



A Heavy Infantry unit for the Empire Army in Warmaster

This article contains rules, tactics advice and pictures for using Greatswords in Warmaster.

Members of the Greatswords are grim men who fight with massive, two-handed blades that can cleave an armoured Knight in twain with one blow. Clad in magnificent, gleaming suits of Dwarf-forged plate armour, only the bravest and most honourable soldiers are ever promoted to the ranks of the Greatswords. These are Men who have earned such an honour in the thick of the bloodiest and most heroic fighting, accomplishing incredible feats of arms before their commanding officers. Though this is

incredibly dangerous, there is no shortage of those willing to risk their lives for the chance to be raised to such a respected position.

Greatswords are armed with Zweihanders, and the strength required to wield these massive weapons is an indication of the prowess of such men. They also wear very finely crafted plate armour. The Greatswords by their nature are stubborn and resolute men refusing to give ground where lesser men would flee and the history of the Empire is full of tales of a final stand by the Greatswords of the Empire.



Empire Heavy Infantry

TROOP	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Greatswords / Teutogen Guard	Infantry	3	3	4+	-	3	80	-/1	*

Special Rules

* Greatswords get +1 attack for the first round of combat on their charge (like chariots). If they lose a combat, reduce the distance they retreat by half (rounding up).

Using Greatswords in your army

Greatswords are the Empire's best infantry and as such should not be thrown into battle hastily. They make the best support and counter charge units or are ideal for protecting key terrain features. The best use of Greatswords is as skirmish units supported by just one other infantry unit to take and hold key terrain features on the battlefield.

If used with many infantry units, use Greatswords towards the rear of the infantry, third row of a block of four line and preferably protected by two supporting infantry blocks (see diagram below).

The Models

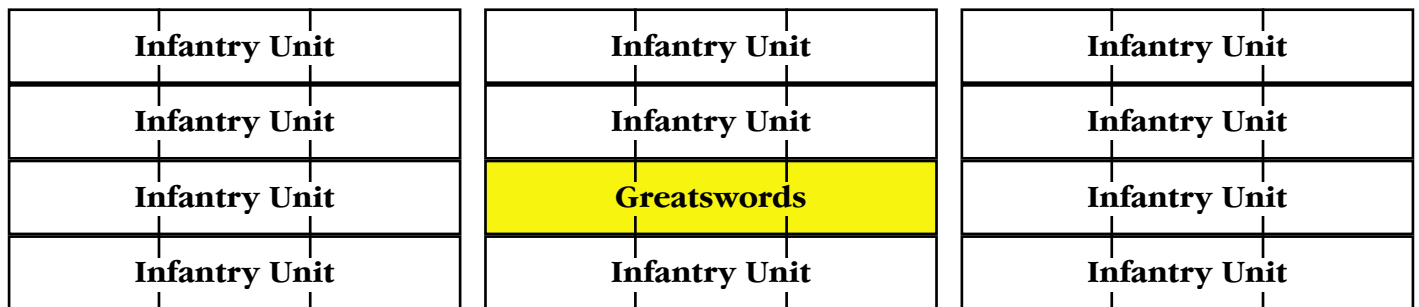
Seeing how badly I wanted to include a unit of Greatswords in my own Empire army, I couldn't resist building one for myself from scratch.

I used Empire Halberdiers and Crossbowmen as a basis, cut off all their weapons and replaced them with big swords made from plastic strips.

When painting the models, I used a lot of Boltgun Metal (even on some clothing) to create a more heavily armoured effect.

Credits

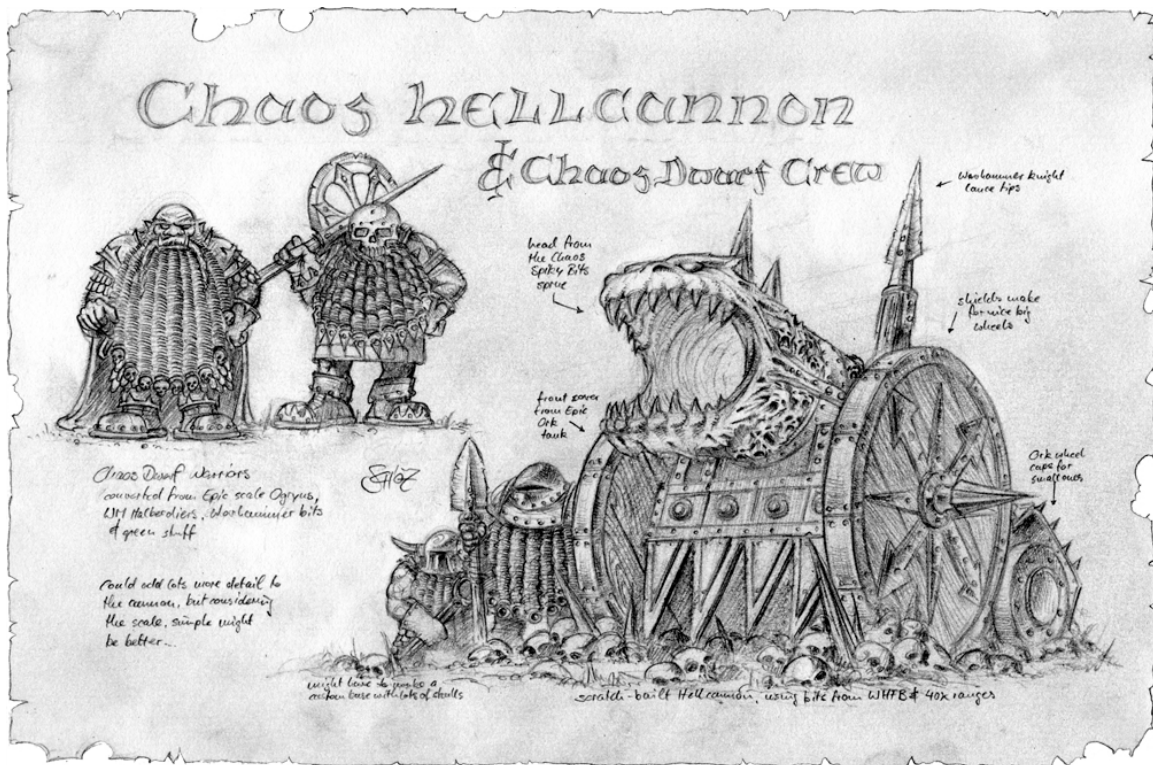
All artwork, modelling and painting was done by myself. A big thank you goes out to Christian Burnett for all his help with the rules for this unit.



Hellcannon of Chaos

Prepared by Christian Burnett.

Part daemon, part war machine, the Hellcannon of Chaos is a massive construct of iron and brass that growls and shakes with diabolic sentience. In battle these arcane engines heave great blasts of daemonic energy that arc through the air towards their targets, incandescent explosions liquefying anything they touch and sending the survivors screaming in all directions.



The Hellcannon is a truly awesome weapon. If an army is fortunate to have 2 together these units could give an army a true edge, The Chaos general however will need to determine if the firepower is worth the loss of speed and direct attack. At the price of a chaos knight per cannon it's a tough decision.

Proposed Rules

Art 3/6 hit 6 arm 5+ point 200 min - / max 1

Uses the same rules for firing and confusions as the Orc Rock lobber. 40mm² base

Once per game a cannon may reroll all attack dice. Max 2 per army.

The Model



I wish to thank **Christian Schwager** for the art and modelling. The CDs are made from Epic Orgyns, with a bit of cutting, gluing and green stuff work. The faces on the cannon itself are made from green stuff, too, and the cannon itself from plastic tubing and a gun muzzle from the chaos spiky bits frame. The wheels are shields and Ork wheel caps.