

# WARHAMMER

## A TALE OF FOUR GAMERS

By Robin Dews

As we all know, Games Workshop is all about collecting, painting and gaming with armies of Citadel miniatures. However, many if not all of the armies we show in *White Dwarf* and our other books and publications are fully developed armies that have been painted by the Studio 'Eavy Metal team. They're jolly nice display armies and not really meant for playing battles with. So, what we needed was real gamer's armies...

*When you or I start out in the hobby, or start collecting a new army, we put it together over a period of time. We buy some models here and there, or more likely start with one of the armies from the Warhammer, Epic 40,000 or Warhammer 40,000 boxed sets.*

*We test the mettle of that army in the fiery crucible of battle, and depending upon the outcome, scuttle back to the store or Mail Order catalogues for further recruits.*

*Each week before my 'friendly' weekend game, I would always make a point of painting up a new regiment or war machine with which to terrorise my regular opponent, Phil. He in turn would always turn up with something equally unexpected. This is known in the hobby as the 'escalation theory of wargaming'. Robin thinks... "I'll put paid to that War Wyvern. By next week I'll have two more Great Cannons painted up!" Phil thinks... "He's going to get some more cannons... better get some more Doom Divers!" and so it goes on.*

*In order to show this process of how real gamers go about collecting, painting and gaming with an army, we got four chaps from around Games Workshop - Roy Barber from GW Trade Sales, Richard*

*Gunson from the stores, Richard Hobson from GW Mail Order and our very own fat bloke, White Dwarf Editor, Paul Sawyer - to put together an army from scratch and tell us how they did it.*

*The rules of the game were very simple. We would start them off with £50 which they could spend as they liked on any Warhammer Army (we assumed that they had access to a copy of the relevant Armies book.) Over each of the subsequent four months, we would allow them a further £25 (about £6 per week) which they could use to build up their force. Thus over a period of five months they each will have created a new Warhammer army with a value of £150. All they had to do was to make sure that all of the models they'd bought each month were painted up ready for White Dwarf and that they reported on any battles and scraps their new army had fought! Easy, eh?*

*Other than that it was up to them. Over the next four or five issues of White Dwarf you'll be able to see these armies develop and grow, watch them battle on the tabletop and follow their fates and fortunes. So that's it from me. Let's introduce the crew and see how they got on with their initial purchases.*



BEASTMEN



WOOD ELVES



SKAVEN



BRETONNIANS

# IT'S A BEAST, MAN!

## A Chaos Beastman army by Paul Sawyer

I'd been in my new job as White Dwarf Features Editor for just a few hours and was checking out the essential facilities (coffee machine, how to put my feet on the desk and still use my computer, and, of course, where to get food) when I was blinded by a momentary flash of light. Rubbing my eyes frantically I dared to take another peek to see what had impaired my vision. To my relief it was simply the sunlight glinting playfully off the polished pate of none other than Robin Dews, grinning maniacally as he strode ever closer. Robin cleared his throat "Fat Bloke," he announced "we've been talking about this great army collecting idea and as you're here you can get involved can't you?" Seeing this as a chance to avoid doing any real work I eagerly agreed...

### DECISIONS, DECISIONS...

I drew up a short list of the armies I liked the look of and mulled them over for a few days. The list included Skaven, Chaos and Bretonnians. I discounted Skaven as they are similar to the greenskins I've collected for years in that they are very, very cheap points-wise and would need loads of models painting. This left deadly Chaos and the valiant Bretonnians - I just couldn't decide. I even asked my daughter, Catherine which she liked but she just wanted to colour in my catalogue. Oh well, daddy would have to be a big boy and make up his own mind! Then, as I despaired of ever

making a choice, Tzeentch took an interest in my paltry little life - the first copies of Warhammer Armies: Realm of Chaos were delivered to Games Workshop.

Excitedly flicking through the pages of the rulebook I knew my choice was made and I hurriedly sold my soul to the Chaos gods (all of them - particularly Slaanesh.). Chaos it was then. My problems didn't end there, however, as there are now three Chaos armies to choose from: Chaos Warriors, Beastmen and Daemons. I didn't mind which army it was to be until I saw a photo of the new Minotaur Lord miniature. This immense beast grabbed me by the lapels, slapped me firmly across the face and bellowed "Weak Human! All will fall before the Children of Chaos! The herdstones will run red with the blood of those who dare to stand against us!" Beastmen it was then.

### NOOOOO! MORE DECISIONS!

The first thing to do was to find out just what was available for the Beastmen. I was collecting a brand new army so there was a limited number of models available to me. The only units I could get my hands on were the metal Beastman Gors or the plastic Beastman Gors, which luckily form the mainstay of the Beastman army. I could get quite a few plastic Beastmen for my money but I really like the metal miniatures with their multitude of poses. This being said, the new Warhammer Regiment boxed sets are fantastic and I hope the chaps produce a Beastman regiment soon. £50 spent solely on Gor wouldn't be a lot of fun to paint so I needed to find a way around this little obstacle. My old pals in Mail Order held the answer (bless 'em!) and so I gave them a call to see if they had any pre-release miniatures.

When a new mould is cut for a new miniature, the caster will run a small number of test spins to check the mould is

okay. The by-product is a number of miniatures that Mail Order tell those customers that give them a call all about. The pre-release service is an ace way to get your mitts on new miniatures months before they are released. I would need to move fast if I was to get hold of any relevant miniatures so I gave them a call. I was in luck, they had just received the new Ungor with spears, the awesome new Beastlord and even the miniature that persuaded me to collect Beastmen - the Minotaur Lord! I hastily checked the Realm of Chaos book and worked out what I would get for my £50.

In my opinion Warhammer regiments should ideally be at least 4 ranks deep to get the maximum rank bonus and always include standard bearers and musicians. Not only is this useful in the game but looks really cool on the battlefield! So, armed with this ethic I started to work out what to get.

I could get my hands on a Beastlord to lead my first retinue and possibly be my army warlord. As the Chaos army is built as a collection of a number of warbands I'd have to be careful not to overdose on character models. The Beastlord is quite an imposing figure and for £6.00 I had to buy him. I'm not too sure about his axe though - a bit girly for me. What he'd need is a REALLY big axe! So after perusing the catalogues for a few minutes I decided on a Dragon Ogre's axe. Yep, that was big enough. Heh! Heh! Heh!

The new Ungor models are excellent and at 4½ points as opposed to the Gors at 10 points they provide a cheaper way to field more units. Luckily Mail Order had just enough spear armed Ungors to create a 19 strong Ungor regiment including standard bearer and musician. This left enough space in the ranks for a Beastman champion which I could convert so he was armed with a spear like the rest of his unit. I bought the Champion model with axe raised above his head and cut off the axe head. I then took the spearhead from an Orc boarboy and pinned it onto the base of the Gor's weapon haft. I'm really pleased with this conversion as it's quite dynamic.



I'd been very careful to leave enough cash for the Minotaur Lord (bless his little horns!). I was a bit disappointed that I couldn't take this monstrous creature as a Warlord but I was happy enough just owning him!

This left me with £1.25 which I could save towards next month's installment (yeah, right). With £1.25 burning a hole in my pocket the only course of action was to pay a visit to the snack shop across the road – cue one large bacon baguette with extra lard!

### BLACK! BLACK! THEY TELL ME TO PAINT THEM ALL BLACK!

What colour scheme would I choose? Anything but Goblin Green! I fancied doing something a little different and so plumped for an entirely black colour scheme. I'd only deviate from this for an elite unit of Bestigor which I'd paint white (when I got round to collecting them!). I find it useful to think about a whole armies colour scheme rather than just the regiments.

### WHAT NEXT?

One regiment of Ungor and a Minotaur, albeit a very big Minotaur, is far from a balanced force and I'd need to flesh it out a bit. As far as the arms race goes, I'm definitely falling behind the others as they have a greater selection of plastics to choose from. This means their armies are already looking quite imposing. I seek solace in my principles and decide to stick to metal models. I fully intend my army to look great on the battlefield and I just can't justify to myself that the treacherous, feral, in-fighting Beastmen would all strike the same pose halberds, to the ready. No, that wouldn't do at all.

As for adding to my army I'm torn between taking a unit of Harpies from the Monstrous Host section of the army list to give me a bit of speed and a unit of metal Gor to give the army a bit of staying power. One model I am going to add to the army is a Beastman Shaman, as I can't bear the thought of going to war without any spellcasting ability. Being an inherently chaotic person I'll probably roll a dice to decide what to get on the day!



## WARHAMMER ROSTER SHEET

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save
<b>BEASTLORD</b> Heavy armour, double-handed weapon	4	7	6	4	5	4	6	4	9	5+
<b>MINOTAUR LORD</b> Light armour, extra hand weapons	6	7	6	5	5	5	6	5	10	6+
<b>BEASTMAN CHAMPION</b> Spear, shield	4	5	4	4	4	2	4	2	7	6+
<b>19 BEASTMAN UNGOR</b> Spear, shield, unit contains musician and standard	4	3	2	3	4	1	3	1	6	6+



17 Ungor with spears	£21.25
1 Ungor Command Group	£3
1 Beastmen Champion	£3
1 Boarboy spear	£1.50
1 Minotaur Lord	£12
1 Beastlord	£6
1 Dragon Ogre axe	£2
<b>TOTAL COST</b>	<b>£48.75</b>
1 Bacon Baguette	£1.25



# THE HORNED RAT INCARNATE

A Skaven army by Roy Barber



So, where do I start? Well, first off I begin my army from a totally unique position amongst 'the four' - I have absolutely no experience whatsoever with Warhammer! All of my Warhammer experience lies in the savage war-torn universe of the 41st Millennium with my trusty Eldar warhosts, so adapting to sword-wielding, magic-using hordes of troops will truly be a new battlefield experience for me.

Well, here we are with our first fifty smackers to spend on building a Warhammer Army to be proud of, and hopefully one that will also serve to do me justice on the battlefield and crush all-comers underfoot. What a challenge!

To begin with I obviously have to choose my army - I certainly wouldn't get very far otherwise! Scanning my Warhammer rulebooks gave me a dozen or so armies to choose from, each one unique in its own way both in appearance and effect on the battlefield. Hmm - maybe not such an easy choice as I first thought! After a good browse however, I decided to plump for something different to my normal, organised, sleek legions of Eldar troops. So what better army to choose than an army of grubby, smelly, lice-infected rats who spread disease and horror wherever they tread - the Skaven.

Ha, haaaaahh world, here we come!

So, armed with my Warhammer boxed game, my essential Warhammer Armies Skaven book and £50, it's time to choose my first batch of troops...

£50 is a good amount to spend on a starting army because it gives you a wide choice of figures, from stacks of blisters to several decent boxed sets.

If you take a range of character models it also means you can alter the amount of points that the army is worth very easily. Characters can be left with normal equipment or be given magic items of varying points

value. This enables them to vary in cost from game to game.

I'd be buying my first £50 worth of stuff from the Games Workshop store in Nottingham. For the main bulk of my army I chose 2 boxes of Skaven Clanrats, bolstered by a command group. These would form the backbone of my initial army and spearhead my Skaven assault force with one or two magic items. Next I chose deadly Clan Eshin assassins to skulk amongst the rank and file and leap upon the enemy at crucial moments (when a poisoned dagger in the belly would cause the most disruption). Then I picked a couple of the deadly Clan Skyre Poison Wind Globadiers to add some fearful, close quarters punch to the force, along with a Warp Fire Thrower for a bit of devastating firepower (more nasty tricks to keep up my sleeve, heh, heh, heeehh). Finish this off with a Jezzail to lend some extra support, a pack of rats and my general and my army is more or less ready - and all at bang on fifty quid!

For my general, I chose the Skaven champion model, he would lead my clanrats to give them some bite (excuse the pun), backing him up would be the evil chief assassin and prime agent of Clan Eshin's Lord Sneek himself - Deathmaster Snikch. Although not a mighty warrior or spell wielding sorcerer, I chose him to round out my mysterious, dark army and because I love nothing more than the intrigue of assassins. Opponents had better keep a beady eye open. Ha ha haaa...

Overall, my initial army was picked with variety in mind. I have quite a large core regiment with plenty of punch and a few decent characters in there. Round these characters off with a good selection of magic items





and they might prove to be a potentially lethal force. For support I have chosen a rat swarm and the Jezzail crew who hopefully can sort out any knights or similar cavalry as they charge. Snikch is a shadowy threat with his sneakiness and powerful weapons and should prove to be the bane of enemy characters.

I did want to equip my army with a Grey Seer, but on checking the resulting points value my regiments were way under the 25% minimum value allowed, so out went the Seer until next time! What a wonder!

So, armed with a Games Workshop bag full of Skaven, I set off to my trusty painting table to give the ratmen a first lick of colour and to work my evil plans for the future. No conversions, no major sorcerers, no tricks (yet), just a good, basic, meaty selection to start my foray into the world of Warhammer Fantasy Battle.

Victory here we come! (accompanied by evil, maniacal laughter...)



## WARHAMMER ROSTER SHEET CHILDREN OF THE HORNERD RAT

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save
<b>DEATHMASTER SNIKCH</b> Three weeping blades, poisoned throwing stars	6	8	6	4	4	3	10	5	9	4+Dodge
<b>24 CLANRAT WARRIORS</b> Light armour, shield, hand weapon, unit contains musician and standard	5	3	3	3	3	1	4	1	5	5+
<b>1 CHAMPION</b> Light armour, shield and hand weapon	5	4	4	4	3	1	5	2	5	5+
<b>2 POISON WIND GLOBADIERS</b> Hand weapons and poison wind globes	5	3	3	3	3	1	4	1	5	none
<b>WARPFIRE THROWER TEAM</b> Heavy armour, hand weapons and a warp fire thrower	4	3	3	3	3	1	4	1	5	5+
<b>JEZZAIL TEAM</b> Hand weapons and a Jezzail	4	3	3	3	3	1	4	1	5	5+
<b>RAT SWARM</b>	6	3	0	3	2	5	1	5	10	none

2 Skaven box sets	£10
1 Skaven Command Group blister	£4
1 Skaven Champion blister	£3
1 Assassins blister	£5
1 Rat swarm blister	£3
2 Poison wind Globadiers blister	£6
1 Warpfire thrower team blister	£7
1 Jezzail team blister	£6
1 Deathmaster Snikch blister	£6
<b>TOTAL COST</b>	<b>£50</b>



# DEFENDERS OF THE REALM

## A Bretonnian army by Richard Gunson



I have to admit, I'm a bit of a Warhammer addict. Over the course of the last eight years I've collected and gamed with most of the Old World's races – from my very first Undead army (see White Dwarf 142 for those of you with long enough memories!), to my latest spawning of Lizardmen. In between I've amassed over six thousand points of Orcs and Goblins and four thousand points of Dark Elves (with which I've won the last seven games straight).

So, when I was approached with the idea of collecting a new army I was determined to go for a force I've never used before. This along with the fact that out of all the Games Workshop figure designers, I really love everything that the Perrys produce, made my

choice an easy one: Bretonnians.

When it came to selecting my army I decided to go for a starting force containing a lot of commoners. I felt that for small skirmishes your average Bretonnian army would consist of fairly lowly troops. This way I can play games immediately, as I would already have a nice balance of troops for smaller battles.

The archers should lend support to the cavalry (bow fire being much more dangerous the smaller the points value of the game). The mounted squires are extremely flexible in this force, being armed both with bows for harassing enemy troops and spears to make them decent in close combat, especially when manoeuvred to hit the enemy in the flanks while the Knights Errant engage to the front. I wanted to make sure I included squires for my knights; although my main motivation is more to do with the fact that the squire models are my favourites in the entire range. Sometime you can just tell when a figure sculptor really enjoyed making a set of miniatures, and this really shines through with Alan Perry's squires (I think I'll enjoy painting them just as much). The foot squires are also on my shopping list for the future. Finally one of the gorgeous sorceress models is included to round out the force with her destructive repertoire of spells. I want to

work towards about three thousand points of troops, containing a couple of cavalry wedges of about ten knights each and a lot of infantry. I have a vision in my head of how the army should look on the battlefield – skirmishing squires ranging ahead, bastions of archers at the rear, protected by halberdiers, and the units of knights formed into wedges ready to deliver the killer blow.

I haven't put together an army list yet, as this will develop as I play some games and the history of the army grows. What I am looking for is a body of troops flexible enough for me to be able to fiddle around with it from game to game as I learn from my mistakes and get a feeling of what works for me.

The next big choice was where to start. With fifty pounds to blow I wanted to get the maximum I could for my money and, living in London, I knew that Enfield was having a Grand Opening. A quick trip on the tube, and with all the 3 for 2 offers, my fifty quid suddenly multiplied to seventy-eight pounds worth of soldiers. Here's what I got...





## WARHAMMER ROSTER SHEET

## DEFENDER OF THE REALM

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save
<b>BRETONNIAN SORCERESS</b> Magic level 1	4	3	3	3	4	1	4	1	7	none
<b>6 KNIGHTS ERRANT</b> Bretonnian Warhorse Heavy armour, shield, barding, Hand weapon, Lance, unit contains musician and standard	4 8	3 3	3 0	3 3	3 3	1 1	3 3	1 1	7 5	2+ -
<b>6 MOUNTED SQUIRES</b> Hand weapons, spears, bows, unit contains musician and standard	4	3	3	3	3	1	3	1	7	6+
<b>12 BOWMEN</b> Hand weapons and bows	4	3	3	3	3	1	3	1	7	none
<b>12 BOWMEN</b> Hand weapons and bows	4	3	3	3	3	1	3	1	7	none

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3 Knight Errant blisters	£10.50
1 Knight Errant Champion blister	£3.50
1 Knight Errant standard bearer blister	£3.50
1 Knight Errant musician blister	£3.50
4 Mounted Squires blisters	£12
1 Mounted Squires standard bearer blister	£3
1 Mounted Squires musician blister	£3
2 Bretonnian Archer box sets	£10
5 Bretonnian Archer blisters	£25
1 Bretonnian Sorceress	£4

**TOTAL COST** £78

Total paid at a grand opening £50



# THE WATCHER IN THE WOODS

## A Wood Elf army by Richard Hobson



It's not often that you are issued a challenge like this. Build an army for £150 over a few months, paint it, play with it and write about it. It all started in October when we were summoned to the Studio to talk about the project. So, first things first – what would I collect? The other guys had chosen their armies and there was already two foul and evil forces hell bent on destruction and domination for their dark masters. I was determined to combat this as a champion of light and goodness (*What a big girl!* -Paul Sawyer). As I already have a large, painted force for all the Warhammer armies and having just finished a 10,000 point Bretonnian army (and never wanting to see another horse in this life time), I opted for an army that I haven't visited for many a year – the deadly Wood Elves.

I decided to work out my army list first and buy and paint around that. This meant that I should have a full 3,000 point army finished and painted in 4 months, for £150. Not bad, eh? The first things down on my list were two big bowman regiments. These would give me a total of 40 longbow shots per

turn and both (if I could position them on a hill) would give me a whopping +4 in close combat (3 ranks and a standard). No one is going to find these easy to break, as they are sure to kill a few troops when charged. My general would accompany one of these units along with my army standard bearer (giving even better bonuses).

On the subject of these two characters, my general carries his full compliment of magic items. The first two I take for every general in every army I field. The *Crown of Command* (unmodified Leadership of 10) means that he and his unit are going to hang around until cut down to a man (or elf), and *Armour of Protection* which gives him two saving throws. His magical weapon would be the *Bow of Loren*. I am expecting these 4 shots a turn to be devastating. The army standard bearer would fight next to him, which is wholly fitting and means that I can re-roll my break tests within 12 inches of the standard, using my general's Leadership. He would carry the *Dread Banner* to make the unit even more deadly. My main wizard would be a Master Mage and her purpose would be to deal with hostile magic. She was equipped with a *Dispel Scroll* and *Skull Staff* (a bargain at just 35 points) and to keep her alive, the *Golden Crown of Altrazar*.

I then decided to take another couple of units of missile troops. These would be Waywatchers and Scouts. Waywatchers are a pain to fight. If you can get them into a wood early in the battle, they are nearly impossible to shift. The Scouts would be used as skirmishers deploying well onto the battlefield and used to harry enemy cavalry. Their champion will have a *Hail of Doom Arrow* just for nuisance value.

With my missile troops organised, I turned my attention to close combat units. Wood Elves are never going to have the same heavy punch as most other armies. Instead their strengths lie in unusual troop types and devious tactics. The first close combat unit I chose were Wardancers (show me a Wood Elf army without any). These are included to hold up any powerful enemy units or to drive off skirmishers. The Dryads and Treeman are included to provide a distraction to my opponents and because they can do a lot of damage in combat. My two units of fast moving cavalry would be a shock unit of Glade Riders (armed with lances) and 5 Warhawks. These units will be used for front and rear attacks. Neither will pack a big enough punch to defeat a unit on their own but they are fast and can certainly tip the balance in a close fight. Both of these have a low level wizard to give a bit of magical firepower across the battlefield.

My army is designed as a gamer's army. I know that I am by no means going to win Golden Demon so I wanted a force that would give anyone a tough challenge. With this in mind, I picked my first £50 worth, and with money in hand, I set off round the Mail Order racks. My first purchase was three pre-release models. These were the new Wood Elf Mage on foot, Mage on Warhawk and a new Scout. I then picked up two boxes of plastic archers to give some weight to the army and my unit of 6 Wardancers. I got the Treeman because I fancied painting something juicy. So there we have it – my approach to building a force may be more planned out than most folk but I will finish up with a crackin' army (I'm just too organised to be a Troll).





## HERE IS RICHARDS COMPLETE WOOD ELF ARMY LIST (THE GUARDIANS OF THE WOODS)

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes
<b>WOOD ELF GENERAL</b> Shield, hand weapon	5	7	7	4	4	3	9	4	10	4+	<i>Bow of Loren</i> <i>Armour of Protection</i> <i>Crown of Command</i>
<b>MASTER MAGE</b> Hand weapon	5	4	4	4	4	3	8	2	8	3+	<i>Golden Crown of Altrazar,</i> <i>Dispel Magic scroll, Skull staff</i>
<b>BATTLE STANDARD OF ATHEL LOREN</b> Light armour, shield, hand weapon	5	5	5	4	3	1	7	2	8	5+	<i>Dread Banner</i>
<b>WOOD ELF HERO</b> Long bow, shield	5	6	6	4	4	2	8	3	9	4+	<i>Armour of Fortune</i> <i>Bone Blade</i>
<b>MAGE CHAMPION</b> War hawk, hand weapon	5	4	4	4	4	2	7	1	8	6+	<i>Jade Amulet</i> <i>Staff of Flaming Death</i>
<b>MAGE</b> Elven steed, hand weapon	5	4	4	3	4	1	7	1	8	6+	<i>Parrying Blade</i>
<b>17 ARCHERS</b> Hand weapon, long Bow	5	4	4	3	3	1	6	1	8	none	Unit includes musician and standard, <i>Banner of Sorcery</i>
<b>17 ARCHERS</b> Hand weapon, long Bow	5	4	4	3	3	1	6	1	8	none	Unit includes musician and standard, <i>Valourous Standard</i>
<b>5 GLADE RIDERS</b> Shield, light armour, Elven steed, barding, hand weapon, lance	5	4	4	3	3	1	7	1	8	2+	Unit includes standard, <i>Standard of Shielding</i>
<b>5 WARHAWKS RIDERS</b> <b>WARHAWK</b> Shield, light armour, spears	5 2	5 4	4 -	3 3	3 3	1 1	7 5	1 1	8 7	4+	
<b>1 CHAMPION</b> Long bow, hand weapon	5	5	5	4	3	1	7	2	8	none	<i>Hail of Doom Arrow</i>
<b>9 SCOUT</b> Long bow, hand weapon	5	5	5	3	3	1	6	1	8	none	Unit includes musician and standard
<b>6 WARDANCERS</b> Two hand weapons	5	5	5	3	3	1	6	1	8	6+	
<b>6 WAYWATCHERS</b> Long bow, hand weapon	5	5	5	3	3	1	6	1	8	none	
<b>5 DRYADS</b>	5	4	3	4	4	2	4	2	8	5+	
<b>TREEMAN</b>	6	8	3	6	7	6	2	4	9	5+	