

# USING A FIGHTING MEN ARMY

by Robin Dear

Choosing any army can be difficult, so I hope to give you my hints, choices, and suggestions for using and collecting a men army that will win. Rather than just giving you a list of what I think is the best choice for an army. I have decided to show a 1500 pt men army, as this is a good size of army for an afternoon or evening's play.

I try and follow a general set of guide-lines for normal battles when choosing an army. For different types of battles such as sieges, I will of course have different sets of guidelines.

1. At least a couple of units of cavalry as they make excellent shock troops and make perfect reinforcements to fill any sudden gaps that appear in your ranks.

2. At least two units of missile troops to act as anchor for the rest of the army.

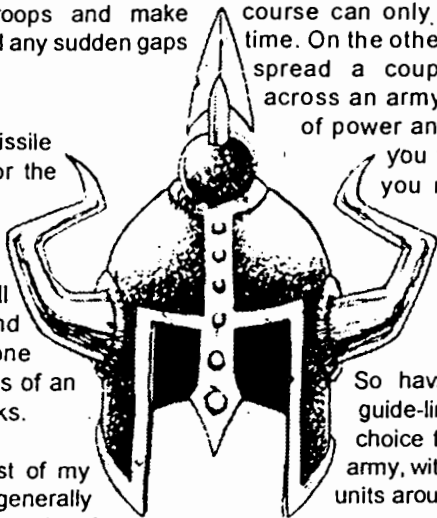
3. At least one wizard. This is because if well protected from melee and missile fire then they are one of the most versatile pieces of an army performing many tasks.

First to the anchor of most of my armies, the missile units. I generally choose a couple of different units of missile troops rather than all the same type. Either spread them throughout different commands or if you put them all in one command add a unit of pikemen or halberdiers to act as a guard. Again the cavalry may be used to form a single command or spread out in different ones. Most of my cavalry units go into one command. I can then take advantage of their greater speed. This advantage is lost if cavalry are placed into a command with foot units, and makes them much less versatile. Lastly, the third of my general guide-lines,

the wizards. From my experience I have found that either having a couple of 20 magic point wizards or one 40 magic point wizard is most useful. If you choose the latter type then you have a good all rounder who can cast lots of spells but of course can only be in one place at one time. On the other hand although you can spread a couple of 20 MP wizards across an army they can soon run out of power and are then useless. If

you want to choose a druid you really need one with at least 40 MP's. He needs that much power to keep any of his spells working.

So having gone through some guide-lines I will give you my choice for a general use 1500 pt army, with a few ideas for changing units around.



## Command 1

1 Warchief Ld 4	82 pts
1 Courier	27 pts
1 Wizard 30 MP's	159 pts
1 Mounted Hero	142 pts
10 Longbowmen ( Vets incl Ldr and St Br )	110 pts
10 Foot Knights ( Vets incl Ldr, St Br, Mus )	140 pts
12 Men at Arms ( Vets incl Ldr and St Br )	116pts

<b>Command 2</b>	
3 Mounted Knights	154 pts
1 Mounted Battle Leader Ld 4 ( Elite incl Ldr )	120 pts
4 Mounted Men at Arms ( Ave incl Ldr, St Br )	120 pts

<b>Command 3</b>	
1 Battle Leader Ld 4	82 pts
12 Crossbowmen ( Vet incl Ldr, St Br )	128 pts
21 Pikemen ( Ave incl Ldr, St br, Mus )	114 pts

<b>Total Army Points</b>	<b>1494 pts</b>
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### Options for Change

Replace the Longbowmen with 10 Veteran Handgunners including a Leader and Standard Bearer. Points variation = 0 pts

Replace 3 Elite Mounted Knights with 6 Average Mounted Men at Arms including a Leader. Points variation = +4 pts

Replace 21 Pikemen with 5 Veteran Handgunners including a Leader and 14 Average City Guards armed with spears including a Leader and Standard Bearer. Points variation = -2 pts

Replace the Wizard with a Druid. Points variation = 0 pts

Try using my army list, then change a few units depending on your figure collection and see what works for you. If you have any comments then write to me at the usual address.

## Rules Update

### ATTACK ATTACK ATTACK

One of the main reasons for me to start Warrior was the desire to keep the gameplay as fresh and up to date as possible, and hopefully we can achieve this. I plan to include not only new rules, but also rule clarifications and new profiles. So if you are not clear about any of the rules then drop me a line and I will answer them in this column.

Nick Lund has informed me of a new boast for inclusion into fantasy Warriors. This is Attack, Attack Attack. If a warchief makes this boast it holds good as long as all the commands in the army have attack orders. Sounds like a good one for all you orc and goblin warchiefs out there Hit 'em 'ard and hit 'em fast. Go on get stuck in there.

I've also received a couple of queries regarding the modifier of -1 to hit for fighting in two ranks. This only applies to spears and polearms, not

to hand weapons. So if you have a unit consisting of two or more ranks armed with single or double handed weapons who are fighting using the front rank only then no -1 modifier applies. However if those with two handed weapons decided to use them as polearms and use the worth of both ranks then the -1 would apply as they are now fighting in two ranks.

A question about multiple combat has also arisen. What happens when a single rank of