

GAMES DAY 2002 GAMING BRIEF - GCN

Last Updated: 08/07/02

Gaming Club Network

ANOTHER NIGHT IN HELL

2	Warhammer 40,000	
8'x4'	Newmarket Gaming Club	GCN
World Eaters, led by Kharn the Betrayer, are assaulting the world of Skalathrax to destroy the Emperor's Children.		

INQUISITOR

4	Inquisitor	
8'x4'	Bad Company Wargames Society	GCN
<unknown>		

TOWNWAARGH!

6	Epic 40,000	
8'x4'	Mad Gamers - Maidenhead	GCN
Eight Ork Warbosses have banded together to assault the Imperial city, under siege for over a year. The Bigboss, Gragtoof, has spread rumour of a human "teef" horde hidden inside the walls.		

KROOT!

8	Warhammer 40,000	
8'x4'	Sad Muppet Society	GCN
Four separate scenarios throughout the day, following the story of a Tau incursion on a Kroot world.		

RESCUE

12a (LOWER)	Warhammer 40,000	
6'x2.5'	Da Cella Boyz	GCN
Space Hulk Battle/Rescue Iron Warriors v Dark Angels		

BATTLE FOR BLACKSTONE ONE

12b	Battlefleet Gothic	
8'x4'	R.G.M.W.	GCN
The Imperial navy defends a Blackstone Fortress against Abaddon's Planet Killer and fleet. Chaos seeks to capture the Fortress and the Imperials mount a desperate battle to retain control.		

DA GREEN TEAM

14	Warhammer 40,000	
4'x4'	Tom Cale Group	GCN
Da Green Team, a crack Ork Kommando unit, have been sent to Appelor to eradicate the planetary leader prior to a huge invasion. With the Imperials not aware of the team on planet the Orks must work to keep things quiet and then get away once they succeed.		

FORBIDDEN KNOWLEDGE

16	Inquisitor	
8'x4'	SWARRMM	GCN
Buried beneath the walled city of Dionysus is a secret research station. Rumours of Xenos technological experimentation have run amok and now powerful cults praising the Shadow Lord must face the wrath of the Inquisition and Adeptus Mechanicus as a deadly conspiracy is uncovered.		

HIVE OF THE LIVING DEAD

21 (LOWER)	Necromunda	
4'x4'	Cambridge Club	GCN
Neurone plague has struck Sumptown. The survivors must get to the transporter and escape uphive before the infected plague zombies can catch and devour them.		

DEFENCE OF ICARUS 14

23	Warhammer 40,000	
12'x10'	Oxford Club	GCN
Eldar must hold the city against the Khornate horde swirling all around them. Standing alone against the tide they must hold or die trying in this deadly cityfight.		

IRON TSUNAMI

26	Warhammer 40,000	
8'x4'	The Maelstrom	GCN
Seeking to reach the essence of C'shokkal, a malign techno-arcane daemon, the Iron Warriors have seized a seaborne drilling rig. To stop this horror from being unleashed upon the world a combined force of skimmers has been assembled to assault the station. Tau, Eldar and human forces must trust each other long enough to end the terror.		

ASTERIODS DO NOT CONCERN ME

31	Warhammer 40,000	
8'x4'	Gobstyks	GCN
Jump pack equipped troops must attack and secure an asteriod outpost spread across several individual hunks of rock.		

STRIKE DEEP

32	Space Hulk	
6'x5'	Uni of London Gamesoc	GCN
Several missions run throughout the day set in the underground passageways of a Hive which is infested with Genestealers.		

CLOSE ENCOUNTERS OF THE CHAOTIC KIND

48	Mordheim	
4'x4'	Ryn Tyrr Council	GCN
Chaos Warrior warbands test themselves upon floating islands hoping to gain the attention of their patron Chaos Lord. In a place where the distinction between reality and the warping nature of magic has blurred each of the four warbands must reach the Altar of Summoning to perform the rituals that will call forth a Daemon to destroy the other pretenders.		

A RACE AGAINST TIME

49	Warmaster	
12'x5'	Copmanthorpe Conscripts	GCN
Hidden beneath Bonegate Tower lies a great magical item rumoured to have the power to lay waste to the nations. All the armies of the Warhammer world have amassed to decide the ownership of Bonegate Tower and the fate of all the peoples. Will Chaos triumph? You decide.		

WHO LET THEM HAVE THE WARPSTONE?

51	Warhammer	
4'x4'	Devizes & District Wargaming Club	GCN
Rats from Clan Skryre have been constructing a variety of experimental weapons. Clans Eshin, Moulder and Pestilens have been sneaking into the testing grounds to "examine" the work. As the warpstone works it's deadly magic the Skaven are overcome with mutation and Chaos breaks loose.		

CLASH OF THE CHAMPIONS

53	Mordheim	
4'x4'	The Spiky Club	GCN
Potential Chaos Champions meet to contest the right to receive the favours of the Chaos Gods. Can you defeat all others to stand victorious and claim the gifts of the Gods?		

THE RAT BURGLAR

63	Warhammer	
8'x4'	Yeovil Games Club	GCN
Clan Eshin are contracted to recover a piece of Warpstone from Nuln, an item of pure power fully three feet across. The Empire engineers have it locked in a tower secured outside the city – can the Skaven succeed?		

RETURN TO ALBION

64	Warmaster	
12'x4'	Chelmsford Bunker	GCN
A new Chaos Warlord has arisen on Albion and assembled a horde to conquer the lands around him. The Dwarfs have decided to besiege his fortress and lay waste the Chaos Gods' stronghold.		

THE WOLF'S LAST STAND

66	Warhammer	
10'x6'	Eagling Owens-Smith	GCN
Duke Leopold von Bildhofen has sworn death to all pirates who plague the lower reaches of the Reik, its tributaries and the coast of the Sea of Claws. Recently he has discovered the stronghold of the Wolf, the most notorious pirate of present times, and has set sail aboard The Karl Franz, his flagship, to attack the pirate fleet.		

BE QUICK OR BE DEAD

70	Mordheim	
8'x4'	Leeds Gaming Club	GCN
Ulli Leitpold and Marquand Volker have hatched a plan to steal the Third Eye of the Shadowlord, an artifact said to be worth more than all the wyrdstone in Mordheim put together. Located in the heart of a Chaos temple they must infiltrate the building and take the item from under the noses of the Possessed. Yet, all is further complicated by the untimely arrival of the Sisters of the Holy Martyr, come to raze the temple and put all the evil worshippers to the flame.		

MAN O WAR / JUNGLE BOWL

75	Manowar & Blood Bowl	
8'x4'	Tanelorn	GCN
Two classic games are revisited during the day as Tanelorn dust off both their Manowar ships and their Blood Bowl variant "Jungle Bowl".		

ESCAPE FROM PONDERS END

76	Warhammer Quest	
4'x4'	Ponders End	GCN
Labyrinth based game of the classic game, Warhammer Quest. Four heroes aim to kill a Minotaur and grab as much treasure as they can.		

BLOOD BOWL

78	Blood Bowl	
4'x4'	Gobstyks	GCN
Gobstyks bring Blood Bowl to the show for a line up of quick fire play.		

BATTLEFLEET GOTHIC

(LOWER)	Battlefleet Gothic	
12'x6'	Middlesborough Gaming Club	GCN
Necrons raid the Adeptus Mechanicus world of Mars. Wave after wave of Necron cruisers and escorts assault the defence stations – can you make your attack run count?		

WARMASTER

(LOWER)	Warmaster	
9' x 5'	Ken South	GCN
Siege engines and the hordes of Chaos descend upon the Dwarfs and Empire in this classic Warmaster engagement.		

THE RELIEF OF KHALIN DUM

(LOWER)	Warmaster	
8'x4'	Oxford Gaming Club	GCN
TBC		

THE CLEANSING OF ZNUTAR VI

(LOWER)	Epic 40,000	
8'x4'	Leeds Gaming Club	GCN
Imperial forces are struggling to capture the final fortresses that control access to an ancient Monastery overrun by Chaos forces.		

THE GUNS OF TANITH

(LOWER)	Warhammer 40,000	
8'x6'	Warhammer World Club	GCN
Warhammer World Club presents a special battle inspired by the Gaunt's Ghosts novels.		

CHARIOT RACE

(LOWER)	Warhammer	
9'x12'	South London Warlords	GCN
Chariot Racing in the grand manner brought to us by the South London Warlords. Can you win the races and earn a reputation as a champion?		

THE CRYPTS

(LOWER)	Warhammer 40,000	
6'x4'	Torbay Beer & Bullets	GCN
Fierce fighting between the Imperials and Chaos rages throughout the crypts of an ancient temple.		