

The Sad Muppet Society presents...

Issue 18, Spring 2004

# THE NEWSLETTER



## A SMALL MATTER OF HONOUR



## WELCOME TO ST MICHAEL...



LETTER FOR THE EMPEROR | FIRST NAVAL CADRE | THE CHEF'S COOKER  
BFG NECRONS | A TALE OF TWO ARMIES & MUCH, MUCH, MORE



Hello all!

Co-pilot White reporting. Whilst our pilot Richard is otherwise engaged with the new Mrs Kerry (Congratulations on that), I will be keeping an eye on things.

This issue we'll be cruising at a size of A5 for approximately 20 pages. We expect to encounter staples half-way through our trip—but ladies and gentlemen this is nothing to worry about.

Please make sure your trays are in the upright position and prepare to enjoy!

**Nathan White**

**'what does this button do'  
Muppet**

Front cover:  
**The Tournament Cometh!**

## 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.

# NUTTER'S CORNER

Fellow Muppets!

It falls to me in the absence of Richard to try and enlighten you as to a few of the things you can expect over the coming year. Most significantly there is the first Big SMS tournament. Kicking off on the morning of the 8th of May, the event has been put together by our very own Richard and the Nicron (Nick Jenkins for the uninitiated!).

These kind gents have organised a 1750 point Warhammer 40K tournament over three games. The details of what where and how are available on the SMS website (address on the back page) or issue 17 of this exalted publication. I can assure you that the princely sum of £10.00 will buy you a whole lot of muppet fun.

Muppet Brother Freeth made an error of judgement by suggesting a large game with multiple players on a hideously large gaming table. Strangely enough he received a variety of 'ayes' across the E-Mail group. At this time nothing has been fixed yet but keep your ears to the ground as this could well be one of the summer highlights!

Ho Ho Mark, that'll teach Ya!

As I'm sure your aware the 'Storm of Chaos' is hurtling

towards us, with a high probability of some chaos warped muppet mayhem. I can't tell you what yet, although it's not top secret! We just don't know! Chief Muppet asked for interested parties last editorial with regards to play testing the Epic Armageddon rules. Has anybody given it a try yet? If so, step forward and let yourselves be known, there are gamers chomping to have a crack at it.

Anybody who fancies contributing to the Mighty Fortress of Gaming that is our newsletter is more than welcome. Army lists, battle reports and even mad ramblings (ie The Chef's Cooker) are what we are after. The next newsletter will be out in a couple of months so get scribbling and send them in.

That's all from me now, and I'd like to part with these words of wisdom.

'aaaaaaagg ...a.. Do, do, do, crush pineapple shake the tree.....

**Nathan White**

**Never let loose on the newsletter again 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...

## Contents

<b>Nutters Corner</b>	<b>2</b>
That'll teach Richard to leave me unsupervised!	
<b>Events Diary</b>	<b>3</b>
<b>Incoming</b>	<b>4</b>
Gamesday 6, Gamesday 2004, and A Small Matter of Honour.	
<b>A Tale of Two Armies</b>	<b>6</b>
Richard and Nick present this battle report, using each other's armies. Hmm, confusing methinks.	
<b>Squats! Yeah Squats</b>	<b>11</b>
Some forgot to tell Mark they don't exist.	
<b>Land, Air and Sea Part 2</b>	<b>12</b>
Richard's Tau face combat at last.	
<b>The Horny Beasts</b>	<b>14</b>
Ian 'Pendrakko' explains the genesis of his Blood Bowl team	
<b>About 'Time'</b>	<b>15</b>
Mark's back, and this time its historical	
<b>First Encounter</b>	<b>15</b>
A Tau-eye view of Nick's Sisters	
<b>The Chef's Cooker</b>	<b>16</b>
Necrons: too powerful?	
<b>The 'New' Future</b>	<b>17</b>
What's in store for 4th Edition Warhammer 40000	
<b>The Heretics Tomes</b>	<b>17</b>
A quick look at two non-GW novels	
<b>Fleeting with Necrons</b>	<b>18</b>
Nick (yes, again) is at large in the universe with more of the Binary Bounders!	
<b>Nuns on the Run</b>	<b>19</b>
Guess who fill us in on a bad day in Pink Armour Land.	
<b>The League 2004</b>	<b>20</b>

# EVENTS DIARY

OR MORE OPPORTUNITIES TO SPEND MONEY

24th April 2004	<b>Salute 2004</b> Olympia 2, Kensington, London. More info at <a href="http://www.salute.co.uk">www.salute.co.uk</a>
8th May 2004	<b>A Small Matter of Honour</b> SMS's Warhammer 40000 tournament. See page 18 of this Newsletter for more information.
16th May 2004	<b>Conflict: Bristol</b>
19th & 20th June 2004	<b>Weymouth Waagh! 2004</b> A big WPS tournament in the south. More info at <a href="http://www.players-society.com">http://www.players-society.com</a>
27th June 2004	<b>Conflict: London</b>
10th & 11th July 2004	<b>Attack 2004</b> Devizes & District Wargamers annual show
24th & 25th July 2004	<b>STaB 2004</b> In Bournemouth
28th & 29th August 2004	<b>Warhammer 40000 Grand Tournament Heat 1</b>
3rd October 2004	<b>Gamesday &amp; Golden Demon 2004</b> National Indoor Area, Birmingham
11th & 12th September 2004	<b>Colours 2004</b>
17th October	<b>Gamesday IV</b> The sixth SMS/Genesis Gamesday, this time at our normal haunt, Glebe Hall
23rd & 24th October 2004	<b>Warhammer 40000 Grand Tournament Heat 2</b>
27th & 28th November 2004	<b>Warhammer 40000 Grand Tournament Heat 3</b>

## 2004 SMS Meetings "The Meet"

Glebe Hall, Church Street, Basingstoke

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



*"Don't eat yellow snow"*

*Rule One from the Valhallan Infantryman's Field Manual*

*Anyone want to get spiked by a few itty teeny weeny polka-dot skinks?*

*(And a slann)*

# INCOMING



Sunday October 17th 2004.

For some of you this date may be an Anniversary or perhaps even a Birthday (in which case, many happy returns). For others it is a Sunday, a day of peace and quiet, a day to be spent in the company of close friends and family before the week dawns and another work experience begins.

For those at school maybe this will be a half-term or perhaps it is just after a holiday in which case my condolences.

Forget all that though; they all pale into insignificance compared to what you could be doing on that date. Prepare yourselves for an experience like none before it.

For those of you who took part in the Eye of Terror 40K in 40 minutes games last year, can I ask a question? Did you enjoy playing three games in an evening? How tired were you by the end? Was it fun?

Now, imagine what would happen if you extended that to a single day. Eight Hours. How tired do you think you'll

be after a minimum of nine games?

That's right; welcome to the madness that is "Gamesday VI: The Marathon of Glebe". We intend to play as many games of 40K in 40 minutes in a single day as muppetly possible. We will use every means we can to ensure we get at least nine games into an eight hour period; I reckon you could do eleven maximum at 45 minutes per game; your challenge is to reach or surpass that. Each game will be against a different opponent if at all possible.

We are also planning to make this a sponsored event, probably for Children in Need, so not only do you get to play nine plus different opponents in a single day you also get to give money to charity and feel good about destroying so many different armies. A Win-Win scenario, we hope you'll agree.

How tired do you reckon you'll be after a day like that then?

We're looking for at least ten volunteers (and I'm in!). All you have to do to enter is let me know, either by email [vonjenk@ntlworld.com](mailto:vonjenk@ntlworld.com) or at the meetings, and I'll sort out the necessary sponsorship bits and pieces before the event takes place.

Welcome to our mad little world. Welcome to the hardest gaming day of your life. Welcome to The Marathon of Glebe, you're not getting out awake...

**Nick Jenkin**

#### Rules of Engagement:

Each player will need an army that conforms to the rules below:

- Armies are no more than 400 points.
- You must have one Troop choice.
- You may have one HQ choices, but no more than one.
- You may spend remaining points from anywhere in the Codex.
- No model can have more than 2 Wounds.
- No Special Characters.
- No 2+ saves.
- No vehicles with a total Armour value greater than 33. This is calculated by adding the Front, Side and Rear armour numbers (only count the Side once).
- All models must be WYSIWYG - "What you see is what you get."
- All models must be painted and based.



Pay attention folk, SMS are planning another big Gamesday game this year along the lines of KROOT back in 2002 (although perhaps slightly more

sensible). Anyway, brothers Offen-James, Driver, Waple and White are on the case so keep your eyes open for the progress reports as they come.

*"The path to becoming a full Battle Brother in the Space Wolf chapter is a long one. The questioning, feasting, bleeding, and returning are*

*just the start of their journey. As the physical transformation into a Space Marine is completed, the aspirants must under go one final trial before joining the ranks of the legion. Bravery, Stealth, Cunning, and Strength are all tested, and only those deemed to be worthy are finally accepted as true brothers."*

3RD OCTOBER 2004

## THE FINAL TRIALS

Hi all, this is a bit of a new column here to keep you good folk abreast with all the little projects going on at the club.

So watch out, there's INCOMING...



If all goes to plan, our first ever 'big' tournament, A Small Matter of Honour will be ready to run not to long after you read this column (actually, the tournament booklets are being sent out as I'm writing this). Fourteen tables of wargaming goodness will be filling Church Cottage, the big hall just outside our normal haunt, providing competitors with a range of environments to fight over, from snow blown tundra to streaming jungle, from war-torn cities to ancient forgotten temples. And of course hidden amongst these will be a host of

special rules designed to make certain boards even more entertaining.

The three games of the day will test the player's ability to adapt to unpredictable deployment, capture and keep objectives, and finally their ability to simply slaughter the competition. And then you're not busy scraping it out on the battlefield, there will also be a host of drinks and snacks (read: bacon rolls) available as well so you can re-fuel before getting stuck back in. All in all it should be a really fun day!

If you want to sign up and haven't done so already, please see either myself, Nick Jenkin or Money Muppet. Entry is £10 and

8TH MAY

## A SMALL MATTER OF HONOUR

you'll need a 1750 point Warhammer 40000 army. Tactical expertise is purely optional.

**Richard Kerry**  
**Major Muppet**

Over the last weekend (that being Easter, just after most of the Newsletter was finished), Paul 'Money Muppet' Russell, sent in an article detailing the huge scenery construction operation we've just started (and will hopefully finish in time). Anyway, look out for "Light, Industrial, Magic Part Two" next time, of course along with a few write ups of the actual event...

At the far edge of the galaxy, St Michael orbits an ancient star. Eons before mankind ever walked upon its shores, the world was the maiden world of Hasjirath to the Eldar. A place of lush forests, majestic mountains and home to many wondrous creatures. But even before the Eldar found this place, older, darker creatures claimed the world. Some even claim that life in this place predated the creation of St Michael. Such myths and tales are left for madmen and forgotten scholars.



As of the 41st millennium of man, St Michael is a world at the edge of the Imperium within the Einios sub-sector. It is home to rogue traders, mercenaries and crusaders. Governed from the capital city of Benson, St Michael is only lightly developed having but a few sizable cities and being largely given over to agriculture. The world is also home to some of the crusading armies of the Adpetus Astartes, who use it as a base to stretch forth the Emperor's light into the great dark.

At the edge of stars there lies other dangers, the planet must frequently fight off raiders, pirates, and worse. However to date, no one has ever landed in force but who knows what wonders might be smuggled into this traders' paradise? And who

Please note: any non-competing muppets are also welcome to visit the event and generally be nosy, but please 'check in' when you arrive so that we know you're there.



### Tournament Details 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 an 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, 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.*

## A TALE OF TWO ARMIES...

### THE AXIS SWITCH...

#### The Serpents of Ferrius

The idea was simple enough. Write up a Battle Report including two of the club regulars using their 2003 tournament armies. Easy. Actually, too easy. You see, its simple enough for us to talk about an army we've been using for the past year and already know inside out, so how about a slightly different challenge?

Still wanting to do a fairly straight battle report, Mr Jenkin hit across a mad idea: use every other's tournament army! Great, so I'd be using the Serpents of Ferrius then, Nick's Iron Warriors.

But at least I knew what I'd be facing; my very own Rath-Torhan Strike Force would be on the opposite side of the table. They had defeated the Serpents once before, claimed the second prize at Attack 2003, and achieved a respectable 5<sup>th</sup> place at Starsmash back in September. With one exception, they had always won against any Marine or Chaos Marine opponent, mainly through the application of sheer firepower. Based on this alone, they had to be the favourites. With Nick in charge I was going to have a real fight on my hands. This wasn't going to be easy.



be bringing to the party. Nick's Serpents of Ferris have had quite a distinguished season this year. Although no one from the club got up to the Grand Tournament (life getting in the way of wargaming as it does), the Serpents have claimed a few laurels this year, not least amongst them helping Nick to claim the crown of our own league. So what was there? Well, the first thing that struck me as I looked through the list was the number of Chaos Space Marines in it. Forty foot soldiers as far as I'm concerned is fairly respectable, especially when they were of this calibre (my Death Guard army only numbers around 28). So lots of infantry, that was good. What else? Tanks! Yep, being a true Iron Warrior Nick had included a few tanks. A couple of Rhinos for his two assault squads, plus a Predator, and of course a Basilisk.

Looking at the details, there was a lot of anti-vehicle firepower in this army. There were three lascannons on foot, plus two more on the Predator, as well as the really big gun. Great, but I knew the Strike Force rushing towards my lines was not going to be fielding grav tanks so they were a bit of a waste. So what's the plan? Umm, err, ermm, not too sure. The indirect fire capability of the Basilisk could be useful, however those pixies were going to be closing really fast, and my range guessing isn't great, so before the battle I had already decided it would be out in the open, and at the very least it would be a high priority target. Any tactics were going to largely depend on how much Nick actually deployed. If he decided to keep his forces safe and in the webway, I could use the first turns to reposition the Rhinos, gain ground and perhaps split up the

incoming assault, or at least be in good position to launch my own counter-attack. However, if he deployed his big guns to begin with (which I would do in his position), we would have a problem. There was no way that Serpents would be able to counter his D-cannons if they were deployed out of sight, and with those covering his approach, the Seer Council could easily dump the wraithgate in the middle of the table, ready to annihilate anything that the invaders could see when they finally turned up. Actually, that would be the key to winning the battle, anticipating where the wraithgate would be switched on, and then avoiding the trap as it was strung.

Both of these armies are big on firepower, this was going to be messy.

**Richard Kerry**  
**New Iron Muppet**

#### The Eldar

'Twas the night before battle and not a creature was stirring, not even an Eldar. In the boot camp of the mighty pointy-heads the general was the only creature that showed any signs of life; agitation would best describe his actions. For tomorrow he would lead his Eldar warriors into battle against the Iron Warriors. Normally this would not faze him except for two minor points; he had never commanded Eldar before and the Iron Warriors in question were the Serpents of Ferrius - his normal army! He was going to have to fight his own men.

You see, this is what happens when two muppets collide; ideas get bounced around and, hey presto, up pops one about fighting a Pitched Battle using our tournament armies but with a twist; you fight against your



Welcome Fight Fans!!!!

This has to be the fight of the decade. Ancient grudges again bring powerful forces against each other....

...only this time they are a bit confused!

Richard and The Nikron show us the gaming version of wife-swapping as they take control of each other's armies.

Richards leads off with his take on the battle..



The Serpents of Ferris in all their evil glory

Knowing I'd be facing Vypers, D-Cannons, Banshees, and lots of Guardians, my first task was to look at what I'd



The almost tournament winning, Rath-Torhan Strike Force, Nick's eldar army for the day

own army!

So here I am preparing for a battle against my own Iron Warriors using an Eldar army that I know very little about. I think it's time to concentrate on a plan. A note about my opponent; whatever else happens this is going to be fun and I will require a good plan to beat Richard. He's one of the best players I've had the pleasure to play against and will always go out of his way to ensure you have a good time, even when you're being slaughtered! So, I need a cunning plan then. An interesting point is that I know exactly what I'm facing and, frankly, it's scary. The important thing to remember about Iron Warriors is that in order to hurt you they need to stand still and have multiple targets, this means that capturing table quarters is very difficult for them; so my plan must take account of that. There are also two units very capable of counter-attacking me and those pesky Obliterators which, I feel, will probably hide behind the infantry pelting me with whatever weapon they want. Ow. So what of my own force? The beauty of the Strike Force is it's not all on the board at the beginning of the battle and so his firepower is wasted whilst few targets are available. However, I will need to get close to him before deploying the Wraithgate as a lot of my

units need close range to work (i.e. Banshees, Storm Guardians, D-Cannons etc) and I want to ensure that the Basilisk cannot target my Wraithgate indirectly or directly, if possible.

I will need to take out the two rhino based squads quickly and efficiently if possible to restrict his manoeuvrability. My best means of doing this involve either star cannons or bright lances and, if that fails, my Seer Council will have to do it. So this means that my Vypers and War Walker have their targets already planned; take out Rhinos, Basilisk and Predator (mutated hull will have a limited effect in this battle!). D-Cannons will be interesting but are not going to be easy to get off; so my plan involves setting them up to the rear of the Wraithgate and sniping.

So, my plan is simple. Start with the Seer Council as far forward as possible. Support them with the Rangers and the Vypers to help pick off as many units as possible at the beginning of the battle. Everything else to come on through the Wraithgate and assault whatever line of defence is in front of me; whilst always remembering the mission parameters. Oh and ensure everything is as hidden as possible on turn one...

**Nick Jenkin**  
**New Pointy-Ear Muppet**



**Deployment**

It seemed only fitting that we used one of the two Grand Tournament scenarios for this battle report. Pitched Battle? Nope, Escalating Engagement looks good said Nick. Fair enough, so only part of my army would be starting on the table<sup>1</sup> then, and because that wasn't easy enough, every unit would be arriving on the random part of the table edge, except anything coming through Nick's wraithgate of course. Umm, challenging...

In fairness this could have gone a lot worse, but to begin with we had our Havocs and the assaulty squad (i.e. the Iron Warriors with pistols). So no Basilisk then, DAMN IT.



The guys in charge... the Seer Council

*"...those Obliterators can Deep Strike can't they."*  
*A plan begins to form*



Initial deployment, a rhino, five havocs, four seers, and three rangers...

However Nick made the mistake of pointing out that the rhino mounted champion had been equipped with a teleport homer and a faint plan formed in my mind, umm, those Obliterators can Deep Strike can't they. Opposite me was the Seer Council (like they weren't going to start on the table) and a unit of rangers, all tucked up on my left on the board. The Havocs

**Note:**  
**1.** In Escalating Engagement, units can only be deployed when a six is rolled for them first before the game.

*"No casualties!"*

conveniently deployed on the hill in front of the elder, but the other squad arrived on the right. Perhaps we should have issued them a compass.

So the day dawned bright and we began the Escalating Engagement. First up were my units that were not to be held in reserve rolled to see who could turn up; the Seer Council have to (it's a Wraithgate thing) and only my Rangers decided to join them. The Vypers were having a nice rest and stayed with the rest of the Strike Force.

We were faced with Havocs and the Rhino combat squad. Not nice. I placed the Seer Council off to my right-hand side so that I could get them around the hill as early as possible and away from his Havocs. The Rangers went down beside them to help protect their flank.

This was mistake #1.



So much for the rangers. Lunch in turn two for the Iron Warriors assault squad

### Turn One

Well chaps, we won the roll off. The choice to take the first turn was easy. The Seer Council was in the open, the Rangers could see my Havocs, and with no bonus victory points for capturing ground, Nick's Vipers would not be able to win the game by blasting across the board on the last turn. Despite there being very little on the board, my plan was really straight forward, win by annihilating the eldar as they arrived on the table.

The first target would be the Seer Council. If I forced Nick to drop the wraithgate in the wrong place and early, I



could pick off targets as they arrived. As the Seer Council were vulnerable they were target number one. All the Havocs opened up and, a single Warlock dropped. Umm, could have done better methinks.

Elsewhere, one temporarily invulnerable rhino moved up towards the Rangers across open ground.

My Seer Council moved forwards towards the hill and then fleet of footed; we were now far away from the rhino squad but still within range of the Havocs. The Rangers opened up on the Havocs but failed to wound. Damn. That means they'll be charged by the Rhino squad probably.

A quiet first turn and, just then, we remembered about Fortune.... Oops, too late.

### Turn Two

No casualties!

Although considering how much Nick had on the table this wasn't surprising. The Havocs managed to inflict no more kills against the Seer Council which now was re-rolling its invulnerable saves, but moving into the centre of the battlefield, our assault specialists managed to be in easy range on the Rangers. The combat was brutal and very swift. One down.

Oh, and a single unit of Chaos Space Marines turned up, on the wrong side of the board. Umm, compass...



Hmm, well that's the Rangers out of the way and one Warlock bitten the dust. Must remember Fortune.

This turn we were going to have to drop the Wraithgate or those Havocs were just going to keep chewing us up, plus we had a rhino based squad easily within range if we waited too long. The Reserve rolls were superb with everything except the Bright-Lance Vyper and the Storm Guardian flamer unit becoming available (even with a re-roll!). Cool. Lots of toys next turn.

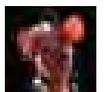
Not a lot to do so we tried Mind War against a Havoc. It failed. Failed?! Forgot to put the batteries in our brain this morning then did we? Good grief.

A quiet second turn then and then we remembered about Fortune.... Oops, too late.

AGAIN!

### Turn Three

Much to my surprise Nick had dropped the wraithgate so I knew his pay back was just around the corner. Turn Three was going to be very messy for me. But still, we got some reserves. Unfortunately the Basilisk which we wanted on the far right of the battlefield arrived on the left, well within minimum range of the wraithgate; and the other Chaos Space Marine squad did appear on the right, just behind their friend. Umm, this was getting annoying.



The Iron Warriors eye up another target...

At least the Predator appearing in the right place and along with the few Havocs that had line of sight let lose everything at the poor defenceless Seer Council. When the dust settled all of the aliens were still there. Buzzer. In the middle, my assault squad which had done such unpleasant things to the Rangers the turn before spotted the wraithgate and figured something fairly nasty was about to arrive, and then swiftly hid behind a rock.

Rhino based squad. I decided to leave the Obliterators alone at this stage as they are slower and hadn't all arrived yet. The War Walker destroyed the Basilisk with the Star Cannon. Wahoo! However, that was the high-point of this shooting phase as everything else went wrong ☹ The two Vyper Star Cannons opened up on the Havocs but only managed to kill two. Two?! With BS4!!!! Good grief. Didn't even scratch the Pred. And to top it all off the

morphed into walking autocannons. Four hits followed by four ones and err, nothing. Next target was the Howling Banshees. In his haste to get them in the fray, Nick had left them exposed and in front of the Havocs, including one with a heavy bolter. Soon, most of that squad were gone. The War Walker that destroyed the Basilisk was stunned, and best of all, the one Viper that hadn't moved over 6" was blown to pieces, taking a lot of eldar guardians with him in the process. Together with the bolt pistols from the assault squad, the remaining eldar took their starcannon back into the webway, closely followed by the Banshees.

*"...that was the high-point of this shooting phase as everything else went wrong"*



Pouring out of the wraithgate, the eldar were looking for some payback

With so much Iron Warrior stuff on the table and right in front of me, except those nice troop units that were occupying the far side, my deployment from the Wraithgate was now going to be vital. I could not afford to get in my own way but with so much stuff to put down I had some careful planning to do.



The important thing was going to be taking out the Basilisk, that template with direct fire was going to seriously hurt. I set up now with the Banshees and Storm Guardians out front to, hopefully, fleet of foot and get within striking distance of any surviving Havocs.

The Bright Lances were ready for the Basilisk and the Predator and I had enough Star Cannons to be able to target the Havocs and the

Banshees fleet of footed a whole Inch. I'm scared now as I think everything is about to go horribly wrong against my crammed in army.

**Turn Four**

Time to get out from behind the sofa. Actually, I was rather surprised how well I managed to survive the onslaught. In particular the remaining members of the Havoc squad were all extremely surprised to still be alive. However, despite the Obliterators turning up in the right place (i.e., where the battle was), things didn't look too rosy. The Basilisk was gone before I could even use the big gun and there were an awful lot of eldar in a fairly small area of the battlefield.



First target was the front Viper. Two Obliterators

So let's just catalogue what happened there shall we?



- Bright-Lance Vyper = Dead.
- War Walker = Stunned
- Banshees = Dead
- Guardians = Dead/Running
- Guardians = Dead/Running
- Deary, deary me.

So with what's left we need a new plan. The D-Cannons can do a lot of damage so I'll protect those.

The Seer Council may as well go charging after the Predator as my Bright Lances are now out of the game. The Star Cannons need to target the Rhino squad and deplete their numbers as quickly as possible. Oh and I need to kill off the Havocs.

The D-Cannons launched and, er, missed. Damn. Going well today.

The Guardian flamers and star cannon managed to kill all of two marines. Not enough. Oh, and the Havocs were finally silenced.

Time to pray again.



The Iron Warriors assault squad chewing up their next victims, but these Storm Guardians weren't shifting!



One Farseer holding up the horde, but in the end, the battle had already been lost

*"Plan B, Lads!"*

### Turn Five

First things first, reserves rolls, and no, the boss still couldn't find the battle. Things were moving faster now. Nick's entire army was on the board however



despite a lot of shooting very little was actually dying. To make matters worse, the Seer Council was heading towards the Predator. But on the plus side, the Vipers were now in line of sight of the two lascannons the two other Iron Warrior squads had brought. One crashed and burned, and the other developed a fatal problem with its starcannon. Further up the battlefield, one unsupported assault squad charged into the big Storm Guardian, and pulled out a draw which was a little disappointing, but they'd have them next turn!

So my Seer Council can make Fortune Saves then?



Although we seem to be insisting on failing the first save each time. Couple of leadership tests then. Oh look my fusion gun Guardian is running away, just when I needed him. The Seer

Council refuse to run – thankfully – so now it's time to hit that Predator!

I was intending to charge the Rhino squad so I moved up every Guardian I could to get within range. Then the D-Cannons let loose at their Rhino and managed to scatter; smack onto the Vyper ☹ and bang went the Star Cannon! Oh how we laughed.... Even better of course was that the Vyper hadn't even fired at that point. So that was shooting done; combat could only be better. Couldn't it?

We charged into the Rhino squad with every available Guardian and killed all the marines. Nice. The Seer Council hit the Predator and presented the driver and gunner with their spears; through the chassis of the tank. Bang went the vehicle. Hurrah went the remaining Eldar.

However, things are still looking bleak, especially with the fact that my Farseer is about to be charged by his Lord and Obliterators.

### Turn Six

Ah, the assault squad didn't fare so well in the second round combat and were now pushing up daisies. That was going to be a problem. But at least the boss had arrived, and quite close to the action, the remaining Seer Council in front of the smoking wreck of my Predator were about to face the wraith of most of my combat power.

With the assault squad gone, there was nothing I could do



further up the battlefield, apart from tank shock the guardians who had finished them off. In keeping with the rest of Nick's leadership rolls, the unit ran!

After trimming the Seer Council back to just one farseer, my command squad and one of the Obliterators charged in to finish him off. However, despite causing four wounds, and farseer was saved by his rune armour. And we won't even mention the Obliterator's contribution (double one to hit didn't help).

How on earth did my Farseer survive that? ☺ Gotta love Fortune and the fact his Lord did what he usually does and failed spectacularly in combat. Cool.



So, what's left then. Well the D-Cannons could probably hit the Obliterators from here so I'll try that. The Vyper was now useless so I decided to keep him around for some points. Oh and the Farseer now needs to survive two rounds of combat on his own, to prevent a huge number of points going to the Iron Warriors.

The D-Cannons open up and scatter onto the combat – suddenly two Chosen are dead. That's a result. Could have done with the Lord copping it as well but at least we didn't kill our own Commander.

And the Farseer survived the combat! All hail the Fortune re-roll!!! How on earth he survived five attacks from the Lord, seven from the Chosen and two from Tiger I haven't a clue. But he did.

### Eldar Epilogue – "Plan B, Lads!"

Well that was different. I enjoyed seeing how good the Iron Warriors are and how badly the Eldar can shoot ☺

We were left with the Farseer, War Walker, D-Cannons, Defender Squad and a damaged Vyper. About 500 points. Good Grief.

To be fair it was fairly tight and with a bit more luck on the turn we came screaming out of the Wraithgate, we'd have been in a much stronger position. I need to work a bit more on tactics with the Eldar, and particularly the Strike Force. I think it's one of the hardest armies to use but very rewarding when something actually works.

Can't believe that we couldn't shoot straight, blew off our own gun and managed to run away from a Rhino. Some very peculiar happenings there. Very strange indeed.

Meanwhile, thanks to Richard for making this a fun day out and to Ruth for providing the Jelly Babies. Now where's that Eldar Codex ....

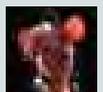
**Nick Jenkin**  
New Pointy-Ear Muppet



### Conclusion

We won! Okay, that perhaps wasn't too surprising considering Nick's lousy luck and the fact he was trying to come to grips with a very complex army that works very differently from most armies. However his very gutsy decision to move the wraithgate as close to me as possible very nearly carried the battle for him, however by not charging straight in, I managed to retain the initiative, well most of the time anyway. Damn fine game, and really good fun. Umm, power armour, maybe I should think about doing a marine army...

**Richard Kerry**  
New Iron Muppet



# “SQUATS! YEAH SQUATS!”

I know it doesn't conjure up stirring images of the Imperium's finest about to teach the Xenos a thing or two! Buuuuuuuut those of you who remember the Squat homeworlds, or Holds, will be having a think back to the days when the Squats supported the Imperium..... well most of the time, when they weren't fighting Orks. After coming back into the fold of the GW gaming thang, I was a little surprised to learn that the Squats had been wiped out! Some say by Tyranids, some say that the Chaos incursion was the main culprit, either way it means my lovely little hairy fellas didn't get a run out anymore.

Well a couple of months ago and a few White Dwarf's I read an article about putting some history behind your armies, I also read about using the older styles of figures, not just the shiny ones! So materialized my new Guard Army, which would allow me to use the little chaps....hurrah!

First off I thought about the history, what if a planet of the Imperiums had developed strong ties with a Squat Homeworld, so strong that both races lived on each others planets, so when the Homeworld was overrun their

was a large contingent of very angry Squats left on the Human world which by necessity had to be evacuated. Both worlds would have low Gravity, hence the Squats, while the Human one only slightly resulting in me getting to use my Catachans as special close assault squads.

The box shows what my army would look like.

This isn't by any means finished, however it is taking shape fast, I am using my Mordians, Praetorians and some Cadians, along with my Catachans to form the basis for the Guard, while only adding some support units from the Squats. I have Living Ancestors, Exo Armoured Squats and the like to build in yet, but I figured that as long as they mirror the existing Guard specs this wouldn't be an

My Army would look something like this;

- HQ – Squat Warlord (Imp. GD. Colonel) + Commissar
- HQ – Imperial Guard Colonel or Capt. (Squat Commander)
- Hvy Supp. – Leman Russ.
- Hvy Supp. – Squat Hvy Wpns team.
- Troops – Imp.Gd. Command Platoon including 1 Hvy Wpn team. + Commissar.
- Troops- Squat Squad including assault weapons
- Troops – Imperial Guard Squad
- Troops - Imperial Guard Squad
- Fast Attack – Squat Bikers, (Rough Riders)
- Fast Attack – Sentinel Squadron.
- Elites – Ogryn
- Elites – Ratlings

**Doctrines**

- Xeno Fighter – Ork.
- Hardened Veterans
- Ogryn
- Ratling
- Rough Riders.

issue.  
If anyone has any ideas, such as using Squat Exo-Armoured guys as terminators etc. Please let me know, it will all help. Let me know and happy gaming.

**Mark Freeth**  
**Short Muppet**



Mark's pining for the old days... go squats, go squats...

WARHAMMER 40,000 XENO BIOLOGY 101:

## SQUATS

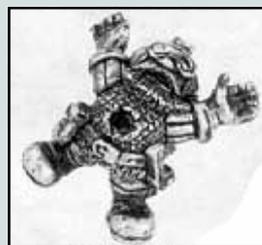
We, at the Ministry of Information are painfully aware that some of you may be unaware just what a squat is, especially considering their absence in later books referring to the xenos at large in the galaxy.

The 'squats' or space dwarfs, are (or more precisely were) an highly independent race of short but sturdy abhumans descended originally for those peoples who settled high-gravity worlds during the Age of Strife.

The squats mainly settled a group of worlds which they called the 'Homeworlds', each one home to a squat Stronghold. These Homeworlds only grudgingly accepted the Imperium's rule as they had found themselves vulnerable to both Orks and Eldar Pirates (in particular Squat really hate Orks).

Nothing has been heard of the Homeworlds in recent years leading to rumours that the entire region of Squat influence has falling victim to a tyranid hivefleet.

This race should not be confused with 'Chaos Squats' of which the less said the better.



*Nothing has been heard of the Homeworlds in recent years*



In the time honoured tradition of 'The Matrix', this sequel article is to bring everyone up to date with my process with the First Naval Cadre.

But watch out because next month there'll be another article about my little blue friends. I know. I've already written it.

## LAND, AIR, AND SEA

### PART 2

This time last year, I started working on my Tau army. Well, twelve months later how far have I got? Umm, well not as far as I had hoped. Considering they were going to be my 2003 tournament army and they were going to be going to the Grand Tournament, progress on the First Naval Cadre of Dal'yth has been slow to say the least.

However all is not yet lost, considering I was getting married in February and the Grand Tournament Final was the weekend afterwards, I

fast approaching, 2003 was the year my Rath-Torhan Strike Force, a variant of my normal eldar, got to play. Unfortunately that army needed a few things adding to it (such as a few Vipers, Seers, and a shiny new War Walker), all of which put the Tau project on hold for a little while.

So that was the state of things until about November last year, when after finishing my Blood Angels Gothic Fleet, I was invited to an event in Nottingham that would be using the 40K in

40 minutes rules<sup>1</sup>. So I decided to have another look at my Tau. At this point I could already field a reasonable army having finished the four main infantry units (including

two Pathfinder squads, complete with transports), but to actually have a



competitive army I was going to need some more firepower. Ah ha I thought, Battlesuits!

In the original plan, Battlesuits really didn't feature at all, however looking at the opponents I was likely to face in a tournament setting, my Tau were missing a couple of things: low AP weapons, and long range assault weapons. The two ideal weapon systems to plug this hole in my arsenal, plasma rifles and missile pods, were only available to one type of troop: the Crisis XV8 Battlesuit. This would give me a good medium range weapons platform capable of wearing down the opposition as they bore down on the rest of my forces, and together with the Pathfinders I had already finished, I could markerlight a target and use the Battlesuits to blast it to little tiny pieces.<sup>2</sup>

This pattern would do for the bulk of my battlesuits, however there were two other requirements I had of them. Firstly, the elimination of horde troops. I had learnt to my cost at Starsmash that horde armies are incredibly hard to beat. Up until a couple of years ago my eldar were specialised towards this, however after facing a few very hard, elite, tournament armies that changed. Whilst they did have the tools to take on hordes, a number of tactical mistakes on my part against an Imperial Guard horde army<sup>3</sup> lead to them being largely overrun. This problem would be even more acute with the Tau, so one of the battlesuits swapped his plasma rifle for a flamer just to give me a bit of flexibility should that situation arise again.



The First Naval Cadre at 1500 points

decided not to take the Tau to that little soirée. So with the Eye of Terror campaign

Shas'O Dal'yth Por'va M'yen studied the foe across the link. The gue'la had told him the eldar would strike here but he had been reluctant to believe them. Commander Por'va considered the massive gue'la warriors accompanying his own strike force.

He was unsure what would become of his Fire Warriors if the mont'au fully consumed these Blood Angels. He shuddered, however Aun Tsua'm was confident that this alliance was necessary.

"These eldar must be broken if they are to accept their part in the Greater Good."

But Por'va was unsure. He had seen the reports from a hundred tau'cyr before. These were the same eldar that had fallen upon Ke'Lshan, virtually annihilating the Polar-Storm and Sun-Spot Cadres. He knew the Sun-Storm Cadre formed after the massacre on Ke'Lshan still wished revenge.

The battle was going well. Although Shas'ui Mesme had failed to eliminate much of the eldar force, they were contained. And then the gue'la warriors struck. Commander Por'va was shocked by the sheer brutality of their assault. Through Shas'ui Mesme's eyes he could see the slaughter on the far off battlefield. Next to him, he was sure Aun Tsua'm let a smile slip through his normally icy expression.

"These Space Marines are most efficient are they not?"

Por'va did not answer. Yes, the Gue'la's elite were efficient and highly effective killers, but he knew that one day he might have to face them. Even if it would be for the Greater Good, this prospect did not fill him with joy.

Then something brought him back from his distraction. The command centre began to shake for a split second and then the eldar were simply gone.

The Ethereal spoke softly, "So that is their answer. So be it."

Aun'O T'au Tsua'm flicked though the report front of him. The sensor drone logs had confirmed it. This world was not merely another Gue'la outpost on the edge of Tau space, it was an artefact world. One of only a handful of systems in this region of space of its kind. A world that once supported a now long dead alien race.

Tsua'm had already ordered three air caste fighters to fly over the target. The Gue'la knew exactly what was located on that remote continent and they were afraid of it, fearful of the 'spirits' that rested there. But Tsua'm had an entire hunter cadre at his disposal, the First Naval Cadre of Dal'yth Prime no less. This little investigation should pose no risk he thought. Simply.

The Aun's concentration was broken as Fire Caste Commander of the First, Shas'O Dal'yth Por'va M'yen entered the room. Tsua'm sensed the Commander's displeasure immediately, barely registering that he actually 'tasted' the warrior's emotions. Por'va had changed since their last encounter with the Gue'la. At the height of the battle he had become separated from the bulk of the cadre and cut down by female warriors as he tried to make time for the rest of them to escape. Later a small Kill-team located his faint life-signs and bought him back, but Por'va had been badly injured.

The barely healed flesh around half a dozen new bionic implants highlighted exactly how near to death the Commander had been. Tsua'm wondered if those implants had deepened the psychosis associated with extended battlesuit operations. Yes he thought, he would have to pay closer attention to Shas'o Por'va.

"Aun." The Commander formally addressed Tsua'm. "It's confirmed. All three aircraft were shot down by an unidentified energy weapon as they crossed the target zone."

Tsua'm had not expected this but the mission was too important to abandon now. "Prepare your Cadre Commander. We must retrieve those pilots. For the greater good of us all."

Por'va nodded in agreement, he certainly didn't want to leave them to their doom, even pilots of the air caste had their role to fill. "For the greater good."

The second requirement was a little bit of terror. As they can deep strike, battlesuits in theory make supremely effective vehicle hunters, especially if armed with a fusion blaster (basically a meltagun). A commander equipped in this fashion would be a very nasty surprise in anyone goes the other way and has a vehicle heavy force, oh, and did I mention he's got BS5?

Thank you very much, I think we'll have some of that.

So that was some of the nastiest stuff in my army finished. However there was still more to do. The original idea of having to Pathfinder squads was to use them as spotters for Seeker missiles. However, as their own Devilfish would be near the frontline, that was not an obvious place to mount them. With two Hammerhead tanks planned further down the line I decided to spread the risk a little, and put a full rack of four missiles on my Firewarriors' Devilfish. Together with those two Hammerheads<sup>4</sup>, the Tau could command a very respectable amount of firepower, even without my Commander and his friends.

Minus just those two Hammerheads, 1200 points of my tournament army faced their first test against Nathan's Imperial Guard. As Mr White had been playing with his codex, I was facing an all infantry force and was consequently heavily outnumbered. This little training battle proved to me the value of testing different tactics and strategies, and guess what? The plan worked. With virtually all the army mounted or equipped with a jet pack, the First proved to be surprisingly mobile; an element essential to the target, mark, and eliminate stratagem I had originally worked out last year. In fairness, it was a friendly battle<sup>5</sup> and my first turn of shooting was awesome, but still this boosted my ego using what everyone else considers to be a weak army.

After Nathan, the First faced off against Mr Jenkin's Sisters (where we did well), and then against John Barter's Sisters (where we did ok), and most recently against Nick Necrons (where we did badly). Not a bad start overall, but I think long term as I learn to use the army

there will be some changes in store for the Cadre.

**Richard Kerry  
Blue Muppet**

*No expansion without equilibrium.*

*No conquest without control.*

*Shas'O T'au Shi'ur*

++intercepted communication: Tau origin: decrypt and translate++

Aun'o, we have found the race the Gue'la call the Necrons as you predicted. The Cadre has taken heavy casualties and only one of the survey crystals was retrieved. Extraction has proceeded.

Reinforcements requested.

A single alien package has been obtained.

++message ends++

**Notes:**

1. The 40K in 40 minutes rules are really good at focusing the mind and creating a base for a larger army. Without them, my Tau would not have seen any action for another six months at last.
2. So goes the theory. In practice in their first ever game the pathfinders lit targets, and the Battlesuits either missed or forgot to load the ammo. Virtually all of my 400 point force opened up on a Viper in their debut game, and err, did nothing. Not good. I have since discovered that my mistake here was using the normal 'tau' dice. Since then a set of nice blood red die have defected to the greater good and the marklighters seem to be working again. Well, sort of.
3. Going for the flanking unit and not the main force with the Storm Guardians who had lots of flamers effectively cost me the battle. I remembered to use them properly in the following game against Mark Freeth and they were extremely effective. Err, sorry mate.
4. With two independent burst cannons each, plus their main gun, each of the Hammerheads is capable of clearing multiple targets of all sizes and at all ranges. Very nasty.
5. By his own admission Nathan only plays for fun and to make really cool, really BIG models.



Since joining the club early in the year, Ian, our resident Blood Bowl expert has taken on the task of running our Blood Bowl league. So, here are the Glebeburg league rules and a little bit about the Horny Beasts, the current league leaders...

## THE HORNY BEASTS

IN THE BEGINNING...

Karvaz stared into the fire, watching the sparks rise into the cloudless night sky. He drew his feathered cloak closer around his body, trying to keep out the chill that crept in with each sunset this high in the mountains. A movement caught his eye, beyond the flickering flames. He looked up, irritated, as one of the ram-headed beastmen from his retinue twitched in his sleep, dreaming.

"Tell me again of this place where warriors fight on a sacred field of combat, kicking an inflated pig for the pleasure of the gods, watched over by holy men wearing skins of black and white."

As Karvaz spoke, the stranger slowly raised his head to stare at him. Fiery eyes glowed inside a black helm as he spoke in a voice like breaking rocks. Karvaz felt a muscle in his cheek begin to twitch involuntarily, and resisted the urge to shiver.

"They call it Blood Bowl. Eleven face eleven, for that is the sacred number. Those who find victory will find rewards offered with every step. Your name will be hailed from a thousand lips, your glory will be eternal. You will travel countless leagues and leave great sorrow in your path. The fiercest warriors from every land shall tremble in fear at your approach."

The sorcerer steeped his fingers, mulling over the strangers words. Glory – a bit of glory would be nice. He had had precious little of that this season gone, as his warband roamed the land around Kislev in search of loot and pillage. Unfortunately, most of the villages they had decided to plunder had been devoid of anything but a few feeble villagers and a handful of mouldy turnips. It was time to move on. This 'Blood Bowl' business sounded like a prime opportunity.

"Tell me, O scary one, how does one find the field of

battle for this conflict?"

"There are many orcs and rat-kind in these mountains who will provide sufficient sport. They are very keen you know."

Skaven. Karvaz hated skaven. He wasn't too fond of orcs either, for that matter. His mind was set. All he needed now was permission from the being upstairs. He raised his clawed hands to the night sky.

"I beseech the O Tzeentch, Changer of all things, give me a sign that I shall know the path to tread. Is the Bowl of Blood pleasing to you?"

In the darkness an owl hooted. Nine crows took flight from a distant tree, flying across a crescent moon. To his left a two-headed vulture flapped down to pick at a dead rabbit.

"I'll take that as a yes then."

**Ian W  
Commish Muppet**

### Glebeburg League Rules League Commish: Pendrako (Ian W)

- All matches will be played using the Living Rule Book 3.0, including the 2003 Rules Review changes.
- Each coach is allowed one team only. Once per season, at any stage, they may retire their team and enter a new team.
- The best five results from the matches played during the qualifying period count towards league position. These five matches must each be against different opponents. Teams must play at least five matches to be eligible.
- Scoring: +5 points per touchdown scored, -3 points per touchdown conceded, +2 points per casualty inflicted.

- The results of any matches played must be reported to the Commish at the earliest convenient time.
- In any dispute or rules query, the Commish's word is final.

#### Trophies:

- Kermit Kup: 1st Meet in May. The top two teams in the league at the end of the last Meet in April will play for the Kermit Kup. Qualifying period: January to April
- Dungeonbowl: 1st Meet in September. The top two teams in the league at the end of the last Meet in August will play for the Dungeonbowl trophy in a specially prepared dungeon. Qualifying period: May to August
- Muppet Bowl: penultimate

Meet of the year. The top 4 teams at the end of the last Meet in November will go into the playoffs for the coveted Muppet Bowl.

Qualifying period:  
September to November

#### Reminders:

- Only casualties caused by blocking count, for Star Player points, fan factor, and league scoring. Casualties caused by failed dodges, fouls, or by the crowd do not count at all. (except of course to the injured player!)
- The severity of an injury, ie

This year's teams include:

The **Happy Hammerettes**

The **Horny Beasts**

**Klaw's Kritters**

**Davik's Destroyers**

The **Bree Hay-Stackers**

The **Orcland Raiders**

And the **Moria Mincers**

Want to join them?

badly hurt, seriously injured or dead, should be determined at the point the injury is caused, after which the decision to use an apothecary or not can be made.

- Whenever rolling for new skills, don't forget to roll for ageing.
- Star Players can only be freebooted. By paying half their regular cost they will play for your team for one game only.
- Any post-game rolls (skills, fan factor, match winnings) must be made in the presence of another player.

## ABOUT "TIME"

A good while ago I began playing wargames, I'm not going to tell you just how long ago! Suffice to say that it was far enough back for Mick Jagger to be telling us to get out of his cloud. At that time the only figures available were Airfix 20mm and 54mm plastic figures or "Timpo" segmented figures, which were all historical. Well things have come on an amazing amount in the last few years and now you can get a diverse range of figures historical fantasy and Sci-Fi from a host of suppliers and manufacturers. At present we all adhere to the GW range which makes perfect sense as our armies all adhere to the various Codices for 40K and WHFB, however I was wondering the other day about using some of my beloved historical figures in an Imperial Guard army, I mean it seems sensible that the worlds spread out across the galaxies may lose touch with

good old Terra for periods of time, or even that the newly discovered world has a human race that is currently evolving through one of our own ages right now, imagine the good old exploration dudes finding a world with hordes of Romans and barbarians trudging around, perhaps with quite different wild animals trained to use, like large bulls or lizards instead of horses. Personally I like the idea of having a Guard regiment that either mirrors the German Wehrmacht of World War II or perhaps the British of WW I. You could blend in some of the Guard with Lasguns etc. as elite choices, the figures would be quite different, just use the guns as a variety of the weapons on the existing Guard Codex, such as the Rifles as Lasguns for range and strength, sub machine guns as the same, while the Light Machine Guns and heavy tripod mounted ones can

double as Heavy Bolters, flame throwers as.....well flamers and so on! You may even take it as far as to use the halftracks and Tanks from this period as well, it makes for a bit of variety I felt.

If anyone has an interest in seeing these types of figures in the flesh I can recommend the historical wargames shows the likes of SALUTE, COLOURS and WARFARE, all of which have exceptional demonstration and participation games. You will find that they make for an ideal day out, SALUTE <http://www.salute.co.uk/saluteframe.htm> is held at Olympia on the 24/4/04 and is an absolutely great show. Any of these types of wargaming show will provide people with a good range of figures to choose from at very reasonable prices, dare I say it, cheaper than GW. To continue with this theme, there is nothing to stop you mixing the different periods



of history for the different roles on the battlefield. How about a full platoon of German Wehrmacht supported by fast attack in the form of Viking Berserkers or Plains Indian Cavalry, Elites such as Terminators from the Adeptus Astartes, having just rediscovered the world, all against the common foes that infest the cosmos!

Do remember though guys, any of these armies will not be allowed in a GW run Tournament, but should be okay for the likes of Devises and The Spiky Club etc. So get devising, build a good background story and feel for the army and let your imagination flow.

**Mark Freeth**

## FIRST ENCOUNTER

### FIRST NAVAL CADRE VERUS THE ORDER OF THE PIOUS CROSS

O'Por'va had identified the weak point in the gue'la's defence. His commands were quick. Pathfinders' to mark the target, and the Shas'uis would eliminate it. However there was something else on the prowl...

One of the ugly gue'la tanks had been concealed behind one of the many rock pillars jutting up through the desert. With the ease borne of his experience, the Shas'O gently squeezed off missiles from the pod mounted on his back. The primitive vehicle exploded in grand display of flame and light. Umm, perhaps the vehicle contained some particularly volatile propellant. Well, it mattered not now.

These gue'la were different to the others he had encountered before. Better equipped and better armoured. Seeing through a Shas'la fire warrior's eyes elsewhere on the battlefield, he noted that these warriors were even rising again from seeming lethal pulse shots. Such faith was reminiscent of his own belief in the tau'va. Quite impressive these female warriors. And then he spotted them, a unit equipped with some kind of primitive winged jump pack charging into the Pathfinders in front of him. The gue'la darted in and out of combat, avoiding a direct confrontation with practiced ease. Twice he engaged the gue'la warriors personally

and twice they withdrew before charging in once again. He felt rather than heard the Aun's orders. Behind him two Devilfish transports had broken through the lines and were heading towards their objective. The battlesuits were to hold the line and prevent the approaching gue'la stopping them. Good he thought. In the distance another gue'la tank exploded. Excellent. However the winged warrior females were still causing havoc. O'Por'va saw their leader cut a silvery gash into the Shas'ui's battlesuit, pushing them back. He patched into the suits sensors, and damage was bad but its pilot, Ui'Mesme was still alive. The orders from Aun'O T'msen were quick; pull back, regroup, buy time.

The Tau commander was

impressed by the Aun's grasp of the battlefield situation. He thought like a member of the fire caste, almost. Following the Aun's instructions to the word, the two battlesuits pulled back and then encompassed the remaining winged gue'la in a storm of missiles and plasma. The result was brutally effective. None of the aliens survived the onslaught.

On his sensors, O'Por'va could see the remaining gue'la warriors closing in on their position. A thought ran through his mind; *no conquest without control*. They had done their job, it was time to leave.

**Richard  
Kerry  
Blue  
Muppet**





Nicks Muttering again - I can't quite make out what he's saying as I'm still trying to get the Necron footprints out of my Imperial Guard tunic!



Cheese!!!!

The Rat has let me have my own likkle 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

NECRONS: FAR TOO POWERFUL FOR US REAL GAMERS

### Start Rant

People have been getting on my nerves with their petty attacks on the Necrons recently. It seems that everyone and their dog are picking on these beautiful metallic warriors and it's really getting on my wick.

I'm not going to get into the plus and minus points with the Necrons, and the stupid arguments that people get into, instead I'll focus on just one of the points that people raise again and again: the

fact that a single Necron warrior can take out a Land Raider.

As they point out there is no way that an 18 point trooper should be able to destroy a 250 point tank. However, one point that is nearly always overlooked is that the warrior does not come on his own: he belongs in a squad with a minimum size

of 10; this now makes him worth 180 points.

Did you know that the minimum points tally for a Necron army filling the compulsory requirements for the standard FOC is 460 points. 460! You can buy a Leader, 2x5 man Marine squads and a Land Raider for less than that. Scary isn't it?

What I'm going to do now is run through the statistical odds for 200 points worth of troops from a couple of armies and what the odds are that they'll take out the Land Raider under optimum conditions. Maybe then we'll see whether the Necrons have the best chance or whether there's someone else out there who really deserves the plaudits.

We'll look at Necrons, Space Marines and Dark Eldar. I'm only going to look at shooting attacks and not Hand to Hand. We will also be using just troops; no elites or heavy support. The final point is that we will be assuming the units are at their optimum range for shooting.

### Necron Warriors

11 Warriors = 198 Points.

- Hitting on 3: Glancing on 6: Destroying on 6:
- Range 12" Rapid Fire
- $22 \times (4/6 \times 1/6 \times 1/6) = 11/27$  or 40.7%

### Space Marines

2 x 5 Marines with Lascannon and Meltagun = 200 Points.

- Hitting on 3: Glancing on 6: Destroying on 6:
- Range 6" (Meltaguns with 2D6 AP)
- Hitting on 3: Glancing on 5 (L/C): Destroying on 6:
- $2 * (4/6 \times 1/6 \times 1/6) = 1/27$  or 3.70%
- Hitting on 3: Glancing on 6 (2D6) (melta): Destroying on 6:
- $2 \times (4/6 \times 5/36 \times 1/6) = 5/162$  or 3.09%
- Hitting on 3: Penetrating on 6 (L/C): Destroying on 4, 5 or 6:
- $2 \times (4/6 \times 1/6 \times 3/6) = 1/9$  or 11.11%
- Hitting on 3: Penetrating on 7 (2D6) (melta): Destroying on 4, 5 or 6:
- $2 \times (4/6 \times 21/36 \times 3/6) = 7/18$  or 38.89%
- Total Chance = 56.79%

### Dark Eldar

2 x 10 Warriors with 4 Dark Lances = 200 Points

- Range 36"
- Hitting on 3: Glancing on 4: Destroying on 6:
- $4 \times (4/6 \times 1/6 \times 1/6) = 2/27$  or 7.41%
- Hitting on 3: Penetrating on 4, 5 or 6: Destroying on 4,

5 or 6:

- $4 \times (4/6 \times 3/6 \times 3/6) = 2/3$  or 66.67%
  - Total Chance = 74.08%
- Orks come in at around 4% whilst Imperial Guard are nearer 24%.

This is obviously never going to be fully conclusive as dice have a habit of ignoring statistics; usually where my Dark Eldar are concerned.

For a start I'm assuming that everything is in perfect condition and that marines can get to within 6" etc. I'm also assuming that I remember my probability mathematics but that was a good 20 years ago now...

I also can't include all the races due to space issues and some, especially 'Nids, will have a bit of a problem against LR without any decent guns on their troops. However, I think we can safely say that Necrons have a very good chance of taking out a Land Raider but both the Space Marines and Dark Eldar have a better chance of doing so. So why aren't they picked on then? Eh? Oh it's just that you're joining the bandwagon and picking on the Necrons is it?

Grow up. Smell the roses. It's a real world out here where every army has its strong points and, more importantly, its weak points; all you have to do is find those weak points.

Let me give you some clues if I may. Ignore the Monolith. Ignore the C'Tan. They're there to take your attention. Concentrate on the Necron Units. Force a phase out. Hit them with power weapons in combat. Long range firepower. If you have it then use it and so on.

Even better; play scenarios. It'll open up this whole new world for you against Necrons. They're cuddly.

End Rant. For now.

**Nick Jenkin**

**The Chef (Got Chicken?)**

# THE 'NEW' FUTURE

4TH EDITION WARHAMMER 40,000 RUMOUR CONTROL

Unless, you've not been paying attention, you might have noticed a lot of talk about the next edition of Warhammer 40,000, due out on the 28th August this year! Apart from the new logo being showed off at the Atlanta Gamesday, very little has leaked out from the development studio at GW HQ. However, for those interested here are a selection of rumours doing the rounds at the moment.

- The starter set is going to be cheaper and will only include a basic set of rules. Allegedly, there will be two

versions of the rulebook, the basic one and the deluxe version stuffed full of background material (I know which one I'll be having thank you very much).

- The starter set is also going to have the new style marines plus bugs. Scenery includes a crashed dropship thing.
- Rules:
  - The trial vehicle rules from Chapter Approved 2004 are in, albeit with a few changes. The Rhino rush will be gone, but you'll still be able to

assault from a moving Land Raider.

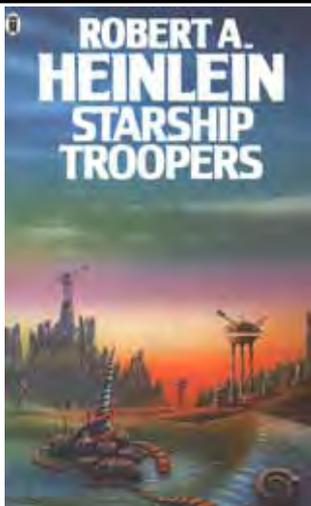
- Rapid Fire is changing to encourage more short range firefights. Allegedly you will now be able to 'rapid fire' on the move.
- The Trial Assault rules are apparently changing a little bit, however it seems certain that models' Pistols and Assault weapons will be able to charge into combat and still get the charging attack.
- Apparently there's also going to be optional rules for throwing grenades.

## • Codexes:

- Codex: Space Marines will be the first 4th Edition Codex out. Apparently there's some quite big changes in store for the Emperor's finest. As a side note, it will also be GW's first full colour Codex.
- And next out is likely to be Orks or Eldar. Apparently all the Codex's from Chaos Space Marines onwards have been designed with 4th Edition in mind so the Design Studio will not be replacing them in the near future.

So there you have it. Looks like its going to be a 40K Autumn this year!

Richard Kerry



We've probably all watched Paul Verhoven's interpretation of **Starship Troopers**. Whilst being a great visual romp, the bugs vs expendable Imperial Guard feel to the movie gives little more than lip service to Robert A. Heinlein's masterpiece of futuristic militarism.

Rather than flak jackets and hand guns, the book takes you to a time where combat technology has advanced to the point where each trooper is encased in formidable armour bristling with weapons. No longer just 'Grunts', these highly trained soldiers have the capability to level cities.

"...I was trying to spot their

## THE HERETICS TOMES

SOME NON-CODEX READING...

*waterworks, a direct hit on it could make the city uninhabitable,"*

Portrayed with a convincing grubbiness, the story manages to maintain an aura of danger which invokes concern from the reader for 'our boys in the thick of it. It seems to me that *Starship Troopers* has been one of the sources of inspiration for the creators of Warhammer 40K over the years. Give the book a try and you'll see Marines in terminator armour as they should be - Deep Striking and Deadly!

*"I had a hand flamer in each hand and was burning them down...."*

In a similar vein, Joe Haldeman's **The Forever War** explores the possibility of war fought across the stars, subject to the law of relativity. Soldiers once asked to lay down their lives now have to leave behind the earth where they grew up. Every mission requires travelling at relativistic speeds to the combat zone which leaves the troops

culture shocked upon returning to a home planet where time has passed at a different rate.

*"I was surprised that they served heroin fixes at the bar"*

As with *Starship Troopers*, it features the training endured by the main character. Training so gruelling and dangerous, that any glamour attached to military service is quickly dispelled, leaving the newly graduated warriors with no illusions about what there are going to face. The eclectic mix of high technology and blood, sweat and tears makes *The Forever War* a highly compelling read.

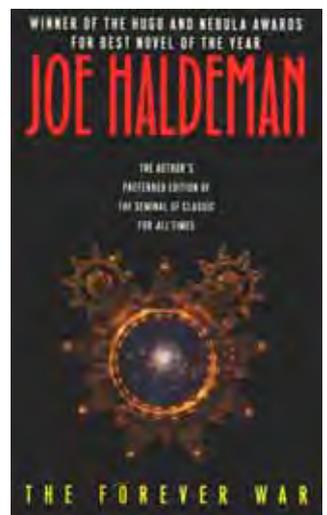
*"I drew my sword and waited. They still outnumbered us by better than three to one"*

Both these book are a must for anyone interested in futuristic wargames.

**Nathan White**  
"Wishes he had power armour" Muppet



Some mumbblings on books from me!





BFG.

I was asked if I'd heard of it and did I fancy a game? Well of course I'd heard of it. Although how you got a game out of the Roald Dahl book was well beyond me.

Oh, it's not the Big Friendly Giant then? Hmm, I did know of another use for the three letters of BFG. This involved a little PC game called Quake II. I'd been playing this since it first came out and I just couldn't quite work out how the BFG weapon from that game fitted into the world of Games Workshop; especially given what BFG actually stands for. You don't know? Oh well, please let me elaborate, it stands for Big [Deleted - Inquisition wuz 'ere] Gun, or something similar.

What's that? It stands for BattleFleet Gothic you say? Spaceships? Hmm. Maybe.

"00100101001011"

"2!"

*A Necron Joke*

**Notes:**

1 - Still not sure how that got through the shopping defences; must have been the sea air.

## FLEETING WITH NECRONS

DO NECRONS DREAM OF ELECTRIC APPLIANCES...

Actually I have this dream of creating a massive campaign that starts in space with BFG, moves down to the planet's surface for huge battles using EPIC and then smaller skirmishes for objectives using 40K. In order to do that it meant having a go at BFG.

Mark or, as he's known to his friends, Mark, organised a friendly get together for a quick trial of the game; I was intrigued and agreed to come along. It's safe to say that no Chaos ships escaped damage during the battle, which was a shame as myself and Mark were controlling them J

I still wasn't convinced until the SMS carried out their dastardly Eye of Terror BFG event which saw me, yet again, managing to destroy Chaos ships (and yes, I was on the side of Chaos!). This time, however, I somehow achieved some success by getting one ship to escape without damage. Wahoo.

Unfortunately I was now hooked. Damn. Several other muppets were starting up fleets and it was an ideal time for me to get some Necron ships to go with my new 40K army.

During the summer break I ended up with a copy of BFG purchased whilst on holiday<sup>1</sup>

Shortly after returning I downloaded the Necron rules and set about ordering my new fleet from mail order. I went for 1500 points immediately as it wasn't going to cost huge wads of cash and I didn't want to end up paying multiple delivery charges by ordering piecemeal.

My initial fleet contains:  
3 x Scythe Harvest Class Cruisers

1 x Shroud Light Cruiser

3 x Jackal Escorts

8 x Dirge Escorts

These were built and a game arranged against Richard's Space Marine Fleet. I had two weeks to get them all done. No problem. And then an email on the Friday (I think it was) from Richard asking what I was doing the following Tuesday night and did I fancy pitching my fleet into a battle with Mark, Nathan and himself?

Tuesday! It's not painted, I said. Don't worry, said he. Apparently he also placed a wager, knowing my dislike for anything unpainted, that I'd turn up with a fully painted fleet. He won the wager.

That Sunday I spent all day painting the entire fleet from scratch. It was an impressive sight and I must extend thanks to Claire and Clinton for allowing me the time to do all the painting; I've since made it up to them and we've spent quality family time doing what families do - watching Finding Nemo, as you do.

As a side note; my painting technique is fairly straight-

some of the black areas you'd just done. Put to one side and let dry completely. That's it. Very, very simple.

So they went out for their first battle and I discovered many things;

Necrons on Brace for Impact (BFI) work really well; a 2+ save against every possible attack.

Speed. Necrons are very fast. On the All Ahead Full (AAF) special order every Necron ship can manage an extra speed of 60cm (D6 x 10); most other fleets can gain a top extra speed of 24cm (4D6). It's very scary.

Oh and remember to phase out Necron Capital ships. Victory Points for crippled and destroyed ships are worth between 100 - 300%; e.g. A destroyed Scythe cruiser will earn you 300% of 275 points; 825 points for a single ship!!!!

Since then they've fought Richard's Marines to a standstill. We ended up 2.5 points apart in a 1500 point battle; it was fairly close! J

They've also gone out and blown up Mark's Orks, which in turn blew up a lot more Ork ships and, just recently,

they've discovered that flying too close to those very same Orks is not a good plan. Did you know that Brute Ram Ships are very nasty and very good at ramming - odd that We've now added a Tombship and the fleet is up to 2000 points. This year

they are going to be my Muppet Army, all I need to do is throw in some of that exciting fluff stuff.

They now wait for you in space. Beware any ripples along the space winds; it might well be the Harvesters come for your soul.

**Nick Jenkin**  
**Living Metal Muppet**



forward; spray Chaos Black over the whole model. Next fill in all the bits with a bit of watered down Chaos Black paint. Outside again for a spraying using the Tamiya Metallic Red and then let it all dry.

Next grab the Chaos Black and paint all the bits that aren't going to be red. Break out the Chainmail and paint

# THE STRANGE CASE OF THE VERY IMPORTANT PEN PAL

Dear Mr. Emperor,  
I bring you my supplicated penitence from your most humble servant, Canoness Agnetha.

After our first battle last night using our new Codex (thank you for that one by the way) against the heretical elements of an Imperial Guard regiment, I felt compelled to write and see if I could get some answers to help explain some of the peculiarities that took place. Obviously we are fully versed in the art of miracles but I find it hard to believe that you sent us into battle with our newly improved Exorcist, only to arm it with a collection of fireworks. We were up against some of the best tanks in the business and when Sister Catherine opened fire we fully expected to see the Chimera disappear in a very nice explosion of cleansing fire. However, we realised something was amiss when the firecrackers, rockets and Catherine wheels struck the front armour and did what fireworks do. Now I'll be the first to admit that the display was most spectacular and pretty but it was not quite what we were expecting.

This carried on for the entire battle with poor Sister Catherine becoming more and more exasperated as she could not find any ammunition with the letters A and P on them. When she did finally break through the armour there was an almighty cheer from the rest of us but we then watched in sheer disbelief as only the twin-linked heavy bolter was put out of commission; an impressive shot to be sure but really annoying for Sister Catherine.

Another point of interest is that we were up against an army that had the cheek to bring more flame weapons than we had. This is not a good thing as our charter clearly states that we are the

army of cleansing fire and shall bring unto the battlefield more flame weapons than any other army. What is it with the Hellhound having a better flaming weapon than our lovely Immolators? To be fair we didn't get a chance to try the Immolator weapons as some Guardsman had the gall to shoot the gun off before Sister Tracy could utter her well loved battle cry of "If you can't stand the heat then you're toast!" We were all a tad irritated by that set back I have to say. Next time would you mind telling us in advance if we're facing that many flamers? As it is it'll take a good few soaks in shampoo and conditioner to get my hair back to its original full-bodied self. To say it's frizzed at the moment would be an understatement; mind you it's nothing compared to Sister Emma who is having real trouble getting the charcoal off her armour as I write this.

Moving on to my next point I'd like to bring to your attention our Dominion squad led by the ever capable Sister Celia. Now any squad riding in a Rhino will always attract a certain amount of attention but, thanks to your divine wisdom, they reached their target, a Leman Russ Demolisher without incident. They jumped out ready to fire off four meltaguns at under the magic 6" range.

With our time on the firing range giving us a much better ballistic capability, we sat back and waited for Sister Celia to destroy the aforementioned tank. Now, once again, I fail to understand your sense of humour, because, for some reason three of our Dominions missed. Sister Celia could be seen attempting to pick her jaw off the floor and uttered a phrase involving barn doors.

The fourth member wound up the melta to deal out destruction. She succeeded in penetrating the armoured behemoth and then, somehow, managed to only immobilise the tank. This was somewhat disappointing as this was the only result on the chart that would allow the rather large and impressive Demolisher cannon to fire; something Sister Celia was very quick to point out to her squad. We are still having problems locating her squad this morning; we did find several pairs of smoking boots but, no Dominions. Very disheartening.

Which brings me to our Faith. We have lots of it. Tons in fact because we love you so much. What we didn't expect to see was Sister Joanne and her squad losing a couple of members and then strategically withdrawing in the first turn. This in itself was bad enough but to then see our poor Retributors exposed to enemy fire after the screen went away, was most distressing; especially to Sister Maria who was most miffed and she and Sister Joanne are not talking to each other at the moment. Not a very good situation, I'm sure you'll agree.

The other point about Faith is the Spirit of the Martyr, our new Invulnerable Save act. Now we took this in all good faith and fully expected to survive with your blessing. Imagine our surprise when we failed three out of three of these saves and watched our Celestians disappear under lascannon fire. Not impressed is an understatement. To then be smacked around by a Grenade Launcher was a bit over the top even for this battle; all in all we are not very faith orientated this morning and all suffering from the effects of hangovers, which if we drank would be at least excusable.



Some days it just doesn't happen the way it should, Nick is here to talk us through a recent example.

And a final note here. The Seraphim. Our great and noble combat unit were sent headlong towards the enemy and then, and this bit I find absolutely incredible, they lost combat with an Armoured Fist squad. Not once but twice. If I hadn't seen this with my own eyes then I'd never have believed it. Sister Margaret is inconsolable this morning and we just don't know what to do about it. Our resident psychiatrist is with her now but we're just not sure if she'll ever fully recover. So there you have it. Our first battle and everything went wrong. We are really unhappy and our morale and faith is severely depleted this morning. I'm praying that you can spare some time to reply to this missive as we really need your help, wisdom and guidance right now.

Yours in all penitence,  
**Canoness Agnetha**  
**The Order of the Pious Cross**  
**Aka Nick Jenkin**  
**Sister Muppet**

*"We were all a tad irritated by that set back I have to say."*

**THE SAD MUPPET SOCIETY**

*valde tristes sumus...  
(we're very sad indeed...)*

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

**THE COMMITTEE**

**Chief Muppet** Richard Kerry  
**Money Muppet** Paul Russell  
**Other Muppet** David Offen-James  
**Memory Muppet** Nick(ron) Jenkin  
**Another Muppet** Nathan White

**THE CONTRIBUTORS**

(in no particular order of importance or achievement)

Nathan White, Richard Kerry, David Offen-James, Paul Russell, Nick Jenkin, Mark Freeth, Antony Walls, V White, and Ian W

One PC nearly got thrown out of the window in the publication of this Newsletter.



Our favourite store... in Auckland, New Zealand...

**OTHER THANKYOUS**

**Richard**  
 For making an honest woman of Ruth!  
**Ruth**  
 For having him.

**THE LEAGUE 2004**

The league is a chance for members to test each other's metal (again).

- A win is worth 2 points
- A draw is worth 1 points (any result where the winning margin is 10% or less of the starting values of the armies involved or defined as a draw by the scenario)
- A loss is worth 0 points.
- A bonus point can be earned for winning against someone higher than you in the league.
- And you must play at least ten games to be in contention for the title and you must be a member.
- Remember any game can be a league game as long you agree with your opponent beforehand.

**Nick Jenkin**  
**League Muppet**

**Bragging Rights 2003 (as of 08/04/2004)**

Player	Played	Won	Drawn	Lost	Bonus	Points	Rating
Ken Dunn	1	1	0	0	0	2	2.00
Nick Doran	1	1	0	0	0	2	2.00
Matthew Pinto	4	3	0	1	1	7	1.75
Richard Kerry	4	3	0	1	1	7	1.75
Ian W	3	2	0	1	1	5	1.67
Nick Jenkin	8	5	0	3	2	12	1.50
Ben Dove	4	2	1	1	1	6	1.50
Mark Freeth	4	2	1	1	1	3	1.50
Peter Hibbett	7	3	1	3	3	10	1.43
Dave Driver	5	2	1	2	2	7	1.40
Andrew Driver	8	4	1	3	2	11	1.38
Jeff Crane	3	1	1	1	1	4	1.33
Dave Offen-James	7	2	3	2	2	9	1.29
Callum Smith	5	2	0	3	1	5	1.00
Mark Waple	3	1	1	1	0	3	1.00
Antony Walls	2	0	2	0	0	2	1.00
Ross McNaughton	9	3	2	4	0	8	0.89
Nathan White	6	2	1	3	0	5	0.83
Lee Cook	5	1	0	4	1	3	0.60
Dave McCoy	4	1	0	3	0	2	0.50
Paul Russell	4	0	2	2	0	2	0.50
Richard Crane	3	0	1	2	0	1	0.33

