

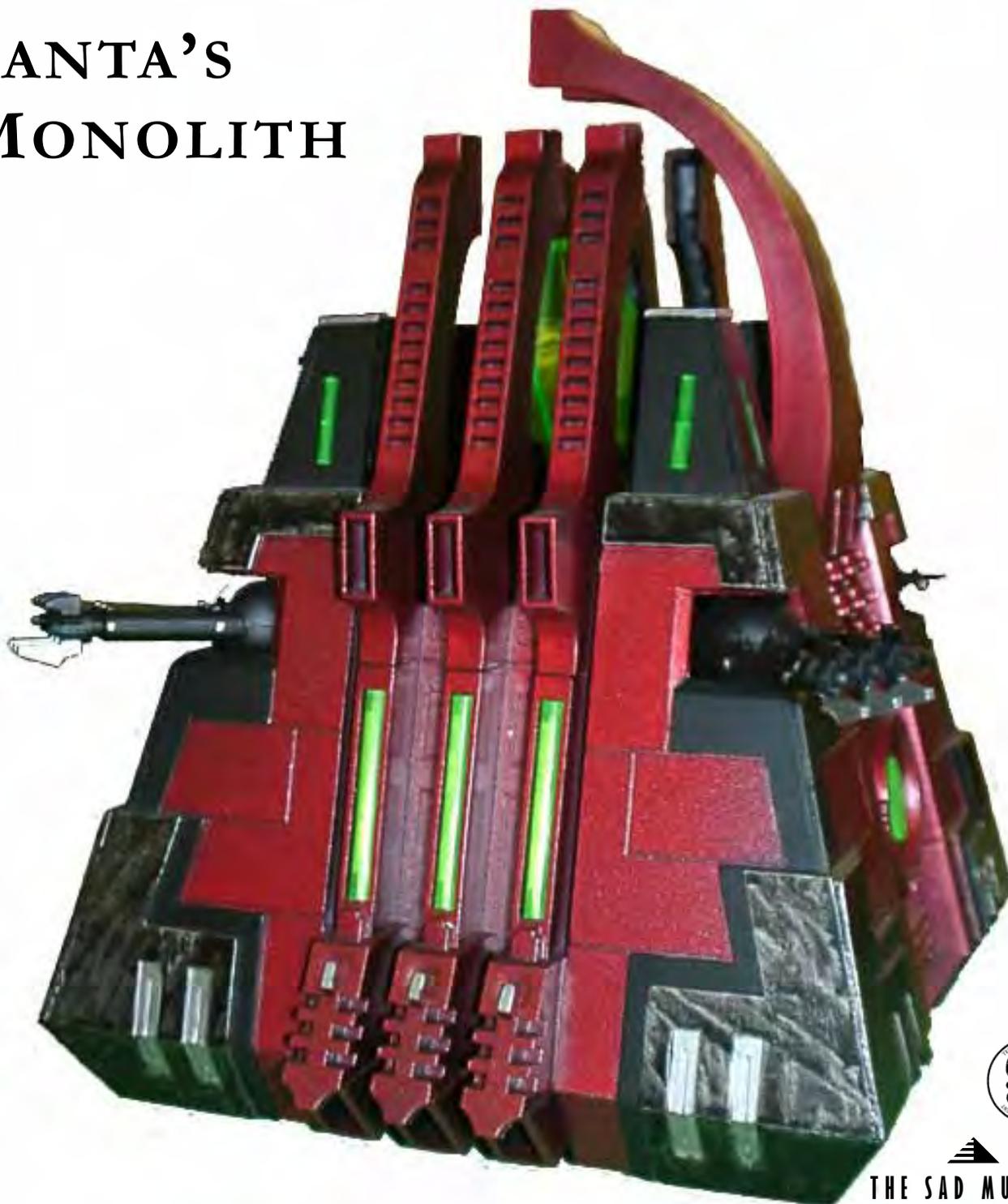
The Sad Muppet Society presents...

Issue 17, Winter 2003

THE NEWSLETTER



SANTA'S MONOLITH



THE SAD MUPPET
SOCIETY

THE HOUSE RULES | MUPPET BOWL XXIV | BOVINGTON OR BUST!
THE NIKRONS | DR TREADLOVE | & MORE FROM THE CHEF'S COOKER



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 Matrix, Genesis Sci-fi club's magazine). However in my typical style I refuse to take any responsibility for anything else, so officially I'm going to blame 157 guardsmen, for absolutely everything.

Richard (the Rat) Kerry
Chief Muppet

Front cover:
Nick Jenkin's new and very shiny Monolith

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.

EDITORIAL

(THE RAT'S RAMBLINGS)

Hi all, welcome to the last Newsletter of 2004 and what a year it's been! But if you think the past year has been busy just wait to see what we've got lined up for 2005.

First off is Mark Freeth's 'Muppet Bowl'. That's right sports fans, Blood Bowl is coming to SMS in the New Year so blocking dice at the ready and be nice to the cheerleaders.

On the 20th January we'll be holding our 2004 AGM. Details are on the opposite events page, but if anyone has any ideas on how we can run things better, or wishes to stand for the committee, please let us know.

Following this, at the end of February, I'm getting married! Okay, this doesn't really have much to do with SMS but I thought I'd mention it anyway.

Moving swiftly on...

On the 8th May, we're running our first BIG tournament, A Small Matter of Honour in Church Cottage (just in front of Glebe Hall). Details are elsewhere in this Newsletter but you'll need to sign up early to avoid disappointment as there are only 28 places, and as of reading this, 10 people already have their names down to play.

And then in the Summer, the Storm of Chaos will be hitting

the Warhammer Fantasy world and like the Eye of Terror this year, expect SMS to be running some tied in events once we've thought of something to do.

And in between all of this lot, some of us (looking for volunteers here) will be attempting to find some time to playtest the new Epic Armageddon rules before they're available to the big wide world.

And finally, we have an invite to run a game at the GW 'Cry Havoc' Open Day on the 22nd February next year in Nottingham so you want to help out please let me know ASAP so we can start organising things.

Richard Kerry
Chief Muppet

As always I'm on the look out for more articles 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 here next time. Newsletter Eighteen is due out on the 13th April 2003 so I need any articles in by the end of March by the latest.

Please note that the first meet of the new year is on the 6th January, and as it is a new year, Money Muppet will be after your membership again. You have been warned!

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...

Contents

The Ramblings	2
The Rat warbles on and on... and on...	
Upcoming Events	3
The House Rules	4
The main house rules used by the club.	
EPIC Whispers...	5
Warfare at an even smaller scale	
A Day in the Life of a Sabretooth Space Marine	5
Bovington or Bust?	6
Nathan has a look at some real tanks	
The League Review 2004	7
The Chef's Cooker	8
GW: The Evil Empire?	
Harbinger Review	9
The Land of the Necrons	10
Mr Jenkin's new army is ready for inspection	
The Muppet Bowl!	12
Mark introduces the little Blood Bowl thing he's organising	
Cheese, Dairy Product or Lifestyle?	13
How to Make Scenery	14
With Money Muppet	
Dr Treadlove	15
How Nathan built his Baneblade	
Muppet Carnage	16
A new version of the Carnage scenario for 40K	
Statistics II	17
Nick's analysis of his 2003 season	
The Games Beginneth	18
A short introduction to our tournament next year, A Small Matter of Honour	
The League 2003	20
The final results from this year's league.	

UPCOMING EVENTS

OR MORE OPPORTUNITIES TO SPEND MONEY

20th January 2004	<p>The Sad Muppet Society Annual General Meeting Glebe Hall, Basingstoke. Normal club meeting except between for the first half hour. If anyone has any issues or suggestions they wish to make, please inform a member of the committee (myself, Paul or Dave OJ) beforehand so we can put together a vaguely sensible response.</p> <p>Also, as part of this AGM, any fully paid up member of the club is entitled (and even encouraged) to stand for a post on the committee. However, if anyone does want to stand, again, please inform someone on the committee beforehand.</p>
27th January 2004	<p>Basingstoke Wargaming Club Day Vivian road Methodist Hall Meet. Mainly Warmaster, although there will be the opportunity for any Muppets to try their hand at Blood Bowl as well, teams and pitches will be provided.</p>
7th February 2004	A Call to Arms
22nd February 2003	GW Cry Havoc Open Day
7th March 2004	<p>Overlord 2004 The Abingdon Club's annual event at Fitzharrys School, Northcourt Road, Abingdon.</p>
24th April 2004	<p>Salute 2004 Olympia 2, Kensington, London. More info at www.salute.co.uk</p>
8th May 2004	<p>A Small Matter of Honour SMS's Warhammer 40000 tournament. See page 18 of this Newsletter for more information.</p>
16th May 2004	Conflict: Bristol
19th & 20th June 2004	<p>Weymouth Waagh! 2004 A big WPS tournament in the south. More info at http://www.players-society.com</p>
27th June 2004	Conflict: London
10th & 11th July 2004	<p>Attack 2004 Devizes & District Wargamers annual show</p>
24th & 25th July 2004	<p>STaB 2004 In Bournemouth</p>
28th & 29th August 2004	Warhammer 40000 Grand Tournament Heat 1
11th & 12th September	Colours 2004
23rd & 24th October	Warhammer 40000 Grand Tournament Heat 2
27th & 28th November	Warhammer 40000 Grand Tournament Heat 3

2004 SMS Meetings "The Meet"

Glebe Hall, Church Street, Basingstoke

6 January, 20 January, 3 February, 17 February, 2 March, 16 March, 30 March, 13 April*, 27 April, 11 May, 25 May, 8 June, 22 June, 6 July, 20 July*, 3 August, 17 August, 31 August, 14 September, 28 September*, 12 October, 26 October, 9 November, 23 November, 7 December, 21 December*

*indicates dates the Newsletter is available

Well it depends on whether you count genestealers as a race of unusual creatures or mutants really.

I for one take them as a race of misinterpreted kind hearted creatures who would not hurt a fly (they might absorb it into the collective and give it boosted characteristics and a large human swat as a weapon but I call that evening the odds).

Basically this is just the same as what the Imperium does to the ordinary man on the street to make him a marine.



Hi all, its come to my attention, (some six months late but never mind), that after the committee wrote out a fairly extensive set of house rules that the club uses, that I forgot to print them in the Newsletter. So here they are, better late than never. Sorry about that.

THE HOUSE RULES

As a general guideline to how games are played at SMS, here are the more important house rules we use. However the most important thing is always to play by the spirit of the game, and aim is to have fun!!!

GENERAL HOUSE RULES

- When **casting dice**, removed failed dice from result. If there is any dispute over the result of a dice roll (i.e. the dice is cocked), re-roll it.
- When **measuring distances** always endeavour to measure along the surface not above it. Try not to use elastic tape measures.
- Where ever possible, always bring a **pre-prepared army list** to a battle along with the relevant army books. Remember to be open, your opponent has the right to check something on your list if they wish to.

- Where ever possible armies should ALWAYS be **WYSIWYG**. This includes vehicle upgrades.
- Before a battle try to take a few minutes to go through your army with your opponent and discuss the effect of terrain on the table.
- If a **rule query** arises that can't be settled between two players, either roll off to determine the result, or ask for a ruling from a committee member (who will probably roll off for you).
- Always treat other members models and armies with **respect**.

WARHAMMER

- **Special Characters** are allowed within the normal restrictions presented in the relevant army book to add favour (not cheese) to an army.
- **Dogs of War** are allowed.
- All GW **published army lists** are allowed. This includes lists printed in the Journal, Annual and the Appendix armies in the back of the Army books. Please note that the latest version of an army list always supersedes any previous versions.

WARHAMMER 40,000

- **Updated Vehicle Rules** (Chapter Approved, Chapter Approved 2003) are standard for club games.
- The **Trial Assault Rules** (Chapter Approved 2003) are standard for club games.
- **Special Characters** are allowed within the normal restrictions presented in the relevant codex to add favour (not cheese) to an army.
- All GW **published army lists** are allowed. This includes lists printed in the Journal and Chapter Approved in the back of the Army books. Please note that the latest version of an army list always supersedes any previous versions.

As we start using other systems (Battlefleet Gothic immediately springs to mind) and new rules such as the Trial Vehicle Rules are introduced, we will be updating these periodically so remember to check the website for the latest version, but for the time being we think these simple rules should provide us with a great framework so everybody have fun playing. If anyone has any ideas on how they might want to see these rules developed please let me know.

Richard Kerry
Major Muppet

“Having taught Teclis to bring pointed sticks and not pointed ears to the battlefield we are still on the rampage and looking for opponents worthy of our marshal skills.”

Brave Sir Robin



Mr Dove and Doran discuss the finer points of 40K, or as Other Muppet put it: Battle of the floppy hair!

EPIC WHISPERS...

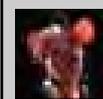
EPIC ARMAGEDDON PREVIEW

Have you ever wanted to fight a game of 40K using hundreds and hundreds of infantry figures? How about entire formations of Land Raiders rolling over the hills towards the beleaguered defenders of the ruined city? Have you dreamt of multiple Baneblades and Shadowswords engaging huge Ork Gargants on the same field as Marines and Boyz mincing each other in ferocious close combat? Well, once upon a time you could. Somewhere back in time there was a game that allowed you to do just that. You controlled huge, mighty formations of infantry, cavalry, vehicles, war engines, flyers and, even, Titans. It was called Space Marine. It involved figures about 6mm high. It even had Squats in it – although that might have been a figment of various imaginations. Then Space Marine evolved into Epic 40,000 and the bases went from square to rectangle but the premise of the game remained; mighty armies doing what mighty armies do best – meeting each other for a huge battle with those hundreds of figures trying desperately not to die.

Then, sadly, it all went away. Hark. Come closer. Let us part with a secret. We have heard whisperings in the dark. There are plans afoot. There are citizens from a place called Specialist Games that have been overheard mentioning the words Armageddon and Epic in the same sentence. Can it be? Is the return of the mighty war engines on the cards? Prepare your armies for 2004; the dawn of a new era is upon us. Get ready for a game involving actions, alternate unit activation, blast markers, war engines, flyers, double movement, marching, overwatch, unit suppression, army initiative, crossfire, inspired commanders, macro-weapons and, whisper it, Titans. The preview of Epic: Armageddon hits our shores in 2004. Be there. The rules will be there for play-testing; feedback is encouraged. This



Continuing along with the “not always playing 40K” idea. After Battlefleet Gothic and Blood Bowl there’s another game system some of us have been looking at...



2004 will see the re-launch of one of the most successful game systems outside of Warhammer and Warhammer 40000. Originally launched as Adeptus Titanicus and Space Marine back in the 1980s, EPIC’s fortunes have waned since the last edition of the game. Criticised by many for being too abstract, this version of the game failed to catch the imagination of gamers despite excellent gameplay, and eventually became the basis for much of the Battlefleet Gothic rules. Anyway, the Specialist Games arm of Games Workshop has listened to their customers and spent the past couple of years spicing up EPIC 40000 with the help of volunteer playtesters from around the world. The result of their efforts, the new EPIC Armageddon rules, are available to download from the EPIC website and due to be published in the new year.

will be the player’s edition. The Sad Muppets will be at the forefront of the Armageddon wars. It’s time to dust off the old figures. It’s time for war. It’s time for the little men again.
Nick Jenkin
Very Small Muppet

A DAY IN THE LIFE OF A SABRETOOTH SPACE MARINE

4:00 Rise, attend first mass, lead by the Grand Master Chaplain. Praises given to the Emperor, the Sabretooth’s founding chapter and it’s primarch, also to the chapters past and future fallen comrades, and the continuance of the empire of man.
 6:00 Battle Practice. Live fire exorcises, and close combat drills.

10:00 Second Mass.
 11:00 Tactics, and battle readiness drills.
 12:00 First meal.
 12:15 Indoctrination and first gene-seed sampling.
 13:00 Third mass (including midday address and prayers)
 14:00 Afternoon Battle Practice. Including specialised practice drilling for

devastator squads Assault squads etc.
 23:30 Second gene-seed sampling, Nephorite initiations.
 23:45 Polishing and maintenance of Armour and Equipment.
 24:45 Evening Mass.
 25:45 Evening meal.
 25:59 Free time.
 26:00 (Midnight) Sleep.





BOVINGTON OR BUST!

I recently had my second 29th birthday (No! Goddammit I'm not 30!) and my wife treated me to a trip to a place I've always wanted to visit - Bovington Tank Camp. This wondrous place is home to a plethora of armoured vehicles that give a detailed insight into the history of motorised military fighting machines - in other words - TANKS! - Thousands of 'em, well enough to satisfy the cravings of even the most ardent treadhead.



And here's baby tank



Lots and lots of tanks

to us now but at the time tanks were the cutting edge of technology. Cavalry were still seen as the elite troops and the lowly foot soldiers, whilst being the mainstay of all the European armies, were still viewed as expendable rank and file. The First World War was an era when technology had finally caught the attention of the military leaders but hadn't filtered into the common tactics and attitudes of the men leading the bulk of the armed forces. This dichotomy unfortunately led to the deaths of many men as old fashioned infantry tactics hauled them against the modern

attempting to break the deadlock of opposing static trenches.

The mock up of a WWI trench in Bovington's first hall brings all this home and prepares you for the changes in thinking that transformed the very way war was waged. The subsequent hall full of the early tanks manages to convey that early tank crews had it far from easy and that tanks were sadly not the decisive weapon that it had been hoped they would be. From there, the evolution of the tank is clearly displayed from armoured cars, which were little more than civilian cars with plate armour, up to the modern tanks and APCs we all familiar with.

As a source of inspiration, Bovington is marvellous as they have a great diversity of designs that is enough to encourage anybody to make vehicles part of their wargaming. At the same time the museum shows us some of the tools that were used at some of the most monumental moments in history that have shaped our world.

Take a trip there - I promise you that you'll find it worthwhile.

**Nathan White
Treadhead Muppet**

The tanks flanking the entrance give a hint of the scale of the things to come but to my surprise the first hall doesn't have any tanks



That's a very large gun there...

in it. Have you ever considered the origin of the tank? It might seem logical

utilisation of machine guns. Tanks were the inevitable result of military research

THE LEAGUE REVIEW 2004

This year the SMS League has been closer than ever before (bearing in mind we've only been running it for two years). In, and after the first year of the league things got changed around quite a lot.

Originally the league was a simple affair. Three points for wiping someone out, two for a win, one for a draw and nothing if you lost; and at the end of the year the person with the most points won. Easy yes, fair, well not really. You see because we had to close entry into the league half way through the year, new members couldn't get involved, and obviously the more games you played, the more points you'd have.

So, we tweaked the league using the number of points divided by the number of games played to arrive at a rating. This worked ok last year, but this year, with the points structure also changed (the loser losing points for been wiped rather than the winner gaining a bonus point) it's been even better.

were uncatchable.

So for 2004 here are a few suggestions...

- The basic structure of the league will remain the same (ten games to qualify, and rating determined by points divided by games)
- However, the points awarded will change...
 - 0 points for losing
 - 1 point for a draw
 - 2 points for a win
 - 3 point for a win against someone who has a high rating than you in the league
- Sportmanship points will be allocated in the same way as this year (everyone gets two sportmanship votes)

- Muppet Army will NOT contribute towards the league results BUT will be used to determine the best army for the year. The entry conditions for this may be relaxed a bit as a result. This of course could also earn you

the bottom, the only way is up!

Hopefully these changes should make it more difficult for anyone to stay at the top of the league for any length



There were even people playing fantasy this year, like Mark Lant and Money Muppet here in the middle of an Eye of Terror 40K Campaign event!

of time because everyone else will be continuously catching up. In theory.

Please let me know what you think of these proposed changes. If most people like them, we'll go with them for 2004 and see how the league evolves.

Anyway, the new league will start with the first meeting of the new year of the 6th January, and remember, any game can be a league game (including but not limited to Blood Bowl, Gothic, Epic, or anything else for that matter).

Keep gaming!
Richard Kerry
Major Muppet



Dave Gowan here rolling some Terminator armour saves... yep, you've guessed it... three ones

However unfortunately there hasn't been enough competition at the top of the table even this year. The first half of the year was dominated by three or four players who hadn't lost any games and by the time everybody had played their minimum ten games they

the nicest looking trophy. You'll probably notice that the wipeout is now gone. Whilst it was useful in determining a level of victory, it created a bit of a cruel penalty, making it difficult to crawl your way back off the bottom of the league. And of course this way, if you're at



Mr Jenkin cunningly looking away from the camera as the flash went off. I'll get you next time Nikron!!!!



I'm a GW fanboy. How do I know this? Because people keep telling me so in various forums online and, I'm assuming, since they know all there is to know that they must be right.

You see my problem is that I have the temerity to defend GW on certain aspects of this wonderful hobby and, apparently, this is just not cricket and I should automatically agree with the latest anti-GW whine. Did I miss something?

Right, be warned. I'm going into rant mode now. I detest idiots. I do not suffer fools gladly. On the other hand I have no problem if you disagree with me as that's part of life. However, be prepared to back your argument up with facts and figures because just shouting the loudest won't work.

The Rat has let me have my own little rambling space, here in the corner of the kitchen. What do I intend to do with this? Cause trouble, that's what!

I want to use this space for things that don't really fit anywhere else. Little rants, observations and general "things" for want of a better word. I'd like to start some healthy debate within the Sad Muppets and beyond; let's have some fun.

THE CHEF'S COOKER

GW: THE EVIL EMPIRE?

Now I do not stand up for GW on everything; that would be mad! GW makes mistakes. Even they admit that. They amend their books to accommodate those errors (I do not like being charged extra to buy those amendments BTW). They are not perfect and I do not agree with everything that they do, but I could say the same for nearly every business I've ever dealt with in life.

But, just you try and argue that any of these things are OK online and next thing you know you'll be condemned to the wastelands and treated like some kind of country bumpkin who obviously lacks the brainpower required to see GW as the Evil Empire of the known Universe that wants to steal your soul.

Online recently I came across the following message that had me rolling on the floor. I haven't got the exact text in front of me at the moment but the poster said something resembling this: The plastic Dreadnought costs too much. At £20 it's all pure profit now to GW so why can't they knock the price down, eh? Look, the cost of the moulds for this item were £250,000 and at £20 per Dreadnought it means that once they've sold 12,500 (250,000 / 20) that's it; everything after that is pure profit; of course there are some costs of making each one, like a small amount of plastic but look, you know, it's all pure profit really. They're evil and ripping us off. Actually, I added that last bit about being evil but you get the picture.

Wow. Obviously I missed that lesson during business economics class. Without being too condescending I'll try and bring this just a little further into the real world without recourse to GW's financial results, we all know that they make reasonable

profits. That they then have to pay their shareholders and they then plough a huge amount of money back into Games Development. I'm also going to skirt around the whole capitalism thing as we all know that this is the root of all evil. I will concentrate purely on the cost of manufacturing and how the idea of pure profit is just, well, ludicrous. Economics experts will, no doubt, have plenty to say on this subject.

This list of costs may or may not be complete; I don't work for GW so there are going to be things I miss, or include that shouldn't be here.

Let's start with the start up costs; the moulds were, possibly, higher than £250,000 (I've no idea where he got this figure from – probably thin air – but let's run with it for now). You've got the mould itself. The R&D costs that went into developing the mould from the model design. Then there are all the costs of the designers for the model and the artwork for the box. It goes on and on. I've missed loads I know but you get the picture.

So, that's the start up costs done. So if we sell enough to cover the start up costs then we'll be into pure profit. Oh dear. Nope, all you've done is gone some way to ensure that your original outlay has been paid off. Let me now introduce you to a concept known as running costs. These can be split into direct and indirect costs and each one of them must come out of any profit made from selling a Dreadnought.

Let's look at the direct costs first. Each item produced generates a Cost of Manufacture. This includes all raw materials for the manufacture; e.g. the plastic (plus other materials), the box and any leaflets in the box etc. These costs are easily attributable to a Dreadnought being

manufactured – hence the term direct costs.

Then you have the indirect costs that need to be apportioned to this product: from the manufacturing angle these will include the staff in manufacturing, wastage in the manufacturing process, heat and light of the plant, rent of the plant, water rates for the plant, health and safety regulation costs etc.

So we've already got far more costs than were originally detailed in the poster's remarks and we haven't even touched upon the next section of indirect costs; selling and distribution costs. After all they do have to get the product into someone's hands and for them to part with the cash.

Here we would have to include the costs for the shops (rent, rates, taxes – not cheap we're talking city centres here!), shop staff, transport costs (they have to get the Dreadnought to the retailer/shop), finance and admin staff to facilitate the transfer of goods and payment of taxes/bills. Then there are the computer systems to facilitate the manufacturing, finance and admin procedures. Next we have depreciation on the moulds and machines; this cost is written off against the profits. I don't know how long moulds last but surely they will need replacing at some point in the future, maybe.

What about those start-up costs? Did the money that was used to finance this come out of thin air? It has come from somewhere and profits for business do not necessarily equal cash, so they've probably borrowed the money. Borrowing money costs money. Hello new costs for starting up and manufacturing the humble Dreadnought.

Oh and let's not forget the cost to the business of having all that stock; storage

space is not cheap! Your Dreadnought is not made specifically for you; it is part of a minimum manufacturing run (involving all those planning people, routings, capacity etc). They then have to store those Dreadnoughts, not generating revenue, until moving them onto shops, overseas, independent retailers or mail order. That costs more and more money. Then we have the unique costs for the UK such as VAT. Did you know, for instance, that everything we buy from GW is taxable? Have a look at your receipt next time and you'll probably see a VAT number and information that this receipt is not a tax document. In a selling price of £20 the VAT element is approximately £2.98. That tax must be paid to HM

Customs and Excise; it does not go into the GW profit line. There are then the longer term indirect costs that must still come from the overall profits; these represent things like the Games Development budget and payments to shareholders. I have absolutely no idea how much of the above list of costs is correct for GW themselves and they may well make huge profits on items. Yes, GW will put a mark-up on their products; they are a business after all. The basic laws of economics mean that they will put as much of a mark-up on so as to cover all their costs, their budgets, their shareholders, the supply & demand equation and then as much more as the current economic climate will allow.

That extra profit allows them to produce White Dwarf, to start investing in more shops, to finance the expansion of GW, to buy companies that are then incorporated within the GW Empire etc. These are good things. Without growth comes stagnation. With stagnation comes the end of GW. Do you really want the game support to disappear? Well, do you?

Could the prices be lower? No idea. Would I like them to be cheaper? Yes. Then I could buy more. Would I compromise the future of my hobby for the sake of a few pounds in my pocket? No. By reeling the above list of costs off I hope that I have put across why I believe that the original theory that selling 12,500

Dreadnoughts will immediately put you into pure profit is just a load of pants, to put it mildly.

I've said my piece now. I'm still a GW fanboy. And do you know what? I'm proud to stand up and be counted for the company that has filled the last three years of my life with joy and excitement.

Thank you, GW.

I feel better now. No doubt you will disagree with that or have a complete list of costs that I missed; great. Please feel free to counter the above and let's see where this goes.

Nick Jenkin

The Chef (Got Chicken?)

MAGAZINE REVIEW

HARBINGER

If you haven't already heard of it, Harbinger is a new magazine on the market all about miniatures and miniature wargaming. That's fantasy and science fiction stuff as well as historical unlike most wargaming mags, and not just Warhammer unlike our other favourite read. Although its produced by Griffin Miniatures (what do you mean you haven't heard of Griffin Miniatures?) its pitched as an independent magazine about the entire hobby.

So what do you get for your £3.50 then? Well, issue two comes in at sixty odd pages of fully glossy colour. Ok, half of that is adverts but hell, what magazine isn't these days?

Content

The first thing you notice in Harbinger is the news section, which is great. I mean, it actually tells you what gaming companies (other than just Games Workshop) are up to. Ace.

The rest of the content is split between gaming articles (stuff about systems, scenarios, complete games that sort of thing), event reports, some painting articles (which are quite nice but roll on the pro articles from Cool Mini or Not), and perhaps most interestingly the reviews (of which there are not nearly enough).

In addition to this lot, Griffin are making a limited edition model each quarter to go with Harbinger. Unfortunately these do not ship with the magazine itself and you have to send of a coupon to get one but they are quite a nice touch.

Layout

OK, for a new mag, the layout isn't too bad, although on occasions the typesetting is a bit screwed up. The most annoying thing here is actually the large, often bold, text style which often leaves you thinking "Make the text smaller!!!! Please write more!!!!" Together with the insistence of putting text

over background pictures (works in a lot of places but not in others) this lets down an otherwise well thought out magazine.

In Summary

Well, its a bit lighter than the pale short one, a bit light on articles that might interest the hardened Warhammer fiend, and the layout could do with a little improvement, however the concept is spot on. Harbinger is the first English mag in a very long time that aims to serve the entire hobby and as such I hope it keeps going from strength to strength. Its not quite there yet but hopefully given a bit of time it will be and once it is, I think there will be a permanent spot for it on the shelf next to all those White Dwarfs.

Richard Kerry
Major Muppet





Back in the dim and distant past, Nick introduced us to his Necrons. Well folk, they're back!

THE LAND OF THE NECRONS

Let us travel back in time; through the wavy lines of time-travel. Travel to a time before the Eye of Terror. A time before the Daemonhunters; even before the arrival of Chaos. It is a time of plastic that wants to be metal. It is a time when the old was replaced by the new. It is a time when an army received its very own shiny new Codex.



It flies!!!! This can't be good...

designing my new army. I lifted the Wraiths and Tomb Spydery out of the box and did them up in the old army colours so that I could make use of some of the new units.

And then I lost interest. Oops. I'm not sure now why it happened or when, but it did. The new Necrons remained in their boxes and went back on the shelf. This did not go unnoticed by the wife and she displayed a remarkable ability to remember this and every now and again the innocent little question of "How are the Necrons?" would issue forth. It was, quite frankly, a very scary

time¹.

My biggest problem at that time was colour schemes. I did not want to add these new chaps into my old army². Nope, I wanted to do a completely new scheme but had no idea what I wanted to do. It had to be metallic but none of the GW paints were particularly appealing. I also wanted to make sure that there was a spray can of the stuff because the Monolith was out there and the flat surfaces were going to be very difficult to paint without

*The Land of the Necrons
Races of this Universe, listen to our call.*

You have awakened us.

Your time is at an end.

Prepare yourselves for death.

It is all that your future holds.

We are the harvesters.

We are Necron.

brush strokes all over the shop.

So, the whole plan ground to a halt. Meanwhile the Iron Warriors and the Deathwing both managed to become fully fledged armies³.

All the time the question of the Necrons was sat at the back of my mind. The fully unpainted and un-built 2,500 points worth of models were collecting dust and this was not good. Now let's fast forward to August 2003. So, there I was wondering around Hoggosaurus in Andover. Basically this is my son's favourite local toy shop and, as luck would have it, they sell GW products in the upstairs department. So I trundled up there hoping for some inspiration on the colour scheme front. Lo and behold, success! I found a rack of Tamiya spray paints and, hidden amongst them was number TS18 Metallic Red. "Cool," I said. "Come on, Dad. I want to go downstairs and look at my toys!" said my son⁴.

I bought a couple of cans and some jars of the paint on stuff and set off home (after spending more money downstairs on Sir, obviously). So the test Necron Warrior was sprayed and stood there looking very red. Nice. However, it was now a question of the other

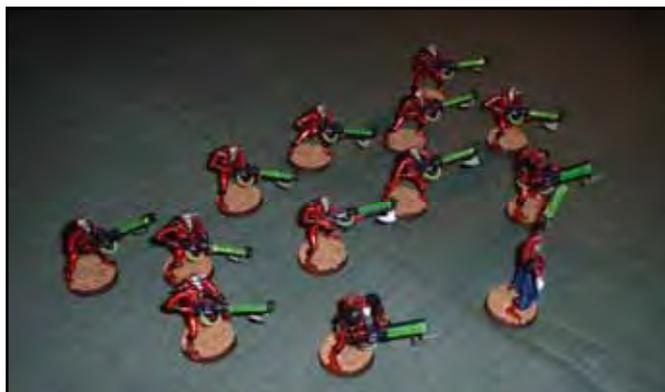
Notes:

1. I'm not used to my wife taking a huge interest in my hobby and when she starts remembering names of armies it is very disconcerting. I almost had to start drinking or something in order to distract her.
2. It seemed like a good idea at the time. Hindsight is great.
3. I still have no idea how I got the Deathwing passed the wife but I'm sure I'll pay for that one soon.
4. We now have an "arrangement". We go upstairs first to get Daddy's toys and then we can look downstairs at the proper toys.
5. It has taken a couple of years to discover that Space Wolf Grey operates as a better undercoat to lighter colours than Skull White. At least, it does for me.
6. In looks at least; probably manage to get massacred on their first outing

Welcome to early 2002. It is the time of the Necrons.

My wallet had gone into hiding. My wife was eyeing me suspiciously as I furtively devoured every rumour and every picture of the new Necrons. Clinton didn't endear himself to Mummy when he said they looked cool! That was good enough for me.

It was time to replace my old army with the shiny new plastics. I forked out on an army deal and set about



Green plastic rods... it can only mean one thing...

colours. I wanted a very basic scheme, after all we're talking about Necrons here – lavish colour schemes were not something they were really going to do.

So good old Chaos Black came out and went onto the gun, shoulder pads, face and some areas on the arms and legs that broke up all the red. Next up I decided to offset the red and black with Chainmail. So the face was painted, together with some edgings and the blade on the gun. Liche Purple completed the picture on the main cables and then I decided to paint the gun cable Scorpion Green to complement the nice green rods. I used Space Wolf Grey as an undercoat and then threw



If you go down to the woods today...

the green over the top of this⁵ – helping to make it stand out against the model. The base was done up in Scorched Brown and then some sand glued on. Suddenly he was done. It was time to decide what I was going to put into the first 1500 points.

Lord - check

Warriors - check.
Scarabs - check.
Destroyers - check.
Tomb Spyder - check.
Flayed Ones - check.
Immortals - check.

Then I hit the choice. I had about 250 points left to spend. Did I pick up more Warriors and Destroyers, thus helping the phase out, or did I try the Monolith that had been sat on the shelf for a year?

The decision was taken after the Newbury tournament in September. I faced a Monolith. I could not kill this bloody thing and the special rules for it were extremely painful. Knowing that my luck will mean it dies quick I still made my mind up and unboxed it when I got home. After much swearing the thing finally went together – trying to get the four sides to line up and sit still is, painful. In fact if it wasn't for the article in White Dwarf I'd have had even more problems building this thing. For a start the article suggests at what point to undercoat the model and it's spot on – doing it before or after this point is either a waste or nearly impossible. Thank you Paul Rudge.

Took a while to paint it up



Gulp! He's got one of THOSE as well

but I think it's well worth it as it's a very imposing model and deserved special attention. I used it in a test game at home against the Deathwing and, er, it's scary. It really is. It's going to take me a while to learn how to use this army as it's different to my previous Necrons but we'll have to try it and see where it all goes.

Suddenly 1,500 points were done. The wife was happy as stuff that was 18 months old had finally been built. Clinton's happy as he thinks they look cool and, quite frankly, I'm not going to argue with a 5 year old. I'm happy 'cos my favourite army has suddenly got better⁶.

So now they need to go out and play. Then I can decide what to paint next; will it be some more Warriors or Pariahs or Destroyers or another Lord (with Destroyer body) or, perhaps, another Tomb Spyder or even, for a laugh against horde armies, my new Wraiths? Decisions, decisions.

They're back, as they said they'd be and I'm chuffed to bits to finally have the army that got me interested in 40K in the first place back where they belong.

Ain't it cool?

Welcome to the Necron World.

Nick Jenkin
Metal Muppet

<<<transmission: ident 198128425648: Strike Cruiser Dante>>>

Commander, we've located the Imperial fleet on-route to Mortent, or I should say the remains of it. Both of the capital ships escorting the Ladies were destroyed, utterly. The transports themselves appear to have taken significant damage and where losing atmosphere when our patrol group found them.

I can only assume that the raiders responsible for this detected our approach and choose to disengage rather than finish the Holy Order.

Vid logs show that these are the Xenos encountered in the Katalan system recently. What ever their business around Mortent, our battle brothers fleet has been unaffected and currently proceeds to the planet's surface.

Co-ordinates of the last known location of the Xenos are attached. We will rendezvous at the jump point upon your arrival.

<<<message ends>>>

<<<additional>>>

The population of Mortent appear to be revolting against the Chaos lords of this world. We can not investigate directly from our position however I suspect the presence of another alien faction on this world. May the Emperor bless Brother Pinto, for I fear his warriors are about to land on hell itself.

<<<...>>>



No ancient evil would be complete without a fleet to ride around in. And this is just a little bit of that fleet. HELP.



The new season for the Blood Bowl will be starting in January, there will be a meeting at the Vivian road Methodist Hall on 27th which is mainly Warmaster, although there will be the opportunity for any Muppets to try their hand at Blood Bowl as well, teams and pitches will be provided. (ed - let Mark Freeth as soon as you can if you want to sign up!)

THE MUPPET BOWL XXIV!!!

BLOOD BOWL LEAGUE 2004

Good Evening all you Blood Bowl fans out there I'm Bob Noosfeld and this is Dave Hekksplitt. Welcome to the first game of the new season, the Dwarf giants have just come on to the field and we are expecting a full house here in the Gershwin Stadium tonight.

Yes Bob the Klees Skreech Klan pack have just come up from the drainage outlet and I can just make out the fans scurrying into place behind the Giants end zone. They look pretty nimble, light on the ol' claws if you know what I mean!

Yes Dave last season these guys got off to a great start against the Brentford Braves, killing three of their linemen and disabling the Blitzter, Garreth Blizzett!

Well Bob we may see a different display tonight, the

Giants look pretty solid, they'll be no pushover!

Hold on we can see the referee emerging from the tunnel, he is talking to the coaches of both teams. There coming on to the pitch for the toss up.....and it's the Skreechers that are kicking off. Both teams are taking up position.

Aaaand there it goes Bob, the kick is deep into the Dwarf half, Oin Oakenshield, has run onto the bounce and started a drive up the field, the defensive line of Giants at the scrumage have taken the first Skreech with a series of bone jarring tackles...

Yes Bob, I can see that there are three of the Klan giving Fili Rockson a right going over on the far side, he's taken one of them out with an elbow but gone down himself, they're all over him! The referee has blown for a foul and its gutter runner Stitch that is going off! Meanwhile Oin still has the ball and the Giants offense line is driving the Skreech defence back.

Bombur Oakenshield has just blitzed up through the centre and carved a hole through the Skreech line, Oin has just slipped into this and looks as though he is going to burst through.

Daaaave oh mein Gott! Oin has gone down, Skreech's very own Hekk Biter has come through the pack, side stepped two of the Dwarf Linemen and chinned the runner, he's getting up again but the ball is loose.....Kwee Kway, Skreech's new lineman has picked it up and he's streaking down the centre, the Giants are all over the place! They'll never catch him now...

TOUCHDOWN!!!!!!!!!!!!

Well Bob what a game, the Giants are getting back into position and they've taken the kick from the

Skreechers, it's deep again, it's bounced loose though, it's out of play....that's a touchback. Bifur has the ball for the Giants, they have the run on again, Bifur has passed to Snorri, this blitzter will take some stopping....wait a minute the whistle has gone again...the referee saw an infringement, it's Kway Kaarr that is being pointed at.....and he's off as well. It appears that he stomped on Oin who went down after a nasty challenge by one of the Skreechers Gutter runners.

Dave the play has started again, with Snorri thumping two Skreech linemen and breaking through to the Rats half of the field. He's being chased by three of the Rats team, it's very close, two have caught up with him and are wrestling the dwarf to the touchline, Kwee Kway has now jumped into the ruck and Snorri has gone over the rail and into the crowd.....we've lost sight of him, there's a lot of commotion, there must be two to three hundred rats piling into him...it's a sea of fur and teeth...Snorri is back on the pitch and has staggered and fallen to the pitch..... he's being helped back to the bench!

Looks nasty Bob, he may have to stay off! Meanwhile the ball has gone back to the Skreechers, and there has been a hell of a long pass down to Hekk Biter. He's broken away from the maul and is making good speed to the Giants end Zone....Rekkor is the only Dwarf out there, he's dived in, Hekk's blocked him and the Dwarf is down!! Hekk is free...

TOUCHDOWN!!!!

That's it Bob, the whistle has gone for half time..... We'll be right back after the break...

Mark Freeth
Coch Muppet

Klaw's Kritters

Grey Seer Klaw looked across the battlefield. Damn Dwarfiss he thought. Very impolite to leave him standing out here on a rainy day. A runner approached the old seer as he shook the rain off his muzzle.

"Theyss nots theres. Gone tos the gamesst they hav's."

Klaw thought a second. He had heard of this tournament before when he was a much younger rat stalking the Old World. The Blood Bowl.

Umm, so they had come that far north. His children couldn't overthrow the combine armies here. There would be nothing else to do, he now had the wealth, he had to start his own team. He looked at the runner before him. Well, he'll do for a start...



Many, many years ago, I had the second edition of Blood Bowl and several teams, all of them Skaven. You see, I was rather fond of the old Blood Bowl models and in particular our ratty friends. Umm, American football, with Orcs, Elves, Goblins and of course rats. Since those heady days Blood Bowl has gone for a more fantasy look but I have to admit, I have always preferred the old models, so out came the paint stripper and an old toothbrush and several weeks later, volia, Klaw's Kritters were (re)born!

Richard Kerry

CHEESE, DIARY PRODUCT OR LIFESTYLE?

The subject of 'cheese' or 'beardiness' often comes up in the world of wargaming, but what is it and does it really exist?

By definition the term 'cheese' has come to mean taking maximum advantage of the gaming system, or the army list, usually at the expense of gameplay and honour. The best known shorthand example of this is probably the Eldar Wraithlord, or more precisely the habit of taking more than one of these incredibly tough engines of destruction in a relatively small army, however there are many, many more.

But is the term 'cheese' really justifiable in this context? In my opinion, I think not, and here's my reasoning why...

Like anything else, wargaming can be either taken very competitively (something of which I'm personally guilty of) or from a more fun approach (otherwise known as the 'let's throw everything in and see what happens' approach). This I think is at the heart of the 'cheese' debate.

Like most people involved in the hobby, I started out just collecting what I liked the look of and those units that appealed to me at the time, without a huge amount of thought as to how effective they might be on the battlefield. This was all well and good, however collecting Eldar I mostly did really badly (especially against marines) or really well (against everyone else). As all the armies in the hobby are specialised or can be specialised to a degree, the challenge if you wish to play competitively is the work out the most effective army you can within the limitations of the army list. In my case, my army evolved as I played it, utilising troops seen by some

as cheesy and many others that I feel are actually underrated by most players. Most armies collected in this manner can never be accused of cheese, they simply are what they are, and are in fact rarely very effective on the gameboard until someone has built up a few thousand points to choose from.

However, the other approach to building an army is far more systematic and quite often throws out armies that could be labelled as cheesy: the designer army.

The designer army is, as the name suggests, an army designed to take full advantage of an army list to produce either a themed army or a power army. The essential difference here lies in the effectiveness of the resulting force; themed armies tend to end up with built in weaknesses, and power armies (read: cheesy armies) tend not to.

"You what?" I here you say. Yep folk, if I had a definition of a cheesy army (which I don't because I don't believe in them) that would be it, an army with no weaknesses.

For example, using the Eldar list I could create an army include three wraithlords. Nasty you might think until you realise that over the course of a battle, they will struggle to make back their points unless used properly and are fairly easily ignored. Likewise, a starcannon filled Eldar army might look scary, but look again. The things with the starcannons tend to be very fragile and there won't be that many of them and they're slow, three weaknesses that can be exploited quite easily if you're not careful.

Thankfully I've only come across a single army that comes even close to that criteria of an army with no weaknesses, and that, you might be surprised to learn,

was an Imperial Guard army. The second context in which the term 'cheese' is applied to in the actions of players themselves. This definitely does exist although in almost all circumstances in can be covered by another word beginning with 'c' (but we won't go there). In general terms, the word 'cheese' is often thrown around a little too liberally. Attacking a weak opponent for example with a far superior unit is never cheesy, its just tactics and that's what the game is about. If you want to win

games, abandon any misguided thought of honour, competitive wargaming is all about bullying your opponent until his army cracks. If you intend to take this hobby THAT seriously accept it.

This all said of course, there are some armies that are naturally weaker than others, and there always will be as long as they are different. However as far as I'm concerned this is part of the fun of the hobby, and in reality the army lists are close enough to allow any army type to win out against any other. Period. Assuming you're not particularly unlucky of course.

Richard Kerry
Major Muppet



Following the Chef's Cooker last month, I decided to stick together some random thoughts on something this month. So here you have it ladies and gentlemen, an entire page about cheese...



The ultimate in cheese, the Black Templar Chaplain?

I have a few Storm Guardians who think not.

Throughout this article, I've really been talking about the more competitive side of the hobby, however surprisingly enough wargaming doesn't have to be played this way. Of course there is always going to be an element of competition involved in every game, however most of the really fun games I've played have been non-competitive games, usually played around a scenario which, shock horror, isn't normally fair to one side or the other. Try it, you might surprise yourself.



After spotting some of the terrain at Starsmash this year, Money Muppet came away with lots and lots of ideas. Well, he's been rather busy since then and here's how he made his new terrain pieces for the club.

HOW TO MAKE SCENERY, PART 1

OR WORLD BUILDING FOR BEGINNERS

As some of you may have seen at the club strange black and grey buildings have sprang up across some of the tables, here's how they were made.

You will need the following equipment:
Somewhere to cut the Boards (as I live in a small second floor flat that was my balcony).

- A 4' X 2' board of 6mm MDF (this size fits in the car nicely but you can get bigger)
- Straight edge, you'll notice on the picture I'm using shelving bracketing, there are two reasons for this.
 - One: its straight and metal therefore doesn't bend.
 - Two: It was next to my workbench when I was looking for something to use.
- Tape measure (it doesn't have to be a Jewsons 16ft one)
- Jig saw (the sort that cuts boards and not the puzzle)
- Pencil for drawing lines
- Ready mixed filler for filling gaps where cuts are not straight
- cheap black paint
- sand (freely available from any beach)
- expensive Shadow Grey paint from GW
- PVA Glue (our old favourite)

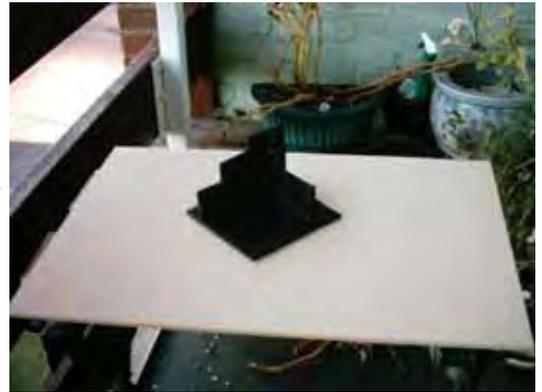
For the bases I was using 6" squares cut from the board. To produce the walls I used a variety of sizes running from 3" x 3" to 6" x 4".

Once these were marked and cut from the board they were then grouped to give a pleasing aspect. The 3" x 3" where usually left whole but the largest wall sections had random steps cut out of them and holes occasionally drilled through to give the appearance of battle damage. *(ed - read dark lance holes)*

Once you have your boards glue two wall sections onto a 6" x 6" base using PVA glue, corners look best as they give places for people to hide and are usually the strongest part of a building. Once the glue has dried use the filler to fill the cracks, (my jigsawing skills are not brilliant and you can't put diesel in it therefore it must be a girls toy).

and avoids clumping. Now paint your entire model with this textured paint (I use a 1" paint brush, I know it isn't on the list but I assume sad muppets like you would know to use a brush when applying paint) Set the model aside to dry.

The following day you will



The 'black' stage is reached.

need to mask off the base of your model I used sellotape and newspaper (not shown in the first picture) and then taking your well shaken Shadow Grey spray can give a light spray over (the effect you're looking for is areas of light and dark so don't go too thick. A dusting of skull white spray or dry brushing in white/Codex grey would enhance this. Once this has dried



One wrecked building in progress...

remove masking materials and VOILA you have one piece of finished terrain. Total cost - Dirt cheap (MDF £3.50 Shadow Grey £4.00, everything else lying around the house.) You should get 10 - 15 pieces from one 4x2.

Once the filler has dried, mix the sand and cheap black paint. This is called textured paint, the biggest tip I can give you for this is more paint less sand, a runny consistency applies easier

house.) You should get 10 - 15 pieces from one 4x2.

Paul Russell
Money Muppet



Various household objects, sort of. Plus some expensive GW paint of course

DR TREADLOVE

OR HOW I LEARNED TO STOP WORRYING AND LOVE MY BANEBLADE

Those who know me will be in no doubt that I am a few troop choices short of an army list! Just imagine their lack of surprise when I appeared with a home made Baneblade. Imagine my surprise when it exploded in a rather spectacular manner as one of Richards space pixies slapped it!

Despite its habit of detonating at the drop of a hat (Dave Driver having now modelled a 'tankbuster' medal on one of his Imperial Guard), the Baneblade was a great project that has demonstrated to me that large vehicles can bring a very different feel to the game and can prove to be great fun to make.

In issue no. 14 of this exalted publication, I babbled on about building an Ork fighter bomber from polystyrene, card and paper. I decided to try the technique on a large tank. The clumsy messy look worked for an Ork vehicle but I was unsure if it would be an effective way of building one of the Emperor's more fearsome armoured behemoths.

I started as with the aircraft, by sitting down and drawing up a proper plan. It was invaluable in this case as it gave me a rough idea how much plastic card I would need for the project. Having drawn up my plan, I started construction. The first step was to shape the polystyrene hull section. As the Baneblade is so large I was able to use a piece of polystyrene 1.5" thick and following my plan I cut one single piece which was then carved into shape using an extremely sharp modellers knife. Having a single piece for the hull help give the model rigidity despite it being made of light materials.

Once then had been shaped I could begin to put the tracks on the tank. I cut two sets of thin polystyrene

'runners' for the underside of the tank. These were to hold the track sections away from the main body and once stuck on they were decorated down the side using small round plastic shields cut in half and stuck on to give the impression of the tanks running gear. Once that had dried I began to glue the tracks on. I used the numerous spare track sections left over after putting together all the Leman Russes and Chimera's in my Imperial Guard army. I put two rows of these down each side to make them look like thick tracks needed for such a ponderous vehicle.

I gave the tracks plenty of time to dry and then proceeded to apply the armour. Referring back to my plan, I cut and shaped each section of plasticard and fitted it (after certain little 'tweaks') in place. While waiting for the pieces to dry in place I started work on the twin bolters. For these I used plastic tubing, a round tube length placed within a square piece. Add a few bits of cut down sprue and Bish-Bosh - the bolters appeared! Once done the guns were placed in small sponson-shaped polystyrene blocks that were then stuck to the sides of the tank and armour plated.

Armouring the tank was quite time consuming but once done I realised that the bulk of the work was finished! Huzzah! I still needed a turret for my metal monstrosity. I set about cutting and shaping another block of polystyrene and once satisfied with the shape, it to was covered in plasticard plates. After an abortive attempt to apply these techniques to make the three small hull turrets, I came to the conclusion that it just wasn't going to work and I resolved to use chimera turrets, which I promptly ordered from our

most helpful friends at GW mail order.

In the couple of days I had waiting for them to arrive, I fitted the demolisher cannon to the hull (a cut down length of plastic piping) and started to put the detailing on the hull and main turret using parts from my bits box. Plastic antennas cut down were used on the armour as rivets.

Receipt of the chimera turrets meant I could fit the last paired bolters and along with the two other turrets with mutli-lasers as lascannons, the Baneblades compliment of weapons was complete as I had fitted the battle cannon and a plasti-tube autocannon to the main turret already.

The detailing for the tank proved to be quite easy using the multitude of spare tanks parts I had accrued from my other guard kits. I detailed it sparingly as I wanted it to give the impression of a slab-sided Goliath. After a lick of nice drab military grey, it was ready to roll - all be it very slowly.

Now I personally love the stuff from Forgeworld but unless you're going to use something like this regularly the cost of them can prove unpractical. So if you want something special to pull out of the hat at those mega-battle events, have a crack at putting together one of these armoured beasts!

Nathan White
Treadhead Muppet



Nathan's been playing again, this time folk, we enter the world of the Superheavy tank...



Above, two 'in progress' pages of the Baneblade

Below, the finished article, here about to mow down someone's eldar





OK, I have to admit, I'm a fan of scenarios. Sorry folk, but straight pitched battles don't yank my chain anymore and in my humble opinion the objective based scenarios are almost always a lot more fun.

However, it would be silly to think that all scenarios actually work.

One of these is Carnage. Let's face it, it's a great idea, four armies and the one that's king of the hill at the end wins, nice and simple way for four people to play one game. However in practice, last man on the objective is perhaps slightly too simple. True, it works in the Take & Hold scenario, but Carnage is basically a big pitched battle and this can work in the favour of the player who goes last. Worse still, because there are four players, assaults are even more important than usual. No, sorry, this won't do, time to get out the scenario superglue.

In fairness, John Barter from the Winchester Wargaming Club deserves the credit for this fix. The scenario victory conditions have been modified but most importantly two new rules have added to cover four-way battles.

SCENARIO HOSPITAL

MUPPET CARNAGE

Overview

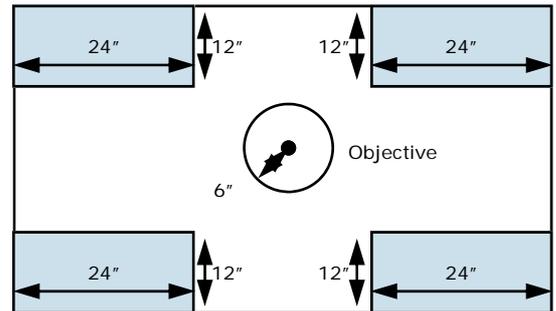
Your mission is to get to the centre of the board, claim the objective and slay those who would oppose you.

Scenario Special Rules

Muppet Carnage uses the *Night Fight* special rule only for each player's first turn. It also uses the Victory Points, *Infiltrators* and *Random Game Length* special rules.

Set-up

1. All players roll a dice. The player that scores highest chooses which deployment zone he prefers, then the player who scored the next highest chooses a deployment, and so on.
2. Each player's deployment zone is indicated on the map. He must setup all his forces in his chosen deployment zone with the exception of any Infiltrators.
3. The player who won the dice roll to choose their deployment zone now deploys one unit in his chosen zone. Next, the player who rolled second highest deploys a unit, and so on. The players take it in turns deploying a unit at a time until their entire forces are on the table. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units.
4. If any player has Infiltrators in his force then they may be deployed after all other forces have been setup. However they are not restricted by the deployment zones, and may set up anywhere on the battlefield which is more than 18" from an enemy unit.
5. Roll for who gets the first turn. The player that rolls highest takes his turn first, followed by the player left of him, and so on.



Four-a-side Warhammer

There are a couple of tweaks that need to be made to the normal game when running with more than two players...

Shooting

If your own personal command is not involved in a melee then he may elect to shoot into it. All hits on the melee have an equal chance of hitting any side involved in it, regardless of how many figures a side has in the melee.

Close Combat

Only fight melees which have figures of the active player in.

Game Length

The game lasts for a variable number of turns.

Line of Retreat

Troops which are forced to fall back will do so towards the nearest deployment zone board edge by the shortest route, using the normal Fall Back rules.

Mission Objective

At the centre of the board is the objective. This is key to all the players.

Victory points are scored as normal for units destroyed (these should be kept track of during the battle to avoid confusion about who killed what later). In addition to this, any units within 6" of the objective at the end of the game earn additional victory points equal to their value in victory points.

The player with the highest total is the winner.

The Basics

Year	Played	Won	Drawn	Lost
2002	85	39	9	37
2003	61	39	5	17

What does this say about 2003 then? I've played a lot of games in one year (18 of which are tournament games). I've won nearly as many games in one year as in the previous two combined – this either shows:

- I'm getting more experienced or...
- My dice have started behaving themselves or...
- My armies have become cheesy

I've won 51% of my games; up from 46% at the end of last year.

I don't draw many games. Only around 11% of my games end in a draw.

I've lost 38% of my games; down from 44% at the end of last year.

Oh and I've enjoyed nearly 100% of those games and, hopefully, so have my opponents

STATISTICS II

THE NUMBERS STRIKE BACK

overall for me?

• **Winning Streak** The Iron Warriors hold this with 6 wins in a row.

• **Undefeated Streak** The Flesh Tearers hold this with a run of 9 games. This run is currently ongoing. Who fancies ending it then?

• **Losing Streak** The Iron Warriors,

Anyway here's this year's extravaganza in statistics and we can all look forward to another year of number crunching and we'll see how they change and grow. Prepare yourselves for Statistics III: Numbers Reloaded; release date December 2004.

I wonder how many armies I'll have by then. Any bets? Oh, and I need to see Mr. Pinto as I've played him six times so far and, erm, managed to lose all six. Note to self: do better.

Nick Jenkin



I still really, really hate Eldar

A year ago I presented my statistical ramblings for my liddle games of 40K up to that point. I also made a promise to possibly inflict more numbers on you this year and, true to form, here you go.

Why do I do this? 'Cos I have a mad fascination for numbers, percentages and those other mathematical things that can get me some funny looks whilst doing number crunching in Tesco. Oh and none of this is meant to sound like gloating, moaning or anything similar, this is purely the facts ma'am. The other stuff I can do after a couple of pints.

Anyway, who has managed the best and worst runs

oddly enough, hold this as well with a run of 6 straight defeats. They seemed to be trying again recently as they lost 4 in a row – fortunately that bad run has just ended. Phew.

The Armies

	Played	Won	Drawn	Lost
Dark Eldar	48	22	8	19
Flesh Tearers	21	11	3	7
Necrons	22	11	1	10
Iron Warriors	46	27	0	19
Sisters of Battle	11	6	3	2
Deathwing	6	2	2	2

Last year there were five in this list. I'm slightly disappointed in that I've only succeeded in adding a single new army in here (although, technically, the Necrons do now have two armies).

These figures represent the total number of games with each army so far (from my humble beginnings in the summer of 2001 to my crazy number of armies now in 2003 – has it only been two and a half years since I began this hobby?)

In 2003 the Iron Warriors have seen the biggest number of games, no surprise as they are my tournament and Muppet army; they've played 31 of my 61 games this year! The others have averaged under 10 games apiece; this disparity will need addressing next year or I might suffer another "jaded" attack..

Some highlights from the Army table:

- No army has been beaten more times than they've won.
- Iron Warriors win or lose; no draws there.
- Flesh Tearers haven't lost in 2003.

The Enemies

	Played	Won	Drawn	Lost
Chaos	23	16	3	4
Dark Eldar	5	2	1	2
Eldar	18	3	1	14
Imperial Guard	10	9	0	1
Necrons	1	0	0	1
Orks	23	17	1	5
Sisters of Battle	5	3	1	1
Space Marines	41	14	6	21
Tau	7	5	0	2
Tyranids	9	4	1	4
Mega-games	12	6	3	3

So, what can we glean from this table?

- I still really, really hate Eldar. Only one more win this year. I'm going to cry now. Dark Eldar, Necrons and Iron Warriors have won one apiece.
- Only an extra nine games this year against Space Marines. They seem to be lower down the chain at the moment, certainly behind Chaos.
- Orks and Imperial Guard have been my most numerous opponents this year. I enjoy Imperial Guard, although the new codex is going to change things me thinks. Orks are scary, especially when wearing big bad Mega Armour, eh Mark?
- As a mini-breakdown of Chaos and Imperial Marines:
 - Blood Angels are still a pain and yet the other assaulty armies – Space Wolves and Black Templars – I seem to like playing against. Go figure. We really don't like that Death Company obviously.
 - Chaos is much more popular now, which is a good thing of course. A lack of Slaanesh and Tzeentch armies though; hopefully more of these next year as I get bored with Khorne charging me all the time



With our first tournament fast approaching Mr Jenkin has decided to set the scene, and you thought I was taking this TOO seriously.

A SMALL MATTER OF HONOUR

THE GAMES BEGINNETH...

The Lord of Death surveyed the scene before him. The crowd were baying for blood. The assembled warriors were ready and eager for combat. Everyone was staring at him, awaiting his command that would send the warriors off to die in his name. He was so happy. "I'm so happy I could cry." he said. An eyebrow shot up on the face of his assistant. The man leant in closer. "That would not be a good thing, my Lord. It would show serious weakness on your part." "I was speaking metaphorically." "Of course you were, my Lord." The assistant moved back to his upright position. Hmmppf, thought the Lord, typical. Always one who has to be picky-picky and he has to be my assistant. Life is just so unfair.

"The Arena, my Lord."
"What?"
"The Games need to be started, my Lord."
"Oh yes." He shuffled some papers. Hmm. He carried out a quick look in his desk drawer, followed by a scan through his in-file.
"Have you lost something, my Lord?"
"What? Oh no, no, no. I'm just, erm, not exactly certain of the location of my speech." He checked his duffel bag.
"Your pocket, my Lord. You put it in your shirt pocket just after you said, and I quote, 'I'll put it there so that I don't look like an idiot when I can't find it at the games.' Unquote."

The Lord looked up sharply. "You're not taking the mick out of me, are you?"
"Oh no, my Lord. Far be it from me to take the mick, my Lord."
The Lord grabbed the speech from his pocket and began to unfurl it. "Should think not. And you remember that as well."
"Yes, my Lord."
The Lord stood up and prepared to address his people.
"People of St. Michael, I bid you welcome to these Games. Before you, stand the mightiest warriors that this land has ever produced. By the end of the day only one shall still be standing!" A cheer rose up, although it was noticeable that none of the warriors were joining in. The Lord basked in the cheer and then waved for it to subside. It did so.

"Warriors!"
The warriors all looked up sharply.
"For those about to die we"
"Oh! Not that line again." interrupted one of the warriors. "We've all heard it a million times. Can't you come up with something more original?"
"Erm"
"He's right y'know." chimed in another one. "It gets boring after a while. I mean how many "For those about to die, we salute you!" speeches can a man take?"
"I, er"
"This can't go on." this from a third warrior, "I've had enough. Unless you can come up with something else then I'm going on strike."

Nods of agreement from the other warriors.
"On strike!" yelled the Lord
"You can't go on strike."
"Why not?" asked Warrior One
"Hey! It was my turn to speak." yelled Warrior Four.
"Oh shut up. You've never had anything interesting to say before."
"Yes, I have."
"Oh no you haven't." chimed in the crowd.
"...." said Warrior Four, mildly crestfallen.
"Before? How can there have been a before? Only one of you will survive. You can't have met before." asked the Lord. "I'm confused."
"I'm not moving." said Warrior Three. "I'm still on strike."
"On strike for what?" yelled the Lord.
"Better pay and conditions."
"What!?" yelled the Lord.
"See you're making me yell now."
"I'm going to sit down now as well," said Three, "although for no other reason than the fact that it's too tiring to stand up."
"I, er Assistant
"Yes, my Lord." asked the assistant stepping forward.
"Do something."
The assistant looked at his Lord.
"Like what, my Lord?"
"I don't know. Assist me or something."
"Yes, my Lord."
"Where are you going?" asked the Lord as the assistant headed off down the steps at the back of the throne.

"Break out the Agonisers. Oh and some of them Disintegrators."

"Why?"

"Them Nurgley chaps are coming."

"Again? Didn't they learn their lesson last time?"

"Apparently not."

"Then we shall have to do it properly this time."

An unnamed Dark Eldar Lord

St Michael**Type:** Civilised, Industrial**Population:** 64 million**Garrison:** 3 Imperial Guard Regiments**Economics:** Trader, Food Export**Notes:** Xenos artefacts found. File sealed and CLASSIFIED.

"To assist you, my Lord."

"What? Out in the arena?"

"No, my Lord. I was going to put the kettle on."

"What?"

"Cracking idea, Mister Assistant." said Warrior One from the Arena, "shows that at least somebody around here cares about our welfare."

"Erm," said the assistant "I wasn't planning on making"

"Good plan." shouted the Lord, whacking him on the back. "Off you go then. All those nice warriors will need a drink out there in the arena then."

"I. Damn."

It is now a half-hour later. The warriors are all sat around small picnic tables drinking their cups of coffee. The Lord is having a drink at his throne and the assistant is ...

"Waiter!" yelled Warrior Two, "Can I have a refill, please?" The assistant grimaced and then composed himself, "Of course you can, Sir." A heavy emphasis on the Sir it seems.

Half an hour beyond that and all the cups have been removed. The tables are cleaned up and everyone is standing around in front of the Lord again.

"Are we ok now?" asked the Lord.

"Much better, thank you." said Warrior Three.

"The rest of you?"

"Yes. As long as you don't use that bloody speech again."

"Oh." said the Lord. He turned to his assistant.

"What shall I say?"

"Anything, my Lord."

"You're not helping."

"I've just played waiter to twenty mad warriors

and now you want my help again?!"

"You're my assistant. Assist me."

"No. I've had enough. I quit!" and off he stormed.

Quietly the Lord watched him go. "Excellent." He said.

"That's one problem resolved."

He turned back to the warriors

"Warriors!" They all looked up "Go out there and" He was struggling to fill the gap " ... and ... and Oh I don't know, how about you just enjoy yourselves?"

The warriors all looked at one another.

"Enjoy?"

"It's war. How can we enjoy?"

"It's a bloody game." yelled the Lord. "Now go and get on with it."

"Absolutely." smiled the warriors.

The only noise in the arena was from the warriors as they filed off to find their first opponents, shocked by this news of it being a game rather than a matter of life and death.

The Lord turned to his assistant's assistant.

"You!"

"Yes, my Lord."

"Go and wake up the crowd. They seem to have nodded off."

**Nick Jenkin
Game Muppet**

Tournament Details**What is it?**

A Small Matter of Honour (04) is the first of hopefully a long line of Warhammer 40000 tournaments run by the Sad Muppet Society. Hosted in Church Cottage in Basingstoke, there'll be three battles over the course of the 8th May 2004 running from 10:00 to 19:00. Plus much silliness of course.

To enter please contact Richard at muppet@genesis-sf.org.uk. Tickets will be £10 each and entry is only open for over 16s.

Army Limitations & Requirements

No more than 1750 points may be spent on the army, using the Standard Force Organisation chart unless specifically allowed to use an alternative (such as Saim-Hann) and fielded as a single detachment.

Any army list published by GW at least one month before the tournament may be used with the following exceptions:

- Blood Angels Army of Death
- Tyranid Seeding Swarms
- Harlequins
- Genestealer Cults

Please note that the latest version of a army list should always be used (for example of the new Chaos Space Marine Codex).

Options not specifically part of an army list (such as Kroot Mercenaries and Death Watch) may be taken. However these as these troops may only be used in the final scenario and must 'sit out' the first two games. Please note that this applies to ALL Imperial Assassins, even ones bought as part of a Demonhunter army.

The following extracts from Chapter Approved will be used:

- Trial Assault Rules
- Crux Terminatus
- Transport Rules
- Any codex corrections or Q&As

Any wargear or vehicle upgrades must be represented upon the miniature whenever possible.

In addition to this you will also need to bring along three models to use as civilian researchers/archaeologists or similar alternative depending on your army. These will be used in specific scenarios.

Is There Anything Else I Need To Know?

Yep, probably. Once you've entered we will send out your tournament pack which will include a map of how to reach us, a few of the scenarios from the day, and anything else we might think will be useful.



THE SAD MUPPET SOCIETY

*valde tristes sumus...
(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 Offen-James

THE CONTRIBUTORS

(in no particular order of importance or achievement)

Richard Kerry, David Offen-James, Paul Russell, Nick Jenkin, Mark Freeth, Nathan White, John Barter, and Peter Hibbett

No turkeys where harmed in the publication of this Newsletter.

TEAM: MUPPET

This year we were mostly defeated in...

Abingdon

Nottingham (badly)

Cardiff

Devizes (damn those pesky kids)

The Eye of Terror

The Eye of Terror (again)

Newbury (by 157 guardsmen)

Nottingham (but we had a nice lunch)

In 2004 we will of course attempt to improve upon this by being defeated in more places (something we actually failed to do this year but never mind).

OTHER THANKYOUS

Che Webster
(for putting on a damn good party)

THE LEAGUE 2003

Final Bragging Rights 2003

Player	Won	Drawn	Lost	Wiped	Played	Bonus	Points	Rating
Nick Jenkin	16	2	4		22	11	67	3.05
Richard Kerry	17	4	2		23	1	62	2.70
Matthew Pinto	12		1	2	15	3	40	2.67
Mark Waple	5	3	2	1	11	4	27	2.45
Ben Dove	8	3	1	1	13		31	2.38
Dave Gowan	7	2	1	1	11		26	2.36
Dave Driver	12	2	3	2	19	1	44	2.32
Peter Hibbett	5	4	7	1	17	3	33	1.94
Antony Walls	5	4	5	1	15		28	1.87
Mark Freeth	5	5	8	3	21	6	39	1.86
Dave Offen-James	4	7	8	5	24	10	44	1.83
Andrew Driver	9	2	10	3	24		41	1.71
Lee Cook	6	5	8	4	23	3	39	1.70
Paul Russell	5	3	9	3	20	3	33	1.65
Nathan White	7		7	3	17		28	1.65
Ross McNaughton	5	6	11	3	25	2	40	1.60
Nick Doran	6	3	4	6	19	1	29	1.53
Callum Smith	3		6	1	10		15	1.50
Ed Melhuish	2	1			3			2.67
Dave Macoy	5	1	3		9		20	2.22
Mark Lant	2	1		1	4		8	2.00
Alex Ronaldson		1			1		2	2.00
David Ronaldson		1			1		2	2.00
Jeff Crane	3	1	3	1	8		14	1.75
Nathan Yates	2		1	1	4			1.75
Steve Burgham		2	1		3		5	1.67
Richard Crane		3	3	1	7		9	1.29



The infamous Pixie Jam Trophy

The League 2003 Hall of Fame

Overall Winner of the Pixie Jam Trophy

Nick Jenkin

Best Sportsman (as voted for by your opponents)

Dave Offen-James

Best Army (as decided by the committee, after a lot of arguing)

Mark Waple's Khornate Chaos Army

Well, we're here again, league results time. With the new scoring system this year (three points for a win, two for a draw, one for a loss, or nothing for being wiped) the final results have been really close. However even without the Muppet Army score, our

winner ended the year way out in the lead, nicely boosted by an extremely healthy sportsmanship score.

Speaking of which, this year almost all of the games played at the club where against great opponents and

to represent this there has been much greater spread in the sportsmanship awards this year, and I for one found it very difficult to place my two votes.

Anyway, as the year draws to a close, myself and the rest of the committee would like to thank everyone who took part in the 2003 League and to congratulate our winners! Good luck to everyone in the 2004 league and remember to start work on those Muppet Armies!

Richard Kerry
Major Muppet