

The Sad Muppet Society presents...

Issue 19, Summer 2004

# THE NEWSLETTER



## THE FINAL TRIALS



NAT2004.

A SMALL MATTER OF HONOUR | CHAOS DSYFUNCTION | THE DUCK TAPES  
THE BLOOD BOWL | TIDES OF CHAOS | FIRST NAVAL CADRE



One month away and see what happens? Its chaos around here.

Anyway, thanks to Mr White for stepping in last time. Jolly good show sir.

Unfortunately Nathan's computer has since suffered a fairly fatal technology challenge, so whilst he's trying to hand-write all of his college work, you lucky folk have me back as your editor, hurrah!

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



**Ken Dunn's Orkeologists  
from A Small Matter of  
Honour**

**Front cover:  
The Final Trials**  
As drawn by Mr White.

## 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)

Okay, so what its summer and its nice outside, we have some serious muppetery for you this month.

Some of the more observant of you may have noticed the worldwide fantasy campaign Games Workshop have this summer. Well, never ones to be on the sidelines, we (read: Money Muppet) are organising all sorts of pointy stick fun over the next couple of months.

First up is a 500 point patrol force mini-tournament on the 6th July (which should be when you get this newsletter). Tying into the Storm of Chaos, the results from this event will be added to a special gaming club territory. Next up, (allegedly) will be a BIG good versus not so good siege. See Paul again if you're interested.

As well as all this fantasy stuff, just before the next Newsletter is out, 4th Edition Warhammer 40,000 should have hit the selves on the 28th August. As most of the players at SMS play 40K (hands up anyone surprised by

this) we've decided to run a 4th Edition demo game at the club the meeting after it's release (31st August). In the meantime, a preview of the new rules are available

on the GW website and I'm sure various club members will be testing them out over the coming months.

In addition to this, we thought with the global fantasy campaign over the summer, we'd put back my 40K campaign until the new edition of the rules are out. There's a full preview elsewhere this issue but suffice to say it should be fun.

The other big SMS project at the moment is our gamesday demo game. For those you don't know anything about this; PAY MORE ATTENTION. Again there's a proper preview elsewhere this issue and if all goes to plan (bear in mind the guys keep on talking about LEDs) it should be rather spectacular.

**Richard Kerry  
Chief Muppet**

As always I'm on the look out for more articles so if you've got any new rules to test out, want to review something, write a story, or have any other interesting article in mind, email me and you might see it in here next time. Newsletter Twenty (OMG, number twenty already) is due out on the 14th September 2004 so I need any articles in by the end of August by 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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# EVENTS DIARY

OR MORE OPPORTUNITIES TO SPEND MONEY

10th & 11th July 2004	<b>Attack 2004</b> Devizes & District Wargamers annual show
11th July 2004	<b>Frome Festival GamesCon 2004</b> The Assembly Rooms, Christchurch Street, Frome, more info at <a href="http://www.iksentrisk-models.com">www.iksentrisk-models.com</a>
24th & 25th July 2004	<b>STaB 2004</b>
14th & 15th August 2004	<b>Cardiff Carnage</b> The Viet-Taff presents this two 40K tournament. Tickets cost £15. For more info email <a href="mailto:yekal@hotmail.com">yekal@hotmail.com</a>
28th & 29th August 2004	<b>Warhammer 40000 Grand Tournament Heat 1</b>
31st August 2004	<b>Warhammer 40000 4th Edition Demo Game</b> At SMS
11th & 12th September 2004	<b>Colours 2004</b> Including Spiky Club's Starsmash Tournament
18th & 19th September	<b>Portsmouth Pillage</b> 40K, WFB, and WAB. Email <a href="mailto:balfej@uk.ibm.com">balfej@uk.ibm.com</a> for more info.
3rd October 2004	<b>Gamesday &amp; Golden Demon 2004</b>
10th October 2004	<b>The Hurst Model Show</b> At the Hurst School, in Baughurst near Tadley. Lots of family fun plus a muppet run painting table.
17th October	<b>Gamesday IV</b> The sixth SMS/Genesis Gamesday, this time at our normal haunt, Glebe Hall
23rd & 24th October 2004	<b>Warhammer 40000 Grand Tournament Heat 2</b>
27th & 28th November 2004	<b>Warhammer 40000 Grand Tournament Heat 3</b>
15th & 16th January 2005	<b>Warhammer 40000 Doubles Tournament</b>
7th May 2005	<b>A Small Matter of Honour 05</b>

### 2004 SMS Meetings "The Meet"

Glebe Hall, Church Street, Basingstoke

6 July, 20 July\*, 3 August, 17 August, 31 August, 14 September, 28 September\*, 12 October, 26 October, 9 November, 23 November, 7 December, 21 December\*

*\*indicates dates the Newsletter is available*



Left:  
Someone's new 'Christmas' Marines. Learn more about them and if they actually managed to make it to Starsmash IV next time. "Purge the unclean!"



I couldn't find anywhere else to put them, so here are the four Chaos powers as depicted by Mr White.

Just a little reminder of who the really bad guys are in this summer's Storm of Chaos campaign.

# INCOMING

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

So watch out, there's INCOMING...

## GAMESDAY THE MARATHON OF GLEBE



Sunday October 17th 2004. Like Warhammer 40,000? Just how many games do you think you can squeeze into eight hours? Nine, ten, maybe more? Well here's your chance as the Sad Muppet Society presents its 40K in 40 minutes tournament gone mad. Nine plus games in a single day of small scale Warhammer 40,000 mayhem all in aid of Children in Need. Sign up in advance for £5 and get sponsored, per game or per victory (or per defeat if you prefer). One thing is certain, no one gets out of here awake! Email Nick Jenkin at vonjenkin@btinternet.com for more info or to enter.

And if the marathon doesn't interest you, there will be a whole host of other gaming fun including computers and board games organised by Genesis Sci-fi club; possibly even the Sad Muppet Society's 2004 Gamesday game, the Final Trials; plus of course bacon rolls.

Entry £3 (for non-Marathon people).

**Richard Kerry  
Major Muppet**

### Rules of Engagement:

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

- Armies are no more than 400 points.
- You must have one Troop choice.
- You may have one HQ choices, but no more than one.
- You may spend remaining points from anywhere in the Codex.
- No model can have more than 2 Wounds.
- No Special Characters.
- No 2+ saves.
- No vehicles with a total Armour value greater than 33. This is calculated by adding the Front, Side and Rear armour numbers (only count the Side once).
- All models must be WYSIWYG - "What you see is what you get."
- All models must be painted and based.
- And yes, we will be using the 4th edition rules for this event



Pay attention folk, SMS are planning another big Gamesday game this year along the lines of KROOT back in 2002 (although perhaps slightly more sensible). Inspired by films such as The Great Escape, and Starship Troopers, we are going to be building a 6' x 4' winter styled board complete with dark forest, razorwire, ruined buildings and LEDs. Anyway, brothers Offen-James, Driver, Waple, Freeth and White are on the case so keep your eyes open

3RD OCTOBER 2004

## THE FINAL TRIALS

for the progress reports as they come.

*"The path to becoming a full Battle Brother in the Space Wolf chapter is a long one. The questioning, feasting, blooding, and returning are just the start of their journey.*

*As the physical transformation into a Space Marine is completed, the aspirants must under go one final trial before joining the ranks of the legion. Bravery, Stealth, Cunning, and Strength are all*

*tested, and only those deemed to be worthy are finally accepted as true brothers."*

**Richard Kerry  
Initiate Muppet**



One of the 'in progress' Space Wolf sentries



Okay, this has been a rather long time coming so my apologies to all those folk who have been waiting for me to organise a campaign. As the aim is to do a narrative campaign, I'm going to be purposely excluding certain armies because they just won't fit. But don't be afraid, this won't be the only campaign we're running so if your favourite army isn't involved this time, it probably will next time. The other aim is to run

a campaign using the new 4th Edition Warhammer 40000 rules, so folk, you're going to need to read up on them in September.

To sign up, speak to me and I'll allocate you to a faction

**The place:** is the Glebe Sector. A small Imperial controlled sector in the middle of the Imperium.

**The excuse:** is Abaddon's 13th Black Crusade and the mess left behind.

It's the closing years of the 41st millennium, as forces of Chaos come streaming out of the Eye of Terror, the Glebe Sector is caught in the path. The poorly prepared Imperial defenders must prevent the traitor legions sacking the sector by whatever means necessary.

AUTUMN 2004

## THE GLEBE WARS

### Permitted Armies:

#### Loyalist Faction

Imperial Guard, Imperial Guard Armoured Companies, Witchhunters, Demonhunters, Space Marines (all chapters except Relicators, Space Wolves 13th Company, and cursed founding chapters)

#### Traitor Faction

Lost and the Damned, Imperial Guard, Chaos Space Marines (all legions)

#### Mercenaries

Relicators, Space Wolves 13th Company, all cursed founding chapters, Dark Eldar, Kroot Mercenaries, Tau Farsight Enclave and Orks  
Sorry, no Tyranids, Tau, Eldar, or Necrons this time.

or start you off as a mercenary.

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

## THE CHEF'S COOKER

THE RANT WITH NO NAME

This was going to be a rant about the reaction of "fans" to the recent fourth edition PDF. You'd think that the world had ended judging by some people. Every single army has been nerfed. Zapped. Killed off and made totally unusable.

GW obviously cannot win so why bother changing? People moan like hell about third edition and all the bits that don't work and so GW release a fourth edition taster and are taken to the cleaners by the ungrateful mob. Damned if you do. Damned if you don't.

I've decided not to have a rant as it would be too easy and I don't like to pick on the obviously downtrodden players out there. Poor things need as much help as they can get.

I'll leave my rant until fourth edition is fully released and I'll then let you know how every single one of my armies has been, oh what's the word? Ah yes, nerfed.

Meanwhile, I then turned my sights to the Grand Tournament and a special rule that they decided to introduce last year came into my telescopic sight. What rule? The one that says you can only use an army based on a specialist codex if the models in the army are painted exactly as they are in the Codex. So, for instance, my Flesh Tearers would have to be red, black and grey. Now this went against everything I've ever been told about the hobby. The ability to create your own colour schemes and build your own army based upon a codex of your choice. It's easy to turn up at a tournament and say to the player opposite: "These might be blue marines but I'm using the Flesh Tearers rules. Are you ok with that?" I've yet to find anyone who doesn't then say; "Ah hell not those cheesy Blood Angels!" Oh hang on that's a different rant ;-)

So then Richard says the

new GT packs been released and a quick perusal throws up a change to the rule: "You can use a painted army representing any of the sub-codices providing you make this crystal clear to your opponent before the game. Any army painted exactly as they are in the codex cannot then be used to represent a different codex." So, for instance, marines painted as Dark Angels cannot be used to represent Blood Angels. So my rant suddenly died in my throat to be replaced by a rather nice cheer. To be fair I'm not actually taking my Flesh Tearers but it was a principal of the thing. GW have seen the light it seems and I'm more than happy. So here I am with nothing to rant about. I could rant about having nothing to rant about I suppose, but that's liable to get very boring, very quickly. So what to do? Well I'm actually not going to rant. I'm just going to say that I've learnt something very useful



from the above two items: patience. Instead of just flying off the handle when something gets your goat just take a step back and count to 100. I do. If I then get to 100 and still feel upset and that an injustice has been done I'll rant 'til I'm blue in the face.

For now though I'm really looking forward to fourth edition. Changing how my armies play? New tactics? A whole new book to read? Oh yes. Bring it on!

Is it August yet????

**Nick Jenkin**  
**The Chef**



The weekend before A Small Matter of Honour, our counterparts at Reading's Spiky Club were running their annual St Valentine's Day Aftermath Campaign weekend.

As Mark had some weak excuse to miss ASMOH (family holiday or something equally implausible), so he popped up to Reading the weekend beforehand...



Ahh, ah SAY booooy!

## INTO THE DARK...

### A SPIKY CLUB CAMPAIGN WEEKEND

Well I had never played in a Warhammer 40000 campaign and was intrigued as to just how well this would work.....I was very pleasantly surprised!

I turned up on the Saturday morning, bright and breezy, a pretty much uneventful journey to the Post Office Social Club in Reading, which turns out to be the regular venue for the Spiky Club's weekly meetings, me along with another sixty players!

I had decided to use my Space Marine army for my competitions this year and had built up a nice balanced army to deal with any eventuality....okay well the guys who know me will also know that this eventuality usually turns out to be very

whole detachment; he strode onto the field full of the might that is the Index Astartes.

Surveying the field there was a hill on our drop zone where D'Henning deployed the Tactical Squad, the Lascannon beginning a sweep of the field. In the centre of the area was a large growth of dense vegetation, behind which he could see two squads of the enemy's Crisis Suits! He decided to push the scout squad further off to his left to provide a clear shot for their snipers to the squads loitering behind this area. The scouts were supported by the Tornado, which swept off to the nearside of the vegetation to try a heavy flamer shot. Just as the scouts were reaching their new position, the Crisis Suits jumped out from behind the cover and opened up on the Tactical Squad, the dirt around the squad was crystallised but no hits and as quick as they came the Crisis suits slunk back into the cover (*ed - bong*).

Just after this the scouts settled into position, the skimmer radioed a warning to D'Henning that a warrior squad had moved into some ruins on the far right of the field and proceeded to receive fire from this new threat, a well placed shot killing the pilot causing the Tornado to spiral earthward at speed, the resulting blast being compensated for the view finders of the remaining marines.

D'Henning barked a command to the Tactical squad to manoeuvre to the right of their current position thus opening a lane of fire on the blind side of the central terrain that the Crisis Suits were using to good effect. While they advanced the Scouts came under heavy fire from the Tau Crisis Suits, killing two outright! The return fire of the scouts took

down one of the suits and caused them to leap further back behind the cover. D'Henning opened fire killing another and started to receive heavy fire in return, the Tactical squad settled in position and began a chatter of bolter fire at the Tau warriors which had taken out the Tornado, dropping two of the foul xenos. The suits moved to the other side of the cover and rained death on the scout squad, killing a sniper, they were still holding though!

The Crisis Suits jetted back to the perceived safety of the central cover but not far enough as the Lascannon and Plasma gun boomed across the battleground, punching two of the suits from their feet, unfortunately one rose again and the payback was phenomenal, six marines were gunned down where they stood. D'Henning gasped, then roared in rage, sprinting toward the suits, opening up with his storm bolter, his rage furthered still by the fact that the shells seem to bounce from the suits like pebbles!

The command came across the Vox to hold position, the Tau were wavering but still held! It was a hard fought draw.

#### Battle Two

Our Imperial domain decided that the nearby Chaos domain was just too near for comfort and decided to take the fight to them.

My next opponent was a great guy named Paul Claridge, he sported possibly the best looking Deathguard army I had ever seen, even surpassing those seen in White Dwarf.

We opened the game with a deployment that saw my 1,000 points quite cramped in their deployment, as my plan was to provide a lot of supporting fire for each of the squads. My Vindicator

big and scary and causes my guys to run away before dying to a man, or Ork!

#### Battle One

My first game was against the Tau, a very gentlemanly chap by the name of Henry Chown. Now I had only one experience of fighting these guys and knew that I would have to be lucky to outshoot them. This first game was a 40K in 40 minutes job so I only had 400 points to play with. I opted for a mix of Scouts, Tactical and some fast attack in a Land Speeder Tornado. Squad Leader D'Henning, armed with a Power Sword and Storm Bolter headed up the



That's a very pretty Defiler

stood proud in the centre of the field hull down behind a hill, closely supported by a Terminator squad, a dreadnought and two marine Tac squads. On the flanks I placed my ten man scout squad and on the other my Land Speeder Tornado. Turn one came and the accursed Plague marines roared across the field, paying no heed to the rough terrain, the first of the Nurgle Rhino's leapt into the air over the rubble in front of their position, landed hard and then careered into the edge of the hill where the Vindicator was sheltering. Behind the onslaught the Nurgle Predator swung it's twin linked Lascannons to aim at the top of my Vindicator, with an ear splitting shriek the top of the Vindicator was torn away, causing the ammo to explode, killing two marines close by! As the smoke billowed across the field the first squad of the Death Guard emerged, inexorably advancing on the marines holding the hill. The sound they made when they made the final charge into the first of my Tactical squads caused my Librarian, brother Markoss, to change his aim and think about charging to assist his beleaguered battle brothers. On the right flank of our position Scout squad Persevere ran into the dreaded obliterateds, three of them, the chatter of the heavy bolter fire punching six scouts from their feet, never

to rise again. The return fire blowing one of the monstrosities to hell! Meanwhile the Tornado glided into cover and opened fire on the Nurgle Marines supporting their Predator, killing one of the Deathguard.

Just as Markoss got into view of the Deathguard advancing on the Vindicator hill, he barked a short command to Terminator squad Revanant to move to support the central Marine squad. As they moved into position the advancing Nurgle engaged the Tac squad Gamma, three marines going down to blows from their foul corrupted weapons! Gamma hit back killing two and faltered, they stepped back into the shadow of the Venerable Dreadnought brother Liton, who stood proudly firing at the marines in the rubble supporting the enemy Predator, four of these marines were now dead and still they held! Just as the Gamma squad rallied, Markoss reached Terminator squad Revanant and hurled them into the ensuing melee, cutting one of the Deathguard down with their Power fists. The Deathguard still held, I was pouring fire into the Predator and the remaining obliterateds to little effect, although I did hold a large proportion of the field. The other Tactical Squad, Fortis, moving to hold a better position behind the cover of the burning Vindicator.

In the centre the Deathguard began a summoning ritual bringing a huge Greater Daemon of Nurgle to the field, which cut down one of the terminators with it's mighty claws. The melee in the centre was joined by a second rhino which spewed it's payload of Deathguard straight into the central melee. I now had what remained of Gamma, Liton and the Dreadnought battling a load of Deathguard and a Greater Daemon. The Daemon must have sensed Markoss and moved to crush him, the clash of Power sword and daemon blade rang across the battlefield, Markoss's footing was lost in the fetid mire of blood and foulness and the sweeping Daemon Blade tore his head away!

A low keening now sounded from the Deathguard as they seemed to pick up the

*"the sweeping Daemon  
Blade tore his head  
away!"*



intensity of their onslaught. A power fist tore away the hydraulics of Brother Liton, leaving him immobilised, seemingly unphased he tore two foul marines apart, only to go down to the crushing blow of another power fist! The Terminators then broke and fell back, trying to cover the retreat of their brothers from Gamma squad that had begun to fall back as well. On the far right the last of the scouts exchanged fire with the Obliterateds and died to a man. The Skimmer taking a direct hit from the Deathguard supporting the Predator in the centre. The battle was lost and most

And that's a very pretty Predator,  
in a Nurgly sort of way

of my Marines were cut down in the pursuit, a complete wipeout!



**DANGER Will Robinson!**  
Count 'em, two Monoliths.  
Ouch.

*Dave fielded a two  
Monolith toting  
Necron Army*

### Battle Three

This saw the first of the weekend's 1500 point battles, and my first opponent was Dave Nice, a Spiky club member, who turned out to be not just nice in name. Dave fielded a two Monolith toting Necron Army which met mine on a decrepit swampy battlefield. As we deployed the armies we had three vertical sectors which saw the forces deployed randomly, so most of my army ended up in the centre or the left flank, while only the Dreadnought, Commander and one of the Tactical squads turned up on the right for me, and guess where the monoliths turned up.....yep both on my right, with a squad of Immortals and a Necron Lord, my Vindicator Deployed in the centre, supported by the scouts and a Tac squad, while an Assault bike, the Tornado and another Tac squad deployed on the left. Turn one saw the Monolith's advance toward the Tac squad, Dread and Commander on the far right, while in the centre a swarm of scarabs advanced on the Vindicator's position, the supporting Marines opening up on the rapidly advancing horde along with the scouts, reducing their numbers by one base. I forgot to mention that Dave also had a pair of Tomb Spiders supporting the Monoliths and on the very first turn the poor guy rolled a one while generating a

scarab base, causing a wound on one of them!

On my left the Marines advanced onto high ground to get a clear field of fire, while the other squad on this flank waited for the Necron advance and opened up, putting three down, that proceeded to come right back, "I'll be back"! Slowly but surely the Monoliths advanced on to my right flank, supported by the Immortals that charged into my Dread and the Commander, the assault that followed saw two immortals go down with one getting back up, while the Monoliths opened fire on the Tac squad, commander, dread and Assault bike which had sped up to support the right flank. Unfortunately my Commander went down wrapped in the gauss wreaths from the flayer and the bike blew it's fuel tanks! I also lost one marine from the tac squad.

The left flank opened up a withering hail of fire into the Necron Warriors in front of them dropping over 50% of them to bolter fire! However most of them got back up! It was at this point that I called the Terminator squads in



Orkies, obviously on loan from the RAF

and deep struck with both Termie squads, one assault and one shooty! They landed and this is where I tested Dave's good nature, I assaulted the same turn! Oooops I genuinely forgot that you could only shoot and I only remembered a turn later after Dave was close to phasing out! Couldn't turn the clock back

and we had run out of time.....a draw!

### Battle Four

This battle pitted me against a good natured young man that was a friend of Paul Claridge, Jodie Patterson. His Imperial Guard Army was pure Catachan, and had some light infantry doctrines and some imaginatively converted Tanks. All deployed behind a river which ran the length of the table, how the hell was I going to get across at them with my shooty army! In short I had to get into his deployment zone as my objective, I pushed my Tornado up to a building which was just my side of the river, having failed to notice the light infantry squad that had crept over the river and lay in wait for me. The flamer in the squad, destroying the Speeder with one gout of flame!

Throughout the rest of this game there was a long and protracted duel of fire across the river, my Vindicator managing to survive a hail of Missile, Lascannon and Autogun fire. The end result for this game was an out and out draw!

### Battle Five

The next day saw another bright and breezy start, with me being pitted against an Ork player! Now there is one thing I do know how to play and that's Ork so I should be okay!

The setup saw me get the table quarter I wanted which had the difficult terrain in the shape of a huge steep hill,

which I promptly deployed my squads on in rows, with my Vindicator taking pride of place on the very top.

The speed freaks charged head long at my lines, it was like a scene from Zulu Dawn and I remember thinking "is this what it's like being on the receiving end of a green fist", the Orks spread out trying to get as much frontage for the boyz to assault all at the same time. My Dread opened up on the Heavy trukks with Zapp guns, blowing one up, the Tac squad next to the Dread also killed another one and the Tornado's heavy bolter destroyed a third!

Great start, in the middle of the Hills front the Terminator squads stepped forward to support the Tac and Scout squad firing at the advancing trukks, two trukks went up in flames, killing most of the boyz in them. This proved to be too little as the Ard Boyz and the Warboss and his retinue, stormed into my lines, hewing marines left right and centre. The Marines held though allowing the Terminators to assault the Orks locked in combat, ten Terminators killed twelve orks! But still the Orks held, killing the Flamer termie in return! This struggle went on with more Orks pouring in and the terminators holding them up while the supporting marines, Vindicator and Assault bike poured death onto the Orks trying to close. The Heavy trukks in the centre then broke, and tore across the field for home,

while a buggy detachment snuck into my right flank to hold this position, thankfully the Assault Bike and Dreadnought saw this and punished them for their audacity blowing them all up. The Bike being destroyed in the return fire. The Dread then strode to hold the table quarter.

On the hill the Orks broke through the marine line, storming through on to my second line of marines, we killed another four orks in the assault and lost two marines. There were 15 out of the 17 Ork vehicles destroyed, which, as I was scoring extra points for this in this game I was pleased about.

Minor win!

**Battle Six**

This one was against a Daemonhunter army, Grey Knights Terminators and Marines. They also had a Valkyrie with a detachment of ten Stormtroopers and the Inquisitor on board.

Turn one saw the Landraider roar across the battlefield straight into my lines, it didn't fire just sat there, a squad of Grey Knight Marines moved forward in support of it and all my shots against them were short, as the "shrouding" confused my marines! On my right there were six Grey Knight Terminators, which stood protected by their shrouding. The Lascannons on the Landraider opened up on my Vindicator, only immobilising it while the bolter blew more paint off the hull. The Grey

Knight marines were still too far away along with the Grey Knight Terminators. In my turn I poured fire into the Landraider frying it on the third penetrating hit from the multi-melta from the Assault bike.



There' Nurgly Walker...get 'im!

The Grey knight marines suffered two casualties to the hail of fire from my lines. While the Grey Knight termies weathered the storm well, I then assaulted them with both squads of my Termies, a Tac squad and the Commander, it was like Custer all over again. These Grey Knights don't go down easy though, eight termies and two marines died before we managed to stop them. The Valkyrie swooped in to drop it's payload, but stopped to hover and fire at my marines, strange I thought as I opened up with everything I had, sending it crashing to earth, the Stormtroopers inside lost two men while the Inquisitor escaped unharmed.

The objective of the game was to get to the escape pod in the middle of the table, where which the Inquisitor and stormtroopers now sat! I went for him, everything I had opened up on them, wiping them out to a man, and then we just sauntered over to the objective.

A decisive Win to me!

These weekends are a must if you enjoy knowing that your actions and the battles you fight make a difference to the team performance, you also get to meet a lot of different guys who are as enthusiastic about the game as you are, as for the painting well, judge for yourself! My advice is to give it a go, I had a great time and am already booked for the next one.

**Mark Freeth**  
Imperial Fist Muppet

*"I went for him, everything I had opened up on them, wiping them out to a man."*





## LIGHT, INDUSTRIAL MAGIC

### PART 2

It all started at a committee meeting! There I was falling asleep as usual when the subject of A Small Matter of Honour came up. Major Muppet asked what still needed doing for this as he had only just got back off honeymoon, the answer of cause was everything. So we set about writing a list and then I had the brainwave that if I stayed asleep I could get out of doing anything yet again. However this was not to be, and I made the mistake of suggesting that we should use my garage as a workshop. After consulting Ideas Muppet (the wife) it was decided that the Friday and Saturday of the Easter weekend were available and so a plan was formed.

Meeting at the hall at the unearthly hour of 9.30 am on a Bank Holiday we set the plan into motion. We started by clearing a cupboard of all Ruth's stuff and sorting what was still needed. Then Other Muppet arrived and while he did what he does so well, started putting up shelves so we could have space for the new boards we were planning on making. Being keeper of the cheque book in my capacity as Money Muppet it was down to me to go to B&Q so after pointing out that someone had best come with me, me being colour blind and all; Major and myself hot footed it to said DIY warehouse. Whilst Major went looking for paint I wandered off looking for MDF; (just call me Andy I quipped). Loading the trolley with all but one 4' x 2' sheets of 12mm they had (I rejected that one because it was too badly warped and I already had eighteen) we made our way to the tills. Picture the scene if you will, a trolley full of MDF a pot of paint and two Muppets. I say "Will you take a club cheque without a bankers card" "What's the name of the club" a pause "It's the Sad Muppet Society"

"Pardon" I repeat it and get the book out to show her. "I'll have to check with the duty manager" I turn to the rapidly growing queue behind us "I'd find another till if I were you, we may be some time". Meanwhile the assistant was on the phone "a cheque for the Sad Muppet Society: yes that's right, two signatures" she turned to us putting the phone down, "Yes we will but I'll have to phone it through to the bank to authorise it" "that's fine" says I and we start the process of putting everything through the till. Back at the hall Other had got most of the shelves up and was planning on cutting some hills for us to use, so Major, Another, and Money Muppets made our way upstairs to sort terrain. After said sorting we had several boxes of terrain all needing touching up and refurbishment.

Getting back to mine Other Muppet had to shoot off as he had other stuff to do, this left myself, Major and Other Other to make a start. Stacking the MDF in the aforementioned garage we set to work. Other Muppet had left us with several hills

of different thinknesses and while Other Other sorted them into piles I began to glue them down, Major started the task of touching up the bases of several tens of buildings. Once we had run out of hills to glue (six sheets worth), Other Other helped Major on the buildings whilst I began to texture the first six flat boards mixing green paint with dry sand. Once this was done there wasn't much room left in the garage and we retired upstairs to my flat for coffee and bacon sarnies! Hooray!!

The following day Other Muppet and Other Other Other Muppet arrived and it started again. First thing was to get more texture onto the green boards and Other Muppet showed us a different method which worked even better than the one I had used the day before. Whilst this was drying we again retired to my flat. Other Muppet immediately set to work cutting more MDF this time bases for some fifty odd trees. Taking the buildings that had been touched up yesterday we also set about the job of



One of Paul's new city boards

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adding flock and pieces of old trees to them to add a finishing touch. Major Muppet chose this time to phone and ask if there was anything we needed? foolish question. More paint in other colours and more bacon

after everyone went home I set out to paint the edges of the green boards and to spray some Chaos Black, Dark Angels Green and a Terrocotta across all the boards as a little light dusting. Rising early on

and the wife painting even more tree bases until Major Muppet and his new bride arrived and we transported the finished boards/trees/buildings down to the hall and packing them in the new cupboard. This of course leaves my garage still containing six unpainted boards and a pot of grey paint as we speak and only another three weeks to get them done. The previous twelve only took two and half days but I did have some help.

**Paul Russell  
Money  
Muppet**



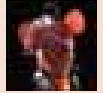
And one of Paul's wasteland boards, this time sporting an impressive trench system

rolls. Hours of gluing trees to bases and tickling up others later it was time to return to the garage and start on the wasteland boards. For these we used the quicker basing method using a colour called Pebble, it's pink (*ed - no it isn't*). Later that evening

Sunday I spent an hour green up the bases of some of the new trees and then spent the rest of the day with the lovely Ideas Muppet. Very late on the Sunday night you could find me edging the wasteland boards. Monday morning saw both myself

**Ross' Tournament**

This is a very quick review of Ross' results at a Small Matter of Honour, but at least he didn't get the wooden spoon this time.



**Game One: Landfall**

(perhaps Squiggoth-fall would be more appropriate?)



**Games Two: Capture**

(err, charge the Squiggoth!!!!!!)



**Game Three: All Out War!**

(oh dear, Templars agains, I think he's fainted)



# THE EMPEROR'S PMS

## ADEPTUS SORORITAS SPECIAL RULE

Once a month, a Psychic Aura is projected from each Sister of Battle model (range 180"). A test is not required for it to take effect, All enemy units are subject to Fear (even those normally assumed to ignore Morale based tests).

**Effects:**

Units and independent character, think twice about wanting to upset them. They will fumble nervously and mutter "Sorry love, I didn't mean to"

Murphys Law will then apply, in that all dice rolls will be the opposite to what you need. All enemy units and independent characters will try their best to avoid confrontation and slink off to their painting stations to "Just got to - (mutter, mutter, mutter)!" Love, OK?"

Any units affected, are not really injured (come on, strength 3 gurlies), they just "Play possum" so that the Wrath of the Emperors PMS will move on, and leave them alone.

Only Units with the Special Save of Chocolates and flowers, may attempt to nullify this effect, on a roll of 35+ on 3D6.

**Anon Muppet**

**Notes**

1. Insert as appropriate:
  - Iron my Artificer Armour
  - Take the squig for a walk
  - Commune within the Wraithrealm

*Oh. My. Gawd.  
You are definitely on your way to the place of flames and torture after that one matey. No key required. Please collect your free pass on the way out of the window.*



Saturday 8th May 2004, 8:00am in the morning. Myself and a few dedicated muppets (minus the kitchen staff) got to Church Cottage in order to setup for SMS's first 1750 point Warhammer 40000 tournament.

## A LONG DAY OF WAR

### A SMALL MATTER OF HONOUR 2004

After over four weeks of hard work (most of it from Money Muppet) getting the terrain boards and scenery ready now we got to see all twelve of the club boards fully setup. Together with a board from myself and a board kindly lent to us by Mark Walker and John Barter we were ready in fairly short order. This was just as well as the first competitors started to turn up from about half past eight!

In total we had 14 boards covering all sorts of terrain. On the stage, tables one and two were home to the Temple and the River Valley. Tables three to six were all fairly standard, but on table seven we had a full jungle board, complete with special rules. Further down the hall, we had two city boards, an airfield, and Paul's newly revamped trench boards. Finally, on table fourteen was the oil field, a nice open battlefield, complete with some rather interesting rules...

Helen and Ruth<sup>1</sup> rolled in half an hour later and started to setup the kitchen. Suffice to say, the bacon rolls were most welcome! With Other Muppet disappearing briefly, everyone else was ready to start by half nine. After using a D20 to determine who would be fighting who for round one, yours truly stepped up the stage to issue the first round of matching orders. A Small Matter of Honour was about to commence...

#### Round One

In fairness, there's one nice thing about running, rather than competing, in a tournament. Although its damn hard work, once the first game starts you get to watch everyone else busily unpack their armies and you can relax, a little. After having a bacon roll shoved

into my hands by Ruth<sup>2</sup> and being cursed at by Greg (who's rhino rush army seemed to object against the trench board) I was ready to start doing the journalist bit with the camera.

In the corner, next to the kitchen, John and Nick had started to work through everybody's army lists, most of which were okay, however Mr Barter did get a little stuck on one... Now, I have to admit, an Ulthwe Strike Force is hardly the most simple of armies to work out, but bless him, John Higgins was really out on his army



Let the games begin!

list, not even in the same ball park as a matter of fact. Our John, not really 'doing' eldar, had given up and passed this list over to myself. A lot of tutting later, I had totted up Mr Higgins list, and then ripped it apart. Suffice to say John's army was slightly smaller in round two.

Elsewhere in the hall, Dave 'Other Muppet' Offen-James was enjoying the top table and torturing Matt Finch. "Umm, two Land Raiders, fine. Next turn, another Land Raider. Umm. Next turn, another Land Raider. Gulp." This strange rumour about a man with four Land Raiders pervaded the hall after that. On the jungle board Paul's Tyranids (sorry, Marcassians) were fighting one of the five Black Templars armies in the tournament. This particular

one belonged to Phil Curran who had also brought his son (and his Dark Angels) along for the day. All was going well for Paul then his Hive Tyrant stepped on a twig and got spooked. I think Paul lost in the end.

In the city, another Templar player, our very own Ben Dove, was nicely lined up in front of Ross' Squiggoth. For some strange reason (probably because its really nasty) Ben took exception to the beast and shot every heavy weapon he had at it. It took a few turns but by the next time I passed their

table, the Squiggoth was on its back with its feet up in the air.

The other interesting game was on table thirteen... This was the trench table. Great for Dave Driver's Imperial Guard, but not so good for Greg Batchelor's Rhino rush Templars army. To add insult to injury, the first mission was a bit heavy on reserves,

and none of Greg's turned up until turn three. In the three turns remaining Greg managed to scrape in a very respectable draw.

With round one out of the way, the players put their armies out on display where they awaited Nick and John (Judging Muppets) and my camera (Journalist Muppet). This was perhaps the most satisfying part of the day from my point of view. The standard of all the armies, even the ones I would normally see at the club was absolutely fantastic.

#### Round Two

With the army scores and the first round scores put into the computer, and the crew re-fuelled, it was time for round two, and Capture. The scientists everyone had bought with them would come into play here. The objective was simple. Secure

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**Our judges hard at work (except the one behind the camera of course) checking through the army lists. Best not mention Ulthwe Strike Forces around John for a while.**

your own scientists, kidnap your opponents, and earn lots of bonus points. Ross and his Squiggoth were back in the city again. This time against Nathan and his Orky swarm. That table was looking a little crowded. Where Ben had opted to shoot the big beast, Nathan went for a more Orky solution: charge it with power-claws! The same city, the same dead Squiggoth. Ross was beginning to spot a trend here.

Half way up the hall, at least Greg was happy. This time facing Andy Barnett's Green Templars he at least had an open battlefield on the Wastelands. As far as I could tell this battle was a war of attrition as their two dreadnoughts attempted to head-butt each other to death.

In the first round, our very own Mr Hibbett had lost against the top scoring player. So this time round was enjoying the Blizzard conditions on the Oil Field. As the snow was effectively reducing long range shooting to nothing, Peter's raptors where forced to slowly walk up to Eric Singh's very green Deathwing terminators (must have been the weather), but at least most of them got there.

A bit nearer the stage, Tony O'Boyle's bugs were doing really nasty things to Chris Revell's Legion of the Damned marines. Although he wasn't quite massacred, Tony did get all the scientists for a maximum of ten bonus

tournament points, but even so this still only got Tony onto table two for the last round.

**Seconds away, round three: All Out War!!!**

Up until the last game, only one player had earned a massacre. Unsurprisingly Kris Pugh and his Salamanders were quite happily sitting on the top table for the last game, this time lined up against Luke Mason's Space Wolves who had just put in a very solid performance against Phil Curran's

Black (!) Templars. Next door to them, was one very surprised Matt Finch whose Tau were about to say hello to some green nids, and on table three was Greg Batchelor and Ian Jones. All the way down on table twelve, the airfield, was the battle of the Dave's. Dave OJ had his (now infamous) Land Raider rush Templars and opposite him was Big Dave Driver's very big Guard army, complete with lots of exploding things and an immobile artillery gun. The amount of devastation here was impressive, with Mr Driver being the only player to take out all four of those Land Raiders over the course of the day. However more terrifying displays of ruthless efficiency were on display elsewhere in the hall. I walked past table three as Ian and Greg were in their first turn. A very fast convoy of Templar's Rhinos had already disgorged their contents into the Necrons. The resultant combat was not pretty. Within two more turns, perhaps aided by a malfunctioning veil of darkness, the Necrons decided to leave. The entire game had lasted no more than an hour. Note to self: don't mess with Mr Batchelor when he's on a mission. A slightly slower, but very similar tale was unfolding on table two as well. Matt Finch's Tau were slowing Tony's Tyranids, but not by much. In the end only the green aliens were left. A third

massacre, this time to Mr O'Boyle. On table one Kris' Salamanders were again using the board's special rules to their advantage and occupying the temple (each turn in control of the ruins earned bonus victory points). Luke Mason's Space Wolves put up a brave fight but in the end were no match for Kris' firepower. Fourth massacre on the day to Kris, and one that secured him first place overall. Elsewhere in the hall, Ross had managed to move off the city board and was now playing in the wastelands against Phil Curran's Templars. Outgunned and outassaulted the Orks were overrun in the end, earning Phil the final massacre of the day. And yes, the Squiggoth died again. With the final results in (eventually, Lee and Paul...) and the boards packed away, it was time to present the prizes and thank everybody who took part and helped out on the day<sup>3</sup>. In the end, Kris Pugh took the top spot, closely followed by Tony O'Boyle and Greg Batchelor. Unfortunately the only muppet to win a prize was Lee, and that was for last place (better luck next time). Still, everybody had a great day and I've already been volunteered to organise A Small Matter of Honour 05 by Nick. Thanks mate.

**Richard Kerry  
Major Muppet**

**The Winners**  
**First Place:** Kris Pugh  
**Second Place:** Tony O'Boyle  
**Third Place:** Greg Batchelor  
**Best Army:** Gary Batchelor  
**Best Sportsman:** Patrick Grimwood  
**The Wooden Spoon:** Lee Cook



**Ian Jones at the receiving end of a Rhino rush. Ouch!**



**I haven't told Lee he came last yet...**

**Note:**

- 1 To put this into context, I'd been up until about three in the morning waiting for Helen to arrive from Plymouth and she arrived at four, so I got slightly more sleep than the wife.
- 2 Her who must be obeyed.
- 3 Ruth, Helen, V, Sue, Rita, Nick, John, Paul, Nick, Dave, Nathan, Lee, Peter and anyone else I may have missed from this list.



A Tournament Report, from Paul. Paul doesn't do tournaments I hear you cry! Well, he did this one.

# A SMALL MATTER OF HONOUR

## A BUG'S EYE VIEW

### PAUL'S TOURNAMENT REPORT

*As the drop ships came out of the warp they scanned the planet below. There many xenos gathering and in a few places conflicts had already broken out. The scans also revealed that this planet of St Michael had varying terrain and climate and it was decided that the best place to make planet fall would be the jungles near the equator.*

The first scenario Planetfall, was played on Dave (Other Muppet) O-J's jungle board. The set up rules of random arrivals and random table thirds was a challenge, but I was confident as always; the Marcassians love close quarter fighting and using 3D6 for difficult terrain tests must be an advantage right? Wrong. The spooked rule was there. So no double ones please for difficult terrain tests. Initial deployment saw nine Warriors (six with wings) and three Biovores on the board. The Warriors advanced down the avenues between the trees to find Black Templars coming right at them in armour. Lascannons hurt and hurt a lot. Instant killing the big shooty elements of my army over the next three turns. A special mention should go to the Carnifax who never did work out which way to point his barbed strangler but did warp blast the Rhino carrying the Emperor's Champion and a Dreadnought that wandered too close. The biovores who began firing frag spores only started getting results when they loaded up poison but this happened late in the game. However the last mention must go to the two units spooked. The first was a Hive Tyrant. Turning up on turn three this monstrous creature, a true goliath of a mechanically enhanced killer stepped up to the woods and throw chaos snake eyes, (three ones) for its difficult terrain test. "Oh my great

maker" it thought "there's something NASTY in the woods". Yes you, you dim witted physco, you're the thing mothers warn their children about, so stop messing about. Then came the Ripper swarm. Small cuddly killing machines, yes you've guessed it, they spotted the Hive Tyrant shivering in its boots and thought, (thought might be to strong a word here them being mindless and all) "if he's not going in we're staying here as well".

With the multi-wound killers going early, the champ aided and abetted by a chaplain soon saw off the rest of my army. Result 381 victory points to me, 1036 to Mr Phil Curran, a decisive victory well earned.

game we talked about the fact that both of us had been mostly playing fantasy recently, him with a Khornite Chaos army and me with a Tzeentchite army. Anyway back to ASMOH. The board we where using were the trench boards, I had fun making these boards but haven't had much success playing on them. As you would expect this was a blood bath, two close quarter armies charging at each other. The Predator Annihilator with its side and turret mounted lascannons was my first target. The Carnifax stepped up, barbed strangler away, glancing, roll on the chart, Immobilised. Parked behind that wall it probably wasn't going anywhere anyway. So let's try warp blast then. Penetrating,



"If you go down to the woods today..." Paul's cyber-bugs head straight for Phil Curran's Black Templars. "What's that? Did someone step on a twig or is there something out there?"

The end of this game saw lunch and the painting competition. So out came the army, carefully packed away over the last six turns and off I went to do some washing up followed by the eating of sausages in rolls and cheese salad rolls and several cans of tango. The afternoon saw game two, I now moved to a table relating to my position in the tournament. Now I was on table 13 of 14. Not looking good here and it got worse. A Khorne Berserker army with a Defiler and more vehicle mounted lascannons. Gary Bachelor is a real fun guy to play against and during the

I could see the side clearly. Yes you've guessed it Immobilised. S"£\$%T. It then became a shooting match between these two with the Carnifax going down in turn six.

The Biovores ignored the Defiler and fired poison after poison at the berserkers killing very few of them. With their bloodrage these guys weren't hanging around and close combat was soon joined. Khorne Axes: I hate them, reducing armour saves to a max of 4+. However the Tyrant was feeling better now he was out the jungle and charged into a melee in which the Hormagaunts

were'n't doing to well. Note to self: monstrous creatures ignore armour saves, doh! This was pointed out to both me and Gary when his son came over after finishing his game. Four turns of close combat might have gone the other way! Must read Codex next time. Any who, the Biovores got fed up with the Defiler killing their mates and made a concerted effort to take it out. Bio acid 2D6+3 against vehicles that should do nicely thank you very much. Mine on top of the thing, scatters well, crew shaken, well not really, not with demonic possession. Another mine on top of the thing, "Hit", 2D6+3 that's 15 followed by a six and its out of here. The lesson, don't pick on things smaller and uglier than you. Meanwhile my army was dying all around them. The Predator also fell to the Biovores just before they were engaged in close combat. Yes you read that right, his army was in combat against the things lurking against the table edge. However the man or thing of the match must go to the Biovores for not only taking out both vehicles but one; and you won't want to believe this, but a Biovore killed a berserker in close combat, initiative one et all Result 922 victory points to me, and 1578 to Gary, another decisive victory to my opponent. So I shuffled over to table 14 to face Lee Cook's Word Bearers.

This was to be a straight kill fest where the only objective was to destroy the enemy. However this was a SMS tourney so things wouldn't be that easy. Table 14 was the Blizzard Board, a snowbound oil refinery where the wind never stops blowing. All shooting over twelve inches required a six to hit so subtle tactics would be out. CHARGE!!!!

Getting first turn meant my army was scuttling towards Lee's from the start. Then the Biovores started. Not requiring a BS helps ! but the 4D6 scatter meant a lot of mines going off the table edge. One dead Marine later

	Player	Army	Generalship	Sportsmanship	Army	Total
1	Kris Pugh	Salamanders	89	15	25	129
2	Tony O'Boyle	Tyranids	85	9	29	123
3	Greg Batchelor	Black Templars	72	15	32	119
4	Gary Batchelor	Chaos Space Marines	57	13	34	104
5	Phil Curran	Black Templars	60	11	31	102
=6	Luke Mason	Space Wolves	57	13	31	101
=6	Mark Walker	Word Bearers	60	13	28	101
8	Patrick Grimwood	Space Marines	55	15	28	98
9	Peter Hibbett	Night Lords	50	15	31	96
10	Alex Mason	Thousand Sons	53	13	26	92
=11	Ken Dunn	Orks	45	13	30	88
=11	Matt Finch	Tau	45	13	30	88
=13	Ben Dove	Black Templars	45	15	27	87
=13	Ian Jones	Necrons	44	13	30	87
15	Jonathan Jones	Eldar	46	13	27	86
=16	Dave Driver	Imperial Guard	40	13	29	82
=16	Nathan White	Blood Axes	35	15	32	82
=18	Andy Barnett	Black Templars	36	15	30	81
=18	Dave McCoy	Witchhunters	37	13	31	81
20	Chris Revell	Legion of the Damned	30	15	32	77
21	Paul Russell	Tyranids	31	13	31	75
=22	Jacob Curran	Dark Angels	31	15	28	74
=22	Ross McNaughton	Orks	30	15	29	74
24	John Higgins	Ulthwe Strike Force	38	13	22	73
25	Dave Offen-James	Black Templars	25	13	30	68
26	Lee Cook	Word Bearers	19	15	26	60
27	Eric Singh	Deathwing	35	15	0	50
28	Tony Evans	Imperial Guard	28	15	0	43

and it was Lee's move. With shooting like mine he didn't kill much as so it progressed until turns three, four, five, when close combat started. Remembering the monstrous creature no armour save rule helped as one Tyrant smashed into his Terminators, the other was dragged down by Bloodletters. 2D6 +10 armour penetration from the Carnifax on an immobilised Rhino and thousands of Rippers saw this fight turn into a bloodbath. We were the last to finish and we never did get to the night fight on turn six. The game was called five minutes after time. Dishonourable mention to The Winged Warriors for

losing their way in the blizzard and not bothering to turn up. Result, 1028 victory points to me, 542 victory points to Lee, a marginal victory to me and my only one of the day Tournament position 21st /28.

**Paul Russell  
Money Muppet**



The final results table from the day and the prizes.

The five really nice trophies caved by Dave OJ (Other Muppet) and cast by Gary from the Basingstoke Wargaming Club.



Them lads at Spikyclub have been busy recently. As well as their Warhammer 40000 campaign weekend (see Mark Freeth's report for more info), they also ran a Fantasy Campaign in June. Jeff Crane continues the tale...

*End of the first day,  
boy, I was  
KNACKERED!*

## TIDES OF CHAOS III

### A VERY SPIKY WEEKEND

I arrived at the Spiky Club venue in Reading about 9.30, with Mark Waple and Mark Freeth (driving) and handed in our army lists. The four gaming tables were arranged as four 6' by 4' boards, allowing each four man team to fight on the same table. While we got a much needed caffeine injection, the umpires divided the armies into eight Domains, which would be either Good or Evil. I'm not sure how, but my High Elves found themselves in a 'good' Domain, with Vampire Counts and Undead.

After an assassination or two, the first round of games began. Our Domain had invaded an Empire Domain, and I soon found myself on possibly the worst terrain in the hall, 6' by 4' of five largish swamps and three soggy woods. This terrain was not to the liking of my heavy knights although my opponent with his three cannons, mortar and many handgunners didn't seem to mind the wet. To cut a short story shorter, after vainly trying to wade through the muck, and losing half of the Dragon Princes and a third of the Silver Helms, I recognised the hopelessness of my position and threw in the towel (*ed - sounds like you needed it*).

In another part of the hall, Mark Freeth was fighting his first battle against the Bretonians, a game of cat and mouse with his Black Orc warboss hovering in the middle of the battlefield, then charging the unit with the enemy General in it. These fled, but then rallied the next turn, while lot of Mark's Orcs had been killed, so things were looking bad. Luckily the turn after their General rallied, he charged the unit again, they failed the Terror test and fled the battlefield, a win for Mark as he had the "Vengeance" (kill the enemy general) scenario from the scenario table,

resulting in a Major Win.

Lunch was next item and this was VERY good, both in quality and quantity, both days. We could have nothing but praise for the kitchen staff. I think THEY should have been awarded a special prize.

Back to the fight. Next up was an invasion of Skaven.....skaven.... Eurgghh.....horrible things... and they keep coming... I thought the preceding battle was short...this one was shorter. The Silver Helms charged and were short by half an inch, and were disposed of in short order by Rat-ogres, Storm Vermin and skirmishers in the rear. The Swordmasters, outnumbered two or three to one were dragged down by hordes of the things and the Dragon Princes, although initially destroying two rat units, one being Slaves, and a gun, ran out of steam half way along on the rats' table edge; just as the main Skaven body, (including the Rat-ogres who were eating the Silver Helms, using the Army Standard and the Elf Princes blade of Seagold as toothpicks) began looking for fresh meat. I know it's a well-used cliché, but you could almost hear the two remaining units, 20 bows, thinking ' We need bigger guns and LOTS more ammunition!'

A lot of the problems I encountered could be put down to not knowing the rules. For instance, I hadn't realised that although march-moving must start outside of eight inches; it can end as close to an enemy unit as you like.

Mark's second game was against the Empire, just a whole line of hand gunners and Artillery. His Warboss charged the gun line with a regiment of boar riders only to be cut down by their withering fire. He got massacred! The objective was to capture the objective

in a pitched battle. A Major Loss

Okay, last game of the first day, fighting the Empire again but a whole new ballgame. No marshes this time and lots of hills and a few little woods. I was learning the rules all weekend and THIS time my two mages had Master of wood and stone. I SHOULD have won this one but, however well you know the rules, there's no accounting for crass stupidity.

We were using the new set-up rules from White Dwarf, and had rolled for the diagonal set-up, starting 24 inches in on the right flank and a line running down to the left flank corner. It started well, Dragon Princes and Silver Helms charged into and wiped out two units of Handgunners on his far left, and then went on into a block of foot and also their attached unit. In the centre, the Swordmasters awaited the approach of a twelve strong unit of White Wolves and to their left the two bow (elf) units stood and shot. In the Empires rear, the two Cavalry units continued their rampage, destroying another unit and running off a fourth, and once again, carried on into the next two units. However, they were both somewhat beaten up by this time, the Dragon Princes being worst off and down to 50%. On the left, the bows continued to shoot at the 'shrinking' block of foot coming at them and in the centre the White Wolves had approached to within charge reach.

At this moment I threw for stupidity and didn't make it. For some reason, I thought that the Swordmasters, WITH advantage of ground, wouldn't be able to stand up to the White Wolves and so, I charged the White Wolves with the Army Commander and the Army standard bearer, yes, just the two of

them. Yes, I know, what was I thinking? Anyway, they got beat, ran, behind the Swordmasters and were caught, and disposed of. After this, again nearly everything went right for us. The White Wolves charged the Swordmasters, who had turned around and the Swordmasters dished em up. The Silver Helms continued to push on the enemy's table edge and the three Dragon Princes who had fled, rallied. On the far left the Empire foot unit finally got to within charge reach, were shot at, and failed their leadership. At game end we totalled up the points, and it would have been a draw, however I felt compelled to point out that the dead Elf Prince was Pure of Heart, which lost me a further 100 points and converted the draw into a minor win for the Empire.

Mark's third game was against the Slayers, which I report in his own words "This was an eye opener.... Out flanked him on the right, while my battle line held, the right hook being led by the Warboss and my regiment of wolf riders, got embroiled with the first regiment of Slayers which just turned into a grind for four turns, meanwhile the Slayer general absolutely wiped my Black orc regiment out. I had 16 orcs as well! He killed eight with just his general who had the Skavenslayer and some other slayer skill which meant that all these dead counted as double for the combat resolution, in all lost by 21!!!!!! And I charged him! Helps that he had the rune of speed as well! Rest of the boys fought bravely but with the dwarves re-rolling to hits through hatred it just ground on and all my boys got cut down! Massacre!"

End of the first day, boy, I was KNACKERED!

First game of the second day, I get to play Mark Freeth's Orcs. I wasn't to keen on facing the Wyvern AND the Giant plus all those greenskins. Although the Elves were heartened by

being joined by the Grey Pilgrim himself, the main problem with the army the whole weekend, apart from my abysmal tactical skill, was their lack of numbers. With only five units, all of my battles were fought at odds of two and in the Skaaven case, three to one. Anyway, we set up as far from the giant as we could and rode forward. The Swordmasters were able to move swiftly through the wood on the far right thanks to the banner of Ellyrion, but felt unable to leave it with fast wolfriders on their right. To their left the Silver Helms advanced and charged two Orc units and the Wyvern rider called out our Prince and was sent packing by him, but not far I'm afraid. To the left, the Dragon Princes had wheeled to the left and were attacking the Giant who was getting a bit close. He pretty well cut 'em to bits, the Wyvern rider returned and they slaughtered the Silver Helms, who ran, got caught and died, unit, Prince, Army standard bearer and all. Gandalf was having an off day and the two lesser mages, had even worse ones. With most of the Orc army intact, and only the Swordmasters and two bow-elf units intact, I felt once more that the position was untenable and surrendered.

And so, we come to the last game of the weekend. The organisers had decided that the last game, all three hours of it would be between Domains. Our Domain was matched against the howling nightmares of Chaos and an extra 2000 points of Orcs, so that we faced 10000 points with our 8000 points of High Elves, Vampire Counts and Undead. I was placed on the left flank and told to hold. I found myself facing Slaanesh and lots of Orcs including ANOTHER giant. Having a small wood on MY right flank, I positioned my Archers around its perimeter. Two units of Undead swarm were to the left of the wood, then the Silver Helms, the Swordmasters on a small hill, with the Dragon Princes,

the Prince and the Army Standard bearer on the far left. I had high hopes for the Dragon Princes this time, as they carried the banner of Arcane Protection. As the game began the forces of evil surged forward, no...no... them, not us. Luckily for me, the very density of the forces opposite me made their progress slow, although the giant WAS making his way to the front. It was about now that I realised what really good spells, Master of wood and stone are, on a battlefield of this size.

The first two turns were spent trying to position our forces for charging, but on turn three the Dragon Princes with the Prince and the ABS bearer charged one unit of fast Demon cavalry, and the Silver Helms charged the other. Both Demon units were routed, though not without dealing wounds, especially to the Dragon Princes. However both of our units followed up, the Dragon Princes into a Chariot and the Silver Helms into two Orc units. Unfortunately however, the giant was hovering ominously to the right of the Dragon Princes. Over by the wood the Archers had been having a good day, shooting at everything in sight. On this turn however the far right unit fired at a lone winged Demon character (don't ask me) hit and wounded it twice which it FAILED to save. You could almost see it turning to look at them and the expression on its face...well. Next turn, it charged them. Well you know, this is where ignorance of the rules comes in. The previous turn, hitting it had been relatively easy, 4+ to hit, but with -1 for being charged and -1 for having to shoot at long range when being charged, they missed. It did horrible things to them but they held their morale. The next turn a unit of Skeletons reinforced them.

On the left things weren't so good. The Dragon Princes killed off the chariot, but were then attacked in flank by the giant. The nearest

figure to him was the army standard bearer who it tried to pound into the ground, and then threw the remains at the unit which suffered more casualties and ran off the edge of the world, with the Prince, closely followed by the giant. The Silver Helms were cut down when they turned to run, but their pursuers did not run on very far. We were into the last turn and the Forces of Evil had gained none of their objective tokens although one was almost within their grasp. It lay on the hill, just beyond the Swordmasters of Hoeth, who were now within reach of a unit of demons of Slaanesh. At the wood the decimated Archer units were still in melee, whilst the other had run from a demon charge. The Undead swarm however was holding them, and the fleeing Archers had rallied at the rear of the wood. The demons now charged the Swordmasters, and by means of their mesmerising perfumes, unmanned the elves. A lot of them were killed and they failed their leadership and ran for it. The demons now rolled for their overrun, got a four and ended up one inch away from the objective marker. Lost nearly my whole army AGAIN but we had WON! Yippee! On the winning side at last.

I should mention Best Painted army. Six armies were chosen including the High Elves, painted by Rick Crane I hasten to add, and Mark Freeth's Orcs. Sadly neither army were chosen as the winner.

It was a good weekend and I enjoyed it, as I'm sure did everyone else. No-one wants to lose every game but, I learnt a lot and as it turned out, I didn't even get the award for worst general. I hope to take part again, but with a better thought out army perhaps. Many thanks to the Spiky Club for putting on such a good event, and to Mark for providing the transport.

**Jeff Crane**  
**Pointy Ear Muppet**



# BOYZ ON TOUR

OR "MY TIME AT THE BLOOD BOWL"

Well, where to start? It's Friday morning. I've taken the kids to school, I'm leaving for Nottingham in a couple of hours, and my rosters aren't ready. Not a problem, I can quickly run them up at home...



**DISASTER!!**  
My printer's decided to give up the ghost. Ok, not a big problem, I can get round this. I'll go to my dad's, and use his computer...

**WAARRGGHH! Bloodclaw**

An hour later, after fixing his (cheap-ass) printer, I'm ready to go. I've my directions written down, and I'm on my way. Halfway to Newbury, and I realise I've forgotten my team "fluff". Decisions, decisions! Handwrite, or turn around and print it at my dad's? After five seconds, I turn the car round, and head back (handwriting not a strength - heh!)



**The Blood Bowl, just after round two**

Another hour, and the "fluff" is printed, but now my bloody car door won't shut. Starting to look like I won't be going. However, after some kicking, hitting and inventive cursing,

**The painting winner!**



the door's shut, and I'm finally on my way.

For once, the journey wasn't to bad, and apart from a three-mile jam to actually get into Nottingham, the journey pretty uneventful. I find my hotel, and find my roommate (Jim from Florida) and head off to GW HQ just as it starts to rain (welcome to the UK Jim!).

I spend the rest of the afternoon chatting with guys I've met at other tournaments, and getting to know guys that I've only ever talked to online. The evening is ruined a little by GW deciding that we need a comedy evening. Two problems with that: one, Bloodbowlers want to chat and play Bloodbowl, and two, if that's comedy, I'm a Chinaman! We mainly retire to the canteen and play a few games there. A few more bevs, then back to the hotel (at about 12:30am), a couple of hours of (more) talking, and then bed.

Saturday morning arrives bright and clear, and it's off to McDonalds for breakfast, followed by the walk to Lenton. After registering, it's into Bugman's for coffee and doughnuts, while waiting for the opening games to be posted.

And so onto the games. I won't bore you with play-by-play accounts of the games ("my Blitzler had a two die Block to score - yadda, yadda, yadda!"), but my first two opponents were not members of the online community (not to be snobbish, just I didn't know them), and I managed to win both games. My third game, on table three (!) was against a German coach, that I knew by name. He wasn't a bad coach, having won a big tournament in France in '03, so I was quite chuffed with a draw.

Saturday night passed with more beers, and a challenge series of matches, the NBA

vs. the RCN. Let me explain. We have a small group online, the Nuffle Blasphemers Association, that basically believe Nuffle Sucks! (Nuffle being the god of BB). The RCN worship Nuffle, pretty much as it says in the BB 2nd edition fluff. So with the self-appointed head of the RCN, and the NBA head-honcho (in from Canada), it seems a good idea to play a head-to-head. Well, myself and the other NBA-er present got dragged into games, so we played another match each that night. I was then challenged to another game by someone I knew online, so that was my 5th game of the night. As Bugman's closed, a call went up for takers on a night out at Rockcity, but I turned that down, as I was knackered, and skint!

Sunday morning, and the day's overcast, but not as overcast as my head! After three cups of coffee, and some doughnuts, my stomach settles, my head starts to clear, and I start to look forward to the day. My first game of the day was against a Wood Elf team (that won the most touchdowns overall). I could have easily won the game, as at one point I had ten players on the field, against one elf player. All I had to do was hold onto the ball for six turns. But that's boring, and no fun for myself, or the opposing coach, so I scored quickly, and we set up to play again. In the event, my sportsmanship cost me the victory, as the elf Wardancer proceeded to jump around all my players to equalise, and nearly get the win. In the end, the game was a 2-2 draw, but more importantly, great fun for both of us.

Dinner, followed by another piece of bad GW planning. When you make the "Best Painted" award voted for by the coaches, straight after dinner, you really need to allow a little more than 1½

hours to feed 187 people! So unfortunately, I didn't get enough time to look at/ photograph the short-listed entries.

Onto game five. And I get drawn against the #1 ranked NAF player in the world! I had a good game, and nearly pulled off an improbable draw, but a "1 re-roll 1" stopped the score, and Tim managed to rollover my depleted team to get the second score.

So, to the final game. Another Wood Elf team, that the opposing coach informed me was retiring, as "they don't play like Wood Elves should". Should have known that was a jinx, as the

elves proceeded to dodge, leap and pass/catch the ball all around me, leaving me chasing shadows. I whittled them down, but in the end, I just couldn't get them off the pitch quickly enough. Final score 3-2 to the Wood Elves, but it was another great game, so I couldn't complain.

Back to Bugman's for another challenge match, and watch the final on the big screen. The final went to Overtime, so all the other coaches got to see the end of it, accompanied by assorted "oohs" and "aahs". Onto the presentations. It was announced that the "Bloodbowl 2004 coin" we were getting as a free gift was ready in time (they only

had a year to plan it), and of course, there was the obligatory delay in getting the results, as "we've had a few problems with the spreadsheet". When it came, I was in 97th of 187, a result I was OK with, with a 2/2/2 record. But then it was announced that the sheet wasn't the correct result, which would be posted in a few daytime on the website. Journey home was different, with a major emergency at the nearby power plant causing the road to be closed, meaning I had to double back and head north to get on the M1 (?) to come south again.

Four weeks later, GW finally released the correct results,

and I was surprised (to say the least) to get 37th position, mainly due to getting maximum sportsmanship points from at least four of my opponents.

So, I had a great tournament. I enjoyed the social aspect, I meet some old mates, but names to faces of people I'd spoken to online, and had six great games of BB. As long as they don't screw up the rules for next year (check out the BB Vault), I'll be back there again next year.

Oh, and my fluff didn't get read once - go figure!

**Simon Ashe**  
**Darkson Muppet**

## THE ROAD TO MUPPET BOWL

### THE KERMIT CUP

Howdy sportsfans! This is Kermit the Skink, bringing you a behind the scenes report live from the Glebeburg Blood Bowl League central office! As you know by now, the inaugural season of the Glebeburg Blood Bowl League kicked off at the start of the year, with a handful of teams making an early name for themselves.

Let's see how they've been getting on...

First up - the Happy Hammerettes - a touring team of Amazons from the lush jungles of Lustria - who quickly became the crowd favourites. With their glamorous style of play matched by their outfits, they notched up some spectacular early wins and always made sure to give the fans their moneys worth.

After enjoying an extended training holiday in an exclusive Tilean resort, lets see if they can continue their winning ways. They must surely fancy themselves as one of the teams in contention for the Kermit Kup.

What more can be said

about the Orcland Raiders? These greenskins rolled into town, ready for action, and seemed at first sight like a team who were likely to go places. Unfortunately, they haven't performed up to expectations so far, and have become known as something of a soft target. Coach Bobo, hoping to boost team morale, led the boyz on a mid season training session of good old fashioned looting and pillaging in a local halfling settlement. Lets see if they can finally work out how to play Blood Bowl when they return!

Blood Bowl just isn't Blood Bowl unless Halflings get involved. Those plucky guys just can't get enough of being pounded into the ground, week after week, just so they can get their hands on a slap up post-match dinner. The Bree Hay Stackers are representing the stumpy ones in Glebeburg, and so far they've refused to lie down and die. With their indomitable captain Fridi Baggins leading them, and with the towering strength of Bristlecone Mossmate to back them up,

these fellows could notch up a few shock wins.

Klaws Kritters haven't had the best of starts to the season. Led by Grey Seer Klaw, they came to Glebeburg to fight for the glory of skavenkind, but soon found out how tough competitive Blood Bowl can be. Having suffered a string of casualties, Klaw has taken time off to consult with his fellow Seers, and will hopefully return with an updated playbook. With their star gutter runner Shaggy attracting a lot of attention, the Kritters are likely to be in contention for at least one trophy this season.

Blood Bowl always attracts the attention of the followers of the Chaos gods. Their love of head-bashing gives them a fearsome reputation among opposing coaches, usually with good reason. Chaos is represented by two teams in Glebeburg - the Horny Beasts and Daviks Destroyers. When these two teams lined up against each other the Beasts came out ahead, reinforcing their reputation as the team to beat this season. This may be premature though, since



they recently lost to a mysterious team of Lizardmen, who have only just arrived in town. With the Kermit Kup almost upon us, there is still plenty to play for. Blood Bowl has finally come to Glebeburg, but there is still a long way to go on the road to the Muppet Bowl. Whoever wins the Kermit Kup will gain their team some much needed publicity to draw in those part time fans who are still sitting on the fence, looking for a strong team to support for the rest of the season. And as we all know, what happens off the pitch can be just as important as the action on the pitch when it comes to putting together a successful team. Whatever happens, you can be sure of one thing - you'll hear about it here first! This is Kermit the Skink, signing off.

**Ian W**  
**Commish Muppet**



Welcome to the world of the Duck Tapes. My name is Mallard Duck. Today we are very privileged to have the Chief Muppet with us. Please give a big hand for Mr. Richard Kerry.

*(oh dear, I think he's lost it again)*

**MD: When were you first introduced to the world of wargaming?**

RK: I was 12 or 13 and borrowed a White Dwarf Magazine from a friend. I liked what I saw and then moved onto Rogue Trader.

**MD: Any special memories of early GW?**

RK: I was actually there for the GW opening of their Reading store.

**MD: What happened after Rogue Trader then?**

RK: Got into all sorts of stuff. Erm, 40K, Fantasy, Role Playing, Battletech and Renegade Legion (FASA) – most of which I've still got here somewhere.

(Rummages through the bookcase and produces a copy of aforementioned Renegade Legion!)

Then I left school and went to college; wargaming was left behind for those formative years.

**MD: That's a shame. So when did it all start up again?**

# THE DUCK TAPES

I: RICHARD KERRY (CHIEF MUPPET)

RK: About six years ago at Genesis Sci-fi Club, alongside Paul, Ross and OJ. We started playing big wargames at the club and then BFG came out. I bought an Eldar Eclipse Class Cruiser and Escorts and had a couple of games. They died very fast, not pretty.

**MD: So was your interest in 40K re-sparked at that time?**

RK: Yes. I dug out the old 40K stuff and found the big Eldar article from White Dwarf 238. I had a fairly small 3rd Edition Army to start with.

**MD: Who were your main opponents at that time?**

RK: Erm, Paul had his Dark Eldar, OJ had Dark Angels and Ross had his Orks. As my army developed we got a little more adventurous and popped up to Spiky Club a few times. Played Al Pidwell's Templars there and was completely annihilated. That's when I decided to splash out on Wave Serpents.

**MD: So a baptism of fire then.**

RK: Oh yes.

**MD: When did your Fantasy army start up?**

RK: A long time ago. But I its current form probably about 3-4 years ago with 6th Edition. Only played a handful of 5th edition games including one where Paul just killed my General and then the entire army ran away. Funny as anything.

**MD: Which brings us to the birth of the SMS. When did this all happen?**

RK: I was writing a column for the Genesis Matrix newsletter called the Sad Muppet Society, covering wargames stuff and some bit complied from various challenges emailed around. This went on for about 18 months until towards the end of 2001. Basically Genesis were fed up with us taking over the meetings with wargames so myself, OJ, Paul, Ross and Tony, decided to set up our own club.

In one evening at the Bramley Inn we sorted out the details. A venue was already sorted as Ruth was involved with Glebe Hall. We decided to launch the club with Gamesday III (I and II having been and gone) and have an Open Day. Scenery and boards were built, including an episode involving PVA and Ruth's carpet!

Some now regulars plus, the Bracknell and District Club came down for that one and the club started there.

**MD: Do you feel the club has met or exceeded your original expectations?**

RK: Definitely exceeded. It's growing with new members all the time and I'm getting to play lots of new people.

**MD: Has your interest always been in sci-fi and/or fantasy?**

RK: Yes. I've never had any interest in that Historical stuff.

**MD: So what's your full list of armies at the moment then?**

RK: Well for fantasy I have my Skaven. Lots of old 3rd Edition models in there which I've had from school. No plans for any other armies here.

I also have a Blood Bowl Skaven team.

For BFG I have my Blood Angel fleet. Currently at 1500 points but with another Battle Barge to push it to the 2000 points mark. EPIC is a future project. Enough said.

And for 40K I have my huge Eldar army that can be fielded as one of three variants. My Blood Angels are still struggling to get beyond 1000 points. The Honour Guard is, maybe, five years old and still unpainted. Oops.

Then I have my Death Guard. An entire army painted in one month. Very proud of that one.

**MD: What about your Future Projects?**

RK: For the future we have my Tau who are the new boys for 2004 and I hope to go to a GT later this year with them.

The Blood Bowl team needs to be developed as the 13th player is currently pushing up the daisies. Me thinks a Rat Ogre. (insert maniacal laughter here!)

Then I have plans for another power armoured 40K army. It's a variation of another army but I'm not telling you anymore. So there.

**MD: And some quickfire questions to round things off.**

RK: Fire away.

**MD: Your Favourite Film?**

RK: Well, Aliens is excellent but I'd have to go with Leaving Las Vegas.

**MD: Favourite Current TV Series?**

RK: Stargate SG-1

**MD: Favourite Old TV Series?**

RK: Babylon 5

**MD: Favourite Book?**

RK: The Losers by David Eddings and 'Never Deal with a Dragon' (a book based of FASA's Shadowrun universe).

**MD: Thank you very much for your time, Richard. It's been a pleasure as always.**

RK: Thank you. Play nice.

**Nick Jenkin  
Duck Muppet**



Richard's latest project: The Tau

# ENOUGH, ALREADY! YOU'RE SPEAKING TO THE KONVERTED!

In line for the Golden Demon- Slayers Sword, I most certainly am not. To be recorded in history alongside Hannibal, Montgomery and Stormin' Norman, due to my prowess on the battlefield, I very much doubt it.....

But the hobby still has a great deal of attraction for me; The modelling aspect.

I've never played so many games of 40K since I moved to the area and met up with Nikron, then he introduced me, first to the Winchester Gamers Club and then the Sad Muppets. Up to then it was mostly building and painting, usually reorganising my existing forces to the new models appearing on the shelves (we have all been there; "Ooohh, shiny!"). Now it is due to the range of options provided with the Army Lists that are available to use.

This is my attempt at a treatise on spicing up the modelling side of your hobby, an introduction to creating your own personalised Forces on the tabletop that look unique and enhance the gaming experience (also to promote the cause of the Waaaarrggghh!).



Then we come to "MONGO". Cute, cuddly, began as an animatronic hippo on special offer. (Yes, He roars, the mouth opens and His ears waggle!) A hacksaw and Dinosaur play set, Mark 2 Rhino chassis' plasticard and a delve into the Bitz box again. He fits 20 Boyz onboard (as he should do) and makes for a great centrepiece to the Army.

Anyone can take to "bog standard" figures off the shelf, paint them up in some way to put them on the battlefield, I'm not knocking them at all. But someone who has attempted to go a step further to show individual input (not just WYSIWYG) gets an appreciative smile from me (and it's easier losing to them).

Anyone can convert too. Konverting can be anything from a head swap to complete scratch-building, granted; some armies are more readily konverted than others but you don't have to be the Perry twins to be effective, all you need is a bitz box (about the size of Asia), craft tools and imagination. Sometimes a first-aid box is handy. Inspiration comes in many forms, a practical consideration to fit models in/on a truck/tank/beast, other peoples models, to provide fluff, to show WYSIWYG or the burning desire to include a character that is not covered by the range offered, or just to be downright zany. Not that I'm bias (much) but the Orks provide a great opportunity for me to express all of these

inspirations, then gaming with them is the icing on the cake. After all, it is all about fun. If not for the Orks, I would be just as attracted to the Chaos Forces or Tyranids for their Konverting potential. Every force has its possibilities

and examples of how effective changes here and there can be.

I wish that I could do a step-by-step breakdown of each Konversion I've done, but it doesn't really work that way with me. I have a general idea sometimes, that hangs around for ages with no action. I will see something to trigger it off then sit down and get on with it, grab everything together and obsessively chop, hack, construct and change tack until I have the right effect. Sometimes I get it right first time, but not that often. For step-by-step guides, there are plenty of examples on the web; at GW, Roburky, Spacewolves and BABEs Sites, amongst lots of others. (I really should properly acknowledge and reference them).

To highlight possibilities, I will of course, showcase a few of my own efforts (not saying that they are definitive, just that the Orks just about always can look right).

Konverting adds a special level to the gaming experience, take a moment from guessing the range to the tank or counting the dots on the dice (and wishing there were more sixes), look around the club at the other Armies on offer. Apart from admiring the excellent examples that others have done, I'm sure there will be inspiration in there somewhere.

Then have a go yourself.

**Dave McCoy**  
**Orkimeses Muppet**



Ork Trukks slightly extended to fit in Da Boyz. With plasticard and offcuts, or bolt a big gun on the back and have a Speed Freeks Guntrukk.



The use of Space Marine and Chaos bikes with Ork parts create individualistic Mobz.



The scale of the normal Ork bike in the centre shows the build up of the Wazdakka Konversion on the right and the Warboss "Churlton" on the left. Up to 3 times the size of normal, to make them stand out. They were trike based for stability and the warboss was based on an Ogryn body, Ghazghul's head and powerklaw.



*No expansion without equilibrium.*

*No conquest without control.*

*Shas'O T'au Shi'ur*

Version 1.1 army list

# LAND, AIR, AND SEA

## PART 3

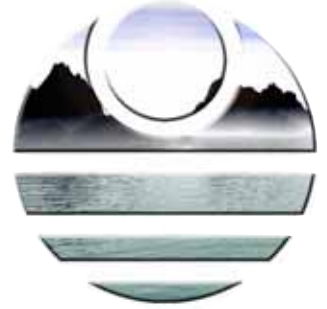
Hi all, some of you may recall this little project I've been working on for the past year. Like all projects of this kind, work on the First Naval Cadre of Dal'yth Prime has been slower than I expected, but since the beginning of the year they at least have started to see some action.

The original plan was to design a tournament army on paper and then build it. Simple enough you might think but of course like good plans this one barely survived first contact with the enemy.

The patrol force (400 points) had already proved to be extremely flexible and effective, but after a couple of battles, the full army was looking disappointing. In certain areas they worked really well, but in others... well lets just say my first two 1500 point games were solid defeats. Although I do believe in working with what you have, I really needed to

start looking at the units in my army and how I was using them, and of course trying to remember all the time that this was suppose to be a tournament army. A quick breakdown showed that:

- Pathfinders were great but very fragile, and I really need to remember their Forward Scout rules. Although the primary reason for fielding (two squads of) pathfinders was to use them to 'mark' targets for other units (namely Crisis suits) to destroy, their pulse carbines shouldn't be overlooked. In fact, the pathfinders are probably the most flexible unit I use and also the most mobile. If there's a unit to send to capture an objective, table quarter, or rush towards the enemy's end zone, the pathfinders will normally get the job.
- I'm a bit split of the subject of Crisis suits. They're expensive, not as quick as their jump packs might suggest (especially compared to any other jump troops) and very vulnerable to shooting, especially as they seem to attract a lot of anti-tank weaponry (one shot from an elder lance or a lascannon and that's one suit gone). However, whilst most of their weapon systems are quite short ranged (leaving the suit in harm's way), missile pods and plasma rifles are great! I mean, where else can you get the equivalent of an autocannon that's also an assault weapon? And plasma rifles are a must against those particularly tough armoured troops (read: marines). Actually, plasma rifles are probably the most useful weapons available to these elite troops considering the number of marine or chaos marine players on the tournament circuit. So, the two suit
- without plasma rifles, including the Commander will have to go to make way for a bit more heavy duty firepower. Of course, all this said, at Strength 5, a Crisis suit can also be quite respectable in close combat, although you've got to watch out for power weapons.
- At 84 points, the Kroot in this army are more of a pretty distraction than a serious part of any battle plan. However, a 12 Kroot unit does look quite impressive and if in cover, can survive long enough to even weaken specialised opponents in combat.
- In this army, the Fire Warrior unit is a bit compromised by the accompanying ethereal and I'm still learning how to fully integrate them with the rest of the army. However despite my initial fears, a full size unit of Fire Warriors can usually handle themselves pretty well, even in combat. Although this unit was originally envisioned as a mobile reserve to support other parts of the Cadre, I'm beginning to consider them to be a core unit, especially with the limited number of troops I'm fielding.
- We like Hammerhead gunships. Although as a tank hunter its not particular scary (against light vehicles missile pods seem to be more effective than railguns), the big template submunitions shot can really mess up infantry units, and with the added short range firepower from a pair of burst cannons (six Strength 5 shots, count em') this vehicle has the potential to be your



First Naval Cadre, Dal'yth Prime (Codex Tau)	
Aun Tsua'm (Ethereal)	50
Stealth One (XV17 Stealth Suits)	217
5 Shas'uis, Shas'ui Team Leader (two gun drones), Bonded	
Crisis One (XV8 Crisis Suits)	130
2 Shas'uis (missile pod, plasma rifle, multi-tracker)	
Crisis Two (XV8 Crisis Suit)	65
Shas'ui (missile pod, plasma rifle, multi-tracker)	
The Tribe	84
12 Kroot Warriors	
Sentry One (Fire Warriors)	230
11 Shas'las, Devilfish (4 seeker missiles)	
Ranger One	193
7 Shas'las, Shas'ui (target lock), Devilfish	
Ranger Two	193
7 Shas'las, Shas'ui (target lock), Devilfish	
Fire Support One	170
Hammerhead (2 burst cannons, railgun, multi-tracker, target lock, blacksun filter)	
Fire Support Two	165
Hammerhead (2 burst cannons, railgun, multi-tracker, target lock)	
<b>Total</b>	<b>1497</b>

**THE XV17 STEALTHSUIT**

The XV17 Stealthsuit is unique to the naval colonies of Dal'yth was born from three requirements unique to the colonies.

Firstly, the XV15 was too bulky to operate within the tight confines of the colonies themselves, limiting its use in defensive duties if a colony was ever breached. The XV17 would have to be only slightly bulkier than standard Fire Warrior carapace armour to be used in such duties.

Secondly, the XV15 while a reliable unit, had insufficient range to cross the vast distances between the colonies and various islands. The XV17 would need to have at least forty percent greater range from the same, highly reliable, jump unit. This meant that the suit itself had to be much, much lighter.

Thirdly, most of the components in the XV15 were unique to the XV15. With the remoteness of the colonies on Dal'yth, the XV17 would have to make use of other more commonly available components, such as those used on the XV8 Crisis suit and standard issue carapace armour.

Rather than simply stripping down a XV15 suit, the Fio caste built a new weapon system based largely around a Fire Warrior's standard issue armour. Apart from the jump unit and communications systems, very little was used from the XV15 design. The normal carapace armour was further reinforced by the addition of a second shoulder plate and additional armour around the weapon arm (mainly to protect the servos supporting the weight of the modified Crisis system burst cannon).

The suit's stealth capabilities were augmented with a new, highly advanced, holographic projection system mounted into the central breast plate. Together with advances in Tau stealth technology and the smaller mass of the XV17 suit, this unit is less than half the size of the equivalent system in the XV15.

The only two compromises evident in the XV17's design is the slightly reduced protection from the carapace derived armour (although advanced materials and improved design have made this minimal), and the lack of any kind of recoil absorption landing system. In fact, on more than one occasion warriors using the XV17 have been injured while attempting to land at speed. However considering the other advantages to the colonies, many of the naval cadres, including the First, have started to use the XV17, although only in small numbers. Indeed, the First Naval Cadre is believed to have deployed a XV17 Kill Team as part of its off-world operations.



**Weapon Systems:**

The Burst Cannon mounted on the XV17 is a slightly shorter version of the one mounted on the XV8. Although it shares many components with its larger cousin, the weapon's mount is extremely unusual and without specialised targeting systems would be impossible to use under combat conditions.

Of course thanks to Fio caste engineers the entire XV17 Burst Cannon package is as effective as any other employed by the Tau.



A Hammerhead tank commander scans the area

average infantryman's worst nightmare. The only down side here is the points cost. Kitted out with target locks, multi-trackers, and decoy launchers each one of these cookies totals 170 points.

The one thing missing from this list is survivability. These Tau can dish out a lot of (mostly inaccurate) firepower but really can't take it in

return. If you're trying to get victory points this isn't a problem, but with a small army objective based games present more of a challenge. The solution I've figured out is to tune the army a

little, removing the expensive Commander and adding in one more important unit to work with my Pathfinders: Stealth suits. This works quite well in a number of respects. Firstly, it gives me an opportunity to include a second heavily converted unit (along with the 'Kroot from Atlantis'). And secondly it's another distracting unit, and this time with some teeth (18 burst cannon

shots!).

The other new addition to the army is going to be a second squad of Fire Warriors. Unfortunately I haven't quite figured how they're going to fit into my 1500 point army (at 230 points I need to drop more than my Kroot to fit them in) which is a shame as I think this unit will add considerably to the overall durability of the Cadre (more core Troops can't be a bad thing).

Anyway, the quest continues and I WILL get them to work before the Grand Tournament, and of course the 4th Edition rules will be out between now and then but we won't be worrying too much about that. Watch out, the First Naval Cadre, version 1.1 are on their way!

**Richard Kerry  
Blue Muppet**

Aun'O Tsua'm, aka the boss



**THE SAD MUPPET SOCIETY**

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

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**THE COMMITTEE**

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

**THE CONTRIBUTORS**

(in no particular order of importance or achievement)

Richard Kerry, Nathan White, David Offen-James, Paul Russell, Nick Jenkin, Mark Freeth, Jeff Crane, Dave McCoy, Simon Ashe and Ian W

One muppet's sanity was almost lost in the publication of this Newsletter.

This beastie from Dave OJ could be considered just a little silly...

# THE LEAGUE 2004

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

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

**Nick Jenkin  
League Muppet**

**Bragging Rights 2003 (as of 28/06/2004)**

Player	Played	Won	Drawn	Lost	Bonus	Points	Rating
Richard Kerry	10	8	0	2	1	17	1.70
Nick Jenkin	10	6	1	3	2	15	1.50
Dave Driver	12	5	2	5	3	15	1.25
Dave Offen-James	17	7	3	7	3	20	1.18
Peter Hibbett	13	4	1	8	4	13	1.00
Andrew Driver	12	4	1	7	2	11	0.92
Ross McNaughton	19	6	2	11	3	17	0.89
Nathan White	11	3	1	7	1	8	0.73
Ken Dunn	1	1	0	0	0	2	2.00
Nick Doran	1	1	0	0	0	2	2.00
Matthew Pinto	5	4	0	1	1	9	1.80
Ian W	6	4	0	2	2	10	1.67
Dave McCoy	8	5	0	3	2	12	1.50
Antony Walls	4	2	2	0	0	6	1.50
Ben Dove	8	4	2	2	1	11	1.38
Mark Freeth	6	3	1	2	1	8	1.33
Simon Ashe	3	2	0	1	0	4	1.17
Mark Waple	6	3	1	2	0	7	1.11
Paul Russell	9	3	2	4	2	10	1.11
Callum Smith	5	2	0	3	1	5	1.00
Lee Cook	8	2	1	5	2	7	0.88
Jeff Crane	5	1	1	3	1	4	0.80
Richard Crane	5	1	1	3	1	4	0.80



**OTHER THANKYOUS**

**The Kitchen Staff**

For making sure there was too much food at A Small Matter of Honour

**Ruth**

For letting us steal the house for lots of very loud Gamesday game meetings

**V White**

For checking that this Newsletter is actually written in English

