

USING ALTERNATIVE ARMIES

By Matt Keefe and Ken South

In this article System Head, Matt Keefe and Warmaster expert, Ken South take a look at how you can vary the existing racial army lists to add character and unique circumstances to spice up your games.

The Warmaster army lists are essentially archetypes, presenting broad views of each race, with their most common troops present along with minimums and maximums, ensuring that the average army will have a fair spread of the different troop types. The army lists are designed in this way both for balance and fairness, and also to keep a strong individual theme for each. Overall, the army lists provide good, evenly matched armies that can be used in any old game, no matter how hastily arranged it may be.

This needn't always be the case, however, and with a little planning, players familiar with the rules will find it easy enough to create alternative armies by using different army lists, adjusting the restrictions on an army list or even doing away with the army lists altogether. You might like to create a High Elf army composed entirely of cavalry, or an Empire army with a lot more artillery than normal, for instance.

The most appropriate place for this kind of jiggery-pokery is in a specially designed scenario, where other factors such as victory conditions, the number of points allowed to each side

or some other special rule can also be adjusted to level out any advantage gained by the altered army lists.

Alternate armies could be used in standard games, but using them habitually rather goes against the idea. The point of alternate armies is to represent oddities, unusual armies not often witnessed, or even mustered only once in response to exceptional circumstances. What all this means is that, in all likelihood, the kind of armies that would fight in a run-of-the-mill battle are far better represented by the standard army lists.

Using Other Army Lists

The simplest way to represent alternative kinds of army is to simply use a different army list. This method is very similar to the 'counts as' method for alternate units. Since the army lists are being used unaltered, this kind of alternate army is ideal for use in all situations, since it remains completely 'official' and is entirely fine for us in any game, no matter how competitive.

The Green Horde Army

Experienced Warmaster general and the brain behind the famed Euro GT Lex van Rooy uses a rather special Orcs & Goblins army. Instead of using the typical Orcs & Goblins army list, Lex uses the Kislev army list in order to represent a more ragtag, nomadic Orc horde. Such an army might represent roving tribes that populate the Steppes, the Badlands or other such wilderness areas. The army could even be used to represent other, more unusual Greenskin armies, such as Hobgoblins, whose wolf-mounted tribes constantly prowl the Steppes and the lands east of the Old World.

In order to use the Green Horde, Lex chose from the Kislevite army list, and substitute in appropriate Orcs & Goblins models. This is summarised on the table below.

Kislev List Entry	Green Horde Models	Could also represent...
Knights	Orc Boarboyz	-
Horse Archers	Goblin Wolf Riders	Hobgoblin Wolf Riders
Bowmen	Night Goblins	Orc Archers
Axemen	Orc Warriors	Black Orcs
Bears	Ogres	-
War Wagon	-	Snotling Pump Wagon, exceptionally large chariots, wagons or caravans of the type we might imagine Nomadic Greenskins might somehow steal or cobble together.
General	General	-
Shaman	Orc Shaman/Goblin Shaman	-
Bear	A very ferocious Boar mount!	A very ferocious Squig mount!
Tzarina	Some of the more primitive Greenskin tribes may well be led by Shaman who has cowed the Orcs and Goblins into submission with his magic. Using the Tzarina upgrade could represent such a Shaman taking to the field into a chariot as befit his status as head of the tribe.	



For example, you might choose a Chaos army using the Empire army list to represent an army composed of Imperial traitors, perhaps having defected in the midst of one of the great Chaos invasions, or perhaps having been tainted on an expedition northwards and returned to the Empire in the service of the Chaos gods. In this case, the army list is used exactly as printed – all you need to do is represent each of the units with appropriately Chaotic models. You can do this by either using models from the existing Chaos range, or by converting up Chaos themed versions of the existing Empire units. All that is important is that all units of the same type use the same model, and that you clearly explain to your opponent at the start of the game what each unit represents to prevent any confusion.

Using this technique, alternate armies can be created to represent armies that differ quite drastically from the typical armies of their race – perhaps employing more or less of a

particular kind of troop (cavalry/infantry/monsters) than would be normal, for instance. As long as the army compares closely to one of the other races, you can easily represent it in this manner. Some examples might include:

- Mousillon is a cursed city, shunned by most Bretonnians for its lingering evil and association with death. Black-armoured knights and other sinister foes are known from the city and have, from time to time, even rode out to face those who would seek to reclaim Mousillon for the King. Such an army could be represented using the Vampire Counts army list alongside appropriately grimly attired Bretonnian models.
- In a similar vein, the Blood Dragons are a bloodline of Vampires which runs through many of the most ancient noble families of the Old World, creating armies of Vampire Knights and their Undead retainers. Though not typically given to mustering large armies, the Blood Dragons nonetheless have done so when the need required, and such an army could easily be represented by using either the Bretonnian or Empire army list with Undead models for the units themselves.
- The Marauder tribes populate the northern lands, descending on the lands to the south when the Winds of Chaos blow strongest. In the Old World, it is the Norse and the Kurgan that most often come to trouble the civilised lands, but in other parts of the world other tribes are known, feared tribes who behave quite differently to their Old World counterparts. The Hung, for instance, are known for their horsemanship, with only the poorest and most pathetic of men fighting on foot. Such an army could be represented by the use of Marauder models (or other appropriately barbaric types, such as the Steppe Horse Archers) in an army chosen from the Kislev list.



Adjusting the Army Lists

After using other army lists, the simplest method of representing alternate armies is to start to adjust existing army lists a little. This, of course, is drastically different to the former method in one important respect – you'll need your opponent's agreement to use the army list with its adjustments, and most tournament organisers probably won't consider such an army 'official'. That aside, adjusting the army lists a little is simple, relatively balanced, and goes a long way towards producing a distinctive army.

When adjusting existing army lists, the first place to start is with units who have a 'minimum' listed in the army list. Typically these represent the most common type of soldier within an army which we would usually expect to find in almost every army belonging to that race. There are always exceptions, however. The Empire army, for instance is usually obliged to take a minimum of two units of Halberdiers and two units of Crossbowmen (both infantry units). Whilst almost all states of the Empire maintain such soldiers, forming far and away the bulk of most armies, there are occasions where the Empire has found the need to muster armies composed entirely of

THE DWARF GUILD EXPEDITION FORCE OF GUILDMASTER 'WONDERGUN' THORKESSON

<i>Troop</i>	<i>Type</i>	<i>Attacks</i>	<i>Hits</i>	<i>Armour</i>	<i>Command</i>	<i>Unit Size</i>	<i>Points per unit</i>	<i>Min/Max</i>	<i>Special</i>
Warriors	Infantry	3	4	4+	-	3	110	2/-	-
Handgunners	Infantry	3/1	4	6+	-	3	90	2/-	*1
Rangers	Infantry	3/1	4	5+	-	3	110	1	*2
Cannons	Artillery	1/2	2	6+	-	2	90	-/2*	*3
Mortar	Artillery	1/3	3	0	-	1	75	-/2*	*3
Flame Cannon	Artillery	1/2D6	2	6+	-	1	50	-/3*	*4
Organ Gun	Artillery	1/6-3-1	2	0	-	1	50	-/3	*4
Gyrocopter	Machine	1/3	3	5+	-	1	75	-/1	*5
Guildmaster	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/1	-
Runesmith	Hero	+1	-	-	8	1	90	-/1	-
Anvil	Special	+1	-	-	-	-	+10	-/1	*6
Airship	Chariot Mount	-	-	-	-	-	Free	1	*7

1. **Handgunners.** Handgunners follow the special rules presented in the Dwarf army list.

2. **Rangers.** Rangers follow the special rules presented in the Dwarf army list. In addition, the army may only include a single unit of Rangers, no matter how large it is.

3. **Cannon & Mortar.** The full rules for cannons can be found in the Artillery & Machines section of the Warmaster rulebook. Mortars follow the same rules as Orc Rock Lobbers. As far as the maximum number of these units is concerned, the army may include up to 2 units of mortars or 2 units of cannons or a combination of cannons and mortars so long as the total never exceeds 2 units of cannon and mortars per 1,000 points.

4. **Flame Cannon & Organ Gun.** The full rules for cannons can be found in the Artillery & Machines section of the Warmaster rulebook. Organ guns follow the same rules as Empire Helblasters. As far as the maximum number of these units is concerned, the army may include up to 3 units of Flame cannon or 3 units of Organ guns or a combination of Flame cannon and Organ gun so long as the total never exceeds 3 units of Flame cannon and Organ guns per 1,000 points.

5. **Gyrocopter.** The full rules for the Gyrocopter can be found in the Artillery & Machines section of the Warmaster rulebook.

6. **Anvil.** The Anvil follows the special rules presented in the Dwarf army list.

7. **Airship.** The Dwarf airship is used as an observation balloon. All artillery within 10cm of the balloon, or shooting a target within 10cm of the balloon, adds one to hit when shooting, so will normally hit on a 3 instead of a 4 and so on. The airship is treated the same as other flyers but has no Attacks and as such cannot be attacked. This represents the fact that the airship is flying at a high altitude. The airship is classed as a chariot mount and a hero or Runesmith must be placed in it (this means that if you field the airship, you lose a hero!). The use of the airship is more that it is a cracking model! You may field only one airship, no matter how large your army is...



cavalry. In such a case, you could remove the minimum number of required Halberdier and Crossbowmen units, or perhaps even go so far as to impose a maximum restriction on them.

Units with a maximum restriction on them in the army list are also ripe for adjustment when creating alternate armies. In the High Elf army, for example, Elven Bolt Throwers are limited to one unit per 1,000. If you were playing a scenario representing an attack by the Lothorn Sea Guard (who possess many, many Bolt Throwers for use aboard their ships), you might want to increase the maximum permitted number, or even lift the restriction entirely.

New Units

Ordinarily, each entry in a Warmaster army list represents a wide variety of subtly different troop types. We might imagine that these units possess different equipment to one another, or even specialise in their own unique tactics, but for the most part the scale of Warmaster is such that we simply overlook these differences. Alternate units are used to show these different troop types, providing a little cosmetic variety, but other than this no account of their difference is made.

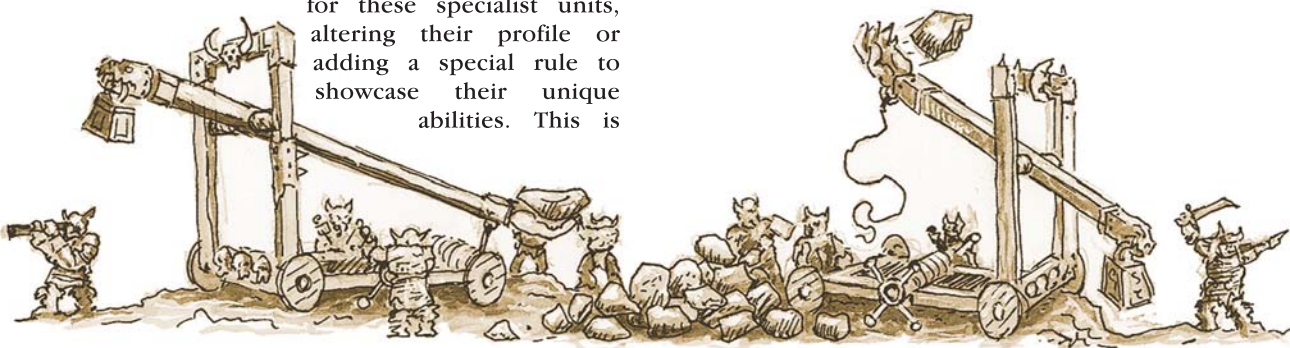
If you are designing an alternative army, however, you might like to go one step further and create a new entry for these specialist units, altering their profile or adding a special rule to showcase their unique abilities. This is

especially appropriate if the army is designed for use in a special scenario which facilitates the use of such specialists. For example, a scenario involving a High Elf sea landing might well provide an opportunity to add a dedicated Lothorn Sea Guard entry to the army list where ordinarily the unit would merely count as a unit of archers (perhaps forsaking the archers' special +1 to hit rule in favour of an increased, 5+ Armour Value representing the additional protection of the shield-bearing spearmen in the front rank).

It isn't merely units which can be added in this way – new forms of character can be assigned to the army as well. A Dwarf army of Karak Kadrin, the Slayer Hold, for example, might be led by Slayer characters rather than the normal general and heroes, complete with whatever rules you think appropriate and can agree with your opponent.

Making Up Your Own Army Lists

Finally, the most drastic step to take in creating alternative armies is simply to do away with the army lists entirely and make a new one up! As with all the suggestions outlined in this article, this is really most appropriate as part of a specially designed scenario, where the new army lists can be themed around the background to the battle, and balanced against one another by any prevailing conditions in the scenario itself.





Ken's Designer's Notes

The Dwarf Guild army is an adaptation of the expedition force of Wondergun as featured in the Dwarf Army book. I have been careful to keep rules additions and changes to a minimum as I think the established rules work well. The army really is one for firepower fans to gleefully use. Ranks of Thunderers and rows of cannons lined up bellowing black smoke is just an awesome sight. Weak points of the army are obvious; its lack of movement and its reliance on powder weapons.

The Warmaster scale makes this an army that looks fantastic and the use of the airship really is something unachievable in Warhammer. The fact that this force can field no Slayers and limits the use of Rangers makes it a completely different Dwarf army for Warmaster players to use. The reliance will be on the initial set up of the Dwarf player and his anticipation of his opponent's deployment. Terrain features will become a prominent part of the player's tactical awareness when setting up. Terrain features that could once be occupied during the game will now become out of range, as splitting of the defensive line of artillery and missile-armed troops could prove fatal.

The other great use of the Dwarf Guild is to use them as an allied force in a large game. After all a 2,000-point Guild force packs a real punch and supported by a 2,000-point Empire crusader army would be very scary indeed. You could also use the Dwarf Guild as allies to a more conventional Dwarf army, representing armies from all over the Dwarf Empire coming together for a great battle. This is true of pretty much any alternative army.

The Nomadic Orc army is something totally different based on the like of Genghis Khan, Attila the Hun and their horse-mounted hordes. The field of battle is full of marauding Wolf Rider brigades harrying the flanks and exploiting gaps in opposing armies' lines.

The increased number of Boar Boyz must be used to do ultimate damage or the high point cost will be wasted.

The Savage Orcs are best used to attack units in the flank or to support boar boy charges where the chances of success is increased. The Squigs are there for completeness and to bring a sense of Orcish mischief to the list. They should not be underestimated after all you would never underestimate Trolls would you? They are able to initiate charge in any direction which is again something different but doesn't put the game mechanics out by any means. The Spider Riders are used as an alternative Wolf Rider unit with a few additions.



The strength of this army; is its speed and manoeuvrability; its weakness is no solid infantry support or long range firepower.

I love this army it descends from the heights and causes destruction and quickly retires. For people keen to use this army, read about the tactics of the great Genghis Khan or Attila as it will be useful, I promise!

Author

Ken South can usually be seen at Games Day or any UK event involving models where he'll always be busy showcasing Warmaster to the gaming public.

Further Information

The Warmaster Range can be purchased from Games Workshop Direct. See the How to Order pages for more information. The Warmaster Armies book is currently being written by Rick Priestley, and will contain lots more examples like the ones described in this article.

Website

www.Warmaster.com & games.groups.yahoo.com/group/gw-warmaster/

THE NOMADIC ORC HORDE OF THE SMOULDERING STEPPES

<i>Troop</i>	<i>Type</i>	<i>Attacks</i>	<i>Hits</i>	<i>Armour</i>	<i>Command</i>	<i>Unit Size</i>	<i>Points per unit</i>	<i>Min/Max</i>	<i>Special</i>
Orc Boar Boyz	Cavalry	4	3	5+	-	3	110	-/*	*1
Savage Orc Boar Boyz	Cavalry	4	3	6+	-	3	110	-/1*	*2
Wolf Riders	Cavalry	2/1	3	6+	-	3	60	-/-	*3
Spider Riders	Cavalry	2/1	3	6+	-	3	80	-/-	*4
Wolf Chariots	Chariot	3	3	6+	-	3	80	-/3	-
Squig Hoppers	Infantry	5	3	5+	-	3	110	-/3	*5
Giant	Monster	8	8	5+	-	1	150	-/1	*6
Orc General	General	+2	-	-	9	1	95	1	-
Orc Hero	Hero	+1	-	-	8	1	80	-/2	-
Orc Shaman	Wizard	+0	-	-	7	1	45	-/1	-
Goblin Hero	Hero	+1	-	-	7	1	45	-/2	-
Wyvern	Monstrous Mount	+2	-	-	-	-	+80	-/1	*7

1. Orc Boar Boyz. You may field one Boar Boy unit for every two units of Wolf Riders/Spider Riders in the army. One of these units may be Savage Orc Boar Boyz (see below).

2. Savage Orc Boar Boyz. These receive +1 to their attack value (as per Power of the Waaagh) if they charge an enemy. This +1 lasts for the entire combat, whilst they are winning. They do not receive this bonus if they themselves are charged or if they lose a round of combat.

3. Wolf Riders. Wolf Riders follow the rules in the Orcs & Goblins army list. In addition, the Wolf Riders that ride in this army can, if defeated in combat, elect to break off and run for the hills (or at least out of harm's way!). Wolf Riders can only break off after the first round of combat has been fought!

To do this, roll 5D6 and add the scores together. This is the Wolf Riders' Fall Back move. You may then move the Wolf Riders straight back by this distance facing away from their attackers. If any 6s are rolled, the Wolf Riders are also confused. The attacking player counts as having destroyed his enemy, so is allowed to advance (up to 20cm if in the first round of combat, 10cm if in subsequent rounds).

If fighting with cavalry, you may also elect to pursue the Wolf Riders. To do this, roll 5D6 and add the scores together. If this distance is sufficient to bring them into contact with the Wolf Riders then combat is fought. The Wolf Riders will suffer -1 attack for being attacked in the rear.

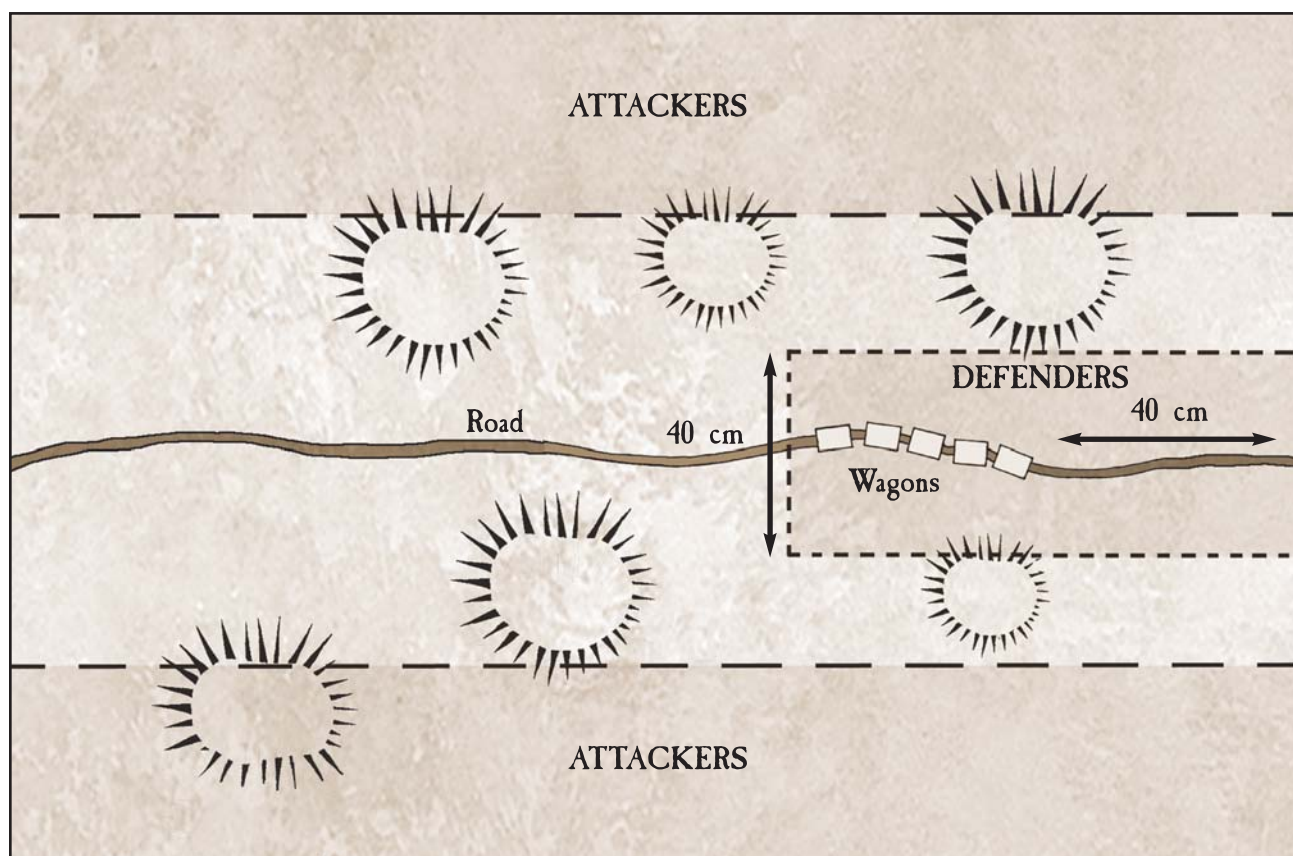
4. Spider Riders. Spider Riders can move through wooded areas as though they were infantry. They also do not receive any penalty for being in wooded terrain when receiving orders.

5. Squig Hoppers. Squig Hoppers, or a brigade containing Squig Hoppers, suffer a -1 penalty when receiving orders due to the rowdy and unpredictable nature of the Squigs. Squig Hoppers must charge any enemy target within 20cm during the initiative phase regardless of direction! Also Squig Hoppers become confused on a D6 roll of 5 or 6, rather than the normal 6.

6. Giant. The Giant follows the rules in the Orcs & Goblins army list.

7. Wyvern. The Wyvern follows the rules in the Orcs & Goblins army list.





SCENARIO

The wagon train over Axe Pass scenario from the Warmaster rulebook is a great starting place when looking for a suitable scenario to play with the two armies listed above. This scenario is representative of Wondergun Thorkesson, epic journey to the Empire with a delivery of black powder weapons.

The Dwarf wagons moved slowly through the mountains of the Old World towards the lands of the Empire. The Dwarf engineers steered the wagons with care as any sudden bump could set off an explosive reaction for the wagons were laden with gun powder and explosive bullets and shells, and hitched to the 'wagons were mortars, Organ guns and cannons all ordered by the elector.

Wondergun Thorkesson, the Guildmaster, was pleased that the journey had so far been uneventful and the border towers could be seen in the distance – even if they were unmanned!

Suddenly, and without warning, the sky was filled with black arrows and from the woods erupted hordes of Wolf Riders. The Dwarfs reacted, the Guild bodyguard forming defensive blocks whilst the weapons destined for the Empire were unlimbered and loaded!

