

Creating a Warband

as told by Brahm Tazoul

By now we should all feel like old friends. Welcome to this, my third installment of the "Creating a Warband" series. In this issue, we'll discuss the Middenheimers, Beastmen and Possessed warbands. One thing to keep in mind with the Possessed is that it is truly difficult to create a starter-warband that everyone would like. With so many choices regarding the mutations and their applications to your play-style, I just don't have enough space (or time) to list every variable. Remember, these are my personal preferences, and are meant as a reference only. Be sure to read over the entire Possessed section in the rulebook, and figure out your twisted minions for yourself. With that in mind, on to the warbands!

Middenheimer Warband

Captain:

Sword, axe, dagger 75gc

Champion #1:

Hammer*, dagger 38gc

Champion #2:

Axe*, dagger 40gc

Youngblood #1:

2 hammers, dagger 21gc

Youngblood #2:

Hammer, dagger 18gc

Heroes: 5, 192gc, 308gc remaining

Marksmen: 2, Crossbow, sword, dagger 60gc ea

Marksmen: 2, longbow, dagger 40gc ea

Swordsmen: 2, Sword, dagger 45gc ea

Henchmen: 6, 290gc

Warband:

11 members, routes on 3 OOA, 18gc left in treasury. Rating: 91pts.

Ah, the Middenheimers. Big brutes screaming bloody murder as they charge down upon their foes. While the Middenheimers themselves believe in nothing more than braining their opponents, their hired thugs (swordsmen, marksmen and warriors) are allowed to have a slightly different view.

You'll notice that I've created two groups of Marksmen. One is the mobile-support, whilst the other is the static "muscle". The Heroes of this warband are your true H2H champions (especially considering that your Captain and Champions start out with +1S) and should be used as such. I only include swordsmen to cover your archers and help the Youngbloods out until they've earned enough xp to become terrors on their own.

Note that I've marked the Hammer and Axe in the Champions weapon-lists. This is to show that they are only single-handed weapons at this point. First skill you should pick for your Champions is *Strongman*, and then upgrade their weapons to be 2-handed. With a S4, and the subsequent +2S from the 2-handed weapon, a *Strongman* Champion can inflict some serious damage. Consider this; they start with a WS of 4, meaning they are going to need a 3 or 4 to hit pretty-much anything. Once they do hit (and hit they will), they will need a 2 to wound anything with a T of 4 or lower!

I would recommend playing the Middenheimers in-style; very little (if any) armor, big, brutish weapons, and charge them at anything that moves. Sure, you may suffer a bit of time rolling on the Injury Table, but c'est la vie. Bellow your battle-cry, and throw your men into battle! The Middenheimers wouldn't have it any other way.



**Equip your Champions with single-handed weapons until they gain the Strongman skill.*

Possessed Warband

With Possessed Hero

Magister:

Sword, dagger, bow **95gc**

The Possessed:

Tentacle **125gc**

Mutant #1:

Swords, dagger, axe, club, *extra arm* **83gc**

Mutant #2:

Spear, *black blood* **65gc**

Heroes: 4, 368gc, 132gc remaining

Beastmen: 2, sword, dagger 55gc ea

Henchmen: 2, 110gc

Warband:

6 members, routes on 2 OOA, 22gc left in treasury. Rating: 58pts.

BRING ON THE HURT! This warband is tough... not only to play, but to play against.

True there are only 6 members, but I think I'd rather face off against 6 Dark Elves!

The Magister supplies the arcane support, as well as the very-limited ranged attacks. While he can't gain any shooting abilities, he at least has a BS4, enabling him to do *something* with the bow.

The Possessed is key for the beginning stages of this warband. His W2 enables him to take a lot of damage, not to mention his T4 and S4. Couple him with the Beastmen and run around terrorizing your opponents. Between those three models you've got 6 wounds! Use the *Tentacle* ability to remove your strongest opponents strongest attack, and let the beastmen nail him to the ground. They'll woe the day they crossed your path!

Your three-armed mutant is a great combatant, and easy to make. Grab a model you don't like, or if you're lucky an arm off of another accessory sprue, and glue it to a brethren's chest. Voila! A three-armed nightmare. With an average starting WS3, the third attack does wonders. The only pain is you've got to have three dice to represent the three different weapons, and on top of that remember which is which! You'll get used to it...I promise.

The other mutant is more of a bane to your enemies than an asset to you. Consider him a walking grenade; every time he is wounded, his corrosive blood splatters about, inflicting a S3 hit against anyone in base-contact with him. Beware archers, and get up-close and personal. You've a decent shot at taking your opponents out every time they hit you, so fear not, and let this guy take a beating!

Save your pennies, and buy your fifth hero. Remember that your first Mutation is at regular price, but every other one is doubled, so pay for the most expensive one first, and then double-up. I'd recommend going with a *Great Claw* and *Black Blood* personally...it would be a nightmare in close-combat, but will cost you 200gc to buy, so start collecting that wyrdstone!

Possessed Warband

Without Possessed Hero

Magister:

Sword, dagger, bow 95gc

Mutant #1:

Swords, dagger, axe, club, *extra arm* 83gc

Mutant #2:

Spear, *black blood* 65gc

Heroes: 3, 243gc, 257gc remaining

Beastmen: 2, sword, dagger 55gc ea

Darksouls: 2, axe, dagger 40gc ea

Brethren: 2, axe, mace, dagger 33gc ea

Henchmen: 6, 256gc

Warband:

9 members, routes on 3 OOA, 1gc left in treasury. Rating: 65pts.

This set-up is risky. While you have increased your men and rating slightly, you have lost your powerhouse, the Possessed. Decreasing the amount of heroes in your warband is not something that I'd suggest, however some people feel more at home fielding more models.

The Darksouls should follow your beastmen into battle. Let the Beastmen take the first hit, and then charge in against the tied up opponent. The brethren are your fall-guys. Let it be them who take the fall if and when you need to rout.

With this warband, I would almost recommend sitting back and routing on purpose for the first game or two in a campaign. Since there is a good chance that you are going to get an *Underdog* bonus regardless, your heroes and henchmen will level up. Collect your gold, and buy a

Possessed. Once you've added one to your warband, you will truly be a force to be reckoned with!



Your Darksouls are easily hit, so make them a second-line attacker. They'll survive longer, and help your beastmen take your opponents down.

Beastmen Warband

Beastmen Chieftain:

Axe, dagger 70gc

Bestigor #1:

Sword, dagger 55gc

Bestigor #2:

Mace, dagger 48gc

Beastmen Shaman #1:

Halberd, dagger 55gc

Centigor:

Halberd, dagger 90gc

Heroes: 5, 318gc, 182gc remaining

Gors: 3, axe, dagger 40gc ea

Ungors: 1, Mace, dagger 28gc ea

Warhounds of Chaos: 2, 15gc ea

Henchmen: 6, 178gc

Warband:

11 members, routes on 3 OOA, 4gc left in treasury. Rating: 110pts.

At long-last, the ever-awaited Beastmen. This warband is sure to be a nightmare to play, but extremely rewarding for the general who does. Completely lacking in the long-ranged department, Beastmen *need* to be close to their prey. You will need to scurry through the shadows in order to beat your opponents. Don't give them a clear shot, and you'll be alright.

Almost all of the starting models have a T4. That's great against bows, forcing them to roll a 5+ to wound. Even the mighty crossbow is at a huge disadvantage; considering that your goal is to ensure that there is no true "clear shot", they will be forced to fire at you under-cover. Since they cannot move and shoot, you've got the upper-hand in that you can pick where you're going to end up, and they have no choice; either they shoot, or they move and miss the opportunity.

I made this warband with the general feel of the Beastmen in mind. Since they are destroyers, I equipped them with more axes and clubs, typical scavenger equipment, rather than a bunch of swords. While most of them will not be able to parry any blows, there is nothing preventing you from buying (or possibly finding) some bucklers along the way.

With great starting WS throughout the band, you should concentrate on screening your Bestigors and Chieftain with the hounds and Ungor. The hounds are cheap as dirt, and can keep your warband going while you save for better troop-types. The Minotaur is a bit under-equipped for it's 200gc price-tag, however it's still a M6, WS4, S&T4, W3 creature with 3 attacks. The special rules for it (Bloodgreed) add to the chaotic flavor of the band, and it'll do wonders in tying up your opponents, not to mention make them think twice about having not used the outhouse prior to battle. Something to keep in mind with the Minotaur is this; charge in and kill something easy. With a 4+ roll, the

Bloodgreed sets in, and your Minotaur becomes *Frenzied*. Think of the possibilities of a W3 creature having 6 or 7 attacks at S4! You'd be a nightmare, and able to take out small regiments of mercenaries on your own.

So, while an Ogre Bodyguard Hired Sword would fight 4 battles before costing as much as the Minotaur, the Minotaur has +1WS, +1I and +1A, as well as the bloodgreed special rule. All in all, I'd say that the Minotaur is an equitable trade in this matter.

A few notes on drawbacks: There is NO ranged attacks with the beastmen. The only exception to this is *Blessed Water* and a *Net*. They are not truly ranged attack, but would use your BS to hit. Another note of interest is that the Beastmen cannot hire any hired swords. Period. They've a special rule as a warband that states as such. So, you can't even compensate for your lack of ranged skill with a Hired Sword. This is very important as you *MUST* survey the field of battle and ensure that you've decent-enough cover to ensure that you can reach your opponents. If you are left in the open, you're in trouble. If that ends up being the case, move in against your foes as quickly as possible, and cut them up. Wreak havoc upon the countryside and enjoy, my fellow slaving tools of Chaos!



The Minotaur is worth saving-up for, so keep hiring Hounds of Chaos until you've saved enough to buy his valuable services.

Next article will share my thoughts regarding Skaven, Dwarves and Kislev warbands. Stay tuned!