



Winter 2007 - Issue 1

The Watchman

keeping a close eye on the Warhammer world



Editorial



Welcome fair traveller, to the first issue of this delightful webzine, The Watchman, the online magazine by the players and for the players of Warhammer Fantasy.

You may find yourself asking 'Why go to this much trouble to produce a web magazine for this game?' Well, the answer is simple really; we wanted to! The plan is, over the next few issues, to build up a

fantastic collection of fan-made material including:

- Battle reports
- Miniature Showcases
- Stories
- Rules and Scenarios
- Army Tactics

The quarterly magazine will wet the appetites of many players as we will try to cover as many different armies as possible every issue, and not just 'flavour of the month'.

This way, the magazine will have plenty of relevant content as well as plenty of articles on general tactics, game mechanics, army clinics and terrain workshops, plus a whole bevy of other stuff too numerous to mention just here, as its you, the readers who can submit the articles for the next issue! The aim is to hopefully produce something that players from across the spectrum can enjoy; hardcore gamers will enjoy tactical articles on various armies and their styles of play along with detailed battle reports, whilst a modeling hobbyist will love the conversion articles, terrain building workshops and miniature showcases of some of the best work players and model makers from around the world can offer.

Articles will be aimed at the more mature gamer, but fear not young beardlings! There will also be a good smattering of beginner articles, and of course there is nothing stop-

ping articles (and hopefully learning some tricks to boot!).

There's plenty of room for submissions; the idea is that this will be a magazine BY the gamers, FOR the gamers, so please get in touch! if you have been working on a tactical for Orcs and Goblins and was just going to pop it on a forum for a day or two, or maybe you have converted some Grave Guard and don't have anyone to share them with then don't hesitate to drop us an email at

watchman.magazine@gmail.com; articles will only be edited to fit the format of the magazine, and certainly not to cut out decent content!

I am sorry to say though, that I am going to be bowing out from the spotlight as editor of The Watchman, and handing the reins over to Lee. My main mission is complete; to get the ball rolling for a Warhammer Fantasy-based magazine for players around the world to contribute everything from articles, artwork, battle reports and assembly. This is not to say that I am disappearing completely; On the contrary, I will still be acting as a consultant to Lee in his roll as Editor, and you can expect the odd contribution from me in the not-so-distant future. There are always other projects just

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Special Thanks: God Octo, Bubble Ghost, Rathgar, Sureshot05, 69Hastings75, Festus, Proximity and everyone else who made this possible.

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Editorial

around the corner, so watch this space!

We hope you all enjoy this as much as we enjoyed making it.

Ashc

Editor



Well, it is with a heavy heart and a tear in my eye that I am given the helm of this ship despite it being our first issue. Some of you may or not be aware that this magazine has been months in the planning and that planning has finally come to a head with what you are feasting your eyes on at this very moment.

Admittedly, a lot of this month's content was written by me. This was done to get the ball rolling and well, the ball has rolled over its first hill now. Admittedly, I don't think there's enough Chaos in this issue, but I had to concede that this magazine was for all players, not just the spiky variety.

Rather than go on, I'll tell you what my 5 favourite things in this issue (in no particular order) are;

- The Strigany:

Put together by the 'Warseer Fluff Nut' of 2006, Rathgar, this article is nothing superb and if it is as much fun to read as it was to put before you then I guarantee anyone who enjoys the background aspects of Warhammer (NOT fluff) will enjoy this article.

- Whispers from the Tavern
One of our biggest crowning achievements when constructing the Watchman was to try and give you, the reader, something different to the other forums and magazines available. This was done by enlisting the help of a nice chap called Harry. For those of you who don't know Harry, he is a consistent source of rumours and news about upcoming releases, which we managed to get onto our staff. As a result of this, the Watchman has a rumours column!

- An Army For All Phases

Not to toot my own horn, but this piece was a labour of love for me. Seeing how many people post army lists on the 'Net and how we do have a tournament audience to try and capture as well as the normal gamer, this article was made to try and grab some of those people and to show people how balanced Dark Elves actually are.

- Army on a Shoestring

One of the premier articles for this fine publication, well worth the wait, and Ash really has excelled at making an army on a budget. Many people have said they would do this for a long time, but to see it unfold is great, and the article can show you how to do it!

- MvS interview

The author of the Liber Necris & the Liber Chaotica was quite a draw for the first issue and it was nice to see MvS willing to subject themselves to an interview. We're really grateful for that too!

Well, there you have it. Now the Watchman is here, you Fantasy players can finally have something which will (hopefully) enrichen your gaming experience and provide you with an alternative to *the other Magazine...*

Voltaire

Aⁿ Army for All Phases

Dark Elves

The purpose of this series of articles is to try and do something we all enjoy doing – making army lists. This article hopes to do that and put a twist onto it. Rather than having an extravagant theme for the army, this series aims to try and provide an army that would work in every phase of the game. While balance is not something a lot of lists can gain, we are going to be trying to provide you with one each issue for you to try out.

First in this crucible of army lists is the cruel & sadistic Naggaroth tenants; The Dark Elves. Something many people have trouble with in Warhammer is actually winning with this army and it's a great shame really. They are one of the few armies that have the ability to compete in every phase and be good at it. While this is not necessary something you may think is valuable, this article will show you how it can develop into a true tactical nightmare for your opponent.

Firstly, we need to consider our Lord, this character should be able to outfight the enemy on their own footing and be able to take

the fight to the enemy. This is something an Elven Lord excels in because of their high initiative. The problem on the flipside is that his relatively low strength of 4 (for a lord) means you need to be able to fight the enemy swiftly before they can hit your Lord. The Lord picked here reflects the need to try and give the enemy a nasty surprise, especially any characters who think the Elven Lord is going to be easy to pick on.

Primarily chosen is the Chill Blade, giving the Lord the ability to stop the enemy returning attacks. This nasty surprise will cut down a Chaos Lords and an Orc Warboss, allowing you to return with some well placed offence or survive a good counter charge. The only place this might come undone is against an enemy who strikes first. The second magic item given to the Lord is the Seal of Ghrond. This handy item gives you an extra dispel dice to try and close down the enemy magic phase – one of the biggest threats to your army.

forcing Terror tests. This general is also equipped with a sea dragon cloak, heavy armour and a shield. This gives him a decent armour save and means he has an even better chance of surviving, should the Chill Blade fail to wound.

To accompany the general, a unit of Spearman has been included. This unit equals 24 in strength and is equipped with Spears & Shields. This unit will benefit from the Terror causing General and be immune to the effects of psychology. This unit will be able to absorb a charge and fight back in following rounds. This makes them durable – a rarity in a Dark Elf army. That and it uses one of the obligatory core choices. Another reason this unit has been chosen is because it has a very high static combat resolution. This coupled with the fact you have what would be classed as a 'fighty' character in your rank means you will be stacking up combat resolution and be able to calculate whether the combat is going to go your way simply by virtue of having a better unit than your opponent.

For the next of our characters, we shall turn to another, we shall extend into the magic phase. This brings us some interesting options and magic items. Two Sorceress' means we have a reasonably offensive magic phase that can take as good as it gives.

These hags have been equipped with a dispel scroll each and a Ring of Hotek and a Darkstar Cloak. These choices are aimed at powering our own magic phase (Cloak) shutting down the enemies phase by deterring them from actually casting (Ring). This means we have a flexible magic phase able to defend and attacks in a swift and decisive manner. To try and increase the effectiveness of the Ring of Hotek, the Sorceress has been placed on a Dark Steed. This means we will be taking at least one unit of Dark Riders; another obligatory Core Choice filled!

The final character in this army is going to provide the 'battery' for our 'shock' cavalry unit. A Battle Standard Bearer armed with the Hydra Banner is going to provide a nasty surprise to any unit that thinks it is going to have an easy time with a unit of Cold One Knights. The extra attack for both rider and steed mean that in the unit of 5 knights & BSB, we are going to be paying 80 points for an extra 12 attacks – enough extra wounds to potentially break a unit. That is, after all, the purpose of 'Shock' cavalry.

This leads us onto our next unit nicely, the BSB unit – Cold One Knights. . Providing a hammer for a Dark Elf army, it is folly to leave home without them

A unit of 5 with the Standard of Slaughter means that should a combat look unfavourable, an extra few points of Combat Resolution may swing the combat in your favour (or kill some extra undead).

To supplement the Knights, a pair of Cold One Chariots has been thrown into the mix. Their impact hits will easily help to break the enemies' bigger units into more manageable chunks whilst threatening the enemies' flanks. A simple support role, but an effective one nonetheless.

Now for a quick recap of what we have so far. A unit of Spearmen has been added for the General, a Unit of Cold One Knights for the BSB too, but our Sorceress on Steed has nobody to help her out and it is most certainly not advisable to let her meander alone. A unit of Dark Riders is therefore in order. This unit will help manoeuvre with the Sorceress and support her. 5 Dark Riders with Repeater Crossbows and a musician should be enough to protect the Sorceress and provide her with fire support to supplement her offensive magic capabilities. The Sorceress basic magic spell that prevents missile fire, Chill Wind, makes this unit extra survivable as it helps close down one of the biggest threats to your Fast Cavalry - shooting. The Sorceress actually accompanying the unit means you will be more inclined to stop the other big threat to Fast Cavalry – Magic.

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Highborn

Seal of Ghrond, Chill Blade, Heavy Armour,
Sea Dragon Cloak, Enchanted Shield
(205)

5 Dark Riders
Musician
(127)

Sorcereres

Level 2, Darkstar Cloak, Dispel Scroll
(180)

24 Elf Warriors
Full Command, Shields
(217)

Sorcereress

Level 2, Ring of Hotek, Dispel Scroll, Dark
Steed
(197)

20 Elf Warriors
Full Command, Shields
(185)

Noble

Hydra Banner, Heavy Armour, Sea Dragon
Cloak, Cold One
(211)

20 Elf Warriors
Full Command, Shields
(185)

Chariot

(95)

10 Elf Warriors
Crossbows
(110)

Chariot

(95)

10 Elf Warriors
Crossbows
(110)

5 Cold One Knights

Full Command, Standard of Slaughter
(225)

Repeater Bolt Thrower
(100)

5 Dark Riders

Musician
(127)

Repeater Bolt Thrower
(100)

Throwers. These units are rightly feared because of their obvious ability to destroy small units in a minimal amount of time. It also provides us with something to deter large monsters and to help skewer cavalry. This leaves us with just enough points to buy two units of 10 Crossbow wielding Warriors.

This provides an immovable anvil where anything that decides to approach it would be pin cushioned before they could reach the line. This helps provide excellent support for the other elements of the army and rounds off this army making for a well rounded 2250 points of Dark Elves.

Combat:

- Dark Elf Warriors (Spears)
- Cold One Knights
- Cold One Chariots

Movement:

- Dark Riders
- Cold One Knights
- Cold One Chariots

Shooting:

- Dark Elf Warriors
- Dark Riders
- Reaper Bolt Throwers

Magic:

- The Two Sorceress
- The Seal of Ghronn

Now, to assess everything as a whole, we shall divide this army into how it would function in each phase by making sure every base has been covered. This can be seen in the table to the left.

We have not covered everything that can be covered in the use of this army in this article. Far from it, the learning curve will be steep but you will find that you learn over time. The basic strategies obviously apply to this army. Reference has been made to the hammer and anvil approach, but you should not be afraid to branch out and try something new. This army is also by no means a rigid list to stick to. If you would rather it was better in some departments than others then go ahead and change it. The aim here was not to dictate but to try and provide a nice well balanced army that would do well against anything simply because it could do everything in small doses.

. The Dark Elf list is easily one of the most versatile and satisfying to play, so play with it or against it, and you will see how well rounded they are – something that this article has hopefully shown!

Voltaire



Fee Fi Fo Thump

How to Kill A Giant

That's right, you just cannot escape them. Since the decision was made to allow the high and mighty new plastic Giant model as a Dogs of War choice for almost all Warhammer armies, as well as the ones that could have them anyway, I'm sure you have been seeing these lumbering oafs popping up more often than game related rule dispute. We here at The Watchman decided that now that everybody and his Aunt Fanny (oo-er) owns a Giant, it was about time somebody started looking at how to bring those bad boys down with every army out there!

There are some common tactics available to every army in the game that work really well against the lumbering behemoths, and pretty much any other big model out there. For starters, there are some tools that you should take into consideration for giant busting:

Troops, Troops, and more Troops! – This is a pretty simple one, in Warhammer,

numbers work. If you can outrank and outnumber that giant then you can be starting with up to a +4 or 5 combat bonus before he has even touched one of your troops. Armies with cheap, expendable troops are very good at this tactic; goblins, skaven, and to a lesser extent men (Empire and Bretonnians) can always find big blocks of standard infantry can work wonders that a smaller elite unit couldn't against a Giant.

Stab it in the shins, Sarge!

– Let's not forget, numbers in one unit not only helps; how about 3 big units? Flank and rear charges can tip the balance in your favour when facing a Giant; the bonuses for flank and rear charging, not to mention the outnumbering AND those extra attacks you get for being in base-to-base contact means suddenly the Giant's prospects of getting out of that combat alive are very doubtful indeed!



Fee Fi Fo Thump

How to Kill A Giant

The Psychology Game – Yes the Giant causes Terror; so lets fight fire with fire. One of the best ways to minimize the effect a Giant can have on your own force is by stocking up on models that cause Fear, Terror, or are Immune to Psychology altogether. This removes one of the Giant's chief abilities, and means your opponent is not getting real bang for his buck on that Giant investment. Obviously the Kings of this tactic are Vampire Counts and Tomb Kings, but any unit Immune to Psychology can cause problems; for real giant killing look at unbreakable units that can cause damage; Flagellants and Slayers are prime examples of these sort of units.

Big Guns Never Tire... - That's right, a Giant isn't much good if he doesn't even reach your battle line. I suppose this doesn't take much to say, but multi-wounding or multiple shots are the best bet against these things; cannons, repeater bolt throwers, and if you are the lucky sort a direct hit from a stone thrower can work wonders on a Giant; even if you don't kill it, hopefully you will have taken the beast down by a few wounds.

David vs. Goliath – Some of the armies with the more 'powerful' character choices can take on a giant head on and come out on top. Prime examples are characters wielding multi-wound weapons as sometimes even a single hit can be fatal. Don't forget a ward save of some type if you are planning this trick. Don't expect your Elven Lord or Elector Count to be able to go toe-to-toe though; Lord characters that are great for Giant toppling are Chaos Lords, Blood Dragon Vampires, and Ogre Tyrants just to name a few.

Clash of the Titans – If you are the sort of person who enjoys owning big monsters yourself then consider setting one of your own on a Giant; an Elven Lord may not be able to take on a Giant, but an Elven Lord mounted on a Dragon quickly evens the odds. Dragon Ogre Shaggoths, Hydras, Treemen and Carnosaurs can all perform very much the same role, often causing multiple wounds too.



Fee Fi Fo Thump

How to Kill A Giant

Special Stuff – Plenty of armies have some special little tricks up their sleeves that can ruin a Giant's day; Night Goblin Fanatics, most necromantic spells, anything with poisoned attacks, all can cause some surprising damage that the Giant may never see coming; use that to your advantage my friend...

Muscle for Hire – If you do not think you can use any of those tactics above with your army, then why not look at what the Dogs of War can offer you that can perform those tasks; extra cannons, Bronzino's Galloper Guns, Ogres galore plus some of the even more 'interesting' units can all be used to great effect to cover your army's weaknesses

If you Can't Beat Them... - Join Them! Why not consider adding a giant to your own force; go on, you know you want to.... ;)

On a related note, if you truly have had enough of giants, then why not let us here at The Watchman deal with them for you; Post your Giant here to us and see it destroyed in spectacular fashion by various cunning and devious means!

Fireworks! Explosions! Chemicals! Random acts of Dog!

Send them in and see them all here, at The Watchman!

I hope that has helped give some food for thought for people to go out there, climb some beanstalks, and start giving all those damn Giants a run for their money!

Good Luck and Good Giant Hunting,

Ash

The Woods have Eyes

Wood Elves & Empire face off against Chaos & Orcs

Day of Reckoning

The chill late fall air stirred, blowing icy gusts across the small courtyard of the ruined church. The building itself rested on a rock foundation, but its walls had gaping holes blown out of it during the time known as the Storm of Chaos. The church itself had changed ownership several times over the course of the past summer, when Archagon's hordes had invaded the Empire and the forests contained therein.

Despite its battering, the church still stood proudly; a bronze placard of the twin-tailed comet still displayed the faith of the people who had built it. Above the battered wooden doors, the bell tower still stood. The bell within swayed gently in the cold wind, and the faint peal of the striker could be heard clanging against the metal skin.

Rjaghon Ul'thway, commander of the elven forces occupying the church, surveyed the area. His cloak was pulled tight against his body, its tail edges flapping hard in the wind. The elves of the wooded areas within the empire had lent their assistance to the humans, for while they were not necessarily friends of the upstart race, they were enemies of the barbaric and cruel forces of chaos that had come burning their trees and pillaging the land.

The church had been occupied by a small war band of beastmen before Ul'thway and his proud warriors liberated it. The beastmen had desecrated the human temple with their profane writings and with their feces.

The noble elves had easily wrested the church from the enemy, and days had passed uneventfully afterward. But trouble was stirring.

Scouts had returned with the news that a pair of twisted chaos sorcerers had entered the wood with their own small force and had been heading in the direction of the church. Since that news had been given, Ul'thway had assembled his troops and had set the defenses of the small clearing. He had sworn that the vile sorcerers and their ilk would rue the day they decided to enter his woods, just as the cursed beastmen had.

Word from the humans had arrived that morning. A company of men led by a captain named Arshlager was being sent to take claim of the church, and Ul'thway and his forces would be free to leave.

With the arrival of the chaos war band, the elves had one last task to take care of before they could see the church safely turned over to the humans.

Ul'thway looked about and was satisfied to see his warriors preparing for battle. He turned on his heel and entered the church, escaping the bite of the wind for a moment. He failed to see the pair of yellow eyes in the trees near the church staring down at him. The goblin grinned evilly and patted his spider mount lovingly before disappearing to report back to his boss about what he had seen...

The Woods have Eyes

Wood Elves & Empire face off against Chaos & Orcs

Scenario Rules of Engagement and Table Information

This battle report details four races clashing amidst a wooded area near the City of the White Wolf. The primary forces are two 1,500-point armies. They are supplemented each by 1,000 points of allies who arrive on the battlefield from turn two and on randomly.

The main forces deploy in a standard deployment zone on their respective table edge, 24 inches apart from each other.

After terrain and sides had been decided, the players would then roll off to determine which flank edge their allies would come in from. On turn two, the players would roll a D6 for each unit on the ally army roster, and on a 4+ that unit would come in from their respective table edge as if they were returning to the table. Heroes could be attached to units, though this had to be marked on the army roster.

The game length was set at eight turns.

The armies involved here were 1,500 points of wood elves and a 1,000 army of Imperials taking on a 1,500 point army of chaos with a 1,000 point army of orcs and goblins.

The battlefield was set up as shown on the next page:

The Woods have Eyes

Wood Elves & Empire face off against Chaos & Orcs



The red box on the southern table edge indicates the chaos deployment zone. The green arrow on the eastern flank represents the orcish table edge where the orc and goblin reinforcements would arrive from. The yellow box on the northern table edge indicates the wood elf deployment zone. The blue arrow on the western flank represents the Imperial table edge where the Empire troops would arrive from.

The battlefield sits roughly fourteen imperial miles from the main road leading to the city of the White Wolf. The church occupied by the wood elf force is dedicated to Sigmar and sits near a guard outpost erected during the Storm of Chaos. The chaos war band is led by twin sorcerers, one dedicated to the cause of chaos undivided, the other blessed by the love and tender care of Grandfather Nurgle. The possession of the tower and of the church are important to these two for both military and spiritual reasons.

The tower provides an excellent vantage of the surrounding area and is, for the most part, well fortified against enemy attacks. The church sits over a nexus point that was once the location of a large herdstone. The nexus point is a potent amplifier of the winds of magic.

The terrain of the battlefield was mostly cold, broken dirt and yellowed grass. The southern edge of the battlefield was dominated by a large hill which overlooked the area. Two sets of wooded areas provided cover for troops, and the tower and church could also provide some hard cover for soldiers moving into the area.

The Woods have Eyes

Wood Elves & Empire face off against Chaos & Orcs

Armies: Chaos

The forces of Chaos were limited to the selection of troops at their disposal once Archaon had been defeated and his men scattered.

The sorcerers Bel'Athor and Latki relied on numbers from the norsemen from which they drew their ranks. Fifteen hundred points is a pretty small chaos force, and we wanted this battle report to show some of the variety that the various armies could represent, not necessarily their primary tournament builds.

When creating an army roster, I do not like to spend more than twenty-five percent of my points on characters. This means that for a normal two thousand point roster, I allocate five hundred points for character creation. With fifteen hundred points, this allotment was even smaller.

I wanted to build this army around two wandering sorcerers and so my first task was to create them.

My primary general was a sorcerer of chaos undivided named Bel'Athor. I purchased the level two upgrade for him and gave him a power familiar, which would grant him an extra power dice and dispel dice during the magic phase. This put him at 170 points. His fellow conspirator was Latki, a sorcerer who followed the disease god Nurgle. Latki also received the level two upgrade, and in addition was given the Death's Head, which acted as a thrown missile in the shooting phase which would inflict D6 hits that did D3 wounds if a toughness test was failed (and provided no armor save). The mark of nurgle gave him an extra wound and made him cause fear. All in all he rang in at 190 points. The last element I needed was some good leadership bonus. A general with a leadership score of eight was asking for trouble in combat, so I wanted some insurance. This was going to break my twenty-five percent rule, but I went ahead and purchased a battle standard bearer with the Armor of Damnation, which would force enemy units to re-roll any

FORCES OF CHAOS	
MI	Command Unit Marauders with Bel'Athor, armor and emb - 165 pts plus 170 pts for Bel'Athor.
MII	Marauder unit with great weapons and Nurgle sorcerer Latki. 152 pts plus 190 pts for Latki.
F	Chariot with Battle Standard 255 pts
N	Nurgle chariot 135 pts
Horse	Marauder horsemen with spears 86 pts
Ogre	Dragon Ogres with extra weapon and armor 308 pts
Hound	Chaos Hounds 36 pts
1497 pts	

successful hit rolls they would make. The BSB weighed in at 135 points.

All in all, 495 points of 1500 were taken in characters... nearly a third of my force.

Next I needed some bulk. The first came in a unit of twenty marauders with armor, shield, and command (165 points). I followed this up with a second unit of twenty-one marauders with which I gave great weapons and full command (152 points).

I wanted to pair them up with a couple of chariots to increase their wound-capabilities, and so I purchased a pair and gave one the mark of Nurgle to make it cause fear and go along with the Nurgle theme that my sorcerer started.

I placed my battle standard bearer within the undivided chariot.

For cavalry I took a cheap unit of six warhounds, five light horsemen with spears and a musician, and a unit of 4 Dragon Ogres which were given armor (to give them a 4+ armor save) and an extra weapon to give them more attacks against the lightly armored and light toughness of the elves. All in all this rang in at 1,497 points.

The Woods have Eyes

Wood Elves & Empire face off against Chaos & Orcs

Armies: Orcs

The orcs were limited to the model collection on hand. They were going to make up the numbers that the chaos forces lacked, and were entirely bought from the core section of the orc & goblin army list.

Leading this rabble was a black orc big boss equipped with heavy armor, a shield, The Boss Hat (which gave him a 5+ ward save), and the Basha, which gave him +1 to Weapon Skill, Initiative, and Strength. He came out to 136 points.

Alongside him was an orc big boss also equipped with heavy armor and an enchanted shield. This orc boss came out at 91 points. Both were placed within a unit of twenty orc warriors armed with extra choppas and full command. This 171 point unit was the most expensive in the orc army, and while lightly armored contained enough offensive punch to bust through most anything the wood elves could throw at them.

Backing up the orcs were two units of twenty night goblin spearmen, each with full command. One unit was given two fanatics to conceal.

A third unit of twenty goblins with bows would provide some weak missile support, and two units of spider riders would provide cavalry support to oppose the wood elves' notorious fast army configurations.

While the army clocked in at over one hundred models (one hundred and one to be exact), much of it would fear the elves as the majority of the army consisted of goblins. Combined with the chaos army, this force was focused on hand to hand combat and sweeping aside the more frail opposition. The real test would be whether or not the alliance could withstand the missile weapons sure to be aimed their way. With no real missile weapons of their own (other than an unreliable goblin archer unit), the

Orc Warch	
	Orc boys with black orc and orc boss - 397 pts
	Night Goblins with spears and command and 2 fanatics - 130 pts
	Night Goblins with spears and command - 100 pts
	Goblin archers - 64 pts
	10 Spider Riders - 146 pts
	9 Spider Riders - 135 pts
990 pts	

challenge would be to get into combat quickly. This is not an easy feat against a competent wood elf opponent, as the elves own the movement phase and have some nice quality shooting. Coupled with empire allies, the army here did not have much room for mistakes or ill fortune. It looked to be an excellent learning experience for the inexperienced orc boss and would provide crucial information as to what the orc and goblin army needed to add to it's base thousand points in the future.

The Woods have Eyes

Wood Elves & Empire face off against Chaos & Orcs

Armies: Wood Elves

As a Wood Elf general it can be hard to guess what should be taken when you know you're facing off against a Chaos army. Chaos generals can field incredibly potent armies in a variety of configurations, especially when mixing and matching from the three Chaos army books. I find myself wondering if he'll bring heavily armored mortals, or perhaps hordes of core beastmen. Can I deal with a large amount of heavy hitters like Chaos Trolls and Minotaurs? Do I have the magical attacks to stop a large amount of Daemons (everyone seems to bring the token unit of Furies)? Basically, if you know you're fighting a Chaos opponent but know nothing about their list you'll need to bring a balanced force containing a variety of units and hope your opponent didn't go overboard on a unit type that you have a hard time dealing with.

With my previous statements in mind, I decided to build a solid core of two average-sized dryad units and two units of archers. BS4 archers that hit at S4 while in close range are a solid choice for ANY engagement, and dryads are some of the hardest hitting and resilient skirmishers in the game. I added a unit of Glade Riders with no frills to my core selection just in case Chris brings any frenzied troops, as small Fast Cavalry units can drag frenzied troops all over the board and into all kinds of tactically "bad" situations, especially with the changes that 7th Edition has made to the charge redirection rules.

For my Special slots, I decided to bring a little bit of everything I had that was hard-hitting, even if it was fragile. I brought a large decked-out unit of Wild Riders, which can be dicey against a lot of armies because shooting can easily decimate this expensive unit. Against Chaos, however, I don't have to worry about much shooting (if any), allowing me to exploit these guys' Fast Cavalry status and

Wood Elf Army	
	Branch Wraith with Cluster of Radiance 140 pts
	10 archers - 120 pts
	10 archers - 120 pts
	5 Glade Riders - 120 pts
	7 Wild Riders (war banner) - 268 pts
	8 dryads - 108 pts
	8 dryads - 108 pts
	7 war dancers - 147 pts
	6 way watchers - 144 pts
	3 treekin - 213 pts
1499 pts	

and get into perfect charge positions with impunity. I also brought a minimum-sized unit of Treekin; these monstrosities are terribly hard for anyone to take down, and are a great matchup against similarly sized models like Minotaurs, Trolls and Dragon Ogres. Rounding out my Special choices were the infamous Wardancers, an incredibly useful and hard-hitting unit that I normally hesitate to sink a lot of points into for the same reasons as the Wild Riders; namely, that they're wee little fragile elves with almost no defense and are prone to being shot to bits before they can do any damage. I believe the common term to describe these guys is "Glass Hammers", in that they can deal a lot of pain but can't take any!

With only one Rare slot I decided to just bring a unit of Waywatchers. With their special deployment options I can plan on march blocking from the first turn of the game, and their Killing Blow arrows are a scare for any heavily armored unit, especially those juicily-expensive Chaos Knights! Note that I said "scare", because killing blows from shooting are pretty rare

The Woods have Eyes

Wood Elves & Empire face off against Chaos & Orcs

Deployment & Pre-Game



Facing off against wood elves is always a different type of experience, both for players facing the army and for players running the army. Elves on their own are not very tough, lack heavy armor, and tend to not have as much high strength type offensive attacks. The wood elf army in this battle report fights similar to a 40k army. It has a good number of skirmishing models that have a lot of attacks, and it also contains a lot of very fast elements which practically guarantee that the pace of the battle will be dictated by them.

The only real ranked combat unit in the entire army is the treekin unit.

Deployment-wise, the left flank (the reader's flank) is loaded with the two very fast cavalry units of Glade Riders and Wild Riders.

While vulnerable to missile fire, the elves are facing off against a chaos army that has no missile fire (one of the weaknesses of chaos) and as such are practically invulnerable to any damage coming in to the battle. Also, the left flank is where the wood elves decided to put most of their combat units knowing that the orcs would be entering from the right flank. A quick strike against the chaos army to gain some points and then a withdrawal while the orcs moved onto the table would give the elves time to redress their ranks and counter attack the orc threat moving in.

Not to mention the Empire reinforcements would be coming in from the left flank and

would really bolster the line greatly.

The center of the table held the general, his dryad escort, and his treekin alongside the two units of elven archers. The right side of the table, next to the orc emergence point, held only two units of skirmishers which would be able to quickly skirt away from danger, but were also some of the most powerful skirmishing units in the entire game and could easily hold off against most of what chaos could throw at them.

Overall, ninety percent of the elf army was immune to psychology, many elements caused fear, and it was extraordinarily fast. This is a solid build that uses a wide variety of units, and is also very competitive on any type of table.

Across from them, the elves faced a pretty mediocre chaos warband. Whereas the elf army was very fast, the chaos army was for the most part very slow. Two units of lightly armored marauders made up it's core and were deployed in the center of the army, teaming up with a pair of chariots.

Both marauder units housed the chaos sorcerer characters and were screened by the unit of hounds. The chariot on the right flank was marked with Nurgle and the chariot on the left was driven by the army battle standard bearer.

The marauder fast cavalry deployed on the right flank, and the lumbering but powerful dragon ogres deployed on the left.

Model-wise, the chaos army outnumbered

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Pre-game & Deployment



the elves, but the elves pretty much had the advantage everywhere else. They would enjoy massive movement superiority, massive missile superiority, and combat superiority. Chaos held the magic superiority, and so would depend on getting some good spells, but all in all the game seemed pretty tilted before it even started due to army composition.

The Nurgle sorcerer rolled up boils and the Pox, which were both close ranged spells that would do a lot of damage to armored units or characters.

With that the battle commenced and the wood elves would take the first turn...

When facing off against a wood elf army, it is essential to find ways to lower the movement advantage of the elves, either through fast cavalry units of your own, or through potent missile fire to keep the elves honest. Chaos in this battle has no missile units at all (as no missile units exist in the chaos army list), and has little to keep the very fast elves honest. They are going to have to absorb some tough missile fire and then absorb the charge and hope for some luck from the dice.

Spell-wise, the chaos general chose the lore of shadows and pulled Steed of Shadows and the Unseen Lurker, which would allow units to move and charge in the magic phase. This was very good, and could help swing the balance of the game.

Turn 1: Wood Elves



The Wood Elf army was under the command of a Branch Wraith, which was the only hero on the table for them. Looking at the deployment, the creature knew a few things. For one, the quality of the chaos troops was poor. Most of them had little to no armor, which would make killing them with the potent bowfire of the elves an easy task indeed.

Second, the chaos army was incredibly slow, consisting of mostly foot troops and chariots with a couple of cavalry or cavalry-like units. The biggest threat to the wood elves was the dragon ogre unit, and the way-watcher unit deployed in the trees next to them would make their life difficult. The branch wraith stroked a tree that it stood next to lovingly as it and its dryads looked on from the dark confines of the wood next to the tower. Third, the chaos army had no missile units to threaten the elves with, and so they could advance with impunity.

The last thing that the branch-wraith knew was that the imperial forces were almost there, and they would undoubtedly bring with them gunpowder. The lightly armored chaos troops would never know what hit them. The branch wraith smiled as it prepared to show this weak chaos army what a true championship army was all about. The wild riders and glade riders on the left flank spurred their steeds onward, covering a lot of ground in a short amount of time and beginning to form a flanking trap that would catch the chaos army in a death grip it would not escape from.

On the right flank, the powerful skirmishing dryads and wardancers moved quickly toward the church. With the chaos army only having a unit of marauder horsemen, ownership of both flanks was just a matter of time for the elves.

The treekin and two units of archers pushed forward slightly. The wood elves were not penalized in their shooting phase for moving, and this made their mobility one of the best, if not THE best, in the entire game.

The wood elves had very little magic in this game, and the Branch Wraith's Treesinging spell was dispelled.

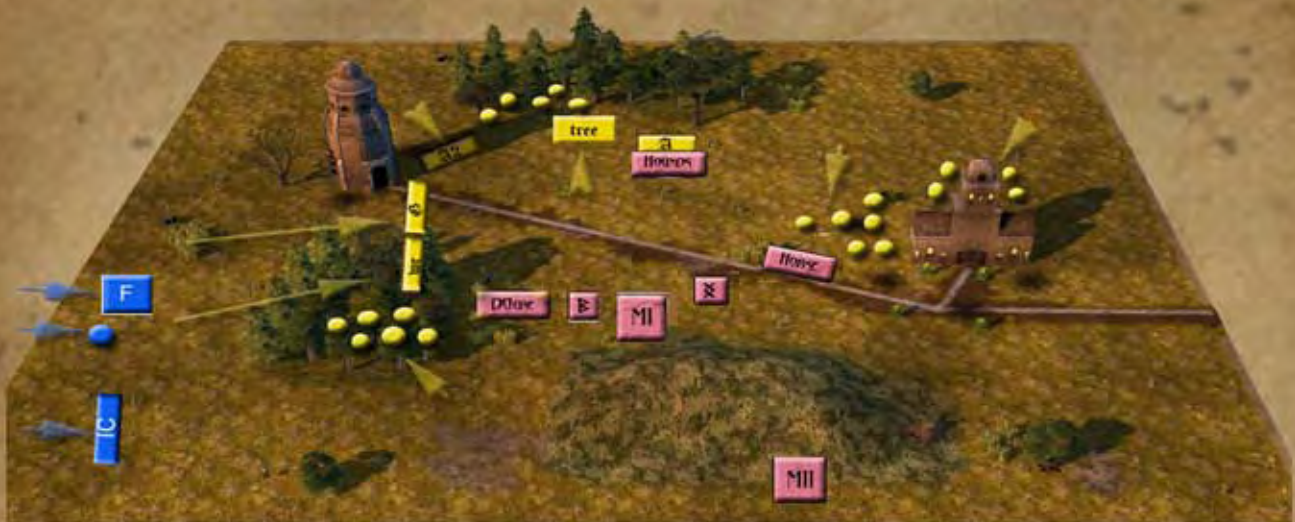
The way watchers had crept up beside the slow, lumbering, and expensive Dragon Ogres and let loose with their armor piercing bows. Of five of the six shots hit and two wounds were inflicted as the arrows lodged deep in the left-most monster. The dragon ogres failed to make a single armor save and the first blood of the game was drawn.

The glade riders took some pop shots at the undivided sorcerer and his marauder swordsmen, and managed to catch one in the throat.

The real beauty came from the two archer units firing twenty arrows at the unarmed, great-weapon wielding marauders with the diseased sorcerer. The great hail of arrows inflicted seven wounds, dropping nearly half of the unit in one turn of shooting!

With bodies dropping everywhere, the noise was terrifying and turned around and fled six inches towards their escape! The Branch Wraith was pleased. The chaos line was faltering, and the battle had only just begun...

Turn 2: Wood Elves



The trap had begun to be set, now the elves took the time in turn two to finalize their contact positions. The beginning of the imperial forces began moving in onto the table. The captain and his inner circle knights came on with the cannon and the unit of flaggelents and took up residence in the left corner. The waywatchers saw the threat that the nurgle sorcerer and his marauders posed (MII on the map) and so took refuge in the woods, where they could still fire at the dragon ogres.

The spirit riders and glade riders used their mobility and ability to move through the forests with ease by swinging right and set up a text-book flank on the dragon-ogres, which if the chaos general doesn't react to will cause the sweeping of his entire force.

The unit of archers remained fairly static, the unit on the left moving a bit to face the threat a bit more directly (and since no movement penalties to shooting would be assessed, why not?) and the skirmishers on the right flank moved up and dared the weak marauder horsemen to charge them.

The treekin pushed back a little, making it harder for chaos to get into combat.

There was a lot of pressure on the chaos lines now, and the game threatened to end before it ever really started. The flanks were both heavily threatened, and it was going to take an act of the dark gods to save the chaos army here.

The branch wraith elected to not bother casting a spell.

The waywatchers in the woods opened up their six shots on the dragon ogres again, and again inflicted two wounds, which dropped one of the mammoth creatures. The glade riders took pot shots at the chaos battle standard bearer in his chariot, but failed to do any damage, and the unengaged archers on the left fired at the dragon ogres and inflicted yet another wound on them.

The dragon ogres were hurting. They lost a model and were about to lose another. The potent wood elf archery was proving to be very beneficial, even if the missiles were "only" Strength 3.

The archers fought the remaining three chaos-hounds to a standstill, neither able to inflict any wounds. However, luck had run out for the hounds, who broke and fled (being outnumbered they lost combat). The fleeing hounds were threatening to barrel right through the chaos-general's marauder unit.

In 6th edition Warhammer, this would have been no big deal. The hounds would have skirted around the unit, and their paltry unit strength was not enough to cause any distress to nearby units.

However in 7th edition, these hounds were on a collision course with the marauders and the chaos general, and unless they rallied WOULD force a panic check as they fled through them.

This is important to note, as cheapish screens are even more of a detriment to controlling players if the screen breaks and flees into its friends.

Turn 2: Chaos



The marauder horsemen had one chance to hold the right flank, and it would involve charging into the wardancers and doing enough damage to them to take them out of the game. On the charge, they would have five attacks from the horses, and five attacks with cavalry spears. The odds said that they should drop two or three wardancers, and if they got lucky they would drop more! The norsemen kicked their horses into a charge and plowed headlong into the wardancers, who began to undulate and perform a strange pagan dance that gave them a 4+ ward save from attacks. For some reason, the wardancers were grinning ear to ear at being charged by the pathetic marauder horsemen... (A dozen attacks from a unit of skirmishers will do that everytime) The dragon ogres and battle standard bearer wheeled to face the wild riders and glade riders. The dragon ogres would have to get lucky with the incoming charge, hoping that the wood elf unit would have a series of unlucky rolls on their attacks. The dragon ogres were powerful and their attacks would rend the spirit riders from their saddles. The battle standard bearer would either charge or be charged by the glade riders, and those odds were pretty even. The chaos sorcerer general called his chariot to join the marauders in their push forward to eventually engage the treekin and dryad unit hiding at the back of the table. The horsemen would have to deal with the wardancers, and the orcs would begin arriving this turn as well to give support on that side of the table. The warhounds failed to rally but caused no panic when they ran through the unit of marauders with the chaos general.

To the rear, the nurgle sorcerer moved his men up on the hill to deal with the approaching inner-circle knight threat. On the right edge of the table, a thunderous "WAAAAGH" was heard as the greenskins began marching onto the table. The orc commander, his lieutenant, and the unit of orcs that they commanded marched on alongside a unit of weedy goblin archers. Behind the church scuttled on a unit of spider riders, venom splashing the earth as the creatures drooled in anticipation of feasting on the humans and elves. The balance of forces was evening out, but the tide of the center of the table would be established next turn. The nurgle sorcerer attempted to let loose his boils upon the inner circle of knights, but the spell was dispelled. Steed of shadows was also dispelled. The elves, despite their lack of any real magic defense, were handling the chaos power dice handily. The marauder horsemen tore into the wardancers. The agile creatures somersaulted over the charging horse, laughing at their pitiful attempts. Of the ten attacks, only two landed amidst another flurry of ones. Of those two hits, one managed to wound and a wardancer was slain. The elves were not so cursed with their dice rolling. They threw fourteen attacks back and landed twelve of them, wounding eight of the twelve strikes. (The marauders had three dice of twelve come up four or better, the elves had twenty out of twenty-six come up four or better) All of the marauder horsemen had been slain in one turn on the turn that they themselves had charged. It was up to the orcs to put pressure on the right flank now, or all would soon be lost.

Turn 3: Wood Elves



The remaining portion of the Imperial forces arrived on this turn, moving in on the lower left corner (farthest away from where the orcs were appearing on the opposite end).

The branch wraith saw the time to finish off the chaos forces so that the orcs could be dealt with, and his men and spirits would execute such a plan flawlessly.

The spirit riders charged through the forest and headlong into the dragon ogres. If they took them out of the game, it was over.

The wardancers charged into the nurgle chariot, adopting another dance that allowed them yet another attack (because let's face it, fourteen attacks from seven models just isn't enough, twenty-one is more user-friendly).

The glade riders and the way watchers moved through the forest, using their skirmish and fast cavalry abilities to surround the nurgle sorcerer and what was left of his marauder unit. Bows at the ready, they prepared to erase the stain that the nurgle sorcerer was once and for all.

Toward the center, the treekin and archers pushed forward. The archers were going to give the chaos general a lashing with their armor piercing bowfire, and the treekin would more than easily enough handle what was left in the following turn.

The dryads on the right flank backed up a bit from the orcs and looked for a way to hit the goblin archers. Normally an orc unit wouldn't bother a dryad unit much at all (as they also get a good number of mid to high strength attacks packed in a small area), but the two orc characters residing within the unit made them think twice.

The imperial units began moving inward, preparing to back the wood elves up in case they needed assistance (which they undoubtedly would not)

The nurgle sorcerer and what was left of his marauders were erased by the bowfire of the glade riders and the waywatchers, who once again hit around 90% of their shots (a combined twelve shots was fired and ten hit), and another good wounding roll saw seven of the ten inflicting wounds (not bad hitting 90% (average 67%) and wounding 70% (average 50%)). The Imperial Cannon, for good measure, also managed to land a perfect cannon shot into the marauders, killing two more.

This left just the nurgle sorcerer and a marauder, and both promptly fled off the table after failing their panic check with the roll of double six.

The archers near the tower fired off at the battle standard bearer, but his chariot protected him from any harm, and no damage was inflicted to him or the chariot.

The chaos general and his marauders did not fare as well. The archers near the treekin dropped five of their number (hitting nine of ten shots, wounding seven, but the marauders managed to pull a couple armor saves off). The chaos unit managed to not flee, but barely, rolling the required eight to stay from the panic check.

Thus began the turn that time would never forget. The spirit riders came whooping in, leveling their spears at the snarling three dragon ogres. One of the spears managed to punch through the chest of the wounded dragon ogre, sending bone and gore out behind the creature as it fell to the ground dead.

Turn 3: Wood Elves



. The two remaining dragon ogres launched eight Strength-5 attacks into the spirit riders, but the luck of the cursed continued, as the dragon ogres hit only one time out of eight attacks (needing 4s to hit) and that attack that did hit (needing anything but a one to wound) rolled a one to wound.

The dragon ogres had lost combat, and this was where the dice evened themselves out. All of the ones and twos that had been rolled all game were now reversed into fives and sixes for the morale checks. The dragon ogres failed their morale check to stay in combat, and fled triple sixes off of the table.

This caused the battle standard bearer to make a panic check as a friendly unit was destroyed, and he failed his panic check. Not to worry, he was marked with chaos undivided which meant that he could re-roll failed psychology checks! Oh ... well that didn't matter because he rolled an eleven for the second roll, and fled seventeen inches (yes, two sixes and a five again) off of the table. The showering of fives and sixes was legendary and it wasn't over!

Next, the seven war-dancers emulated a Blood Angels Tactical Marine Assault squad (a Warhammer 40k reference) and leveled twenty one attacks on the nurgle chariot. They needed 3s to hit, and hit seventeen of their twenty-one attacks. Needing sixes to wound, they rolled out eight sixes, and the chariot managed to fail five of those (needing a 3+), destroying the chariot. The destroyed chariot forced a panic check on the chaos general and his marauders, which of course they also promptly failed and fled fifteen inches toward the back.

It was at this time the chaos general surrendered and continued to flee off the table, leaving it up to the orcs to handle..

The entire chaos army had been leveled in one turn. Pathetic.

Turn 3: Orcs



The orc boss was not impressed with the chaos force that lay dead and mangled in the center of the table. The odds were definitely against the orcs, but then again orcs were never known for their rational thought processes. The orc boss cried out "WAAAAAGH!!!!" and his followers cried out the same in a cacophony of horrid screams as the green tide advanced. The elves knew what they must do, they began to fall back and redress their lines, pouring arrow fire into the orcs as they approached.

Turn 4: Wood Elves



The elves saw the orcs appear on the right flank and prepared to finish the battle once and for all. The imperials stood their ground, not budging an inch with the exception of the inner circle knights galloping forward onto the hill to prepare for a charge into the weaker fast cavalry of the orc and goblin rabble.

The way watchers and wild riders also took the hill, readying their bows to sweep aside the spider riders that were threatening them.

The glade riders quickly moved behind the spider riders for three reasons. One, they would take pot shots at the spider riders on the hill to help further weaken (or totally destroy) the goblin unit. Two, it would give the second unit of spider riders something to think about on the orc turn. Last, it presented a much more desired target for any fanatics that the goblins may be carrying (from the elf perspective).

Towards the rear of the wood elf deployment, the tree kin and archers turned to face the incoming orc unit, and the wardancers moved quickly to intercept the main unit of orcs, while the unit of dryads pulled back to ensnare the orc unit in a double flanking position. They were not worried about the pathetic goblin shooting that would come their way.

The way watchers and glade riders tore into the spider riders on the hill, hitting an astounding ten of eleven shots and rolling seven successful wounds. The lightly armored goblins were tore apart by the arrow fire, and the entire unit was decimated. The wood elves continued to roll.

The two units of archers fired off twenty shots at the incoming orcs, managing to hit eleven of the creatures and drop five, removing a rank of the unit and dropping their combat effectiveness by removing a rank bonus. The orcs were now a much easier target for the lighter, yet more deadly, skirmishing units composed of the wardancers and dryads.

Turn 4: Orcs



At this point in the game, the orcs don't really have much of a choice but to walk forward into what they know will be their demise. The elves are just too fast, and pack too many attacks for them to be dealt with at this stage.

The orc unit has a choice. It can stand there and get shot by the archery, or it can move forward and entice the wood elves to charge in and hope for the best. What would an orc do? Of course, action is the way to go, so the orc unit moved forward, hurling insults at the dryads and wardancers that prepared to charge in the next turn.

The goblins and spider riders pushed forward as well, looking for an opportune chance to charge. The turn really was that straight forward. There was no real strategy involved any longer. The glade riders would have fled if the spider riders would have charged them, so the goblins pushed their infantry forward hoping to push the fast cavalry back.

Of course, when you are as mobile as fast cavalry, there is a slim chance of that actually working.

The goblins fired at the dryads in an attempt to thin their numbers out. To their delight, two of the goblin arrows actually managed to fell a pair of dryads, leaving six standing.

Goblin shooting wasn't good for much, but it was cheap and every dryad killed meant one hundred fewer attacks that would not come the orcs way. Well, maybe not one hundred, but several at least which made the orc boss a happy creature indeed.

Turn 5: Wood Elves



The branch-wraith flexed it's hands around the trunk of a tree as it prepared to finish off the orcs once and for all. It called for a full out assault on the orc unit moving in, and the dryads and wardancers were only too happy to oblige. The dryads came in from the north table edge, and the wardancers moved in flips and somersaults and added an extra attack to their barrage as the orcs were besieged from two sides. The wild riders descended from the hill and moved toward the goblin spider riders and goblins, which caused the goblin unit behind the spider riders to hurl their fanatics at the wild riders (as they came to 8" of the unit) which unfortunately also caused the fanatics to plow through the spider riders.

The dice were not kind to the orcs as the fanatics failed to reach the wild riders, but did manage to totally castrate the spider riders, killing every single one with nine powerful ball-and-chain hits.

The glade riders galloped behind the second unit of goblins, getting behind the orc and goblin battle line, and the inner circle knights rumbled forward, preparing for a turn six charge that would send the goblins scattering for the four corners of the earth.

The Glade Riders snapped off some quick shots at the goblin unit they passed, dropping two of the evil creatures but really not doing much else.

There was no other shooting this phase.

The dryads came in swinging, hitting five of their eight attacks and killing four orcs. The wardancers had nineteen attacks to bring to bear, and hit fourteen times. Their blades sung out, whistling and humming, and five more orcs dropped to the ground dead, killing a total of nine out of the fifteen remaining models.

The orc boss and his lieutenant roared in fury, swinging their mighty choppas. A wardancer fell as one of the cleavers split his skull in twain. Another had her ribcage busted out by a brutal strike, and a dryad was cut in half, but the orc warboss could not turn the tide of such a horrendously mismatched battle, and what was left of the orc unit turned tail and ran off.

The wardancers scattered the orc unit by catching them as they fled, and thus ended the game as the orc and goblin player conceded what was left of her army.

The branch wraith smiled to itself pleasantly as a fairy landed on its nose. Victory was his. The temple was safe, and the elves were free to return to the forest once again.

Overview and Final Comments

The decision to actually go ahead and print this as a battle report weighed heavily on our minds. The battle was basically over by turn three, yet here it is, published for you to read. Despite the lopsided results of this battle, it does serve as a very good educational piece for new players to the system and hopefully gives some insight to some players who have played a little while with or against wood elves that might help them in their future battles.

In essence, fifteen hundred points of wood elves managed to almost entirely wipe out over two thousand points of chaos and orcs and goblins by themselves without taking more than a half dozen casualties. We can look at the why's here.

First off, army composition totally put the chaos army out of the game before the first figures were deployed. This truly was a case of bringing a knife to a gunfight. Or in this game's example, a stick to a gun fight (knives might have actually done something).

The wood elf army shown here is a popular tournament build that has been showcased on many websites. It consists of a good mix of units from the wood elf army book, very troop-centric (there was only one hero in the entire army and its presence was essentially useless in this battle) and does several things very well:

- 1) it dominates the movement phase. It is consisted of mainly fast cavalry units and skirmishing units.
- 2) It packs an obscene number of attacks in a small area. What this means is that a unit of seven wardancers takes up a very small piece of real-estate on the table, but can bring in over twenty attacks, and can essentially guarantee that it will charge any ranked unit in the game because of the skirmishing rules.
- 3) It totally defies and negates the psychology section of the rulebook. Most of the army is immune to psychology or causes fear and is therefore immune to fear. This army will never panic. It is therefore very reliable.
- 4) The missile units of the wood elf army have an array of special rules that allow them to keep their mobility and still lay down blistering firepower in the shooting phase. They are the only army that can really do that. Tomb Kings have the ability to always hit with their bowfire on 5+ regardless of whether or not they move, but wood elves can hit with a 3+ and even some cases on a 2+. This is grotesquely powerful.

In retrospect, the chaos army is awkward, and it is clumsy. There is little armor in the chaos army, and it is very slow. The only thing that the chaos army had going for it was the magic phase, and the magic phase is a fickle friend to court on even a good day because unlike the movement and shooting phase that the wood elves dominated, you can dispel spells. You cannot dispel movement or shooting.

The orc army was not built poorly, but it had no support from its chaos allies as when the orcs arrived the chaos army was in the throes of being piledriven through the table harshly

Truly, to successfully fight against a wood elf army, one must tailor their list for it. This can be very tricky to do, especially in a tournament environment where you do not know who you are going to face, because if you tool your army to face a fast, mobile army like the wood elves, the lumbering chaos-with-heraldry army known as Bretonnia will mow you down.

Tailoring a list against wood elves involves bringing many redundant fast units. The chaos army would have benefited greatly from multiple small units of knights. With their small number, losing a unit doesn't hurt too many points, but the knights gain a 2+ armor save and are Toughness 4, which means that the elves have a harder time hurting them with shooting and in combat.

Sprinkle in two or three combat heroes in with the knights, and each knight unit would have been capable of handling most of what the wood elves were throwing in combat.

Multiple chariots with the knights provide good combat support against the low toughness and armored elves as well. A unit of furies is quick, can keep pace with the elves movement, and can take out units like eagles that are hunting for frenzied troops or other weaknesses in the chaos army.

Marauder cavalry should have probably also been more available, each with missile weapons, to provide fire support and keep up with the mobility of the elves.

A demon prince leading the army would also have been beneficial because the demon prince has wings and can fly and tooled up can tear apart most wood elf light infantry and cavalry units.

While this is not very inventive or creative, and if you are a fan of infantry this may seem like a major bummer, fighting wood elves forces you to create a fast list against them, or else they will tear you apart as was demonstrated in this battle report.

Overview and Final Comments

The biggest weakness of the wood elf army would be any army built for shooting. Empire gunpowder and dwarf gunpowder would shred this army, as would skaven warp lightning and ratling guns. Chaos, however, does not have these types of units and must rely on out maneuvering the wood elves and possibly using magic as a support tool (not as the only strength of the army).

In conclusion, speed kills. Speed coupled with a bunch of attacks and mobility rules. Be prepared to counteract such strengths when faced against it, or be prepared to have your lunch handed to you.

Also, make sure your dice are happy. It doesn't help when your dice are rolling far below average and your opponent is defying the odds on the opposite end of the luck spectrum! We hoped you enjoyed this battle report, and that you learned something.

Stay tuned for more to come, and for more reports, make sure you visit www.chrisnye.net!

Tactica: Bretonnia

Lance Formation

Bretonnians have a special rule called Lance Formation. Contrary to 7th edition rules, any knight unit may choose to rank 3 wide instead of 5. They gain +1 rank bonus for complete ranks of 3, and any knight on the outside of the rank (not the middle) may also make attacks while charging. This means that while having a frontage of only 3 knights (75mm), they can make attacks with as many as 11 knights. This bonus is lost on any round in which the knights are not charging, so Bretonnians lose a huge advantage in 2nd rounds and when charged. Another advantage is that a damsel or prophetess in a knightly unit may choose to deploy in the middle of the 2nd rank, so that attacks may not be made against her.

Blessing of the Lady

Kneeling in prayer of their blessed deity, the Lady will choose to answer and bless her knights with a sacred protection. If a Bretonnian player does not go first (by choice or default), his troops will spend time to kneel and pray, and thus receive a 6+ ward save on all knightly units (and grail reliquae) and a 5+ ward versus S5+ attacks. Be warned, however, as the knight's will falters, so does the Lady's, and fleeing or refusing challenges will result in forfeiting the blessing.

General Tactica

As previously mentioned, Bretonnians have very powerful charges, but with the minor exception of questing knights and grail knights, suffer immensely in non charging rounds. They will revert back to S3/4 and will not gain attacks from additional ranks (they still gain the rank bonus though).

This being said, it is of utmost importance for Bretonnians to choose and coordinate charges they believe they can win and break the unit on the first round. It is not very hard to win a cavalry charge, but winning to ensure the enemy flees is the real challenge.

A variety of methods can be used to better promote what I will call a "breaking charge".

- One method consists of simply taking very large blocks of knights. Knights of the Realm are 5-15, so many will take 12 (or 11 and a character). 8-9 knights (for KotR and Errant) are typically more common.
- Another tactic is that of combined charges. The aforementioned short frontage means that 2 knightly units may charge an infantry unit and get maximum models (100mm wide vs. 150mm combined). This will ensure the outnumber bonus in most cases and will grant double the attacks.

Knightly Units

Knights of the Realm

These knights are usually the mainstay of most Bretonnian forces. They are 1+ in the army book, meaning every army must contain at least one. They are core, 24 point, heavy cavalry. Another bonus is the free unit champion.

Most armies will contain 2-3 units of these knights, as they are cheap and effective. Strategies for their use involve former "breaking charge" tactics, so we can look at each formation of them (6, 9, and 12). I am not going to include tactics for 15, because to be honest, it's just insane to have a unit that is 250mm long and it's just a huge "hit me" target for cannonballs and stuff like that. It's also 360+ points

• 6 man knight unit. It comes in cheap at only 165 points with command, meaning you can usually take 1-2 more units in your 2000 point standard game. They are only 1 rank deep, meaning cannons and such can only kill 2, but that's still a LD test. One problem with these units is that they **MUST** combine charge. Below is a situation of 6 charging knights against WS3, T3, 5+ save infantry, blocked 5x4

Side	Attacks	Hits	Wounds	Unsaved	Unwarded	Result
Attackers	6.00	4.00	3.33	3.33	3.33	5.33
Mounts	5.00	2.50	1.25	0.83	0.83	6.17
Defenders	1.83	0.92	0.46	0.08	0.06	5.06

• That means we win by an average of 1-2, which isn't enough to break consistently.

2 units of 6 charging simultaneously (330 combined)

Side	Attacks	Hits	Wounds	Unsaved	Unwarded	Result
Attackers	12.00	8.00	6.67	6.67	6.67	9.67
Mounts	11.00	5.50	2.75	1.83	1.83	11.50
Defenders	1.00	0.50	0.25	0.04	0.03	4.03

• This means we win by about 7, which is almost always enough to break units, save for unbreakable/stubborn units.

1 unit of 9(216 points)

Side	Attacks	Hits	Wounds	Unsaved	Unwarded	Result
Attackers	8.00	5.33	4.44	4.44	4.44	8.44
Mounts	7.00	3.50	1.75	1.17	1.17	9.61
Defenders	1.00	0.50	0.25	0.04	0.03	4.03

• This is my preferred unit size, because as you can see, it's usually a 5 point difference, which is usually enough. Add a flank of Pegasus knights or mounted yeomen and it's usually enough. This last example assumes by the end that we you will outnumber, which you usually will. but considerations must be taken into account when charging units that are 25+ strong, due to not **out-**

Knights Errant

These guys are basically Knights of the Realm Jr. Suffering from -1Ld and WS, they still serve their purpose. They suffer from the rule "Impetuous", which forces possible charges if they fail leadership bonuses, but make them immune to psych, so they can charge terror causers with no test. Further, there is a 20 point magic banner called the Errantry Banner which forces the unit to make the test at -2 LD, but they gain +1S on charges whether it was from being impetuous or not. This means they are S6 on the charge, but at Ld5 tests, you may get baited by something you did not want to charge. They are only 20 points a knight though, so tossing on a 6 strong unit with errantry banner is only 141 points. But, if you have points for it, I suggest you run 9, as the WS3, lack of rank, and lack of outnumber will hurt you.

6 Errant knights charging (assuming 5x4 WS3, T3, S3, 5+ save)

Side	Attacks	Hits	Wounds	Unsaved	Unwarded	Result
Attackers	6.00	3.00	2.50	2.50	2.50	4.50
Mounts	5.00	2.50	1.25	0.83	0.83	5.33
Defenders	2.67	1.33	0.67	0.11	0.09	5.09

Make it 9

Side	Attacks	Hits	Wounds	Unsaved	Unwarded	Result
Attackers	8.00	4.00	3.33	3.33	3.33	7.33
Mounts	7.00	3.50	1.75	1.17	1.17	8.50
Defenders	1.50	0.75	0.38	0.06	0.05	4.05

• As you can see, the 60 points will usually pay for itself with a much higher break chance

Questing Knights

These knights were never my personal favorite, and became more so when 7th edition rolled around and great weapons began to only confer +1S to mounted wielders. Still, at Questing knights S4 base, and S5 with the great weapon, they can pack a punch in the 2nd round of combat, but not by much. On the charge they pack the same exact punch as a unit of Knights of the Realm. At 28 points a piece, it becomes inefficient to run them in groups larger than 6, and in the 2nd round of combat, it's doubtful that 4 S5 attacks and 3 S3 will break an enemy.

Pegasus Knights

The unit everybody seems to have an opinion on. These guys are flying field versatility. Not capable of delivering lethal charges alone (unless you take big units), they are combat complements, able to be wherever you need them most in a moment's notice. They have Knights of the Realm stats, but they fly on 2A, 2W, S4, T4 unbarded pegasi.

Most will run them in units of 3(it's what comes in the box), but 4-5 can be more effective, but it is costly at 55 points per model. The key to Pegasus knights is not to expect them to win battles alone, unless it's picking off weak targets (warmachines, skirmishers, etc.). They are excellent for flank/rear charges, or for simply being behind a unit when it breaks (US5+ crossfire). They have become a lot more vulnerable in 7th edition, no longer protected by a -1 to hit modifier. Keep them AWAY from repeater bolt throwers. They are a fragile unit, so try to screen them as best you can. It's a 6 wound unit, so simply losing 2-3 wounds can be devastating. Try to keep them at max range from the enemy while still being in range as to protect them from missile/spell fire.i.

Grail Knights

The heroes on the field, triumphant in their quest for the grail, these knights are living saints of the Lady. They're basically a unit of WS5, S4 unit champions, all capable of challenges, and having 2 magical attacks. One huge part is that they are immune to psychology and they're I5. These units can actually function in the 2nd round of combat. At 38 points a piece though, you usually can't afford more than 5-6. The hierarchy of vows also makes it so only characters with the grail vow can join them (a 24 or 38 point upgrade). Grail knights are 3-9 0-1 selection, and are rare. Their rare slot hardly matters though, as their only competition is the trebuchet. Units of 5-6 are usually the best. Since Grail knights are so powerful themselves, it's best to maximize frontage, so if taking only 5-6, I would opt not to run lance. The 2 extra attacks on the charge will make up for the rank, and in the 2nd round of combat, you have 6 extra S4 attacks.

6 grail knights in normal formation (258 points)

Side	Attacks	Hits	Wounds	Unsaved	Unwarded	Result
Attackers	12.00	8.00	6.67	6.67	6.67	7.67
Mounts	6.00	3.00	1.50	1.00	1.00	8.67
Defenders	1.00	0.50	0.25	0.04	0.03	5.03

• Running lance formation ended 8.39 to 5.03, so a tiny bit less. But watch how it works in the 2nd round.

6 grail knights in 2nd round of combat

Side	Attacks	Hits	Wounds	Unsaved	Unwarded	Result
Attackers	12.00	8.00	5.33	4.44	4.44	6.44
Mounts	6.00	3.00	1.50	1.00	1.00	7.44
Defenders	1.00	0.50	0.25	0.04	0.03	5.03

• Still in lance formation they lose combat 5.11 to 3.72.

This formation also makes them less vulnerable to cannonballs and bolt throwers and other rank penetrating weapons.

And the Peasants Rejoice!

Bestowed with the peasant's vow, these dirty warriors can use the LD of any knight unit within 6". We'll look into Peasant bowmen, men at arms, mounted yeomen, grail reliquae, and trebuchets (hey, that rhymes). All Bretonnian forces include at least some knights, as it's required. We then move to the question of "how many, if any, peasants should we bring to arms?" Completely inferior in combat, but savers on points, we'll look into each unit as to their overall worth.

Peasant bowmen

Ahhh, bowmen, BS3 longbows for 5 points. Sounds good. Wait, they can skirmish for +1 point per model meaning I can have 360 line of sight and not have a hideous 200mm line of bowmen? Bretonnian bowmen are actually quite good at what they are. Since your mainstay of knights is highly mobile, they're great for sitting back where they start and threatening that board quarter while they try to reduce rank bonuses before your knights enter combat. A 10 man unit is only 50 points, and they can have flaming arrows to pick off trolls and flammable things (dryads aren't flammable for some reason though)

Men at Arms

These are pretty bad to be honest. They CAN have their uses for static combat resolution and charge combination, but their relative slowness is a huge weight. They'll rarely be within 6" of a knight unit, and at LD5 they'll run when somebody sneezes. They're

6 points a piece, which is pretty cheap, but they have an atrocious WS2. Unless you're really thrilled with peasants, I'd leave these boys at home for the most part.

Grail Reliquae

Can only be taken if you have at least one knight with grail vow, but these things are fantastic. A reliquae has 6 wounds and 4 attacks, but only takes up 40mm in the front. It also counts as a musician/standard. It's stubborn LD8 and has the lady's blessing. Stick a BSB near it and it's almost never going to run. This baby is best used as a super tar pit to slow down dangerous combat monsters.

Mounted Yeomen

1-2 units of these are particularly good for making sure you can combine charges. At around 100 points for a unit of 5, they come with a bow and spear. A must for Bretonnian armies in my opinion. They're easy to kill, but that's less fire on your knights. Swing them around the flanks of the army and come in charging. It's not the wounds that matter; it's the fact that they basically lend +4 CR just for being in the side

Trebuchets

At 90 points, they're a very powerful stone thrower. S5 (10 center) means it can devastate infantry units, and with the new rules for template weapons on monstrous mounts/riders, it means you can land a S10 hit on the rider and mount. 12" minimum range, but that's not that much of a problem. Another big bonus is having 4 crew and the war machine having 4

wounds instead of 3. They can force more defensive forces to move around and break up, allowing your charges to happen faster.

Characters

I generally limit myself to 4 characters in 2000 points. You can have up to 5 in a Bretonnian army, but you're looking at 1/3 your army in characters by that point, and the more knights you can have, the better.

Paladin

Well, you have to have a BSB, so the question is how to gear him. He can always take a virtue, but if he takes a magic banner, he can't have magic items. The virtue of duty is pretty much a MUST (+1 CR, cannot be general). I would suggest virtue of duty and war banner. This makes your BSB contribute +3 CR alone, and it stacks with normal standards in 7th. Put him in an 8 man knight of the realm unit and you're set. The only problem with him is his lack of a lance, but he gives a KotR unit a bit of kick on the 2nd round of combat.

For non BSB paladins, I'd suggest the birth sword (+1S, enemy re-rolls successful armour saves). Another good virtue for BSB or combat paladins is the Virtue of the Impetuous Knight (+d6" on first charge declared).

Lord

100 points to kit him for combat, where his home is. I always seem to miss a lot, so taking the heartwood lance and virtue of the joust and gromril great helm is great for me. I re-roll all hits/wounds on the

charge and all failed armour saves period. The virtue is more important than the lance, as he's S6 on the charge anyway, but it's still nice. Another good combination for exactly 100 points is heartwood lance, virtue of knightly temper, and the Armour of Agilulf. This means you re-roll wounds, and all hits that wound before armour saves grant you another attack, and the armour gives you WS10 so you'll hit on 3s against almost everything. Feel free to swap out an item in either combination for gauntlet of the duel, which forces opponents to accept duels (careful about champions though, cause if you waste the champion first round, you're not nearly as good 2nd round against the character) The only mount I would give him is a warhorse or maybe hippogryph and use him to combine charges with.

Prophetess

I'm not too big of a fan. Dukes lend their leadership which is very important, but the MR3 she can lend to a unit while casting heavens lore is pretty good. She's very expensive though at 235 points for level 4 plus a mount

Damsels

They grant MR1 to any unit they join, so putting them into knight units can be very helpful and protective, especially with the new targeting rules for 7th since she can now hide in the middle. She is one of the less diverse casters with access to only 2 lores (life and beasts), but you can get a good feel for which lore will be better depending on terrain and the enemy army.

Empire in Review

Voltaire reviews the new Empire book

We find ourselves cringing once more as Helblaster volley guns tear apart our troops, the White Wolves charge over and we become stains on their cavalry hammers, and you see a very angry priest on a large altar running around like he owns the show. The priest is new though, we haven't seen him before, who could he be, and when did he arrive. The answer is, of course, he arrived with the strange Surface to Air missile launcher at the back of your enemys line. He arrived with the new Empire Book.



Upon opening the new book, something hits you that could make you cringe. Four words that taint ones expectations of the book – “Written by Graham McNeil” – yes, the Graham McNeil who helped ‘Big Pete’ Haines in destroying a lot of balance in Warhammer and 40k (in some peoples opinions).

Following this initial shock, we can skim through the book and by the obligatory background section that we have come to expect with the Warhammer army books - the same background section that normally encompasses about a third of the book. Sure enough, this book does not disappoint, there is a lot of background information relating to the Empire there. The problem, however, is that there is too much of it. In trying to create a comprehensive guide of the Empire and its states and history, they have managed to create something quite different. Rather than being comprehensive, the Empire background section comes across as nothing more than a seemingly large cross reference section, bringing together bits of information from all over the place and putting it before you to have a catalogue of knowledge. While bits have been added, very important bits have

been completely ignored. A prime example of this is the complete browse of the effect Valten had recently on the Empire and how he seemed to basically be a blip in the faith or Sigmarites across the Empire. Their messiah returned, and then he was gone again. Woo...

The background section, however, has a pair of redeeming features. The first of these is the section on the Emperor himself. This section actually had a lot of substance to it and there is nothing wrong with giving it a good read if you want to consider actually using Karl Franz in a battle. The second redeeming feature is the section dedicated to the colleges of magic. Again, the entries about the varying colleges and a snippet of their info were a bit reminiscent of a catalogue or the back page of a book, but it is hard to not find yourself drawn to a particular college of magic and the way it works within the Empire.

The next part, as always, was the army details and entries on each troop type. Once again, this was not the most comprehensive set of descriptions, but it was certainly enough to draw you in. The earnest in this section really did seem to be heavily placed on where the changes had been made – Warrior Priests, Steam Tanks, Helblasters and the two new guys on the block; the Helstorm Rocket Battery & the Arch Lector. While deliberate, it is quite easy to see where the logic for this comes from, everyone wants to know more about the shiny new things. Now, as far as actually implementing these new ideas go, there are two trains of thought, and each train has a passenger, so to speak. The Helstorm is a nice concept, but it is an unplayable one.

There is nothing that can grab you about it, it simply does as it pleases and leaves you completely at the whim of the dice gods. The Arch Lector, on the other hand, is wonderful. The concept of a zealous high priest really fits in well with the whole new ethos about the Empire having a resurgence of faith and entering a darker age since the Storm of Chaos. The only quarrel with the Arch Lector is that he is too good for his points value, especially if you place him on a War Altar. 225 points for someone who casts a guaranteed three spells a turn (not attempts to, actually casts!) and has access to some of the most potentially devastating spells in the game (Priest prayers and the Lore of Light) mean he is better than a Liche Priest at what he does. Faith is a strong weapon, but not that strong a weapon.

State troops remain wholly unchanged, thankfully. The change in Knights is something of a debateable matter. The feeling is though, that if you are paying a special slot (one contested with things such as Outriders & Cannons) then that's a fair trade off. That's not a point of contention really. Just expect to see less knights and more infantry.

Moving onto the special section, something interesting has arrived, well returned; Outriders. Outriders, by their very concept are amusing. They have, however, negated the need for Pistolliers. Pistolliers fit a very snug role in the Empire army as the devastating fast cavalry. Their repeater handgun 'unit champion' was of particular use. Why not pay 3 points more and get a whole unit of them with better BS? Therein the problem arises. Outriders have better equipment, better BS and can get a better save at the expense of being fast cavalry. Many people will find their Pistolliers are now getting retired to the carry case.

Moving on through the special section, not much can be said about the Cannon or Mortar that hasn't been said already, a simple matter of personal preference.

Now we arrive at the section that has undergone the real change. The Empires rare section has been turned on its head. The introduction of Warrior Priests making a single Flagellant unit core, mean that it will be a rare Empire army that has these using a rare slot.

The Helblaster having to roll to hit was a necessary change and while it got a lot of complaints, there is the feeling that those who complain should refer to the fact that their Mortars and Cannons hit most of the time anyway. Balance has been restored here. We've already spoken, aswell, about the Helstorm.

The Steam Tank was simplified! Hurrah! On a more serious note though, peoples complaints about the Tank now being a Large Chariot essentially coupled with the fact a Bretonnian General can kill it in a single turn has caused outrage. Why this is, remains to be seen, as the great complaint about the Tank was that it took hours of referencing to figure out how to get it from A to B. Thankfully this is now not the case.

The Heroes remain mostly unchanged as well. The only real change is the introduction of the Lector – something that has, again, already been discussed.

The Engineers new options appear to have been done to try and make something interesting out of what is essentially a superfluous hero. The mechanical steed is a nice idea, but the model lets it down as soon as you get to the colour section and Pigeon Bombs are another random cascad-

cascading doom that will probably give your enemy easy victory points (like the Helstorm).

The character section of the book has been greatly expanded and a few things about this grab your eye. Luthor Huss is a hero choice, why is a mystery. Grand Theogonist Volkmar suffers frenzy, not the best way of representing the ordeal with Belakor really. Kurt Helborg and Ludwig Schwarzhelm, seem to epitomise everything that has gone on with the re-writing of the book. They appear to be new, though in reality they aren't. They've been lingering around for a while and haven't really been discussed until this point. They have no real reason to be there other than to fill space. They are nothing special in terms of character, just a bit of extra background for your force.

The Empires inventory shall not be discussed here as what would insue would be a rant about Van Horstmanns Speculum getting better despite it being a foul Chaos trinket.

The Imperial Zoo is an interesting concept, but very poorly implemented. Many of us were hoping that we would be able to put someone other than Karl Franz on the Imperial Dragon. The Dragon is actually useless in reality as his Griffon, Deathclaw, and a horse mean for better protection – especially if you have Ludwig Schwarzhelm in your army. It will be a long time before any of us face an Imperial Dragon

The colour section does not have faults in it really. The army featured is interesting, but nothing special. The real 'ace' of this section is the different coloured troops that show you the differing uniforms of the Empire.. A lot of people have been stuck with Talabheim and this section means you won't

be stuck knowing your opponents Empire army is going to be Red & White. Here's hoping we see such wonders as the army of the Chancellor of the Ostermark (of whom there is no mention in this book at all), or a Nuln artillery train.

The final conclusion here is, that despite the complaining (which has been ample) there are a lot of good things in this army book. You just have to look hard to find them. This review was written with a cynical mindset. If you approach this book with high expectations, you'll be disappointed, if you approach with the view that its more of a plug than a sink then you'll be just fine. Personally, I will be looking to start the army of the Chancellor of the Ostermark I mentioned earlier and will be trying my best to avoid the Mechanical Steed and the Helstorm.

Now all we have to do it wait for the High Elves to come out so we can really get into the nitty gritty of army books eh?

Voltaire



Meeting the Golden Demon

Harry enters the Golden Demon contest for the first time

I was forty in the summer. Now you can call it a mid life crisis or an effort to see if life really does 'begin at forty' but I decided that I should spend less of my life working and more of my life doing the things that I enjoy. As a result I signed up to Warseer and after over 30 years of collecting citadel miniatures... (And even occasionally finding the time to paint a few) I decided that it was about time I entered Golden Demon. In an effort to immerse myself more in my hobby and as a result get more enjoyment from it.

The Choice

What to enter? Well at the time I was excited about the next army book release (as always). This was to be Orcs and Goblins. I tend to only ever paint the thing I am most excited about at the time....or I loose interest. So that decision was made.

I had heard that there would be no new boar boyz released. Now, much as I love Brian Nelsons Gribbily orcs and have one Orc army made up of just his sculpts the fact is they do not 'sit well' next to the more recent Plastic Orc warriors or the Black Orcs. So I wanted some boar boys that would 'match' these 'current' Orcs. This need to create something unique seemed to meet both my requirements for my army and for Golden Demon. (So even if my entry did nothing I would still end up with a great centrepiece unit for my Orc army and would have lost nothing).



I had looked at the plastic Orc command sprues in the past and had realised that it had all the parts (with the addition of a spear from the boyz set) to make pretty good looking boar boys. As the bodies were a bit bigger than the normal and with the addition of the mask bits the helmets look like those of black orcs, I decided they looked more like 'Big 'uns'. It seems to make sense that the biggest Orcs in the tribe would get to ride into battle. So that was it. Boar Boy big 'uns (I didn't know at the time they were going to be 'shafted' and have their points cost increased by 8 points!) I had picked up a few more command spurs already so I had everything I needed and a month or so to build and paint them. (I realise most golden demon entrants put a bit more time and thought into it than this but it was kind of a spur of the moment thing and I work better under pressure anyway).

The Conversion

This was actually very straight forward. It was not so much conversion as building a selection of Orc bosses. I built them in a couple of hours start to finish. I used the command sprue legs and bodies and the bodies from the chariot sprue for variety. I used a selection of arms and parts from the command sprue, the plastic boy set including two sets of drums and the standard from the metal boar boyz. The heads were the plastics and one of each of the four metal black Orc heads (so each helm would be different) and the only extra bits were the bosses back banner (an old 80's standard from my bits box) which I drilled and pinned into place. Also, a few bits of armour from other plastic sets to make the armour look more 'scavenged'.

The only green stuff used anywhere on the models was to help reposition the drummers arms.

The Painting

For me painting orcs is mostly about painting three materials successfully. Armour, skin and Leather. If you find a method of painting these three materials that you are happy with you have cracked orcs.





The Armour

For the armour of orcs, undead, chaos (any of the bad guys really!) I use dry brushing techniques. I start with a black undercoat and then work my way through various metallic colours starting with tin bitz and then Bolt gun metal, chain mail and mithril silver. (I am not too careful about it and leave plenty of the darker colours showing through). Finally I go back with a mix of brown inks to add rust and dirt to holes and around joints etc.

The Orc Skin

I have developed what I call The 'Watermelon' effect for skin.

Having touched up the black undercoat where my dry brushing had spread onto other areas. I did the skin. I worked my way up through Dark Angel, Snot green, Goblin green, Camo green. However having blended the first two colours rather than just continue blending I start painting, (first the goblin green and then the camo green) in stripes using a tiny brush. This creates a 'watermelon' effect which looks (to me) like the sinew of the muscles.....(I was deeply affected by Conan the barbarian as a boy). This technique adds considerably more 'texture' to the skin areas than could be achieved by blending alone (which looks a bit smooth for ripped muscle in my opinion) and though its difficult to show it in the photographs. It does look a lot like muscle close up.

I have taken photos of my Orc shaman (even though he was not part of my entry) in an effort to show the skin more clearly as he is not wearing so much armour.



The Leather

Next was the brown leather, trousers and straps. I just put a mess of different browns on a palette and painted the leather areas in various browns. I highlighted with lighter shades then washed with a darker ink. The highlights still show but the ink leaves it looking polished smooth with age. I then go back to add 'scuffs' with a highlight colour again to edges, knees, elbows and any areas looking too 'crisp'.

The Bits & Pieces

There are teeth (in the mouth and trophies), finger nails, bones on helmets, and skulls. I treat all these areas the same. In my opinion it helps a mini especially when its part of a unit (and the wider army) not to have too many different 'treatments' so the more parts of the model (or the army) I can do at with the same treatment the better. I paint all these parts scorched brown, blend through snake bite leather to bleached bone final highlight with bleached bone skull white mix. (Yes I know. Even on bits as small as teeth. It's madness) But then I return with the scorched brown and add tiny cracks spreading up from the darkest shade towards the tips to horns and fingernails (Yes, even on the finger nails. It's insanity! But I wouldn't do this on rank and file so I have not completely lost it!)

THE DAGS

I Just went back over the minis picking out the biggest areas of armour that looked a bit plain or were in a good spot on the model to be visible and painted them black again Then with bleached bone I paint zigzags or checks... then fill them in. I just do this free hand, by eye. I don't muck about drawing anything on with a pencil. They're orcs! I then blended from bleached bone to white.



The Pigs

I wanted to keep the treatment of the boars very simple, so not to distract from the orcs. (and I was running out of time!) I undercoated them black and dry brushed through various greys then painted a dark stripe down the back. ears, nose, tail were painted with dwarf flesh washed with dark brown inks and then highlighted with flesh tones again. Eyes were painted Black then white leaving a black line, then yellow then washed red for burning orange effect. I did a Wash of ink on the hooves for a 'hoofy' effect. Job done.

(In retrospect I should have converted a couple a bits to make them more dynamic).



The Blood Stains

Scab red was flicked at the models using an old tooth brush for general splattering. Always risky but I like the effect. Have a scrap piece of paper to try this on first and see how much paint is going to be flicked.

then washes of scab red were applied here and there (On tusks and weapons and shields etc.). With scab red patches of dried blood painted here and there and blood red highlights to these

The Basing

I kept this really simple as I wanted it to match the rest of my army. With Orcs and Goblins this can be a lot of minis so you cant get too complex and hope to reproduce the effect. My Orcs and Goblins are simply based using sand with the odd bit of gravel for texture. The whole base is painted scorched brown and dry brushed with progressively lighter shades of scorched brown and snake-bite leather. Then Static grass was added in random patches and small bits of clump foliage, lichen sticks and skulls dotted about



Presentation Day

For a 'presentation base' I just made a matching movement tray. (from MDF)

This proved to be my biggest mistake in terms of a Golden Demon entry. Most entrants had spent considerably more time on basing their models than I had and it does make a difference.

When I enter next year I will give a lot more attention (and time) to the presentation base. I could have built a small orcy village, with Boar pens for example. Or added some humorous touches like the odd trampled goblin in the mud behind them and diving out of their way or maybe a snotling trying to imitate them following them riding a piglet or something.



Gamesday Itself

I was never more happy that I had entered Golden Demon than on Gamesday itself because this year it was tipping down. The Golden Demon queue was a fraction of the length of the main queue and we got in out of the wet an hour before the main queue. I smiled and thought even if I don't make it through the first round it will have been worth the effort just to get in, out of the rain.

As I stood chatting to the guy in his thirties with a crate full of entries behind me and a young lad of about ten years old, who was entering to try and win his another statue in the Young bloods competition in front of me it struck me just how much I have in common with these people. All ages, from all over the country, many from other countries but all with the same passion for collecting and painting toy soldiers. Normally it is quite a rare treat for me to spend time talking to anybody about my hobby. There are folk I have known for years, some of them have been to the house, who don't know I am into Warhammer.

Entry was very well organised and simplicity itself from door to cabinet only took about three minutes. Then I was off to beat the queues for some of the new release stuff (one other benefit of entering).

The standard of painting and sculpting was unimaginably high. I have seen it in photos, but to see it up close you suddenly realise what you're up against. The subtlety of some of the blending and shading and some of the fine detail work is staggering. I must admit after my first look at some of the stuff in the cabinets my feeling was 'Oh well, that's that then...still nice to get in out of the rain'. So you can imagine how chuffed to bits I was when a couple of hours later I discovered my entry had made it into the centre cabinet as one of the final ten or twelve.

I really was feeling very pleased with myself for the rest of the day that my entry had found a place alongside some of the other finalists in my category.

There were some incredible Dark Elves on Carnasaurs conversions and some lovely vintage Halfling militia painted in wonderfully muted tones and some Bretonnian grail pilgrims trudging through the snow all of which I thought must be in with a shout. However, all three of the trophy winners were worthy winners in my opinion. There was a chaos warband that dripped with character and comic touches. A unit of dryads with huge amounts of etched leaf work applied that must have taken forever but the final effect was enchanting. You had to get your eye level down to see under the canopy to enjoy the magical detail within the wood. The entry taking the Gold statue by Matthew Hutton must surely have been in the running for slayer sword winner. The blending and shading that had been applied to even the smallest areas was truly remarkable.

In the end with so many remarkable pieces, not just my category but in every category I felt really very pleased with myself that my entry was deemed worthy to sit alongside them for a little while.

Going to check on the progress of my entry and the new appreciation it gave me of the work that others must have put in to their entries added enormously to my enjoyment of both Golden Demon and Gamesday in general. I had great time entering and I would recommend it to all of you.... (Even if only to get out of the rain).

My success has given me much encouragement to enter again and who knows maybe in another 30 years of painting I might win a statue. More than this it has given me renewed enthusiasm to do more painting just for myself, to get more units painted and more armies completed.

All the best

Harry



Gaming Standard

So, you've just flicked through your latest edition of The other magazine and you glance upon a pair of armies in a battle report. You observe some beautifully painted models and suddenly you find yourself wishing you had those models. In all their glory they epitomise Warhammer. They are beautifully painted and neatly assembled. The bug is placed in your mind that suddenly, you want a beautiful army like the one in the report. This is where the problem originates for most people.



Several months later, you have the models, you're all psyched up because you have your wonderful army. Looking at it in metal and plastic block form, you set about it with your clippers, green stuff and files. Several days later, you have a wonderful army that looks excellent, but something is missing. Thinking about what it was that brought you to the army, you suddenly realise the paintjob is missing. Several days later, the undercoat has been applied and you break out the paints.

“...people are disheartened when their army isn't as good as the one in the book...”

This is where the problem takes its form. You realise that you are not an 'Eavy Metal painter. Still though, you trundle on, a regiment appears and it is very neatly painted and it is ranked, filed and based accordingly. Looking at the complete regiment you feel quite proud. You glance back at the army in the battle report, and for the first time since you started your new army, dread sets in. You glance at the wonderfully painted 'Eavy Metal army and your heart sinks. Why does theirs look better? It couldn't possibly have anything to do with the fact that these people actually get paid to paint models while it is simply your hobby is it? No, of course not, you are the height of painting and nothing else should matter to you. A lot of people get disheartened when their painting and their army isn't as good as it looked in the book. That must change. There is something out there that can change your perception of your own models and give you somewhere to place them instead of 'really good' or 'really bad' - you'll have probably heard of the concept of the Gaming Standard.

The Gaming Standard is not something that is really promoted to the masses of gamers. You will see people continually describing Warhammer as a game of “Beautifully Painted Armies”. This is incorrect as Warhammer should not be a game of beauty, it should be a game of fun. Finesse may come into it somewhere, but ultimately, most people want to play the game. It is not enough to actually be able to play the game and enjoy it, but it becomes a hobby when painting, and enjoying painting gets involved. You paint your army as you want it to look, not as you think it should look. A lot of the time you are never going to be able to achieve the constant standards hit by Eavy Metal and your army will be your means of saying to the world ‘Here is why I enjoy Warhammer’. You should never be afraid of saying that through your models. Be it a simply dry brushed Chaos Hound or a titanic Chaos Dragon with a dozen highlights. You are still going to get the same message across. The impact of the message may vary somewhat between the differing models, but the message is still the same no matter what form it comes in. That is something you should never forget.

“...Warhammer should not be a game of beauty, it should be a game of fun...”



In its usual sense, Gaming Standard is simply applied to everything between ‘poor’ and ‘good’ on the quality of painting scale. This is an insulting means of categorising, to be blunt. Gaming Standard means just that, a standard by which games are playable with your models. Thus, every model ever painted model falls into this category of painting. Your army, in all its great and wondrous glory is going to be everything you wanted, it is going to be beautiful because it is your labour of love and you should never forget that. Be proud of yourself and your work because it’s going to be unique!



Voltaire

Unlimited Edition



Seeing as how this is the first issue and we are aiming it at you, we thought it would be pretty cool if we could get to talk to those people whose miniatures bring a bit of a smile to your faces each month.

If you've ever seen the blue daemon to the left, then there is a good chance you'll have come across the work of 75Hastings69, of Warseer fame. Having seen this work (a lot of it being limited edition or Gamesday miniatures) here at *The Watchman* we decided to catch up with Hastings and have a chat with him...

The Watchman: Could you tell us a little bit about yourself please...

Hastings: My name is Steve, I am 31 years old and have been in the hobby since the age of 11. I first started out with a few random minis, and the then staple diet of Heroquest and Space Hulk. After leaving the hobby for 10 years (due to serving in the armed forces) I started up again during a visit to Edinburgh (I was on a Submarine that was in refit in Scotland) where I picked up some Tau (I don't play 40k but the style of the Tau appealed to me). I now work offshore on the Oil Rigs as a Chef Manager, which gives me a little more time to make and paint my ever expanding minis collection (over 4k of nearly ever WFB army).



WM: What is your favourite Miniature?

HG: Unfortunately I suffer from 'Shiny New Model Syndrome' and have to say at the minute, either the plastic empire General (just finished making mine yesterday!) or the Engineer on mechanical Steed. Other recent minis have to include the new Skarsnik & Gobbla (see below) and the entire Death Korps of Krieg range by Forgeworld. If I had to pick a single miniature it would have to be the Archaon on Steed (see next page), or the recent Grombindal mini (that came free with French WD #100).

WM: Whats your favourite method of painting?

HG: My favourite method of painting? Hm



thats a tricky one. Well I have to say that I am picking techniques up and learning techniques all the time, the Internet, and especially the Warseer forums are a great place to get advice on anyhobby related topic, especially painting! I wouldn't really say I have a certain style or technique that is exclusive to me, infact quite the opposite!

I always try and work off existing images (as I am quite colour blind - god bless sticky paint labels!). I don't find that inks work well for me, I prefer to use washes of thinned down paint wherever possible. I tend to paint groups of five models or less when it comes to rank and file, as I get quickly bogged down and all too soon it feels more of a chore than a hobby that I supposedly enjoy. What I do like is spending extra time on that out from the crowd type of miniature - the ones that distract your opponent just long enough...

WM: Could you give us some advice for people who are just starting out painting?

HG: The best advice I could give would be in five parts:

Hastings 5 Tips:

- 1) Use good quality brushes, they do make all the difference.
- 2) Invest in a good daylight lightbulb
- 3) Don't be afraid to experiment
- 4) Find what you are enjoy painting, and are good at, then work on it.
- 5) Post some images up on Warseer, a bit of C&C can do the world of good, plus there will always be someone to lend a hand (or eye).

Above everything else, never give up!



The Lost and the Damned

A clump of dead flesh hit the floor as a battle cry sifted through the cold night air as another creature of damnation fell to the ground, felled by the rune encrusted axe of a Dwarf Slayer. Killing Spawns was something that failed to amuse the Slayer anymore than killing a mere Troll would.

The Slayer watched the creature fall and frowned. He had come to this place seeking honourable death, not to be insulted by the poultry offerings of the Chaos Gods. He had been given great tales by his kin that this place yielded the greatest challenges that a Slayer could ever wish for. The growing trail of corpses, however, begged to differ.

“By Grugni, I came here for a creature which would fulfil my oath of death in combat. Can even the Chaos Gods not provide me with a challenge?”

Picking up his axe, the Slayer admired the tint that the blood gave it in the moonlight reminded him of a song his ancestors had passed down through the ages. Turning, and walking towards the nearest noise, the Slayer felt his heart quicken a beat. In the distance, there was a figure, not another spawn, not even a troll, but a human. Waiting for the moonlight to catch the armour as it had caught his axe, the Slayers heart began to thump in his chest as he recognised blasphemous symbols, symbols that were sketched in the Great book of Grudges. A word of spite formed on the edge of the Slayers tongue.

“Chaos”

Bringing his axe to a ready position, the Slayer began to sprint at the Chaos Warrior. The battle cry he had screamed a thousand times before, began to ring true once again as the Chaos Warrior didn't appear to be moving. He didn't even put his guard up his guard as the Slayer launched into his first attack. The attack rang true as the Warrior fell to the ground, the Slayers axe stuck in the armour on the chest which was encrusted in the blasphemous runes. The Slayer let out a scream of frustration as he looked down at the glistening sword of the Warrior.

“Why didn't you put up your guard and give me a test of my skills. You, a warrior of Chaos, a damned warrior of Chaos. I thought you might help me fulfil my oath.”

The Slayer picked up his axe and began to walk away as a noise began to stir behind him. Turning, the Warrior of Chaos began to rise to his feet. The hole in his chest was quite visible from where the axe had been embedded only moments earlier. The Slayer felt his heart speed up again as the adrenaline was still pumping around his body.

“What foul trick of Chaos is this?”

"I wish it were a trick, but is something far worse."

As the last word escaped the Warriors mouth, the hole in his chest healed up completely, leaving nothing, not even a scratch. The look of horror on the Slayers face turned to grim determination as he brought his axe to bear once more, and cut off the Warriors left arm in an instant. The Chaos Warrior didn't look worried though, he simply laughed.

"Foolish dwarf, you do not understand who it is you are dealing with. Come, fight further and I shall grant you your honourable death."

The Slayer was spitting rage as he began hacking away. The Warrior put up no defence as he simply fell to pieces. The Slayer had cut him to ribbons in a few seconds flat.

"You will not grant me anything Chaos scum."

"I doubt that too."

The pieces of the Warrior began to gather back together, and in as much time as the Slayer had taken to hack him apart, the Warrior was back as a single piece.

"The great irony of this is that I seek the same as you Dwarf. I seek death and I have been granted immortality for my sins."

"You are not immortal"

"I only wish that were true. I grow weary of this encounter."

The Slayer got ready to lash out and unleash another devastating flurry of attacks when he suddenly found himself in a lot of pain, sharp pain which was shooting through his chest. How had the Warrior been so quick, when he couldn't even block the Slayers first attacks?

A blinking moment later, the Slayer found himself bleeding horrendously from the inside. He was dying, and he had been killed in combat. His oath was complete and he could rest in peace knowing he would be welcomed by his ancestors. As his vital fluids leaked onto the floor and a peace grasped his soul as pain wracked his body, the Slayer asked a final question at the Warrior who was walking away from him. He almost yelped. The words were gargled by the blood coming from his mouth and insides.

"What is your name foul Warrior?"

The Warrior turned and watched the Slayer. The Slayer felt his bleeding cease and felt a whole new pain in his chest. A pain like a great spear through his innards and he looked as his blood began to become spectral instead of red. The spectrum of colours flashed before the Slayer and he felt his weight get heavier. His oath had not been fulfilled, instead he was turning into a foul spawn of Chaos. The Warrior turned and began walking away again.

“My name Slayer? That would be... Mordrek, .. Count Mordrek the damned. Damned to walk until someone can do for me, as I have done for you.”

The cold night air was filled with a pungent smell as another foul spawn walked across Troll Country, as did Count Mordrek, The only remaining sign of his encounter with the Slayer was a small tuft of orange hair on the side of the spawn.



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“Welcome to the Jungle” Lizardmen Army Showcase



I had always wanted to win at least one battle, and do it with a very interesting and non-formulaic army. Lizards seemed the ideal option as with up to 2000 points I could build an army with only a few duplicate units. I liked the idea of the lizards army because at heart, everyone loves dinosaurs. I constructed a starting 1000 point force emphasizing individuality. Lots of different units all supporting each other.

Every figure was undercoated in white. I chose white as it allowed me to use brighter colours than black would.



SAURUS -

The skin was achieved by painting blazing orange over the white undercoat. When dry, a liberal coat of dark flesh wash was slapped all over them. Shields were painted in dark flesh with a black wash. Brazen-brass was used for all metallics. All of the blue in the army is enchanted blue, with highlights of enchanted blue and bleached bone. All of the lizards in the army use the same basic palette of colours.

JUNGLE SWARMS -

I had never fielded swarms before and had heard great things about them. Since I fancied winning some games now and then I decided to get some. I managed to make 5 bases from one blister but only managed to paint 3. I chose to use inks and watered down paints to make the reptiles vibrant and look highly poisonous.



SKINKS -

Assembled straight out of the box, they were painted blazing orange and then dipped in teak woodstain. The crests and weapons were then highlighted.



SKINK CHIEF ON STEGADON -

This guy was to be my centrepiece. I had never been able to afford a monster mount before but my brother had one left over from years ago so I used that. The conversion was simple; I glued the skink to a 20mm base and then decorated it with GS to make it look like a slab of stone. I added the banner from the back of the howdah for some extra sense of presence and then stuck them together. The stegadon is set on a chariot base.



KROXIGOR -

These guys were assembled straight out of the blister and painted as with the saurus and skinks. They were given the same wash as the Saurus.



Whispers from the Warp

An interview with the author of the 'Liber' books

Ok, now heres something of a treat for those of you reading and thinking it would be simple boring stuff. We managed to get hold of MvS, one of the writers of such pieces as the Liber Chaotica books and the Liber Necris. Here we have an exclusive interview with him, picking his brain and showing you the contents.

Watchman: Firstly, when & how did you get into Warhammer?

MvS: Tricky question.

I remember when I first became aware of the fantasy roleplay/wargame world in general when I was about ten years old - so that's twenty years ago now! I was being kept home from school because I had a bad dose of the flu. My mother had gone to pick my brother up from school and it must have been winter because I remember it was dark outside. When they got back my mother gave me a magazine she'd seen and thought I might like. It was called 'Dragon' and it had pictures of some amazingly painted miniatures, most notably for me one of the 'Red Dragon of Krynn'.

I spent ages looking at the pictures and reading through all the articles again and again while I was ill and at home, and by coincidence just the day before my parents decided I was well enough to go back to school a feature length animation called the 'Flight of Dragons' came on TV. That sort of clinched it. I was hooked.

I suppose I discovered GW because back then they were more like independent stockists, with all kind of other miniatures on sale other than those of just the Citadel

and 'Eavy Metal variety. Most particularly they had the Ral Partha's Red Dragon that I had fallen in love with in Dragon Magazine.

After that it was just a slow process of getting involved in the hobby. For, back then, it was all about the miniatures, but as I got older I became more interested in the Warhammer setting. MB Games' Heroquest and GW's Advanced Heroquest were the clinchers for me. I got the first one Christmas (perhaps when I was twelve?) and the second a couples of years after that.

My interest in the games fell off when I was in the final year of my GCSE's and although I still an interest, and great affection, for the imagery, I didn't really have much to do with GW games again until Mordheim came out.

WM:

Speaking of Mordheim, what's your favourite gaming system?

MvS: I tend not to play the games that much. I rarely have the time - or rather, I rarely make the time to do so. In between my regular job, writing the books for BLP, returning to university to pursue postgraduate studies and change my career, I've always found it difficult to paint lots of miniatures and find people to game with. Added to this, I worked for nearly as year in GW retail while I was living in London (don't ask), and the constant intro-gaming had a pretty detrimental effect on my enthusiasm to play...!

However, I still love Warhammer skirmish when I can play it, and I like 40K.

Whispers from the Warp

An interview with the author of the 'Liber' books

WM: What armies do you play?

MvS: A von Carstein Vampire Counts army based heavily upon Bretonnian miniatures and with Mannfred and two Mordheim vampires as my main characters. I'm currently (and very slowly!) building an Adeptus Astartes force, with an attached Inquisitor and retinue.

WM: Going back to what everyone knows you for, who's your favourite writer?

MvS: Um... far too broad a question really. There are so many writers I really appreciate. I guess the late great David Gemmell stands out for me in relation to fantasy stories. I particularly loved Legend, Wolf in Shadow, Armageddon Man, Waylander and Knights of Dark Renown.

WM: Where do you get inspiration?

MvS: The books I've written are derivative pieces. Much as I would have liked them to be, they aren't stand alone stories of my own devising, but are instead 'background' books exploring existing GW imagery. As such, there is a lot of stuff already there for inspiration. Aside from the official stuff, I've got most of my inspiration chatting on internet for a like Warseer, Strike-to-Stun and the now defunct Portent and Critical Hit. There are people out there who are genuinely interested in GW imagery and have explored areas in their own games and rationalisations that GW writers haven't. Also, many of these same enthusiasts are a great source for exposing inconsistencies in GW imagery. The debates I've had on various chat-threads have directly influenced, and sometimes even dictated, whole areas of what I write and/or

and/or choose to ignore/include in my books.

WM:

Which piece of work are you most fond of?

MvS: Liber Chaotica: Slaanesh. Easily.

It was my first book and back then Matt Ralphs (my old editor) and I were full of ideas and enthusiasm for this new project. We had a good length of time to work on the books and I had masses of inspiration. Although a lot of my work was cut out in the printed version, for space as much as anything else, and quite a few references were changed by Matt to make them 'more Warhammer', I still feel that it was the book closest to my original vision. I also liked the Dolmancé narrative. I think his character and his relationship with Richter was more interesting in that book than in the subsequent books.

WM: Now, what is your proudest moment as a writer?

MvS: Getting my first copies of Liber Chaotica: Slaanesh. After that, finding the first website with a discussion about the book. Both complimentary and critical comments had the same effect on me. I was just delighted to see something I'd written 'out there'.

WM: Which book was your favourite to write?

MvS: Liber Chaotica: Slaanesh. Easily.

Whispers from the Warp

An interview with the author of the 'Liber' books

WM: What was your hardest moment as a writer?

MvS: As any professional writer will tell you, there are many, many hard moments! From the depressing monotony of writer's block, to the... I don't know... distress perhaps... of seeing what you regard as your 'baby' edited and changed into a different shape from what you had originally intended. Or seeing ideas you have worked hard on handed over to other writers without notice. All tough things.

However, I think the prize for my very hardest moment can be split between two separate time in the last three years.

Firstly was while writing my sections of Realms of Sorcery. I found the organisation of the project a little bit shaky as my questions to Green Ronin and BL Publishing over certain matters were either replied to far too late for me to act on the answers, or else apparently overlooked altogether.

At that time I had also returned to university to pursue a second degree and change my career, and so I had coursework, presentations, seminars, lectures and exams to prepare for, and just to add insult to injury my girlfriend of six years broke up with me and I had two family bereavements. It was perhaps one of the most crapulent episodes in my life to date and I found it difficult to maintain a great level of enthusiasm for the RoS project.

My second most difficult time as a writer for BLP is right now, in fact – after I have wrapped up my professional relationship with them.

For legal reasons I can't discuss the details just yet.

WM: Does it feel empowering writing 'canon' for the Warhammer world?

MvS: Well... I can understand why you might ask the question, but I can't say that it does feel all that empowering really.

It's wonderful being able to write about the hobby I've liked since I was about ten years old, and it's fun being able to add things to the general mixing pot that is GW imagery. However, I've learned that 'canon' can be a very loose term when used in relation to GW imagery – things are wont to change after all – and as has been indicated in some comments released by BLP (that have been quoted on the Warseer Warhammer Background threads), 'canon' is whatever GW choose to release, in whatever way they choose to release, and regardless of whether it is consistent or not. At the same time, anything that has been released as 'canon' at one point can be 'downgraded' from 'canon' at another point, and that's just how it goes. As an example, some of the background information that was 'approved' for Liber Necris has already been set aside in more recent books and novels.

So it is the fact that I have written something that has been published and enjoyed by some people that is the empowering thing, not the writing of 'canon' – whatever that might actually mean in the context of the imagery in question.

Whispers from the Warp

An interview with the author of the 'Liber' books

WM: If you could rewrite anything for Warhammer, what would it be?

MvS: Waaaay more than could be gone into here, but only because I think too much about the imagery and have my own vision of what it should be like – just like everyone else!

I would say that I prefer the darker low fantasy vision to any high fantasy alternative, but that's just a matter of taste I suppose.

Anyway, thanks for the interview. Good luck with The Watchman. Looking at the people involved the target audience, I think you have every reason to confident with its success.

Keep up the good work.

MvS

WM: Thanks for that MvS.

Should you want to read some of MvS work, you can find it in a GW store near you, alternatively, try the Internet.

The Necrachs Lair

“Good evening my pretty living things and welcome to my lair here under The Watchman’s very eyes! My name is Count Orloff and it is here where you shall find some of the many wonders of biological and mechanical engineering you can in the known world! This month we take a peek at Mark Lowry’s amazing Skaven war machine conversions! Hahahaha!”



Doomwheel

One of my favorite things to do is to find an older model, and "update" it. When I started my epic Skaven army, I wanted to include almost every model they had in the range, both classic and current lines. This fits quite well with my philosophy of quickly painted core troops, with massive centerpieces with loads of detail; No one looks at the clan rats when these bad boys are on the field! For the Doomwheel my thoughts were simple. I wanted a beefier engine, and I wanted it to look like it would hurt when it hit a unit. I figured the easiest way to do that was with wheel wells, which gave me the surface area for both tasks at hand. The wheel wells are plasticard bent to shape and glued down (most model train stores carry it, and Gale Force Nine now sells a great combo pack of sheet plasticard.) for the rivets, nothing beats fimo rolled into snakes, baked, and cut to order. I make huge batches, and keep them at all different gauges in my bits box. The ram prow is just rough cut plasticard, with fimo bolts again. For the engine, I nabbed the terrain bits from a 40k Battle for Macragge box, with old Ork Shokk Attack gun globes to top off the tesla posts. Add a bit of wire, and your done. Anything that looked like Victor Frankenstein would need it to raise the dead was then glued around the frame. Add Orc chariot wheels to beef up the back end, and you're done. remember Rule One: Your opponent will let you field ANY-





Tunneller

When I was a younger lad, I played a video game called "Shadow of the Horned Rat." It was a sequel to an equally unplayable Warhammer video game whose makers should be forced to work in the mines of Skavenblight, but I digress. The only good thing to come from that atrocity was cut-scenes of the mighty Tunneller. I loved it so much I had to build one. With both my Warp Lightning Cannons, I knew from the rules it didn't have to line up with units (if it gets touched for any reason, its destroyed) so I had a bit more freedom with it. All my miniatures are for the game, so I make them to play with them. The main hull was an industrial printer paper tube (ask at a printing company for them) though any sturdy tube would work. The joint for the roll out cannon was made from plastic tubing set snugly into slightly bigger tubing. The joint was identical to a door hinge, a main pin with caps glued onto either end, and the outer casing cut into 4 pieces, 2 glued to the door, and 2 glued to the cannon casing. I made both pieces from Imperial dozer blades. The joint is fairly large, I knew that it would take a lot of abuse, and its not exactly High Elf built, so it didn't need to look dainty. The drill is a plastic shot-glass with dozer tines glued at alternating angles. The drill bit tip is 2 Doomwheel wheel spikes, glued and bent to look right. The whole thing had to be built in pieces, then painted and finally assembled. The drive train is an Ork dreadnought leg and plastic tubing. The rest is just plastic gubbinz and bits; the great thing about Skaven construction is it should look as if its about to fall apart, so no need to make smooth joints! The last bit is kind of funny, I looked all over for the dirt to cover it, I went to my local terrain store, Woodland Scenics Online, and asked fellow gamers what they thought. My final solution? I went outside, got a handful of dirt, and glued it to the model! (Another rule to live by is K.I.S.S, or Keep It Simple, Stupid!).





Screaming Bell

Of the 4, this one took the longest, and is still one of the most ambitious projects I have accomplished to date. All of these conversions were created at the same time, for a 10,000 pt game between myself and a High Elf player (which is why there is a High Elf dragon head on my bell). To give you an idea of the time, I watch shows on DVD while I work on miniatures. My Skaven army was painted while watching 12 seasons of TV (22 episodes per season, hour episodes) and these 4 took about six seasons. I work in huge chunks of time, so these took about a month to do. The idea was simple, I wanted a mobile home for my Greyseer. It's pulled by 4 of the new Rat Ogres, and pushed by a Giant, using one of the Giants of Albion as a base. It sits in a unit of 48, total size 8x7. All my Skaven units are puzzles (the darn rats don't fit together otherwise) and this unit is no different. Every model has a number on their base. The rats are red to represent Clan Mors, I wanted to have the whole thing unique when I field it. Queek Headtaker fits in the unit, and the Greyseer up top has a peg in his foot, so he goes on his own base. I also have a Thanquol that fits on the bell. I started with the bell itself, which consists of both the old and the new bell kit-bashed together. I went up instead of out, and just kept adding to it. It got so big, it looked silly in the unit by itself! The new Rat Ogres had just come out, so I modelled them to pull it. With the new size models, I kept building up again (I felt like I was building the original Skavenblight at this point) until it looked silly with just the Rat Ogres. 20 hours of sculpting and building later, the Giant was added. Because of the time sink at this point, I figured on going for broke. I carefully modelled each rat, including Packmasters for the Rat Ogres. When I am playing I feel the bell is quite the point sink and dies very easily, but the sheer intimidation factor makes me bring it every game over 2,500 points.



Walker



I think that the walker was one of the easier conversions. Fairly simple idea, take a Warp-Lightning Cannon, add Defiler legs, stir. The legs are just cropped, and then torn to shreds with a hobby knife. One of the details that are hard to see in the photos are the etching I did on the few exposed metal parts. I used a plastic etching tool, again from a train store. a quick reference to Skaven runes from the book, and I just covered the thing in little etched runes. The wood was from an Orc chariot mixed with common Goblin shields. An easy cheap alternative to wood bits is wood itself. Get bass wood (not balsa, they are sold next to each other usually) and using a blunt edge (screwdrivers work best) "carve" the wood texture into it. With a bit of practice, you can make very detailed planks. I added some struts from an old car kit to the undercarriage, and added a simple ram plate to hide the front. All my metal is tin bitz for the solid pieces, and dwarf bronze with brown ink for the edging. My Warpstone is pretty easy, just a lot of layers. I'm not the best of painters, but I'm pretty proud of my Warpstone. It's dark green base, then 3 shades of lighter green, with edging done in yellow then white. 3 thin layers of green ink, and you have glowing goodness!

Well, that's my time, if anyone has any questions or comments, feel free to pm me, there's only one Pox!. -Pox, filthscribe of gnawdoom AKA Mark Lowry.

"Thanks go to Mark for all his exquisite work; in fact, it has reminded me that I left a Thrall to go fix the superconductor on my tower roof; I wonder where that idiot got to....."

"Until next time my subjects! - Bwahahaha!"

Army on a Shoestring (Ash Makes an Army)



We have all had that feeling; you know the one I mean, the wallet feeling a little too light, the bank statement at the end of the month making you wince, struggling to make up the

cash to go own to the pub.

So why do we still get that urge for the new army you have been wanting to do for so long that you would give your right kidney for the cash for it. Whatever way you look at it, you can't get away from spending money on your new army (unless you have incredibly wonderful friends) and this article will hopefully help give you some ideas on how to keep the costs down on yours without punishing your creativity!

My first suggestion is to decide on your army and pick up the army book, and write up a list to aim for; I usually sit and come up with a 2000 army list and post on forums such as www.WarSeer.com to gauge some opinions from veterans of the army. Usually this is just to make sure I am not doing something **DRASTICALLY** wrong with my army as I am by no means ever aiming for a tournament-level playing list. I then start looking at making a list of economical boxed sets. This helps with two things when building an army on a budget; firstly it means you have a goal to aim to buy models for, and also that you will not be buying aimlessly and spending money without getting close to a useful list. Thirdly, it allows you to have a list of models needed for the second part of my master plan (bwahaha).

The second part of budgeting your army is working out which boxed sets will give you best bang for your buck and allow you to hit your model count. One of the first places I look at is the army deals and battalion boxed sets available for an army. More often than not a battalion box can save you over 20% on buying the boxes separately, let alone if you can get them on the cheap (more on that later). Obviously one of the best things to do is aim for a primarily plastic army; plastic boxed sets are often the way to go and you can build up a unit by paying the cost of a boxed set as opposed to spending sometimes up to three times as much for a metal unit.



With the second part sorted you are on to the third, and its time to flex your creative muscles (and minds) and start looking at what you can convert up for a cheaper price than what's on offer. Good examples of units that can be converted up simply include characters and elite units. By converting from plastic you get to both save money whilst also giving you a brilliant excuse for something unique and extra special for your army. This ties in to what I have mentioned in the above about buying plastics instead of metals

One of the greatest ideas I have seen recently was people buying the Battle for Skull Pass set to build Night Goblin armies, and converting their Forest Goblin Spider Riders to Night Goblin Ones; not only does this show a smart mind for using what you get, you get to stick to the theme of your army PLUS if you bought that boxed set you get a load of Dwarfs and a rulebook to boot! (Sell those on and you can practically half the cost of what you paid for the box!)



I long ago decided that I wanted to do an Ogre Kingdoms army as they played so differently to anything else out already and had a great range of models. I constructed my list and looked at the miniatures available; I had a slight head start in my army as I had inherited a Butcher, Gorger, and the 2 mail order only Ogre Maneaters from my younger brother (that's another good place to get some miniatures on the cheap!) and had a fair idea of the models I wanted in an army. Some of you may be quick to jump at the fact that I got those models for free, but wait! With the parts you get spare buying the battalion boxed sets I could have easily have gone about converting all 4 of those models whilst still having spares. I quickly moved on to the second stage of building an army on a shoestring. Fortunately for me taking a look at the Ogre battalion box I found that almost everything I needed was included in 2 battalions, including making up some characters. This was the list I put together using 2 Ogre Kingdoms Battalion Boxed Sets:

1999pts, 10 Units and 3 Characters, plus a good number of wounds (never underestimate the power of Gnoblar ranks!) should easily see this list through rough times; People should remember that the Ogre Kingdoms are by no means a 'noobie' army; with units that have little to no rank bonus, combat resolution has to be found in other ways; that's where ganging up on the enemy, choosing your combats carefully and making those kills count comes in!

LORD – Tyrant – Great Weapon, Heavy Armour, Gut Maw, Wyrystone Necklace, Luck Gnoblar – 275pts.

HERO – Butcher – Dispel Scroll, Skullmantle – 175pts.

HERO – Butcher – Halfling Cookbook, Gnoblar Thiefstone – 170pts.

CORE – 4 Bulls – Ogre Clubs, Ironfists, Light Armour, Bellow, Standard with Lookout Gnoblar – 207pts.

CORE – 4 Bulls – Ogre Clubs, Ironfists, Light Armour, Bellow, Standard with Lookout Gnoblar – 207pts.

CORE – 4 Ironguts – Heavy Armour, Great Weapons, Bellow, Standard with Lookout Gnoblar and Warbanner – 252pts.

CORE – 20 Gnoblar Fighters – 40pts.

CORE – 20 Gnoblar Fighters – 40pts.

CORE – 8 Gnoblar Trappers – 48pts.

SPECIAL – 3 Leadbelchers, Belcher Cannons, Light Armour – 165pts.

SPECIAL – 3 Leadbelchers, Belcher Cannons, Light Armour – 165pts.

RARE – Gorger – 75pts.

RARE – 2 Maneaters, Heavy Armour, 1 Great Weapon, 1 Cathayan Longsword

The list above has more units than most armies such as Chaos, Bretonnians, and Lizardmen usually field at 2000pts, and goes some way to dispelling the myth that the Ogre Kingdoms means fielding very few units and wounds in a game putting you at an immediate disadvantage.

I required both a Tyrant and a Butcher, and I converted both using the standard Ogre Bulls. Gnoblar trappers were a really simple modelling project, sculpting some small fur cloaks to amusing Gnoblar models. I bought 2 Ogre Battalions for the 2000 point list and had plenty of models left over to begin looking at expanding the army beyond its original plan (here we go again!). Looking at what I had saved building this army from scratch, even if I had bought the metals I already had I would have spent £145.00 with Games Workshop; I saved £56.00 just by using battalion boxed sets; I also didn't have to spend cash on metal miniatures for trappers, the tyrant, or the butcher. In total that's another £42.00 so in total I saved almost £100.00 in building my army, plus I have spares to let me increase its size.

Don't forget there are plenty of other places to buy your Games Workshop goods; online auctions, e-stores and independent retailers usually sell Warhammer products for less than their full retail value, so shop around and start saving today. Some places will even let you barter or discount for buying in bulk!

Over and Out,

Ash



The Watchman Needs You

The Watchman needs your articles! If you have something you want to share with the community, then do so here in the Watchman! We want anything, from tactics to rants. Send them to Watchman,magazine@gmail.com

The Continuous Tales of Golgfag Maneater

The full chronicles of Golgfag Maneater are told elsewhere, but these chronicles tell of his time of returning to his homeland. Golgfag had spent his time battling in the jungles of Ind under the command of Mercenary Captain Hess, who in an especially arrogant move had thought he could claim all of Ind's treasures for himself. After dying of a crippling fever brought on from a poisoned blowdart and the abandonment of many of the other officers, Golgfag finally took the lead of the now diminished mercenary force. Telling all who were left to follow him unless they wanted to end up in a stewpot, Golgfag battle northwards until he reached the borders of his homeland. It had been many a year since Golgfag had returned to the Ogre Kingdoms so, feeling nostalgic and knowing that the supplies for what was left of his force were thin (only Golgfag, his standard bearer Skaff and less than a score of men remained) he decided to return to his tribe.

Golgfag was disgusted when he reached his home. What pitiful land the tribe had left was a brown dustland; Not a rhinox in sight, the ogres of his tribe were malnourished and bickered incessantly whilst the old tyrant had grown fat and despondent. Infuriated at this slight upon his blood lineage, Golgfag stormed the tyrant's tent and challenged him to a guts-out duel. The old tyrant, angry at this upstart was not about to give Golgfag the decency of the brawl. Drawing his great sword, the tyrant lolled something resembling an attack at Golgfag, but Golgfag had years of experience battling far worse than the obese tyrant, and simply battering the sword aside and kicking the tyrant to the floor, Golgfag promptly beat the tyrant's brains out of his skull.

When Golgfag emerged from the tent with the old tyrant's sword in one hand and what was left of his brains in the other, the ogres of the tribe rejoiced at the change in leadership and crowned Golgfag the new tyrant. Golgfag didn't waste time in his new role; describing the tribe as useless wasters, Golgfag announced that for the tribe to become strong again they needed to roam; to become bigger, better, and to eventually find a new land to call home. Golgfag had announced the beginning of his Grand Mercenary Horde. The human survivors of the jungles of Ind weren't so lucky; so excited at the prospect of Tyrant Golgfag's Grand Army, the ogres promptly celebrated with a feast of manlings.

Since then Golgfag's army has been seen all over the world; marching clear of the Ogre Kingdoms, Golgfag does not return to the poor land that was once his tribes; he disagrees with Goldtooth's tithes and position of Overtyrant to the point that Goldtooth has placed a bounty on the wayward Ogre's head. Golgfag headed west into the Chaos Dwarf territories for the army to cut their teeth on; in recognition of their prowess (and to just generally get rid of them) the Chaos Dwarfs awarded Golgfag's horde with a number of leadbelcher cannons. Golgfag next headed North deep into the chaos wastes where his army grew in power and experience, and where Golgfag met the outcast Butcher known as Levvaface and incorporated him into his army next to the tribe's original butcher, Goregut. Golgfag's horde worked through the Wastes and down through Kislev where Golgfag helped repel many of the Chaos warbands trying to fight their way into the Empire during the Storm of Chaos. During that time the Ogres and Kislevites learned to respect each other, from the way they fight to their love of strong spirits and feasts.

Now Golgfag's army moves onwards, spoiling for a fight with anyone who dares put themselves in his way.

Pirates of Plague

Brett Amundson's Pirates of Plague



I got the idea for this army not long after the Storm of Chaos came out. The background was an island where all the inhabitants were warped by the blight of Nurgle. My original list included a Daemon Prince, Herald on Beast of Nurgle and two units each of Plaguebearers, Nurglings and Plagueriders. I knew I needed something big and sluggish for the Plagueriders, so I decided to try sculpting some walrus and giant squids. Until then I'd had some experience sculpting, but mainly just conversions and assembly work

I was surprised how easily these guys came together; in reality the whole rot and decay fluff of Nurgle makes it much easier to incorporate mistakes as mutations. For the size of the minis Greenstuff would have been too expensive so I used Sculpy which is clay that hardens when baked in the oven. The drawback is Sculpy's brittleness; so it's ironic the toughest things in my army stats-wise have to be handled with kid's gloves.

After my first few matches, I realized the Plagueriders were very potent in combat. Two units seemed like too much for friendly games and tourneys with sports and/or comp. It was then the idea of the pirate theme started to form. I decided to create a chariot that would look like the aft of a small ship and have it pulled by the walrus. Yes, I decided to tone down my list by adding a chariot; more irony perhaps or just evidence of a broken list? Because adding a second Beast of Nurgle makes the chariot 100mm square I had plenty of room to work with. Using basswood strips, I constructed two 50mm pieces that fit together to make a 100mm chariot. That way I could run one big chariot or two single beast chariots. While not as effective as the Plagueriders, the chariot became my centerpiece unit and drew attention at Rogue Traders and Indy GTs I attended.



At the end of 2005, I was pretty comfortable with the list, but felt it could be more competitive with some changes. I decided to drop the Daemon Prince for a Great Unclean One and later took the Herald off the Beast of Nurgle. I would usually lose one or both of these guys when they left the slower units of my army behind to go after (what appeared to be) juicy targets. Removing the temptation to make such mistakes improved my record with this army more than anything else. I wanted my new general to look like a ship's captain and be bigger than the chariot which is also a Large Target.



Filthy Tom the Rotten Scoundrel
(Great Unclean One) @ 600 Pts
General; Magic Level 4; Lore of
Nurgle

Mr. Blight, Ships Quartermaster
(Daemonic Herald) @ 230 Pts
Mark of Nurgle; Greater Icon of
Chaos
War Banner [25]
Diabolic Splendour (4+ Ward
Save) [20]

Blight's Boarding Party
(Plaguebearers x 18) @ 389 Pts
Standard; Musician
Unholy Icon [50]
Scabby Pete (Plaguebearer
Champion) @ [14] Pts

Scurvy Swabs (Plaguebearers x 15)
@ 284 Pts
Standard; Musician
Bosun Pox (Plaguebearer Cham-
pion) @ [14] Pts

Chum (Nurglings x 4) @ 160 Pts

Flotsam and Jetsam (Nurglings x 4)
@ 160 Pts

Devilfish (Plagueriders x 3) @ 240
Pts

Ship's Helm (Chariot of Nurgle) @
180 Pts
Blubber beasts (Daemon-beast
x 2) @ [0] Pts
Helmsmen (Plaguebearer Crew
x 2) @ [0] Pts

Casting Pool: 6
Dispel Pool: 4
Models in Army: 49
Total Army Cost: 2250



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The Librarium

Warrior Priests of Myrmidia, Verena and Taal

These are new types of Warrior Priest to go with the existing ones for Sigmar and Ulric, bringing a touch more of the Empire's religion to your games. They're all a single Hero choice for an Empire army, and you can take as many of them as you have slots for. The Priest of Myrmidia is also available to Dogs of War Armies, while Army of Middenland forces can choose Priests of Verena and Priests of Taal. You can find out even more about these and other gods and priests in the Warhammer Fantasy Roleplay core rulebook.

Warrior Priests of any kind, including those of Sigmar and Ulric, cannot use their prayers on each other, e.g. a Priest of Myrmidia cannot bestow his goddess' Radiant Glory on a Priest of a different god (as if he'd want to). They will not join a unit that contains another god's Priest. Unless you're willing to run the risk of a slap from your opponent, you shouldn't have a Priest join a unit of Templars that worship a different god, but since these units are identical rules-wise, it's impossible to legislate. We trust you.



"...there are Gods other than your Sigmar in this world and some of them have followers more zealous than the flagellants of your Empire. Fear them, for they are the unseen quarter..."

Unknown Source

Warrior Priest of Verena 95 points per model

Verena is the goddess of wisdom and justice. Her temples are great centres of learning and knowledge, and her clergy are highly valued as advisors, diplomats and judges. But while the church of Verena is scholarly one, viewing violence as a last resort, there are members of the order who are well equipped to deliver their justice on the end of a sword if necessary. These Warrior Priests are extremely tough individuals, often former watchmen or judicial champions whose lives have taken a spiritual turn, and many a criminal or invader has found that underestimating a Priest of Verena was their last mistake.

Empire and Army of Middenland forces may include Priests of Verena as Hero choices.

	M	W	S	B	S	T	W	I	A	Ld
Warrior Priest	4	4	3	4	4	2	4	2		8

Equipped with a hand weapon. May carry a great weapon (+4 points) or additional hand weapon (+4 points). May be equipped with light armour (+2 points) or heavy armour (+4 points) and may also carry a shield (+2 points). May ride a warhorse (+10 points), which may have barding (+4 points), and if mounted may carry a spear (+4 points). May carry magic items with a maximum value of 50 points.

Blessing of Verena

The presence of the Priest on the battlefield adds one die to the army's Dispel pool.

Purity of Purpose

The Priest and any accompanying unit can re-roll failed Panic tests

The Priest and any accompanying unit can re-roll failed Panic tests.

Prayers

Cast as Bound spells with a Power level of 3 (See Prayer Page)

Warrior Priest of Taal 95 points per model

Warrior Priests of Taal differ greatly from their contemporaries in other orders in that they are not soldiers by trade or inclination. They are rangers and guides, protectors of the wilds and of those who travel them. Hunters, trackers and survivors beyond compare, Priests of Taal are as determined as bears and tougher than boar hide. While the stench, din and disorder of a travelling army is repulsive to them, they will put aside their distaste for the bustle of civilisation to act as a scout for a force whose goals coincide with Taal's own. In battle Priests of Taal are able to use their knowledge of the wilds to lead ambushes and flanking forces, and their skill with the bow and mysterious affinity with nature makes them as deadly to the enemy as they are invaluable to their friends.

Empire and Army of Middenland forces may include Priests of Taal as Hero choice.

	M	WS	BS	S	T	W	I	A	Ld
Warrior Priest	4	4	3	4	4	2	4	2	8

Equipped with hand weapon and longbow. May carry an additional hand weapon (+4 points). May be equipped with light armour (+2 points) and may also carry a shield (+2 points). May ride a warhorse (+10 points), and if mounted may carry a spear (+4 points). May carry magic items up to a maximum value of 50 points (cannot choose magic armour).

Blessing of Taal

The presence of the Priest on the battlefield adds one die to the army's Dispel pool.

By Ways Unseen

Priest may deploy as a Scout if desired, and ignores movement penalties for woods even if mounted. Priest and accompanying unit have Magic Resistance (1) against spells from the Lore of Life, Lore of Beasts and Lore of Athel Loren lists. Steeds, creatures drawing chariots, monster mounts and independent monsters suffer -1 to hit when attacking the Priest or unit he is with.

Prayers:

Cast as Bound spells with a Power level of 3 (See Prayers Page).

Prayers

Myrmidia

- *Gift of Arms* - The Priest and the unit he is with may re-roll any 1s scored on to hit rolls in the next Close Combat phase.

- *Gift of Strategy* - Remains in play until the Priest is slain or attempts to use another Prayer. Enemy units charged by the Priest cannot choose to flee.

- *Iron Resolve* - Remains in play until the Priest is slain or attempts to use another prayer. Unit with Priest may re-roll failed Break tests.

Radiant Glory. Remains in play until the Priest is slain or attempts to use another prayer. Use on the Priest himself or a friendly model within 12".

All successful hand to hand attacks made against the affected model must be re-rolled.

Verena

- *The Scholar* - Opponent must name all secrets involving units within 12", e.g. magic items, the presence of a Night Goblin Fanatic or concealed Assassin, etc.

- *The Arbitrator* - Remains in play until the Priest is slain or attempts to use another prayer. Use on the Priest himself or a friendly model within 12". If that model takes part in a challenge, it gains +1 to hit and its opponent suffers -1 to hit, until the Prayer or the challenge ends.

- *The Guardian* - Remains in play until the Priest is slain or attempts to use another prayer. The Priest generates two Dispel dice at the start of each enemy Magic phase rather than one.

The Avenger - The Priest has Strength 7 for the first hit he inflicts in the next Close Combat Phase.

Taal

- *Lord of the Hunt* - Any arrow shot by the Priest in the next Shooting phase can be aimed at any model within range and line of sight, ignoring targeting restrictions, and will automatically hit. In addition, the hit ignores armour saves. Cannot be used with magic bows.

- *The Hands of Taal* - Remains in play until the Priest is slain or attempts to use another Prayer. Units pursuing or fleeing from the Priest or unit he is with suffer a -1 penalty per dice rolled to their flee or pursuit distance while this prayer is in effect.

- *Kinship* - Use on an enemy cavalry unit, ridden creature, independent monster, or chariot within 12". The model or unit becomes subject to the rules for Stupidity in its next turn.

- *The Ebb of Life* - Remains in play until the Priest is slain or attempts to use another Prayer. Use on the Priest himself or a friendly model within 12". The model gains the Regeneration special rule, but will only regenerate wounds on a roll of 5+ rather than 4+.

Word from the Tavern

Whats next for Warhammer?

- Fantasy Buildings and Terrain (June 2007 Onwards?)
- More releases (for Orcs, Dwarfs, Empire). (May, June, July 2007 in that order.)
- Mighty Empires (July 2007)
- High Elves (Was Summer 2007 Seems to be getting later and later!)
- Summer Campaign (Summer 2007 obviously!)
- Vampire Counts (Was Autumn 2007 Seems it may also be later).

After this everything is (even more!) subject to change but, I am confident Dark Elves will be the next army book to be updated. (In 2008 originally I understood it was to be early in 2008 but it is also getting pushed later.)

Having said that, the Chaos project may be 'gathering momentum' and 'coming up on the outside' with a 'late challenge' and it really would not surprise me if we saw something for chaos first.

There have been a number or rumours recently about Chaos. These are based on a number of

of sightings of figures leading people to the conclusion that Chaos is the next army after HE and VC. However I believe that the signals are being misinterpreted. I don't think the book will be along for a little while. I think It is a big (and important) project that the Games Workshop developers want to get right. However, I don't think Chaos fans will have to wait for the book until they get a little something new for their armies. (Cough, Knights, Cough, battalion box set, Cough, Cough.)

Predicting a release order for anything further ahead than this is so likely to change its not even worth it! But for what it is worth I have heard about work being done for, Skaven as well as Chaos and Dark Elves and for some other 'more neglected' armies. I'll tell you more about this next time

Fantasy Terrain and Buildings

First to come are some new modular Gameboards. These will link together like a Jigsaw to make you as big a wargames table as you require!

Then there will be two new kits for woods. One makes a little wood and one makes a big wood! These are made with plastic trees.

Then come the buildings I have heard about four different ones so far there may be more (but I am not going to spoil all the surprises.) Available individually. Some of these can be combined with a wall kit to make one big 'fortified manor house type thing' which will be available to buy as a kit.

Then there will be a really big terrain set, (like the complete Cities of Death kit).

Mega News

In 40K you can buy an all plastic Mega Forces for some/most armies. (sorry don't know much about 40K) This is coming to Warhammer Fantasy Battles. From this summer you will be able to buy, all plastic Mega Warhammer armies. No Rulebook, no metal miniatures, no special Limited Edition miniatures. Just a huge box full of all the plastic for an army.

The first Mega Warhammer box will be for Orcs and be followed by Mega Warhammer deals for Empire and Dwarfs.

What else is there to be set in stone for the Dwarfs?

There is a much rumoured Plastic Dwarf Lord (and Battle Standard Bearer ?) set. The Lord obviously come with the option of shield and bearers and if there isn't an oath stone on the sprue somewhere I'll eat my horned helmet!

I have heard about new plastic Miners. This will be a full multi part kit not more of the Battle for Skull Pass chaps.

And I have even heard 'grumbles' about a plastic Flame cannon.

I know, I know, I'll be having you believe next there will be plastic Dwarf slayers! (Well, I would if I could get this rumour confirmed from a second source!)

Waaaght Else is there still to come for the Orcs?

Obviously there is Gorbado., but also some new Boar Boys to go with him. (And possibly a new Boar chariot or at least the old one updated with the new boars)

New common Trolls. (As seen at Gamesday UK this year).

The Giant cave squig is done and the Gigantic spider. (but don't get too excited about this one, its just the same as the spider riders spider, only bigger!)

I have heard conflicting rumours about problems with

Finally there are these..

I think these may have been done entirely on computer. No green stuff involved. (The world we live in. I remember when toy soldiers



WHAT ELSE IS STILL TO COME... 'FOR SIGMAR!'

There will be Karl Franz on a selection of different mounts (Deathclaw, Dragon and Pegasus). The Dragon is a Large plastic kit! Like the Giant it will come with lots of extras for customisation. (NOTE: Modelling options not parts to make it into a dragon for other races! E.g. Chaos or undead!)

There will NOT be a new Balthasar Gelt., Luther Huss Or even Volkmar, However, I predict a new plastic Arch Lector/War Alter kit. (but this will not be for a little while.)

As has already been rumoured by Hastings there should be a new Plastic sprue for the Knightly Orders and contrary to everything I had heard before there now seem to be rumours of new plastic barded horses!

Januarys White Dwarf (WD325) seems to suggest some pieces from a new knightly orders/Knights of the empire sprue have been used in conversions (as part of a project in the back pages and also as part of the Modelling Generals article). Whilst these may be incorrect it suggests that at least one person at WD thinks the set exists! Also there are some incredible concept sketches from the talented hand of David Gallhager included in the fantastic 'The Empire at war' background book. (Which I recommend to all fans of the Empire or indeed any warhammer fans.) However I can get NO confirmation that new Knights or knights horses are on their way so this remains to be seen.

However, I have heard rumours about both the two remaining infantry units not yet available in plastic being done. Flaggellants and Greatswords!

We will get both the Helstorm Rocket Launcher and a new plastic Helblaster Volley Gun.

(Although, I had heard, the planned combined Helstorm/Helblaster plastic kit got scrapped because too many compromises to the designs of the machines were required to make them from the same kit.

There is also a rumour about a plastic steam tank that will not go away. However, I have heard about other 'bigger things' to come for Warhammer and I think the steam tank may be part of this, in the future. So watch this space.

When all this is done 'the goal' of the first complete plastic army for warhammer would be achieved except for a few characters...If they included another warrior priest on foot in my 'predicted' Arch Lector/War Alter kit that would only leave Engineers and Battle Wizards in metal. So the following 'unconfirmed' rumour, seen in this context, sounds possible.

From the 'engineers school', I have an unconfirmed rumour about an engineer model/kit/blister? Plastic/metal??? that comes with two separate engineers and all the different weapon options. If metal it may even utilize the same engineers arm sprue that was part of the En-

engineers arm sprue that was part of the Engineer on mechanical steed kit.

I have saved the best for last. I have heard from a number of sources about new set of Four different plastic Battle wizards!

Hi Elves

Let me say up front. I have decided not to discuss the contents of the High Elf army book. If for no other reason than its not finished yet! It still only exists as a partially completed document and will not even exist as a 'draft' PDF document for at least a month. I just don't think it is fair to start to pull something to pieces before its even been put together. (And I have decided, even though he never phones and he never writes, that I like Adam Troke)

Anyway it will give me something to write about next issue! (Only joking, Adam. Well the odd little 'snippet' never did any harm.)

There will be Plastic kits for characters mounted and foot. (One for Princes and Commanders and another for Mages).

In addition there will be a plastic Dragon kit. (75Hastings69 posted this on warseer months ago) This is the one flying horizontally like the old Dragon Masters dragon (for those who remember that far back). It will come with various rider options to represent different character options who can ride it.

I have heard about a High Elf riding an eagle but I have no idea whether this is a character model or suggests a change to the current entry for Eagles in the list!

Martin Footit is the name I have heard in connection with new plastic troops and Steve Saleh has made a couple of characters. Steve Saleh did lots of stuff for the Wood Elves and Martin Footit is the guy who did those fantastic High Elf Heroes and Mages a little while back (for the Lustria campaign) so if those minis are anything to go by, I am pretty excited the new stuff.

I have heard about plastic box sets for spearmen. Not with other options as with recent Empire and Dwarf core troops. However, I have heard that you will be able to customise these to represent different provinces. (using add on bits for the helms and spears , etc.)

New High Elf cavalry plastics. The horses would seem to be the wood elf horses with possibly optional barding. I have heard nothing about the riders.

I have heard about from a couple of sources about new character models for Lothorn Sea guard including a Sea guard

guard Captain/Commander with a Sea hawk on his wrist and a standard bearer with a carved wooden leg. The art work for the seaguard is a lot more 'gritty' than the old look. (More 'sea dog' than Sea Elf!) I don't know if these are part of a bigger 'redo' of the Sea Guard models or not.

There has been just one or two hints, rumours, confirmations (and a few disagreements!) about a 'Lion chariot' on Warseer.

So here are some facts:

There will be a new plastic High Elf Chariot kit. (Yes, Plastic!)

This has been sculpted by Dave Thomas. (Dave Thomas is the man responsible for Marneus Calgar, the Command Squad for Space Marines and Vostorians in 40K, various Lord of the Rings minis and, more recently, and the remarkable new Kurt Helborg.)

Much as the Kurt Helborg was an update of the older mini rather than a 'new' mini, the same could be said of this chariot. It has some similarity in design to the current chariot, its a development. (Clearly from the same race, etc.) so they should sit OK next to each other nicely on the table. It is a true multi-part kit with lots of bits and bobs to

customise your chariot and it comes with the option of Lion 'steeds'.

I had suggested on Warseer that this 'Lion Chariot' would cause fear this was based on the fact that I felt a lion would scare the crap out of me. (Especially if one could bring down a cold one by the throat, but that's another story.)

However, it is now my understanding that it will NOT cause fear and so as far as I am aware there will be no new fear causing unit/model in the High Elf list.

I make a point of this only to clear up my own earlier, incorrect, assumption. (This could still change. It may be yet be decided that lions should cause fear (and its not just me being a girl.) Then again, maybe, if you live in a world of Dragons and Trolls, Lions would not be such a fearsome creature!)

Summer Campaign - My Nemesis

I have heard so many conflicting things, and put forward so many different ideas on Warseer and changed my mind on this so many times.....

.....but out of all of this here is everything I know for sure about this summers campaign.

- 1) There will be a campaign
- 2) It will be in the summer.

Joking aside January's White Dwarf will make it clear that this summers campaign will be for Warhammer Fantasy Battle and

will be called 'The Nemesis War' or the 'The Nemesis Crown campaign'. (These are used interchangeably).

It will revolve around the hunt to recover the mysterious Nemesis crown. 'an ancient Dwarf magical artifact of terrifying power' that has 'lain hidden from the eyes of mortals for millennia'. It seems this crown was made by Alaric the Mad, the Dwarf who made the Runefangs for the Empire and then disappeared. Apparently it has 'resurfaced' (the Crown not the Dwarf!) somewhere in the old world millennia later.

I have heard each army will get a new special character and these will be the main protagonists in the quest to snatch the crown for their race. Other than the releases already mentioned I am not sure if there will be any additional releases for other races.

More about the Nemesis War next time!

I Feel Like Death

I have heard about some very exciting developments for the undead.

John Blanche took on the Concept artwork for the Vampire Counts as a 'personel project' to help provide a more unified feel. (Oh my goodness, I am as nervous about what the 'feel' will be as I am excited by this news!) I am imagining a pretty different (more 'Games Workshop' look). I think it puts rumours of a more 'constructed' look for zombies into perspective.

As a result the entire figures range will be re-vamped (teehee, gets me every time) with new minis for almost everything. Brian Nelson has made new skeleton 'dollies' and Aly Morrison and Mike Anderson are producing various skeleton derived troops based on these. I have heard about three or four different unit options. (I assume), not only will this give us skeletons and armoured skeletons but some new Grave guard as well. (Possibly with different weapons options. Cough, Halberds Cough). Brian and Aly need no introduction. Mike is a winner of Golden Demons and having been sculpting for fanatic he has, recently, done the impressive new Skarsnik model and been involved in all the new Empire plastics (with Brian, Aly and Steve Saleh) and is the man who did those fantastic new Warrior Priests.

After their, hugely successful, collaboration on the Empire plastic troops I am very excited to see what they do working together on Skellies. I think if the Empire troops are anything to go by we can look forward to some much more dynamic, detailed and characterful skeletons than the current set.

Seb Perbett I think is doing new Ghouls. (He is known for winning Golden Demon Statues and Various 40K stuff Vostorians? Tau? I think? Sorry Seb. Don't do 40K)

Trish Morrison (On monsters. No surprises there) is doing new plastic 'night creatures set' I have heard specifically about Dire wolves but I assume new bats. Normal, vampire bat swarms and giant fell bats but have no details. I don't even know that these troop choices will make it into the new book.)

In terms of characters, Gav Thorpe has been quoted as saying that he thinks the bloodlines are too restrictive and that players should be able to have a more individual vampires, not limited by the bloodlines. If the book allows for more individual vampires to be created I do not anticipate a character plastic kit, as we have seen for other races, for vampires

but rather a large selection of vampire models much like we have seen recently with the goblin characters so that players can find one that most closely resembles their image of a vampire.

Having said this I would not rule out a plastic kit for the Necromancers who will have a more significant role to play in the new undead army.

Also I have heard that Wraiths return as a unit to the list and there will also be some 'unexpected additions' and the return of some old, old favourites.

MIGHTY EMPIRES

Mighty Empires is being re-released. This will not be as a stand alone game board game (as it was in the past) but more as a campaign supplement for linking your Warhammer Fantasy Battles.

It will come with plastic tiles which will allow you to build a plastic 3D world (or reproduce a part of the 'Old World') with little mountains, rivers and forests and coastlines in which to base your games.

There will be army specific sets of 'army banners' (counters to represent your armies) as well as the villages, cities, castles, etc. used in the game.

However, I really hope this system is just be part of a larger package to support your warhammer games. I was told that siege would be the first thing released in support of warhammer. I was also told that there would be support

for playing warhammer in different ways...developments to the 'special features' system in the rule book, big battles, big boats, etc. I have heard little about these recently.

I hope what they might have done is made the decision that there was not enough material to take each of these ideas and make separate supplements but instead they have rolled some of them into one. In effect they could have done a re-write of the Generals Compendium. Including its best bits and a whole lot more. It was a fantastic book, just chock full of great ideas to expand the ways in which to enjoy warhammer. But completely 'unofficial'! Jeremy Vetock, who was one of the co-writers of that book, and Chad Mierzwa, one of the other members of the, very talented, hobby team involved in that project, are now based in the UK studio. Jeremy Vetock is Hobby team manager.(title?) I hope that the UK studio have done an 'official' version of this. A warhammer extension/supplement that could include: Campaign system based on the old Mighy Empires.(complete with plastic tile system.)

Map based campaigns (complete with map), Scenario generators, maybe include Nigel Stilmans excellent 'The night before battle' rules article?, Rules for big battles, multiplayer battles rules for using contingents from different armies, lots of new scenarios, lots of new 'special features' developing the stuff in the rule book, Etc, Etc....All in one Big Box! Oooohh! Sir! Pleeeeeease let it be so.

Now please bear in mind that I am really going 'out on a limb' here and this 'theory' is based on 'very little' (read 'No') actual facts. For all I know it is just the campaign system. And that's it. The rest of it could all be planned for separate supplements. But you know me. I do like to get excited about what they might do!

I am now fairly sure that Siege rules and rules for using big boats (like 'Warhammer Ahoy' from Gamesday or the rules in the generals compendium) Will not be part of this supplement. I think they must be coming later or I would have heard more about it by now!.

Snippets about Specialist Games

Mordhiem will no longer exist as it is now. It will be re-written and re-released to bring it 'in house' and in line with the 'core' game. So, finally, a real skirmish system for Warhammer Fantasy Battle. It will provide both the detailed skirmish rules and buildings rules 'missing' in the 7th edition rulebook

The Warmaster Araby army will be released in January/February.- Djini's, Flying carpets, the lot

I think Blood Bowl was first released in 1987 That would make this year its 20th Anniversary There were a lot of updates to the 'living rulebook' (online). I think this activity may have been due to the intended re-release of Blood Bowl this year although I can not say this for certain (but I can't see Games Workshop waiting 5 years until the 25th anniversary).

This is just a hunch. (my hunches are wrong most of the time!)

Aly Morrison and Mark Bedford have been working on new teams for some of the races with all individual players like the new Human team. And I think a number of these are completed and ready to go.

Black Library

Talking of anniversaries. On the 4th April this year (2007) Black Libraries will be 10 years old. I anticipate some 'special offers' to celebrate this 'special occasion'.

DISCLAIMER: Please remember this is all just 'rumours'. Even if what I have said here is correct things can and often do change. Please don't start buying or selling your figures based on anything you read here.

Some of the information has appeared on sites like Warseer. (Some of it posted by me, some of it posted by others). I make no apology for any repetition of information which has appeared elsewhere. It appears here for anyone who reads The Watchman in isolation and has not the time or inclination to trawl the forums for this information.

Also some of this information may have been posted after this article was written.

For those of you that do seek rumours elsewhere I hope I have included enough new 'snippets' that you have found something of interest to you or you could just see the whole thing as the Watchmans rumour round up'. More next time.

My thanks go to everyone who has shared information with me.

With special thanks to 75hastings69 for his support. And Voltaire for his encouragement.

If anyone has any 'little snippets' of information they would like to share you can always contact me (Harry) via PM on Warseer. I am always happy to swap info about your favorite Warhammer army or Specialist games in return for info. Or just to chat!

All the best.

Harry

Shiny Bits

Getting the most out of the
Orcs & Goblins Inventory



When one considers the Orc, one considers brute force and a tingling sensation that could only be gained from letting your vision decent on their decidedly disgusting green skin. There is, however, something more malicious to the aloof orc than meets the eye. If you have ever had the brutal and unforgettable torture of having to fight one of the Orc 'Bosses', with their distinct smell, one could not fail to notice the items that they seem to wield with almost awe inspiring ease. Other orcs have been noted to refer to these weapons as 'Shiny Bits'. The terrible truth of this colloquialism is that Orcs, like many of the other distinct and far more noble races of our fair land, have managed to master and capture many items of a magic, and thus dangerous nature.

Orcs appear to be an adept magical community and many of their most dangerous moments in our fair history can be directly attributed to the items of magical significance they hold in their possessions. Most notable among these is the fact that an item sharing the abilities of our most sacred Runefangs fell into the hands of Orc Warlords. It is unsurprising that the Solland Runefang was used to great effect by to the greatest Orc menace on record – Gorbag.

If this sort of weaponry is becoming more and more apparent in our green pungent enemies arsenal, then we should begin to take note. We may be about to face a Waagh the likes of which have never been so magically diverse. It is advisable that we try and find some new ways of combating the Green Menace lest we find ourselves mewlings before their magical prowess

Extract from 'The Advisers Chronicles' by Eldebar Heinemann

Orcs across the world can be heard rejoicing (still) at the release of their new shiny army book. Looking through it, you can't help but find yourself looking into the Inventory and begin wondering which items are going to be worth taking and which banners are going to provide the really nasty surprise for your enemy. It really is a matter of choice with this new army book as the choices available to the Green Menace is immense.

The new items for the Orcs & Goblins fall into the categories that some would use to characterise the O&G; brutal, sneaky and simple. The items in the book quite easily fall and slide in this respect, as do the banners. Below is a list of where each item would fall:

Brutal

- Battleaxe of the Last Waagh
- Warboss Ironcaws Waagh Cleava
- Bashas Bloodaxe
- Ulags Akrit Axe
- Martogs Best Basha
- Ironback Boar
- Imbads Iron Gnashas
- Bigged's Kickin Boots
- Nibblas Itty Ring
- The Spider Banner
- Noggs Banner of Butchery

Sneaky

- Skull Wand of Kaloth
- Shaga's Screamin Sword
- Porko's Pigstikka
- Backstabbers Blade
- Sneaky Skewerer
- Luckys Dirk
- The Collar of Zorga
- Spiteful Shield
- Idol of Mork
- Staff of Sneaky Stealin
- The Pipes of Doom
- Tricksey Trinket
- Maads Map
- Gorks Waagh Banner
- Morks Spirit Totem
- Bad Moon on a Stick

Simple

- Armour of Gork
- Wollopas One Hit Wunda
- Armour of Gork
- Warboss Ums Best Boss At
- Amulet of Protecty-ness
- Effigy of Mork
- Staff of Baduumm
- Waagh Paint
- Magic Mushrooms
- The Horn of Urgok
- Guzzlas Battle Brew
- Rowdy Grotts Big Red Raggedy Banner

Now, by looking at the tables above, you can see quite easily that it could be very easy to pick how you want your O&G to play. You want to bludgeon your opponent into a puddle of goo? Pick mainly from the Brutal Column and watch the steam rolling begin. Want to make his jaw hit the floor? Go with Sneaky Column and be sneaky. Want to just be an Orc and 'ave a good fight? The Simple Column is definitely not simple in nature as you fight like Orcs was supposed to.

Now, there is the question of what works best with what character. Once again, we have a simple answer to an uncomplicated question. What do you equip your character with? Well, the columns have been expanded on a bit for you

here.

Brutal

The sheer brutality of the Green Menace cannot be disputed in any way really. Their items can really reflect this well. This list also contains one of the only 100 points items you may ever consider buying. Yes, that is the *Battleaxe of the Last Waagh*. The epitome of Orc is every sense; the Battleaxe is the easy logical choice of anyone who is going to be going infantry heavy. A nice ranked up unit of 25 - 30 Orcs means you may find yourself wielding a strength 10, 10 attack unit that is going to make mincemeat of anything that comes into contact with it. While speaking of a horrendous amount of attacks, the Bloodaxe of Basha is a very nasty surprise for

anyone hoping to challenge an Orc boss in combat.

Frenzy, extra strength and a plethora of extra attacks will make anything wish they had brought along an extra ton of armour.

Of course, not all of the brutal weapons are as straight up nasty as the Bloodaxe or The Battleaxe of the Last Waagh, some of them are brutal because of how they can turn your boss into a bigger badder fighting machine. *Martogs best basha* automatically springs to mind. A WS8, Str6, 15 Orc Warlord is going to be getting the better of most every character who isn't tooled. Combine the Basha with *Biggeds Kickin Boots* or *Imbads Iron Gnashas* and you have something that is going to hit, and hit in a devastating way.

The *Ironback Boar* really only has one use – as a supplement for a Boar mounted boss, but you knew that all along. There is one thing that could make the Ironback Boar a little better – *Noggs Banner of Butchery*. Imagine having a boar that has impact hits, and then imagine having an extra attack on every Boar Boy? That is reassuringly brutal and would make mince out of any unit.

Sneaky

To be sneaky is to be more in touch with ones goblin side. Now, this is most assuredly not a bad thing, as one can learn many things from a goblin. A bit of thought can go a long way, and a little sneakiness can get you a victory, as any good tactician will

This is quite easily reflected in the armoury.

Combining sneaky items is quite difficult to do because of how independent they are. This is not to say you shouldn't have a few tricks, but they are best distributed with something Simple or Brutal. There are ways to do this to maximum effect though. A prime example of this was in a recent battle report you might not have read where a Warboss with *Shagas Screaming Sword* became a unit destroyer simply because he was in range of 5 characters. Strength 10 with 10 attacks again. The sneaky item is the support that makes your Brutal & Simple based characters great. You could do this on a suicidal goblin, giving him *Shagas Screaming Sword*, *The Amulet of Protectyness* & the *Brimstone Bauble*. Send him against the enemy general and watch as all of a sudden, the enemy general can't wound your lord, and your goblin has an amazing number of attacks, strength and a good save. When the enemy general thinks you have been beaten, the *Brimstone Bauble* kicks in and the enemy General dies because of a wonderful Bauble blast. Sneaky eh?

The problem with trying to decide on a Sneaky Item is that they only have one effect and one trick. There is nothing really supportive about them except that they can turn a good boss into a great boss.

A prime example of this is the Collar of Zorga. The Pipes of Doom combine well to create an excellent creature killing unit. This sort of autonomous item work means that you will need to experiment to get the best effect out of your units. Try and contain your glee as the enemy charges your goblins with high toughness knights to discover they have a wonderful amount of poisonous attacks to face.

Banners deserve a special mention in the Sneaky Items section. They really are the crown jewel of sneakiness. All of the banners have some sort of Sneaky value, as they all have wonderful and unexpected effects. Make sure you max out on these if you want to keep your opponent guessing. There is nothing like a banner wiping the smirk off the face of your opponent. The best amongst these are Morks Spirit Totem and The Spider Banner.

Simple

Simple, yet effective. That is the only way of describing the items let in the O&G armoury, items that have a simple effect on the enemy, which is normally something that hurts. These items also do some basic boosts or give you a very simple advantage over your opponent. An example of this is the Horn of Urgok. An extra leadership bonus for a low leadership army is a definite plus. Another one is that in an armoury with only two items of armour, one of them increases your toughness. There is nothing quite like smirking as your opponent doesn't roll high enough to

wound because of an extra point of toughness.

Items in the simple category are the most likely to win you the foot to foot fight. Any edge in a fight is a very Sneaky concept, but it can easily be a Simple one to pull off. The extra dice that can be rolled for a spell can tip the balance, and thus you have made 10 points on a magic mushroom seem all the more worthwhile. As with Sneaky items, you need to pick your places and try and pick your advantages.

Some item combinations are obviously more potent than others. This means you can create real killy characters easily. Here, presented for you, are some of the best combinations available to Orc & Goblin generals combined. Below are some of the best selections for some boss that are possible and a brief description:

Black Orc Bigboss
Martogs Best Basha, Imbads Iron Gnashas, Best Boss 'At Heavy Armour, Shield

This boss will hit you 9 times out of 10, and then has a good chance of beheading you. The protection of this Black Orc is excellent, and his hitting power is equally brilliant. He will be able to hold his own really well against any other character in the game. Mounting him is also a viable option, or to be a really nasty, mount him in a chariot

Orc Warboss
Battleaxe of the Last Waagh
Light Armour, Shield

The true infantry grinder of the Orc list. Combine him with the Spirit Totem and you have the basis for an 'all your eggs' unit as you can create a unit with enough magic protection and fighting power to take on a unit of Temple Guard or a unit of Chosen Knights. The Orc Boss here is quite simply, the best fighter possible in an Orc army if you give him a unit of 30 orcs to come to the fight with. Best not to mount him though.

Savage Orc Shaman
Skull Wand of Kaloth, Waagh
Paint.

This setup is for a simple yet character filled Orc Shaman. IF you fight him, he has the advantage of a +2 to cast and then the 'force weapon'. Make your opponent (most likely a flyer) take a leadership test and watch as he finds his well thought out plan disintegrates as he believed your shaman was easy pickings. It's a simple yet effective shock that wipes out a lot of plans that people have when they attack your Shaman. If you can get an advanced spell off, all the better.

Goblin Warboss
Brimstone Bauble, Amulet of Protectyness, Shagas Screaming
Sword,
Light armour, shield

A goblin that can fight – a real rarity. You can use this boss as a nasty surprise for your enemy if he is a fighty Lord. The enemy is going to find himself essentially fighting someone who can match him save for save, and then face a strength 5 hit with 5 attacks. If he defeats the goblin, he finds himself facing str6 and will likely die. There is little can stop this one little tricky player.

Goblin Boss
Maads Map, Wollopas One Hit
Wunda

The assassin goblin is borne. Scout with the map and whack an enemy wizard with strength 10 hits. This combination is excellent for surprising an unlikely Light or Shadows mage hiding in the back of the battlefield thinking he is safe because of the lack of an Orc flyer unit.

Ok, that's everything on the Shiny stuff of the Orcs and Goblins. Remember, experimentation is the best fun you can have without being an Internet Powergamer. Go out, conquer and watch as you develop preferences and you find the stuff looks shinier when its yours!

Voltaire

Smartillery

Using Artillery in the Warhammer World

Imagine the scenario; an undead general has spent three arduous turns charging across the battlefield. He is getting ready to slam his virtually unmolested Black Knights unit straight into the poorly negotiated flank of a unit of Dwarf Ironbreakers. The player has a big grin as he realises that there is nothing that is going to be able to counter charge him and the dwarf player can't move out of range fast enough. The dwarf shooting phase appears and suddenly, his Black Knights are reduced to a command group and a very lonely looking Blood Dragon. The undead player finds himself cursing, having lost his only useful unit and not being able to raise any new units. He is not cursing the Dwarfs knack for dispelling though, more so he is cursing the smart use of Artillery.



Artillery, like everything else, is a feature of Warhammer that can supplement your tactical plans to no end. You will find yourself using your artillery to remove the headaches of your enemies with little effort. Two armies in particular stick out in this respect, as they seem to be more orientated towards artillery than everyone else. These are, of course, the stalwart Dwarfs and the wry Empire;

The Artillery of the Dwarfs:

It is impossible to think of a dwarf throng without at least one war machine battery. The humble Bolt Thrower all the way to the Organ Gun, the Dwarfs really are the masters of Warhammer artillery. Here, you will find some suggestions on how best to utilise the war machines of Grungni, Valaya & Grimnir to your advantage on the field of battle;

The Bolt Thrower

The Bolt Thrower is the oldest of the war machines of the Dwarfs, and thus is one of their most reliable ones.

. Their accuracy is only supplemented by their ability to remove ranks and ranks of enemies one by one. This can come in really useful if you are fighting against hordes and want to eliminate ranks (especially with the new '5 to a rank' for rank bonus rules).

The Bolt Thrower can also be upgraded for a mere 25 points to give it extra killing power and the ability to auto-kill chariots. This and the fact its 2 to a special slot mean that any dwarf player who wants a nice cheap option for some support that has no (None at all!) chance of mis-firing. These are my own personal war machine of choice and I really leave home without the pair both upgraded to strength 7 and one with a rune of burning. All this for just over the cost of an organ gun too!

Deployment:

The best way to set up the Bolt Thrower is directly in front of the enemy, preferably against their smaller units. If you can get a well placed shot off against a unit, you can negate their rank bonus and give your units a much easier time in the long run. Another way of working is to deploy them so they face the enemy and get the occasional flank shot. This might not be the most efficient way of earning points back but it certainly deters the opponent.

The accuracy of the Bolt Thrower is its greatest strength. The enemy needs to fear the Dwarf Bolt Thrower simply because there is nothing that can stop you from hitting if you equip your Bolt Throwers correctly. The rate of which the enemy dies at



Good Versus:

- Ogres
- Betonnians
- Tomb Kings
- High & Dark Elves

Bad Versus:

- Beastmen
- Wood Elves
- Goblins
- Vampire Counts

at the hands of these weapons is immense and using it to skewer big monsters really sends shivers down the enemies spines. Large Targets really matter with Bolt Throwers. Hitting a Dragon with a well equipped Bolt Thrower is excellent and restricts the movement of the Dragon because it will fear the wrath of that Str7 stick coming its way. That is in itself, a good way of spending 45 points.

The Cannon

The staple of most Dwarf generals is the little beastly cannon. The Strength 10 hit and its ability to bounce its way right through a unit of Tomb King chariots brings a smile to many dwarf generals faces. It is often best employed in firing at a unit where it stands a chance of earning its points back, such as the enemies '3 wound monsters' (Kroxigors, Ogres etc), Chariots or Heavy Cavalry. Such expensive units tend to avoid Cannons like a bad rash, but a precise shot may earn back double or even treble the amount the cannon cost you. The dwarf general is definitely best placing this monstrous artillery on the flanks to deter the enemy heavy cavalry and hopefully bag a chariot.

In terms of runes, it is best to apply the view that tactically, you are going to be rolling a misfire at least once a game. Negating this should be the biggest thing a Dwarf general wants to do. A rune of the Forging should sort this problem and make your cannon as accurate as it can possibly be. Everything else that can be said about the cannon will be said about the cannon during the Empire half of this article. The only note to add is that you have a better chance of surviving misfires and even less of actually mis-firing.



Cannon

Good Versus:

- Mortal Chaos
- Tomb Kings
- Bretonnians

Bad Versus

- Wood Elves
- Orcs & Goblins
- Skaven

The Grudge Thrower

The Dwarven stone thrower is just that; a stone thrower. While excellent in the concept, there are much better artillery types available to you than this. It is best employed against armies with large blocks of infantry such as Goblins or Skaven. The huge loss to their masses and reduce them to nothing more than a few incontinent units which will not dent your large blocks of infantry in any way. If you are trying to be clever, you might want to try and aim a grudge thrower at a block of Skaven holding a screaming bell and watch as the little hole in your template falls right onto a Grey Seer. Rune wise, it is best to simply go for the route supplied specially for Grudge Throwers and gives them a rune of accuracy. You'll be glad when you get the re-roll and hit the enemy where it really hurts. Your accuracy shall only be supplemented by your enemies look of horror.

Deployment:

The grudge thrower can be deployed anywhere along the line of the dwarfs and hit accurately. There is no need to have it in a central position because the line of sight to the

the enemy is not guaranteed and you can scatter. This means you can be safe with your artillery.

The grudge thrower is a horde destroying weapon. If it gets a good shot your enemies big flock of rats are dead (or at least running). You need to practice to get it right, but once you do, the enemies big units best pay heed. There is going to be a chance of misfiring but taking the good with the bad is going to make your forces engaging the enemy a lot easier, especially since you will probably be outnumbered immensely.

Flame Cannon

This is the staple choice of weapon for fighting an army with low leadership. The ability to unleash a panic test and flame template for a single casualty is enough to make this rare choice an option even against some higher leadership armies. The pure psychological warfare involved with this particular piece of artillery can normally deter an enemy from charging into its field of vision. Its ability to reduce the enemies armour save by two can invaluable against armies that field masses of troops with a 5+ armour save and the flaming attacks can make mincemeat of a unit of trolls. It is quite obvious that this weapon was designed to rip through Orcs, but this isn't the place to go into how much a Dwarf loathes an Orc or an Elf...

Grudge Thrower

Good versus:

- Skaven
- Orcs & Goblins
- Gnoblar
- The Empire
- Undead

Bad Versus:

- Tomb Kings
- Ogres
- Chaos
- Lizardmen

A Flame Cannon is a very specialised piece of kit. The higher leadership armies are going to not really suffer and light armour is going to melt, but there is nothing to say that you cannot kill a single high Leadership unit with the Flame Cannon. Relying simply on this piece of artillery is not an option and trying to integrate it into your plan is the best approach. This piece is a game changer, not a game winner, always bears that in mind.

Flame Cannon

Good Versus:

- Goblins
- Empire
- Skaven
- Beastmen

Bad versus:

- Ogres
- Bretonnians
- Anything undead

The Organ Gun

The concept of this weapon is one that can provide amusement to no end. A weapon that used to be a musical instrument needs to be fielded for comedic value. That and its nothing short of absolutely devastating. In gaming terms though, the Organ Gun is quite a beast at short range. Comparable to the Empires Hellblaster Volley Gun in many ways, the Organ Gun can rip through small units with ease and brings a unit of Heavy Cavalry to its knees in no time. It is best used in a short range role supporting a longer ranged weapon such as a cannon or even a unit of Quarrellers.

Deployment:

The Organ gun is going to be best deployed right where it is likely to get charged. The Organ Gun is going to be the Dwarf gambit; it will either be fabulous and kill a unit of knights or fizzle and become nothing more than scrap. Deploying it in a central position deters the enemy going that way and makes sure that your enemy rethinks which way he charges his elite infantry.

The Organ Gun is an all or nothing unit. It'll be excellent or it'll fall on its face. Taking it is a gamble and one I would associate more with the Empire than the reliable dwarfs. Keep it in the back of your mind at all times and you hold the keys to victory against any enemy. Forget it and use it like it is a sole game winner and you will get bored of your artillery very quickly

The Gyrocopter

The dwarfs have access to a unit which may be considered a little bit different in terms of Artillery. The Gyrocopter is the flying work horse of the Dwarf army and



Organ Gun

Good Versus:

- Bretonnia
- Chaos
- Empire
- Elves

Bad Versus:

- Skaven
- Goblins
- Beastmen
- Wood Elves

without it, the dwarfs would lose a dimension of play. The ability of the gyrocopter to negate march moves while raining steamy death on the enemy almost sounds too good to be true. Its relatively low strength and meagre armour save reduction powers mean it is overlooked but for a different sort of Rare choice, it is ideal. That and it has a stat line that doesn't rely on crew. This means it can easily slot into place in an army that doesn't like taking chance. Employing them in slots of two is a good idea because you can pepper twice as much steam onto the enemy and has a better chance of breaking the enemy. This in-turn means that if you can break the

enemy with steam alone, you pursue 3D6" and the enemy is one less unit better off.

The final note on the dwarf artillery is that they are best employed in tandem with one another, and units around them. Consider having a battery of a cannon, an organ gun and a unit thunderers. This would mean you have the ability to engage the enemy in all the stages of the game and thus, you would be able to defeat the enemy at every stage of the way. The above descriptions do not include an overview of everything you can do because that takes the fun out of playing the game (in my humble opinion).

As well as the dwarfs, we have the Empire, for which I shall refer you all to the superior knowledge of Sureshot05 later on in the magazine...

GyroCopter

Good Versus

- Skaven
- Goblins
- Chaos

Bad Versus:

- Dwarfs
- Empire
- Undead

Voltaire

Smartillery

Using Artillery in the Warhammer World

Part 2: The Empire

I love the Empire, let's get that straight from the start shall we? The Empire with its ranks of spearmen, swordsmen and halberdiers, combined with glistening knights and deadly artillery is a beautiful sight (or just terrifying for your opponent). However, I shall not wax and wane about the amazing glories it has and tire you with a list of why they're great. No, instead I am here to focus on the Empire's deadly artillery.



The Empire is amongst the greatest artillery powers in the game and to some the best (lets just ignore those stunted ones shall we). With ranks of hand gunners and crossbowmen for support, the Empire can generate a terrifying amount of firepower. This is exemplified by the now infamous "Gun Line" tactic which can be used. This article will neatly step aside of the dangerous "gun lines are a valid tactic", "gun lines are the most boring thing to play against" and the rest of the debate which concerns these infamous creations and focus on the use of each of the Empires artillery weapons in the main army. In this article, I do not discuss the art of guessing range. If you are unable to do this right then I suggest practice, practice and more practice (and also making a note of where you believe terrain features are as these can provide valuable markers).

You will also note that I do not discuss the steam tank, this is because of two reasons:

1. It really deserves a whole section to itself on tactics, uses and just explaining the damn thing!
2. I have very little experience with the tank. I have only ever fielded it twice. The first time it dominated the game and the other it was blown apart in the second turn (damn those Gallop-guns!) and I felt a tad humiliated.

So let's get to the meat and bones shall we?

First I'm going to mention some styles of play for the Empire. I am not going to detail these, but I hope most players will recognize the theme to the tactic from these brief descriptions:

"The hammer and anvil". A tactic better suited to dwarves, but the Empire can do this as well. You have a lot of artillery with troops ready for the enemy to break upon. This tactic can become the infamous gunline, when you forget the anvil and just make it purely a very, very big hammer.

"Strike 1, Strike 2..." You weather the enemy before launching a counter assault on his position.

"Covering fire" This is for the more aggressive armies where the artillery is there to support an advance.

Cannon:

The Empire cannon is the cannon in the game. It is so important that it warrants a section to itself in the main rulebook. Apart from Dwarves and Dogs of War no other race can field them and they are very versatile.

Deployment:

Cannons should go at the edge of your line unless you have a particularly good reason for placing them in the centre of your line. This maximizes the chance of being able fire through the side ranks which (particularly in the new edition) will always yield more casualties than if you fire through the front. If you have had to deploy in the centre

(due to scenario or you just have lots of cannons) it is not the end of the world, but you're limiting your target options as "fire through ranks" it substantially weakened.

- Large Flying Monsters (as these cause Terror)
- Enemy Artillery
- Large Monsters (This can swap with the next depending on the situation).
- Enemy Characters out on their own (This you must be sure with your estimating!)
- Ogres, Treekin and other large fear causing troops (side shot)
- Knights (side shots – this may swap with the next depending on the situation).
- Flyers
- Swarms (side shots)
- Ogres, Treekin and other large fear causing troops (front shot)
- Infantry (side shots)
- Knights (front shot)
- Swarms (front shot)

Why this order? I must emphasize that I do not stick to this list rigidly, but it a very good guide for an Empire general. Flying Terror causing monsters are a top priority. These creatures can destroy an Empire army just by appearing. The Empire's leadership is not particularly high, and these creatures can cause the entire formation to break apart without breaking a sweat. If you are a hammer and anvil style Empire player or a Strike 1, Strike 2 then this can ruin your plans. They deserve the first cannon ball, and the second, and

and the third and the fourth and... Well, you get the idea. A mention must go to those who have placed cannons in the centre of their line. Remember the flee response. This is a highly dangerous proposition as a little less than half the time you will exit the table, but if you do flee, then your cannon can grape-shot the large block of infantry next to it. It can prove a nasty surprise (less so now they may have read this!) but it is not a substitute for a solid block of spearmen or swordsmen. When applying "Covering fire" the importance of taking on those things which the rest of your army cannot become critical and powerful heroes and monsters again become crucial to your force. I've used this list to great effect against most foes, but a few deserve special mention:



Brettonians:
I love Brettonians! They have a special formation called "Line up and receive a cannonball in the face." Against Bret's I can change formation and place cannons in the centre of my line. These can act as brilliant deterrents to Bret's as charging down a cannon is dangerous proposition. Secondly, if you flee as a reaction from their units, often you find the whole unit in grapeshot range. This can prove very effective against most of their

Oh, and trebuchet's – get them before they get you.

The undead;
Against Tomb Kings, cannons rock. Screaming Skull catapults are a bane of an Empire army and you need cannons to deal with these monstrosities. After this, chariots and ushabati are great choices as well. And don't forget those lone hierophants.

However, Vampire counts... Sigmar, I hate these damned things. Cannons might as well stay at home in my honest opinion. One is nice for dealing with the Black coach and lone characters. I consider look out sir a fair game here as Vampire count characters are so powerful.

Wood Elves and Beastmen;
I group these two together as they have lots of skirmishers which reduces the effectiveness of artillery in general. Go for the big stuff, and glade riders. Also expect to lose your artillery fairly quick if unprotected

Skaven:
Lost of large blocks of infantry so that's good? Well, yes, but your cannons are going to have to spend a fair amount of time also on "Ratling watch". With the new edition this is not so important, but believe me, a cannon's ability to bounce through a unit and hit a dammed ratling gun is well worth it. Oh, and it pay back for stealing our Helblaster volley gun and making it hand held!

Dwarves and Empire:
This is unfortunate. Both these armies may well have more cannons than you. You must hope to silence their artillery first.

It becomes top priority against these foes. In particular, dwarves are unlikely to be much interested in coming towards you and they will probably outgun you. Never the less cannons are a must as they can help deal with artillery and they also take the heat off your other troops.

Siege:

Not really a foe, but something worth mentioning. Cannons are amazing at sieges as you would expect. If using the old 5th Ed rules for sieges (I highly recommend them) then they are able to over charge and blow apart walls with a bit of luck. If not, they are still lethal. In a siege, make sure you have lots of cannons if you are on the offence. If you are defending, then the normal rules apply, but assume you will not get any side shots.

Mortars

They are an incredibly effective anti-horde weapon, and complement the cannon very well. Similar to the catapult in most regards except that it is a little weaker, but cuts through armour quite well.

Deployment:

Mortars I prefer to have in the line, or near it. Hills are always a good place for these, but I tend to not rely on these as it is better to learn how to cope without the hill in every Empire deployment zone.

Course, if you have a hill, put them on it!

Cannons excel against:

- Ogres
- Tomb kings
- Sieges (offence)
- Bretonians

They are weak against:

- Vampire Counts
- Beastmen
- Wood elves



Mortar Target Priority:

- A• Big Infantry Blocks (joint with next one)
- Weak flyers (join with previous one)
- Enemy Artillery (good for taking out the crews)
- Swarms
- Skirmishers
- Ogres, Treekin and other large fear causing troops
- Characters on their own
- Knights

Skaven:

This is Christmas for the mortar. Large units of low save and low toughness troops. So why mention it? Make sure you pick the units with weapon team support so that the scatter is just as dangerous as the hit.

Dwarves and Empire:

A hard choice. Both have large blocks of infantry, but you also need cannons to deal with their artillery. I tend to go for the cannon, but if I have the space to spare, one will not go amiss.

Brettonians:

Low toughness and high save and large formations make this a bit of a gamble. Personally I prefer the cannon, but the mortar has merit and can help against peasant's as well.

Orcs and Goblins:

Ah, the classic arch-enemy. And the mortar is a great weapon against their large mobs and units. If you are playing an aggressive Empire force, the mortar is a must here. You will need it to deal with the night goblins before you reach them. Those fanatics will hurt your knights and infantry a lot so best get the first drop (pun intended).

Undead:

Great, a unit that can knock down as many as a necromancer can raise in a turn. It can prove vital and I recommend this highly as it is one of the few weapons that can deal with those never ending horde style armies.

!

Ogres:

I've found mixed success against ogres and would recommend the cannon any day. The gnoblar mobs are easily got rid of, but the ogres themselves are a lot harder to deal with.



Sieges:

Defensive it's fine, but forget it on the offence. It will cause all sorts of gripes to start lobbing shells at troops you cannot see simply by over estimating shots.

Chaos:

I've decided to cover both armies here. It's weak against both. The mortals army has very tough, well armoured troops and unless you have lots of marauders to face, I recommend leaving it at home. The beasts are worse, skirmishers a plenty and those that don't skirmish are generally too tough to hurt. If your opponent is in the habit of bunching his beast mobs then take it the once. He'll stop shortly after the first shell.

The mortars great against:
Skaven
Goblins and Orcs (targeting preference included)
Undead

It's weak against:
Ogres
Siege Offence (I actually consider that a fairly adequate description if you take it in a siege)
Chaos (in general)

Cannon vs. Mortar

Before I talk about the dreaded Helblaster volley gun I have to mention which you go for with your finite number of special slots. With pistoliers demanding a space as well, it makes things more difficult. I consider one cannon compulsory when I don't know who my foe is. Then after that decision, it's a matter of who you are facing. If you don't know then I would be inclined towards the cannon as an Empire army has other ways of dealing with blocks of infantry, but lacks many good methods of dealing with powerful creatures and characters.

The Dreaded Helblaster

To begin with, let's just say that this gun is almost compulsory. I fell in love with it from the first time read the bit of fluff in the Empire rule book back in 4th Edition. If you haven't read it, read it! It's priceless. I am big fan, so being able to sing its praises is even better. You will also forgive if I ignore the new loop hole in the rules that has been pointed out regarding targeting

characters in units as whilst I tend to agree it is legal, it's certainly against the spirit of the rule. Lastly, rumour's suggest that the next version will be substantially different, so this advice may well no longer apply when the new book comes out.

So the helblaster. What's great about it? Well, it has the potential to decimate units in a single turn of firing, and with a -3 to saves at close range, even heavily armoured troops have to be wary of it.

Deployment:

This is one weapon which can go anywhere to fill a weak point in your line. I tend to use it as a blockade. Place it somewhere you don't want the enemy to be. If they are smart, they'll avoid it. If not, then hopefully it will deal with them. However, remember that this is most unreliable of the Empire's weapons. If you rely on it alone, then remember you have a one in six chance of your plan going wrong. Back it up with something just in case it all goes horribly wrong. It can also go in your line to supplement your central units, and provide a nasty surprise if your troops flee from a charge.



Target Priority

Flyers then fast cavalry. The helblaster excels at getting rid of these before they hurt your line. As these can really hurt and ruin your day, these are a high priority for the helblaster.

Units within 12": This is fairly obvious, unless it is a very obvious distraction, the doubled effectiveness of the firepower of the Helblaster makes this poor target highly likely. However, if it has a unit strength less than 8 (my general rule of thumb) think carefully as you may well find greater success elsewhere.

Skirmishers. No penalty to hit removes one of the greatest defences skirmishes have. The helblaster can literally tear through these units and save a lot of trouble for the rest of the army.

Infantry: Oddly enough, I tend to find that this is the third target that it fires at. Once threats have been eliminated, it can lend support to the main line where necessary.

Ogres and the like: The amount of fire at strength four, combined with the low numbers these units tend to appear in tends to prove highly effective for the helblaster.

After this, anything really becomes fair game. With high toughness creatures, the amount of fire means you can do a couple of wounds. Against knights, their save will protect a little, and lone characters will be riddled with shots in seconds.

A note on the manners of Helblasters

Two simple points: As helblasters are so powerful, maxing your rare slots on them will cause a lot of swearing from the other side of the table, so be warned. If your opponent tends to field powerful lists or high amounts of skirmishers then it may be okay, but I really recommend making sure you know whether your opponent is going to be happy with this before you do. Otherwise, such things will cause some upset.

The biggest upset is the exploit in the siege rules. On the offence the first turn you move the helblaster forwards. Then you open fire. It can clear walls with remarkable ease and I believe this was never the intention of the weapon. As such, we have a house rule banning the helblaster from the attackers side in siege games. I highly recommend doing the same.



The Empire Engineer

Personally I cannot comment much on this unit. I feel it is too expensive and is competing against your heroes too much to fit into the army, especially as it cannot combine with the helblaster (the one unit that really needs him!) so I tend to not field this unit to aid my artillery. I have occasionally fielded him with Van Horstmanns Speculum and a Hochland rifle against large flying beasts such as Daemon princes and Bloodthirsters, but this has had limited success and rarely seemed worth the points after the game, but it appears to be the best use for him. If any Empire generals do field him regularly, please drop me a personal message explaining why and I might reconsider.

Defending you artillery (or weaknesses of your artillery)

As there is an article that the dwarves have decided to contribute, I am only going to touch on this subject strictly from an Empire point of view and only briefly. If you are playing a strictly defensive game, terror causing creatures are high priorities as these will send your troops (unlike those short chaps) running for miles at first sight. Artillery crews are particularly vulnerable as they tend to be away from the general. As a consequence of this, you must take all pains to deal with these threats first. On the offence, the artillery provides meals on the way to your rear lines so keep unit nearby to back them up.

This touches onto the second subject, and that is flyers and fast cavalry in general. The best defence I tend to find is to double up your artillery when dealing with this risk.



. Cannons can grape shot, and helblasters can deal with others. A unit of 10 swordsmen or halberdiers is also recommended to boost them when they assaulted, but which? Well, Halberdiers have an point extra strength, which can help against the more powerful flyers, but swordsmen's high save and weapon skill can really help against fast cavalry. Again, it comes down to your foe so keep your eyes open.

Lots of armies have ways of coming at you from behind. Once you realize you are at threat from this, that unit of swordsmen or halberdiers that with the artillery is again useful simply as a block to protect the crew.

More special and unique to the Empire on the defensive is the pistolier. This unit can make a great protector for artillery crews as it can strike from a distance and unload a lot of nasty shots into the target in question.

If you are playing an offensive Empire army (I mean aggressive

rather than three helblasters) then it is often worth forgetting the artillery defence. If your opponent attacks it, he has wasted a unit for two turns to attack a 75/100/125 pt investment. By then you should be in a position to exploit his line.

Summary

To summarize, the Empire's artillery is justly feared, and with good reason. It can deal with a variety of foes with comparative ease. It is weaker than Dwarven crews on the defensive, but stronger than goblin crews. Against most foes the cannon tends to win out against the mortar, but that is not to say that the mortar is bad, as against some it will earn its keep and save the army. However, the gem of the Empire's artillery is the helblaster, and it is justly feared. It is a very effective weapon for dealing with the flyers that threaten your war machines as well as other problems that you may face. I hope these words have helped a few Defenders of the Empire think of a few things they hadn't considered, and have also proved just as useful to those facing them as to provoke ideas of how to deal with them. Thanks for reading, and may all your cannon balls bounce 10".

Helstorm Rocket Battery

The brand new Helstorm Rocket Battery is something of a peculiarity in the Empire arsenal. It is almost entirely superfluous in armies of the Empire. This weapon is useless at anything except having some fun. Its unpredictability means it would be better in place with Skaven than the Empire.

On the flipside of this, if you can get the hang of it and use it against an immense horde opponent (Skaven, VC or Orcs) you stand a good chance of hitting something - what that something it is a totally different matter. You would be better taking the Helblaster or a cannon for the role this battery can do.

If anyone has tips on how to use this weapon let the Watchman know about!

Sureshot05

Voltaire

NB - This article was written prior to the release of the new Empire army book. The part about the Helstorm was added at the very last minute.

The Strigany

An analysis of the people of Mourkain

Part 1

*There was a man
A King
A God
In a land that was
In Mourkain
There was a man
A Lord
A God
In a land that was
Kadon
A prince's corpse
A crown of power
An evil claw
In a Land that Was,
In Mourkain
There was a beast
A lord of masks
A bloodied saviour
In a land that was
In Mourkain
There was a Cursed
A Lord
A God
In a land that was
Ushoran
There was a dream
An empire lost
A ruin of hopes
In a land that Was
In Mourkain
-Lament for Mourkain*

Beginnings

History has not been kind to the Strigany people. Their heritage is one of woe and loss, and they are forever scarred by their association to the greatest evil that ever existed.

The first mention of the Strigany can be found in a few rare and time battered documents and artefacts from ancient Nehekhara or The Land of the Dead as it is now known. Few mortal men have beheld such relics, and fewer still have made the connection. But some realise that these tribesmen of the region now known as the Badlands, which the Nehekharan scribes refer to as 'Lodringen', are in fact the ancestors of the Strigany. Still, information on this period is scarce, it is known that the Badlands were at some point under the rule of Nehekhara, and also that the Lodringen paid tribute to the Priest Kings and served as auxiliaries in their armies. What is not known is when these tribes-people migrated to the Badlands or where their original homeland (if indeed they had one) was.

At the time of Nehekhara's fall, the Badlands were a fractured and dangerous place. Whatever civilizing light had been brought through contact with the peoples of the south was extinguished. Nomadic tribes of men fought

The Strigany

An analysis of the people of Mourkain

against brutal and uncompromising Orc clans. One such tribe lived a semi-settled existence along the banks of the blind river in the foothills of the Worlds Edge Mountains, though they often travelled much further inland in their wanderings. They called the region Strigos, and this was their name for themselves as well.

Life was short and brutal for the Stigos tribesmen. They not only had to contend with rival humans for the meagre resources the Badlands offered up, but mankind's eternal scourge the Orcs, to whom the noble Strigos were little more than prey. Perhaps because of this, they were a deeply spiritual people. To the Strigos, all objects in the mortal world; rivers, mountains, plants or people had an associated spirit. Many of their rituals involved communion with these entities, and so instead of chiefs the Strigos were led by Shamans; conduits between this world and the spirit-world.

One such Shaman bound the Stigos with an inconceivable darkness. His name was Kadon.



Kadon's dreams and the Spirit World.

Although they were unaware of it, the Strigos shamans' ability to 'commune with the spirit world' and create small miracles was due to unconsciously tapping into the winds of magic. Kadon's unease and dark visions were due to the fact that as a powerful spell caster he was able to detect the discord in the Aethyr caused by Nagash's Great spell of Awakening.

Kadon's Crown

Kadon was a powerful sorcerer, well versed in the spirit-law of the Stigos people. Despite his relative youth, many of the shamans looked to him for council and leadership. However, Kadon was a soul almost entirely void of ambition. So long as his people prospered he was contented.

Kadon became ensnared by fate's cruel talons one clear spring morning. It had been a bleak few years for the shaman, dark visions had often punctured his sleep or meditations and a sense of foreboding and nausea often took him. Kadon was troubled, believing something was deeply wrong with the spirit world. He often wandered alone in an attempt to clear his troubled mind and perhaps find the source of the spirit disturbance. On one such expedition he found a prince's corpse

The Strigany

An analysis of the people of Mourkain

The body he found in the melting spring snow on the banks of the Blind River was that of King Alcadizaar, last of the Priest Kings of Nehekhara. His is a tale for another time, but in brief he had escaped imprisonment by the Great Necromancer Nagash and, with the aid of a weapon of awesome power provided by the same shadowy creatures that set him free, he cut down Nagash; the most formidable being a mortal has ever confronted. His sanity had been shattered by the confrontation, and after wandering the World's Edge Mountains he eventually drowned in the icy waters of the Blind River.

Kadon knew nothing of this, but he did recognise Alcadizaar as an obviously mighty king and resolved to have him buried in a fashion becoming of his status. However, he noticed something clasped in the dead man's frozen hands; a circlet of black iron. Something about the crown called out to him, and so he wrestled it from the cadaver's fingers. This decision cost him his soul. Kadon returned to his clan and ordered the construction of a barrow for Alcadizaar, he kept the crown for himself.



This seemingly innocuous ring of metal was the Crown of Sorcery. Forged by Nagash himself, it contained a fragment of his essence. It fed dark visions to Kadon; dreams of power and empire. As he wore the crown, Kadon's noble soul was poisoned by Nagash's irresistible will. Such was his status that none amongst the Stigos recognised Kadon's corruption until they too were entangled within it. Kadon's visions were seen as messages from the spirit-world; how could one possibly question them?

It was at Kadon's behest that the Strigos' first true settlement was founded at the site of Alcadizaar's barrow. Mourkain, Kadon dubbed it; Place of Death. And all the while the Crown of Sorcery whispered Nagash's secrets to the once righteous shaman. Kadon saw brief flashes of Nagash's life and heard the low whisperings of his thoughts, but the crown skewed these visions and Kadon came to believe that he was receiving a revelation; that Nagash was a god and he was his chosen prophet. He wove the black necromancer into the very fabric of Stigos religion, slowly and insidiously at first, but inevitably condemning the earlier teachings of his people as lies and distortion, replacing them with monotheistic and authoritarian worship of Nagash.

The Strigany

An analysis of the people of Mourkain

As Kadon's madness grew, so in turn did his power. He already wielding considerable sorcerous ability prior to obtaining the cursed crown, with it he became formidable indeed. He aged his foes centuries in seconds leaving nothing but dust to be swept away by the harsh winds of the Badlands, he tore the souls from those he suspected of betray and before long, he began to raise the dead. Some of this knowledge he passed on to the former shamans whom he had converted to the growing Nagashite cult. Soon the rising Kingdom of Mourkain had a ruling class of necromancers.

Lead by such dark and potent wizards the Strigos prospered. They spread their new religion by the sword, absorbing or enslaving many of the region's other tribes and waging genocidal campaigns against the Orcs. The city of Mourkain grew to a town, and eventually to a city. Other settlements were founded; Tharukain and Yenkain being the largest, but none surpassed Mourkain; it had become the Holy City of the Strigos people. But the darkness that drove this new nation was not lost on its neighbours. The Dawi of Barak Varr disturbed by accounts of black sorcery and human sacrifice cut off trade and turned their backs upon them. Kadon took this as a betrayal and swore to take vengeance.



At its height the kingdom of Mourkain was a dark and wicked place. The Cult of Nagash dominated the beliefs of the people, and their religion permeated into everyday life. Kadon was considered Nagash's prophet, inspired by divine will to rule his people. He and his disciples wielded supreme authority, which they enforced with their command of dark magic. The populace lived in a mixture of fear and utter religious devotion to and awe of their necromancer rulers. Living and dead mingled in the streets, corpses stood guard over Nagash's temples and zombies toiled ceaselessly at menial tasks. Augmented by this undead labour, the nation was able to achieve works which would have been far beyond its population, for the kingdom was never overly populous due to the infertility of the Badlands. Vast monoliths and sinister citadels were constructed, and in each Strigos settlement terrible temples to Nagash were fashioned by the hands of the animated dead.

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An analysis of the people of Mourkain

As Kadon's madness grew, so in turn did his power. He already wielding considerable sorcerous ability prior to obtaining the cursed crown, with it he became formidable indeed. He aged his foes centuries in seconds leaving nothing but dust to be swept away by the harsh winds of the Badlands, he tore the souls from those he suspected of betray and before long, he began to raise the dead. Some of this knowledge he passed on to the former shamans whom he had converted to the growing Nagashite cult. Soon the rising Kingdom of Mourkain had a ruling class of necromancers.

Lead by such dark and potent wizards the Strigos prospered. They spread their new religion by the sword, absorbing or enslaving many of the region's other tribes and waging genocidal campaigns against the Orcs. The city of Mourkain grew to a town, and eventually to a city. Other settlements were founded; Tharukain and Yenkain being the largest, but none surpassed Mourkain; it had become the Holy City of the Strigos people. But the darkness that drove this new nation was not lost on its neighbours. The Dawi of Barak Varr disturbed by accounts of black sorcery and human sacrifice cut off trade and turned their backs upon them. Kadon took this as a betrayal and swore to take vengeance.



At its height the kingdom of Mourkain was a dark and wicked place. The Cult of Nagash dominated the beliefs of the people, and their religion permeated into everyday life. Kadon was considered Nagash's prophet, inspired by divine will to rule his people. He and his disciples wielded supreme authority, which they enforced with their command of dark magic. The populace lived in a mixture of fear and utter religious devotion to and awe of their necromancer rulers. Living and dead mingled in the streets, corpses stood guard over Nagash's temples and zombies toiled ceaselessly at menial tasks. Augmented by this undead labour, the nation was able to achieve works which would have been far beyond its population, for the kingdom was never overly populous due to the infertility of the Badlands. Vast monoliths and sinister citadels were constructed, and in each Strigos settlement terrible temples to Nagash were fashioned by the hands of the animated dead.

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Mourkain itself was a wonder and a horror. Kadon's pride demanded that the settlement be vast and extravagant. It was beautiful like a shattered mirror; the paved streets wove and snaked around solid stone buildings, each one adorned with carvings glorifying of the Stigos people, their history or their black 'god'. Spacious open courtyards where dominated by intricate fountains and exquisitely sculpted statues. But it was broken, this city; it's living population was woefully bellow that which would been needed to fill the sea of metropolitan sprawl, and so through empty houses and abandoned streets dead footsteps echoed. When darkness fell, form the black towers of the necromancer kings and the unholy temples screams of the dying re-sounded; sacrifices to the glory of Nagash.

Mourxanrro

Under Kadon, a tradition of sorts emerged. Some children at birth were selected to become Mourxanrro or swords of death. They were indoctrinated by the priests of Nagash to become unthinking zealots, and schooled in warfare to an unparallel degree. On their twenty third birthday, they were taken to temple and slain, only to be raised a Wights in an unwholesome ritual. These fearsome undead warriors served as the necromancers of Mourkain's bodyguards and enforces. Ushoran continued the custom after his coup d'État.

Within his black palace built over the entrance to Alcadizaar's tomb, Kadon's thoughts were ever darkened by the crown. He began to devise his own spells and rituals, instructing his lackeys to retrieve ingredients an artefacts. He translated the Nine Books of Nagash from the old Nehekharan and penned his own infamous grimoire with ink distilled from human blood, bound with flayed human skin. Many other dark devices were found and brought to Kadon, perhaps drawn by the Crown of Sorcery. By far the most infamous was Nagash's severed talon, which Kadon enchanted, turning it into an artefact of some power.

At this point Kadon finally felt ready to have his reckoning with the dwarfs. The Siege of Barak Varr was brutal but ultimately futile. Kadon's forces devastated Dawi armies in the open field (It is written in their book of grudges that he transformed himself into a Chimera or a Dragon and fell upon them himself), but the fortress of the dwarfs proved impregnable. Disheartened and frustrated the necromancers withdrew. After their defeat they became decadent and inward looking, all dreams of expansion and empire lost. Until the coming of the vampires.

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The Undying King

Ushoran Lord of Masks, brother of Neferata was one of a handful of trueborn vampires that escaped the destruction of their city Lahmia. The destruction of his home weighted heavy in his black heart as he wandered alone in the mountains for many, many years; lost in thought and self absorbance. Eventually some compulsion led him to circle back on himself, and head south into the Badlands.

When Ushoran arrived in Tharukain, the northernmost city in the kingdom of Mourkain, he was very taken aback at the strange Stigos people and their undead lackeys. Upon witnessing Tharukain's great temple to Nagash he became troubled, believing his former master had extended his reach far indeed and now ruled here. He resolved to investigate in an effort to uncover the truth, and so he presented himself to the rulers of the city as a foreign prince seeking an audience with this land's ruler.

Ushoran and Kadon met a short while after this; the vampire noble was shocked to note that Kadon possessed artefacts he recognised as belonging to Nagash. As he talked further to the necromancer-king and his underlings, he began to piece together the shape of actual events. It slowly dawned on Ushoran that Nagash must have been destroyed, and he no

longer had to fear reprisals for his betrayal.

Ushoran had a deep desire to prove himself. A giant of a man, even before his rebirth as a vampire he excelled in displays of strength. However in all else he was consistently overshadowed by others, not least by his elder sister and ruler of Lahmia; Neferata. He believed that time to show his potential was at hand, that he could prove himself a worthy ruler and great statesman. He conspired to control Mourkain.

Ushoran set his plan into motion on a storm-lashed night upon an unnamed peak in the world's edge mountains. He had bidden Kadon and his acolytes accompany him there to witness a revelation. Kadon, despite his suspicions agreed. Ushoran brought his full necromantic might to bear upon the rain lashed rocks; summoning the corpses of countless creatures of the mountains and moulding them into a terrifying winged monstrosity. This beast he mounted, and it soared into the heavens; Ushoran leaped from its back, plummeting into mountain side far below the astonished necromancers. His vampiric body could endure such a fall, and using his colossal strength he clambered up the mountain, declaring to Kadon that he was a messenger of his god, that he was the son of Nagash

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Kadon appointed Ushoran as his advisor, against the council of his chief disciple and vizier Morath. From his new position the vampire prince laid out the pieces in preparation for his gambit. Through the Bloodkiss he created a small cabal of vampire thralls, all of which were placed in positions of importance within Mourkain and the kingdom as a whole. When he felt ready, he made his move.

In the Grand Temple of Nagash Ushoran deposed Kadon. An epic duel was fought on the steps of the sacrificial altar, Kadon was a powerful sorcerer but he was no match for a trueborn vampire. Ushoran drained his body of blood and flung his empty husk to break against the temple wall. Thus ended Kadon, though in truth he had died the moment he set Nagash's dark crown on his brow. Ushoran howled in victory, heaving the temple's great doors aside he announced his victory and ascension as King to the stunned Stigos. Unknown to him, Morath snatched the Crown of Sorcery from his dead master and fled north from the city.

The power transition was swift and brutal. Across the kingdom Ushoran's thralls confronted Kadon's acolytes. Some resisted and died fighting, other capitulated and a few fled as Morath had done. Ushoran seized Kadon's remaining artefacts and became Mourkain's Undying King. A new era had dawned.

Kadon's disciples

A handful of Kadon's acolytes escaped Mourkain as Ushoran took power, and their scatterings are a significant factor in the spread of necromantic traditions throughout the old world. The fates of some of these evil men are known; Morath considered by many as Kadon's true heir fell under Sigmar's hammer, Sinti was beheaded in Al-Kaikh by the Warrior-Caliph Abdullah and Cron managed to transform himself into a Lich and vanished into obscurity somewhere in the southlands. The fate of many others is a mystery.

Ushoran had witnessed how the decadence of his kind could lead to tragedy. He vowed he would learn from the mistakes of the Lahmain court; he set out a code whereby he and the other vampires should only take those who contributed nothing to his vision of a great nation; criminals, prisoners of war and their ilk. He modified the Cult of Nagash, so that instead of the great necromancer, the people came to worship their undead rulers. Whatever his faults previously, Ushoran crafted all this masterfully. With such a wise, fair and seemingly divine ruler the Strigos feel into willing and loving servitude.

Ushoran smiled as over the decades the utopia he had dreamed of crystallised around him. The kingdom prospered as never before and its boundaries pushed out till they

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touched the shores of the black gulf, blood river and the marshes of madness. The population grew, and soon all the once empty streets and houses of Mourkain teemed with bustle and life. It lasted all too short a time.

Mourkain's outlying settlements came under attack from barbarians.

Though Ushoran's armies obliterated them in open warfare, his armies became stretched thin and frustrated by the guerrilla tactics of their foes. Some say Ushoran's vampire brethren were responsible for this; that he had requested they join his kingdom and submit to his rule; as a reply they had manipulated the northern heathens into assault on his Kingdom. This state of affairs fed the confidence of the greenskins, who ever lurk in the dark beyond the fringes of civilisation. Out of the surrounding mountains and the Dark Lands poured the Orcs.

Garsnag the Cracktooth, his Shaman Dark Redeye and their numberless hoard laid waste to the kingdom, Yenkain and many other towns and villages were razed; refugees poured into Mourkain as the Waaagh! approached. Soon the city was under siege. Ushoran's fury was terrible, he was utterly dedicated to saving the kingdom he had so laboriously created, he marched his armies with great haste from the northern borders to relieve the city.

He was forced to meet Cracktooth's hoard with a tired and outnumbered force at the gates of Mourkain, but a true-born vampire should never be underestimated; he and his vampire lieutenants tore through the Orcs in an unholy rage, Ushoran ripped the head from Garsnag himself and it looked as though the Orc army would disintegrate. It probably would have, if Redeye had not then engulfed Ushoran in a blast of sorcerous energy, destroying him utterly. Seeing this, the other vampires fled, leaving their people at the mercy of the vengeful Orcs.



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he refugees had only one direction to head; north. The history of the Strigos had ended and that of the Strigany had begun. They fragment into kin groups and sought refuge in the fledgling kingdoms of the north. At first the peoples they encountered were curious about these strange foreigners, but this soon turned to xenophobia and persecution. Perhaps because of this, the Strigany have integrated almost not at all into the societies of the lands they inhabit. They had become perpetual travellers, people without a homeland.

Yet they have left their mark on the history of the North. The records of Luccini talk of the Strigany helping

the authorities in putting down riots with their "knowledge of magic". Many are the tales and plays of the Empire where the Strigany feature, often as villains and dark sorcerers. I must take my leave here however, for in examining the (relatively) recent history of the Strigany one inevitably begins to catalogue their culture, society and beliefs. I sincerely hope I can convey this knowledge to you soon. May Verena and Sigmar preserve you friends!

Rathgar

Tharukain

An interesting myth surrounds the second city of the kingdom of Mourkain. According to the tale, as the orc's approached the city wall's Tharukain overlord, a necromancer and protégé of Kadon who had betrayed his masters memory and served the vampires, unless a spell of awesome scope and power. The entire city was flung into the spaces between the world. Every fifty three years (or so the ledged holds) the city shimmers back into our world and the Strigos of old and their undead allies launch lightning raids against the greenskins of the badlands. Believe this if you will.

References

It should be noted that this is simply an expansion on material many other authors have written. I've attempted to reward or rework the source material, but this article is heavily based on and may share a resemblance with passages from the following books (I strongly recommend you get hold of them!):

- Jervis Johnson and Bill King, Warhammer Armies: Undead (1994)*
- Juomas Pirinen and Alessio Cavatore, Warhammer Armies: Vampire Counts (1999)*
- Alessio Cavatore, Warhammer Armies: Vampire Counts (second edition) (2001)*
- Alessio Cavatore, Anthony Reynolds and Gav Thorpe, Warhammer Armies: Tomb Kings (2002)*
- Marizian Von Staufer (based on work of above authors), Liber Necris (2006)*

Lord of the Glade

Using Wood Elf Heros

The wood elves probably have the widest choice of heroes out of all the armies in the Fantasy world. You can choose to have your war host led by a powerful mage, skilful Highborn or a venerable Treeman ancient, and that's just the Lord choices. Now, let's look at the whole list:

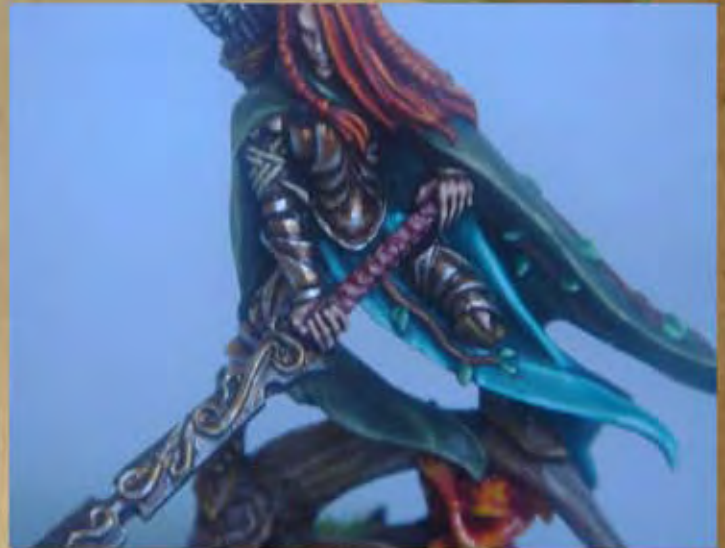
Lord choices:

Highborn:

The highborn is perhaps the most orthodox route when picking a hero for your list. However, there are many possibilities that you could do. If you're looking for a basic hero, there are many magic items available. However, you must decide what you want your Highborn to do. Do you want him to be shooty, or do you want to be a combat monster? Also, do you want to support your battle lines, or go it solo? I will deal separately with each hero build below:

Shooty Highborn:

Shooting is what the Wood elves do very well, and it is perfectly fine to capitalise on it. A basic, unkindred-ed highborn, has the choice of many options. If you plan to go shooty, my first choice of item would be the bow of Loren. This magic item is priced quite high, but is well worth it. If you fight armies such as Chaos, dwarfs or High elves a lot, you should also equip your lord with arcane bodkins. This gives him the chance to kill 4 armoured models a turn, and he will be pain in your opponent's behind for the whole game. As Wood elf heroes are all T3, I would definitely give him a talisman or enchanted item for protection. My favourite defensive item is the Amaranthine brooch, as you are guaranteed a 3+ ward save, unless you are being attacked with magic. A basic shooty highborn could look like this:



? 246- Highborn with Bow of Loren, Arcane bodkins, Amaranthine brooch, light armour and shield.

For improved range, you could always put your lord on a mount. The basic steed is fine, but if you like big monsters, the Green dragon is perfect for the job. The green dragon allows you to move all around the board, letting your shooting get to where you want it. Also, the dragon's attacks compensate for the lack of magic weapons on your lord. My favourite combo for a Dragon Lord is as follows:

? 576- Highborn with Bow of Loren, arcane bodkins, Stone of the crystal mere, enchanted shield, light armour and spear. He rides a Green dragon.

This gives your lord a good combat ability, but also more range and fire power, with the dragon's breath. Also, he has a 4+ armour save and a 3+ ward save, so he is not going to die on your first turn.

However, with kindreds, you can make even better shooters for your army. There are 3 main shooty kindreds, on the next page:



Waywatcher Kindred- I believe that the Waywatcher kindred is by far the worst kindred. For an additional 45 points, you gain killing blow at short range and the forest stalker rules. However, for 50 points, you can get the Bow of Loren and the Briarsheath, which is in my opinion, better. As the Lethal shot rule only works with non-magic bows, you will get about 4 killing blow shots if you play a 6 turn game. Not worth the 45 points, in my view.

Scout kindred- This kindred is much better than the Waywatcher kindred. Although you do not get all the fancy extra rules, it is much cheaper (20 points cheaper), you are not stopped from selecting magic items like you are with the Waywatcher kindred. A classic item selection is:

- 263- Scout Highborn with Bow of Loren, pageant of Shrikes, Briarsheath, Talisman of protection, light armour and shield. This gives him a good save and he is very hard to hit, being at -3 to hit if he is in cover.

Altar kindred- Although not normally considered a shooty hero, the +1 attack on his profile does mean that he can get 5 shots with the bow of Loren. He does not suffer from the usual weakness of shooty heroes, in that he is quite good in combat. A good build will give him both a high of-fence and defence, both in combat and at range. An example build is:

- 274- Altar Highborn with Bow of Loren, Amaranthine brooch, Briarsheath, shield and Great weapon. This set up should give him enough power to overcome weak support units and lend a formidable counter attack unit to your own battle plans. His 18In movement means he can get where he wants when he wants and his 5 shots can be used to decimate small units.

Combat Highborn:

Wood elves, like all the other Elven races, are not slouches in combat. Although they may only have T3, they have an excellent WS and I and are perfectly capable of holding their own. With magic items and Kindreds, they can become real killers. Below are some ideas for a basic combat highborn, which should be able to hold his won in a fight. Also, bear in mind that most combat heroes, with the altar being a notable exception, will function best in a unit of similar troops.

My fist thought when making a combat hero is protection. Being only T3, this is even more important, or your 200+ general will die painfully! If you feel you have the points, a set of magic armour and a talisman are very useful. A good combo, especially against enemy heroes is the Amaranthine brooch and the Armour of the Fey. This will give your hero a 3+ ward save against basic attack and a 4+ ward save against magic attacks, meaning he is well protected all around. With the remaining 30 points, you can give him a tricky sprite or another magic item. A quite good character combo to dispose of your opponents heroes is the following:

? 246-Highborn with Armour of the Fey, Amaranthine brooch, great weapon and Annoyance of Netlings.

This hero is quite a challenge monster. He is hitting at S6 and had a 3+ or 4+ wards save to protect him. The piece de résistance is that he can only be hit on a 6, so he is free to slash away at your opponents hero.

The scout kindred, at 15 points, is well worth it and easily allows you to pick on the weak parts of your opponents line, namely his missile troops. Most missile troops are T3 and have a poor armour save, so killing them is easy. Once they are neutralised, you can come in for the kill, without worrying about casualties. There are many good options for a scout noble, such as the Hunter's talon, pageant of shrieks, Starfire arrows, the Hail of doom arrow and many more. Also, consider the Befuddlement of mischiefs, as being stupid will prevent missile troops from firing. A scout noble's basic equipment should consist of light armour, a shield and a pair of hand weapons. This choice is useful if you chose to attack the shooters in combat, and the extra attack means more deaths.

Combat noble:

A noble can be used to give a bit of punch to a unit that would need it. They are relatively cheap, but quite powerful. They are equipped in a similar way to the Lords, but as they have fewer points to spend, they must concentrate on just one job, either killing the enemy or aiding their allies. However, as nobles have fewer points to spend, they do better if they join a unit (the altar noble is the exception) or stay back to aid the whole battle line. A basic all comers fighty noble should be equipped to take on pretty much anything, so he should have a bit of defence and good attack power. One build is:

- 118-Noble with Amaranthine brooch, great weapon, light armour and shield.

This noble is perfectly capable of dishing out the pain and could join most units to help them out. He is also a good surprise in units such as Wardancers, where you lack high S attacks in the second + rounds of combat. . Also, a noble, being much cheaper than a lord, is a better choice if you want an Eagle mounted character. Eagle nobles are meant to support the battle line, attacking weakened units. As such, he should be able to work on his own. However, he should not be facing ranked units or heavy cavalry.

. His job is to harass the enemy and take out his support units. As such,, this is what I feel his best set up is:

- 119-Noble with Hail of doom arrow, enchanted shield, light armour and spear and is riding a Great Eagle.

This noble is capable of disrupting your opponent's battle line and taking out his missile units and skirmishers. However, you have to use him wisely. With kindreds, a noble can be so much more:

Wardancer Kindred- A Wardancer noble can be quite costly, but they are very good. He can only really be used to increase the killing power of a unit, so he should be geared accordingly. Give him the Blades of Loec and he will be a nasty little fighter. You could also consider giving him the Annoyance of netlings, to help him kill characters. If you are feeling particularly mean, you could give him the Moonstone of the hidden ways, to allow him to teleport his unit to any wood on the board and get into your opponents deployment area.



Wild rider Kindred- A wild rider noble, like the highborn version, is a killer in combat. To help, out a unit of wild riders, I would give him either the Spear of twilight (my personal preference) or the Dawn spear. Altar Kindred-The Altar noble is different to his Lord daddy as he cannot multitask effectively. However, he is great to use a "One-shot" weapon kind of guy. Top do this, give him the following:

- 168-Altar noble with Hail of doom arrow, Helm of the hunt, light armour, shield and great weapon.

This set up allows you to take out small flanking units such as Reavers, Pistoliers and Terradons. He has 5 S6 attacks on the charge and is perfectly capable of taking a chunk out of the enemy with shooting. Just be careful he doesn't get shot!

Eternal Kindred-At +5 points, he is a bargain. Stick him in a unit of eternal guard to add some combat fun, with the Murder of spites for even more attack. If you want to protect him (and the unit) from enemy heroes, give him the annoyance of netlings. Always give him Merciew's Locus, as then everyone is at a reduced strength when they target him, reducing their effectiveness.

The BSB has to have a special section for himself. Protecting your BSB is vital, as he could be the thing holding your lines together. You must give him a magic item to protect him, such as the Stone of the crystal mere or the annoyance of netlings. Attack is a secondary function so feel free to give him items that aid in combat and with morale, such as Gwethrec's horn or Elnett's brooch.

Spellweaver:

The spellweaver is just a smaller version of a spellweaver, but she has a different role. With only a maximum of 2 spells, she is more of a support character. In the wood elf army, we are very weak against magic; as it ignores our forest spirit ward save. So, at 2000 points, I would say that 5 dispel dice is the minimum, unless you have lots of eternal guard or lots of things like Warhawks capable of taking out enemy mages within the

the first turns. To protect your army, I would give each spellsinger you use a dispel scroll- only one though, two is a bit mean and you put all your eggs in one basket. Also, unless you plan to use no magic, which I don't like, all elves are good practitioners, compared to feeble humans. A basic mage, therefore, should look a bit like this:

- 150- Level 2 spellsinger with dispel scroll.

Once you have this, feel free to give your mage what ever items you want. The divination orb, however, isn't really useful unless you know you will be facing a lord level spell caster, as it only works for spells cast with 4 dice. The Deepwood sphere is always fun, as you can kill of units such as a shades that try to kill your mage.

Branchwraith:

The Branchwraith is another support character. She doesn't have the stats and potency to be a character killer, nor is she a great mage. However, at lower point's games she is an excellent leader, being capable in combat and magic. At higher point's games, you can use her to fill gaps you may have. If you need more magic defence, give her the Cluster of Radiants and make her a level 1 mage, she gives you 2 dispel dice. I use my Branchwraith to aid in magic defence, but I also gave her the Annoyance of netlings, so that she can help my dryads take on small units of flankers. Her most memorable moment was when she killed a High elf dragon lord in a challenge. She only inflicted 1 wound, but with the combat resolution from her dryad bodyguard, who were unharmed by the attack due to her challenge, they managed to run him down and win me that game.

Overall, you must select characters that reflect your kind of game. If you love the idea of an elf running amok through your enemy lines, pick a hero on a fast steed or a powerful Altar kindred member. If you love magic, pick a spellweaver with a spellsinger apprentice. It is up to you to decide what heroes you want to play with and if you have a vision, do it.

Have fun and may you defend the realm of Athel Loren!!



God Octo

Incase anyone was wondering, the pictures featured in this article are not those of the author. The Watchman has been fortunate enough to speak to the winner of the Eavy Metal category at the Fields of Blood event in Wellington, New Zealand by Charlie St. Claire known as 'Proximity'.. You can expect to see a proper showcase of this army in these hallowed pages sometime in the near future. Until then, here's a teaser...

