



WAR MONKEY MONTHLY



Monthly Newsletter for the Pacific Marauders Gaming Club

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“What the hell is a ‘War Monkey’?”

If you find yourself asking this question, then prepare yourself for illumination. *The War Monkey* is a monthly (ha!) newsletter designed to satisfy the GW curious among San Diego Gamers. White Dwarf too fancy for you with all its color pictures and sensible articles? Be at peace my bipedal friend, War Monkey Monthly contains none of that trickery, no sir! Here you can find insulting comments, sharp wit, and oh so many rhetorical questions concerning our chosen hobby with none of the pictures.

For the fans of the monkey, to whom these soiled pages are well known and anxiously awaited, The Monkey has returned! The long winter hibernation has finally met its terminus and the Monkey has awoken, full of piss and vinegar!

So then, back at it again. This issue of WMM will be sort of...well...dated and short. But, patience dear friends, The Monkey yearns for battle. Even now he has entered a state of slaving frenzy to bring you content the likes of which you have never seen...guaranteed!

Enjoy!

TGB

Upcoming Local Events

Los Angeles Games Day

April 24th
 Ontario Convention Center
 2000 Convention Center Way
 Ontario, CA 91764
 Exhibit Hall A & B
 Hours: Saturday, 10 AM – 6 PM

Rogue Trader Tournaments

Pair A Dice Game

Warhammer 40k
 April 4th
 Contact info:
 Coordinator: Shayne Mitchell
 2020 Hacienda Dr. Suite N
 Vista CA 92081
 (760) 940-0139
 fun@pairadisegames.com

Adventurers Guild

Warhammer 40k
 April 14th
 Contact info:
 Coordinator: Steve Verdolive
 3488 Madison St..
 Riverside CA 92504
 (909) 509-6610

Game Empire

Warhammer Fantasy
 April 18th
 Contact info:
 Coordinator: Bob Felix
 7051 Clairemont Mesa Blvd # 306
 San Diego CA 92111
 (858) 576-1525

sangerkahn@juno.com

Local Game Stores

Game Warehouse

5995 Mission Gorge Rd – Suite C
San Diego CA 92120
619-516-2977
www.gamewherehouse.com

Knightly Games

1560 Ocotillo Dr. Suite C
El Centro, CA 92243
760-353-5253
www.knightlygames.com

Game Empire

7051 Clairemont Mesa Blvd., STE. 306
San Diego, CA 92111
858-576-1525
www.gameempire.com

Game Towne

619-291-1666
www.gametowne.com

L.A. GT Coverage

By Greg Swensrud, War Monkey Correspondent-Chimp

Well, another L.A. GT has come and gone, and I really must tell you, this one went about a bazillion times more smoothly than the last one I attended, in 2001. This time around we were in a lovely facility, the Ontario Convention Center, with plenty of room to swing from the rafters and fling poo. The hotel, the Doubletree Inn, was superb, and, conveniently right next door, as opposed to two years ago when I had to find my own room in a dive in downtown L.A., then drive several miles to the convention center and pay additional fees for parking. Despite being expensive, it is, at least in this chimp's mind, worth paying a bit extra for convenience. One thing I CANNOT report on favorably, however, is the food at the Doubletree Inn. Their coffee shop was the next worst thing to eating gorilla poop. My pancakes were slimy, the service was terrible, the orange juice was tiny, and the slop was expensive. To be fair, they were

undergoing renovations, but that is hardly an excuse for the craptacular meal I was served. On a brighter note, the lunches served by the GT/Inn were adequate, consisting of decent sandwiches, fresh fruit, tasty salads, and excellent cookies for dessert; and there are several decent dining establishments within a 10-minute drive of the Convention Center.

But enough about food and gorilla poop, you say. What about the gaming? Well, I was signed up to play in the Fantasy tournament, and from what I saw, I was damn happy that I was. The tables on the 40k side of the hall literally groaned under the weight of the cheese placed upon them, threatening to collapse at any moment, and a fair portion of the players I saw using those armies looked as if they had only recently joined the ranks of the undead or the freshly lobotomized. I, on the other hand, played six excellent games against six terrific opponents, not one of whom I had an argument with, issues about their army composition, complaints about their play style, or, in fact, any problems at all. The fact that I scored very high on Sportsmanship would, I hope, reflect the same facts about myself; no one had any problems with me, and, all told, the games themselves were an absolute blast, with most of them being very close, decided in the last turn or two.

One thing I did have a problem with, however, were the missions chosen by the organizers. They were pathetically uninspired, with all except one of them amounting to very little more than a Pitched Battle with altered deployment zones, and that just barely. The one odd mission was a bit more fun, with the objective being to claim a piece of terrain in the center of the board (or near to it, depending on scatter) and hold onto it. Not a serious departure from the norm, but at least it wasn't another of the 5 Pitched Battles played for Victory Points. Frankly, this reporter-chimp was vastly more impressed by the variety in the missions at the last Rogue Trader he went to. This definitely needs to be improved for future tournaments.

Another problem lie in the use of the "additional 300-point detachments" we all brought along and used in games 4 and 5. The rules for this, too, were pathetic and uninspired. In game 4, which was another simple Pitched Battle, the 300 extra points simply started in Reserve and gained Magic

Resistance (1). In game 5, again a Pitched Battle, they simply lined up with the rest of the army, no special rules at all. It would seem precious little thought went into either mission selection OR special rules. But, perhaps the folks at GW have precious little thought to spare.

Lastly, of course, one must mention the ability to buy Bitz at a discount high enough to make the most grizzled veteran-ape fling his poo in sheer joyful abandon. Even if you don't play, this sale alone is reason enough to drive north for either a Games Day or a Grand Tournament. ' Nuff said.

All in all it was a fantastic weekend of gaming for me. Excellent games, very nice accommodations, and fantastic company, and all with the convenience of being 90 miles north. This correspondent-chimp will definitely be attending next year's event as well, assuming a similar arrangement to this year.

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Greg is, humbly, forgetting the best part of the GT; he received the 1st place award for "Best Army" for his WFB Lizardmen. Congrats Greg! Be sure to check out his army and Jeff Vaca's all Genestealer army at the GW website.

Wade: Gay or not?

While this interview certainly can't answer that pressing question of Wade Durrant, it does shed some light on the subject:

Richard: This is Richard Sierra reporting live for War Monkey Monthly along with my editor in chief Matt Gifford who has threatened me with bodily harm if I don't do a very good interview. I am here with Wade Durrant -

Wade: Hello

Richard: Who's holding a 24oz *Coors Light* that's going straight to his head. First questions Wade; how long have you been participating in our glorious hobby?

Wade: Since the new Tyranid codex came out. I saw it and fell in love with the models

Matt: Which was about...three years ago?

Wade: yeah three years ago

Richard: What armies do you have? Which is your favorite and why?

Wade: I got a very extensive Tyranid army. I've got two different dark elder armies; a Kabal and a Wych cult. I've got the Biel Tan spider man army, which I'm playing right now, which is very fun. Uh my Altioc rangers with Kroot mercenaries army which I haven't got but maybe three or four times. Also very fun. And I'm building a small chaos army with non-GW figures just to piss off some of the people here that are GW snobs.

Matt: What armies don't you have?

Richard: sounds like you have a fetish for the pointy-eared type. Can you confirm or deny these allegations?

Wade: yeah, I'd have to say that if they don't have pointy ears or claws I don't want 'em. Or if it wears power armor that's not all gooey and pussy.

Matt: What is your favorite army?

Wade: Oh, that right...

Richard: Yeah, answer the question!

Wade: Okay! Dark Eldar, definitely.

Matt: Why is that?

Wade: They're just a lot of fun to play. They're versatile; you can make a list to do pretty much whatever you want. Um, they're a little bit of an underdog so they don't always win. Not that any of my armies always win. And the models are just cool. They're...they're evil. Can you record that?

Richard: Yeah, he's making the quotation marks, the bunny ears "They're evil". So it has nothing to do with the models in scantily clad leather and wielding whips and chains?

Wade: I have not comment...

Matt: Gotta love the fairy folk!

Richard: Now on the same note, I notice that you are playing against the editor in chief here and his Dark Eldar. Did it hurt you to beat up on your favorite army?

Wade: Well, not when he's playing it. [Laughs]

Matt: Bastard! [Laughs]

Wade: [Still laughing] No, I loving playing against my favorite army with any of my armies just because I know the list a little better so, I can usually do fairly well. Since my spiders don't usually fare very well, this was a good chance to at least squeak out a tie.

Richard: Okay Remy, that's enough out of you. Uh, what turned you on to Warhammer or Warhammer 40k?

Wade: Some loser named Aaron. [Laughs] That's about all I can say about that.

Richard: Okay. [Laughs]

Wade: No, actually I collected miniatures for years. I know I'll get ragged for this but I've played D&D since I was a kid and I have a ton of D&D miniatures. It was a chance to get to buy and paint more miniatures and actually get to play with them.

Matt: I knew I liked this guy.

Richard: Yeah, I think you're in good company here.

Wade: There's a few GW snobs here that would just as soon spit on you than play a role playing game.

Richard: If your chosen army, in this case the Dark Eldar, had a fight song or a theme song what would it be and why?

Wade: It would probably be Billy Idol, I want your sex. No, seriously...[Laugh]...Vaca's going "What the hell are they doing?"

Jeff: Wade, you suck!

Wade: [Laughs] Did you get that? Hey, shut-up in the peanut gallery over there. Uh, it'd have to be some horrible Megadeath or Merciful Fate song that was about killing and death and destruction which covers about ninety-percent of their songs.

Richard: So this is back from an era when you had big long hair before you made your way into the Monkey pen?

Wade: I was once part of the "Kurt's club".

Richard: So you're a mullet!? Oh my God [Laughs hideously]

Wade: I'm a converted mullet. I went from long hair to mullet to short hair.

Richard: I think, uh, in order to enter the Monkey pen they had to chop you so you're sporting that hair style now.

Jeff: Ask him why it is that he couldn't even beat Baldy.

Richard: Um, we're getting a lot of static from the outer Monkey pen here, trying to chime in with their two cents. I think the editors pulling the wench back on his poo-tossing machine...Uh, what is your favorite model out of all the armies you now own?

Wade: Probably some of the conversions I've done on my Tyranid army. Tyranids are a blast because you can do all sorts of funky things with 'em. Um, probably either my winged Hive Tyrant, my converted Tyrant Guard, or my Carnifex with the

little tiny wings that don't quite get him off the ground. [Laughs]

Richard: [Laughs]

Richard: How have your Dark Eldar fared thus far, since you've owned them?

Wade: The Dark Eldar? They've done pretty good. At first, it took awhile to figure out how to use them but they do pretty well. The Wych Cult tends to do even better. They're still kind of a hit or miss army. They can be rock hard or they can fall apart as they're paper-thin raiders fall out of the sky.

Richard: As are the ties of love, they can be rock-hard or they can fall apart...

For the inquiring minds, this live interview was conducted by resident Field Monkey Rich "Shaven Goat Boy" Sierra way back in '03. These days, good 'ol Rich is off fighting the good fight in Iraq while Wade remains here in SD with his as yet determined sexuality.

Chimp's Choice

A monthly review of new releases from Games Workshop and their affiliates.

It's been a long, lonely winter in the Monkey cave but while the chimp was sleeping, GW was releasing new minis. Let's recap shall we? First there was new I-Guard, then Cadians, then hey look more I-Guard, and finally more I-Guard. Most recently GW has seen fit to finally give the Brettonians a brand-spanking-new Army book, complete with a superb line of new minis. I have to say that the Bret plastics as some of the finest minis GW has produced to date. No wonder people are going ape-poo for WFB!

That about brings us up to the April releases and time, once again, to unveil the coveted **Chimp's Choice** award. This month, GW nuts are spoiled for choices what with all the Witch Hunters and Mordheim models to choose from. But I, digress.... The winner is: Witch Hunters Henchman! Hooray! And why, you ask. Because they're sweet! No really, I honestly don't care for the Velma looking chick or the dude with the torch but the knight looking fellow is downright awesome! (I'm sure that these guys all have more appropriate monikers but I'm not among the privileged few) He reminds me of the Griffin Templars from Confrontation, which are certainly

the better models (see Chris, I do care). Maybe that's where GW steals their ideas from hmmm...

Now for the Chump's choice, which really should go to the continued line of LotR minis. Not that they all suck, I just can't see a justification for any new releases from that line. Tolkien has gone off to the Grey Havens; the movies are done and unless they film the Hobbit or The Simir...the Smeil...the other book, the line is dead. But alas, the **Chump's choice** award may only be claimed by a single mini. So, without further ado, Inquisitor Lord Karamazov come on down! I'm sure that many of you will go ga-ga over this guy but it really is a tragic mini. It looks like the final scene of Conan on Dreadnaught legs, not too terribly imaginative or original really. Now the Penitent Engine on the other hand, er wait...never mind.

In our next issue:

More stuff!

And now for the disclaimer....

The entire context of this newsletter is brought to you by The Great Baldy himself: Matt Gifford. The information contained herein is solely his opinion and does not necessarily reflect the views of the Pacific Marauders, Games Wherehouse, Games Workshop, or any individual or group associated with these entities.

Any disagreements can always be settled at the gaming table...

If you have any questions, comments, or concerns, or if you're interested in getting involved, please feel free to contact Matt Gifford at:

thebaldy@yahoo.com

Or stop by the Cyber Cathedral at:

<http://www.starbasejeff.com/cybercathedral/>

Special Thanks to:

My wife Noeli, for her continued encouragement and for being the "first editor" of WMM.

Wade for being a good sport.

Richard; remember - real life doesn't provide armor saves, be safe out there!

Greg for his input on the LA GT (told you I'd use it.)

All my battle brothers at Game Wherehouse.
The Pacific Marauders Gaming Club

See you next month!

