

WH

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REVISION HISTORY

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Chapter 1

WH

1.1 Warhammer Faq

WARHAMMER - SHADOW OF THE HORN RAT

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Update on the items in the three unwinnable missions (Loren too early):

You can steal them by rushing for them and then retreating or even by surrendering the mission.

Protect Schnappleburg -----
Sword of Might - Between trees in north east of deployment zone and road (west of road).

Capture Otto Hiln -----
Dragon Blade - In the snowman behind the house at the northeast corner of the map.

Rescue Ilmarin -----
Shield of Pthlos - Behind the trees on the western edge of the map.

Slave Train -----
Sword of Heroes - in the cemetery right next to the chapel in the north east.

Shattered Pass -----
Potion of Strength - north of the deployment area in the north east corner of the cliff.

Squatter's Rights -----
Talisman of Obsidian - near house on middle right side

Surprise Attack -----
Potion of Strength - at the east side of the map against the mountain

Banner of Arcane Warding- at a rock to the upper west

Rat Trap -----

+1 Chain Mail Armour - after winning the mission units with armour
below 2 get it

Slave assault -----
Banner of Might - at rocks north of deployment area

Bandit Hideout -----
Armour of Meteoric Iron - west of the camp by some trees.

Extermination -----
Banner of Dread - lower right corner of the battlefield

Skaven Tunnels -----
Potion of Strength - near two rocks in the centre of the map
Banner of Arcane Protection
- northwest of deployment zone

Troll Valley -----
Potion of Strength - in the east near the lava falls
Banner of Wrath - in the west near the 3 lava pools

First ambush of Loren patrol mission -----
Sword of Parrying - ???

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How to get to the "Counterattack" mission

This might or might not be a secret mission, it might be a little known mission. Anyway, it is called Counterattack and to get it, first try at least one of the three unwinnable Loren missions. After that chose the select, but instead of selecting one, return to the caravan and then select mission again you will then be able to chose the Counterattack mission. You might need to get the Zufbar mission briefing first.

HERE ARE THE MISSION STRATEGY TIPS:

I have been playing this game off and on for a week now and have made several observations about what strategies work and don't work. Others who have thoughts or ideas are welcome to follow this thread.

1. In missions where you have the option to choose and place units, especially later in the game, use a line of archers backed by mortars to kill large groups and numbers of the enemy. In the dwarve missions, such as Skaven Slaves, I have used a a line archers, Mercenary Crossbows - Holgars Crossbows (Leitdorff) - Dwarve Crossbows, backed by mortars to eliminate everything which comes my way. Hence this rule: The best assault is a defensive one. Make the enemy come to you.

2. Always back up your mortars and archers etc. with infantry and cavalry - just in case.

3. Never place two mortars in close proximity side by side as this often leads to the explosion of one of them and the partial death of the crew (possible bug?).

4. Allor should never be placed behind your lines or he will kill your guys with a hunting spear. Allor isn't bright this way, so place him out front or on a flank and cover him with infantry or Cav.
5. When faced with large numbers of charging skaven or otherwise, always use mortars and crossbows/bows on the fastest moving groups. Look for choke points and hit the units passing through these areas with artillery or projectile weapons. Use the curse and tangle thorn spells liberally in these situations.
6. Always switch targets when you decimate a group of the enemy. Never just keep shooting at the same group, switch to another one, you can mop up later and the group you don't hit will inevitably breach your line.
7. When faced with a choice between shooting at a monster or oncoming infantry units, hit the monster. The monster will require time to kill and will cause your units to flee.
8. In the dwarve missions when you are in a fortress or tunnels, advance with caution. Be wary of the situation where the shooting has stopped and nothing is alive out in front of you, but the mission still is going. This generally means that one of your units must advance and trip a flag which will cause more of the enemy to appear. For these situations, use cavalry. They can run if outnumbered.
9. When taking on enemy artillery always use infantry and try to avoid the straight on attack, it gives too much time to the enemy to get the yardage right. Also, if you are being fired on, close with the enemy, he usually avoids shooting his own and this can buy time.
10. Anybody ever kill the dragon in the dwarf missions? Use it to kill the enemy (hint).
11. Always survey the battlefield prior to the start of a mission to grasp how many and what is around. Look for magic items to get later.
12. Use terrain to your advantage. If you are on a hill it will take time to get to you, just as in real life. Archers/crossbows shooting down hill are deadly in these cases. For the same reasons, get the heck out of valleys.
13. It is possible to finish this game without editing the save game files. This practice is risky and so far has not been explained well in this group. I have tried this but have given it up for a more purist approach and have found that I can make it. You just have to be prepared think out what the best way to achieve a victory is. This is a hard game, and you have to be fast in your decisions and have a loose plan that makes sense before you start a mission.

Save Carlson's Family =====

Ceridan and the mage on the far left
crossbowmen in the middle rear
gb cav center
gb inf right center

black avengers far right

My first move was to charge the units flanking the dwarves with the GB cav to relieve them. I charge ceridan at the biguns to the far left as a delaying tactic and allor casts curse on em, then spears em until they break (luck!) I focus the crossbows on the biguns at first and then move on to the unit behind them, depending on opportunity.

The black avengers move up the left side of the screen and attempt to engage units moving to attack the gb cav which by now is probably running down its first opponent. The gb inf you should hold back until you get a flank shot at something good.

The battle rages on for a while and if you are fortunate, the dwarves who are now relieved of the pressure of an enemy on their flank kick some serious ass and orc units start shattering. I recommend holding the hero button on the GB cav and using grudge bringer as often as possible. You need those orcs to break fast.

The challenge on the left side is that you have to keep allor alive which means that he may have to retreat and be relieved by the crossbowmen who you may have to engage the remainders of biguns (hopefully not) or the orcs behind them. If you break the center, send the gb cav around the stand of trees on the left side of the screen and attack the leftmost orcs from rear.

Like most of the missions, it requires a lot of luck and great deal of skill to pull off. You have to execute your moves almost flawlessly and have the wind and sun to your back to boot.

If you don't, you'll end up getting chewed to death quite mercilessly.

From: russ <poer@aa.wl.com>

Thanks for your post. You're strategy sounds a little better than the one I finally used. What worked for me was to use the valley on the far right as trap for the group of black orcs on the right. The bait was the black avengers (BA) who I placed back in the valley deeper than the trees in the center, behind which I placed the Grudgebringer CAV and Inf (GC and GI). Their job was to pounce on the black orcs going after the BA. I placed my crossbows to the right of the clump of trees on the left and next to them I placed Allor. In the center I placed Ceridan. As soon as the battle opened up, the black orcs at the bottom of the hill, started to advance up the hill towards the crossbows. By then, the dwarves had already got themselves surrounded and had routed one group of ORCs. I had Allor curse the black orcs advancing on the crossbows and then I had crossbows and Allor pick them apart until they routed and were wiped out. The remaining set of orcs backing up the now defunct black orcs on the left was then turned on by the crossbows, Allor, and ultimately Ceridan when they got too close to the top of the hill. After several minutes they too were eliminated. The dwarves, having routed and damaged one group of orcs, took a severe beating at the hand of combined ORC units and under fire from orc archers. They eventually routed and were severely beaten on their way off the map. They fought a good holding battle for me. I used them to buy time.

On the right, the black orcs charged up the valley after the black avengers, who held fast until the absolute last moment. The Orcs then seemed to pause, slightly, perhaps the AI realized that the GC and GI were poised to strike at the orc rear, which they did simultaneously with the black avengers frontal assault. The result? Black Orcs were eliminated to a man. No survivors. I then moved the Black Avengers, GC, and GI to the center and charged down the hill while the crossbows held the orc archers at the foot of the hill at bay. The Orc units at the foot of the hill were not at full strength, as the dwarves had severely mauled them. The Black Avengers, GC, and GI crushed them one at a time and then ran down and destroyed the orc archers. The unit guarding Carlsson's family was also eliminated quickly by these three units.

My overall strategy was to use the dwarves as a diversion, and to crush the powerful black orc units in the right and left as quickly as possible, and to rely on magic and crossbows to slow other units attempting to scale the hill to get me. It may be questionable to let the dwarves serve as cannon fodder, but at least it gave me the time to overwhelm the more powerful ORC units by surprise. I am sure the dwarves are pissed off, but such are the fortunes of war.

From: opus@marconi.ih.att.com (Robin Kim)

Try to engage only at 2:1 odds if you can. Keep your infantry regiments close together for mutual support. Use Curse of Anraheir on one of the Black Orc regiments to slow them down. They are your biggest threat, and the longer you can postpone having to deal with at least one of them, the better.

From: nicholas.john@pop.srv.ualberta.ca (Nicholas John)

On this mission I used the above tactics but used the cavalry plus some other regiment (Celidan..who's fast and doesn't die easily and is there afterward even if he does, and maybe some other regiment too) to rollup the left flank, hitting the biguns hard and fast. I had 7 cavalry and otherwise more or less full tho the Grudgebringers infantry were a little low. The BA and GB infantry held the centre with the dwarves. I used the wizard as above (his spells are very important in this one) but positioned him southish at first, and had to withdraw him as the Black orcs and others closed...it was a necessary diversion of their attention I think. Oh yes..I also had to replay it many times to be sure the dwarves didn't rout and to be sure that casualties were minimal...the usual.

From: nicholas.john@pop.srv.ualberta.ca (Nicholas John)

Use the mage to the SE to Curse one Black orc unit and decoy one down that way, then move him back in near you other units. Don't worry about Ceridan..he holds his own in H-H combat and can do damage/cause routs if teamed with he

cavalry (I had 7 left) in an attack on the left flank..then you can move in on the other untis' flanks. Some say to abandon the dwarves. I found that supporting them worked better for me. There are other strategies, and i had to try this one a couple of times before it worked well.

Worse lies ahead ;-)

Rescue Ilmarin =====

From: hean@pop.jaring.my (Ong Boon Hean)

Ok, main problem for me was the Rat Ogre guy b/c he kept chopping up my melee troops, so deploy your crossbowmen and Alorr near him. Place the infantry and calvary to defend against the Skaven troops which will charge...When combat starts, curse the Rat Ogre and keep hitting him with Amber Spears and crossbolts...When it finally kicks the bucket, use the Calvary to slay the elite Skaven troops, and infantry + crossbowmen against the others...With Alorr's help, you'll easily dispatch the others.

From: greyjack@macatawa.org (Greyjack)

From what I recall, I found that telling Allor to start chucking spells full-speed at the rat-ogre was what did it for me. Once it was dead, the rest of the enemy regiments fell pretty quickly.

To give a spellcaster that order, click on the spell button; when the list of spells comes up, click the spell button _again_, then choose a target. The mage will then attack the target repeatedly with spells (of his own choosing--in this case, he first cast the Curse of Anraheir, followed by Hunting Spear over and over until it died), pausing of course when he's out of spell points.

Shattered Pass =====

From: kak@ipp-garching.mpg.de (Karl Krieger)

Here is my solution, which however depends on your amber mages experience. It's based on using the spell "Tangling Thorn", which becomes accessible for him after the first 1000 experience points.

Place your two mortar units, which should be available at this time, in the south east corner of the deploy area. In front of them just at the eastern cliff position the crossbow men. Just for security, place the Carlson guard in front of the mortars. If all goes well you won't need them. Place the amber wiz at the north west corner of the deployment area but make sure that he is not in the line of sight of the orc's doomdivers. Place cavalry behind him (south) just in case...

Now let em come! DON't let the wiz cast anything else than "Tangling Thorn". You must direct the spells so that the foremost orc hordes

block the advance of the following. At the same time, use your mortar units and the crossbow men to shred the pinned enemy to pieces. Again, DON't let the wiz cast any other spell because he'll need all magic energy for those Tangling Thorn spells.

The only monster coming through to my lines was the troll and he got his ass kicked by the mad axemen (Ragnars Wolves) because their leader got the sword of heroes with special abilities against big monsters in an earlier mission. After you have destroyed all advancing units that way, use your cavalry to mop up the doom divers. It helps if they have the shield of Ptolos to protect them from the remaining archers. You can use the wizard to disturb these guys a bit until the cavalry is ready to take care of them. Ah, don't forget to switch off the AI of the guard units. In my first attempt they happily charged toward the pinned enemy and committed suicide :-)

From: russ <poer@aa.wl.com>

I have beaten this scenario several times by putting my mortars at the very bottom of the ravine (side by side) where the setup is at the start of the mission, and my cross bows to the right side along with Allor. The Cavalry units should be to the bottom left, next to the mortars as a quick response team. In front of the mortars, yet very close to them should be all of your infantry units. When the attack comes the orcs will tend to pile up at the bend leading to the place where your troops are. Keep the mortar and crossbows going. Do not assault but attack only those units which get close enough to attack your front line, when they do, hit them will ALL of your CAV and Inf. This will rout them. Use Allor to curse large groups so the mortar can destroy them. I have completed this scenario several times this way with only a few dead. Try it.

From: russ <poer@aa.wl.com>

It is winnable and here is how:
I have won this scenario every time this way.

Put your two mortar sections at the bottom of the map, side by side, at the bottom of the area where you set up. The key is to use them to cover the bend to the upper left of their positions. In the corner, next to the mortars, place the Cavalry, all of them that you have. In front of the mortars, and as close to them as possible, place your infantry, and on the right side of the mortars should be the crossbows and Allor. The key is to use Allor to curse and spear the oncoming orc units, and while they bunch up at the bend to the left pound them with the mortars. Your infantry and cavalry should be used to attack those units which get close to your mortars. All units should hit simultaneously on any orc units that get close to ensure a rout.

Try it!

From: Vlad <email adress escaped my save proc.>

HEre's my strategy (note - any casualties are on my core units, Carlsson's army is used as "orc meat"): Put all Carlsson's units to north edge of deployment area (about middle of it) with your Xbows and mage. From your cavalry form line somewhere in middle of deployment area (I use rock on left cliff as marker - about 5 lines of cav behind it) and put your mortars behind it (it's good if at least one faces nw). As the battle commence order mortars to destroy archers (with a bit luck about 3rd hit should eliminate them, help them also with mage and Xbows), then start bombarding comming units (once again mage and xbows). Troll can either approach your cavalry - then try to burn him with fireball, or just charge him (your personal cavalry should eliminate him without any problems), or go after your mage, then use Carlssons to get him. With Carlssons also stop orcs (you don't need to destroy them , just stop them to make good targets for your mortars) and run with mage and xbows (time to time send hunting spear or some shafts to help Carlssons. Keep moratars firing into orcs - don't mind if they will hit carlssons from time to time - they are not your units :). Just watch your mortars and if some is destroyed reload :(. After you've successfully eliminated orcs, wait for doomdivers to destroy themselves (give them some bait behind rocks - they won't hit it and with time destroy themselves). The last orc archers will come then. Destroy them with mortars (or any other way as you wish as well). After this just destroy wandering routed orcs with mage to get him some xps.

This plan relays heavily on mortars - if any of them is destroyed reload (I reload anyway if any of my mortars is destroyed), if they don't hit too much - reload. It takes some time but I've come to very nice results with it (no casualties on my side except Carlssons wiped out)and mortar crews got about 1000 exps each :).

Escort Dwarves to Fortress =====

(this is the first Zhufbar mission)

From: "S. Patrick Gallaty" <choke@sirius.com>

Curse of Anrahir is the key.
Since the orc mage is mounted, the curse will break his will. Then you can run him down at your leisure.

I just found this one out - previously I had been suffering mightily at the hands of this loser.

Grumm's Gate =====

From: Huang Shze Jiun <jiun@pop.jaring.my>

I solved this problem by trapping the night goblins when they are coming out the pass with a tangling thorns spell. I then move my two crossbow units, cavalry, and dwarf warriors to the north. I have the crossbowmen and allor whittle the wolf warriors as they circle around

the night goblins. Then attack them with my cavalry and dwarf warriors. Important points are: Kill the wolf warriors completely, Don't go too close to the night warriors to avoid fanatics. Don't put anybody in the path of the caravan. That is don't fight or leave any units blocking the caravan. Make sure the units you use are safely inside or at least near the gate. I manage to pass this mission losing only the last horse and cart right behind the last mortar. Therefore I did not lose any units.

From: nawang@lynx.dac.neu.edu (Nan Wang)

Well, here's mine, it's not perfect, but it worked.

Try take as many regiments as possible, that will shorten the length of the wagon train and reduce the chance of a bottleneck. Your wagons will travel on the left side, make sure you don't have some unit end up over there. Leave the dwarven warriors behind the trees in the middle of the map and make sure they are facing down. Move your range strikers forward so they can strike the goblins coming down the pass. Don't worry too much about the fanatics, most of the times they can't hit anything. Use thorns/flock of doom to kill/paralyze the wolf riders. Meanwhile the gate should be open and soon more greenskins appear. Just move everybody inside the gates, the newly appeared enemy should be pre-occupied with the dwarven warriors instead of give chase.

Come to think of it, I think I should have sacrificed the Black Avengers. Those dwarven warriors are pretty nice.

From: jwld@st-andrews.ac.uk (Jez)

I had great difficulty with breaking into the Dwarven fortress, it is more fiddly than anything else as you are up against the clock.

The way I did it seems to work quite well, as I only lost six archers. Try to go through the gate guarded by orcs as the goblin wolf riders are quicker. Take as few units as possible, as you want to save money. The second reason for this is that the greenskin reinforcements arrive after a certain proportion of the wagon train is in the gate, so, with a long train, most of your army is safe before they arrive.

Okay, mechanics of it. I took all the cavalry, two units of crossbows, Allor (very important) and no one else. These units dispose of the guards as quickly as possible and then run for the gates. The Mercenary crossbows and Allor now mount a rearguard action. Any riders that come in to range get hit with the Curse, making their mounts flee so they will not engage. Any units which don't flee should after one volley of crossbows.

When I did this I lost half the Merc. crossbows (the price of a rearguard) and no one else. I would not advise sacrificing whole units, the Black Avengers do have their uses...

And for my next trick I will get past the Dragon without any losses..

P.S Anyone who can't get past the dragon without loss, try this. Take as few units as possible. Get All or to cast tangling thorn on the dragon, he now cannot breath. The cavalry go past to get the orcs and then run back down to the bottom. Allor gets rid of the spell on the dragon and the orcs are toast. Recast the spell and finish the mission....

From: "S. Patrick Gallaty" <choke@sirius.com>

I used ceridan for this.

March him across so that the enemy appear (he didn't get hit by dragon flames even when they landed on/around him). Run him back to your own side.

When the enemy come, those that manage to get past the flaming death you charge with ceridan. He holds up the train while the dragon burns them to a crispy. Even better, when they break he runs the confused remains down. Works best if you return him to your side of the dragon alley when the enemy units are in disarray. That way you can use him to hold up another wave.

Tangling thorn and curse of anrahir are both very useful here. Anything that slows down the advance of the enemy helps you.

On my side I kept the GB cav and the amber mage only - the dwarves I got from the dwarven king.

Good luck!

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