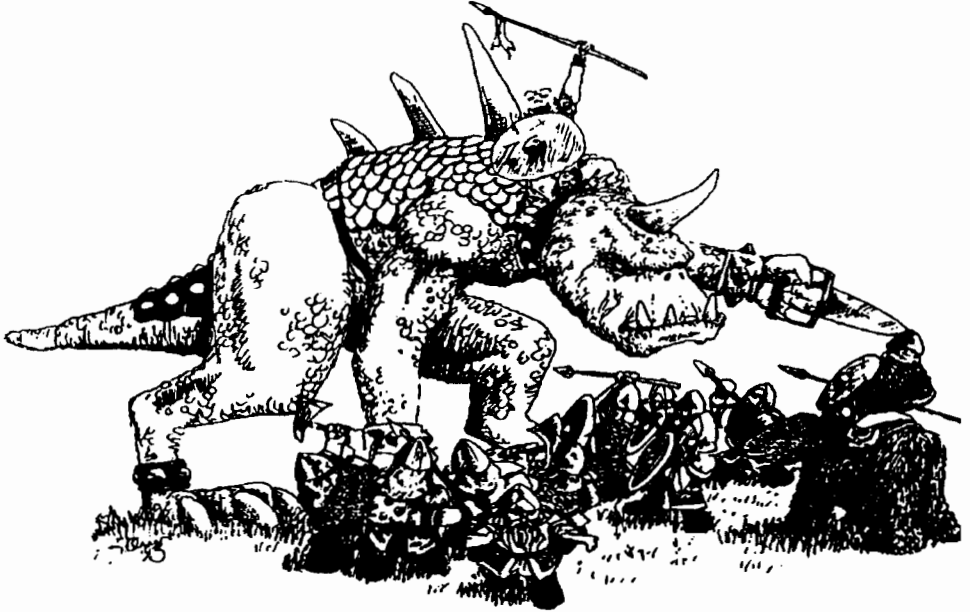


Juggernaut Tactics

Having trouble keeping this brute on the table? Doug Cowie explains how to get the best out of this unpredictable creature.



There are those of us who insist on fighting Fantasy Warriors battles with Orcs. It's illogical, perverse, perhaps downright eccentric but once those rascals get into your blood, there's no escape. So, the only thing to do is to accept your fate and do what you can to give your army the chance of winning occasionally. I've been an orc warchief since the earliest days of Fantasy Warriors playtesting so Derek has asked me to pass on some tips that I've learned in the hard school of experience. There's nothing like watching your lads go down to defeat after defeat to inspire you to search around for some battle winning schemes. In this and future issues of the Warrior, I'll pass on some of my ideas and maybe some of you can send in your own hot-shot, guaranteed wheezes for certain

victory for your particular army.

To kick off with, I'll take a look at the use of the orc Juggernaut. The addition of this monster to the orc army lists is the best news in the pubs and clubs of Orcland in living memory. Firstly, it enables orc warchiefs to include William Watts fabulous Juggernaut model in their army, and secondly, it gives us that powerful melee punch that has been lacking in our much put-upon ranks. However, the undoubted strength of the creature is balanced by a certain brittleness in the Quality department because, of course, it is Unpredictable. Nobody can possibly know the meaning of the word stress until they have had to take a casualty or combat test for an Unpredictable unit. It's hell. Still we must not

take a negative attitude. What is needed is a way to help ensure that the Juggernaut doesn't fail more tests than it really should do. Whilst we are at it, it would be nice to help the creature stay alive for most of a battle. It has a very good saving throw but, in common with all single figure units, it only needs to fail its saving throw once and its curtains. Tip number one, therefore, is to always include at least two priests in any orc army with a Juggernaut and use them primarily as Juggernaut support. This gives you a good chance of re-rolling test dice and saving throws until you get the result that you want. Remember that if one of your priests rolls '1' and has his life taken by the gods, the second priest has a chance (by rolling '6') of enabling the first to re-roll and avoid such a nasty fate. Even if that fails the first priest has a saving throw and even if he fails that, the second priest can call on the gods again to allow him to re-roll his saving throw. So don't be afraid to use your priests to support the Juggernaut. That is the main reason that you've got them in the army for and, by using the re-roll sequence outlined above, they can look after themselves quite well if the gods get awkward. Even better, of course, is to have three priests but this depends on points availability and other priorities.

Having increased the Juggernaut's survivability by the use of priests (and remember that the Juggernaut is pretty cheap in points terms when you consider its potential, so putting in priests to help it is not really extravagant) let's have a look at sharpening its battlefield effectiveness. Firstly, always pay 10 points to make the Juggernaut a champion; that extra point of worth can be all important. The next tip is partly defensive and partly offensive. Provide a low to medium cost wizard (25-35 mp) and use it, like the priests, as Juggernaut support. Unlike the priests, it will have to move round in base to base contact with the Juggernaut. Its main function will be to cast Shield in

defence of the Juggernaut as it manoeuvres into the attack and then to cast Haste to get the beast as fast as possible (with Attack orders of course) into its chosen target. This will give the Juggernaut a reasonable chance of getting into contact despite the inevitable attention of enemy missiles (don't they love to shoot at the poor thing?). It also makes sense to screen the Juggernaut from the enemy as long as possible with other units, but eventually it's probably going to have to spend a move or two as a target before it gets into contact, and that's when the wizard is there to earn his keep.

Finally, having overcome the hazards of missiles and Unpredictability by the use of priests and wizards, and got the Juggernaut into contact with the enemy, it must be given extra help to smash its melee opponent in one turn. In this way it can move onto another target quickly, and hopefully batter a big hole in the enemy army. It has a worth of 10 which is pretty good but it has a frontage of 5" which means that it's only going to outnumber infantry by 2:1. Not good enough for greedy orc warchiefs who want quick and bloody results before wretched daylight appears to screw everything up. Therefore add two heroes to the Juggernaut unit. Two foot heroes gives an extra 10 points of worth for no addition in frontage whilst two mounted give a mouth-watering 18, if you can afford them. Mounted have the added bonus of being able to move quickly to support another unit if the need arises. However, assume that you can only afford foot, you get a total of 25 points of worth (10 for the Juggernaut, 10 for the heroes, 1 for the Juggernaut including a champion and 4 for attack orders). We are now on 5:1 and can start kicking some serious butt!

Next issue :

What orcs can do to survive the all important Command Test. In the meantime fellow orcs keep being nasty.

Tricks and Tactics

More tips from the great orc himself. When the going gets tough the orc's have a nasty habit of doing a runner. Follow Doug Cowie's latest pearls of wisdom, and this should be a thing of the past.



OK. Let's face facts. An orc army is not an instrument of finesse. If you're leading orcs, you can expect lots of combat. If you're not sending your forces in waves against the enemy, you are not doing the job you're being paid for (or, to be more accurate, you're not doing the job that you're not being executed for). This means lots of casualties. Basic orc infantry is not particularly well armoured so it dies in large numbers. Everyone has to take their chances, from the warchief down. Consequently, those dicey command tests will happen from time to time. In the absence of the opportunity for much fancy stuff once the battle has started, it's important for orc warchiefs to do what they can before the action starts to ensure that the command tests are successfully overcome. The technique for doing this is simplicity itself. You have to make sure that you get all the plusses possible in the Command Test whilst avoiding as many minuses as possible.

First of all, consider your warchief and battleleader's leadership rating. These are

added to your die roll in the Command Test, therefore you must make them as high as you can afford in points. I always recommend this anyway because it's vital for all sorts of situations. If you can, make all your leadership values 5. Certainly, don't drop to less than 3 and, if you do go as low as 3, restrict it to one battleleader only. This means you have a great chance of a good CT score regardless of other considerations.

However, don't leave it at that. Leave as little to chance as possible. Always have a couple of priests and one or two soothsayers in your army. The priests will be needed to support your juggernaut (see last month's article) but first they will need to support the soothsayers. Backed by the comforting presence of your soothsayers, you can read the omens with some confidence. With two soothsayers, only a roll of 1 gives bad omens - good odds. Even if this happens, 2 priests will give you a fighting chance of being able to re-roll your omen score. You've done just about all you can to

ensure good omens. If you outnumber the enemy in soothsayers (and if you have 2, you probably will) you can force the enemy to read the omens even if they don't want to. I would advise against this. It's 50-50 and you may just be giving the opposition a valuable bonus. The final point about omens is to make sure your

make yourself (ie the warchief) a beloved personage. Anyway, what could be more appropriate? It's hardly necessary to mention that you should make sure that the warchief doesn't get killed. The great thing about having the warchief as a talisman is that he's already very important so you don't have to



soothsayers are safe during the rest of the battle. If a soothsayer gets killed, the army he belongs to automatically goes to bad omens. The next possible plus on the Command Test list is for a warchief's boast holding good. Although I hate to pass up the chance of another plus, I would advise against this one. All the boasts carry a high risk of becoming broken and if this happens, you have not only lost a plus, you actually get an extra minus! Far too risky for the already high risk position of orc warchief.

Next is a much more suitable item, the talisman. It would be nice to suggest that you should have one of each type of these but the points cost makes such profligacy virtually impossible. So, which type to go for? Sacred items and army standards are both too much of a nuisance. They encumber you with yet another thing to be guarded along with your priests and soothsayers. No, you've got to

make any extra plans to protect him.

Having secured as many automatic plusses as possible, the thinking orc warchief will attempt to minimise the minuses. The soothsayers have made bad omens unlikely. The possibility of broken boasts has been avoided. Commands routing and/or annihilated - well not much we can do about that, it is a battle after all. Warchief dead or routed is something you'll obviously be doing all you can to avoid. You are the warchief remember. A few warchief preservation tips: don't get into combat; don't wander round on your own; don't be silly!

Just one more possible minus - Bad Light. The curse of orc armies. You should already have at least one wizard in your army whose prime function is to keep things nice and dark. If he succeeds, you don't have a problem. If he fails, you have done all you can to pile on the plusses and you should make it. I hope so, I hate to see orcs lose.