

Issue 11

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WARMMASTER

MAGAZINE

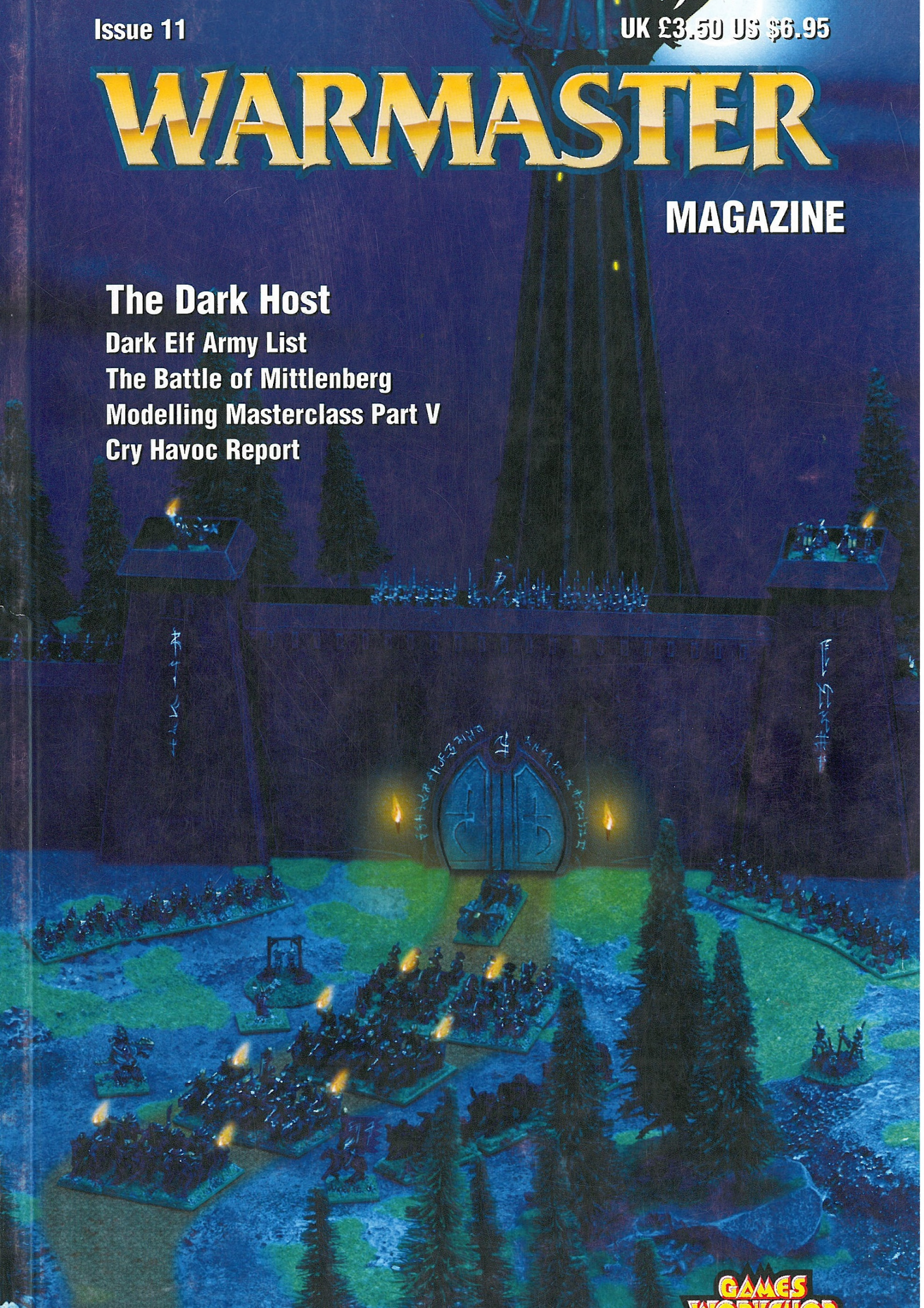
The Dark Host

Dark Elf Army List

The Battle of Mittlenberg

Modelling Masterclass Part V

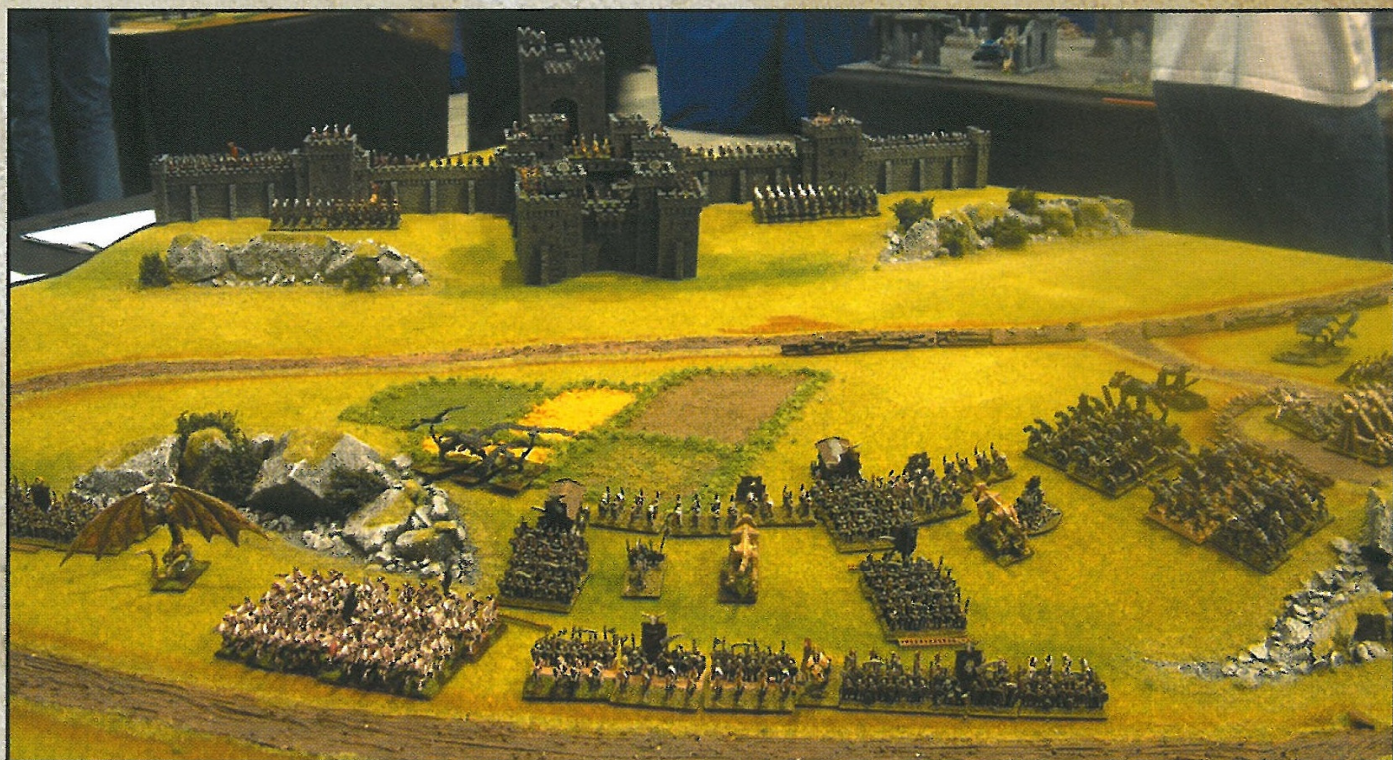
Cry Havoc Report



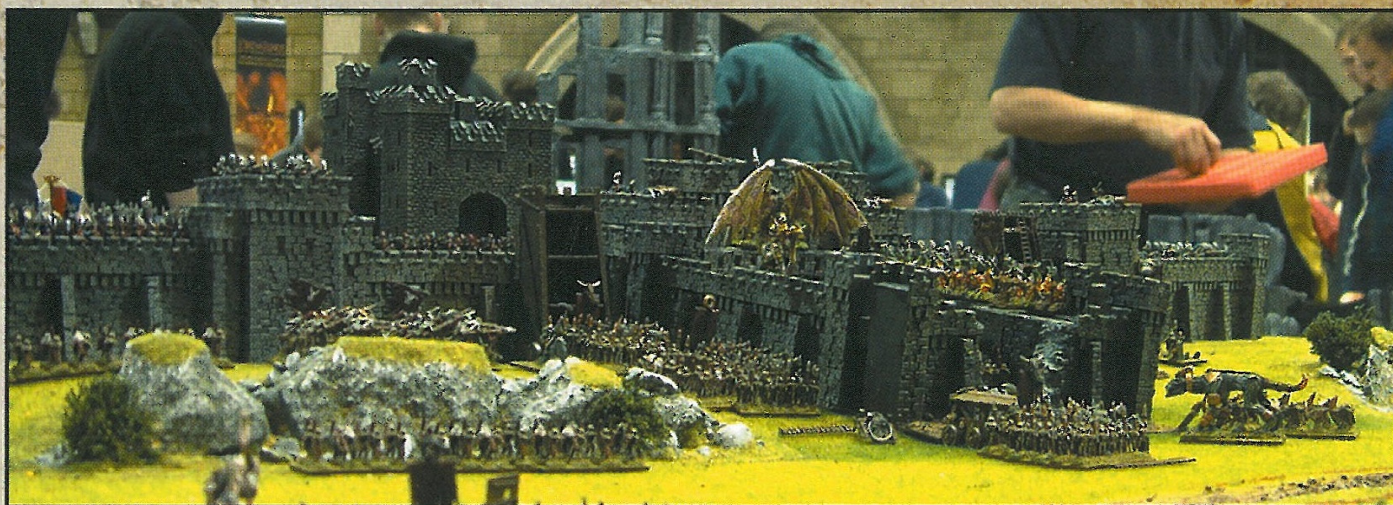
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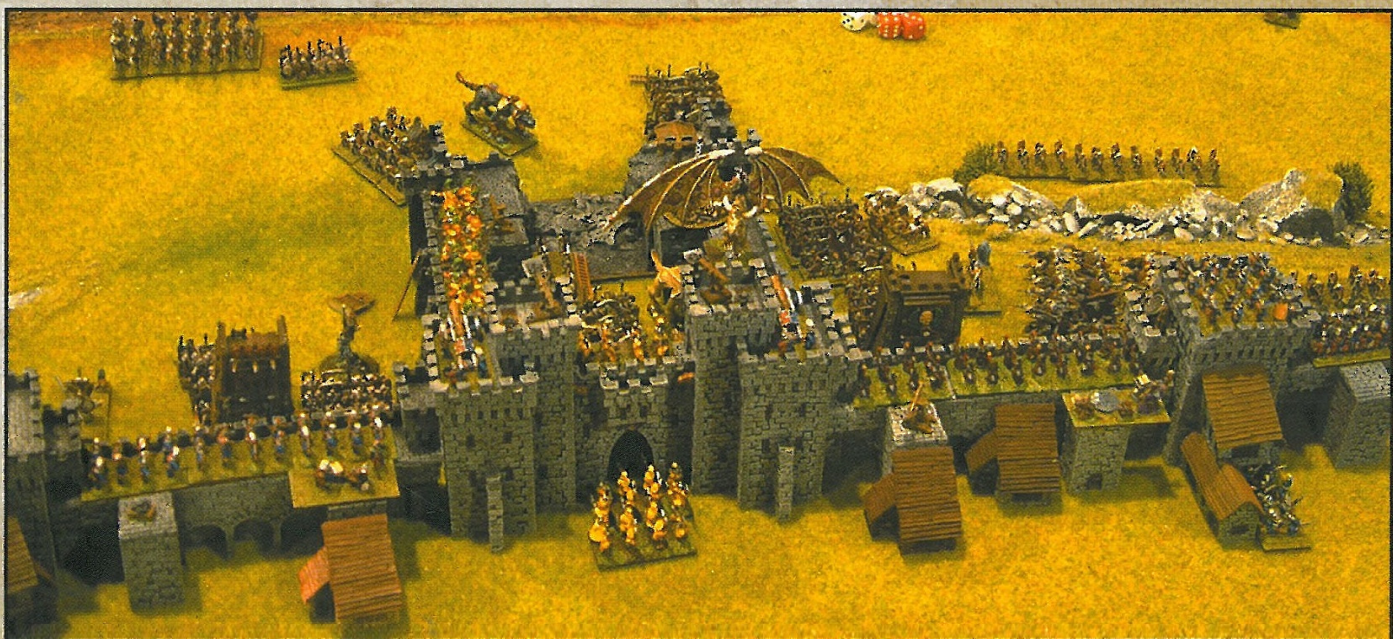
Check out pages 16-21 for the Siege of Blucherlitz battle report from the Cry Havoc event.



The Undead host of Tomb King Ramkhetep arrayed for war.



A ground level view of the siege.



CONTENTS

Introduction

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

Battle Honours

Where to find all of the new rules, trial rules and other articles for Warmaster from White Dwarf and previous issues of Warmag.

What's New for Warmaster

The new army, the malevolent Dark Elves. Cold One Knights, Dark Riders Spearmen and more.

Dark Elf Army by Steve Hambrook

From the harsh, forbidding land of Naggaroth come the cruellest race in the Known World – the Dark Elves. These are the full rules for using armies of Dark Elves including special abilities and magic.

Slave Raid by Steve Hambrook

A special scenario involving the evil Dark Elves terrorise the coast.

Cry Havoc by Steve Hambrook & Andy Hall

A pictorial battle report from the prestigious GW event.

Here Be Dragons by Mike Headden

Tactics on using and fighting against monstrous mounts.

The Battle of Mittlenberg by Charles Lewis

A special scenario for a two day battle.

Siege of Braken Keep by Erwin Jackson

A siege battle report using the scenario from issue nine.

Modelling Masterclass part V by Stephan Hess

The modelling maestro returns with an article about hills, cliffs, gullies and valley.

Back Catalogue

The full catalogue for Warmaster, including Fanatic and Forge World.

A Darker Shade of Purple by Agis Neugebauer

How to paint your Dark Elf armies quickly and effectively.

2

3

4

6

12

16

22

25

28

36

42

47

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THE WITCH KING
Rick Priestley

INTRODUCTION

Welcome to WarMag 11 and a what a deliciously malevolent wonder it is too. This issue we feature the long awaited Dark Elf army, an army for all of those generals who delighted in treading on bugs or pulling cats tails when they were young! Yes, those who want an army just as flexible as the High Elves but less dainty and not so morally 'restricted' then this is the army for you. It certainly took us here at Fanatic a lot of work and playtesting to get the army feeling just right and we hope that you will get back to us with your feedback as usual.

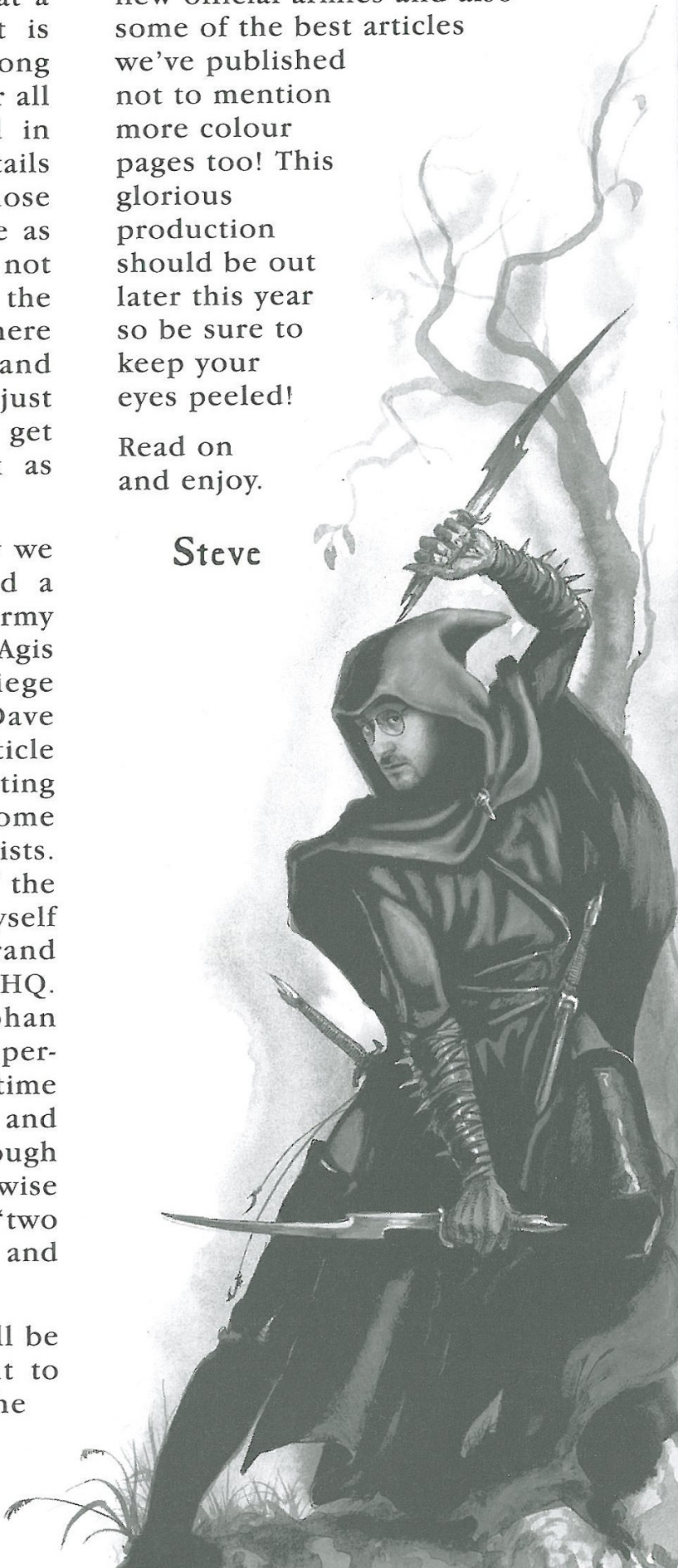
Complimenting the Dark Elf army we have a scenario 'Slave Raid' and a painting guide from our regular army painter and star in his own right, Agis Neugebauer. There are two siege battle reports based on Dave Simpson's 'Into the Breach' article from issue 9, expanding the existing siege rules and offering up some scenarios and siege equipment lists. One of these battle reports is of the mammoth game that Andy and myself played at the 'Cry Havoc' grand reopening at Games Workshop HQ. Modeller extraordinaire, Stephan Hess, returns with more of his super-detailed modelling articles this time tackling the issues of hills, valleys and cliffs. And as if that lot wasn't enough we've managed to cram in some wise words from Mike Headden and a 'two day' scenario from Charles Lewis and friends.

Warmaster players everywhere will be happy to hear that we are about to commence work on the forthcoming Warmaster annual which will compile the three Trial Rules armies from previous issues (Kislev,

new official armies and also some of the best articles we've published not to mention more colour pages too! This glorious production should be out later this year so be sure to keep your eyes peeled!

Read on
and enjoy.

Steve



BATTLE HONOURS

*Battle Honours is a full appendix for everything that's been written on Warmaster. Each article has been categorised into one of the following sections: New rules are additions to the Warmaster game system and must be used where applicable, Trial rules are still experimental and feedback is encouraged and welcome, Miscellaneous is for everything else – from scenarios to modelling. Articles followed by a * means there is a free downloadable PDF of the article at the Fanatic/Warmaster website (www.fanatic-games.com).*

NEW RULES

Dark Shadows: Rules for the summer campaign. (WarMag 6)

TRIAL RULES

Bombard and Mangonel: Rules for the new siege weapons.* (WarMag 1)

Kislevite Army: The Empire's northern allies get their own army.* (WarMag 2)

Warmaster Campaign: An extremely detailed campaign system. (WarMag 2, 3, 4)

Multiplayer Games: Rules for Multiplayer games.* (WarMag 2)

Bretonnian Army: A new nation and a new army list for Warmaster.* (WarMag 4)

Vampire Counts: The dreaded Undead of Sylvania. (WarMag 5)

Trebuchet: Rules for this giant war machine.* (WarMag 5)

Lizardmen Army: The cold blooded tenants of Lustria enter the fray.* (WarMag 7)

MISCELLANEOUS

Something Completely Different: Introduction to Warmaster, includes modelling and tactics for the Undead and High Elf armies. (WD 243)

Ancient Glory: The first Warmaster Battle Report, Rick's High Elves take on Alessio's Undead. (WD 243)

Men of the Empire: Introduction to the Empire army. (WD 244)

Making a Scene: Nigel Stillman shares his experience of tabletop modelling for Warmaster. (WD 244)

Painting Warmaster: A short article on painting by the 'Eavy Metal team. (WD 244)

Grudge Bearers: The Dwarfs enter the fray. (WD 245)

Battle of Death's Gate: New Warmaster scenario by Rick Priestley. (WD 245)

Building Death's Gate: Modelling supremo Nick Davis shows how to make terrain for the above scenario. (WD 245)

Army of Darkness: Not the Bruce Campbell film but Chaos in Warmaster! (WD 246)

The Battle of Gaping Moor: Scenario – Undead vs Chaos. (WD 246)

Woods of Gaping Moor: Nick shows us how to model terrain in this scenario. (WD 246)

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. (WD 246)

The Green Horde: Waaagh! Here come the Orcs. (WD 247)

Painting Warmaster: Rick advises us on painting Warmaster figures. (WD 247)

Future of Warmaster: Rick tells of his plans for Warmaster. (WD 247)

Raid at the Oracle: Empire face the Undead. (WarMag 1)

Empire Redoubt: Modelling a gun emplacement. (WarMag 1)

Open Day Report: A monstrous game of Warmaster. (WarMag 1)

Q&A: Official Q&A.* (WarMag 1-7)

Studio Raid: A sneak peek of things to come. (WarMag 1)

The Battle for the Lonely Cabin: Chaos go up against the new Kislev army. (WarMag 2)

Terrain: As the title suggests, making terrain! (WarMag 2)

Christmas Army: A festive one-off. (WarMag 3)

How to paint: Agis Neugebauer shows how to paint in 10mm scale. (WarMag 3)

Retreat from the River Mekan: Dwarfs take on the Orcs this time. (WarMag 3)

Orc Idols: More Stillmania. (WarMag 3)

Organising a Tournament: Nick Murray lets us in on a few of his secrets. (WarMag 3)

The Battle of De Montfort: The Bretonnians battle the Orcs. (WarMag 4)

Building an Orc Fort: Nick Murray shows how to build an Orc Fort. (WarMag 4)

Using your Orc Fort: A scenario for using the Orc Fort featured in WarMag 4. (WarMag 5)

Brawl at Da Bunker: Tourney report from the USA. (WarMag 5)

Reiksmarshal Rothmeyer's Imperial Army: An Empire army showcase. (WarMag 5)

Grunt Tzu: Tactics from revered Warlord Grunt Tzu. (WarMag 5)

Return of the Beard: A treatise on Dwarfs. (WarMag 6)

Grayson Interview: We talk to Colin Grayson. (WarMag 6)

Modelling Masterclass: Stephan Hess looks at modelling. (WarMag 6, 7, 8 & 10)

The Battle of Bockenhof: New scenario (WarMag 7)

The Battle of Tinkiwinki: Battle report using the Lizardmen. (WarMag 7)

The Relief of Nienna: Battle report, High Elves vs Chaos. (WarMag 7)

Wood Elves: Converting and unofficial army list. (WarMag 8)

Evolution of a Dwarf Commando: Dwarf Tactics. (WarMag 8)

The Battle of Hell Pass: Battle report, Chaos vs Empire. (WarMag 8)

Knightly Orders of the Empire: Background to Sigmar's greatest warriors. (WarMag 8)

A Fistful of House Rules: A collection of interesting, if unofficial, rules. (WarMag 8)

Into the Breach!: Expanded siege rules, equipment lists and scenarios. (WarMag 9)

Digging for Victory: Experimental rules for battlefield engineering works. (WarMag 9)

Warhammer Player's Society Tournament: A report from the Warmaster tournament. (WarMag 9)

Polishing Obsidian: A tactical study of the trial rules Lizardman army list. (WarMag 9)

A Knight's Tale: How to collect, paint and use a Bretonnian army. (WarMag 9)

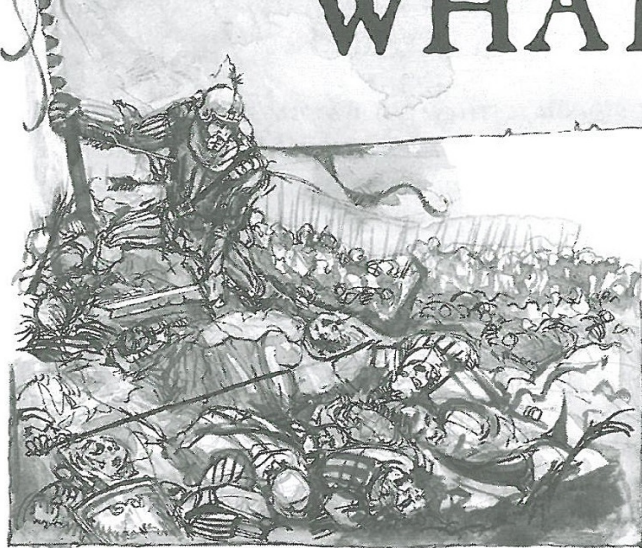
Alandir the Great: Alternative High Elf tactics. (WarMag 10)

Slaves to Darkness: House rules for Daemon Princes and hordes. (WarMag 10)

Battle of Schron Grabbern: Scenario inspired by the Napoleonic era. (WarMag 10)

High Elf Shooters: High Elf shooting tactics. (WarMag 10)

WHAT'S NEW?



It is with nefarious pleasure that we bring you the new Dark Elf army from the talented hands of freelance sculptor Steve Buddle. Steve has been working feverishly away to capture that distinct Dark Elf feel for this army and we think that you'll agree that he has definitely achieved this.

First up we have the solid backbone of the army – the spearmen. In a perverse parody of their hated High Elf cousins these guys are very similar but with subtle differences. Wickedly serrated spearblades and delicately tapered shields identify them unmistakably as the followers of Khaine.



Spearmen



Crossbowmen

Below are the main missile troops for the army, armed with the deadly repeating crossbow.

Mounted on ferocious Cold Ones and armed with viciously barbed lances these Cold One Knights make a perfect centrepiece to any Dark Elf army. With their elaborately decorated helms these knights are truly the height of Elf nobility.



Cold One Knights

In true Dark Elf style even these Bolt Throwers look like a corrupted version of their Elven counterparts. All spiky and sinister looking, these models do the business!



Bolt Throwers

No Dark Elf army would be complete without the 'damsels of death'. Yes, Witch Elves, and what a treat these girls are too! Scantly clad, with massive hair and nasty swords, these models are simply a delight to

in the army is the Witch Elf standard bearer, from the Command strip, who appears to be doing a bit of a 'pole dance' – excellent!

To counter the effectiveness of the High Elven Reaver Knights we have the ultimate light cavalry – Dark Riders. Wrapped in dark flowing, hooded robes and armed with a combination of lances and repeating crossbows.

Finally, and always the most entertaining part of a new army is the characters. The General mounted on armoured Cold One is amazing in his ornate armour and horned helm. Steve has even made a replica of Chris Fitzpatrick's Warhammer Dark Elf Sorceress with staff and long coat. You can also mount your Dark Elf characters in this chariot drawn by Cold Ones. There's even an army standard bearer with mad hair!

You can expect to see the War Hydra and the Manticore in a later issue, so watch this space.

Details for ordering any of these new releases can be found on page 44 in the Mail Order section.



Witch Elves



Dark Riders



Dark Elf Characters (left to right): Chariot, Sorceress, standard bearer, and General on Cold One

DARK ELF ARMY

An experimental army list, by Steve Hambrook

With invaluable assistance from Andy Hall, Rick Priestley,

Stephan Hess and the Warmaster Rules Review Team.

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 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 Dark Host

Over five thousand years ago, a great civil war erupted in the Elven realm of Ulthuan and after centuries of slaughter eventually the Druchii, or Dark Elves as they became known, were driven north to the cold, harsh land of Naggaroth. Over millennia the Dark Elves have been twisted and corrupted until they have become complete opposites of the noble and altruistic High Elves. They are a cruel and wicked race, revelling in the pain and despair of others, completely untrustworthy and capable of carrying out the most wanton acts of depravity and murder. Dark Elves retain the most part of their hatred and anger towards their kin the High Elves, whom they see as traitors to their leader, the Witch King, and blasphemers to their god Khaine, God of Murder.

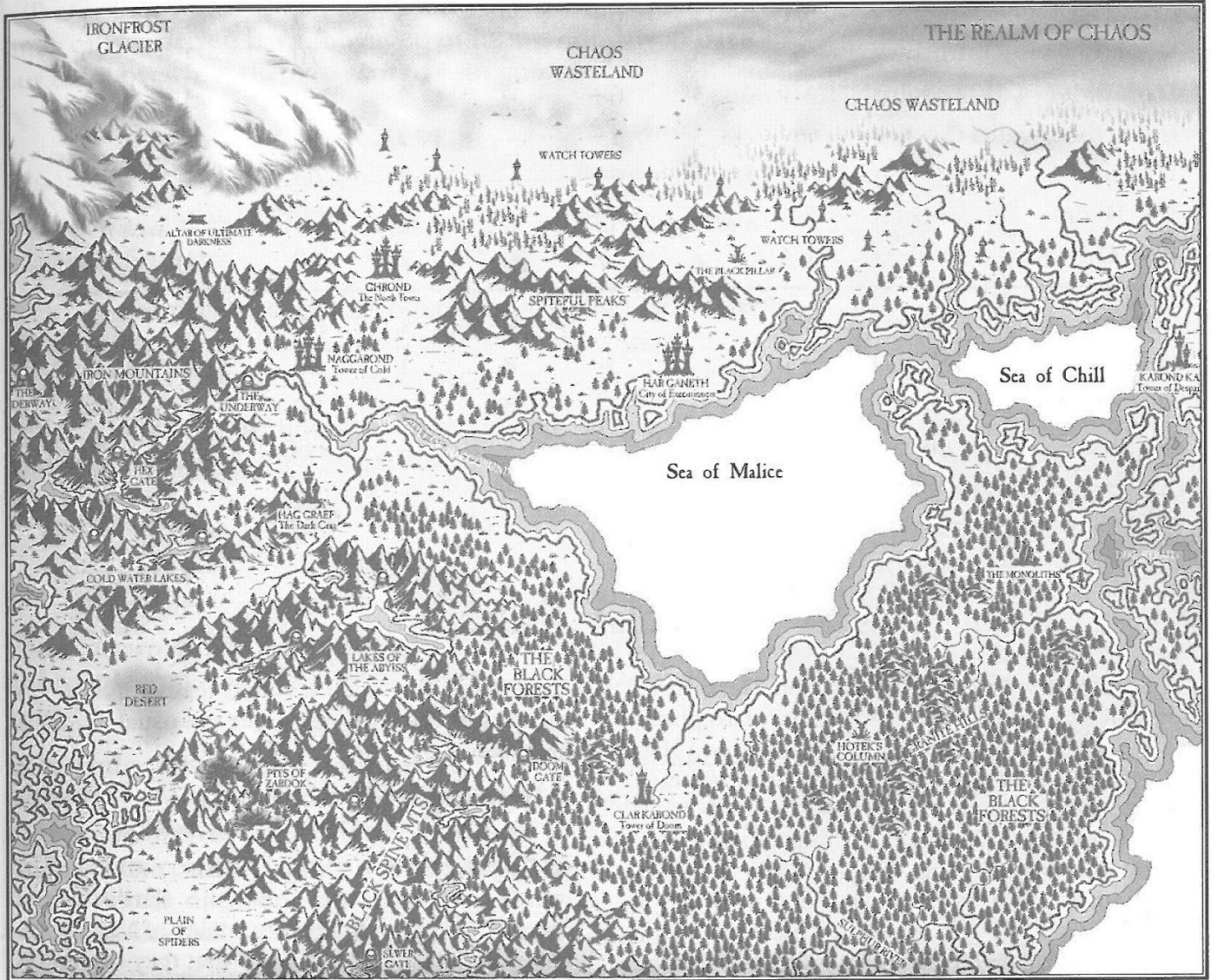
Like all Elves, Dark Elves are lithe and sinuous, their muscles are strong and their reactions every bit as quick as their agile minds. Despite their deathly pallor and cruel faces they are savagely beautiful and highly intelligent. In spite of this intelligence, Dark Elves are given to all sorts of self-destructive, impetuous impulses such as blood lust and vengeance. Whereas a High Elf General is cool, noble and analytical in his approach to war Dark Elf Generals are blood crazed, sadistic fiends who care very little about senselessly throwing away the lives of their troops. As suits their nature, the Dark Elves almost invariably wear dark and sinister attire. Their helmets and other wargear are exquisitely well made and highly decorated with patterns of black, gold and silver.

In battle Dark Elves prefer to use guile and cunning than brute force, for they are piratical raiders and slavers who are greatly feared by other races. Dark Elves specialise



NAGGAROTH - REALM OF THE DARK ELVES

Far across the Great Ocean to the west of the Old World lies the vast continent of Naggaroth. It is a harsh and rugged wilderness above which dark clouds gather to unleash terrible storms upon the land. Beneath the massive mountains ranges lie a huge network of underground caverns through which the Dark Elves sail their dread Black Arks to launch surprise raids on the distant kingdoms of the Old World, and further afield to Nippon and Cathay. But the principle target for Dark Elf invasion is the magical isle of Ulthuan, the majestic homeland of all Elven kind, from which this Dark Kindred were exiled many millennia ago.



overwhelming the local forces before a proper defence can be mustered. They drag entire tribes back to their dark homeland in chains either to be worked to death in the mines or slaughtered on the altars to Khaine, their dark god. Where their hated foes, the High Elves, use the bow, the Dark Elves prefer the repeater crossbow – a fiendish, quick-firing weapon. Where the High Elves ride to war upon beautiful white and grey stallions the Dark Elves choose vicious, lumbering reptiles called Cold Ones. Where the revered lords and princes of the High Elves choose Dragons as mighty beasts of war, malicious beastmasters drive monstrous, ferocious War Hydra into battle

the great mages of Ulthuan are the masters of High Magic, pure and free of the taint of Chaos, the fell but beautiful Sorceresses of the Dark Elves practice Dark Magic – the very stuff of chaos itself.

In every way
the Dark Elves
are the
antithesis of
the noble Elves
and the doom
of both these
kindreds is
inexplicably



DARK ELF ARMY SELECTOR

<i>Troops</i>	<i>Type</i>	<i>Attack</i>	<i>Hits</i>	<i>Armour</i>	<i>Command</i>	<i>Unit Size</i>	<i>Points per Unit</i>	<i>Min/Max</i>	<i>Special</i>
Spearmen	Infantry	3	3	5+	—	3	60	2/—	—
Crossbowmen	Infantry	3/1	3	6+	—	3	75	1/—	*1
Witch Elves	Infantry	5	3	0	—	3	70	—/2	*2
Dark Riders	Cavalry	3/1	3	6+	—	3	100	—/3	*1
Cold One Knights	Cavalry	3	3	4+	—	3	110	—/4	—
Harpies	Monster	2	3	6+	—	3	65	—/1	*3
War Hydra	Monster	6/2	4	4+	—	1	135	—/1	*4
Bolt Thrower	Artillery	1/3	2	0	—	2	60	—/1	*5
General	General	+2	—	—	9	1	125	1	—
Hero	Hero	+1	—	—	8	1	80	—/2	—
Sorceress	Wizard	+0	—	—	8	1	80	—/1	—
Manticore	Monstrous Mount	+2	—	—	—	—	+80	—/1	*6
Chariot	Chariot Mount	+1	—	—	—	—	+10	—/1	—

Special Rules

1 Crossbowmen & Dark Riders. Dark Elves exclusively use the ingenious Repeater Crossbow, known as *Uraithen* or Deathrain, a weapon that is far more technically advanced than other race can hope to achieve. This weapon reloads itself from a box-shaped magazine fixed to the top, above the string, using a sophisticated spring mechanism and so can lay down quite a withering rain of fire. Although the Dark Elves are as renowned as their High Elf kindred for their martial prowess, the repeater crossbow is less accurate than a bow and is generally fired from the hip.

Dark Elf units armed with this weapon may fire once at a range of 30cm or twice at a range of 15cm. Because it is a complicated weapon and takes a while to reload, units armed with it may only fire once when they stand and shoot.

2 Witch Elves. These are the cruellest most bloodthirsty of all Dark Elves. These she-elves are known as the brides of Khaine, the Elven God of Murder, and their ferocity in combat is second to none. A unit of Witch Elves always uses its Initiative to charge an enemy if possible and can't be given orders instead. They'll never use their Initiative to evade. They can't be driven back by shooting and do not roll for drive backs.

unaffected by enemies that cause *Terror* in combat, so they do not suffer the usual -1 Attack modifier.

3 Harpies. These are identical to Chaos Harpies (page 134 of the Warmaster rulebook).

4 The War Hydra. This is a titanic, multi-headed monster, a creature from the dark caverns beneath the Blackspine Mountains of Naggaroth. These beasts are so ferocious that they cannot be brigaded with any other units other than War Hydras. They are so huge that they cause *Terror*. The War Hydra may breathe fire with a range of 20cm and two attacks that are worked out in the normal way.

5 Elven Bolt Thrower. The Dark Elves share the same advanced technology as their High Elf cousins. This follows the same rules as for the High Elf Reaper on page 69 of the Warmaster rulebook (as with repeater crossbows the Reaper bolt thrower does not benefit from the High Elf +1 to hit).

6 Manticore. Generals, Heroes and Wizards may ride a Manticore. With the body of a lion, wings of a monstrous bat and a whip-like tail this creature is horror itself. The Manticore can fly, increasing the rider's movement to 100cm. An

MAGIC

DOOM BOLT

5+.....Range: 30cm

A bolt of pure darkness is unleashed upon the foes of the Dark Elves.

Draw an imaginary line 30cm long, extending from the Wizard's stand in any direction you like. Each unit under the line takes three shooting attacks worked out in the normal way. Note that this spell can affect several units and will affect all units in its path, even your own! Unengaged units can be driven back. Engaged units are not driven back but carry over hits that are scored into combat.

BEAST MASTER

6+.....Range: 30cm

A dark wind falls upon the enemy and all beasts quiver under its foulness.

Each enemy cavalry/chariot/monster unit within 30cm of the Wizard is immediately *confused* (while they struggle to control their beasts).

Confusion ends normally at the end of target's next Command phase (don't forget the -1 combat modifier for confusion).

DOMINION

4+.....Range: 30cm

Upon uttering the name of Khaine, an unnatural and unbearable agony suffuses the bodies of the Dark Elves' foes.

This spell can be cast on any unit within range regardless of whether the Wizard can see them or not. The enemy cannot charge or move whilst the *Dominion* persists and if engaged in combat cannot pursue or advance. This spell lasts until the opposing player's turn. Only one *Dominion* can be successfully cast on a unit at a time.

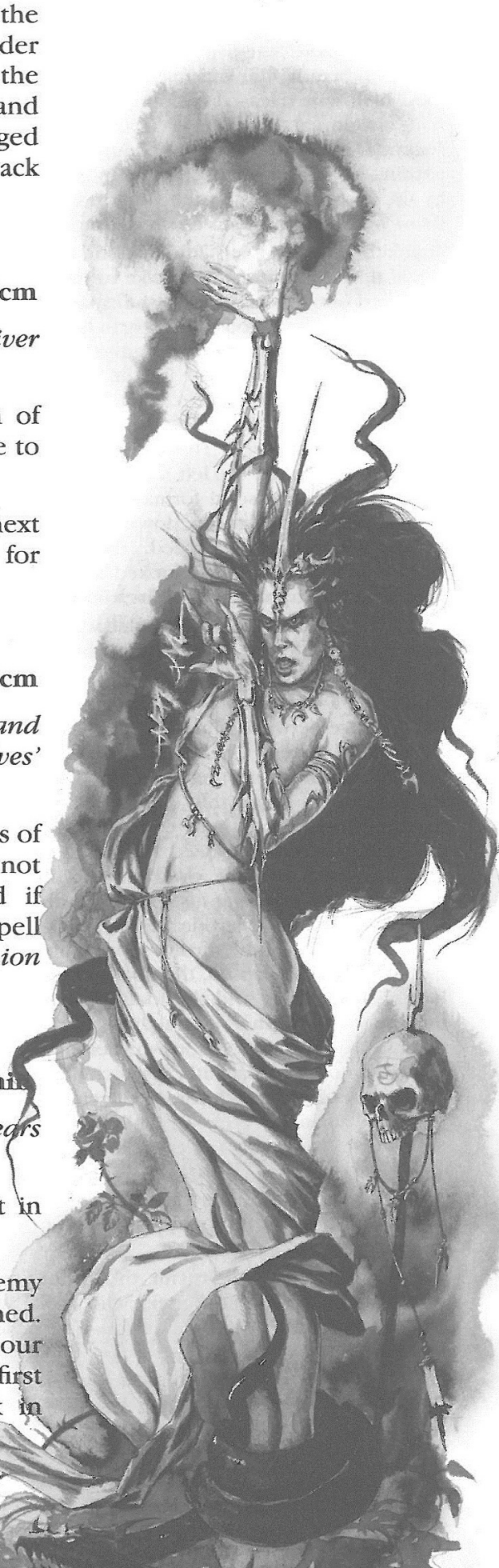
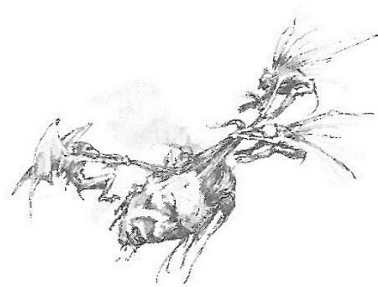
SOUL STEALER

5+.....Range: Touch

Invoking the fell Daemons of the abyss, the Wizard tears the very souls from his opponents.

This can only be cast if the Wizard has joined a unit in combat.

The spell automatically makes three attacks on one enemy unit which is touching the unit the Wizard has joined. These are worked out in the usual way, except that armour has no effect. Any hits scored are carried over into the first round of combat and count as having been struck in combat.



The great jaw snapped shut, ripping the High Elf in two. The dismembered torso fell to the ground as the Dragon arched its neck and searched for a new victim. The row of sharp spears thrust in vain at the hard scales that protected the tough dragon hide. With one mighty swing of his blade the Witch King beheaded three of his assailants. As their limp, lifeless bodies hit the floor the attack wavered. Even the brave High Elves knew that to fight such a powerful opponent was sheer folly. The Dragon let out a deafening roar and with that the spearmen broke. As they turned to escape, the great beast took in a deep breath, filling its massive lungs. With another loud bellow it released a cloud of thick noxious gas that enveloped the fleeing troops. In a matter of seconds each soldier was brought to his knees, gasping in vain for breath. Their lungs had been burnt by the corrosive acids in the Dragon's breath, each of them would suffocate to death in excruciating pain.

Malekith dug his heels into his stirrups. It was the signal that his mount was to take to the air. The beast stretched out its wings to their full span, casting a dark shadow over the bloodstained earth below. With just a couple of beats it had risen from the ground and, with an agility that was belied by the monster's size, it hovered over the carnage below. From his high vantage point the Dark Elf king could see that the battle was faring well. The charge of the Cold One Knights had broken the left flank of the High Elf line. Once through the solid formation, of spearmen the savage beasts had borne down upon the lines of archers with remarkable speed. His warriors had been victorious and, even as he looked around, were now gathering the captured High Elves into lines.

The ancient ruined palace of Anlec was now his again to rebuild and fortify. From here his forces could once more strike at the heart of Ulthuan.

He issued a command to the Dragon and it covered the distance between him and the ancient castle with remarkable speed. The creature landed upon the cracked marble stairs that had once led up to the throne room. From this palace Malekith and his mother Morathi had held court. He and his father alone understood the need for war. From this very land had his father not saved the fate of those Elves who now spat insults at his son? Malekith leapt down from his saddle and strode up the stairs towards the ruined entrance of the throne room. Though the roof had long since collapsed, the doors to the room were barred before him. Did the fools really believe that they could deny the rightful heir entry to his own throne room? With a single whispered word uttered from the mouth of Malekith, the ancient doors cracked before bursting open. A sorcerous wind tore through the small chamber creating whirlwinds of dust and debris.

Malekith found it strange that there had been no guard posted at the doors. Were the High Elves so vain in their own pride that they thought their army undefeatable?

"Come no further vile Druchii, this is not your realm to rule." The hidden challenger who spoke was calm and showed no sign of fear of the king of the Dark Elves.

"And who is this that dares tell me I may not rule over what is mine." The Witch King hissed out his reply, hatred boiling through his words. From behind the broken stone dais where the throne once sat, a single warrior stepped out. On his head he wore the ornate feathered helm of Yvresse, and the Witch King could sense a powerful magical field emanating from the sword the warrior held in his hand. In an instant

"Ah, the impetuous Eltharion. Has your vanity grown so great that you believe you can challenge me? Come fool meet your doom." As Malekith spoke his challenge Eltharion raised his sword in preparation for the combat. Malekith had little doubt he could slay the young warrior but he would not give Eltharion the satisfaction of honourable combat. Pointing his armoured gauntlet at the High Elf hero he uttered a single word. In an instant, Eltharion felt a darkness surround him, he 'clutched at his throat unable to breathe. His entire body coursed with pain, as though his blood had been turned to molten lead, tears of blood poured from his eyes and he fell to his knees in agony, his Fangsword slipping from his grasp.

The Witch King let out a malicious laugh. "You pitiful wretch, had you led your valiant men on the battlefield instead of cowering inside this palace then you may have stood a chance of defeating me. Know this before you die, none tread on my land without my word. Those who dare defy me suffer death." The Witch King stepped over to where Eltharion lay and, with a strength disguised by his thin, armour bound body, he picked up the High Elf by his neck and dragged him to the open doors. Over a hundred High Elves knelt in a long line, their hands tied behind their backs and their necks exposed. Over each of them stood one of Malekith's elite Executioners holding their terrible blades high in readiness.

"How fitting that the warden of Yvresse will be the first to acknowledge my succession to the throne of Ulthuan. For your loyalty I will spare the lives of your men; they are but misguided fools and under my rule they will learn the error of their ways."

Eltharion's pain multiplied tenfold with the knowledge that he had the lives of his men in his hands. But for his pride he could perhaps save those soldiers who had fought with him so valiantly on the shores of Naggaroth. He knew though that he could never bow to Malekith, his men would not wish it so either. With his last strength he raised his head in defiance.

"You are but a Prince of Darkness." As the words passed his lips his body sagged and fell into unconsciousness in the grasp of Malekith. In a dark rage the Dark Elf lord picked up the body of the noble hero, holding it over his head before casting him down the stairs.

"Have my most skilled torturers see that his spirit is broken and his body becomes little more than an empty husk," he ordered one of his commanders.

"What information would you have us extract from this sorrowful excuse for an Elf my Lord?" The commander bowed.

"There is nothing that this one can tell me. Once they have had their pleasure, have what is left of the noble Elf sent back to Lothorn. It will be a warning of the fate of any who dare stand between me and what is rightfully mine." Malekith's eyes betrayed no sign of emotion, frozen in a deadly stare of contempt at the wounded Eltharion.

"And what of the prisoners?" the commander enquired.

"Kill them. Kill them all." His order was met by the dull thud of Elven heads as they were brutally separated from their torsos. As he walked back into the throne room and sat on the cold stone dais a smile passed his lips. Such slaughter would be the fate of any who defied him. The weak would die in order that the strong prevail.

Designer's Notes

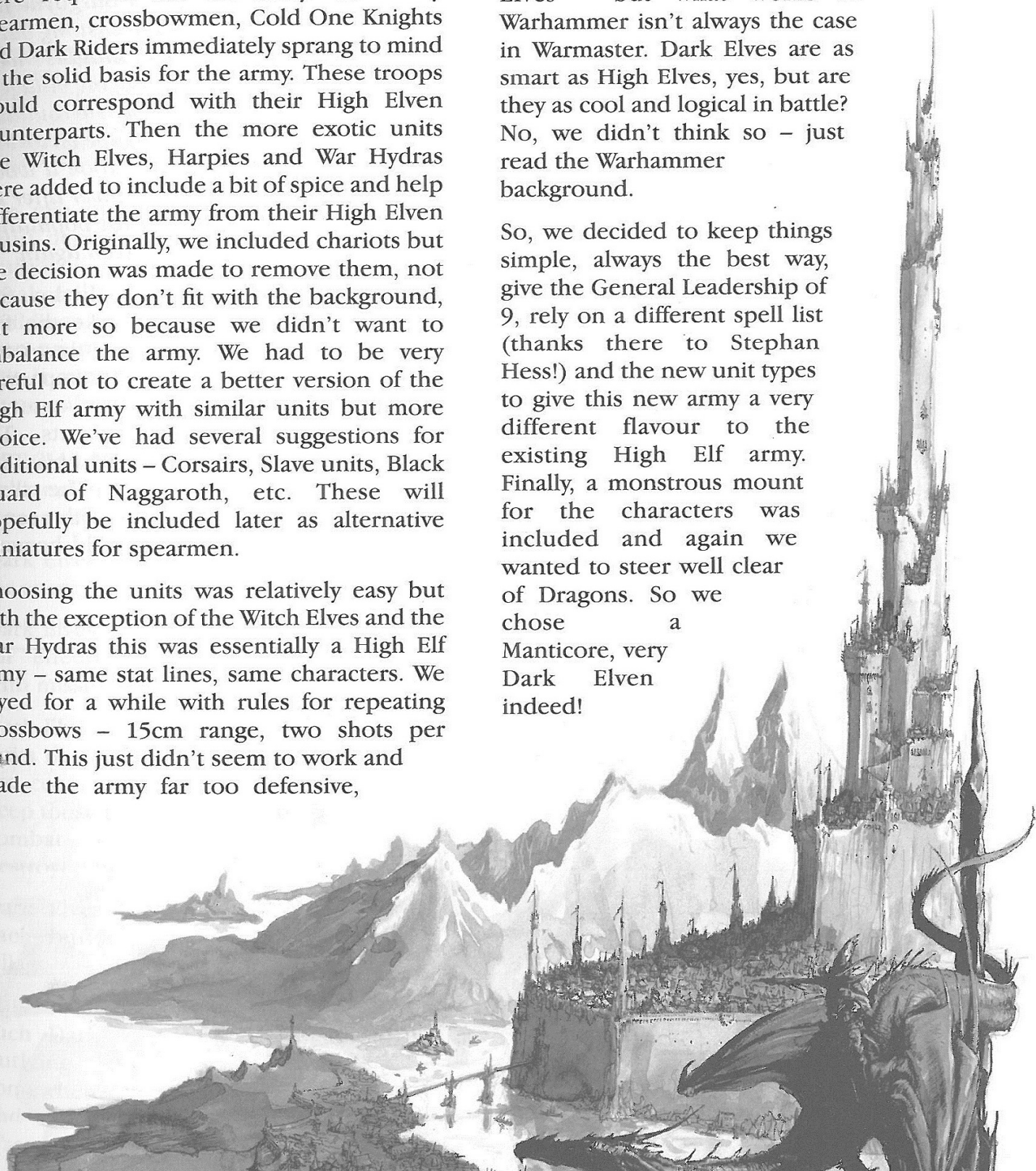
At first glance working up an army list for the Dark Elves seemed an easy undertaking, after all aren't they just High Elves dressed in black? Mmm... therein lay the biggest problem. In Warhammer the two races are distinguished by slight differences, not fundamental ones. Most of the troop selection is very similar and only really in peripheral aspects does the true identity for each kindred arise – such as magic, magic items and special rules like Hatred. Of course, this is difficult to convey in the tight game mechanics of Warmaster.

First, we had to decide on the units that were required for the army. Obviously spearmen, crossbowmen, Cold One Knights and Dark Riders immediately sprang to mind as the solid basis for the army. These troops would correspond with their High Elven counterparts. Then the more exotic units like Witch Elves, Harpies and War Hydras were added to include a bit of spice and help differentiate the army from their High Elven cousins. Originally, we included chariots but the decision was made to remove them, not because they don't fit with the background, but more so because we didn't want to unbalance the army. We had to be very careful not to create a better version of the High Elf army with similar units but more choice. We've had several suggestions for additional units – Corsairs, Slave units, Black Guard of Naggaroth, etc. These will hopefully be included later as alternative miniatures for spearmen.

Choosing the units was relatively easy but with the exception of the Witch Elves and the War Hydras this was essentially a High Elf army – same stat lines, same characters. We toyed for a while with rules for repeating crossbows – 15cm range, two shots per stand. This just didn't seem to work and made the army far too defensive,

which doesn't benefit an army of raiders. Finally, we settled on firing twice at a range of 15cm, once at 30cm but no +1 to hit and only one shot for stand & shoot. We also playtested Cold One Knights with four Attacks, like the Cold One Riders from the Lizardman army but again this didn't quite work. Cold One Knights aren't renowned for being that much more powerful than the knights of other races and when compared to Lizardmen Cold One Riders it is accepted that it is the Saurus on the Cold One that confers the 4th Attack. The hardest decision was the General's leadership. For a long time we agreed that it should, without a shadow of a doubt, be the same as High Elves – but what works in Warhammer isn't always the case in Warmaster. Dark Elves are as smart as High Elves, yes, but are they as cool and logical in battle? No, we didn't think so – just read the Warhammer background.

So, we decided to keep things simple, always the best way, give the General Leadership of 9, rely on a different spell list (thanks there to Stephan Hess!) and the new unit types to give this new army a very different flavour to the existing High Elf army. Finally, a monstrous mount for the characters was included and again we wanted to steer well clear of Dragons. So we chose a Manticore, very Dark Elven indeed!



SLAVE RAID

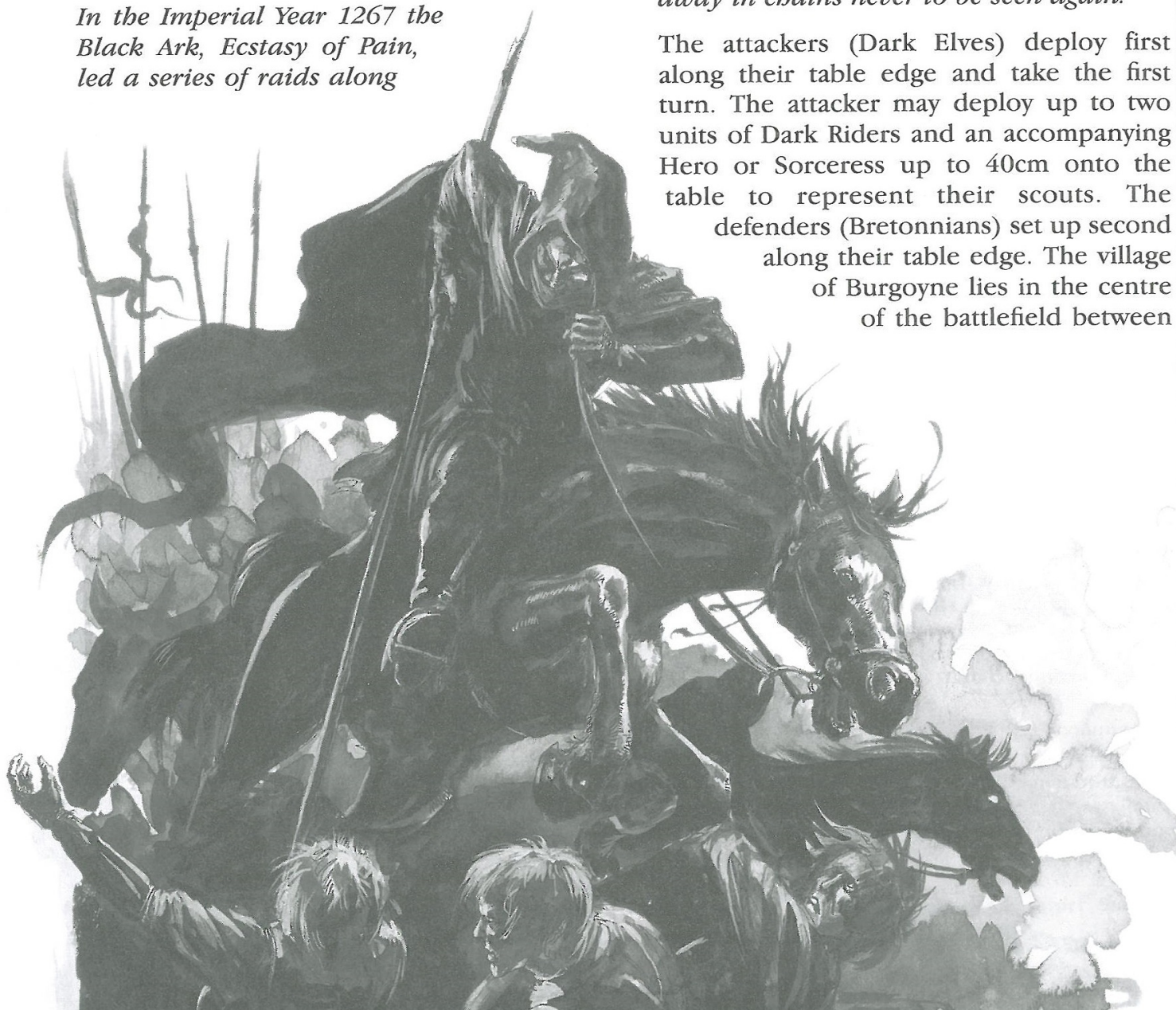
A scenario to recreate a Dark Elf slave expedition
by Steve Hambrook based on an idea by Stephan Hess

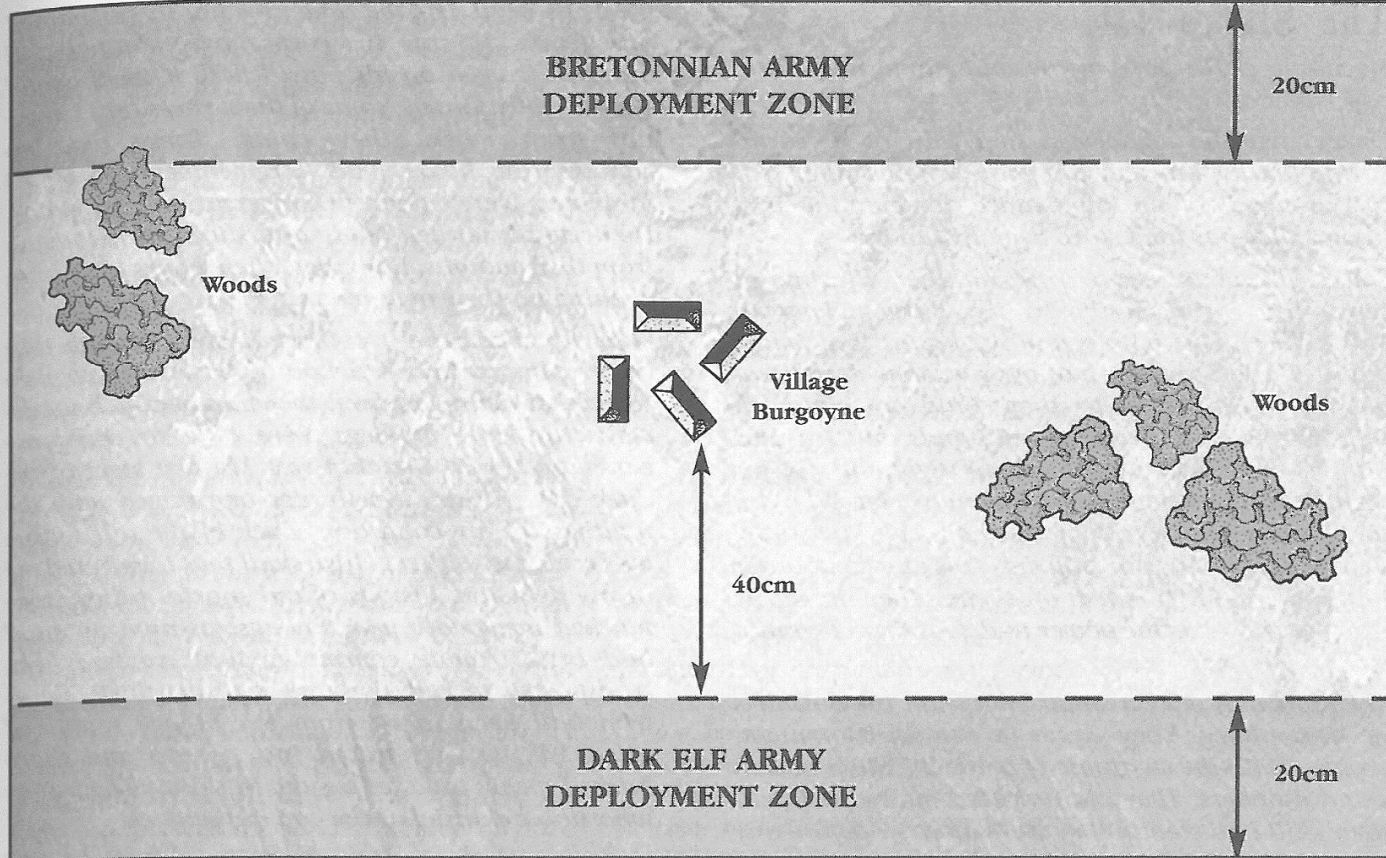
The Dark Elves are a notorious race of slavers who ply the seas in their sinister Black Arks raiding the coastal settlements of the faraway lands of the Known World. They drag entire races back to their fell land of Naggaroth in chains to either work to death in the mines or be slaughtered to their dark gods in ritual sacrifice. This is reflected in their methods of fighting – lightning raids in which they hit their enemies with such incredible force that it leaves them stunned and easily overwhelmed for the Dark Elves to capture and take back to Naggaroth and an existence worse than death.

In the Imperial Year 1267 the Black Ark, Ecstasy of Pain, led a series of raids along

the north Bretonnian coast ravaging outlying coastal settlements and capturing vast numbers of slaves. The Duke of Lyonesse, Phillipe le Fair, mobilised his knights to see off the threat posed by the piratical raiders and brought them to battle at the small village of Burgoyne just inland from the coast. In the ensuing battle the Duke fell and his knights were slaughtered to a man, leaving the village of Burgoyne and much of the surrounding countryside to be pillaged by the victorious Dark Elves. It is said that it took a whole generation for the area to recover after the dread Druchii took most of the population away in chains never to be seen again.

The attackers (Dark Elves) deploy first along their table edge and take the first turn. The attacker may deploy up to two units of Dark Riders and an accompanying Hero or Sorceress up to 40cm onto the table to represent their scouts. The defenders (Bretonnians) set up second along their table edge. The village of Burgoyne lies in the centre of the battlefield between





the two opposing armies. The defenders must deploy three units of infantry within Burgoyne to represent the villagers and local militia. The attacker may pillage buildings in the village by having a stand from an infantry unit touching a building. As this is supposed to be a lightning raid the game only lasts for six turns.

SPECIAL VICTORY CONDITIONS

Bretonnians are awarded Victory points as normal

Dark Elves do not get any Victory points for enemy units reduced to half strength.

Dark Elves do not get any Victory points for enemy units/characters destroyed with missile fire or magic.

Dark Elves get double Victory points for units destroyed in close combat, as they are considered enslaved (remember to keep those units destroyed in close combat separate from those destroyed by other means).

Dark Elves get +50 points for each building pillaged in the village.

This scenario represents just one such Dark Elf raid against an outlying coastal settlement somewhere in the Known World and can be played against any Warmaster army if desired.



The Slave's Tale

My name is Hargan, my second name is of little consequence.

Once I felt the tenderness and love of a warm, caring family, but they are gone. Whether they still live or not is of no importance, for emotion is a luxury that has long since been lost to me.

Once, in what seems like another lifetime, I remember I was scribe to the Burgomeister of Marienburg. It is with trembling hands that I now put quill to paper. Much of my soul they destroyed, but my ability to write, they could not vanquish that. Not without severing my hands, but I would not then have been able to labour night and day for them, toiling without nourishment or rest. Who are the faceless 'they' I talk of? They are evil incarnate, they are fear in its purest form. This I write in order that others may learn of them. They must be stopped. Who has the power to defeat them I cannot say.

My home was once a small village on the outskirts of Marienburg. They came in the dark of night, striking with the swiftness of a falcon, silent and in small numbers. They did not need many, such was their skill and stealth they were upon us before any alarm was raised. My only solace was that my wife was visiting relatives in the next village. From my bed they dragged me outside, I remember how my neighbour's child cried, his mother trying to comfort him, but the child sensed his mother's fear and his wailing did not cease. They tore the screaming child from his mother's arms and took him away. I remember the silence that followed and how haunting it felt. No one ever spoke of the child again and his mother was silent in her despair.

At knifepoint we were led to their dark vessel. A great mountain, blacker than night loomed before us. Tall spiked towers reached into the sky, obscuring the constellations. It was then that I knew that our gods had forsaken us. On a small boat we were carried to the nightmarish floating citadel. At times the calm sea would be broken by the gigantic ripples of some terrible beast beneath the surface. What horrors lurked in the waters where I had once swum I dared not guess. On reaching the fortress we were chained together, and so it was we were taken single file down into the depths of the Black Ark. Silent, save for the ominous rattle of our chains, we stepped down a steep spiral stairway. For what seemed like an eternity we marched into the bowels of hell. Occasionally a hideous scream from one of the passageways off the stairwell would chill my soul with a deep fear. It was the fear born of the knowledge that some time soon the despair I felt in my heart would join that chorus of pain.

Like cattle we were crammed into a dark chamber. On wooden racks we slept; there was no latrine, nor was there enough room for a man to stretch to his full length. For how long we were kept like this I cannot tell nor do I choose to guess. The filth that covered us soon developed into sores and before long disease was rampant. Our sleep was disturbed by the cries of those suffering from delirious fevers. The man chained next to me, a simple goatherd from our village, grew weaker with lack of sustenance. For many nights his body was wracked

peace in death. By the time they finally unchained him from my side his corpse was bloated and maggots feasted on his putrid flesh. Others would occasionally join us, some of them races that I knew not from where they came. There was no conversation between us. I remember two of the foreigners were caught in conversation by a guard. He drew his wicked blade and sliced their tongues from their mouths. Both died a few hours later from choking on their own blood.

Slowly I succumbed to the nameless disease that crept upon us. In a delirium of fever I can vaguely remember being led from the chamber back up the stairway. How my legs were able to carry my emaciated body I cannot say. My first sight of the dark city of Har Ganeth was one tinged with the madness of my condition. Each of the tall towers was crowned with a hellish skull that tormented me in my delusion. Visions of our mortal future, they mocked me. Death was amongst us and my mind had little trouble conceiving that we had been transported to hell. Only three of the thirty slaves who had been taken from my village remained alive. We were separated into groups and sharp barbed spears prodded us towards our new masters who stood waiting at the end of the dock.

"Kehmor is my name, I am the slavemaster of Lord Ruerl and that is all you pitiful wretches need to know of me. Gone are the days when your lives were made complex by the choices that freedom allowed you. Your life will be simple now, obey me or die."

I recall his words well, even though my mind was clouded by illness. As each of us passed him he branded our left chest with the mark of Ruerl. A black rune now scars the spot where I once perceived my heart to lie. Our new quarters were little better than those on the Ark. Cold stone replaced the wooden racks but we were still chained and crushed together. We were to work in the mines, digging the ores that would enable this race to forge more of their weapons, more power with which they could pillage and conquer. It was an endless cycle of despair. Night and day became concepts that existed only in my dreams. Soon I ceased to even dream. We were chained together by solid steel-spiked neck collars, more like beasts than men. If one of us tired from the solid work he would be whipped until his back was raw. If one of us should collapse from exhaustion the guards would sever his head from his body with great blades, rather than unlock his collar.

Even in our brief times of rest they would appear. Sometimes they would give us raw meat on a plate. Where it came from I dared not think, eating it with savage greed like some feral beast. Sometimes they would enter the cell and take one of us away. Of the poor soul's fates I cannot say. Screams of pain would usually follow such abductions. For how long I continued to slave in the mines I cannot estimate, but one morning I was led out of the cell by the guards. My mind raced with visions of the torments that I was about to suffer, but fate spared me any real anguish. I was taken to the forests where I was to cut down the mighty pines that covered the mountainside. Their girth is such that it would take ten men to link arms around even the smallest of these giant firs. For countless centuries these ancient trees had grown but, as is the wont of

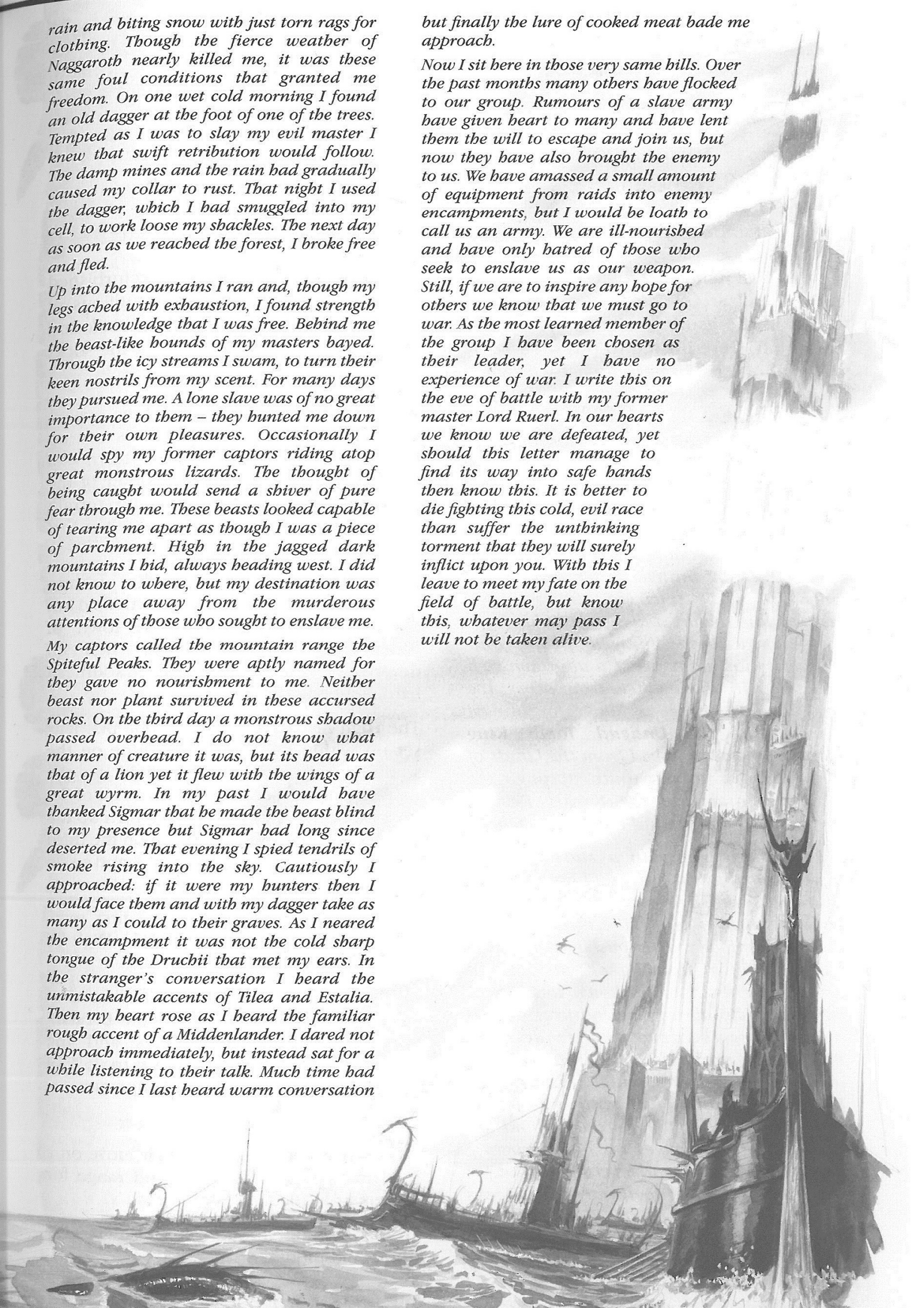
rain and biting snow with just torn rags for clothing. Though the fierce weather of Naggaroth nearly killed me, it was these same foul conditions that granted me freedom. On one wet cold morning I found an old dagger at the foot of one of the trees. Tempted as I was to slay my evil master I knew that swift retribution would follow. The damp mines and the rain had gradually caused my collar to rust. That night I used the dagger, which I had smuggled into my cell, to work loose my shackles. The next day as soon as we reached the forest, I broke free and fled.

Up into the mountains I ran and, though my legs ached with exhaustion, I found strength in the knowledge that I was free. Behind me the beast-like bounds of my masters bayed. Through the icy streams I swam, to turn their keen nostrils from my scent. For many days they pursued me. A lone slave was of no great importance to them – they hunted me down for their own pleasures. Occasionally I would spy my former captors riding atop great monstrous lizards. The thought of being caught would send a shiver of pure fear through me. These beasts looked capable of tearing me apart as though I was a piece of parchment. High in the jagged dark mountains I hid, always heading west. I did not know to where, but my destination was any place away from the murderous attentions of those who sought to enslave me.

My captors called the mountain range the Spiteful Peaks. They were aptly named for they gave no nourishment to me. Neither beast nor plant survived in these accursed rocks. On the third day a monstrous shadow passed overhead. I do not know what manner of creature it was, but its head was that of a lion yet it flew with the wings of a great wyrm. In my past I would have thanked Sigmar that he made the beast blind to my presence but Sigmar had long since deserted me. That evening I spied tendrils of smoke rising into the sky. Cautiously I approached: if it were my hunters then I would face them and with my dagger take as many as I could to their graves. As I neared the encampment it was not the cold sharp tongue of the Druchii that met my ears. In the stranger's conversation I heard the unmistakable accents of Tilea and Estalia. Then my heart rose as I heard the familiar rough accent of a Middenlander. I dared not approach immediately, but instead sat for a while listening to their talk. Much time had passed since I last heard warm conversation

but finally the lure of cooked meat bade me approach.

Now I sit here in those very same hills. Over the past months many others have flocked to our group. Rumours of a slave army have given heart to many and have lent them the will to escape and join us, but now they have also brought the enemy to us. We have amassed a small amount of equipment from raids into enemy encampments, but I would be loath to call us an army. We are ill-nourished and have only hatred of those who seek to enslave us as our weapon. Still, if we are to inspire any hope for others we know that we must go to war. As the most learned member of the group I have been chosen as their leader, yet I have no experience of war. I write this on the eve of battle with my former master Lord Ruerl. In our hearts we know we are defeated, yet should this letter manage to find its way into safe hands then know this. It is better to die fighting this cold, evil race than suffer the unthinking torment that they will surely inflict upon you. With this I leave to meet my fate on the field of battle, but know this, whatever may pass I will not be taken alive.



CRY HAVOC!

Battle report from the Grand reopening event at
GW headquarters, by Steve Hambrook & Andy Hall

On the 27th January 2002, the Cry Havoc games event was held at the newly refurbished gaming hall at GW headquarters in Lenton, Nottingham. To this most prestigious of events in the gaming calendar your favourite pair of vagabonds, Steve Hambrook and Andy Hall, were invited to put on a Warmaster demonstration game to knock the socks off of all others. So here's what we came up with.

THE SIEGE OF BLUCHERLITZ

The Border Princes lie to the south of the Black Mountains, only accessible from the Empire via the Old Dwarf Road which passes through the legendary Black Fire Pass. This region is renowned as a wild and lawless land of small warring townships, which are not united under any single ruler. Here, the town of Blucherlitz, a fastness founded by a dissident noble from the Empire, had enjoyed peace and prosperity for many years and grown rich on trade with the fey Elves from across the sea. All now looks set to change, for the vast warhost of the Undead Tomb King Ramkhetep has marched from the Lands of the Dead, far to the south, through the Badlands and into the Border Princes laying waste to the land as it approaches.

Now Blucherlitz lies in a state of siege. Lines of earthworks surround the town for as far as the eye can see. Legions of skeletons driven on by the insane will of their mummified master push massive siege engines, crafted from bone, into position around the walls of the town and dread carrion circle above like vultures over a dying ox. The brave defenders of Blucherlitz are massively outnumbered and surely it is only a matter of time before the town should fall and all of its inhabitants suffer the eternal damnation of Undeath. All hinges on one desperate gambit, that the defenders can hold out for long enough until help arrives. Weeks before the arrival of the Undead horde Ranald, Lord Blucher, sent a plea for help to his Elven trading partners. Surely his friends and allies would not leave him and

This battle is fought between three armies. The Empire army (2,000 pts) is set up within the walled fortress-town of Blucherlitz in the north-east corner of the battlefield. There should be no terrain within 30cm of the fortress other than that represented on the map.

The besieging Undead army (5,000 pts) may be deployed anywhere on the battlefield but no closer than 50cm to the town of Blucherlitz or 50cm to the High Elf deployment zone on the southern battlefield edge.

The High Elven relief army (2,000 pts) may set up within its deployment zone on the southern edge of the battlefield on the Empire player's second turn on a roll of 5+ on a D6. If the High Elves fail to turn up the second turn they may roll again on the third turn on a 4+, fourth turn on a 3+ and so on until they arrive.

The Undead attackers take the first turn. Both the Empire defenders and the High Elf relief force move in the same turn.

All the rules for siege from the Warmaster rulebook and Wargamag 9, 'Into the Breach!' apply. The Empire defenders and the Undead attackers may spend up to 25% of the total army cost on siege equipment.

SPECIAL RULES

Troops that begin and end their move on a road may extend the Command range for leaders by +20cm.

Troops moving through fields suffer a -1 Command modifier.

The Defenders of Blucherlitz

• <i>Ranald, Lord Blucher</i> – General	125 pts
• <i>Captain Lukas Haas</i> – Hero with <i>Sword of Cleaving</i>	90 pts
• <i>Graf Albrecht Von Stein</i> – Hero with <i>Sword of Fate</i>	85 pts
• <i>Luthor Dumkopf</i> – Wizard with <i>Dispel Scroll</i>	65 pts
• 4 Units of Halberdiers	180 pts
• 6 Units of Crossbowmen	330 pts
• 4 Units of Handgunners	260 pts
• 2 Units of Flagellants	140 pts
• 2 Units of Knights	220 pts
• 2 Units of Pistoliers	190 pts
• 1 Cannon Batteries	170 pts
• 10 Boiling Oil/Rock Droppers	125 pts
	1980 pts

High Elf Relief Force

• <i>Prince Araibir</i> – General in Chariot	165 pts
• <i>Celodir</i> – Wizard on Giant Eagle Mount	105 pts
• <i>Thallar</i> – Wizard with <i>Ring of Power</i>	115 pts
• 4 Units of Spearmen	240 pts
• 2 Units of Archers	150 pts
• 5 Units of Silverhelms	550 pts
• 2 Units of Chariots	190 pts
• 1 Unit of Eagles	140 pts
• 1 Unit of Dragon Riders	350 pts
	2,005 pts

The Undead Horde of Ramkhetep

• <i>Ramkhetep</i> – General with <i>Orb of Majesty</i>	160 pts
• 5 Liche Priests – one mounted on a Zombie Dragon	570 pts
• 12 Units of Skeletons	360 pts
• 10 Units of Skeleton Bowmen	350 pts
• 10 Units of Skeleton Cavalry	600 pts
• 8 Units of Skeletons Chariots	880 pts
• 4 Units of Carrion	260 pts
• 4 Bone Giants	500 pts
• 2 Sphinx	300 pts
• 5 Skull Chukkas	425 pts
• 4 Units of Bone Throwers	260 pts
• 2 Siege Towers	20 pts
• 2 Battering Rams	20 pts
• 2 Log Rams	10 pts
• 12 Ladders	60 pts
• 10 Mantlets	50 pts
• Earthworks	165 pts
	4,990 pts

WINNING

There is no turn limit, the game continues until either the Undead army is forced to withdraw through reaching its Break Point or on the death of its general or the special victory conditions are met. The Empire

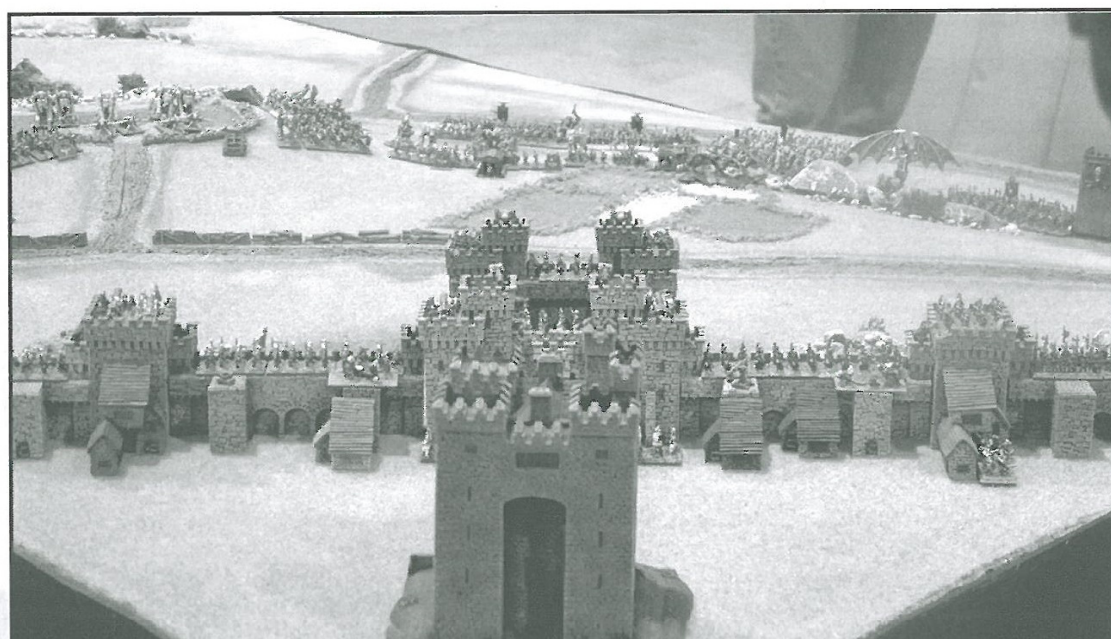
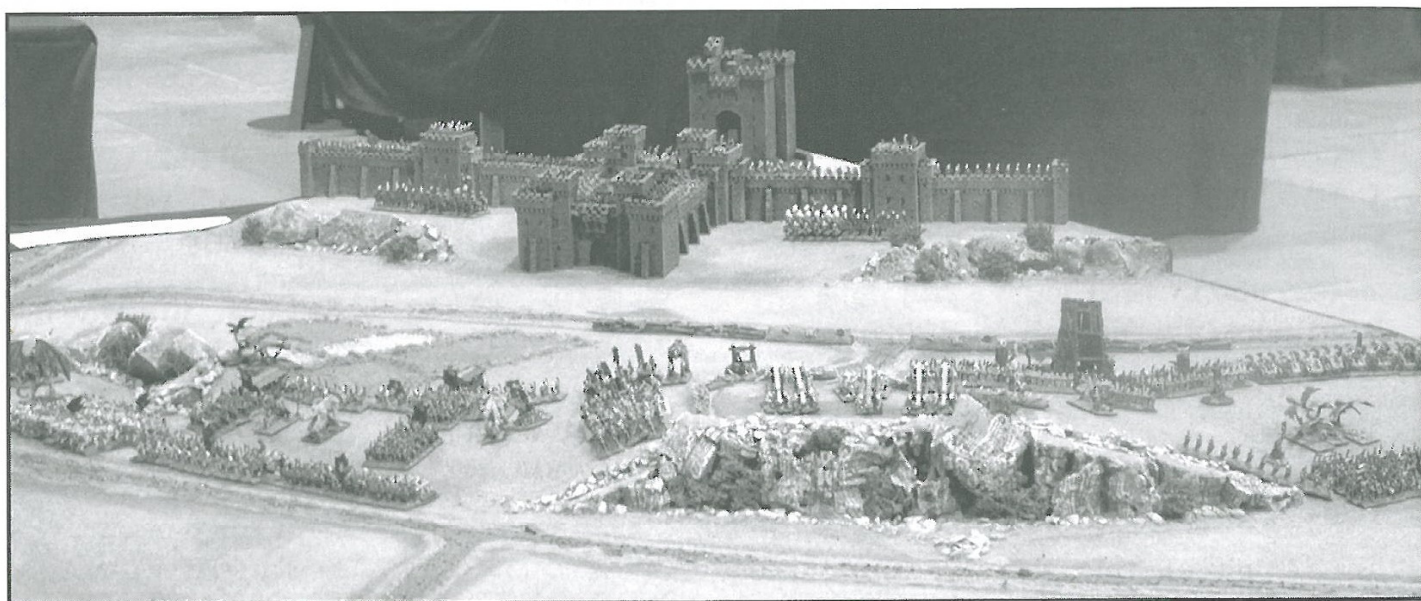
army cannot withdraw and ignores all rules for break points, etc., including death of the general (they have nowhere to run and are literally fighting for their lives!). The High Elf army may still withdraw as per usual.



SPECIAL VICTORY CONDITIONS

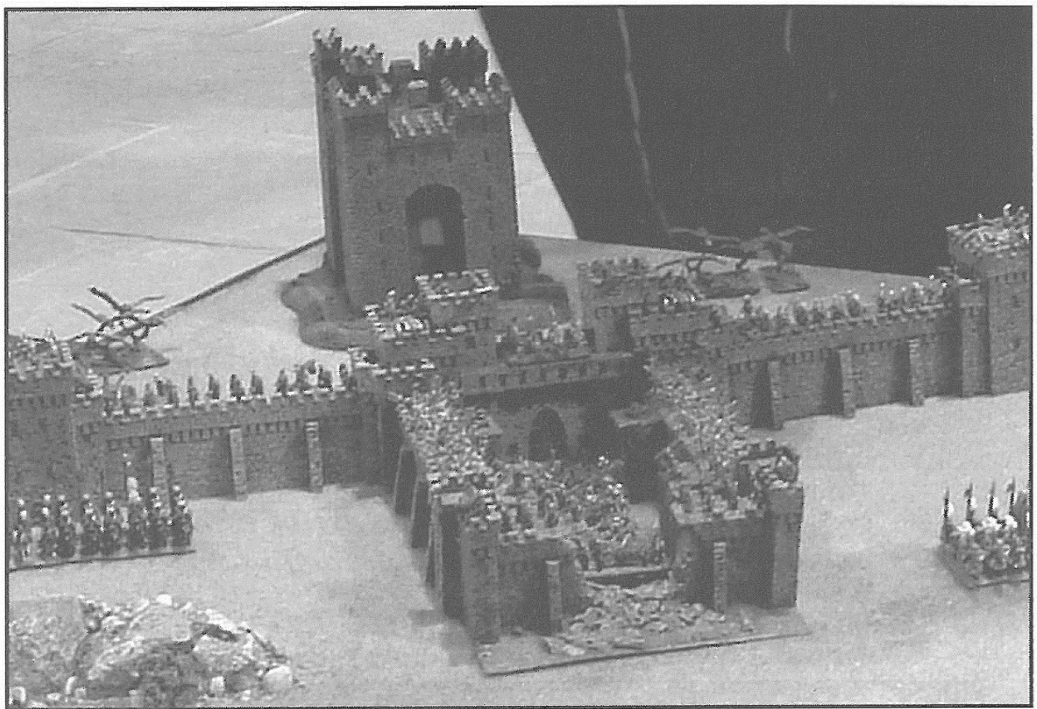
The Undead win automatically if they succeed in getting more units into Blucherlitz than there are defending units (this includes the courtyard and the walls).

The valiant Generals pose for the camera. From left, Steve Hambrook (Empire & High Elves) and Andy Hall (Undead)



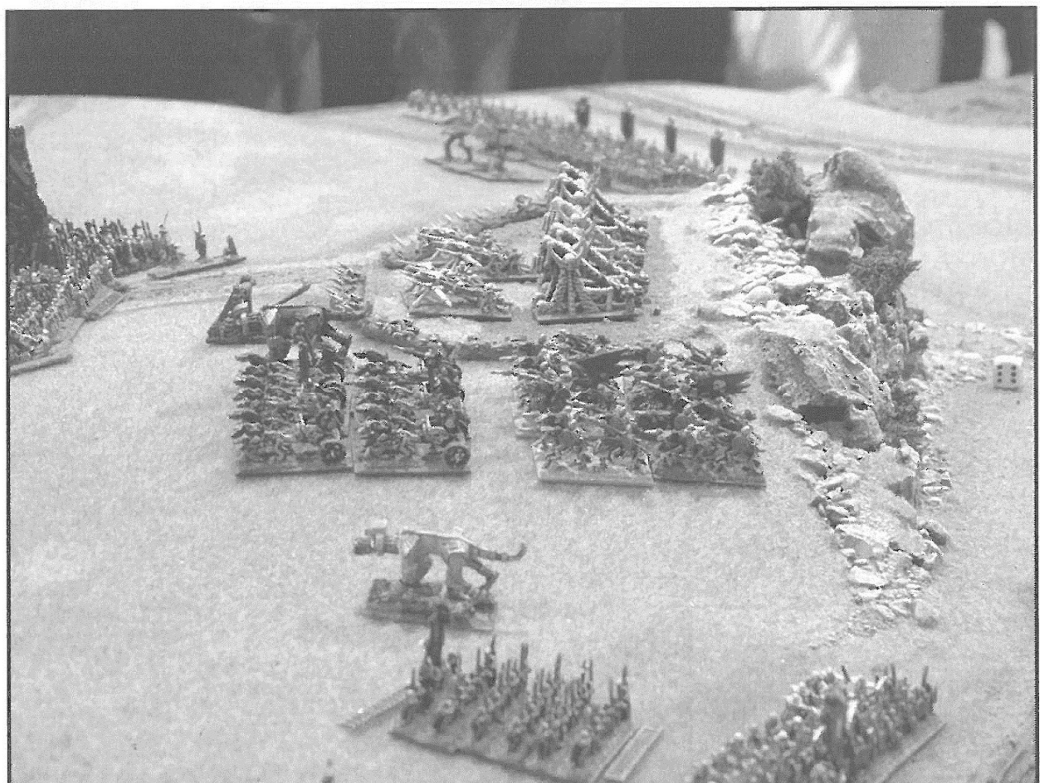
Deployment – two views; within and

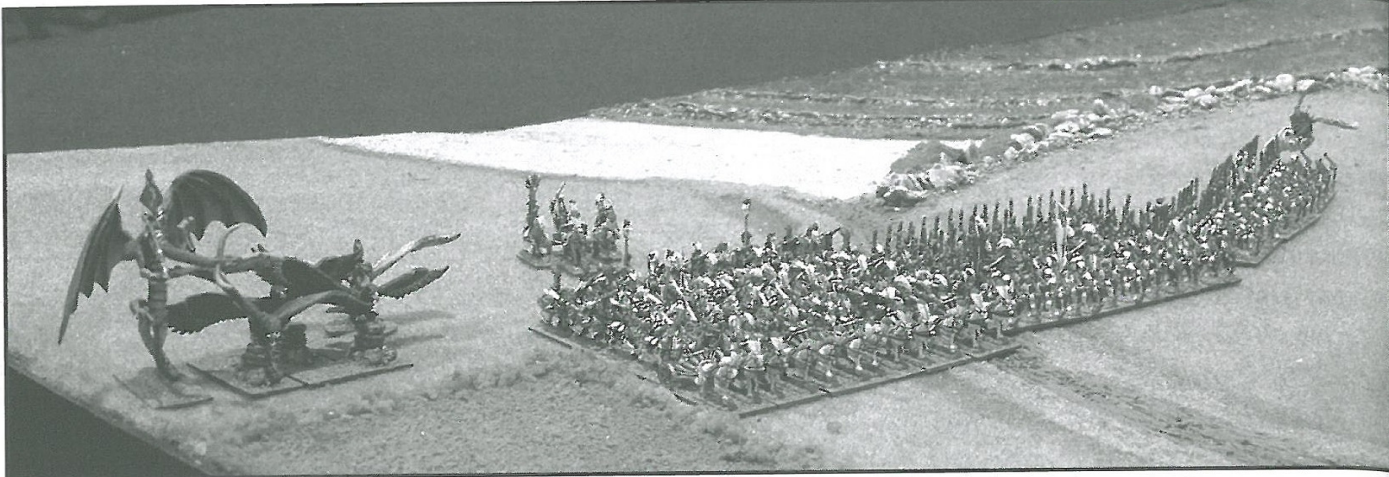
In the first turn, after an almighty bombardment, the gates come crashing down. Meanwhile, two units of Carrion land inside the fortress compound to disrupt the Empire command



Andy gets the shambling Undead horde on the move and it all seems to go painfully slowly...

The Undead battle lines move ever closer to the fortress walls. The valuable Undead artillery (centre) is guarded by units of Chariots and Skeleton Cavalry in case of any counter attack.



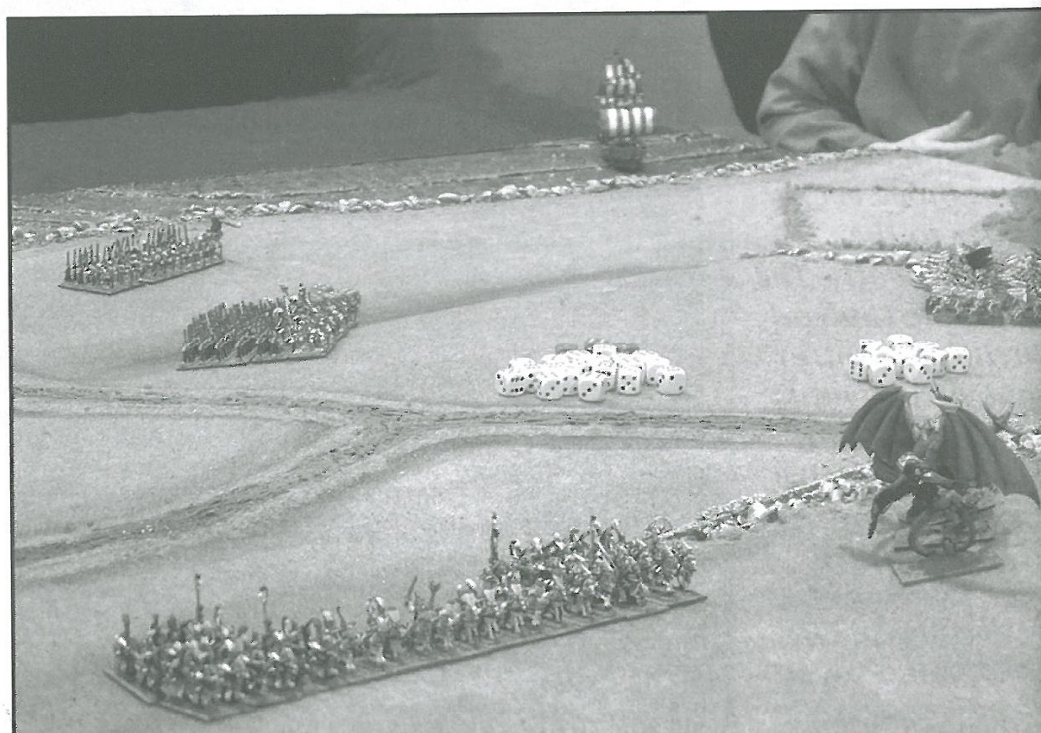


From the sea, the High Elf reinforcements arrive nice and early on the Empire second turn and deploy their battle lines to the Undead army's rear, ready to cause some havoc!



At the beginning of the Undead third turn they now face two foes and so in answer to the new threat divert some of the assaulting force to check the advance of the High Elves.

Moving rapidly, the Elven warhost clashes with the Undead rearguard destroying it utterly. The Elven flyers swoop across the battlefield and destroy most of the lethal Undead artillery.

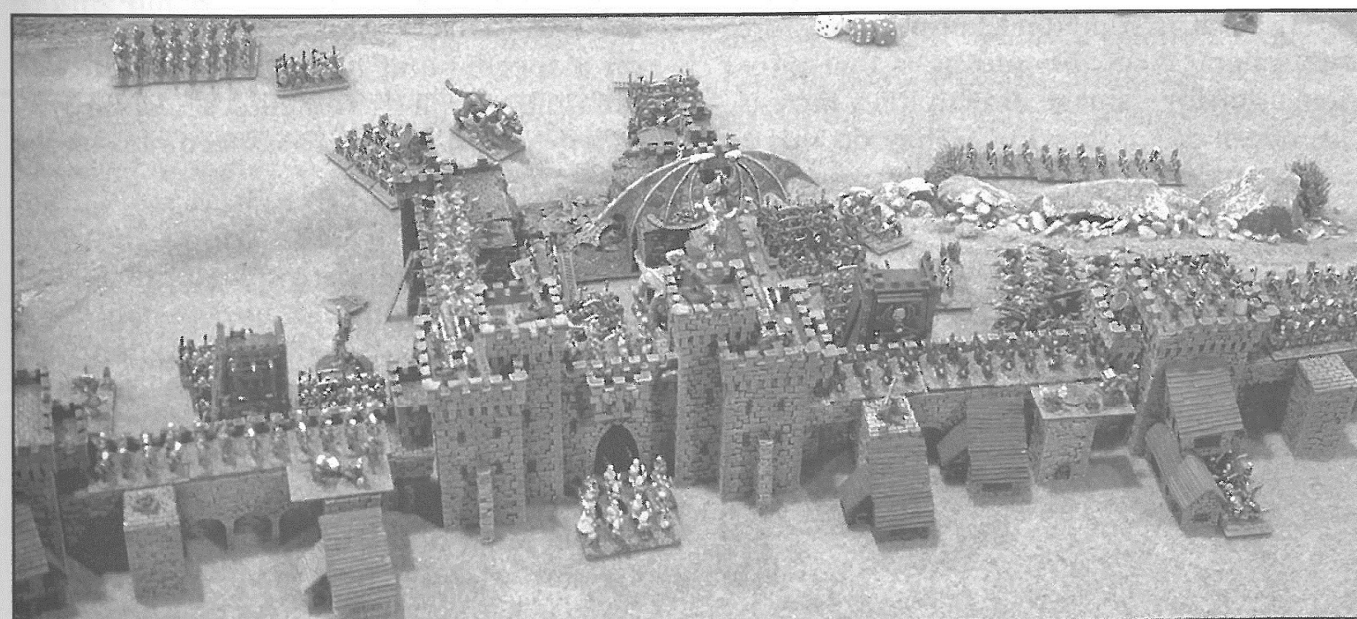




Having most of their artillery destroyed and their lines under threat from two fronts, the Undead army splits, with most of the infantry assaulting the fortress and the Chariots and cavalry attacking the High Elves to their rear.



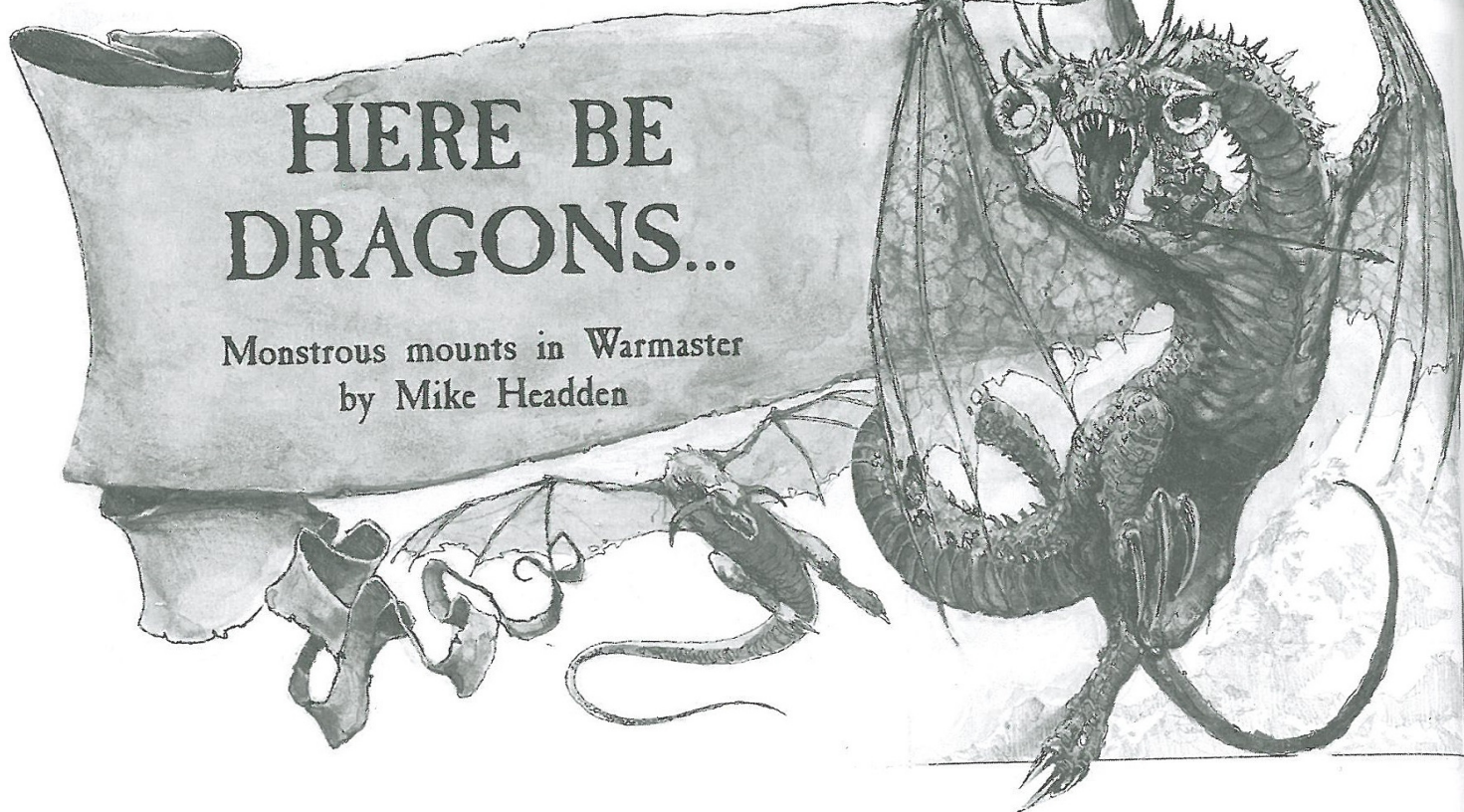
In a titanic battle the Undead prevail over the High Elves who withdraw having lost their flyers and cavalry.



In the final few turns of the game the Undead horde throw themselves against the walls of the fortress, penetrating the forward bastion but failing to take the walls. In the end it comes down to victory points – Undead: 1,765 to Empire/High Elves: 1,505. An Undead victory!

HERE BE DRAGONS...

Monstrous mounts in Warmaster
by Mike Headden



Monstrous mounts are an integral part of my strategy when fielding High Elves, and my army rarely leaves home without at least one Dragon mounted character. It seems to me that players often discount Monstrous mounts without a great deal of consideration. When you are worrying about Break points, armies immune to terror or the sheer points cost of a Monstrous mount it is easy to decide that you are better off with another unit or two of your favourite troop type.

I believe that players who take this approach may be missing out on a potential battle winner. The big advantage of a character on a Monstrous Mount is that they act as what is sometime known as a 'force multiplier'. What this means is that rather than applying damage directly, they increase the effect of another unit. They do this by adding attacks and sometimes by causing or negating the effects of *Terror*. All of this increases the amount of damage you do

compared with the amount of damage the enemy can do. Adding a second unit to a combat often increases the number of enemy stands, or even units, involved in the combat but adding a character on a Monstrous Mount does not. If the second unit has a lower armour value it can actually lead to you having less chance of winning the combat! By applying maximum pressure on the narrowest frontage you should have the greatest chance of winning the combat.

Not only do Monstrous Mounts give you additional attacks but also these can be concentrated where they are most needed. For example, a Hero riding a Dragon and armed with the *Sword of Might* gives you five extra attacks. You can use him to pick on a specific unit if you are engaged with multiple enemies – sometimes enabling you to wipe out a unit or to concentrate on the least armoured enemy.

One word of warning – don't put your General on a Monstrous Mount unless there are exceptional circumstances. A monster-mounted character needs to get in to close combat for all those points to have been wisely spent. Given that the battle is lost if the General dies you really want to keep them out of the thick of the action. Most of the time save the monsters for heroes and mages.

Those mounts that cause *Terror* are especially useful. Even against Undead who are not affected by *Terror* they can allow you to attack the Sphinx and Bone Giant without losing an attack for fighting an





With three melee attacks, three shooting attacks, the ability to *Fly* and to cause *Terror* the Dragons of Chaos, the High Elves and the Undead are the top monsters in my opinion.

The Lizardman Stegadon is limited by the fact that it is only available to the Lizardman General and I've indicated above what I think about Generals on monsters. Having said that, those extra five attacks may justify its use, occasionally... providing you can keep the General close to units big enough to protect him from counter-attacks.

Wyverns, Griffons and T-Rex don't quite have the killing power of their bigger cousins but then they don't cost as many points either and they still cause *Terror*.

Giant Eagles, Chariots, Pegasi, Unicorns, Bears and the like are less of a 'must have'. However, although they have fewer attacks and no *Terror*-causing ability, they are well worth considering as an alternative to magic items as a way of getting something with those last few points that won't quite buy another unit.

The disadvantage that monster-mounted characters have is the restriction on what terrain they can enter. If your tactics are likely to revolve around moving through woods and hiding in villages you may find your characters unable to join units because they are in terrain the characters mount can't enter.

Players always need to think hard about how the mounts fit in with their overall strategy

that will allow your attack force to crush the enemy? Will they be the 'stiffening' that causes the enemy to bounce off your defensive line, leaving them at the mercy of your counter-attack? Will they always be in the wrong place, adding to a combat you've already won easily or not tough enough to save a unit from destruction but merely adding to the tally of points lost?

There – that's why and when you should take Monstrous Mounts but what do you do about the ones the enemy uses against you?

The main thing is that all this killing power is for nothing if you can isolate a character and simply overrun them. Even a single stand of Skinks can kill a Hero on Dragon if they 'march through' him when there are no friendly units within 30cm that he can join. Sometimes, it is better to avoid overrunning a character on the way into a melee, if you can, so that you can overrun them with a fall-back once their supporting units have been wiped out. At other times it is better to force the character and mount into a unit so that you can concentrate on the unit and wipe out both unit and monster-mounted character.



When, inevitably, you are attacked by a unit with a monster-mounted character attached there are a couple of techniques you can try that allow you to absorb the attacks then

If your army has weak, cheap troops – Chaos Hounds, Skeleton Warriors and the like – then use them as a screen. If they are hit and driven back into other units it is often worth refusing to make way rather than risk confusion and/or other units being drawn into the battle. If the screening troops die where they stand then the enemy has to use their one Advance for the turn if they want to contact the unit behind rather than Pursuing into them. If this tactic works then the enemy use a powerful unit with an attached character to kill a couple of weak units and with luck your counter-attack then crushes something worth far more points than you sacrificed.

If your army has tough troops – Chaos Warriors, Dwarf Warriors, Sphinxes, or similar – then you may have another option. Try to arrange them so that the enemy has to deal with supporting stands or defended terrain or, better still, both. In this situation you may well be able to bounce them off. Even a Stegadon unit with a Slann Mage-Priest on a Stegadon (15 attacks on a 40mm frontage) or a Dragon Rider unit with a Hero on a Dragon

(10 attacks on a 20mm frontage) will have a hard time shifting a Chaos Warrior unit on a hill with full support. In this event it is usually better to deploy in column if you can. This allows you to remove the rear stand without losing support and if you beat an enemy you can pursue, then units don't get left behind because they were only supporting the combat.

Sometimes, it may be a case of fighting fire with fire and placing a character on a Monstrous Mount of your own on the most likely, or most important, target available to the enemy. Once again the Dragons with their ability to use their breath weapon against chargers are the top choice for this.

So, let me sum up. Monstrous Mounts, wisely used, can be a way of applying that last bit of pressure that cracks your enemy's battle line. Some ways of employing them will bring more success than others and there are ways to minimise their impact if they are used against you. They are not a sure fire winner – nothing in Warmaster is, that's part of the attraction of the rules but they are definitely worth experimenting with.



THE BATTLE OF MITTLENBERG

Scenario by Charles Lewis

Mittlenberg has been a major way station on the trade route to Dwarf realms within the Worlds Edge Mountains since shortly after the rise of the Empire. Situated at a crossroads, it also occupies a strategic position for armies entering or leaving the Empire. During a small Chaos incursion, a Chaos army, allied with a vast Orc & Goblin horde (anticipating a fantastic opportunity to loot and pillage) marched down from the north at the base of the mountains straight for Mittlenberg. The Empire was ready, however, and the Elector Count of Averland gathered his army and marched with all haste to Mittlenberg. Word was also received that a Dwarf army was coming from a nearby hold in the mountains.

Due to unseasonably heavy rains, all forces were delayed, and instead of a siege, the combined Empire and Dwarf army was forced to fight a field battle against the combined might of one Chaos and two Orc armies. The battle raged for two days before the Empire and her Dwarf allies were able to claim victory over the combined might of Chaos and greenskins. Mittlenberg though, was utterly devastated during the fighting and never fully recovered. By the time the harsh winter set in Mittlenberg was abandoned.

THE SCENARIO

This battle was fought between the combined armies of the Empire and Dwarfs against the combined might of one Chaos and two Orc armies. You can easily fight the battle using any combination of armies and players. The major features of the battlefield are two roads going across the table with the town of Mittlenberg at the crossroads. This is also a multi-day battle that will challenge players to secure good positions during the first day of fighting while at the same time trying to preserve the integrity of their forces.

Before the battle starts, both players need to determine their order of march, either on a piece of paper or by arranging their units in march order away from the table. The order of march must be laid out in single file with

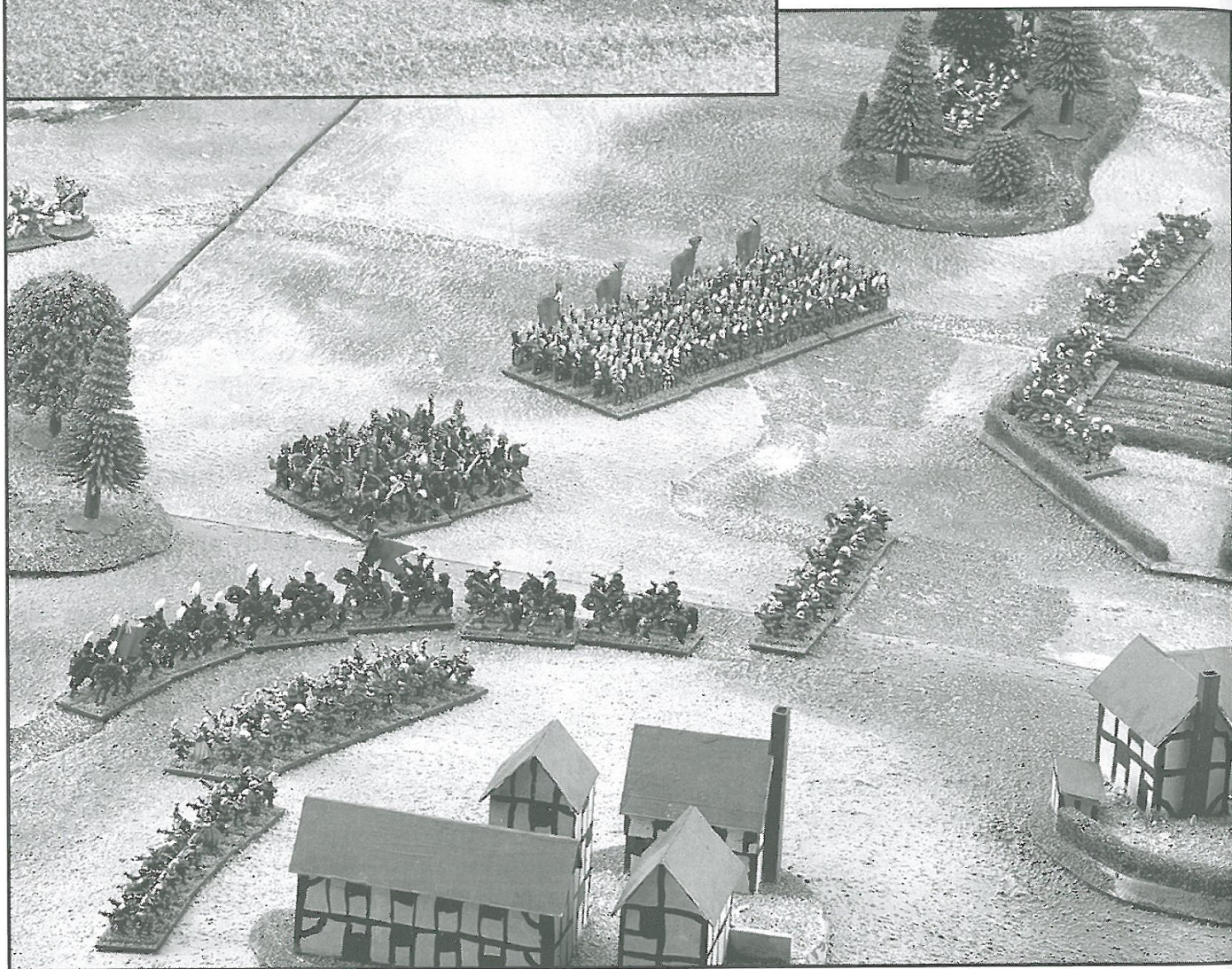
one unit behind the first, etc, (characters do not need to be arranged within the order of march). The first three units must include at least one cavalry unit if any are available and may not contain any artillery or machines. When additional units are added to the battle, players will work their way down the list until all troops have been deployed.

Roll off to determine who deploys first with the highest scoring player choosing. Each player may deploy just his General and D6 units within 20cm of his table edge. At the beginning of player's movement phase each turn, starting with turn 2, players will receive an additional D6 units plus a character. Reinforcing units are placed at the appropriate table edge and may move as normal once deployed.



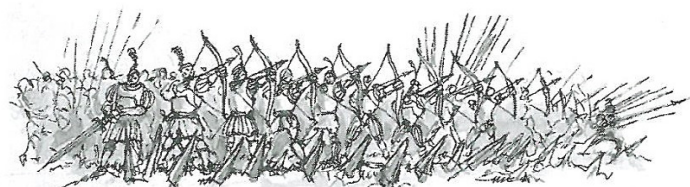


Empire forces take up positions north of Mittlenburg and await the impending attack from the Chaos and Orc hordes.



If no one has been forced to withdraw by the end of turn six roll a dice. On a score of 5+, a seventh turn is played. At the end of turn seven, roll again. On a score of 6+, an eighth turn is played. Otherwise, Day 1 ends after six turns. Once the day has ended, all units within Initiative range of their enemies make

an immediate Evade move (even units that may not normally Evade) as the armies pull back and regroup. Players should roll to determine the order of movement if necessary. All units may then make one free move so long as they do not move closer than 30cm to any enemy unit. Again, roll to determine movement order if necessary. Next, roll to recover any stands lost during the day. Roll a dice for each stand removed as a casualty. On a 5+, the stand is recovered if another stand of the same unit is already on the table. On a 6+, the stand is recovered if the entire unit had been destroyed at the





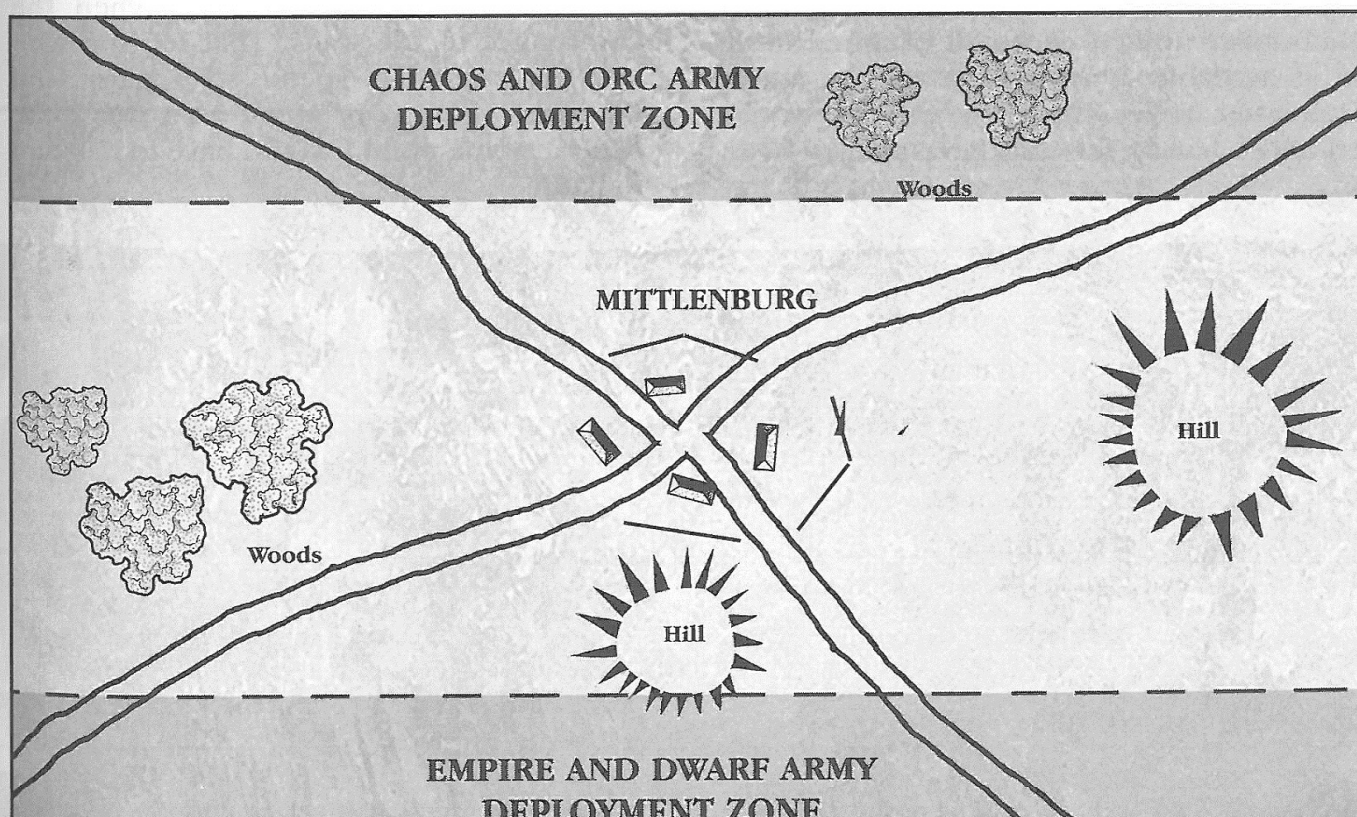
be recovered on a roll of 5+. Any one-use magic items used during the first day will be available for the second on a roll of 5+. A Staff of Spellbinding that was used during the first day may maintain the effect by forgoing the 'recharge' roll. If a roll is made, the current target is freed even if the roll fails. Finally, any unit suffering from the -1 Command penalty due to a blunder is freed from the effects (though they could suffer the result again during the second day).

The second day of battle begins with a roll to determine who goes first and is played until

one side or the other is forced to withdraw.

Note: While any size army is fine for this scenario, it is most enjoyable with at least 2,000 points per side. More, of course, is better. One of the advantages of this scenario is that it easily accommodates any number of players and points. As long as one side does not have more than a 10% advantage in points everyone should have fun (example: Empire 2,000pts & Dwarfs 2,000pts Vs Chaos 2,000pts, Orcs 1,000pts & Orcs 1,000pts.)

BATTLEFIELD MAP



THE SIEGE OF BRAKEN KEEP

A battle report between Martin Turner and Philip Sobel, report by Erwin Jackson, photography by Conrad Gonsalves and rules wizardry by David Simpson.

This is a battle report of the final assault scenario from issue 9 that was played out at the Tanelorn Wargames club in north-East London (www.tanelornwgc.org).

Philip Sobel took the role of the attacker, with his Dwarfs, and Martin Turner the defender with the Empire. You will notice rules comments scattered throughout the report by Dave to help explain some of the new mechanics.

And finally, a big thank you to all the guys involved and the Tanelorn Wargames club as a whole with helping to make this possible. The report just wouldn't have been finished without the enthusiastic support, necessary equipment, facilities and talent provided by all the Tanelorn Warmaster players, even Chris helped out with the odd: "I wouldn't do that if I were you Phil".

EMPIRE ARMY SELECTION

First of all my Knights had been sent off in scenario 2 to raise a relief force, so we agreed none would be available for the final siege game. So to start with I selected all my compulsory units Graf Barndorf (General): two units of Crossbowmen and two Halberdier units. I chose all of the artillery units available – one unit of cannon and a Helblaster Volley Gun. The cannon would come in handy for attacking enemy siege

towers at range whilst the Helblaster would be placed near the gate in case the enemy got too close. Next, I chose a unit of Flagellants – the Dwarfs will need 6's to hit them so their lack of armour is not such a problem plus the five attacks per stand would make them very handy up on the walls or defending a breach.



Next I needed some troops to make up a sally force. I decided Ernst Methina, Graf Barndorf's personal wizard, would personally lead this force. To accompany and protect him on his forays from the castle I choose a lone unit of Pistoliers.

I now needed to bulk up my defensive units and added a further four units of Halberdiers and a unit of Handgunners. Handgunners are 10 points more than Crossbowmen but the -1 save modifier might prove essential against Dwarf armour. I also decided to give three of my Halberdier units Skirmisher stands, these would greatly enhance my combat potential when the Dwarfs got to the walls. That left me with just 10 points to spend so I gave Graf Barndorf a *Sword of Might* as it was quite likely at some point I would have to risk him in battle.

Empire Defenders of Braken Keep

• Graf Barndorf – General	125 pts
• Ernst Methina – Wizard with <i>Ring of Magic</i>	55 pts
• 6 Units of Halberdiers – three units have Skirmishers	345 pts
• 2 Units of Crossbowmen	110 pts
• 1 Unit of Handgunners	65 pts
• 1 Unit of Flagellants	70 pts
• 1 Unit of Pistoliers	95 pts
• 1 Cannon Battery	85 pts
• 1 Helblaster Volley Gun	50 pts
	1,000 pts

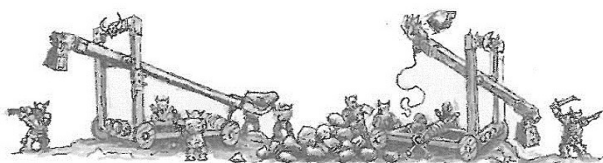
EMPIRE DEPLOYMENT

My initial deployment can be seen opposite. My basic strategy was to slow the Dwarfs advance using the Pistoliers to lure away the inevitable protective screen of Troll Slayers from Phil's siege towers and then to destroy the towers as they advanced. I deliberately left the gate and the sidewalls accessible to try to funnel the Dwarf attack into these areas. My earthworks would force the Dwarfs into a narrow attacking column in front of the gate where my massed fire power could wreak terrible losses on the Dwarfs, hopefully driving them back in confusion. Siege equipment can only move once per turn, forcing your opponent to advance as far as possible is good tactic. The longer the scenario goes on the greater the chance of an Empire victory so the option to attack the undefended side walls with the siege towers was not really viable especially as I had won scenario 2 and would start rolling to end the game from turn five. My strategy would be enhanced by Methina casting the *Weird Enchantment* spell on the advancing Dwarfs, reducing their movement by half – again a tactic designed to buy the Empire's relief force time.

DWARF ARMY SELECTION

With a couple of siege battles under my belt I approached this one with a little more experience. In the past I'd made some classic mistakes when selecting and setting up my army which I was determined not to repeat. Things like putting my siege artillery in a place that would see their line of sight cut off in the second turn and others too silly to mention have been the death of my army. With all of this in mind I selected a force that would see an unusually large brigade of Slayers as my missile screen/breach openers and a staggering

amount of Warriors, more specifically eight units, with a brigade of four pushing siege towers and the other four with siege ladders. I also took a couple of units of Rangers with mantlets to protect my cannon from the inevitable charge of cavalry, you know what I mean?



My plan of attack was as follows: I would send my Slayers forward, ahead of the rest of my force to act as a missile screen and to destroy any earthworks in the way, thereby allowing my siege towers through. The Slayers would also try to open a breach through which my forces could pour, most notably the Dwarf Warriors with ladders, as well as giving the Slayers a chance to die honourably, denying their Victory points to my esteemed opponent.

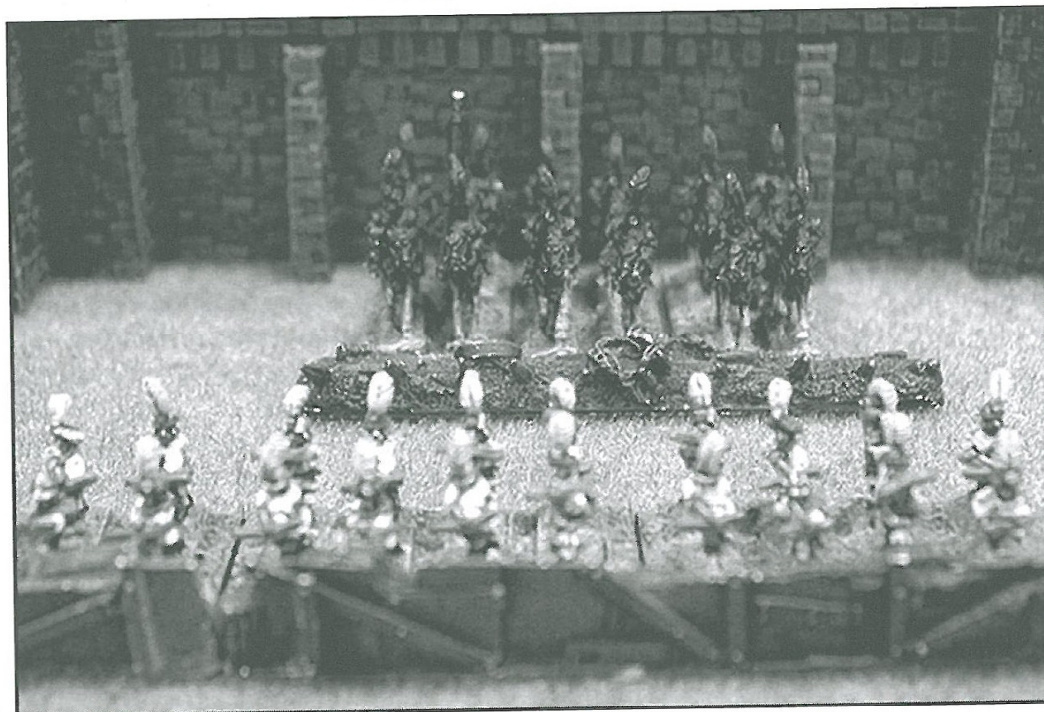
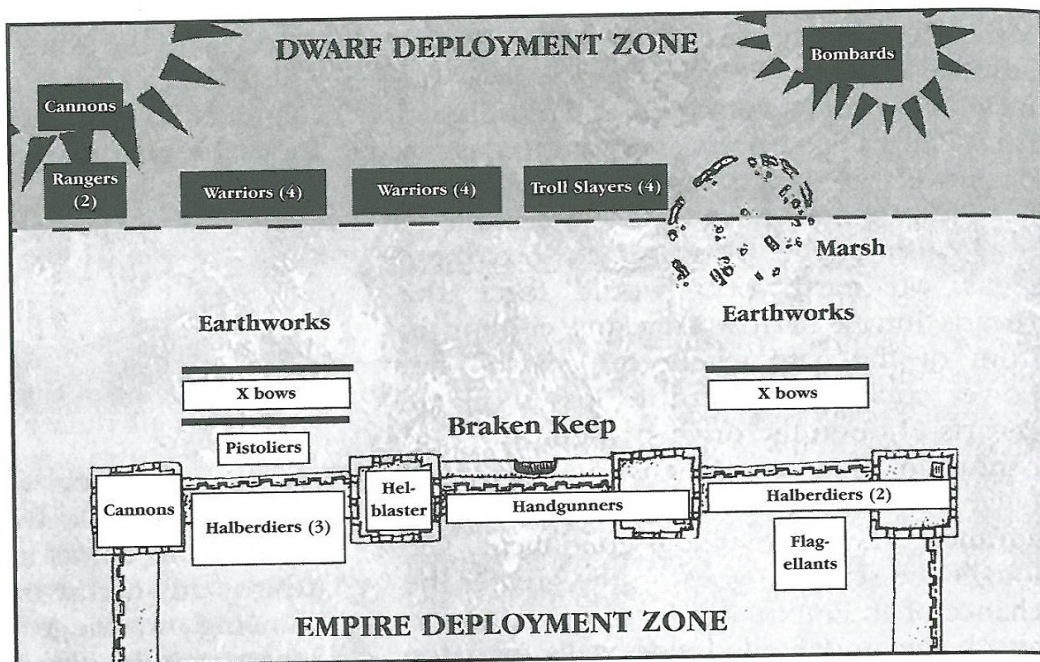
“Well, if that was your plan why aren't the Warriors next to the Slayers?” you say. A good question. The short answer is that I wanted them to be in a position to attack an opening on the right flank (the Empire defenders were spread rather thinly on the walls and there were none on the sidewalls at all). Should the opportunity arise, troops could always cross in front of the slower moving Dwarf Warriors with siege towers and attack the fortress's side walls. The Slayer attack was to be on the left side of the gatehouse and the other side would enjoy the company of my siege towers. The bombards were positioned to support the Slayers incase they failed to open a breach, a little insurance in uncertain times. Well, this was the plan...

Dwarf Besiegers

• <i>Kurgan Ironhelm</i> – General with <i>Orb of Majesty</i>	185 pts
• <i>Kadrin Grimwrath</i> – Runesmith with <i>Anvil of Doom</i>	100 pts
• <i>Urli Stonefist</i> – Hero	80 pts
• 4 Units of Dwarf Warriors – with Siege Towers	480 pts
• 4 Units of Dwarf Warriors – with Ladders	460 pts
• 4 Units of Troll Slayers – with Log Rams	340 pts
• 2 Units of Rangers – with Mantlets	240 pts
• 1 Cannon	180 pts
• 2 Bombards	180 pts
	2,245 pts

TURN 1 – Dwarfs

On the left flank Gadrin, the Dwarf Runesmith, ordered the brigade of Trollslayers forward and around the marsh. While on the right flank Urli, the Dwarf Hero, failed to bring the Rangers and Cannon batteries forward to support the centre. The Dwarf General, Kurgan Ironhelm, undeterred by the failure of his sub-commander,



The Empire earthworks

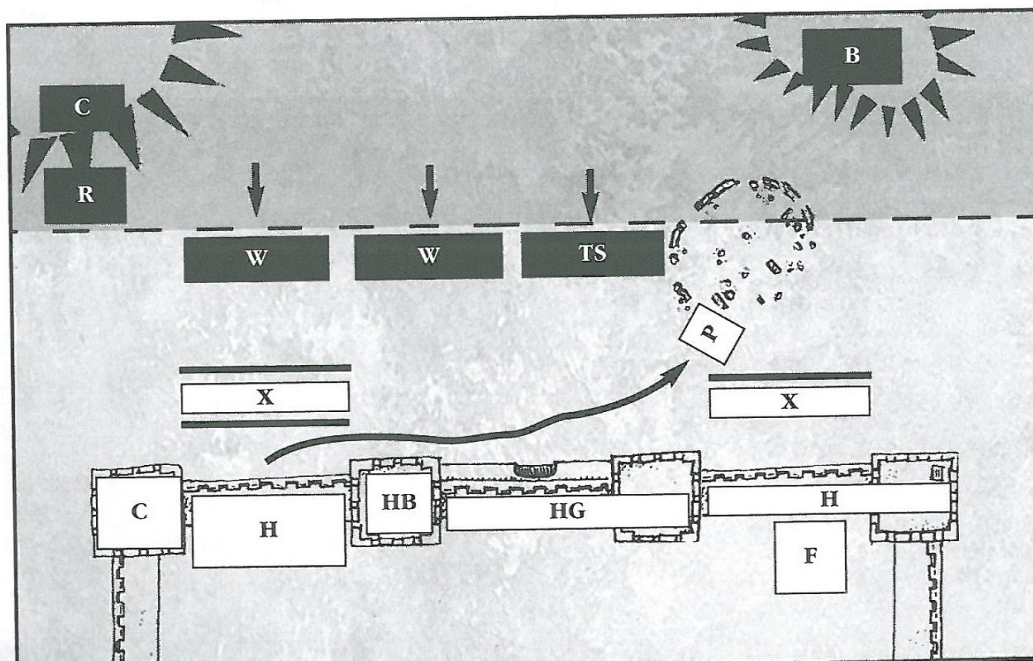
ordered the two brigades and associated siege towers forward.

With a roar, the Dwarf bombards opened fire on the castle walls on the left. One machine found its mark and a wall section weakened under the Halberdiers.

TURN 1 – Empire

From the his lookout on the castle's gate tower, Graf Barndorf ordered the young Pistoliers to sweep forward from behind the earthworks towards the Dwarf left flank. The noblemen positioned themselves with their flanks to difficult terrain as protection.

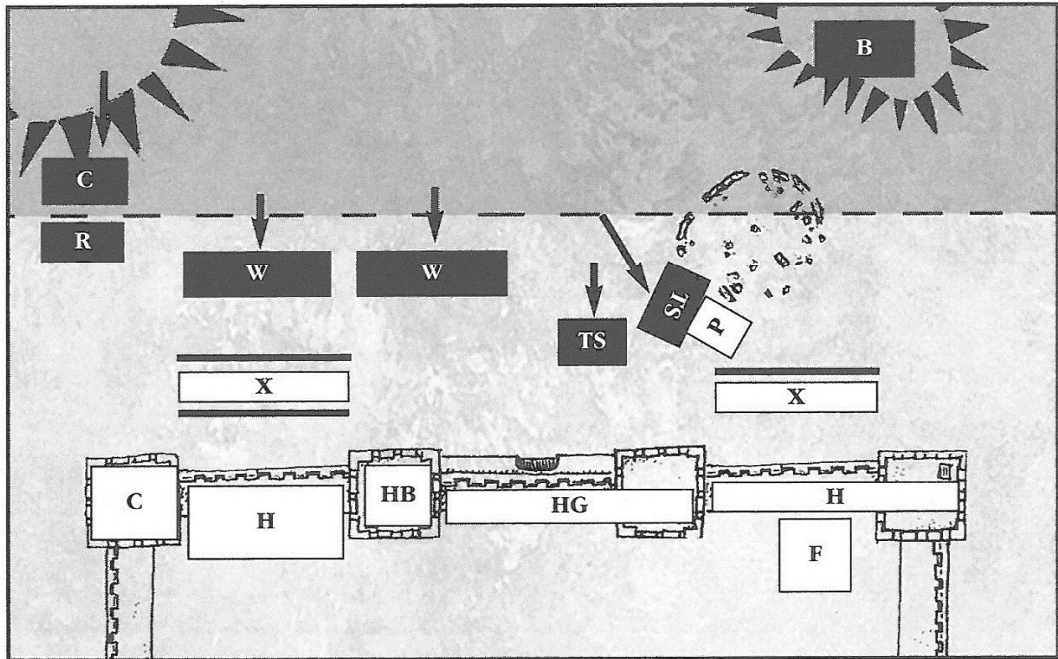
Ernst Methina, the Empire Wizard, rode out to near the Pistoliers and breaking through the anti-magical defences of the Runesmith and cast Weird Enchantment



Dwarf warriors pushing a siege tower.

This was a good little trick that Martin played, as it slowed down the advancing siege towers. However, it did cause concern, as the spell forces units to move at half pace, yet siege engine equipped units can only move up to 15cm per turn. The question was whether the half-pace move was half the movement allowance of the unit, or half the allowance of the siege engine. In the end we decided that half pace for units with siege equipment is half the unit's movement allowance. – Dave

Their sights set on the advancing Trollslayers, the Empire engineers ordered their cannons to fire. The Slayers were showered with blood and shards of bone as one stand was destroyed. Unafraid of death, however, the Troll Slayers held their ground under the Empire's bombardment.



Meanwhile the Runesmith ordered the remaining Troll Slayers forward again, while the Hero sent his Rangers and cannon forward. The Dwarf General continued to drive his two Dwarf Warrior brigades towards the castle.

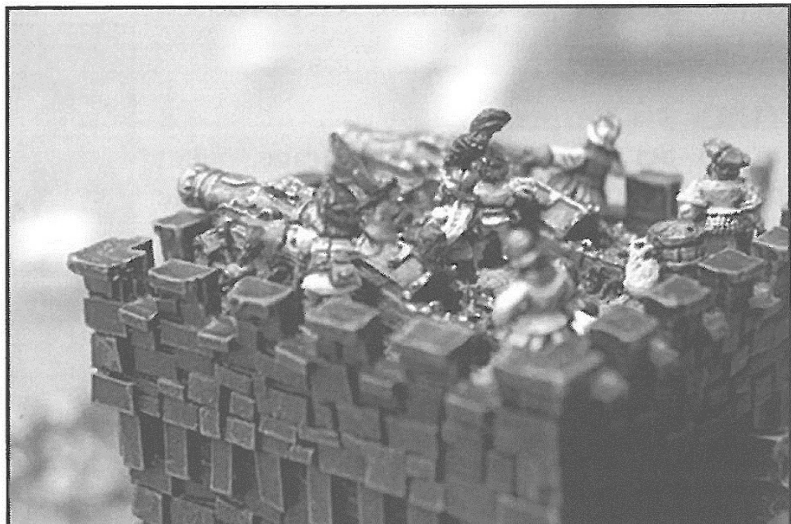
Once again, the bombards opened fire on the castle walls but to no effect.

TURN 2 – Empire

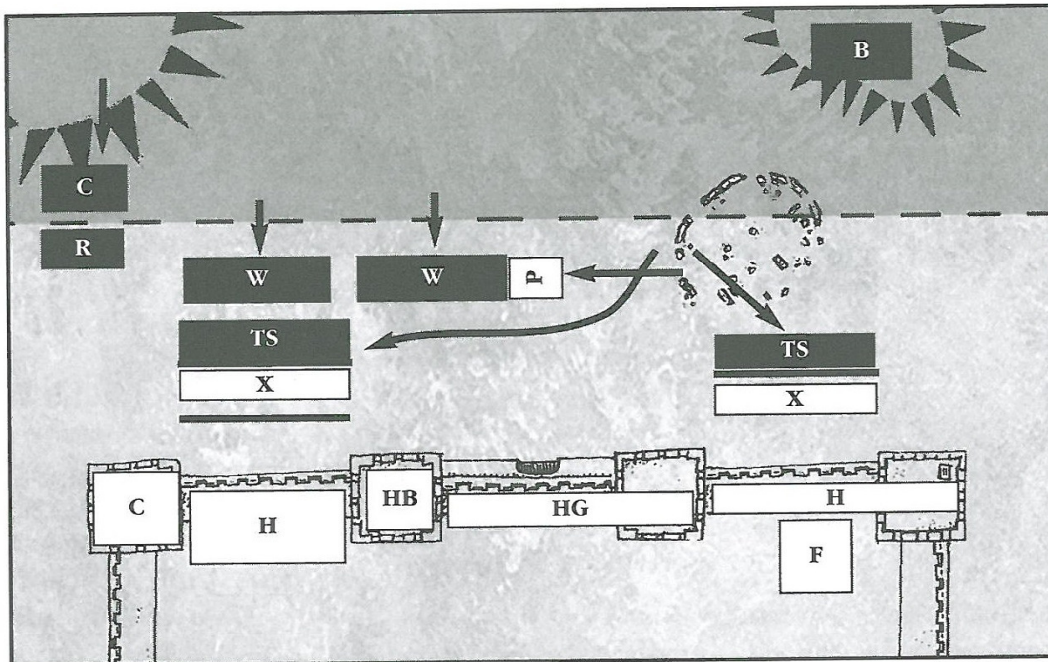
Seeking revenge for the loss of their comrades the Pistoliers charged the closest unit of Troll Slayers on Initiative, only to be driven off by the frenzied Dwarfs. The other unit of Troll Slayers came under fire from the cannon batteries on the fortress walls, the Helblaster and two units of Crossbowmen dug in behind the earthworks at the foot of the castle walls. After the bombardment, the Troll Slayers on the right flank were reduced to a single stand whilst the other unit on the left flank lost a stand of Crossbowmen.

TURN 2 – Dwarfs

With manic glee a unit of Troll Slayers charged the Empire Pistoliers on their Initiative. Ernst, the Empire Wizard, fled from the axes of the enraged Dwarfs and fell back to the protection of a unit of Crossbowmen. The hot lead of the young cavalymen tore through the charging Dwarf Slayers as the Pistoliers stood their ground and fired at them, but the axes of the Troll Slayers proved more lethal. In the ensuing combat the Troll Slayers lost a stand and the Pistoliers two before they



TURN 3



TURN 3 – Dwarfs

With the Empire Crossbowmen within Initiative charge range, two units of fanatical Slayers surged forward and threw themselves at the earthworks on either side of the gatehouse. The remaining unit of Troll Slayers was ordered forward by the Runesmith to offer support to the Slayers on the right. The Troll Slayers were cut down by bolts and swords and failed to budge the well-defended Crossbowmen. On the right, the Troll Slayers in the fore lost two stands but managed to take a stand of Crossbowmen with them. On the left, the Troll Slayers were pushed back after losing a stand.

The Hero ordered the Rangers forward again but the cannon, obviously bogged down in the marshy ground, failed to move once more. In the Dwarf centre, under the watchful eye of Kurgan, the Dwarf General, the brigades of Dwarf Warriors and their siege towers continued to roll forward.

Under the unrelenting fire of the Dwarf bombards, two wall sections were reduced to rubble.

TURN 3 – Empire

In an act of unmatched courage, what remained of the Pistoliers charged the closest unit of Dwarf Warriors pushing a siege tower. After forcing the Dwarf Warriors to retreat, the Pistoliers threw grappling hooks onto the siege tower and pulled it to the ground destroying it. Flushed with victory the horsemen re-deployed themselves in front of the remaining siege towers.

engines are ignored in combat, but nowhere does it actually say what this meant. I came to what I think is a very workable solution on the spot, see the earlier 'missing siege bits' article to see what this was. – Dave

Graf Barndorf, seeking to plug the gap in his defences caused by the Dwarf artillery, ordered the unit of Flagellants into the rubble of the breached wall.

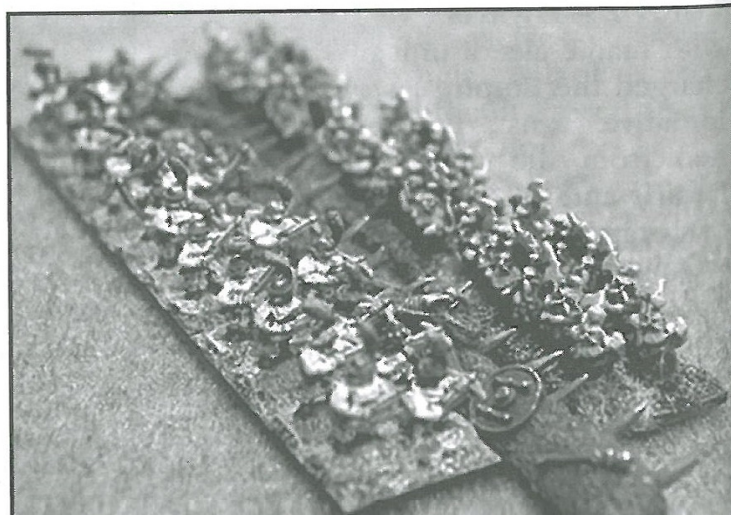
Ernst the Wizard, moved to the flank of the Dwarf Warrior brigade on the right flank and bringing forth his *Wand of Power* attempted to incinerate the stunties with a *Fireball*. With a fizzle the spell was dispelled by the Dwarf Runesmith.

On the right flank the Empire cannon, Crossbows and Helblaster fired upon the remaining Slayers to their front. The remaining single stand of Troll Slayers was destroyed and the other unit lost a stand.

TURN 4 – Dwarfs

Once more into the breach the remaining Slayers charged into the Crossbowmen to the left and right. On the right flank the Slayers were pushed back again while on the left, in a bloody assault, the Dwarf fanatics were destroyed.

Having freed themselves from the mud, the Dwarf cannon finally surged forward and brought themselves into range of the enemy. This particularly surprised the Pistoliers in front of the Dwarf battleline who, after



round after round, of cannon fire scattered to the winds. In support of the cannon, the Dwarf Rangers moved into position on a hill overlooking the castle walls to the right.

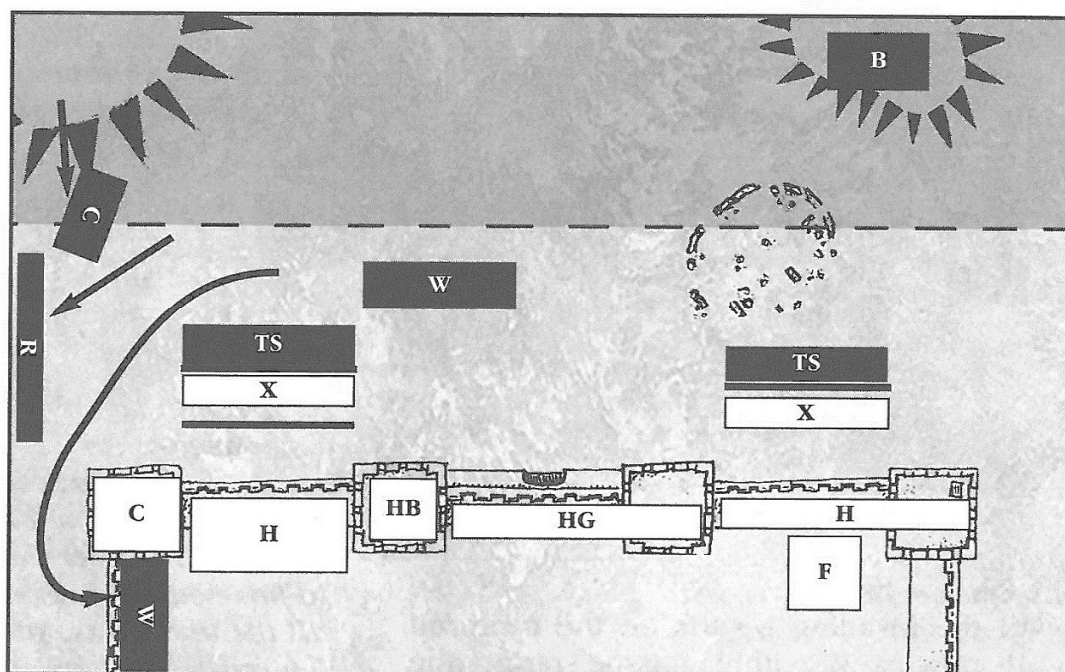
Encouraged by the success of Urli, the Dwarf General ordered the Dwarf Warrior brigade around to the right side of the castle and one unit managed to gain the castle wall. Kurgan then, however, failed to retarget the bombards.

TURN 4 – Empire

Graf Barndorf gazed nervously at the approaching Dwarf siege towers and tried to order a unit of Crossbowmen to retreat to the second line of earthworks. The Crossbowmen, flushed with success at holding their position against the repeated assaults of the Troll Slayers, decided to hold their ground.

The Empire Wizard moved to the corner of the left tower where the Empire cannon were stationed and sent a ball of fire through the massed Dwarf Warrior formations along the right wall of the castle. As Dwarfs were cooked inside their armour the Empire cannons fired upon the Dwarfs which had captured the wall previously, driving them into the castle courtyard.

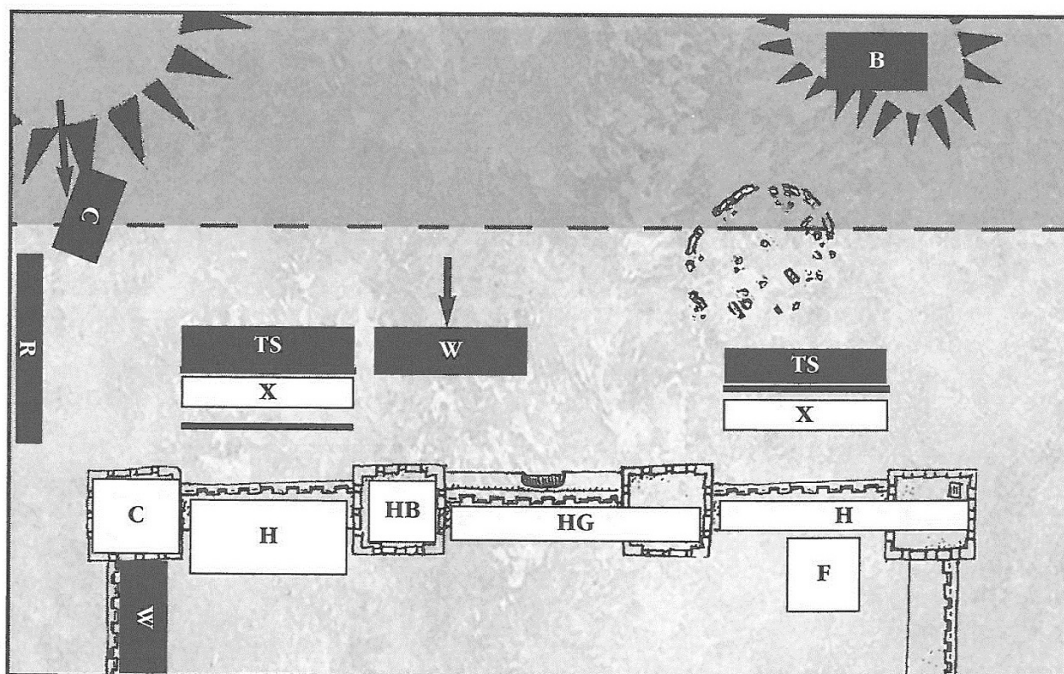
This situation didn't require a new rule, but merely the application of an existing one. The Dwarf Warriors were on the fortress wall, however the firing units were in the tower – which is obviously higher ground. Therefore when the cannons and Wizard fired (or in the case of the Wizard zapped!) at the Dwarfs they counted as being in

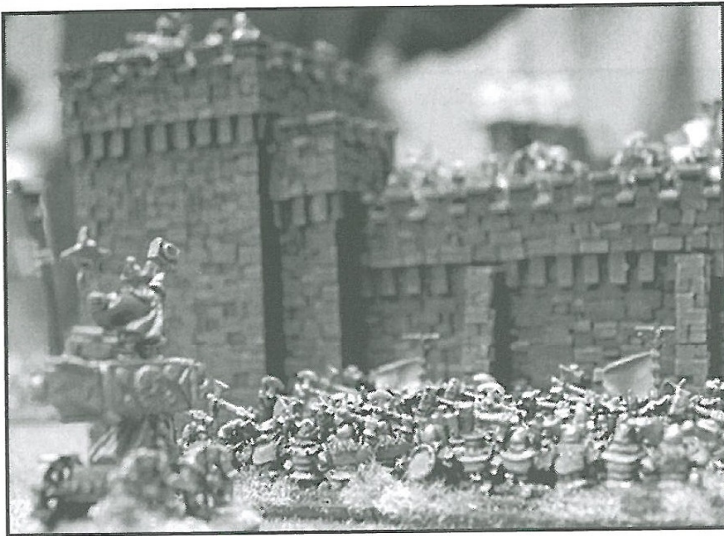


From the wall and from behind their earthworks, Handgunners and Crossbowmen poured fire into the remaining Slayers, destroying them to last Dwarf.

TURN 5 – Dwarfs

Despite taking heavy losses from the Empire cannon and Wizard, the Dwarf Warriors on the right flank, with Kurgan urging them forward, set their ladders against the castle wall and climbed to take the undefended wall section. Slowly but surely the siege towers crawled yet closer to the castle. The Dwarf Hero Urli ordered the bombards to be re-targeted but they failed to find their mark. The Dwarf cannons opened fire on the Crossbowmen to the right, destroying a stand and driving them from the protection of the earthworks.





Dwarfs assault the walls

TURN 5 – Empire

With the invading Dwarfs on the captured wall now well within missile range the Empire General signalled his troops to hold and rain down hell upon the Dwarf army.

A mighty ball of flame erupted from the Wizard's hands and smashed through the Dwarf Warriors that were scrambling up the undefended wall. Cannons and Handgunners lent support to the magical assault and as the smoke cleared all that could be seen of the Dwarfs on the wall were charred remains.

TURN 6 – Dwarfs

Regaining their courage, the Dwarf Warriors previously driven from the castle walls into the courtyard advanced further into the castle. The other Dwarfs on the right, stalwart to the last, again mounted the unmanned walls and halted amongst the remains of their comrades. The siege towers continued their advance but were forced to halt before the earthworks.

This is the main function of earthworks, as siege engine 'speed bumps'. Think of them as the Warmaster equivalent to razorwire and mines, they slow an attack down but don't necessarily stop it. – Dave

The General ordered the Dwarf Warriors and Rangers forward and they began to make a path through the defences. They ignored the battered Crossbowmen unit nearby and their axes and picks made short work of the earthwork defences.

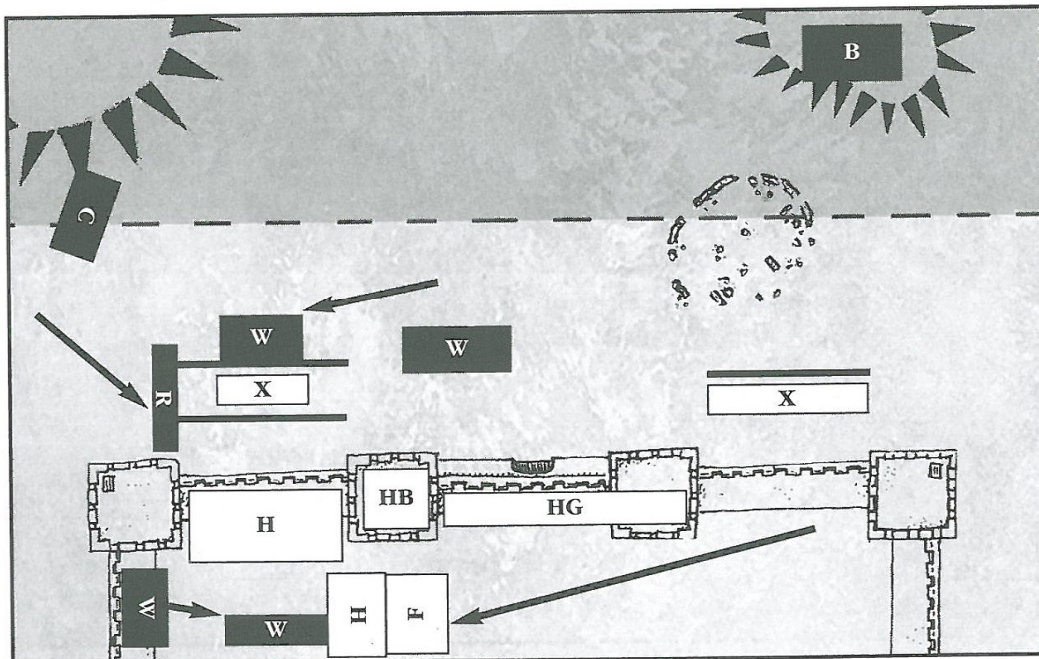
I haven't completely decided on the mechanism for removing earthworks yet. As they stand at the moment they can be very hard to remove. Since I intend to add moats at a later date it might be an idea to have earthworks removed on a 5+ with all the unit's base attacks, and moats on a 6+ with all the unit's base attacks. I basically need as much feedback as possible on this one as it's one of the most critical areas that needs balance testing. – Dave

The Dwarf artillery continued their bombardment and shattered the Empire cannon battery in the tower and the bombards managed to damage a wall section.

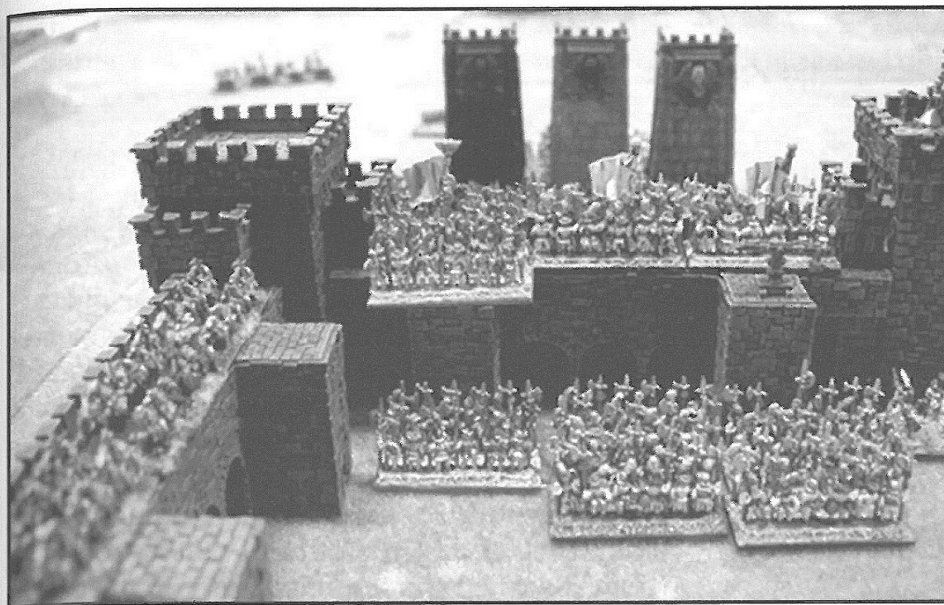
TURN 6 – Empire

Seeing the danger posed by the Dwarfs in the courtyard the units of Halberdiers and Flagellants from the left wall assaulted them. The Halberdiers smashed into the flank of the Dwarf unit, with the Flagellants in support and after heavy fighting drove them off of the table. The Halberdiers then fell back to face the Dwarfs on the wall.

When attacking units on a fortification from the inside count the defenders as Defended rather than Fortified, as there are lots of stairs to climb and no crenellations. – Dave



The remaining Halberdiers redeployed to face the oncoming Dwarfs and the Handgunners turned to fire on the Dwarfs attacking the earthworks in order to drive them back.



The final assault

As Graf Barndorf lifted his handgun and took aim at a retreating Dwarf Ranger out of the corner of his eye he caught sight of the sun reflecting off metal to the east. Afraid of further Dwarf reinforcements he grabbed his ornate spyglass and lifted it to his eye. Line upon line of Knights of the Blazing Sun rode towards the besieged castle. Behind them marched thousands of Halberdiers, Crossbowmen and other infantry. The relief force had arrived, the battle was over.

EMPIRE – AFTERMATH (or ‘A Comedy of Errors’)

Well, so much for my plan, how so many things went wrong in so short a time I’ll never know! All was going according to plan until the second turn when Martin in his wisdom (who knew?) moved a single piffling unit of Pistoliers on to my left flank and guess what... My crazed Slayers went charging in on Initiative (for ‘Initiative’ read lunacy). Well, to cut a painfully long combat short I reckon that those Pistoliers were wearing Dwarf made armour, they survived much longer than was natural against the ferocity of my Slayers. This little action messed up my left flank beyond all recognition and left the pointy end of my ‘Spear’ seriously blunted. Then to my horror the remaining stand of Super Pistoliers (whom I miraculously failed to destroy yet again) flank charged my Warriors with siege towers and fluffed up that prong of my attack as well! In short, they were becoming a thorn, no, a log ram in my side.

cannon (who by the way weren’t charged by cavalry at all, what a waste of two units of Rangers) blasted them out of my way at last, though they succeeded in delaying me for a crucial turn. My next mistake (or at least the next one that I noticed) was my failure to destroy his cannons in the tower. I had, as planned, moved round with four units of Warriors to climb the undefended walls of his left flank, only to be blasted straight off them and even when I attempted to correct my earlier error of

judgement by firing my cannons at his, I couldn’t seem to hurt them! Only in turn seven did I finally manage to destroy his cannons and succeed in getting a unit of Warriors into an excellent attacking position. By then, of course, it was too late to be of any use and the game ended. Defeat! Oh the humiliation.

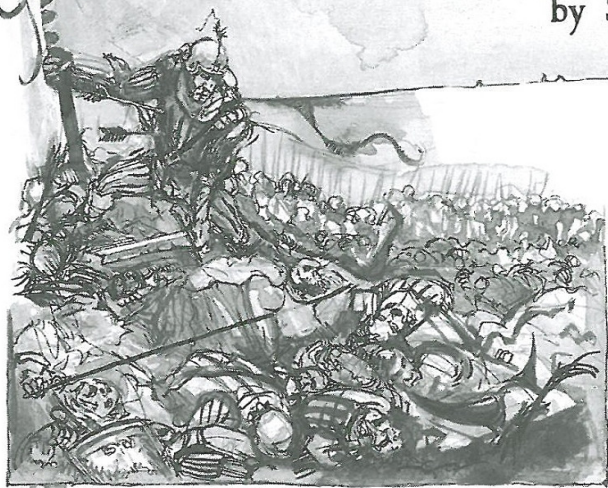
The Rules

Overall I thought that the new rules worked well and provided for a balanced game. There were a few grey areas that needed clearing up such as: Can a unit with ladders be ordered more than once? Unfortunately, I can’t blame my ignominious defeat on any holes in the rules. The new siege equipment lists were balanced and prevent somewhat less than scrupulous players from lining up four or five bombards and just blasting away and the addition of points costs for siege ladders is great because it allows you to spend more of your siege equipment points allowance.



MODELLING MASTERCLASS *part V.*

by Stephan Hess



THE GREEN GREEN HILLS OF HOME!

Warmaster can be played on any flat surface. But folklore says; 'flat table, flat game'. In the last two articles we've worked on different ways, through the use of terrain, to ensure that our battlefield isn't totally flat and in this issue we will talk about the ultimate anti-flat-table device: the hill.

Standing Stands

Here we distinguish between the two types of hills you will get in a game of Warmaster: those that can be entered by troops and those that can't. Of course, there are hills that are part passable and part impassable.

An impassable hill offers complete freedom of design because you do not have to compromise with placing any miniatures on it.

Passable hills are more restrictive with regard to design. Warmaster stands have such a low centre of gravity that they will start to slide down the slope of a hill before they topple over. Monsters (and 28mm miniatures) tend to be a lot taller and so will topple quicker. Therefore a slope will need to be half the height difference (in cm) per cm of ground coverage (equivalent to 30 degrees). This is a good choice if you plan to use your hill for other scales as well.

Size Does Matter

The first thing to decide is what type of hill to make; a 'rolling' hill, a slight elevation or a mountain with steep rockfaces and a snow covered summit.

A (small) hill of 100m would be about 60cm high in Warmaster scale and with an elevation of 30 degrees the slope would cover 120cm until it reaches the peak. Obviously we will have to cheat with the scale again. Heights of 8-10 miniatures (about 100cm) are more than sufficient for a rolling hill. A playable slope would need to be 20cm to the summit.

A height of 30cm will look quite impressive on the battlefield and allow for some steep and dramatic

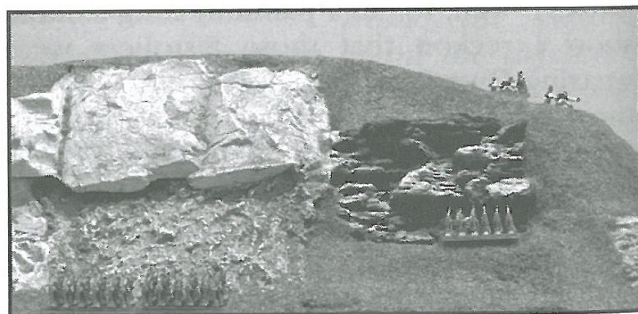
rock faces. When trying to reach heights of over 20cm it is a good idea to have steep rockfaces on at least one side. The infamous 'stepped' or contoured hill (a hill built from layers like a wedding cake) will allow you to gain height quickly without sacrificing playability. The drawback of this type of hill is that it looks very false. So when you resort to a stepped hill design try to hide the steps with terraces like the highlands or with small walls.

Designed to Shrink

If you want your hill to look impressive do not model other terrain onto it such as trees and buildings. If you put a stand of infantry at the foot of a 10cm high wall the wall looks too big but as soon as you put a house in front of the wall, it seems to shrink. The same is true for trees. Buildings and trees help to scale the hill. We expect a house or a tree to be just a tiny speck on a hill so you will need a rather big model hill to satisfy that expectation. Put trees or houses on a hill only if the hill is very big or if it is meant to be only a small elevation anyway.

Talking About Buildings...

Floors in buildings are always level with the sea so if you want to put buildings on your hill you will have to design a flat area parallel to the base as a platform for the building. Even if you plan to build the house 'into' the hill you will need to design a flat platform on the hill because model buildings usually have flat bottoms.



Placing a tree on a hill will shrink

There are many different ways to make hills but all of these are based on either a massive core or on a skeleton core.

Massive Like a Massif

A massive core is made from foam sheets usually with a thickness of 2-5 cm. Cut the sheets to size and use layers of sheets to give the hill its first rough shape. Then use a knife and rasp or sanding block to give it its final shape. This is simple to do for irregular shape hills, but for a smooth round hill it's quite a task and you will quickly learn to appreciate the existence of power tools. If you use dense foam sheets you will be able to flock/paint the finished surface with no further ado. If you use the kind with pellets, and plan to paint the surface, you will have to add a coat of filler or plaster to prevent the pellet structure from shining through.

Another kind of foam comes in spray cans. It is used to fill hollows in walls or doorframes. When dry, it can be cut with a saw or sharp knife and shaped with a rasp or sanding block. Unfortunately the way that the foam expands is difficult to control and you will need some practice to get a natural shape. Nevertheless it is a good choice for some alien or chaotic shape to your terrain. When dry the canned foam has a smooth surface but is full of hollows and air bubbles inside. When you have finished shaping the hill, it will need a coat of filler or plaster to get a smooth surface. Of course, if you would like a 'Swiss cheese' look or you want to show some chaotic influence there's nothing to stop you from cutting away some of the surface material and showing the raw inside.

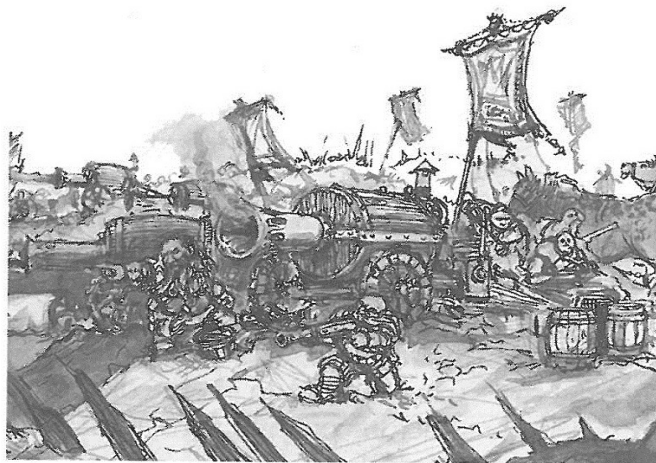
Foam sheets are perfect for stepped hills and massive core hills are well suited for rough and irregular shaped hills. It takes a lot of work to bring smooth and round hills into shape and it is especially difficult to get a natural, flowing shape as you have to work whilst thinking in all three dimensions at once.



Nothing but Skin and Bone

Hills based on skeleton cores are simpler from an imaginative aspect. You can define the height lines and crests with the skeletal armature and the natural flow and smoothness of the slope will be automatically produced by the skin, stretched over the skeleton.

The skeleton can be based on height points or on crest/height lines.



Make Your Points

For height points, you put columns of varying heights on the base. The skin is then fixed onto the column tops. The terminology 'column' shouldn't be taken too literally – it can be in any shape so long as the outer skin is fastened only to the outer points of the columns.

Along the Line

A skeleton core based on crest/height lines is built in a similar fashion to the ribs and frames of a ship. You array a number of boards, usually wood or foam sheet, that define the crest lines and mount them on the base using wood glue or hot glue. The skin will be fastened along the crest lines and so you have closer control over the flow of the slope as with columns.

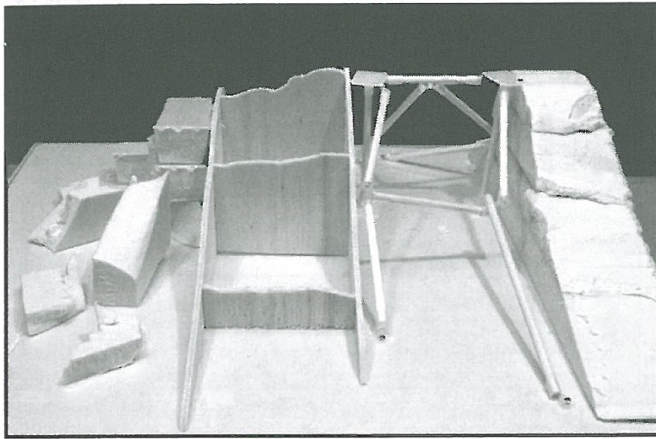
All Mixed Up

The company Noch offers an interesting system called TERRA FORM, which consists of plastic sticks and supports which allow different numbers of sticks to be combined and placed at any angle. These sticks are used both for defining the height (as with columns) and crest lines. With this you create a frame which looks close to the support struts of a tent. There is even a flexible stick, which allows you to define crest lines of any shape.

Grassy Skin

The skeleton core offers the basic outline, but the final shape is defined by the outer skin. With small hills and dense skeleton cores, with many points/lines of support, you can use grass mats as skin. Grass mats are rather rigid and can really only be used for relatively smooth slopes. Sometimes a well-placed cut will help you out of (or better into) a tight corner. Maintaining the

Don't overdo it though because if the mat gets too soggy the grass will swim away! The grass mat can be fixed with wood glue, contact glue or hot glue – hot glue being the most convenient way.



From left to right: Skeleton-column, skeleton-frame, Terra Form, massive.

Between Skin and Bone

In most cases you will need an intermediate layer between the skeleton core and surface material. The best choice for this is dense aluminium-mesh (aluminium is used because many materials used for the skin are applied wet). The mesh will be fastened with wood glue or hot glue (the odd well-placed nail will keep it in place until the glue is dry). The good thing about the mesh is that it flows quite naturally and can be shaped/bent easily to meet your imagination.

Skin

Obviously you can't flock the mesh, so you will need an additional layer to act as skin. You can apply filler or plaster directly, but the method I prefer is using 'plaster cloth', a bandage covered with plaster which is available in most model shops. Cut the cloth into strips of about 5 x 20cm. Dip a strip into water for two seconds and place it on the mesh. The cloth will follow the contours of the mesh perfectly and you can smooth the cloth with your hands to hide where bandages join. If you need extra strength use two layers of cloth.

Crepe Paper

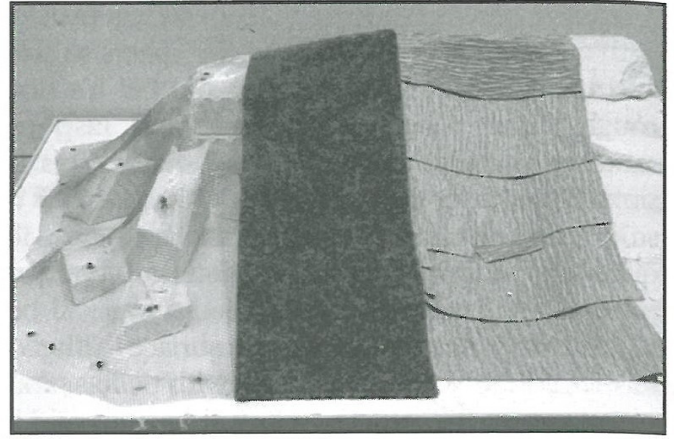
An alternative to mesh is crepe paper; it 'flows' and can be shaped easier than a grass mat, but not nearly as well as the mesh/plaster cloth combo. Crepe paper can be flocked directly but in some cases the structure will shine through. In those cases or when you want to show a rocky surface a layer of filler will hide the structure.

All inclusive

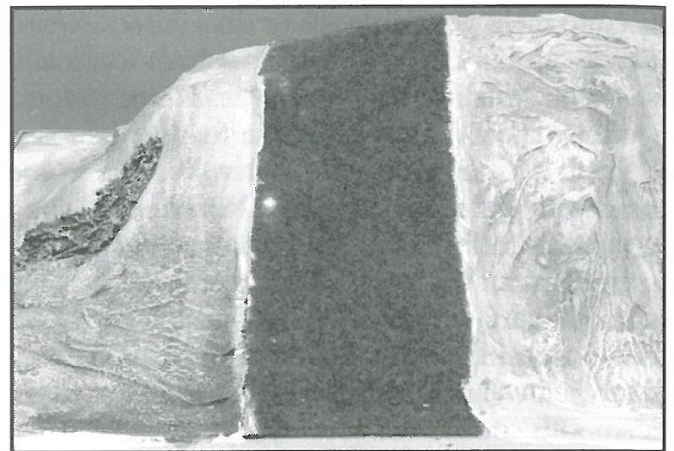
A sturdy paper enforced with wire is available from most model shops. Skeleton core and outer skin in one. It is stable enough for small hills. Besides having the skin built-in you will have to add a layer of filler/plaster or the frame like structure will show through.

Not As Bad As It Sounds

sound tedious but it is no slower to do than shaping a hill from foam sheets and it is more flexible.



From left to right: Aluminium mesh, grass mat, crepe paper, 'natural' foam sheet



From left to right: Plaster cloth and a patch of rmc, grass mat, coat of plaster, foam.

Sheer walls and rocky faces

Walls of naked stone add to the dramatic nature of any terrain piece. If you are using a massive core you can cut rock faces out of the hill or add them as separate pieces and blend them in. With skeleton based designs you can only blend them in but it is a good idea to reserve the space for the rock faces when you make the frame and to insert them before you add the skin, because this makes the blending easier.

Foam Sheets

The white pellet based foam is only usable for special hills, which use the pellet structure as a design feature. For natural looking rocks you will have to use dense foam. Using a knife 'faze' the edges. Then cut a pattern of horizontal and vertical lines and break the resulting blocks out using the knife. The foam will break along the cuts and will break with flat areas. By making the lines denser in horizontal or vertical directions you can decide the overall appearance of the rock face.

Another way is to use a knife with a tip. Stick it in, turn it a bit and break chunks out of the foam. Or cut junks out of the frame in any other way that

brush. Make sure to cover all crooks and crannies.

Rock Face to Sell

Some manufacturers offer ready made rock faces. They represent different structure/kinds of rocks and are made from hard foam. You cut pieces from a sheet and glue them in place using hot glue or wood glue. If you heat the foam (from the underside) using a hair dryer you can bend it within certain limits to cover corners. If you need sharper edges then thin the foam at the bend before heating by cutting a wedge from the back. If you use more than one piece (i.e. to follow the flow of a hill) fill the gaps with plaster or filler. You can try to copy the structure with filler/plaster as well. The Rocky walls are already coloured, but to fit in with your terrain better you should repaint them using your usual painting scheme.

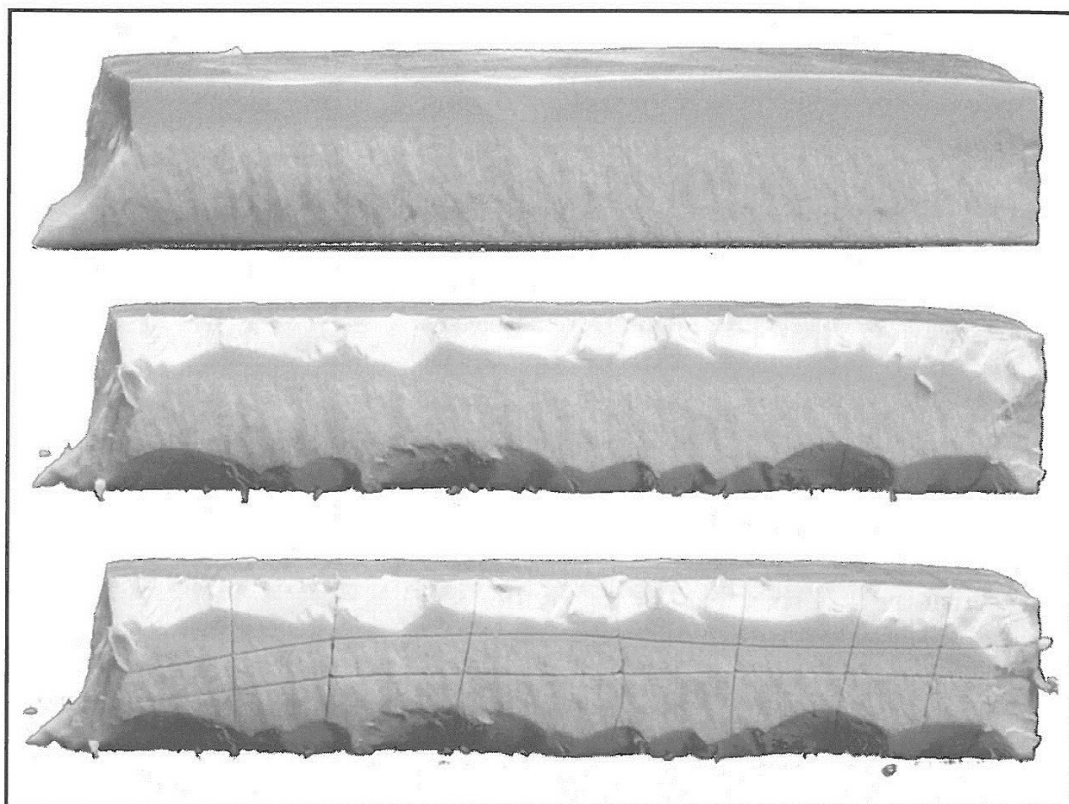
Plaster mould

Moulds are used to cast walls and rock faces using plaster. Moulds are made from latex and come in different shapes, representing different kinds of rocks. The plaster for the cast has to be free flowing. When you fill in the plaster, first spread a small amount throughout the mould and only when the mould's surface is covered fill up the mould. Rocking the mould lightly will make enclosed air leave the plaster. The results are very good and the pieces can be easily glued in or set in a bed of plaster. If you have to go around corners break the cast pieces and arrange them along the corner/edge and fill the space in between with plaster/filler.

You can make your own moulds as well, but usually it is not worth the hassle. Still if you want to, make sure the models you use are of the right scale and that the structure isn't too big and coarse. I.e. pieces of coal give good surfaces for model rocks.

Plaster Sculptor

Make the layer of plaster about 1 cm thick and when dry work out the rock structure with knife and chisel. Usually you will make quite flat structures. With a bit of practice this gives good results.



Too Real To Be Real

Real stones can be used, but often look wrong. Painting them to give them a model like appearance is a must, but sometimes it is still not enough to get rid of that 'real stone meets model look.

Knead A Wall

A new way to make a rock face comes from Heki. They produce a thin sheet of plastic with a rock structure moulded in. Cut out a piece to the required size and knead and crumble it to work out the structure. Finally glue it on using hot glue. Because the sheet is very thin you can easily cover corners and edges. Very simple and efficient.

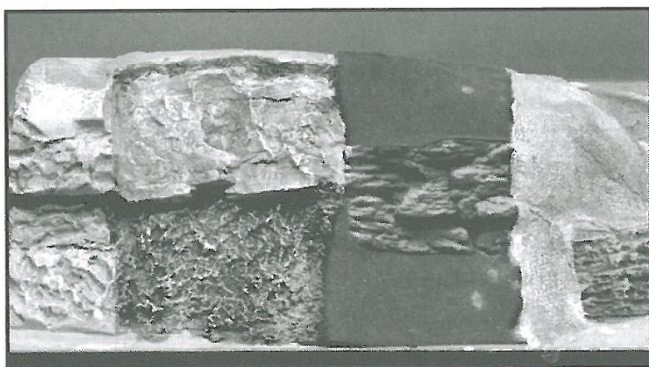


Rock Modelling Compound

Many model railroad accessory manufacturers offer special 'mountain plaster' or rock modelling compound. It is prepared and applied like plaster. Depending on type and manufacturer it comes in different colours and consistency. Common to all is that the compound produces a rough surface when dry. Some even crack. When coloured they do a good job as naked rock. You can use them as well to represent ground for areas of bone dry or broken earth.

Bark

This is a material from the good old days of model railroading. You can buy bark in junks and its rough surface will give a reasonable representation of a rock face. Bark is rather soft and can easily be cut with a knife or saw.



From left to right: Carved foam, cast plaster (top) rmc (bottom), commercial foam, Heki plastic sheet surrounded by plaster cloth.

Colouring

If you paint directly onto foam use ordinary wall paint diluted with water and a shot of washing up detergent. The base coat can also be done with water based spray colours from DIY shops. Drybrush to highlight as you see fit this time using undiluted wallpaper colour. The wall colour stays 'fresh' for a long time, so even when the colour feels dry the highlights will be soft as the colour will soak into the base colour. This looks quite

nice. Nonetheless if you want tack sharp highlights let the base colour dry thoroughly overnight

If you colour plaster or filler (even if it's just a thin coat brushed on) use a wash (made from wall colour thinned down a lot). If the colour isn't dark enough then just apply a second wash. Add highlights using dry brushing. Again, the colour stays fresh for a long time and to get sharp highlights the base colour has to dry thoroughly.

Thinned dark brown (looks a bit like flesh when applied to the plaster), ochre, black (grey) are good choices for your hills. Adding a bit of brown, green or blue to black/grey give interesting and more natural looking hills.

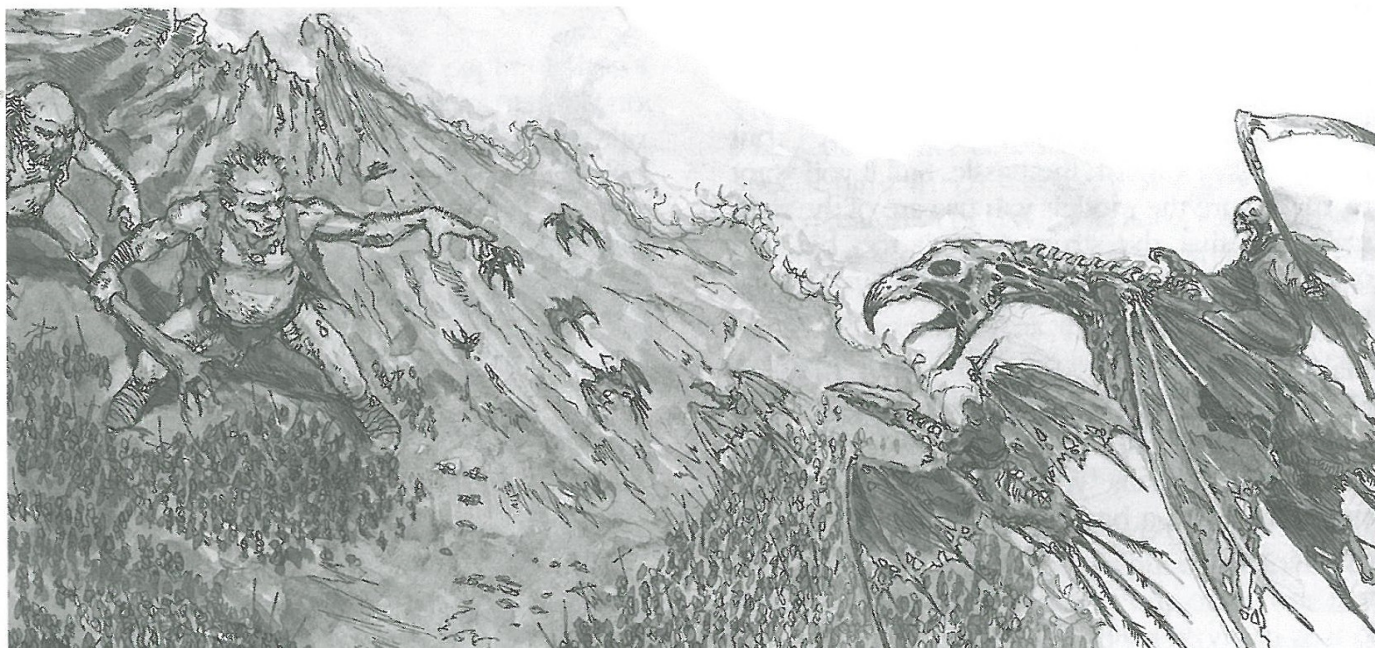
Debris and Boulders

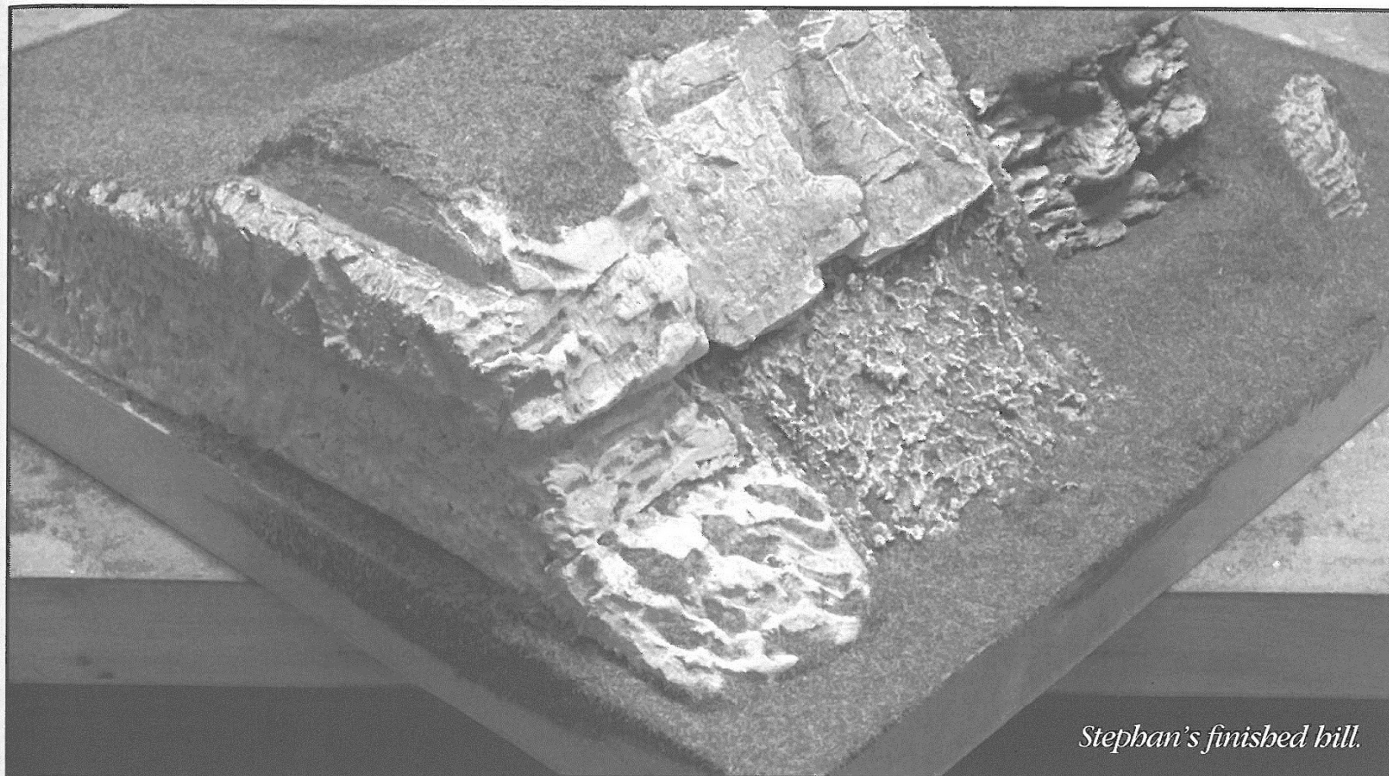
Wherever there are steep walls there will be debris. The best materials to use are stones themselves. Of course, you can just pick stones from the garden, but finding the right types is most tedious. Stones of all sizes and shapes can be bought in model shops. Aquatic shops are another great source as they have stones of any kind for a small amount of money. It's a good idea to choose a bag with stones of different sizes. Just keep in mind that big Warmaster stones might be called fine by others.



The rest of the 'rock modelling compound' (I love this word construct) that stays in the mug will also make nice debris. Break it to smaller pieces and grind it down if still too big.

Place the bigger stones/pieces first using a bed of wood glue or press them into the plaster while





Stephan's finished hill.

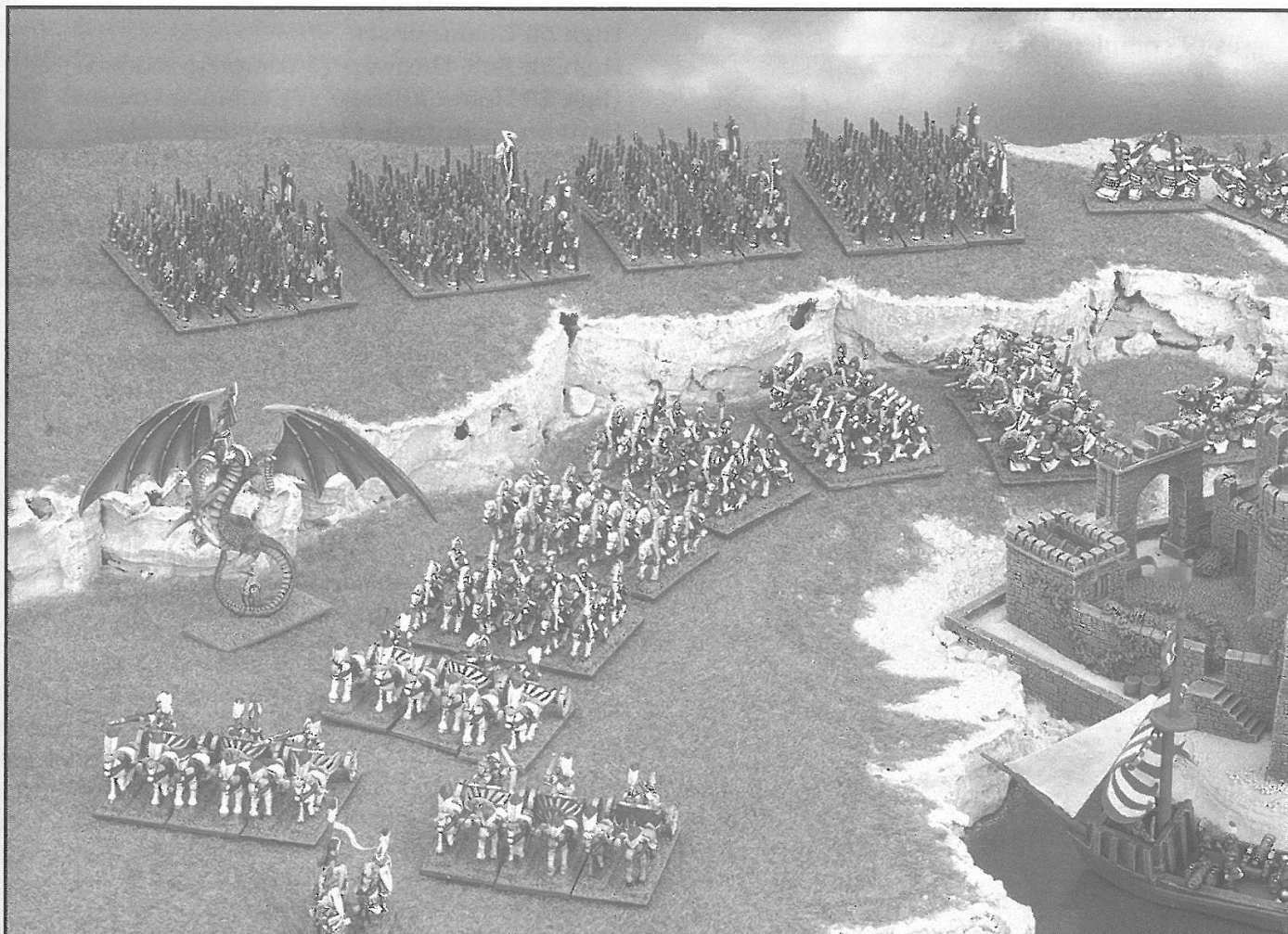
wet. Next add the next layer of smaller stones/pieces again using (diluted) wood glue. You can add as many layers as you like, but use smaller and smaller pieces/stones as you go on. To get a natural distribution of the smaller stones you put the glue on the last layer and have the stones roll down the hill. No matter what kind of material you use, you will have to paint it to ensure that it fits in with the overall appearance of your terrain.

Running Out of Space...

Just enough space to remind you that hot glue is really hot, sharp knives are real sharp and little green men from outer space are real green.

Stay well

Stephan



These pages have a complete listing of all of the models and printed material available for Warmaster. Just get in touch with your local GW Mail Order department or visit the GW website to find out prices and how to order.

Rules and Supplements

Warmaster rulebook
Warmaster magazine
(48 page bi-monthly support)

Brettonnia

Brettonnian Bowmen (6 random strips)
Men-at-arms (1 Command & 5 random strips)
Brettonnian Knights (1 Command & 5 random strips)
Mounted Squires (1 Command & 5 random strips)
Brettonnian Character set
Brettonnian Peasants (6 random strips)
Grail Knights (1 Command & 5 random strips)



Knights

Chaos

Chaos Warriors (1 Command & 5 random strips)
Chaos Marauders (1 Command & 5 random strips)
Marauder Horsemen (1 Command & 5 random strips)
Chaos Knights (1 Command & 5 random strips)
Chaos Spawn (2 Spawn)
Chaos Hounds (1 Command & 5 random strips)
Chaos Harpies (6 random strips)
Chaos Dragon Ogres (3 complete Ogres)
Trolls (9 complete Trolls)
Ogres (9 complete Ogres)
Chaos Character set
Lord riding Chaos Dragon (1 complete model)
Chaos Sorcerors (2 complete models)
Chaos Chariot (3 chariots)



Chaos Dragon Ogres

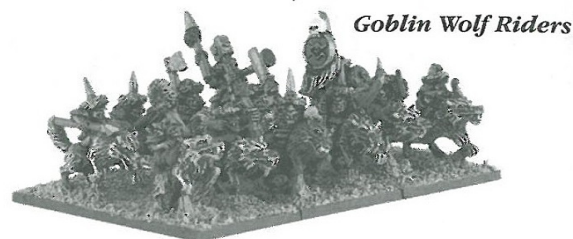
Undead

Skeletons (1 Command & 5 random strips)
Skeleton Bowmen (6 random strips)
Undead Character set
Undead Cavalry (1 Command & 5 random strips)
Undead Chariots (3 chariots)
Skull Chukka (1 complete model)
Bone Thrower (2 complete models)
Undead Carrion (3 Carrion stands)
Bone Giant (1 complete model)
Undead Sphinx (1 complete model)
Hero on Zombie Dragon (1 complete model)
Undead Cart (3 complete models)



Orcs

Orc Warriors (1 Command & 5 random strips)
Orc Boar Riders (1 Command & 5 random strips)
Black Orcs (1 Command & 5 random strips)
Night Goblins (1 Command & 5 random strips)
Goblin Wolfboyz (1 Command & 5 random strips)
Goblin Wolf Chariot (3 chariots)
Orc Rock Lobber (1 complete model)
Orc Character set
Orc Boss on Wyvern (1 complete model)
Trolls (9 complete Trolls)
Ogres (9 complete Ogres)
Giant (1 complete model)
Night Goblin Archers (6 random strips)
Goblin Fanatic Cannon (3 cannons)
Orc Carts (3 complete models)



Goblin Wolf Riders

High Elves

High Elf Spearmen
(1 Command & 5 random strips)
High Elf Archers (6 random strips)
Reaver Knights (1 Command & 5 random strips)
Silver Helms (1 Command & 5 random strips)
High Elf Chariots (3 chariots)
High Elf Character set
High Elf Bolt Throwers (2 complete models)
High Elf Hero on Dragon (1 complete model)
Hero on Giant Eagle (1 complete model)
High Elf Giant Eagles (3 complete models)
Phoenix Guard (1 Command & 5 random strips)
Swordmasters (1 Command & 5 random strips)



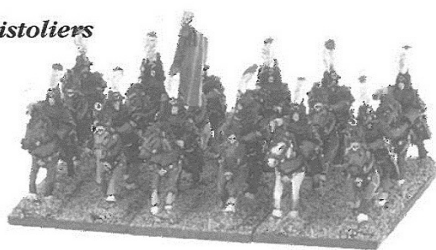
High Elf Reaver Knights

Empire

Halberdiers (1 Command & 5 random strips)
Hand Gunners (6 random strips)
Crossbowmen (6 random strips)
Empire Character set
Flagellants (6 random strips)
Empire Skirmishers (6 random strips)
Empire Knights (1 Command & 5 random strips)
Pistoliers (1 Command & 5 random strips)
Empire Cannons (2 complete models)
Empire Volley Gun (2 complete models)
Empire Steam Tank (1 complete model)
Empire Hero on Griffin (1 complete model)

Knights White Wolf (1 Command & 5 random strips)
 Empire Mortar (2 complete models)
 Elite Halberdiers (6 random strips)
 Elite Handgunners (6 random strips)
 Empire Cart (3 complete models)

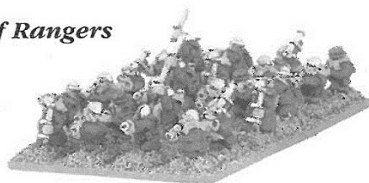
Empire Pistoliers



Dwarfs

Dwarf Warriors (1 Command & 5 random strips)
 Dwarf Rangers (6 random strips)
 Dwarf Troll Slayers (6 random strips)
 Dwarf Cannons (2 complete models)
 Dwarf Flame Cannon (2 complete models)
 Dwarf Character set
 Dwarf Gyrocopter (1 complete model)
 Dwarf Thunderers (6 random strips)
 Dwarf King on Throne (1 complete model)
 Dwarf Anvil of Doom (1 complete model)

Dwarf Rangers



Kislev

Axemen (1 Command & 5 random strips)
 Archers (6 random strips)
 Steppe Horse Archers (6 random strips)
 Horse Archers (1 Command & 5 random strips)
 Winged Lancers (1 Command & 5 random strips)
 Bear Handlers (1 Command & 5 random strips)
 Kislev Character set
 War Wagon (1 complete model)

Steppe Horse Archers



Lizardmen

Saurus (1 Command & 5 random strips)
 Skinks (6 random strips)
 Temple Guard (1 Command & 5 random strips)
 Lizardmen Character set
 Cold One Riders (1 Command & 5 random strips)
 Kroxigor (9 complete Kroxigor)
 Salamanders (3 complete models)
 Terradons (3 Terradon stands)
 Stegadon (1 complete model)
 Mage-Priest on
 Palaquin
 (1 complete model)
 Hero on T-Rex
 (1 complete model)



Empire Siege Tower (1 complete model)
 Chaos Siege Tower (1 complete model)
 Orc Siege Tower (1 complete model)
 Earthworks set
 Gun Emplacements set
 Siege Accessories set
 Battering Ram (1 complete model)
 Mangonel (1 complete model)
 Trebuchet (1 complete model)
 The Mongonel and Trebuchet require crew models.
 The following crew packs are available: Bretonnian,
 Undead, Orc, High Elf, Empire and Dwarf.

Dark Shadows

Albion set (3 complete models)

Dark Elves

Dark Elf Spearmen
 (1 Command & 5 random strips)
 Dark Elf Crossbowmen (6 random strips)
 Dark Riders (1 Command & 5 random strips)
 Cold One Knights
 (1 Command & 5 random strips)
 Witch Elves (1 Command & 5 Random Strips)
 Dark Elf Character set
 Dark Elf Bolt Throwers (2 complete models)
 Harpies (6 Random Strips)



Cold One Knights

Forgeworld

Forge World produces resin models for use with Warmaster. The models are only available directly from Forge World, you can't order them through GW Mail Order.

To order call 0044 (0) 115 916 8177

Or Visit www.forgeworld.co.uk

FWM900	Blarney Castle	£12/\$20.00
FWM902	Bunratty Castle	£25/\$42.00
FWM904	Stone Tower	£12/\$20.00
FWH901	Black Rock Castle	£25/\$42.00
FWM903	Ashford Castle	£14/\$23.00
FWM005	Wizard's Castle	£18/\$30.00
FWM006	Wizard's Tower	£10/\$17.00
FWM010	Windmill	£15/\$25.00
FWM001	Small House	£6/\$10.00
FWM013	Cargo	£2.50/\$4.50
FWM002	Outhouses	£8/\$14.00
FWM016	Small Bridge	£4.50/\$7.50
FWM015	Boat	£6.50/\$11.00
FWM014	Cannons	£2.50/\$4.50
FWM008	Castle Gateway	£15/\$25.00
FWM009	Castle Walls	£17.50/\$29.00
FWM007	Castle Tower	£10/\$17.00
FWM012	Empire Ship	£25/\$42.00

The following starter armies include enough units to make up a 1,000 pts 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 1,000 pts.

Contact your local Mail Order department for prices and how to order.

LIZARDMEN

Two units of Skinks, two units of Saurus, a Stegadon, unit of Cold Ones, unit of Salamanders, unit of Kroxigor, unit of Temple Guard, unit of Terradons, the Character set and the Slann on Palaquin.

ORCS & GOBLINS

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.

Brettonnia

A Bretonnian Character set, three units of Knights, a unit of Mounted Squires, two units of Bowmen, two units of Men-At-Arms, a unit of Grail Knights and two units of Peasants.

DWARFS

A Dwarf Character set, four units of Warriors, two units of Thunderers, one unit of Troll Slayers, one unit of Cannons, one unit of Rangers, one Gyrocopter and one unit of Flame Cannons.

KISLEV

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.

HIGH ELVES

A 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.

UNDEAD

An Undead Character set, 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.

The Empire

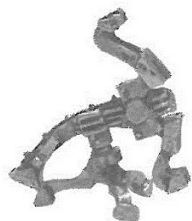
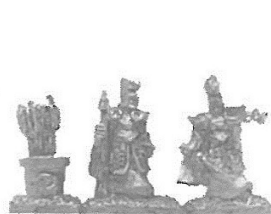
A Character set, two units of Halberdiers, one unit of Handgunners, two units of Crossbowmen, one unit of Flagellants, two units of Knights, one unit of Pistoliers, one Empire Steam Tank and one unit of Cannons.

CHAOS

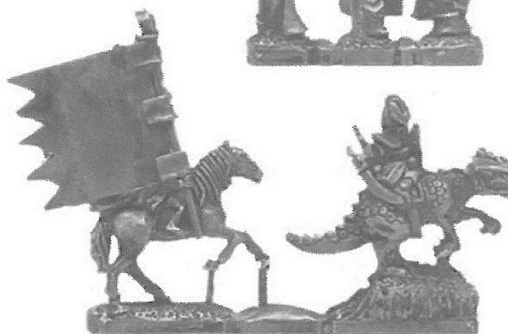
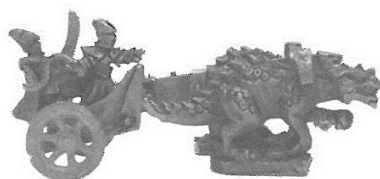
A Chaos Character set, two units of Chaos Warriors, two units of Chaos Marauders, one unit of Ogres, one unit of Harpies, one unit of Chaos Knights, two units of Marauder Horsemen, one unit of Dragon Ogres and one unit of Chaos Handgunners.

DARK ELVES

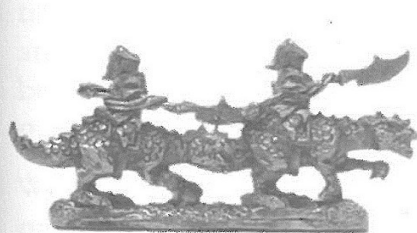
A Dark Elf Character set, two units of Spearmen, two units of Crossbowmen, one unit of Elven Bolt Throwers, two units of Cold One Knights, one unit of Dark Riders, a War Hydra and two units of Witch Flies.



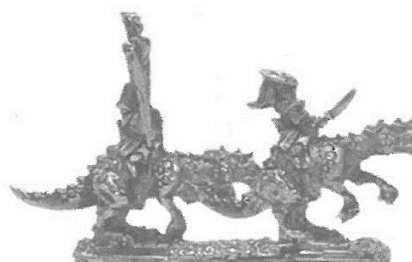
Bolt Thrower



Characters



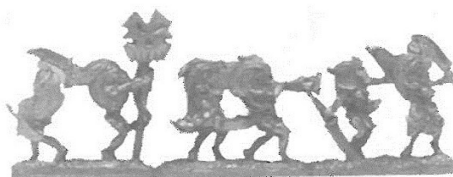
Cold One Knights



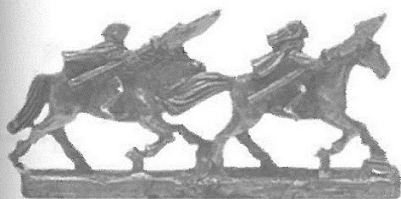
**Cold One Knight
Command**



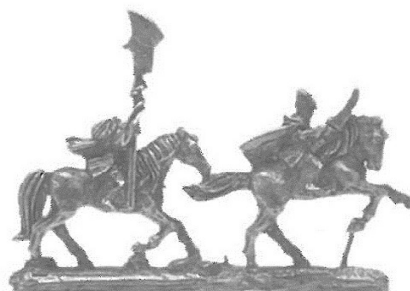
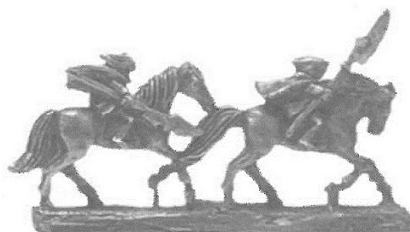
Witch Elves



Witch Elf Command



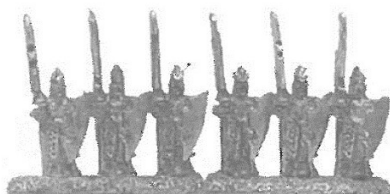
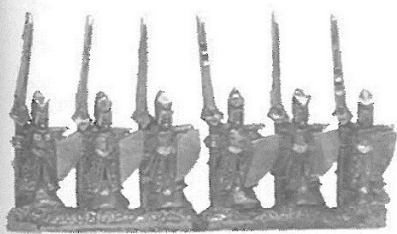
Dark Riders



Dark Rider Command



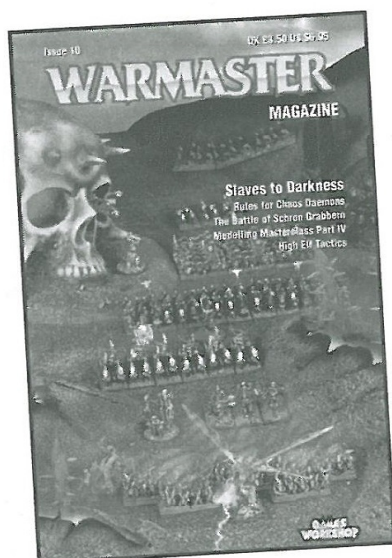
Crossbowmen



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A DARKER SHADE OF PURPLE

How to paint a Dark Elf army by Agis Neugebauer

Another great army for the ever growing Warmaster range. Those guys at Fanatic never cease to amaze me. And the new army, of course, are the Dark Elves.

The Dark Elf race has always had a special place in my heart. I enjoyed the Dark Elf trilogy of novels from R.A. Salvatore a lot and the background in the Warhammer army books is just great too – especially the half-naked, blood-crazed Witches!

When I'm about to embark on painting a new army I always start by re-reading the relevant Warhammer Army book. It really puts me in the mood for the job and makes it more fun painting the miniatures, if I have a better understanding of the army and the background. First off, I had to consider the overall colour scheme. The current Warhammer range is painted in very dark hues. A bit too dark for my taste especially for tiny Warmaster models. I decided to take a step back in time to the earlier edition of Warhammer and put in some purple again. Black, dark metal and purple would be the basic colour scheme for the army.

PAINTING INFANTRY

The infantry range is a little bit awkward because only the Spearmen come as normal strips. All the other units are based like Warmaster missile troops. This makes painting for me slightly more difficult. Let me explain why. When painting normal strips of infantry I glue one strip to the base and even add some sand. After that the undercoat is applied. Now I have perfect access to every angle of the model and half of the base is already flocked. With missile troops I paint them on the strip, separate them later and glue them fully painted to the base. The problem comes when I do the base afterwards; as there is a chance that I will accidentally get paint on the finished models and have to touch them up.

Well, that's the general technique. Into the specifics... To begin with something simple I

undercoat the whole model was drybrushed in Boltgun Metal. The cloth areas are painted in Worm Purple then highlighted with Tentacle Pink. The shields were then painted black. The edges of the shields being accentuated with a very tiny white line. Finally, to add a little detail, I painted a small Dark Elf rune on the shield. To give the unit a more cohesive appearance, I used the same rune for the whole unit. The latest Warhammer Army book has some very nice runic designs in it. Do not choose too complicated a symbol, it'll be a pain to paint and nobody is going to notice such a level of detail anyway. The banner was then painted black with some grey highlights and a bigger, more complex rune similar to the shield rune. To give the unit a rich 'Dark-Elfy' look I added some gold to the helmets and some of the weapons.

The Crossbowmen were painted in the same way. The usual arrangement of four two-man strips to a base looked a bit sparse for my taste. So I decided to glue three two-man strips to the base and a single Crossbowman inbetween. Still the same number of models but the base looks a little more densely packed.

Unfortunately, this technique was not possible for the Witch Elves without ruining some of the models as you separate them. So for these I based them in the normal way. They were then painted using the standard colour scheme described earlier with the only difference being the larger areas of skin, which was painted in Elf Flesh and highlighted in a mixture of Elf Flesh and Skull White.

PAINTING ARTILLERY

The bolt thrower itself was done in black, Boltgun Metal and Burnished Gold, while the crew was painted exactly as the Spearmen and Crossbowmen.

PAINTING CAVALRY

Dark Riders are the fast skirmishing cavalry

cloaks and dark horses. Naturally, I painted them really, really dark! Black horses and mostly black clothing with some highlights in grey and white. Not too much though they need to be very dark – a bit like the Ringwraiths from *The Lord of the Rings*. I only added a tiny bit of purple to keep some army cohesion.

The Cold One Knights are a completely different story. Being the line breaking, heavy hitting cavalry choice of the army I wanted these to stand out more. After the Witch Elves the Cold One Knights are my favourite troops in the Dark Elf range, so some special attention was necessary. The Cold Ones in the Lizardmen army come from the hot jungles of Lustria but the Cold Ones in the Dark Elf army are more used to the chilling cold of Naggaroth, so I wanted them to appear really cold. After the usual black undercoat I painted the Cold Ones in Salamander Green. After that, I mixed increasing amounts of Hawk Turquoise and white together and highlighted them carefully. The teeth and talons were done in white. The Knights themselves were painted in the standard army colour scheme. I only added a bit more gold here and there to make them look more like elite troopers.

PAINTING CHARACTERS

The Sorceress is a very nice model. She is sculpted in exactly the same pose as the model for Warhammer by Chris Fitzpatrick. A real character. Again, I stuck mainly to the army colour scheme but paid special attention when blending the colours. I also highlighted her a bit brighter to make the model stand out a bit more.

For the General with his Cold One mount and the chariot I was doing basically the same. Using the same colours, but painting them with extra care and adding a lot more detail in gold.

For the Hero on the horse carrying the army standard I put a lot of effort in painting the Standard. The standard was painted in black with a bit of dark blue. Just to make the banner look more animated a slightly more complex rune was painted on both sides.

Overall, the Dark Elf army is a very nice army to paint and one of the easier ones too. I am pretty sure that you will have as much fun painting your Dark Elves as me.

Dark Elf Icons & Symbols



Dark Elves

Models designed by Steve Buddle and painted by Agis Neugebauer (for details of how Agis painted these models turn to pages 47-48)

A unit of Dark Elf Crossbowmen (right)



A unit of Dark Elf Spearmen (left)



A unit of Witch Elves (right)



A unit of Cold One Knights (left)



Dark Elf Characters (right)



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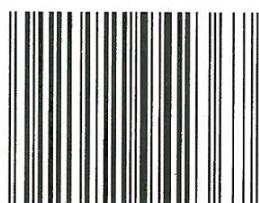
Dark Elves

(Top) Dark Riders.

*(Middle)
Bolt Throwers.*

*(Bottom)
Characters.*

*Models designed by
Steve Buddle and
painted by
Agis Neugebauer.*



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