

# IRONWATCH

Issue  
23





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**ABYSSAL TIDINGS****A Message from the Editor**

Thanks again for joining us for what is almost our second full year of publication at the **IRONWATCH** fan magazine!

This month we have an astounding selection of Kings of War content for you, but somewhat sparse showings for the Warpath, Deadzone, and Dreadball sections of the Manticverse!

The best remedy for that is to be sure you send us your stories, your battle reports, your special scenarios or rules, your photographs; **IRONWATCH** is built on contributions from fans like you, dear reader, and the best way to make sure you see content you like is to submit content just like it (And encourage your friends to do the same!).

Lastly, be sure to check out our new Advertisements section; they're free, so if you have a local Mantic game group or store that would like to advertise their Mantic products, please be sure and let us know. Thanks for reading, and whether you're a new reader or old fan, Welcome to the Watch!

-Austin

*Cover art by Martin Geibner*

*Title art by Mark Smith*

*Please note that, while we here at **Ironwatch** attempt to deliver you the best products and ideas we can, we cannot guarantee the balance of any scenarios or special rules presented herein. If you find any errors, grammar mistakes, or rule imbalances, please contact us on the Mantic Forums (Look for the discussion labeled "Ironwatch Issue X Feedback") and let us know what we could do to improve your fan-produced magazine. If you are interested in writing, illustrating, or editing for our magazine, please let us know on the feedback discussion as well so you can get in on the action!*

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# TABLE OF CONTENTS

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## IRONWATCH

Iron Forge .....	4
<i>See the amazing array of top-tier paintjobs from our team of professional-quality painters.</i>	
The Mantic Calendar .....	16
<i>Learn what Mantic-related events and tournaments are upcoming in your area!</i>	
Q&A with Chris Palmer .....	18
<i>Chris Palmer answers questions from the Mantic fans about Deadzone, Kings of War, and the future of Mantic.</i>	
Advertisements .....	53
<i>Our new section where you can advertise your local Mantic game group or store!</i>	

## KINGS of WAR

Kings of War—Rising, by Tristan Coulson .....	21
<i>A brand new Kings of War escalation campaign with a group of friends, with a variety of special scenarios to use.</i>	
A Tale of Dwarves and Orcs, by Neil Jones .....	24
<i>The continuing tale of conflict thickens, as we focus on the violent and crafty Kingdoms of Men Duke Edward</i>	
Gaming ‘A Tale of Dwarves and Orcs’, by Neil Jones .....	32
<i>Check out the special rules, so you too can use the Duke, Gunthersson, and Grez in your own games.</i>	
Kings of War Tactics, Part II, by Rob Allen .....	35
<i>Continuing his fantastic detailed analysis of military tactics, Rob takes us through the wide wonderful world of Formations!</i>	
Year of the Orc, Part 3, by Jonathan Faulkes .....	46
<i>Finishing his series, Jonathan takes us through his painting process for his orc forces</i>	

## WARPATH

DreadWorld Footy, by Keith Mullumby .....	52
<i>Try this new set of Dreadsports rules, based on Australian Rules Football</i>	
Project Pandora Stat Cards, by Marcel Popik .....	54
<i>A set of full-color cards to track models, damage, and items in your Project Pandora games! Ready to print double-sided and cut-out!</i>	

# THE IRON FORGE

Welcome back to the Iron Forge!

This week we have some fantastic pieces of art for you to enjoy:

- Christian Schlumpberger's crazy Deadzone Plague, featuring a speedpainting style with plenty of washes and blood splatter!
- Our newest addition to the Iron Forge team; Geoff Burbidge, and his fantastic Dreadball Refbot!
- Matt Gilbert's powerful Sylvan Fey spellcaster!
- Steicy Jourdan's stellar Teraton Dreadball player!
- Vincent Pascaud's vibrant Deadzone Marauder team!



*Undead Balefire Catapult, by Matt Gilbert*

Make sure to give Geoff a nice big welcome, and keep your eyes peeled for the treats we have in store for you next issue!



THE CHESS SET YOU'VE ALWAYS DREAMT OF...

*LOKA Fire chess set, by Paul Scott*



# CHRISTIAN SCHLUMPBERGER





# CHRISTIAN SCHLUMPBERGER





# GEOFF BURBIDGE





# GEOFF BURBIDGE





# MATT € GILBERT



This month I decided to try my hand at a model from the Kings of War fantasy range. I also used the opportunity to add another spell-caster to the Sylvan Fey army (sort-of-wood-elf) that I assembled and painted for the original Clash of Kings event at the start of last year. Some regular Mantic Forumites might recall the blog series I wrote as the army was assembled, and some of the background and stories I wrote too. The background on the Sylvan Fey is re-printed

from my original blog elsewhere in this issue along with an explanation for the unusual



# MATT € GILBERT



skin colour on this model.

I got the El'rik Nisleen model with one of my Kings of War Kickstarter shipment but it has been sitting in a box in my games room for a long while but I realised that this would be a good chance to finally paint it up.

I started with a pure white undercoat knowing that I wanted a white cloak so this made sense as the base as the white would be quite dominant. The green (GW Knarloc Green) and browns (Army Painter leather and GW Vermin Brown) were the same as I used with the original army as I wanted the new model to seamlessly blend in. The blue on the face is Vallejo Sky Blue (Model Colour range).

All base colours were washed with colour-appropriate washes, all from the Army Painter range. The model is actually quite small (Mantic models are certainly not heroic scale) and I took the decision to paint the eyes yellow and paint the pupils before doing any highlighting anywhere. When painting such small detail it's better to tidy up any slips on a surface you've not finished

yet. It's very frustrating to ruin something you've spent good time on. Getting the eyes on a model painted and accurate early on is often a good idea anyway. The eyes will make a face. Get them wrong and it will not matter how well you painted the rest of the face – the eyes will spoil the overall effect. Having said that, looking at it now, I should have gone one step further and painted a small white dot of light in each eye in on the black pupil. Oh well, if I feel inspired enough I may go back and do that one day!

The torso armour and vambraces look a little insipid once they were highlighted and I decided to try something a little different, even if the result would mean the brown





# MATT € GILBERT

didn't quite match the other models in the army (an OK situation I felt, as this is a character model after all). I washed the areas with a thinned mix of Army Painter Soft Tone mixed with Yellow Wash (old GW stuff) and the armour has some out a lovely rich golden colour. I then did something similar to the green cloth, changing it from a duller green to a more vibrant yellow green. The staff on the model is smooth but I gave it some texture by painting a wood grain on it with highlights. The book the model carries on its hip is a deep red to make it look like a sturdy, good quality leather bound tome of ancient lore.

Finally, the base has been finished to match all the others in the army. GW Stirling Mud is dry-brushed with Vermin Brown and then Dhenab Stone. The branch is some dry-brushed railway scenic deadwood. The base also has clumps of autumn leaves, grass tufts and green foliage. The edge is GW Calthan Brown darkened with pure black. Always paint base edges at least twice to get good smooth coverage – you see lots of pictures models with patchy or, even worse, ignored base edges and I feel this can spoil a ruined model almost as much as bad eyes! Painting the edge of the base is the easiest thing on the model so not doing it after all the other hard work just doesn't make sense to me.



# STEICY JOURDAN





# VINCENT PASCAUD



A few months back, I painted a single Marauder Mawbeast, eager to give that sci-fi beast the full rainbow-treatment - as I stated before, in my vision of the future, disgusting colors will be the new black. And so did I for a result somewhat like My Little Pony carrying a bomb. Well, that's actually a very accurate description.

Though, when I finally decided to paint the rest of the Marauder forces, I sat with perplexity looking at what I did, wondering

how the heck would I paint the full faction with colors that would match the Mawbeast. I danced around the idea of re-painting the mane in something more sober than pink. But then I decided that would be the coward thing to do, and there had to be, somewhere in this world, a combination of pink, purple, gold, red stripes, green lights and vibrant blue that goes well together. It wasn't an easy quest, but by letting the shameless part of your artistic vision express itself, everything is possible (and everything is

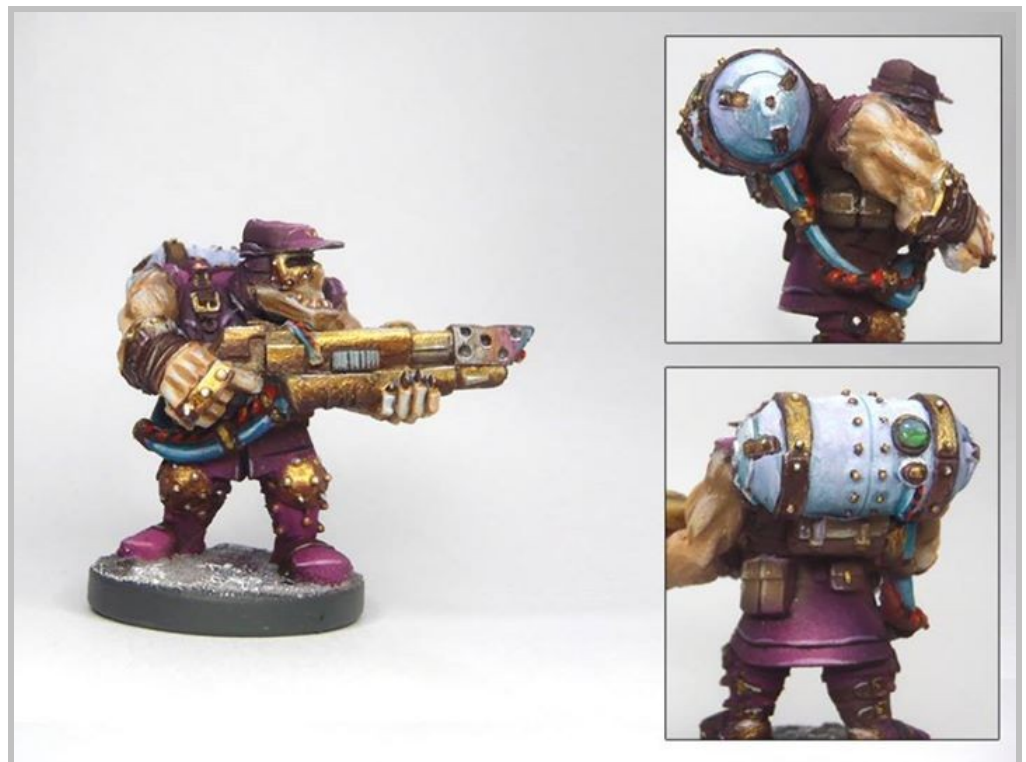
# VINCENT PASCAUD



awesome).

I'm happy to introduce into the Deadzone, the Marauders by Jean Paul Gaultier (© Matt Gilbert).

(And thanks to magnetizing each part of the Ripper Suits, all weapons are switchable as well as the heads ! Hence the illusion of a 3rd Ripper Suit.)





# VINCENT PASCAUD



# MANTIC CALENDAR



*Basilean Paladin Foot Guard, by Daniel King*

If you have Mantic-related events or tournaments you'd like to add, please PM Matt Gilbert or Austin Peasley on the forums, or email us at [ironwatchmagazine@gmail.com](mailto:ironwatchmagazine@gmail.com)

## July

13th—Stoke Challenge  
Stoke-on-Trent, UK

19th—[The Capital Carnage Cup](#)  
Dark Sphere, 57 York Road, SE1 7NJ  
London, United Kingdom

26th—[Clash of Kings Regional](#) – Doncaster.  
The Grid, Doncaster, UK

27th—[Clash of Kings Regional](#) – Evesham  
Total Wargamer,  
Evesham, UK

## August

2nd—[Claymore](#)  
Granton Campus of  
Edinburgh College,  
350 West Granton  
Road, Edinburgh  
EH5 1QE

14th—[Gencon 2014](#)  
Runs from the 14th  
to the 17th  
Indianapolis, IN,  
USA

29th—[Games & Gearscon](#)  
Runs from the 29th to the 31st  
Crowne Plaza London—Gatwick  
Airport, Langley Drive, Crawley, United  
Kingdom

## September

20th—[Fayre Times Festival II](#)  
Runs from the 20th to the 21st  
The Royal Gunpowder Mills, Waltham  
Abbey, Essex, UK

[Dragondaze](#)  
Newport Centre, 1 Kingsway, Newport,  
Gwent, NP20 1UH, United Kingdom



# Q&A WITH CHRIS PALMER

**Organized by Matt Gilbert**

The Mantic Q&A feature contains questions from the community via the forum, answered by Chris Palmer, Web and Events Coordinator at Mantic Games. If anyone wants to ask a question they can do so here:

<http://forum.manticblog.com/showthread.php?6876-Mantic-Q-and-A-for-Ironwatch>

**Some of the Kings of War books are now digital only, however, some people like to have physical copies of books and new players may not have a chance to. Are there plans to make books that have gone to digital include a print-on-demand option?**

Not at the moment, no, but it is an option for sure. We are considering a combined

Kings and Legends/Basilean legacy book to be printed – if there is enough demand from players and stores for it I'm sure that's something we'd look at doing,

**Are Deadzone Wave 2, and Mars Attacks scheduled to ship right after each other and will this cause a problem?**

They are scheduled to ship right after each other, and we're growing the team exponentially to accommodate the volume. We've also made great strides with our manufacturer to reduce the complexity of the shipment and we're also looking at other options to a) make packing quicker and more accurate and b) make it more identifiable what's in the box when you get it, because we know that the first shipment of Deadzone was sub-par for many people. We hope that

the steps we're taking will make the experience infinitely better, both for our warehouse and our backers.

**Is there any update or information on the rules for using Martians in Deadzone or DreadBall?**

The Martian decks are nearly finished for Deadzone and we're looking forward to releasing them. As for DreadBall, Jake is busy beaver away at the whole Xtreme game, and



*Dwarf Shieldbreaker, by "Dusty"*



# Q&A WITH CHRIS PALMER



*Abyssal Dwarf Lesser Obsidian Golems, by Grant Mahoney*

the Martians will be part of that process.

**Will Mantic sell the metal unit upgrades for their regiments separately? Would be really helpful for those of us that have a bunch of regiments without command.**

It is something that we would like to do yes. At the moment our metal casting is geared up to fulfill the Deadzone Kickstarter, which is no mean feat, so we've put off adding more metal to the range until we can deal with everything we need to do.

But we appreciate there is a (in context, fairly small) demand for the metal command options sold separately. It's on our radar!

**Has Mantic given any thought to a Warpath novel ala Bloodstone of Cerillion?**

Yes, there's been much thought to novels as a whole actually. The amount of background we're generating at the moment is huge, which people will begin seeing in Nexus Psi, Incursion, Contagion, the Containment Protocols short story compilation and DreadBall/Xtreme. So yeah, the background is moving on a massive scale and novels and more wider and broader looks at the Warpath would be really interesting and really cool to do.

There is no timeframe at the moment and when we do it, we'd want it to be a great, compelling story. There are some really



## Q&A WITH CHRIS PALMER

interesting plot threads in the short story compilation, so who knows? Maybe one of those can be developed broader.

**There has been a lot of speculation about the Mantic elves. Is the design aesthetic moving away from the original plastics (either in the short or long term)?**

I think we'd like to make them bigger in the future, but no, not really, it's not a plan to do that at the moment. The Elf Ranger from Dwarf King's Quest that people have seen, and Jake has commented on, is different visually, and is say an indication of what

future Wood Elves might look like, but she's not necessarily heralding an all-sweeping change to our Elf plastics, no. In fact, in her (current) background, Madriga used to be Sea Guard, but no longer fights for them – she hasn't really been playing nicely with the Elves that we know for a while now.

In the long-term though, anything can happen, but for now, the Elves are staying the same!



*Corporation Marines, by Paul M.*



# Q&A WITH CHRIS PALMER



*Troll under the bridge, by Boris Samec*

Will the stats for the new units that are being added to the existing factions of Deadzone (swordspawns, plague enforcers, etc.) be made available in PDF format to the backers in the same way the faction decks were during the first wave?

Yep!

What about the faction decks for the Forge Fathers and Asterians?

Yep!

Will the zombie rules, solo rules, and rules for the new factions all be sent out before the second shipment?

Yep!

Is there a (even vague!) date for the Dwarf King's Hold kickstarter that you can tell us?

2014! ▀



# KINGS OF WAR RISING

By Tristan Coulson

This is an escalation campaign that sees a group of 4 or more players collect and paint a Kings of War army over a few months. This is adapted from the War & Peace Warpath Operation Genesis campaign datapack. The

Players start with a 500 point army with the following modifications to Army composition:-

- Solid units unlock a hero/monster or War machine
- A Horde unlocks both a hero/monster and a War machine
- No more than 20% of initial force can be allies

Each player will collect; paint and game with their army in a narrative campaign, the results of one battle dictating how many



*Kings of War battle, by "SneakyChris"*



*Elven forces, by "Sukura636"*

points will be added to their army for the next battle.

### Getting Decorated

It is best to set a deadline for the first 500 points to be painted about a month in advance, to give player time to A) Gather there models together and B) Get them painted in time for first game.

### Getting Bloodied

Games of Kings of War use the Kill scenario from the Kings of War rulebook. Once the table has been set up roll on the mission table below.

Mission Table		
D6	Objective	MM
1-2	Magical Item Cache	+25pts
3	Rescue/ Capture Prisoners	+25pts/ each
4	Secure Entrance	+60pts
5-6	Assassinate	+75Pts

Players roll for their opponent's mission, placing the relevant marker in there deployment zone. Players now follow the rules for deployment, arranging their forces to complete their mission while hindering their opponent from achieving theirs.

At the end of the scenario work out who has won using the Kill scenario.

Players are awarded victory points for a Win, Draw or loss. This is the amount that the army size increases for the next game and is modified by the mission modifier.

Victory Points	
Win	125
Draw	75
Loss	50

### Magical Item Cache

Place the Magical Item Cache anywhere in your deployment zone; Your opponent must hold the objective as if it was a Pillage objective.

### Rescue/ Capture Prisoners

Place D3 Prisoner tokens in your deployment zone; Your opponent must hold the objective as if it was a Pillage objective. However, these may be moved along with a unit with the Move Order.





*Elven Archers, by "WeedyElf"*

### **Secure Entrance**

Place the entrance marker in your deployment zone; Your opponent must end the game with a unit within 2" of marker. (Note: Heroes are not units for purposes of securing entrance)

### **Assassinate**

Place a target marker anywhere in your deployment zone; This target moves D6" in a direction of your choice at the end of each of your turns, trying to stay alive. It has a Defence of 5+ with a Nerve of 8/10

### **Experience and Recovering Loses after a Battle**

Follows the rules presented in the KoW main

rulebook pg 76, except when a unit has gained 1 exp per 100pts rounding up the unit may choose to gain one of the following benefits:

- Unit gains the Elite Rule
- Unit gains the Vicious Rule
- Unit gains the Headstrong Rule
- Unit loses the Yellow-Bellied or Utterly Spineless Rule
- Units Nerve rating goes up +1/+1 (Can only be chosen once no other option is available)

This can occur more than once: For example an 80pt unit gains one advance with 1 exp then a second when it gains 2 exp.▪

# A TALE OF DWARVES AND ORCS

By Neil Jones

## The Duke

The Duke of Estoria, Edward III, was not known as a patient man. Those amongst his closest advisors who knew him best could see the reddening of his jowls and the drawing down of his heavy brow, and edged noiselessly from the Ducal dais. Lord Swan seemed completely unaware of the impending storm as he all but berated his liege lord.

"My poor Roderick has been dead in the cold ground for two whole weeks, and what justice do I get, my Duke? I'll tell you - None! My second borne son brutally slain, and what action is taken? A few sweeps of the surrounding countryside by the men-at-arms, a few damned grubbers roughed up and that's your lot, Swan old boy! I don't ruddy think so! You think it just me who is mocked by this travesty? I doubt there is a liege lord on the entire bally Eastern Ardorkiva who hasn't heard of the Dukedom's feebleness in the face of violent rebellion..."

"ENOUGH!" Bellowed the Duke, "Enough whining, you damned fool! Were it not for the loss of your son, and the fact that more deaths amongst the nobility may further excite the populace, I'd have you taken to



*Herneas the Hunter, by Claudia Zuminich*

the courtyard and beheaded RIGHT BALLY NOW! Enough, Swan - ENOUGH!" Courtiers, with some amusement, would later recount how Lord Swan momentarily looked as if his face had been bashed with the same blunt instrument that had done for his son.

"Of course, my Duke, absolutely, that is to say...I, I.."

"STOP YOUR WRETCHED BLATHERING THIS VERY INSTANT!" Screamed the Duke.

Silence reigned in the Ducal Great Hall. No one spoke, some held even their breath. The Duke's eyes were closed tight. His knuckles white upon the arms of his great chair. He breathed and waited for the red blotches of rage to clear from before him. The Duke had a violent disposition. His father had before



him, and his father before him, stretching back to the first Duke of Estorium. Being a furious killing beast had been pretty much a prerequisite for the early Dukes, as they carved the Dukedom in blood, smashing the wild Western Clans, driving out Orcs and their kin.

Due to the stagnant gene pool that was the noble elite in Eastern Ardovikia, these early traits of the murderers, rapists and sadists who built the foundations of the modern polity persisted. Whilst useful for waging unrelenting war on green-skinned savages, Duke Edward was keenly aware of the limitations of such traits when running a modern mercantile city state in what was becoming a rather wealthy and really quite pleasant corner of man's dominion. In his

head he reached 'ten', and feeling his rage not fully subsided, began the slow count again.

"My dear Swan" began the Duke at last, allowing one or two of the less experienced courtiers to noisily draw the breath they had rashly held when silence reigned, "I have taken every single appropriate and desirable step to attain justice for poor Roderick and young Galahad. I have dispatched our men-at-arms on a regular rota, searching for the monster Gunthersson and whatever grubbier bandits he has in his foul company. Even now, a regiment of my very best mounted Men-at-Arms are scouring the Rotten Corpse Woods, following up on a recent lead"



*Dwarven Army, by Martin Geibner*



*Dwarven Hero, by Nick Williams*

Funny, the names of some of the places round here, the Duke mused, as he continued to list the steps he had taken "I have insisted that every grubber carries identity papers, so we can controls their movements. In addition at this very moment my brother, Lord Richard, is interrogating a number of suspicious grubbers found without papers or out after dark." Best of all, he left unsaid, I am using the opportunity the 'tax' the blighters like billy-o! The planned East Wing of the Ducal Hall would be a lasting testament to his beneficent rule.

"It could well be, Swan, that either my brother has extracted vital information - or

better yet our regiment of brave Men at Arms will bring the murderous grubber, shackled and on his knees, to our justice this very afternoon!" The Duke was all too aware, of course, that his brother's 'interrogations' would provide little information. It was hard for even the most well motivated grubber to say much of value with their tongues removed. The Duke was, in fact, a little relieved that the current Dwarf problem had given his brother a, if not useful, the. At least acceptable use for his... vices.

Of course, sharing the same blood as the Duke himself, it was inevitable

Lord Richard would not be entirely like lesser men, but the Duke had always been aware that his brother took a little too much pleasure in their darker nature. He remembered the throttled puppy from the hunting dogs, when Richard was five. He remembers the horribly burnt serving boy, when Richard was perhaps nine or ten. He remembered, most lucidly, the maid he had literally stumbled upon in Richard's chambers. Her eyes rather attractively filled with terror and sadness, her lips rather inelegantly sown shut with thread, and the skin peeled away from much of her lower body.



Whilst he had, naturally, been rather physically demanding of the a maid or two in his time, they had been left no worse of than rather bruised and sore - quite why Richard should take pleasure in such torture escaped the Duke. Edward cared not one jot for the fate of some silly filly, as beneath his regard as that irritating puppy, but he knew that such 'incidents' we're not easily hushed up. A body buried at night, servants and soldiers who could then talk, one or two of whom could be bribed and one or two having their own accidents. The reputation and standing of the ruling house of Estoria was not to be lightly tarnished. His brother, with a dungeon full of grubbers, had never been happier - and all in the name of justice! Quite neat for all concerned! Except the grubbers, the Duke supposed.

As he mused, the Duke observed a courtier make his way from the great doors toward his dais in something of a hurry. News. He watched with wry amusement as the courtier was intercepted by a more senior colleague, no doubt aiming to pull rank and relieve the junior of his nugget of news, and then himself present it to the Duke, currying Edward's favour. The amusement dissipated as he saw the face of the senior courtier, the Master of the Rolls if memory served, fall at receipt of whatever news his colleague imparted. The

Master of the Rolls stepped quickly back, and urgently gestured the underling onward - clearly feeling there was little to be gained by being the bearer of bad news. The Duke felt the throb of irritation begin to build around his temples once more.

"You man," he bellowed "what news?"

The courtier, still some distance from the Dais, unaware that he had been observed by the Duke since his entry, and more than a little shaken by his unnerving encounter with the Master of the Rolls, visibly blanched, and shuffled to a halt. Feeling the eyes of the entire court on him, and instinctively noting the Duke's raging gaze, he squeaked, then coughed, then said in too loud a voice "your men-at-arms sir.." and paused.



*Basilean Paladin, by Boris Samec*



*Dwarven Shieldbreakers, by Christian Schlumpberger*

To the Duke's ears, this sounded very much like the courtier was introducing his soldiers entry to the court. Unusual for common men-at-arms to address the court, which made the reaction of the Master of Rolls understandable - a stickler for etiquette no doubt. However, the Duke could see now that the only plausible reason for men-at-arms to be presented was that they had caught up with the damned Gunthersson and were here to relay his bloody death. While Richard would be disappointed with an end to his sport in an official capacity, this whole fuss would be nicely wrapped up. "Send them in, my man!"

The courtier, who had been trying to frame the words "are all dead except two sorry-looking survivors, at least one of whom smells of urine and worse" in a way that

might not infuriate his notoriously violent lord, took a further moment to understand what had happened.

"Shitoshitoshitoshit" were words he left unsaid. He spun on his heel, back toward the Great Doors. He had no choice now but send it the pathetic shit-stained losers he'd already ascertained the fate of the rest of the regiment from, and pray that the storm that followed fell elsewhere. On the heads of the stupid, bloody, men-at-arms for example.

.....

"Right, Sam lad, I'm your uncle, right, and I'll look out for you right, I've been in some tighter scrapes than this, right, so let me do the talking, right?" Samuel Worth looked



across at his uncle. He loved the fool, course he did, but Sam wasn't blind to the fact that beyond a certain presence of mind when it came to self-preservation, his uncle wasn't the sharpest tool in the box. He sighed, bowed his head and listened as the doors to the Ducal Hall opened.

As Sam and his uncle were led toward the Duke's dais, Sam's mind was racing.

"Ah, my good men," boomed the Duke "tell us of the fate of the monster Gunthersson - is he dead or captured?"

"My Duke, we came upon the rogue in the dead of night, and took immediate steps to flank his position to prevent his escape, however seeking to break through the tightening noose, he charged us, not on his own of course, there was a whole horde of ferocious berserker-dwarves with him. Our

regiment was shaken by the ferocity of the charge sir, but my uncle here shouted 'steady lads' and we took the charge and pushed the dwarves back, my lord, numbers against us and time on the dwarves' side, I screamed a challenge at Gunthersson and we clashed, bloodied sword to axe, and as I beat him back, his confederates appeared to waver, but then, from nowhere we were attacked in the rear by yet more dwarves, another horde, perhaps two, our men did you proud sir - dying where they stood, fighting to the last, till me and my uncle, back to back we was, were all that remained, 'Sam!' shouted my uncle 'we must get word to the Duke!' and though we were minded to die with our comrades, taking as many of the bearded bastards as we could, I saw sense in his words and we cut a bloody path through them, my lord, to return here."

Finally, Sam took a breath. His Uncle, agog, added nothing. All eyes turned to Duke Edward.

Edward looked at the skinny boy-soldier, and glanced at his piss-stained uncle. The enormity of the news weighed down on him. An entire mounted regiment broken, with the sorry remains before him. The story the boy told must be nonsense. Gunthersson was a sales clerk - where would he get a blasted army from? An army of Dwarves? 'The Western Clans' - a rag-tag of inbred



*Orc Chariot, by Paul M.*

trappers, miners, loners and freaks, were the pathetic remnants of the Dwarven families which had resisted the foundation of the Dukedom, all those generations ago, preferring to stay in the hills rather than share in the wealth of the Dukedom, perhaps? It seemed laughable.

He'd seen the odd gold miner or trapper stumbling in the gutters of the poorer quarters of Estoria, bottle of grog in dirt encrusted hand, having spent their pitiful earnings. Vomit-stained and incoherent. Could these laughable grubbers be responsible for the destruction of a regiment? It seemed unlikely. Clearly the boy-soldier had not told the full story - perhaps no part of it.

The Duke looked around the Hall and considered his options. The boy's story would be around the city before nightfall, regardless of its veracity. In addition, whatever had actually happened to his men, the damage done to the prestige of his Dukedom had to be addressed. He schemed in the moments before he spoke.

"I, Duke Edward III, lord of Estoria, Protector of the Marches and Knight-General of the Order of the Torch, hereby declare war on the Western Clans who have clearly rallied to the criminal Gunthersson. I call to arms the Ducal forces, the trained bands, the Merchant Guards, the Feudal Host of Greater Estoria, and the knightly Order of the Torch. I call upon those present to witness my oath - this sword" he called, as he hefted his sword from its sheath "will not rest until Gunthersson is dead and the Clans extinct!" The hall erupted into bellicose cheering. For



*Dwarven Ironclad, by "Dusty"*

the first time in a decade, the Dukedom was to be mobilised for war!

.....

Most of his family had fled to the treeline long before the human forces reached the farmstead. Old Erik had declined to clamber after them. His leg too arthritic and his pride similarly swollen by long life. He could smell the damp smoke from the burning hayrick before he saw the first horseman. The first horsemen sighted Erik first, and called to his





*The "Order of Marius" Kingdom of Men Knights, by "imm0rtal reaper"*

colleagues, who vectored in on this - the first Dwarf they had seen during the campaign.

"Grandfather!" Called one of the men, "tell us where Gunthersson and his band are and we'll let you live!"

"I have nothing for you, but my pitchfork - get off my land you longshanked arsonists!" He bellowed back.

From the treeline Esme Grundeeep watched as her grandfather was cut down by hounds in the shape of men. She listened to their baying as they circled the carcass that had been her Granddad just moments before. "Gunthersson", she whispered, tightening the grip on the hammer in her hand, as her youngest, Emma, pulled at her skirt. ■



*Abyssal Dwarf Ironcaster, by "puggimer"*



*Dwarven Ironclad, by Marcel Popik*

## GAMING A STORY OF DWARVES, ORCS AND MEN

By Neil Jones

We're past introducing the characters now, and ready for some scenarios based on their travails as their stories unfold. In preparation for the first scenario (next month), here are the characters and their special rules. Feedback welcome!

### Gunthersson

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	3+	-	4+	4	11 / 13	n/a

### Special Rules:

**Figurehead of the bearded folk:** This works just like Inspiring, except the 'bubble' is 12", and Nerve rolls within this bubble are made with a -2 modifier.

**A madness within:** At the start of every Dwarf turn roll a D6. On a roll of a '1' Gunthersson succumbs to his inner demons. Roll another D6 and consult the table below.

In the event of Gunthersson succumbing to his inner demons, each subsequent dwarf turn roll another d6: 1-2 the madness continues in its current form. 2-4 the

Die	A Madness Within Effect
1	A talk with father – Gunthersson loses awareness of his immediate surroundings and spends the turn locked in earnest conversation with his dead dad. Gunthersson takes no actions this turn, but continues to be a 'figurehead of the people'.
2	Insane rage! – Gunthersson immediately charges 3d6 toward the nearest human unit. If no human unit is on the table, any other enemy will have to do. Gunthersson doubles his attacks to 8 this round.
3	Wail and gibber – Guntherson loudly shares his unbalanced mental state with those with hearing. He loses 'Figurehead of the people' status for the remainder of the game, as his people begin to doubt his liberator status, but otherwise can move as normal.
4	Imaginary foes – seeing enemies everywhere, Gunthersson moves 2D6 in a random direction. Any unit he moves into or through (friendly or otherwise) suffers 1d6 crushing str 1 hits.
5	What have I done?! – seized by sudden remorse, Gunthersson disavows his murderous actions which have led his people into this desperate war. Every dwarf unit within 12" must take an immediate nerve test.
6	I need solitude! – Looking for a quiet cave, Guntherson heads directly for the closest difficult terrain. If this takes him through a Dwarf unit, that unit takes a nerve check, disquieted by their leader's strange behaviour.



madness lifts, Gunthersson recovers and moves as normal. 5-6 the madness deepens – roll again on the table on the previous page

### Gre'zaekia (Greze the Bloody)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	3+	6	15 / 17	n/a

Special Rules:

**Fearsome:** Whenever an enemy unit within 6" is forced to check Nerve, add +1 to the dice roll.

**A Hope for the Hopeless:** whenever an orc unit is broken place it to one side, at the start of the orc turn, roll a d6 – on the roll of a 6, the unit rallies (reappears on the game board) within 6" of Grez. Remove d3 hits from the rallied unit.

**Our Ancient Land's Secrets!:** The player who controls Grez can choose any one of his units, and place off board during set-up. This unit is in fact hidden in an on board terrain feature (wood, hill, swamp etc). The unit must be revealed when an enemy unit comes with 8" of that terrain feature, or at any time prior to that. When revealed it can move as normal from the terrain and does to suffer from the difficult terrain modifier if it charges into combat.

**Magical Item:** Mysterious Warhammer (duhduhder!): Crushing Strength +1. Against undead it instead gives +2 attacks and +2 Crushing Strength.



*Orc Flagger, by Jonathan Faulkes*

### Duke Edward III (on Warhorse)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	8	4+	-	6+	6	15 / 17	n/a

Special Rules:

#### Crushing Strength +1

**Red Mist:** Each time the Duke receives hits, he must roll a D6. On a roll of a 1, the red mist descends. In all his future turns, the Duke must move at charge speed toward the nearest enemy unit. In combat the duke now Melees on 2+ and Crushing Strength is now +2 instead of +1. Any friendly units he passes through take d6 melee hits (at crushing strength +1 rather than +2) and must nerve regardless of if damage is done or not.

**Feudal Lord:** Each turn roll a D6. On the roll of a 6, more men who owe fealty to the Duke arrive to join his army. Roll on the table below and place the unit on your table edge, counting as having moved.

Die	Unit that arrives
1	Troop of archers
2	Troop of shieldwall
3	Troop of Mounted Men at Arms
4	Troop of Knights
5	Regiment of men-at-arms
6	Regiment of spearmen



*Kingdoms of Men General, by "Daedle"*



# Tactics for Kings of War Part II

By Rob Allen, aka "Brhohmar"

## Formations

The first part of this article ended rather abruptly because I wanted to get it in on

time. For that I apologize. I will ensure that this next installment gets you just that one step closer to completion.

When you array your forces for battle, how do you choose to do it? Do you just wait and see where your opponent will place his biggest, nastiest unit and place yours opposite? Do you pair your units so that each has a wingman for a hammer and anvil? Do you set up your forces in a mix of strong and supporting units to try to draw your enemy off of his battle plan?



*Undead vs. Elven Forces, by "TSNC"*





*Goblins and Kingdoms of Men clash, by "SneakyChris"*

The game starts not on the first turn, but before the first unit is placed upon the table. Knowing your enemy can have a lot of impact on how you place your forces, as can knowing the strengths and weaknesses of their army. You wouldn't expect a cavalry heavy Kingdoms of Men to sit back and wait for you to come to them; neither would you expect a cannon heavy dwarf army to charge you just as fast as they can. If the dwarfs have a hill in their deployment zone, where will their cannons be? What forces will be set around the hill to protect them? If you are fighting ogres, will they be all across the

deployment zone? Or will they be in one or two rather tight knots with a lot of force to attempt to break through your lines?

One dimensional armies do one thing well, understanding what they do, and countering it is the quintessential piece to being a good general, and bringing all of your models home alive. I am going to write out for you four separate formations for your army and discuss with you how to use each one. For demonstration purposes, I will use a 1000 point Goblin list as my aggressor force. The goblins consist of a horde of sharpsticks, a



regiment of spitters, a regiment of fleabag riders, a regiment of mawbeasts, a troop of trolls, two sharpstick throwers, a big rocks thrower, a Giant, a wiz, a flaggit on foot and a flaggit on fleabag.

Before I go on here, let me say a quick word on force selection. I know conventional wisdom tends towards the specialist lists, but I am a huge fan of the combined arms approach. The list above has a little of everything, which means it does everything ok, not great, but ok. I am not a fan of the rock, paper scissors lists that permeated the Grand Tournament scene until they were done away with. With those armies you either won big or lost big, depending on what you played against. I always started middle of the road, so could face off against all comers.

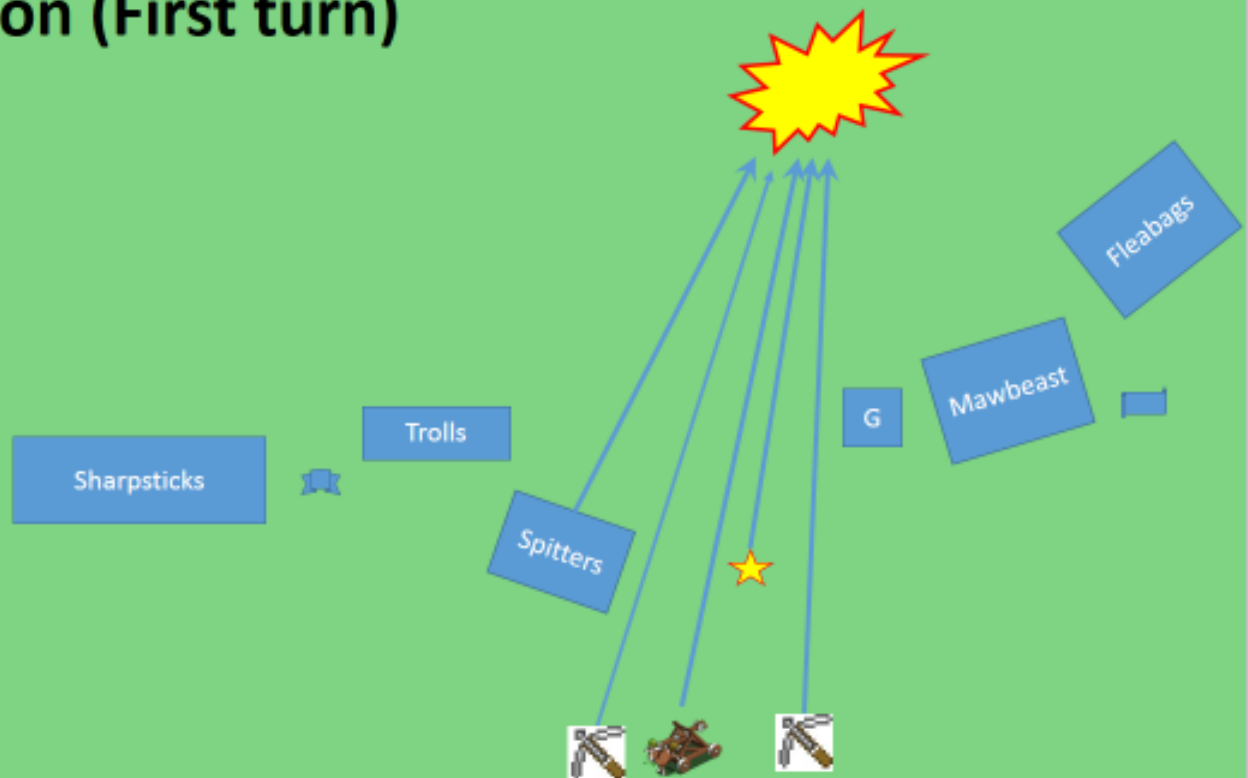
### The Echelon:

The echelon formation is a very basic formation that everyone knows in one form or another. In the infantry, this is known as battle drill 1A. Drills are done without thought. The lead element lays a base of suppressive fire while the flanking force over runs from the side. That is it in a nutshell. The echelon is designed to envelop your enemy from one flank while pressuring from the front.

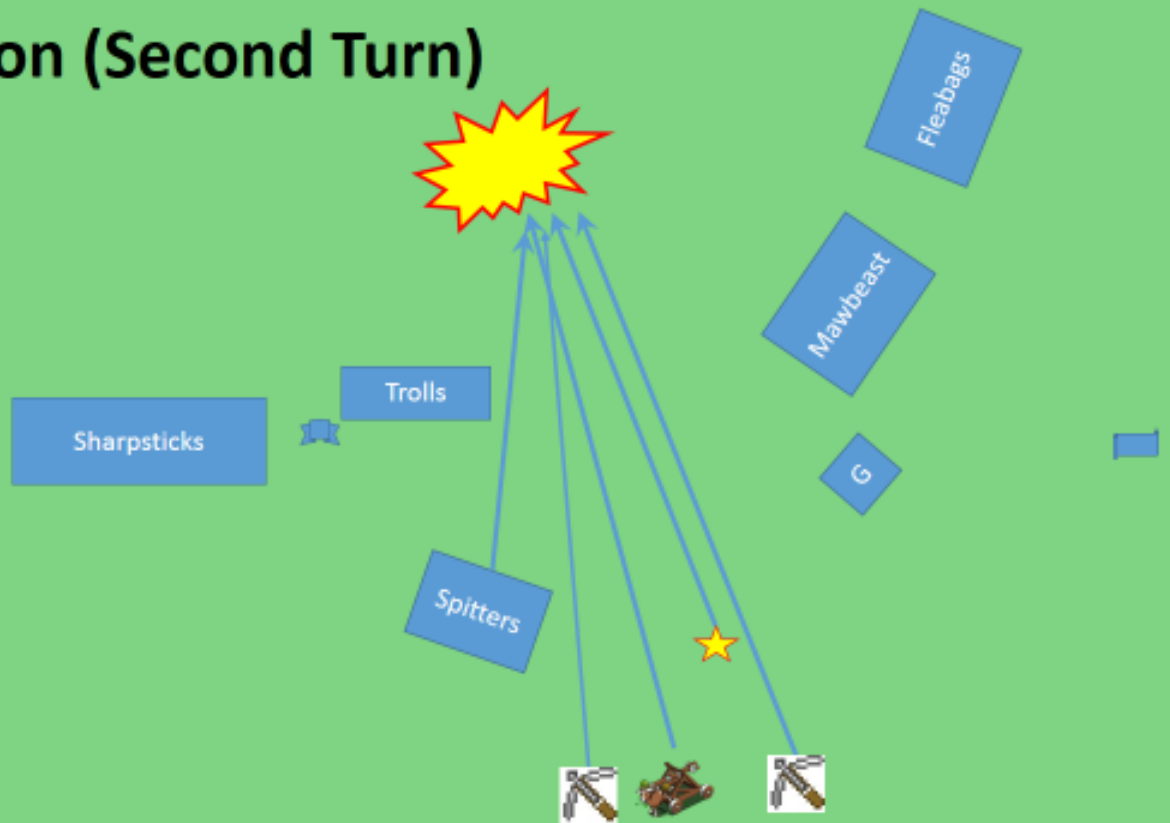
The basis of this formation is that all of your units are arrayed from fastest to slowest so that as they advance upon the enemy they form a diagonal line, with each unit protecting the flank of the unit slightly ahead of them.

As the lead units pass the enemy's main battle line they turn inward and roll the flank

## The Echelon (First turn)



## The Echelon (Second Turn)



of the enemy line. Obviously, this type of formation will not work well if your opponent positions all of his heaviest infantry opposing your lightest cavalry, so in a battle where you plan to use this formation, it is wisest to position some of your stronger infantry units first, thus drawing your opponent's heavy infantry to face off against you.

This type of formation works really well if you outnumber your enemy, say against an ogre army, or if your enemy has his forces in a tight formation either in the center of the board or on one of the corners. If you play it right, instead of just hitting an enemy unit head-on, you can hit him head on, in the flank and in the rear all at the same time. This equates to the principle of mass, or getting the right amount of force to destroy

your enemy at a critical point on the battlefield.

You may also notice that the shooters, wiz and artillery are massing their fires to weaken the line where the flankers break through. This is by design as well. Artillery prepares the objective, the troops seize it.

There are drawbacks to using this formation, such as what happens if flyers hop right on over your forces? Well, if the flyers are focused on your war machines while your infantry and cavalry are tearing apart his forces, then I guess you can sacrifice your war machines. If you'll notice though, I have maintained a tactical reserve in the form of my little wiz and my spitters regiment, who will remain back to cover that aspect. If a unit of flyers does threaten, they will face up



to 3 zaps, two sharpstick throwers, 10 arrows, and possibly a big rock (depending on how close they get). Again the principle of mass comes into play, in this circumstance it is massing of fires on a single target to destroy it, instead of massing forces to rout them. Most units of flyers are small anyways, and with lower nerve, enough hits will make them think twice about what they're doing.

### The (Dreaded) Double Envelopment

Anyone familiar with the movies Zulu and/or Zulu Dawn are familiar with the bull beast horns. The Zulus lined up their forces into three different formations, the head, the horns (one on each side) and the loins. The head advanced straight up the middle, drawing the attention and brunt of the enemy commander's force, all the while the horns were encircling the enemy formation, and the loins (which contained the best and

most elite warriors) would hold back until it was time, and then the head would fall back, the loins would attack frontally and the horns would attack flanks and rear, all simultaneously. LT Chard was warned about this formation by the Boers, and maintained a 360 degree perimeter for the entire siege of Rorke's Drift, effectively fending off a second massacre of British troops in a three day period.

The secret to making this work is to keep your enemy focused right in the center. A bold frontal strike with a large display of force gathers, and holds, the opposing general's attention, while the faster weaker forces make their way around on the flanks, until suddenly, the whole thing collapses in on him. Obviously on a table top battlefield this is slightly harder to do because he can see the whole table, just as you can. Still, the principle is sound.

## The Double Envelopment (Set up)



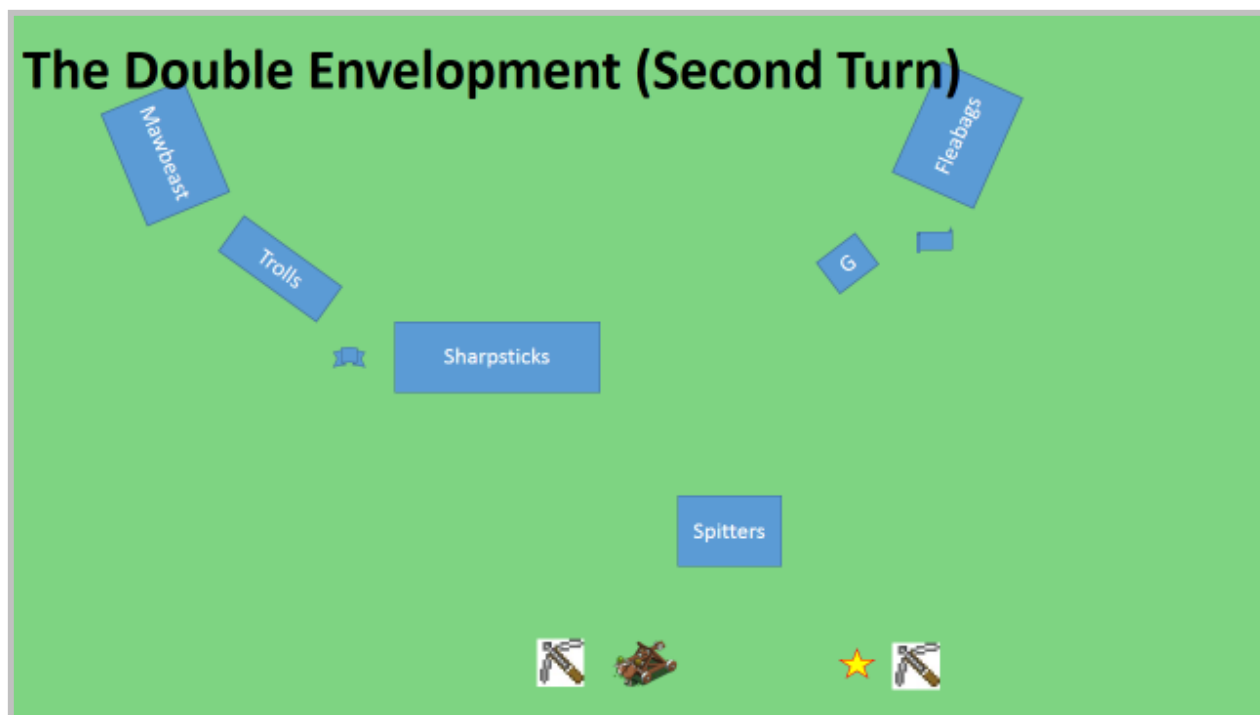
## The Double Envelopment (First Turn)



If your enemy's force is smaller than yours, you need to make a strong showing in the center of the field to force him to deploy the majority of his forces there, opposite yours. This allows you to place your faster forces towards the end of the deployment, unopposed.

Gods forbid if you are allowed this privilege, as the battle is over before it even starts. Even if your opponent can flex from his initial deployment to respond to the threat on one flank, the other is still there, messing up his day.

## The Double Envelopment (Second Turn)





## The Wedge (Set up)



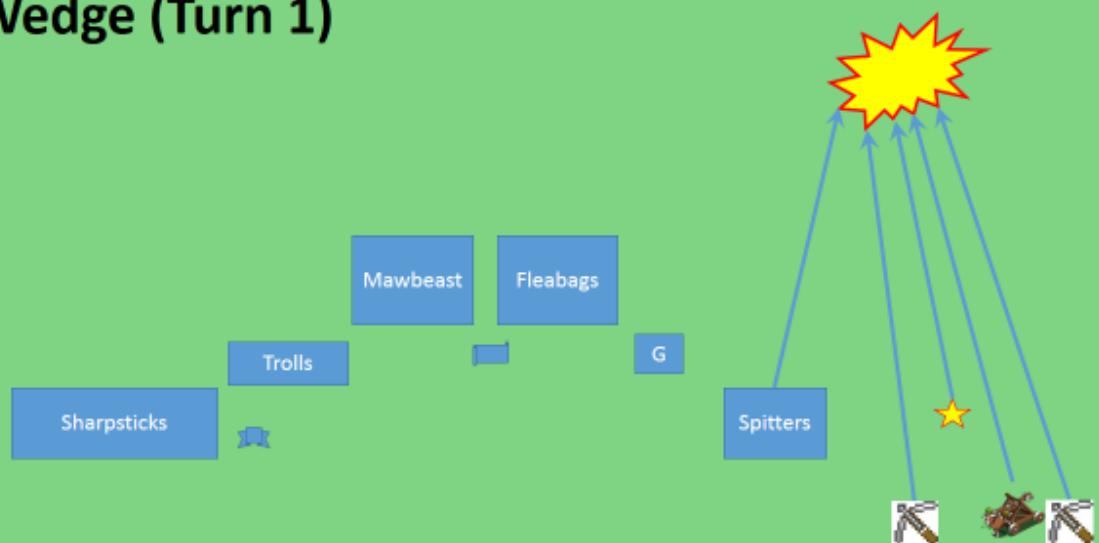
If your forces break through on both flanks, it gets really messy really quick for the enemy.

### The Wedge

Yes, the wedge, no not the wedgie. This was a favorite tactic of mine when I used to play

my Medieval Knights in the 5th edition of that other game, and the paladin in the lead lance always had virtue of the impetuous knight so that even if my lead unit was charged, I could counter-charge. A friend of mine said I was a one track mind: "hey diddle diddle, everyone up the middle." but, it worked.

## The Wedge (Turn 1)



## The Wedge (Turn 2)



The main intent of the wedge is for the fastest, hardest hitting unit (or two units) to punch through the center of the enemy line.

Again, as you notice each subsequent unit is stacked left or right in a supporting position, thus protecting the flanks of the lead elements.

The second tier strikes next, as the leaders punch through, thus widening the gap. Once the gap is formed, the enemy now has two separated forces, and is less capable of supporting both. The lead forces, as they punch through are now able to peel off left and right and romp through the enemy secondary, doling out flank or rear charges at their discretion.

Some of you have already identified the tactical flaw in this plan, which is, what if flyers plop down in the center of your wedge, just where they can't be charged by anyone. Well, you are correct, and this is where we play risk management. If you have a reserve unit that can fill that gap, then problem solved. If you don't have a reserve, well, it's a risk you have to face.

The key to using this or any of the other tactics I have discussed so far is that you have to strike swiftly and with force. You have to get inside your opponent's decision cycle, and force him to react rather than allow him to act. This is the principle of offensive (or initiative) in action.



## The Castle

What does one do when one has short legs, a short temper and a lot of heavy armor? Well, you either climb onto the back of an equally short-tempered animal, say a badger, or you hunker down and wait for your enemy to come to you, shooting the hell out of him as he approaches.

Castling up into a strong defensive position can give your enemy a huge headache. Just ask the Zulu commanders who attacked Rorke's Drift. When I was infantry, we used to say if we have to dig in, we're going to dig well, because the hole we create is likely the one we'll be buried in. Defense is not my favorite tactic. I will admit it, I am fairly impatient when it comes to getting stuck in, sometimes to my own detriment. When I run a shooting heavy (well heavy for me) KoM

list, I know that my greatest strength lies in weakening my enemy as he approaches me, and then knocking him out when he gets close enough. That doesn't mean I always do it, it's just that I know it's what I should do.

The castle doesn't really lend itself well to some armies, but forces like the dwarfs can definitely benefit from it. If I castle up I like to have alternating units of shooters and melee troops with some reactionary forces (ala the Mawbeasts on the wings in the graphic.) This is ye olde pike and shotte routine.

Force your enemy to come to you while you shoot him, a lot! Then either charge him when in range, or wait until he charges you and stab him with everything you've got. It is important to remember when you set this up that every missile troop should have interlocking fires with the next ones over.

## The Wedge (Set up)



*Editor's Note: This is actually the Castle Formation Setup.*



*The Undead lay siege to a castle, by "TSNC"*

Again, mass is not just massing troops, it is also massing fires. This is the downfall I have seen with many players who castle up: they tend to shoot at multiple targets across their entire frontage instead of focusing their fires on one or two units a turn.

When fighting from a defensive formation, it is important to hold your ground, if someone charges out of the formation, it creates an exploitable hole in the line, unless it is patched with the reserves. The break out unit will almost certainly be run down as well, since he no longer has security around

him. When you go to do this, ask yourself: "Am I really going to win this combat? What is the secondary effect of me doing this charge?" If the break out unit can win the combat, and it gives him free access to the rear or flank of the advancing enemy, then by all means execute, but ensure you dress the line so that no one will get through.

If you are taking on the castle defense, here are some things to consider: there is likely no weakest point, how much damage have I taken getting here, do I smack into the wall piecemeal or strike at multiple locations



simultaneously, where is the defense situated, and have I kept a reserve to exploit any breakthroughs.

To get into the decision cycle of a castled enemy, you have to be willing to sacrifice units, but also offer up a target rich environment. The defensive player wants to mass fires on your units to wipe them out, while you want him to have to split his fires across the width of his line, thus spreading the hits more evenly and allowing more units to charge simultaneously. Obviously, the defender wants to mass fires on fewer units causing greater casualties and then charging out only when units are wavering or on the borderline. For dwarfs, this puts rangers into a significant category, if you were trying to

figure out a use for them. Rangers can both shoot and fight well, so why not hold them right there in your line as shooters until it is time for them to fight. Elsewhere, alternating Ironwatch with close combat troops gives you a huge potential for turning a doomed defense into a significant victory. Oh, and keep your brock riders somewhere close by, you never know when they just might be offered up that tasty enemy flank or rear.

An important thing to consider on any of these formations is what you may be matching up against. An echelon left or right may be the best choice when fighting against a castle defense as all of your units will approach the defensive line at approximately

the same time. This causes the defender to spread his shooting out over a wider area instead of massing fires at one location. A wedge formation is likely not the best choice against a castle as the defender then need only concentrate fire on the lead element, and work his way back in subsequent turns. An Echelon may work well against an opposite echelon or double envelopment, and a double envelopment is amazing when fighting a wedge. In essence, the fastest forces of each side hit the slowest and strongest of the enemy's forces. Then it comes down to a slug fest and see who breaks through first.

The final thing to think about is how the terrain and the enemy will impact the battlefield. And that is the topic for chapter 3.■



*Ogre Warrior, by Nick Williams*



# 2014: Year of The Orc

– Part Three –  
Painting

By Jonathan Faulkes

Hopefully you've had the opportunity to read YotO parts 1 & 2. If not, download the previous issue of *IronWatch* right away – or this may not make a lot of sense.

In the previous articles, I wrote about my design philosophy and model building (and multi-basing units). This article focuses on painting the models – and I hope to share a few tips and tricks I've learnt.

I have a young family, little time and a pathological dislike for playing with unpainted armies. With this in mind, I like to maximise the effectiveness of my painting. I'm aiming for "table top standard" – that means, to me, they look good "en masse" and from around 2 feet away. When you pick a unit up, you'll notice bits of poorly painted detail etc but I'm not going for best painted awards.

## Tools of the trade for a lazy painter

To achieve a quick painting style you need a few choice "tools". My first is Halfords Grey Primer. This stuff is cheap, easy to get hold of (in the UK) and provides a great base for other paints. It's light enough for bright colors to retain their lustre and yet by applying a wash, it can look almost black. My next buy, also from Halfords, is a can of their Brown Camo paint. This rapid drying, ultra-matt brown paint is brilliant for base coating miniatures. I also use Halfords matt



black spray paint; again, it's cheaper than GW and give a really good finish. My last spray can is Army Painter Bone. My tip with Army Painter spray cans? Read the instructions.

For the other base colors, I use GW base paints and the occasional Coat d'arms paint. These all have good coverage and come in a variety of colors. If you use "whole model dipping" then I find that earthy / warm colors (browns, yellows, reds) work better than cold colors (such as blue).

Talking of dips, I use Army Painter Strong Tone Wash (not the varnish "dip"). The wash dries quickly and gives a matt finish. Real dip takes 24hrs to dry and will leave a gloss finish.

People spend a lot of time talking about brushes – and to be fair, I have a load of different varieties. I generally use a size 2 flat brush (from Rosemary and Co), a size 0 fine detail and a few old brushes for base coating and/or dry brushing and/or applying washes. You don't need to spend a fortune to get reasonable brushes.

The last tool I've got is an airbrush. This is a significant investment (£60) but allows for easier base coating of models – especially in poor weather.

### **Onto the actual painting...**

My army contains literally dozens of Gores. I didn't want them all to turn out exactly the same so I divide them up into groups of 6. I







covered them all with grey primer to start and then applied either black, brown or bone spray paint. One set of 6 was given a mid-brown coat with my airbrush so that I had another shade to start from. Once this was all completed I gave each model a dry brush with brown tone. For the black gores, I used a heavy dry brush, for the bone gores, a light dry brush with a very light brown / white was sufficient.

The next step was to highlight or low light the hair on the model. This was quick and

easy using a dry brush and several shades of brown. Again, look to create a variety of color schemes.

The next steps are to paint the metal wear (chainmail), the lips and ears (dwarf or elf flesh works well), the tusks (bone or white) and the hooves (bone or white). Once dry, the entire model was given a brush over with army painter strong tone (AP ST) and set to dry overnight. The following day I highlighted the metal wear and the tusks using the original base coat colors. I then



painted the harnesses in my “contrast” color. I’d chosen purple as my contrast color and chose a bright pink as the highlight for the purple. My tip is to apply these after you’ve performed the washes so that they stand-out from your model. The harness were painted purple and whilst still wet and small streak of pink was applied to the edge of the purple. This creates a great highlight and makes the purple pop out. Last thing was to dot the eyes with a bright red and paint the tongue red. With that, you’re done. Set them aside and wait for their passengers.

Gore riders are fairly easy to paint. Prime with grey and spray black. Dry brush chain mail over the entire model and once dry, paint all the skin in one of the various GW base layer greens. I used a variety of greens, again to add some variety to my models. I painted the spears in a dark brown and the hand grips were painted a lighter shade of brown. A wash of AP ST was applied to the whole model and it was allowed to dry. I painted their teeth and finger nails yellow and their eyes red. The shields were base coated in purple and whilst still wet, I







applied purple lightened with pink to the top 1/3 of the shield. The top edge of the shield was painted pink. By painting on wet paint, you create a really gentle blend from purple through to pink. Once all was dry, I glued each rider to their gore and attached each gore to my unit base.

The fight-wagons were primed grey and base coated in camo brown spray. Each was highlighted all over with a brown dry-brush. The metal work was painted with chainmail

and the spikes were painted in bone. The whole lot was then covered in wash. The shield was painted in the same way as the shields on the gore riders.

The fight-wagon riders and Orc Ax models were painted thus: primed (in grey), camo brown spray all over. All the metal on the armour and weapons was painted in chainmail. Green paint is then applied to the skin and then apply AP ST all over. Eyes then painted red, nails and teeth painted yellow





and the shields painted as before.

The last painting was the sniffs. I decided to paint them a little lighter than the Orcs, so prime in grey, army painter bone spray all over. I then painted the skin green, the metal bits in chainmail, the leather and arrows in dark brown. I painted the boots and the bow in light brown and then used AP ST over the entire model. A quick highlight of the arrow fletchers with bone, eyes, teeth and nails as previously painted. The quiver was painted purple along with the wrist bands. Again, I used pink to highlight the purple.

And that's about it.

### **Apart from the display board...**

A display board serves as a method of showing off your army at events and, perhaps more importantly, can be used to move your models around between games without dropping them! Having applied rare earth magnets to the base of all my units, I decided to make my display board out of a

magnetic white board. I used 10mm foam, stuck down with double sided tape, in to which I cut unit sized gaps. This was painted in the same colors as the unit bases. I used double sided tape as I can then remove the foam and re-use the magnetic board when I finally retire my orcs.

And that's about it. I hope that you enjoyed my Year of the Orc articles. I may be back with a tournament report in future issues. In the mean time if you do see me at an event please come up and have a close look at the models... but not too close, or you'll see the mistakes!▪



# DREADWORLD FOOTY

## Cross training for our elite

Where DreadBall is the dominant indoor sport in the galaxy, other sports have also spread from Earth to be played by a myriad of species. DreadWorld Footy is a descendant of what was once known as Australian Rules Football (Australia was a small part of an ancient Earth empire known for its inventiveness and sporting prowess). The game originally had 18 players on the field for each side, but now has 6 to a side (familiar to fans of DreadBall).

Many other sports ball games including DreadBall are “I go, You go” where the coaches take entire turns with little interaction by the opposing coach on your turn.

In DreadWorld Footy the **turns are shared** and individual players make the smaller decisions themselves:

Coaches largely assign defensive assignments to Backs who then make decisions on their own (endeavouring to achieve the assignment). Defensive players in the main “react” to the actions of the forward they are covering.

Coaches do strategically place their forwards, and make decisions on leading/jostling in response to the movement of the ball.

Each of the 8 turns in a half can see possession change several times and continues until there is a score or a disputed ball.

### Rules

<https://www.dropbox.com/s/4vsl63kojx...ld%20Footy.pdf>

### Pitch (to be printed on 2x2 A3)

<https://www.dropbox.com/s/gt9zbzrc2e...%20%281%29.jpg>

Comments can be made, and more resources found on the Mantic DreadBall forums.

Keith Mullumby

DreadWorld Footy Commisioner

*Currently DreadWorld Footy is seeking feedback for their game. You can leave feedback for Mr. Mullumby either on the Dreadball section of the Mantic forums, or in the feedback for Issue 23 of the Ironwatch!*





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Magazine just run dry?**

**Place an ad in the  
[IRONWATCH](#) magazine,  
and make sure you  
have backup when  
Orxs are breathing  
down your neck!**

**Out of cred-sticks?  
No worries! Placing an  
ad is FREE!**

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looking to let everyone  
know about the Mantic  
games and events you  
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magazine to reserve  
your spot today!

How much is it to place  
your wonderful ad  
within these pages?  
Never fear, for such a  
fantastic service is  
FREE of charge!

## NIGHTCRAWLER



6



3



3



3

**Dodge\***

If cannot Dodge, than killed

**Dead****Scurry:** After all actions are resolved, you can move 1 square as the normal movement for free. Even when New Order is issued.**ShadowBreed:** Model killed in the Dark tile can return to battle as Reinforcement.**Raygun:** Double roll will cause to place Toxic counter (can be also empty area target).

## EXTERMINATOR



6



3



3



3

**Dodge\***

If cannot Dodge, than killed

**Dead****Scurry:** After all actions are resolved, you can move 1 square as the normal movement for free. Even when New Order is issued.**ShadowBreed:** Model killed in the Dark tile can return to battle as Reinforcement.**Chemthrower:** Always place Toxic counter on any target. Target also suffers -1 to its Armour.

## MASTER REEKISH



6



4



4



4

**Dodge\***

If cannot Dodge, than killed

**Dead****Scurry:** After all actions are resolved, you can move 1 square as the normal movement for free. Even when New Order is issued.**ShadowBreed:** Model killed in the Dark tile can return to battle as Reinforcement.**Raygun:** Double roll will cause to place Toxic counter (can be also empty area target).**Veteran:** Use Special action to place Dark token to any room.

## MARINE



5



3



3



4

**Injured\***

Dead while already injured.

**Dead****Panic Fire:** Escape from melee by shooting. Roll -1 dice for Shooting, resolve result and move 1 square at the rear square. Take OUT OF AMMO token. Reload in next turn by spending SHOOT action.**Fire Discipline:** Model gets +2 Dices for SHOOTING. Used Reaction Fire tokens can be placed back to reserve from discarded pile for next turn.

## SGT. CRUISE



5



3



3



4

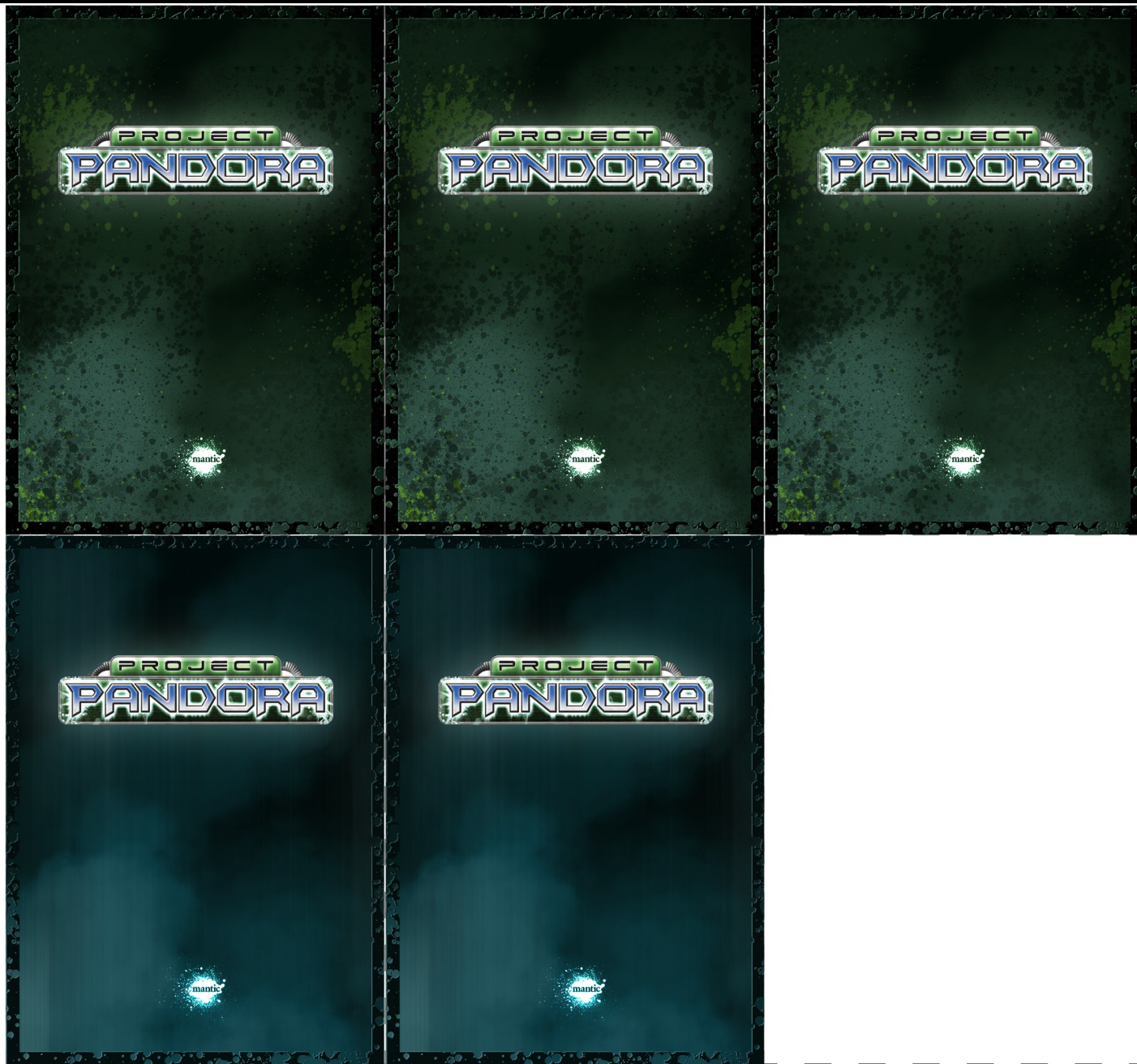
**Injured\***

Dead while already injured.

**Dead****Panic Fire:** Escape from melee by shooting. Roll -1 dice for Shooting, resolve result and move 1 square at the rear square. Take OUT OF AMMO token. Reload in next turn by spending SHOOT action.**PCCW-T1:** +1 Dice for melee attack, enemy -1 armour value.**Veteran:** Use Special action token to pick any action back.

Use these awesome cards to help keep track of the abilities, actions, and items your models in Project Pandora are using. Backs are included on the next page, so you can print the back and cut out the ready-to-use cards. Courtesy of Marcel Popik!







*"She & Dog", by Marcel Popik*

## Inside:

### A Tale of Dwarves and Orcs

The story continues, as we find out how the human Duke responds to news of the bloodthirsty dwarf...

### DREADWORLD FOOTY

Try out a new ruleset for use with your Dreadball models, using rules based on Australian Rules Football...

### Kings of War Tactics, Part II

Learn about the intricacies of Formations in Kings of War, and how to best use them to crush your foes...

And much more!