

FIMIR ARMY LIST

Tournament legal and Games Workshop approved.

All rules and appropriate terms are copyright Games Workshop. No challenge to this intellectual property is made or implied by this work. All other text is copyright Daniel Hyman, 2001. If you don't know what the Fimir are and where they come from, why do you care about this army list? If you want fluff, go ask Big Al and the bastardsquad.org team. You can also find excellent unofficial army lists from them.

SPECIAL RULES

Slave Race: Most Fimir armies are comprised of slaves that are driven to battle by larger mutant creatures. Every Slave Race unit in a Fimir army must be led by a character, either a unit champion or a character purchased from the heroes section. Only small crews of war machines are exempt.

Ignore Slave Panic: Fimir and the larger Cyclops mutants ignore the plight of the human and demi-human Slaves. The plight of the lowest class is of little consequence.

Superstitious: The native races of Albion survive constant raids from ancient civilizations, and as a result fear the Dark Elves nearly as much as the vile Fimir. Slaves fear Elf units of larger unit strength.

Brutal: Shearl and Cyclops kin drive headlong into combat with the weight of their bodies and great brutish strength. If charging with a single hand weapon, Shearl and Cyclops gain +1 S. Units with spears or two hand weapons do not gain this bonus. Similarly, the art and artistry of martial skills are unknown to them, and the +1 save bonus for parrying with a hand weapon and shield in combat may not be taken.

Mutation: The majority of offspring from demi-human women are Cyclops mutants; full-blood Fimm are comparatively rare. Even the ignoble Shearl are not as common as the deformed Cyclops. You may not field more Shearl models than Cyclops models in your army to reflect the relative rarity of true Fimir.

Swarm: Bog swarms are unbreakable, and may not be joined by characters. The implacable will of the Dirach and Meargh lures them and drives them to battle. Despite the multitude of mildly poisonous things in each swarm, they are not sufficiently lethal to count as having poisoned attacks in game terms.

Feral Charge: Bog Beasts are stupid, brutish creatures that know only aggression. They gain +2 S when they charge into an enemy, but their enormous bulk and stupidity prevent them from bringing their great strength to bear once in close quarters.

Mindless: The largest and stupidest mutant cross-breeds are so utterly devoid of intelligence that they can only move and throw objects at the command of intelligent slave "crew". Mindless Formor Hurlers are treated as war machines for all respect.

Grapple: The favored tactic of Formorian mutants is to blunder forward and grapple an opponent with all of its limbs. Formorians with particularly large orifices will then generally swallow smaller models whole. A grapple attack automatically hits with a single S 5 attack which allows no armor save, and is made instead of normal attacks.

Disgusting: Formorian mutants are vile creatures with oozing slime and limbs where they shouldn't be. These features plus the fact that vital areas on Formorians are hard to locate means that they are an overall -1 to be hit in close combat.

Slave Driver: True-blood Fimir from the Warrior caste are adepts at driving slaves into battle, and directing them into the heaviest missile fire and enemy forces. Fimir Slaver characters allow Slave Race units to re-roll failed Driven to Battle tests.

Driven to Battle: The Fimir army is driven to battle by ruthless overlords, and these mutants are sensitive to the sunlight themselves. To protect them from sunlight, Fimir magically generate a heavy fog, and the limited visibility also provides limited depth perception to the one-eyed monsters. Conditions of darkness, mist, and the driving bellows of their masters help create a level of confused aggression in the Fimir horde, and this sometimes manifests itself in unexpected actions from the slaves. At the beginning of each turn, roll a die for each Slave Race unit (Shearl, Cyclops, Slaves, Slingers, or Beast Riders) in the army that numbers 5 units or more and is not already engaged in close combat. On a roll of a 1, they are confused or lost in some way and a second roll is made on the following table:

- 1: Mistaken Identity – The unit confuses friend and foe, and lashes out at the nearest shapes in the mist. Slinger units fire at the closest friendly Slave Race unit (the great Fimir warriors and war machines will not be confused by the cowed unit) regardless of fire arc. Other units will charge the nearest friendly Slave Race unit if in their front arc. If no friend is able to be attacked, then treat as 2-5, Confused, below. After one entire round of combat is fought, the units realize their mistake and separate, facing any direction.
- 2-5: Confused – The unit doesn't know what it's doing or where the enemy is. They amble about, effectively doing nothing this turn.
- 6: Frenzied Charge – The slave master presses the horde forward regardless of the circumstances, and the unit makes an immediate move of their regular movement distance towards the nearest enemy. If the unit engages an enemy, treat it as a charge.

CHARACTERS

Fimir characters follow a strict caste system, wherein the greatest warriors and most brutal members of Fimir society are granted positions of leadership. Only the power of the Fimir mystics supercedes this strict rank system. Male mystics are known as Dirach, and are sorcerers of lesser power. The only female Fimir are the female mystics known as Meargh. Meargh are the unchallenged heads of every Fimir group. Those groups and warbands without Meargh are led by Slavers and, for strictly military expeditions, the Fimir Captains of Fianna Fimm clans. All true-blood Fimir have limited sorcerous capabilities, and allow the conjuration of enchanted mists and subjugation of simple bog creatures, so the presence of entire Fimir clans without Dirach or Meargh are possible.

LORDS

Great Slaver – 135 (one lord and one hero choice)

	M	WS	BS	S	T	W	I	A	Ld
Great Slaver	4	7	3	5	5	3	4	4	9
Bog Wyrms	4 (fly)	5	0	6	5	5	3	2	6

Special Rules: Ignore Slave Panic, Brutal, Slave Driver

Bog Wyrms Fly, are Large, cause Terror, have 4+ Scaly Skin, and get an extra poisoned attack at the end of each combat round (attacks regardless of death or circumstances)

Options:

Additional hand weapon or great weapon for +6, spear for +3

Light armor for +3, heavy armor +6, and/or shield for +3

MUST ride a Bog Beast +24, Bog Wyrms +230, or a Slave Cart chosen as normal from the special units category (will displace one of the crew)

May wield up to 100 points of magic items from the common or Fimir magic lists

Great Slavers are the most wretched, evil, obese, vile creatures on the Isle of Albion. They would never deign to walk to battle under any circumstances whatsoever, and will often avoid combat if serious injury or death became likely. They are brutal warriors when challenged, however, and their enormous strength and charisma are universally recognized throughout the fens of Albion.

Fimm Meargh – 205 (one lord choice)

	M	WS	BS	S	T	W	I	A	Ld
Fimm Meargh	4	3	3	4	4	3	2	1	8

Special Rules: Ignore Slave Panic, Brutal, Level 4 Wizard

Options: May ride a Bog Beast +24 or a Slave Cart chosen as normal from the special units category (will displace one of the crew)

May wield up to 100 points of magic items from the common or Fimir magic lists

Fimm Meargh are the unchallenged leaders of Fimir clans, and even the mighty bellows of Great Slavers are softened to mere whispers when directed to the Meargh of even a rival clan. No true-blood Fimir would willingly allow physical harm to ever come to any Meargh, and would gladly sacrifice their lives to protect her. This is the only time one will ever witness the concept of sacrifice from a Fimm.

HEROES

Fimm Captain – See the Fianna Fimir entry in the Rare Section. Fimm Captains are purely martial rather than societal leaders, and as such do NOT take up character slots in the army, though they MUST be purchased with a Fianna Fimir bodyguard. They may not be given magic items or standards, though they may be given the honor of being the army's general and otherwise count as normal characters.

Fimm Slaver – 80 (two hero choices)

	M	WS	BS	S	T	W	I	A	Ld
Fimm Slaver	4	6	3	5	5	2	3	3	8

Special Rules: Ignore Slave Panic, Brutal, Slave Driver

Options: Additional hand weapon or great weapon for +4, spear for +2

Light armor for +2, heavy armor +4, and/or shield for +2

MUST ride a Bog Beast +16 or a Slave Cart chosen as normal from the special units category (will displace one of the crew)

May wield up to 50 points of magic items from the common or Fimir magic lists

Fimir Slavers are enormous, vile creatures of hatred, cunning, strength, and sloth. They drive legions of oppressed beings to their front, leaving destruction and death in their wake. The smallest of children do not escape their chains or their bellies depending on whim alone.

Fimm Dirach – 65 (one hero choice)

	M	WS	BS	S	T	W	I	A	Ld
Fimm Dirach	4	3	3	3	4	2	2	1	7

Special Rules: Ignore Slave Panic, Brutal, Level 1 Wizard

Options: May upgrade to a level 2 Wizard for +35 points

may ride a Bog Beast +16 or a Slave Cart chosen as normal from the special units category (will displace one of the crew)

May wield up to 50 points of magic items from the common or Fimir magic lists

Fimir Dirach are the male Mystics of the clans, and wield terrible powers they can barely control. They may choose spells from the Fimir list only, and subject to the Mystic Magic rules.

Cyclops Slaver – 35 (one hero choice)

	M	WS	BS	S	T	W	I	A	Ld
Cyclops Slaver	4	4	3	4	4	2	3	3	7

Special Rules: Superstitious

Options: Additional hand weapon or great weapon for +4

Light armor for +2 and/or shield for +2

May wield up to 50 points of magic items from the common or Fimir magic lists

Cyclops Slavers are the smaller, more twisted cousins of the Fimir themselves, and these most vile and ruthless of the Slaves rise to a level of power over their kin. Cyclops Slavers are given a status below any Fimir Warrior, but above any Shearl, and are given equipment and female slaves of their own as rewards.

CORE

The bulk of every Fimir army and raiding party is made up of lesser caste mutant half-breeds and slaves pressed into service. Their purpose is to soak enemy ammunition and take the charges of enemy cavalry. They have little, if any, chance of survival, and only count on weight of numbers to absorb casualties before being crushed underfoot by the monsters in front or behind. The life of an Albion slave is as short, unpleasant, and unrewarding as they get.

SHEARL

	M	WS	BS	S	T	W	I	A	Ld
Shearl Capo	4	4	3	4	4	1	2	2	7
Shearl	4	4	3	4	4	1	2	1	7

Unit size: 10+

Unit cost: 20 for Master + 9 per Rider

Weapons and Options: two hand weapons and light armor, may exchange extra hand weapon for spear, may buy shields at +1 per model; Standard +10, Musician +5

Special Rules: Slave Race, Ignore Slave Panic, Brutal, Mutation, Driven to Battle

Even though the Shearl are true-blood Fimir, they are primarily servants and laborers rather than skilled warriors. Their lack of training and resilience is reflected in their modest speed and combat prowess.

CYCLOPS

	M	WS	BS	S	T	W	I	A	Ld
Shearl Capo	4	4	3	4	4	1	2	2	7
Cyclops	4	3	3	3	4	1	2	1	7

Unit size: 10+

Unit cost: 20 for Master + 7 per Cyclops

Weapons and Options: two hand weapons and light armor, may exchange extra hand weapon for spear, may buy shields at +1 per model; Standard +10, Musician +5

Special Rules: Slave Race, Ignore Slave Panic, Brutal, Mutation, Driven to Battle

Cyclops are the most common offspring of a demi-human mother and Fimir father. They are hideous cretins with brutal strength and toughness, but without the mental capacity of the comparatively clever and torturing Shearl. They are menials usually put in charge of bullying captured slaves of other races.

SLAVES

	M	WS	BS	S	T	W	I	A	Ld
Slave Capo	4	2	3	3	3	1	2	2	6
Slave	4	2	3	3	3	1	2	1	6

Unit size: 20+

Unit cost: 10 for Master + 2 per Slave

Weapons and Options: mixed - counts as hand weapons and shields; slaves may trade shields for staff slings (count as short bows) for +1/model; Standard +8, Musician +4

Special Rules: Slave Race, Driven to Battle, Superstitious

The lowest of the low, Slaves are the captured prisoners of villages, caravans, and ships beset by Fimir raiding forces. A rag-tag mob of every race imaginable, Slaves of Fimir clans live in constant misery and suffering. Males of every lesser race are chained together into work gangs, and females are sent to the breeding huts to service the Warriors and Fianna. Some slaves are allowed to wield the traditional missile weapon of Albion, the staff sling. This weapon is slow to reload but of good range, so is treated as a short bow for game purposes. Note that pressed slaves of other races are the only way to incorporate missile weapons in Fimir armies, as the one-eyed Cyclops and true-bloods cannot wield missile weapons at all!

0-1 BOG SWARMS

	M	WS	BS	S	T	W	I	A	Ld
Bog Swarm	4	2	-	2	2	3	3	3	10

Unit size: 2-10

Unit cost: 25 per base

Weapons and Options: stinging biting nastiness

Special Rules: Bog Swarm

SPECIAL

Special units are troops that can provide greater flexibility to your Fimir Horde. They are favored Cyclops slaves, given status and charge over the war machines of the Fimir Clan. Ultimately, however, they are expendable at the end of the day of battle, and surviving Shearl can always repair shattered carts and round up new beasts for future raids. With luck, women will be captured, and Cyclops and Shearl losses can be recovered. Only the loss of Fimir Warriors or Mystics is ever a true blow to the Clan.

SLAVE CART

	M	WS	BS	S	T	W	I	A	Ld
Slave Cart	7	-	-	5	5	4	-	-	-
Cyclops	-	3	3	3	4	1	2	1	7
Bog Beast	7	3	-	3	-	-	2	1	4

Unit size: 1

Unit cost: 80 for 1 chariot with 2 cyclops crew

Weapons and Options: hand weapons and spears, chariot has scythes; one extra Cyclops +6 points

Special Rules: Slave Race, Ignore Slave Panic, Driven to Battle, Bog Beasts

Slave carts are used to run down hapless enemies and ensnare them. They count as chariots, and the multitude of wicked snares and mancatchers protruding from the rickety contraptions are treated as scything blades, though most casualties from impact hits result in capture rather than death.

BOG RIDERS

	M	WS	BS	S	T	W	I	A	Ld
Bog Rider	-	3	3	3	4	1	2	1	7
Shearl Capo	-	4	3	4	4	1	2	2	7
Bog Beast	7	3	-	3	-	-	3	1	3

Unit size: 5+

Unit cost: 35 for Shearl Capo + 18 per Rider

Weapons and Options: spears, shields, hand weapons, and heavy armor; Standard +14, Musician +7

Special Rules: Slave Race, Ignore Slave Panic, Driven to Battle, Bog Beasts

Bog Riders serve as scouts and outriders for a land-based Fimir raiding party. Their speed and strength allow them to serve as shock troops that can surround enemies and block escape routes. They are the most loyal and clever of Cyclops, though the Shearl Capo must still keep a close eye on his men lest they attempt to flee the clan. Because of this autonomy, their status among slaves rivals that of favored Shearl.

HURLER

	M	WS	BS	S	T	W	I	A	Ld
Formor Hurler	4	-	-	-	7	3	-	-	-
Cyclops	4	3	3	3	4	1	2	1	7
Slave	4	2	3	3	3	1	2	1	6

Unit size: 1 hurler, 3 Slaves, 1 Cyclops

Unit cost: 75

Weapons and Options: crew come with hand weapons, no options

Special Rules: Hurler is a Mindless Stone Thrower

Formorian mutants occasionally result from human-Fimm mating, and most commonly from Ogre-Fimm mating attempts. Many of these disgusting abominations die at birth or shortly thereafter, and some of those that survive are little more than mindless idiots pressed into service by their cruel masters. These Formorian are immensely strong and stupid, such that they can barely throw rocks or amble about when prodded, but otherwise cannot defend themselves or interact with intelligent races in any way.

RARE

0-1 FIANNA BODYGUARD

	M	WS	BS	S	T	W	I	A	Ld
Fianna Captain	6	5	2	5	5	4	3	5	8
Fianna Lieutenant	6	3	2	4	4	3	2	4	7
Fianna Fimm	6	3	2	4	4	3	2	3	7

Unit size: 4+

Unit cost: 240 for Captain, Lieutenant w/standard, musician; +45 per Fianna Fimm,

Weapons and Options: Heavy armor and two hand weapons

Special Rules: Fear

Fianna Fimir may be fielded as a unit representing a captain's bodyguard. As a captain's bodyguard, the lieutenant **MUST** be fielded, and carries the standard himself. The musician option must also be taken.

FIMIR WARRIORS

	M	WS	BS	S	T	W	I	A	Ld
Fimir Warrior	6	3	2	4	4	3	2	3	7

Unit size: 3+

Unit cost: 38/model

Weapons and Options: Hand weapon and light armor; extra hand weapon or great weapon +6 per model

Special Rules: Fear

Basic Fimir warriors are rare as well, though not to the degree as the elite Fianna. They are hardy fighters, and more than a match for most foes. Their untamed aggression hampers their development of organization and martial skills, and as such have no musician or standard options.

FORMORIANS

	M	WS	BS	S	T	W	I	A	Ld
Formorian	6	3	1	5	4	3	1	3	4

Unit size: 3+

Unit cost: 60/model

Weapons and Options: none

Special Rules: Fear, Stupid, Grapple, Regenerate, Disgusting

These Formorian mutants have survived the rigors of Fimir clan living, and their relative intelligence (as compared only to the largest and thickest of their kind) and great strength means they will be pressed into service whenever possible.

CYCLOPIAN GIANT

	M	WS	BS	S	T	W	I	A	Ld
Cyclopien Giant	6	3	3	6	5	6	3	Spec	10

Unit size: 1

Unit cost: 205

Weapons and Options: none, but you'd better make sure he's modeled with only ONE EYE!

Special Rules: Fear, Large, Immune to Slave Panic, Giant Attacks, Falls Down

The largest and brightest of Ogre-Fimm offspring, the presence of a great Cyclopien Giant is a powerful blessing to a Fimir clan. These giants act in a similar manner as regular Warhammer giants, though they may be even uglier.

Mystic Magic

The magic of Fimir is a mix of despair and frenzied aggression. Fimir depend on carefully controlling native beasts and peoples in order to further their way of life, and Fimir magic is tightly coupled to the concept of enforced slavery and struggle. Fimir Mystics thrive on the death of innocents, and the confusion of war. This is represented by having Mystics gain additional power dice when they are close to Slave Races that are fighting in desperation: Gain 1 power die (or dispel die) for every unit of 10 or more Shearl or Cyclops, or 20 or more Slaves that are in combat within 12" of the Mystic.

The Mystic is similarly disadvantaged when slaves are uncontrolled, as the emotional energy of panic, chaos, and freedom disrupts a Mystic's ability to channel magical forces. When a miscast is rolled, the Mystic rolls extra dice for fleeing units of Slave Races within 12", and takes the worst (lowest) result!

Mystic Miscast Table

- 1: The misty tendrils of chaos overtake the Mystic, and he falls to the earth in convulsions of power. Nearby models suffer an even worse fate, taking a S10 hit for those in base contact. The Mystic will not recover for days (remove as casualty).
- 2: The Mystic is flung about by unseen forces, and moves 2d6" in a random direction each turn until he or she recovers on a roll of a six at the start of the turn. He or she may not attack or cast spells, but still contributes to power dice and dispel dice.
- 3: The Mystic is attacked by demons of his own mind (his conscience?), taking d6 S5 hits with no armor saves allowed. If "killed" by these attacks, the Mystic is knocked unconscious and removed as a casualty.
- 4: The Mystic Wizard level is reduced by one and loses the spell attempted to be cast. The confusion of the failed spell and fleeing slaves seriously deteriorates the Mystic's confidence.
- 5: The Mystic can no longer cast the spell attempted. It is forbidden! Why? Who knows.
- 6: The Mystic automatically casts the attempted spell with irresistible force, and must roll again on this table. If 6 is rolled again, the Mystic will cast any of his or her spells again and again!

Mystic Magic Spells (Dirach and Meargh only)

- | | | |
|----------------------|----|---|
| 1: Choking Mists | 5+ | Magic missile, 24" range, d6 S4 hits |
| 2: Fruits of Despair | 7+ | Enemy unit, 18" range, one WS3 S4 attack on every model in the unit! |
| 3: Gaze of Hatred | 7+ | Any visible enemy model, 24" range, 1 S4 hit, no armor save |
| 4: Icy Shadows | 8+ | Magic missile, 24" range, 2d6 S4 hits |
| 5: Whip of Frenzy | 9+ | Friendly Slave Race unit, 18" range, make a free round of melee attacks! |
| 6: Master's Shout | 9+ | Friendly Slave Race unit within charge range of the enemy, 24" range, the unit moves 2d6" towards the closest enemy. If contact is made, count as a charge, with Hold as the only option available! Count as "pursuit into fresh enemy", p. 76. |

Meargh Spells (Meargh only)

- | | | |
|--------------------|-----|---|
| 1: Fog of Fortune | 5+ | Take d3 re-rolls (not spellcasting) this turn |
| 2: Fruits of Labor | 6+ | Friendly unit, 24" range, re-roll failed armor saves (or get 6 ward save) |
| 3: Slavers Fury | 7+ | Friendly unit in melee combat, 18" range, strike first and re-roll misses |
| 4: Death's Talon | 9+ | Magic missile, unlimited range, d6 S6 hits |
| 5: Death's Rake | 10+ | Death's Talon as normal, then roll 1d6: on a 1 it then hits one of your units then leaves afterward, on a 2-3 death is sated and leaves, on a 4-6 it strikes a different enemy unit. You may not strike a unit twice. |
| 6: Master's Bellow | 12+ | All friendly Slave Race units move 2d6" towards the closest enemy. If contact is made, count as a charge, with Hold as the only option available! Count as "pursuit into fresh enemy", p. 76. |

General Magic Items

Weapon of Striking	30	Weapon, +1 to hit
Weapon of Battle	25	Weapon, +1 attack
Weapon of Might	20	Weapon, +1 strength
Biting Weapon	10	Weapon, -1 armor save
Enchanted Shield	10	Armor, 5+ armor save
Talisman of Protection	15	Talisman, 6+ ward save
Dispel Scroll	25	Arcane, one use, dispel enemy spell
Power Stone	25	Arcane, one use, +2 dice to cast
Staff of Sorcery	50	Arcane, +1 to dispel
War Banner	25	Banner, +1 combat resolution

Fimir Magic Items

Flagellator	75	+d6 attacks each round, loses power after round a 6 is rolled
Mace of Oolog	75	all hits automatically wound, armor save modified as user
Shakhain Staff	50	no armor save
Sickle of Yue' Cain	50	+2 attacks
Great Shileilagh	40	+2 strength
Flail of Eyes	35	re-roll any attacks that miss
Axe of Khash	30	+3 attacks once per game
Brute's Cudgel	25	a character wounded will be knocked from combat, 1" out of the unit
Obsidian Pick	10	+3 strength once per game
Shbat's Bellyplate	60	as heavy armor, discounts the first wound suffered
Ogham's Curse	50	as heavy armor, gives character and unit magic resistance 2
Shield of Skulls	50	as shield, also gives 4+ ward save
Bronze Mail	35	as heavy armor, re-roll failed armor saves
Elfskin Shield	30	as shield, discount first hit suffered
Ogham's Steel	30	Fimir only, gives 1+ armor save that cannot be improved
Eye of the Mystic	35	reflects spells on a 4+ back at the caster, which he may try to dispel
Emissary's Hand	30	5+ ward save talisman
Slaver's Whip	15	Monsters and mounts must pass Ld test to attack you
Meargh's Staff	50	+1 casting rolls
Dirach's Staff	50	re-roll ALL casting dice for one spell (ignore original miscasts)
Gruesome Things	25	+1 to one magic die roll AFTER it is rolled, may affect miscasts
Jar of Eyes	25	may attempt each spell twice per magic phase
Slaver's Dust	35	Once per game get Ld 10 for one test
Crown of Lies	25	Fimir only, gets one free Killing Blow attack in challenges, strikes first
Dark Crystal	25	Once per magic phase casts Gaze of Hatred at power 3
Flag of Order	75	Unit gains MR 1 and +1 to dispel rolls, wizards in contact may not cast
Banner of Mists	40	missile fire at this unit is at -1 to hit
Forced March Banner	30	+1" to basic, +2" charge and march moves, if moving towards enemy
Banner of Shackles	25	re-roll a failed panic test once per battle
Flag of Frenzy	25	each model in unit gains +1 attack, use once per battle
Banner of Purpose	10	ignore the first failed Driven to Battle check, once per battle

Modeling your Fimir Army

If you haven't figured it out by now, this entire Fimir army list is just a restricted version of the Orcs & Goblins Army book, with Ogre mercenaries (and Golgfag himself as a Fimir Captain) added to the Rare Unit options. Everything is exactly as it appears in the army book, slightly rewritten and reworded as to conceal the origins of the rules. Therefore, you can say with total confidence that your "Fimir Army List" is completely GW-Approved and tournament legal.

The Fimir models put out by Citadel in the 80's are best used as the Warrior Fimir themselves. The unarmored Fimir warriors and the armored Fianna Fimir and General models are excellent. The Dirach and Meargh models are similarly excellent figures, and each is best presented on a 40mm base size. The rules assume only the "ogre" figures deserve the 40mm base, but you have to be flexible with this army.

The plastic Heroquest Fimir models are the easiest to come by, and if you field these as Warriors, you will want something smaller to serve as Shearl, or avoid fielding Shearl at all. Personally, I field the lead Fimir models as Warriors and Fianna, and the plastic HQ models as Shearl. The arms of the HQ models can be sawn off with a jewelers' saw and replaced with modern Brian Nelson Orc arms. They are the same size arms, and the musculature of the Nelson boxed set Orcs is well done. This will require pinning and some putty work, but allows you considerable variety in your units, and well worth the work in terms of presentation. Don't spend all that time and money amassing those HQ Fimir unless you're willing to go the extra mile and make them truly special!

Cyclops units are easier to come up with, as they represent basic Orcs, Orc chariots, Orc boar riders, etc. I have taken a soldering iron to the eyes of Orc heads and sculpted new large single eyes from green stuff into the cavity. Don't worry about being too neat or preserving the nose. You can always drill or hobby knife your way into a new nose after you get the eye reconstructed. It is a pain to do, but MAN is it cool looking. You can always still field them as elite Orcs in other armies after converting them to Cyclops.

Slaves are a rag-tag bunch, and you can use villager models, plastic Empire and Zombies, and whatever humans, elves, goblins, and anything else you have lying around. Empire Flagellants are a good base, since you want them as rag-tag as possible. Think plastic and cheap, though, and that will help get you the large unit sizes you need for these groups. Staff slings can be made with green stuff ribbons looped on the end of a spear haft. Don't be shy about fielding a mix of weapons and armor and rusty bits in all of your slave units. They will wield whatever they can! Goblin shields look especially nice.

Slave Capos can be made from the Goblin champion, and turn him into a Cyclops in the same manner. That gives him the "I'm in charge here" look you need for the unit champions. The only problem you'll run into overall is that the Shearl are larger than Orcs, and need a 30 to 35 mm base before they are happy. That means your Shearl unit champion for your Cyclops units will have trouble ranking. I suggest you put him at an angle on a 25 mm base, give him a whip arm from the chariot sprue, and let him rank normally. He will fit if you position your standard bearer and musician carefully to his left and right, as the Orcs will be leaning forward while he will be leaning back.

That's it for now! Happy gaming!

RTM

The Rogue Trader Maitreya, a.k.a. Dr. Dan Hyman