

Issue 14

WARMASTER

MAGAZINE

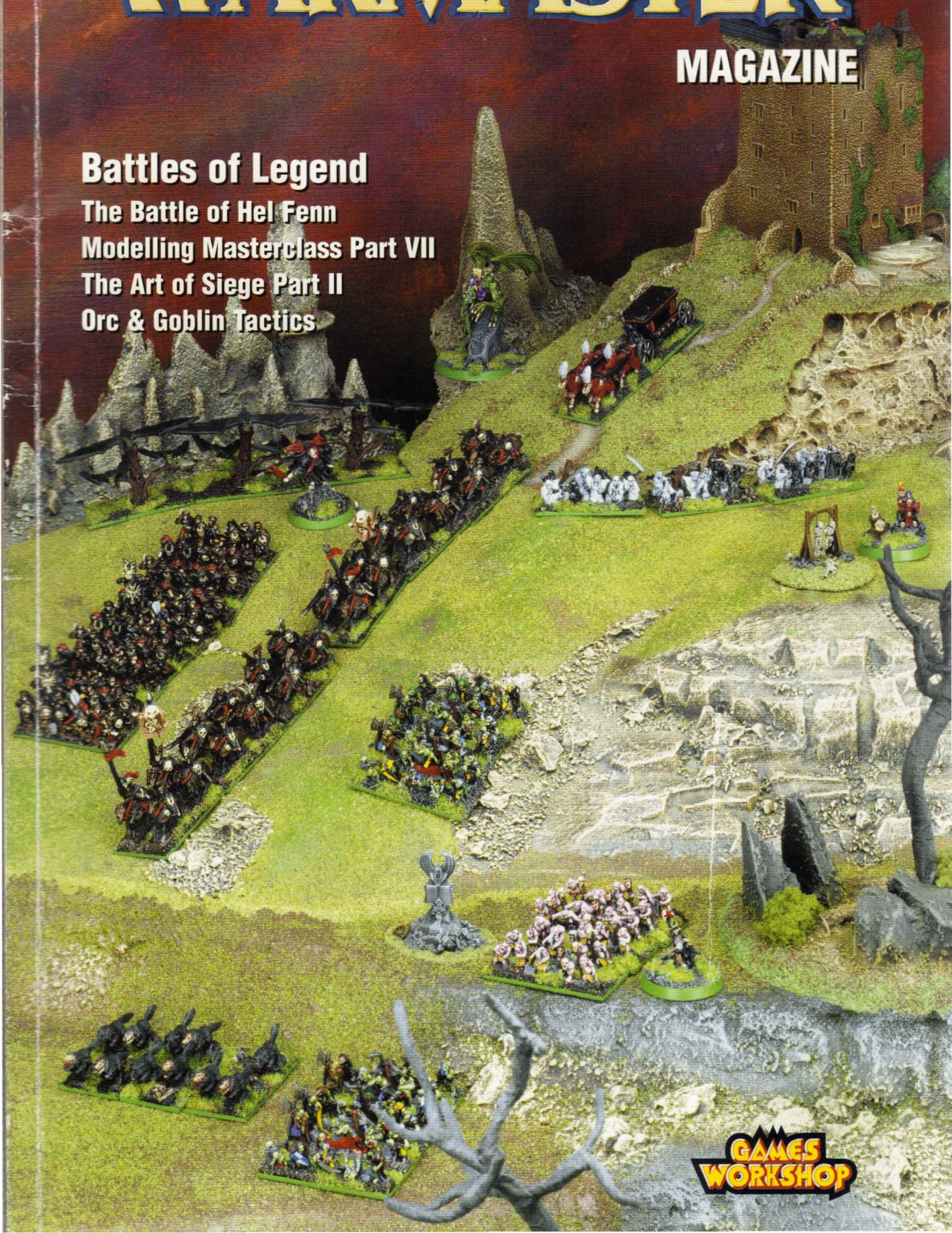
Battles of Legend

The Battle of Hel Fenn

Modelling Masterclass Part VII

The Art of Siege Part II

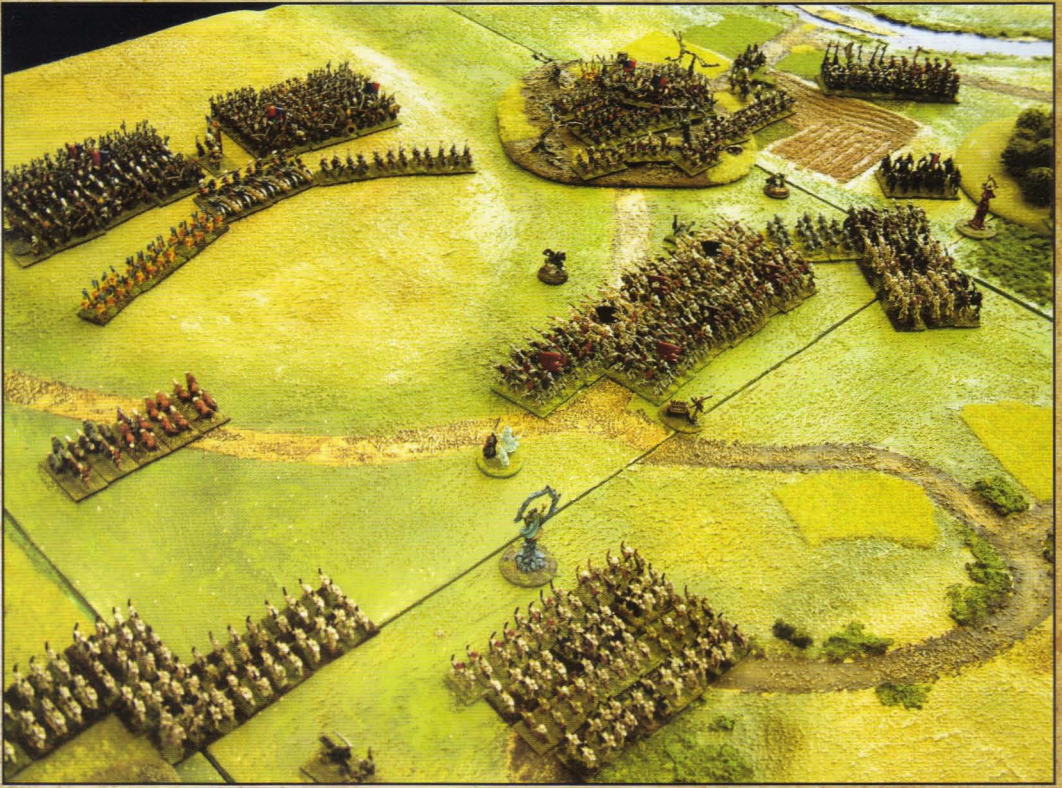
Orc & Goblin Tactics



**GAMES
WORKSHOP**

Battles of Legend

Read all about this massive battle report on pages 4-19.



Massed ranks of Vampire Counts Undead threaten to overwhelm the Empire defenders.



Empire forces heroically attempt a flank attack upon the Undead.

INTRODUCTION

Hello and welcome to issue fourteen of WarMag. Within you will find the battle report for the enormous Battle of Hel Fenn. This impressive, epic story of the struggle of Mannfred Von Carstein's Vampire Counts army against the alliance of Dwarfs, Elves and Men strides across these hallowed pages like some gargantuan beast! I'm sure that you will gaze in wonderment at our combined tactical genius (or perhaps lack of it!) and gaze in awe at a battlefield literally swarming with troops. Our old friend Wayne Rozier has a few choice words for any budding Orc warbosses who are frequenting the dungheap. Lex Van Rooy and Tristan Hoag return with the second part of their impressive 'The Art of Siege', which focuses on siege campaigns with maps and scenarios to boot! And finally, Master builder Stefan Hess has gone to exceptionally great lengths to cover the design details of every type of building imaginable.

Right, I'm off to see just how well Rick's Mighty Empires campaign system works and whether or not my Dogs of War army will ever get past the playtest stage! Not to worry though loyal readers, for you'll hear about such dark and secretive things all in good time...

Read on and enjoy...

Steve

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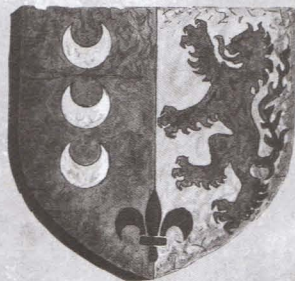
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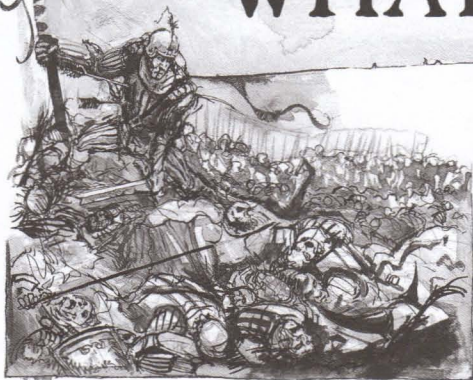
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WHAT'S NEW?



This issue we have the additional units that conclude the Vampire Counts army release. You will have noticed that we haven't had any specific Skeleton models designed for this army despite them being mandatory for the army. This is because we felt it prudent to allow players to use the existing Skeletons from the present Undead army.

First up we have the Vampire Counts elite armoured infantry – the Grave Guard. These guys are bedecked in old style armour and are armed with broken swords and axes. These models were designed by freelance sculptor Bob Naismith (he of the War Hydra fame). These models come as two different strips and one command strip.



Grave Guard

Next we have the real hitting power available to the Vampire Counts army. The Grave Knights are the remnants of long dead nobility and are heavily armed and armoured. The surcoats and shields on these models are nicely decorated with skulls and Undead iconography. These models were designed by freelance sculptor Bob Naismith and come as two different strips and one command strip.



Grave Knights



Here we have the monstrous form of the Winged Nightmare. This fearsome creature is perched atop a huge rock ready to pounce and carries a Necrarch Vampire in battle upon its decaying back. This model was designed by Fanatic sculptor Mark Bedford and comes as a complete kit.



Winged Nightmare

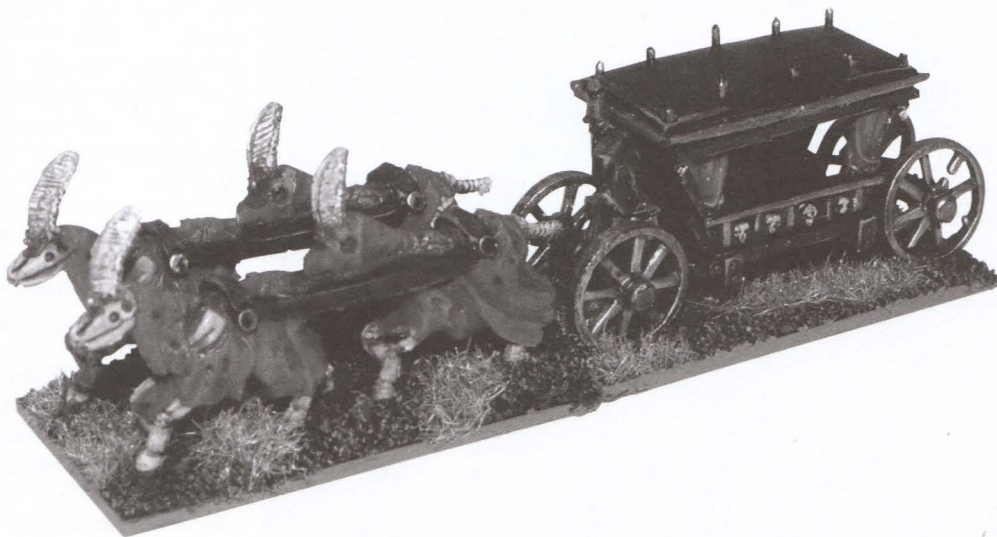
And finally, the centrepiece of every Vampire Counts army – the Black Coach. This model is finely decorated with silk curtains in the windows and plumes on the Undead horses' heads. The final gothic touch is the Wraith perched on the front as the driver from

beyond the grave. The peculiar thing about this model is that it fits onto two stands (one in front of the other) although it is still classed as a single model (very much like the Kislevite War Wagon). This model was designed by Fanatic sculptor Mark Bedford and comes as a complete kit.



The Vampire Counts army is Trial rules and can be found in the Warmaster 2002 Annual. The Annual is 104 pages (with colour internal section) based on the developmental articles published in Warmaster magazine – but substantially reworked and updated as regular readers will soon discover. As such it combines several 'best of' articles with an official game update, three new official armies (Lizardmen, Bretonnians and Kislevites) and one new trial army (Vampire Counts).

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



Black Coach

BATTLES OF LEGEND

THE BATTLE OF HEL FENN

A historical scenario by Andy Hall

Played by Matt Keefe, Rick Priestley, Tom Merrigan & Steve Hambrook.

Battle report by Steve Hambrook

This is the second in a series of articles where we take a look at some of the legendary battles in the Warhammer world's history and set about re-enacting them on a truly epic scale. Big games aren't always easy to cater for, even for us here in Fanatic, and we had to improvise heavily from the Khemri army just to have enough troops for the Vampire Counts.

After the success of the first Battles of Legend in issue 12, where history was rewritten and Asavar Kul triumphed over Magnus the Pious, we thought it was time for another game and the release of the Vampire Counts gave us just the excuse we needed. The Battle of Hel Fenn immediately came to mind and so I set about writing the scenario that follows.

As before we also deal with the rather sticky issue of Special Characters. So just to be clear, the rules for Special Characters are intended for use with this scenario only and

are in no way official. If you wish to use them in your own games then that's fine but check with your opponent first, and don't even think about using them in a tournament.

THE BATTLE OF HEL FENN - 2145

The last and most dangerous of the von Carstein Vampire Counts is Mannfred – a subtle, devious and treacherous individual. Some say he was awake when the von Carstein ring was stolen and laid a glamour upon the sentries to prevent them from noticing. While Konrad von Carstein ravaged the Empire in an attempt to emulate the victories of the great Vlad, Mannfred laid low and studied the art of necromancy. It is said that he journeyed as far as the Kingdom of the Dead in search of the secrets of unlife, returning to Castle Drakenhof with a fund of dark lore... biding his time there until he felt sure of his power. After Konrad's death he became the undisputed ruler of the Sylvanian hosts, but for a full decade he did nothing, letting the various contenders for the Imperial throne think that the Sylvanian threat was over, giving them time to fall out among themselves, which they duly did.

Once the Empire was again racked by vicious civil war, Mannfred deemed it time to strike. His Undead legions crossed the Sylvanian border in the depths of winter and marched through the snows to Altdorf, putting any villagers they met to the sword and adding them to the ranks of their



army. In the infamous Winter War of 2032 he defeated several hastily assembled Imperial armies which attempted to block his path. Victory followed victory and mere rumours of Mannfred's approach were enough to send villagers fleeing from their homes to freeze to death in the snow. His force reached Altdorf in late winter and he arrived to find the city battlements empty of defenders.

Triumph filled Mannfred. He looked set to take the Empire's greatest city when the Grand Theogonist Kurt III appeared on the battlements and began to recite the Great Spell of Unbinding from the Liber Mortis. Seeing his followers begin to crumble to dust, Mannfred ordered a hasty retreat. Although he was probably the most powerful of the Vampire Counts, his foes now seemed prepared to meet the Undead threat head on.

Mannfred marched his battered army down the Reik to Marienburg. He intended to lay siege to the port, but found his plan thwarted by the army of Marienburg and a company of High Elves who had recently established a trading colony there. Among the Elves was the High Mage Finreir whose awesome power turned the battle against Mannfred's force at the crucial moment. Mannfred settled down for a lengthy siege until his scouts revealed that an army from Altdorf was fast coming up behind him. He was forced to lift the siege and flee back the length of the Empire. So began a long game of cat and mouse, where neither side was entirely sure who was the cat. Mannfred's army would be whittled away by armies of the various Imperial states and then would replenish itself after a great victory.

Mannfred was driven back into the Sylvanian forests. Determined not to make the same mistake as they had before, the desperate nobles of the Empire swore a truce among themselves and slowly but surely began to scour the Sylvanian woods. In this task they were aided by the Dwarfs and Elves. Now united, the citizens of the

Empire were relentless. Eventually Mannfred was brought to battle at Hel Fenn.

Located deep in Sylvania and forming part of a large foetid swamp. The three armies of Humans, Elves and Dwarfs finally cornered Mannfred's Undead horde. Like a cornered rat, Mannfred desperately committed his troops in a vain attempt to distract the allies while he made his escape on his black Coach. However this time the combined forces of the Empire had a definite objective, that of killing Mannfred. With the swamp to his back and the Empire force ahead of him, Mannfred tried to cut along the line but was blocked one way by the Elves and then boxed in by the Dwarfs. Still he fought, an army of mortals would have surrendered rather than fight but not the Undead, they relentlessly battled, never tiring and never showing fear. Mannfred



was finally cut down by the Count of Stirland, his Runefang glowing as the Vampire was severed in two. Unfortunately, during the ensuing melee, his body was lost at the very edge of the great swamp and was never found. For his feat, Martin, Count of Stirland, claimed all of Sylvania and added it to his domains. Since no one else actually wanted to claim the accursed land, no one gainsaid him. Thus was ended the threat of the Vampire Counts, or so it seemed.

Big Game Alert! This massive game of Warmaster will take you all day and maybe even all weekend to play, so make sure your wives and girlfriends have been warned.

The Battle of Hel Fenn was fought on the edge of a large swamp. We join the battle as the Empire forces discover Mannfred's cornered Undead horde. However, the Elves and Dwarfs are still marching through the harsh forest and scrubland so are yet to appear.

FORCES

The allies consist of 3,000 points of Empire chosen from the Empire army selector, no Steam Tanks maybe chosen, Count Martin of Stirland is the Army General and is free with the scenario. The Dwarfs consist of 1,500 points chosen from the Dwarf army selector, a General must be chosen as normal. The High Elves consist of 1,500 points chosen from the High Elf army selector, a General must be chosen as normal. Characters may only command units in their own army and for all intents and purposes each of the allied armies count as separate armies for death of the General and casualties. The only exception to this is that magic items may not be duplicated throughout the armies.

The Undead force consists of 5,000 points chosen from the Vampire Counts trial army list (see the Warmaster Annual). Mannfred von Carstein is the Army General and is free with the scenario.

Because there are three separate armies for the Empire alliance, the game will end upon any two of them withdrawing due to casualties or the death of their general.

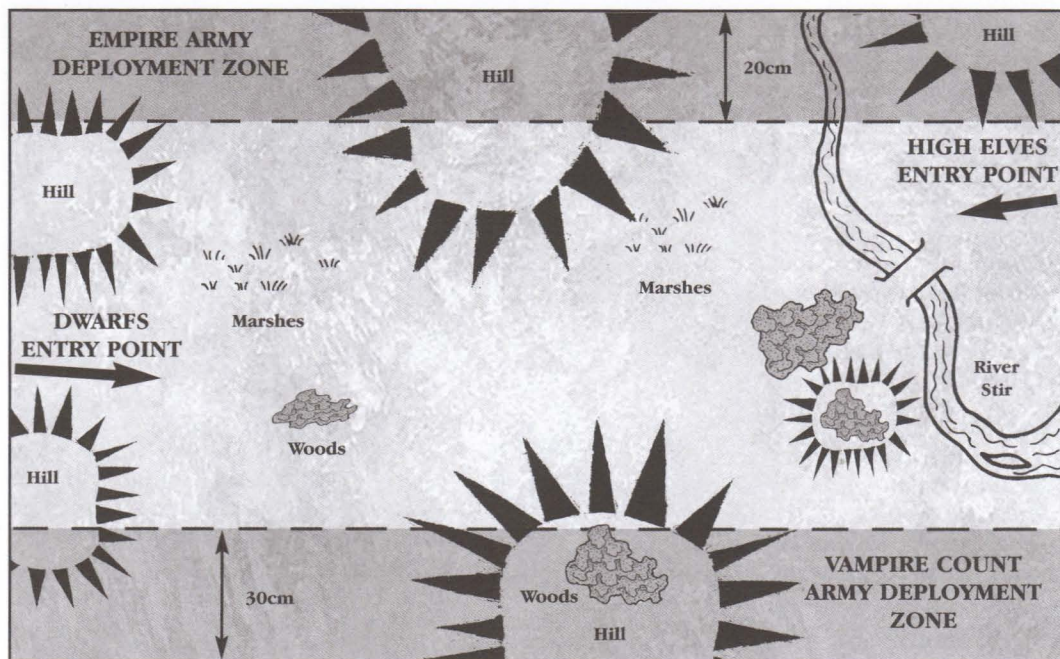


SPECIAL RULES

The Empire and Undead forces deploy first as shown on the map. The Dwarf and Elf forces will arrive on their shown table edge on a 5+ in turn 2, 4+ in turn 3, 3+ in turn 4 and on a 2+ in turn 5 (they may not arrive on the first turn). Roll for each force, (so it is quite possible for the Dwarf and Elven forces to arrive at different times). When an allied force arrives, place it on the board edge in any brigade/formations you wish and then move as normal. The allied force may not use its Initiative to charge on the turn it arrives, otherwise it may be ordered as normal.

BONUS VICTORY POINTS

Normal victory conditions apply, however if the allies manage to kill Mannfred then they get an additional 500 Victory points.



COUNT MARTIN ADDRESSES THE TROOPS...

So, here we are again with our second Battle of Legend. This time around it is for the forces of light that I shall be fighting and in an almost a total reversal of my role in the Battle at the Gates of Kislev from issue 12. I shall attempt to fill the boots of Martin, the Elector Count of Stirland, the Empire hero who finally put the Vampire Lord Mannfred Von Carstein to rest at the end of the Wars of the Vampire Counts. In this scenario it is I that shall be on the defensive (at least initially – until my reinforcements arrive!) and will be facing off against 5,000 points of Vampire Counts troops with my 3,000 points of Empire troops. Newboy Matt Keefe, editor of *Battlefleet Gothic* and *Necromunda* magazines, will take up the marshal's baton for both the High Elf and Dwarf armies as reinforcements, which should prove interesting! Arrayed against us is the tactical might of Rick Priestley and the author of the Vampire Counts army Tom Merrigan – we would have our work cut out for us.

Mmm... the Empire is one of the better defensive armies in Warmaster, with fairly decent firepower and access to lots of cheap troops. So, bearing in mind how cheap most of the troops are in the Vampire Counts army, I was going to have to make some wise choices. In a 3,000 point army, my compulsory choices are six units of Halberdiers and six units of Crossbowmen. To this starting choice I would add another four units of Halberdiers to give me a nice chunk of ten units which would act as the backbone of my army. Four stands of Skirmishers would help bolster some of my Halberdier units and two units of Flagellants would prove most adequate shock troops, especially against the Undead.

With the mainstay of my infantry sorted I decided that a strong missile arm of the army was necessary if I was to try to hold the Vampire Counts army back for as long as possible. I would have little to worry about from enemy fire for this is negligible from the Vampire Counts army. I already had six units of Crossbowmen to which I added four units of Handgunners who with their -1 save modifier would be able to deal with any Grave Guard or Grave Knights that came their way. Additionally, what Empire army would be complete without a battery or two of smoke and shrapnel belching cannons! I decided to go for the maximum

and purchased three batteries of cannon and a couple of Helblasters – if the Undead wanted to get to my battle lines they would have to pay dearly!

I had a strong, defensive battle line but this was far too static – what would happen if the enemy broke through and threatened my rear or flanks. I needed some cavalry, to be held in reserve and committed only when the enemy broke through the battle lines. Four units of Knights supported by four units of Pistoliers would be able to handle any forays through my lines more than satisfactorily and would hopefully be able to chase away any of those annoying Fell Bats that might disrupt my Command tests.

Finally, I needed some characters to lead my troops and inspire courage when the going got tough. I already had the general sorted – the Elector Count was free with this scenario. To this I added a couple of Heroes, one of which I mounted on a Griffon (you never know when the terror nullifying effect it has may be needed) and equipped with a *Sword of Might* (four attacks is always handy too!). Some magic wouldn't go amiss either and so I bought a couple of Wizards, equipping one with the almost obligatory *Scroll of Dispelling* and the other with the *Staff of Spellbinding*, especially for Mannfred.



The army done – what was the plan? Simple really, I had to hold out until the High Elves and Dwarfs arrived on the Undead flanks and then together we could destroy them. I decided to form two battle lines, the first entirely comprised of missile troops with the artillery – these would die, yes, but before that they could march out to range and pound the Undead, hopefully disrupting their attack. Immediately behind the expendable missile troops would be four brigades of infantry – Halberdiers, Flagellants and Skirmishers. This second line would have the hard job of holding the enemy and would have to make the best use of the hills and defended status. The two brigades of cavalry would serve as my reserve and plug any gaps that appeared in the second line – although hopefully by then the reinforcements would appear and send the Undead back to hell! – Steve

SPECIAL CHARACTERS

Troops	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max	Special
Count Mannfred Von Carstein	General	+3*	-	-	9	1	-	1	*1
Elector Count of Stirland	General	+2	-	-	9	1	-	1	*2

Special Rules

1. Master Vampire. Mannfred has the Von Carstein Bloodline power (page 65 of the Warmaster Annual). Mannfred rides to battle mounted in his Black Coach and so causes *terror* and has +1 Attack (this is already included in his profile). Mannfred may re-roll one failed spell casting attempt during the game.

2. A Man called Martin. Martin carries a Runefang which allows him to re-roll any failed attacks in close combat.

Undead Horde of Mannfred Von Carstein

Left flank division

• 3 Vampires	240 pts
• 2 Necromancers	90 pts
• 8 units of Zombies	240 pts
• 8 units of Skeletons	240 pts
• 4 units of Grave Guard	240 pts

Centre division

• Count Mannfred Von Carstein – General, on Black Coach	Free
• 3 Vampires	240 pts
• 1 Necromancer with a Scroll of Dispelling	65 pts
• 8 units of Zombies	240 pts
• 12 units of Skeletons	360 pts
• 6 units of Grave Guard	360 pts
• 6 units of Dire Wolves	360 pts
• 4 units of Fell Bats	260 pts
• 2 units of Ethereal Host	240 pts

Right flank division

• 3 Vampires	240 pts
• 2 Necromancers	90 pts
• 6 units of Ghouls	210 pts
• 11 units of Grave Knights	1,210 pts
• 1 units of Fell Bats	65 pts

Total – 4,990 pts

Empire Army of Stirland

Left flank division

• <i>Captain Steinbeck</i> – Hero	80 pts
• <i>High Priest of Morr</i> – Wizard with Scroll of Dispelling	65 pts
• 2 units of Knights (one unit has a Battle Banner)	270 pts
• 2 units of Pistoliers	190 pts
• 2 units of Halberdiers	90 pts
• 3 units of Crossbowmen	220 pts
• 1 Helblaster	50 pts

Centre division

• <i>Martin, Elector Count of Stirland</i> – General	Free
• <i>Grand Theogonist</i> – Wizard with Staff of Binding	75 pts
• 6 units of Halberdiers	270 pts
• 2 units of Flagellants	140 pts
• 2 units of Handgunners	130 pts
• 2 batteries of cannon	170 pts

Right flank division

• <i>Marschall Reiner</i> – Hero mounted on Griffon with Sword of Might	170 pts
• 2 units of Knights (one unit has a Banner of Shielding)	270 pts
• 2 units of Pistoliers	190 pts
• 2 units of Halberdiers with Skirmishers	140 pts
• 3 units of Crossbowmen	220 pts
• 2 units of Handgunners	130 pts
• 1 Helblaster	50 pts
• 1 battery of cannon	85 pts

Total – 3,005 pts

The Dwarf Throng of Karak Kadrin

• <i>King Baldrok</i> – General	155 pts
• <i>Durgrim</i> – Runesmith with Anvil of Doom	100 pts
• <i>Lokri</i> – Hero	80 pts
• 5 units of Dwarf warriors	550 pts
• 2 units of Rangers	220 pts
• 2 units of Troll Slayers	160 pts
• 1 battery of cannon	90 pts
• 1 Flame cannon	50 pts
• 1 Gyrocopter	75 pts
	1,480 pts

The Elven Army of Marienburg

• <i>Prince Araldir</i> – General	155 pts
• <i>Malendis</i> – Hero mounted on Giant Eagle	100 pts
• <i>Finreir</i> – Wizard	85 pts
• 2 units of Spearmen	120 pts
• 1 unit of Archers	75 pts
• 4 units of Silverhelms	440 pts
• 3 units of Chariots	285 pts
• 2 units of Reavers	200 pts

Total – 1,460 pts

WISE WORDS FROM THE ALLIES

When Steve first asked me to play this battle report, I thought – bugger! I'm going to have to write one of those pointless introductions that always start off with 'When Steve asked me to play this battle report...'. Instead of pretentiously claiming some guiding principle for my army selection, I'll take this opportunity to mention one of the common problems we encounter whilst playing battle reports. Contrary to popular belief of some kind of happy hunting ground of painted miniatures here at GW HQ, we actually in fact tend to suffer from the fact that our armies are designed for photography rather than actually using in games. This often means that we have only one or two painted examples of even the most common troop types in some armies. Inevitably, this has the effect of making army selection a little difficult. Our dastardly opponents decided to get around this by using substitute figures (such as the Khemri and Chaos models you might notice in a few of the battle shots), but I didn't really want to do this since I would invariably forget which models represented what. So it was that the Dwarf army pretty much chooses itself, as I was basically forced to pick everything we had in the cabinet to make it up to the requisite 1,500 points.

The High Elves were less of a problem, since this is probably the most extensive Warmaster army we have in the building. This at least would allow me some choice, and some tactical options for the battle ahead. Since I had no way of knowing on which turn the Elves would enter the battle, speed and versatility would be of the essence. If they arrived late they would potentially need to cover ground very quickly to reach the fighting, and would also be entering into an uncertain situation. With this in mind, I decided to take the maximum number of chariot units, the minimum required amount of infantry and spend the rest of my points on as many units of cavalry as possible – Matt.

DARK PLANS OF A VAMPIRE...

I have realised from using the Vampire Counts army on numerous occasions that it is important to take advantage of the elite units of Grave Knights and Grave Guard. Skeletons and Zombies are good for harassing the enemy and soaking up casualties, but it is your elite units that will

cause the damage that will break your opponent's force. In this light I chose to take only the minimum number of Skeletons and Zombies required and as many units of Grave Knights and Grave Guard that I could find models for.

Lastly, we added some Dire Wolves to support the cavalry and units of Ghouls and Ethereal Host to harass the enemy where they could. As it would turn out, the minimum number of Skeleton and Zombie units combined with the rest of the force was enough to ensure that the Vampire Count army of Mannfred Von Carstein would still outnumber the combined Empire, Dwarf and High Elf alliance.

When it came to setting up, things were relatively straightforward. We had so many units that it was simply a case of putting them down where we had room. In the end we covered pretty much the entire deployment zone with an exceptionally large force. We were however, able to make some tactical decisions.

Rick and I knew that the Dwarfs would be arriving to the left of our force and the High Elves to the right, so we were able to arrange our army in order to defend against their arrival. On the right we placed six units of Ghouls who would move into the woods to their right and their front. On the right we also placed all our cavalry. The aim was for the fast moving cavalry to push forward and break the Empire lines before wheeling to face the inevitable High Elf attack.

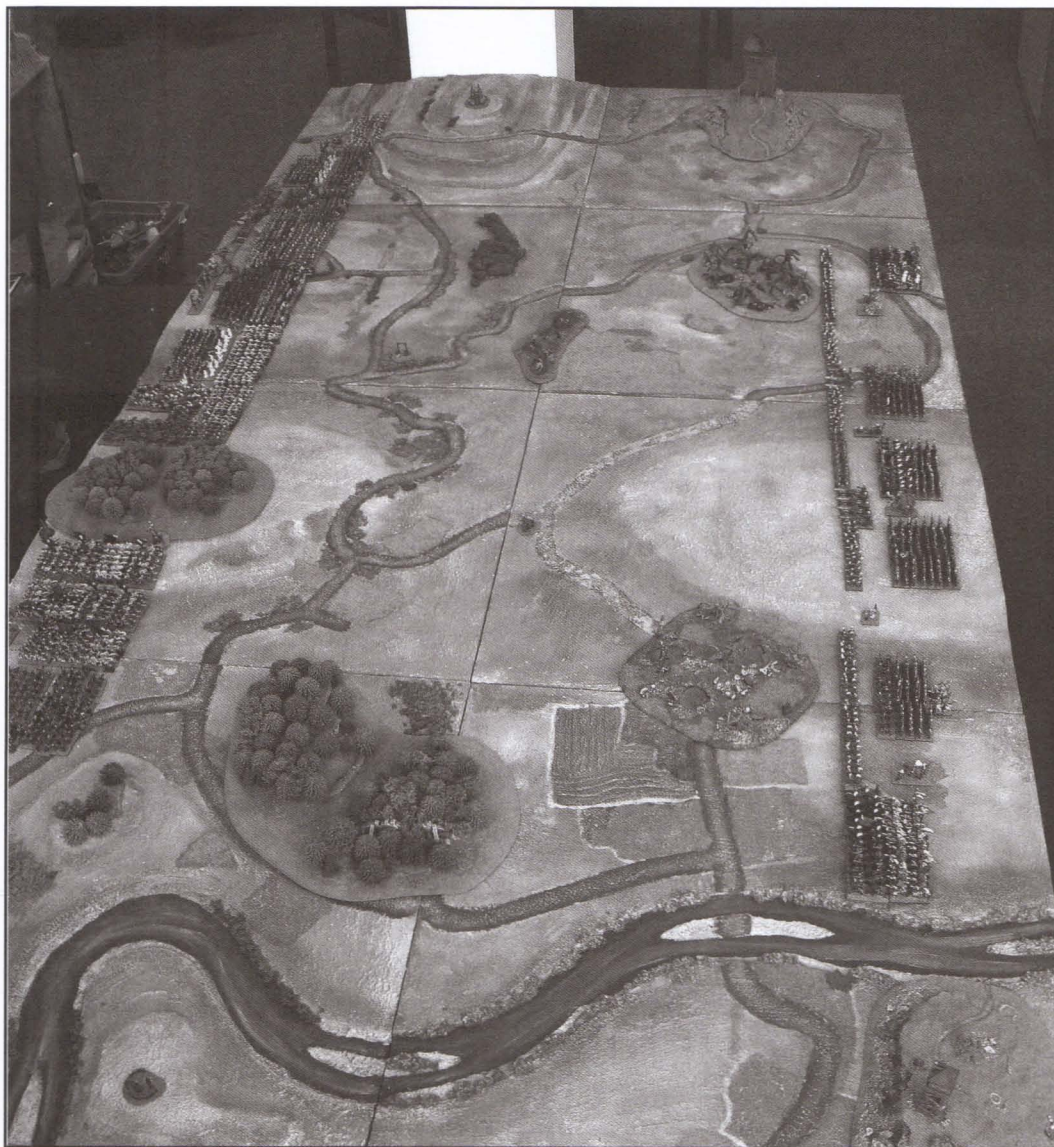
On the left were placed the majority of the Skeletons in the force. Their job was to move forward onto the hill in front of their position and defend it against the Dwarfs when they arrived. The Dwarfs only had a narrow area from which to assault our force and it involved taking the hill that we hoped to occupy. Although Skeletons are poor fighters we hoped that their numbers, combined with their defended position, would be enough to waylay and even defeat the enemy.

In the centre of the battlefield were placed the elite Grave Guard, along with the rest of the army. These would push forward as best as possible and help support the cavalry charge on the Empire position. With a little luck our superior numbers would allow us to overwhelm the Empire army before their allies arrived on the battlefield – Tom.

DEPLOYMENT

Because both armies were so large, especially the Undead army, that deployment was carried out simultaneously by brigade. The Empire army deployed with both regiments of cavalry on the wings and the mainstay of regiments upon the large hill just left of the centre. On the left flank between the main hill and the cavalry brigade, a Helblaster gun and two units of Crossbowmen were deployed with a brigade consisting of another unit of Crossbowmen and two units of Halberdiers deployed behind in reserve. The Empire Hero Captain Steinbeck and the High Priest of Morr commanded the Empire left flank. In the centre, upon the big hill, a firing line

of two batteries of cannon and two units of Handgunners was deployed, with two large brigades consisting of a unit of Flagellants and three units of Halberdiers apiece immediately behind in reserve. The Empire centre was commanded by the Elector Count himself and the Grand Theogonist. The Empire right flank was deliberately weak and consisted of a firing line of a battery of cannon, a Helblaster and two units of Handgunners. This was supported by a brigade of two units of Halberdiers with skirmishers and a unit of Crossbowmen, two units of Crossbowmen and the right flank cavalry brigade. The Empire Hero Marschall Reiner, mounted on his Griffon commanded the right flank.



The battlefield after deployment



Matt & Steve ponder Rick's latest anecdote...

The vast Undead horde of Mannfred Von Carstein deployed opposite the army of Stirland, dwarfing the army of the humans. Opposite the Empire left flank, two large brigades of Ghouls were deployed along with all of the Grave Knights, eleven regiments in all. These were supported by a unit of Fell Bats. The Undead army centre was so massive that it filled the entire deployment zone! In the Undead army centre from right to left were: two brigades of Zombies supported by six units of Dire

Wolves and a brigade of Grave Guard led by an Ethereal Host. Then there were three brigades of Skeletons supported by four units of Fell Bats and finally another brigade of Zombies supported by a brigade of Skeletons. The Undead left flank was weakest and comprised two brigades of Zombies, two brigades of Skeletons and a brigade of Grave Guard. His unholy highness Count Mannfred Von Carstein took up position in his dread Black Coach just to the left of the Undead army centre.

Empire Turn 1

The sight of such a gargantuan horde of the living dead must have had a debilitating effect on the courage of the Empire troops, as many regiments were reluctant to take up positions in the battle lines. The cavalry brigade on the Empire left flank resolutely marched to a forward position between the woods and the marshes covering the left flank. Meanwhile, on the right flank, the firing line of two units of Handgunners, a

Helblaster and a battery of cannons advanced slowly to a better firing position. These were the only units to move at the opening of the battle and enraged officers and sergeants had to march up and down the ranks of the other units shouting a mixture of threats and encouragement to their scared soldiers.

Undead Turn 1

With much of the Empire army dithering and procrastinating, Mannfred smiled and ordered his Undead legions forward, he would exploit their ultimate weakness – their fear. The Undead army advanced all along the front apart from the Undead left flank and a brigade of Zombies in the centre which just shuffled around on the spot as their commanders struggled to



Turn 1 – 'Porker' Hambrook moves the Empire army

urge them forward. The two brigades of Ghouls on the Undead right flank scampered down to the dense woods near the Wolf's Tongue tributary of the great River Stir to await the impending arrival of the High Elves and impede their advance. The units of Dire Wolves moved with supernatural speed and formed a screen in front of the advancing Grave Knights of the right flank obscuring them from the view of the Empire gunners on the central hill.

Empire Turn 2

With the rapid advance of the Undead horde, both the common Empire soldier and his noble officer began to sweat with trepidation. Emboldened by the fearless advance of their cavalry the Empire left flank marched into the dank marshes ahead of them, taking up positions amongst the twisted trees and foetid pools. With a spurious succession of Command tests, the Helblaster on the left flank sped across the battlefield to set up sacrificially before the cavalry brigade. The Empire army centre, consisting of two units of Handgunners, two batteries of cannon and two brigades of Halberdiers and Flagellants, advanced to the crest of the big central hill and commenced firing. Meanwhile on the right flank, two units of Crossbowmen advanced into the quagmire and the right flank cavalry brigade, led by two units of Pistoliers, advanced close to the enemy, unleashing a volley of shot that had little effect on the Undead. In time honoured tradition, the Dwarfs arrived early and marched upon the right flank of the battlefield. Much of the firing from the Empire cannons was at long range and ineffective but a unit of Dire Wolves was still wiped out.



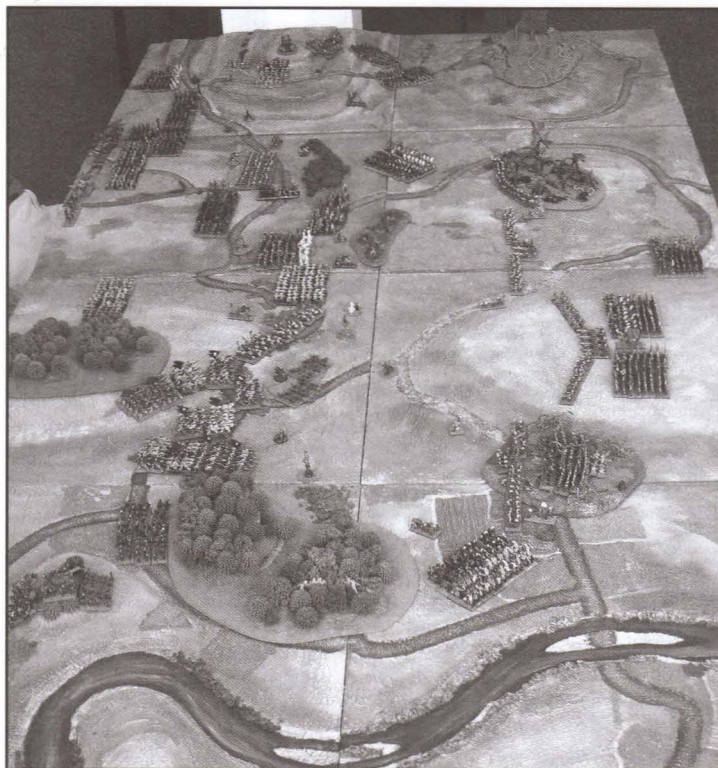
Rick wishes he'd left his anecdotes at home!

Undead Turn 2

With the Dwarfs already on the field Mannfred knew that he had to move quickly to ensure victory. On the Undead right flank, a single unit of Dire Wolves supported by a unit of Grave Knights charged the Helblaster and despite taking heavy casualties destroyed it with ease and advanced straight into a hail of fire from the Pistoliers. In the ensuing combat both units were pushed back and destroyed but did manage to reduce a unit of Pistoliers to a



Turn 1 - The Undead centre surges forward



The battlefield after turn 1

single stand, which then retreated behind the marsh. The massed ranks of Grave Knights (seven units in all) advanced to within charge range of the Empire troops upon the central hill whilst a unit of Dire Wolves and three units of Grave Knights protected their flanks from the impending charge of the Empire cavalry.

In the centre, a brigade of Grave Guard, two units of Dire Wolves with a brigade of Zombies in support charged the firing line on the Empire's right flank destroying it utterly for the loss of only a few stands of troops. With their infantry support wiped out the Empire cavalry on the right flank were looking vulnerable stuck so close to the enemy lines. Four units of Fell Bats took to the air and then descended behind the Empire cavalry brigade, cutting off its line of retreat whilst a brigade of Skeletons charged them to the front. A Necromancer attempted to cast Vanbel's Danse

Macabre upon the brigade of Zombies that were skulking in the small clump of woods to the Empire cavalry's flank but the magic was dissipated with a flash as the Grand Theogonist used his Scroll of Dispelling. This was to prove the saviour of the cavalry as they soundly beat the Skeletons in combat, destroying a unit and a stand for no loss.

On the Undead left flank Mannfred ordered his officers to try to contain the Dwarf advance whilst he concentrated his main forces on the Empire battle line. A brigade of Zombies clashed with a brigade of Dwarf warriors but was decimated for the loss of only a few stands of Dwarfs. The Undead host had started taking losses but was drawing inextricably closer to the thin Empire battle line.

Empire Turn 3

With a grim countenance Matt rolled the dice for the High Elf reinforcements. He had been lucky the previous turn with the timely arrival of the Dwarfs – if the Elves were to arrive now it would relieve the pressure from the weary Empire army. The Empire

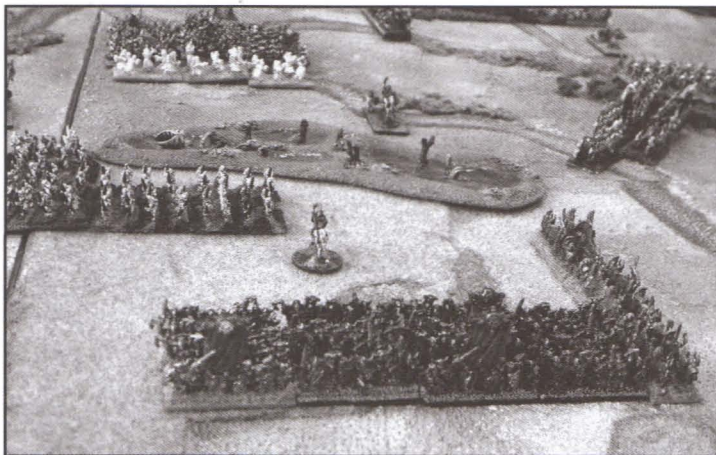


Turn 2 – The Dwarfs arrive nice & early

army centre was staring down the hill at a massive brigade of Grave Knights and there was much buttock clenching! A '4' was needed – Matt rolled a '3'... Rick commented that the Elves were still doing their hair – I cannot write what we said! Knowing that the Empire centre was in trouble the Pistoliers and a unit of Knights on the left flank charged, using Initiative, into the Grave Knights and Dire Wolves that were screening the massive unit of Knights. In this endeavour they were aided by the Imperial Hero, Marschall Reiner, on his Griffon. Another unit of Knights that were just out of Initiative range were ordered to charge home also but the order was blundered and they decided it was prudent to retire to safety! An insanely brave unit of Crossbowmen were ordered from the relative safety of the marsh onto the lower slopes of the central hill in an effort to hold up the Grave Knights should they come charging up the hill.

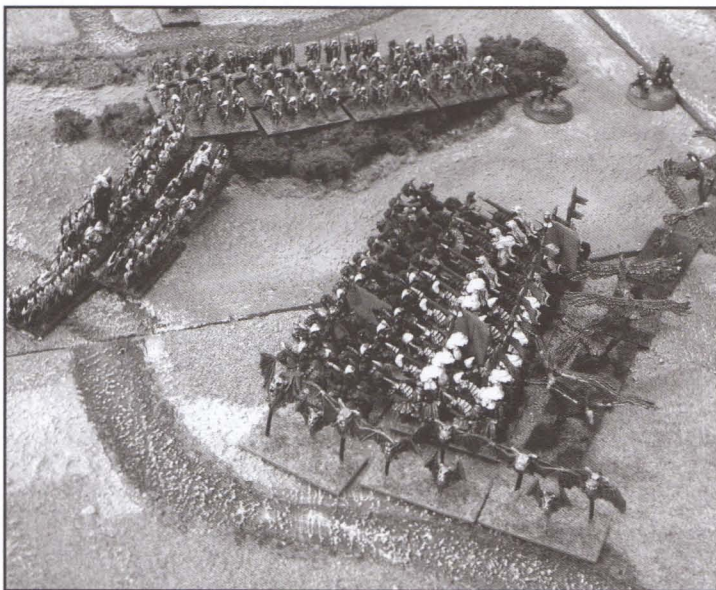
On the Empire right flank the cavalry brigade found itself almost surrounded and cut off from the few troops that remained there. This was because the brigade of Halberdiers and Crossbowmen that were supporting the now destroyed missile troops were ordered onto the slopes of the central hill to defend its flank. There was only one thing the cavalry could do – charge and take as many of the foul Undead with them. In the meantime the Dwarf brigades were still ploughing their way through the Undead left flank units like a knife through butter as the two units of Troll Slayers got stuck in charging a brigade of Grave Guard.

With a roar like thunder, the Empire firing line on the central hill poured fire into the massed ranks of Grave Knights that were



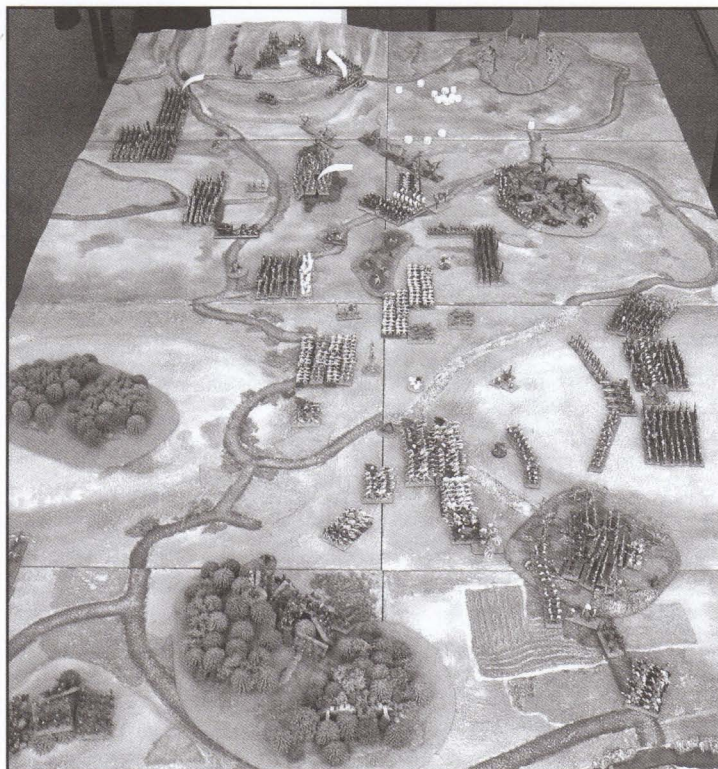
Turn 2 – The Undead smash the Empire's right flank

squaring up to charge. Both the Grand Theogonist and High Priest of Morr attempted to cast balls of fire to drive the enemy away but failed. A few units were driven back out of alignment with their brigades and several stands were lost, although this had little effect to the fighting force that was arrayed before the Empire troops. The Empire cavalry that charged on the left flank managed to destroy two units of Grave Knights and a unit of Dire Wolves but were so badly mauled in the process



Turn 2 – Fell Bats surround the Empire cavalry

that they were reduced to single stand units and left vulnerable to counter attack. On the Empire right flank, the cavalry fared well and destroyed several units of Skeletons and drove back a unit of Fell Bats for the



The battlefield after turn 3

loss of only a couple of stands of Pistoliers. The Empire alliance was still holding out but for how long was anybody's guess!

Undead Turn 3

Finally, the Grave Knights on the Undead right flank charged. Two units charged the tattered remains of the Empire cavalry. Two units charged the Crossbowmen that were waiting on the lower slopes of the central hill whilst a further unit charged the cannon batteries on the brow of the hill. This attack was supported by a brigade of Zombies that charged in against the Handgunners that were in support of the cannons. Spectacularly, the brigade of Grave Guard that had performed so well against the firing line of the Empire right flank refused to move and so slowed the whole assault. The Dire Wolves in the centre also refused to move but another brigade of Zombies moved up the centre in support of the stationary Grave Guard in preparation for a joint assault. The remaining brigades of the Undead left flank consolidated and advanced towards the doughty Dwarf army that was still posing a threat to Mannfred's plans. The remaining Skeleton units in the centre assaulted the Empire cavalry on the Undead left flank. Many spells were

attempted, mainly *Raise Dead*, but the Dwarf Runesmith proved his worth and dispelled any that were initially successful.

In the ensuing close combat, the Grave Knights slaughtered the single stands remaining from the Pistoliers and Knights of the Empire left flank, killing Marschall Reiner in the process. With a deafening roar and blinding flash, the Empire batteries on the central hill unleashed their grapeshot upon the charging Grave Knights, taking many down. Likewise, the Handgunner units waited until the last minute before pouring a devastating volley into their adversaries.

Charging infantry in defended status is never an easy prospect and this wasn't helped by Rick's unlucky dice rolls in the close combat. Somehow

the Empire defenders managed to drive the Grave Knights and Zombies back down the hill only losing a single gun in the process.

In the centre the fighting was bloody and indecisive, a few stands of Skeletons were lost the Empire cavalry were slowly getting whittled away and one unit of Empire Knights was *Confused* when a unit of Pistoliers were driven back into them.

Empire Turn 4

So far the valiant Empire defenders had managed to hold out against repeated attacks from the Undead army. The right flank, however, had folded leaving only a couple of stranded units of Crossbowmen firing ineffectually from a marsh and the cavalry in danger of being swamped and destroyed. The Dwarfs had almost smashed Mannfred's left flank and had drawn away precious units that could have been used to assault the Empire battle line but at a cost. The army of Mannfred Von Carstein had suffered horrific losses but both the Empire army of the Stir and their Dwarf allies were close to withdrawing. The battle was now on a knife-edge – what the Empire needed above all else was the intervention of their High Elf allies. Matt took up the dice; all he

needed was a '3'. He rolled a '2' – there was much swearing from the alliance and much laughing from the Undead players. Oh dear... how on earth could we hold out for another turn? Much of the Empire army consolidated with the brigade of Halberdiers swinging around and ascending the slope of the central hill defending the flank (better to lose support from units behind and gain defended status I thought). Both the Empire cavalry and the Dwarfs on the right flank consolidated in preparation for charges next turn.

Undead Turn 4

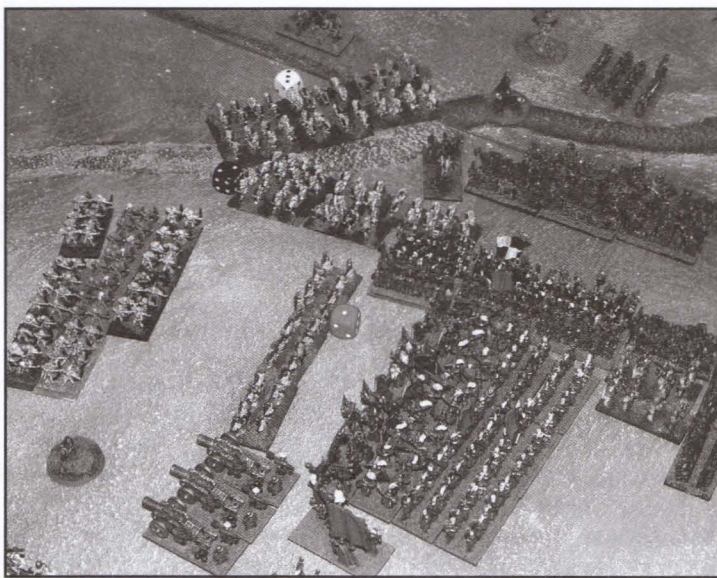
Mannfred was aware that all would be lost should the High Elf allies arrive in the next turn and so redoubled his efforts to crush the Empire. Again the Grave Knights charged the Crossbowmen that were still miraculously holding the lower slopes of the central hill and this time destroyed them. The brigade of Skeletons on the Undead left flank charged the depleted Dwarf units that were still holding out. In a flurry of bad rolls, the Undead centre ground to a halt and refused to move, much to Mannfred's dismay. It proved to be the Undead side's worst turn for magic as well, as either all of their spells (mainly *Raise Dead* and *Vanbel's Danse Macabre*) failed to cast or were dispelled by the Dwarf Runesmith.

Empire Turn 5

With a blare of trumpets accompanied by a "where the bloody hell have you been?" the High Elves finally joined the fray as Matt managed to score the much needed '2'. In typical scene stealing-fashion, a brigade of two units of Silver Helms and two units of Chariots thundered across the ford and smashed into three units of Grave Guard on the Undead right flank. These were destroyed for the loss of only two stands of Silver Helms. The Empire firing from the central hill was relatively ineffective and the cavalry charged some Skeletons on the right flank but fought to a stalemate.

Undead Turn 5

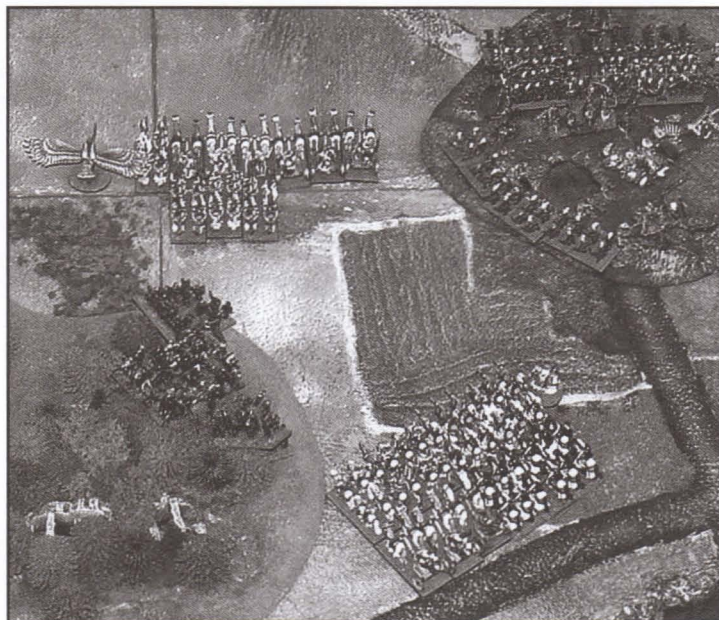
For the first time in the battle, the odds were now stacked against the Undead. If they could break about six units then they would force the Empire army to withdraw and probably win the game. Rick and Tom, the Undead players, scoured the battlefield for easy kills amongst the Empire army. Again, the remaining Grave Knights charged the Handgunners on the hill that had proved so important to the Empire army's survival. A unit of Dire Wolves supported by Skeletons charged the depleted units of Empire cavalry on the Undead left flank. The brigade of Grave Guard that had been so instrumental in the earlier stages in the battle by dividing the Empire army in two finally got on the move again. The Grave Guard, supported by Zombies, charged the brigade of Halberdiers holding the flank of the central hill. On the Undead left flank the Skeletons charged the remaining Dwarf units. A lone unit of Fell Bats charged the solitary stand of Pistoliers who were skulking behind the marsh on the Empire left flank.



Turn 5 – Savage fighting around the central hill

In the ensuing combat the Dwarf Troll Slayers were decimated, along with some more Skeletons and with that the shattered Dwarf army retired from the field. All the Undead had to do now was break the Empire army and they would win the battle. The Grave Guard and Zombies assaulting the central hill made some gains, destroying the Crossbowmen and pushing back the defending Halberdiers but the Empire line

still held. The Grave Knights destroyed the weary Handgunners on the hill and careered headlong into the brigade of Empire infantry directly behind them. After a brief fight with some Flagellants the Grave Knights were again pushed back down the hill. Proving their worth in the battle, the beleaguered cavalry on the Empire right flank managed to beat off the combined attacks from the Skeletons and Dire Wolves. Finally, the Fell Bats destroyed the single stand of Pistoliers behind the marsh, bringing the Empire army dangerously close to its Break point.



Turn 5 – The Elves make their dramatic entrance

Empire Turn 6

The Dwarfs had been forced to withdraw and the Empire defensive ring upon the strategic central hill was starting to crumble but now it was the allies' turn to counter attack. Just as their arrival had been a dramatic turning point in the battle, this turn the High Elves spectacularly failed almost all of their Command tests! Only the Elven infantry far away on the Empire left flank and behind the Undead lines managed to attack the Ghouls that were waiting for them amidst the woods. With the haughty Elven cavalry and chariots apparently taking a bit of a breather and most likely celebrating their earlier success this left the hard work down to the war-weary Empire troops. This time it was for Matt and Steve to survey the battlefield and look for easy pickings to assure victory.

Before anything else the Flagellants were obliged to charge – they were just itching to taste some of the action! Howling and whooping madly these sons of Sigmar charged down the hill into their aggressors, the weakened Grave Knights. With a “Hurrah!” the surviving Handgunners charged into the Zombies assaulting the hill which allowed the unit of Flagellants behind them to charge the Zombie regiment that was starting to threaten the Empire guns. Two units of Halberdiers that had been battered and pushed back by the Grave Guard levelled their halberds and charged the hated foe.

On the extreme of the Empire left flank the Knights, who had unceremoniously sat out the entire battle after blundering and retreating in turn two, finally found their courage and after a couple of Command tests managed to charge the Fell Bats in the army's rear. The overworked Pistoliers from the Empire right flank passed a couple of Command tests and charged into the rear of a depleted unit of Grave Guard supporting the main attack on the hill. Count Martin, the Empire General, ordered the remains of the Halberdier brigade to wheel round and protect the flanks of the hill which were fast becoming overrun.

Both magic and artillery fire was ineffective this turn with only a few hits being scored. The battle would now be decided in the close combat. The High Elf infantry, resplendent in their highly decorative uniforms received a bit of a ‘bloody nose’ from the Ghouls in the woods and were pushed back. The knight's charge was so effective against the Fell Bats that they were destroyed in a single round of combat. They then fell back (or forward as the case may be!) onto the hill in a supporting position for the Empire infantry. The Pistoliers failed to destroy the Grave Guard and fell back in preparation for another charge.

All that remained was the decisive fight on the hill. The first unit of Flagellants destroyed the Grave Knights and fell back to

the Halberdier brigade. The second unit of Flagellants had similar success and destroyed a couple of units of Zombies before falling back after a stalemate. The combined attacks from the Handgunners and Halberdiers shattered the Zombie brigade that was assaulting the hill and destroyed a unit of Grave Guard also. This broke the back of the Undead horde and Mannfred was forced to concede and withdraw, leaving the allies in possession of the field.



Turn 6 – The Empire is victorious!

VICTORY POINTS

Empire Alliance – 2218

Vampire Counts – 1810

LAYING THE DEAD TO REST...

It's been emotional – that's for sure! Lining up my army across from what had to be the biggest Undead horde I've ever seen was demoralising and watching them inexorably shamble across the battlefield to get me was truly frightening. Waiting for those bloomin' Elves to turn up certainly left me needing a change of underwear on many occasions! Despite all of this it seems that my master plan worked – well, more or less. Missile fire against Undead is pretty useless on the whole unless you concentrate your firepower and strip units of stands. My firing did little to halt the advance of the Undead – they don't get *Confused*, the main bonus of shooting, and so rarely give way to units that are driven back. The early intervention of the Dwarfs and the defensive position on the hill definitely saved my bacon! Initially, it was surprising to see the Grave Knights have such a hard time shifting the infantry from the hill but then again *Defended* infantry with a lot of stand & fire are tough little blighters.

I committed the cavalry far too early as has been seen but they fared rather well, especially the cavalry brigade on the right flank. Tom tried to crush the cavalry in a neat box of units so that they'd have nowhere to retreat but they burst out and gave his Skeleton and Zombie units an utter kicking. Again, a very close game and

thoroughly enjoyable but Mannfred escaped my clutches no doubt to hide away and plan his revenge. – Steve

BACK TO THE GRAVE...

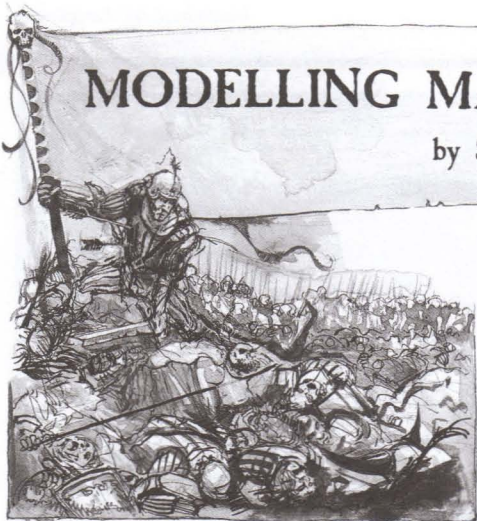
Well it didn't all go perfectly to plan, but it was a very close fight. Unfortunately, the Dwarfs arrived on the alliance's second turn before the Skeletons had a chance to get into position on the hill. This meant that we were constantly on the back foot on the left flank for the entirety of the battle. In the end, all we could do was continually throw units against the Dwarfs until we broke them. Although the Dwarfs were finally driven from the battlefield the cost was higher than we had hoped. Our left flank was in disarray and in no position to rejoin the rest of the fight. We had also lost more units than we had originally hoped, bringing us close to our own Break point.

On the right flank we had better luck with the High Elf force not arriving until the second to last turn of the game. This gave us enough time to get our cavalry and elite infantry into position to charge the Empire's position on the central hill. Their defended position proved too strong though and each time we attacked, our force was thrown back, only to try and assault in the next turn. By the time we started to make any headway, the High Elf cavalry arrived and assaulted our flank, ruining any chance of a victory.

In the end we were only two units away from breaking the Empire and winning. In all it was a terrific game that I would recommend to anyone if they get the chance. Just the sheer spectacle of the Vampire Count force was a sight to be seen –Tom.

MODELLING MASTERCLASS *part VII*

by Stephan Hess



BUILDING BUILDER'S GUIDE

When I set down to write about building buildings I realised that making buildings is only half of the process, the other half is planning and designing them.

Usually planning and designing should precede building and so we will talk about design in this and the next issue and how to put these designs into practice in the third article.

This is a kind of experiment because the article is supposed to give you a basic understanding why buildings are the way they are and enable you to design realistic models. Realistic in that you can still ignore common sense but that you are aware you're doing it (it is good to know the rules, before you violate them)! The reason for all this is that a model is most convincing if it appears authentic and makes sense. Simply adding a painted straw to a building may ruin the look and feel of it but by adding a straw that is painted to look like a chimney it will add to the effect. If you are interested in things like that or whether you see it as a waste of space and would prefer the usual take this, do that article send an email to brumbaer@brumbaer.de or write to the Fanatic guys.

In this issue we will first talk about the basic shape of floors and roofs and the materials used.

THE SHAPE OF THINGS

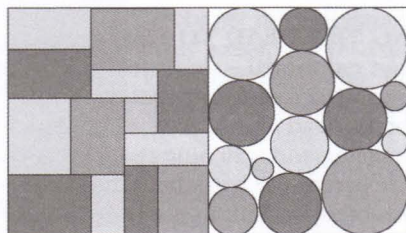
The presence of a building is defined by its cubature and the volume that encompasses. This is the basic

shape of the building. Everything else will fall under texture and details, ie, whether the walls are made from brick or wood, how many doors and how big they are, columns and arches and whatever else you can think of.

The cubature of a building itself can be divided in the cubature (or shape) of the different floors and the cubature of the roof.

AT THE BOTTOM

There are two classical shapes to floors: the cylinder with a circle as ground plane and the cube with a rectangle as ground plane. In the following paragraphs we look at the ground plane – circle and rectangle.



Rectangular & Circular shapes

The reason for using a circle is that it is the most natural form (egg, circles in water, burrows...). It is also easily constructed (take a compass or use a length of string and a pencil). The resulting cylinder is very stable and it is the shape that encloses any given area with the least length of wall.

The only real drawback is that the shape cannot be easily extended or combined and if you pack circles tightly on a plane many very small and unusable areas are created. This is where the rectangle excels.



A QUESTION OF SCALE

Whenever you design something for your games, in my opinion, it's always best to use a miniature for size reference. This is a valid approach but when you plan to rebuild something or to fall back on existing designs, whether for complete buildings or just for detailing, scale gets important.

But what is Warmaster scale? With an average person's height of 170cm and an average miniature's height of 10mm, Warmaster scale would therefore be 1/170. But, because Warmaster miniatures are always mounted on bases the toy soldiers would knock their heads against doorframes and ceilings and it will be their belly buttons staring out of windows and not their faces! As Warmaster miniatures are relatively wide (they prefer to be called 'broad shouldered'!) you will also need separate scales for both vertical and horizontal planes. You can counter this by including the base in your calculations, which not only puts the belly buttons below the window sill but also takes care of the wider disposition of Warmaster miniatures. A third alternative is to use the miniature only (before attaching to the base) and to add an extra 2mm at the bottom of any structure. When doing so you still have to cover the issue of their 'broad shoulders'.

An average human is about 170cm tall, 50cm wide across the shoulder and 30cm deep measuring from the extreme front and back points. Those values are for average people and taking the average Warmaster soldier as average (as the name suggests) we get the following scales, ignoring bases:

Vertical scale 1/170, wide scale 1/125, deep scale 1/150. These values will probably not stand up to scientific probing, but they are good enough for our use even if they may be off by 5%.

The deep scale is close to the wide scale and usually the least important. For this reason we combine wide and deep scales to a single horizontal scale at 1/125.

This scale is valid for the Warmaster world but if you want to transfer measurements of buildings of our times to a specific race you will need a relative scale.

There is also a difference in height of people over time:

Race	Vertical	Horizontal
Empire	1/170	1/125
Bretonnians	1/170	1/125
Kislevites	1/170	1/125
Khemri	1/170	1/125
High Elves	1/150	1/140
Orcs	1/150	1/100
Dwarfs	1/240	1/110
Lizardmen	1/150	1/100

Selective compressing

You will quickly realise that some structures are just too big to rebuild in true scale. In this case you will have to do some selective compressing. Compressing structures is only advisable, if there is no direct comparison, ie, to make the lower floor smaller will be very obvious when a stand is placed near the building. Whilst reducing the total height of a castle wall but keeping the height of the parapet to scale will only be visible if this is very extreme. This is because a wall will be very high compared to the miniature, no matter whether it is 8cm or 10cm high. The same is true for horizontal dimensions, whether a building is ten times as long as a stand of troopers or six times it doesn't matter, both will look very big. The larger the object the higher the possible compression ratio.

Sub scale

Some people like the effect given when buildings and scenery are slightly smaller. If you are one of these, feel free to reduce all measurements by an additional 5% to 10%.

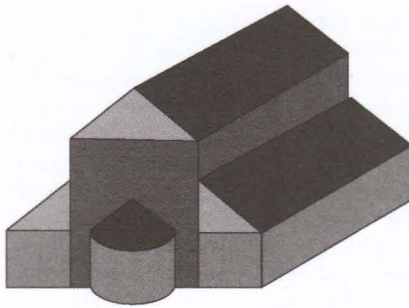
Forced perspective

If you have a fixed table layout with your terrain, you can get nice effects by having smaller buildings for the areas farther away from the players. Usually you would want to be able to use your terrain pieces anywhere on the table.



The rectangle can be easily extended and combined. Add two rectangles of the same size and the resulting shape will again be a rectangle, divide a rectangle by lines orthogonal to the sides and the result will again be rectangles. As seen previously rectangles can also be arranged rather efficiently on a plane, which is very important if space is limited (as in the confines of a city).

The rectangle is the dominant shape in our culture with the circle far behind and all other shapes, like the hexagon even rarer. Please note that combinations of rectangles like an 'L' shape do count as rectangular shapes and part circles count as circular shapes (half rectangles are rectangles). Even the most complex building can usually be broken down into a combination of cubes and/or cylinders.



Basilaca

There are cases in which shapes based on forms other than the rectangle and circle are used. For one this is the case when the building site dictates the shape, ie, a castle wall following the line of a hill will not be strictly rectangular or a house located at a triangular intersection of roads. Sometimes the function of a building dictates its shape, like the star shape of a fortress, and sometimes the shape is chosen just for aesthetic purposes or showmanship, but these cases are very rare.

As a result it is easy to make very different, alien buildings by using a shape other than a rectangle or circle as the dominant shape for your buildings.

WHAT'S IT MADE OF?

The shape of the building is influenced by the materials used to build it and vice versa. We will take a look at the materials used for walls first.

All measurements given in the following paragraphs are already scaled for Warmaster scale.

Stone

This was probably the first material used to build houses. Stones were used as they were found, as well as those that were 'hewn' into shape. Stone walls can be built 'dry', just stacked upon each other, or 'wet' with the use of mortar. The stones used were at least the size of a man's head (1.5mm) and but could be even larger than a man when used as the composite

for a castle wall. A hewn stone with a facing of 4.5x3mm can be considered large for use in ordinary buildings, 3x2mm as normal and anything larger than 6x4mm will be used only for castle walls and large churches or other similar buildings. Instead of a width-height-ratio of 3:2, a ratio of 2:1 is also common. The gaps between regular stones could be as big as 1mm for large stones, the gaps between irregular stones can be of any size but, of course, the goal is to have the smallest gaps possible (not counting doors and windows!). Dry walls will be at least three stones thick (3-4.5mm), walls built with hewn stones and mortar can be as thin as a stone (1.5mm). Walls for castle towers could easily get as thick as 20mm.

Typical building stones are granite, limestone, sandstone and of course marble. All have different qualities and colours. For example, the colours of the different kinds of sandstone range from pink to green.

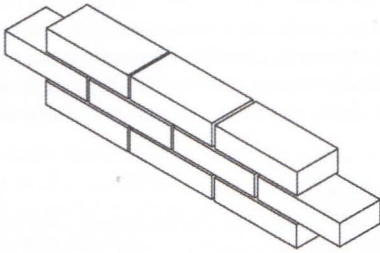
Logistics: Stone was very common for the first buildings, but later the demand for building materials exceeded the locally (within a mile or so) available stones. Whilst cutting stone is time consuming and hard work, the real problem lays in transporting the heavy load over bad roads. Even a relatively short journey of ten miles proved to be a challenge and transport by boat was not always possible. Stone was therefore mainly used for important permanent and/or military structures.

Of course, in situations where stones are readily available they can be used for all kinds of buildings. Trulli and houses near fields, where the stones removed from the field are used for the house and walls are good examples.

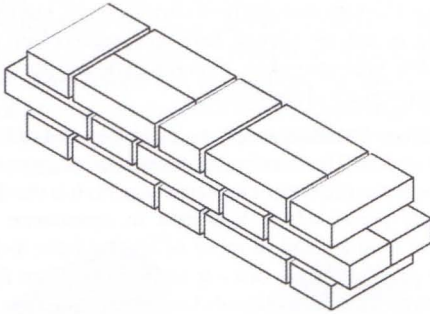


Bricks

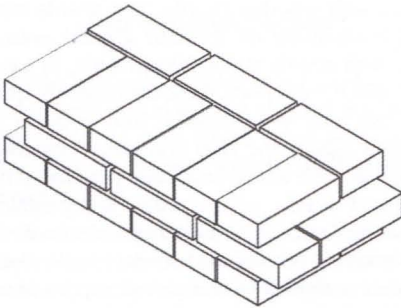
These are small, similarly sized, cubes usually made from clay, loam or even mud and straw or dung. Bricks can be dried in the air or in an oven. Oven dried bricks are harder and more importantly waterproof. Bricks come in variable sizes with the average about 2x1x0.5mm. Smaller sizes are rarely used but depending on age and country there are 'deeper' bricks of 2x1x1mm. Larger bricks are sometimes used like the 'King format' 2.5x0.8x0.7mm but 3x1.5x1.5mm seems to be a practical limit even considering that today bricks of 4x2x2mm are available. The gaps between bricks are less than 0.1mm. Walls are usually made one, two or three bricks wide.



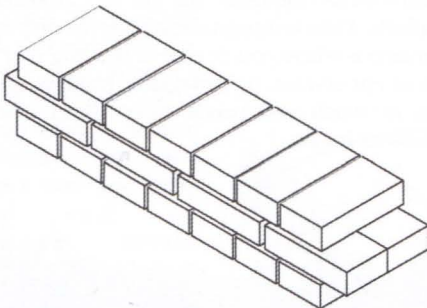
Runningbond



Flemish



Cross



English

The colour of bricks depends on the material used. Stones from loam and sand are yellowish, bricks from clay that are oven dried will be of red or yellow tones. Brick walls are often plastered or painted. Lime is often used instead of paint. Lime looks good,

is cheap, easily available and will, because it's bright white, reflect the sunlight and so provides additional heat protection.

Logistics: Bricks are easy to manufacture and when oven dried quite longlasting. They can be adapted for all needs. The materials for bricks can be found almost everywhere and therefore do not have to be transported over long distances. In hot countries, where the bricks do not have to be burned, brick is quite cheap, but in Europe where the bricks have to be burned to make them waterproof, the manufacturing cost compared to buildings made around a framework and with wattle and daub walls, are high.

Framework and wattle and daub

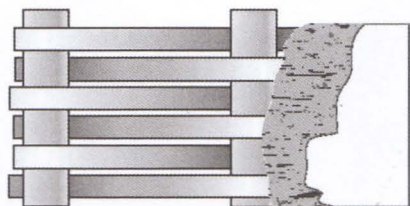
A framework made of wood defines the shape of the building and gives stability to it. The intervening space is filled with small pieces of wall, made of wattle and daub or bricks. The main supporting beams will have a thickness of 2-3mm with other beams being 1-2mm across. The space between vertical beams is between 6-12mm depending on stability, ie, the ground floor walls of a multi-story building will have a narrower space between beams than the top floor walls. Spacing is also an indication of wealth. The closer the beams, the richer the owner. The fields of the building are often divided by a single horizontal beam along the vertical centre. Usually there are also additional beams inside the fields, often with ornamental character.

These beams will be impregnated or at least painted to protect them from fungus and rot. This results in a dark brown or even black colour the framework.

The framework is designed to give stability to wattle and daub walls and allow multi-storey buildings to be constructed. Wattle and daub looks like oversized basketwork covered with mud, clay or a paste of straw and dung.

Later, bricks were also used to fill the space between beams. Because the bricks are more expensive and require stronger beams, bricks never replaced wattle and daub completely.

Logistics: All materials are readily available in most European areas, so this is a relatively cheap way to build a house. Frameworks in hot and dry climates are rare and bricks dried in the air will be the most common building material.



Wattle & daub

Reed and brushwood

The reed or brushwood used for buildings is intertwined and stabilised by the use of vertical sticks. It may be made from other materials similar to brushwood and reed. Often it will be covered with a paste of mud, clay or dung with straw on the inside and outside to give a smoother surface and make the wall 'wind-tight'. This is a simple form of the wattle and daub construction used with the framework buildings used in Europe. The wall thickness will be between 1-2mm with a mud layer of 0.25-0.5mm.

Reed turns grey-brown after some time and the mud layered wall, will be... mud-coloured! Often the mud layer will be chalked or painted.

Reed and brushwood buildings can be quickly built but are statically limited, just ask the three little pigs. These buildings also provide the least amount of weather protection and can even be damaged by heavy wind and rain. On the other hand they can be rebuilt quickly.

Logistics: Brushwood will be found near the building site, as well as the materials for the paste.

Concrete

Concrete, contrary to common belief, is a rather old material. Without concrete a building like the Colosseum in Rome would have been impossible to build. The Romans used one part lime to four parts sand and added animal fat, milk, and blood. This mixture must have been quite good because some of these structures have survived for over 2,000 years. After the fall of the Roman Empire the quality of cementing materials deteriorated and the 'art' of concrete was virtually lost until the 17th Century.

The surface of concrete is rough, but without much height difference (not visible in Warmaster scale). Often concrete is panelled with bricks or stones to make it look more pleasing. Concrete is used for big buildings and designs that are not possible with the other techniques, usually because of static issues, ie, thin but strong, especially high, especially strong, large arcs or bridging. The use of concrete does not only rely on knowledge of how to mix it but also how to use it best by using wooden shutters.

Logistics: Concrete is quite high tech, not only is knowledge of the materials needed but also how to

make moulds and cast concrete. Only technologically advanced races would have access to concrete. The raw materials were rather common and could be transported much more easily than stone but still it was rather expensive to build using concrete.

Log houses

The logs are basically tree trunks arranged on top of each other with any gaps filled with the usual mud, loam or clay. The logs' diameter range from 1.5-4.5mm. The sides will often be flattened to give a smoother surface and to make placing the logs easier. The logs may still have bark on them, but they might as well be without bark and painted with tar or some protective stain, depending on the planned life expectancy of the building.

Logistics: Relatively simple to build, but a lot of logs are needed. The number of houses in a city easily exceeds the number of available logs. So it is used in remote places where logs exist in abundance or where only a small number of houses have to be built. The insulation of a log wall is better than that of any of the other materials for a given thickness, so it will also be chosen in cold regions.

Planked houses

Another easy way to build houses is a simple frame planked with wooden boards. The boards can be nailed horizontally or vertically aligned onto the frame. With boards about 2-3mm wide, as long as 40mm and 0.5mm thick, these buildings are quickly built, but not very massive and provide bad insulation against the cold and other extremes of weather. While it would have been possible to build a planked house of a quality comparable to frameworked or brick houses, they were usually built as poor men's homes. Also sheds, hovels, shelters and other outbuildings that are not supposed to be heated are built with planks.

Logistics: Relatively simple to build, and very economical with materials, they could be in widespread use within an area. The bad attributes of the planked house though mean they are only used in situations where cost or ease of building is of the utmost importance. A high-quality planked house costs as much and needs more wood than a framework house.



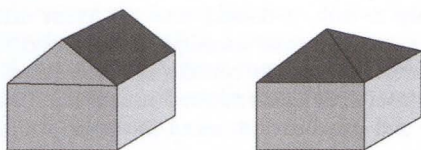
AT THE TOP

Usually the top floor is crowned with a roof but there are also designs in which the roof is an integral part of the building as with the igloo or a trullo (stone age building).

The basic shapes for roofs are the tetrahedron roof (tent roof), saddleback roof, domed roof and flat roof. In addition, there are also sub-forms like the pent roof, hip roof, mansard roof, atrium roof and barrel roof.

Tent and saddleback roof

These are both slanted to make the roof weatherproof. The minimum elevation for a 'waterproof' roof for European conditions is 22 degrees. The more rainfall that is expected, the steeper the roof. The tent roof is often used for buildings based on square or circle shapes. The saddleback roof is the best type for rectangular shapes.



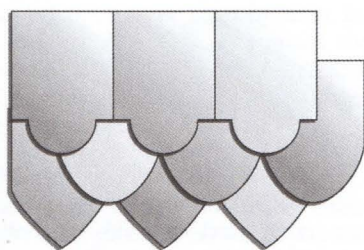
Tent & Saddlebacked

Materials: Tent and saddleback roofs are based on a truss and need a good amount of wood. So it will not be first choice in areas where wood is scarce. The truss is covered with either shingles made of different materials or reed.

The most basic material to use for this is reed. Reed will not literally be reed but can be any long fibred vegetation. Usually the reed will be placed head up, beginning at the roof bottom. To make the roof waterproof, you will need quite a thick layer of reed (more than one layer to be true, but you can't see this from the outside) about 3mm is the minimum thickness. The thickness will also vary with the climate zone. Reed is a good insulator and a cheap solution, because material costs and wages were low. Today reed roofs are expensive, because labour is so much more expensive.

The second method is to use flat shingles. These are made from wood, slate, clay or sandstone. Slate, being the most durable, was used when available

with stone tiles used otherwise. Wood shingles would be used for poor people's houses or when neither slate nor stone shingles were available. Clay shingles need some expertise to make and will be available only to more advanced races. In the real world, the use of clay shingles was all but lost with the demise of the Roman Empire and they didn't come back into widespread use until as late as the 12th Century. Shingles will be mounted in an overlapping pattern to be waterproof. Shingles are usually square or rectangular but there are also variants with rounded or pointed bottoms. The size of a typical shingle is 1.5x2.5mm but many different sizes were used, up to 4.5mm square.



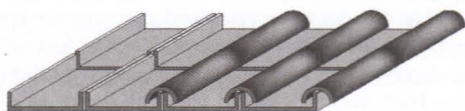
Clay shingles

A special case is of roofs where wooden boards or planks were used like shingles. The boards were 1.5-2mm wide and up to 40mm long.

Flat shingles required nails to be fastened or pins to be hooked at the beams of the truss. Where shingles are made of clay using a mould (instead of cutting wood or chipping slate) there is a possibility to include locking features in the shingle itself. This led to the arched shingle. The first kind was the 'Under and Over' type (Tegular and Imbrex). A flat tray with curved sides (the Tegular) was laid on the roof, and the joints between two trays were made rainproof by means of the inverted cylindrical Imbrex covering them.

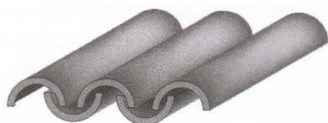


Past Roman designs such as the 'monk and nun' used identical shingles for both 'under' and 'over'.



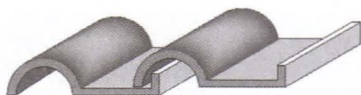
Tegular

More modern designs (still some centuries old) do not use over and under anymore but use overlapping shingles.



Monk

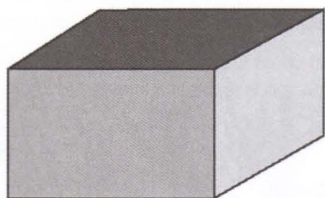
Metal was rarely used for roofs and only upon important buildings like churches. It was applied in the form of large sheets nailed to the truss.



Modern

Flat roof

The flat roof can be built easily and cheaply, so it is used whenever the climate allows for it. Houses located in hot and dry areas will usually have flat roofs. Some buildings have flat roofs as part of their function, ie, as platforms for wares or troops.

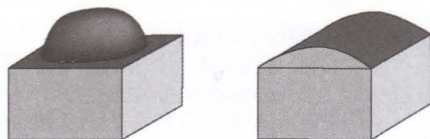


Flat roof

A flat roof can be made using different degrees of wood, reed, bricks or even concrete. If a flat roof has a wide span and has to be made from stone or bricks, a vault will be needed to keep it aloft and this will make thicker walls or other measures to withstand the pressure necessary.

Domed roof

The domed roof is heavier and more expensive than the other kinds of roof but it is also the most stable, can span the largest rooms and is without doubt the most impressive. The domed roof is used for circular and square shaped buildings in the form of the cupola or on rectangular shapes as a half cylinder, called a barrel roof.

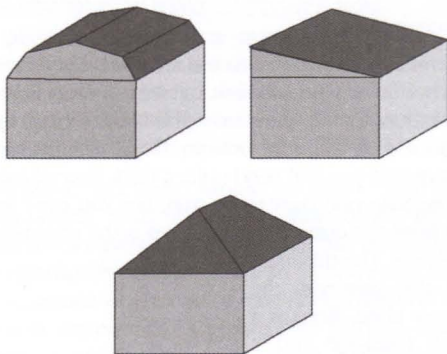


Barrel & Cupola

A domed roof is made of stone, concrete, loam or clay usually in the form of bricks. Because this is basically a vault, a domed roof will often make thicker walls or other measures to withstand the pressure necessary. To counter this, sometimes a frame from some lighter material (usually wood) was made and panelled with metal sheets or wooden planks.

Sub-types

When the attic has to provide additional usable space, the hip and even more so the mansard roof is chosen (the mansard roof was invented to provide cheap living room for servants).



Mansard, hip & pents

The atrium roof is used in hot climates where the roof channels rain into the centre to be collected in a basin in the inner courtyard. The pent roof is used for buildings that need weather protection from one side only. The second side is protected by a higher wall that may be either natural or of another building. This was used for very small and cheap buildings.

There are also buildings in which the roof is an integral part. The trullo is one of those designs. It is basically a circular wall of stone, which gets smaller

with increasing height. You could also say that the pyramid is a building with a built-in roof.

SUMMARY

So, in a desert you will more commonly find cupolas (in the homes of the wealthy) and flat roofs. Whilst in more moderate and wet climates you will find mainly saddleback and tent roofs.

WARMASTER IN STYLE

Before we come to a close, let's have a look at how this affects Warmaster architecture.

If your standpoint is that everything is possible in a fantasy world, all of the above does not really mean anything to you but if you believe in some basic principles like gravity, common sense and resource management it leads to some interesting conclusions.

Dwarfs

These guys live and breathe stone, so stone would be their natural choice for buildings. If they are in a hurry they might build a framework, but only to be replaced with something more permanent. Their practical attitude will make the cube the prevailing shape for buildings.

Their roofs would be made from shingles of slate or other stone. Because of the cold and wet climate, saddle back and tent roofs will be the roofs used most often. Planked houses will be encountered as ramshackle buildings.

Bretonnians and Empire

The most versatile of all races will use all materials available. The most common would be framework with wattle and daub walls and stones for especially strong structures, like castles and towers or for representative structures like courthouses, palais and such. Brick only (ie, without framework) for the houses of the rich and representative buildings like churches and official buildings. A remote farmstead might have a log house. The prevailing roof shape will be the saddle back roof, but tent roofs and cupolas will be used on some buildings as well. Sheds and outhouses will often be planked frames.

The roofs will show the wealth of the owner; poor houses will be covered with reed, the houses of the rich with clay shingles. All other houses will be covered with shingles of wood or slate for the richer people.

Kislev

Humans again and all that is true for the Empire is true for the Kislevites as well. Anticipating a cold wooded homeland makes the log house a natural replacement for stone or framework. Also, the better insulation of a log-wall will make it a good choice for such a cold region. For the same reason there will be a higher percentage of reed roofs than in other human nations.

Khemri

The hot climate will make brick the material of choice. The building will usually have flat roofs, using the least amount of wood possible. In more moderate climate zones, the poor people might have had reed houses, especially in slum areas.

High Elves

This is difficult to say. They definitely would have the knowledge and skill to use all the high tech stuff like clay shingles, metal roofs and concrete and would be able to make buildings of the most astonishing forms from it. On the other hand some Elves might spend a human lifetime selecting the right stones for the perfect wall. An Elven brick wall might be more like a colourful mosaic than an ordinary wall. Basically, all materials are open to be used by Elves, but they would use them differently to humans, the basic shape would probably not be the cube, but the circle or the hexagon or some curved shape. There is a lot of creative space here for you to fill.

Dark Elves

Like their High Elf kin but more sinister, the buildings would probably be less playful and more functional. In contrast to High Elves, the cube might be the most common shape.



Lizardmen

The wet climate will make stone the best choice for permanent buildings. Wood exists in abundance but the climate will make it rot quickly (in the timeframe for a house) and brick might never really get dry.

Orcs & Goblins

Besides some sacrificial places there are probably not many permanent places in Orc society. Constant strife will see the Orcs wander around a lot, so reed huts or planked buildings surrounded by palisades, might be a structure as permanent as it gets. Somehow I can't see Orcs making bricks or cutting stones to rectangular shapes or constructing the framework for a house. A log house might be possible, but probably with the logs vertical instead of horizontal. The main shape would be the circle because an Orc would drop his gear and claim all the space as far as he can reach.

Next issue we will take look at building details, like windows, doors and columns/pillars and also how to design different types of buildings.

ADVICE FOR GREEN BOSSES

A Muddle of Myths and Misapprehensions or a case of mistaken identity?

By Wayne Rozier



I wouldn't have an Orc army! They've got the worst Leadership, bad shooters, weak chariots, poor mounts, awful monsters, no flyers, naff artillery, etc.

All true in context, I freely admit. However, look deeper and you'll find a great army list. It's a hard army to command but it's also a hard army to beat. Every army would appear to have its nemesis in some other army – an army that it fears more than others – Orcs & Goblins appear to have more than one. When I'm drawn against High Elves I know



I'll be facing a General with Leadership 10 and fearsome shooting combined with knights with a 4+ save. Against Dwarfs I have to contend with another good General, artillery to die for, high saves and hits, and a confounded dispel attempt. A smart Undead general can out Break Point my army and has the best Chariots and awesome cavalry with a 5+ save for 60pts all backed up by debilitating artillery and magic. Chaos and Lizardmen gives me the collywobbles with all that armour and wild magic spells. All of the above armies outclass Orcs & Goblins in the aerial arena. That leaves the Empire, Kislev and Bretonnians; these need to be well led to take on Orcs but equally so an Orc Boss still has to work to gain victory over the humans – it's no walk over!

So if it's so bad why use Orcs & Goblins? Well apart from being well-sculpted figures and having the largest army list in terms of choice – which is almost a good enough reason in itself – I believe that many of the myths are just that, myths.

WORST LEADERSHIP

Absolutely true, but at the same time it's also a total falsehood. Yes the General is poor – but with two Heroes with Leadership 8 per 1,000 points, – two Heroes with Leadership 7, a Shaman with Leadership 7 and a Shaman with Leadership 6, the Orcs & Goblins list is rich in sub-commanders. You are spoilt for choice and can spend more on commanders than any other general.

The upshot of this is that in small 1,000pt games you are disadvantaged against armies with Generals of Leadership 9 or 10 – they can move their smaller armies faster than you. In 1,500pt games this tends to be less of a problem although in 1,750pt games, it's like commanding 2,000pts with only three



Heroes. At 2,000 pts things really tip in favour of the greenskins – well OK not in favour of but perhaps more in balance. Ideally, a 2,000pt army will have three (possibly four) Orc Heroes and the Boss to count on plus back-up from two Orc Shaman and two Goblin Shaman. I sometime purchase a Goblin Hero, give him a magic sword and put him on a Wyvern – a very cheap +4 Attacks, *Terror* causing, flyer, at 135pts – I know a few Chaos and Elf commanders who'd like that one!

Consider this... In a 2,000 – 2,999pt game you have four or five Heroes with Leadership 8, three or more with Leadership 7 as back-ups and two Goblin Shaman with Leadership 6 for emergencies, you should have between 21 and 28 units. Assuming seven leaders that are worth talking about would mean three to four units per leader. Most other armies are working on a ratio of six to eight units per leader. Now stop and reconsider that fact. You can have a unit to leader ration one half of other armies. Pause! Now think about how you order your army about. Is it in brigades of four? Why would you do this? If a Hero fails to command a big brigade the whole brigade stops. Now what happens if a Hero fails to command a brigade of just two units? It leaves the other two units available for a command attempt from another leader. That's the key to using Orcs & Goblins! When trying to close on the enemy – you may need to roll an 8 followed by a 6 – or even a 7 then a 5. It can be done but it's also likely to fail – however, if you try it enough times it will work. The key that unlocks this army is now turning! Taking many attempts in one turn to move small brigades pays dividends – you should get at least one attack in.

Correct my maths (not the rounding errors!) but I think trying an 8 then a 6 fails 70% of the time somewhere in the attempt – so success is only 30%. Trying it twice means both fail 49% of the time – both succeed 9% of the time and one succeeds 42%. Therefore, 51% of the time you get a result. That's a lot better than a 30% chance for an all-or-nothing attempt. So, as long as all you want is to get one successful double move in but you wouldn't sniff at two then you're better off moving smaller brigades.

So how is this done? Simply by making sure you have overlapping command zones. What's not simple is keeping your army cohesive enough so that the units are close within overlapping command zones.

THE GRAND STRATEGY

Know that you are going to get stalled units. Accept messy lines as desirable. You often need to move reserves up before pushing the front line on but don't get obsessed about neatness.

As with all armies you must examine the terrain and use it as best you can – a unit of Goblins can hide in a wood and be left there. They form a base for Shaman to operate from and give that -1 command



radius for 30pts of static troops. Having worked out; what the opponent wants; which is the decisive ground; where the killing ground is, etc, you must then determine a plan. This means knowing where your attack(s) will be delivered, what you need to hold lightly, what you will anchor your army on, and which flank to refuse.

Your centre is artillery (if used), Goblins and a few Orcs. Your attack is Boar Riders and Wolf Riders, the link between the centre and the attack is Orcs and Ogres interspersed with Wolf Riders. This is the most crucial aspect of your army, solid foot that can; exploit terrain; provide shelter for the cavalry wing; protect the artillery in the

centre from a distance and will take the sting out of enemy assaults – therefore it needs one or two screening units to absorb enemy shooting. Your refused flank is Orcs backed up by Chariots and Wolf Riders to the rear. These can dash out to blunt any assault on your weak flank and can act as a fast reserve.



TIME

With four Shaman and possibly two Rock Lobbers, time is on your side. Keep the Lobbers separated to avoid flying destruction and brigade them with Orcs or Goblins 1cm to their front to deter such attacks and assist in target selection by limiting fields of fire. Do not take Lobbers unless you are playing 2,000pts and over. One is not worth having. The four Shaman can get one or two *Gerroffs!!* off each turn – remember it's straight back and only a D6x5 not 5D6 – so you can break up his brigades but you need to target units with a clear run to his own board edge. You can also attempt a *Foot of Gork* with luck one occurring every other turn. It's a good artillery killer. If he hides his army on a hill and waits for you – do not oblige him until you have 'splatted' his guns.

MANOEUVRE

As discussed, move small brigades of one or two units, sometime a power-block of three, rarely four – unless a single commander is pushing up reserves. Assemble your cavalry brigades so that the units behind are off-centre to each other. This helps to prevent two units being killed in one charge and then two more in an advance – more importantly it allows the rear unit a Line of Sight to charge before moving the front unit. This means that should the screening Wolf Riders get driven back, then the Boar Riders behind them may elect to block their way in order to stay within charge range. Make gaps in your front line that allow screened units to charge through but make the gaps in a way that they cause enemy that charge your screened units to also contact the screen.



Be prepared to leave your one and two stand depleted units behind – use evade moves to pull them out and only charge on Initiative if it's worth it.

SHOOTING!

On the whole, this is a bad aspect of the army and yet when you are in close it can be used to great advantage. Wolf Riders when brigaded with Boar Riders can nip behind the enemy lines and shoot away the support units that are not engaged in combat. Better yet the Shamans can lay down *Gotchas!!* into melees – those hits on melee units carry into the combat and supporting units suffer drive back. The best option is often to drive the enemy supporting units forward into fighting friends and so cause automatic confusion! The lobbers aren't the best artillery in the world but with no save from lobber hits these are best used against those nasty armoured things such as Chaos or uber monsters.



FIGHTING

This is what Orcs do best! A base of 4 Attacks allows them to win a lot of combats – but with only 6+ or at best a 5+ save it also enables them to lose a lot of melees too. Whichever way it goes Orcs usually put up a good fight and exact a heavy price from their enemy. The hardest

aspect is getting them stuck in – with only Heroes to command they can and often do stall in sight of the enemy. Then there is the issue of brigade organisation. When static and on hills, do not put Goblins to the rear as support – you need them as an ablative shield – if charged and pushed back let them die so that the next rank counts as *defended*. The same applies when advancing – but when you contact the enemy you want to go in with your toughest troops so any leading Goblins will be in the way. The answer is to deploy your ablative troops separate from your massed fighters with gaps between them for the chargers to go through. If you fail to charge home you may still get some shooting off. Do not be afraid to charge in frontally.

COMBAT MAGIC

Once the combats have begun, the green shaman is often bewildered by the choice of spells. Do you blast in with *Gotchas!!*; boost the boyz with *Waaaghs!*; or hinder the counter assault with *Gerroffs!!*? Well, as a *Gerroff!!* is no *Doom and Despair* you need to consider what may be revealed for the advance before casting it. If the boyz look like they could be in for a long melee a *Waaagh!* could be in order – especially if the enemy is defended. If the enemy is in a big block and you reckon you could zap four units or so with one *Gotcha!!* then it may be worth the odds. Of course with four Shaman you may end up with all your spells coming off. But if in any kind of doubt play the percentages and make sure of the *Waaagh!* first.



ASSESSMENT OF UNITS

Goblins: Cheap, can shoot, useful as flying columns, sacrificial screens, and boosting the Break point. With no armour and only 2 Attacks these things die quick. But the enemy has to deal with them, if they are ignored they can exploit flanks.

Orcs: 4 Attacks for 60pts! Bargain! Top combat troops.



Black Orcs and Ogres: 4/4/5+ makes them good for absorbing some shots but you could have the best part of two units of Orcs for the same price. Then again, I sometimes place a Wyvern in a unit of Ogres when it's on defensive duties – makes the enemy think twice before trying to roll them up.



Trolls: With 5 Attacks these are tremendous killers and in column formation will protect the flanks of any formation BUT the -1 to command is a killer – works OK in a Chaos army.



Chariots: Only a 6+ save – these things are fragile but at 80pts make for good second line fast reserves. Protect them! Use them in exchange for enemy assault troops.



Wolf Riders: Oh, but for 3 Attacks or a 5+ save! They really are not much cop in combat and don't take a lot of shooting punishment. But they can exploit exposed stuff, shoot supporters away, take the hits for the Boar Riders and mop up weakened enemy units – freeing the Boar Riders for more serious front line duties. They are light (very light) cavalry – use them as such. Do not expect to win frontal assaults with these guys – in fact don't expect them to beat up on flanked infantry if there is more than one fighting enemy stand.



Boar Riders: Don't leave home without these. Four Attacks means that just like Orcs they can really hurt enemy when attacking and sell themselves well when on the receiving end. Bung a Hero on a chariot with a magical sword or a Wyvern in here and you are really doing some damage, 6 or 7 Attacks even when flanked.



Giants: Well what can you say – a most unpredictable thing – Good value at 150pts but not a steal. This thing can win you a game or lose it for you – all on a failed Command roll. The trick is to get it positioned with a Hero and then when close to combat try for a charge but line it up for a failure that will send it into enemy on almost any outcome except a 'Stands still!' Goblin Shaman are really good at making Giants fail their commands.



Rock Lobbers: Bit overpriced at 75pts with no Stand & Shoot. They make excellent targets for flyers so protect them well. They also slow down what is essentially an attacking army. BUT with four Shaman and a reasonable screen they can hurt monsters and slow up the enemy advance – I usually buy two Orc units and one Goblin unit worth of troops for 30 close combat attacks in preference to the six shooting attacks from two Rock Lobbers.



DEVICES

Always take a *Scroll of Dispelling*. Banners are a waste of time for this army – I could be tempted by the *Banner of Fortune* – knowing my bad luck I'd like one of these in every unit. Magic swords for the mounted Heroes. Then, whatever appeals. Some even recommend the *Crown of Command* in

conjunction with three units of Trolls. Interesting! I may often take a *Ring of Magic* and a *Staff of Spellbinding* – but all this paraphernalia reduces the points available for troops.

MOUNTS

Standard 10pt chariot with +1 Attack – It's almost a must have for an Orc or Goblin Hero with a magic sword – +3 attacks or +2 and a re-roll to any joined combat.

Wyverns have +2 attacks and *terror* for 80pts – It's not a great bargain when compared to a Dragon with +3 attacks and three shots for just 20 more points. I used to shy away from this thing – but as already discussed it can take a Goblin Hero and magic sword for a total price of 135pts. This can then be used to push attacks home or bolster exposed troops. Joining a column of Ogres (or Trolls) means that if they are flank charged they get 9 (or 12) +4 Attacks against a terrified enemy most commonly on 9 Attacks, that is unless the chargers bring their own *terror* or other ability with them.



CAN YOU WIN WITH ORCS & GOBLINS?

Too right you can! But it takes practice and patience. It is an army of many subtleties. There is no single route to victory. Some armies soften up their enemy with shooting, others can out-dance their foe, some will out-armour and out-punch you, and others out-grind. Orcs & Goblins are a 'grinding' army with aspects of the punch and some subtle magic. However, this could also be said of Empire, Undead and Lizardmen armies. What is unique, to the Orcs & Goblins though, is the depth of command. In terms of the opening myths I have to conclude that Orcs & Goblins have the best Leadership of all the armies and unlearning the practices of big brigades is the first step an Orc Boss needs to take before leading a successful Waaagh!



Written and developed by Tristan Hoag & Lex Van Rooy.
Additional pictures by Tristan Hoag.

PART 2: TIME IS ON YOUR SIDE

'...Time, time, time is on our side...' 'Time, time, time is on our side...' The assembled Elves were singing along on the top of their lungs. Their commander had thought it most demoralising for the human defenders in the besieged fortress to witness the weekly celebrations. The siege had gone into its third month now, and surely the supplies inside were dwindling, making the abundant festivities even more frustrating.

Over the previous weeks, the besieging force had gone through its normal routine and with the artillery from the siege-train erected and chipping away at the walls, the rest of the army had set up camp. Knowing they were there to stay, and aware that their commanders did not want to waste lives in a brutal storming of the wall, they had constructed several siege towers and other pieces of equipment. Fortifying the campsite to repel any sorties from the defenders, they were now patiently waiting for a breach in the walls. A few sallies, aimed at torching the engines, had been easily repulsed. Even the unexpected delay of

fresh supplies had not phased the troops. Surely the humans were still bickering in their distant court on sending a relief force.

Welcome to the second instalment of *The Art of Siege*, an ongoing collaborative effort to create a siege campaign for Warmaster. In our first article, we discussed how to choose forces for a campaign, and how to determine the value of a castle to the defenders. This article will deal with the area outside the castle and the issue of timescales.

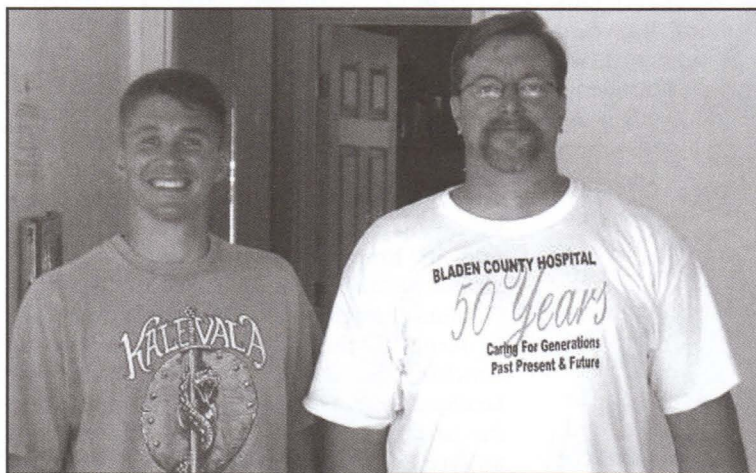
As we determine below, the battles fought during a siege will not be limited to the walls of the castle. There will be several occasions in which the attacker will find the fight on their doorstep. To accommodate this within our campaign we will not only need to map out the castle but also the area directly outside it, and the besieger's camp also.

Few sieges were resolved in the course of a single day, so it is unrealistic to attempt to play a siege out as a single battle. Most often the siege took place over several weeks or even months and

involved a great deal of tedious waiting, punctuated by sharp, ideally decisive action. To represent this, the siege campaign is carried out in two different time frames:

Strategic Time and Mission Time.

Strategic time represents several days to a week of actual time. In this time frame, the attacker will be using siege artillery to attempt to weaken the walls from a distance, send out troops to forage for



Cheesy grins all around – the authors

resources from the surrounding countryside and build (additional) siege equipment to help in assaults. The defender is mostly waiting, preparing to react to the attacker's efforts.

Mission time is when the actual battles are played out. Depending on the outcome of events in Strategic time, players will face certain scenarios. For example: the scenario Into the Breach is played only after a section of wall collapses from artillery fire during Bombardment (shooting in Strategic time). There will always be the option for a player to find the right time to attack. In either case, the player in question must declare that they will be attempting a scenario, and then the scenario is actually played out.

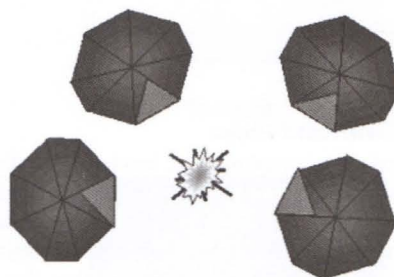
Completing the Siege Map

As mentioned at the end of the article in WarMag 13, your Siege map should have a map of the castle and the surrounding terrain. As the siege campaign is played out as a series of scenarios, and not just a single battle, there is no need to have the entire castle on the table for every game played. In fact, some of the scenarios will not involve the castle at all! Many scenarios will deal with the action occurring on just a single facing of the castle.

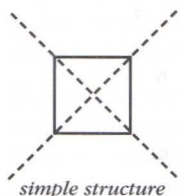
To represent this aspect of the campaign, the siege map is divided into several sectors. As a general rule, there should be a separate sector for each side of the castle (not taking into account the sides of gatehouses, etc). Thus, a square or rectangular castle would have four sectors as shown in the diagram below) obviously, this is not going to be effective with larger or unconventionally shaped castles. When representing these types of structures, there should be a separate sector for every 120cm of wall space. This translates to approximately ten sections of wall, or eight sections of wall with a few towers spread throughout.

Each sector of the Siege map is divided into four areas. The first area is the castle. This includes the wall of the castle and 20cm of ground outside. Next is the battleground, where much of the actual fighting will take place. This is basically the area directly outside the castle wall, and about 80cm wide. This is followed by the attacker's ready area, which is where the besieging forces will have created their defensive lines. The final area in the sector is the attacker's camp, where units are held in reserve and can be commanded to gather resources from the surrounding area. Both the camp and the ready area are approximately 20cm wide. Anything outside of this range is considered the countryside, and is not a part of any particular sector.

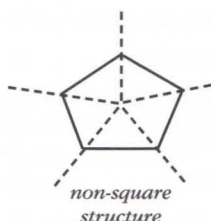
At the beginning of the campaign, the players will need to divide their forces into the sectors. The defender's forces will be in the castle area, whilst the attacker's forces can be divided between the camp and ready areas of each sector. Each sector should include at least one character model to command units in the sector. Once the location of all units and characters has been decided, they should be noted for further use. At this point, you are ready to begin your first siege day. Ideally there should be a separate map for both the attacker and the defender and only they need know the



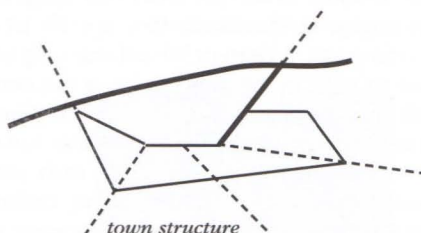
A camp area



simple structure



non-square structure



town structure



Siege map showing relevant sections

dispositions of their respective units and characters but a shared map is fine. Try using counters or pins on your map to represent the different units and characters.

Strategic Time

Strategic time represents the vast amount of time spent preparing (and waiting) for the actions of the siege to occur. This is the time frame in which artillery bombardment of the walls will occur and siege engines are constructed. Strategic time is further divided into siege days and siege weeks. Siege days are the basic unit of Strategic time, and take into account troop movements and activities such as building siege equipment and earthworks, gathering resources and siege artillery fire. A siege week is made up of five siege days. At the end of a siege week, players calculate casualties, and employ resources to maintaining their forces. Both siege days and weeks are played out on the Siege map, rather than on a gaming table (although you are free to use your gaming table to put your Siege map on while you are using it!).

Playing through a Siege Day

A siege day consists of three phases, described below (any similarity to the phases of any existing game is purely coincidental...).

Command

Shooting

Combat

The Command Phase

In a siege day, commands are less concerned with the exact location of specific units and brigades than they are with the general area into which the units have been placed, and to what activities they have been assigned. The attacker takes the first turn. Commands are given by a character to units and brigades as in Warmaster, but represent orders to move to another area of the Siege map or to engage in special activities, specific to the siege campaign. A Hero or Wizard may only issue orders to units in the same sector as the one to which they were assigned. The army's General may issue orders to units in other sectors, but will suffer a -1 Command penalty for each sector between him and the unit being ordered. Command tests are made in exactly the same way as in Warmaster. If the character wishes to issue a series of commands to the same unit or brigade, the standard penalty of -1 Command for each consecutive order is used as normal.

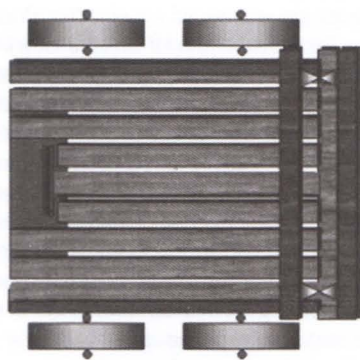
Unlike Warmaster, there are different types of commands that can be given in the command phase. These are described opposite:

Move: This command will be sufficient to move a unit or brigade from one area to another within the same sector (although no unit may be commanded onto the battleground unless it is done in a scenario), or to move the unit from one sector to an adjacent one. When the unit or brigade is moved into the adjacent sector, it will remain in the same relative area in which it started (for example, you cannot move a unit from the camp area of one sector to the ready area of the next sector). Note: Each of the sectors inside a castle are considered to be adjacent to all others; thus units defending the castle can be moved from any one sector to any other as a single command.

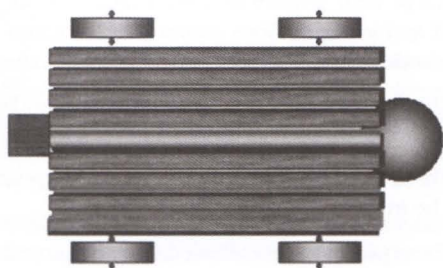
Build: A unit commanded to build will begin to construct siege equipment, earthworks and defensive walls (the player gets to choose what will be built, obviously...). Each item chosen will require a certain amount of time to be completed. In addition, each type of project takes a different amount of resources (this will be explained in greater detail when we discuss resources; for now it is best to assume that there are enough resources available to build what you need). The siege day requirements for building some specific items are described below.

The basic algorithm is simple: you need one order for every 20 points of value, and one for any point of armour. Also, you will see that there are several items that are progressions upon each other, these can never be built in one go but must be built over several days of construction.

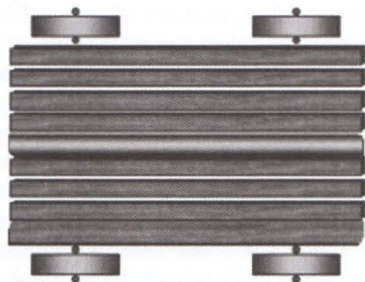
Construction	Points	Min/Max Armour	Orders
Siege Tower*	10	6+ to 3+	2-5
Ram	10	6+ to 3+	2-5
Sow	5	6+ to 3+	2-5
Mantlet	10	—	1
Oil	15	—	1
Mangonel	80	—	4
Bombard	90	—	5
Trebuchet	120	—	6
Barricade	5	—	1
Stakes	15	—	1
Palisade	20	—	1-2
Ditch	10	—	1
Trench	—	—	1
Redoubt	20	6+ to 4+	1-3
Bastion	40	6+ to 4+	2-4
Falaise	5	—	1



Siege Tower



Siege Tower

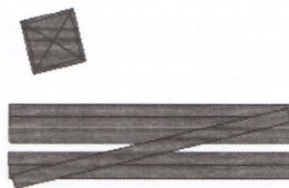


Siege Tower

*Siege tower may be equipped with ram, in which case you build the tower and then add the ram with two orders.

The number of orders for these bits is what is needed to construct/emplace them, these don't include any precautionary measures see WarMag 9 – digging for victory.

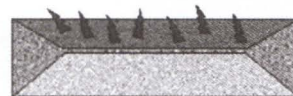
When a unit has been ordered to build an item, it is considered to be unavailable for further commands and missions occurring in the sector until finished or ordered to stop building. If a unit is ordered to stop building midway through (because they are fighting perhaps) the build is lost and must be commenced again from the start.



Barricade



Stakes



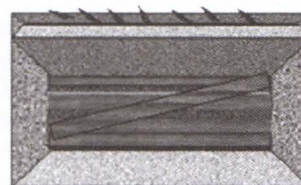
Palisade



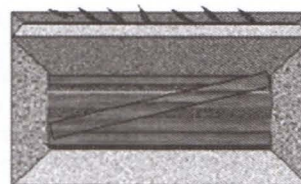
Ditch



Trench



Redoubt



Bastion

Gather: Only a unit in the attacker's camp can be commanded to gather resources. A unit that has been successfully commanded to gather will be unavailable for any scenarios that occur on that siege day. The unit moves into the countryside area and searches for needed materials, such as food, medicine, building materials and the like (this option will be discussed in greater detail when we introduce resources to the campaign).

As in Warmaster, a character can continue to give commands to legal units and brigades until a command is failed. When the General has failed a command, the player's Command phase is ended.



... "Pwabhgg", Nutmeg Klang, the senior Nailboss of the Crooked Fang tribe spat out the nails he had in his mouth. With audible thuds they stuck in the dirt just in front of the bobb-nailed boots of one of the tribe's lesser warbosses. "Zod, man, yer can see yerself, dat ting aint done!" Pointing the hammer in his hand at a load of buckets his attendants were hauling up the side of the siege tower, "zers all 'em nails still to be ammerd in, and all da gubbinz and nugginz. I say yer now, itsa no good to use".

Godlog, the boss that had drawn the short tooth when they had decided to get another siege tower from Nutmeg's construction site, was wearily eyeing the hammer that Nutmeg was swinging around to emphasis the point he was trying to make. Everyone knew Nutmeg was a wiz when it came to make the toolz for a siege, but when left to his own strange devices would never actually finish one, always claiming that they needed more nails and extra bitz.

He desperately needed to draw Nutmeg's attention elsewhere, so his boyz that were already sneaking up on the tower could take it out and use it for their attack on the distant castle.

The Shooting Phase

Shooting in the course of a siege day does not represent the actual firing of units at other units but is concerned with the efforts of the attacker's siege artillery to break down the walls of the defender's castle. The firing of siege artillery, as described in the Warmaster rulebook, is entirely too effective for a campaign. If the attackers could reasonably expect to break down the walls of a castle in an afternoon of bombardment, the defenders would never invest so much time and effort into erecting them in the first place! In order to more accurately reflect the results of siege artillery fire, it has been changed to a siege day activity. Otherwise it functions exactly as described in the Warmaster rulebook and in the Trial rules for Mangonel and Bombard in WarMag #1. Any piece of siege artillery in a ready area may fire at wall and tower sections within range, located in the same sector.

In the case of artillery that is included as standard in an army list, such as cannons or rock lobbas:

- These must be ordered onto the battleground (to be in range) to be deployed.
- These pieces are not allowed to be employed in any scenarios on a siege day in which they have attacked a wall.

The Combat Phase

Unlike the Combat phase in a Warmaster turn, the Combat phase of a siege day involves actual games of Warmaster played according to scenarios dictated by the criteria of the entire siege. As suggested earlier, some scenarios will be triggered by occurrences in the siege, such as a breach opening in the wall, whilst the players, depending upon their interpretation of the situation, may declare others. If a scenario is automatically triggered, it will follow the Shooting phase of the siege day as normal. If no scenario is triggered, then both players have the option of declaring a scenario after the Shooting phase, the attacker declaring first. If neither player desires to declare a scenario, then the siege day is ended and the next day starts with the attacker's Command phase as described above.

When a scenario is declared, the declaring player must indicate in which sector it is to take place. Only units and characters that are in the chosen sector are able to participate in the scenario. The one exception to this is that a player's General will always have the option to move to the sector in which a scenario is taking place. The attacker is only able to start with units that were assigned to the ready area of the relevant sector; the units in the camp will only be able to show up as reserves. The defender can draw reserves from any other

sector of the castle. The details of how these reserves are to be drawn up are described in more detail in the mission descriptions. In all other respects, these scenarios are played out using the normal rules for Warmaster.

Scenarios

The following table provides a preliminary overview of the scenarios – we will go into further depth about these in part III including when they are to be played. Additional suggestions are welcome – contact us using: ivansoulseeker@yahoo.com.

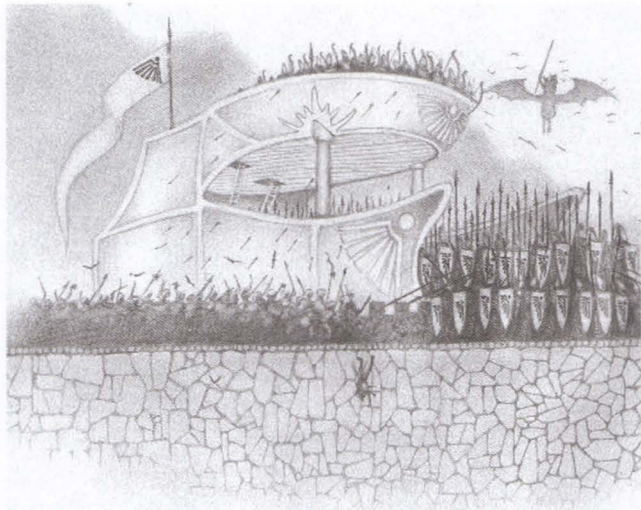
The table shows when the mission can be played, who can choose it and where it takes place.

Scenarios fought before the siege takes place will influence the starting position of either player. As they take place before the actual siege there will not have been any time to actually construct any fieldworks.

Special scenarios will have a specific condition that needs to be met before they can be declared. These conditions can be dependant on a hole being created in a wall, or be met with Event cards that are part of the resource deck (we did tell you about resources being important, did we not?), some can be met by both! Exact conditions will be described in the next instalment of this series.

Global scenarios outlines

Ambush: Partisans have been gathering in the countryside, weary of the continual raiding by the besieger's foragers they have banded together and will try and defend their own. Although normally ill-led and equipped, these situations become a real threat to the besieger if the defenders have managed to gather regular troops under a proper commander.



Blockade Run: Trying to get desperately needed supplies into the castle, local partisans time this to occur during a sally of the defenders. Will they be able to reach the safety of the castle with well-needed supplies in time?

Breakout: The attacker puts part of his forces outside the wall and tries to force units through the fledgling defence lines of the besieger. Units that make it into the countryside will be the nucleus of a guerrilla force that will influence foraging and open up other scenario types for the defender.

Enemy Within: Through subterfuge or infiltration, the attacker has managed to sneak a unit inside the castle. Who have managed to open the gate. Will you be able to capitalise on this, by rushing enough troops to their aid, or will the defenders be able to close it again in time.

Feint: Normally both players can only execute one scenario per turn. The feint allows the attacker to start a normal Over the Wall scenario in one sector and then break off at any time at his convenience. He may then go straight into a second Over the Wall scenario in a different sector.

Scenario table	Besieger		Defender	
At the actual start of the game	Stragglers	Countryside	Breakout	Camp
During the game	Over the wall	Battleground	Messenger run	Camp
	Sally	Camp		
	Blockade run	Camp		
Special Scenarios	Enemy within	Castle	Relief force	Camp
	Feint	Battleground	Ambush	Countryside
	Into the breach	Battleground		
	The Keep	Castle		



Into the Breach: When a section of wall finally comes down, the attacking troops immediately try to capitalise on this. This scenario deals with the assault immediately after a collapse. Subsequent scenarios against a breached wall will be normal Over the Wall missions, as the defenders will have been able to organise their defences.

Messenger Run: The defender tries to put one or more messengers beyond the lines of the besiegers to get word of the siege to his countrymen/liege lord/allies. A successful messenger run could lead to the timely arrival of a relief force.

Over the Wall: The most basic of attack missions. This is the classic storming of the walls, where units using all sorts of siege equipment will try to gain a foothold on the defences.

Relief Force: Notified of the dire predicament of their fellows, a relief force has been gathered that will try to lift the siege. The besieger's own camp will come under attack, with the additional risk of defenders sallying out to help their rescuers.

Sally: Well aware of construction and movement in the besieger's camp, the defenders will sally forth to take out siege equipment and other construction sites.

Stragglers: The defenders still have several resources beyond the besieger's lines.

Any resource that is lost diminishes the defender's hand of Resource cards for the first turn and adds to the one of the besieger.

The Keep: The castle is being overrun. Breaching and taking

the Keep, where the enemy commander and his last troops have holed up, will clinch the victory for the attacker.

Finishing the Siege Day

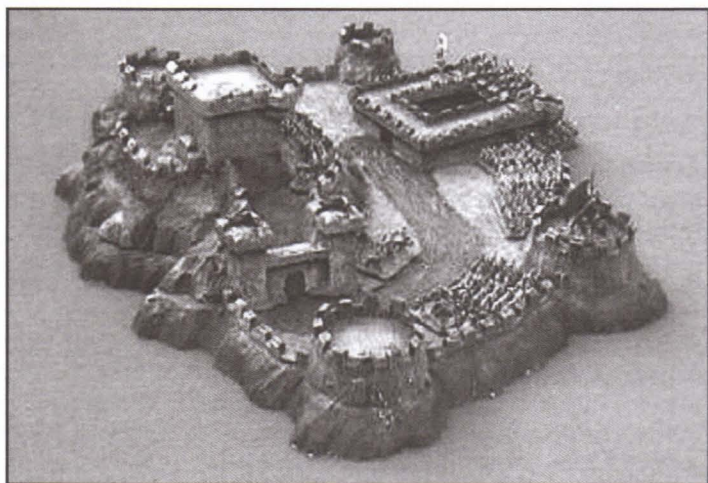
After all scenarios have been played, the siege day is done. It is important at this point to keep track of units that were partially or completely destroyed during scenarios, and the results of the scenarios themselves as these can effect the decisions made on the next siege day.

After the scenarios are complete, roll a D6 for each stand lost from each unit. If the score is less than or equal to the Hits value for the unit, the stand has been able to regroup, and will still be able to function in the next day. If the result is greater than the Hits value of the stand in question, it has been too badly mauled to regroup, and is destroyed. Creatures that can be badly wounded will roll against the halved hits value to determine if they are able to withstand their wounds. If they do survive, they will still be considered wounded until resources are used to bring them back to full strength.

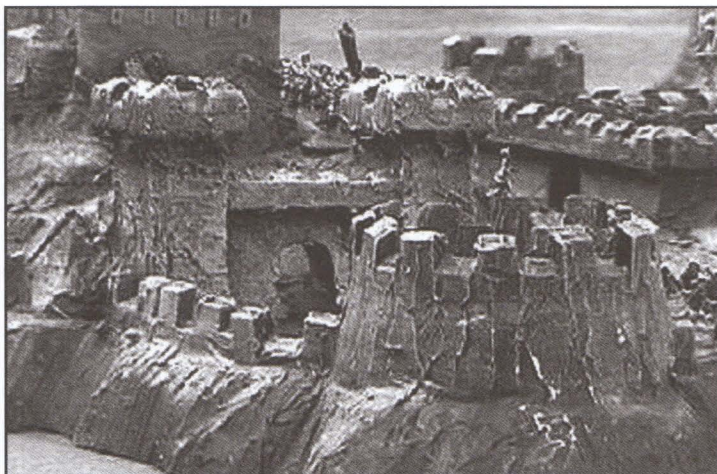
The attacker has the option of moving damaged units into the camp area and replacing them with undamaged units that were in reserve, provided they were not drawn up during the course of any missions which occurred during the day. All other troop movements must be saved until the next day's Command phase. At this point you begin the next siege day with the attacker's Command phase as described above.

The Siege Week

The logistics of a siege are maybe not the most glorious part but tend to play a significant role in



the proceedings. The siege week is where these matters are dealt with. As stated previously, five siege days constitute one siege week. At the end of a siege week, both players must take into account the effects of casualties accrued during the week's scenarios, and use resources to react to them. We will go into greater detail on this option in the next article when we discuss resources in greater detail (in case you hadn't noticed, using resources will be a very essential part of the siege campaign!).



One option that requires no expenditure of resources is to combine a pair of damaged units into a single complete unit. In order to do this, the player must be using units of the same type, (infantry to infantry, cavalry to cavalry, etc) and cannot mix different types of monsters or artillery (Harpies are Harpies, and can never become Dragon Ogres!). Machines cannot be combined. The final unit will be of the least expensive type (two stands of Chaos Warriors combined with a stand of Marauders will make a full unit of Marauders). A player can only combine units inside the castle area or in the camp area, and the resulting unit will be located in the sector where the units were combined. Otherwise, they can be treated as a normal unit of the defined type, and will be available to order in the player's next Command phase.

...Looking at the bedraggled bunch of farmhands and peasants that had gathered near the deserted bivouac of his archers, Sergeant Thibolt addressed his liege-lord Guy de Grande-Souri. "I have to say again, my lord, there is no way that I can train those peasants to use the bow to any level of skill. I would suggest we merge the remainder of my men to bolster their numbers and make sure we hold that wall on the next assault!"

Conclusion

At this point, you should be almost ready to begin your siege campaign. The next article will deal with the issue of resources and how they affect the decisions the players will make throughout the campaign (if you are bothered by the prospect of waiting for the next instalment, remember that patience is the right frame of mind for a siege campaign!).

ADDITIONAL NOTES

The (Siege) Engineer

In an earlier WarMag article, it was suggested to include an engineering troop type. As indicated, correctly costing such a unit might not be as easy as it looks on first glance. With the Art of Siege rules we have included another suggestion along these lines.

Our basic assumption is that these individuals are in even shorter supply than the average hedge-wizard and warlock that usually accompany armies. Also, from a 'local' point of view, the Engineer's work would be held in much the same awe or reverence as that of the equally mysterious mages.

In game terms we would suggest that any army MAY swap one (and no more than one!) of its mages/sorcerers/runesmiths for a Siege Engineer.

All the basic rules for that individual on the specific list remain the same (like command radius, value, etc) including the ability to use wizard only magic items (as we simply assume he uses a technological device with the same result).

The only thing that DOES change is his ability to be mounted (Engineers are very much 'both feet on the ground' types).

The one thing that is added is the ability to order (de)construction activities at a +1 Command value.

Some notes on equipment

Although we try to stay away from changing any of the basic rules on sieges there are two things that we'd suggest you take into consideration:

1) Basic wall-storming equipment is free!! In effect, this means that it doesn't take two orders to activate a unit for some wall storming. So grapples and ladders may cost when playing one-off games, but when playing a siege campaign their cost is ignored.

2) Log rams are of no use against the walls of our basic castle. They can however be used for attacking a gate. More importantly, they can be used against the inner doors of a castle thereby slightly increasing the chance of dislodging defenders holding a gateway.

DISPATCHES

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

SUMMER CAMPAIGNS

Hello there, as a painter and collector of figures since I was five (I'm now thirty-one) I was very glad to see a return to small scale gaming as I had pretty much given up on Epic, and Napoleonics can only go so far. Warmaster really looked the ticket and fancying myself as something of a tactician I thought I might actually stand a chance of winning a few games no matter which army I chose.

Having perused the armies on offer at the time I invested in the Empire army. I now have a total of 3,000 points too. I based my army on a good mix of cavalry and infantry with as much artillery as I'm allowed. Imagine my joy when Brian Mattock and Justin Brown also invested in the game so that we could run regular bouts between us. Unfortunately, this joy was soon dashed to the pits of Hades by Brian. His skill at gaming is unreal. He's never lost a game. Justin and I usually 'gamed ourselves into the ground' and it mattered little who won but how we played the game. As the rules were clarified in the Q&A and on the Net our games became more involved in petty squabbles over "can I flank charge or can't I?" and so I concentrated more on building my army and painting it than playing the game itself. Then we managed to convince Brian to enter the 2000 Tournament, which he did. He won through as you all know and is now hailed as a God of Warmaster wherever he goes. His ego is now almost as massive as his Elven army!

The ego is justified when you consider that the only game Brian lost was when the manager of the GW store in Crawley (Phil – the beardy one) and I played him and Justin. In this game we used a 3,000 point combined Empire army and took only one general to Brian and Justin's two (and we had truly legendary dice rolls). Brian was not a happy bunny and this is why in his campaign rules he insists on two generals per 4,000 point army.

A summer campaign was Brian's idea because we hadn't played the game since last summer when he won the tournament. So, with the aid of GW Crawley (thanks Phil!) we were able to make a map and start a league consisting of several two-member teams. I won't go into detail but due to an oversight in who was supposed to be playing whom, the combined might of the Empire became divided one week with the two Empire armies meeting on the field of battle. With "Ride of the Valkyries" playing on assorted mobile phones the two sides squared up! Ian Blunt and I have very different armies despite both being Empire players. His is more infantry based and mine more of a mobile-based army. Tactics soon became obvious from the start, as neither player was interested in sitting back. Ian



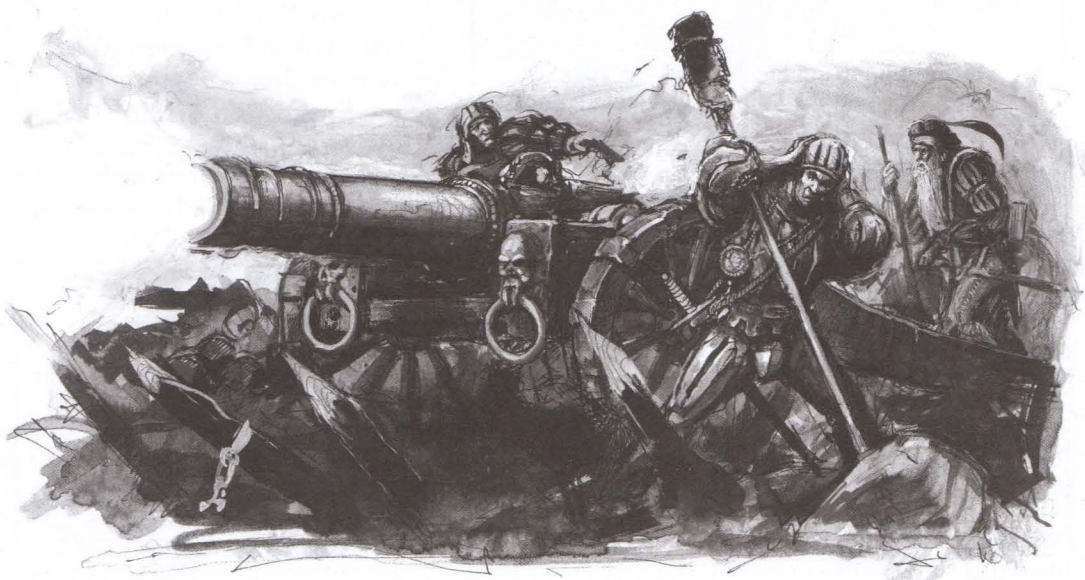
commenced with a direct assault on my front line with a horseshoe-shaped brigade of cavalry that moved 30cm before freezing from a failed Command test. Unfortunately, my first move was also stalled by failing Command tests on everything but my Steam Tank which 'chugged' up the centre expecting support from two units of Handgunners, brigaded with two units of Halberdiers who stubbornly refused to move. Fortunately my artillery moved into position on a raised hilltop on the left flank.

The second turn finally saw combat on both sides in which I lost my Steam Tank, a unit of Crossbowmen and a unit of Halberdiers that were caught by a flank charge. Ian then advanced into two units of Knights and finally a unit of Pistoliers that managed to stay the advance. If his large cavalry formation hadn't been foolish enough to move again then they wouldn't have suffered at the hands of my artillery. My cannons pounded the brigade and caused confusion in the front ranks but didn't kill anything. Unbelievable but true. The cavalry brigade really suffered though, when fired upon by two units of Handgunners which caused some serious damage to the already depleted ranks of the Knights.

Turn three saw the resurgence of Ian's side as he continued with his two-pronged manoeuvre from the right side of the battlefield and on down the centre, supported by his artillery. I must admit that by this point I had to re-group every turn and try to keep out of the range of his roving artillery. The situation was starting to look bleak as I had already lost almost half of both my infantry and cavalry.

Turn four, and whilst Ian's army had the luck of the devil, my dice rolls were pathetic, you know the kind, one hit in thirty dice rolls sort of thing. My tactics had been better but luck favours the bold or so it seemed. I was staring Death in the face! Fortunately for me though, Ian made a fatal error – he advanced too far with his artillery by 10 centimetres and my luck was given another chance to surface. He failed to hit with his newly positioned cannons, allowing my large block of infantry that had remained unscathed in the centre of the battlefield to live a little longer. Ian's luck had run out, he failed to pass a single Command test for the rest of the turn. So I thought "Sod it!" I have been reactive for so long and now is my chance. I steamed up the left flank with my remaining cavalry and despite having to pass a ridiculously difficult Command test (a '4' in fact!) I managed 'snake-eyes' on the dice more than once. Rolling like an Orc General, I passed four consecutive Command rolls on a brigaded unit of two units of Knights and one of pistoliers and managed to charge Ian's artillery in the flank. Kiss goodbye to two batteries of cannon and two Helblasters. I was then able to advance into two units of Crossbowmen. This was to be the last turn as both of us had been playing for about two hours and had decided on a short four turn game. If it hadn't been for that famous last charge... well 'nuff said! As it happens I won by a mere 26 Victory points. Half a stand of Crossbowmen but a win nonetheless. Would it were that things were that easy against Mr Mattock, but that's a tale of annihilation for another day.

Wolfie





CONTACTS PAGE

COMING SOON...

Mordheim

Amazon Warband, Empire in Flames

Inquisitor

Daemon Hunter, Daemon Host

Battlefleet Gothic

Ork Battleships, Apocalypse Class Battleship

Warmaster

Dragon Princes of Caledor

Blood Bowl

Nurgle's Rotters, Oldheim Ogres



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Spain	93-336 8772
USA	1-800-394-GAME
Any other	0044 115 91 40000

Specialist Games catalogues contain the complete range of miniatures for each of the specialist games. You can purchase one from your local direct sales division.

SURFING THE WEB

All our games have great websites full of free downloads, resources and up-to-date news.

www.BloodBowl.com

www.Mordheim.com

www.Epic40000.com

www.Necromunda.com

www.Warmaster.co.uk

www.BattlefleetGothic.com

www.Exterminatus.com

www.Specialist-Games.com

The websites now contain an article archive. This will tell you whether rules are experimental, official or House rules. Some can be downloaded as free PDFs. Check out the relevant website for more details.

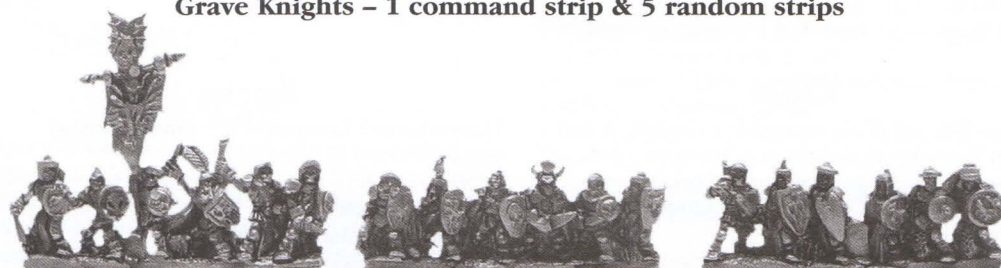
Contact Us! We welcome feedback on the magazines and experimental rules we publish. We also have letters pages that need filling so don't hesitate to get in touch! We can be contacted via email: fanatic@games-workshop.co.uk or by post at: Fanatic, Games Workshop, Willow Road, Lenton, Nottingham, NG7 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.

Vampire Counts



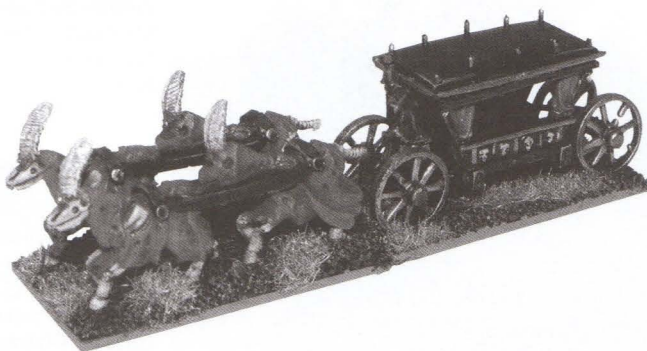
Grave Knights – 1 command strip & 5 random strips



Grave Guard – 1 command strip & 5 random strips



**Winged Nightmare –
1 complete model**



Black Coach – 1 complete model

VAMPIRE COUNTS STARTER ARMY

This starter army includes enough units to make up a 1,000pts Warmaster army.

This is ideal 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.

A Vamp Counts Character set, three units of Skeletons, three units of Zombies, one unit of Ethereal Host, two units of Grave Guard, one unit of Fell Bats and two units of Grave Knights.

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 2002 Annual
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 Dragon Ogres)
Trolls (9 Trolls)
Ogres (9 Ogres)
Chaos Character set
Lord riding Chaos Dragon (1 complete model)
Chaos Sorcerers (2 complete models)
Chaos Chariot (3 chariots)



Chaos Warriors

Dark Elves

Dark Elf Spearman
(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)

Dwarfs

Dwarf Warriors (1 Command & 5 random strips)
Dwarf Rangers (6 random strips)
Dwarf Troll Slayers (6 random strips)
Dwarf Cannons (2 complete models)
Dwarf Flame Cannon (2 complete models)
Dwarf Character set

Dwarf Gyrocopter (1 complete model)
Dwarf Thunderers (6 random strips)
Dwarf King on Throne (1 complete model)
Dwarf Anvil of Doom (1 complete model)



Dwarf Trollslayers

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)

High Elves

High Elf Spearman
(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)

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 Kroxigor)
 Salamanders (6 random strips)
 Terradons (3 Terradon stands)
 Stegadon (1 complete model)
 Mage-Priest on Palanquin
 (1 complete model)
 Hero on T-Rex
 (1 complete model)

Miscellaneous

Dark Shadows Albion set (3 complete models)
 Rat swarms (10 pieces)
 Casualty Markers (10 pieces)

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)



*Orc Boss on
Wyvern*

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 Mangonel and Trebuchet require crew models.
 The following crew packs are available: Bretonnian,
 Undead, Orc, High Elf, Empire and Dwarf.

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)

Vampire Counts

Skeletons (1 Command & 5 random strips)
 Ghouls (6 random strips)
 Zombies (1 Command & 5 random strips)
 Vampire Counts Character set
 Dire Wolves (1 Command & 5 random strips)
 Fell Bats (3 Carrion stands)
 Grave Knights (1 Command & 5 random strips)
 Grave Guard (1 Command & 5 random strips)
 Vampire Hero on Winged Nightmare
 (1 complete model)



Ghouls

Forgeworld

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

To order call 0044 (0) 115 916 8177

Or Visit www.forgeworld.co.uk

FWM900	Blarney Castle	£12/\$20.00
FWM902	Bunnatty Castle	£25/\$42.00
FWM904	Stone Tower	£12/\$20.00
FWM901	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 Palanquin.

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.

Vampire Counts

Miniatures designed by Mark Bedford and painted Graham Bailey.



Grave Knights

Graham has gone for some very typical Undead colours here – dark tones, black, grey and a weathered bronze for the armour. This decayed look is complimented by the vibrant red of the lance pendants and the steed's reigns.



Grave Guard

Graham has followed the above technique for the Grave Guard. Sticking to the same colour scheme, he has managed to create a drab, ancient look for the weapons and armour. This, however, contrasts strikingly with the bright red of the tattered surcoats and helm scarves of the troopers.

WARMAG

THE ESSENTIAL WARMASTER SUPPLEMENT...



- *The Art of Siege Part II – siege campaign rules.*
- *Battles of Legend – The battle of Hel Fenn*
- *Modelling Masterclass Part VII.*
- *Orc & Goblin Tactics.*
- *Dispatches – your Battle Reports.*
- *Warmaster Hordes – the full range of Warmaster miniatures.*

Vampire Counts

(Top) Winged Nightmare designed by Mark Bedford and painted by Graham Bailey.

(Bottom) Black Coach designed by Mark Bedford and painted by Graham Bailey.



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Fanatic Games,
Games Workshop Ltd,
Willow Road,
Nottingham,
NG7 2WS, UK

www.Warmaster.com

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