36" S: 9 AP: 2 Heavy 1

Blast

Rng: 36" S: 4 AP: 5 Heavy 1 Blast
(Causes pinning.)

Thermal Lance: The thermal lance is a melta weapon used by the Exodites. Most Craftworld Eldar favour the less powerful fusion gun, which is easier for infantry to carry and fire on the move, though the weapon's origins are at least as old as that of the fusion gun and it is known from many Craftworlds. It has survived in use among the Exodites because it is as easy to use from dragonback as a fusion gun is for infantry. Like other melta weapons, the thermal lance rolls 2D6 and adds its strength for armour penetration when firing at half range (6" or less). A model with a thermal lance may use the weapon in close combat against a vehicle in the turn he assaults. In addition a model using a thermal lance in an assault against a vehicle may only make one attack (just like a model with meltabombs). A thermal lance and shock or laser lance can be carried by the same model in the same way as carbines.

Rng: 12" S: 7 AP: 1 Assault 1

Web Carbine: Web Guns (also commonly known as Webbers and used by the Exodites to catch smaller dragons) fire a compressed mass of thin silk-wire, produced by the giant spiders of the maiden worlds, at the target, which explodes into a large web on contact. An enemy model hit by a Web Carbine must roll under their natural unmodified Strength (a 6 always fails) or be entangled by the webbing. E.g. a Space Marine is not entangled on a roll of 1-3. Monstrous creatures and vehicles are unaffected by a Web Carbine. Place the model on its side. Models still webbed at the end of the game do not count towards enemy casualties for Victory Points as they are still very much alive. A squad with at least one model webbed counts as pinned. The unit recovers as normal at the end of its following turn and may act as normally. A squad falling back because of a failed break test with at least one model webbed halves the fall back distance rounding down.

Rng: 12" S: - AP: - Assault 1

(Causes pinning.)

PSYCHIC POWERS

Executioner: The Visionary projects his own spirit away from his body, to launch an attack against an enemy model within 24" and the Visionary's line of sight. As with Mind War this may be a character or other model which could not normally be individually targeted. This power is used at the start of the Exodite shooting phase, and allows the Visionary to attack the chosen model and its squad in close combat. The model and any models of his squad within 2" fight back as normal in hand to hand combat. The Visionary cannot use the power if he is already engaged in close combat. He is treated as charging, ignores the effects of cover, may use a second close combat weapon and any additional attacks from wargear, psychic powers and mounts. If he is wounded, the Visionary is unharmed but his spirit retreats to his body and he may not make any attacks in the assault phase. Normal saves always apply for the enemy. A unit taking casualties from Executioner must test to avoid pinning. Any casualties taken count towards casualties in the shooting phase.

Fortune: The Visionary looks into the near future to foresee where the enemy will attack. The psychic power is used at the start of the Exodite turn. Nominate one Exodite unit with a model within 6" of the Visionary. This may be the unit of the Visionary. This unit may re-roll any failed armour or cover saves until the start of the next Exodite turn.

Heal: The Visionary can attempt to repair his bodies damaged patterns. Virtually any affliction can be corrected this way.
At the start of any Exodite turn the Visionary

may use this power on himself. The Visionary restores 1 wound. The effect is permanent. If the Visionary fails the Psychic test to use this power he always loses 1 wound, even in addition to a "perils of the warp" attack.

Improve: By reweaving the pattern of his own body and channel some of the spiritual force of the World Spirit through his body a Visionary can improve on what the World Spirit has bestowed on him. At the start of any Exodite turn the Visionary may use this power on himself. The Visionary may improve up to 3 of the following characteristics until the start of the next Exodite turn: +1 S, +1 WS, +1 A, +1 I
No characteristic may be improved more than two times.
(e.g., the Visionary can choose to improve S +2 and A +1.)

Healer: Shamans have the Healer psychic power. A Shaman may heal members of the unit he accompanies. The unit may ignore the first failed saving throw each turn for the unit the Shaman accompanies. A Shaman may not heal a model who has been killed from a weapon which causes instant death or who has been hit by a weapon that allows no save. The Shaman may also not attempt to heal if he is in base to base contact with an enemy model.

The power is available permanently, so he does not need to take a Psychic test to use it. The power is otherwise treated as a psychic power in all other respects and the Shaman is treated as a psyker.

EXODITE WEAPONS

Weapon	Range	Strength	AP	Type
Blast Carbine	12"	3	6	Assault 2
Blast Pistol	12"	3	6	Pistol
Bright Lance	36"	8	2	Assault 1
Fusion Gun	12"	6	1	Assault 1
Lasblaster	24"	3	6	Assault 2
Neuro Disruptor	Template	(8)	1	Assault 1
Plasma Carbine	18"	4	3	Assault 1
Psychic Carbine/Blaster	Template	(8)	-	Assault 1
Scatter Laser	36"	6	6	Heavy D6
Shock Lance	N/a	6	5	Assault 1
Starcannon	36"	6	3	Heavy 3
Star Lance - Single Shot	36"	9	2	Heavy 1
- Blast	36"	4	5	Heavy 1 Blast
Thermal Lance	12"	7	1	Assault 1
Web Carbine	12"	-	-	Assault 1

Phew, finis. That's all of it, almost... Next month we've got a slightly shorter article showing how Agis Neugebauer actually put together his Exodite army.



THE SAD MUPPET SOCIETY

we're very sad indeed...

Email: muppet@genesis-sf.org.uk
 Web: www.rkerry.fsnet.co.uk/sms
 Yahoo Group: groups.yahoo.com/groups/sadmuppets
 Phone: 0118 9820489 (David)

THE COMMITTEE

Chief Muppet Richard Kerry
Money Muppet Paul Russell
Other Muppet David James

THE CONTRIBUTORS

Richard Kerry, David James, Paul Russell, Tony Walls, Jeremy Ogden, Ross McNaughton, Agis Neugebauer, Phil Bowles and some other blokes who did the neat cartoons

No cute furry animals were harmed in the publication of this Newsletter.

THE END

WELL, ALMOST...

Ok, that's me done for another three months. Hopefully 2002 will be as good as year as I expect it to be and the Sad Muppet Society will



actually take off and develop a life of its own.

Just to give you a taster, we're already planning Gamesday IV in conjunction with Genesis Sci-Fi Club (again) and this time we're possibly looking at an Egyptian theme (poll here: would you rather play Warhammer Fantasy Battle

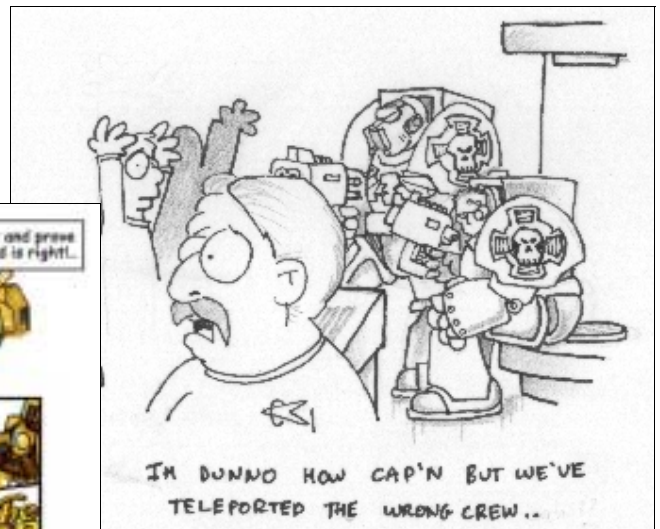
or Warhammer 40000?). There's also the upcoming Games Workshop 'Year of Chaos' campaign which we'll probably try to organise a tie-in with and as well as all the Team Muppet stuff once we get our 'grand' tour sorted out.

Anyway, until next time, play nice.

Richard Kerry.

THE LAST LAUGH

These little gems are from the web but they're here because I like them and that a good enough reason as far as I'm concerned. Thanks to Ross for finding them.



OTHER THANKYOUS

Idea Muppet Rita Russell (for coming up with really good ideas just after we've done something)
Chief Hecker: Ruth Russell (for all her help finding the hall and some storage space, plus loads of other stuff)
Junior Hecker: Helen Gay (for being prettier than me or Dave)
An-Other Muppet: Sue James (for largely keeping Dave out of too much trouble)
The Guys At GW Basingstoke (for taking all our money and handing out some leaflets)

And the other picture is the muppet brothers (Antony and Paul) modelling 'The Shirt'. We will endeavour to get some female models before the next Newsletter. Anyway, thanks for the photo Jez.

Richard Kerry.

