

The Gaming Kingdom's Tale of Many Gamers

Welcome to the First Issue of our Tale of Gamers. This week we will be looking at the progress made by Graham on his Orks, Jono on his Imperial Guard, Moonfire on his Space Marines and Nic on his Tomb Kings.

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 to 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 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

The first person featured this week is Graham with his planned Warhammer 40,000 Ork army Waaagh Gitzob, so without further blathering from me over to Graham.

I have been playing a Space Marine Crimson Fist army for many years, so with the release of the new Ork codex, I thought about creating an Ork army to match them, after all what is more natural than having both sides of such an important battle in 40k history.

It took me a few months to get around to it though.

Once The Assault on Black Reach box came out I got my motivation. Swapping out the Marine contents of a box for the Ork stuff gave me a good foundation for the army and with the addition of a couple of battle forces and one or two metal models, I was ready to start building.

First things first.

My mantra for Orks is "Boys before Toys" Get the mobs sorted out and the rest will follow.

So after Choosing my Warboss, I needed to get some boys.

Two mobs of 30 should do the trick.

Both have a Nob with a powerklaw for tank hunting and general killyness.

One is shootaboys with 3 big shootas, and one is sluggaboys with three rokkits.

As a screening unit, I then added a mob of 30 gretchin with three runtherders to keep them in line.

As a bodyguard for the Warboss, I picked a mob of Nobs (Hazmats lads) with a painboy to keep them in one piece and a truuk (with red paintjob) to get them into battle.

This means I have 4 troops choices in the army for grabbing objectives.

For added punch (and because I love the model) I added a Battlewagon.

Now such a nice model needs a decent cargo. With that in mind I acquired a small unit of Meganobs. Since they only move with slow and purposeful, they need a transport to keep up with the army. A marriage made in heaven.

That sorts out the main assaulting force of the army.

I decided I would need some fast movers to protect my flanks.

The natural choice here was a squadron of deathcoptas. I really like these models and with the standard armament of big shootas they can lay down a ferocious hail of fire.

The other flanking unit was an easy choice.

Stormboys.

The new models are brilliant with lots of detail so I picked up a couple of boxes. I'll need another box to bring them up to full strength (15) but I've got enough to be going on with.

Fire support was the next concern.

I added a small unit of Lootas (ten including 2 meks with big shootas).

This gives me between 8 and 24 S7 and 6 S5 shots each turn.

And last but not least a Big Mek with a Kustom Force Field to help protect the boys as they slog towards the enemy.

This comes out at a nice 2000pts and will work quite well on the battlefield

A line of gretchin in front with the slugga boys then the shoota boys, with the Big mek in the middle for protection will give the grots a 5+ cover save, and everyone else gets 4+.

The deathcoptas go up one flank and the stormboys go up the other, with the battlewagon and truuk chasing up the middle. Hopefully it'll work.

Of course now everyone knows my tactics for the army, it probably won't.

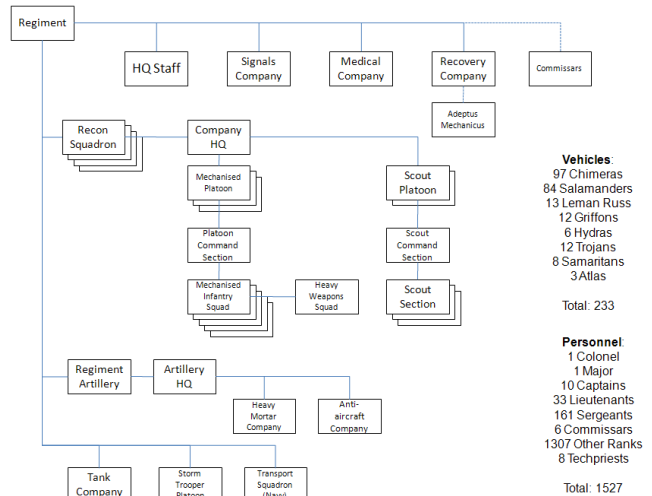
Next up is Jono telling us about why he decided to take on the Imperial Guard for the Tale of many Gamers.

Well here we are again, the start of another tale of gamers and this time I get to pick my own army, so what army will I do, well Imperial Guard of course. Now that may seem like a crazy idea with a new Codex a scant three months away but I have several reasons for gathering another force of what I feel is the best army for background and storytelling with a fantastic range of models and sheer diversity of builds.

For those of you who don't know me, my name is Jonathan and I used to work at the Games Workshop in Dundee until 2006. My current plan is to finish 2 armies this year hopefully Imperial Guard for 40K in time for the Games Workshop Grand Tournament heats and the other a Warhammer army which is yet to be finalized. My main problem lately has been staying focused on a force long enough to get it completed so the tale of gamers should hopefully provide the inspiration along with the release of the new Imperial Guard Codex in a few months time.

Enough of me though, lets answer the question you've been asking since you read I was doing Imperial Guard, well firstly it will allow me to build up a solid core of models which I can use as the basis of a new army no matter what the new Codex brings, as I see it an Imperial Guard army will always need Guardsmen in one shape or another and with this in mind I thought it better to move on from my Grenadier army that I have been using for several years now. The new army will be modeled using the basic Cadian infantry with heads from Pig Iron Miniatures who sell a series of separate heads as well as complete models, well worth a look if you haven't seen them before. I will also be converting my Chimeras using a combination of parts from the Chimera and Predator kits so if anyone needs to buy a Rhino then let me know as we can maybe arrange something so I can get a Predator turret.

When designing an army I always try to come up with a theme or some other premise for the force to be fighting together and this army was no different.



My new army is that of a Reconnaissance force based upon the British army's Light Dragoons who specialize in high mobility reconnaissance operations from lightly armored scout vehicles in order to gather information and direct follow up forces be they land, sea or air. To this end my army will be a mechanized force with converted Chimeras and using the Forgeworld Salamander Scout vehicles although I have considered adding Storm Troopers in Valkyries and Thunderbolts to represent these other non Regimental assets but will leave this until I've seen the new Codex (and whether or not the rumored Plastic Valkyrie is released) or perhaps for a future project as any Imperial Guard player knows you never really finish an army. On a side note while the real world Light Dragoons were the initial inspiration I would add that I am not trying to replicate them in 40K but simply build a (hopefully) nice looking army with some coherent background including a short story which I am currently working on. Don't worry it's nothing spectacular maybe just a few pages long at most.

For the first month of the Tale of Gamers my aim is paint the platoon of infantry including Command Section therefore I will be making a small Forgeworld order to pick up a couple of packs of Cadian Special Weapons as well as checking out a few bits sites for Cadian kneeling legs and backpacks. As my only picture this month would have been of sprues and a Chimera I've also included the Regimental TO&E (Table of Organization and Equipment) to give you an idea of the level of background I am aiming for. I hope you enjoy the updates as they come and will give feedback to myself and all the other participants of the tale of many gamers.

Third up is Moonfire telling us all about how he got in to the hobby and the background to his home brew Space Marine Chapter, The Dark Lords.

So as a start for my log I thought I would tell you guys a bit about how I got into 40k and how I got my first army, my marines and why I decided to take part in the Tale of Many Gamers.

My Marines are currently part painted, but as I don't like the paint scheme I decided to change it and when I saw the link in the sig of someone on warseer I thought hey why not join in. But for my marines I played an intro game against a mate of mine (we both play lotr) I lost terribly but I still thought of it as a nice game so a few weeks later it was my birthday and I decided to buy the starter set (battle for macrage) a month later I was able to buy nearly an entire marine army second handed so I couldn't let that one pass

I played many times during 4th with my marines but started a guard army which are mostly painted at the moment. But my marines aren't because I mainly played during 4th edition and because I played a horde like marine list (60+ marines) I never bought any vehicles except for 2 dreadnoughts and a predator. Only recently (last 4 months) I bought myself a vindicator, a rhino and a land raider which will be part of the tale, for the armylist of the tale I still got to buy a second rhino but that won't be a problem before july.

The dark lords of Ultramar better known as simply the dark lords are descendants of the ultramarines legion. During the second founding they disagreed with their Primarch Roboute Guilliman. The main part of the codex that twenty captains disagreed with (those captains would later form the dark lords) was the part in which was stated how big each chapter had to be and how it had to be organized. Those twenty captains led by captain Hawke proposed that a chapter should include between ten and thirty battle companies numbering thousand to three thousand space marines. They also stated that no company may exist of more than six times the same squad which would mend that the reserve companies also had to include a combination of tactical squads, assault squads and devastator squads and not only one of them. So a company that normally would exist out of ten devastator squads would then include six devastator squads two tactical squads and two assault squads so that some balance would remain. The only exception to this would be the veteran company which already includes a mix of assault and fire support elements and the scout companies which are in fact training companies and are never fielded as a whole.

Roboute Guilliman denied this proposal and the even the same night those twenty captains left together with their battle companies (just over two thousand space marines), their battle barges and their strike cruisers. A week later they named themselves the dark lords (of Ultramar) and repainted al of their Armour in a very dark bleu.

But then the debate began for who would be chosen as chapter master. After a full week of discussion the captains still didn't agree upon this matter and they decided that none of them would become the chapter master. But that they would seek among the ranks of their battle brothers for a brother who was not only great in combat but who was able to form a battle plan in his mind and relay it to others while fighting. After another long discussion the captains decided that it would be Ragnak who would become their chapter master. The captains also decided that would the chapter master fall that the next chapter master would be chosen in the same way.

At the current moment in time the chapter is led by chapter master Thomas

Because of their un-codex organization the chapter had many problems and discussions with the inquisition. There are only 2 reasons why the inquisition hasn't taken action yet against the dark lords chapter. The first is because of the great strength of the chapter currently twenty-two battle companies and still growing. The second reason is that the chapter intervenes in twice till three times as many conflicts as other chapters and because of their clear devotion to the emperor.

The army list for my tale of the many gamers army is;
HQ

lybrarium with terminator armour, 2 powers each turn ability, vortex of doom, the avenger

TROOPS

10 tacticals plasma canon, melta gun, power sword, rhino

10 tacticals plasma canon, flamer, power fist, rhino

10 tacticals melta gun, missile launcher, combi melta power fist (to join lybrarium in land raider)

FAST ATTACK

10 assault marines, flamer, pair of lichtung claws, melta bomb

HEAVY SUPPORT

land raider extra armour

vindicator

10 devastators 2 lascanons, 2 heavy bolters

Francis

Finally for this week we have Nic telling us all about his plans for his Tomb king's

Ok, so I've wanted to do something like a tale of four gamers from White dwarf for a while. Now I finally get my chance.

For those who don't know me, I'm Nic, I've been collecting Warhammer fantasy now for over four years. I've collected Empire, ogres, High Elves, Bretonians, Dogs of War. I also have a decent sized mob of Space Orks for 40K. But for this Tale of many gamers, I've decided upon the glorious Tomb Kings.

Why the Tomb Kings? All of those armies I mentioned above have suffered from one thing, they all failed psychology tests at crucial moments. Whether it was the failed charge or the unit of knights with my lord who break and roll low and get cut down by 10 swordsmen they would roll an 11 or 12 and the game would swing suddenly from a minor victory to a devastating defeat. Another reason is magic, magic for me has always been too much of a random factor in games, that has at times crippled me, (I'm looking at you Andy and your Slaanesh demons, and any vampire counts and chaos demons player) and for me been either ineffectual or have gone horribly wrong on a miscast (And while I'm at it, Skaven are sick too). Tomb kings ignore most of these problems so... winner.

Starting off, I decided to get the battalion box and an extra box of infantry, this added to a tomb prince and two liche priests should give me a decent 1500pt list to build upon. My ultimate plan is to get 2250 tournament list but will aim for 1500 first then 2000pt.

As far as colour schemes go, I want to theme the army round an idea of A tomb king who had a small elite force of dedicated soldiers who spent their lives in his service and then died with him to serve him in the afterlife, while the bulk of his armies were made up of peasants and serfs who worked the land or in the city and only trained for a few months of the year in warfare. This sort of style is very reminiscent of the Persians rather than Egyptians so my inspiration comes from them. To represent this, I'm going for a solid core of levy spearmen, two units, with two more supporting units of bowmen to make up the lowly peasants. Next to these I'll put a unit of light horsemen, representing a wealthier group, possibly low ranking nobles who could afford horses and their own equipment, these will be painted in the standard red and blue I've chosen for the King himself to represent their loyalty and to unify the force in general. The bowmen will be painted white, bleached wooden bows and any decoration will be minimal and bland. The tomb guard, on the other hand, will be painted with their shields and weapons in the reds and blues of the king and priests, for the king himself would obviously decorate his most valuable troops in ostentatious armour and the best weapons. Whether or not I paint their weapons silver or gold I'm not sure, part of me wants to keep the bronze look throughout the army but a king could afford to import or find Iron in Nehehara. Well we'll cross that bridge when we come to it.

Should be fun.

My planned 2250 point list is;

Tomb King , General, Light Armour, Shield, Blade of Setep, Collar of Shapesh, Vambraces of the Sun

Liche Priest, Hierophant, Casket of Souls , 2 Dispel Scrolls

Liche Priest, The Blade of Mourning

15 Skeleton Warriors, Full Command, Light Armour, Spears and Shields

10 Skeleton Warriors, Bows

10 Skeleton Warriors, Bows

5 Skeleton Light Horsemen , Full Command, Bows

19 Skeleton Warriors, Full Command, Light Armour, Spears and Shields, Warbanner

21 Tomb Guard, Full Command

Bone Giant

3 Carrion

Tomb Scorpion

3 Chariots, Standard

Total Roster Cost: 2240

