

THE NEWSLETTER



THIS MONTH:

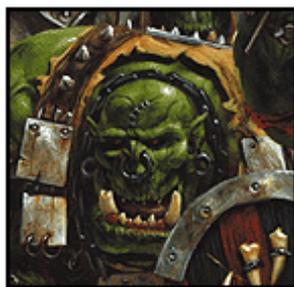
Evil beat Good

Headlines:

- Huge battle between good and evil.
- Deadites raised using bad one-liners.
- Mercenaries for hire in the Southlands.



BATTLE OF THE SIX ARMIES



It was the sixteenth day of the fourth month. In a lush green field, six armies gathered. Two of man, one of dwarf, one of orc, one of ratlings and an army of evil (gathered at the last minute after the traitorous lizards failed to arrive). Later in the day than expected, the armies finally positioned themselves opposite one another, Clan Klaw against Brave Sir Robin's knights, orcs against the men of the Empire, and dwarfs against the army of darkness.

Gifted by the gods with greater foresight, the army of light seized the

initiative and used its great war machines to pound orcs and skaven into the ground whilst the knights of Bretonnia circled around to the west in order to outflank their enemies.

Fully two-thirds of the evil army moved towards the east, even moving to engage the dread troll-slayers famed throughout the Southlands.

Using powerful magic of the dead, they began to strangely age and perish, before then being attacked by a champion of the lord of decay and his warband.

To the west, the foul creations of Clan Skyre slaughtered many Bretonnian knights using flame and poison wind before finally being chased from the battlefield.

Still with their war machines untouched, the Imperial and

dwarf generals attempted to use pure firepower (combined with strong magic) to swing the battle back in their favour. The plan almost succeeded, annihilating most of the orc general's personal bodyguard (that was quickly averaged) and later fully half a (large) regiment of clanrats.

However with that huge unit of clanrats moving through their ranks combined with a powerful band of orc boar riders, both the Empire and dwarf armies began to crumble and finally collapsed completely. In the end there could be little argument over the final triumph of Evil over good.

Pictures from the battle can be found on the SMS website.



THE FINAL RESULTS:

Skaven beat Bretonnians

Orcs beat Empire

Evil army beats Dwarfs

RAT OF THE MATCH

The 'Rat of the Match' award has to go the Heneak the Unclean of Clan Moulder.

During the Battle of the Six Armies, Heneak drove his small pack of giant rats into (and through) a unit of human scouts, and then quickly moving to avoid a

unit of professional crossbowmen, proceeded to charge some dwarf warriors. Although not lasting too long against the stout fellows (bravery giving way to common sense), Heneak did succeed in leading most of his pack from the battlefield



in order to fight another day. Not too bad for canon fodder.

PREVIEW:
ARMY OF DARKNESS ARMY LIST

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

Evil Ash



The land before time was dark and feared. The living sought that which they could not process, and the dead guarded their secrets closely. Only Ash, the chosen one, could quest for the book, as foretold in legend. However,

the legend failed to speak of the inevitable rise of “Bad Ash”, Ash’s evil subconscious embodied, in death more powerful than in life.

The Necronomicon’s magical powers are vast, and all the evil powers found in the universe are held on those pages, bound in human skin. Bad Ash will do anything to reclaim it from the hands of the living, and is aided by an evil army of undead creatures, all raised and held together by the power of the book.

Evil necromancers also flocked to Bad Ash’s banner hoping to gain power from the magical aura that encompasses the army of darkness or as they have come to be known the “DEADITE’S”.

The book gave him life, gave him power, gave him an army, it also gave him Ash’s unparalleled stupidity.

Keep your eyes (or eye sockets) open for Dave’s Deadites army list for Warhammer Fantasy Battle 6th Edition next month.

VAMPIRE COUNTS

GAMES DAY II: THIS TIME ITS FANTASY



A Ringwraith from the upcoming Lord of the Rings game

That’s right folk, we’re doing it all over again. On 1st July 2001, it will be Games Day again, and this time its...well you’ve seen the tagline enough by now. Amongst the madness, we’ll be running a Warhammer Fantasy Battle competition and this is YOUR chance to be part of it.

All you need is a fully painted (ok, it doesn’t actually have

to be fully painted but as close as possible please, and we all know painted armies do better) 2000 points Warhammer 6th edition army and the intense desire to kill stuff.

Scenarios will be randomly generated on the today and I will need your army lists at two weeks before the event (email to the Saddest Muppet as always).

P.S. Please bring scenery.



“Oops”

Saurus general to his evil allies after ‘forgetting’ to turn up to the Battle of Six Armies



THE HOMEPAGE

Well you knew it had to happen sooner or later, there’s now a Sad Muppet Society Homepage.

So what on this electronic delight? Well, not a huge amount at the moment. As they are being published, the Newsletters are being posted up (as Adobe Acrobat PDF documents), as are any Newsletter Specials such as this month’s Dogs of War Special (which actually includes useful information

about five new regiments of renown). And any really big and impressive battle reports are also going up there (check out the Battle of Six Armies photos new this month), as are a few links to other things.

Anyway, the Homepage can be found at:

www.rkerry.fsnet.co.uk/sms

or via the Genesis Sci-Fi Club website at:

www.genesis-sf.org.uk.



FOR HIRE:
NIBBET'S DESERT DOGS



Nibbet's Desert Dogs are a bit of an oddity. Nibbet himself was a rather downtrodden, unimportant member of the Broken Twig tribe, a small Goblin tribe located on the central-

eastern coast of the Southlands. As giant wolves aren't particularly common in that part of the world, no one actually realised that they could be tamed and ridden, at least until Nibbet came

along. The young gobbo soon figured out that it was better to loot and pillage than risk he own neck for the tribe's warlord. So one night, Nibbet sneaked away with his bosses gold and left the tribe with a small band of wolf riders he trained himself. And thus the infamous (and fairly incompetent) Nibbet's Desert Dogs were born.



"Yerrrss! We'll 'ave somme o' that! Come on, boys - it's Goblin-gizzard for supper!"

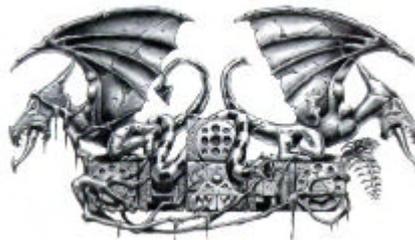
Gudruk of the Spike-Can Commandeers

FOR HIRE:
ZEQUENZ OF THE STORM

I came to Sethis with Mage Kershin ("The Tongue of Death") from the deep southern jungles and the secret city of (not telling you, it's a secret). However our army fell to the sprawl of the diseased skaven in what the humans are calling the battle of pancakes, a corruption of the original name, Packrea Sands, I believe.

Satek, with his ever increasing knowledge of the heavens, searches the sands for Mage Kershin, but I, I cannot fight under the leadership of a Saurus. Until a new Slann is sent to Sethis by the conclave of Lords in the south I will lead Icur, my icy

beast of burden, to wherever our path may wander, and live the life of a Frog of War.



"Get that thing away from me"

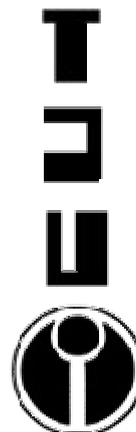
Brave Sir Robin just prior to being shot by a war journalist

NEW RACE DISCOVERED



From www.games-workshop.com: Expanding rapidly from the Eastern Fringes of the Warhammer 40,000 galaxy a new alien empire has been sighted. Known simply as the Tau these aliens show a remarkable level of technology and our best efforts to gather information on this new threat has resulted in the images you see here. Our best estimation are that it

will be many weeks before we see the full extent of this alien menace's armed forces and we will endeavour to keep you informed of our findings in the intervening period.



The aliens were foolish to resist. He felt regret these death-hungry people, recognising in them the Mont'au, the Terror, that had once afflicted the Tau.

The thoughts of Ishaan'tu from www.games-workshop.com

we're very sad indeed...

Email: muppet@genesis-sf.org.uk
Web: www.genesis-sf.org.uk

The Newsletter is written by Richard Kerry with the help of some very sad muppets (who have very little facial hair)

Contributors this month include:
David (the orc) James
Paul (the beardless) Russell
& Tony (the frog) Walls

Upcoming Events

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



THE GRUDGES

| The Grudge Bearer | The Grudgee | | | | | |
|-------------------|--------------|--------|--------|-----------|------|--------|
| | Brettonnians | Dwarfs | Empire | Lizardmen | Orcs | Skaven |
| Brettonnians | | | 1 | 1 | | 2 |
| Dwarfs | | | 2 | 3 | 2 | |
| Empire | 2 | 1 | | 3 | 3 | 4 |
| Lizardmen | | 3 | 1 | | | 2 |
| Orcs | | 1 | 3 | 1 | | 2 |
| Skaven | 1 | | 2 | 2 | 1 | |



THE KABEL OF THE WARPED MIND

Long before the fall, before anyone had heard of the eater of souls, a fleet set out to recon distant galaxies looking for new world to inhabit. The other Eldar thought them strange even then and hoped they would find peace on a new planet. The fleet that was assembled was the largest gathering of ships to be seen and the light of many suns glistened off their hulls. The fleet left known space with hopes of many sent with it. However, the greatest seers among their people predicted that many hardships and much death would befall them before they returned a changed people.

After many years of travelling through the webway, they emerged into normal space near a star orbited by fifteen planets. Initial survey showed these planets to be devoid of life so colonisation began covering all fifteen and spread into neighbouring systems. Many hardships were endured over these first years until the colonies began to prosper.

It was in the twenty-seventh year after the first landfall that the nightmare began

with the ground beneath their feet erupting as millions of mutant spores released their deadly cargo of bio-mechanical lifeforms. Thousands were killed in the first days but the aliens never stopped coming and the Eldar were hard pressed. The battles raged on all the planets as the aliens fought to take back their worlds.

And then the fall came. Even out here, decades of warp travel away, it was felt. The leader of the Eldar called his people together and the decision was taken to return home. However the alien menace had other ideas and pursued them in and out of normal space and they were forced to fight a rear guard action all the way. Many ships were lost and still the killing went on. The enemy was cunning and had laid a trap whilst the fleet rested in orbit of a Red Dwarf. Dropping out of warp without warning they destroyed hundreds of Void Stalkers and support craft. The few survivors opened a portal and fled.

With the lost of so many souls, the spirit of the Eldar was broken and the Kabel of the Warped Mind was born.

A new leader fought her way to the top and Calth's reign

began. Her first task was stopping the aliens finding their way to Eldar space, and to do this she had to lure them into a trap. The remains of the fleet emerged into normal space in a binary system. As the aliens attacked, the fleet opened a portal between the stars and as the aliens were about to catch them, the Eldar used their greatest weapons to send to both suns supernova.

Upon finally reaching Eldar space, they found a civilisation in total ruin and what few survivors they found shunned them as they saw their true nature. The horrors they witnessed and performed allowing them no peace, they took to living the webway, emerging only to raid other races, or in search for wraithbone and spirit stones.

So be afraid, very afraid of the dark. Fear the shadows, light your way well. Protect yourselves, Calth is back and she's mad. She has stared down alien devils and fears only "She who thirsts" for only a god could bring her reign of terror to an end.