

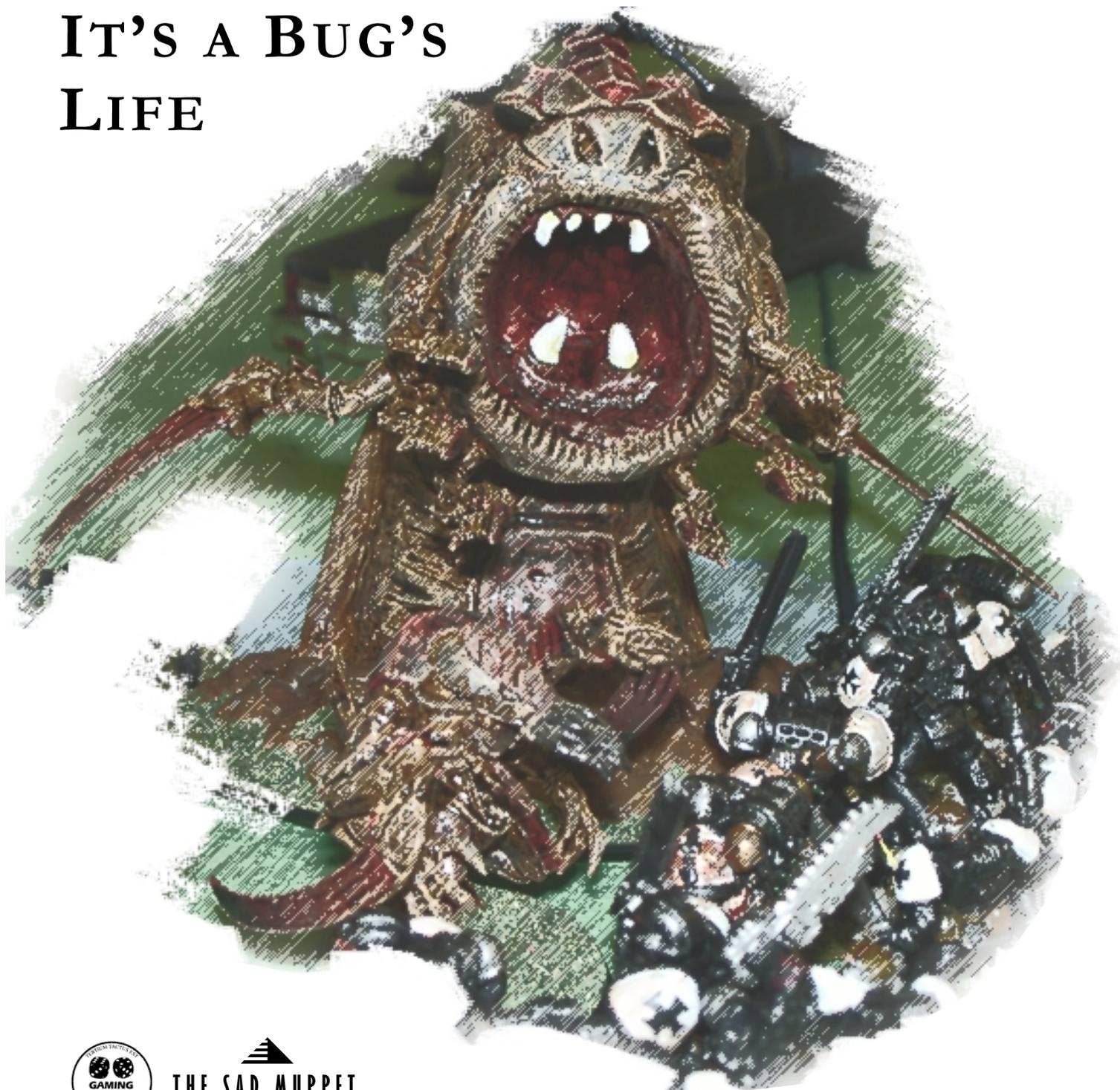
The Sad Muppet Society presents...

Issue 11, Summer 2002

# THE NEWSLETTER



## IT'S A BUG'S LIFE



  
**THE SAD MUPPET**  
SOCIETY

TYRANIDS: THE BIG BUG | BUBONIC MONKS | GAMESDAY IV  
KROOT PREVIEW | FAIRIES ON FOOT | CODIX: NECRONS



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

**Richard (the Rat) Kerry  
Chief Muppet**

**Front cover:**  
Nathan's Malefactor munches on some of Dave's Black Templars

## Muppet Merchandise

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

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

## EDITORIAL (THE RAT'S RAMBLINGS)

Welcome to summer in Muppetville. Although we probably ought to be outside enjoying the fresh air and the weather (umm, sorry, this is England isn't it), we've got a lot more indoor muppet madness planned over the next few months.

First off is Gamesday VI: The Sands of Glebe, the forth of our six monthly Gamesday things we run in conjunction with Genesis Sci-Fi Club. This time around we've got more of a mix for you than usual with a big Warhammer Fantasy Battle plus a Warhammer 40000 Micro-Tournament planned. Anyway, check page four for more information.

In August (on the 3rd and 4th to be precise), we've got our own Mr Pinto heading up to Nottingham (there be dragons there...) to take part in the first Warhammer 40000 heat of the 2002-2003 Grand Tournament. As this won't in anyway add to his standing in the SMS league I have no reservations about wishing him the best of luck. Good Luck Matthew.

On slightly lower key, a mob of us (myself included) will be entering Spiky Club's Starsmash III tournament at Colours (at the Hexagon in Reading) on the 14th and 15th September. As its local please feel free to coming

along and jeer us in between spending all your money with the various traders there.

Then just after the next Newsletter is finished, we're off to Birmingham for the big Games Workshop Gamesday, and that would be where the Kroot come in...

For those of you wondering what's happened the Return of Klaw campaign (which will follow our big fantasy game at Gamesday IV), I'll hopefully be getting it off the ground once we've finished our Gamesday game (Kroot, just in case I haven't mentioned it already) so keep your eyes open for the build up next time.

**Richard Kerry  
Chief Muppet**

As always I'm on the look out for more articles for the Newsletter so if you've got any new rules to test out, want to review something, write a story, or have any other interesting article in mind, email me and you might see it in here next time. Newsletter Twelve is due out on the 24th September so I need any articles in by the 17th at the latest.

## THE CLUB

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

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

*So how do I become a member?*

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

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

*So that's it?*

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

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# UPCOMING EVENTS

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

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

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

If anyone knows of anything else going on in the area or any other local clubs, TELL ME!!!! And I'll put them on here.



My new Dire Avengers taking down a Macassian Warrior in close combat! Oh, what's a Macassian I hear you cry, well you'll have to wait until next time to find out.

<b>22nd June 2002</b>	<b>Conflict: Bristol</b> GW Event. See <a href="http://www.games-workshop.com">www.games-workshop.com</a> for more info.
<b>7th July 2002</b>	<b>Gamesday IV: The Sands of Glebe</b> Yep, we're back and this time it's... furry. See page four for more information.
<b>13-14th July 2002</b>	<b>Attack! 2002</b> Devizes & Distict Wargames Group annual con, held at The Corn Exchange in Devizes. See <a href="http://www.geocities.com/ddwguk">www.geocities.com/ddwguk</a> for more info
<b>14th July 2002</b>	<b>Chaos Wastes</b> GW Open Day. See <a href="http://www.games-workshop.com">www.games-workshop.com</a> for more info.
<b>15-18th August 2002</b>	<b>Britcon</b> Loughborough. See <a href="http://www.bhgs.co.uk/Nationals/INTROPAGE.htm">www.bhgs.co.uk/Nationals/INTROPAGE.htm</a> for more info.
<b>14-15th September 2002</b>	<b>Colours 2002</b> The annual wargaming fair held at the Hexagon in Reading. For those interested, Spiky Club will be running a Warhammer 40000 tournament entitled Starsmash III, tickets are £15 and that includes entry into Colours on both days.
<b>29th September 2002</b>	<b>Gamesday 2002</b> Games Workshops annual games fest featuring the Golden Demon Awards and far more importantly, KROOT, a participation game run by us muppets.
<b>16-17th November 2002</b>	<b>Warfare 2002</b> Wargames Association of Reading annual event at the Rivermead Leisure Centre in Reading.
<b>24th November 2002</b>	<b>Games Workshop Open Day</b>

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

18th June, 2nd July, 16th July, 30th July, 13th August, 27th August, 10th September, 24th September, 8th October, 22nd October, 5th November, 19th November, 3rd December, 17th December

### Bracknell And District (BAD) Wargamers Meetings The John Bell Annex, Coopers Hill Community Centre, Crowthorne Road, Bracknell

30th June, 21st July, 25th August, 8th September, 22nd September, 13th October, 3rd November, 17th November, 15th December

### Spiky Club Meetings Reading Post Office Social Club, Richfield Avenue, Reading

Every Thursday

*"and all the Tau are going to burst into song at any moment..."*

*Just how much do you lot drink???"*



Summer is here, wouldn't you rather be outside???

I thought not, here's the stuff about the latest Gamesday. Order your bacon butties early!

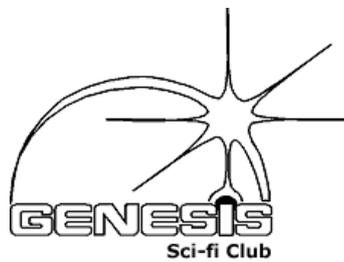
*"Manthing. Me's bears you's on Albion. MINE. Go away. Takes foul horses with's you. You stays in de fens and you's die. This island, MINE."*

*The last known words of Grey Seer Klaw to the Bretonnian lord, Brave Sir Robin*

# GAMESDAY IV

## THE SANDS OF GLEBE

The terror of the Southlands has arrived. Bringing death and destruction, Klaw's evil alliance has swept over the cities of the free peoples. It is only at the steeps of the World Edge Mountains that a final stand can be made. Here, on the Sands of Glebe the free must defend themselves from the wicked. Here the brave, must repel the powerful. **Here the few, must defeat the horde.**



On Sunday the 7th July 2002 at Glebe Hall, the Sad Muppet Society, Genesis Sci-Fi Club and the Scouts will be holding Gamesday IV: The Sands of Glebe.

All the usual suspects will be there including:

- The invasion begins as the forces of darkness invade the Southlands in our main Warhammer Fantasy participation game, entitled 'The Return of Klaw'
- Fancy some Warhammer 40000, well all the glory of victory can be yours in our micro-tournament
- And upstairs there'll be more computer madness (Unreal Tournament, Age of Empires, Worms and more)
- Plus fancy a bit of world domination? Well maybe Risk or Diplomacy will be for you.
- Or do you want to explore the Mummy's Tomb, or become a Super Munckin?
- "The Raffle"
- And there will be more (a lot more)

We'll be starting at noon (12:00) and running up until 21:00 at Glebe Hall, Church Street, Basingstoke. And it will cost you almost nothing to get in (£3 actually). Plus of course those nice people from Ten-Forward will be there with drinks and snacks, and that sort of thing.

Email Richard at [muppet@genesis-sf.org.uk](mailto:muppet@genesis-sf.org.uk) or phone Smurf from Genesis Sci-Fi Club on 01252 549 480 for more information.

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



For the Return of Klaw Participation Game you will need:

- A FULLY painted legal 1500 point Warhammer Fantasy Battle 6th Edition Army
- Relevant rulebooks, dice, templates etc, etc

For most of the other activities you will only require a sense of humour, or unnatural reflexes, or possibly both.

For the Micro-Tournament you will need:

- A FULLY painted 200 point (yes, two hundred) Warhammer 40000 3rd Edition Army; with 1-2 Troop choices, 0-1 Elites, 0-1 Fast Attack no HQ,, no Heavy Support, no Special Characters, and NO Assassins.
- Relevant rulebooks, dice, templates, chocolate, etc, etc



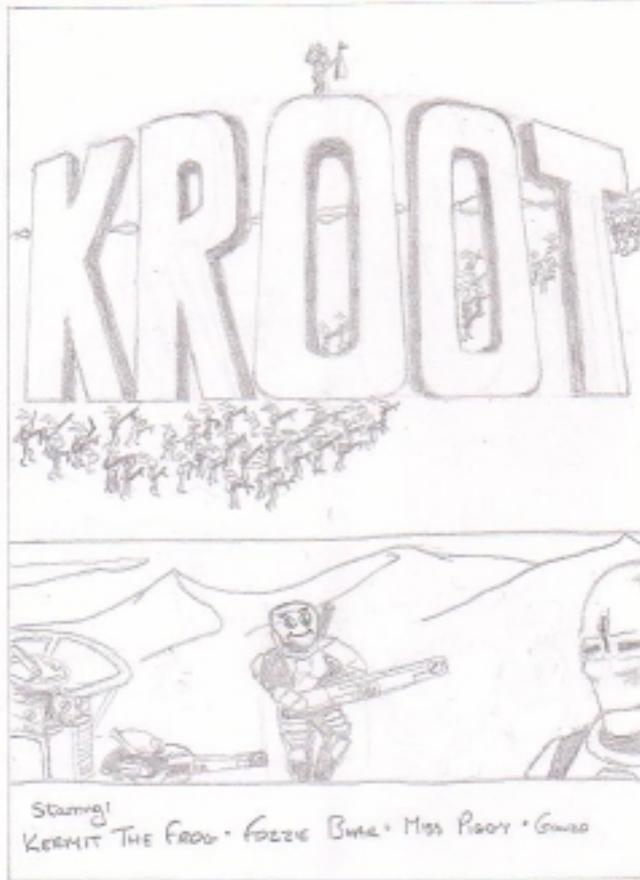
# KROOT!

## GAMESDAY 2002 PREVIEW

OK, I said was going to be silly. This year we're going to Gamesday (the big Games-Workshop one at the National Indoor Arena) with a participation game, entitled (yep, you've already guessed it) KROOT.

Now, if we had based this game simply on the classic movie Zulu, that would have been fine, maybe even slightly humorous. But no, someone mentioned that the theme at Gamesday this year is Chaos (to coincide with the Hordes Of Chaos and new Codex: Chaos books); and because of that, we're going to be a little silly...

You see, Tau representing the British army and Kroot as Zulus wasn't enough. The Kroot just had to be Chaos Kroot. And because we can, we've decided they should really worship the little known minor Chaos god of Hen'sun. Oh yes, we don't have mutants, we have muppets, and lots of them! Despite this obvious silliness, we're still running KROOT as an enactment of the Battle of Rorke's Drift. However our stand-in British



soldiers will have Pulse Rifles and Ion Canons (mounted on weapon's platforms), and the Kroot will also have stuff (OK, we haven't finished writing up the scenarios yet but we'll basically be following the key

scenes on the film, well mostly).

The Battlefield is going to be a 6' x 4' savannah gameboard with a small Tau settlement in the centre (complete with laser fences, plus bubble wrap barricades) and rolling hills on either side. However as this is for Gamesday, we're going to be putting a lot of time into this so it looks really good.

As the summer rolls on you lucky folk may even get the opportunity to see bits of project at the club (I'll do a full guide next month, complete with lots of photos), as that's where a lot of the planning (and possibly construction) will be happening.

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

By the way, if anyone else wants to help please let me know.



# TEAM: MUPPET

*At the very edge of the Empire lies a world the Tau call Ya'Fraggl. Originally settled by Kroot two centuries ago, this world is a dry inhospitable place. For them, every day is a struggle to survive. For them, every genetic advantage must be pursued. Approximately one Tau'cyr ago, an expedition landed here and established a small stead, sneaking to bring the natives into fold, for the Greater Good. However led by Vre Chard, the local garrison has unearthed a dark secret. Despite Aun'La Witt's objections, the evidence is clear. There's something evil on Ya'Fraggl, and the Tau are unwelcome visitors. And on the other side of those hills, Kroot warriors are gathering.*



What's this Team: Muppet business? Well, while the SMS is a fairly 'low power' organisation (playing for fun rather than seriously), Team: Muppet is a team of would be tournament players.

Reason behind doing this is twofold. Firstly, I'll like to play some tournaments. Alright that might seem a little selfish, but the main reason to play in tournaments is to measure your own skill against players you don't normally play, and hopefully improve in leaps and bounds in the progress. And having played a tournament player in the not to distant past my skills need to be improved (a lot).

The second reason is purely social, meet folk from different clubs, drink, do some more drinking, and possibly followed by a bit of drinking. And lastly, wouldn't it be nice to bring some trophies home at some point? Extremely unlikely at the moment but who knows what the future might bring (apart from an Eldar Farseeer perhaps).

## BAD CHALLENGE

### THE SEIGE OF BRACKNELL

Back at Gamesday III, Gary from BAD Wargamers (from Bracknell) invited us along to a big 'attack the Imperials' type battle. Originally penned in for their March meeting, it was put back for various reasons to the 28th April. So on Sunday morning (or Saturday After-Evening Genesis Weekend Time as its also known), myself, Ross and Antony headed up to Bracknell to whoop some Imperial backside.

Allied with our eldar, ork and tau armies were another three eldar armies, one ork army, and one dark eldar army; all fielding 1500 points of troops. So in total the forces assaulting this Imperial city



My eldar advance on the city, flanked by two other eldar armies

tau, and the dark eldar army all vied for position.

On the eldar side things where little better as my eldar and Alistair's eldar flew up to the city limits pretty quickly, leaving our two foot bound allies to follow up behind.

As the lead eldar started to break into the city,

things on the other side of the battlefield started to look a bit suspicious. Our dark eldar 'ally' had ideas of his own and became far more

interested in taking slaves than the city. And once Erik's rather intimidating armoured company started rounding in, that flank on our assault fell apart as the dark eldar and tau started switching sides, almost every turn.

However, united as always, and now out of the gunsights of those Earthshakers (which were busy blasting tau and dark eldar), the four eldar armies managed to occupy the centre and right hand side of the city; unfortunately that still left us over four feet away from the actual objective in the end of the game. Oh well.

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



Two Ork armies are stalked by Dark Eldar

amounted to around 12000 points. Waiting for us was the combined might of several Imperial Guard companies and a Space Wolves contingent. Oh, and four (count them, four) Earthshaker platforms about three feet behind the back on the battlefield.

The alien alliance got the first turn and began its rush towards the city, however with the size of the battlefield any idea of a co-ordinated attack went out of the window pretty quickly, especially in the corner where the two ork armies, Tony's



Erik's reinforcements approach the battlelines.

# THE KABEL OF THE NEFARIOUS SPLEEN

## OR HOW I PUT TOGETHER A TOURNAMENT ARMY THAT MIGHT NOT ALL DIE ON TURN ONE

In this brief, but poignant, article I shall attempt to exude knowledge of the Dark Eldar and why I came up with my Tournament Army. Each unit will be covered in some form of depth and I'll even throw in a bit on how I expect them to perform in battle. <sup>1</sup> I'll then report back after the Tournaments and let you know exactly how each unit did perform and whether they can hold their heads high. <sup>2</sup>

The Tournaments in question are: Conflict Bristol, three battles in one day – June 22nd and Attack!2002, four battles in two days – July 13th/14th.

So we're talking 1500 points ready to face multiple tournaments in June and July. Hmm. So let's talk troops. I always start with them and then add the exciting bits on as we go along. The missions I know of in the tournaments are Cleanse, Take and Hold and Recon. So I need fast troops but also hard hitting units to clean out the Take and Hold objective.

So two Warrior Squads then. Fourteen Warriors in each, ten Splinter Rifles, one Blaster, one Shredder and two Dark Lances. These guys and gals can sit and shoot at big nasty horrible things or move up and get up close and personal with anything T3. And with fourteen members they can survive shooting and Close Combat hits for a good few turns – and leadership <sup>8</sup> certainly helps.

And now for the real up close and personal units. Two Raider Squads. Maxed out with ten Warriors, including a Sybarite with Agoniser, one Blaster and one Splinter Cannon. Never underestimate the power of four shots from the Cannon; recently this one weapon accounted for an Eversor Assassin. Each Raider armed with a Dark Lance. I've put

ten warriors in just in case we get shot down. <sup>3</sup> And bigger squads means more chance of surviving any morale checks caused by shooting and gives the Sybarite a chance of surviving as well. The agoniser is there for anything of high toughness <sup>4</sup> and high armour. <sup>5</sup>

Plenty of points left so a quick visit to Fast Attack. Hmm. Nope. Nothing here but us Chickens.

So Heavy Support then. Now here I always include two of my favourite units; The Ravager and the Talos. Ravager is armed with two Dark Lances and one Disintegrator. Marines hate Disintegrators. <sup>6</sup> This vehicle will normally only last me two or three turns at the most before it gets popped but, hopefully, the Raiders are in place by then and several squads will have fallen victim to its guns.

The Talos. Slow. Unpredictable. But a very, very accomplished fire magnet. Nearly always ends up at the front of the army and nearly always dies first. Still it means everything else is being left alone.

Elites. Not much choice here due to points now but with the new rules I've found a whole new use for my Wyches. Where once they were in the army to go and kill tanks, <sup>7</sup> now they are close combat specialists, able to hold up enemy squads for that thar HQ to come and whack. I take eight wyches, including a Succubus armed with Agoniser and Combat Drugs (always take re-roll misses). Wych Weapons are now a must. And a likkle Raider armed with a Disintegrator. Need to ensure that this unit get into combat so generally a Raider Squad will act as their shield. <sup>8</sup>

I also always take a full unit of Warp Beasts. For some reason these are not always

seen as a useful unit but anything that can move 6", Fleet of Foot and then assault 12" must be worth it. Plus the fact that when they charge they will get four Str4 attacks each on initiative 5 and you're talking a cracking unit. And let's not forget the Beastmaster with his Agoniser. They are, however, very bad at being shot. Save of 6+ does not translate well to the battlefield and they will die if left in the open and sneezed upon.

So that leaves the HQ. The Dark Eldar lords and retinue are feared throughout the 40K Universe, and rightly so. <sup>9</sup> My Lord is a Dracon. I always equip him the same way, namely Agoniser, Splinter Pistol, Combat Drugs (re-roll misses and +1A) and a Shadow Field. <sup>10</sup>

Attached to the Dracon will be his retinue. Four Incubi armed with Punishers and two Warriors armed with Splinter Cannons; those eight shots give me some distance firepower in case my Lord takes a tumble from his Raider and has to walk across the battlefield. Stick them in a Raider armed with a Disintegrator and you have a potent weapon, providing it gets into combat and then manages to kill things. I have had him walk through Sisters but fail to kill a single Flesh Hound. <sup>11</sup>

So how will this army do? No idea. Actually that's a lie. They've so far only fought three battles in this configuration. They've won one, beating Sisters; Lost one, completely wiped out by Khorne followers and drawn one, against those pesky Harlies. If they do well it'll be a bonus, if not well let's hope I learn something from the experience, otherwise I might not make it back home alive :-)

**Nick Jenkin**  
**Barmy Muppet**



There's a lot more from Nick elsewhere this issue. You can find out his Bubonic Monks on page 20 and read his review of Codex: Necrons on page 10.

### Notes:

- Beyond dying heavily that is.
- Either because they won or because they were decapitated.
- As if this ever happens to Raiders. I've had them shot down by a nasty stare before; having said that I've also had one survive Meltagun fire from 3" away and a flamer as well.
- Rearrange the words Lord and Wraith
- Again – the words are Nought and Dread.
- Actually it's the players but what the hell. Yes I am using this template and everything under it is hit by a Strength 7 Ap2 weapon. That'll be 2+ to kill then. Are you crying?
- Something they never seemed to quite grasp. Head for the big thing standing still with the big gun and take it out with your Haywire Grenades. No don't get shot down. Oh armour save of 6+. Oh dear.
- Just don't tell the Raider squad what their true role is to be.
- Mine is feared mainly by me as I never quite know what mood he's in when we start.
- Either lasts all game or is gone to one pistol shot from the most cross-eyed person on the battlefield.
- Depends whether he's had his Weetabix.



Ross is our resident Ork player and computer geek. This isn't to say he's our only Ork player or computer geek, just that he's more Orky and more geeky than anyone else at SMS.

*"I find this unit to be adequate for such tasks."*

*Commissar Dominec Farranti  
on the 9th Pretorian Rifles*

## FAIRIES ON FOOT

SMS BATTLE REPORT, 26 MARCH 2002

*A small, green world of no consequence, except to the two groups of soldiers moving across its surface. Just after dawn, Captain Gonzales of the 9th Prateorian Rifles led a mobile armoured patrol down a wide verdant valley, straight towards a Dark Eldar camp. At the camp, an unnamed haemonculus was cursing the fact that the planet's atmospherics made skimmers unworkable, and organising his warriors into foot patrols.*

A rather unusual balance of forces for this battle; each side had randomly picked a unit type which they were not allowed to bring, leaving Paul's Dark Eldar with no Fast Attack (ed - Paul being Paul decided this meant he couldn't take anything even slightly fast, so no Raiders), and David's Imperial Guard with no elites. Taking



The combatants

advantage of his enemy's weakness, David elected to bring as mobile a force as he could muster.

### Turn One

To begin the game in a suitably menacing manner, Captain Gonzales' wall of tanks advanced. The sentinels moved forward to provide a distraction while the remaining Imperials hid in the woods. One Dark Eldar was annihilated by a shot from a Sentinel's lascannon, the rest of the shooting was unremarkable.

Paul began the Dark Eldar turn by moving forward (instead of backward, which might have been more sensible). Two units, armed with dark lances, stayed back to fire but like their vehicles, their targeting was obviously suffering from the

atmosphere. In the end, the only successful shooting was a splinter cannon taking out two guardsmen.

The end of turn one and both sides were scratching their heads and looking at the manuals for their heavy weapons. David could just about win the game without them, but Paul couldn't and it was looking like close combat might be his best option.

### Turn Two

The beginning of turn two and the Guard were really getting into this new concept of taking the fight to the enemy! The guardsmen deployed from one of Dave's three Chimeras, the Hellhound skidded into place for a sideways shot and the Salamander attempted to Tank Shock a group of



The set up



The takedown

warriors, but was stunned by a hit from a dark lance (they work better when you hit automatically!) The hellhound wiped out Paul's grotesques, and a flamer-armed Chimera started the destruction of a unit of warriors which was efficiently completed by the squad inside. The sentinels, plus the unit hiding in the woods, did enough damage to send another unit of warriors running. A lascannon shot then failed to wound a warrior, just in case Dave was starting to feel that everything was going his way.

In the assault phase, Captain Gonzales' command squad took a chance and attacked the Haemonculus, even though he was in cover. The Haemonculus chose his attacks against the Captain, who took one wound but managed to save two more. A Guard unit led by a Preacher picked on the lone, retreating warrior and wiped him out, giving them the opportunity to advance even further. By this time the battle was very firmly taking place in Paul's half of the

table.

Then, something unheard of happened. Paul got his Scourges onto the table! He followed this amazing feat by rolling three sixes in a row to blow up a Chimera with a splinter cannon, and shot the advancing Guard squad to pieces. This shooting phase could have turned the battle around for Paul – if only his newly-arrived Scourges had remembered to shoot (they were probably still stunned at actually making it on in turn two)...

In close combat, the Haemonculus succeeded in killing Captain Gonzales, but then failed to make a 3" pursuit move (he really should learn to tie his shoelaces) to catch the rest of the command squad.

#### Turn Three

Paul's Scourges (the ones, if you remember, who hadn't done anything yet) were a bit more exposed than he might have liked, and the Guard took advantage of this. A unit of guardsmen with lasguns managed four 6's to wound, and Paul rolled three 2's to save. The two remaining scourges were wiped out in

close combat.

Meanwhile, one of David's Chimeras hit a tree, becoming only the second damaged vehicle all game.

#### Turns 4 & 5

I think the notes I took on this sum it up quite well:

"Everyone ran away except the Haemonculus"

At the end of Turn 4, most of Paul's army was off the table and the only question was whether David could kill the Haemonculus to make it a wipeout. After surviving the shooting of everything left on the table, he was finally taken out by a guardsman in close combat. The guardsman in question was armed with a plasma gun, and knowing David's record with plasma weapons, we reckon he came up with a stunning new tactic:

"Here, hold this plasma gun"

\*\*\*BOOM\*\*\*

All in all, a very different and fun battle, matched only by the epic standoff between a Berserker and a Carnifex on the next table.

**Ross McNaughton  
Green Muppet**



#### The Kabal of the Warped Mind

The Kabal of the Warped Mind is Paul's primary (and original) Warhammer 40000 army and is normally led by the infamous Archon Cax'th.

However with Paul's normal 'charge' ethos they tend not to last very long. But watch out, sometimes this army can be really nasty.



#### The 9th Pretorian Rifles

The 9th Pretorian Rifles is one of David's four 40K armies and the only one which isn't dressed entirely in power armour. However Dave being Dave, it does have tanks, lots of them.

This lot are normally led by Colonel P Smallhouse but its looks he took a well earned break for this engagement.

*As the smoke cleared, the Guard breathed a sigh of relief as they saw not a single Dark Eldar standing. Gonzales' heroism had cost him his life, but the armoured formation had proved its worth and the 9th Praetorian would be using it again. The Kabal of the Warped Mind would be taking no slaves from this world.*



After the long wait they're here; and Nick has already got his grubby paws on them. Ladies and gentlemen, I present (cue deep voice) the Necrons...



## THE HARVEST BEGINS...

### CODIX:NECRONS REVIEW

*"Their Number is Legion,  
Their Name is Death"*

It's here! It's here!

The cry could probably be heard for several miles as I dived into the new Necron Army Box and pulled out, with some reverence, the new Necron Codex.

As a Necron player of old I've been through White Dwarf/Internet and then Chapter Approved, and this Codex, this moment of becoming a real army, has been eagerly anticipated for a very long time.

Am I happy?

Does a bear .... Er .... Scratch in the woods?

So a quick review of the Codex itself then, I'll leave the in-depth discussion on units, tactics etc until I've actually used the things, that way I avoid any of those horrible, nasty knee-jerk reactions to stat lines.

This is one of those super cool new 64 page Codexes er Codecii er Codexi .... Books and, as such, features a plentitude of wondrous items to stare at for long periods of time.

The background is superb. Suddenly the Necrontyr have history. They have a background that is truly scary. They've lain dormant for millions of years and now the harvest is to begin. The stories and artwork that make up this background are well structured and beautiful to look at, or drool over, whichever comes first.

This artwork, combined with the stories, produces an image of undead legions of Terminators – sorry couldn't help it – marching across the barren landscapes, unstoppable, unfeeling, unliving and very, very shiny.

The colour section is great. There are articles and pictures on choosing your army, building your warriors and destroyers, Necron tactics and a superb selection of paint schemes. No longer do you have to use boltgun metal – although releasing the spray at the same time is a bit mad – now you can be creative and, hopefully, we see lots of different Necron armies rising from the dust of their barren worlds. (Note to self – Old Necron army is Boltgun Metal. Ah.)



So, what else do you get for your money? A whole new Scenario – Tomb Raid. Have to play it to see how it pans out. You also get some detailed notes on using Necrons in a campaign and a Necron Terrain chart; both of which look good but I've yet to use them so reserving judgement for now. And of course lots and lots of detailed stories, reports and pretty pictures.

Oh, and something called an Army List and Necron Special Rules :-)

All the previous units have

survived so you still get your Lord, Immortals, Warriors, Scarabs and Destroyers. Scarabs have now become a fearless swarm rather than exploding bugs.

The big question is; What have they added then? Answer: Lots.

You can now have new units such as: Pariahs, Flayed Ones, Wraiths, Tomb Spyderys, Heavy Destroyers and the massive, scary and downright impressively nasty Monolith. A whole page is dedicated to this beastie.

We also get new Wargear items and you can expect to see lots and lots of Resurrection Orbs.

All the units and the Special rules are very well written, including a clarification of the much used "We'll Be Back" roll, and don't seem to leave much room for player interpretation, thank you GW for that. Again we'll have to wait until we get into combat to really review these rules.

Also there are, you've probably heard, some special characters as well .... Something called

the C'Tan who are Gods. Other than that they're not very special... Again good background and the special rules, of which there are a few, are well written and presented.

So, in summary, here we have the book that Necron players have been praying for – at least this particular Necron player has – and this Summer you can expect to come up against more and more metal monstrosities as the Harvest begins anew.

**Nick Jenkin  
Metal Muppet**

# VOID 1.1 REVIEW

Warhammer 40000 3rd Edition seems to have it pretty much its own way when it comes down to sci-fi skirmish games. The system is fast (really fast, especially when compared to the original 'Rogue Trader' edition), its supported by arguably the best miniatures on the market (which just seem to get better and better), and it has a highly enthusiastic player base.

Breaking into this popular market is extremely difficult and has taken its fair share of casualties over the year; anyone out there played FASA's VOR or Kry-O-Mek? Probably not.

So into the fray now comes VOID from the Scottish company I-Kore. OK, fair enough, VOID isn't actually that new a game, having been out for a little over two years now, however the system does appear to be coming of age with new miniatures and supplements rolling out month after month.

The basic premise is that there are four human factions (Junkers, Viridians, VASA and Syntha) plus one alien race (the Koralon) and... Well, you probably don't need to know anymore than that. In the book there's a little bit of background on

each faction plus a short army list (that being the important bit).

Each of the armies has quite an impressive range of miniatures available already, and I-Kore are continuously adding new stuff to their range. Although not quite as good Games Workshop's latest figures, they are very nice and include some of the best 25mm scale models on the market.

The game itself differs from the Warhammer model (sorry, no pun intended) in that instead of players completing their entire turn (in the case of 40K, move, shoot assault), players take turns to 'activate' each unit which in turn may move, hold, shoot or assault. This means you are continuously reacting to your opponents actions making the game much sharper.

The other major difference between Warhammer 40000 and VOID is that VOID uses ten-sided dice (D10s) rather than the more common six sided dice (D6s). This makes probabilities very easy to work out even if the dice look a little funny.

Despite these differences many of the same gaming principles apply to both systems; to shoot someone



you have to roll to hit, then to wound, and roll any cover saves (although normally they are strict

targeting priorities). And much the same goes for close combat (although combat in VOID is usually resolved simultaneously).

There doesn't seem to be too much to choose between Warhammer 40000 and VOID in terms of playability. If anything, VOID is actually better at representing small skirmish scale conflicts where Warhammer 40000's speed gets in the way of detail. And considering the core rules are available for free (yes, nothing, zero, zip) from I-Kore's website ([www.i-kore.com](http://www.i-kore.com)) its a very impressive system.

GGreat system and free, but still a few marks short of Games Workshop's production quality.

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



And for something completely different, well sort of...



# BLOOD BOWL

## THE LIVING RULEBOOK

basically fantasy American football (with Elves, Dwarves etc, etc). Anyway, those nice people at Fanatic (cough, Specialist Games) have totally updated the Blood Bowl website and in the process uploaded a complete version of the rulebook with ALL the updates added as and when they're written, and (wait for it) you can download the entire lot for nothing!

Apart from the glee of getting a free ruleset, this Living Rulebook is also meant as an ongoing project, which means the latest rules will always be available. Damn excellent idea. I might just have to start painting up those old Skaven players I've got...

**Richard Kerry**  
**Chief Muppet**

In case any of you aren't already familiar with Blood Bowl (and why not???) , its



Nathan's Malefactor article opposite was the first one in this month. I swear this man does less work than me, on the other hand, probably not. Anyway, as well as his new Tyranid army Nathan also collects Smurfs (sorry, Ultramarines), Pixies (good pixies) and Orks.

*Following the psychic call of fellow hive minds the hive Aboleth had been drifting across deep space for eons. The hunger compelling the Overmind to drive onwards, as millions of bio-constructs slept, inert in the bellies of thousands of wombships.*

## DON'T LET THE BIG BUGS BITE

NATHAN WHITE'S TYRANID ARMY: HIVE ABOLETH

*The immense alien gestalt listened to the warp. The cancer would be found deep in the heart of the body of stars – to deep to be exorcised. The swarm would seed the very heart of the galaxy. Striking straight at the sources of opposition as a posed to being delayed at the edge of the sea of stars like so many of it's sister hives.*

*The hive will feed soon.*

Reasons not to collect a 'Nid army:

1. Lots of figures to paint
2. Hardy any guns
3. It takes half an hour to put you army on the table – only to spend the rest of the game picking 'gaunts & 'gaunts out from under blast templates

Reasons to collect a 'Nid army

1. Lots of figures to paint (for the masochists out there)
2. Lots of teeth
3. Lots of claws
4. The expression on your opponents face when you put a winged Hive Tyrant on the table between your Carnifex and your Malefactor!
5. 'Nids make people nervous!

Playing the Tyranids can be a labour of love sometimes. Getting used to taking lots of casualties takes some doing. The Tyranids have a completely different underlying concept to any other army in 40K. Usually when you play you try to make the most of cover, advance cautiously and deprive the enemy the opportunity to snipe at you. These are tactics that you MUST forget about – learn to charge headlong – the Hive mind doesn't care about losses, neither can you. Closing with the enemy is the most important thing.

Thankfully Tyranid controlled evolution has helped with this! Hormagaunts cover the ground well with their bounding leap, Gargoyles swoop in and Genestealers and Lictors are usually under the opponents nose at the start of the battle!

If you mill around advancing from cover to cover you will run out of game turns and the opposition will have taken the most advantage from out gunning you. Deny them that advantage! Just about all of the 'Nids have more teeth than Tony Blair and Janet Street-Porter put together (That's a lot of teeth!), so get in there and use them.

"But what about tanks" I

hear you cry – Yes, they are a huge problem for the Tyranids to overcome but this is what the Genestealers rending claws and infiltrate ability are all about. The Lictors secret deployment means that you can try and have Lictors placed to pop out and charge the rear of armoured vehicles. People usually use tanks as "mobile hard points" from which they support advancing troops. A well placed Lictor strike can remove the enemies support, destroy flanking manoeuvres and generally ruin the opposing gamers day.

Don't try and shelter any "Big 'Nids" you have in your force. They need to progress across the battlefield with the rest of your troops – the 'Nids guns generally being assault weapons means that advancing doesn't affect what little ranged combat you may have. Get your big nasty biomorphic monsters in the thick of it. Your main troops are cannon fodder, just there to stop your heavy hitters being shot at for more than two turns by reaching your foe and forcing them into hand – to – hand combat. With the instinctive behaviour rules, it means that you need to keep your synapse creatures up with the horde or you can make all sorts of problems for your self.

Win or lose the Tyranids are a fun army to play. They have and continue to be a challenging army to play with. The possibilities for modelling and conversions also appeal greatly to me. A 'Nid army offers a chance to experiment with a totally different attitude to the games normal tactics.

Go on! Get some 'Nids and get charging!

**Nathan White  
Bug Muppet**



## WATCH OUT

### SCRATCH BUILT 'NID ABOUT

Just recently I've finishing off the painting of my Tyranid army. I felt quite pleased at the way it has come along but I couldn't help but feel that it was missing something. A-HA! I cried – heavy support! It seemed to me that the 'nid choices for heavy support weren't up to much (with the exception of the good old Carnifex). My mind turned to the 'Nid VDR which had been featured in WD and then later in Chapter Approved. Nice – I thought! But how do I go about obtaining or making one of the great big clawed thingys? Buying them seemed out of the question as the only company that did make any (Armourcast in America), now appeared to be no longer doing them. So this left me only one option – make the bleeder my self!

I wanted a Malefactor – but where to start? I knew it had to be big & ugly (no its not a self portrait) and have all sorts of nasty appendages like scything talons and fragmentation spines (massive spine fists). It also had to look like it could carry some of its chums into close combat. I looked at the piccies of the Malefactor that have appeared in WD and decided that it wouldn't really fit in my army (alright! I didn't like it!). So now I've got to design one from scratch!

I doodled & doodled, lots of silly little designs that look more like Star Trek transporter accidents then the product of thousands of years of Tyranid evolution! I stopped myself and said "kept it simple Numbnuts! Your not one of the Perry twins". I resigned myself to designing one that would avoid multiple leg combinations. The next batch of designs resembled snakes with toothpicks or more scarily, trifles intent on placing desert spoons in unsuspecting orifices! Near the point of giving, up I was re-reading the 'Nid VDR for more inspi-

ration when it hit me – Burrowing! No need to sculpt leggies and I could imply size without the model needing it's own trailer to bring it to the club. Now I was cooking!

Looking myself like I was digging a tunnel, I leapt headfirst into the bits box, resurfacing some time later. I had in my mitts lots of little spiky bits. Over enthusiasm subsiding, I remembered that I needed a main body to attach all these lovely ickle pieces too. Using some Das modelling clay (available in most hobby stores) I formed the main body, a curving shape with a flattened bottom to sit on (cos' that's what you do with bottoms) and a depression at the front for the mouth. This was left to dry. For quite awhile actually, because Das dries very, very slowly.

Once the main body was ready I started on the mouth. I didn't want the mouth to look cluttered so I just put a few strips of milliput across the inside of the mouth and shaped them into a few large teeth. As the mouth could dry without me knocking it, I carried on. Next was the chest plate – it's a design feature that's echoed throughout the 'Nid figure range and would help it fit in with the rest of my Bugs.. After that, I let it dry despite the urge to continue.

Next came the back and side ridges. The back ones segmented to look like the continuation of the natural body armour theme. The side ones were marked using several different tools to give the body some detail. Again it was left to dry. The lips, head ridges and the eyes were then added, with the plastic nid parts pressed into the clay before it set. After applying the last few details



like armour plates to the head it just needed a base. Using an old CD, some general purpose filler and some old dry lumps of unused modelling clay (never throw these away!), I put the beastie onto his base, trying to make it look like broken ground that it had surged up through.

A little bit of paint and the beastie would be ready to unleash upon the unsuspecting galaxy! Modelling the wee critter has taught me several important things:

- 1) Plan – draw a sketch of what your intending to make.
- 2) Keep it simple – don't expect to be able to make a hive tyrant on your first attempt.
- 3) Take your time – don't rush as it's much harder to correct mistakes once the clay is dry!

I am quite pleased with the outcome and making the Malefactor has proved to be very rewarding. Give it a try!

What's next? How about a Bio-Titan!

**Nathan White**

If anyone wants to see the rules for Nathan's Malefactor, check out Chapter Approved: The Second Book of Astronomican.



The Armourcast Malefactor



I'm afraid these two scenarios were shamelessly lifted from the Astronomi-con website ([www.astronomi-con.com](http://www.astronomi-con.com)). For those of you who didn't already know (which included me before I found the site), Astronomi-con is a BIG Canadian tournament held every year. This of course has almost zero relevance apart from the fact that they play Warhammer and have written some cool scenarios.

Anyway, both of these use standard force organisations and look rather fun so let me know what you think.



# BLIZZARD

## A WARHAMMER 40,000 SCENARIO

# BLIZZARD

## WARHAMMER 40,000

**OVERVIEW**  
Both sides are attempting to sweep the area clean of opposing troops. Roving forces must be on the lookout to seek and destroy any enemies they encounter. To make things even more difficult, the snow is getting worse...

**SCENARIO SPECIAL RULES**  
Blizzard uses the *Random Games Length* and *Blizzard* special rules.

**SET-UP**

1. Divide the board into four quarters. Both players roll a die; the player with the highest score may pick which quarter to deploy in. The other player's deployment zone is the opposite corner.
2. The player that scored the lowest now deploys a unit in his deployment zone. The players take turns deploying a unit at a time until both their entire forces are on the table. No units may be deployed with 18" of the enemy. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units.
3. Roll for who gets the first turn. Highest score may choose whether to go first or second.

Armies deploy in opposite quarters

**MISSION OBJECTIVE**  
Both forces are seeking to clear the area of all enemy forces, securing ground as they go.  
The player that occupies the most quarters of the board at the end of the game wins. To claim a table quarter as occupied, there must be no enemy units over half strength or mobile vehicle in the area. You must have a mobile vehicle, or at least one unit with over half strength in the area.

**RESERVES**  
None.

**GAME LENGTH**  
The game lasts for a random number of turns.

**LINE OF RETREAT**  
Units forced to fall back will do so towards the nearest board edge of their deployment zone using the normal Fall Back rules.

### Blizzard Special Rule

All movement in a blizzard counts as being in difficult terrain. Vehicle that fail a Blizzard test cannot move for the turn as they're spinning their wheels, tracks, etc. Skimmers which fail a blizzard test count as stunned for the turn and drift D6" in a random direction as the pilots scramble to control their craft. Accurate firing is limited to a range of 12", beyond this, 6s are needed to hit regardless of the firer's ballistic skill. Note that Ordnance and guess range weapons scatter double the distance on the scatter dice. Plasma weapons do not overheat.

# WASTELAND RESCUE

ANOTHER WARHAMMER 40,000 SCENARIO

**WASTELAND RESCUE**

**WARHAMMER 40,000**

**OVERVIEW**  
You both a squad trapped behind enemy lines. These squads each have vital information about the enemy. If they make it back to their deployment zone with at least one man alive, they will relay the information. Stop the enemy - save your own

**SCENARIO SPECIAL RULES**  
Wasteland Rescue uses *Random Game Length, Victory Points and Trapped Squad* special rules

**SET-UP**

- Both players roll a die; the player with the highest score may pick which zone to deploy in. The other player deploys in the opposite deployment zone.
- The player that scored the lowest now deploys a unit in his deployment zone. The players take turns deploying a unit at a time until both their entire forces are on the table. No units may be deployed with 18" of the enemy. The trapped squad is not deployed. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units.
- Each player must now deploy his remaining unit at least 24" from the table edge of his own deployment zone.
- Roll for who gets the first turn. Highest score may choose whether to go first or second.

Deployment Zone 12"

Deployment Zone 12"

**MISSION OBJECTIVE**  
An extra 300 Victory Points can be earned by successfully retreating your caught unit into your deployment zone. The unit must have at least one man left and be in your deployment zone at the end of the game. It cannot have left the table or be falling back. Use victory points to determine the winner.

**RESERVES**  
None.

**GAME LENGTH**  
The game lasts for a random number of turns.

**LINE OF RETREAT**  
Units forced to fall back will do so towards the nearest board edge of their deployment zone using the normal Fall Back rules.

Want more scenarios for Warhammer 40000? Well, from the same place as these we've also got:

- Cleaning
- Hill 0.25
- King of the Mountain
- Escalation
- Midnight Patrol
- Dawn Raid
- Fire Sweep
- Breakthrough
- Station X
- Escalating Scouting Action
- Cache and Carry
- Ork's Drift
- Fight or Flight
- Suicide Mission
- The Assassins
- Convoy Raid
- Sink the Baneblade
- Curse of the Necron's Tomb
- Strongpoint Assault
- Ghost Town
- Into Enemy Lines
- All Your Base Belongs To Us
- Seize and Secure
- Divide and Conquer
- Sand Storm
- Ash Waste Patrol
- Crash Site Recovery
- Battle at the Farm
- Recon
- Search Party
- Starport Assault
- Resupply

**Trapped Squad Special Rule**

Before the battle begins, your opponent must choose one of your Troop choices to be the unfortunate squad that was caught on the wrong side of the table.



As well as his Bubonic Monks, Nick (who by the way is totally potty) has Dark Eldar (the Kabal of the Nefarious Spleen), Necrons (PX-0967) and Chaos (the Serpents of Ferrius) armies. Quite, quite mad.

*"To all who would oppose us we say only this: Death is all that you shall know."*

*Jik'sen*

*Chapter Master of the Bubonic Monks*

## WHAT THE HECK IS A BUBONIC MONK?

Once upon a Saturday ... The American Civil War. Five years of hell. Of families split asunder. Of battles larger than many had seen before, in places such as Gettysburg, Antietam, Bull Run (twice) and Chancellorsville. Of tactics that were outmoded even at the beginning. Of weapons that advanced far more than those same tactics did.

And it was not just between the blues and the greys, there were far more exciting colours involved as well.

Hang on! What the bleep has this got to do with the Bubonic Monks I hear you cry. You are crying aren't you? Well pick up that cup of coffee, or tea if you're that way inclined, sit back and I will regale you with the tale that is the Birth of the Bubonic Monks.

It is the late 1970s and flares are in, Abba are probably number 1 again and the Muppets are all over the TV Screen. There were even more cracking series on TV such as The Professionals, Blake's 7 and even Doctor Who was still liked by the BBC, if not by Mary Whitehouse.

And me? I got to see The Good, The Bad and the Ugly. Now besides being one of the best films ever made it also introduced me to this

conflict known as the American Civil War. From then on I just carried on accumulating all sorts of books and models on the subject <sup>1</sup> and, eventually, found out about wargaming and off it went. Blues, greys, reds, greens and all the other colours that took part.

Hang on! What the bleep has this got to do with the Bubonic Monks I hear you cry. And by now you probably are. The Bubonic Monks came about because I was getting bored with historical wargaming. The battles tended to be very similar. Line up the troops, shoot at each other and see if anyone survives <sup>2</sup>.

So time for something with no painting limits then; and, one day in 1999, instead of walking passed Games Workshop in Plymouth I went in. £50+ later I came out again and the wife was so happy that she started crying. Warhammer 40K had arrived. I had some Dark Eldar and some Space Marines.

So now the important question on everyone's lips, what colours to paint them in? I read through the rulebook and got hold of the Dark Eldar Codex and went with black for these guys;



"Fire! I said Fire! not Go and hit them with your big sticks!"

nice and simple <sup>3</sup>

Meanwhile the Space Marine codex showed me all these beautiful colour schemes but nothing came leaping out and said oi and besides I wanted my own and I was going to stamp my feet and make myself sick until I got my own way.

And then my likkle wandering eye fell on the book "Uniforms of the American Civil War". Ah ha! I could paint them all Blue or Grey or (as was stated rather heavy-handedly earlier) the other colours as well.

So up stepped a brave and noble warrior to become the test painting bed. Storm blue became the main colour and Lightning blue attached itself to various areas on the legs, shoulder pads, chest eagles and helmets. Great, he looks good. What about the gun? Black? Nah too simple. Red? Nah too difficult <sup>4</sup>. How about Blazing Orange then? Oh yeah. Bound to be easier than red. Ahem right. Took



"Now this is not what you need to see before you've eaten your breakfast!"

an age but we got there and when the test figure was finished he stood there very proud and said, "Well that's me done then. What about the other twenty odd marines, assault loonies, terminators and so on." to which my reply has been erased from history.

The Land Speeder got itself painted up and looked snazzy. The Assault Marines came along and said "Can we be blue to?" and lo and behold they were. (ed - Nick, you are quite mad)

So they went off to battle and, er, got slaughtered. Now this is a common feature of my armies and so I was not unduly worried by this occurrence. What did worry me was when I found the Blood Angels Codex and the Death Company models started screaming at me <sup>5</sup>. I quickly splashed out on 10 of these spankily nice figures. Right. Build time. Oh dear. More assault marine arm sprues. Do I have to use them? Quick flip through the Citadel Catalogue and I found the Chaos Close Combat Sprues. Quick bit of cutting and gluing and hey presto! Slightly different Death Company. Jump Packs were a necessity <sup>6</sup>

Paint scheme for the Death Company? I was going to do them as Louisiana Tiger Zouaves but the stripy trousers would have had people referring to them as the Andy Pandy Brigade and I felt for their troubled psyche.

It was then that I remembered the name of the chapter and the fact that I had included the word Monks. So one name change later from Death Company to Brotherhood of the Betrayed and brown it was then. Scorched brown with Bleached bone for the chest eagles and I was away.

So the Bubonic Monks were now Blood Angels and had plenty of troops and assault peoples <sup>7</sup>, but now came some Terminators. Not more blue troops. So back to the Uniform book and, after much deliberation, several pints of coffee and a long discussion with the wife on colour schemes <sup>8</sup>, up stepped the Confederate Grey.

So the Terminators got their nice swanky Shadow grey. And then the Devastators <sup>9</sup> got a nice shade of grey as well. At which point I suddenly discovered I'd accidentally come up with a paint plan.

Troops and Fast Attack were Storm Blue. Except the Scouts but I'm leaving that one for another day.

Elites and Heavy Support were Shadow Grey.

HQ were whatever they wanted to be; I wasn't about to argue with them and I'll



feature them in a future article – assuming anyone's still out there after this one.

Since those wonderful days at the beginning they've been in a few battles, they've even managed to win a couple now. They've just procured a nice shiny new Dreadnought and have been seen eyeing up the Land Raider Crusader recently <sup>10</sup> Oh and the very latest from the camp of the Bubonic Monks? I liked the Death Company so much that the whole chapter has now become Flesh Tearers. A Furioso has just arrived, another is on the cards and more Assault troops than I'd care to have at any party are busy arriving every day.

Good job I like painting blue and grey isn't it?

And as for that orange .....

**Nick Jenkin**  
**Barmy Muppet**

#### Notes

1 Somehow I successfully persuaded my parents to part with money as it would help me with my school work – still can't work out how it helped me but I'm sure it did

2 Actually probably the main reason for wanting something different was that too many people don't like you taking slight liberties when painting troopers ie different colours for roll blankets – even the collars and cuffs need to be correct; now whilst I applaud anyone who wants to go down that route I take umbrage when they try and persuade me that I really need to do it to.

3 Except for the day that I dropped the open pot onto the white carpet but that story is best left alone me thinks. The wife does talk to me still and doesn't mention this incident too often.

4 Well I was new to this and red just did not like covering big areas. Mind you it still doesn't.

5 Actually it worried the wife a lot more and I did see my wallet making a run for the nearest high ground but I was undeterred.

6 I was starting to get the hang of this losing technique and my troops were just not mobile enough – now they can get right up close to the enemy and then get slaughtered. Still, with so much more movement involved it all looks like I have some idea about what's going on.

7 Although I'm still trying to persuade them that assaulting is good, being assaulted is bad – a concept that seems lost on my Chaplain

8 Discussion is probably a bit of a strong word in retrospect – more a case of me talking and the occasional grunt or nod from the other end of the settee

9 Devastators in a BA Army – you just know they'll prefer to hit people with their big sticks rather than shoot them with them but it's always funny

10 But that will involve some sleight of hand with the wallet and the wife and will take some planning.

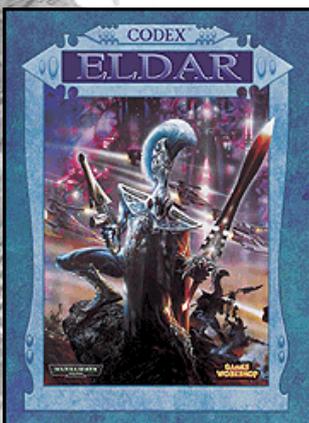
*"As for the Bubonic Monks? What can I tell you? There are no records before Gettidiborg. Nothing. They do not exist. No chapter of that name has ever been founded. But they are here. Stallendor? Surely you remember the tales of Stallendor? Of how the Blood Angels were forced to retreat in the face of overwhelming numbers of Chaos hordes? How they were nearly all wiped out? No? Ah ... but then you are young, are you not? For me these events are still fresh in my mind. Behind these useless eyes of mine I can still smell the death. See the blood running in mighty rivers.... but you did not come here to witness the ramblings of an old man, did you?"*

*"So, let me repeat myself. The history of the Index Astartes bears no mention of the Bubonic Monks. They do not exist. Where have they come from? Why are they here? Perhaps you should ask them yourself. Or maybe you value your mind too much."*

*"I can tell you one thing. One thing that may save your life. If the ones in brown should appear, this Brotherhood of the Betrayed, then ..... pray. Pray to everything you hold dear. And who knows, maybe your life will be spared. Maybe."*



Welcome to my second attempt at a new HQ choice for my Eldar. Compared to the first version of Exarch-Generals these are much more generalised characters. Rather than being a particularly mean Exarch who's been merely appointed General of a warhost; these represent (hopefully) more rounded characters who may have studied in many different shrines (or indeed none) and gained varying skills. Anyway, enjoy...



## EXARCH GENERALS

### VERSION TWO EXPERIMENTAL RULES

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. Either way, the title of 'General' is rarely awarded except to the greatest of eldar heroes, those who follow in the legendary footsteps of Eldanesh.

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



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

**Trappings:** An Exarch-General may take the trappings of a single aspect into battle:

- Dire Avenger (+0 pts)
- Fire Dragon (+5 pts): Meltabombs and plasma grenades
- Howling Banshee (+10 pts): Banshee mask
- Striking Scorpion (+15 pts): Mandiblasters, plasma grenades and haywire grenades
- Swooping Hawk (+15 pts): Swooping hawk wings and plasma grenades.
- Warp Spider (+15 pts): Warp jump generator

**Weapons:** An Exarch-General may take either one two-handed weapon, one two-handed weapon plus one one-handed weapon, or two one-handed weapons.

**Two-handed weapons:** shuriken catapult (+1 pt), exarch's death spinner (+12 pts), executor (+15 pts), fire pike (+20 pts), fusion gun (+6 pts), hawk's talon (+16 pts), or lasblaster (+1pt).

**One-handed weapons:** shuriken pistol (+1 pt), close combat weapon (+1 pt), power weapon (+10 pts), biting blade (+5 pts), dire sword (+20 pts), fire axe (power weapon, +1 strength, +15pts), scorpion's claw (+15 pts) or web of skulls (+20 pts).

In addition to these an exarch may take also power blades (+10 pts).

Please note the effects of differing close combat weapons may not be combined and the exarch may only fire a single weapon in the shooting phase.

**Warrior Powers:** Exarch-General's may train for many centuries in the differing shrines on a craftworld and may take up to two of the following warrior powers:

- Acrobatic (+12 pts), Bounding Leap (+7 pts), Battle Fate (makes save invulnerable +30 pts), Burning Fist (+30 pts), Crushing Blow (+15 pts), Defend (+18 points), Distract (+12 points), Sustained Assault (+40 pts), Surprise Assault (+30 pts), Tank Hunter (+15 pts), War Shout (+20 pts), or Withdraw (+22 pts).

**Bodyguard:** Any Exarch General except those taking the trappings of the Swooping Hawk or Warp Spider aspects, may be accompanied by up to 5 Warlocks (see separate entry in Codex: Eldar).

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

#### SPECIAL RULES

**There can be only one:** The position of 'General' is singular amongst the eldar. You may only ever take more than one Exarch General in your army, even if using multiple detachments.

**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.

*At the head of the warhost, Exarch Pe'lac led the warriors. Not since Neath Leanan had walked amongst the people had Rath-Torhan known such a leader. Trained within the Fire Dragon shrine, Pe'lac had proved himself to be a master of war, and when time was too short to awaken the Avatar, naturally the Circle had chosen Pe'lac to lead this assault.*

# THE SMS LEAGUE 2002

Unfortunately the Other Muppet (Dave) has been rather tied up over the last few weeks so sorry guys, its me again.

Its been almost three months since the last full league update (in the last Newsletter), so what's been happening then?

Well the biggest news is that we've got a new person at the top of the leader board!!! After a very long time with yours truly at the top, Dave snatched the top spot a few weeks ago with a wipe out against Mr Yates. But that's not all folks, at the same time Matthew put in a wipe out against our other Nathan while testing his new Eldar army for the first Grand Tournament heat, putting him on the same points as David with the same number of games played.

The biggest mover up the table recently has been Richard Cox. Since the beginning of the league he's moved from last (yes, the infamous bottom slot that Peter Hibbett now has the dubious honour of holding) all the way up to a very respectable fourth position; mainly built from two wipe

outs in as many battles in the first June meeting.

Further down Nathan Yates, Nick Jenkin and Ross are all floating around the same points but all also have two games in hand over the leaders which could push them into contention over the summer.



Richard Cox's Eldar march to:- an earlier defeat...

### Alternative Bonus Point Conditions

Also I've been toying with idea of alternative Bonus point conditions for league games. You can always revert to the wipe out rule in preference to these (as yet) untried ideas, as they won't suit all types of games, however, for Warhammer, and 40K I think they may be rather fun.



Both players simply have to roll a D6 at the start of their battle, and refer to the results table below. Note that the joy of this system is that the loser of a battle may still achieve their objective so securing a bonus point. That should please Richard Cox at least!

Dice Roll:

1. Survive the battle with over 50% of your army intact. (Units falling back, or below half strength don't count), damaged vehicles are worth 1/2 points.
2. Wipe Out your opponent totally!
3. Destroy your enemy's most expensive unit.
4. Control your opponent's original deployment zone.
5. Destroy all your enemy's troop choice regiments.
6. Break your opponents army to less than 25% of its original models.

Overall, the league is beginning to hot up now so watch out for a few changes at the top over the next few months and remember, any of the games at Gamesday IV can also count so the Micro-Tournament is likely to have quite an affect on the scoreboard. We're half way through the year and anything can happen.

**Richard Kerry**  
Major Muppet

### The Hall Of Fame 12/6/02

Player	Won	Drawn	Lost	Bonus	Played	Total Points
David Offen-James 	8	0	1	2	9	18
Matthew Pinto 	6	2	1	4	9	18
Richard Kerry 	6	0	1	4	7	16
Richard Cox 	4	1	5	2	10	11
Nathan Yates 	3	1	3	3	7	10
Nick Jenkin 	3	1	3	2	7	9
Ross McNaughton 	2	3	2	1	7	9
Nathan White 	2	0	6	2	8	6
Paul Russell 	2	0	7	0	9	4
Antony Walls 	1	1	1	0	3	3
Nick Doran 	0	3	3	0	6	3
Dave Driver 	1	0	1	0	2	2
Peter Hibbett 	0	0	4	0	4	0

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

A win is worth 2 points, A draw is worth 1 point, A loss is worth 0 points. A Bonus of 1 point is earned, if you totally wipe out your enemy.

Note: A draw is any result where the winning margin is 10% or less of the starting values of the armies involved. If the chosen scenario uses differing sized armies for attacker and defender then use the total of the defender.

**David Offen-James**  
Other Muppet



**THE SAD MUPPET  
SOCIETY**

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

Email: muppet@genesis-sf.org.uk  
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Yahoo Group: groups.yahoo.com/groups/sadmuppets  
Phone: 0118 9820489 (David)

**THE COMMITTEE**

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

**THE CONTRIBUTORS**

(in no particular order of importance or achievement)

Richard Kerry, David Offen-James, Paul Russell, Nathan White, Nick Jenkin, Nick Doran and Ross McNaughton

No chickens were harmed in the publication of this Newsletter (even by the Swedish Chef).

**OTHER THANKYOUS**

**Idea Muppet** Rita Russell  
(for coming up with really good ideas just after we've done something)

**Chief Heckler:** Ruth Russell  
(for getting us the hall for GD4 and proof reading this; plus loads of other stuff)

**Junior Heckler:** Helen Gay  
(for being prettier than me or Dave)

**An-Other Muppet:** Sue James  
(for letting Dave come out to play in February)

**The Guys At GW Basingstoke**  
(for taking all our money)

# THE END

## AT LAST

Not so long ago some of us used to make fun about Paul's painting, err, not anymore. Here's a picture of one of Paul's new Macassian Mercenaries, and very scary he is too (the Macassian that is, not Paul).

Hopefully we should have more on this new race of technological horrors next time. Until then, play nice.

**Richard Kerry  
Chief Muppet**



# THE LAST LAUGH

Want to make it a little easier to win your games!? Here are ten ways to distract your opponent:

1. Bring a hand puppet. Question it constantly as to what is the best course of action.
2. Shave your head. Paint your skin green. Wear a nose ring. Grunt a lot.
3. Insist opponent rolls all your dice for you. Complain and insult your opponent if you get any bad rolls.
4. Bring a plastic kid's sword and 'challenge' your opponent. If he refuses, claim you have won the game through his forfeit.
5. Complain that you don't think you can trust your hero.



This is the new Forgeworld Warhound Titan, and although not very funny in itself, it is extremely mad. I mean, the legs have forty nine pieces in them alone, and the entire kit is two hundred and nine bits. Mad. Quite potty. Who else wants one?

**Nick Jenkin's:**

**Ten easy ways to win with Dark Eldar**

1. Lock your opponent in the boot of his car
  2. Hide your opponents car keys before he gets in his car
  3. Tell him that Dark Eldar are invincible. He'll consider you mad and will start taking it easy, mistakes can then be punished.
  4. Mishear the army points value and turn up with 3 times his value
  5. Grab all the terrain before he does and refuse to give it back
  6. Forget the dice and tell him that he has to forfeit as you can make better flying noises.
  7. Lock the venue, turn off all the lights and pretend you're not in when he knocks
  8. Ensure you play in the dark so that he can't breathe on your Raiders
  9. Have a drink beforehand. Things always look better after a few drinks.
- And the best way to win with the Dark Eldar?
10. Turn up.

6. Ask politely if your opponent wouldn't kill your general. Explain that it's his birthday.
7. Ask if you can have TV rights to the game.
8. Hide under the table at the start of the game. Make your opponent drag you out. Speak in a nervous whisper. Confide in him that you are scared of his troops.
9. Ask if he has a license to drive that steam tank.
10. Read him this list!