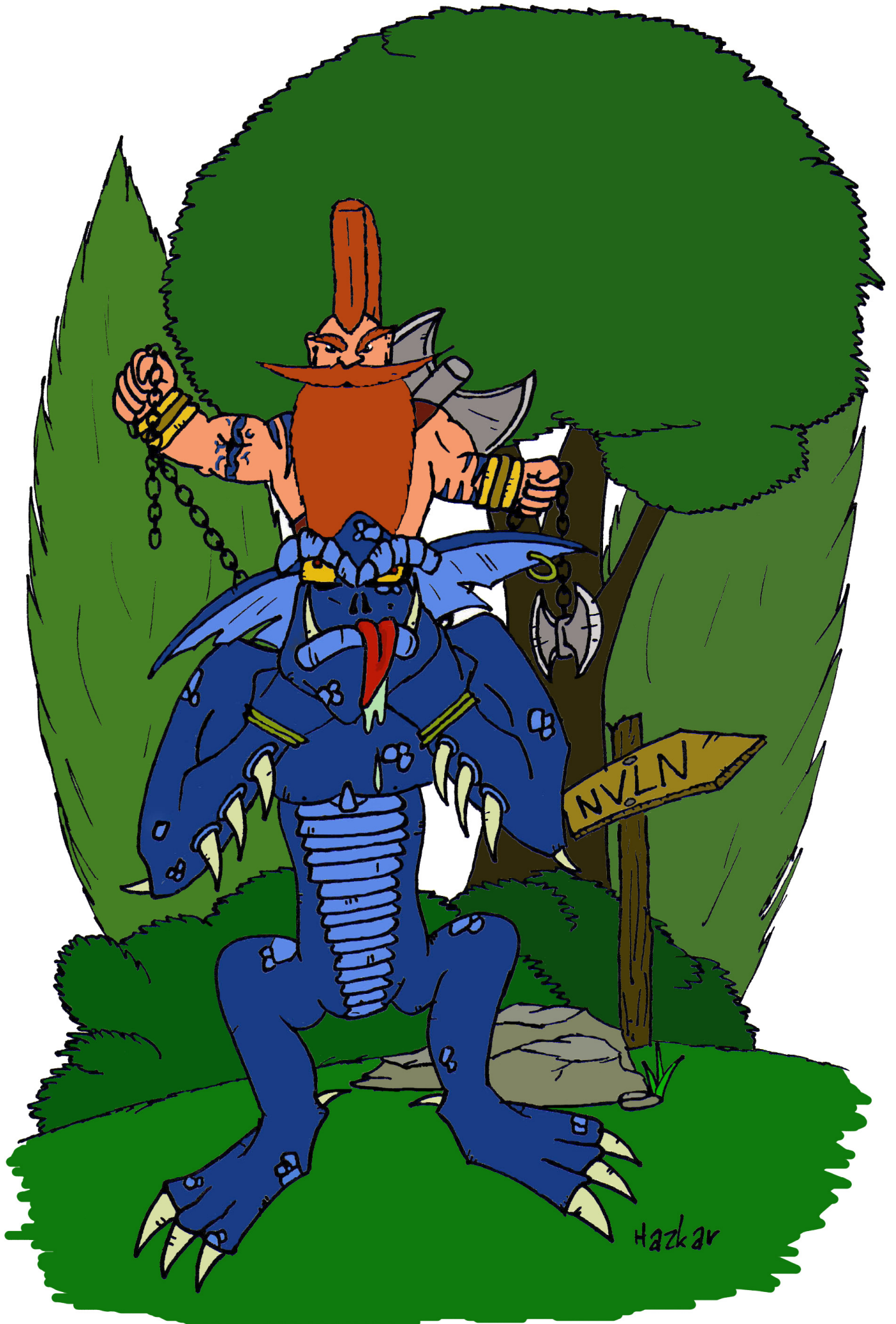


The DOOM SEEKER

VOLUME 1 ISSUE 2 WINTER 2010



The War of Father Whitepaw
(A Warhammer Campaign)
First Impressions
(Dwarfs of Chaos)
Create a Character
The Red Moon Tribe
(Mousekiller's Greenskins)
Slayer Axe Painting Competition
The Rampent Firewolf
Standards



Hazkar

The Doom Seeker

The Webzine of The New Slayer Brotherhood and Ravening Hordes.

The New Slayer Brotherhood

<http://38.invisionfree.com/SlayerBrotherhood/index.php?>

Ravening Hordes

<http://games.groups.yahoo.com/group/RaveningHordes/>

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Images and artwork must be in JPEG (.jpg), GIF (.gif) or Bitmap (.tif and .bmp). All Articles, Stories and Battle Reports must be submitted in MS Word (.doc) or Text (.txt) formats. Articles and Battle Reports should include images clearly marked of where they would be in the article. Submissions can be sent to SubmissionsTDS@hotmail.com. Deadline for submissions to be considered for the next issue of The Doom Seeker is 31 January 2010.

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THE NEW SLAYER BROTHERHOOD

The forum for the Slayer in you.



<http://z8.invisionfree.com/SlayerBrotherhood/Index.php>



From the Desk Bilbo Baggins

Hello Readers,

Yes, we did make it to a second issue. I figured we would have a second issue but I had set a minimum on number of readers and downloads that had to be hit before I would commit to continuing The Doom Seeker. I set the numbers at what I thought would be reasonable for a first issue and we hit them in hours of release. Thank you all for that.

Now for my rant, it's about the game of Warhammer and how Games Workshop and certain players have taken the fun out of it. You know the players, the ones who go through the army books to build an army only to win at all costs. They don't care about how people feel when playing against them because they are having fun grinding their opponents under their heels. These are the Power Gamers. How you deal with them when they want to play you is up to you, most seem to avoid them others play them but ramp up their armies to deal with the cheese.

The Power Gamers are always going to be there, I've played against a few in 6th Edition. But why hasn't GW come up with a way to lesson their effect? It was stated that when 7th Edition of Warhammer came out GW was working to balance the armies, and did ok with the first couple of books (Dwarfs and Orc & Goblins) but things started going out the window with Empire (Steam Tanks were no longer as rare as they should be) and got worse with High Elves (Dragons in games under 2000 points). Dark Elves, Vampire Counts can be toned down but the Infamous Daemons of Chaos, which was the most hated list in SOC where I played, got the power ramped up too far. I guess you can never believe GW when they tell you before an edition gets updated that they will make the game balanced.

Currently GW seems to care more of selling the latest army and their high-powered special and rare units than making sure the game is fun to play for people that have already spent their funds on the previous army. Come on 2000 point games with 2 Steam Tanks or 3 Stegadons are more than a little crazy. Please GW stop this Madness.

Now there are several Army Composition Scoring Systems out there that give bonuses and penalties depending on units and magic casters that helps if

both players agree to use it. There is also an Australian System of playing that limits the amount of Magic Casting Dice you can use per turn. The Europeans have their own system that ranks armies by power level so in a tournament the Top Tier armies (Like DoC) get 2000 points and Mid Tier (Like Empire) get 2250 Points and Low Tier (Like Orcs & Goblins and Dogs of War) get 2500 points. They all have good and bad points. I don't like the idea that the game designers at GW have forced tournament organizers to these extremes. Point levels for armies should be balanced that two armies of equal points are decided on tactics and not who bought the most broken army list to play that day.

So what can we do? Well we can start reminding GW that the real players, the ones who have spent their funds on a couple of armies and like playing fun games, don't like the HeroHammer and Power Creep that has been happening. Maybe we should express our displeasure by letter and email. Maybe we should just not buy the Power Armies. Maybe when we play in their stores and bunkers we show them what fun two balanced armies can be to play. I've been tempted to have buttons made up saying "Say no to HeroHammer and Power Gaming." I'm not sure what is the best way to go other than teach the new younger players how much fun playing balanced armies are, which is what I usually do.

Bilbo Baggins





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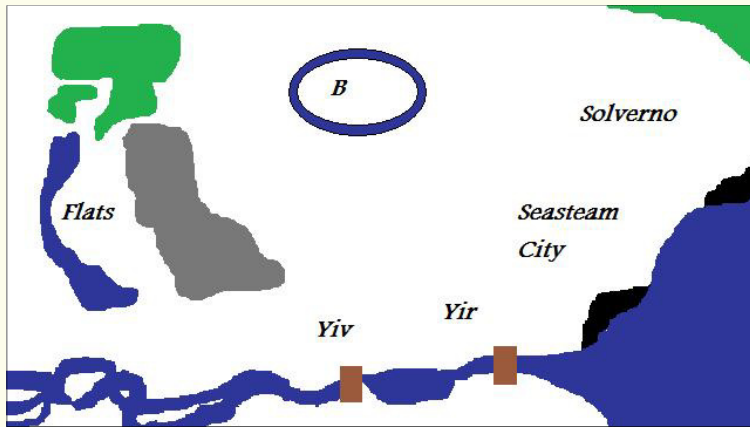
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Slayer Journal

The War of Father Whitepaw

A Warhammer Campaign by Ironlord

The campaign is set in the region around the Bluvdronel Castle. A map of the region is shown below.



Combatants

The crusading dwarves under King Mgröll Mithrilaxe, Father Whitepaw's Gnoll Hordes (Orcs and Goblins army) The Bluvdronel Family (Vampires leading the goblin armies explained later)

Plot

King Mgröll Mithrilaxe's personal explorations into the deepest caverns of his once mighty hold revealed a myriad of ancient caverns and tunnels. Within the darkest depths of the caverns he found a book, a tome of great importance to his people. Upon its face was a symbol, etched in Gold and silver it was the rune of anger, the rune of vengeance and the rune of strength all combined to form the rune of the grudge. Having defeated the ratmen horde below his hold the king returned to his people to praise and glory he had never before known. But his heart was heavy and he spent many days refusing food and sleep so that he could read through the tome of grudges. The book was old and rotten, the flimsy paper falling apart under his stubby

fingers as he read it. So Mgröll decided to transcribe the tome personally, noting each offender and what they had done to his ancestors. His rage grew with each line he wrote. Eventually his rage overflowed and he roared to his commanders too gather the armies of the hold and set out east. To avenge the past grievances they would attack the Bluvdronel Family, a group of demonic sorcerers who had taken over a nearby castle and began dominating the local people.

The Family had been given a whole chapter in the book of grudges.

They had experimented on the members of the clan and their allies. Taken land from them. Stolen their ancient artifacts. Launched bloody campaigns of warfare against the clan. Attacked their trade caravans and looted settlements to gain money for their magical experiments and slave armies.

And now they would suffer the wrath of the dwarves.

Father Whitepaw was distraught.

He had planned his conquest for years, taking the time too conquer the brother tribes of the flats and raise the Whitepaw pack to dominance. He was now no longer in the prime of his youth. His fading strength being replaced by his wisdom and cunning. Soon there would be a challenge from one of his younger and more violent sons. The upper echelons of the Flats were in fact his sons, his daughters and his minions. And so their claim of dominance over the Flats would be made stronger by lineage.

Now the ground rumbled with the tread of iron shod boots. The dwarves were on the move from their mountain, bringing with them death and vengeance. Angry sparks danced wildly in their eyes and made their axe swings terrible to behold. They marched day and night into the land, shouting oaths and



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curses. They were marching straight too the family's castle in the east. But first they would pass through Whitepaw's lands. He knew this would be true, their devastation would bring down all of his plans and dreams and he would be forced to rebuild his empire here, if he was lucky to live long enough. But his people would not flee, they were foolish enough to believe that they could hide in the hills and be sheltered by the onslaught by the mighty lake they made their homes beside.

But war would come, as inevitable as the march of time.

Forces in the Campaign.

The Crusading dwarves under King Mithrilaxe are out for vengeance and only trust dwarven steel and grit to see them through the battles ahead. They cannot take dogs of war that are not dwarves. King Mithrilaxe also needs too keep the momentum behind his crusade going. As such a dwarven army cannot settle into an area of the map, it must keep moving next turn.

Example: A dwarven army banner moves into an area occupied by a Gnoll force. After defeating the gnoll army in a tabletop game the force is allowed to occupy the area. The next turn the army must move because of King Mithrilaxe's orders of fiery vengeance even if King Mithrilaxe is not personally leading the army.

The army that King Mithrilaxe leads counts as having hatred on the first turn that it charges because of his demagogue like ability to put fire in the veins of his warriors. After the first turn the they lose the ability of hatred unless they have it normally.

Father Whitepaw's armies are the native forces of the western plains and have learned the lands of by heart through their seasonal hunts and battles. As such they are not hindered by difficult terrain on the map and add +1 too their dice rolls when moving through difficult terrain on the battleboard.

They also have access too scouts as a special choice. They are goblin archers with +1 ballistic skill and the ability to skirmish.

Objectives

The crusading dwarves are out to settle ancient grudges in the land and are sent by King Mithrilaxe too take back stolen lands or to kill the descendants

of those who have wronged them. As such they have more campaign objectives than any other force.

The Wrath

Kill any members of the Bluvdronel family: +1 campaign score per family member

Take the Bluvdronel Castle: +2 campaign score if held at the end of the campaign

Seal the Maw: +1 campaign score

Bring down the sentinel: +1 campaign score if destroyed, +2 if occupied as dwarves take artifacts (*)

Kill Father Whitepaw: +1 campaign score

Purge the city of Seasteam Forge: +1 campaign score for a victory within the city of Seasteam

The Pride

Take the Bridges of Yir and Yiv: +1 campaign score per bridge

Take the Northern tributaries of the Y'Jovir Weave: +1 campaign score

Secure the Shrine of Pelor: +1 campaign score

Take 2 areas of the Y'Jovir river: +1 campaign score when the dwarves hold both areas

Take 5 areas of Land: +1 campaign score for each 5 areas

The King

King Mithrilaxe must survive the campaign: +2 campaign score

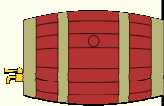
The Whitepaw Packs are defending their homes and plains from the crusading dwarves and will be happy too see their stunted nemesis's out of their lands. Gnolls are represented by Goblins and Bugbears are represented by Orcs.

Killing King Mithrilaxe: +5 campaign score

Each Dwarven army defeated on the battleboard: +1 campaign score

Territories held on the campaign map: +1 campaign score for 2 territories

Members of the Royal Family: +1 for each thane killed, +2 for each lord



THE DOOM SEEKER - ISSUE II

Protect the Pack Lord: +3 if Father Whitepaw survives the campaign, +1 if his personal shamen survives.

Force Requirements

The Dwarf and Groll forces should be a list of ten thousand points consisting of at least one lord level character, with the forces being drawn from the relevant army books.

The Bluvdronel family forces are 750 points of vampire counts heroes or lords with dogs of war mercenaries to represent their personal armies or slaves. These forces are attached too a Groll army as the generals, however if Father Whitepaw is in the army then the Bluvdronels cannot join the Groll army.

The dwarf army must have at least one Lord to represent Mgrill Mithrilaxe.

The Groll forces must have at least one lord level Goblin to represent Whitepaw.

The Bluvdronel Family may take a Lord level vampire to represent the Matron or Patriarch of the Family. Should the Lord level Vampire be taken then they must start in the castle. When defending the

castle they get an extra 250 points of either mercenaries or Groll forces.

Once the total force list has been written the forces are divided into army lists of 3000 points following the standard force composition.

Finishing the Campaign

The winner of the campaign is determined by who has the most points at the end of the campaign. The end of the end of the campaign is determined when one of the following criteria is met.

- * King Mithrilaxe is killed
- * The Matron/Patriarch of the Bluvdronel family is killed
- * One of the Forces gains Twenty points in the campaign scores.

Ravening Hordes

The place to find out about
the Warhammer Armies that
time has forgotten.

<http://games.groups.yahoo.com/group/RaveningHordes/>

Slayers Around the World

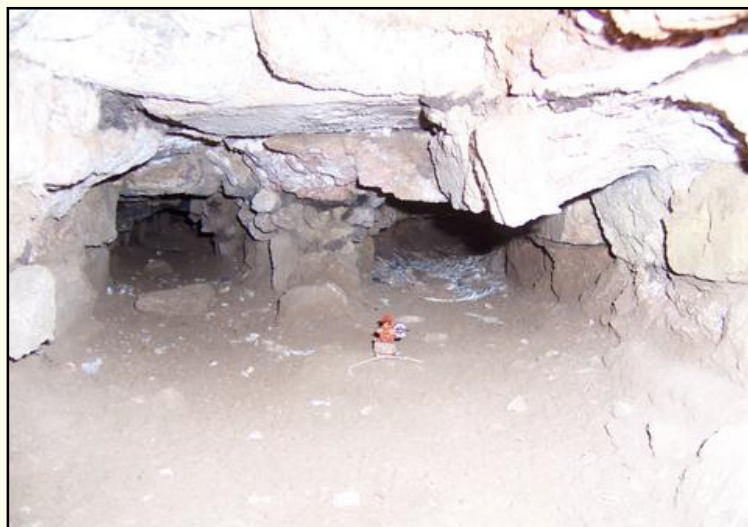
We want to see your Slayers in different places than the table-top. Here is where we will put images sent to us of the Slayers in historic and scenic places. First up is Enakan's Slayers in Iraq.



Rolf at the Temple of the Gods in the ruined city of Ur.

"I had a whole army of Slayers sent to me in Iraq, my goal was to paint up the army while there. Of course, things got a bit busy, so only a few got SOME paint put on them!" - Enakan

Taken from May 2005 to May 2006 in da Sandbox.



Down to the Royal Tombs



West side steps of the Ziggurat of Ur.

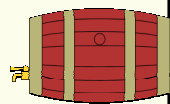


Rolf and his Ziggurat



The Royal Palace

If you have pictures of your Slayers in Historic or Scenic locations please email them to submissionstds@hotmail.com.





Rolf and the Ziggurat Party



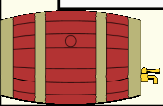
Rolf at Abraham's House



The Ziggurat



The Royal Palace



Create a Character

By Bilbo Baggins and M4cR11I3n

Warhammer Fantasy is first and foremost supposed to be about fun and one of the fun things are creating characters for your army. Now you can create one using the generic characters in your army book that is usable in all games including tournaments but for fun you may wish to create a special character with a little more power but point it fair so your friends will allow you to use it games.

But how do you do this, you may think it's impossible. Well it's not; all you really need is plan for your hero. Name, race, where he has traveled in the world, and the army (or armies) he will be use in.

We have included point costs of options you can give your hero to keep him (or her) in balance. I've used this to create a few characters in the past, Like Kera Foehunter in the Pirates of Sartosa army list¹ I created a few months ago and Lord Gilles de Raitz the Enslaver² for a contest on Carpe Noctem (www.vampirecounts.net) a little while ago.

I'll show you how to do this with a character I'll create for this article.

Now for the Plan, for the race of hero I'll go on a limb and choose a Human. He's a mercenary who has raided Naggaroth (the land of the Druchii) and survived.

OK Do I want a Hero or a Lord?

Well I think I'll go with a hero.

Human heroes can be Dogs of War, Bretonnia or Empire. Since the stat lines are going to be the same and I'm not going to start him as mounted so I'll use an Empire Captain with 50 points of magic items allowed. I'll call him Wilhelm von Eckstein. Starting points cost is 50 points.

	M	WS	BS	S	T	W	I	A	Ld
Wilhelm von Eckstein	4	5	5	4	4	2	5	3	8

Now for the fun options:

- +1 M - +5 Points
- +1 WS - +10 Points
- +1 BS (pays extra for missile weapons)
- +1 S - +15 Points
- +1 T - 3 to 4 (+15 Points), 4 to 5 (+30 Points), 5 to 6 (+45 Points)
- +1 W - 2 to 3 (+20 Points), 3 to 4 (+40 Points)
- +1 I - +5 Points
- +1 A - +20 Points
- +1 Ld - +25 Points
- Always Strike First - +25 Points

- Immune to Psychology - +15 Points
- Hatred - +15 Points
- Frenzy - +15 Points
- Cause Fear - +15 Points
- Cause Terror - +50 Points
- Immune to Fear - +20 Points
- Immune to Terror - +30 Points
- 1 to hit him - +30 Points
- +1 for him to hit - +25 Points
- BSB upgrade - +25 Points
- +25 points of Magic Items (Dwarfs start with 75 points of runic items) - +10 Points
- 25 points of Magic Items - -10 Points

Well I think I'll have a little fun here, Up the BS to 6 and wounds to 3 (+20 Points) and additional 25 points of Magic Items (+10 Points) and of course Hatred (+15 Points) so his stat line looks like this:

	M	WS	BS	S	T	W	I	A	Ld
Wilhelm von Eckstein	4	5	6	4	4	3	5	3	8

So now he's up to 95 points.

Now to choose Armour, mundane armour choices are:

- Light (6+) - +2 Points
- Heavy (5+) - +4 Points
- Plate or chaos (4+) - +8 Points
- Shield (6+) - +2 Points

Well I would like him to live and I want to save the magic points so I'll go with Plate Armour and Shield for a total of 10 points.

Now he's up to 105 points.

Next would be hand weapons, remember he comes with a hand weapon:

- Halberd, Great weapon, additional hand weapon, flail or lance (if mounted) - +4 Points
- Spear, morning star - +2 Points

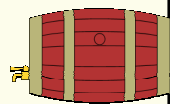
Since I'm planning on a Magical Weapon I'll skip theses for now.

Then the Missile Weapons:

- Pistol - +6 Points
- Handgun, crossbow, Long bow, bow - BS4 (+5 Points), BS5 (+10 Points), BS6 (+15 Points)
- Dwarf Handgun - +10 Points
- Throwing stars - +4 Points

Well he's a special character I'll go a little nuts here, he's an expert shot so he'll have a Long Bow for long range and a pistol for short range surprise. Being BS6 that would add 21 points.

Of course he's now 126 points.



Now for the mounts,

- War Horse - +10 Points
- Barding - +4 Points
- Elven Steed - +12 Points
- Cold One - +20 Points
- Pegasus - +50 Points
- Griffon or Hippogriff - +200 Points
- Generic Dragon (3+ save) - +320 Points

I like the idea of making this optional for game play, so I'll put the mount choices in his options. Since he raided Druchii I'll choose War Horse (10 Points), which may be barded (+4 points) or Cold One (20 Points).

Now for the 75 points of Magic Items I have planned. Well Since I have him raiding Naggaroth I'll have fun with the magic items. They will come from the Dark Elf Book since he took them from their lands.

I'll go with a Magical Weapon like Chillblade at 50 points and a Talisman, Pearl of Infinite Bleakness at 25 points. So enemy models hit take toughness test and if fails is wounded and cannot attack that turn and character and his unit is immune to psychology.

Now you get to the fun of creating fluff so others can see and understand the character, his past and why he is equipped as you stated. You can go as elaborate with the fluff as you wish. The character I created here is just to show you how simple it is to make your own characters for use in fun games against your friends. Just use the charts below and the generic characters in your army books to create

your own special characters. You can go as crazy as you wish, you and your friends can crate the craziest heroes and lords for single battle or for friendly games. Not all games have to be played in tournament situations.

Wilhelm von Eckstein 201 Points

Wilhelm is one of the rare Humans that have been to Naggaroth and survived to tell the tale. He and his crew went after some Druchii slavers trying to free the captives, they arrived on Naggaroth too late but they surprised the Druchii and stole some objects from the Masters and Warriors they overwhelmed. Wilhelm now uses these objects to fend off pirates and raiders and the hated Druchii.

M WSBS S T W I A Ld

Wilhelm von Eckstein 4 5 6 4 4 3 5 3 8

Equipment: Hand Weapon, Tilean Plate Armour, and Shield

Special Rules: Hatred of Druchii, Chillblade, and Pearl of Infinite Bleakness.

Chillblade: (Dark Elf Magic Weapon) All enemy models hit must take a toughness test and if failed takes a wound with no armour save allowed. If wounded the model cannot attack that turn.

Pearl of Infinite Bleakness: (Dark Elf Talisman) Character and unit he joins is Immune to Psychology (Wilhelm's Hatred of Dark Elves isn't affected.)

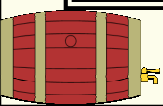
Options

- Warhorse _____ 10 Points
- Barding _____ 4 Points
- Cold One _____ 20 Points

1 - http://issuu.com/bilbofol/docs/warhammer_armies_-_pirates_of_sartosa
 2 - <http://dogsofwaronline.com/forum/showthread.php?tid=43>

<u>All characters:</u>	<u>Mages only</u>
+1 M (+5 Points)	Extra Spell (+15 Points)
+1 WS (+10 Points)	Pick Spells (+35 Points)
+1 BS (pays extra for missile weapons)	Extra Power Dice (+25 Points)
+1 S (+15 Points)	Extra Dispel Dice (+30 Points)
+1 T - 3 to 4 (+15 Points), 4 to 5 (=30 Points), 5 to 6 (+45 Points)	+1 to Cast (40 Points)
+1 W - 2 to 3 (+20 Points) 3 to 4 (+40 Points)	+1 to Dispel (+35 Points)
+1 I (+5 Points)	Staff w/ Bound spell Power level 4 (and extra for each power level higher) (+45 Points)
+1 A (+20 Points)	+25 points of Magic Items (+10 Points)
+1 Ld (+25 Points)	-25 points of Magic Items (-10 Points)
Always Strike First (+25 Points)	
Immune to Psych (+15 Points)	
Hatred (+15 Points)	
Frenzy (+15 Points)	
Cause Fear (+15 Points)	
Cause Terror (+50 Points)	
Immune to Fear (+20 Points)	
Immune to terror (+30 Points)	
-1 to hit him (+30 Points)	
+1 for him to hit (+25 Points)	
+25 points of Magic Items (+10 Points)	
-25 points of Magic Items (-10 Points)	

<u>Mounts</u>	<u>Hand Weapons</u>
<p>(Hero Level / Lord Level)</p> <p>War Horse +10 pts / +15 pts</p> <p>Elven Steed +12 pts / +18 pts</p> <p>Cold One +20 pts / 30 pts</p> <p>Pegasus +50 pts</p> <p>Griffon or Hippogriff +200 pts</p> <p>Generic Dragon (3+ save) - +320 pts</p>	<p>(Hero Level / Lord Level)</p> <p>Halberd +4 pts / +6 pts</p> <p>Great weapon +4 pts / +6 pts</p> <p>Additional hand weapon +4 pts / +6 pts</p> <p>Flail +4 pts / +6 pts</p> <p>Lance (if mounted) +4 pts / +6 pts</p> <p>Spear, morning star +2 pts / 4 pts</p>
<p style="text-align: center;"><u>Armour</u></p> <p>Light (6+) +2 pts. / +3 pts</p> <p>Heavy (5+) + 4 pts / +6 pts</p> <p>Plate or chaos (4+) +8 pts / +12 pts</p> <p>Shield (6+) +2 pts / +3 pts</p>	<p style="text-align: center;"><u>Missile Weapons</u></p> <p>Pistol +6 pts / +9 pts</p> <p>Handgun, Crossbow, Bow, and Long bow</p> <p>BS4 = 5 pts</p> <p>BS5 = 10</p> <p>BS6 = 15 pts</p> <p>Dwarf Handgun +10 pts / +15 pts (BS4)</p> <p>Throwing stars +4 pts / +6 pts</p>



Expression in Runes

Welcome to the Slayer Axe where we put the best images of readers units, armies and single characters, and armies. We may be Slayers here but we will accept images of all beautifully detailed armies

To submit your images send them as an JPEG (.jpg), GIF (.gif) or Bitmap (.tif, .bmp) in an email attachment (limit of 10 megs of images and files please) to submissionsTDS@hotmail.com. Please supply a description of your models.

The Red Moon Tribe by Mousekiller

This month we present one of the most impressive armies I've seen in a while, Mousekiller's Greenskin army The Red Moon Tribe led by Night Goblin Big Boss Skeezer.



Skeezer, Night Goblin Big Boss and Chieftain of the Red Moon Tribe

Skeezer became the Chief of the Red Moon tribe through both cunning and luck. He was foraging in the lower peaks of the worlds edge mountains for mushrooms to help soothe his brothers (Snotgit) outbursts of magical energy, when he fell into a deep dark hole. In this hole he discovered a long abandoned dwarf hall, that showed signs of a great battle. In the centre of the great hall lay the skeletal remains of a huge dragon, but more importantly, underneath these remains was a huge pile of collected treasure. Always one for moving up in the world, Skeezer knew that he had to somehow use this finding to his advantage, and so he paid a visit first to the current leader of the Red Moon Tribe, Bagnab. Bagnab saw great potential to take this treasure from Skeezer and just as he was about to order his death, Snotgit had one of his typical magical outbursts, causing enough commotion for Skeezer to escape. At this point, Skeezer felt that he had no other option but to gain the support of the most powerful Night Goblin of the Worlds Edge Mountains, Skarsnik. Paying Skarsnik a huge sum of gold, Skarsnik agreed to supply troops to Skeezer in return for the loyalty of the Red Moon Tribe to Skarsnik if Skeezer was able to take control of the tribe. Agreeing to these terms, Skeezer set off with a small contingent of night goblin levies to destroy Bagnab. Reaching the small village where Bagnab resided, Skeezer assaulted Bagnab's tent and easily overthrew the Chieftain. Though the remainder of the tribe was at first reluctant to accept Skeezer's leadership, he convinced



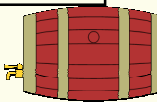
Skeezer

the tribe on many raids into Imperial and Dwarven territories at the behest of Skarsnik himself. Of late, the tribe is having a lot of encounters with a particular band of Dwarfs who seem to be traveling directly through the Red Moon territory.

them to move the village to his cave at spear point, and they soon accepted him as the new Chief. Returning to his secure hold, Skeezer has begun carving himself a small empire, absorbing some of the local goblin tribes into his own, to include the 'Ard Cap's and the Yellow Teeths. Since becoming the Chieftain of the Red Moon Tribe, he has taken

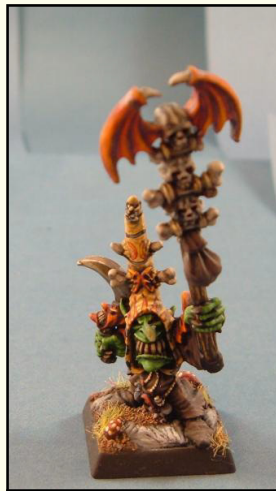


Skeezer



Snotgit, Night Goblin Shaman and brother of Skeezer

Snotgit was abnormal from birth. Even as a young goblin, he would have strange outbursts of magical energy that would destroy things around him. Only the magical mushrooms found in the worlds edge mountains are able to control this. It was because of one of these magical outbursts that his brother Skeezer was able to escape with his life and return to claim leadership of the Red Moon tribe. Now, Skeezer keeps Snotgit a steady supply of mushrooms in order to better control the outbursts. Snotgit is also gifted with the ability to make a magical mushroom potion that throws the simplest of goblins into an uncontrollable frenzy.



Snotgit

Skeezer's Pride, 32 Night Goblins armed with spears and nets

These goblins are the few that remain from the levy given to Skeezer by Skarsnik. They act as Skeezer's personal body guard and are well paid for there services by Skeezer himself. He also ensures that they have a steady supply of the magical mushroom potions made by Snotgit.



Skeezer's Pride

The Red Mass, 20 Night Goblins armed with bows

These goblins are the remainder of able bodied goblins from the Red Moon tribe. Skeezer has organized them into an unorganised rabble of miscreants armed with bows and arrows. Though they are fairly ineffective in battle, they often serve as enough of a distraction for Skeezer to get his main raiding force, Skeezer's Pride, into action.



The Red Mass

Buhrdur's Bashers, 3 Hill Trolls

The Bashers, as the Red Moon tribe has begun calling these trolls, is a fitting name for such a nefarious group. Either in combat or not, they seem to be bashing something, whether an enemy troop or a stray night goblin. Skeezer knows the value of these trolls, and so accepts the occasional death of one of his own to keep them happy. Part of a much larger tribe of trolls, the Bashers (Bhurdur, Bhargur, and Bhurbar) have been annexed to Skeezer by Skarsnik for his years of dedicated service, and for constant payments of gold.



Buhrdur's Bashers



The 'Ard Caps, 3 Snotling Swarms

Through a vision detailed by Snotgit, Skeezer launched in expedition into a side tunnel of his hold to find what Snotgit described as "Mushroom Spirits". After three days of marching through the darkness, the expedition was ambushed by a tribe of snotlings who attempted to scare them off. Not realizing that who they ambushed was only the advance party, Skeezer's main body soon arrived and the battle was easily won. Imprisoning the remaining snotlings, Skeezer threatened to put them to death unless they showed him these Mushroom Spirits. Another half a day trip deeper into the tunnel resulted in the finding of the remainder of the snotling tribe and three chained giant mushrooms, who seemed to possess a life of their own. Skeezer, always the opportunist, offered the leader of the tribe, Snigit, the option to join his tribe or die. Snigit, knowing what a good bargain is, promptly agreed. During battle, Snigit and his tribe herd these mushroom spirits against the enemy. Before battle, Snotgit harvests them for a small mushroom cap that grows off of their backs but is the key ingredient in his magic mushroom potion.



"Ard Caps

Gnashers, 1 Squig Herd

Given the name due to the razor sharp teeth of squigs, the squigs of the Yellow Tooth tribe have become an integral portion of Skeezer's army. Since defeating the leader of the Yellow Tooth, Springer, in single combat (that is another story), this herd has earned its mettle in quite a few skirmishes, acting as a razor sharp speed bump for the brunt of the army. Skeezer hopes to corral more of the wild squigs that roam the caves of the Yellow Tooth tribe and add them to this force.

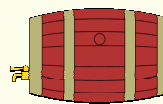


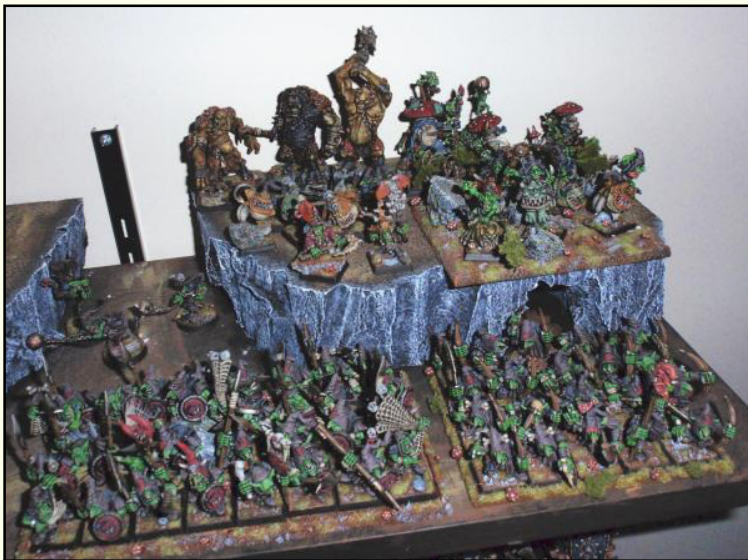
Gnashers

Springer's Springer's, 5 Squig Hoppers

Springer's Springer's, once the elite of the elite of the Yellow Tooth Tribe, are proving their worth in the Red Moon Tribe. After Springer's humiliating defeat to Skeezer (a non-hopper), the frequently intoxicated Springer's Springer's agreed to serve Skeezer in the same capacity that they served their former master. This may also be in some small part due to a certain potion that Snotgit was experimenting with (on them, unbeknownst to them) and their newfound addiction to this potion that, conveniently, only Snotgit can provide - through Skeezer, of course.

Below: Springer's Springer's





Above: Red Moon Tribe
Below: Skeezer's Pride



Above: Big Cap and "Ard Caps
Below: The Red Mass



Bottom: Bhurdur, Bhurqur and Bhurbar



RAVENING HORDES

The Armies That GW Has Forgotten But We Still Love.

Images and Stories of the armies that players still love but GW seems to have forgotten about. Images and artwork must be in JPEG (.jpg), GIF (.gif) or Bitmap (.tif and .bmp). All Stories and Battle Reports must be submitted in MS Word (.doc) or Text (.txt) formats. Battle Reports should include images of the battle. Submissions can be sent to SubmissionsTDS@hotmail.com

The Rampant Firewolf

By Ironlord

With his five thousand goblin slaves brought under his iron shod boots, Hurlloh brought his army through the mountain passes, ordering the slaves to clean away the snow, pushing it aside with their wooden shields and strength. Meanwhile the main group of warriors were resting comfortably in their massed ranks with their fur lined armour. Each one was battle ready, they were forced to watch the goblin fight and were eager for their weapons to be soaked in blood.

Hurlloh had asked the Bloodbeasts, as they were now known, to provide a flanking force, using their eternal endurance to conquer the mountain paths and protect them from being flanked by the remnants of resistance that occasionally appeared after the defeat of an army.

By the might of the slaves arms they pushed through the mountain snow and into the flatter, more fertile lands.

Cerick's duty was to watch over his fathers lands with a sword in hand. It was a duty he had done for ten years now, battling the goblin incursions that came with the spring thaw, defending the hamlets and farms from marauding Orcs bothered by the hot summer sun and leading the charge against the foul monsters when the leaves turned their oranges and reds in the wind. It was what he had done for almost ten years now. A job that made him the apple of his noble father's eye and the subject of many a girl's cheerful giggle when he strode in his armour about any of the seven towns under his watch.

At any time he could call upon a hundred men to die for him if need be.

If the threat was to much for even his strong sword arm he could call upon all men of able body to stand and fight as was their duty. And without a doubt many would flock too the banner or Cerick!

Pride swelled his chest as he drew in the cool mountain air, it was well on the way to becoming winter, with the first snow falling upon the lands. Cerick liked the winter months, he could rest then, sit at home with his loving wife and drink deep from warming tea that spread warmth through his limbs as he sat before a roaring fire, listening too the crackle of logs simply because there was nothing better to do. They called the winter months Cerick's Slumber, because at any other time he would be required to ride out into battle at a moment's notice. His sword, the Griffon's Talon, sat above the fire, gleaming pristine in the flickering light of the flames. He exhaled gently, fearful of waking his wife who had dozed off to sleep, nuzzled into him for warmth and affection. Maybe they would rise with the sun, but he doubted it, in winter they were lazy people, like slumbering bears, without the brutality.

Just happy to be warm.

Just happy to be fed.

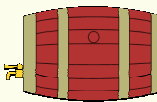
Just happy to be blissfully unaware of anything other than themselves.

Hurlloh stood in the smoldering remains of a ruined farm house, cursing in his dark tongue at the stupidity of the tall humans.

"Why would you build above the ground, tearing stones from the earth only to stack them atop one another?" He grumbled, kicking a stone the size of human head off into the trees around the farm, "Well say that your buildings will be returned to the ground!"

Turning he pointed too an officer, not caring for the name, and barked the first decree of his campaign, "Any stone raised by man shall be brought below the height of my knee!"

"Of course great Lord!" Snapped the reply as the officer ran off to find some slaves to bring down the walls to the required height.



THE DOOM SEEKER - ISSUE II

For all of his anger, Hurloh was greatly impressed by the destruction caused by the Bloodbeasts, including the strewn pieces of meat that littered the snow covered landscape. He made no issue of hiding his army from the weakling town that they approached. Instead he ordered the slaves to make as much noise as they possibly could, their clatter had passed by this place long ago and was now in the fields approaching the town. A steady stream of his battle armoured kin flowed past in silence, their minds focused on the attack ahead.

Hurloh returned to his throne litter and returned his own mind too to the attack ahead.

The idea was simple. Splitting the slaves into three groups he would send the first around the left flank, the second around the right flank and the third he would have charge into the town to test its presumably meagre defences. The scouting groups had reported that there were no more than a few hundred people here in the town, so a thousand slaves would clear away the humans with no difficulty.

But he would let them retreat.

It was not a merciful thing, no, he could not be seen as weak, when his officer's had asked him why he would do such a thing he had struck the first officer within reach to silence them and explained that any who would flee would be ill prepared and would most likely die in the cold, freezing into the snow and dying in agony. Any that survived would spread tales of terror and would be spewing talk of a horde of deadly warriors who come in the darkest storms and destroy the homes of any who would dare stand against them!

The plan was beautiful, a divine gift from Hurloh's dark god.

The perfect way to begin his campaign of bloodshed here in the north.

Here he would make his name a curse, something you spat in your most terrified moments, something you called someone when you meant to cause them great insult. Something that shivered your spine at it's utterance.

Smiling his crooked smile he began to split his slave horde and prepare the attack.

Hollering and whooping the first thousand slaves began their murderous sweep of the town as the alarm bells clanged. Bells made of brass and carved

with the images of Griffons sang their tune throughout the streets as a militia mustered for what they thought was only a small skirmish with a goblin tribe. Their brothers in the watch towers could tell them otherwise. They fired shot after shot, emptying their quivers before the enemy was upon them, before drawing their swords and bidding farewell as the slaves began to climb the ladders to claim their prize.

Hurloh observed two swordsmen through a looking glass, fighting back too back against many times their number of goblin slaves before a savage spear, lobbed up from the ground, took one of them in the chest and the other one was simply ripped to pieces in the frenzy of the attack. Then the tower gave way under the weight of goblins. There was a crack and a creak and then a crash that brought a chuckle to Hurloh.

The scene replayed itself a dozen times as the towers were swept away beneath green skinned bodies.

Using their whips and fists the slavers marshaled their charges into a single entity and began their assault on the town. Pushed by their own momentum through the streets the slaves encountered rows of spear men (some of them with pitchforks) around every turn. Although they brushed over the first few they soon found themselves in a grinding slog match against the towns people as their momentum was stolen from them with a desperate counter charge just fifty feet from a central building that Hurloh believed to be the town's meeting hall. It was time to break the resistance here and wipe out the remaining humans.

Already he could see a trail of fleeing women folk and children leaving out into the cold winds that blew from the north.

"Send in a small battle group to break the flank of the humans, they are too do that and nothing else!" He ordered and listened for the crunching of snow as an officer unleashed a messenger to unleash some of his warriors.

Soon after a group of fifty battle armoured stout warriors was marching off, silent as nightfall and as stubborn as rocks.

Ugrah'Val'Krechen led his young warriors swiftly down the slope, their low centre of gravity making them sure footed despite the slush and snow on a slope.



They were at the first buildings a moment later, their heads bobbing by the windows if anyone cared to look as they made their way through the now cobbled streets. Their charge had to be devastating, a force of nature, they needed to shake the enemy spirit and make them lose their concentration.

"Sound the horn!" Ugrah bellowed, shouting too one of only two other warriors he knew had seen real fighting before this. His axe brothers Gomeyth and Jori'ack formed the commanding force of this warband with him. He could count on them to lead the charge with him and hold the discipline of the band. On command Gomeyth pulled out a large brass horn and blasted out a deep resonating note that bounced from the walls as they ran.

Screams of terror rippled around them as civilians fled from their homes at the sound of the horn. One woman rounded the corner only to be battered down and trampled before she could scream.

Another corner and Ugrah could sight his enemy.

"AXES AND A WEDGE!" he bellowed.

Terrified soldiers turned to see the battle armoured charge, their lack of training showed as they began to back pedal into their own men as the charge hit home, Ugrah leading with a great cleave of his axe that downed two men before he hit home with his shield, barreling down a few humans as his brothers hit home with their own charge.

Their flailing axes cut deep into the human flesh. They wore no armour and their spears were made from brittle wood that snapped on contact with the solid metal heads of the axes. The humans tried too turn and block the angry wall of steel and muscle but were battered by the renewed assault of the slaves who began too take a toll on the militia. Their leader made his stand, surrounded by his brothers and friends, atop a mound of goblin dead, until Ugrah slammed his axe through the man's face and grabbed the battle standard of the town.

For a moment he glanced at the yellow Griffon on the green fie ld.

Then he snapped it's wooden haft swiftly over his knee and slammed his axe into another human. With another blast Gomeyth send them running for their lives.

They fled screaming through the streets with the baying greenskins chasing them.

Ugrah surveyed the scene around them, silencing the occasional survivor from their charge. They continued the work until they were hailed by another squad of warriors entering the town.

"Ugrah'Val'Krechen!" Came a gruff shout, he turned to see an old white bearded elder, bedecked in golden runic armour, marching towards him, "You are to join me in gathering slaves for the High Lord Hurloh."

If it hadn't been for High Lord Hurloh's name being mentioned, Ugrah would have let out a sigh, eventually the novelty wore off for Ugrah, he wanted to fight and not bother about pinning someone down too lock them in chains. Just as the white beard's attendants began too hand out chains and shackles there came a clatter of noise down a side street. It sounded like a Bull Centaur but a lot faster. It was closing too.

"SHIELDS!" Ugrah shouted. His band of warriors immediately spun outward and raised their shield too brace for impact.

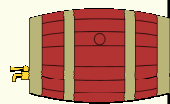
Ugrah stood up on top of a pile of dead to get a vantage point as a group of men, mounted on horses, came charging around the corner, they carried wooden lances tipped with metal that shone like starlight. Without fear or hesitation they slammed straight into the front ranks, mistaking them for a weaker breed that would crumble and run beneath their hooves. But the line, three or four dwarves deep, refused to break, instead it bent around the charge and folded around with clinical precision.

Swiftly the horses were surrounded before they could manoeuvre out of their death grip and they were simply swarmed down under a hail of axe blows. Horrible screams and the whine of horses would flutter in Ugrah's dreams for many nights as their flesh was carved from their bones.

Each man was beheaded swiftly and his head impaled on his lance for all too see. They were planted like strange decorations in the soft soil of the surrounding gardens.

Three of the dwarves were down on the ground, two of them were still with blood pooling about them and their armour rent, the other moaned and cried out too the gods before someone slammed a warhammer into his head to kill him off.

"No weakness." Ugrah growled, returning too the white beard.



"We must ensure the security of the town first, I will no be ambushed while I fumble with chain and lock!"

"Very well Ugrah, but do your job well or answer too the High Lord himself."

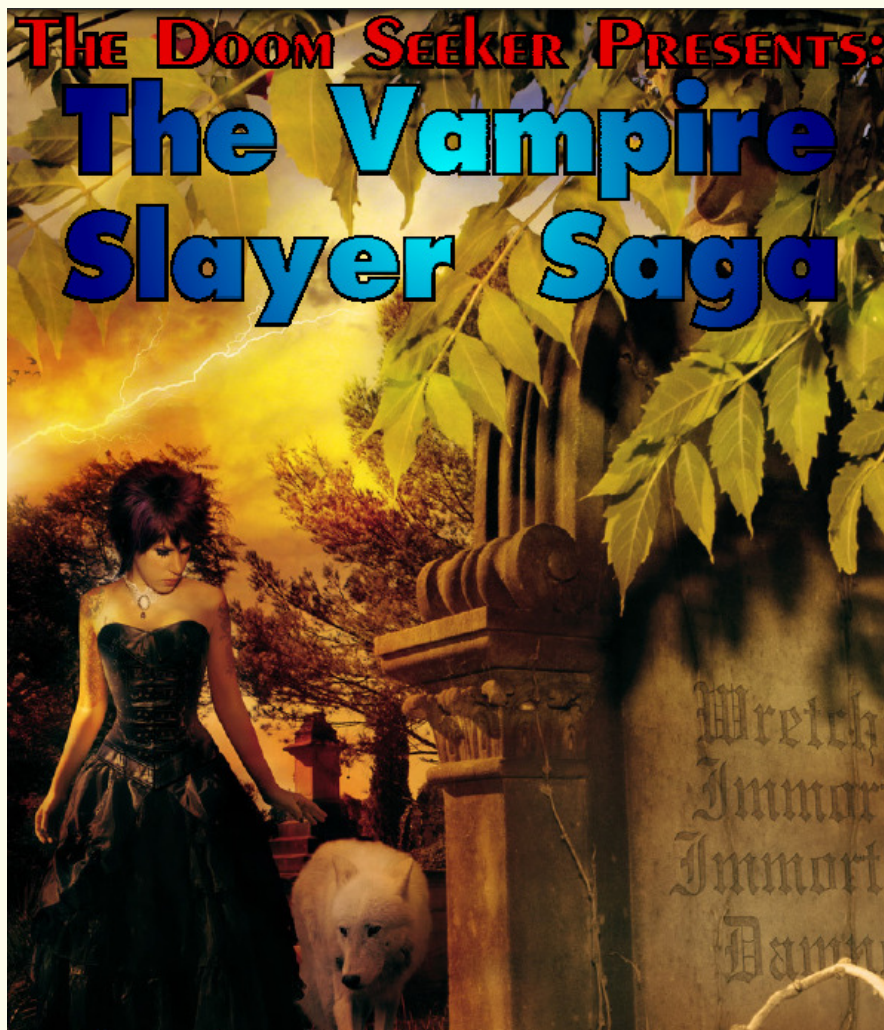
With a nod the older dwarf summoned another five of his men and set to work kicking in doors and subduing the screaming humans inside. Soon after there was a line of slaves, men, women, children, old folk and wounded marching back towards the lines of the Firewolf army. Their existence worth less than the minimalistic clothes left on their back. They would form the front wave of Hurloh's next attack, a human meat shield that soaked up the arrows of the next town. And so the process would be repeated until Hurloh had turned this entire flatland into his own personal stomping ground.

It was only right that one such as he take a summer home after all.

War Gaming Videos

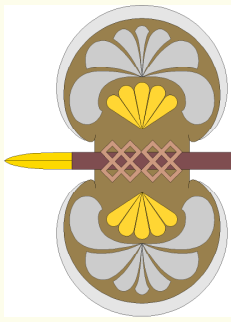


[HTTP://WWW.YOUTUBE.COM/USER/BUTTONFACTORYJIM](http://www.youtube.com/user/buttonfactoryjim)



http://issuu.com/thedoomseeker/docs/tds_presents_vampire_slayer_saga





Slayer Axe Competition

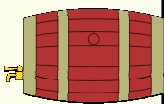
The second painting competition for the New Slayer Brotherhood has been completed. Without further ado, here are the entries.

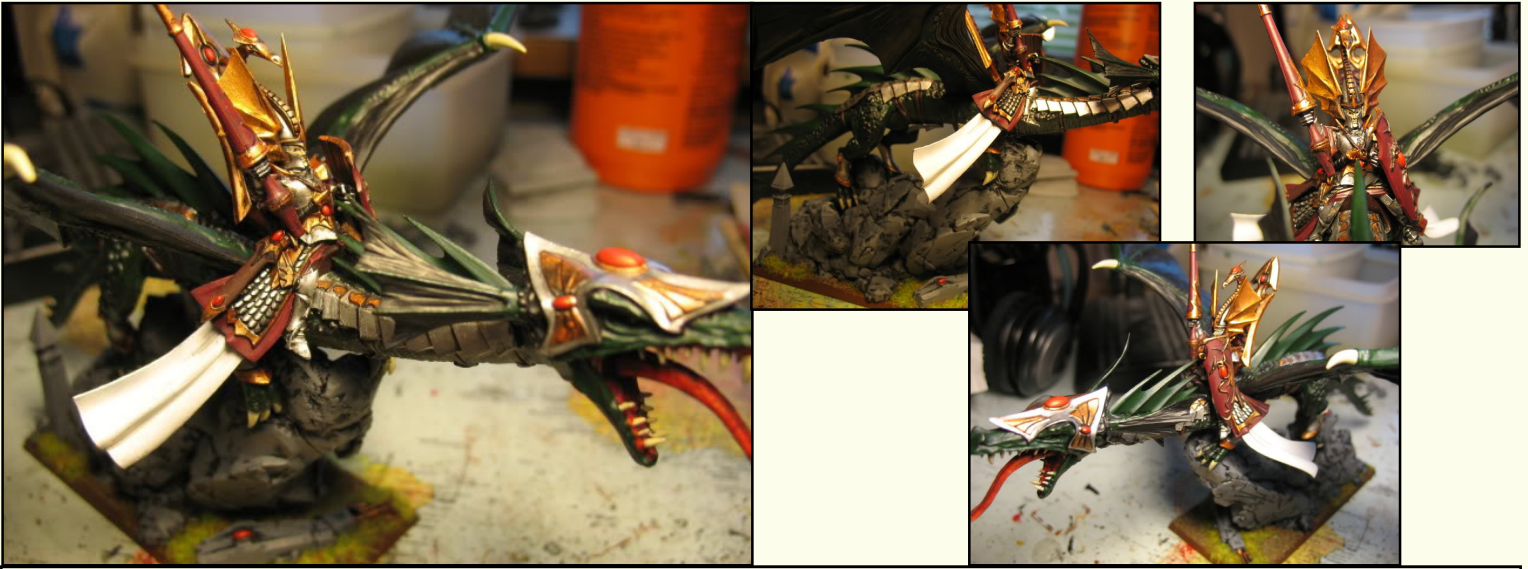


Malakai Makaiison's Goblin Hewer by Gorak Bryngor

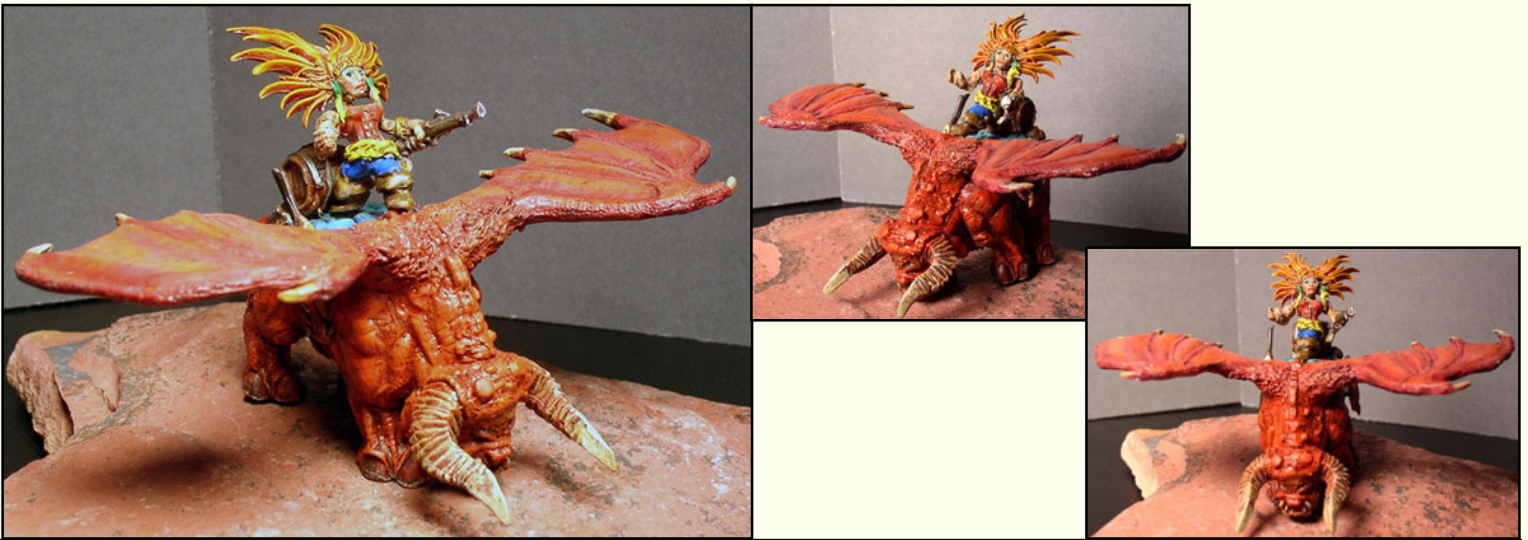


Cursed Cannon (two of the crew are in the Cannon) by spinningpond





Asarnil by M4cr11l3n



Pirate CD Lord on Bull Taurus by Kera Foehunter



Mercenary Giant (working for Vampire Counts) by Ironlord

And the winner is (next page)



Congratulations to:

Kera Foehunter for her Pirate Chaos Dwarf Lord on Bull Taurus



Second Place:
Ironlord's Zombie Giant

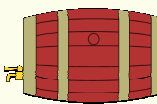
Third Place was a tie between:
M4cR11l3n
Spinningpond
and Gorak Bryngor

Next issues contest will be:

Battle Standard Bearer

Can be on foot or mounted on a horse or Pegasus. Dogs of War Paymaster models are allowed.

Entries are due no later than 31 January 2010 (11:59pm EST) and must be submitted by PM to BilboBaggins at the New Slayer Brotherhood forum (<http://z8.invisionfree.com/SlayerBrotherhood/index.php?act=site>) or by email to TheDoomSeeker@hotmail.com. Please submit at least 3 images from different angles showing the details.



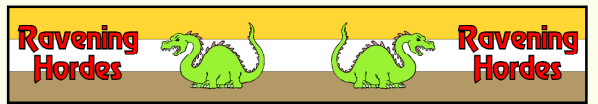
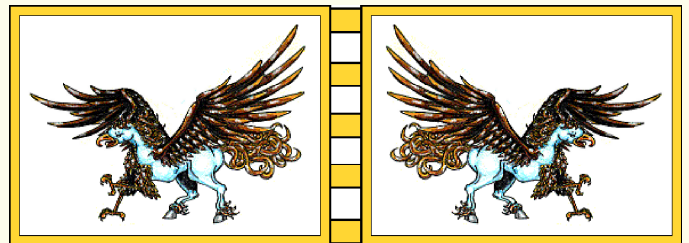
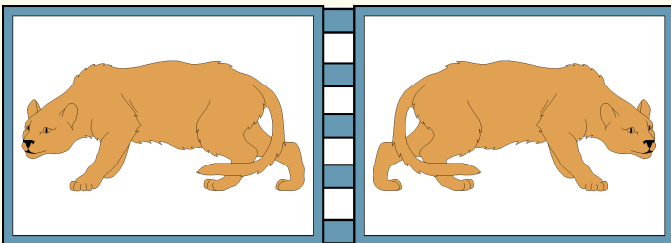
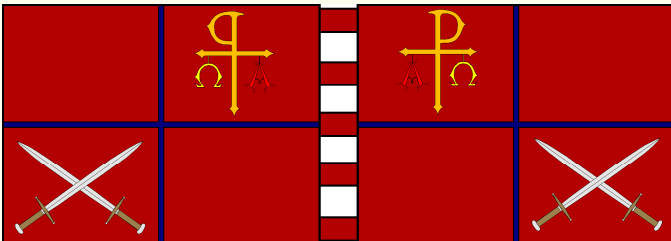
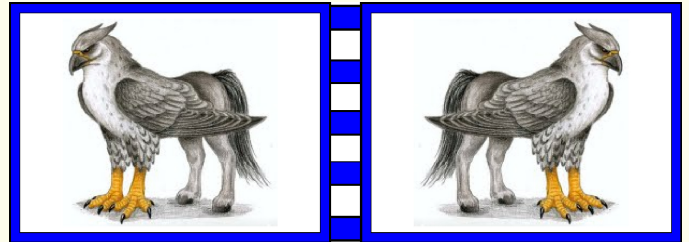
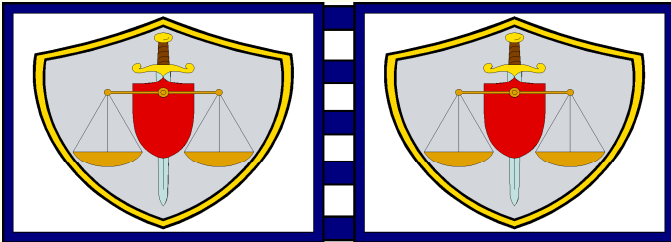
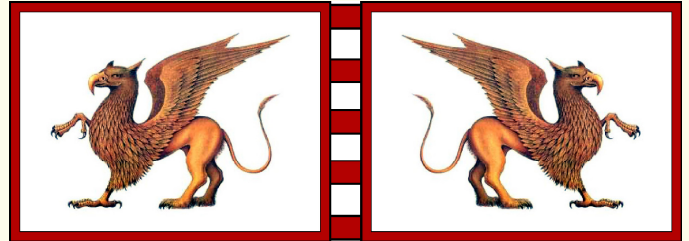
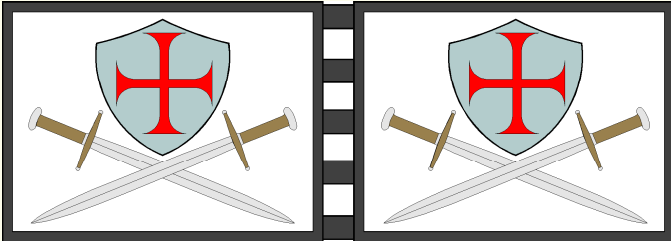
Standards

By Bilbo Baggins

We at The Doom Seeker realise that not everyone can paint fantastic Banners for their units and Battle Standard Bearers. I Know this personally because I'm not that great of a painter myself.

But I know how to use a computer and art programs.

So I've booted up the art program and created some banners. You can cut them out and use them in your army.



The Daemonic Legion

Chaos Dwarfs Online

THE CHAOS STAR

Your Warhammer Fantasy
Chaos Army Forums

Chamber of the Everchosen

The Herdstone

First Impressions: Dwarfs of Chaos

By Bilbo Baggins

The Indy GT army book for Chaos Dwarfs has been released and being a Chaos Dwarf player I figured maybe I should give my thoughts on the book. I will say I haven't played the list yet, I play mostly in GW stores and I still use the Ravening Hordes list. The book is not an official army list, since Games Workshop didn't publish it but it seems to be gaining a foothold in the independent tournament scene.

Well Thought Out

Kevin Coleman (writer) and Matt Birdoff (layout and artwork) made an exceptional looking army book. The care they took in presenting the army is admirable. I know they took their time with play testing to get the army balanced. They added new units, brought back forgotten ones and rename others.

I like that they listened to what the Chaos Dwarf players wanted to see on the battlefield but didn't turn around and make anything so overpowering that your opponents would cry Cheese.

The Old

Chaos Dwarf Warriors, Blunderbusses, Bull Centaurs, Hobgoblins and Sneaky Gitz are still in the army but altered slightly.

Chaos Dwarf Warriors: They have been lowered by a point and now have Spears, additional hand weapons and Chaos Armour as options. Now you will ask Chaos Armour, why do they get Chaos Armour? Chaos Dwarfs in 5th edition were not part of Chaos. My answer is simply that the Chaos Armour is made by the Chaos Dwarfs and sold to the Warriors of Chaos. Why wouldn't they supply their own troops with the same armour?

Blunderbuss: Units armed with the deadly blunderbuss are now called Annihilators and are the same cost as Ravening Hordes. Unfortunately you cannot give them Chaos Armour. They changed the way they fire, gone in the fire zone. Now if the unit is within 12 inches of the unit and in line of sight (no more always fire straight ahead) all the models in the unit get hit, even those outside the 12-inch range of the weapon. This was done to speed up the game play.

Hobgoblins: They are now 2 points more expensive but are equipped with Light armour and Shield as standard and they can have Spears. They separated the Hobgoblin archers into a unit called Hobgoblin Stikkas, which have Light Armour and Bows and Wolf Riders. All of the Hobgoblin units can have a new item called Daemon Eyes, which increase their leadership by 1.

Sneaky Gitz: they have gone up a point but with new abilities, they can scout now and extra attacks for flank and rear attacks.

The Bull Centaurs are still the Medium Cavalry unit but with Chaos Armour as an option are more likely to survive a wound and come back swinging.

The War Machines

The Hobgoblin Spear Chukka, Death Rocket and Earth Shaker are still there but they change the Earth Shaker's (Neutered?) Ground Shake from 2D6 inches from where it lands to a 5-inch template. That is one thing I personally don't like, also it should have made the shake so flyers cannot fly their next turn.

They did add the one War Machine that GW said that the Chaos Dwarfs wouldn't use because they considered it too dangerous for any sane Chaos Dwarf general to even consider using, The Hell Cannon. But with some of the other changes it fits the theme they were going with but I'm not sure I like that theme.

The New

Obsidian Guard: yes the Chaos Dwarf players now have a unit of ELITE troops to call on. Killing Blow, Fear Causing and a Champion that can take magic items what is there not to like.

Daemoneaters: this was included to allow the old Whirlwind and Tenderiser models to be used again. They are basically Chariots with a 3+AS and some nasty attacks with they charge into combat.

Kollossus Daemon Tower: can you say Juggernaut, a large daemonic terror-causing tower with a crew armed with blunderbusses.

Inferno Golems: huge creations of rock and lava that can have guns or even cast a spell. Magical



flammable attacks, watch out ethereal and units with regeneration.

Rabble: yes this is the old 2-point Hobgoblin unit. Basically it's just a slave unit that must have a champion in it. I can see them used as point filler and diverting frenzied units.

The Changes

These are the things I didn't really care about, but I have been wrong before. I don't like that all the war machines are now Daemonic and can actually attack. It goes against the idea of a war machine. It was funny when GW came up with the Daemon infused Hell Cannon for Storm of Chaos, because it could attack it's own army. Now that they made a bad decision and changed the rules for the Hell Cannon in the Warriors of Chaos book, but why continue that bad idea in this one. I don't really like them Daemonic, but if they are then they should attack any unit near them when the crew is gone.

Final Thoughts

It's a good book, and for the people who like the idea of Chaos Dwarfs entrapping Daemons for their personal use it's been widely accepted. I'm hoping to get a chance to use the book a few times to see if it grows on me but I like the Ravening Hordes list and I'm still hoping that the game designers at Games Workshop will get off their lazy buns and start working on an official Chaos Dwarf army book.

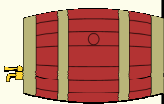
If you are planning on going to tournaments allowing this book or playing fun games against friends play the book, if you want official and want Games Workshop to finally release a Chaos Dwarf book then go in their stores with a copy of the Ravening Hordes book rules (I happen to have the book myself) and play the army. Either way if people say it's not legal show them the tournaments allowing the Ravening Hordes or the Indy GT list. If they won't play you they are probably people that are not fun to play against anyway.

Pirates of Sartosa



Unofficial Warhammer Army List

http://issuu.com/bilbofol/docs/warhammer_armies_-_pirates_of_sartosa



Lord Gilles de Raitz the Enslaver

A Vampire Counts Special Character created by Bilbo Baggins

Gilles de Raitz was once a leader of men and was believed to be an honourable man of on the border of Bretonnia near the Empire. Even as a child his ability to lead others was becoming well known, he led the children to prevent some goblins entering the food stores. He had charm and guile and a smile that disarmed the ladies. He did have an ego to match his charm and some who saw him wondered how he got so talented.

During a trip Sylvania as a young man he met up with the woman he would make his wife the Lady Erzsebet. As soon as they met there was electricity in the air, they seemed to be drawn to each other. His charm and her beauty seemed to be a perfect match. But it was their devotion to the dark arts that really bound them together. She fell so madly in love with him she never left his side and she strengthened his course down the dark side. They kept hidden for many years his powers but some began to wonder why he and his wife never appeared to age. Unfortunately to keep their powers they had to make many sacrifices and that was the start of his downfall. Bretonnian citizens started going missing en mass and King Louen of Bretonnia himself became aware and went forward with many of his Knights to meet with Gilles.

When Gilles saw the knights he decided to bring forth his powers. He called on all his power to empower his mortal followers, his beloved Honour Guard, to fight the glorious knights from Bretonnia. The ensuing battle lasted many days and on the 8th day of battle King Louen and finally met Gilles face to face. The clash of swords lasted well into the night. All still alive including Lady Erzsebet stopped their fighting to watch the clash of these two powerful foes.

The fight went on into the courtyard of Gilles castle and King Louen nearing his last reserves of strength he put his sword into the heart of his foe. Gilles fell backwards into his throne and the magic unleashed unnerved all who saw. Blue flames appeared and engulfed Gilles and Lady Erzsebet ran to him and embraced him in the flames. This action removed the last vestiges of mortal life from their bodies, changing them into something more. There were no screams from Gilles or Erzsebet while changing into what they were becoming and the flames renewed some of their power. Gilles chanted some words

from a language that the Bretonnians knew not and the throne lifted into the air and floated them away from the battle. The last words said by the monstrosity that was no Gilles was that he would return to enslave all before him and make King Louen bow before him before ending his life.

Lord Gilles de Raitz and the Lady Erzsebet took several years to recover their strength in the forests of Sylvania and have begun to resurrect his army with thoughts of his revenge. Soon they plan to return to Bretonnia to regain his believed right to rule the land.

	M	WS	BS	S	T	W	I	A	Ld
Lord Gilles de Raitz	6	8	0	5	5	4	7	5	10
Lady Erzsebet	6	6	0	4	4	2	6	3	8
Throne of Enslavement	-	-	-	-	7	4	-	-	-

Points: 1130 (Lord Gilles 600, Lady Erzsebet 180, Throne of Enslavement 350)

Lord Gilles de Raitz, Lady Erzsebet and the Throne of Enslavement must be fielded together and uses a Lord and Hero Choice. You must also include a unit of Honour Guard (Points not included) that they must join and cannot leave the Honour Guard. Lord Gilles and Lady Erzsebet and can never join any other units. Obviously you will need your opponents permission to field them.

Equipment

Lord Gilles: Hand Weapon and Heavy Armor

Lady Erzsebet: Hand Weapon

Vampiric Powers

Lord Gilles: Master of the Black Arts (+2 power dice), Aura of Dark Majesty (Enemy units within 6" -1 Ld)

Lady Erzsebet: Walking Death (+1 Combat Resolution)

Special Rules

Undying Love: Because of Lady Erzsebet's undying love for Gilles she will never willingly leave his side. She must be place next to Gilles or the throne while they are in play.

Infinite Hatred: He and his Honour Guard have Hatred against all whom oppose him but against the Bretonnians his Hatred never fails. May re-roll all failed to hit every round of combat against Bretonnians.



Magic Caster:

Lord Gilles is Level 4 spell caster who knows all the spells of the Lore of the Vampires and well as the Invocation of Nehek.

Lady Erzsebet is a Level 2 spell caster who knows 3 spells from the Lore of Vampires and the Invocation of Nehek.

Undead

Wight Blade: Any weapon carried by the Lord Gilles or Lady Erzsebet makes magical attacks (but all the normal rules for that weapon still apply). The weapon also has the Killing Blow special rule.

Terror: While Lord Gilles de Raitz is on the throne he and his Honour Guard causes terror (as described in Warhammer rulebook.)

Throne of Enslavement: Gilles de Raitz most powerful weapon is his throne.

The Throne of Enslavement adds +2 to his spell casting and never miscasts. If a double one is rolled, the spell fails, but has otherwise no effect.

Ignores spells that affect his casting ability.

The throne can cast the Invocation of Nehek as a bound spell (power level 4) to raise Honour Guard Only and may raise units above starting strength.

All models killed in base contact with the throne join the service of Lord Gilles de Raitz as Honour Guard.

The Throne gives Gilles de Raitz Killing Blow on a 5+.

Gives Lord Gilles, Lady Erzsebet, and the Honour Guard a 5+ Ward Save against all wounds (4+ against missiles of strength 7 and higher).

Missile (including magic missiles) Attacks against Gilles must be randomised between him and the throne. Roll a D6 and a roll of 1-4 hits the throne, 5-6 hits Gilles.

Throne counts as Unit strength 4 and counts as 2 models wide and deep when counting ranks.

Honour Guard

	M	WS	BS	S	T	W	I	A	Ld
Honour Guard	4	4	0	4	4	1	3	1	6
Seneschal	4	4	0	4	4	1	3	2	6

Honour Guard: 13 points per model and takes up a Special Choice in the Army

Unit Size: 10+

Equipment: Hand Weapon, Heavy Armor, and Shield

Special Rules

Undead

Hatred

Wight Blade: Any weapon carried by the Honour Guard makes magical attacks (but all the normal rules for that weapon still apply). The weapon also has the Killing Blow special rule.

Options

Upgrade one Honour Guard to a Seneschal (+12 pts)

Upgrade one Honour Guard to a Musician (+6 pts)

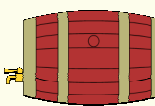
Upgrade one Honour Guard to a Standard Bearer (+12 pts)

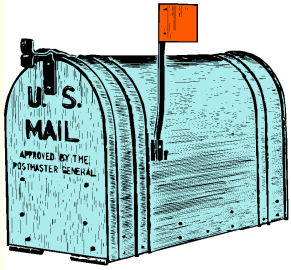
May have magic standard up to 75 points from the Vampire Count or Bretonnian Army Books.

Help and Submissions Wanted

The Doom Seeker are looking for reliable people to join our staff. We are in need of writers and artists to join our staff. If you have experience writing fiction, how-to articles and battle reports or are artists that can draw or do digital manipulation we need you. Feel free to contact us if you want to join the staff or have any questions. You can email us at thedoosseeker@hotmail.com.

If you just want to show off your painting and sculpting skills to our readership you can submit them to SubmissionsTDS@hotmail.com for consideration of publication.





Letters to Karak Kadrin



Hello all, this is where we answer questions you have for the editor of The Doom Seeker. Questions can be about the Webzine or questions on rules of armies and the game of Warhammer Fantasy. Warhammer 40,000 and Lord of the Rings will also be considered. All submissions must be in text (.txt) or Word (.doc) format and photographs must be in JPEG (.jpg) GIF (.gif), or Bitmap (.tif or .bmp) format. We reserve the right to edit for content.

This Issue's Question: How and why did you choose your first Warhammer Fantasy Army?

Enakan: Had to be the Norse as listed back in White Dwarf #107. The list was FANTASTIC! The list featured such units as Dwarf Berserkers and Troll Slayers, I was hooked! Together with human types the army had staying power, variety, and was a BLAST to play! You could also use "Allies" back then too to round out the army. Not like today! I continued on to use the Norse and Dwarfs in 4th edition too, there was another list subsequently published in the Citadel Journal if I remember correctly. New units that kept the army interesting. Which is why we all play our armies, right?!?

Kyderdog: I wanted the coolest looking army I could have, The Dark Elves. Little did I know how hard they were to play.

Bilbo Baggins: The wife and I were playing Lord of the Rings but there were always more players of Warhammer Fantasy in the store than Lord of the Rings at that time (Two Towers just came out.) I was looking into Fantasy because 40K was played mainly by preteens most of the time. I really wanted to do Dwarfs like my beloved Dwarves in Lord of the Rings but the startup was too much at the time for me. The Starter set had Empire versus Orcs so when I bought it I decided to go Empire and my darling wife went with the Greenskins.

Ironlord: My first Warhammer army was vampire counts, why did I start them? Because I wanted to be evil, pure genocidal evil! I'm a nice guy in real life, so the idea of being a mass mutilating lord of the undead seemed like a good idea. It's also an opportunity to try something from a different perspective.

Grimstonefire: Having bought a few models from various armies I settled on High Elves back in 5th edition, primarily because a friend gave me a load of them from the starter set, but also because I really liked their imagery in the book. The depth of their background in the 5th edition book is remarkable, and I knew they were the army I wanted to collect first.

Next Issue's Question:

How many Warhammer armies do you own and play?

Send your responses and Home Forum to TheDoomSeeker@hotmail.com.



Other Realms

Other Forum Sites for Warhammer Players.

Beasts Of Chaos

Herdstone
s2.invisionfree.com/herdstone/

Brettonnia

The Round Table of Brettonnia
www.roundtable-brettonnia.org/

Chaos Dwarfs

Chaos Dwarfs Online
www.chaos-dwarfs.com
Hand of Hashut
www.chaosdwarf.com/cd2/index.php

Daemons of Chaos

The Daemonic Legion
www.thedaemoniclegion.com/

Dark Elf

Druchii Net
www.druchii.net/

Dogs Of War

Dogs of War Online
www.dogsofwaronline.com

Dwarfs

Bugman's Brewery
www.bugmansbrewery.com/
New Slayer Brotherhood
<http://z8.invisionfree.com/SlayerBrotherhood/index.php?act=site>

Empire

Warhammer Empire
www.warhammer-empire.com/

Gnoblar

The Gnoblar Tower
http://z6.invisionfree.com/The_Gnoblar_Tower/index.php?act=site
Shanty Town (Gnoblar)
http://z8.invisionfree.com/Shanty_Town/index.php?act=idx

High Elf

Ulthuan Land of the Asur
www.ulthuan.net/forum/portal.php

Lizardmen

The Pyramid Vault
www.pyramidvault.net/forum/

Ogre Kingdom

Ogre Stronghold
www.ogrestronghold.com/min/index.php

Orcs & Goblins

Da Warpath
www.s3.invisionfree.com/Orc_Goblin_Warpath/

Skaven

Under Empire
www.underempire.net

Tomb Kings (Khemri)

Tomb Kings of Khemri Forum
www.z4.invisionfree.com/Khemri/index.php?

Vampire Counts

Carpe Noctem
www.vampirecounts.net
The Blood Keep
www.s4.invisionfree.com/The_Blood_Keep/

Warriors of Chaos

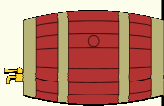
Chamber of the Everchosen
www.s4.invisionfree.com/cotec/index.php

Wood Elf

Asrai.Org
www.asrai.org/

Warhammer General Forums

Bell of Lost Souls Lounge
<http://www.lounge.belloflostsouls.net/index.php>
Ravenging Hordes
<http://games.groups.yahoo.com/group/RavengingHordes/>
Rites of War
<http://ritesofwar.org/portal.php>
Warhammer Alliance
www.warhammeralliance.com/
Warhammer 40k
www.dakkadakka.com/core/
Warhammer Fantasy Battle Reporter
<http://battlereporter.freeforums.org/portal.php>
Warseer
www.warseer.com



Deckhands for Hire!



Dogs of War Online

Cry havob and let slip the Dogs of War!

NEXT ISSUE

CREATE AN INFANTRY UNIT
SLAYER AXE PAINTING COMPETITION

