

# The Gaming Kingdom's Tale of Many Gamers

Welcome to the third Issue of our Tale of Gamers. This week we will be looking at the progress made by Sam Wood with his Dark Elf Army and Paul Williams and his Tyranid force. I would also like to take the time to apologize for the lack of an article last week but due to no one submitting any stuff we did not have anything to print. Once we have all the entrants in they will be split in to groups and so we will have an article every week.

For those of you who are not familiar with a Tale of Gamers type article the basic idea is that each person taking part will complete a set amount of stuff for an army every month and keep a log of their progress. Where our tale differs from what you may be used to is that there is no limit on the number of people involved, there is no set game system that they have to make their army for and you get to set your own goal. Oh and the small matter of a prize for the winner, who is chosen by you the readers at the end of it all.

Registered for the Tale of Many Gamers so far are;  
Jono who is doing 1500 points of Imperial Guard for Warhammer 40,000  
Sam who is doing 2000 points of Dark Elves for Warhammer Fantasy  
Matt who is doing 2250 points of Wood Elves for Warhammer Fantasy  
Nic who is doing 2250 points of Tomb Kings for Warhammer Fantasy  
Kev who is doing 2000 points of Orcs & Goblins for Warhammer Fantasy  
Paul who is doing 3000 points of Tyranids for Warhammer 40,000  
Graham who is doing 2000 points of Orks for Warhammer 40,000  
Dave who is doing 2250 points of Lizardmen for Warhammer Fantasy  
Kris who is doing 1500 points of Kroot for Warhammer 40,000  
Moonfire who is doing 1750 points of Space Marines for Warhammer 40,000

Registration is open until the end of February so if you are interested there is still time and with the first prize being over £100's worth of stuff from Gwonline why wouldn't you?

Visit us at [www.thegamingkingdom.org.uk](http://www.thegamingkingdom.org.uk) to find out more info on the Tale of Many Gamers or just to check out the photos and forum discussions that we don't have space to cover here.



The Gaming Kingdom's Tale of Many Gamers is in part sponsored by Gamers Warehouse, check them out for discount war gaming supplies for many games systems at [www.GWOnline.biz](http://www.GWOnline.biz)



Kicking us off this week is Sam Wood with his plans for his army reasons for why he chose his army.

So, hello and welcome to the first instalment of my tale of many gamers article. I had originally planned to paint my pre-heresy ultramarine force for this competition, but once it all got started I realised I had, very stupidly, accidentally painted most of them already. So, what army to do? Anyone who knows me will know of my compulsion to buy every new and shiny morsel of plasticky goodness games workshop throw off the production line, so I had quite a wealth of (unpainted) armies from which to choose.

Anyway, after much deliberation, I thought I would give my Dark Elves another go. I had originally collected them because I (again, rather stupidly) took the Malus Darkblade novels on holiday just before they came out, read them all, and unsurprisingly came away thinking the Druchii were the bees knees. For this time around however I decided to give them a bit of a twist, I would model and base the army selection around a Dark Elf Slaaneshi cult, which had prospered within one of the mighty Druchii citadels before seizing control of it and marching to war in the name of their twisted deity.

So, on to army selection. I picked a Dreadlord on a manticore as my general, which will be modelled as a Slaaneshi Lord on daemonic mount, who would be backed up by a coven of sorceress'(well two). For my core units, two large blocks of Corsairs would fill the role of cultists, and two units of dark riders would provide me with some fast moving flankers. My special choices consist of a unit of witch elves, modelled using a combination of Juan Diaz daemonettes and regular witch elves, which would take the role of the devotees of slaanesh, and a unit of black guard (why wouldn't you?) who would be portrayed as Coven Guard, charged with protecting the coven and their master. Finally, I took a cold one chariot, if only to prove that I can't resist a big plastic monster, because it will be modelled from the new lizardmen stegadon.

On the whole, I think this army is going to provide me with an entertaining modelling and painting project, if not an incredibly competitive army. If I manage to get all of the above painted in the next six months, the army will be expanded to 2250 points, and I might even be able to squeeze in a Hydra for win-tastic goodness. It's going to be a challenge as well however, because I'm currently at university in Glasgow, I'm separated from my normal gaming community, and often find it hard to focus or make any headway whatsoever in any current project, so let's hope that this article keeps me inspired!

Sam Wood

**And to finish off this weeks shorter than planned issue we have Paul Williams introducing us to his to his army and telling us all about his grand plans.**

When I decided that I was going to join in with the club's tale of gamers, it was difficult to decide what to do. I had several projects that were on going or needed to be started and I could have easily just done one of those. However, after a bit of thought, I decided that the best idea was to do a new 40k army, as this would give me two painted armies for 40k and two for fantasy, giving me variation for both, as I do not play with unpainted armies. I also wanted the army to be used in Apocalypse so I realised I would have to paint to 3000pts minimum.

With all this in mind, I still had the problem of what army to do (it couldn't be imperial as I already have a Space Wolf army), and none of the choices were really inspiring me (also, I have never picked my own armies before). My problem was solved one night, when I had a vivid dream of me using an army I had never used before in a game, and also in a paint scheme I would never of thought of. When I woke the next morning I knew I had the inspiration for my new force.....Tyranids.

The next stage was to buy some books and write a list or two. I therefore bought codex Tyranids, Apocalypse and Apocalypse Reload. After a bit of reading, I decided upon two things. Firstly, I wanted to use Datasheets in Apocalypse games, as I felt that these lent the game a whole new level of tactics and surprises for the enemy. Secondly, after browsing ForgeWorld, I wanted the force to be based around a nice centrepiece model.

With this in mind I wrote down my list and include the points for using the Apocalypse Datasheets;

Genestealer Infestation: 8 Stealers (extended carapace, scything talons, toxin sacs) 216pts

8 Stealers (acid maw) 160pts

8 Stealers (feeder tendrils) 136pts

Broodlord (extended carapace, toxin sacs) 90pts

3 Lictors 240pts

Datasheet 250pts

Mycetic Assault Storm: 2 Carnifex's (2x twin linked devourers, enhanced senses) 226

2 Carnifex's (barbed strangler, rending claw, enhanced senses) 232pts

Carnifex (venom cannon, crushing claws, enhanced senses) 153pts

Datasheet 150 pts

Hierophant Bio-titan: 1 Titan 1250pts

The total for this list was 3103pts, and without paying for the datasheets it was 2703pts. I felt that this was ok as I had said I would do a MINIMUM of 3000pts as I was doing an apocalypse army. Also, some of you will have noticed that there are no Gaunts of any description in the above list. This is because A) a Tyranid infestation starts with Stealers and Lictors And such, and B) I would be painting Gaunts whilst painting the listed models as a bit of variation.

So, having decided on the army and its composition, I quickly assembled some models to start painting. These were the first 8 Stealers on the list, 8 Hormagaunts and 3 Tyranid warriors. As you can see, I have already diverted from the list (thank God I said minimum 3000pts) and as I am typing this, I have already finished the first 8 Stealers and made significant progress on the Gaunts and Warriors.

These first few models this month are so I can see if my basic colour scheme will work, and I am also busy this month with work related tasks. But I still found enough time to build the Bio-Titan this month and hopefully will be able to green stuff the gaps and start painting it next month.

Well that's it, I hope you all like the army as it develops, and if not, well you're entitled to you're opinion no matter how wrong it is.



*Airbrushes are amazing.*