

THE NEWSLETTER



THIS MONTH:

Eldar beat World eaters

Marines beat Dark Eldar

Headlines:

- World eaters land on Heath End.
- Rogue wizard identified.
- Eldar artefact found and lost.



Emperor's Champions from the Ultramarine, Blood Angels, and Black Templars space marine chapters

THE KINSLAYER

Over eight thousand years ago, on a small world just outside of Imperial control, a special strike force of marines from the Blood Angels chapter following rumours of an ancient eldar artefact, the KinSlayer, located on an long abandoned settlement.

As the marines made planetfall, webway portals opened all around them and they quickly ran into resistance from the infamous Kabel of the Warped Mind, led by the legendary Caxth herself.

However the elite unit was well prepared. Slaughtering all who would oppose them, the marines found the KinSlayer amongst the deep valleys and eldar ruins.

The Dark Kin's leader was last seen charging into the super-humans. Nobody knows what became of Caxth, but not a single marine left that world and their orbiting cruiser disappeared a few days later.



Of course, the Kabel of the Warped Mind still plagues the galaxy to this day. Whether or not they do so under the leadership of Archon Caxth remains a mystery.

And of the KinSlayer, nothing has been heard for almost seven thousand years. Chances are that it still lies on that forgotten world, awaiting rediscovery by those who would wish its secrets for themselves.

One thing remains certain, the Blood Angels remember those events and will one day repay that debt of honour owed to so few, so long ago.

Watch out, Evil Pixie Paul is currently writing a campaign/tournament following the quest for the KinSlayer in the 41st Millennium. More details will appear here and on the website as I get them.

DARK SHADOWS RISING

Last year it was the Battle Armageddon, this year the Island of Albion will be the scene of the biggest Warhammer campaign ever.

From 23rd July to the 2nd September the Dark Shadows campaign will be hitting the world, accompanied by a new campaign book including

new units such as Truthsayers, Dark Emissaries and Fen Beasts.

Just like the Armageddon campaign, Dark Shadows will have its own website (albion.games-workshop.com according to the press release) where us muppets can post up results, affecting the campaign as a whole.



There should be more details in the upcoming White Dwarf 259 (due out 21st June), so if anyone's interested, let's see if we can put together some battles for it.

*“we have encountered,
the Borg”*

*Captain Picard of the USS Enterprise,
Best of Both Worlds Part I*

PREVIEW :

CLUB STAR TREK GAME



OK, it's probably about time, but as you read this Newsletter (hopefully) I should be setting up a simple tabletop game based on the ships of the Star Trek

universe. So what's it all about then?

Well, a few weeks ago, we decided we missed the kind of general sci-fi games that Jason and Martin used to run

at the club. These included such wonders as the Godzilla game, the attack on Hoth, Stargate, and more recently Flash Gordon. So to try and re-create some of that spectacle, I've invented a very simple game system (sort of based on the Warhammer 40,000 rule system) and we're going to use that to run some more generally accessible games, starting with a Star Trek thingy. So this month, we're doing a short introductory battle followed everyone verses the Borg (boo, hiss).

Get your phasers ready...

The 'Ships of the Line' rules can now be downloaded from the SMS website.



Elan Janseanaliks of Rath-Torhan

RATH-TORHAN ELДАР FACE WORLDEATERS

On the barren black ash wastes of Heath End, the Eldar of Rath-Torhan faced and defeated a small warband of Worldeater Chaos Spaces Marines.

These unidentified invaders managed to successfully land on Heath End and attack a Rath-Torhan raiding party looking for eldar artefacts on the planet's

surface. Although the eldar lost many warriors, the Avatar that guided them to Heath End managed cut through the human traitors, and once a squad of Swooping Hawks arrived, the fate of the remainder was sealed.

Rumours persist that the main part of the Worldeater force was annihilated by a



Dark Eldar force shortly after, however these still have not been confirmed.

ANEUR THE SWORDMASTER

Aneur was named for his grandfather who was exiled from Ulthan, the year before Aneur's father was born, and who slayed the Shadowlord of Mordheim. Aneur has begun to travel the Old World with his personal retinue to restore honour to his family name.

He became a Swordmaster when he begun his quest, re-forging his grandfather's sword to be use in either one or both hands. At a young

age, he journey to the White Tower. He quickly learned the skills of the Swordmasters and rose through the ranks to become second in command to Hallar, the captain at that time. He was present at the battle of Finuval Plane and fought shoulder to shoulder with Haller until a charge from a unit of cold one knights smashed into them, mortally wounding his mentor.

Aneur went mad and drove through the ranks of Dark Elves and every time his magic blade rose and fell, another enemy warrior died.

After this he was given the title of captain, and choose to follow in his grandfather's path, taking his army to the Old World.

Look out for the new High Elf army book later this year, and rules for Aneur from Nick around the same time.



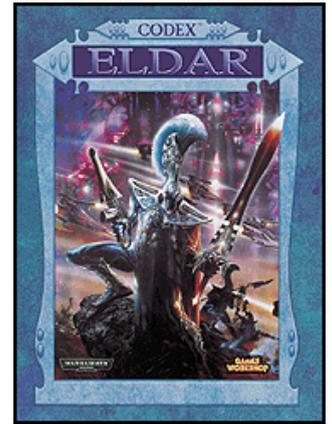
CODEX ELДАР EXARCH GENERALS

Sometimes the Eldar do not take to war led by one of the precious farseers or their craftworld's Avatar, but instead follow the banner of an Exarch General.

These individuals represent the highest order of warriors among their people and are often former Young Kings who were not asked to sacrifice themselves to

Khaine. However sometimes an Exarch General is not even true Exarch, but instead particularly gifted military mind that has been chosen to take on the role and lead an army into battle

Exarch Generals may be taken in any Eldar army as a Headquarters choice.



EXARCH GENERAL

| | Points/Model | WS | BS | S | T | W | I | A | Ld | Sv |
|----------------|--------------|----|----|---|---|---|---|---|----|----|
| Exarch General | 50 | 5 | 5 | 4 | 3 | 2 | 6 | 3 | 10 | 3+ |

Options: An Exarch General will always take the trappings of a particular aspect into battle and may take any of the options normally allowed for that aspect.

Warp Spider (+12 pts): Death spinner, warp jump generator. May take additional death spinner (+10 pts), turning his death spinner into an assault 2 weapon instead of rapid fire, and may be armed with powerblades (+15 pts). May also take the following warrior powers: surprise assault (+30 pts) and withdraw (+15 pts).

Striking Scorpion (+6 pts): Mandiblaster, shuriken pistol and close combat weapon. May replace close combat weapon for a biting blade (+5 pts) or a scorpion's claw (+15 pts). May also take the following warrior powers: crushing blow (+10 pts) and stealth (+20 pts).

Howling Banshee (+6 pts): Banshee mask, shuriken pistol and power weapon. May take powerblades (+5 pts) or replace power weapon for an executioner (+5 pts). May also take the following warrior powers: acrobatic (+8 pts) and war shout (+20 pts).

Fire Dragon (+7 pts): Fusion gun and meltabombs. May take plasma grenades (+2 pts), fire axe (+10 pts) and may replace fusion gun for a fikepike (+18 pts). May also take the following warrior powers: tank hunter (+15 pts) and burning fist (+20 pts).

Dire Avenger (+2 pts): Shuriken catapult. May replace shuriken catapult with shuriken pistol and power weapon (+10 pts), shuriken pistol and dire sword (+20 pts), or twin-linked shuriken catapults and dire sword (+30 pts). May also take the following warrior powers: distract (+8 pts), defend (+12 pts) and battle fate (+25 points, makes armour save invulnerable).

Swooping Hawk (+11 pts): Grenade pack, swooping hawk wings, lasblaster and plasma grenades. May take power weapon (+10 pts), and may replace lasblaster with hawk's talon (+15 pts) or web of skulls and shuriken pistol (+20 pts). May also take the following warrior powers: bounding leap (+5 pts) and sustained assault (+20 pts).

Dark Reaper (+27 pts): Reaper launcher. May replace reaper launcher with eldar missile launcher (+10 pts) or shuriken canon (+5 pts). May also take the following warrior powers: crack shot (+10 pts) and fast shot (+20 pts)

Bodyguard: Any Exarch General except those from the Swooping Hawk and Warp Spider aspects, may be accompanied by up to 5 Warlocks (see separate entry).

Transport: The Exarch General and Warlocks may be mounted in a Wave Serpent for +110 pts.

SPECIAL RULES

Independent Character: Unless accompanied by one or more Warlocks, an Exarch General is an independent Character and follows the independent character special rules in the Warhammer 40,000 rulebook.

Fleet of Foot: Despite having a save of 3+, all Exarch Generals except Warp Spiders, may still use the Fleet of Foot rule.



This is the new ForgeWorld Eldar Vampire transport. Just to give you some idea of scale, that's a Falcon grav-tank sitting next to it!



**THE SAD MUPPET
SOCIETY**

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 nothing to do with lobster pots)

Contributors this month include:
Nick Doran (Room 555)
Paul (in France) Russell

BRAGGING RIGHTS

| Players (Wins) | Opponents | | | | | | Total Wins | Games Played | Current Ranking |
|----------------|-----------|------|------|------|---------|------|------------|--------------|-----------------|
| | Anthony | Dave | Nick | Paul | Richard | Ross | | | |
| Anthony | | | | 1 | 1 | | 2 | 4 | 2 |
| Dave | | | | 1 | | | 1 | 3 | 5 |
| Nick | | | | 0/1 | | | 0/1 | 0/2 | 2 |
| Paul | | 1 | | | 0/1 | 1 | 2/1 | 8/3 | 4 |
| Richard | 1 | 1 | | 3/1 | | 1 | 6/3 | 7/4 | 1 |
| Ross | 1 | | | | | | 1 | 3 | 5 |

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

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



New Bloodbowl Sarus Special Player from Fanatic

WOLFGANG'S STORY



Wolfgang Kreighund was born in a village in the unfashionable end of Hochland. It was so unfashionable that most Hochlanders did not admit it was even Hochland. As a child he was always getting into mischief and things always seemed to go wrong around him. One day, a travelling Hedgewizard came to the village and saw in Wolfgang some potential, his parents were only to glad to sell the boy for a handful of copper coins. The wizard took Wolfgang as apprentice and together they travelled the Empire with Wolfgang learning basic magic skills along the way.

One day their travels brought them to Altdorf, the home of the colleges of magic. As

they wandered the streets looking for work and a place to rest the night, Wolfgang stopped outside an unpromising cottage, turning to his master he said they should try here. His master could not see the magical sigils surrounding the door but had learnt to trust Wolfgang's instincts. And thus Wolfgang and the Hedgewizard entered the hallowed doors of the College of Grey Magic.

Wolfgang learnt quickly but his teachers and fellow students despaired at the number of times spells went wrong. On good days the magic was strong but on bad days the magic went totally awry. On the occasion that Wolfgang set the lecture room on fire for the fifth time he knew it was time to leave.

So he set out with his few possessions back to the life he knew best, that of a travelling wizard. Things continued to go wrong and he was hounded out of many towns and villages. Once when asked to cure a sick cow, he instead turned it into a slaving beast, and so he turned his own face south to the lands where few walked and fewer survived.

After many years he had built



a tower for his own use. He also gathered many books of arcane lore to study, and became a great and powerful wizard lord, except on bad days when no magic worked.

He now sells his service to the small human outposts in this desolate land but they know only to call on Wolfgang the Grey in their most dire need, lest they may be the victims of his castings as much as their enemy.

