

NETEPIC 5.0 ARMY BOOK

Smurf Wars!

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Disclaimer: If you cannot differentiate between fantasy and reality, or cannot conceive that others may do so, please put this book down, walk away and don't approach the subject of tabletop wargaming again until you grow up a bit.

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Background

"The little blue bastards came out of nowhere. It was like hell itself had opened up and released a horde of blue demons in white pants. They overran Fort Peyo within a few hours and were assaulting the outskirts of the capital hive before many knew what was even happening. Emperor save us from the Smurfs." - Imperial Guard Colonel Strig Ecips

"Smash the smurfing Imperium scum! Leave no smurfy stone unturned!" - Attributed to SmurfForce Commander Death Smurf

History

The Smurfs are actually a native race from Terra. In an age long past they lived at peace with nature in the forests of Northern America and parts of Europe. They are an incredibly powerful psychic race, as well as masters of genetic engineering and mechanics.

The Smurfs lived at peace for centuries until the humans discovered them. These humans believed them to be leprechauns and attempted to hunt the Smurfs for gold (which the Smurfs had none of). Countless Smurfs died in the ensuing Unsmurfy Wars. And what remained of a once happy, carefree race were bitter, vengeful monsters willing to risk death to strike back at the humans.

But they were too few in number and stature. So using their collective psychic powers they moved their entire race into the warp to find a new home. The humans thought it was the last they would see of the Smurfs.

They were wrong...

"Our past is a long and unsmurfy one. Listen to our tale of smurfy woe..." - Historian Smurf

The Smurf Wars

The Smurfs gathered their strength for long millennia, wearing their hate like a cloak in a harsh universe. They made plans, constructed machines of destruction and waited for the time to strike.

Today they live in the Smurf Commune. A massive communistic society that rules over all the Smurfs and directs them to their eventual goal of the destruction of all mankind and anyone who has dealings with them (i.e. everyone).

The Smurfs of today bear little resemblance to the Smurfs of long past. For one, extensive genetic engineering has made the Smurf of the 41st millennium a hulking brute, standing at least 5 apples high.

They wear intricate exoskeleton powered suits developed by the Brainy Smurfs and constructed by the Handy Smurfs. As they sweep across the battlefield their trilling war cry "LA LA LALALA LAA" strikes fear into even the cold hearts of the Tyranids.

"Do you want to smurf forever?" - StrikeSmurf Commander

Smurf Forces

Smurf forces have three primary divisions. There are the War Smurfs who serve in the various Smurf Armed Forces (SAF), the Brainy Smurfs who usually fill strategic and planning positions, and the Handy Smurfs who fill the technician and engineer positions.

It is easy to see the Smurfs as a caste driven communistic society, and to an extent they are. But there is only a limited genetic diversity among the Smurfs caused by limited breeding opportunities (usually 1 female to 100 male Smurfs) and an inbuilt proclivity to certain tasks.

Smurf infantry are generally organized into several "smurftroops" of similar types. Thus the Pyrosmurfs are in one group while the Psychosmurfs are in another. All Smurf infantry are bloodthirsty combatants, and while locked in their powered exoskeletons are a powerful force to be reckoned with.

"Let loose the Smurfs of WAR!!!" - Archsmurf Poppa

The Smurf Army

If it isn't already obvious the Smurfs aren't a standard army. They aren't one to play if you're going to take yourself seriously, either – your opponent certainly won't.

"Go smurf yourself!" - Smurf warcry

Unit Descriptions

Special Units

Doc Smurf: These specialist Smurfs seek to heal all those Smurfs who have been injured. They work like Smurfs possessed to save their comrades on the battlefield. They follow the standard rules for Healers. *Model: Space Marine stand painted all white with a red head.*



Handy Smurf: Sometimes Handy Smurfs will take to the battlefield to help repair damaged Smurf war machines. Any Smurf vehicle within 10 cm of the handy smurf have an additional unmodified 5+ save. All Healer rules apply to the handy smurf. *Model: Space Marine stand painted Brown with white legs.*



Smurfette: These are the rare female Smurfs. They serve very little combat purpose but their presence inspires the male smurfs to great acts of courage and ferocity. All Smurf stands that have LOS to a Smurfette stand pass all morale tests they may need to make and add +1 to all CAF rolls. *Model: Space Marine stand painted pink.*



Smurf Overlord: Usually referred to as "Papa" for some obscure reason. These aged Smurfs have a variety of psychic powers as well as being natural leaders of Smurfs. All smurf units within 10 cm receive a +1 on their morale rolls. They may use any one of the following powers each turn.

Magic Powder: The Overlord casts a spell and an magical dust is conjured. Place a Stream Of Corruption template so that the pointy end touches the Overlord stand. Any stand under the template even partially must make an unmodified save or become hopelessly lost for the remainder of the battle. Affected units are removed from the board. Titans and Praetorians are unaffected.

Psi-Smurf Sword: The Overlord summons a psychic energy sword. The sword remains active as long as the Overlord wishes and may not be dispelled for any reason. As long as it is active however, no other psychic attacks may be made. The psi-smurf sword gives the Overlord an additional die in close combat (i.e. 3D6).

Forest Heart: The Overlord activating this power may transport himself and a small amount of other Smurfs anywhere within a wooded area. The Overlord and any Smurf stand within 10cm may be transported. This power can only be used in a wooded area and allows the transported stands to appear anywhere within the same wooded area.

Orders are not changed so first fire units are still on first fire, etc.

Smurfberries: The Overlord may summon a whole mountain of ancient "Smurfberry Cereal" into the mouths of their opponents. The tasteless cardboard substance makes even Tyranids puke. All enemy units within 25 cm of the Overlord must make an morale check immediately or lose all orders for the turn and may do nothing other than puke and try to lose the taste of the horrid substance. Even Nurgle daemons find it unpalatable! Robots and other non-organic troops are unaffected, but Titans and the like are.

Model: Space Smurf..umm.. Space Marine stand painted red with white legs.

Infantry

Grunt Smurf: These are the most common line troopers in the Smurf Commune. They are heavily armored and capable of taking on any force of equivalent size. *Model: Space Marine stand painted with white legs and blue torso/head.*

Assault Smurf: These are Smurfs armed with heavy weapons to support their fellow Smurf warriors while smurfing the life out their enemies. *Model: Space Marine stand painted orange with white legs.*

Pyro Smurf: These are Smurfs with something of a pyromania and thus assigned to special units where their skills can best be used. *Model: Space Marine stand painted red with white legs.*



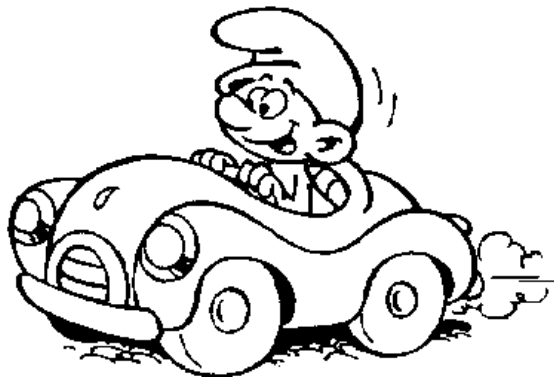
Psycho Smurf: These are the Smurfs who have gone over the edge into complete smurfy bloodlust. Only regular doses of narcotic smurfberries keep them under enough control before they can be unleashed on the enemy. Although not armed with any ranged weapons they are famous for their incredible speed and ferocious hand to hand capabilities. To represent this Psycho Smurfs may move TRIPLE their normal movement allowance when on Charge Orders. *Model: Space Marine stand painted purple with white legs. "Gnurf! Gnurf!"*

Stormsmurf: These are the elite of the smurf military. They are equipped with weapons of incredible power and armor forged by the best Handy Smurfs in the Commune. They are truly an awesome foe. Their battlecry is "Stormsmurfs ATTA AAAACCCCKKKK!!!!!" *Model: Space Marine stand painted all white.*

Walkers

Smurfinator: These are hardcore warriors who have given up their smurfyness to be in a robotic dreadnought. *Model: Space Marine painted black with white legs.*

Vehicles



Smurf Mercedes: The Mercedes is the smurfs primary APC. *Model: A peanut.*

Smurf Skysweeper: This is a modified Mercedes mounting two rapid fire smurflasers for anti-aircraft use. *Model: A peanut with two small sticks.*

Smurf Vengeance: Products of Smurf bioengineering and experimentation. These war machines look odd on the battlefield but are devastating. The vehicles smurflaser may fire in any direction as the beam is actually emitted from the vehicles hull. The Vengeance serves as the Smurfs' primary medium tank. *Model: A walnut, not too big. Preferably painted blue.*

Heavy Artillery

Smurf Deathsmurf: The Deathsmurf is the Smurfs' answer to the Imperials' abundance of artillery. It is a long ranged assault system designed to take out troops from long distances. *Model: A peanut with a small stick glued on.*

Fliers

Smurf Fighter: A smurf fighter is a very small, nimble craft designed to clear the skies of enemy aircraft. *Model: US Marine PFC chevrons.*

Smurf Fighter-Bomber: A slightly larger airframe then the fighter. This aircraft is equally at home in the air or smurfing the living crap out of enemy troops. The fighter bomber can drop two bomb templates during its movement, but the bomb templates must touch. *Model: US Marine Corporal chevrons.*

Smurflord Titan Template

The SmurfLord is a titanic machine of destruction. Its appearance on the battlefield is considered an ill omen for the Smurfs' enemies. *Model: An apple.*

Move	CAF	Shields	Repair	Notes
10 cm	+10	8 Void Shields	4+	

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Smurfano Cannon	200 cm	6	4+	-3	360 degree arc of fire. Recharges D3 Attack Dice per turn.

ALL SIDES

	Head 1+	Head 1+		
Gun 1+	Gun 1+	Gun 1+	Gun 1+	
Body 2+	Body 2+	Body 2+	Body 2+	
Body 2+	Body 2+	Body 2+	Body 2+	
Body 2+	Body 2+	Body 2+	Body 2+	

<p>Head</p> <p>1-2 CAF halved and the titan may only move or fire if you first roll a 4+ on 1D6. This damage may be repaired.</p> <p>3 CAF halved for the rest of the game.</p> <p>4 Same as 1-2, except damage cannot be repaired.</p> <p>5-6 The titan crashes to the ground as a result of the explosions. Decide randomly which way the Titan falls. Any vehicles or troop stands that are fallen on are destroyed.</p>	<p>Weapon</p> <p>1-2 Weapon damaged and cannot be used until repaired, but continues to recharge.</p> <p>3-4 Weapon damaged. Recharge maximum is 4 dice.</p> <p>5-6 Weapon heavily damaged. As 3-4 (above) plus may not fire until repaired.</p>
<p>Body</p> <p>1-2 The void shield generators are shut down and the shields may not be used until repaired.</p> <p>3-4 The void shield generators are shut down and the shields may not be used any further in the game.</p> <p>5 The shields are in danger of overloading and you must shut them down before they explode. Roll a D6. On 5-6 the shields are safely shut down. On 1-4 they explode as 6 (below).</p> <p>6 The void shields overload and explode. The titan is destroyed but remains standing. Any models within 5D6 cm are automatically hit by debris and must make an unmodified save to avoid destruction.</p>	

SmurfForce Army Cards

Company Cards	Contents	Break Point	Morale	Victory Points	Cost
Smurf Village	Overlord stand & Command Mercedes 3 Grunt Detachments	15	3	7	700
Smurf Assault Force	Assault Smurf Detachment 2 Stormsmurf Detachments	7	3	4	400
Smurf Psycho Force	Overlord stand & Command Mercedes 3 Assault Detachments	15	3	9	850

Special Cards

Doc Smurf	Doc stand & Command Mercedes	Stand	-	1	100
Handy Smurf	Handy stand & Command Mercedes	Stand	-	1	100
Smurfette	Smurfette stand & Command Mercedes	Stand	-	1	100
Smurflord	Smurflord Titan	Model	-	9	900

Support Cards

Assault Smurftroop	6 Assault Smurf stands & 3 Mercedes	5	3	3	250
Grunt Smurftroop	6 Grunt Smurf stands & 3 Mercedes	5	3	2	200
Pyro Smurftroop	6 Pyro Smurf stands & 3 Mercedes	5	3	4	350
Psycho Smurftroop	6 Psycho Smurf stands & 3 Mercedes	5	3	2	150
Stormsmurf Troop	6 Stormsmurf stands & 3 Mercedes	5	2	4	350

Walkers

Smurfinator Troop	6 Smurfinator stands & 3 Mercedes	5	-	3	250
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Vehicles

Skysweeper Battery	3 Skysweeper AA Guns	2	4	3	250
Vengeance Squadron	3 Vengeance Tanks	2	4	2	200

Heavy Artillery

Deathsmurf Battery	3 Deathsmurfs	2	4	2	200
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Flyers

Fighter Squadron	3 Fighters	2	3	3	250
Fighter-Bomber Squadron	3 Fighter-Bombers	2	3	4	350

Summary of Unit Statistics

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Special									
Overlord "Poppa" Smurf	10 cm	6+	+5	Smurfguns	50 cm	2	4+	-1	Command, Elite, HQ, Psyker
Smurfette	10 cm	-	-1	None	-	-	-	-	Command, HQ, Inspirational, Special
Handy Smurf	10 cm	6+	+1	Smurfpistols	25 cm	1	5+	0	HQ, Mechanic
Doc Smurf	10 cm	6+	+1	Smurfpistols	25 cm	1	5+	0	HQ, Medic
Infantry									
Assault Smurf	10 cm	5+	+1	Smurfcannons	75 cm	1	5+	-2	
Grunt Smurf	10 cm	5+	+3	Smurfguns	50 cm	1	5+	0	
Psycho Smurf	10 cm	5+	+4	Smurfswords	-	-	-	-	Elite, Fearless, Jump Pack
Pyro Smurf	10 cm	5+	+2	Smurf-Flamers	15 cm	1	3+	0	Ignores Cover
Stormsmurf	10 cm	5+f	+2	Smurfguns	50 cm	2	5+	-1	Elite, Ignore Morale
Walkers									
Smurfinator	15 cm	4+	+3	Smurflasers	75 cm	2	4+	-1	Elite, Fearless
Vehicles									
Mercedes	25 cm	4+	+1	Smurfguns	25 cm	2	6+	0	Skimmer, Transport 2
Skysweeper	25 cm	4+	+1	Smurf AA	100 cm	2	4+	-1	AA, Skimmer
Vengeance	20 cm	3+	+2	Smurflaser	75 cm	1	4+	-2	Skimmer
Heavy Artillery									
Deathsmurf	15 cm	4+	+1	Smurfartillery	150 cm	6 BP@	4+	-1	
Fliers									
Fighter	100 cm	4+	+4	Smurfgatlings	50 cm	1	3+	0	
Fighter-Bomber	75 cm	3+	+2	Smurfgatling Smurfbombs *	50 cm 0 cm	1 4 BP	3+ 5+	0 0	* ROF 2 but templates must touch
Titan									
Smurflord	10 cm	Template	+10	Smurfano Cannon	200 cm	6	4+	-3	8 Void Shields, 360 degree arc of fire, recharges D3 shots per turn