

Om GWs nye spil

Since giant eagles need to be banned in games that the opponent can't figure them out, I've come up with my own list of things that need to be banned:

1. Chaos Knights - too brutal, always wreck the centre of my army.
2. Cannons - Too good. Always rip up whatever units they shoot at. Stand and shoot is also unfair.
3. The extra hit on Dwarf stands - Much too annoying. They should fall when everyone else does, on 3 hits
4. The General Dying rule - my general always gets killed when I get him stuck in. He should sway the battle and rule the battlefield.
5. Giants - Way too good. I can't find a way to beat these guys.
6. Elves +1 to hit on shooting - they always hit what they shoot at. This clearly isn't fair.
7. Wolf Riders - the most powerful of all units!!! Needs to be toned down considerably ;-)

Actually if you want to ban something, you should ban the goblins. In every single game that I've played, the goblins have done better than the rest of the troops. Single-handedly taking on Trollslayers, Silver helms, Rangers, etc. All the other troops are just there for moral support ;)

Or better yet, just ban everything, and only play the game with one unit type for each army that is exactly the same for each army. Then all the armies would be balanced, and adding new armies would be simple.

Yes, and lets also do away with the need for terrain and nicely painted models. I suggest a board marked in squares to facilitate movement and simple coloured disks to represent the units...damn there already is a game like that. ;P

Alternatively, each player rolls a dice and the highest score wins.... Sounds balanced to me. Of course that might be unfair if one player is luckier than the other... ;o)

In that case, let's make it a game of skill. We can do away with the models and board completely. Instead, each player is allowed to make one of three hand gestures, with each hand gesture being able to beat only one other gesture...to really make it skill players should play the best two out of three or more.

Yes, that's the ticket. Imagine being able to play this game with your colleagues at work or during casual conversation! ;P

Sounds great! How much do you think GW will sell the game for? \$50? \$60?

Will we be able to buy the rulebook separately if we already have the other components? What about adding new gestures to the existing range - can we get cardboard cutouts to begin with?

Actually, the core rules are only \$45 if you buy the book. The boxed set (\$85) includes a quick start sheet, coloured armbands (to remember which arm/hand belongs to who), and a quick reference sheet. To really be able to play you need the three Codices: Codex Paper, Codex Scissors, and Codex Rock. These retail for only \$20 each.

This is the 2003 Spring release. ;P

Yes, after the three codices come out, each gesture will be able to field different finger configurations, each of which can only be counteracted by a certain finger configuration on the opposing side (different configurations will be available at \$80 each from Forge World). Clever players will be able to combine configurations to form unbeatable super-gestures.

After a year GW will realize that their game has become prey to munchkinism and will issue a new edition, called Parchment Stone Shears (\$60, available at all GW stores!!!!). The old gestures will become obsolete and you won't be allowed to use them in GW stores or at GW events. You will have to purchase the "new" game, and the "new" gestures, and the "new" codices. The codices will introduce new finger configurations, which will lead to munchkins abusing the game. So GW will release a new game shortly thereafter called Cardboard Granite Snippers (\$70, available at all GW stores!!!)...

And I never thought I would open such a Pandora's Box. Let's close this issue before Gav and Paul get wind of this...its funny when its a joke, scary when it makes the new release section of the next White Dwarf...;P