

WINGED MONKEY WARBAND

VERSION 1.Eeeek!
05/11/20

A few years ago I helped out with a fantasy skirmish game called Fanticide which was subsequently published by Alien Dungeon. In the process I acquired a small force of flying monkeys. Although marketed as part of the Fanticide range, the flying monkey models pre-dated the game itself. They were - and are - part of the extensive range from Eureka Miniatures, where they are nowadays described as 'winged fezzed monkeys'. Anyway, I purchased an extra batch of monkeys to fill-out the original set, put it in a cupboard, and found other things to do.

Of course, every time I opened that cupboard those unpainted monkeys peered at me with big brown monkey eyes. When that didn't work, they started making eek and ook noises protesting their unpainted state. There is only so much rattling of cages and eager baring of fangs a man can stand; and so the monkeys were freed from captivity and duly painted. Once tickled with the paint brush they rushed to join the models I already had, and lo and behold I found myself the possessor of a Winged Monkey Warband.

And that, my fellow Erehwonians, is how this warband came into being, and I can make no other excuse for it. The monkeys came along and here we are. Fortunately, I rather like monkeys; well who doesn't. The models are fun to paint and using the warband makes an interesting change from more conventional forces. I guess we must admit that our monkeys are here for 'fun', and hope that they will be received in that spirit.

If my inspiration is drawn from Eureka's models, these obviously draw inspiration in turn from the winged monkeys in The Wizard of Oz movie. Such flying monkeys have entered popular culture after a fashion, particularly in America. The creatures in the film have feathered bird-like wings. The Eureka range is available with either feathered or bat wings. I rather prefer the latter, but welcome the choice, of course.

Should you wish to follow in my paw prints, monkeys and much more besides are available from Eureka Miniatures at eurekaminuk.com in the UK and eurekamin.com.au in Australia (for shipping world-wide).

To make any kind of coherent list I've had to come up with some sort of broad concept or back-story for my monkeys. The range is not huge or tremendously varied and lacks individual characters as such. This leads me to imagine a setting something like the Oz film itself, in which the monkey warband is the agent of some remote sorcerer, witch or scheming magician who directs it from afar. Most likely the monkeys scour our world searching for magical items they can purloin, spying out the secrets of rival sorcerers, and making mischief as monkeys do.

The remote controller exerts his or her influence over the warband by means of a magical talisman worn or carried by one of the monkeys: an especially clever one I imagine. The Eureka range includes a rather imposing monkey dancing about and clapping its hands; around the monkey's neck is a medallion which I take to be such a talisman, although one might easily convert this or some other model to the same effect. The important thing is that the Monkey King (as I shall dub this model) is easily recognisable.

The Monkey King is accompanied by a monkey Band of Musicians who relay the King's instructions to the other monkeys by means of different tunes. Thus the remote sorcerer sees the world through the eyes of the Monkey King and directs his servant to instruct the trained monkey musicians, who then play whatever tune is required to get the monkeys to do what it is they are to do. In terms of our game the Monkey King and the Band of Musicians take the role of a combined warlord and wizard.

The warband itself comprises flying monkeys armed with spears, swords, bows or firearms. There is also the option of a flying carpet which I've treated as a 'monster' unit: an aerial platform from which monkeys pelt the enemy with coconuts. Although gifted with the ability to fly, I assume monkeys are not terribly good at it and allow them do so at only a basic speed. In the case of Flying Carpets the usual +50pts for flying creatures with Wounds has been reduced to +20pts according to the formula outlined in the points value document.

Whilst our monkeys may not be the most agile flyers, 'fly' they can, making this the first entirely aerial list for the Erehwon game. This alone means that the Winged Monkeys Warband can't be considered an entirely balanced

force in all circumstances. However, the way they receive and obey orders does reel them in quite significantly, and this makes it hard to fully exploit their ability to fly.

Note that some monkey models are modelled without hand-to-hand weapons. This includes the Monkey King and his Band of Musicians and also units armed with firearms or bows. In these cases I have included a nominal 'club' to represent the monkey using teeth and claws, coconuts, musical instruments, clubbed firearms and so on. This seems like a fair balance of points considering their combat capability (3pts a model).

As well as the flying monkeys I have included a huge ape in the spirit of Mighty Joe Young if not King Kong. I have done this in part because the Eureka range includes one, but mostly because everyone who I gave the list too for comment asked for it! Well, one endeavours to please, so I've included the option even though it doesn't quite fit the concept. Although the Eureka model does have wings I've added flight as an option to allow for more conventional models made by various manufacturers.

Monkey King and Band of Musicians

The Monkey King model is both the warband's Warlord and Wizard. However, unlike other Warlords the Monkey King doesn't have the *Follow* or *Command* special rules, instead he has this rule: *Monkey King*. The Monkey King special rule works in conjunction with the *Band of Musicians* special rule, which applies so long as there is at least one Monkey Musician left in the unit.

Each turn, the Monkey King unit **must** be given the first action dice the player draws from the dice bag for the Monkey Warband. You can't allocate an action dice to any other unit until the Monkey King has an order. If the Monkey King retains an order from the previous turn then this order stands and other units can be given orders just as if the Monkey King had been given the order this turn.

The Monkey King has a Command stat of 6 to which is added a bonus of +1 for each musician model in the unit up to a maximum of 10. This bonus raises the unit's **raw stat**, so make the adjustment before making any other modifications to the Command value, for instance due to pins. For example, where there are five musicians the bonus would be +5, but because the maximum bonus can't bring Command to greater than 10 the stat is raised to 10 and not 11. If the same unit also had two pins the -2 penalty would reduce the Command value from 10 to 8.

Note that the Monkey King's Command stat is given as 6+m where 'm' stands for musicians.

If other monkey units within earshot of the Band of Musicians are given the **same** order as the Monkey King during the turn, they can also add +1 per musician to

their Command stat in the same way up to the same maximum of 10. The musicians call the tune and other units recognise the coded instruction they are either trained or ensorcelled to obey.

The range of the music is measured from the nearest musician and equals 5" for each musician in the band. Thus a band of four musicians has a range of 20", a solo musician has a range of only 5", and so on.

If a monkey unit is out of earshot of the musicians, or if the player wishes to give it some other order than that given to the Monkey King, then it must resort to using its Command stat without the musician bonus. Unfortunately, monkeys do not have a great Command stat to start with, so this is taking a bit of a risk, but sometimes it is a risk worth taking.

Monkey King is costed at 10pts and Band of Musicians as 10pts for the unit.

Spell Casting

The sorcerer, witch or mysterious entity that controls the Monkey King can cast a spell through the Monkey King. The spell is worked out in the usual way, treating the Monkey King as the casting Wizard.

Should the Monkey King miscast a spell then apply the result to the Monkey King/unit as you normally would **except** for a result of '1 - turned into a large toad'.

If you roll a 1 then we imagine it is not the Monkey King that is turned to a toad but the mysterious wizardly power that controls the Monkey King. The remote mystical mind is rendered temporarily incommunicado leaving the Monkey King to go it alone. This works as follows:

The next time the Monkey King is due to be given an order, instead of choosing an action the player must roll the Order Dice. Whatever action is rolled is the 'order' for the Monkey King unit. Treat this exactly as if the player had deliberately given the unit the order rolled. If the unit has pins make a Command test to see if the order is followed if this would normally be required, exactly as you would were the order issued by the player.

After a single randomly rolled order has been given to the unit, whether obeyed or otherwise, there is no further effect and things revert to normal. Imagine the mighty sorcerer controlling our monkeys easily resumes whatever form that entity possessed before turning into a toad. Perchance another toad? Who knows.

Coconuts

Monkeys on Flying Carpets can drop coconuts as if they were rocks, and these are included as ranged attacks for the Flying Carpet itself. See the summary for stats.

Bananas

None of the Eureka models show any evidence of possessing bananas, but let's not let that stop us. It's easy enough to model the odd banana should we feel the need. Monkey units that possess bananas can throw banana skins as part of an exchange of missiles **in addition** to any other exchange of missile from bows, spears or coconuts. Bananas can be thrown regardless of whether the unit is charging or charged and regardless of whether the unit also exchanges with other missiles. Work out the unit's exchange with conventional missiles first and then work out bananas.

Hits from bananas cause no damage, but inflict a **pin** on the target in the usual way representing the enemy slipping on the banana skins. If the unit has also scored one or more hits from the exchange with spears/etc this means the enemy can potentially suffer **two** pins thanks to the judicious use of bananas.

Bananas have been costed at 1pt and are given as options where allowed.

Notes, Thoughts and Dire Warnings

This warband was put together prior to the Covid-19 outbreak that has put an end to many social activities including - alas - gaming face-to-face. I have resisted publishing until now because it's simply been impossible to give the monkeys a proper outing. I like to make sure that warbands published on *This Gaming Life* are reasonably robust and have least survived contact with the enemy. Quite frankly, with no end in sight of the epidemic for the rest of the year I've decided to publish this warband as it is on the basis that a) it's quite fun! and b) it can always be revised later once I and others have had a chance to test it out properly.

Here are a few notes on what I've found. Monkeys are almost useless at close-quarter fighting but can easily avoid it. They are adept at flitting around and shooting up earth-bound foes with relative impunity. If the enemy has no obvious answer to dealing with flying opponents, such as plenty of missile weapons and/or flying units of their own, this can make for a frustrating game. For this reason I would suggest giving some thought to the scenario and making sure monkeys have to land and - preferably - fight to gather some objective. For example - a raid on a baggage train full of treasure - the monkey's have to raid and carry off as much treasure as they can within a certain time.

Although they fly, monkeys move no more quickly than regular troops, and so must use Run orders to move rapidly. This compromises their ability to shoot and enables opponents some opportunity to bring missile-armed units to face them. If you can score hits onto them, monkeys are

extremely fragile, so volume of missiles is more effective than high strike value.

The Monkey King unit is needed to keep the warband going. If the Monkey King's band can be reduced in number or if he can be forced away from other units, this can spell disaster for the rest of the warband. Monkey units that are distant from the Monkey King can easily be forced down with only one or two pins because their Command is quite low, giving opponents a chance to deal with them on the ground.

Overall - the Monkeys are a fun but rather wobbly force that may prove way too potent or utterly useless depending on what you ask of it. Different opponents may find it very easy to deal with or completely impossible depending upon their own capabilities. I know it is not a very varied warband for the simple reason that I have constructed it around the collection of models I have and which are available from Eureka. Personally, I would love to see more of the wee simian beasties - perhaps with explosive pineapples, smoking hookah pipes and possibly having a tea party or riding an elephant. Perhaps I should get converting!

MONKEY KING

Warlord Warrior/Wizard Unit

Points Value: 108pts

Special: You must include one Monkey King unit in your warband and one only.

Unit: Monkey King	Ag	Acc	Str	Res	Init	Co	Special
1 x Monkey King with club	6	4	5	3	6	6	Tough, 3x HtH Attacks, Wound, Monkey King, Magic Level 1, Flies
4 x Monkey Musician with club	6	4	5	3	6	6	Band of Musicians, Flies
Options							
•Upgrade Monkey King to Tough 2 @10pts				•Upgrade Monkey King to Magic Level 3 @50pts			
•Upgrade Monkey King to Tough 3 @20pts				•Give unit bananas @1pt per model			
•Upgrade Monkey King to Wound 2 @6pts				•Add up to 5 Monkey Musicians @11pts each			
•Upgrade Monkey King to Magic Level 2 @25pts							

WINGED MONKEYS WITH SWORDS

Warrior Unit

Points Value: 77pts

Unit: Winged Monkeys	Ag	Acc	Str	Res	Init	Co	Special
1 x Monkey Leader with sword	6	4	5	3	6	7	Tough, Flies
4 x Monkey with sword	6	4	5	3	6	6	Flies
Options							
•Give unit bananas @1pt per model				•Add up to 5 Monkeys @13pts each			

WINGED MONKEYS WITH SPEARS

Warrior Unit

Points Value: 77pts

Unit: Winged Monkeys	Ag	Acc	Str	Res	Init	Co	Special
1 x Monkey Leader with spear	6	4	5	3	6	7	Tough, Flies
4 x Monkey with spear	6	4	5	3	6	6	Flies
Options							
•Give unit bananas @1pt per model				•Add up to 5 Monkeys @13pts each			

WINGED MONKEYS WITH BOWS

Warrior Unit

Points Value: 77pts

Unit: Winged Monkeys	Ag	Acc	Str	Res	Init	Co	Special
1 x Monkey Leader with bow, club	6	4	5	3	6	7	Tough, Flies, 1x HtH SV0
4 x Monkey with bow, club	6	4	5	3	6	6	Flies
Options							
•Give unit bananas @1pt per model				•Add up to 5 Monkeys @13pts each			

WINGED MONKEYS WITH FIREARMS

Warrior Unit

Points Value: 87pts

Unit: Winged Monkeys	Ag	Acc	Str	Res	Init	Co	Special
1 x Monkey Leader with handgun, club	6	4	5	3	6	7	Tough, Flies
4 x Monkey with handgun, club	6	4	5	3	6	6	Flies

Options

•Give unit bananas @1pt per model

•Add up to 5 Monkeys @15pts each

FLYING CARPET

Monster Unit

Points Value: 82pts

Special: You can include a maximum of one Flying Carpet unit in your warband and one only.

Unit: Flying Carpet	Ag	Acc	Str	Res	Init	Co	Special
1 x Flying Carpet laden with monkeys, coconuts, assorted fruit, etc	6	4	5	6	6	7	Large, Flies, Fast 7, 3x HtH SV0, Ranged 3x Coconuts SV0 Drop, 2 Wounds

Options

•Add a wound @12pts per Flying Carpet increasing Wounds to 3

•Add up to 2 Flying Carpets to unit @82pts each

•Give unit bananas @3pts per Flying Carpet (3x ranged attacks)

HUGE APE

Monster Unit

Points Value: 70pts

Special: You can include a maximum of one Huge Ape in your warband and one only.

Unit: Huge Ape	Ag	Acc	Str	Res	Init	Co	Special
1 x Huge Ape	6	5	6	8	8	8	Large, 3x HtH SV3, Irresistable Charge, Savage, Wound

Options

•Give Giant Ape wings @50pts adding Flies special rule

•Add a wound @16pts per Wound increasing Wounds to 2

WEAPON AND SPECIAL RULE SUMMARY

WEAPON	RANGE			Strike Value (SV)	Special Rules
	Short	Long	Extreme		
Bow	0-10"	10-20"	-	0	
Handgun	0-10"	10-20"	-	3	Fire order to shoot
Coconuts	0-10"	-	-	0	Drop
Bananas	-	-	-	-	Exchange only - can be used in addition to other exchange. No damage. Hit/s add a pin.
Club	Hand-to-Hand Combat			0	
Sword	Hand-to-Hand Combat			1	+1 Strength
Spear	Hand-to-Hand Combat			1	Can also be thrown during exchange of missiles

Band of Musicians. Units within earshot (5" per musician measured from closest) given the same order as the Monkey King raise their Command stat by the number of musicians up to a maximum value of 10.

Drop. No Res bonus from cover is added against drop attacks.

Fast. Move at the basic rate indicated.

Flies. Moves over any terrain/obstacles without test or penalties. Enemy cannot charge/countercharge or follow-on in combat unless they can also fly or if flyers are down.

Irresistible Charge. D3 SV bonus when charging.

Large. +1 to hit shooting. Can draw LOS to body. Can draw LOS over non-large models (artillery OH only).

Monkey King. Command = stat + number of musicians in unit up to a maximum value of of 10. Must be given first order of the turn.

Savage. Re-roll all misses the first time the unit fights close combat during the game.

Tough. Re-roll a failed Res test (Tough 2 re-roll 2 separate fails, and so on).

Wound. Can lose the 'wounds value' of lives before a further Res fail slays. Can't recover pins beyond wounds suffered.