

Issue 7

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WARMASTER

MAGAZINE

Rumble in the Jungle
Lizardman Army List
Lizardman Battle Report
The Relief of Nienna
Rules Clarification – Q & A
Modelling Masterclass

**GAMES
WORKSHOP**

LIZARDMAN ARMY

Miniatures designed by Colin Grayson and painted by Agis Neugebauer
For the Lizardman army list Trial Rules turn to pages 6-11.



Cold One Riders



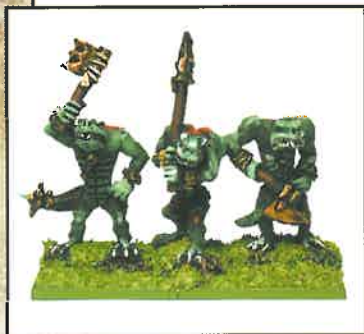
Temple Guard



Salamanders



Saurus



Kroxigor

PAINTING YOUR LIZARDMEN

The Lizardman army easily has to be the most colourful and exciting in the Warmaster range. Here, Agis has made great use of colour using bright greens and yellows to contrast with vibrant orange, deep red and shining bronze. He has distinguished between his units by using different coloured crests and plumes so that each unit really stands out.



Terradons



Skinks

CONTENTS

Editorial

Ed Steve tells us what's in store for this issue of Warmag.

What's new for Warmaster

It's the long awaited Lizardman army that's what. Yes, a spanking new army with Saurus, Skinks, a mighty Stegadon and more...

Trial Rules - Lizardman Army

by Rick Priestley

From the feetid swamps and dense jungles of Lustria come the fierce and cold blooded Lizardmen. These are the full rules for using armies of Lizardmen including special abilities and magic.

The Battle of Tinkiwinki

by Steve Hambrook

The hidden Lizardman temple city of Tinkiwinki has been recently discovered by the greedy Tileans in this battle report inspired gold.

The Relief of Nienna

A tiny, sleepy High Elf town feels the wrath of the Chaos Gods in this scenario and battle report.

Dispatches

Mini battle reports drawn from the Warmaster e-group.

Battle Honours

Where you can find all of the articles and stuff for your favourite game.

Rules Clarification - Q & A

More official rules answers.

Modelling Masterclass

by Stephan Hess

This time the master modeller puts us through our paces with building modular terrain.

The Council of War

Your views on Warmaster and the WarMag.

Back Catalogue

The full catalogue for Warmaster including Fanatic and Forgeworld.

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INTRODUCTION



Skink Hambrook

Here we are again with a very lush and tropical looking WarMag. The Lizardmen are here and what a fine looking army they are. When you look at the models I think that you will all agree with me when I say that figure designer Colin Grayson has certainly surpassed himself. Just recently I've been playtesting the army with Rick, Andy Hall and Keith Krelle and it's certainly got a very different feel compared to all of the other armies. You can read all about our exploits with the Lizardmen in the battle report, The Battle of Tinkiwinki later in this magazine.

This WarMag is just full to bursting and within these much sought after pages you will find a battle report where the High Elves fight a desperate battle for survival against the forces of Chaos (which is reassuring to know that readers are heeding my call to arms when it comes to battle reports). There's more rules clarification from that wise old Warmaster oracle Rick Priestley.

Modelling masterclass returns this time dealing with modular terrain and basing, from our old friend Stephan Hess. There's a shiny new section in 'The Council of War' which allows readers the opportunity to give their feedback and input on all of the Trial Rules that have gone before. We hope to compile these rules into a supplement of official rules sometime in the not so distant future – so if you want to be heard write or e-mail us!

Off on a bit of a tangent now for those of you who were fortunate enough to attend the Black Library Open Day here at the Games Workshop HQ on the 15th of July. You will no doubt have noticed the absolutely monstrous game of Warmaster that was put on by Rick, Colin Grayson and Mark Owen. With over ten thousand points a side it was a feast for the eyes – most awe inspiring, although it did take most of the day just to get a couple of turns done. In the end the Orcs got a bit of a mauling but the battle was far from over. In fact Rick and co. hope to put on a similar show for Games Day, so keep a look out.

I hope you enjoy this issue of WarMag and look forward to your feedback and submissions.

Steve

FANATIC GRAND TOURNAMENT

10th & 11th November 2001

This tournament is being run by the
Warhammer Player's Society and more
details can be found at their website:

www.players-society.com

WHAT'S NEW?



And here it is straight out of the jungle – the long awaited Lizardman army. What a truly stunning release this is we can assure you. After teasing you with a few pictures last issue you can see them in their full glory here. Sculpted by the highly skilled hands of figure designer Colin Grayson these guys are so unlike any of the armies that have gone before.

First up we have the mainstay of the Lizardman armies, the Skinks. These cool little fellas are in many ways similar to Night Goblins and are arranged on the base as archers. Armed with a variety of javelins, bows and blowpipes Skinks are the ideal guerillas in the army.



Skinks

Saurus are the standard rank and file troops. These lizards are well detailed with banners, drums and feathers and you can really bring out the colour with these troops by painting their weapons obsidian and bronze.



Saurus

Temple Guard are the elite Lizardman infantry and this is more than emphasized with the models. Each Temple Guardsman has a huge lizard skull tied to his head as a gruesome bone helmet and the stands are even more bedecked in plumes and feathers than their brethren the Saurus.



Temple Guard



Saurus riding Cold Ones provide the much needed cavalry for the army and these models are just a joy – the Cold Ones look so vicious! You can differentiate between units of Cold One Riders by painting the steeds in varying bright colours perhaps adding stripes or mottled markings if you are brave enough.



Saurus Cold One Riders

Here are the fire-breathing Salamanders below. These troops are mounted on the base as infantry. These great lizards are accompanied by Skink handlers armed with a variety of whips and 'pokey' sticks with which to drive them into battle.

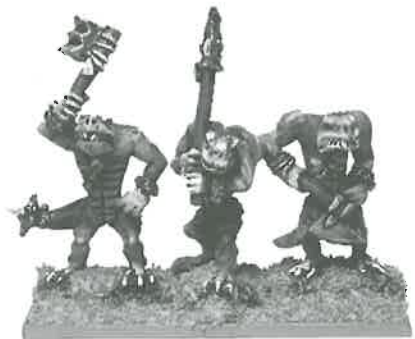
Terradons provide the air power for the army and even have a missile attack

provided by the little Skinks carried upon their backs. These guys should be arranged on their bases in the same manner as Eagles and Carrion but were modelled in different height levels so that they rank up like this. Good old Colin!

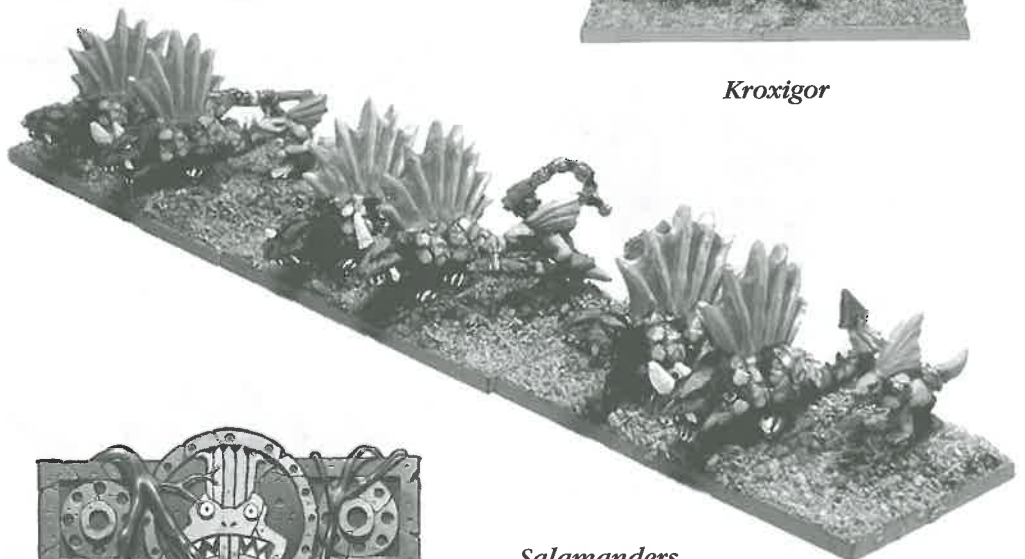


Terradons

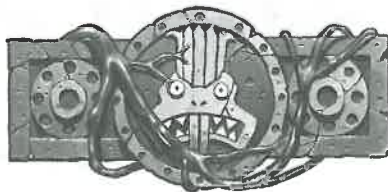
And just who are these brutes? Yes, these are Kroxigor, massive, mighty Lizards as big as Trolls but not quite so stupid. Don't you just love their bestial snarls? Great stuff.



Kroxigor



Salamanders



You have to admit that this is probably the most characterful character pack there is. You have everything from a Saurus Hero riding Cold One complete with little human slave on a leash to a Skink Shaman with helpers carrying his magic ingredients in a little basket. There's even a couple of Skinks going two up on a Cold One and a Skink musician riding on the shoulders of a Kroxigor – wow how cool is that?

players desire for their general to be mounted on a Stegadon. This model is so big for Warmaster that it takes up three bases when mounting it.

Details for ordering any of these new releases can be found on page 45 in the Mail Order section.



Saurus Hero



Slann Mage



Skink Shaman and Hero

Here's the boy (or should that be the frog?) himself (top right). This Slann Mage Priest is just gigantic no wonder it takes four Kroxigor to bear him aloft on his palanquin. This old toad even has a little snack in his hand in case he gets a bit peckish during the battle.

This must be the piece de resistance (right). The Stegadon is just massive and so well detailed too. The Skink crew can also be replaced with the Slann Mage Priest if



Stegadon

TRIAL RULES

LIZARDMAN ARMY

By Rick Priestley and Stephan Hess

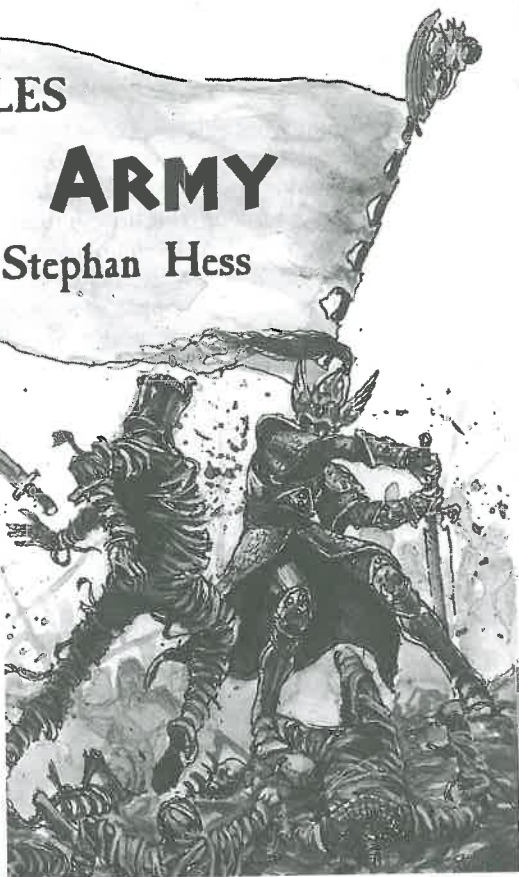
For those of you unfortunate enough not to have the previous issues of this mighty tome this is the Trial Rules section. That doesn't mean we've just made it all up on the spur of the moment – far from it – but it does mean we haven't played and tested the rules to the extent that we'd like. Rules will remain 'trial' rules until the Warmaster design team is good and happy with them. If you're going to use trial rules in your games agree to do so beforehand with your opponent – but please DO use them! If you use them – and if you have comments about them – by all means pass them on to us. This will help us to build up a picture of how the rules work in as broad a context as possible. You can submit your own battle reports using these trial rules to the dispatches section of this mag or send in your comments to the 'Council of War' section which deals with points raised about trial rules and changes you think ought to be addressed.

THE LANDS ACROSS THE SEA

All manner of strange scaly monsters dwell in the jungles of Lustria, for it is a morass from which but few return who have gone thence. Great are the treasures heaped up in the cities of the Lizardmen, whence gold is commonplace.

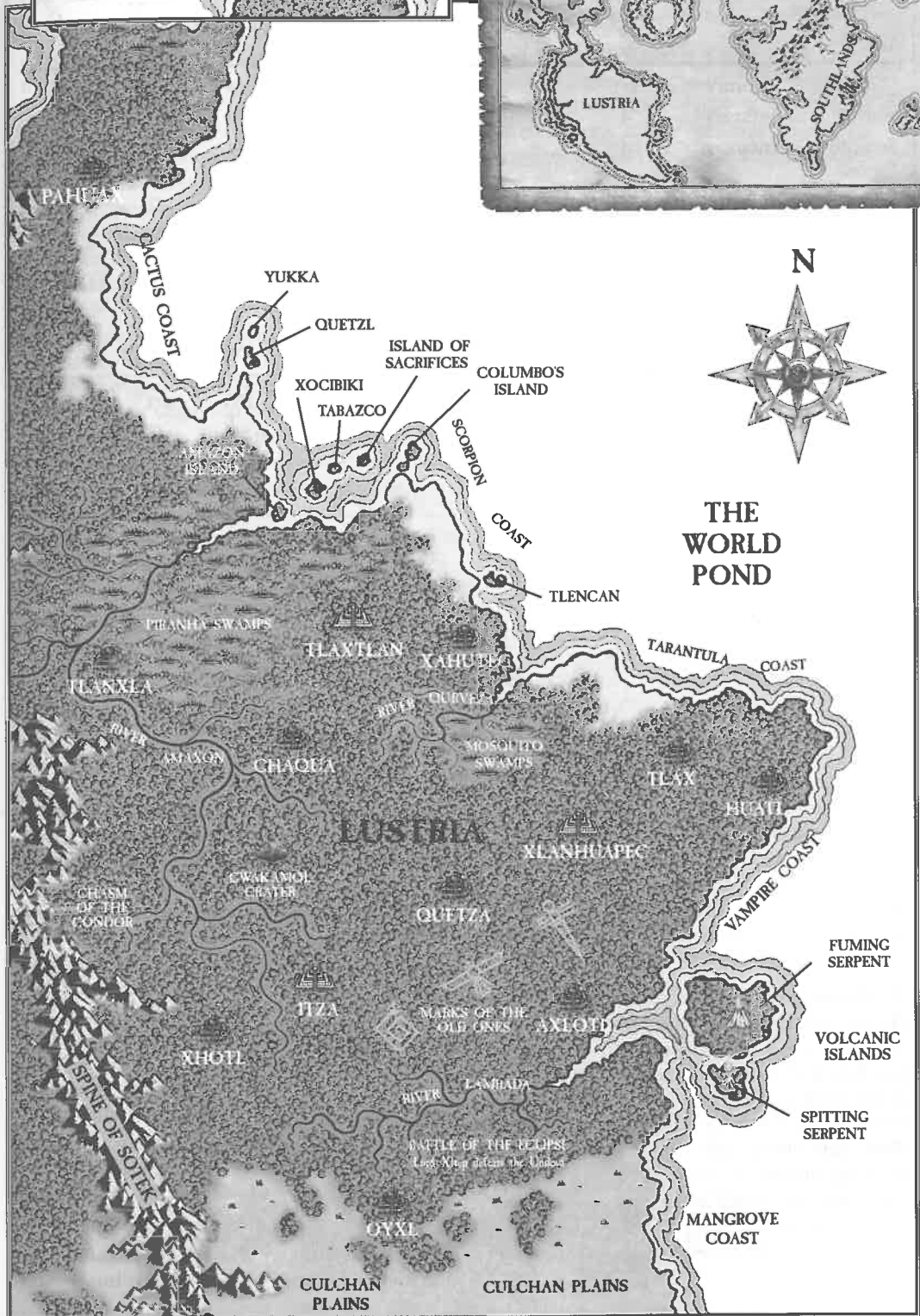
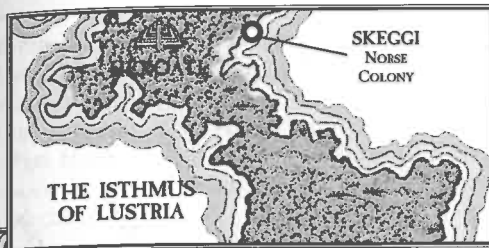
The temples of Lustria are places of gruesome sacrifices. The skulls of these victims are embedded on the walls of the temples. The monstrous inhabitants of Lustria carry weapons of bronze and bone.

The armies of the Lizardmen are led by bloated toad-like creatures known as Slann.



These creatures are mages of great power, greater, some say, than the fey Elves of Ulthuan. The Slann lead armies of reptilian Lizardmen from their temple pyramids which they defend with astonishing ferocity. The smallest of these Lizardmen are the Skinks, which stand no bigger than Goblins and are nimble creatures suited to guerrilla style warfare. The mainstay of the army are the Saurus warriors, large brutish but slow-witted creatures that stand two feet taller than a man. Certain Saurus have adapted to riding the quadrupedal Cold Ones and are superb cavalry. Others are elite Temple Guard and barely register pain or emotion.

The Lizardman armies are ably supported by a number of primitive creatures like the massive Kroxigor which stand as tall as Ogres and are just as dangerous and the winged Terradons which bring destruction from the skies. The diminutive Skinks also drive fire-breathing Salamanders into battle which are very aggressive creatures indeed. Finally, there are monstrous beasts which high-ranking Lizardmen often ride into battle. The massive bipedal T-Rex is a huge carnivore capable of swallowing a man whole and the Stegadon is covered in great armoured plates and armed with vicious horns. In battle the great beasts of the Lizardmen are virtually unstoppable.



LIZARDMAN ARMY SELECTOR

Troops	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Skinks	Infantry	2/1	3	6+	-	3	45	2/-	*2
Saurus	Infantry	4	3	6+	-	3	60	2/-	*1
Temple Guard	Infantry	4	3	5+	-	3	75	-/1	*1
Salamanders	Infantry	3/2	3	6+	-	3	75	-/2	*3
Kroxigor	Infantry	5	3	4+	-	3	150	-/1	*1
Cold One Riders	Cavalry	4	3	4+	-	3	130	-/4	-
Terradons	Monsters	2/1	3	6+	-	3	80	-/1	*4
Stegadon	Monster	10/3	8	4+	-	1	250	-/1	*5
Slann Mage	Gen	+0	-	-	9	1	125	1/1	*6
Saurus Hero	Hero	+1	-	-	8	1	80	-/2	-
Skink Hero	Hero	+1	-	-	7	1	45	-/1	-
Skink Shaman Wizard		+0	-	-	6	1	30	-/1	-
Stegadon	Monstrous Mount	+5	-	-	-	-	+150	-/1	*7
Palanquin	Character Mount	+2	-	-	-	-	+20	-/1	*8
T-Rex	Monstrous Mount	+3	-	-	-	-	+35	-/1	*9

Special Rules

1 Dense Terrain. As semi-aquatic and partially subterranean creatures Lizardmen are accustomed to the jungles, rivers, and ruins of their tropical homeland. To represent this Lizardmen infantry units do not suffer the command penalty for dense terrain.

2 Skinks are Lizardman infantry so the dense terrain rule applies (see above). Skinks carry a mixture of primitive bows, javelins, and blow-pipes and therefore have a shooting range of only 15cm. However, due to their loose, guerrilla style of warfare they can shoot from any edge without turning stands to face their target. Just measure the stand from any stand edge, front, side or rear. They can therefore shoot at enemy charging them from any direction.

3 Salamanders are Lizardman infantry so the dense terrain rule applies (see above). Salamander units comprise a mixture of skinks and salamanders – irascible fire-breathing creatures that the Skinks drive before them. Salamander stands have a range of 15cm. However, due to their loose, guerrilla style of warfare they can shoot from any edge without turning stands to face their target. Just measure the stand from any stand edge, front, side or rear. They can therefore shoot at enemy charging them from any direction. Salamanders cannot shoot at charging enemy however – their ranged breath attack is taken into account by their attack value of three.

4 Terradons can fly and their riders are armed with short bows or javelins giving

them a shooting range of only 15cm. However, they can shoot from any edge without turning stands to face their target. Just measure the stand from any stand edge, front, side or rear. They can therefore shoot at enemy charging them from any direction.

5 The Stegadon is extremely large and does not fit on a standard base. It must be mounted on a base 40mm frontage and 60mm depth (three standard bases glued together or a piece of sturdy card cut to size). It is extremely fearsome and causes Terror in its enemies imposing the usual Combat penalty. Due to its aggressive nature it cannot be brigaded with other Stegadons – but it can be brigaded with other Lizardman units. The Stegadon's howda is crammed with Skinks armed with a variety of weapons including bows and javelins – this gives the crew a 15cm shooting range. The Stegadon's crew can shoot in any direction without turning to face their target. Just measure the stand from any stand edge, front, side or rear. They can therefore shoot at enemy charging them from any direction. Because the Stegadon has so many hits we must consider the possibility of hurting the Stegadon and reducing its effectiveness in

subsequent turns. Therefore if a Stegadon has accumulated 5-7 hits by the end of the shooting or combat phase it is deemed to have been badly hurt. Once a Stegadon is badly hurt all accumulated hits are discounted and its maximum Hits and Attacks values are halved for the rest of the battle (to 5/2 Attacks and 4 Hits).

6 The Slann Mage is a general but has the same abilities as a wizard. He can cast spells as a wizard and carry a magical item allowable to either general or wizard. A Slann Mage can re-roll a failed attempt to cast a spell once per game.

7 Stegadon Mount. The Slann Mage may ride on top of a Stegadon. If he does so then any unit he joins will cause terror with the usual combat penalty. No other character can ride a Stegadon.

8 Palanquin. The Slann Mage can ride a Palanquin carried by an armed guard of Kroxigor. No other character can ride a Palanquin.

9 T-Rex. A Skink or Saurus Hero or Shaman can ride a T-Rex. If a character rides a T-Rex then any unit he joins will cause terror with the usual combat penalty. The Slann Mage cannot ride a T-Rex.



MAGIC

GAZE OF SOTEK

5+ to cast.....Range 30 cm

Burning rays of jade leap from the wizard's eyes at his foes.

The Gaze of Sotek is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by a Gaze of Sotek as with ordinary shooting.

MAZDAMUNDI'S REVENGE

5+ to cast.....Range 60 cm

The wizard's foes are caught short by the virulent illnesses of the jungle.

The target unit cannot move either by means of Initiative or ordered movement in its following command phase. In addition, if the target has shooting weapons or the equivalent, it cannot shoot in the following shooting phase.

WINGS IN THE JUNGLE

4+ to cast.....Range N/A

A jade aura surrounds the wizard and his comrades and they move effortlessly.

A unit the wizard has joined can be moved just as if it had received an order in the command phase. A unit can only be affected by one Wings in the Jungle in a turn. The Wings in a Jungle affects only a single unit, never a brigade, and the wizard, but no other accompanying character, is automatically moved with the unit.

SHIELD OF THE OLD ONES

4+ to cast.....Range 30 cm

The enemy's blows are turned aside by a supernatural light.

For the duration of the following combat phase, the target unit's armour value counts as 1 better, i.e. 6+ counts as 5+, 5+ as 4+ and so on. A target with an Armour value of 0 counts as 6+.



Designer's Notes

The Lizardmen have always had a special place in my heart since they were the first new race we ever invented way back in days of the first edition of Warhammer. Of course they have changed a bit in the meantime – but broadly speaking they are still 'daemon Aztec frogs from outer space' as we used to describe them. Bringing the army to Warmaster was an interesting challenge – and probably the most difficult army we've worked on so far in terms of the rules.

To start with we worked out what units we wanted to represent from the Warhammer background and settled on the list you see here. It's quite a big list but we wanted an army every bit as full as one of the original 6 armies in the Warmaster book. We also added a T-Rex (and perhaps we should have thought of a more Lizardman name in retrospect) because we could and because Colin Grayson wanted to make one. This is scheduled for later release (i.e. once Colin's actually finished making it).

Trying to work out rules that gave the Lizardmen a unique character proved quite difficult. The Warhammer Cold Blooded rules don't really translate well into Warmaster where troops that 'stick it out in a fight' are best represented simply by adding more Hits (like the Dwarfs). We tried a few variations with rules that made the Lizardmen 'sluggish' in terms of command rolls but it wasn't very satisfying and in the end we decided not to let the Warhammer game mechanics dictate our approach. Instead we decided to concentrate on the key image of jungle living creatures at home amongst the dense primeval landscape. Hence the Dense Terrain rule where Lizardman infantry units don't suffer the usual command penalty. The rule will tend to mean Lizardmen armies are better in some terrain than others – but it's not so fundamental to the army that they won't be able to fight over open battlefields either.

The other keynote for the army is a universally short missile range (15cm) and 360 degree fire arc. This is to emphasise the jungle fighter feel of the army especially when combined with the Dense Terrain rule. Rather than representing formal units the Lizardmen are far more like swarms or mobs – though the Saurus and Temple Guard provide some visual and tactical solidity to the ranks. These have 4 Attacks which makes them dangerous in combat whilst the Skinks with their 2 Attacks and missiles are more useful for support – in this broad respect they are much like Orcs and Goblins – hard big guys and little weedy guys.

The Salamanders gave us the most trouble and in all honesty continue to do so – we've only just revised the rules again and as I write this our production deadline is a day away and poor Steve is pulling his hair out (good job he's so hirsute). We decided early on that Salamanders were more appropriately treated as a fighting unit rather than as artillery – something like a pack but more like infantry than cavalry in terms of their mobility and so considered as such. We wanted to make them dangerous up-close and gave them 2 shooting attacks per stand. The trouble with this was they became superb in defence with 6 shots against chargers (and a 360 degree shot remember) which really wasn't the idea. In the end I've chosen to emphasise their aggressive role by taking away their ability to shoot at a charger – the flames are really taken into account by the enhanced Attack stat compared to normal Skinks so it's a rational thing to do in any case. Doubtless this will return to haunt me... I await your Dispatches with trepidation!

The Terradons were easier altogether – they fit the usual pattern for flyers – and the Kroxigor and Cold Ones fitted in neatly too. The Stegadon was harder and we tried versions with up to 12 Attacks and 4 missile shots before settling on 10 and 3 respectively. He looks like very good points value compared with, say, a High Elf Dragon, less so compared to a Giant, but his base size makes him hard to compare directly. Opponents tend to target anything this big and dangerous so its surprising how few tend to survive a battle. On the other hand a mixed Stegadon and infantry brigade is something to be reckoned with. Aside from that the only oddity is a general with no attacks... well he is a giant frog after all!

THE BATTLE OF TINKIWINKI

A Battle Report By Steve Hambrook & Keith Krelle

The Tilean army of Generalissimo El Beefi spurred on by greed after hearing the legend of the treasure of Tinkiwinki had marched deep into the Lustrian jungle in search of these riches. Just as the Tileans discovered the ruined Lizardman temple the army of Slann Mage Priest Pinacolada brought them to battle to save the ancient artefacts from falling into the hands of the dryskins.

In this game the attackers are Tileans and although there is no Tilean army you can quite easily use the army of the Empire to represent them using the optional special rules below if you choose.

SETUP

The attackers setup first within their



designated deployment zone. The Defenders set up second. Each player then rolls a dice with the player rolling the highest score going first.

SPECIAL VICTORY CONDITIONS Attackers (Tileans)

+500 pts. If the Tileans manage to get a unit of infantry within the ruined temple to remain there for one full turn and not be engaged in close combat.

OPTIONAL SPECIAL RULES

Pikemen

Because the army is Tilean they may purchase up to 2 units of Pikemen. These troops have the same statline as Empire Halberdiers but cost 70 points a unit. Pikemen are armed with huge twenty-four foot spears (pikes!) which can reach over the heads of troops in the front ranks. To represent this in the game a stand of Pikemen may fight rather than support if a friendly infantry stand in front of them is in contact with the enemy. This stand may even be part of another unit that the Pikemen are brigaded with (i.e. crossbowmen). Pikemen may not use this ability if they are in any kind of terrain, have been pushed back in close combat or if they are engaged in the flanks or rear.

Tileans

In addition if using these rules players must remember that the army is Tilean and so the player may not field units that are specifically Empire. The following units may not be fielded: Steam Tank, Empire War Altar.

Generalísimo El Beefi's Tilean Conquistadors

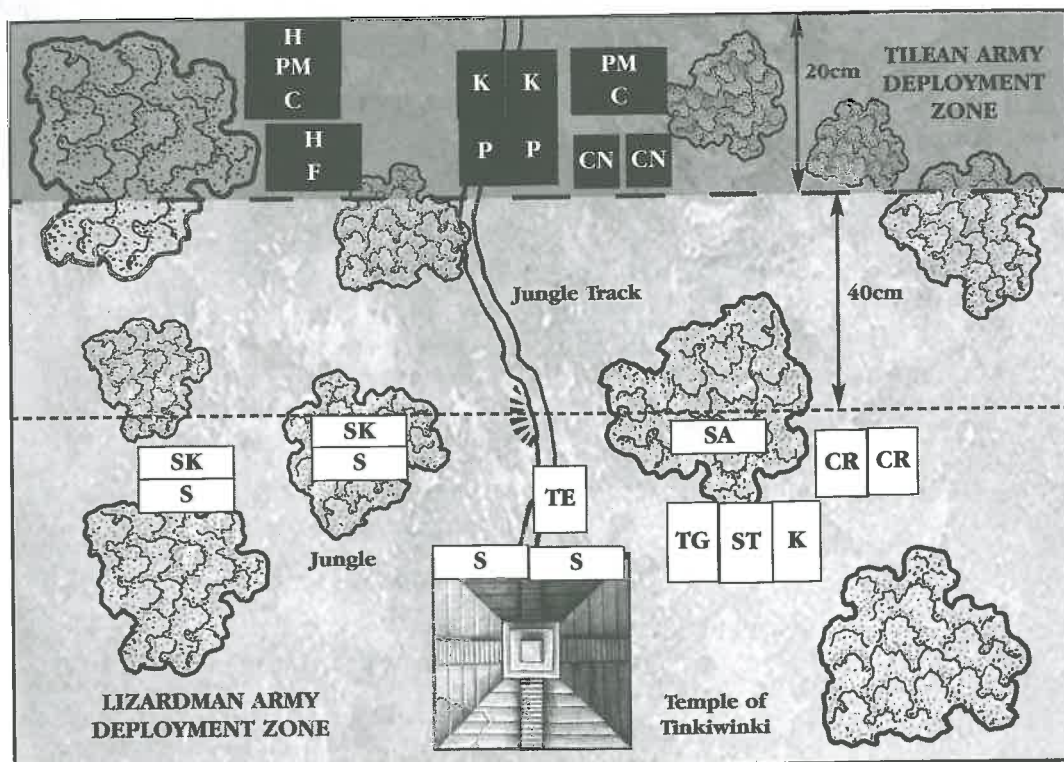
• <i>Generalísimo El Beefi</i> – General on Griffon with Orb of Majesty	235 pts
• <i>Capitano Duderini</i> – Hero with Sword of Might	90 pts
• <i>Savatore</i> – Wizard with Dispel Scroll	75 pts
• 1st Brigado	
1 Unit of Halberdiers	45 pts
1 Unit of Crossbowmen	55 pts
1 Unit of Pikemen	70 pts
• 2nd Brigado	
1 Unit of Halberdiers	45 pts
1 Unit of Flagellants	70 pts
• 3rd Brigado	
1 Unit of Crossbowmen	55 pts
1 Unit of Pikemen	70 pts
• Cabelleros	
2 Units of Knights (1 unit has the Banner of Fortitude)	270 pts
2 Units of Pistoliers	95 pts
• 1st Artillery Regiment – 1 Cannon Battery	85 pts
• 2nd Artillery Regiment – 1 Cannon Battery	85 pts
	1460 pts



The Lizardman Horde of Slann Mage Priest Pinacolada

• <i>Pinacolada</i> – Slann Mage on Palanquin with Orb of Majesty	175 pts
• <i>Sillibilli</i> – Sarus Hero with Sword of Cleaving	90 pts
• 2 Units of Skinks	90 pts
• 4 Units of Saurus	240 pts
• 2 Units of Saurus on Cold Ones (1 unit has the battle Banner)	310 pts
• 1 Unit of Temple Guard with Banner of Sheilding	125 pts
• 1 Unit of Kroxigors	150 pts
• 1 Unit of Salamanders	75 pts
• 1 Unit of Terradons	80 pts
• 1 Stegadon	250 pts
	1455 pts

DEPLOYMENT MAP



Empire		KEY		Lizardmen	
H	Halberdiers	P	Pistoliers	TE	Terradons
C	Crossbowmen	CN	Cannons	TG	Temple Guard
PM	Pikemen	K	Knights	ST	Stegadon
F	Flagellants	CR	Cold One Riders	K	Kroxigor
				SA	Salamanders
				SK	Skinks
				S	Saurus

THE ARMIES

The Attackers

1500 point Empire (Tilean – Dogs of War) Army – Keith Krelle.

When Steve approached me to play against him again I jumped at the chance. I'd already beaten him in the previous battle report with my mighty Chaos force so I decided to give him a chance and not play using Chaos. This gave me a chance to use the Empire army which I've wanted to field for a long time. I decided to build two large blocks of infantry, one of Knights and Pistoliers supported by cannon. The reason for fielding such massive brigades was borne out of our earlier playtesting with the Lizardmen. I knew that I had to be able to take out the Stegadon as it is dead hard and this could only be done by sheer weight of numbers. Each brigade would have a Hero or a Wizard to issue commands and my

General would be mounted on a War Griffon. With this army structure in place we marched to war.

The Defenders

1500 point Lizardman Army – Steve Hambrook.

We had quite rigorously playtested the new Lizardman army in previous weeks so I had a fairly good understanding of their strengths and weaknesses. The infantry is pretty much bog-standard with the exception of the elites – the Temple Guard and the Kroxigors which are a must to take. The Cold One riders are very good but also very expensive and as for the Stegadon... you just gotta have one!

I took just about all the maximums for my army because the special troops really make a difference on the battlefield and they look cool too. I decided on one monstrously

nasty brigade composed of the Stegadon flanked by Temple Guard and Kroxigors. This fearsome machine has twenty-three attacks when it charges in the open and because of the size of old Steggy's base (it's massive man!) causes Terror on all opponents too. The only drawback with my 'brigade of death' is that being infantry it cannot pursue cavalry, which is where the Cold Ones come in.

The infantry's ability in dense terrain (because it suffers no command penalties) makes them good at taking up defensive positions. Therefore I decided to use my Skinks and Saurus defensively to stall the Empire army whilst the Stegadon and pals would be the main attack.

Report

The two armies were arrayed against each other in their battlelines under the leafy canopy of the Lustrian jungle. The Tilean army of the notorious soldier of fortune Generalissimo El Beefi formed up into two large blocks of infantry and one of cavalry in two small clearings as they desperately tried to negotiate the dense terrain. The small jungle track before them led all the way to the ruins of the Zigurra where the famed treasure of Tinkiwinki was reputed to lie for the taking. The Tileans could just make out some Saurus warriors on the crumbling lower steps of the ruins, waiting. The Tileans moved their battery of cannon onto the jungle track where they would get a clear shot at anything reptilian that was foolish enough to march towards them.

Deeper into the jungle the army of the Lizardmen waited for the trespassing dryskins. The Lizardmen were hardly visible, hidden in the dense undergrowth of their home.

The inscrutable Slann Mage Lord Pinacolada waited patiently upon his palanquin borne aloft by four burly Kroxigor – the man-spawn would not steal the treasures of the Old Ones he would see to that. Units of Skinks and Saurus waited quietly amongst the tall palms and mangroves of the jungle, out of sight of the greedy humans. A massive brigade of the Mage Priest's best troops also waited, hidden from view – Salamanders, Saurus warriors mounted upon Cold One lizards, elite Temple Guards, brutish Kroxigors and a mighty Stegadon all motionless awaiting their divine leader's command.

Tilean Turn 1

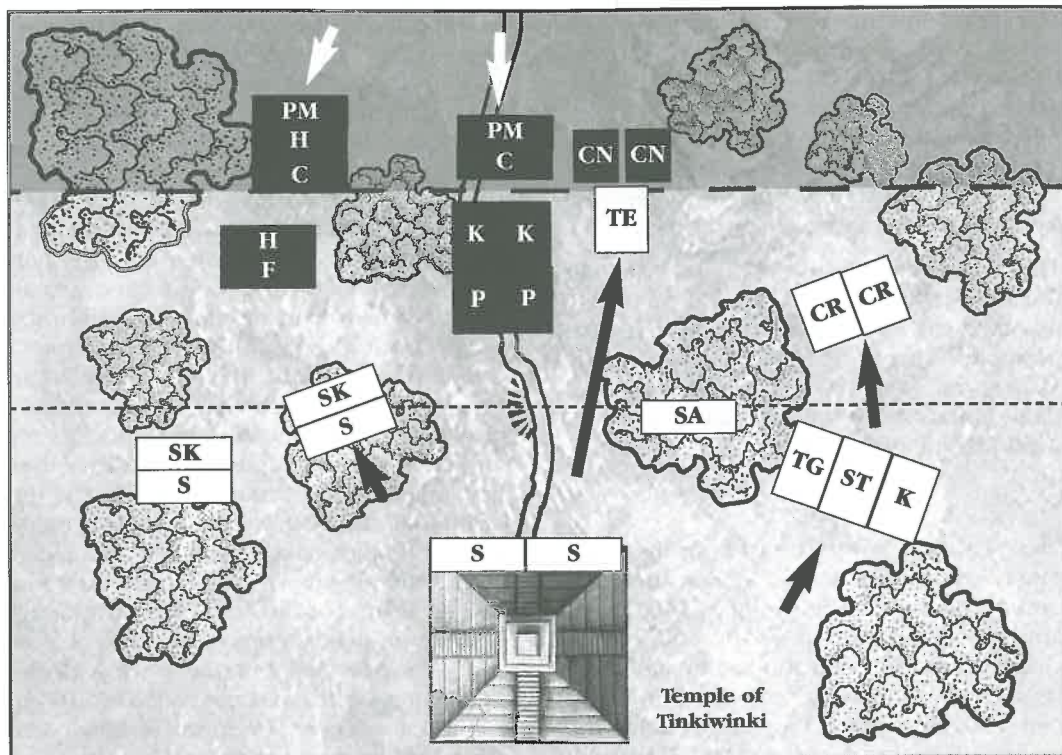
Trumpets blared and drums rolled out their monotonous beat as the Tilean host marched onwards, their greed driving them towards the gold laden ruins in the distance. Impatient, the Wizard Savatore clicked his fingers and the unit of halberdiers that were lagging behind the crossbowmen on the right flank seemed invigorated by a bright nimbus of light that appeared around them and double-marched to catch up with their comrades. The huge mass of horsemen in the centre slowly made their way down the jungle track closely followed by a unit of crossbowmen and the Pikemen. The Pistoliers in the vanguard were cautiously glancing around into the dense foliage for any signs of an impending ambush for they had heard much about the tactics of the lizard-folk. El Beefi spotted some strange winged reptiles carrying some of the smaller Skinks upon their backs apparently just milling around at the base of the pyramid – he ordered the cannons to fire. The blast of the guns drowned out the cawing of the many jungle birds and the constant rushing sound of a dozen or more streams. The Terradons were decimated by the iron shards from the Tilean's cannons. Bits of winged reptile and Skink rider went in all directions, the hisses and shrieks of the wounded adding further to the cacophony that had replaced the serene jungle sounds.

Lizardmen Turn 1

Bashing his ancient weapon upon his bronze shield, the Saurus totem leader Sillibilli urged a unit of Saurus warriors and Skinks deeper into the undergrowth to take up ambush positions for the impending assault of the Tilean infantry. A low hiss escaped his muzzle as a second brigade just stood around stupidly trying to interpret his command rather than moving further into the jungle.

With a long, drawn out croak Pinacolada directed his Lizardmen formations forward. With the Saurus warriors on Cold Ones in the vanguard and the Stegadon, Temple Guard and Kroxigors closely following, the Lizardmen wheeled noisily through the undergrowth on the right flank, trees crashing before them. Irritated by the noisy, infernal machines of the men-spawn Pinacolada motioned for the remaining Terradons to swoop upon them and destroy them. The Terradons swooped high above the forest canopy and then down like

TURN 1



lightning bolts upon the Tilean cannons. The gunners had observed the Terradons' flight however and were prepared for the assault. As the winged reptiles screamed in low to attack the Tilean cannons the gunners let rip with a barrage of grapeshot which tore into the flying beasts. The few Terradons that remained after this murderous barrage of fire were no match for the mass of artillerymen and were totally destroyed. The Mage Priest attempted to slow the interloper's advance with a subtle spell but was frustrated to learn that another spell caster was present and he had used arcane magics to prevent this. These men-spawn had disturbed the Mage Priest's serene thoughts so that he had to turn his monumental intellect to vulgar things, he croaked his disapproval.

Tilean Turn 2

So far so good, thought El Beefi, he had lost very few men and destroyed many of the reptilian devils. The crashing sounds in the jungle off to his left warned him that something large was on the move but he did not underestimate the power of his artillery. Capitano Duderini's brigades were making good progress on the right flank and thus far encountered no resistance although the men were aware that the cowardly lizards

were adept at hiding themselves in the undergrowth and setting ambushes.

Confident, El Beefi ordered the cavalry to throw caution to the winds and ride hell for leather to secure the pyramid. Wherever the rest of the Lizardmen were they were no match for the honest steel of his caballeros. The thundering charge of the Tilean cavalry took them far along the jungle track right to the lower steps of the pyramid where the motionless Saurus warriors waited. The lances of the Tilean knights pierced the scaled hides of the lizardmen and the pistols of the young Tilean nobles blew holes straight through the primitive armour of the lizards. The Saurus fled into the pyramid in disarray and the Tilean cavalry halted unable to enter the treacherous, rubble-strewn ground. The cavalry had swept all before them but had now left themselves seriously overstretched as their infantry support was still hundreds of yards down the overgrown jungle track.

Lizardmen Turn 2

The impetuous man-spawn had fallen into his subtle trap, thought the Mage Priest Pinacolada. The expendable Saurus warriors guarding the temple had drawn the Tilean cavalry into battle early and forced them to

leave their fellows behind. With a croak the Slann commanded the Saurus mounted on Cold Ones to manoeuvre around the dense jungle in front of them and onto the jungle track. This would put them in a fine position to cut off the retreat of the human cavalry and perhaps engage them to the rear. With an enigmatic wave of a webbed hand Pinacolada motioned for the brigade of Kroxigors, Temple Guard and the accompanying Stegadon to wheel around and engage the Tilean cavalry to the front.

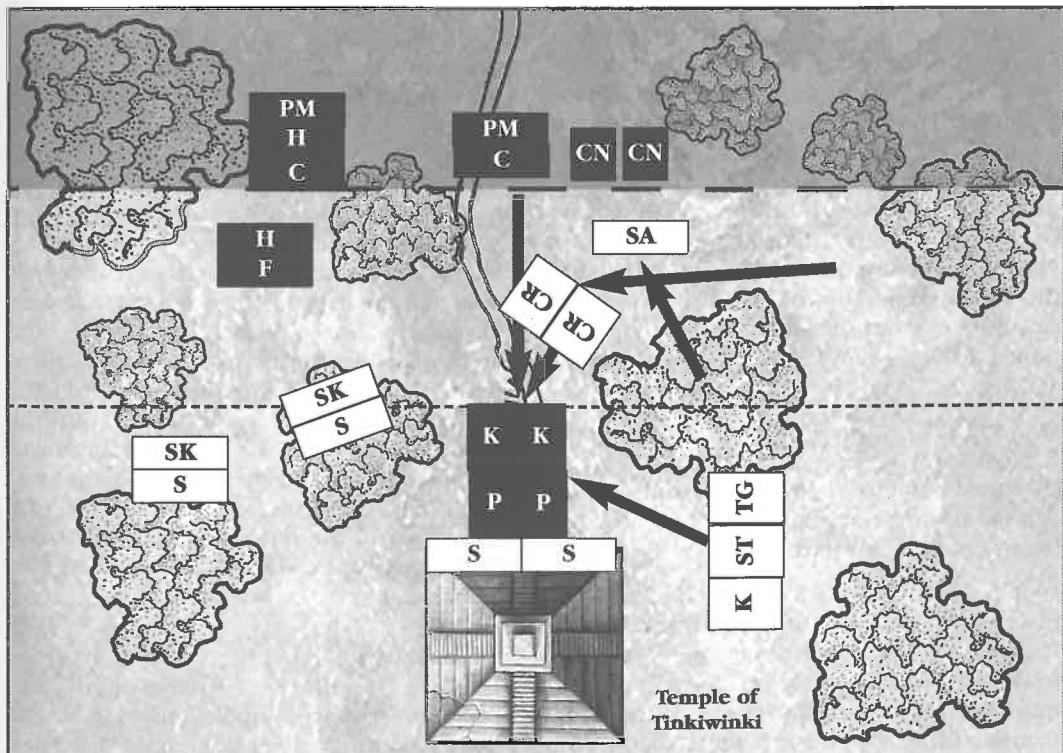
The Slann had not forgotten the power of the human's infernal machines and ordered the unit of Salamanders skulking in the jungle ahead to eliminate them. Urged forward by Skinks armed with viciously barbed spears the massive lizards shambled towards the Tilean cannon battery as the gunners were frantically trying to reload. The Salamanders then spat large gobbets of acid high into the air to rain down upon the artillerymen many of whom died screaming in agony as their flesh was burned.

With a roar louder than an artillery barrage the Stegadon and accompanying units fell upon the startled Tilean horsemen as simultaneously the Cold One riders charged the rear of the cramped cavalry formation. A sound like thunder tore through the air as

the Pistoliers discharged their weapons at the rampaging Stegadon opening many gashes in its tough leathery hide but still it came. The clash was bloody and very one sided. In a short while the ringing of Tilean steel against Lizardman bronze was replaced with the screams of the dying and the moans of the wounded. There were piles of dead horses and riders everywhere intermingled with the occasional corpse of a lizard. The proud Tilean cavalry had been caught between the hammer of the Lizardman Cold One riders and the anvil of the Stegadon and annihilated. Several of the Saurus warriors on the Cold Ones lay on the ground slain and the Stegadon was bleeding heavily from a multitude of small wounds.

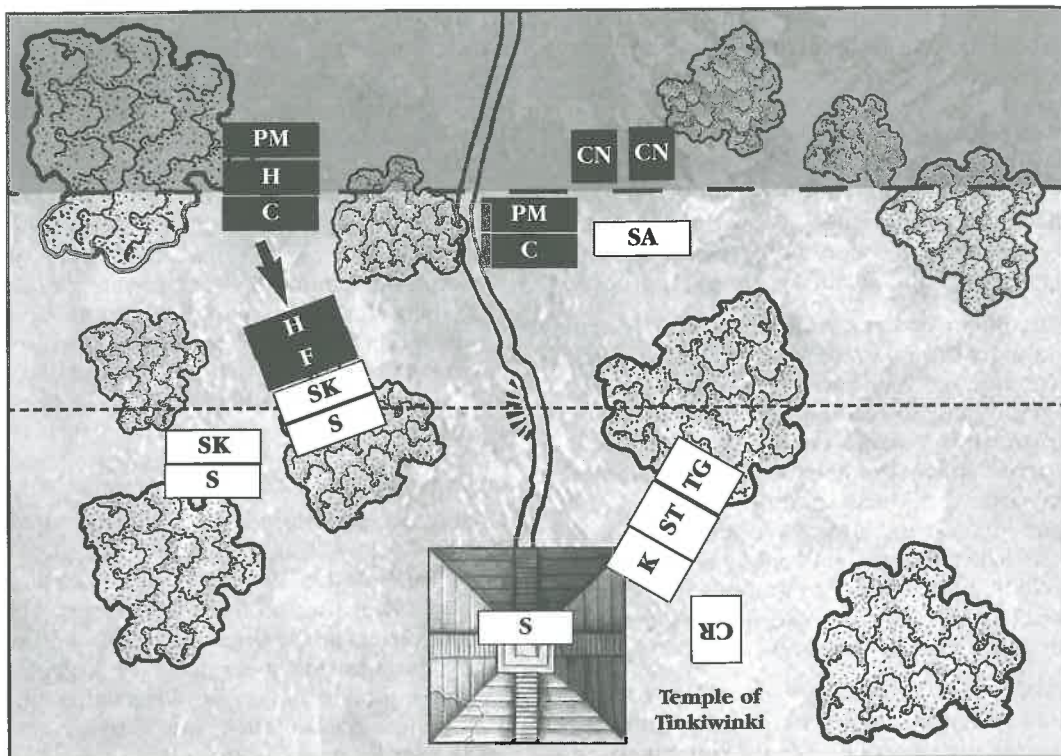
Tilean Turn 3

Unable to see the devastation that had befallen the Tilean cavalry Capitano Duderini, on the Tilean's right flank, had certainly heard it and feared the worst. He barked orders at the brigades about him his anger emphasising their need for urgency. Lead by the frothing mad Flagellants the Halberdiers hacked their way through the undergrowth straight into a hail of javelins and darts from a unit of Skinks that were hiding there. Many Flagellants fell, their bodies pierced by dozens of shafts, but the



TURN 2

TURN 3



rest pushed on driven by their near insane faith straight into the lightly armed Skinks. The fight that ensued was a slaughter and the Flagellants continued their advance into a unit of Saurus that were supporting the Skinks. The green of the jungle turned blood red as Flagellants broke Saurus skulls with their flails and were in turn cut down by the savage lizards. Over half of the Flagellants were killed before the Saurus were finally wiped out. An enraged Duderini tried to urge the supporting regiments of Pikemen and Crossbowmen to advance into the dense jungle ahead of them but they stood their ground cautiously scanning the jungle around them for any signs of enemy activity.

In a hail of fire the Tilean cannon battery brought down several Salamanders and shredded some of their Skink handlers but still the lizard beasts' acid continued to rain down upon the gunners.

In the centre El Beefi swooped over the heads of the brigade of Crossbowmen and Pikemen shouting encouragement to the troops in an effort to get them moving quicker. Their enthusiasm somewhat dampened by the loss of the cavalry, the Tilean infantry moved along at a slow pace,

the roars of the Stegaddon chilling the hardened veterans to the bone.

Lizardmen Turn 3

The Salamanders continued their acid bombardment and half the Tilean cannons fell silent, their crews dead or dying the guns sizzling and pitted from the corrosive attack. The Lizardman army's weak left flank looked in great danger of being enveloped by the Tilean infantry's greater numbers and so Sillibilli rasped and hissed at his units of Skinks and Saurus warriors to retreat deeper into the jungle. The Mage Priest Pinacolada gestured for the Stegaddon and accompanying troops to march with great haste down the jungle track towards the Tilean centre. He was wary of the growing number of men-spawn in the undergrowth on the left flank and knew that measures had to be taken and quickly. With a wave of a sacred totem the remaining Flagellants and Halberdiers were transfixed and rooted to the spot.

Tilean Turn 4

Finally Duderini's Crossbowmen and Pikemen advanced upon the Skinks and Saurus warriors of the Lizardman left flank although the Tilean officer was dismayed

that the Flagellants and Halberdiers would not move apparently bound by some powerful magic. The Tileans were again greeted by a hail of darts from the Skinks that were hiding in the jungle but suffered few casualties. The fighting that ensued was awkward and both sides easily got bogged down amongst the thick grass and mangroves. Casualties were light on both sides and the stalemate resulted in both forces falling back to reform their ranks.

The vicious firefight between the Tilean artillery and the giant Salamander lizards was starting to take its toll on both sides as the ground was now carpeted with both human and Lizardman corpses.

Lizardmen Turn 4

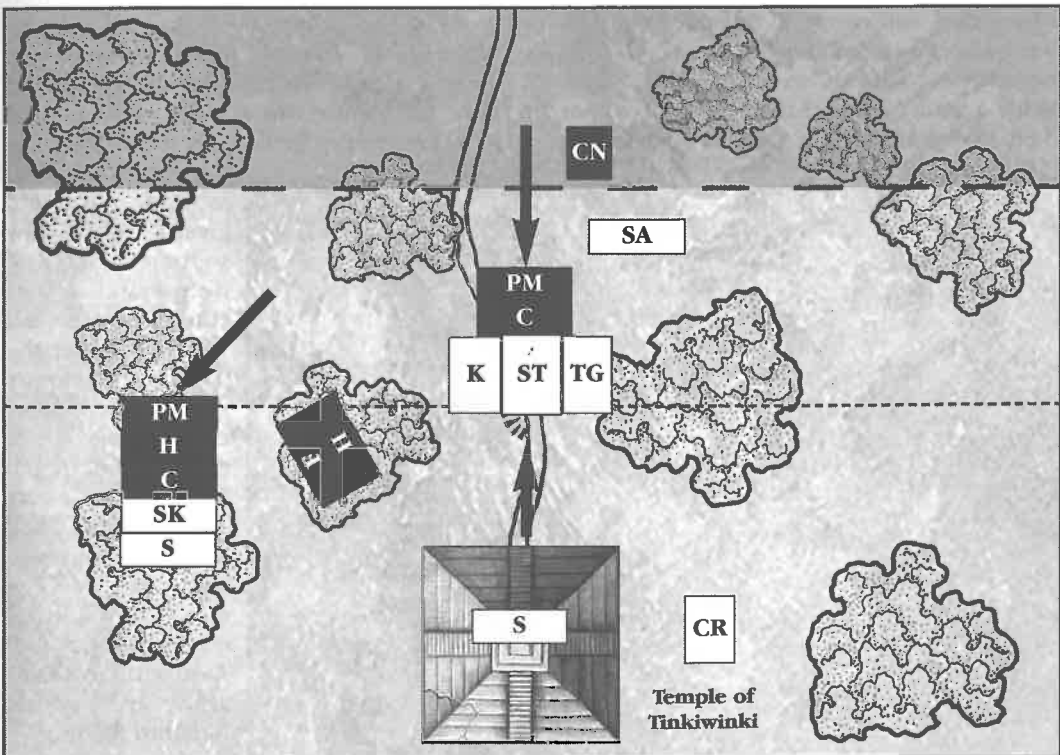
With the Lizardman left flank very close to collapse and knowing that even his immense magical powers would not stop the Tileans inexorable advance, Pinacolada ordered the wounded Stegadon, the Kroxigors and Temple Guard into the Tilean centre. Throwing caution to the winds the ancient amphibian joined the fray too. The Tilean Crossbowmen let loose a volley of bolts most of which bounced harmlessly off of the monstrous Stegadon's hide but a few of which found their mark. The Lizardman

brigade struck home like a thunderbolt. Enraged with pain the Stegadon trampled many of the Tileans underfoot and gored them with its horns while the Temple Guard and Kroxigors hacked to their left and right leaving a red ruin in their wake. The battle was brutally short and broke the Tilean army's back. The Tilean infantry centre was utterly crushed and the rest of the army broke in panic after witnessing such a bloody combat. El Beefi took to the air, as much to escape the wrath of his own troops as that of the enemy, but he would be back and this time with a lot more men.

CONCLUSIONS

Minza Pinacolada!

All I can say is PHEW! That was close... Yes, one unit away from breaking and a really dodgy looking left flank. Well this proved to be a very interesting scenario and not just because I was using the new Lizardmen but perhaps more so because never before have I played using quite so much terrain (I know that Keith found this very frustrating indeed, heh, heh, heh!). Things started badly (I know, I know, never charge cannons directly to the front!) and then before I knew it the Tilean horsemen were in the centre of my battleline and nearly into the pyramid –



argh! 500 victory points. And then I remembered that cavalry cannot enter buildings or dense terrain – stoopid me! After some very spurious Command rolls I managed to sandwich Keith's cavalry brigade between my Cold Ones and the Stegadon and his mates. In the ensuing melee Keith's cavalry were wiped out but not before they badly wounded the Stegadon and took some of the Cold Ones with them.

Taking a glance at his stats, ol' Steggy may look very scary indeed (10/3 attacks, 8 hits, 4+ armour and causes terror!) but you only have to cause four hits to badly wound him and lessen his fighting ability. In earlier playtesting games I usually found that my opponents would avoid fighting the Stegadon because his stats terrified them and they thought he was invulnerable. Therefore opponents would direct their attacks against other units that were brigaded with the Stegadon and ignore the fact that they were losing an attack each round because of terror. Not this time, Keith was determined to take the Stegadon down and after the last round of combat of the game the Stegadon was down to just one hit.

Lizardmen infantry do not suffer the -1 command penalty when in dense terrain and so are quite useful to have skulking around in woods (or in this instance jungle) where they will count as defended. And as we all know defended troops are notoriously difficult to dislodge. It took Keith a unit of Flagellants, most of whom died in the process, a unit of Halberdiers

and a unit of Pikemen to remove a unit of Skinks and a unit of Saurus taking refuge in a piece of jungle.

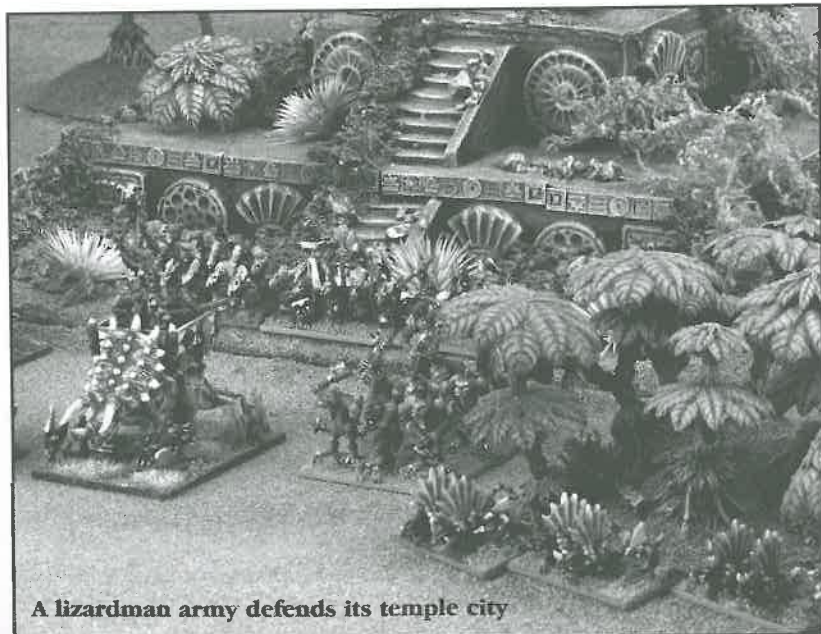
Needless to say the strength of the Lizardman army lies in using the shock troops (Stegadon, Kroxigors, Cold Ones, Temple Guard...) to full effect but attacking when you want to and not being drawn into wasting these troops on the enemy's cannon-fodder. Your mediocre Skinks and Saurus warriors can work well in holding up your opponent's advance but beware for these troops do die easily. As for Salamanders, don't rely too heavily on their missile capability for they have a very short range. Perhaps stationing these troops in dense terrain and shooting at the enemy is the best bet.

Finally a word about Lizardman magic – a one off re-roll with the Slann and some decent spells so don't waste it. Mazdamundi's Revenge is especially useful.

El Beefi Stew..

After all was said and done I was pleased with the way the Tileans performed. Using my two brigades to smash both flanks did not fully work but I was pleased that on my left flank, which was truly an epic struggle, I managed to get the Stegadon down to its last wound and it was a shame I didn't finish it off. On the right flank all I can say is that it was a fine scrap, it was just unfortunate that my brigade never reached the temple in time. The centre was initially well executed with my cavalry getting all the way to the

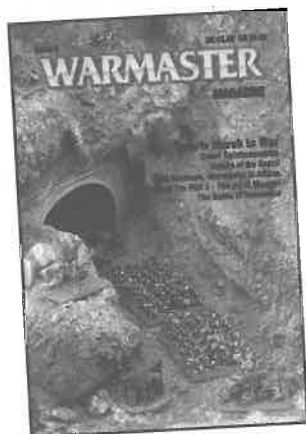
temple, however foolishly I had not given them any support and so they were stranded (they couldn't enter the temple and get the bonus victory points because cavalry may not enter buildings). Steve played a very good game and reversed his luck with the dice (no more 'thirty dice') but I shall play him soon with my Chaos army and pound him into the dust!



A lizardman army defends its temple city

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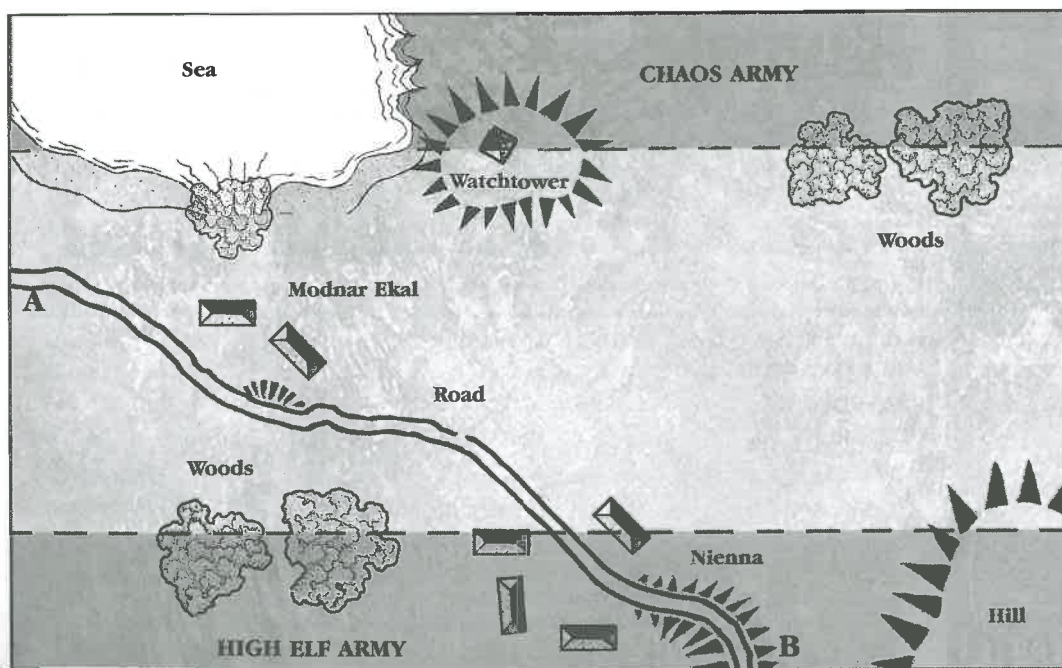
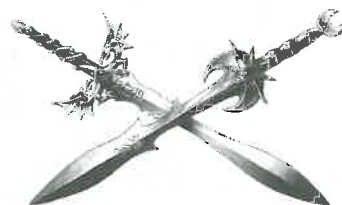
THE RELIEF OF NIENNA

A Battle Scenario By John Martin & Dan Wideman

A lone figure walked up the grass-covered hill toward the crumbling stone tower, which stood as a sentinel against the raging sea and the horrors of the outside world. As the tall, cloaked individual began the long ascent up the winding staircase, the cry of gulls and thunder of waves against the rocks below occasionally drowned out the echoing clack of boots on stone. The great halls once held mighty garrisons ready to repel any invaders that might land on Ulthuan's sacred shores; now they were empty, cold, and lonely. Crellion and his brother Thanniel had been the only watchers for the last three decades and Crellion had come to relieve his brother at the end of his half-day watch. The two mages, with their farsight, were the only warning the coastal communities they protected would have of an invasion.

The two shared a cold lunch together and Thanniel prepared to depart as his brother

took up the watch. Crellion began his search by linking his mind with the fish and gulls that he could reach. In his trance, he imagined himself flying over Modnar Ekal, a fishing village to the west, and back towards Nienna, the town he and Thanniel called home. He turned once again to the north and flew over the watchtower, which now looked like a child's toy. He continued over the rocky cliff below and out across the sea. He sensed a troubling presence in the ocean and brought his powers to focus on it. At the heart of a cold mist he found a sight that froze his blood.



A multitude of ships sailed resolutely toward the shores of Ulthuan. They were a horror to behold with cruel, bloody trophies of conquest hanging from the rigging. Some had figureheads formed in the shape of giant brass sharks. Others moved silently without even touching the surface of the water; their bright blue, yellow and red decorations were painful to the eyes. Chaos! The bane of the Elven people was coming to Ulthuan.

Crellion returned from his mental travels into the present. He and Thanniel quickly set the warning beacon alight and sounded the great horn before bounding down the stairs as fast as they could. The two ran down the hill toward Nienna and they could see many people from the fishing village doing the same. The two brothers knew that riders would be dispatched up and down the coast to summon help. As they made haste to the town the citizen levy would be forming up in order to hold off the Chaos horde until reinforcements arrived. Based on the number of ships Crellion saw, however, this would prove to be no easy task.

RECOMMENDED FORCES

This scenario was designed for a High Elf defensive force to fight against Chaos attackers. While you can adapt the scenario to work with other armies the following work best:

Attackers: Chaos, Orc & Goblin, Dwarf

Defenders: High Elf, Empire, Undead, Kislev

HIGH ELF OVERVIEW

Chaos raiders are attacking your homeland. You must use all your tactical skills to hold off the raiders until reinforcements arrive. The best chance of success is to maximise your defence using the dense terrain of the town and woods. If the reinforcements are slow to arrive, do not be afraid to exchange ground for time. Above all, regardless of how desperate things seem, never give up, Ulthuan needs you.

High Elf Army Restrictions

You should select an army of 2,000 points from the High Elf army list. However, some additional restrictions apply:

1. You must split your army into three groups: a main force, and two relief forces
2. Each relief force must be at least 500 points (25%) and contain at least one character.
3. The main force may not have more than one of each of the following: Silver Helms, Chariots, Giant Eagles or Dragon Rider.

CHAOS OVERVIEW

After many weeks at sea, the fickle Chaos gods have brought you to the Elven home. You must quickly attack and plunder as many coastal settlements as possible, before all of Ulthuan is mobilized and your fate is sealed. Your best chance of success is to clear the trees by the beach, move inland, and attack the smaller Elven forces



The Relief of Nienna

individually. If you wait too long, the Elves will be able to organise a proper defence and throw you back into the sea.

Chaos Army Restrictions

You should select an army of 2,000 points from the Chaos army list. However, one additional restriction applies:

1. You may not choose chariots as you have just landed and these are still in the hold of the Deathgalleys.

SET-UP

Use the map shown above to set-up the battlefield onto a 4' x 6' table. Important features are the town Nienna, the fishing village Modnar Ekal and the two wooded areas. The sea intrudes onto the table up to 30cm on the East End.

The High Elf player deploys the main force anywhere on the South side of the coast road A-B. This should not be more than 30cm onto the table.

The Chaos player then deploys along the North edge of the table up to 20cm onto the table. Due to the sea, this will be limited to the eastern half of the table edge.

High Elf Reserves

When the alarm was sounded, riders were sent up and down the coast road to gather reinforcements. The reinforcements are marching as fast as possible but will they arrive in time?



At the beginning of the High Elf second turn, roll a D6 for each relief force. On a roll of 5+, the force arrives on the battlefield. If the force does not arrive on turn 2, add one to the die roll for each turn thereafter. So a force arrives on a 4+ in turn 3, 3+ in turn 4, and so on.

When the first force arrives, roll another D6, on a roll of 1-3, the force arrives on road A as shown on the map. On a roll of 4-6, the force arrives on road B. When the second force arrives, it will be the road opposite the one the earlier force used.

Units in the relief force must be placed at the edge of the table, within 20cm of the road, and not within 30cm of the enemy. If the player is prevented from placing troops in this way, then the entire southern edge of the table can be used to deploy the army. This is to stop the Chaos player from intentionally denying the reinforcements a place to deploy.

The Chaos player takes the first turn.

GAME LENGTH

The game lasts for eight turns

BONUS VICTORY POINTS

Victory points are based on armies of 2,000 points. Players should adjust the victory point bonuses for smaller or larger armies proportionately.

Attackers

+500 points Nienna contains at least one unit of Chaos infantry and no High Elf infantry units. Units of one stand do not count.

+500 points Modnar Ekal contains at least one unit of Chaos infantry and no High Elf infantry units. Units of one stand do not count.

Defenders

+500 points Nienna contains at least one unit of High Elf infantry or is completely unoccupied. Units of 1 stand do not count.

+500 points Modnar Ekal contains at least one unit of High Elf infantry or is completely unoccupied. Units of 1 stand do not count.

Battle Report

If there were one word that describes this scenario, it would be choice. There are so many possibilities within the scenario that, after having played it, both of us want to try again. Next time we might try a different army, or a slightly modified defence or attack, and so on. This was the fourth refight we had of the scenario and also the most one sided. We were certain it was the 'battle report curse' in that we set about documenting the battle and taking pictures only to have it be, possibly, the least exciting. John was cursing his bad luck until he realised where he made a huge mistake that may have cost him the battle. More on that later, for now, let's take a look at how the game played.



John – The Chaos Warlord

Chaos Army Selection

One thing that the Chaos player should remember is that they need to take and hold the towns. Only infantry can move into towns so Chaos players need to take enough infantry or they will find themselves unable to attack! On the other hand, the High Elf player is likely to have Silver Helm and Chariot units that will make short work of even the hardest infantry in the open. Your army selection will be a delicate balance between the infantry you need and the harder units able to meet and beat the Elven Cavalry.

My army consisted of two solid infantry brigades each with two Chaos Warrior units and two Marauder units. One brigade is the first wave of attackers while the other forms a reserve. To protect the infantry I added two units of Chaos Knights and a unit of Dragon Ogres. These units, while expensive, are more than a match for any cavalry.

The High Elves will inevitably have Bolt throwers, which can put murderous amounts of firepower into the Chaos Knights and Dragon Ogres. Because of this, I took three units of Chaos Hounds to protect these expensive units. I also chose one unit of Harpies that I planned on using to eliminate the Bolt Throwers as quickly as possible.

In addition to the General with *Orb of Majesty* I took two Chaos Sorcerers, one with a *Dispel Scroll*. Chaos Sorcerers, have the same Leadership as Heroes and with so few brigades I could assign a Sorcerer to each one and their restricted command distance would not be a factor.



Dan – The High Elf General

High Elf Army Selection

In selecting my High Elf war host I kept a couple things in mind. Firstly, I needed to hold at least one of the two towns against the oncoming Chaos Horde. This meant I needed infantry since all those pretty Silver Helms are useless for the task. With this in mind I chose a lot of infantry having six units of Spearmen and five units of Archers. My next selection was as many Bolt Throwers as I could get – meaning two units. This offered me the strategy of trying to whittle down the Chaos forces as they advanced across the board since I knew my chances of beating them in close combat were slim.

Though lots of infantry was integral to this battle plan the large open field allowed me to take some cavalry for support. With any luck my cavalry would show up at road A so they could use their speed to get into the battle quickly as opposed to the infantry having to slog it all the way across the table.

With this in mind I set out to keep my Cavalry in one brigade and around 500 points to be one of the reinforcing groups. To this end I chose two units of Silver Helms and two units of Chariots

This left me to pick my Heroes. I needed a General and for added security gave him the *Orb of Majesty* (I have a knack for failing command tests even with a leadership of 10). Next came two Wizards, as they were integral to the story line. I gave one a *Scroll of Dispelling* to ensure John didn't get the better of me through the use of foul Chaos Magic. Lastly, to command my brigades I chose two Heroes. For mobility's sake I mounted one on a Giant Eagle and the other on a Dragon. I've come to prefer the Hero on a Dragon to the Dragon Rider since he's cheaper and usually survives longer.

This left me with a few points left over so I took a single unit of Giant Eagles for a little long-range support. I've found that my Elves beat Chaos in close combat rarely, so I decided to make the best use of any promising situations.

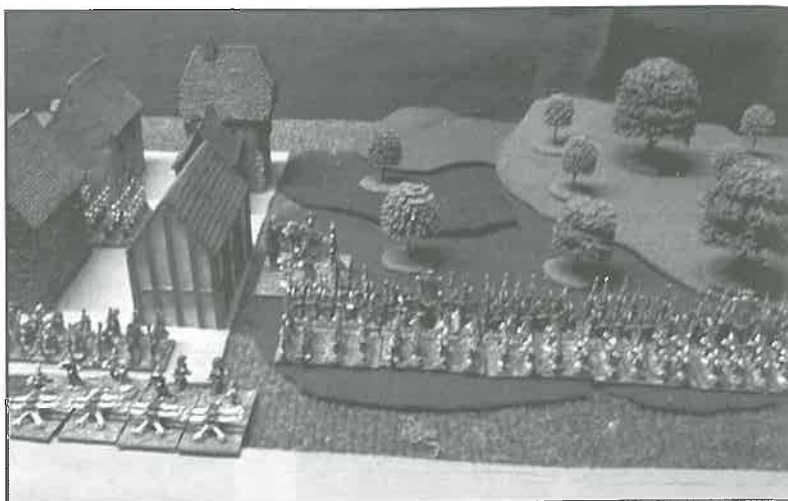


Chaos Turn 1

I deployed the two infantry brigades in the woods in columns of four units. The Chaos Warriors were on the outside to protect the flanks. The Chaos Knights and Dragon Ogres were brigaded in the clear area to West of the woods with the Chaos Hounds brigaded in front of them. The Chaos player is cramped for space and this is intentional; if the Chaos infantry is deploying in clear, open ground then modify your terrain. This should not be.

The Hound brigade moved out on a path between the two towns. This would allow

me to cover the flanks of the army against reinforcements from road A. Unfortunately, the Chaos Knights decided to stay put. The remaining Sorcerer attempted to move an infantry brigade out of the woods and failed,



High Elf deployment within the town of Nienna

as did my General. Things were not looking too good already! There is a good degree of urgency on the Chaos player to get to the towns as quickly as possible. The two-to-one superiority in points does not last long at all.

High Elf Turn 1

I chose to concentrate my deployable forces at the bend in the road and in Nienna. One brigade of two Spearmen and two Archers was brigaded in the woods to the west of the town. One unit of each type was placed in the town. The Bolt Throwers, unable to deploy in cover set up just to the north of Nienna. I chose a central position for my General and the Wizards to command from. I had watched with mounting enthusiasm as John failed a succession of command rolls and most of his army stayed put. My own command phase was short by choice as I was happy with positioning. I moved only the Bolt Throwers out to take shots at the screening Chaos Hounds and sent both wizards out to support them. The combined firepower of the wizards and Bolt Throwers (18 shots) killed four stands of Chaos Hounds and thoroughly confused the rest leaving them stuck in front of the Chaos Knights. It was a good start.

Chaos Turn 2

Those darn Bolt Throwers! My 'screen' of Chaos Hounds did not last long enough and with two units confused they ceased to be an

effective fighting force. My plan was now to keep them back and not let the units be destroyed. The Sorcerer ordered the Harpies up to the hill positioned ready to plunge down into the Bolt Throwers. It would have been a perfect flank charge but the command roll failed! To add insult to injury, the other Sorcerer and my general failed their orders again. It was going to be a long day...

High Elf Turn 2

Amazing! I had never seen such a total inability to make command rolls. To further irritate John I proceeded in my turn to have the rest of my army show up. My cavalry brigade came on the road by Nienna led by the Hero on a Dragon. Three Spearmen units, two Archer units and the Giant Eagles came on at the other end of the table and began the long march up the road headed by the second Hero on his Eagle. In the shooting phase I managed to finish off two of the units of Chaos Hounds to bring the Chaos forces a quarter of the way to their break point

Chaos Turn 3

Two units destroyed and the entire High Elf army already on the table. It was going to be a very, very long day... Undeterred, I ordered the Harpies down into the flanks of the Bolt Throwers losing a stand & Shoot in the process. I then tried to order the Chaos Knights and Dragon Ogres forward but the command roll failed yet again. The other Sorcerer was more successful getting his infantry brigade to the edge of the hill in the southwest corner of the table. I generally like to attack Nienna from west to east using the crest of the hill as protection against reinforcements that might suddenly appear at road B.

The General ordered the other infantry brigade straight toward the Elven Cavalry. After three orders the infantry was within 20cm of the cavalry and needed a 4+ to pass their command roll. They failed but I felt it was better to charge than be charged to the General used the *Orb of Majesty* and the

infantry charged. The Chaos Warriors fanned out into line with the Chaos Marauders supporting.

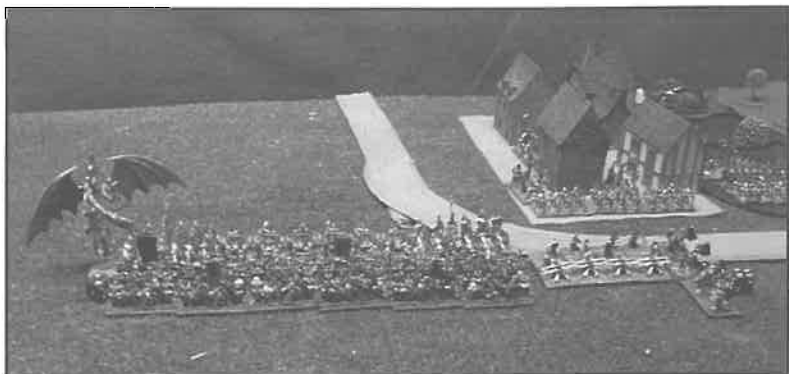
With the benefit of hindsight, this turn cost me the game. I became so fixated on using the Harpies to destroy the Bolt Throwers that I missed the chance to use them to cut off the retreat of the High Elf Cavalry. The Chaos Warriors charged easily beating the Silver Helms and Chariots but they were left unable to pursue.

The Harpies could have been placed in such a way to guarantee the destruction of three of the four cavalry units, including the Hero on Dragon!

As it was, the Harpies destroyed the first Bolt Thrower battery but were then shot dead pursuing into the second one. It seemed like a worthwhile exchange at the time.

High Elf Turn 3

Well, the Bolt Throwers did their job before suffering fifty percent casualties but now things looked grave indeed. I was still in shock over John's rapid advance, and the Chaos Warriors had certainly given my cavalry something to worry about. The only way out was straight ahead though, so the remaining Chariots and both Silver Helm units charged on Initiative with the Hero on his Dragon joining them. I had initially planned to charge the Giant Eagles into the Harpies, but their death to the stand & shoot from the Bolt Throwers left me guessing what to do with them. I decided to see how far 100cm was and managed to get the Giant Eagles in behind the Chaos infantry brigade



Chaos turn 3

being attacked by my cavalry. With the cavalry as the hammer and the Giant Eagles the anvil the brigade was wiped out by the end of the turn.

Chaos Turn 4

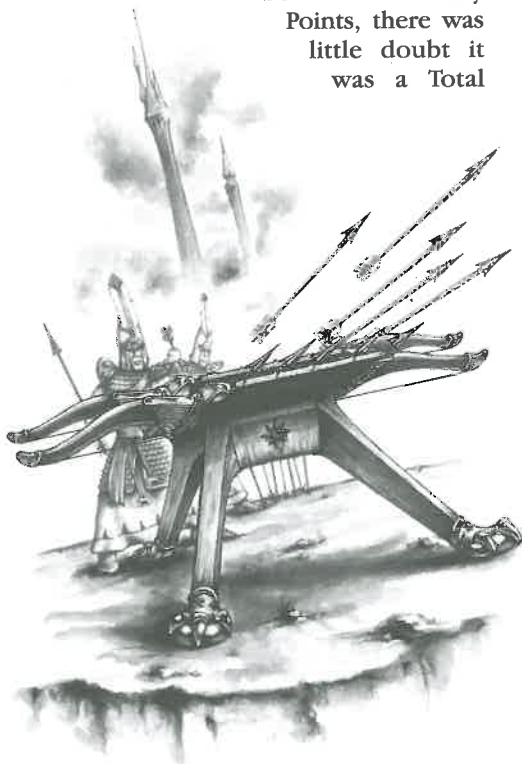
Seven units destroyed. The loss of one more unit would force me to withdraw. Hope of winning had faded but I was still playing for a draw. I moved my remaining infantry fully onto the southeast hill to get maximum benefit if the Elves charged. My remaining Sorcerer and the General attempted to order the Chaos Knights and Dragon Ogres into the High Elf Cavalry. Their brigade formation was lost due to drive backs and only one unit of Chaos Knights managed to receive a successful order. Needless to say, the Chaos Knights lost and Dan, being a skilled player, elected not to pursue.

High Elf turn 4

There was only one thing to do – my Silver Helms along with their loyal friends the Giant Eagles charged the defeated Chaos Knights and in a flurry of dice brought the curtain down on a tragic day for the Chaos forces.

Chaos Conclusions

That was a resounding defeat. With Dan getting all of the bonus Victory Points, there was little doubt it was a Total



All along the watchtower...

Victory for the High Elves. Right after the game, neither Dan nor I could find anything wrong with my tactics. It wasn't until two days later I started to second-guess the usage of the Harpies. Because our previous games were closely run affairs, each ending in a draw, I think that the scenario is balanced. In fact, during the design process, we felt that if any army had the advantage it was Chaos. But believe me, when things go wrong, they can go completely and utterly wrong!

High Elf Conclusions

Victory! I have to admit I felt a little soiled due to John's incredible bad luck, but with hindsight there were a few things he could have done better. Just because a unit can charge doesn't always mean it should. I was also quite lucky to have had all my reinforcements turn up as soon as possible. In previous play tests the Elves had never won. At first glance it may seem they can't because they are outnumbered two to one. If in playing the scenario you find a disparity in outcomes or you have different skill levels of player there are a few thing you might do to change the scenario balance. To tip it more to favour Chaos simply remove the woods from the Chaos deployment zone so they can move more easily. You can also change the reinforcement arrival roll for the High Elves. Make it a 6+ if it's too easy for them or a 4+ if it's too hard. In the end do what you want with the scenario to customise it to suit you own needs. I plan on convincing John to play it again with him as the Elves once I finish my Orc army and Grom the Paunch rides again!

DISPATCHES

Welcome to *Dispatches*, a semi-regular column where we feature your battle reports on the games you have been playing. We want you to write in with your battle reports which should be around 800-900 words. Send them to; WarMag, Games Workshop, Willow Rd, Lenton, Nottingham, NG7 2WS. Or email: Fanatic@games-workshop.co.uk

Bones For The Blood God

In the desert, in the dead city of Anak'atek, the Tomb Queen has woken (brought back by the breaking of the seals binding Sekerotep). She's summoning up an army, intending to march to the side of her love, Sekerotep.

Anak'atek is also the home of The Key, a mystical artefact with the power to summon a powerful Daemon to this plane. In the game, it has the power to resurrect a stand of a unit (as long as the unit is still in play), at any time. Naturally enough, a Chaos army has travelled long through the desert to recover this Key. Unfortunately for them (as we'll see), they arrived just as Anak'atek's army is ready to march.

This scenario pitted 2000pts of Undead against 2000pts of Chaos. The Undead started with a couple buildings, and the Chaos player had a bonus Victory Condition of getting a unit + leader touching the Stone Tomb terrain piece, to recover the Key. From my view, pretty much a straight up fight. The Undead break point was 12, the Chaos 6.

Turn One

The Chaos player was halfway across the table in the first turn, with only his Trolls lagging behind. His Knights and such were concentrated to the middle of his line, while the flanks were made up of infantry. The Undead player managed to get a brigade of infantry into the buildings on his left, but blew the command to get another brigade into the buildings on the right. His Cavalry/Chariots swung wide to his right... and his Skull Chukkas remained alone in the middle. They did manage to kill the Chaos Spawn protecting the Chaos Cavalry.

Score: 0 Undead, 1 Chaos.

Turn Two

The Chaos Marauder Cavalry and Chaos Hounds swept straight across the table, slamming into the Skull Chukkas. The Knights followed, positioning themselves for next turn. The Chaos left flank infantry charged the Skeleton Cavalry, while the right flank moved up to threaten the buildings. The Trolls moved up as reserves. In the combats, the Skull Chukkas died, as did some Bowmen and Spearmen. The Cavalry was hurt, but managed to avoid destruction. Some of the Chaos force made it into the buildings during the fallback.

The Undead player counter-attacked with his Chariots, Cavalry and Carrion in his turn, rolling up on the Chaos left flank. Chaos lost a Sorcerer on a Dragon, the Trolls, and a unit of Warriors.

Score: 4 Undead, 3 Chaos.

Turn Three

The Chaos right flank (including Ogres) charged the Skeletons in the buildings, while the Chaos Knights broke left and right to engage more Skeletons. The remnants of the Marauder Cavalry fell back to contact the Stone Tomb. The General attached to the Marauder Cavalry recovered The Key. The Chaos Knights decimated the Skeletons they were fighting, but weren't able to deliver a knock out blow, since many of the Undead survivors were hiding in the buildings. The Marauders on the left had some success, but took casualties in the process. On the right, the Chaos attack bounced with a draw (darn Ogres!).

The Undead player now took the opportunity and held on... Skeleton Cavalry charged a Chaos Knight unit in the rear. A Skeleton Chariot launched a long charge into the flank of the remaining Ogre stand (and contacted the front of a Chaos Warrior unit). And, in the key fight, Carrion birds managed to trace a thin line of sight to the one stand of Marauder Cavalry with the General, and swept in. The Raise Dead spells descended and all three combats saw additional troops raised! The Chariots killed the Ogres, but lost the fight and the raised Skeletons were wiped out in the pursuit by the warriors. The Chaos Knights won their combat, and similarly pursue and destroy the raised Skeletons to their front. So it all comes down to the final fight with the General.

The Chaos player uses the special Key power to raise an extra stand of Marauder Cavalry, but it didn't help. Against the combined might of the Carrion charge and the Skeletons from the rear, the Marauder Cavalry died to a man and the army breaks.

Score: 8 Undead, 6 Chaos.

We totalled VPs, with Chaos getting +200 VPs for recovering the Key.

Final points: Undead 905 VP, Chaos 645 VP. A clear victory for the Undead.

From a campaign point of view, however, the Chaos General escaped with the Key and will likely appear later. Meanwhile, Anak'atek has to hurry now to save Sekerotep from being dumped into the Pit. Luckily, she's got a lot of new Undead to fill out her ranks.

This scenario worked as intended. The buildings were important, the Stone Tomb Victory Condition actually came into play (the General probably wouldn't have attached, otherwise), and both players had a lot of fun.

by Rip Gangrel of the Warmaster Yahooogroups list.

Battle Honours

Battle Honours is a full appendix on everything that's been written on Warmaster (by us!). Below is a short list with the title of the article, which issue of *White Dwarf/WarMag* it appeared in and a brief description of what it's all about. Each entry is followed by these guides NR - New Rules, TR - Trial Rules, SC - Scenarios, MISC - Miscellaneous and * means there is a free downloadable PDF of the article at the Fanatic/Warmaster website (www.fanatic-games.com).

White Dwarf 243

Something Completely Different: Introduction to Warmaster, includes modelling and tactics for the Undead and High Elf armies. *MISC*

Ancient Glory: The first Warmaster Battle Report, Rick's High Elves take on Alessio's Undead. *MISC*

White Dwarf 244

Men of the Empire: Introduction to the Empire army. *MISC*

Making a Scene: Nigel Stillman shares his experience of table top modelling for Warmaster. *MISC*

Painting Warmaster: A short article on painting by the 'Eavy Metal team. *MISC*

White Dwarf 245

Grudge Bearers: The Dwarfs enter the fray. *MISC*

Battle of Deaths Gate: New Warmaster scenario by Rick. *SC*

Building Death's Gate: Modelling supremo Nick Davis shows how to make terrain for the above scenario. *MISC*

White Dwarf 246

Army of Darkness: Not the Bruce Campbell film but Chaos in Warmaster. *MISC*

The Battle of Gaping Moor: Scenario Undead vs Chaos. *SC*

Woods of Gaping Moor: Once more Nick shows us how to model the terrain in this Scenario. *MISC*

The Lost Battle of Three Lords: Another Battle Report and scenario. This time Rich Baker's Chaos horde takes on Jim Butler's Dwarfs and Alessio's Empire forces. *SC*

White Dwarf 247

The Green Horde: Waaagh! Here come the Orcs. *MISC*

Painting Warmaster: Rick advises us on painting Warmaster figures. *MISC*

Future of Warmaster: Rick tells of his plans for the future including news of this very publication you hold in your hands now! *MISC*

WarMag 1

Raid at the Oracle: Empire face the Undead. *SC*

Empire Redoubt: Modelling a gun emplacement. *MISC*

Open Day Report: A monstrous game of Warmaster. *MISC*

Bombard and Mangonel: Rules for the new siege weapons. *TR **

Q & A: The first official Q&A. *MISC*

Studio Raid: A sneak peak of things to come. *MISC*

WarMag 2

Pontoon Bridge: More modelling from Nigel Stillman. *MISC*

Q & A: The second official Q&A. *MISC*

Kislevite Army: The Empire's northern allies get their own army. *TR **

The Battle for the lonely Cabin: Chaos go against the new Kislev army. *SC*

Terrain: As the title suggests, making terrain! *MISC*

Warmaster Campaign: An extremely detailed campaign system. *TR*

Multiplayer Games: Rules for Multiplayer games (doh!). *TR **

WarMag 3

Christmas Army: A festive one-off. *MISC*

How to paint: Agis Neugebauer shows how to paint in 10mm scale. *MISC*

Retreat from the River Mekan: Dwarfs take on the Orcs this time. *SC*

Q & A: More official Q&A. *MISC*

Warmaster Campaign part 2: More on the campaign system. *TR*

Orc Idols: More Stillmania. *MISC*

Organising a Tournament: Nick Murray lets us in on a few of his secrets. *MISC*

WarMag 4

Bretonnian Army: A new nation and a new army list for Warmaster. *TR*

The battle of De Montfort: The Bretonnians battle the Orcs. *SC*

Building an Orc Fort: Nick Murray shows how to build an Orc Fort. *MISC*

Warmaster Campaign part 3: The final part of the campaign system. *TR*

Q & A: More official Q&A. *MISC*

WarMag 5

Vampire Counts: The dreaded Undead of Sylvania. *TR*

Using your Orc Fort: A scenario for using the Orc Fort featured in WarMag 4. *SC*

Brawl at Da Bunker: Tourney report from the USA. *MISC*

Reiksmarsball Rothmeyers Imperial Army: An Empire Army showcase. *MISC*

Trebuchet: Rules for this giant war machine. *TR*

Grunt Tzu: Tactics from revered Warlord Grunt Tzu. *MISC*

Q & A: More official Q&A. *MISC*

WarMag 6

Dark Shadows: Rules for the summer campaign. *NR*

Return of the Beard: A treatise on Dwarfs. *MISC*

Grayson Interview: We talk to Colin Grayson. *MISC*

Modelling Masterclass: Stephan Hess looks at wood. *MISC*

The Battle of Bockenbof: Dave Batten tells us about his new scenario. *SC*



While many of the articles we use have been written by GW staff, the majority are not – they are written by dedicated gamers who have something to say about their hobby and want to contribute to it. If you are one of these people then the following writer's guidelines will help you put together an article that is more likely to be accepted and used. The main thing, however, is to give it a go by writing something and sending it to us. After all, the worst we can do is say no!

1. What do we need?

- We need a publishable article. We don't need flowery prose, but we do need finished articles, complete with photographs and maps where applicable. A well-structured, spell-checked article is guaranteed to improve your chances of getting published.

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- If possible, supply articles on disc. We can read most formats, so just send in your article on disc as this will save a lot of time. Also, if you're on the Internet, why not e-mail your article to us.

- If you can, send us photographic evidence. Digital photographs are best, but other forms of photograph will do at a pinch.

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The following types of article are the best sort to send in as an 'unsolicited' article.

- Do send scenarios for one of our game systems.

- Do send ideas for collecting, modelling, converting and painting Citadel miniatures.

- Do send tips and tactics based on an army and a games system that you are familiar with.

- Do send reviews or details of how to set up and run a tournament/convention.

- Don't send new rules & army lists. While we will be publishing rules and army lists, these will always be commissioned works. By all means send in such material as an example of what you can do, but bear in mind that we will not publish it.

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Rules Clarifications

Q & A

This is the sixth part of our section of official rules clarification Q&A.

You can find the full list of official clarifications at Rick's site: www.warmaster.co.uk or via the Warmaster e-group site (www.e-groups.com/group/gw-warmaster).



Q. Can stands belonging to the same a unit move out of one another's way during movement, or does each stand have to complete its entire movement before any other stand can move?

The rules clearly indicate that during normal movement, stands of the same unit can't move through one another, but this isn't the same thing.

The rules on reformation after hand-to-hand combat imply that they can, since you can't pivot a stand if the unit is in regular formation without displacing other stands. Is this a special case?

This makes the difference between the white unit's ability or inability to move through the gap between the two grey units in the diagram 1.

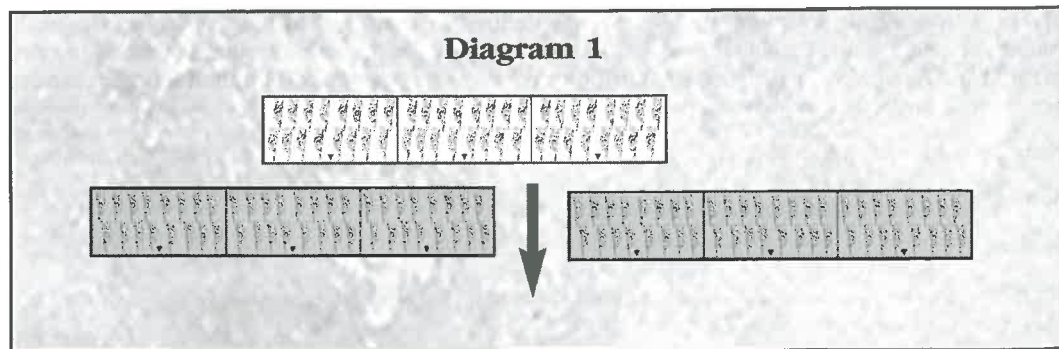
A. When moving a unit move one stand at

a time – one after the other with each stand completing its movement before the next. This is the best way to make sure you comply fully with the rules. If players find it convenient to move a whole unit at once that's acceptable so long as the move is obviously legal and the exact position of the unit isn't of great significance.

When a unit evades, reforms, or is driven back stands of the same unit are allowed to move through each other. They often have to do so to comply with the rules. In these situations I always imagine the formal lines breaking apart either into smaller sections, or opening into a much looser formation, or even routing before reorganising themselves and preparing to fight once more.

In other situations stands are not allowed to move through other stands of the same unit.

Diagram 1



The rules as published don't prevent stands moving sideways or at an angle. This is sometimes necessary to get through narrow gaps. However, this can sometimes allow units to charge in a way that seems rather too flexible – between two enemy units for example. The following additional rule is proposed.

Proposed 'Charge Gap' Rule.

When stands charge, whether using initiative or under orders, they cannot move through a gap that is not at least as wide as the stand's frontage. An infantry unit 40mm wide cannot therefore move through a gap that isn't at least 40mm wide. An advance is also considered to be a charge in this respect.

The only caveat to this proposal is that it is possible to imagine situations where a defile, lane, or similar restriction would make it impossible for an infantry unit to engage another. However – because charging stands must always engage to their front this is already the case in some circumstances. These situations arise from the layout of the battlefield, and it is left to players to decide where an acceptable exception is called for. Lanes and bridges 25mm or so wide may look pretty but 40mm wide is more practical – up to you!

Q. The charging rules describe one stand moving before the others. Does this refer to the order that they are placed against the enemy, or does it mean that, when charging, stands move one at a time for their whole movement?

A. When a unit moves it always moves one stand at a time but in a charge this is especially important because the whole charge move and position of the unit in combat is worked out relative to the first stand.



Q. What happens if a War Wagon unit rolls 6 on the Blunder table? Blunder ignored? Re-roll? Move towards nearest enemy as far as you can but don't charge?

A. The rule is the unit must move towards the nearest enemy and must also charge if possible. There are many situations where a charge might be impossible – in which case the unit must move as far as possible but without charging. So, move the War Wagon as far forward as you can but don't charge – leave a gap of 1cm to show the units are clearly separated.



Q. What happens if a Blunder roll comes up with 'no sense in getting killed, sir' for Dwarf Trollslayers?

A. The Trollslayers move up to half pace and don't charge – as the regular result. Perhaps your Trollslayers are not quite as committed to their vows as you thought. Maybe they think the enemy unworthy of their sacrifice. Your opponent will undoubtedly be able to help suggest reasons why your Trollslayers are behaving in this apparently cowardly fashion.



Q. Do Dwarf Trollslayers get their +1 attack bonus against normal units joined by a character riding a monster, or just against actual units of monsters?

A. Dwarf Trollslayers get their +1 attack bonus when fighting a monster troop stand. There is no bonus if they are fighting a non-monster unit that has been joined by a character who is riding a monster.

Q. What happens when a giant that has been Doomed and Despaired goes wild and has to charge the nearest enemy unit within a double move of him?

A. In cases of plain contradiction of compulsory results we recommend that the most recent result always takes precedence. So, in this case the giant shakes off the Doom and Despair and goes with the 'Giant Goes Wild' result.

Q. A brigade is made up of one unit of missile troops in line formation in front of three units of infantry in column (1, 2, 3). All units are within 20cm of the white enemy unit and the brigade has been given an order. Can the missile unit move to the side and the other three units charge (if targets are available) all using the same order? Do the charging units have to move first, then any units that don't charge, or can the units be moved in any order? (diagram 2)

A. *The units can be moved in any order. The rule is units given a brigade order must still form a brigade once they have all finished their move. It does not matter which units touch which other units only that they remain 'interconnected'. However, units that charge are disconnected from their brigade and do not therefore have to be part of the brigade once all the units have moved. (p17).*

The easiest way to understand the brigade rules is to follow a routine of moving one unit at a time. For speed of play it is sometimes convenient to push a whole brigade forward, but this is best avoided where charges are involved or where the position is at all complex.

1. Give an order to the brigade. Let's assume it is successful.
2. Decide which unit you wish to move first. The unit now counts as having received its command. Work out lines of sight for charging immediately (if charging) and move the unit to its new position.
3. Decide which unit to move second. The

unit now counts as having received its command. Work out lines of sight for charging immediately (if charging) and move the unit to its new position.

4. As 3 for the third unit and then the fourth unit if present.

5. Once moves are completed units other than charging units must still form a brigade.

6. Issue a further order to the brigade – repeat if successful.



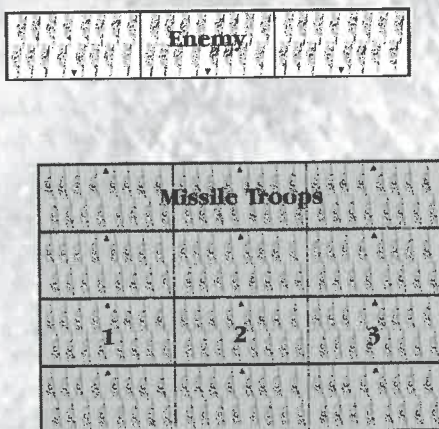
Q. A player wishes to make an initiative charge with a cavalry unit. However, the unit closest to him in LOS is a fortified War Wagon, a unit type it is unable to charge. Can the cavalry unit make an initiative charge at another unit that is still within range, or is the unit unable to use its initiative charge that round?

A. *The simple answer is that a unit can only make an initiative reaction to the closest enemy unit it can see. It can either charge or evade from that enemy (p22).*

In the case of a cavalry unit reacting to a War Wagon it can only evade as it is unable to charge. The only way the cavalry could do anything else is if they receive an order.

The idea is that it is the proximity of the closest enemy that imposes a consideration on the unit and its officers. For example, the enemy might be able to shoot or throw missiles as the unit moves past, it might move to intercept the unit, or the unit's officers or men might fear these threats whether real or not. For these reasons, units must react against the closest enemy. To some extent this represents the unknown and

Diagram 2





unknowable as much as the real threat presented by the foe. A practical effect of this is that a unit of archers at the edge of a wood will prevent enemy cavalry using initiative to charge past their positions against a more distant ally – the presence of the infantry impose a threat that hampers the cavalry's actions.

There are certainly some cases where units that might reasonably be expected to ignore an enemy are still affected by this rule – Bretonnian Knights, for example, who are otherwise obliged to charge on initiative. However, even in such cases we feel it is better not to make exceptions that would inevitably complicate the game and doubtless introduce a further need for exceptions and special rules later on.

Q. The rules state that charging stands which can't be placed with their entire front edge contacting the enemy may be placed so that their front edge touches partially or corner-to-corner. If a stand's movement is constrained by terrain or other units, it's possible that it can't turn to face the enemy. In situations like this, is it permissible to move it so that its flank edge touches the enemy edge, since the front corner is now in contact with the enemy?

If not, what happens? Presumably the unit that wishes to charge is disallowed from doing so, but the rules don't describe the possibility of a charge failing.

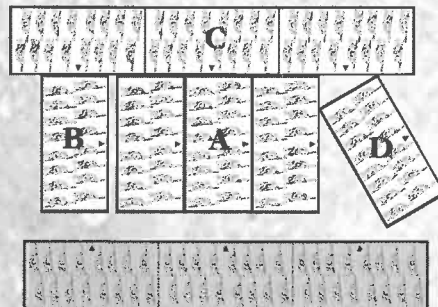
See in diagram 3 the white unit (A) wishes to charge the grey unit, but is constrained from turning to face its enemy by the other units in its brigade (B, C & D).

A. The rule is that the **closest** stand must be placed with its **front edge** against the **closest edge** of the closest enemy stand. That is the **first** charging stand. Where possible the first charger and target stand must be placed centre to centre. Where this is not possible because the edge is partially covered the charging stand must be placed so that it covers as much of the target edge as possible.

In no situation can the first charging stand be placed so that it contacts only at corners, or at its side or rear edge, or not at all. If the first stand cannot be placed with its front edge against the target stand's nearest accessible edge then the charge simply doesn't happen – there isn't room or the would-be charger doesn't have enough move distance.

Diagram 3

In this situation there isn't room for unit 'A' to place a stand against the enemy – therefore it cannot charge



MODELLING MASTERCLASS part II

By Stephan Hess



Foundations

If you followed last issue's article you are now well on your way to becoming the proud owner of a new wargames table. Before we start filling it with terrain we'll take a look at the bases or modules for the terrain itself. OT (Ordinary Terrain) style terrain pieces will need their own integral base whilst MT (Modular Terrain) will require a base for the module itself which I call the module body.

BASING SCENERY FOR O.T.

Bases make terrain easier to handle and stop it falling over. This is especially important for trees and card buildings which might otherwise be knocked over or displaced during play. In the case of woods and similar features the base conveniently demarcates the area covered by the entire wood/feature. This also allows us to use relatively few tree models thereby permitting practical movement of models within the wooded area.

Larger bases are needed for multiple or complex terrain features; a river running through a wood for example. In the case of villages I prefer to group several buildings onto a single base. This makes it possible to add streets, fences, a well and whatever else you fancy and turn the makeshift assembly of buildings into something more interesting.

It is highly recommended that you stick with one style and one kind of material for all your bases. Even where terrain pieces don't really need a base it looks better if all terrain pieces are based in the same way. The thinner the base the less obtrusive it will appear. I prefer such a base not to be thicker than 5mm, 3 to 4mm being the best compromise between appearance and ease of handling.

Metal sheet. Most thin wood or card gets rather wobbly, but a sheet of metal retains its stiffness in really thin sheets. Admittedly metal is harder to work than card or wood. Some metal sheets are supplied with a coating of grease to prevent the metal from oxidising. Make sure you wash off any residue of this kind

right at the start. Surprisingly, metal will often take wood glue reasonably well if you score the surface.

A metal base less than 1mm thick will be perfectly stable. Thicker sheets are rather heavy and more difficult to work with. However, any base thinner than 2mm is hard to pick up, and often leads to it being picked up by a delicate feature instead of the base itself. This can damage the model and the whole thing will come apart if handled carelessly.

Cardboard. It is possible to glue multiple layers of thin card together to get a thicker base and for stability. This adds another step to the building process and does not cure the major drawback of warpage. Corrugated cardboard is preferable to ordinary cardboard, but is still liable to warp and can be bent, creased and nicked more easily than other materials. You will need to use an all purpose filler to get closed and smooth edges because of the corrugations.

Plastics. These come in many quite different forms. The soft expanded foams will easily snap if used in thin sections of 5mm or less. They also tend to bend under the weight of all but the lightest terrain features. An exception is 'architectural foam' or foam-board as it is often called. This is a layer of soft foams sandwiched between layers of cardboard top and bottom. This material is good for most purposes and can be obtained from some hobby or art stores specialising in architect's materials.

Poly Vinyl Chloride (PVC) & Polystyrene (PS). These are the most widely accessible types of hard plastic. Polystyrene is available in hobby shops while PVC can be found in DIYs. 'Hard-PVC' is most suitable. It can be worked using wood or metal cutting tools. PVC can be glued to PVC with contact glues. It can be bonded to other materials with super-glue or two-part epoxy. After roughening it will hold wood glue well enough. Polystyrene is very widely used and is familiar in the form of model kits. It can be worked with ordinary tools. With power tools you will need to use high revolutions and slow stepping speeds. Polystyrene can be glued using 'plastic glues' or polystyrene cement, or by means of solvents. It will take wood glue well enough but it is best to score the surface first.

Acrylic glass. There are two qualities; cast

(GS) and extruded (XT). Cast is more expensive, but is easier to work with and will not splinter so readily when cut, milled or drilled. It is not a natural choice for bases because of the cost, but for a display table or if you have different basic terrain (i.e. sand as well as grass) it might be worth it. Acrylic glass is available in some hobby stores or architect's shops. It can be worked using ordinary tools, but tools designed for treating metal are recommended. Solvents like Dichlormethan will bond it very well and without a seam, either to another piece of acrylic glass or other soluble plastics like polystyrene. Use contact glue and silicone to glue it to other materials.

Wood. The most suitable is plywood, HDF (High Density Fibreboard) and hardboard which can be used as thin as 3 mm. Hardboard is despite its name rather soft and edges get damaged easily even under normal handling conditions. For bases this is not too much of a problem as most bases will not have vulnerable pointed corners. Plywood is the wood that will warp most easily and is the most expensive. HDF is first choice because it is well suited to the task and it is not expensive.

Making your Bases

In my view irregular shaped bases look better because they naturally distract the eye from the edge itself. Regular shapes can be chosen to underline the nature of a terrain piece or when more than one terrain piece will be arranged touching each other. If you base your buildings on rectangular bases you can place them next to each other to create the impression of a larger town.

Naturally the base will be need to be bigger than the feature that stands on it. By placing the terrain features close to the edge, within 5mm say, the surrounding edge will tend to look like an integral part of the feature. On the otherhand it is sometimes a good idea to leave a space large enough to place an infantry stand along the edge – allow 22mm for possible overhang which allows you to deploy within a wood without the trees getting in the way.

When the bases are not meant to fit against one another, chamfered edges will give a more professional look and minimise the apparent thickness of the base. An angle of 45 degrees is fine. Flatter angles might look better but

anything less than 30 degrees and the edges will break too easily.

A scroll saw is ideal for cutting bases. Scroll saws are the power version of fretsaws and are at home cutting any kind of shape.

MAKING THE BODY FOR MODULAR TERRAIN

Modular terrain consists of individual modules that can be arranged in as many ways as possible. To ensure flexibility without chaos I begin with a grid – the smallest division of a grid being a single square or cell. Each module is designed to fit exactly into a single cell or into a pattern of adjacent cells.

The narrower the grid and therefore the cell size the more varied and intricate the scenery and the more modules you'll need to fill the table. I find 25cm is about the minimum width that allows for a feature like a (wide) river or the slope of a hill. Consequently, choose a grid size of at least 25cm to produce a cell edge length (CEL) the desired distance. Keep in mind that choosing too wide a grid will reduce the flexibility of the system.

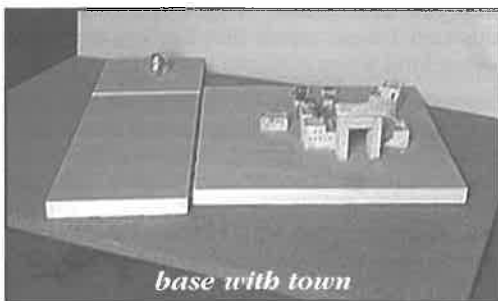
You can also design modules that spread over more than one cell – which gives you the best of both worlds. In practice a CEL of between 25 and 40cm has proven the most practical. The exact size depends on the size of the gaming table.

It is perfectly possible to design a modular system based around hexagons, but I find squares work much better on the whole. The best reason to choose a hexagonal grid is that you can rotate a module in six instead of four steps, and of course we wargamers all love hexes. I have built a table with hex modules and got rid of it because the gain is very small for the increased complexity.

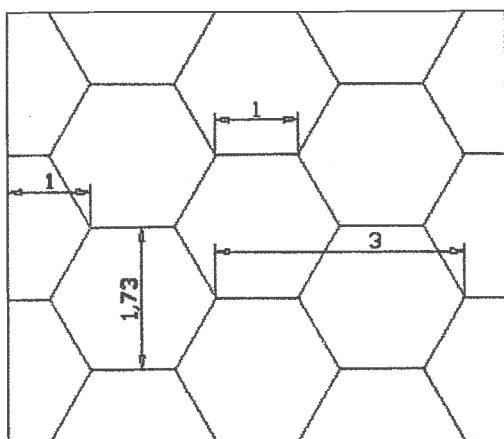
With both cell shape and size sorted, the next thing is to decide how deep you can dig into any module. A good dig-in-depth (DID) for Warmaster is 3 to 5cm. So you can have gorges, rivers and gullies up to five times the height of a Warmaster miniature. A depth greater than 5cm is of no great use in this scale except for very specialist terrain pieces and for those we can find a different solution. This ability to dig in to the terrain is one of the advantages of modular terrain. To make the models you will need dense insulation foam as thick as the DID, so check first what's available at your favourite DIY.

Cell shape, size and edge length will naturally define a set of standard modules. For hex cell modules you will also need half cell modules to match the table edges.

For square cells we only actually need one design of module, but as the time needed to make a module body varies little irrespective of its size it is a good idea to include double and



base with town



Mapping out your hexagon modules

quadruple sizes too as this makes them quicker to build. To begin I suggest this rule of thumb:- about eight cells should be covered by single cell modules, about half of the remaining cells

CEL Size

To find the optimum CEL size for your table divide the width once by 25cm and once by 40cm and note the results. The results indicate the range of cells that will fit the table width. For all possible cell numbers we calculate the cell width (rounding down to the nearest cm). Now divide the table depth by the cell width and see how close you get to an integer result. 30cm would be the perfect cell size resulting in a grid of 5 x 7 cells. If you're not satisfied with any result reverse the role of width and depth and try again. Like so often in life this reads more complicated than it is.

Hexagons are more complex so I will be brief – you will find further explanation on my web site (www.brumbaer.de). Remember with hex cells you can never fill a rectangular table completely. To do so special edge cells of at least two types are needed and so you will have to make some special modules for the sole purpose of using a rectangular table efficiently. To make everything as simple as possible the hex cells should fit in the way shown over.

Divide the table width once by 75cm and once by 120cm and note the results. The results indicate the range of double cells that will fit the table width. For all possible double cell numbers we calculate the CEL. If we go for 5 rows we will get a CEL of 24 cm. Note that the orientation for hex cells is important and the cells will only fit on the table if properly oriented. Note that any feature running from one module to another must not be wider than 24 cm in this example. Like so often in life this sounds as complicated as it is.

should be covered by double cell modules, and the other half by quadruple cell modules. About 50% of all cells covered by the modules should be 'open ground' and the open ground cells should be spread evenly over the three standard types.

Making the module bodies

As all module bodies are made in the same way I'll only describe how to make those for the standard type.

DIY stores will cut the wooden sheets to size for you but only in rectangular shapes. So if you do square cells, you can leave the shop with ready-made module bodies. For the table described in last issue you would need to buy 9 sheets of 30 x 30cm, 7 sheets of 30 x 60cm and 3 sheets of 60 x 60cm.

For hex cells it is not that easy. For single cell modules get sheets cut to a length of twice the CEL and a width of 1.73 times CEL. Mark the centre of both smaller sides. Mark the quarters of both wider sides. Draw lines from the centre to both adjacent quarter marks and cut along.

For half-cell hexes get the sheets cut to CEL and a width of 1.73 times the cell edge length. Mark the centre of one of the wider sides. Mark the centres of both smaller sides. Draw lines from the wide side centre mark to both other centre marks and cut along. For the other half cells get sheets cut to a length of twice the cell edge length and a width of 0.86 times the cell edge length. Mark the quarters of one wider side. Draw a line from each of the marks to the closer of the opposite corners and cut along. Did I mention that hex modules are more complex than rectangular modules?

Foam of the kind with a foam core is best for making module bodies. The standard expanded polystyrene foam used for packaging is the least suitable material. Dense insulation foam is the way to go. It comes in different kinds, colours and thicknesses. Try to stay with one type as this will ensure a consistent depth and appearance.

You can either make the module bodies from foam alone or from a foam core within a frame. I've built both types and those with wooden frames are now seven years old and don't show any wear other than dust. On my Warmaster table I decided to dispense with the frame and now after one and a half years the corners are chipped and some edges have broken although I must admit that I'm not the most loving kind when it comes to terrain though.

Frameless Bodies. For those who are perhaps more easy going on their terrain that I am, we'll deal with the frameless version first. DIY stores won't usually cut foam so you will have to do it yourself. A large circular saw is useful. Few table saws provide a sufficiently deep cut and most struggle with pieces of 5cm

thickness. With a circular saw it is difficult to get cuts that are accurate, especially after changing the settings of guides and rulers, so it is a good idea to cut some spare or scrap material first until you are satisfied the saw is set-up to cut the exact length you want.

An alternative method to make wooden templates for the standard module sizes. Then put them on the foam and cut along with a long bladed knife or saw (thermos saws/polystyrene cutters are good for that). This works reasonably well so long as you are careful to maintain a right angle: the thicker the template the more guidance it provides.

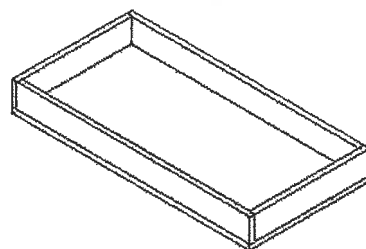
Framed bodies. To make a framed body you will need to construct a foam core with a wooden frame. This makes the module extremely robust and you can increase this even more by adding a wooden bottom piece so the foam is supported all around. A bottom piece will also help to align the frame sides. If you use sturdy battens for the frame this is not such an advantage, but if you use thin sheets for the sides I recommend adding a bottom sheet as well. There are different ways to build the frame, but to save space I'll concentrate on the method I find fastest. You could try using hard plastic sheets instead of wood but as you will need to glue the plastic this is likely to melt the foam so experiment beforehand if you want to pursue this option.

I prefer to use sheets of 5mm HDF for the frame and bottom. This is the minimum thickness I'd recommend. If you can't get HDF use plywood or hardboard whichever you prefer. Hardboard however, is a poor third choice as far as I'm concerned because the edges get damaged so easily.

The bottom sheet must be cut to the module's dimensions. On a module intended to lie at ground level on all edges (e.g. a stretch of plain grassland) the sides will need to be the same height as the foam core. Before you build your first module measure the foam you intend to use. It might be specified as 4cm deep but it may well be slightly thinner or deeper and it is best to check before committing yourself. This will determine the height of all ground level sides that you will ever build. If the foam is thinner than specified use the specified thickness as you can raise the foam insert slightly in its frame, if it is thicker use the measured thickness as your nominal ground height.

To start with we'll look at making standard modules as quickly and efficiently as possible. More complicated shapes are built using the same methods but need a bit more thought. For the sake of clarity we'll only concern ourselves with module bodies that have edges aligned to ground level, more complicated matters can be left for later. Similarly we'll start with modules based on square cells.

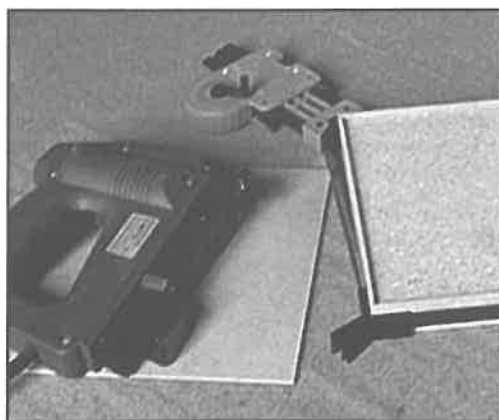
Because the saw cuts sheets at a 90 degree angle and the corners have to be at 90 degree angles we can join the pieces together using simple butt joints – there is no need to mitre the joints. Thus we need only two sizes of edge piece for all our standard modules. Both will have the same nominal ground height and the length of one is CEL minus sheet thickness and the other is twice the CEL minus sheet thickness.



Standard framed module

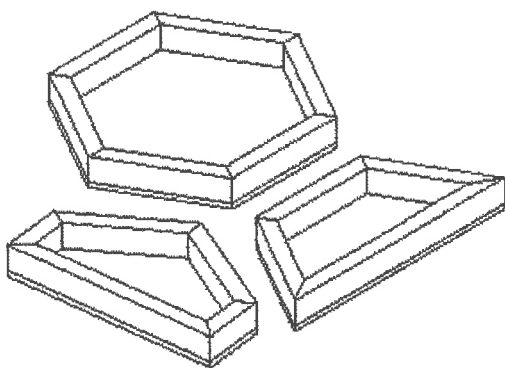
Get yourself some sheets 30cm by the specified length. This will mean three sides are already cut to the correct dimensions. All you need to do then is use a circular saw to cut off strips in the required width (the nominal ground height). You can use any other saw but a circular saw is quickest. Remember to check that the saw is set-up to give the correct size by cutting a spare piece first. If you don't have the means to saw strips accurately it is better to use thicker wooden battens for the sides instead (see below). As you will need plenty cut some extra when you're at it.

With hex cell based modules mitre joints must be used. For a cell sized module each side piece needs to be as long as a cell edge and will require a 30 degree mitre joint at the vertical edges. You will need to make two different half hex types. For one you will need two standard sides, two sides of half length with one 30 degree mitre joint and one 90 degree joint, and one side 1.73 times the standard length width minus twice the sheet thickness – this with blunt edges. Of course you can use mitre



All the tools for the job...

joints entirely here as well. In this case the long piece is the full 1.73 and the half sides get one 30 degree and one 45 degree mitre joint. The other half-hex types will require one standard side, two sides of the same length with a 30 and 60 degree mitre joint and a long side the same length as the outer diameter width of the hexagon – this will need two 60 degree mitre joints. Have the sheet cut to about 30cm by a bit more than the required side length (depending on your tools between 1 and 5cm to allow for cutting round). If you haven't already guessed as much, square cell based modules are the easier to make.



Hexagon module frames

Before assembling the frame it is a good idea to make a wooden former to hold it in place as this will save time later. We will obviously need a different former for each of the standard modules that we intend to build. The former has exactly the same footprint as the module body's bottom sheet with every edge inset by the width of the sheet. To help support the sides during assembly it is helpful if the former is quite tall – ideally the same height as the side pieces themselves.

Take the former and arrange the side pieces around it adding a bit of glue to the side pieces where they join. Fasten with a band clamp. Put the bottom piece on top of the assembly and use a staple gun to fasten it to the sides. You can add some glue for good measure but it is not necessary. When the bottom is fastened remove the band clamp and, if you have used butt joints, use the staple gun to lock the connecting sides firmly in place. And don't forget to remove the former before the glue starts to dry!

It is possible to use a hammer and tacks to join the frame rather than use the staple gun, but it is much slower, not as much fun and more dangerous for your thumb. It is also possible to use glue alone, but you will have to wait until the glue is dry before you can go on and that is rather slow.

Next put the former on the foam and, using it as a template, cut out along the edge to create

your foam core. Put some wood glue on the bottom of the core and insert it into the frame. Do not take too much glue as it will take a long time to dry. You might think it possible to cut the core first and use it as the former to hold the frame as it is assembled. However, bear in mind it is difficult to cut the foam exactly (even using a circular or a thermo saw/polystyrene cutter) and that the foam is soft and will give under the strain of the band clamp.

When the core is inserted in the frame you might find there is a gap between frame and core (it happens). Use suitable filler to cover it. There is a type of filler especially designed for foam but it is not needed. I recommended any ready made filler.

With a bit of practice you can make a square module body as described here in less than 10 minutes no matter whether it is a single cell or four cell module.

If you make modules using shapes that are not standard rectangles or hexes you will have to consider two additional points. The first is that you will have to make a stencil so that the band clamp will work and secondly the standard sides you created earlier will not be sufficient and some additional side pieces with new dimensions will have to be cut.

If you do not have a circular saw it is simpler for you to use wooden battens to make the sides of the frame. The main point is to buy wood of a dimension that will give you the correct height for the module straight-away. In practice it is just like using thick sheets. If you can't get battens that give exactly the desired height get some that are slightly smaller and sand the foam down where it touches the frame. Alternatively buy them slightly higher and set the foam core higher in the frame to compensate. Glue the side pieces together with the aid of the former. There is no need for a bottom piece – the module will be plenty sturdy enough because of the thick frame. When the frame is dry put it on a flat surface. Take the foam core and sparingly apply glue to its sides before inserting in the frame. Press the foam down so that it is flush with the top of the frame and let it dry.

So far we have only dealt with modules intended to reach uniform ground level at every edge. Some modules will need edges that rise above or fall below this level. The most obvious examples are hills and rivers. We expect any river crossing a module edge to fit at any other river edge of another module. This can only happen if the river crosses the module edge in the exact centre of a cell. The riverbed has to have the same shape on both sides of the centre line. What the river looks like on the module doesn't matter, it can turn to a lake or a rivulet but where it runs to an edge the river must have the standard shape and size.

The best way to do this is make a standard river template. Take a standard single cell sized side piece that you have already prepared and cut out a shape that corresponds to the desired profile of the river bed. This must be absolutely symmetrical so either use a computer to create an outline pattern or draw one half on a piece of folded paper and cut out the shape to make a pattern. Use the pattern to copy the river bed profile onto your template. Be careful to mark out the exact centre of the template first. Note that if you are making your frames with butted edges the centre of the frame piece will be off-set by the sheet thickness, so your template will also need a profile that is off-set by the thickness of the material. Even so, you will still only need one river template for any size edge because just by flipping it over you can accommodate a length that butts at either end.

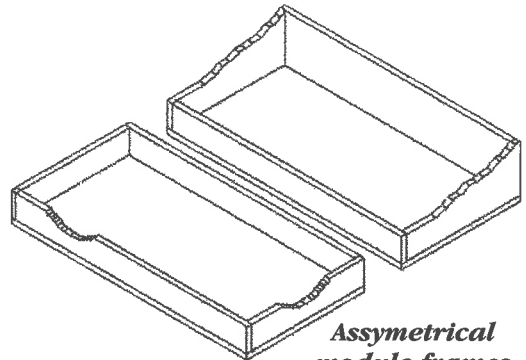
Make sure your river template is carefully labelled so that you don't accidentally mix it up with pieces you cut from it. To use it place it over any standard side piece and draw a pen along the river bed. Because of the thickness of the pen the outline will be smaller than the templates cut, but that is no problem, because all sides will still be the same.

For roads (except high ways in the literal sense) you will not have to change the sides but you must still bear in mind that all roads have to have the same width and must always be symmetrical to the cell centre point so that they join up. Of course this means that you will never have a river and a road that cross the same cell edge – though this is no problem as you can construct crossings on the modules themselves.

Asymmetrically features such as slopes are more awkward. Modules can only connect where the slope runs at exactly the same angle and distance. Because of this the feature does not have to be centred across the corresponding cell edge but it is necessary to plan out how the pieces will connect relative to each other. Wherever you place the slopes, if you are using butted joints you will still have to off-set the slope on the frame edge piece relative to its centre depending on which way

it butts to its neighbour.

Models that incorporate slopes often have edges that are higher than ordinary ground level and you will find it useful to have additional formers of the required height. If you don't have a former of the required height it is a good idea to have plenty of spare packing material at hand to level it up so you can fix the bottom piece in place.

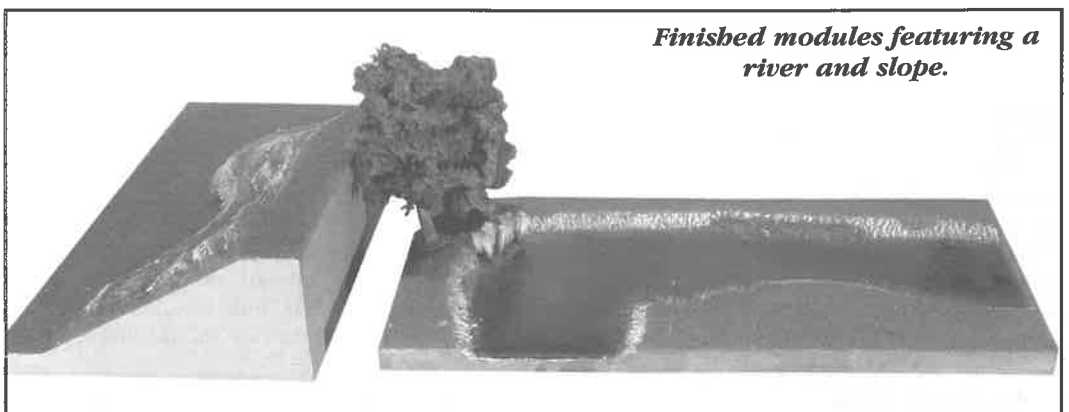


Asymmetrical module frames

If you use battens for your frame you can cut into them to provide the appropriate profile in the same way as for thinner material – though it's harder work. For features that rise above ground level it is not worth attempting to raise the batten – though this is possible it is hard work. Instead it is easier to model the terrain feature over the top of the frame edge. This makes a less robust edge and is less exact as the sides would otherwise act as but it saves a lot of work.

Regardless of the exact type of module I find it a nice touch to put some self-adhesive felt pads (available in DIYs) on the bottom of the module body. This isn't strictly necessary but it's recommended, as the modules will sit nicely onto the table without damaging either table or the module itself.

And that's it for this issue. Next issue we'll start with real terrain. Have fun but please take care when using any of the tools described in this article.



Finished modules featuring a river and slope.

The Council of War

This section of WarMag has been created as a forum for readers to provide their input and feedback on Trial Rules from previous issues. This issue we deal with the Vampire Counts army list from issue 5 and have asked Tom Merrigan, the article's author, to respond to your feedback.

Dear Fanatic Crew,

Sorry to bother you, I know you folks are very busy! I had a few comments about the new Vampire Counts army list featured in WarMag 5, and my friend Wayne Rozier suggested I might email them to you. Overall it is an excellent list, I just wanted to raise a few points though. While I appreciate that Tom Merrigan put a great deal of work into composing and testing these rules, I felt that nevertheless some errors may have crept in. Hopefully these will help if a final, non-trial rules version of the list is ever published. (Perhaps there will be a compilation of all the new Warmag rules eventually?)

1. The Winged Nightmare mount. Although it only costs 40 points, it has the exact same stats, rules, and min/max limits as the Empire Griffon and the O & G Wyvern, which both cost 80 points. While it is sometimes appropriate to modify the cost of a unit to help balance the list as a whole, surely a difference of 40 points is a bit much? Perhaps the cost should be 65 or 70, if it was intended that the Winged Nightmare be cheaper than it 'should' be, but certainly not 40 points less.

2. Basing. The direction the models are based in is very important. Models based facing the short 20mm edge are far more powerful than those that face the long 40mm edge. The Vampire list makes no mention of any special basing conventions, so it must be assumed that the Fell Bats and Dire Wolves, being Monsters and Cavalry respectively, should face the short edge. However, the painted examples of the units shown on the cover and inside cover depict both these units based towards the long edge. This is an exception to the rules for monsters, and if it was intentional, should have been mentioned in the army list. This is the case for the only two units that have this exception, the Kislev Bears and the Chaos Harpies. I'm not sure that it was intentional though, because on page 12 Tom Merrigan says of Carrion and Fell Bats: 'In fact, the stat line and special rules for the two are identical and so in retrospect, the Fell Bats are simply Carrion, but (with) a different name.'

Perhaps in his haste to get the army painted for publication, Tom mistakenly based the Bats and Wolves the wrong way? In any case, this needs to be clarified, because it is very confusing as it stands.

3. Vanhel's Danse Macabre. In effect this spell is identical to the Empire's Voice of Command spell, and to the Bretonnians Lady's Favour spell. However, while it requires a 5+ to cast, just as the other two spells do, it has a range of 40cm while their range is only 30cm. For the sake of simplicity and consistency, it would be better if it had a range of 30cm as well.

4. Black Knights. These are basically identical to Skeleton Cavalry from the Khemri Undead list, except that they have 3 attacks instead of 2. However, they cost 90 points where the Skeleton Cavalry only costs 60. Typically there is a difference of 5 points per stand for an increase of +1 to a unit's attack value. While I understand that Tom wanted this army to emphasise infantry, the Grave Knights are already constrained by having a max of 3 units per thousand points. It would be more appropriate and consistent with other lists if they cost 75 or 80 points instead of 90. Alternatively, (And more appropriately, given that Tom meant for them to be heavily armoured undead knights,) they should have a 4+ save and cost 110 or 115 points.

5. Grave Guard. Although Tom says that these are meant to be heavily armoured nobles, and says he based them on High Elf spearmen stats, they have a save of only 6, the same as any typical lightly armoured melee infantry. It would be a lot better if they had a save of 5+ and cost 60 or 65 points.

6. Black Coach. The special rules for the Black Coach state 'The Black Coach causes Terror, and enemies fighting against it will suffer a -1 combat penalty.' Every other Terror causing unit in the entire game, including the Winged Nightmare in the same list, all simply state that the unit causes Terror. It is redundant and potentially confusing to go on to say that there is a -1 combat penalty, since that is the only effect Terror has. As it is written, a careless or unscrupulous player could argue that the Black Coach causes a sort of "super terror", with a -2 penalty to enemies. If this was what was intended, it should have been made clear, and have read 'The Black Coach causes great Terror, and enemies fighting it will suffer a -2 combat penalty instead of the usual -1.' I assume though that Tom meant only that it causes Terror, and the rule should simply say as much and no more.

7. Skeletons. This is simply a subjective

objection. I think Skeletons should have been included in the army list. The existing models are completely appropriate, and there is nothing particularly Khemri-like about them. (Unlike the Skeleton Bowmen, some of whom wear Khemri head-dresses that would look out of place in Sylvania.) Chaos and O&Gs share Ogres and Trolls, why can't Vampire and Khemri Undead share Skeletons? Vampire Count armies have always had Skeletons in Warhammer. This would increase the number of units in the Vampire army to 9, which is perfectly acceptable as several armies have as many or more unit types. Allowing Skeletons would give existing Undead players further incentive to build a Vampire Counts army.

Plus there is no harm in giving people another reason to buy Skeletons!

Thanks for taking the time to read this. I hope that at least some of my ideas will prove useful.

James Hughes (and many others)

Tom, on the spot...

Let me first deal with the issue of basing. Many people have commented on the manner the Dire Wolves and Vampire Bats have been mounted – facing the long base edge as opposed to the short edge that is common with Cavalry and Monsters. There were two reasons for doing this. The first was one of personal preference, as I wanted these units to function more as packs and swarms respectively and perhaps I should have written something to this effect in the article. It seemed to fit with the look of the miniatures as well.

The second reason (which is far less significant for myself than the first one) was a tactical choice. It is commonly regarded that units facing the short base edge are more powerful and resilient than those units facing the long base edge. By changing the facing on the Dire Wolf and Vampire Bat units I was intentionally able to make them less resilient, allowing me to reduce their points and make them a feasible option within the army list.

There has also been some muttering about the cost and effectiveness of certain units – in particular Grave Guard and Grave Knights. My response to this is not to compare the cost of a unit with one stat line to the cost of another unit in another army with the same stat line. The cost given to a unit is based on how effective that unit is within the army. This is an important element that games developers must consider and why it makes using formulas slightly hazardous – generally they work, but there are exceptions to the rule. Having said that though I am willing to concede that I did make a mistake in regards to the Winged Nightmare. Originally it only

added +1 attack to that of the rider for a cost of 40pts. Later, during play testing this was increased to +2 but I forgot to update the final copy sent to Fanatic from my notes. So, the Winged Nightmare should add +2 attacks to that of its rider (after all it is a Monstrous Mount) and should cost 60pts – yes, that is 60pts and not 80pts like the Empire Griffon.

A few other mistakes also made it into the final version due in no little part to some rotten Goblins fiddling with the printing press. The range of Vanbel's Danse Macabre should be 30cm instead of 40cm. This was the range the spell had during play-testing and the 40cm range is incorrect. Also, in the Black Coach special rules section it should say that 'The Black Coach causes Terror in its enemies' instead of 'The Black Coach causes Terror, and enemies fighting against it will suffer a -1 combat penalty'.

A question I am commonly asked is 'Why are there no Skeletons in the army list'. Originally there were Skeletons in the list but I cut them from the final version as I had always imagined the troops of the Vampire Counts as the 'Wet Undead'. Traditionally their armies are drawn from the moist graveyards of the Old World where the rotting flesh still clings to the bodies of the dead. This is in contrast to the 'Dry Undead' of Araby where the harsh heat of the environment has long since scorched the land and reduced its dead to piles of brittle bone. I also surmised that units of Zombies would include some skeletal figures amongst the freshly charred corpses, but in game terms it would make no difference.

Also, I wanted the list to be have its own character without drawing on any of the units that had previously been developed. It is a completely new army for Warmaster, with new troops and miniatures. If you want to field skeletons then you should collect a standard Undead army or alternatively, come up with some rules that introduce allies into the game. Skeletons don't belong in the list because they do not fit with the character of the army I was trying to create.

The only other comment for me to make is to say thank you to those who have taken up the mantle and started collecting a Vampire Counts army and for everyone to keep sending in praise/criticism for the army. I am always happy to answer queries and can be contacted at tlm@start.com.au. If anyone wants further information on converting models for a Vampire Counts army then I am also happy to impart what knowledge I have.

Lizardman Army



Slann on Palaquin FWRM043

£4.00 for complete model



Lizardmen Character Set FWRM034

£5.00 for complete set



Lizardmen Skinks FWRM036

£5.00 for 6 random strips



Lizardmen Saurus FWRM041

£5.00 for 1 command strip and 5 random troop strips



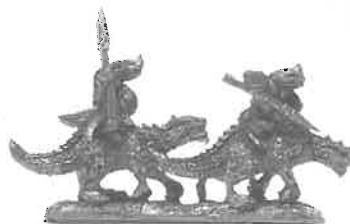
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LIZARDMEN

From the temple cities of Lustria come the Lizard men. Led by the ancient Slann the armies of the Lizardmen contain the fiercest Saurus and the swift Skinks. Giant beasts known as Stegadons also accompany the Lizardmen to war providing strong points in the Lizardman line.

Lizardmen Army

Two units of Skinks, two units of Saurus, a Stegadon, a unit of Cold Ones, a unit of Salamanders, a unit of Kroxigor, a unit of Temple Guard, a unit of Terradons, the Character Set and the Slann on Palaquin for £57.00 plus postage.

Starter Armies – £55.00 (plus postage)

We've put together some starter armies that include enough units to make up a 1000pt Warmaster army. These are ideal for both new players to Warmaster and for those who wish to expand their existing armies in increments of a 1000pts.

Brettonnia

The noble Bretonnians are the latest addition to our growing range of Warmaster armies. Bretonnian armies are famous for the impetuous and neigh-on unstoppable charges of their armoured Knights.

Bretonnian Army

A Bretonnian Character set, Three units of Knights, one unit of Mounted Squires, two units of Bowmen, two units of Men-At-Arms, a unit of Grail Knights and two units of Peasants for £55.00 plus postage.

KISLEV

Kislev is located to the north of the Empire, and its peoples have to fight a constant war against raiders from the Chaos Wastes. Kislev armies are famed for their superb light cavalry and ferocious bears.

Kislev Army

A Kislev Character set, two units of Axemen, two units of Knights, two units of Bowmen, three units of Horse Archers a War Wagon and one unit of Bears for £55.00 plus postage.

UNDEAD

The dread Tomb Kings of Khemri are cursed to fight an eternal battle, where those who die are forced to live again. Undead armies consist of hordes of Skeleton infantry and cavalry, supported by chariots and undead monsters.

Undead Army

An Undead Character, two units of Skeletons, two units of Skeleton Bowmen, one unit of Carrion, one unit of Skull Chukkas, two units of Chariots, one Bone Giant and two units of Cavalry for £55.00 plus postage.

CHAOS

The forces of Chaos are led by grim Chaos Warriors, who command warbands of monsters and brutal human Marauders. Their armies are continually at war with each other and the rest of the world.

Chaos Army

A Chaos Character set, two units of Chaos Warriors, two units of Chaos Marauders, one unit of Ogres, one unit of Harpies, one unit of Chaos Knights, two units of Marauder Horsemen, one unit of Dragon Ogres and one unit of Chaos Hounds for £55.00 plus postage.

ORCS & GOBLINS

Orcs are ferocious raiders who descend like locusts upon the civilised lands of the Old World. Their armies consist of masses of Orc and Goblin infantry, flanked by sweeping hordes of Wolf and Boar riders.

Orc and Goblin Army

An Orc Character set, two units of Orc Warriors, one unit of Black Orcs, two units of Goblins, one unit of Trolls, one unit of Boar Riders, one unit of Wolf Riders, one unit of Wolf Chariots, one Giant and one Rock Lobber for £55.00 plus postage.

DWARFS

The Dwarfs are a long-lived race who never forget a grudge, and who value gold above all other things. Dwarf armies never include cavalry, but this is more than made up for by the legendary stubbornness of their infantry.

Dwarf Army

A Dwarf Character set, four units of Warriors, two units of Thunderers, one unit of Trollslayers, one unit of Cannons, one unit of Rangers, one Gyrocopter and one unit of Flame Cannons for £55.00 plus postage.

HIGH ELVES

The High Elves are the oldest and most civilised race in the Warhammer world. Their disciplined armies consist of a core of superbly trained archers and spearmen, supported by contingents of fast-moving cavalry and chariots.

High Elf Army

An High Elf Character set two units of Spearmen, two units of Archers, one unit of Elven Bolt Throwers two units of Silver Helms, one unit of Reavers, a Dragon Rider, and two units of Chariots, for £55 plus postage.

The Empire

The Empire is the largest and by far the most powerful of the realms of man. The backbone of the Empire's armies are its well-trained infantry, supported by the Knights of the Empire's knightly orders.

Empire Army

A Character set, two units of Halberdiers, one unit of Handgunners, two units of Crossbowmen, one unit of Flagellants, two units of Knights, one unit of Pistoliers, one Empire Steam Tank and one unit of Cannons, all for £55 plus postage.

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Chaos Lord on Dragon

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The Battle of Tinkiwinki

Read all about this battle report on pages 12-20.



The massed cavalry see off the Saurus guarding the temple (Turn 2)



Flagellants charge Skinks and Saurus seeking cover in the jungle (Turn 3)



The mighty Stegadon crushes the human battleline. (Turn 4)

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*Lizardman miniatures
(Top) Slann Mage Priest,
Skink Hero and Shaman,
(middle) Saurus Hero
painted by Agis Neugebauer
(Bottom) Stegadon painted
by Rick Priestley.*



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