

Issue 12

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WARMASTER

MAGAZINE

Battles of Legend

The Battle at the gates of Kislev

The Green Horde –

Gobbo army list

Modelling Masterclass Part VI

Call to Arms Report

GAMES
WORKSHOP

Goblin Army

Model conversions and painting by Rick Priestley. Squig hoppers by Ken South.



Giant



Spear Chukkas



Squig Hoppers



Pump Wagon



Squig Herders

The Architect

An Imperial column marches through a small village somewhere in the Empire



INTRODUCTION



The editor offers up a sacrifice...

What's all this, eh? Yep, Warmag has had a little bit of a facelift. Now you have even more pages of articles as we have combined the contents and editorial pages into one glorious conglomerate! We also have an all new contacts page which will be full of all manner of useful information: subscriptions details, website addresses, a list of the forthcoming Specialist Games releases and the events that Fanatic will be attending.

So what have we been up to of late? Well, many readers will be aware of the Call to Arms event and the Warmaster Grand Tournament held on the 12th of May which was a lot of fun for all who participated and will become the basis for the annual

tournament. Also, we've been burning the midnight oil to put the long awaited Warmaster Annual together featuring rules updates, Q & A, the best of WarMag and the official army lists for Lizardmen, Kislevites and Bretonnians – phew!

Finally, Andy and I have been working on what we hope will become a regular feature in WarMag 'Battles of Legend' – a series of scenarios and battle reports based upon famous battles from the history of the Warhammer World. So, without further ado, welcome to WarMag 12, read on and enjoy..

Steve

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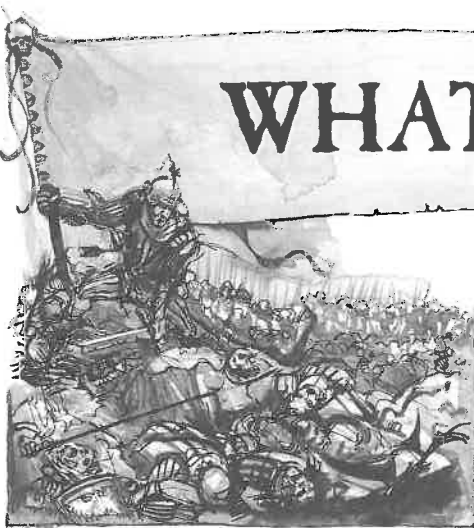
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Rick Priestley



WHAT'S NEW?

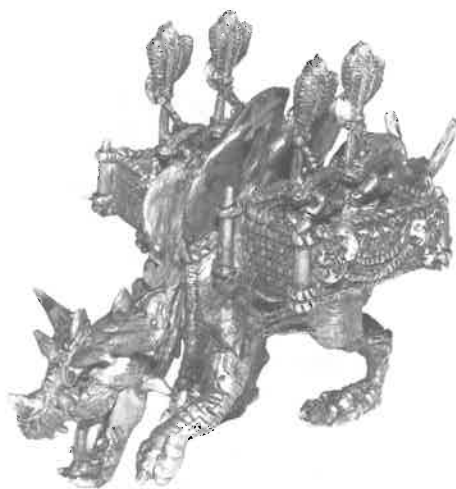


Just two models for you this issue but by the dark gods what models they are. First up, and to make those Dark Elf armies from last issue complete, we have what could possibly take the title as the most magnificent monster model in the entire range! Bold words you may say but just take a look at the Dark Elf War Hydra – the dynamic pose, the incredible detailing on the heads and scales and it's huge. The miniature is a multi-part kit and comes with its own special scenic base.

This awesome model was sculpted by the talented hands of Bob Naismith, whom many of our older readers may recognise from the early days of Games Workshop. Bob used to be a Games Workshop figure designer back in the eighties sculpting pretty much anything and everything. It was purely by chance that Bob decided to submit to us a few 10mm Wood Elves he had

worked on for a whim and we just jumped at the chance to get him to sculpt our War Hydra. Talk about good fortune, eh?

Next up with have another one of the big 'beasties', this time the Crested Stegadon. This model uses exactly the same rules as the standard Stegadon and is an alternate model. This massive new model is also multi-part and comes with two smaller howdahs on either side of the creature rather than the single big one on the standard Steg. Although this model uses the same crew as the original Steg I think that you'll agree it is significantly different and a must have for anyone with a Lizardman army or anyone who loves cool models of dinosaurs!



Lizardman Crested Stegadon



Dark Elf War Hydra

Details for ordering any of these new releases can be found on page 46 in the Mail Order section.



CONTACTS PAGE

EVENTS CALENDAR

Come and meet us at these events.

Conflict Bristol	22th June 2002
Games Day US	28-29th June 2002
Chaos Wastes Open Day	14th July 2002
Britcon	15-18th August 2002
Games Day	29th Sept 2002
GW Open Day	24th Nov 2002

COMING SOON...

Mordheim	Pit Fighter Warband
Inquisitor	Eldar Ranger, Kroot
Battlefleet Gothic	Tyranid Hiveship
Warmaster	Vampire Counts army
Blood Bowl	Nurgle's Rotters

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The websites now contain an Article Archive. This will tell you which rules are experimental official and House rules. Some can be downloaded as free PDF's. Check out the relevant website for more details.

Contact Us! We welcome feedback on the magazines and experimental rules we publish. We also have letters pages that need filling so don't hesitate to get in touch! We can be contacted via email: fanatic@Games-workshop.co.uk or by post at: Fanatic, Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS. (Note, if you have a sales or purchasing issue then you should contact your local Mail Order, see the 'How To Order' section as they will be able to help you much better than us!).

Write for Us! We welcome submissions for our magazines – the majority of the articles are written by dedicated hobbyists like yourselves. Before you send us anything we recommend you read the submission guidelines. These can be found at our website www.specialist-games.com in the Fanatic Studio section.

GOBLIN ARMY

An experimental army list by Tom Merrigan
With invaluable assistance from Rick Priestley.

Goblins are small, green, vicious, mean-spirited and generally unpleasant creatures. Clues as to their character may be discerned in their tiny pointed teeth, beady glinting eyes, scrawny grasping hands and general demeanour of a whipped dog.

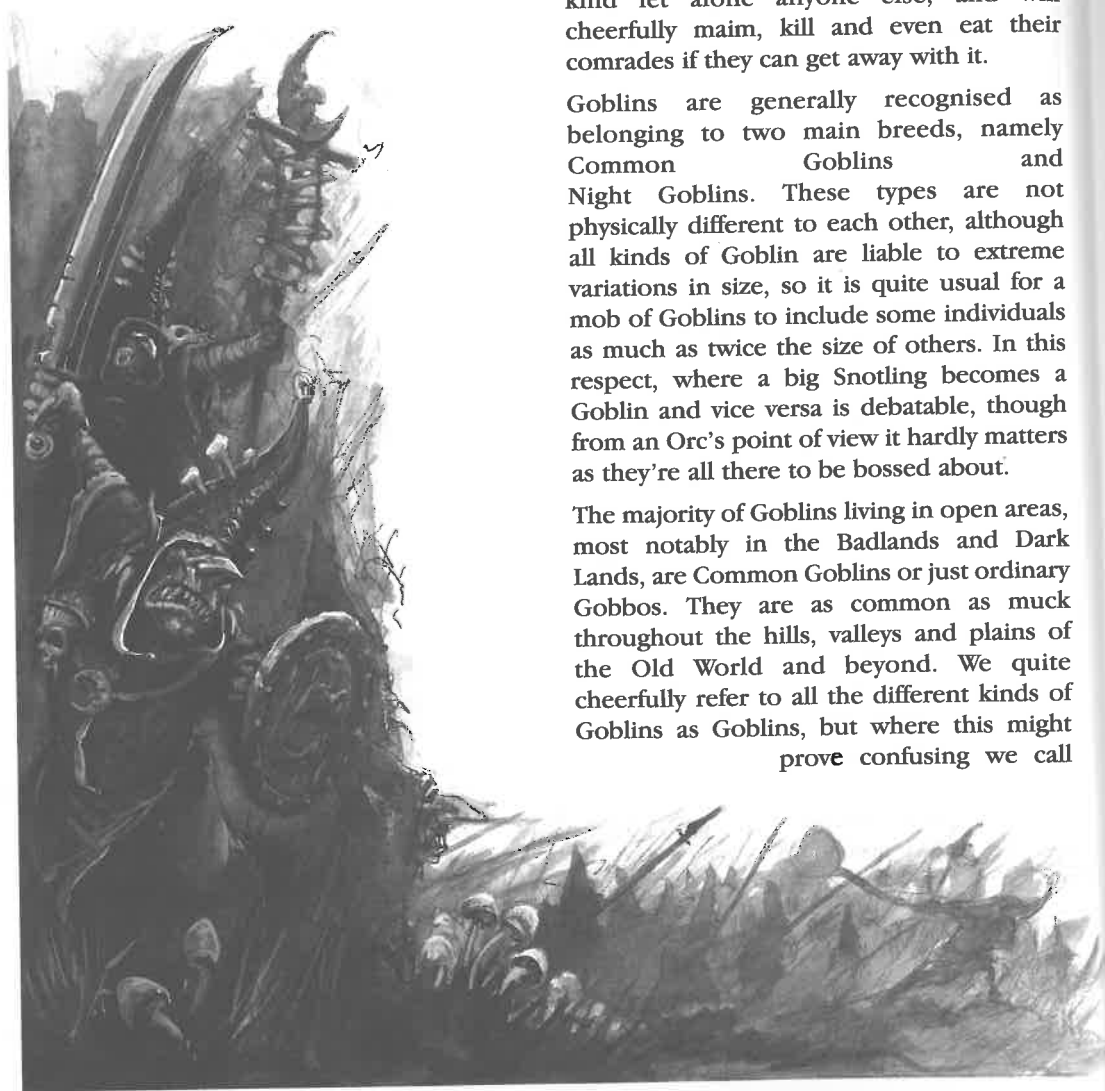
To give them their due, Goblins are prolific. There are lots of them and no matter how many die or run away, there are always plenty left. Their preferred method of

fighting is to shoot their enemy in the back from a good distance. They are half-way decent shots but in other respects are poor and often unwilling fighters. However, they are dangerous in large numbers and quite capable of overwhelming far better troops by sheer weight of numbers.

Like all greenskins, Goblins are quarrelsome and fractious. They fight amongst themselves both on and off the battlefield. They feel little sense of loyalty to their own kind let alone anyone else, and will cheerfully maim, kill and even eat their comrades if they can get away with it.

Goblins are generally recognised as belonging to two main breeds, namely Common Goblins and Night Goblins. These types are not physically different to each other, although all kinds of Goblin are liable to extreme variations in size, so it is quite usual for a mob of Goblins to include some individuals as much as twice the size of others. In this respect, where a big Snotling becomes a Goblin and vice versa is debatable, though from an Orc's point of view it hardly matters as they're all there to be bossed about.

The majority of Goblins living in open areas, most notably in the Badlands and Dark Lands, are Common Goblins or just ordinary Gobbos. They are as common as muck throughout the hills, valleys and plains of the Old World and beyond. We quite cheerfully refer to all the different kinds of Goblins as Goblins, but where this might prove confusing we call



ordinary Common Goblins just that... Common Goblins. And ain't they just!

Common Goblins ride Giant Wolves much as humans ride horses. Not only are these large and dangerous creatures ridden by individual Goblins, but chariots and carts may be pulled by several Giant Wolves harnessed together. Giant Wolves are vicious creatures with slaving fangs and sharp claws, quite often more dangerous than their Goblin riders. They are faster than horses too.

Goblin Wolf Riders commonly raid and pillage ahead of advancing Goblin hordes,

scouring the countryside for signs of enemy troop movements. On the battlefield they harry the flanks of enemy units and chase down those who've fled braver greenskins.

Night Goblins are adapted to life underground where they subsist on fungi, Cave Squigs, beetles and bits of each other. They live under the mountains throughout the Old World and Southlands in tunnels and caverns that are cool and dark. Night Goblins have a strong aversion to daylight and when forced above ground wear black or very dark enveloping robes to protect themselves from the sun's rays.

COMMON GOBLIN RULES

All Goblin units (not Trolls, Giants or Pump Wagons) are affected by the following special rules:

1. Fear Elves: All Goblins dislike Elves of any kind because they 'stink funny' and because their haughty manner unnerves the greenskins. A unit of Goblins (not Trolls, Giants or a Pump Wagon) always has to be issued an order if it wants to charge a unit of Elves. It may never use its Initiative to move into combat.

2. Animosity: When Goblins get together, without the authority of their bigger Orc cousins, they start to pick fights, bicker, and misbehave in all sorts of appalling ways. Sometimes fighting amongst themselves is more appealing than fighting the enemy! Even at the best of times squabbling in the ranks can send a Goblin horde into disarray. One moment a unit is striding purposefully towards the enemy, and the next it is brought to a halt!



If you make a blunder when issuing a unit or brigade containing a unit of Goblins an order, roll on the following table instead of the normal Blunder chart. The roll applies to the Goblin unit that has failed to receive its orders and to all Goblin units in the case of a brigade. Non-Goblin units are never affected. If a unit that doesn't contain Goblins blunders, resolve effects in the usual way.

D6 Blunder

1 Get 'em. A fight breaks out amongst the Goblins, which soon turns into a minor riot as they begin to turn on themselves. The unit suffers D3 attacks worked out in the usual way. The unit is thrown into disorder and can do nothing more until the beginning of its next turn. If engaged in combat they will turn their anger on the enemy and fight with +1 Attack until the end of the Combat phase.

2-5 Squabble. An internal squabble amongst the ranks soon grows with fists and curses flying. This throws the unit into disorder and prevents all moving and shooting this turn. The unit can do nothing more until the beginning of its next turn and counts as being confused if engaged in combat.

6 We'll Show 'Em. Determined to show that they are the best, the unit dashes towards the enemy. The unit must move at its maximum full pace towards the nearest unit and will charge the unit if possible to do so. If a whole brigade goes 'we'll show 'em' then move each unit one at a time as the movement of one may affect the ability of subsequent units to charge because it blocks line of sight or access to base edges. If the unit doesn't get into combat and has missile weapons it will shoot at the nearest enemy unit if it can do so. Once units have moved, they halt as for a normal failed order.

GOBLIN 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>
Goblins	Infantry	2/1	3	0	-	3	30	4/-	*1
Squig Herd	Infantry	3	3	0	-	3	30	-/-	-
Trolls	Infantry	5	3	5+	-	3	110	-/4	*2
Wolf Riders	Cavalry	2/1	3	6+	-	3	60	2/-	*3
Wolf Chariot	Chariot	3	3	6+	-	3	80	-/4	-
Pump Wagon	Chariot	D6	3	6+	-	1	40	-/2	*4
Giant	Monster	8	8	5+	-	1	150	-/2	*5
Doom Diver	Artillery	1/3	3	0	-	2	80	-/1	*6
Spear Chukka	Artillery	1/1	3	0	-	2	65	-/2	*7
Goblin Warboss	General	+1	-	-	8	1	80	1	-
Goblin Hero	Hero	+1	-	-	7	1	45	-/4	-
Goblin Shaman	Wizard	+0	-	-	6	1	30	-/2	*8
Wolf Chariot	Chariot Mount	+1	-	-	-	-	+10	-/1	*9
Wyvern	Monstrous Mount	+2	-	-	-	-	+80	-/1	*10

Special Rules

1. **Goblins** fight in a close mob or huddle in which the smallest and weediest are pushed to the outside. A unit of Goblins includes some armed with bows, some armed with clubs, a few with spears and most with whatever comes to hand. To represent this, the Goblin unit is allowed to shoot as if it had bows but its range is reduced to 15cm.

2. **Trolls** are especially stupid creatures that find it difficult to walk or spit straight, let alone think. Consequently, when trying to issue an order to a unit of Trolls or to a brigade that contains a unit of Trolls, there is always a -1 Command penalty.

By way of compensation, Trolls have a remarkable ability. They can regenerate their bodies and repair the most horrendous injuries. To represent this, in each round of combat after whole stands have been removed Trolls automatically regenerate one outstanding hit. If no hits are left over after removing stands then regeneration has no effect. Regenerated

hits still count towards the combat result for the round.

3. **Wolf Riders'** bows have only a short range compared to other shooting weapons, so their fire is restricted to 15cm. However, because their weapons are so handy they can shoot behind or to the side without turning stands to face their target. Just measure the range from any stand edge. They can therefore shoot at enemy charging them from any direction.

4. **The Pump Wagon** is built by Feral Goblins that scavenge and steal all manner of raw materials from workshops and rubbish dumps. Anything that looks vaguely useful and momentarily unguarded is immediately seized for their project. Once they have accumulated a high enough junk heap, Feral Goblins set upon it with ropes and hammers. From the squirming mass of hammering, squeaking and bickering emerges the Pump Wagon!

A Pump Wagon always moves once up to D6x10cm. This move is automatic,

Special

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-

*2

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*4

*5

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*7

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*8

*9

*10

Combat result

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automatic,

requiring no Command roll, and happens at any time during the Command phase. This movement can be made in any direction and will give the Pump Wagon a movement of between 10cm and 60cm each turn. A Pump Wagon cannot be issued an order to move during the Command phase and does not have to move if the player wishes.

In the turn it charges or for pursuits and advances, a Pump Wagon receives D6 attacks. This is in addition too any additional attacks it receives for charging enemy in the open and for being a chariot. When charged or retreating as a result of combat, its attacks are halved to D3.

The Pump Wagon is crewed by Feral Goblins who feed on magic mushrooms making them mad and crazy, with no care for their own lives. A Pump Wagon moves forward (and backwards, as well as to the side) at a relentless rate and cannot be driven back by shooting. Nor can it be confused in any way.

The Pump Wagon forms a unit of its own and cannot be brigaded with other units; not even another Pump Wagon, and a character model cannot join it. The enemy does not gain Victory points for a destroyed Pump Wagon and a Pump Wagon does not count towards the Goblin army's break value.

5. **Giants** are maddeningly dim-witted creatures with a fondness for strong beer and the raw flesh of men, Elves and even Dwarves. Because of their turgid mental processes and weakness for drink they must always be given a separate order. They cannot be brigaded with other troops, although several Giants can be brigaded together if you wish. If you attempt to give an order to a Giant and fail, then you must make a test to see what he does. Ignore potential blunders; these are taken into account by the following rules. Roll a dice and consult the Giant Goes Wild chart. Where Giants are brigaded together roll for each separately. A Giant causes terror in its enemies.

Giants have a great many hits, eight in fact, which are almost impossible to inflict during even a fairly lengthy combat engagement. Because Giants have so many hits we must consider the possibility of hurting the Giant and reducing his effectiveness in subsequent turns. Therefore, if a Giant has accumulated 4-7 hits by the end of the Shooting phase or

Combat phase it is deemed to have been badly hurt. Once a Giant is badly hurt all accumulated hits are discounted and its maximum Hits and Attacks are halved for the rest of the battle (to 4 Hits and 4 Attacks).

Giant Goes Wild Chart

- D6 Oh no! What's he doing now!**
- 1** The Giant will neither move nor fight this turn but simply stands rooted to the spot looking dopey!
 - 2** Move the Giant directly towards the nearest table edge. If he moves into another unit he will attack it regardless of which side it is on. If victorious in combat, the Giant will stand his ground.
 - 3** The Giant picks up a rock, tree, abandoned cart, small building or whatever comes to hand and throws it at the closest unit, friend or foe that he can see. The object travels 5xD6cm and, if it travels far enough to hit its target, strikes with 3 Attacks worked out in the usual way.
 - 4** The Giant moves straightforward at full pace in the direction it was facing. If he reaches an enemy unit he will attack as normal. If there is a friendly unit in the way, he will walk straight through it. A unit that is walked through instantly becomes *confused* for the remainder of the Command phase. A unit that is walked through ceases to be *confused* at the end of the Command phase along with other *confused* units.
 - 5** The Giant moves towards the nearest enemy unit that he can see as fast as he can. If he reaches the foe, he will attack as normal. If friends are in the way, he will walk through them causing *confusion* as described above.
 - 6** The Giant gives a mighty bellow and rushes straight at the nearest enemy unit he can see. Move the Giant at double his normal full pace move. If he reaches an enemy unit, he fights by jumping up and down on his foes furiously doubling his Attacks value for the first round of combat. If friends are in the way, he will walk through them causing confusion as described above.

6. **The Doom Diver Catapult** is a torsion-powered device much like a **Spear Chukka**, but instead of firing spears it is designed to fire Goblins. These Goblins are equipped with crude, folding wings which enable them to stay aloft for a short time before plunging back down to earth. When they do land it is usually with a loud splat that causes confusion more than anything else in the enemy ranks.

The Doom Diver has a range of 60cm and a unit hit by a Doom Diver is allowed to make its normal armour save. An enemy is more likely to become confused as a result of being driven back by hits from a Doom



Diver. When rolling for drive backs, any roll of 4, 5, or 6 means that the unit becomes confused as described in *Confusion* (p49-51 of the *Warmaster* rulebook).

Doom Divers shoot at such a high trajectory that they cannot shoot at charging enemies.

7. **Spear Chukka**. A **Spear Chukka** is a device fashioned to hurl large missiles upon the enemy. It is essentially a big crossbow made of wood. The missiles it fires are as long as spears and can skewer a whole line of troops.

Targets always ignore their armour when shot at by a **Spear Chukka**. No armour roll is made, the **Spear Chukka**'s heavy dart can pierce even the thickest armour.

When you shoot with a **Spear Chukka** it will automatically skewer the target stand and hit any stand behind it that is touching the target stand and which lies within the missile's line of flight. If there are further stands arranged directly behind and touching the second then the missile will hurtle through, skewering up to a maximum of three stands. Each stand takes one attack, and all attacks against the same unit are rolled together. For example, a unit arranged in a column three stands deep will suffer three attacks when shot at from the front.

Spear Chukkas can shoot at charging enemy and can do so at any point as the enemy charge, including when the charger has reached its final position. A **Spear Chukka** has a range of 40cm.

8. **Goblin Shaman** can cast spells chosen from the **Goblin** spells list.

9. **Wolf Chariot**. A General, Hero or Wizard can ride a **Wolf Chariot**. The character riding a chariot adds +1 to his Attacks.

10. **Wyvern**. Generals and Wizards may ride **Wyverns**. The **Wyvern** is a large scaly monster, similar to a dragon except smaller with no forelimbs. Goblins capture these creatures when very young and bludgeon them daily until they are tame enough to ride. A **Wyvern** can fly, increasing its rider's movement from 60cm to 100cm, and it adds +2 Attacks to those of its rider. A unit that includes a **Wyvern** rider causes terror in its enemies.

GOBLIN SPELLS

MORK SAVE UZI!

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

The Shaman summons the power of Mork to protect the greenskins from the enemy.

This spell can be cast on any friendly unit within 30cm of the Shaman. The unit gains a 5+ save worked out in the usual manner until the beginning of their next turn. If the unit already has a saving roll then it can choose which one to make, but may not take both.

WAAAGH!

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

The Shaman summons the power of the mighty Waaagh!, invigorating the greenskins.

This spell can be cast on any friendly unit of Goblins engaged in combat and within range, whether the Shaman can see the unit or not. Every stand in the unit, including character stands, adds +1 to its Attacks value during the following Combat phase. A unit can only have one Waaagh! cast successfully on it at a time.

GERROFF!!!

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

The voice of Gork booms out across the battlefield, forcing back his foes with a rancid gale force bellow.

This can be cast on any enemy unit within 60cm, whether the Shaman can see it or not. It cannot be cast on a unit engaged in combat or cast successfully on a unit more than once per turn.

The enemy unit is driven back by the blast of the bellow 5xD6cm towards its own table edge. This is treated in the same way as a driveback from shooting except the direction is established by determining the shortest route to the table edge. A unit cannot be routed by a drive back from Gerroff! spell. If the unit leaves the table edge it must roll as described in the main rules (see Movement p.19-23 of the Warmaster rulebook).

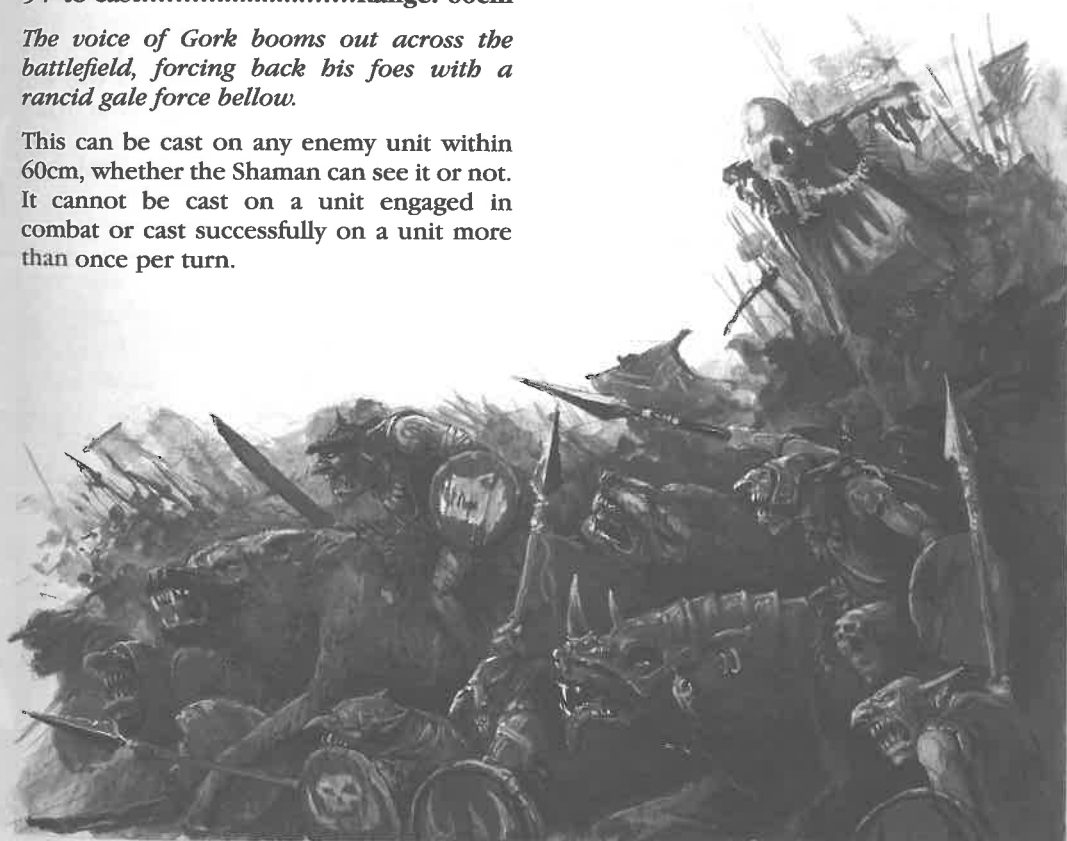
BRAIN BUSTA

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

A fearsome bolt of pure waaagh! energy issues from the Shaman's outstretched hand and strikes an enemy unit.

The Shaman must be able see his target to use this spell and it cannot be directed at a unit engaged in combat.

Brain Busta is treated like three ordinary shooting attacks except that armour saves have no effect (all targets count as having no armour). A unit can be driven back by Brain Busta as with ordinary shooting.



When I said I was going to develop a Goblin list for Warmaster, most people looked at me a little funnily – some even laughed! Others proceeded to tell me that they would never be competitive, let alone able to win a game. I was determined though! Firstly, the Goblins would be an easy list to do, as there are already a large number of Goblin units available. Secondly, I managed to convince (or should that be deceive!) Rick Priestley that he needed a Goblin army as part of his Warmaster collection, so he kindly agreed to convert and paint all the additional units I was later to add to the list. At the very least I thought it would be a good laugh! And I was eager to see if the Warmaster mechanics allowed for a tactically weaker but vastly more numerous army to beat an equally pointed foe. So I sat down and penned what was to eventually become the Goblin list featured in this issue of Warmag. Before reaching this stage though, there was a lot of play testing to do.

Now, Goblins are a funny lot. They tend to do the exact opposite of what you want them to do, and that is at the best of times. This can make using a Goblin list unwieldy, especially with the large number of units you will have in an army. I have tried to compensate for this factor by allowing you to field a high ratio of characters with which to try and get your Goblins to move. At the end of the day though, you may have to be willing to concede the fact that your Goblins just aren't going to do what you tell them most of the time. Yes, a Goblin army can be that random! But it is characterful of their nature and makes them a challenge to use. And a good player will learn to exploit their strengths and neutralise their weaknesses.

So what are the Goblin's strengths? First and foremost is their weight of numbers. In almost all games you will be able to outnumber your opponent, and if you can bring those numbers to bear you will soon be able to overwhelm an enemy. At the end of the day though, a basic unit of Goblins are poor fighters, so weight of numbers alone won't win you games. With Goblins you will need to find a balance between numbers and what I call specialist units. Specialist units represent everything except Goblins, Squig Herds and Wolf Riders. These units are more expensive but will usually spearhead your attacks with the weaker units joining in later on.

At this point it is probably worthwhile mentioning Goblin Chariots because they are generally overlooked in an Orc & Goblin army. However, in a Goblin army they are arguably the best unit. Cheap in points cost, fast moving and 15 Attacks on the charge. And because of their speed and manoeuvrability you will find it much easier to bring their Attacks to bear on the enemy than your other units.

Goblins have other strengths as well. They are masters at disrupting enemy lines. Pump Wagons, Doom Divers and Bolt Throwers are all perfect units used in this task. Combined with the spell *Gerroff!!!*, and it is possible to stop the enemy in its tracks, giving you more time to co-ordinate the rest of your force. And yes, you will need all the time you can buy yourself! You may even be able to cause a bit of damage in the process, softening your enemy up before finally charging in.

Finally, I would like to make a comment to anyone thinking of using a Goblin army. Don't take them seriously! If you do, you'll never win a game and won't enjoy the experience. If you play expecting everything to go wrong then you'll have a lot of fun and a good laugh. And when you do win that first game you'll see the Goblins in a whole new light. Not only will you appreciate how subtle an army they can be, drawing a fine line between victory and loss, but you will also have bragging rites amongst your mates for a good long while. In the meantime, have some fun, and if you have any feedback then do let Fanatic hear it.



CALL TO ARMS

THE WARMASTER GRAND TOURNAMENT

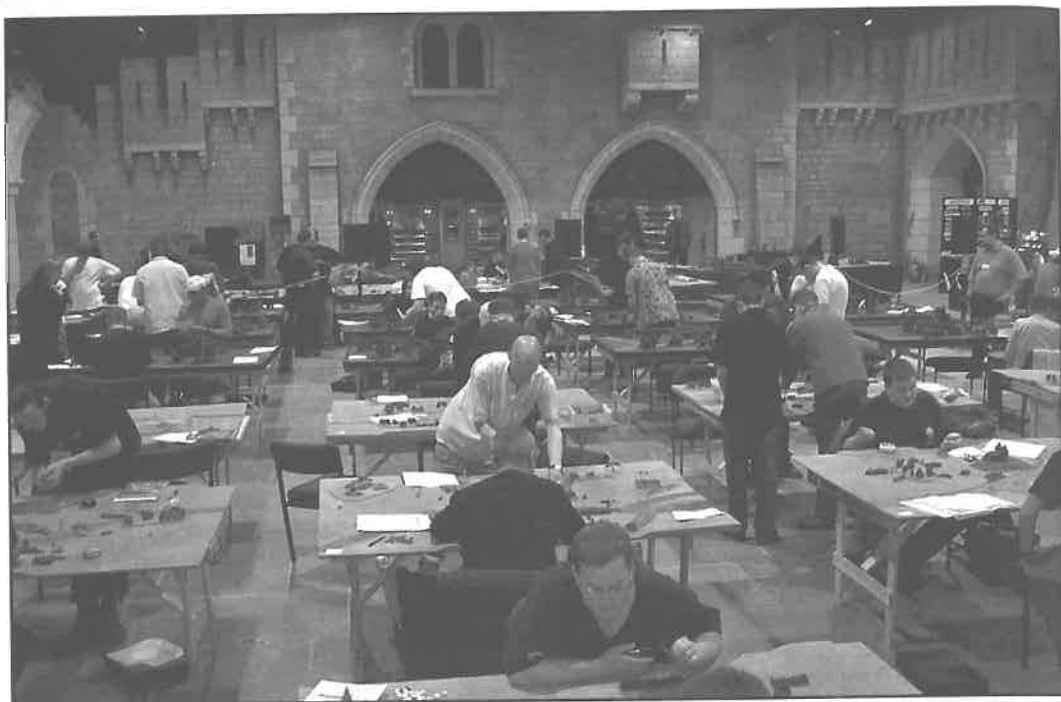
After the success of last year's Warmaster Grand Tournament we decided to see if we could stage an even better one this year at the Call to Arms event at GW HQ, Nottingham on the 12th May 2002. After working up and sending out some rules packs to all of the ticket holders we were all set for a hard day's battling. We had some great introductory games put on for the public courtesy of the Rynn Tyrr Guild and the ever prolific Ken South who put on a huge participation game (we look forward to seeing Ken at Games Day as well!). Miniature designer Colin Gayson was also on hand to display his sculpting skills and answer the many questions from the ever knowledgeable public.

Three rounds were played and points were awarded for differences in victory points as well as for army selection, painting and the all important sportsmanship. Rick Priestley and Tom Merrigan were on hand to referee and judge the competition but we were most impressed at how smoothly it all went without any major problems.

All in all it was a splendid day and all of the participants had a great time. We convened in the bar afterwards for the award giving ceremony which included the prestigious 9 carat gold Grand Tournament Trophy. Call to Arms was a huge success and we look forward to an even bigger turn out next year!

Grand Tournament Results

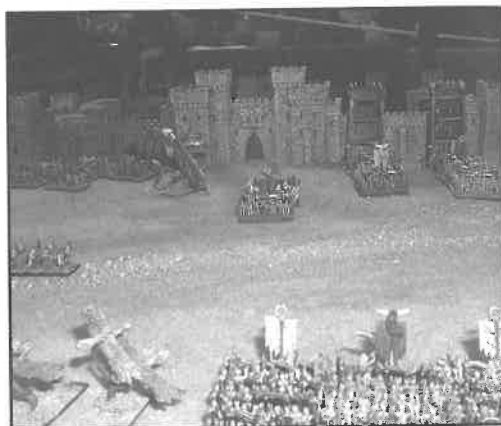
Rank	Name	Army	1st Rnd	2nd Rnd	3rd Rnd	Painting	Sports manship	Total
1	Neil Parsons	High Elves	3	3	3	3	3	15
2	Chris Burnett	Lizardmen	4	3	4	3	0	14
3	Wayne Rozier	Orcs	2	4	3	3	1	13
4	Steve Weekes	Undead	3	3	2	3	2	13
5	Leslie Mitchell	Chaos	3	2	3	3	2	13
6	Darren Ware	Orcs	2	2	4	3	2	12
7	Alan Vowles	High Elves	2	2	3	3	2	12
8	Toby Mcleod	Chaos	1	3	3	3	2	12
9	Mark Unitt	High Elves	2	3	3	3	1	12
10	Paul Reed	Lizardmen	1	2	3	3	2	11
11	Charles Mcleod	Undead	4	1	2	3	1	11
12	Adam Beaney	Undead	3	4	1	3	0	11
13	Paul Stewart	Lizardmen	3	3	2	3	0	11
14	Michael Bolton	Dwarfs	4	2	2	3	0	11
15	John Iuu	Chaos	2	3	3	3	0	10
16	Nicolle Didier	Empire	2	3	2	3	0	10
17	Dane Stevens	High Elves	3	2	2	3	0	10
18	Rob Smith	High Elves	2	3	2	3	0	10
19	Dave Simpson	Empire	3	2	3	2	0	10
20	Andrew Thompson	High Elves	2	3	2	2	1	10
21	Michael Ayres	Undead	2	1	2	3	1	9
22	Trevor Larkin	Undead	2	2	2	2	1	9
23	Chris Hodgett	Chaos	2	2	1	2	2	9



The GW HQ events hall busy with the Warmaster Grand Tournament



Ken South, hard at work...



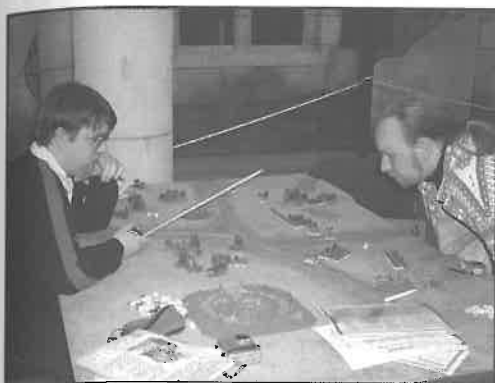
A close up of Ken's game



Colin Grayson shows us how it's done



Rick and Tom take charge

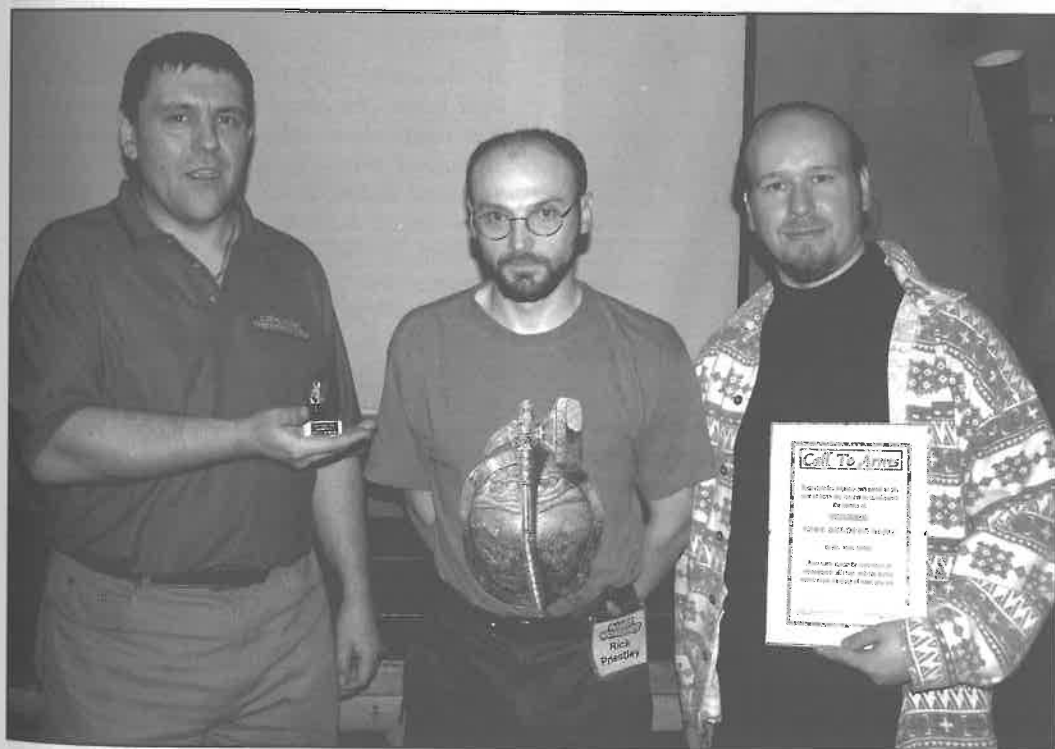


In the thick of the action with a couple of the games



...and a few more

For Rick, it's been a long day...



Rick with Neil Parsons, Overall winner and winner of Most Sporting Opponent award (left) and Adam Beaney, winner of the best painted army (right)

BATTLES OF LEGEND

THE BATTLE AT THE GATES OF KISLEV

A historical scenario by Andy Hall

Battle report by Steve Hambrook

This is the first in a series of articles where we take a look at some of the most famous and legendary battles in the Warhammer world's history and set about re-enacting them in a truly epic scale.



The Warhammer world is a rich gaming universe that has grown over many years. In this time an affluent tapestry of history has been developed – wars have been fought; battles won and lost, heroes created and villains spawned. As everyone knows, Warmaster is a game on a large scale allowing you to play massive battles – fielding armies many times the size of their Warhammer counterparts. This gives Warmaster a unique advantage over Warhammer because you can play the historically defining battles described in the army and rulebooks in a truer scale.

Playing historical re-fights allows us to address another Warmaster anomaly – special characters. The rules for the named characters below are in no way official and are designed to be used with the scenarios described. However, if you wish you can use them in other games but make sure you have discussed this with your opponent and don't turn up to any tournaments with them because they won't be allowed! This issue we shall be looking at...

THE BATTLE AT THE GATES OF KISLEV – 2303 IC

Throughout the summer of the Imperial year 2301, dire portents of disaster were observed all across the Empire. Drought and pox spread throughout the land and the end of the year starvation and disease were rife and anarchy reigned in the once orderly streets of the Empire's cities and towns.

By the winter of 2302 all central authority had gone, the Empire had been leaderless for over three centuries and gradually dissolved into a conglomerate of warring isolated states. In all but name the Empire had ceased to exist. After sowing seeds of dissent, the foul Gods of Chaos sent their innumerable legions marching south to claim their prize. The Tzar Alexis of Kislev knew that he would have to take the brunt of the Chaos threat and sent messages south, requesting help. The call was answered by the Count of Ostland who was holed up in Wolfenburg while Beastman warbands rampaged outside the town's walls. The Count marched his army north and rendezvoused with the Kislevites. Both armies then marched as one heading north to meet the massing Chaos force led by one of the Chosen, a Chaos Lord Undivided named Asavar Kul. The joint Kislev-Ostland army fought valiantly but were outnumbered and slain. Leaving a few Kislevites to run south and warn the Tzar of the oncoming threat.

Meanwhile, a young Nuln noble named Magnus had come to the fore in the Empire's hour of need. He was a great orator and born leader and garnered a large following which increased every time he visited a city. The Elector Counts gave him his backing as they recognised someone who could reunite the Empire. Magnus gathered a great army that headed north, only briefly stopping to send Pieter Lazlo on a voyage to find the High Elves and plea for their help.

By the time Magnus's army reached the borders of Kislev in late 2302 disaster had already struck. The great city of Praag had already fallen and the port of Erengard had been sacked, Magnus had dispatched a mounted army of Kislevites and Knights of the Empire to help relieve the siege but it was too late.

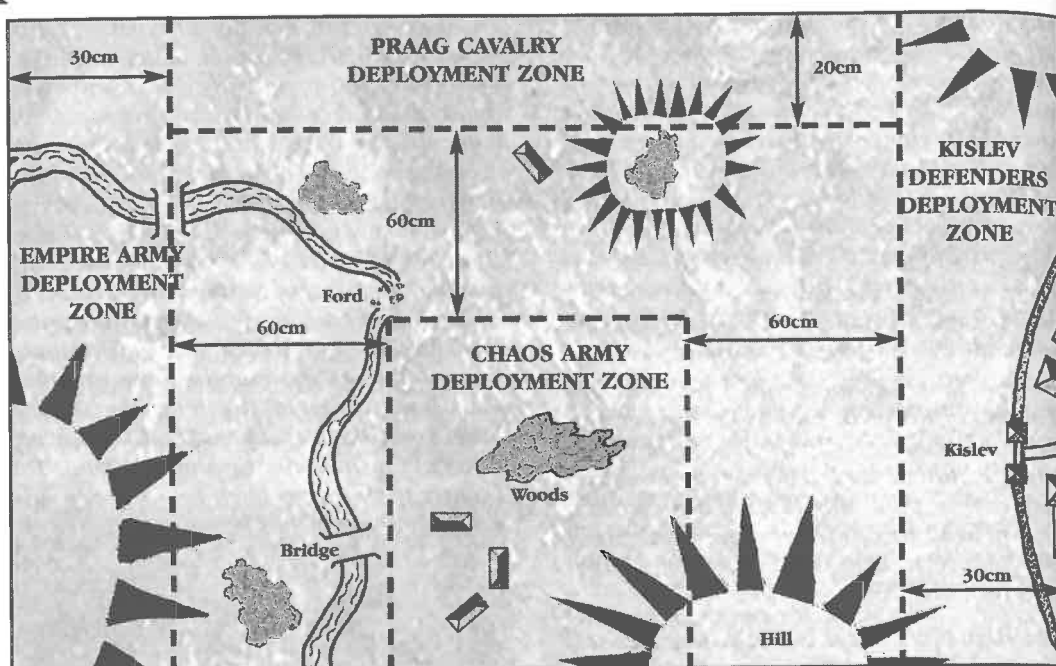
The High Elves had answered Magnus's call and the legendary Archmage Teclis and a couple of his companions had joined the army but it was only as they crossed a hill and the besieged capital of Kislev came into view did they realise just how badly they were needed.



The Battle of the Gates of Kislev took place in early 2303. The same army that had besieged and subsequently destroyed Praag now attempted to do the same to the capital city of Kislev. The Chaos Lord Asavar was at the head of the unholy horde demanding the Tzar and all of Kislev bow before him and his dark lords. Magnus attacked the Chaos army immediately much to the relief of the cheering citizens of Kislev. A Dwarf force, which had also answered the Tzar's plea, was hauled up in the capital. As the Empire force attacked the Chaos army in the rear, the Dwarfs burst from the city gates. The Chaos army faltered but its superior numbers held. The Dwarfs were forced back into the city and the Empire army was surrounded.



The Chaos host prepared to destroy the Empire army and then turn on Kislev. It was then that cavalry army sent north to Praag charged over the hill and into the rear of the Chaos force that surrounded Magnus's army. The cavalry army had found Praag and were enraged at what they had found there. They charged into the Chaos host with righteous fury. Magnus saw the Chaos army in disarray at a rear charge and immediately attacked. The remnants of the Kislev army charged from the capital's gates, accompanied by the Dwarfs who swore revenge for their fallen comrades. The might of High Elven magic cast by the greatest mage in the history of the world also began to take its toll on the Chaos horde. In the midst of battle, Asavar Kul and Magnus the Pious met, Daemon blade struck hammer as the two great leaders fought. Magnus was a great warrior but even he could not beat the mighty Lord of Chaos, however, it is said that Sigmar himself granted Magnus his strength that day for Magnus was victorious and Asavar was slain. With the loss of the Chosen and caught between three forces the Chaos host was destroyed. The Empire and Kislev were saved and Magnus the Pious was crowned Emperor, reuniting the country and ending years of strife.



Warning, this is a very big game of Warmaster you will need a large table and it may take all day to play.

We join the battle as Magnus's army comes within sight of Kislev to find the Chaos host is besieging the city. The Chaos player may pick up to 5,000 points and the General is the Chosen, Asavar Kul who is free with the Scenario.

Magnus's force is an Empire army, is 3,000 points strong and contains Magnus who is your General (he is free in this scenario) and the legendary mage, Teclis (who is also free). You may not pick Steam Tanks or Helblasters as these are yet to be invented. Human wizards are burnt at the stake in these troubled times so you may not pick a wizard. However, you may buy up to two High Elf Mages as these represent Teclis's companions, one may be deployed with the Cavalry force – they cannot command any units. The army trapped in Kislev contains 500 points picked from the Kislev list and 500 points from the Dwarf list. The Cavalry force is 1,000 points and must be made of Cavalry units from the Empire and Kislev list. Ignore Army Max/Min for this force. The Cavalry forces do not have to have a General and maybe led by Heroes if you wish. Magnus replaces the Empire army's General for the purpose of this battle.

Both sides may purchase a *Dispel Scroll* but no other magic items may be bought.

The game starts with the Chaos force and Magnus's army on the battlefield. The Chaos army is deployed first. The Cavalry force will come on from the North side of the battlefield (see map) on a roll of 5+ in Turn 2. If they do not appear you may try again in turn 3 on a 4+, Turn 4 a 3+, etc. Place the force on the table edge, they maybe ordered as usual but may not use Initiative to charge on their first turn.

The besieged Kislev/Dwarf force may sally out using normal command and movement rules from Turn 3 onwards.

Normal victory conditions apply.

IMPASSIONED WORDS OF MAGNUS...

With such a big force, selecting the army was not going to be a problem as I simply took all we had in the cabinets. The challenge was going to be deciding which units went in the three different forces. Admittedly, some of this was already done for me in the scenario's restrictions; the Dwarfs had to be in Kislev for instance. My main quandary was how much heavy cavalry should start with Magnus's army and how much should be placed with the Cavalry force coming in from the north. After much scribbling on scrap paper I eventually decided on a tough Cavalry force, whilst the job of Magnus's main army would be to hold fast for other elements, in particular the army from Praag with its heavy cavalry, to arrive. My main concern was the Chaos

KISLEV
FENDERS
LOYMENT
ZONE

Kislev

30cm

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Dragon Ogres and Chaos Knights – if they did too much damage before the reinforcements arrived then I could be in trouble. To counter this threat Magnus would have to attack with the cavalry he had and the Flagellants whilst supporting with the infantry.

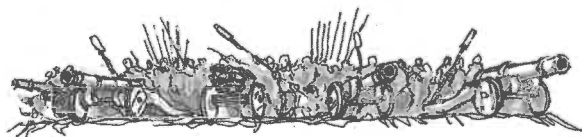
WHISPERED LIES OF ASAVAR KUL...

When Andy approached me with an idea for re-enacting famous battles from the Warhammer history in Warmaster, I immediately thought what an excellent idea and how apt for games in this scale. Then I thought of all the titanic clashes covered in the histories of the Warhammer army books – the Battle of Finuval Plain, the Battle at the East Gate of Karak Eight Peaks, the Battle of Black Fire Pass, etc. We just had to do it and on a really grand scale. And then I thought... how come this was his idea?

So, I was take on the almighty mantle of Asavar Kul, the Anointed one, Chaos Warlord, predecessor to Archaeon and dead 'ard chap! A lot to live up to I guess – hang on, didn't he lose the Battle at the Gates of Kislev? Time to try for a reversal or fortune here! Now, I have played against Chaos on many occasions (and have the scars to prove it!) but had never actually played them before. As good fortune would have it, just prior to writing my army for this battle, I had read through an article from Studio writer Pete Haines for White Dwarf on tactics for Chaos armies in Warmaster – surely the gods were smiling on me! A crash course in using Chaos that extended a little further than just 'charge!'.

So, 5,000 points of Chaos – now that's a whole lot of troops. My compulsory choices for a 5,000 point army are five units of Chaos Warriors and five units of Marauders which comes to 1,050 points leaving me 3,950 points to spend on exactly what I wanted. By the dark gods, I was like Beastman let loose in a sweetshop! What units did I want? I needed fast and hard-hitting but tough units that could smash the Empire army of Magnus the Pious before his reinforcements arrived to force me to fight on all flanks. The answer was staring at me from the Chaos army list – Dragon Ogres. These boys are everything the aggressive player could want but they are expensive. I had nearly 4,000 points to spend. That'll be four units of Dragon Ogres! And I still had just short of 3,000 points in the kitty. After foaming at the mouth over my insanely

powerful vanguard I consulted the 'Psalm according to St. Pete'. Four units of Chaos Knights supported by three units of Chariots it said to me in a sinister whisper, mmm... not arf! Before I got totally carried away I had to think of units I would use to act as a 'buffer' against the Empire/Kislev reinforcements. These needed to be resilient enough to hold up the foe long enough for my attack units to race back across the battlefield and do the business but not cost the earth (I'd already promised that away in my previous purchases!). Trolls and Ogres supported by Marauders are both cheap and tough – just right for the job.



The two main aspects of my force were properly addressed but what if everything didn't quite go to plan? I needed some support units that were fast enough to plug gaps, be sacrificed if necessary and were relatively cheap. Also, I had to consider my low break point, and cheap units would go a long way to increasing this. Harpies are always useful troops and because they are flyers they can intervene almost anywhere. Chaos Hounds are something I have always found to be a bit of an enigma. They are based like cavalry, can deliver a lot of hits and move fast but just always seem to die too easily. I've rarely seen these troops used effectively. For me though, they are 30 points a unit so I didn't really care much, plus I could use them to screen my better troops when I advanced. And finally, five Chaos Spawn. Yeah, these are expensive but you can add them to units without affecting the size for brigades and they are pretty nasty.

Well, that's the units sorted, now for those to lead them. I had the General already covered courtesy of the special scenario rules. Why anyone buys Chaos Heroes I don't know! So what if they have a longer command range, just take Sorcerers and keep them close to your units. Ok, so I'm being a bit cheesy here by taking five Chaos Sorcerers, two on Dragons, one with a *Dispel Scroll* but what the hey – let's go to war...

SPECIAL CHARACTERS

Troops	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max	Special
Asavar Kul The Anointed	General	+3	-	-	9	1	-	1	*1
Magnus The Pious	General	+2	-	-	10	1	-	1	*2
Teclis	Wizard	+0	-	-	8	1	-	1	*3

Special Rules

- 1. The Chosen.** Asavar is gifted with a powerful Daemon Blade that has the same abilities as a *Sword of Cleaving*, (page 77 of the Warmaster rulebook).
- 2. The Pious.** Magnus may order units up to 40cm without the usual -1 penalty. Distance penalties for orders over 40cm apply as normal.
- 3. Archmage.** Teclis is a High Elf mage who may +1 to all of his attempts to cast a spell in addition to re-rolling failed spells. Teclis may also dispel hostile magic on a 4+.

Chaos Host of Asavar Kul, the Anointed

Left flank division

- *Balaal, magister of Tzeentch* – Chaos Sorcerer on Chaos Dragon 210 pts
(has *Dispel Scroll*)
- 2 units of Chaos Warriors 300 pts
- 4 units of Chaos Hounds with Chaos Spawn 230 pts
- 2 units of Marauders 120 pts

Centre division

- *Asavar Kul, the Anointed* – General Free
- *Nagar, the Putrescent* – Chaos Sorcerer on Chaos Dragon 190 pts
- 4 units of Dragon Ogres with 2 Chaos Spawn 1220 pts
- 1 unit of Harpies 65 pts

Right flank division

- *Sithis the Seductive* – Chaos Sorcerer 90 pts
- 2 units of Chaos Warriors 300 pts
- 4 units of Chaos Knights with Chaos Spawn 910 pts
- 2 units of Marauders 120 pts
- 3 units of Chariots 285 pts

Rearguard division

- *Furentus & Crallak, The Cabal of Pain* – 2 Chaos Sorcerers 180 pts
- 1 unit of Trolls 110 pts
- 1 unit of Ogres 105 pts
- 1 unit of Chaos Warriors 150 pts
- 1 unit of Marauders 60 pts
- 1 unit of Harpies 65 pts
- 2 units of Marauder Horsemen 180 pts

4,890 pts

Grand Alliance of the Empire, Kislev & Dwarfs

Magnus the Pious's army of the Empire

Left flank division

• <i>Count Adolphus Teuton of Reikland</i> – Hero on Griffon	160 pts
• 2 units of Knights	220 pts
• 4 units of Halberdiers	180 pts
• 1 unit of Handgunners	65 pts
• 2 units of Crossbowmen	110 pts

Centre division

• <i>Magnus the Pious</i> – General	Free
• <i>Count Manfred Steib of Stirland</i> – Hero	80 pts
• <i>Count Werner Kurgdorf</i> – Hero	80 pts
• 4 units of Halberdiers (2 with Skirmishers)	230 pts
• 1 unit of Flagellants with Skirmishers	95 pts
• 5 units of Handgunners	325 pts

Right flank division

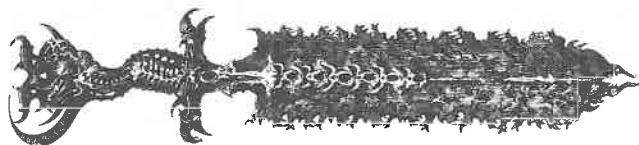
• <i>High Priest Ar-Ulric Kriestov</i> – Hero	80 pts
• <i>Teclis</i> – Elven Mage	Free
• <i>Yrtle</i> – Elven Mage	85 pts
• 2 units of Halberdiers with Skirmishers	140 pts
• 2 units of Flagellants with Skirmishers	190 pts
• 3 units of Knights	330 pts
• 3 batteries of cannon	255 pts
• 6 units of Crossbowmen	330 pts
• 2 units of Handgunners	130 pts

Defenders of Kislev

• <i>High King Alrikson</i> – Dwarf General	155 pts
• 2 units of Dwarf warriors	220 pts
• 1 unit of Rangers	110 pts
• <i>Tzar Alexis</i> – Kislevite General	125 pts
• 2 units of Horse Archers	160 pts
• 2 units of Axemen	90 pts
• 1 unit of Knights	110 pts

Cavalry from Praag

• <i>Prince Kovski</i> – Hero	80 pts
• <i>Gregori</i> – Kislev Shaman	45 pts
• 2 units of Empire Knights	220 pts
• 2 units of Pistoliers	190 pts
• 4 units of Kislev Knights	440 pts
	5,030 pts



DEPLOYMENT

The Chaos army was deployed first within the zone indicated on the map. A massive brigade consisting of four units of Dragon Ogres accompanied by two hideous Chaos Spawn was deployed in the vanguard at the ford in the centre of the battlefield. Immediately behind these a brigade of four units of Chaos Knights also accompanied by two Chaos Spawn were drawn up on the centre-right flank with the Chariot brigade of three units and a brigade consisting of two units of Chaos Warriors and two units of Marauders in support. Stationed on the vantage point of a hill just behind the Dragon Ogres was a unit of Harpies. The Chaos Sorcerer, Anagar, upon a huge Chaos Dragon, commanded the centre and the Chaos Sorcerer, Sithis, commanded the centre-right.

Opposite the Knights, on the left flank, a brigade consisting of four units of Chaos Hounds was deployed just before the bridge with a brigade of two units of Chaos warriors, supported by two units of Marauders and accompanied by a Chaos Spawn deployed immediately behind. The

Chaos Sorcerer Balaal, upon a monstrous Chaos Dragon, commanded the left flank.

A rearguard was formed with the express intention of dealing with the reinforcements from Praag and any sally attempts from Kislev. This force would also take the role of the Chaos army's reserves. Just south of the small, deserted village and behind the Chaos left flank, a brigade consisting of a unit of Chaos Warriors, a unit of Trolls, a unit of Ogres and a unit of Marauders was stationed facing toward Kislev and the expected flank attack. This brigade was supported by a unit of Harpies and two units of Marauder horsemen. The rearguard was jointly commanded by the Sorcerers Furentus and Crallak. The Chaos army General, Asavar Kul, the Anointed, was stationed in the army centre.

With the Chaos deployment complete the Empire/Kislev/Dwarf forces were deployed. Within the sanctuary of Kislev, Tzar Alexis, Kislev General, commanded the garrison of two units of Axemen, two units of Horse Archers and a unit of Knights. He was supported by the Dwarf General, High King



The battlefield after deployment

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left flank.

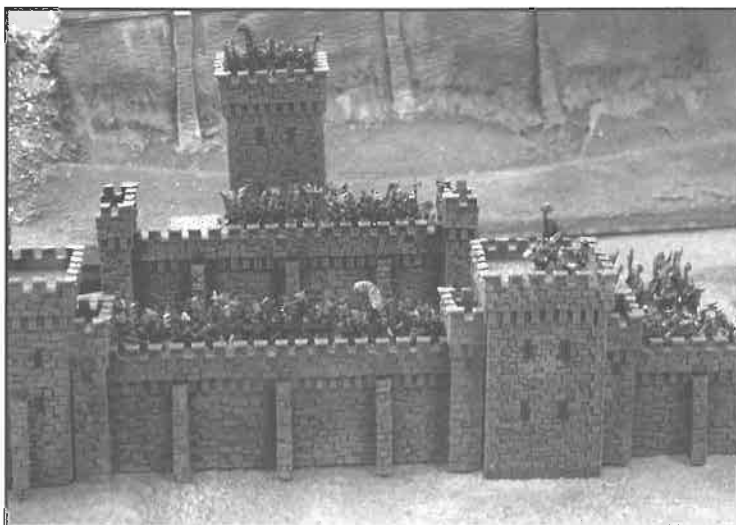
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Alrikson with two units of Dwarf Warriors and a unit of Rangers.

At the other end of the battlefield, the mighty warhost of Magnus the Pious was assembled on the northern banks of the river. On the Empire left flank the Empire Hero Count Adolphus Teuton, mounted on his majestic Griffon, deployed his division. This consisted of a brigade of four units of Halberdiers, two units of Reikland Knights and a brigade of two units of crossbowmen and one unit of Handgunners.

In the army centre, commanded by Magnus the Pious himself, was a brigade of four units of Halberdiers, a unit of Flagellants and five units of Handgunners. Magnus was accompanied by the two Heroes, Count Manfred Steib and Count Werner Kurgdorf.



The fastness of Kislev

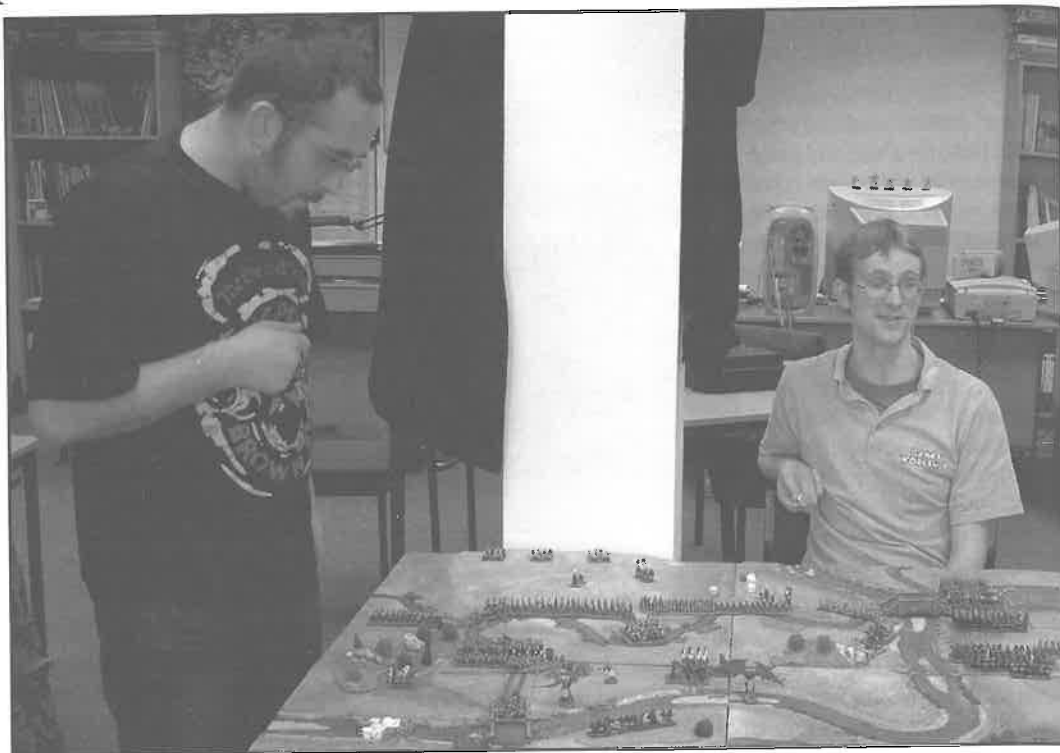
The weight of the Empire army was deployed on the right flank with a brigade of two units of Flagellants supported by two units of Halberdiers and two units of Knights making up the front division. The second division consisted of six units of Crossbowmen, two units of Handgunners and three batteries of cannon to the rear. This flank was commanded by the High Priest Ar-Ulric Kriestov and was where the two enigmatic High Elf Mages, the mighty Teclis and his companion Yrtle, positioned themselves.

Chaos Turn 1

The Sorcerer Balaal ordered the brigade of Chaos Hounds on the Chaos left flank to cross the river via the bridge but the ill-disciplined creatures would not move creating a bottleneck that trapped the rest of the Chaos forces on the left flank south of the river. Asavar Kul, the Chaos General, had more luck as he directed the Dragon Ogres in the centre to cross the ford and take up positions on the north bank of the river which they did. Unfortunately for him, the brigade of Chaos Knights which was commanded to follow up and support the Dragon Ogres just milled about uselessly, obviously oblivious to the impending battle.



Turn 1: Battle is joined!



Steve remains unperturbed by Andy's unpleasant effeminate ways...

Empire Turn 1

With a blare of trumpets the disciplined Empire battle lines moved forward on all flanks, although the cannon batteries were struggling for decent firing positions.

Chaos Turn 2

Charging on Initiative, two units of Dragon Ogres supported by two Chaos Spawn, charged directly into a unit of Halberdiers and a unit of Flagellants in the Empire centre. On the left flank the Chaos Hounds finally adhered to a command and crossed the river, forming a screen in front of the Brigade of Chaos Warriors and Marauders following up in support. The brigade of Chaos Knights, accompanied by two Chaos Spawn and led by the Sorcerer Sithis marched around

the bend of the river towards the Empire left flank. Despite moving within range of the enemy, the two Chaos Sorcerers on Chaos Dragons failed to successfully cast any spells.

Wiping out their foes in a single, bloody turn of combat, the Dragon Ogres advanced into a supporting brigade of four units of Halberdiers immediately behind. The slaughter continued and the brigade of Halberdiers was massacred for the cost of a



Turn 2. Chaos charge!

stand of Dragon Ogres from each unit. Deciding that the now depleted units of Dragon Ogres may have over extended themselves without any support, the Chaos General made them fall back with the river to their rear.

Empire Turn 2

Andy rolled his dice for the Empire reinforcements from Praag to turn up and the air turned blue as he rolled a '2' which meant they didn't! Two units of Flagellants and a unit of Knights charged on Initiative into the Chaos Hound screen on the Empire right flank. A unit of Knights from the Empire right flank spurred their warhorses and charged headlong into the two units of Dragon Ogres holding the ford. A second unit of Knights ordered to support their colleagues failed their Command roll and milled about stupidly. Two units of Handgunners from the Empire centre division moved into firing positions within range of the Dragon Ogres that had devastated their front line previously. The Handgunners poured volley after volley of shot into the Dragon Ogres, driving them back towards the river and confusing both units in the process.

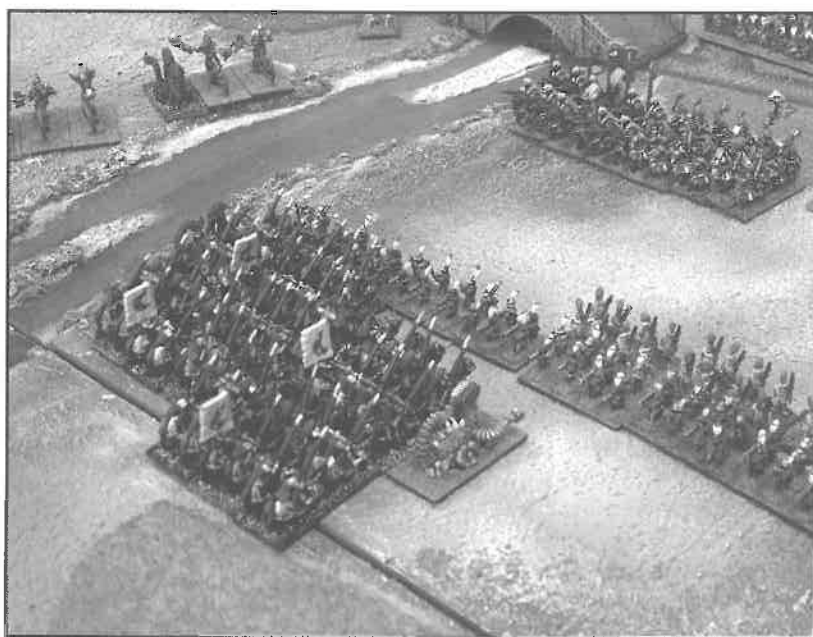
The combat on the Empire right flank resulted in all four of the Chaos Hounds units and the Chaos Spawn being wiped out, along with the Flagellants and all but one stand of the Knights. The Knights that charged the Dragon Ogres on the ford fared far worse than their brethren on the left and were driven back and totally destroyed by their monstrous foes for the loss of a stand of Dragon Ogres.



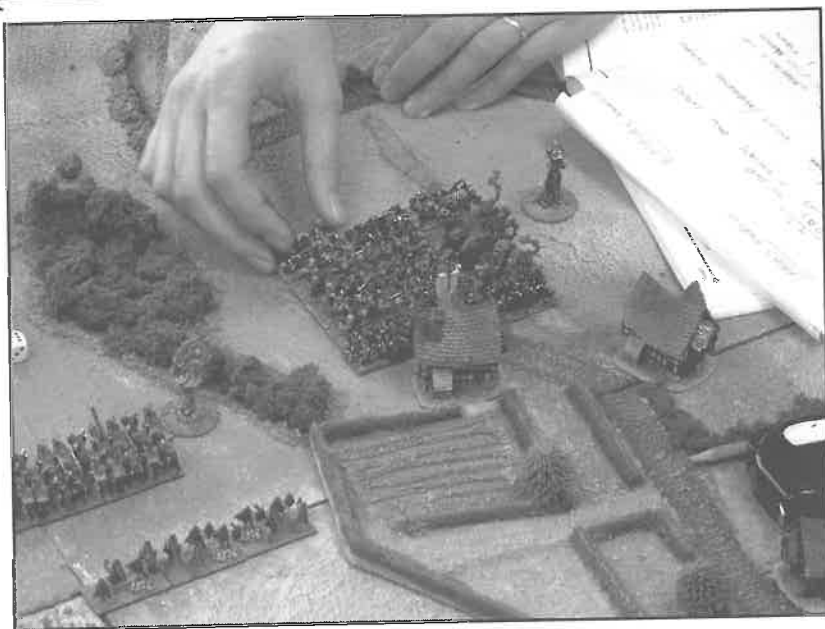
Turn 2. The Dragon Ogres assault the Empire line

Chaos Turn 3

On the Chaos left flank the two units of Chaos Warriors that were initially screened by the Chaos Hounds charged using their Initiative, straight into the brigade of Halberdiers that now stood in front of them. On the Chaos right flank, a solitary unit of Chaos Knights found themselves within Initiative range of the Empire brigade of Handgunners and Crossbowmen that defied them and charged home. The Chaos Sorcerer Sithis urged the rest of the brigade of Chaos Knights and the Chaos Spawn forward but much to his annoyance the units all fell short in disarray. Asavar Kul



Turn 3. Chaos Knights crush the Empire right flank.



Turn 3. 'Khazad!' The Dwarfs join the affray...

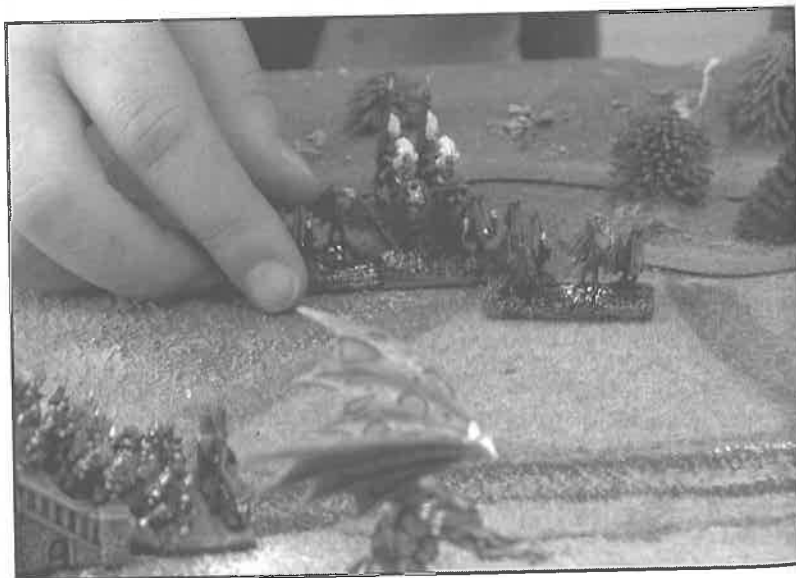
commanded his Harpies to finish the single, defiant stand of Knights that threatened the rear of the Chaos Warriors on his left flank and with shrill cries they charged home. Kul also ordered forward the brigade of Dragon Ogres at the ford, and with a roar they charged into the stranded unit of Empire Knights. The Chaos Sorcerer Balaal attempted to cast the spell *Anger of Gods* but this was dispelled with ease by the Archmage Teclis.

In the ensuing melee, on the left flank the Chaos Warriors massacred the brave Empire Halberdiers for the loss of a single stand, whilst the Harpies destroyed the solitary stand of Knights for no loss. Meanwhile, on the Chaos right flank, the Chaos Knights ploughed their way through unit after unit until two units of Crossbowmen and a unit of Handgunners lay dead for the loss of a stand. Finally, the Dragon Ogres in the centre made short work of the Empire Knights but lost a stand in the process.

Empire Turn 3

Things were starting to look a bit bleak for Andy by now as the seemingly unstoppable tide of Chaos had smashed everything before it. What he needed were the reinforcements from Praag to take the pressure off of Magnus's army and hit the Chaos horde on the flanks. Again, Andy rolled the all important dice for his reinforcements, this time needing a 4+. He rolled a '3'!

Oh dear... It was time for decisive action and Andy knew it. He had to stem the tide of the Chaos advance long enough for his reinforcements to arrive. On the Empire left flank the Knights, incensed at the death of all the missile troops, used their Initiative to charge headlong into the mass of Chaos Knights bearing down on them. With a yell of "Khazad!" the Dwarfs emerged from the gates of Kislev and with inhuman speed and incredulous discipline (they passed about four Command checks!) charged into the rearguard brigade of the Chaos Sorcerer



Turn 3. Chaos Harpies wipe out some Empire Knights

Turn 3

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Knights

Furentus. Unfortunately, the well needed support from the Kislevites was not forthcoming as they failed their command roll and left the Dwarfs to their fate. With grim determination the Empire battle lines pushed forward. On the Empire right flank the Handgunners and Crossbowmen made line formation so that their maximum firepower could be brought to bear on the fast approaching Chaos Warriors and Dragon Ogres. Finally, the cannon batteries on the hill, to the Empire rear, could find a target and unleashed a hail of fire upon the exposed Chaos Warriors, along with the rain of fire from the missile troops at the base of the hill. When the smoke had cleared, a unit of Chaos Warriors had been shot to pieces and another driven back. The Handgunners in the centre failed to score enough hits on the Dragon Ogres on the Chaos right and so failed to drive them back any further. The Elf Mage Teclis successfully cast the spell *Light of Battle* but this was dispelled by the Chaos Sorcerer Balaal with his *Dispel Scroll*.

The brave but foolhardy Knights on the Empire left flank were utterly destroyed by the overwhelming Chaos Knight brigade, taking a depleted unit with them. To the rear of the Chaos army, the courageous Dwarfs managed to hold the numerically superior Chaos forces to a draw.

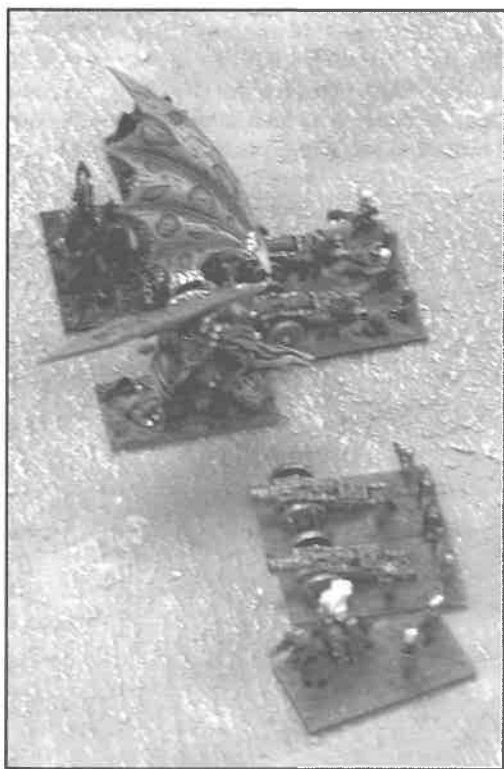
Chaos Turn 4

The Chaos General had victory in his grasp but knew he couldn't afford to lose it by allowing Magnus's army to fall back and regroup. He had to keep up the pressure. The Chaos Knights on the right flank used their Initiative and charged into the remains of Count Adolphus's division, which now only consisted of a brigade of Halberdiers. Braving a hail of missile fire, a couple of units of Dragon Ogres charged into the Crossbowmen in the Empire centre. Likewise, the remaining unit of Chaos warriors on the Chaos left flank charged a unit of crossbowmen too. The Chaos Sorcerer Balaal took personal command of a unit of Harpies and ordered them to

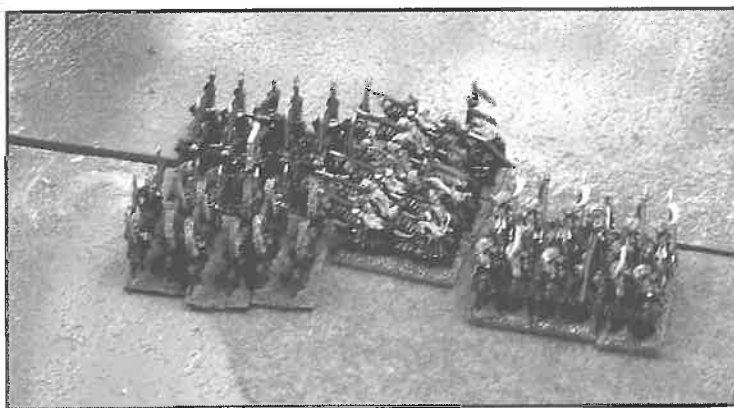


Turn 4. Chaos Chariots finally on the move

charge a cannon battery to the Empire rear. Finally, the Chaos Chariots and rearguard brigade of Chaos Warriors and Marauders passed their Command rolls and started to move towards the central ford. The rearguard brigade of Chaos warriors, Trolls, Ogres and Marauders charged the Dwarfs on their Initiative and on every front the enemy was engaged. The Chaos Sorcerers again failed to cast any spells successfully.



Turn 4. Harpies destroy the cannons



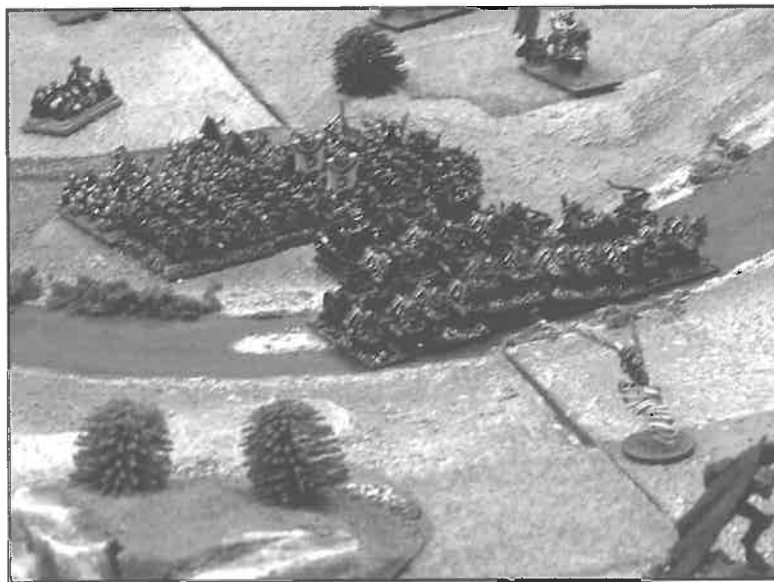
Turn 4. The Empire reinforcements charge home

The ensuing combat was again very one sided – on the Chaos right flank for the loss of a couple of stands of Chaos Knights, the Empire left flank force was utterly destroyed. In the centre, the Dragon Ogres and Chaos Warriors destroyed six units of Crossbowmen for the loss of a couple of stands. To the Chaos army's rear, the Dwarfs held the Chaos forces to a draw again but were being wittled down in the process. To the rear of the Empire lines, the Harpies caused havoc amongst the cannon crews, destroying one unit in a turn and advancing into another, destroying it utterly for the loss of a stand.

Empire Turn 4

Andy rolled the dice for his long awaited reinforcements which finally arrived! But were they too late? Prince Kovski's Praag

division deployed on the northern battlefield edge and after a few spurious Command rolls charged into the thick of things – for a moment it looked as though the tide would change. A unit of Kislev Knights and a unit of Empire Knights charged a unit of Chaos Knights that were stranded at the back on the right flank. Meanwhile two units of Kislev Knights and a unit of Empire Knights charged the Marauder horsemen to the Chaos rear. The depleted Dwarfs again charged home against the Chaos brigade of Ogres, Trolls, Chaos Warriors and Marauders. Finally, Tzar Alexis managed to command the garrison of Kislev to sally out but too late to intervene in the battle. The remaining cannon battery to the Empire rear trained their guns upon the unit of Harpies that had destroyed their fellows whilst the remaining Handgunners and crossbowmen addressed their ranks to loose volleys upon the Dragon Ogres. The hail of fire from cannons, crossbows and handguns took out a stand of Dragon Ogres but little more. Both the Elven Mages, Teclis and Yrtle successfully cast *Storm of Stone* and *Heaven's Fire* respectively but caused insufficient hits to remove any stands of the enemy.



Turn 4. An Elven Mage fails to hold back the tide...

The close combat was bloody and mainly went in the Empire's favour. To the Chaos rear, the two units of Marauder Horsemen were wiped out for the loss of only a single stand of Kislev Knights. On the right flank, despite causing a huge amount of hits, the Kislev and Empire Knights failed to kill any of the Chaos Knights whose armour saved them from damage and forced the combat to a draw. The combat would be decided between the Dwarfs and the Chaos brigade and superior

numbers shone through – the Dwarfs were slaughtered leaving High King Alrik lying slain upon the field and the allied army of Magnus the Pious withdrew from the field of battle, leaving the horde of Chaos victorious.

Kislev would fall and the Empire would have to fight hard for survival!

VICTORY POINTS:

Chaos – 2,725

Empire – 1,940



NIET COMRADE!

So it looks like history has been rewritten and it doesn't look good for the people of Kislev or the Empire! So where did it all go wrong? Well, the army from Praag turning up late was definitely a major factor, proving just how close it came to all going wrong in the historical context. Although it wasn't just my cavalry that were late – while the brave Dwarfs sallied out from the gates of Kislev to join the scrap, the Kislevite General failed his first Command roll resulting in his troops cowering behind the city walls. The Dwarfs were none too pleased!

I can't blame it all on bad dice rolls though as I managed a couple of spectacular gaffs even without rolling a dice. When I first deployed the main army I had loads of units and almost placed them down anywhere as I desperately tried to fit them all into the deployment area. I put all my cavalry and infantry to the front thinking I would counter-charge the Chaos units. However, half of my army was actually comprised of missile troops and this deployment obscured their line of sight to the enemy when the Chaos units came into range as my infantry and cavalry was in the way! Steve dutifully attacked my line with his big power house units like Dragon Ogres, leaving me with only Crossbowmen to counter charge. Oh well, hindsight is a wonderful thing or maybe Magnus was not the master tactician legend would have us believe!

Having said all that somethings did go right and when the Cavalry force arrived Steve's Chaos army started to sustain a lot of damage and by the time he broke my army his army was not far from breaking either. We both found the scenario enjoyable and balanced so I hope you do too – Andy.

BLOOD AND SKULLS!

Well there's a reversal for you! I'd always known that the Chaos army was pretty solid but only because I'd been on the receiving end of them so many times. It's always disconcerting starting a game using a Chaos army, especially of this many points, because you are so severely outnumbered. Adhering to Pete Haines's tactics I knew that I had to get 'stuck in' quickly for two reasons: firstly, a large chunk of the Empire army was yet to arrive on the battlefield and so I had the strength advantage until they did so. Secondly, I had no missile weapons at all in my army and I know that the Empire army is pretty strong in that department – there's no point in holding back and being shot to pieces! Fortunately for me Andy, in his haste to deploy and get on with the game, deployed rather badly (What's up Andy? This is not like you!) having his powerful lines of Handgunners, Crossbowmen and Cannons behind a wall of infantry and cavalry. These troops would not be in a position to disrupt my ferocious charge with a withering fire that could potentially *confuse* many units and leave them vulnerable to counter-charge. Unlucky Andy, I thought, and unleashed hell upon him.

I was amazed at how fearsome Dragon Ogres are in close combat – they rolled up unit after unit of Halberdiers for only a couple of stands lost! Early on, I was in danger of over extending myself and stranding my most expensive units behind enemy lines where they could become overwhelmed and so sensibly they fell back. I kept up the pressure on Magnus's force, my Chaos Knights doing the business on my right flank and sweeping aside all opposition. Andy had some bad luck with his reinforcements though and he had to wait until Turn 4 for his cavalry force to intervene. Had the Empire and Kislevite cavalry turned up sooner, the whole tide of the battle could easily have turned as they caused havoc with my rearguard units and by the final turn of the game I was only two units away from breaking. Unfortunately for Andy it was a case of too little too late and Magnus's army just couldn't hold against the might of Chaos and crumbled.

A thoroughly enjoyable scenario and certainly not as one-sided as it seemed. Now I look forward to our next engagement in Battles of Legend – Steve.

BATTLE HONOURS

By Wayne Rozier

In Warmaster, veteran troops are represented by the battle honours system. In the current rules these troops are available only in scenario and campaign based games. Many players however also like a bit of variety and colour. There are figures already available for special units – Knights Panther, Phoenix Guard, etc. Players want to use these units and have some sense of their specialities and yet many of us would be upset by the proliferation of special unit types with unique rules. We want to avoid an arms race between the army lists and yet we still want occasional new unit types. Well, we reckon you can have your ale and drink it. By using the battle honours system in a limited way we aim to please all parties (that'd be a first since creation!). The battle honours system enables players to insert special units into their lists without any need to rewrite the army selectors or unbalancing the game. Each battle honour has a points cost and if both players agree to their use then both players can select and pay for them within the caveats detailed below.

In order to ensure balance in the lists there are some restrictions of the use of Battle Honours:

- You may only take one Battle Honour for every 1,000 points (rounded down) in your army. For example, in a 1,000-1,999 points army you could take one Honour, in a 2,000-2,999 points army you could take two, and so on. In a 999 pt game no battle honours.
- Only Infantry, Cavalry and Chariots may be given Battle Honours.
- Units that already have a special 'compulsion' or 'prohibition' rule on charging or evading cannot be given battle honours. Thus Flagellants, Slayers, Ogres, Peasants, etc, cannot be the recipients of any Battle Honour, they already have a special ability/limitation.
- You may only take one of any given Honour in your army. For example, only one unit could have the Guard Honour.
- You may only take one Honour per unit.
- You may not combine a Battle Honour ability with a battle damage attribute but you can combine it with a Magical Item.

BATTLE HONOUR DESCRIPTIONS AND COST

General note: The cost of a battle honour is given for a foot unit costing less than 110pts. Any infantry unit costing more than 110pts and any cavalry or chariots unit that has a battle honour must pay an additional 10pts.

- **Guards – Or drilled troops:** These guys know how to obey a command. Any command given to the unit gains a +1 bonus. This does not apply if the unit is part of a larger brigade – 50pts.
- **Loyal troops:** This unit looks upon their general with pride. If the unit is within 20cm of the General it will always obey his first order. There is no need to roll the dice to issue the order. This does not apply if the unit is more than 20cm away from the General or part of a larger brigade – 60pts.
- **Vicious fighters:** When this unit hits, it's going to hurt. The unit's Attack value is increased by +1 for the first round of each close combat. This only applies in the first combat round of each Combat phase but applies throughout the entire battle – 30pts.
- **Stubborn:** The unit automatically rolls one less dice than normal when working out drive backs from shooting. So, a unit suffering 2 hits will roll one dice instead of two. Bonus for *defended* and *fortified* units is cumulative – 20pts.
- **Stalwart:** The unit is never driven back from shooting – 30pts.

- **Bushwhackers:** The unit is especially proficient at behind the lines operations, scouting and bushwhacking. No modifier is made when issuing orders on account of the distance between the unit and character – 40pts.
- **Hard as Nails:** The unit is especially determined and very hard to destroy. Its Hit value is increased by +1 – 60pts.
- **Fearless:** The unit is immune to the affects of *Terror* – 35pts.
- **Monster Slayers:** The unit is especially proficient at destroying monsters and gains +1 Attack vs Monsters in close combat – 20pts.
- **Disciplined:** The unit may ignore the -1 command modifier for enemy units within 20cm – 25pts.
- **Sharpshooters:** (Missile troops only)
The unit are elite missile troops and hit on 3+ when shooting. If firing at *defended* or *fortified* targets they hit on a 4+ and 5+ respectively – 30pts.
- **Bodyguard:** This unit is the General's personal bodyguard. If joined by the army's General, the unit gains +1 Attack per stand in any close combat. If destroyed, the General gets a free 15cm move to a new unit as the last man dies in his General's defence. If no unit is available for the General to flee to he is destroyed – 60pts.
- **Skirmishers:** Everybody expects these boys to give ground when things get rough. This unit is more used to going backwards than forwards. It never tests for *confusion* when forcing friends to make way – moreover any unit making way for these guys does so without needing to test for *confusion* – 40pts.



The fact that Battle Honours are costed does not force players to use them in this manner however it does allow the cost of an ability to be added to the cost of a unit for both army selection and Victory points calculation.

EXAMPLE UNITS FOR HIGH-ELVES

Swordmasters of Hoeth could be a Spearmen unit with the Battle Honour *Vicious Fighters* and maybe adding a Banner of Shielding.

Shadow Warriors could be bowmen with *Bushwacking* Battle Honour.

Dragon Princes could be Silver Helms with *Hard as Nails* Battle Honour.

White Lions could be spearmen with *Body Guard* Battle Honour.

Phoenix Warriors could be spearmen with *Stubborn* or perhaps *Disciplined*.

For random generation of Battle Honours we suggest you use the basic list from the rulebook. However, I suggest you use the *Guards* battle honour to be as defined in this article. The existing rulebook definition of *Guards* seems too good.

We hope you have fun with these and can now make up that special/elite unit you so wanted without upsetting any game balance.

In Warmaster, veteran troops are represented by the battle honours system – but what about the mauled, the disheartened, the unfed, the homesick, the bewildered, etc. Many players, like a bit of variety and colour, especially red, but sometimes yellow makes a nice change. These rules enable players to insert weak units into their lists without any need to rewrite the army selectors or causing a game to become poorly balanced. Each battle damage attribute is costed as a discount and if both players agree to their use then both players can select and gain the discount for them.

In order to ensure balance in these lists, here are some restrictions of the use of Battle Damage:

- You may only take one Battle Damage for every 1,000 points (rounded up) in an Army. For example, in a 1,000 points army one Battle Damage in 1,001-1,999 point army you could take two Battle Damages, in a 2,000-2,999 points army you could take three, and so on.
- Any unit can be damaged, including monsters and artillery.

Field Marshal Otto Von Bumble

Sir,

I must inform you that this war has now depleted all of our reserves. There are no occupied barracks in this part of the Empire. We have even sent you the scrapings from the bottom of the barrel – I'm now reduced to sending you the muck from underneath it. I must caution you not to come back to this barrel again, indeed should you feel the need to do so then I have it on the 'Highest' authority that you would do better not to come back at all! I fear that even if you do bring this war to a close there will be no populous left to celebrate it. We have long since past anything we could ever call a 'Victory'.

The official replacements to your dwindling army are – Van Dieter's Prisoners and Deserters, Von Karl's Girl's School Band, the 53rd Farmhands and Stable Muckers Pressed Men, and Princess Alexandra's Own Hand Maidens. I caution you to not use these troops anywhere near real action – they will most likely scatter to the four corners of what is left of this Province.

Your Obedient Servant

Manfred Von Shackle

Quarter Master General

BATTLE DAMAGE

These are presented as the flip side to Battle Honours – They are designed to be used in the same way as battle honours.

- You may take multiple instances of the same battle damage.
- You may only take one damage per unit and you cannot combine it with magical items or a battle honour.
- Battle damage cannot be taken by non-living units.

BATTLE DAMAGE DESCRIPTIONS AND COST

Battle damage is priced as a discount from the unit cost. Cavalry, chariot and infantry units over 100pts gain an additional 10pt discount. Monsters, machines and artillery do not qualify for this additional discount.

- **Reluctant:** These guys really don't want to be in this battle. Any command issued to the unit suffers a -1 modifier. This does not apply if the unit is part of a larger brigade – 10pts.
- **Disloyal:** Such is the contempt for its leaders that if this unit is beyond 20cm of a character, any commands issued to it will always fail, even if the unit is part of a larger brigade – 20pts.
- **Nervous:** (Not allowed for any unit immune to drive back or that must charge on their Initiative) You cannot leave troops like these standing too close to the enemy – you either send them in or watch them run. This unit must use its Initiative to evade – 10pts.
- **Hesitant:** (Not artillery nor any unit that is immune to drive back) Have you ever seen such a bunch of blood-shy weaklings. This unit will not pursue or advance after winning a round of close combat – 15pts.
- **Untrained Fighters:** (Not artillery) The unit's Attack value is decreased by -1 for the first round of each close combat. This only applies in the first combat round of each Combat phase throughout the entire battle – 15pts. "I said 'CHARGE!' not 'Amble forward at a trot' lad!".
- **Homesick:** The unit automatically rolls one more dice than normal when working out drive backs from shooting. So, a unit suffering 2 hits will roll 3 dice

instead of two – 15pts. They really want out of this battle.

- **Looters:** (Not artillery) The unit is especially proficient at behind the lines looting but not at obeying orders when far from its officers. The modifier to the Command roll due to distance from the character to the unit is doubled – 15pts.
- **Weaklings:** The unit is especially fragile. The unit's Hit value is decreased by -1 – 20pts.
- **Gung-ho:** (Not artillery) The unit is so mentally and emotionally damaged by continued exposure to warfare that it must charge on Initiative if possible and cannot refuse to pursue should it win a melee – 10pts.
- **Fearful – Or Knee Knockers:** (Infantry and cavalry only) The unit is so worldly unwise and scared by everything, it has a fine sense of terror. The unit suffers double the effects from Terror -2 attacks – 20pts.
- **Poorly led:** This rabble cannot be ordered when within 20cm of enemy but can use Initiative – 20pts.
- **Bad shots:** (Missile troops and artillery only) This unit is full of cross-eyed, short sighted and untrained shooters that they only hit on 5+ when shooting. If firing at *defended* or *fortified* targets they hit on a 6+ and 7+ respectively – 15pts.

I do hope you have fun using some of these inabilities. The idea is to have one per 1,000pts or part when both players agree. However, there is nothing stopping you from expanding this idea into other areas for the purposes of campaigns or scenario options, eg, treachery. You could, for instance, purchase a handicap and attempt to allocate it onto an enemy unit. The cost would not be a discount on the enemy's list but incurred by you against your total expenditure – then select the unit – on a 3+ you succeed, 2 or less and the attempted espionage is wasted. You would not be allowed to Battle Damage a Battle Honoured unit.



WARMASTER ARCHITECT

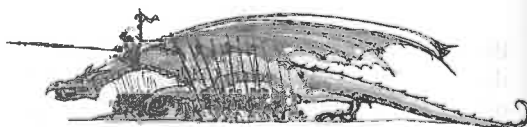
By Tony Hardy

I've been a Games Workshop gamer for more years than I care to remember. My preferred theatres of gaming have been Warhammer and the Mighty Empires campaign system. So, when Warmaster first popped on the gaming scene, a year or so ago, I thought 'At last, a game for really big battles in the Warhammer world'. Previously with Warhammer if you wanted to have a staggeringly big battle (like at the end of a campaign) you were limited by the size of your gaming table. You always ended up with all your troops being squeezed onto the table with few options for tactics. That's why Warmaster appealed to me for big games in big campaigns.

ARMIES

First of all, which army was I going to play? I've played Orcs & Goblins for years in Warhammer but I'd got tired of them a

while back. I love heavily armoured knights so I decided that I was going to try out the glorious army of the Empire for a new challenge.

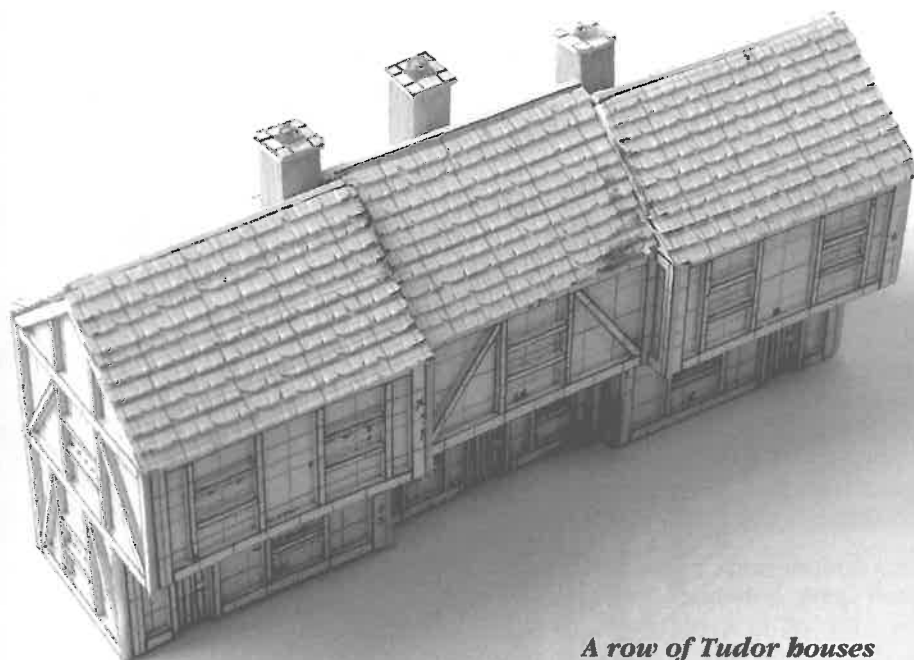


SCENERY

As with all gaming groups someone always ends up making most of the scenery. Well, that's me in our group, I am the master scenery maker (in fact, the only scenery maker). With constant practice and endeavour over the last few years I've slowly got better and better at producing scenery until I'm quite accomplished at it.



The market place



A row of Tudor houses

With the Empire as my theme I started looking around for things to get my juices flowing. I started with White Dwarf magazine, the Empire Army book, the Warhammer Fantasy Roleplay rulebook, Warhammer Siege and a whole multitude of other fantasy roleplay books and found that I had more than enough source material to start from. Each army has got a different style of buildings/terrain; the style of the Empire is very Tudor with timber-framed buildings and thatched roofs.

HOW TO BUILD TUDOR BUILDINGS

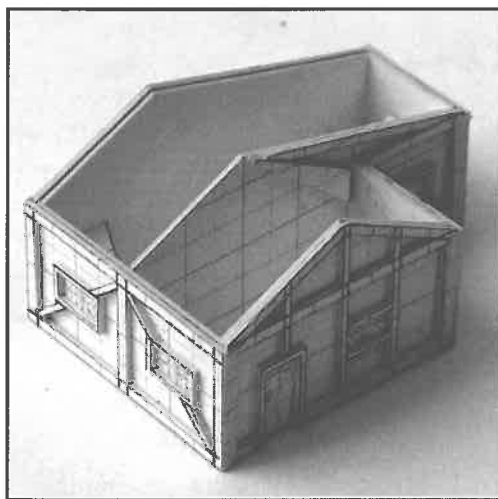
First I tried to make a building from card and matchsticks. I found that it didn't look quite right and it was hard too cut and glue the matchsticks together with the card. The card would go soggy from too much glue or the matchsticks would just snap off from not enough glue. So, it was back to the drawing board.

Then I remembered how I had made some girders for a piece of Necromunda scenery long ago by laying two pieces of card on top of each other. In this way you can get a bit depth to your scenery and not fall foul of the very two-dimensional look you get from most card buildings. The way I do this is to use two different thicknesses of card. For the walls and floors of my buildings I use 1 mm thick card and for

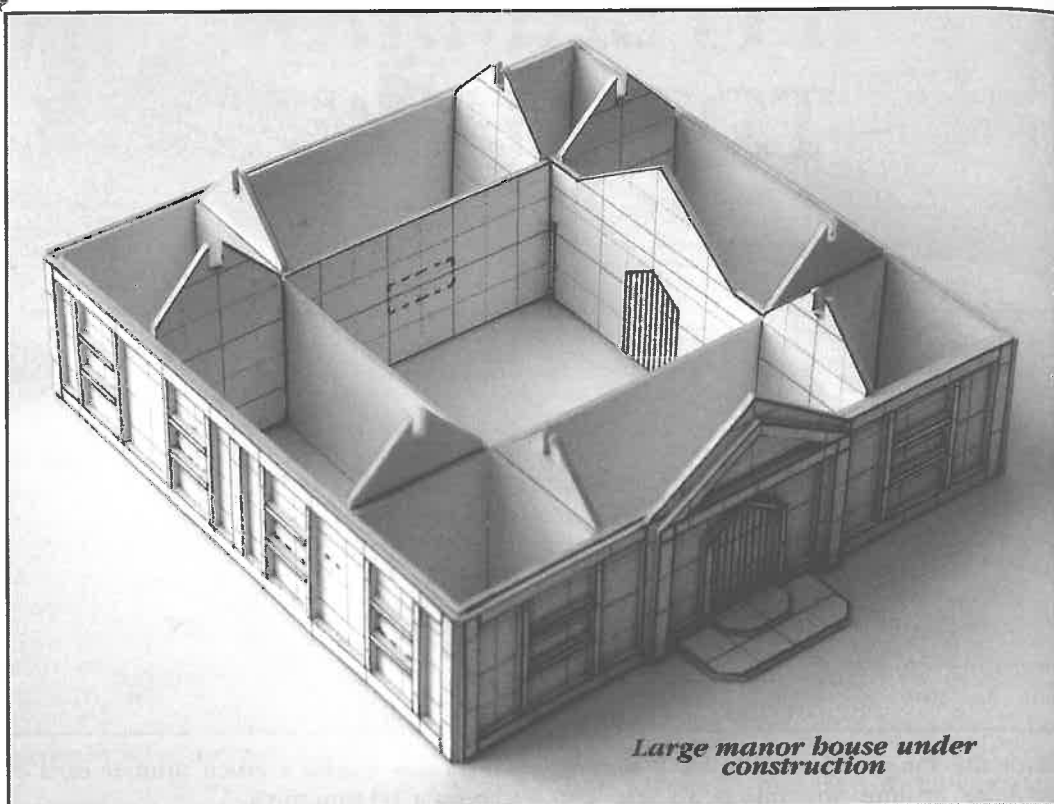
the roofs I used a much thinner card of about a 1/3 mm thick.

TOOLS & MATERIALS

- 1 mm thick card
- 1/3 mm thick card
- PVA glue
- Metal rule
- Scalpel
- Fine tip pen (draftsmen's pen)
- Spray-mount glue



A building under construction



Large manor house under construction

Graph paper

Static grass or flock

6 mm square wooden dowel

Bic pen

The head off of a plastic sweeping brush

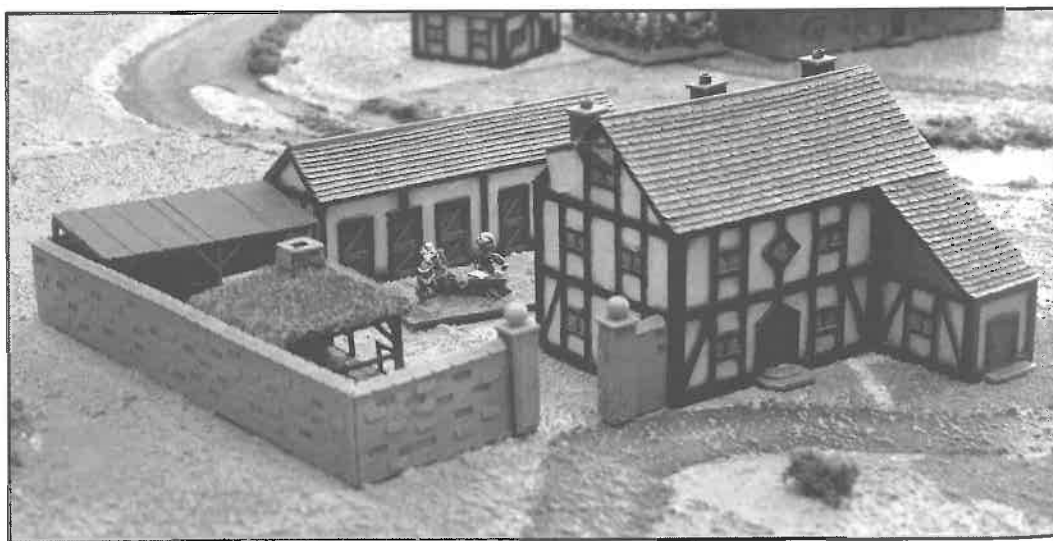
Paint, brushes & undercoat

Ball head pins

PLANNING & BUILDING

First decide on what type of building you want to build – one storey house, two storey house, barn, stables, blacksmiths, manor house, hovel or inn (you can really let your imagination run away with you here!). I've built a marketplace for no real game value but just because I could.

Then do a quick drawing of what the



A coaching inn with surrounding wall and outbuildings

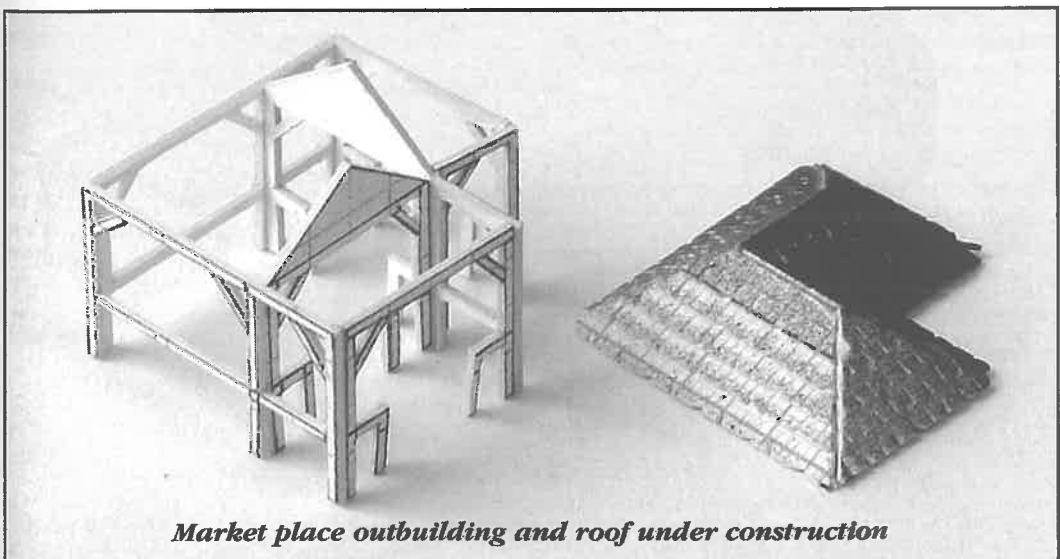


The completed manor house

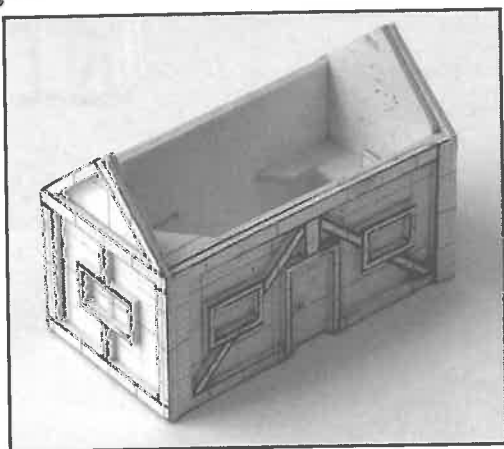
finished building from each side is going to look like, on a piece of paper. Then break it down into the two or three layers you need to make to ensure the detail. The first layer is the wall of the building. The second layer is the timberwork, which is always 1mm wider than the first layer so that it may overlap. Using 1mm thick card you have to take into account that, when the walls are glued together to make a box, the thickness of the card adds 1mm to the width on all sides. The best way of doing this is to draw it all out on graph paper (see diagrams). Once you've drawn all four sides out on the graph paper, photocopy it and keep the original safe to be used again. After you've photocopied it, trim all round the pieces to within 2mm (to save wasting card with nothing on it). Then, using spray-mount, glue it onto the

card. When using spray-mount you must be in a well-ventilated area preferably outside. Once glued to the card you will find it easier if you add details to the buildings before they're cut out – like windows and doors. Windows in Warmaster buildings are easy. Where the window would be on the wall score diagonal lines into the card, to create a diamond effect. So when the window frames are placed on top of them they look like leaded panes of glass. The doors are done in much the same way, but instead of diagonal marks you make straight scores up and down to resemble planks of wood. And now the fun begins – cutting all the pieces out.

It's best to use a sharp scalpel because once the blade is blunt you don't get the



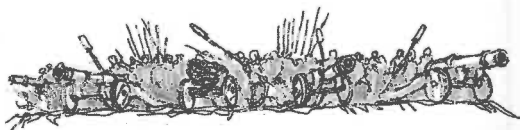
Market place outbuilding and roof under construction



same clean cut and it will just tear the card instead of cutting it. Once you've cut all of the pieces out glue the walls together. Sometimes you will have to put strengtheners in the corners to support the joints. Once you've made your basic box, glue the timberwork onto the outside. With the body of the house now done – the roof is next. Before you start on the roof, you have a few decisions to make – whether to have a chimney or not and what style of roof you want. If you want a chimney you should saw some 6mm dowel down to the length you want. Then glue this to the inside of the building and have it come to just a couple of mm above the ridge of the building. As to the style of roof I've done three

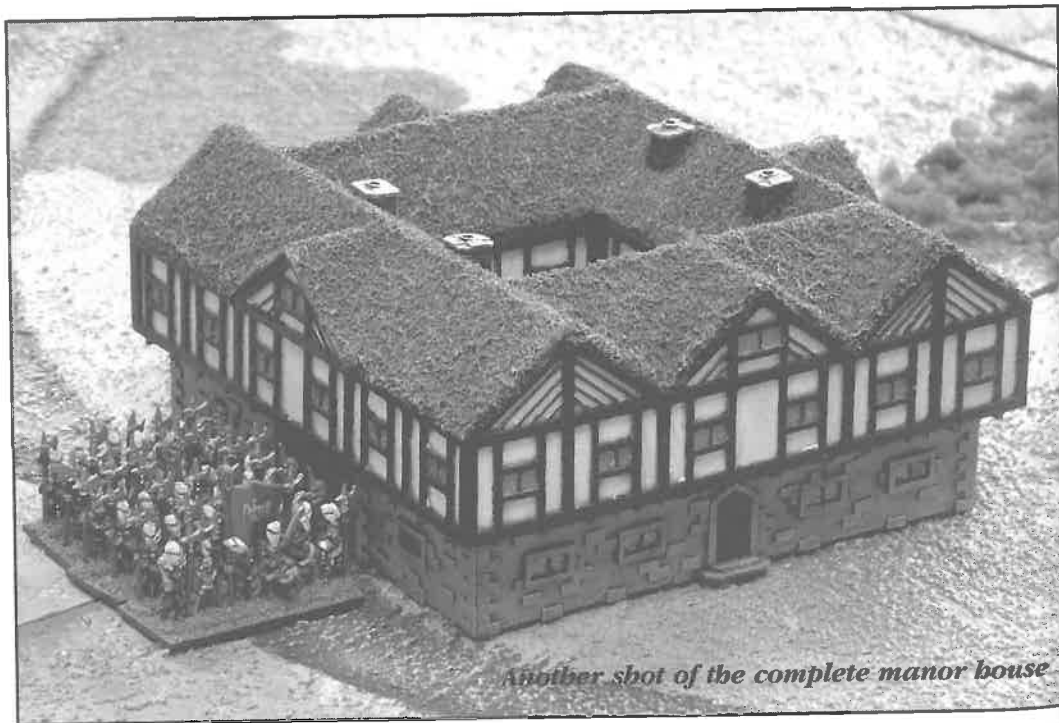
different ones – thatched, tiled and wooden. They're all quite simple to do.

First of all cut a piece of card 3 mm wide by the total length of the ridge of the building including the timber frame. Then cut a 2mm square out of the bottom of each end, so it looks like a set of handlebars. Then glue that to the ridge of the building.



Thatched: Cut the 1/3 mm card to the size of both sides of the roof. Allow for some overhang on three sides but not at the ridge. Glue the pieces of card to the building. Once dry, cover the card in PVA glue and then sprinkle with static grass as if you were basing a figure. Let the glue dry, then shake off the excess grass and repeat the process at least once more.

Tiled: Cut the 1/3 mm card to 6mm wide by the length of the building + 2 (this gives you an overhang of 1 mm each side). Go along each strip making a cut every 3 mm by 3 mm deep so it looks like you're making a comb. The next strip you start with a cut of 1 - 1/2mm by 3 mm deep then 3 mm by 3 mm deep as before. So when you glue them on top of each other the cuts are staggered just



Another shot of the complete manor house

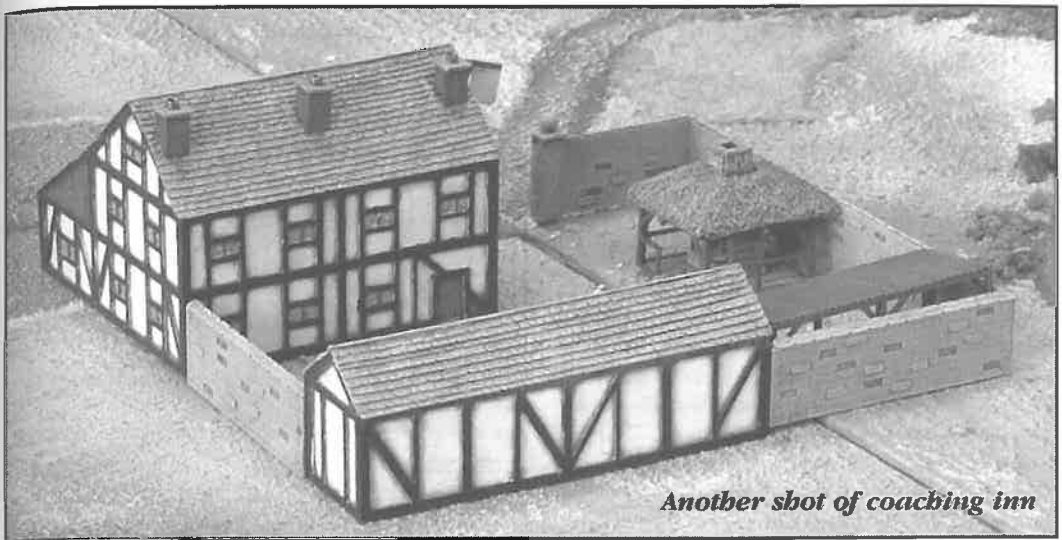
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Another shot of coaching inn

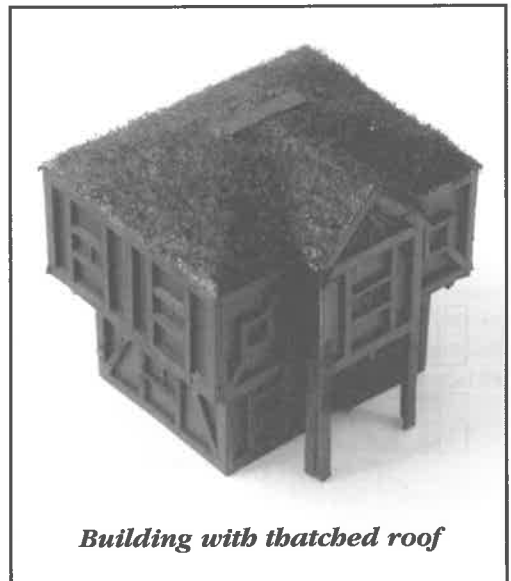
like on a real roof. When you reach the ridge the last one you need to do is the same as all the others but you cut straight down the middle. When you've only got the slates left then glue each one to the ridge to finish off the roof.

Wooden planks: cut the 1/3 card to 8 mm by the length of the building + 2 mm. Exactly like the tiled roof but cut every 10mm by 4 mm deep and stagger just as with the tiled roof.

FINE DETAIL & PAINTING

As you can see from the pictures, the buildings don't look like just bits of card stuck together. You can further detail the windows by using the spines off a plastic sweeping brush to make the window frame. Also, door handles can be made from small 1 mm square pieces of card. Chimney pots can be made from an old Bic pen refill cut down.

You can paint the same design of house in many different ways to get that varied look. The wooden house from the picture is exactly the same as the others except that I scored grooves in the card to look like wooden planking. I've thatched one house, tiled another and painted them differently. They look like two totally different houses but they're the same.

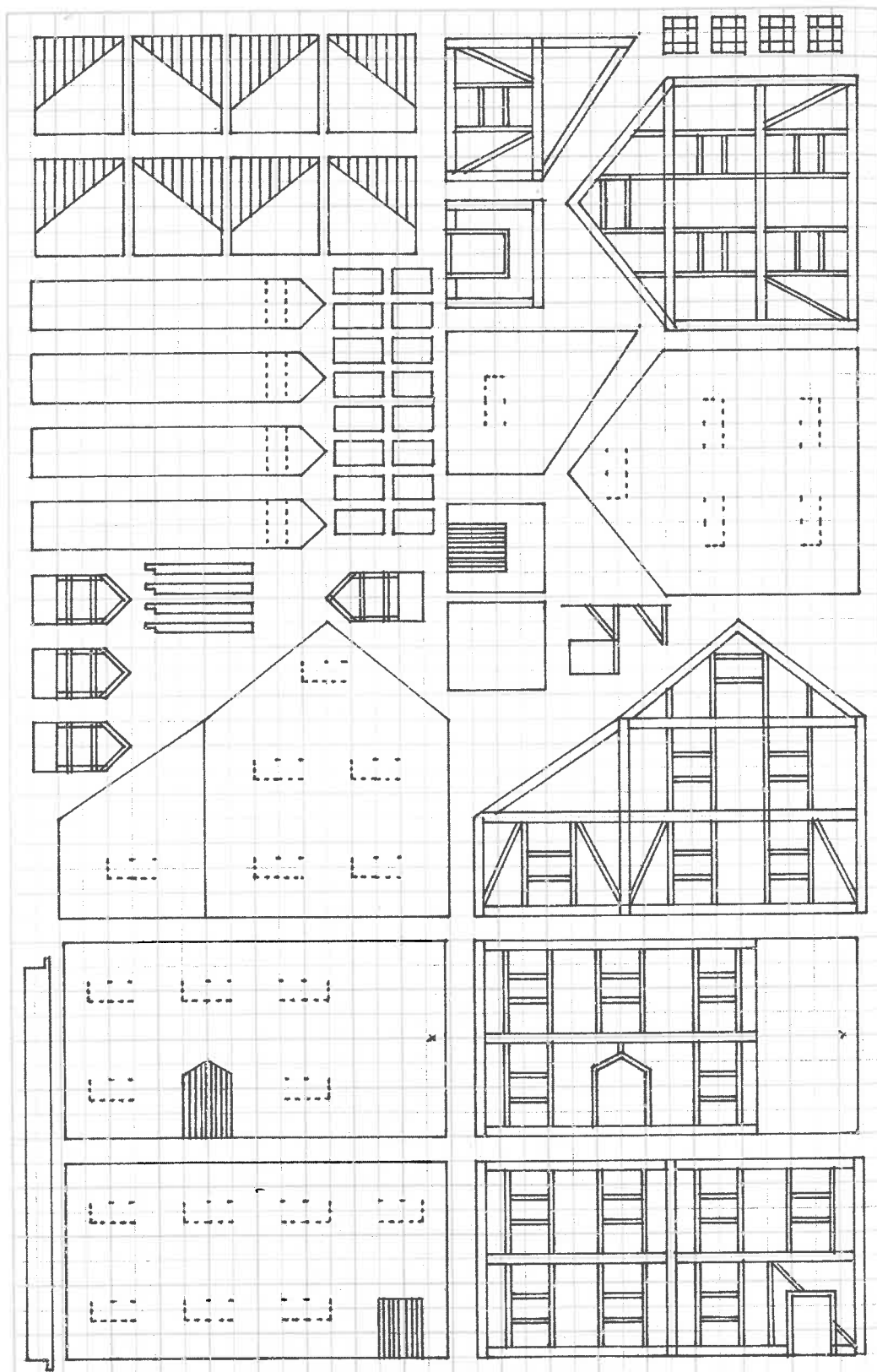


Building with thatched roof

The inns surrounding wall is made from three pieces of 1 mm card glued together with one side shorter than the other. Before cutting the pieces out, I scored a brickwork pattern into the card in exactly the same way as with the windows. The gateposts are the same piece of doweling you use for the chimney, topped off with some ball headed pins you can pick up at any good stationers.

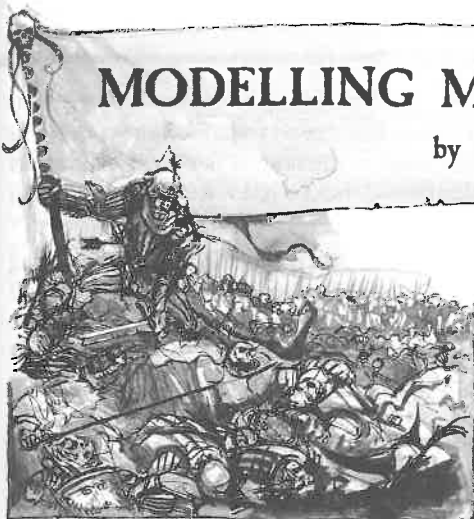


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MODELLING MASTERCLASS *part VI.*

by Stephan Hess



THE WAY OF WAYS

Roads have no impact on a game of Warmaster but roads have a big impact on what the battlefield looks like. They tend to divide up the battlefield and help make it look a lot less like a single big green field and more a pattern of geometric forms. Because we expect to see roads everywhere and know that any two localities are going to be connected by a road, this supports their use as a terrain feature and makes them welcome to the eye.

Roads and Paths

Basically you have two types of road. You have your purpose-built road, like a highway, cobbled street, etc, and the more natural beaten path in the wilderness that has been eroded into the landscape by carts, beasts of burden and the marching feet of soldiers and civilians alike.

Different kinds of roads and paths can exist perfectly well alongside of each other on the wargames table. For modular terrain, however, you must design the layout of the roads in such a way that all of the roads crossing the module edges are of the same type. Also, keep in mind that roads must cross the module edges at the same point on the module edges so that they match up.

Firm Base

The way to make roads or paths is usually identical for MT (modular terrain) and OT (ordinary terrain). For OT they will have to be mounted on a base. You can make the base just as big as the road itself but it usually looks better if the base is a bit wider (about 1-2cm per side) and has some terrain on the edges to make the road blend in better with the rest of your terrain. This wider base will enable you to add some small details or additional terrain features like fences, hedges and alley trees.

PATHOLOGY

A path is created by creatures (men, Orcs, horses, carts, etc.) travelling back and forth on the same route over and over again for years. The effect of all these stomping feet, claws and hooves is that there will be ruts and grooves in the surface of the terrain, resulting in a slight indent. The typical image of a path is of two earth-brown furrows divided by a small stretch of grass and light undergrowth. You can also use the techniques described below to create other kind of paths of course. The width of the 10mm scale vehicles (wagons and carts) used in Warmaster set the width of the path. For common Warmaster vehicles the path will be about 2cm wide and consist of two grooves or furrows of 7.5mm width and a centre line of about 5mm width. These three areas of path should be irregular and the total width of the path as well as the width of these areas should change constantly.

When making your path, distinguish two main situations. The one where the path can be inserted into a grass mat that has already been laid and the one where the path is created first and the other terrain is added later.

Path the Mat

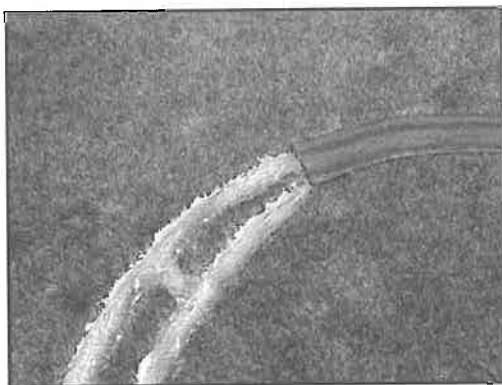
If your grass mat is already laid out, you will have to remove some of the grass to make room for the grooves. The grass is bound with water-soluble glue to the mat, so it can be removed easily. Paint on water where you want the groove to run using a brush as wide as the groove you want. Be



Shove off grass!

generous with the water and after a few seconds, you can use a putty knife or a flat screwdriver to scrape off the grass.

Remember to make the width and the edges to the grooves a bit irregular and that's it. It is best to do one of the two grooves first and to work on pieces about 20 cm long. It will improve the look of your road if you remove some of the grass from the central strip at irregular intervals, creating little green isles. When both grooves are free of grass, you can paint the exposed underlying paper brown. It looks better if you create some ground structure as well. You can do so by using any of the techniques described in the section about representing plain ground in an earlier Masterclass. My favourite for this is to apply a coat of diluted filler or thinned-down plaster and when dry, paint it dark brown and dry-brush with a lighter shade. It is best to paint the filler/plaster on and when doing so paint in the direction of the grooves as it will give a better representation of the furrows caused by wagon wheels. If you plan to use the brush again you will have to clean it immediately after use. You can tint the plaster if you desire which will save you a coat of paint.



finished paths

At least one model manufacturer offers an elastic self-adhesive tape with printed furrows and a green stripe in the centre but it doesn't look very good. You can improve this by flocking all of the green parts with static grass and the like but then again that defeats the object of buying a road ready-made! Nevertheless, should you want to use it or find a good looking one, all you have to do is remove the grass from the surface of your grass mat as before, using a putty knife the same width of the tape (don't forget to moisten the mat first). When the mat has dried you can apply the self-adhesive tape. It is quite flexible, so curves don't pose a problem but you should familiarise yourself with the tape before you start to remove the grass, so that you know how tight a curve can be covered with the tape.

Path First

If your grass mat hasn't been laid out yet or if you use a different method of flocking, you should make the path before you finish the surrounding terrain.

You can use both of the methods described (using paint only and painting on some plaster/filler and colouring/drybrushing) but remember there are other methods as well.

If you have a foam core (for OT you can add a layer 2-5 mm high of foam to the base and shape it, so that the foam thins out at the long edges) you can dig grooves into the foam just as cartwheels to a real path. For 10 mm scale wheels you will need to cut grooves between 2 and 3 mm in width into the path but allow some additional width for flock or plaster/filler. So a groove of about 4-6mm is about right. On a real path there will be smaller grooves from wheels travelling at slightly different angles. We do not have to represent those but if you want to do this, the method described later is better suited.

Take a piece of metal or wood with an oval head (like the end of a brush) as wide as the groove. Press it down and draw it along the path, once for each of the two grooves. If you apply differing pressure to it you will get varying depths to your groove which will look more natural. You can also wiggle the metal/wood whilst drawing along to get a varying width as well. If you use a small stencil you can make smaller grooves instead of two big ones, as shown in the photograph.

The grooves will not be very deep (except if you press really hard), but this doesn't matter.



Making grooves with the end of a brush

You can use a hand held milling tool like a Dremel or Proxxon to cut the grooves but you will need some practice or the cuts will be too deep and if you do not have one this will be no valid excuse to buy one.

An alternative you sometimes read about is using plastic glue. You use plastic glue of the kind that

comes with a brush and apply it where you want the grooves to be. The glue will melt into the foam forming the grooves. But when the glue is applied there will be toxic fumes, so only do this in a well-ventilated area. I do not recommend this method at all.

When the grooves are finished you can apply sand, flock, diluted and painted plaster. If the path runs through grassy terrain you can leave out most of the central raised area, which will be flocked later together with other grassy areas.



A finished desert road

If you are not using a foam core you can add a layer of foam, blend in the edges and proceed as above or you can use a filler/plaster bedding.

Spread the plaster (read plaster/filler for the rest of the paragraph) about 2mm thick along the path. The edges should be sloped, so that they blend with the rest of your terrain. A way to make this simpler is to prepare a template cut from wood or plastic sheet in the shape of the path's cross section. Pour some plaster along the path and use the template to distribute the plaster evenly and to bring it into shape. Press firmly to get a tight fit between foam and template. The template can only be used on flat surfaces.

Use your fingers to make two wider grooves and a small toothpick or a knitting needle to add the ruts within the grooves. You can also put two canon wheels on an axle and roll them through the moist plaster. This is a bit fiddly but it works and the result looks good. If you use flock or sand do use Warhammer wheels instead of Warmaster wheels. The plaster will start to dry out quickly, so work speedily.

When the plaster is dry it gets treated as usual with colour, flock, sand or earth.

Digger's Delight Advanced Method

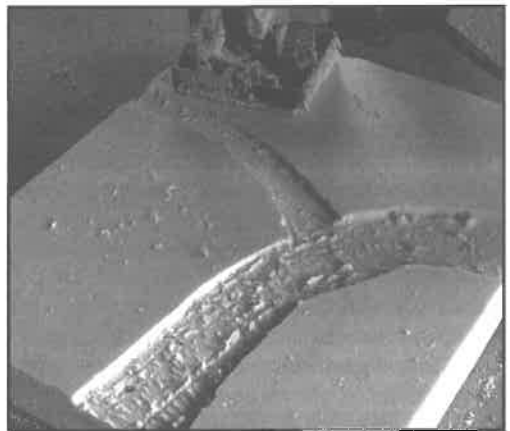
The methods described in the earlier paragraphs give very good results but the path will be higher than the terrain level, no matter how well you blend it in. The way to overcome this problem is to mill a ditch into the base. It should be about

2mm deep and about 5 mm wider than the path. You will need a router, a Dremel or Proxxon power tool with a router bit. You will also need a router attachment to keep the depth constant and to prevent the router from cutting too deep. Router bits are available as wide as 25 mm, so you can mill out the path with a single sweep. Before you buy such a wide router bit make sure that it will fit into your router, some small machines might have a drill chuck too narrow for the wider bits.



Milling channels

Then fill the channel with plaster and proceed as above. If you had to add a layer of foam you can, of course, cut the channel out of the foam and there is no need for a router then.



Finished channels

The Road to Success

These are basically made in the same way as paths but let's consider what a road is like. In contrast to a path the road will be above or at least level with the surface of surrounding terrain. The width of a cross country road would be at least two wagons wide, which is about 4 cm for Warmaster, and is a sensible size because you can place a column of stands on the road and they will look like they are marching along. Still, you might choose a different width for aesthetic reasons or because the materials used dictate a different width.

The technological level of the Warmaster world would be somewhere between ancient Egypt and Renaissance Italy depending on the race in question. Whilst Roman times are longer ago than, say the Middle Ages, they were more advanced builders and road building methods didn't really change for centuries after the Romans. This is the reason why I use Roman roads as a guide for the look of Warmaster roads (you can consider them old Dwarf roads).

The Romans built their roads in multiple layers of gravel of differing sizes. Gravel was used to allow water to sink through and prevent the build up of puddles. The top layer was of very fine gravel, which was replaced by rectangular or multi-faced stones near and in cities.

The flagstone can be anything from cobblestones (1-2 mm) to man-sized (10-12 mm) flagstones. The stones can be regular and arrayed in a fixed pattern or of irregular shape laid out as they came.

The cross section of a road will always be straight to the horizontal or at least very close to it. If the lay of the land allow this, the lay of the land was altered by cutting into it and using supporting walls or embankments.

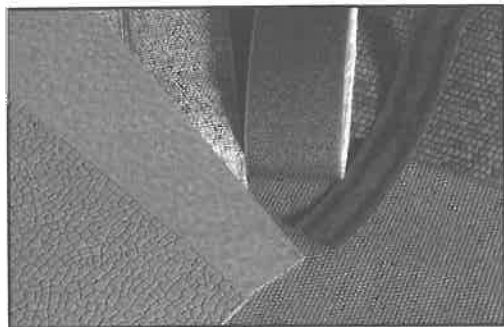
A road would rarely surmount gradients of more than 15% (15 m difference in height for 100 m over ground). If the slope got any steeper then the road would snake its way upward or use a viaduct or tunnel (some Roman tunnels were over 100 m in length).

MODEL ROADS

I will talk about two basic methods to make roads with flagstones. Both methods have different variants of their own. The first one is using sheet-material and the second is engraving.

Small sheet in the widest sense

This covers methods the road where is prepared off-table and glued onto the module/base when



(Left to right) Hard foam, Aluminium embossed cardboard, soft foam, soft foam path above embossed cardboard and beneath all a bigger soft foam sheet.

finished. Colour treatment can be applied before or after mounting the road onto the module/base as you see fit.

The most common sheet materials are: flexible foam, embossed paper, plastic sheets, hard foam sheets, aluminium sheets, plaster sheets and computer printouts.

No matter what kind of sheet you choose they are all applied basically in the same way. First, you will have to prepare the surface on which to mount the sheet. If you place the road onto/into a grass mat, you will have to remove the grass as described above before you can glue the road on.

If you put the road directly onto the base/module top and the sheet is relatively thin (less than 2mm) you can just glue it on. If the sheet is thicker you might want to cut a ditch or channel as described previously and insert the sheet to bring the road closer to the surrounding terrain's surface.

Soft Foam

Some model railroad accessory makers manufacture stone roads as rolls of self-adhesive, flexible foam. Some of them have embossed stones and the three dimensional effect is quite good when drawn out with wash and dry brushing. The foam is flexible enough to lay it out in curves up to a certain limit. These foam roads come in HO and N scale, both of which can be used for Warmaster terrain as there is no correct size for cobblestones. These foam roads look much better than their aforementioned path cousins described above. They often need a dark wash and then a lighter drybrush to look convincing. Typical colours for stones are different shades of grey, often with a brown or blue tinge.

Foam sheets are not limited to roads; there are also larger mats available to be used for large cobbled places or to cut roads of no standard width from.

Embossed Cardboard

The predecessor of the foam road is the road made from embossed and printed cardboard. The three dimensional effect is not as pronounced as with foam roads. Some cardboard roads can be used without any further painting, whilst others will look too artificial without colour treatment. The range of available patterns is much larger than that of foam roads.

Cardboard isn't flexible, so if the road has a regular pattern it will look a bit odd in curved sections. You can overcome this by cutting segments (like wedges) from the road and gluing them in place.

To make the segments you have to copy the lay of the curve onto a piece of cardboard. If you have a

stretch of curves just do each curve separately. Draw a line along the left (starting) edge of the curve, beginning at the left outmost corner, towards the centre of an imaginary circle of which the curve is part of. You might not know the radius of the circle so just draw a long line. Do the same along the right edge of the curve. The two lines will intersect and this is where the imaginary circle has its centre. Now divide the curve into segments by drawing lines from the intersection to the outer edge of the curve. The lines should be evenly distributed. How many segments you will create depends on different factors, mainly the size of the flagstones, the radius of the curve and the angle covered by the curve. You can start with three lines, creating four segments and if the segments seem too big just add further lines halfway between the existing ones (of course all running through the imaginary circle centre). When the segments seem to be the right size, cut the curve out and then cut along the segment divider lines. If the curve is really part of a circle all segments will be identical. Take each segment in turn and lay it on the paper, so that the left edge of the paper runs parallel to the flagstones. Trace the outline of the segment with a pencil onto the paper and cut the paper along those lines. Please note that the left edge of each segment has to run parallel to the flagstones and that this will waste some paper.

The road, being made from cardboard, can be cut and trimmed with scissors or a modelling knife. The paper can be glued on with wood glue, contact glue or hot glue.

Plastic Sheets

Plastic sheets are available with stonework moulded on. They come in many variations. The plastic sheet is rigid and like the card sheet so you will need to create segments to get convincing curves with regular stone patterns. A jigsaw is a good choice to cut the plastic sheets with. Thin sheets can also be cut with a modelling knife or scissors.

These sheets can be glued to the base/module with wood glue, contact glue or hot glue. Plastic glue can't be used for this purpose as it will not stick to wood and will melt foam. Plastic sheets can be painted with acrylics or email colours – acrylics being my personal favourite.

Hard Foam Sheets

These are the same kind as the ones for making rock faces. They also come in many variations but not all are suited for making roads. Hard foam is rigid, so you will need to make segments to get convincing curves with regular stone patterns. To cut the hard foam the jigsaw is a good choice, but a strong modelling knife will do just as well. The

sheets can be glued to the base/module with wood glue, contact glue or hot glue. They can be painted with all kinds of acrylics, including wall paint. Hard foam sheets are often so thick that they can only be used when laid out in a ditch.

Aluminium Sheets

These are sheets of aluminium embossed with irregular patterns. They are available in model shops and shop specialising in materials for architects. They are not designed to represent flagstones, but can be used to do so nonetheless. The disadvantage is that they are harder to work with. Cutting is only possible with a jigsaw and metal cutting blade or a metal saw. The aluminium sheet is rigid sheet like the paper sheet so you will need wedges to give convincing curves with regular stone patterns but luckily most aluminium sheets have irregular patterns.

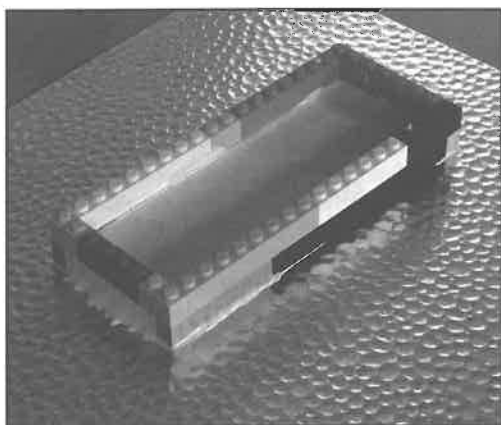
The only safe way to glue them to the module/base is with hot glue or a good amount of wood glue. Aluminium sheets painted best with colours suited for painting metal. Those are available in DIY stores and are not as convenient to work with as acrylics, but they stick much better to the aluminium. All in all aluminium sheets are not a good first choice but they are quite useful to make plaster sheets with.

Plaster Sheets

I haven't found a manufacturer for these but I'm sure I've seen them somewhere on offer. It really doesn't matter though as you can make them easily yourself.

You will need an aluminium sheet as described above. Because of the way they are made, the underside is an inverted copy of the front. This allows us to use it as a negative form or mould. You place the sheet upside-down on a flat surface. Then place a frame made from wood or Lego bricks of the desired size on the surface and fill the frame about 1-2 mm deep with thin plaster (about 10-20% more water than usual). When doing so, first spread it evenly on the bottom and then fill it up. After the plaster is poured into the frame, rock or knock the sheet but not too much so that the frame moves on the sheet. This will allow air to get out of the plaster and will make the plaster fill the frame more evenly.

If there is some plaster leaking between sheet and frame, don't panic. It will soon dry and stop more plaster from leaking out. When the plaster is dry and the frame removed, the spillage will show itself as flash which can be broken away easily. If the plaster sheet is placed on top of the surface you can use wood, hot glue or contact glue to fix it in place.



A Lego frame on a sheet of aluminium and the finished product on the right.

You can cut the plaster with a jigsaw or a sharp and strong knife, but do so with repetitive light cuts instead of one hard cut which will break the plaster. You can do curve sections by making a curved frame. Or you can cut segments as described for embossed paper.

Printouts

We live in the age of computers and once in a while they actually are really useful! Printed paper is often no alternative for the modeller because there is a distinct lack of depth. For roads where the indents between stones are often less than an inch deep (about 1/60 of a mm in Warmaster scale!) this doesn't pose much of a problem.

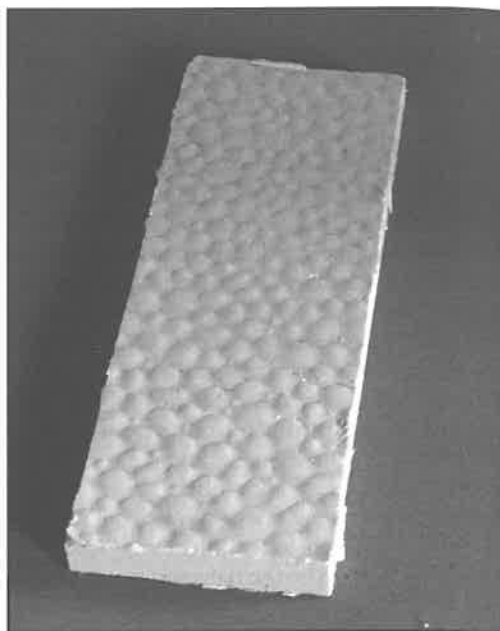
The advantage of the printout is that it isn't messy like most of the other methods and that paper is easy to work with. You can design all kinds of road structures such as like curves and crossroads on the computer in a way that quite will look realistic.

So how do you go about it? For the printout you should use a matt paper designed for ink jet use of 200 g/m² or more. Draw the road in a suitable program; any paint/draw program will do, especially well suited are programs for technical drawings or CAD programs, which can handle bitmaps as well.

Draw the outline of the road and fill it with a pattern that represents the stones. You can get the pattern from a photo of real pavement or take it from one of the many texture libraries on the internet or you can even draw it yourself on your computer. The finished picture should have a resolution of 150 to 300 dpi. The more the better, but the quality gained above 240 dpi is small and above 300 dpi you will see no further improvement.

Paper Stones

An acquaintance of mine made a road by cutting



out single flagstones from cardboard and gluing them onto the road one by one. He wasn't seen for a very long time! And I assume the process gets boring after the first couple of thousand stones cut and glued.

Engraving

This can be done using a plaster bed or directly onto a foam core. If you do it directly onto the foam, you might want to paint it later with a thin coat of filler/plaster to get a more pleasing texture. If you do a plaster bed, you can use a ditch that helps to define the course of the road, but you can put it onto the base/module surface as well. The plaster bed should be at least 2mm thick. You can work on the wet plaster, by scratching the pattern with a toothpick or nail. Scratched out plaster will build up quickly and has to be remove frequently. It is better to wait for the plaster to dry thoroughly and use the same method as you would use if you work on the foam directly.



Using the dremel to engrave the road

Use a Dremel or Proxxon power tool with a thin router bit to cut the grooves. You should hold the tool like a pen to cut out the grooves. There are conical router bits which have thin tips and those are as well suited as the thin standard router bits. I find that grooves cut with conical bits have a more pleasing look. You should try to make grooves of between 0.8 mm and 1 mm wide, so you have to choose the router bits accordingly. A width of 1 mm will only look good if the flagstones are at least 4 mm square (or any other shape that fills a 4 mm by 4 mm square). You would not want to make smaller flagstones anyway because it will increase the workload immensely. A good compromise is a flagstone that fills a 10 mm by 10 mm square. The depth of the grooves is of no concern.

Stamping

When making fields I described a method to use an aluminium sheet as a stencil to insert plough lines into a plaster bed. This is also possible for roads, but needs much more practice than the other methods.

Gravel Roads

There is not much to be said about these. Depending on the category of the road it should be around 2cm to 5cm wide. If you want a heavily travelled road then prepare a path and instead of painting it brown or flocking with earth, flock it with very fine gravel available from model railroad shops. If the road is less travelled or in perfect condition you can apply the gravel directly onto the base/module. In both cases you might want to do two or more layers of gravel to make it look more realistic.

No Foam

All methods that use routing can also be applied to surfaces other than foam. Anybody can rout in foam but doing so in wood needs

more practice and experience, better tools and takes much longer. With other materials there is also the need for special routing considerations, but this topic would fill a whole article on its own.

Off Road

The road can be made more interesting to look at if you add small things like a fence or wall, or some trees along part of its length.

A drainage ditch running along the road can also look nice. Just mill a ditch of about 4-6 mm wide along the edges of the road. Interrupt the ditch every 20 to 30 cm for about 2 to 4 cm. This will form access ways from the terrain to the road. In reality these access ways wouldn't be massive but would be tunnelled to have the water flow through them. In Warmaster scale a 4-6 mm wide ditch provides enough room to place a black circle to give a hint of the tunnel. You can, of course, drill a small hole into the sides of the access way for higher quality models or display pieces. In this case you might also consider adding some bricks to the sides to give the impression of man-made access ways.

Supporting walls and embankments add to the feel of a road but they are more part of the terrain than the road and have to be created when the underlying terrain is made.

Have fun!



Finished road and path

New Releases



Dark Elf War Hydra – 1 complete model



Lizardman Crested Stegadon – 1 complete model

The Warmaster Range

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)

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)

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)

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)

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 Griffon (1 complete model)
Empire War Altar (1 complete model)
Knights Blazing Sun (1 Command & 5 random strips)
Knights Panther (1 Command & 5 random strips)
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)

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)

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)

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)

Siege

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)

Forge World

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
FWM004	Orc Boss House	£14/\$23.00
FWM003	Orc Village	£20/\$34.00

Starter Armies

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.

Brettonia

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.

DWARVES

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 Hounds.

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 Elves.

Battles of Legend

Read about this monster battle report on pages 14-27.



The forces of Chaos crash against the Empire battle lines.



At the end of the battle the Empire army is shattered and withdraws

WARMAG

THE ESSENTIAL WARMASTER SUPPLEMENT...



- *The Green Horde – Goblin Army list.*
- *Battles of Legend – The Battle at the Gates of Kislev, Scenario.*
- *Call to Arms Grand Tournament report.*
- *The Architect – modelling card buildings.*
- *Modelling Masterclass Part VI.*
- *Battle Honours – where to find every Warmaster article.*
- *Warmaster Hordes – the full range of Warmaster miniatures.*



Dark Elves

(Top) Dark Elf War Hydra designed by Bob Naismith and painted by Stuart Witter.

(Bottom) Lizardmen Crested Stegadon designed by Richard Deasey and painted by Stuart Witter.



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