

THE NEWSLETTER

Issue 27, November 2007



One of Craig Ivey's blobs from Regarding Retribution

Editorial

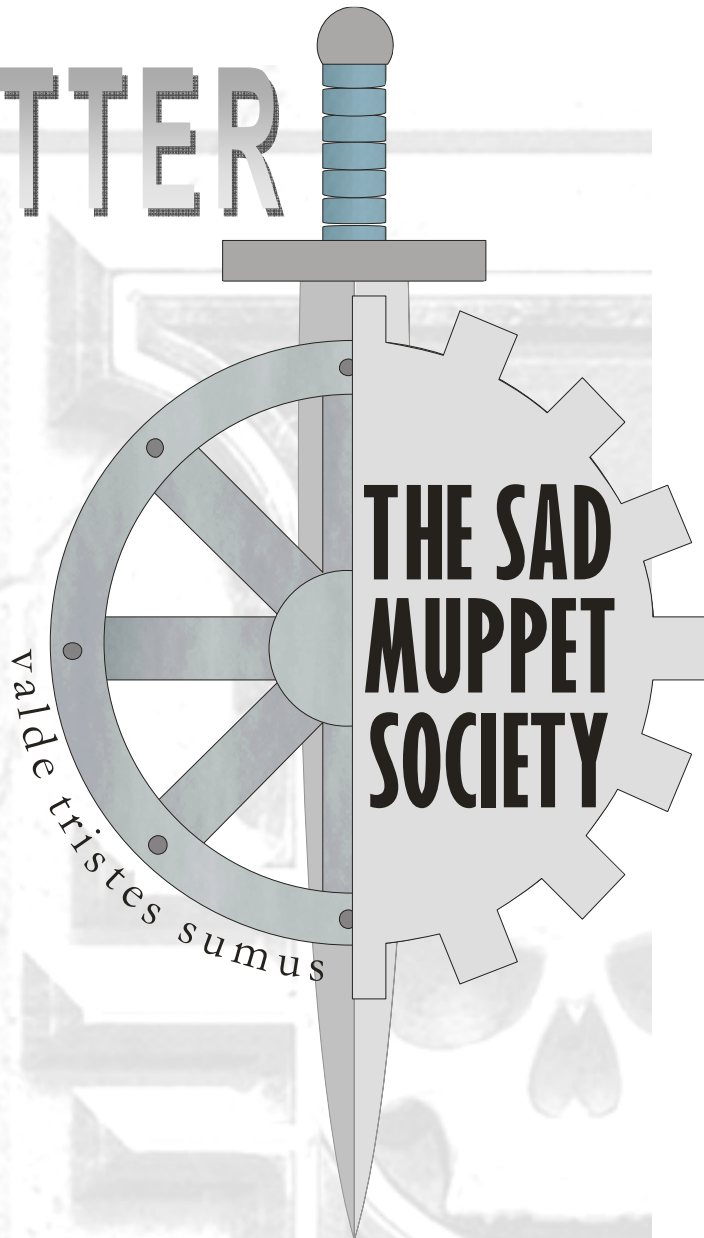
Welcome to the latest edition of the newsletter. As you are reading this, Regarding Retribution will have just happened. The more observant of you will have noticed a few different faces running this event compared to previous years (different as in the people who used to run our events).

With Mark Waple moving on to pastures new (to the strange place only known as 'Swindon'), and the general everyone being busy thing, Paul Russell has taken over the treasurer role once again (although he maintains he is not back on the committee) and is fronting this event. And I'm also back slaved in front of the computer putting in results. Hopefully despite our involvement it looks like it went smoothly (see page 8 for the full report).

Elsewhere Roger Winter (Pio) has taken over the day to day running of the website and the league (thanks for volunteering Roger!).

In between these organisational changes, there has also been some gaming going on, including a fantasy campaign, something rather big on the Warhammer 40000 side of things, and another upcoming campaign with a certain game based on the Babylon 5 universe. So there's loads going on over the autumn! Please remember this is your club, and without your continued support we can't continue the fine work we do.

Richard Kerry
Editor Muppet



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Club Stuff

Incoming...

Well, what has been going on, well A Small Matter of Honour was great, with lots of familiar friends visiting us again, and a few new faces as well. A great day and a credit to all those whom took part and helped make it such a success. Also a huge thank you to the guys behind the scenes (especially the girls in the kitchen!)

Our club was visited by a crowd from our local store when we held a 40K in 40min tournament recently. Everyone seemed to enjoy themselves and congratulations to all that took part (*ed—that goes doubly for me, but mainly because I won*). Mark Freeth and Paul White ran this far too well so I guess they're just going to have to do it again to prove that it wasn't a fluke.

As this is written at least a month in advance, hopefully by now you are already in battle in our first ever Warhammer campaign. The Hammer of Sigmar will probably hit me right between the eyes if your not! Hopefully Orcs are being cut to pieces left, right and centre (probably mine actually), and knights of old are having their standards beaten into the mud.

This should be a nice build up to Regarding Retribution, which as you all know is our annual Fantasy tournament. With all the practice you'll be getting in the campaign, Muppets have never had such a good chance going into RR. Good luck to all those entering from club this year! (no pressure ladz)

At club, there are still a lot of new faces that I have yet to meet over the battlefield. My apologies for this, but I will get around to it eventually.

People are still asking about Muppets going to weekly meetings. In principle, I'm all for it, just as long as the resurge in attendance stays solid, so keep those challenges going and may the best Muppet win!

This year, at ASMOH, Kev the manager from our local store kindly gave us a battle force box set to raffle off for charity. This we did in the name of Basingstoke Scout Group. This was so successful that we have decided to do the same again for RR, and will be raffling off another battle force box set (you will be able to change it in any store for one from the army of your choice). This event's charity will be Basingstoke's St Michael's Hospice. All surplus funds from both the raffle and the kitchen will be donated to this worthy cause.

Lastly, I must conclude with my usual reminders and thankyou.

Remember all contributions to this newsletter are gratefully received; they could be battle reports, artwork, your own special characters, or even an article about why you collect a particular army or got into the hobby in the first place, absolutely anything (Richard, please insert contact details and preferred formats for articles D; *ed—Word documents and Jpeg pictures please folk*).

Lastly, a huge thank you to my fellow committee members for all the hard work they put in to make the club run so smoothly.

**Dave Offen-James
Chief Muppet**

P.S. Proof of just how ancient a race the Eldar are can be found in Walt Disney, after all, Pinocchio's father was a "TOY MAKER"!!!!!!

Ed - Dave has also asked me to make a special mention of the Call to Arms campaign being run at the club in the Autumn (A Call to Arms being the very fine Babylon 5 spaceship combat game). So if anyone fancies re-fighting the Battle of the Line, talk to Dave!



Dave Robotham's Crusade Era Earth Alliance fleet and Mimbari fleet (picture shamelessly stolen from www.thecourtjestersstudio.com)



And Nathan White has been playing again... There are more pictures of this very cool Vulture on the Project Log section of the forums

Muppet Events

20th November 2007: Combat Patrol Tournament

All in support of this year's Children in Need, we are proud to present our second combat patrol tournament of the year. Just turn up to club night with 400 points of Warhammer 40000 combat patrol, and the highest total after three games wins!

4th December 2007: Best Squad Competition

18th December 2007: Pimp up my mini

Models will be handed out at this meeting for the next Pimp up my mini competition, and you'll need to get them done for the AGM in the new year.

1st January 2008: The AGM

Your chance to stand for the committee and influence how the club is run!

10th May 2008: A Small Matter of Honour 2008

Our annual Warhammer 40000 tournament returns and there are plans afoot for something a little different...

8th November 2008: Regarding Retribution 2008

Yep, its already planned. Lances at the ready gentlemen, our annual Warhammer Fantasy Battle tournament returns (again).

Club Meetings

The Sad Muppet Society meets up every other Tuesday at Glebe Hall in Basingstoke, off Church Street (if you're unsure where this is, check out the map on the website).

We charge £3 for non-members and £2 for members; and club nights run from 19:00 to 22:00.

Joining Up

To become a member, seek out Money Muppet on a normal club night and pay up the princely sum of £5 (for the calendar year). This gets you into the club at members rate, earns you the title of Member Muppet and allows you to stand for/vote for the committee at the AGM. It also allows you to register games as league games and play for the Pixie Jam Trophy.

Membership fees are due the first meeting of the year, or the first you get to.

The League

The league is a chance for members to test each other's metal and fight it out for the Pixie Jam Trophy at the end of the year.

The rules are really simple:

- Any game in any system can be a league game, as long as the players agree beforehand.
- League games should be between just two players (this just makes things simpler to work out)
- Players earn 2 points for a Win, 1 point for a draw, and 0 points for losing.
- A bonus point can be earned for winning against someone with a better rating than you in the league.
- Your points total is divided by the number of games you have played to give a rating. The higher the rating, the higher your place will be in the league.
- You must play at least ten games to be in contention for the league title and you must be a club member.
- All results should be reported to Roger Winter either at club, or via pio@sadmuppets.org, and should include the date the game was played.

The Gaming Club Network

The Sad Muppet Society is a member of the Gaming Club Network (GCN), an organisation dedicated ensuring its clubs reach certain standards (for example having a constitution and child protection policy), and representing those clubs interesting on a country-wide level. There are two Castilian Knights looking after the Thames Valley patch we are in: Dan Currey from Bracknell Forest Gamers and Richard Kerry from our very own club (*ed - oh, that would be me then*).

The GCN also runs an inter-club league where clubs can fight it out to see who's the best in the country (or more precisely, use it as an excuse to visit other clubs and play games). If you are interested in this, see Dave OJ.

For more information about the GCN go to www.gcnm.org.uk



The current league table is updated almost every meeting and is available at www.sadmuppets.org

In addition to the league championship, trophies are also available for best army and best sportsman (voted for by the club members).

The combination of all of these is used to determine the overall league champion and winner of the infamous (and rather tall) Pixie Jam Trophy.

Merchandise

We have club polo shirts and bags available so you can go forth and advertise the club (as modelled by various club members). Polo shirts are £12 and bags are £15.

See Paul Russell for more information.

Contact Information

There are various methods to contact the club:

- Email: paul@sadmuppets.org (Paul White)
- Phone: 0118 9820489 (Dave OJ)

The Website

Our website is located at: www.sadmuppets.org

The same website also has a forum for people to discuss their hobby, show off new projects, and generally chat whilst bored at work.

Any suggestions (or articles) then please bring them to Roger Winter's attention.

Email Group

For those of you connected to the interweb, we have an Yahoo email group for challenging club members and advertising club events.

To join up, go to:

groups.yahoo.com/groups/sadmuppets

Events

If you are interested in helping out at club events such as A Small Matter of Honour, or help create participation games for external event like Games Workshop's Gamesday, see a member of the committee.

The Committee

Here's the short pocket guide of who's who on our committee...

Dave 'OJ' Offen-James

Chair Muppet

Dave is the last remaining member of the committee that formed the Sad Muppet Society (the other two bolted for hills whilst he wasn't looking). He has a talent for building stuff out of MDF and designing armies with absolutely no hope of victory.



Paul Russell

Money Muppet

With Mark Waple moving to pastures new (well Swindon anyway), Paul has volunteered to be Money Muppet, although if you ask him he'll deny being back on the committee. Of course he does look a little different without the beard.



Mark Freeth

Real-Life Interface Muppet

Mark has been wargaming longer than many of our members have breathing. He's normally the guy organising our events and field trips. Normally fields Orks or Orcs and has an unhealthy interest in that historical wargaming stuff. Mark is also a member of the Basingstoke Wargaming Club, so if you are interested in what they are doing, he's your man.



'Big' Dave Driver

Caretaker Muppet

Dave has been around at SMS since our first meeting, and we still haven't got rid of him (just kidding Dave, please don't hurt me).



Dave is quite a shy, quiet, reserved individual, except when in public. He is responsible for all the scenery and boards at club and making sure everything is put away at the end of meetings.

Paul White

Other Muppet

Paul is the newest club member on the committee and therefore escapes the special torture of a photo. All round nice guy and less offensive than a hobbit smoking pipe weed.

Illuminate the Stars

A SMALL MATTER OF HONOUR 7

It was the night before ASMOH nothing stirred in the house... apart from my nephew finishing his Tau army and me finishing my display base. You see, for the past three years I've been involved quite heavily with running our annual 40K tournament, A Small Matter of Honour; but this year I got to take part and I was determined to do two things: one, take a new army; and two, have a display base for it.

I probably started the Paladins of Titan (my Daemonhunter army) almost two years ago, and since then various other club members have started and finished much larger armies. Even so, the final two months saw me frantically painting dreadnoughts, objective markers, and a Land Raider when I was actually at home (I work a lot out of the country so this isn't often). And after arriving back home late on the Thursday night, most of the Friday before ASMOH (and the early hours of Saturday morning) where spent painting the display base that OJ Science had supplied me with.

The army list was quite varied and represented a small inquisitorial force backed up with lots of grey knights (see the insert for the full 1750 point list). The idea was quite simple. The inquisitor, storm troopers, and vehicles would start on the board and whilst the dreadnoughts eliminated any heavy armour, Inquisitor Helden would run into position with his teleport homer. Once available, the grey knights would teleport in around him and cut down any infantry. At 400 points we had an inquisitor, two units of storm troopers, one unit of grey knights in power armour with psycannons; and no real plan.

Of course, the first game of the day was at 400 points.

As the players arrived in the morning they were handed a pack detailing the scenarios for day (I was at an advantage here because I wrote it). Each scenario was a slight different version of the standard scenarios in the main rulebook. In the case of game one this was Cleanse, at omega level, at night.

Much too my glee I was in the main hall playing on one of my own terrain boards and playing ASMOH veteran Paul Smith. In previous years, Paul had always used his roman style space marines which were very nice. However this year, he had bought a new army, chaos space marines of a strangely female and very orange variety.

As I was unsure of how to approach this game, I opted to keep my army in reserve and Paul deployed his two sisters of the damned units on the board. I lost the roll off for turn so Paul wisely made me go first (turn one was very very short) and then proceeded to advance up the board. When the storm troopers arrived, they went after one of the chaos units, inflicting heavy casualties. Whilst on the other side of the board the grey knights took up a firing position just behind a hill, preventing the second from advancing further.

Unfortunately in Paul's next turn his daemonettes arrived and munched both storm trooper units which was enough to



The Paladins of Titan complete with display base



provide him with a solid win. This dropped me down a couple of tables (closer to the kitchen which wasn't a bad thing). Game two was effectively an alpha level recon mission with victory points. My opponent this time was young Greg Higgins and his space marines (Dark Angels using the normal

Paladins of Titan Army List

Grey Knight Brother-Captain (sacred incense)	71
5 Grey Knight Terminators (psycannon)	270
Inquisitor (bolter, emperor's tarot, teleport homer)	75
Retinue (2 mystics, acolyte, acolyte w/bolter)	
Callidus Assassin	120
5 Inquisitorial Storm Troopers (2 meltaguns)	70
5 Inquisitorial Storm Troopers (2 plasma guns)	70
5 Grey Knights - Teleport Attack (2 psycannons)	200
5 Grey Knights - Teleport Attack (2 incinerators)	170
5 Grey Knights - Teleport Attack	150
Grey Knight Dreadnought (twin-linked lascannon, missile launcher, smoke launchers, extra armour)	148
Grey Knight Dreadnought (twin-linked lascannon, missile launcher, smoke launchers, extra armour)	148
Land Raider Crusader (smoke launchers)	258
	1750

space marine codex).

Greg set his army up as a gun line with lots of las-plas tactical units and a predator. In reserve he had three units of terminators and a chaplain ready to drop straight into my deployment zone.

This time I won the roll off for turn so, with most of my army safely hidden behind terrain, I elected to go second. In my first round of shooting, Greg's predator went pop, and the turn after most of Greg's reserves turned up a duly teleported into my deployment zone. Surviving the initial assault, my reserves turned up and proceeded to shot up one of Greg's terminator units and advance up the left flank of the board. However the Callidus assassin was the real heroine of the game, charging straight into Greg's gun line and accounting for a dozen or so marines before finally falling. Of course, the Callidus assassin also bought me enough time to get every grey knight unit into Greg's deployment zone which scored me enough victory points to win the game decisively.

After lunch and the quiz, it was game three on the other one of my game boards. This time I was facing chaos space marines and Rob Hardman from Spiky Club. The mission was omega seek & destroy which on this particular board had a couple of interesting implications. With the exception of a hill on my left flank, there was a row of buildings on my side of the board, and a tree line on Rob's. As Rob deployed unit after unit of chaos space marines with autocannons and other nasty weapons it became apparent that the space between this two lines of terrain was going to be a killing ground, one I had no intention of

crossing.

So with my army (well, an Inquisitor and ten storm troopers) safely hidden, Rob proceeded to use that hill to move up a unit of chain axe wielding possessed marines. Unfortunately by the time they reached Inquisitor Helden, he had teleported in some friends. The one marine that survived the hail of storm bolter shots was quickly cut down in close combat.

On the right flank, my dreadnoughts engaged Rob's armour as it arrived, destroying a predator and tickling the land raider. In the centre, Rob's Bloodthirster ate a unit of storm troopers, before my entire army shot the creature to pieces (it even took a wound from a flashlight). With the 'Heroes' special rule for the game (any HQ where worth double

victory points), this sealed the win for me.

I was rather surprised that I had won two 1750 point games with this army on the grounds I had never used the list before, and they weren't Tau or Eldar. And my last game was to be against one of my nemesis armies, Necrons.

In theory, I actually thought I could take a Necron army with Daemonhunters, after all we've got lots of strength 6 power weapons. However I had recommended that Dave Driver bought his rather nasty Necron army to ASMOH and that included a lot of destroyers and a lot of immortals. He would be able to seriously out shoot

me, and as I had won our last few encounters I knew he would be out for revenge.

I won the roll-off for turn and decided to take the first turn. As everything in Dave's army could hurt my vehicles I had hidden them behind a building with the intention of just taking on part of Dave's army. The first target was the destroyers. The dreadnoughts almost wiped one unit on the first turn and with two units of grey knights turning up in turn two, we got all ten in our second turn.

Sensing the tide turning against him, Dave decided to use his Veil of Darkness to deep strike his Lord and attendant Immortals behind my Land Raider. Unfortunately he scattered in just the wrong direction and as the Lord materialised, a dreadnought's foot crushed his head.

With such a huge lost, poor Dave was fighting against the dreaded phase out, eventually disappearing altogether from the battlefield on turn five. There was much cursing and promises of future retribution, but at the end of the day I had claimed the mantle of top muppet in sixth place (and scored the highest victory point total in the top ten).

I have to admit I really enjoyed my day and played four great opponents (especially Paul and Dave). Paul Smith's sisters of the damned rightly won best army at the end of the day, and somebody with space marines won the tournament. Interestingly, whilst a quarter of the entrants this year had eldar armies, only one finished in the top ten, and that didn't have any harlequins.

Can't wait until next year!

Richard Kerry
Ordo Muppetus

Daemonhunters: Lessons Learned

Playing this army for the first time in a competitive environment there are a few interesting things I've found out:

1. Callidus Assassins are strategically great, but often tactically very disappointing. By this I mean that they can help win you games by tying up a unit at just the right time. However don't expect them to last the game, unsupported and outnumbered they don't last long.
2. Everything I've seen about grey knights says take lots of psycannons but I disagree with this. Psycannons are great in the right circumstances, however incinerators can be far more effective at close range, and the classic nemesis force weapon/storm bolter combination is very points efficient. From my point of view, I like the mix of units.
3. Teleport Homers, don't leave home without them. In my case, all of my grey knight units deep strike and those are very expensive units. Being able to control exactly where they land, especially if they are using incinerators, is invaluable.
4. Dreadnoughts should always come with twin-linked lascannons and missile launchers to make up for the lack of long range, high strength weapons any where else in the army. The Land Raider, being big and scary, makes a great if expensive fire-magnet to help keep these safe.
5. Special Rules. There are lots of these in a Daemonhunter's army and I keep on finding myself forgetting important rules (normally the assassin's "A Word in Your Ear rule").

In the long term these will mean my 1500 point list will look slightly different to the 1750 point list I used at ASMOH. Apart from the obvious Land Raider which won't fit in 1500 points, I'm also looking at changing the Inquisitor, dropping the assassin and adding a rhino for one of the storm trooper units.

Display Basics

Display Bases and why they are cool



A very simple but effective display base

Summer is truly here. As I'm writing this article (slightly early it has to be said as its still June), its raining quite hard outside.

This rather random piece of information has given me thought to muse upon what's 'cool' in our hobby.

At A Small Matter of Honour this year I had a comment from a friend of mine from Spiky Club about the display base that I had built for my Daemonthunter army (with Chief Muppet's help of course, see below).

All the normal comments about having too much time on my hands and being rather sad, were followed by a something that sparked a bit of pride: "This is what the hobby should be about."

For the most part us wargamers tend to be a very creative bunch and as the man said, this is what the hobby should be about.

In my experience this creativity is normally only expressed in the armies we create and build, and in a few cases scenery for us to play on. However, as proved by A

Honour in past years, there's lots of other opportunities out there.

In this particular ramble I'm going to talk about display bases, however the same theory applies to lots of different aspects

of the hobby. Army lists, background, objective markers, and game markers all provide lots of opportunity for your imagination to run riot (I'm particularly guilty in the army list and background category).

Anyway, back to the topic... what is a display base? Well in simplest terms it's a tray for transporting and displaying your army on. So why bother? Well, during most events (be them campaign weekends or tournaments, or something else) players end up moving around a lot playing on different tables. A tray saves having to pack and unpack your army all the time and saves precious gaming time. However, a normal tray is not very interesting. From a creative viewpoint this simple need can be combined with the



Richard Crane's Wood Elf display base from Regarding Retribution

Purge the Heretic

As mentioned elsewhere, I was determined that my new army would have a display base for A Small Matter of Honour this year. I also wanted to do something a little different and after seeing the Black Templar's base opposite, and Dave OJ's Sabretooth display base, something to symbolise the army was in order.

1. I started by laying out my complete (if not entirely painted) army on a piece of paper to sketch the idea out and get the model placement (I'm a geek so I did most of this on the computer).
2. Dave OJ very kindly took my template and cut several pieces of MDF to match the designs.



3. Once I had the MDF version back from Dave (complete with holes which was handy), I cleaned up the pieces and added a foamboard

spacer between the base and the top piece. This also allowed me to magnetise the six obstacles.

4. And finally the scenery and texture (paint and sand) was added and the whole lot painted to match my army.

desire to show off your army to its best, and in context with their background (creating a diorama). This is what display bases are all about.

Creating a basic display base is actually rather easy. At the very basic level a display base is simply a tray to display your army on. There is no reason why a simple flat tray painted or shaped appropriately will not perform this function. Indeed some of the most effective squad display bases I've seen (for the Golden Daemon awards) have been gloss black slabs with holes for bases cut into them.

However the chances are unless you are in a rush or producing a very stylised base, this probably won't push the right buttons.

The next two steps are to texture the display base to match your models, and to create recesses for the models so they fit into the base. This makes the display very personal to that army, so your army list has been to right before you start cutting holes!

This of course all sounds easier than it



This display base tells a story, these Tau are making their last stand!

actually is. For starters, army lists tend to change several times during the life of the army so the display is likely to be used just once, at one event. Secondly, basing a large area is a completely different to doing a 25mm base and requires a lot more basing materials (and paint). And finally cutting the holes for your display base can be rather entertaining depending on your chosen material.

Speaking of materials, there's a lot of choices here however most display bases tend to end up being made from foamboard, MDF or polystyrene (in my experience MDF is quite easy to work with, especially cutting and sanding holes if necessary). And for simple basic shapes picture frames make an excellent starting point.

Going beyond these basics requires a degree of skill probably not possessed by most of us. There is an excellent article

on the Games Workshop website describing how to create a magnetic display base. And beyond even this, shaped display bases and three-dimensional effects are all possible and the only real limit is your imagination.

This kind of thing can look really spectacular especially where several people produce matching display bases for the same event (the Warmongers club in New York have done a couple of these for the Baltimore GT in past years). I have to admit this is what display bases are about for me and I've been very fortunate that Chief Muppet has helped bring my two



Display bases are a regular sight at the American and Canadian GTs (but please don't that put you off, they are still cool)

display designs into being (woodwork is not one of my strongest skills). The art to this is planning exactly how your display base will look and work. After that it is just

a case of scenery building and painting. Another option is to use your display base to tell a story. In the case of my Daemon-hunter display base, a column of troops advancing upon a summoning circle with a girl kneeling in the middle of it summarises the main mission of my army.

Anyway, I hope some of this has inspired you. Next time: objective markers...

Richard Kerry
Display Base Muppet



The work of the display base master, Dave OJ. This base is in the Chapter symbol for his marines and the termite has been used as the 'eye'

King of the Castle

REGARDING RETRIBUTION

Well, the dust has settled and Regarding Retribution has come and gone. So what happened? Could muppets pull off a tournament without someone called Mark involved? Well read on and find out.

As with all tournament reports, this is starts some time before the event itself. The pack itself was written back in June using the lessons learned from A Small Matter of Honour 2007, however our story will start the night before Regarding Retribution...

I don't want to scare anyone, but substantial parts of this tournament, namely the nifty powerpoint presentation and excel spreadsheet for the results were written late on the Friday night before the big day. However in typical super-organised muppet fashion, we were ready 15 minutes early on the day itself, and with the contestants armed with coffee and bacon butties, and the random thingy working as planned on my spreadsheet, the war could begin...

The first game was a simple pitched battle with an additional 100 bonus victory points for each quarter captured. At 1000 points for the game, this would add up very quickly.



Paul Jenkins walking the hall

out, Nick Cox's daemons, Gary Batchalor's Bretonnians, and Criag Ivey's nurgle daemons to name just three.

However in the back room there was one particular army that caught my attention and that belonged to Gavin Miles. As one of those unassuming armies it did not really scream for attention, but close up it was simply gorgeous work.

The game one results came in fairly quickly and sorted the order of play for round two (all working remarkably smoothly). Game two saw some familiar faces, Gary Batchelor and Rob Uter on the table top, and the aim of this scenario was to capture the building each player had been asked to bring with them.

Gary, some what dizzy with the great heights his previous performance had propelled him to, had real problems in this game as his Bretonnians were almost all mounted. So in the end Rob secured a massacre sealing his place at the top of



Nick Cox's daemon host

Whilst our players were busy ripping each other to shreds, I managed to drag myself away from the computer and walk the hall.

At this point, and before I forget, is probably a good opportunity to thank everyone who helped out and make the day possible, in particular Paul Russell as our Chief Tournament running person, and Paul Jenkins who very kindly dropped out at the last minute to become our Chief Referee (most of the rest of us being round base, not square base experts).

Anyway, walking around the hall there were a few really nice armies that stood



Craig Ivey's blob nurgle army

the hall.

On table ten, Gavin Miles' oh so pretty Bretonnians and Criag Ivey's utterly mad nurgle daemons were fighting it out, both on the tabletop and in the best army competition. Whilst Criag won the tabletop game, the best army was still being intensely discussed by the organisers.

Elsewhere in the hall, a couple of names, including Ian Scovell and Martin Parker were busy repairing the damage from the first game and scoring big wins. Of course, both of these names will feature later in this tale.

So with lunch out of the way, the army judging done (except the best army decision), it was time for game three, King of the Castle.

The scenario for this game called on the players to capture a building placed in the middle of the table. Easy stuff, although Dave Morgan's Errantry army on table two were intending to bypass this objective and just mow down Richard Barter's Dwarfs.

The tense part of this game came down to a counter change from Richard's Dwarves into the side of Dave's Errantry knight lance formation. Between an incorrect rules call from me, and an incorrect rules interpretation from Dave, we got this a little wrong, however the end result was probably about right (in this case Richard's charge should have stopped when his dwarves could not wheel because of a neighbouring unit, and the target should have aligned to them, along with the existing combat, ho hum). This was the turning point in this game and together with Richard's refusal to run away, gave him the game.

On table one, Rob Uter's 273 Skaven fought Gareth Bowen's two stream tank Empire army to a draw. Together with some decisive results on tables three, four and five, the entire top order changed for the last game and anyone on the top four tables could walk away as the tournament champion.

So the final game was upon us. In this scenario there were additional victory points for killing the opponent's general and the top tables looked a little

different.

As the only person in the top four to win a game in the previous round, Richard Barter, was on table one, facing our very own (and slightly bemused) Martin Parker. On table two, another muppet veteran, Daniel Gibbons faced Chris Goldsworthy's Wood Elves.

Unfortunately with the tightness of the top players, both Craig Ivey and Gavin Miles were unlikely to get into the top three (and therefore make our best army decision easier). After even more decision, Gavin Miles' Bretonnians was awarded the top honours in this area.

The first game to finish on the top table was on table one. With two gun lines facing each other, neither Richard's Dwarfs or Martin's Wood Elves were willing to engage one another at close range. With this draw, tables two and three would be where the top spots would be determined.

After a fairly poor morning, Ian Scovell's very pretty Wood Elves had slowly clawed their way back up the hall. In this final game he managed a big win over Rob Uter's Skaven.

However the champion's mantle was

Player	Army	Total	VP	Sports
1 Chris Goldsworthy	Wood Elves	40	5693	
2 Ian Scovell	Wood Elves	39	6684	1
3 Martin Parker	Wood Elves	38	6205	1
4 Richard Barter	Dwarfs	35	5082	1
5 Rob Michell	Lizardman	34	6858	
6 Gareth Bowen	Empire	34	6091	
7 Robert Parsonson	Ogre Kingdoms	34	6087	2
8 Mike Lock	Dark Elves	34	5008	
9 Dave Morgan	Bretonnian	33	7127	
10 Mike Parker	Dwarfs	31	4880	3
11 James Rosser	Hordes of Chaos	30	6971	
12 Daniel Gibbons	Vampire Counts	30	5392	
13 Paul Bulpin	Ogre Kingdoms	30	5332	
14 Nick Cox	Daemon Host	28	5156	2
15 Craig Ivy	Daemon Host	28	4679	1
16 Phil Parker	Tomb Kings	27	5786	2
17 Declan Waters	Daemon Host	27	3736	1
18 Rob Uter	Skaven	26	6769	2
19 Alex Jones	Beast of Chaos	26	4865	
20 John Jones	Orc & Goblin	26	4023	1
21 Paul McInnerney	Ogre Kingdoms	23	3045	1
22 William Kelly	Beast of Chaos	22	4964	2
23 Dan Currey	Ogre Kingdoms	22	4136	
24 Gavin Miles	Brettonnia	22	4055	2
25 Andy Lowis	Wood Elves	21	6551	1
26 Gary Batchelor	Brettonnia	20	4287	2
27 Tony Pates	Ogre Kingdoms	19	4238	
28 Simon Tuttle	Slayers	18	4493	1
29 Greg Batchelor	Ogre Kingdoms	18	4150	
30 Roger Winter	Dwarfs	18	3688	
31 Andy Barnett	Orc & Goblin	17	3914	2
32 Matt Wildsmith	Dogs of War	17	2900	1
33 Mike Barnett	Empire	16	3419	1
34 Les Fulbrook	Horde of Chaos	15	3219	2
35 Andrew Parker	Empire	14	3819	1
36 Ben Gibson	Empire	12	3653	
37 Richard Edwards	Clan Eshin	10	3080	1
38 Lance Gibson	Orc & Goblin	9	2867	1
39 Matt Garlick	Chaos Dwarfs	8	1288	4
40 Donnie Nicholls	Empire	4	2873	1

decided on table two as another Wood Elves army, this time belonging to Chris Goldsworthy squeezed in a marginal win over Daniel Gibbon's Vampire Counts, to claim the crown from Ian in second place and Martin in third.

The sportsmanship award went to Matt Garlick who was the only player to receive nominations from all of his opponents (following by Matt Parker who had three nominations).

From an organiser point of view, I think this was the smoothest tournament I've ever been part of, all made possible by a great bunch of players!

Next up, A Small Matter of Honour 2008 on the 10th May. Can't wait!

Richard Kerry
Powerpoint Muppet



Gavin Miles' Bretonnian 'best' army

Seeing Double

A Warhammer Doubles Tournament Report

It is about this time of year that GW holds it's annual Warhammer Doubles tournament, up in the wilds of Nottingham (*ed - well, it was that time of year, last year*). Over the last couple of years, I've become a great fan of the doubles format and this was my second Warhammer doubles tournament (I've also been to two Warhammer 40000 doubles tournaments too) and I've found that they all offer a recipe of great games and the fact that there is four of you around the table makes it much less personal when winning or losing. The basic rules were 750 points each and the total 1,500 point force had to meet with the stipulations of a 1,500 point Warhammer army (with each 750 force having at least one core unit).

Anyway, after trekking up on the Friday night and meeting up with my doubles partner (Simon), who was coming down from Manchester with two friends who also always come to the Doubles, we decided to break our usual habit and not go out and partake in many beers. So after a couple of quiet pints and much discussion on tactics for the next day, it was to bed we went, planning to be up early for the next days play!

We were playing double Wood Elves (although my army theme was sea elves, so had daemonettes as dryads) and my army consisted of a big unit of eternal guard with noble (making them stubborn) Two small units of dryads and a noble with the hail of doom arrow (3d6 Strength 4 shots once per game) and a variety of items that made him movement 9 with 5 attacks on the charge! Simon had two units of archers, a large unit of dryads with a dryad hero and a unit each of glade riders and wild riders.

Our first game was against a Horde of Chaos/Beasts of Chaos army. The guys playing them were a great laugh, and also a great help. This was the first game Simon and I had played with our armies and so it was a learning experience for us. I also don't play Warhammer very much and our opponents were very helpful in reminding us of things we'd forgotten. This was very much in the spirit of the doubles game and we ended up giving them our points for best game of the day.

Anyhow, the main problem for us in the game was that they had a giant! A very nice model it was too, but somewhat scary.... So, in order to deal with it, the Hail of Doom arrow was fired at it, causing three wounds. It then advanced and I charged it with both the eternal guard and the noble on his own.

Unfortunately, the lone noble failed his Terror test and ran off the board! This meant I had the noble in the unit who had three attacks and I needed to do three wounds, or it was all going to go very wrong, very quickly..... So, with 3's needed, I managed to hit with all three! Then, with the great weapon, I needed 3's to wound. I rolled the dice..... And got all three! The giant then fell on my opponent's ogres, killing one of them! The noble then followed this up by defeating the enemy general in a challenge to ensure his unit fled and he was certainly "elf of the match"!

The game had gone well on Simon's side too, so a massacre was gained and off up the tables we went!

Our second game was against an Undead/Ogre Kingdom alliance, played by a good fun couple of fellas and was a very enjoyable game. Now, this game was almost entirely the opposite of the last, in that we all thought it was over by turn two given the amount our army that was dead and fleeing. My lone noble had a go at assassinating the ogre general, so in he charged with his five attacks with a great weapon. Four hits were scored, so I needed all of these to wound on 3's to kill him..... Only three came up! The bruiser then squished my noble into an elven pancake and things seemed to be getting worse! We managed to rally a little towards the end as we managed to virtually wipe the undead half out, but we had lost too much and got a solid loss.

Next up was trouble in the trees as we faced an all dryad wood elf army. They were very aggressive from the off and despite us getting most of the charges in, they managed to pass a string of outrageous break tests on 3's & 4's and we ended up with another solid loss, due to fact that while lone characters can't claim table quarters, they can apparently contest them.... And he had placed lone characters to do just this. That's what I get for relying on my 40k quarter claiming rules.....

So, after a great start, we had stuttered and down the tables we went again and found ourselves against a High Elf/Empire alliance in the special one-off game of the weekend.... Ambush!

There were to be attackers (split into two parts) and defenders (starting in the middle of the table) for this one, and we were deemed to be the attackers. The game started pretty well, with the hail of doom arrow killing an entire unit of six pistoliers, but then things started to go downhill. The attackers couldn't score any victory points after turn four, and we

couldn't get a lot of points quick enough. We then spent the last two turns running & hiding (very elven, I'm sure you'll agree). We ended up narrowly missing out on a draw, and had a marginal defeat.

And with that, day one drew to a close and we had started really well, but come unstuck in the later games. The army seemed to be performing pretty well in bits, but we couldn't seem to pull it together. So, off we went for a night out to drown our sorrows in the bright lights of Nottingham.....

.....To turn up bright and early the next day at GW HQ, with the aim of winning at least one more game to improve our return on the weekend!

Our first game was against Tomb Kings & Beasts of Chaos, and a couple of nice chaps who told us they had had the most appalling luck with dice rolls through the weekend. We started off fairly well, as we managed to stop the Tomb kings magic and get a charge in on the unit of chariots containing the Tomb Prince with the dryads and the lone Noble. The noble issued a challenge and chopped up the tomb prince and managed to avoid the curse, Huzzah! The other players then proved how bad their dice rolling had been as the fight got bogged down, but they failed the fear tests with a beasts chariot (with a re-roll!) and beast herd to charge the flank of the fight, which would have caused us all sorts of trouble! So, we won that fight and got into the tomb king backfield and finished them off.

They were having more luck on the other side of the battlefield when their Tzeentch champion (who was the general) led beast herd got a charge in against my dryads. I managed to pass a break test on a 3(!) and wounded the champion in the next round before breaking. We were now on the last turn and once again our opponents bad luck struck as one of them said "I'm going to use a spell and only use two casting dice as I don't want to get a miscast". Can you guess what happened? Yep, snake eyes and his roll on the miscast table meant he took a wound, which after the wound caused by the dryads earlier killed him! With the points we got for the very expensive champion being the general, we managed to just get a massacre. Some games you really feel sorry for your opponents luck and this was certainly one of those.

On we went to play a Bretonnian and Lizardmen alliance. Unfortunately, this was the worst game of the weekend. The Bretonnian player was fine, but the



The campaign as captured on Jamie's phone

Lizardman player argued everything, came up with made-up house rules that we were expected to play by "because that's how we play it at my club" and generally was fairly unpleasant to play. His partner, who was a great opponent, had no luck at all, as the wild riders managed to rout his general on a pegasus despite not causing a wound (he missed all his attacks, as did the pegasus and he broke due to numbers & banner, even with a re-roll). The pursuit roll ran him down, then took a big unit of knights

in the flank and effectively nullified them as were then able to get numerous charges in to break them! We also managed to destroy most of the Lizardman army and managed to get a massacre. Even so, after our opponents last turn (we had gone first), the lizardman player insisted it had just been our turn and wanted another turn! After some explaining, he relented, but I'm not sure he entirely believed either us or his teammate.....

So, a great start to the day with two massacres

and onto the last game, an Undead and Chaos alliance. The chaos team was anchored by chosen chaos knights led by a Tzeentch champion and the undead had two necromancers, three spirit hosts and a banshee! Luckily a lot of our army counted as having magical attacks, but you could see how others would have really struggled against them.

The game started quite tactically, but again we got the early charges in and my lone noble managed to cause two wounds on the Tzeentch champion, killing him! His chosen knight bodyguard hung

around for a bit fighting the wild riders though, until a failed fear test from the charge of another unit of dryads sent them running, only to be run down by the lone noble. We then managed to finish off the rest of the chaos side, although the necromancers and undead were giving us significant problems as they kept "raising dead" any of the skeletons or zombies that we killed! The glade riders got one necromancer before being wiped out by the other ones magic missiles and in the last turn of the game we had one archer in range of the final necromancer who only had one wound left. He rolled to hit.... and hit. He rolled to wound..... and wounded! The rest of the undead crumbled at this point and we managed a massacre with maximum points!

So, after a poor first day, we had a great second day and managed to end up in 20th place! That is by far and away our best result in any doubles tournament and what's more, all of the games (apart from the lizardmen) were great fun! I heartily recommend doubles tournaments to anyone, especially if you've not been to tournaments before, as I've found them to be very friendly and relaxed. And you've got somebody to commiserate with if you lose, and celebrate with if you win!

Jamie Morten

Quite Tall Muppet (with pointy ears)

Necromunda

A newbie's guide

Ok, I have always said that I wouldn't get sucked into another gaming system (I can only just remember 40K). However, Paul Russell finally twisted my arm. The only reason that I couldn't say no is that I have an Imperial Guard army with a host of catachans in it. I already had all the team members I could need to start an Orlock gang. Now one thing that I wasn't ready for was the paper work that goes with these rules. Rather than fielding an army, or a unit, you're fielding individual gang members. I wasn't ready for how quickly they begin to show their differences. Just a few games under my belt, and I have a Juv that's BS5 (I bought him a plasma pistol for the next game), and another that causes fear in close combat. If only he could hit anything, he'd be brilliant! That's the beauty of this game. Because skills are rolled up randomly, as individual gang members amass experience. It's unlikely that you'll get the skills you want on the guy's that can best use them. This means that a gang soon begins to develop a flavour that it would never achieve if you were allowed to choose who had what. That being said, my leader has turned into a one-man army, after randomly rolling up the sprint (3 x movement), and marksman (he doesn't have to shoot at the nearest enemy, and

gains half the range again on any weapon he carries). This means he has an 18-inch range Melta gun that he can choose to shoot anywhere he wishes.

Another nice thing in this game is the lack of armour. Most gangs don't have any at all, which is a great leveller and a bonus for any frustrated Guard players out there. Everyone is toughness 3 so your lasguns are, all of a sudden, a really good weapon. Add to this they are reliable. If you role a six to hit, you have to take an arms role. If you fail then that gang member has run out of ammo for the rest of the game.

Another unique twist is the bottle test. If 25% of your gang are put out of action, pinned, or wounded, you need to see if your gang panics and runs away. These guys aren't trained in military precision, and the chances are that if your gang starts to leg it they won't be coming back. To reflect this, if you fail a bottle test, then you automatically lose the game, as you cannot rally them once they start to bolt. You can choose to fail this test if you want to. This may seem strange, but if you have scored a good deal of damage on the opposing gang, without taking much damage to your own then you can choose to quit whilst you're ahead.



After a game, it is out with the paper work again. You create wealth by

working your territories, and you can spend the money you earn on improving your gang, or replacing casualties. Then you get to see whom from your gang has learnt new skills, or been permanently injured.

All in all, a great deal of fun, as every game has a consequence, and a meaning to all those that fight in them. Take a tip from me, dust off that Guard army that you never finished building (you'll only need about ten of them). And I'll see you in the Under Hive.

Dave Offen-James

Dead or Alive Muppet

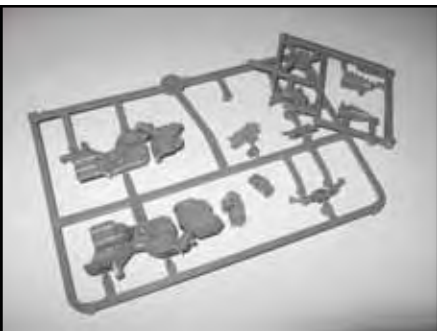
Ed - If you fancy Necromunda, you can download the rules for free (yes, free!!!!) from www.specialist-games.com.

Conversion Corner

How to build Space Marine Jet Bikes

Rumour has it that GW believes that the Master of the Ravenwing flies around on the last surviving Imperial jet bike in existence. However, all of us Muppets that staffed the last Gamesday game that the Muppets created know better. We had Land speeders and Marine jet bikes, intercepting tanks on a vast bridge, spanning the salty brine. I now have a full squadron of these bikers in my Black Templars army. I count them as normal bikes for the purposes of movement and game play. They just look a bit more interesting. Therefore, I thought that it was only right and proper to pass on the details of this rather tasty little conversion, so that you can field jet bike squadrons of your very own. So here goes:

The first job is to amass all the components that you will need. One of the nice things about this conversion is that all of the parts are plastic so that modelling could not be easier.



One Jetbike, some assembly required...

Parts list:

1x Space Marine Bike Sprue,
1x Imperial Cruiser (from Battle Fleet Gothic),
1x Radar Antenna Back (from current vehicle accessory sprue
1x Pintle mounted Storm Bolter (from current / previous vehicle accessory sprue),
1x Search Light (Old vehicle accessory sprue), (the big one with the spiky edges).
Start by assembling the bike as per normal, except DO NOT add the wheels or the front armour plate and bolter assembly.

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Next, cut through the forks just above the front mudguard, and just below the point at which the bikes forks reduce in thickness.



This will result in the forks becoming about 3mm shorter. The mudguard then needs to be re-attached upside down. This creates your engines air intake. The Radar antenna back then needs to be mounted across the fork yolks as shown below. Don't forget that you'll need to remove the wheel mounts from the front and the rear of the bikes wheel housings with a pair of clippers. This is best done when you have the front mudguard detached.

Next, you'll need to attach the weaponry. For this, we used the Pintle mounted storm bolter off the vehicle design sprue. This comes in two parts and each half needs to be cleaned off to give a flat face. Then the two halves can be fixed to either side of the front mudguard.



Next, the front needs to be augmented with the addition of the prow from the Imperial Gothic Cruiser. Cut the spine of the cruiser, so that about 12mm of it is still attached. This gives you something to glue to the roof of the inside of the front mudguard.

Next, attach the bikes original front armour plate. Place it flat, behind the rider's seat, where it acts like a wing. Whilst you're sorting the rear end, you need to fit the engines after burner.

Take the old search light, and snip off all the spikes from the top edge. Fix the search light onto its base and the place it upside down in between the exhausts. In the void left by omitting the rear wheel.



All that now remains in to drill a 2.5mm/3mm hole in the models base, so that it can sit atop of a flying base stem.

And there you have it. A really simple, all plastic conversion, which looks great and adds a unique look to any Marine army. If you enjoyed that, then how about fixing two jet bikes together to create an attack bike.

The possibilities are endless. Next thing you know, the Imperium will be running Pod Races...

**Dave Offen-James
Converted Muppet**



Look familiar? Well OJ did it first!!!!