

Issue 18

WARMASTER

MAGAZINE

Art of Siege Part IV

The Tale of Gossard de Lacy
Of Skinks & Kroxigors



WARMASTER MAGAZINE 1 140016



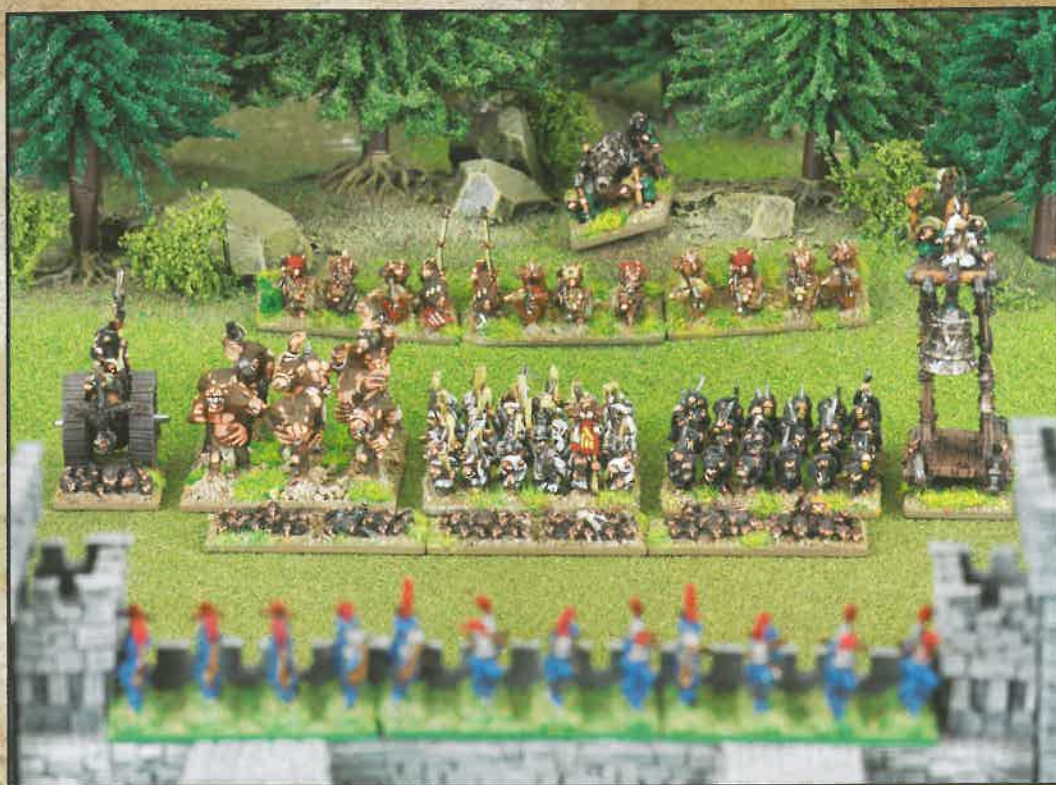
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INTRODUCTION

Hello and welcome to issue eighteen of Warmag. What's this? Following on from the most prestigious release of the Skaven army we finally have a few to show off on the cover of WarMag! This issue sees the release of the mighty Screaming Bell, fearsome Doom Wheel and Warp-lightning Cannons to complete the Skaven army. Now that players have all of the models necessary to build their awesome rat-hordes, we here at Fanatic wait with baited breath for the first feedback on this year's new army.

This issue sees the welcome return of Lex Van Rooy and Tristan Hoag with the fortuitous Art of Siege, now into its fourth part and still running – hope that there's sufficient supplies for us to hold out! There's a report from the Warmuster II tournament held down in Farnborough by our old friend Wayne Rozier. Mike Bolton shows off his new Bretonnian army and takes on the High Elves in a battle report, whilst Gene Cochran showcases his amazing Lizardman army and gives us a few tips on how to paint them.

Read on and enjoy!

Steve

CONTENTS

- What's New for Warmaster?** **2**
We have more Skaven for you this month – the dreaded Screaming Bell, Warp-lightning Cannon and Doom Wheel.
- Contacts** **3**
Where to find the details for subscriptions, new releases, events and more.
- The Tale of Gossard de Lacy** By Mike Bolton **4**
Background, tactics, a new scenario and a battle report for Bretonnians – could you possibly ask for more?
- Warmuster II** By Wayne Rozier **18**
A report from the second Warmuster event held in Farnborough on the 18th of May
- The Art of Siege Part IV** **24**
The fourth and possibly final part of the long-running siege campaign system. This issue covers scenarios.
By Lex Van Rooy & Tristan Hoag.
- Range Catalogue** **38**
The full catalogue for Warmaster, including Fanatic and Forge World.
- Of Skinks and Kroxigors...** By Gene Cochran **42**
Collecting, painting and using Lizardmen armies by master painter and gamer Gene Cochran.

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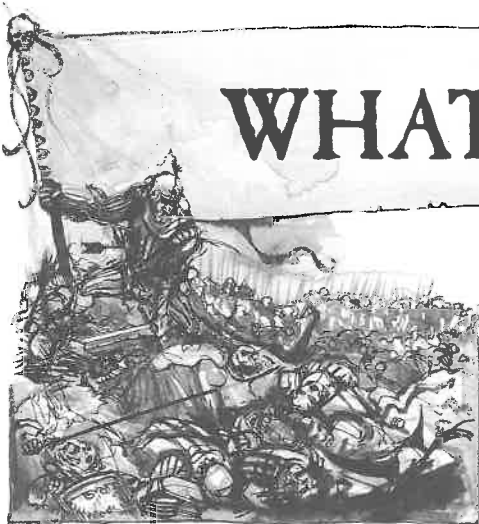
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WHAT'S NEW?



Following last issue's Skaven army release, we have some of Clan Skryre's most fiendish of inventions to bolster any up and coming Skaven Warlord's army. These models were sculpted by expert Warmaster Miniatures Designer Colin Grayson.

Below we have the infamous Warp-lightning cannon. This is a very important addition to any Skaven army as it is the only artillery piece available. This model is a multi-part kit and is available in a blister pack of two complete models.

Next, we have possibly one of mighty Clan Skryre's greatest inventions – the Doom Wheel. This awesome model is simply bristling with extra characterful bits, such as the Jezzail team mounted on the front and the Clan Skryre Warlock with banner standing triumphantly atop his devilsh machine. This model comes as a complete multi-part kit.

Finally, the focal point of any Skaven army – the Screaming Bell. This evil and arcane device carries the all-powerful and scheming Grey Seers to battle. This model is a wonderfully ramshackle affair, all brackets, bolts and spikes. As well as the model of the Grey Seer, the Screaming Bell comes with a striker and several other lackeys. This model comes as a complete multi-part kit.

Details for ordering any of these new releases can be found opposite.



Warp-lightning Cannon



Doom Wheel



Screaming Bell



CONTACTS PAGE

COMING SOON...

Mordheim The Thing In The Wood
Inquisitor Tau Water Caste
Battlefleet Gothic Space Marine Escorts
Warmaster Bloodletters, Flesh Hounds
Blood Bowl Zara the Slayer

EVENTS CALENDAR

Conflict Bristol 29th June 2003
Inquisitor & Gothic weekend 5-6th July 2003
UK games Day 14th September 2003



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THE TALE OF GOSSARD DE LACY

by Michael Bolton

Battle report by Michael Bolton, Erwin Jackson & Steve Hambrook

"And it came to pass that as the snows on the Cascades melted into the purest sparkling water and trickled into the lakes of northern Bretonnia, a noble knight was making his camp by the shores of a small lake between two mountains known as the Grandes Titons.

The sun slid behind the peaks as the knight said his evening prayers to The Lady. As he knelt facing the lake with his forehead resting on the pommel of his sword, the omnipresent golden hum of the evening insects faded away and the hazy autumn evening light picked out a slight figure on the far side of the water. As the hero watched, the figure moved towards him and took shape as a beautiful lady. She was wrapped in a diaphanous miasma of aquamarine fabrics and her golden hair, which hung down to her waist, was decorated with a single glass clip. She moved effortlessly over the water and stepped daintily onto the shore in front of the silent and staring knight.

He whispered, almost choked "My Lady" and bent his head in reverence. A melodious voice drifted through his consciousness although the lips on the visitation did not move.

"Gossard de Lacy. There is a danger coming. A dark and dread danger from the times long forgotten by the people of this land. I bring you a gift such that none may gainsay your role as chosen protector of the mountains."

The Lady reached into the cold waters of the lake and held out a crown. Of simple but beautiful craftsmanship, it glinted in the shallow sepia light that still spilled over the crests of the mountains, each drop of water that fell from it a glistening and irreplaceable jewel.

"As long as you wear this crown, the folk of this region will follow you. Use it wisely and these good people will heed your words. It is a heavy burden, but a challenge worthy of a great knight."

The apparition turned dreamily and sank into the crystal cold water. The crown rested on the grass and a lingering phrase filled the knight's soul.

"Prepare, Pray, Prevail..."



This was the image I had of my new Bretonnian army well before I even had a model to paint. Gossard would be heroic, he would carry the burden of unspeakable forewarning and he would have the undying fealty of his people.

The army had to look like it was an army that had been carefully built up over the years. The difficult part was going to be the Knights. Each one had to have a different heraldic device and I knew this was going to be an awesome test of my painting patience. It was, and it took me twelve months to paint the Knights Errant. Initially, I undercoated them with white but the figures looked anaemic so I ended up undercoating them with black. Besides silver paint looks better on black and there was a lot of armour!

The heroic bit was simple. I envisioned Gossard preparing for the forthcoming confrontation by gathering around him the best Knights in the realm. The very best he would call his 'Band of Brothers', the Grail knights, the others would become the rest of

the army. During the years of preparation, Gossard would have built up a core of trained retinue troops, bow and spear armed plus a contingent of Squires – all of which would bear his personal colours, the blood and sky banner. A couple of units of peasants hastily raised from the villages near Gossard's castle would complete the army.

Of course, Gossard had the magical *Crown of Command* that the Lady had given him and I felt that the Grail Knights should have something to distinguish them from the other knights. They received the *Banner of Fortune* rather than the *Banner of Shielding*, which I thought better, reflected their battlefield experience.

Of course, Gossard had time to choose the best commanders in the realm. Eric van Horn, was a natural choice as he had been a friend of Gossard's since childhood. He had acquired a magical sword battling against the Skaven hordes in the Marches and his men swore that he was personally protected by the Lady. Hugo Le Fleche was a quiet man given to long periods of thinking and tending his Pegasus. The creature had found Hugo, wounded and bleeding, some years ago and had helped him to safety. Hugo also had reciprocated by caring for the beast and a mutual bond had developed. Hugo had his father's sword that was reputed to be extremely lucky and was kept in a special silver scabbard at his side.

The Lady Genevieve was not so much chosen by Gossard as chose him. She was the fairest of the Lady's maidens and well versed in the arts of healing. They first met when she tended to a wound that Gossard had received during a horse race for a wager, and although both knew that nothing could come of their feelings they both knew that they were meant never to be apart. Gossard bought her a Unicorn from an Araby trader and sponsored her progression through the temple until Genevieve was raised to high priestess of the Lady of the Lake. She had awesome power, some said aided by the power of the Unicorn, but like Gossard she had secretly received a visit from the Lady and wore on her finger a magical ring that few knew of.

This then was the army of Gossard De Lacy that I spent twelve months working on and I am now very proud of it. It is a great change from my Dwarfs and every game I have played has been very close. The fact that it contains seven units of Knights does mean that if it loses four of them the game is over; on the other hand it can lose infantry without caring because of the *Knightly Arrogance* rule. The key to success with this force is to be brave. There should be no dithering with the Knights or they will be defused by the enemy placing units within charge range and forcing the Knights out of position on Initiative charges. The only





consideration is not to lose four units of Knights in one turn. Try and smash his army with three! You would be amazed at how much damage three units of Knights can do to an infantry line. They will then be counterattacked and will no doubt lose all three units under a torrent of evil; however they will also damage many of these units. By now my opponent may well be nearing his withdrawal point and I'd still have four units of Knights left!

Magic is vital. I adore the defensive spells available to the Sorceress. *Aerial Shield* and *Combat Shield* are superb, as is *Lady's Favour*. Many times I have used the *Ring of Magic* to automatically cast *Lady's Favour* and seen my opponent watch in horror as the Knights smash into a flank that moments before had been safe. *Eerie Mist* is also very useful for breaking up brigades. A unit of Grail Knights with *Combat Shield* cast on them is an awesome sight especially as the spell lasts until the next turn and remains in action in the opponent's counterattacking turn.

The first outing with the army in earnest was at a competition held by the Warhammer Players Society. It was 1,750 points, which is

a great choice as it means all armies have to have a large number of 'normal' troops. To my amazement the army actually won four out of five games, only losing to a Lizardman army that was led by one of the best players in the game, Christian Burnett. I have informed him however that I will beat him one day!

The Bretonnian army is, in my view, the way the lists should be evolving. It is a human army BUT it is slightly different. It has tremendous strength in its Knights but awful challenges with its impetuosity and brittleness. All armies should have strengths and weaknesses and this, so far, has been the beauty of the Warmaster system. Long may it be so. The key thing for me, however, is that Bretonnians look great on the field: Thousands of banners fluttering in the breeze, creaking leather and clanking armour. It is an army that rewards playing like a knight.

Just put your spurs to your mount's flanks. For the Lady... Charge!

The Army of Gossard de Lacy

Gossard de Lacy (General) <i>Crown of Command</i>	225 Pts
Eric Van Horn (Hero) <i>Sword of Cleaving</i>	105 Pts
Hugo Le Fleche (Hero) <i>Sword of Might</i> Pegasus	90 Pts
1 Lady Genevieve (Enchantress) <i>Ring of Magic</i> Unicorn	90 Pts
6 units of Knights	660 Pts
1 unit of Grail Knights <i>Banner of Fortune</i>	140 Pts
2 units of Men-at-Arms	90 Pts
2 units of Bowmen	110 Pts
2 units of Peasants	60 Pts
2 units of Squires	180 Pts
Total Army Cost:	1,750 Pts

CAUGHT NAPPING!

Fiannil Dragonfriend, Prince of Eataine, lay dozing in his command tent. His sleep had been troubled. The memories of the great Dragon Indyoatar invaded his dreams – the wars against Chaos during the Age of Strife, the battles of the Sundering and the destruction of Nagarythe. Indyoatar, who lay slumbering outside Dragonfriend's tent, had joined the Elven expedition to Bretonnia as their guide. It had been the memories of the Wyrms that had brought the exploratory force to the Old World. After waking from millennia of sleep, the Dragon had revealed that buried in a ruin south of the human city of Brionne, lay ancient devices of the mythical Old Ones. A quest had been despatched to find these devices, as it was feared that if the relics fell into human hands, disaster would result as the unskilled humans meddled with forces beyond their understanding.

The thundering sound of hooves woke Dragonfriend from his slumber. As he rose, Raumoro, one of his Ellyron scouts, burst into his command tent. "My lord, an army of humans is upon us," Raumoro said breathlessly. "They bypassed our patrols under the cover of night and are now positioning themselves for an attack."

Dragonfriend leapt from his camp bed and rushed outside. Seeing the Bretonnian army ready to assault his position, he shouted to his commanders who were rushing to join him. "Deploy for battle!" As Dragonfriend, vaulted into the saddle of his Elven steed, Indyoatar leapt into the skies, Elven war horns once again calling him to battle.

He could only see the silhouette of the chief scout but he heard his whispered voice clear enough through the damp early morning mist.

"They are digging my Lord, Just beyond the rise. They number quite a few but they couldn't have been expecting any trouble."

"Well done. See to it that the men are ready." The eyes flashed once and were gone.

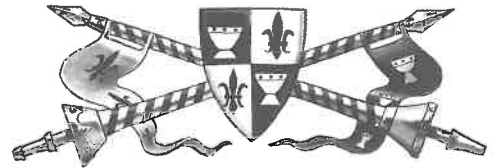
Gossard de Lacy had no idea what a substantial force of Elves was doing in Bretonnia. He had even less idea why they had set up a mine of some kind, but they

were trespassing upon his land and he wasn't going to allow them to take anything from Bretonnian soil without his say so.

His army, or what he could gather at such short notice, had approached at night with hooves swaddled in cloth and in near total silence. His scouts had dispatched some Elven sentries and the force had miraculously approached behind the cover of a low hill to within half a league of the encampment. Behind them, the sun's first rays were painting the clouds a misty red. He looked around and saw his knights arrayed in their divisions, the muffled chink and creak of full harness was music to his ears.

Still nothing but the scrape of shovels and the ringing of picks from the direction of the Elven encampment. It was time, thought the Duke. He raised his sword, the mighty Spitfire, it glistened in the sun's rays. He filled his lungs with the morning air and his heart swelled with pride. Like all Bretonnian nobles he had no doubt that his arm was strong and his cause was just...

"For the Lady," he bellowed. "Charge!"



An army has made camp and has been caught unawares by an enemy that has forced marched. One side is exhausted and the other completely surprised – anything could happen...

This scenario is devised to simulate an ambush of one army by another. Rather than just decide which army is the ambusher and which the ambushed what follows is a system to determine this based upon the armies that are chosen.

Each side must calculate the number of scouting points it has by adding up the points gained for each unit in the army. Consult the table overleaf to determine the scouting points for each unit:

Scouting Table	
Unit	Scouting points
Cav with +6 save (or worse) and Dwarf Rangers	3 (No chariots)
Cav with +5 save	2 (No chariots)
Any flying unit (not mount)	4
Any magic user including Runesmith	1
Infantry with +6 save or worse	1
Undead infantry with +6 save or worse	0.5

The final Scouting point total for Undead and Vampire Counts armies is halved to reflect the fact that they are, in the main, mindless animated corpses and more likely to be caught napping.

The army with the highest Scouting score is the ambusher. If there is a tie, the army with the most units of Cavalry is the ambusher. The ambushed army is deployed first anywhere within 40cm of the centre of the battlefield. The ambusher then deploys his

troops anywhere on the battlefield BUT more than 30cm from any enemy unit. The ambusher has the first turn but cannot move any units, although the army may shoot and cast magic as normal.

The ambushed army 'sees' the ambushers and gets to respond on Turn 1 in its own phase, however for Turn 1 only it can only move a number of units equal to its own army size minus the difference in points between its own and the ambushers army Scouting points total. In addition, these units can move without the need for Command rolls but each unit can only move one phase, to simulate consolidation in the face of a surprise attack.

The table should have some sort of defensible terrain near the centre, such as a farm or village around which the ambushed army has camped for the night. There should be woods or hills scattered around the edge of the table that have hidden the approach of the ambushers.

Number of Turns

Roll for the number of turns using the table on page 79 of the Warmaster rulebook.



THE HUNTER HUNTED

Painting different heraldry on all of my knights meant that as soon as I finished 1,750 points of Bretonnians I had to stop! My sanity needed a top-up. When Erwin asked me to help him out with a battle report I jumped at the chance as it was something I always wanted to do. It was a great opportunity to test out the Bretonnians against a great looking army and a terrific opponent. Steve had suggested that we use a new scenario, which was lucky because I had just been working on an idea for a surprise attack. 'Caught Napping' seemed to work well as a balanced scenario so we suggested we use it to Steve. It was a Friday morning when I arrived at Games Workshop where I met up with Erwin. I have known Erwin for a couple of years but I have never played against him. He has the most beautifully painted High Elf army and so whatever the result of the battle, with his Elves and my Knights the game was going to look great!

I had to use all the figures that I had. I had only painted 1,750 points so my army selection was made for me (see army scroll).

On arrival, I had a simple plan! I'd focus my attention on one part of Erwin's army before he could reorganise to face the threat. My knights would be in two brigades. The first brigade of three units, including the Grail Knights, would shatter the enemy, and then a second brigade of four would tidy up what was left after Erwin had counterattacked. For the infantry, I generally use my Peasants as a skirmish line in front of the Bowmen. This works well against cavalry armies as I let the Peasants die when charged so the Bowmen then get to stand & shoot and then, whatever happens the enemy cavalry have to stop and await the horrible fate that will come thundering their way!

The Squires would form a 'shooty, mobile' block that can disrupt enemy assaults and does well as a defensive stand & shoot unit on its own. The plan would be to arrive in concentrated form from one direction and hope that it would take Erwin some time to move all his units from 'all round defence' to face a specific threat. It would mean pinning some of his units with the expendable infantry and crushing his exposed and outnumbered units with the knights. The plan would rely on me being able to move my infantry quickly into a position where Erwin would have to do

something about it, whilst my knights awaited the moment for a spectacular coup-de-grace. Surely nothing could go wrong? – Mike

BAITING THE HOOK TO CATCH SOME KNIGHTS

Mike and I have been trying to get a game against each other for years. However, every time we turn up at the same tournament luck has been against us and we've never got drawn to play each other. So when the opportunity to have a game against his new Bretonnians at GW HQ came up, I jumped at the chance. I had also heard lots of reports on how lovely Mike's new army was and wanted to get a look at it.

I decided to use my standard 1,750 point 'take on all comers' tournament list for the game. I did make a few small changes but in the 'real world' you don't always get what you want when going to battle so I thought why not!

First for a bit of backbone – two Archer units supported by a brigade of three Spearmen units. This makes a good defensive/counter attack force and a solid infantry block to support my cavalry. Next was a brigade of three units of Reavers. I love these guys!! Fast and with the ability to dish out nine shooting attacks makes them perfect for disrupting the enemy's advance and allows time for my strike units to move into position to deal the killing blow.

Next, a brigade of two units of Chariots and a unit of Silver Helms for doing as much damage as possible before they die. My last brigade consisted of three units of Silver Helms, one of which carried the *Banner of Shielding* (for recognition I used my Dragon Princes of Caledor unit). This brigade was my primary strike force. Last, but not least, I included a unit of Giant Eagles.

As my second commander, I took a Wizard on a Dragon with a *Sword of Might*. In the early stages of the battle, this character would command units on one flank but then his role would then change to one of combat support, either with magic or by joining combats to increase attacks and cause *Terror*. With the remaining 20 points, I gave two of the units of Silver Helms in the strike brigade magic swords.

Note that I don't have an Elven Bolt Thrower even if it probably would have been a good choice in this scenario. The reason for this is

I don't have one in my tournament list because you have to commit troops to protect it, which slows down and reduces the manoeuvrability of an entire section of the army. I much prefer speed over extra shooting attacks.

After a practice game of the scenario at the Tanelorn Wargames Club in north-east London, I formulated a basic battle plan. I would position my infantry in a strong position and if Mike surrounded me I would use them to slow and defend against attacks to my weak points (one flank or rear). If he did not, I would use them to advance towards his infantry to destroy them or into a position where they could bait his Knights into a charge.

My Reavers would attempt to get into missile range of some of his knights as soon as possible, to break up his brigades and possibly take some stands off his knights to slow them down. They would also be used to try to bait Mike's knights into changing them.

My Chariot Silver Helm brigade would move to counter one of Mike's fronts then charge or be charged, cause some damage and die. I was particularly keen for them to neutralise Mike's Squires or any other troops that got between his knights and me.

If I could do so without risk of them being changed on Initiative, my Eagles would move behind and within 20cm of Mike's units on Turn 1. As the Bretonnians don't have any flying units to counter this, I could easily reduce a Hero's command to seven and make it more difficult for him to advance. If knights were nearby, I would also place the Eagles out of their line of sight but in a position to charge their flank on Initiative. Finally, I would position my strike brigade towards the centre of my line where the rest of my force could protect them. Being in a central position would also allow me to strike where needed, especially if I manage to bait Mike into striking with his knights.

In summary, I would slow down and break-up Mike's advance with Reavers, Chariots and Giant Eagles. I would draw out and attack his knights with the same units and my infantry. I would crush the already damaged knights with a counter charge from my own heavy cavalry. Simple – right?
– Erwin



BATTLE REPORT

Deployment

As per the scenario rules, Erwin's High Elf army deployed first, within 40cm of the centre of the battlefield, which we marked with a terrain piece of a barrow. Directly on top of the barrow (gaining defended status) Erwin deployed his infantry – one brigade consisting of three units of Spearmen facing north and one brigade consisting of two units of Archers facing south. To the east of the barrow, Erwin deployed the rest of his army. This consisted of a brigade of three units of Reavers and three units of Silver Helms facing north and a brigade of two units of Chariots and a unit of Silver Helms facing south. In addition, a unit of Giant Eagles were deployed on this flank just to the right of the cavalry. The Dragon mounted Wizard was positioned near the Giant Eagles and the army General with the infantry on the barrow.

Bretonnian Turn 1

Again, as per the scenario rules, Mike's army took the first turn and deployed in the east, on the High Elf right flank. The Bretonnians could deploy anywhere but no closer than 30cm to any High Elf unit but weren't allowed to move this turn. Therefore Mike had to bear in mind the proximity of the enemy and the possibility of being charged

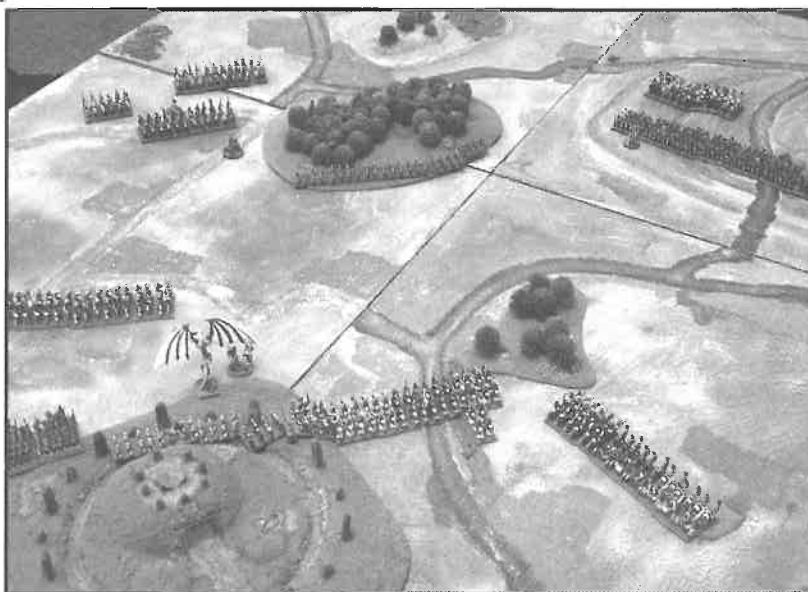
first. Taking advantage of the high ground to the south-east, Mike deployed a brigade consisting of three units of Squires, a brigade consisting of two units of Men-at-arms and two units of Peasants and a brigade consisting of two units of Knights. Accompanying these units in the south-east were a Hero and a Hero mounted on a Pegasus. In the north-east, to the far side of the wood, Mike deployed the bulk of his cavalry – a brigade consisting of three units of Knights with a brigade consisting of three units of Knights and a unit of Grail Knights immediately in front of them. Mike deployed his two units of Bowmen just behind the woods with the Enchantress and army General on this flank.

High Elf Turn 1

Now aware of the enemy's deployment Erwin started moving units to face this threat. The Wizard ordered the Giant Eagles to land behind the Bretonnian units to the south-east, upon the large hill, which they managed easily, utilising their incredible movement. He then ordered the brigade of two units of Chariots and a unit of Silver Helms to wheel around and face the Bretonnian Squires and infantry that had appeared to the east. The General ordered the brigade of Spearmen and Archers to march out of the barrow and form up a battle line facing the Bretonnian Knights to



The battlefield after the Bretonnian's first turn



The Bretonnians advance in the centre

the north-east. The brigade of Reavers was ordered into bow range of the Bretonnian Knights and unleashed a successful volley driving a unit of Knights back and out of brigade formation with their fellows. The Wizard moved from the right flank to the left and attempted to cast *Heavens Fire* but was unsuccessful. All in all not a bad opening move!

Bretonnian Turn 2

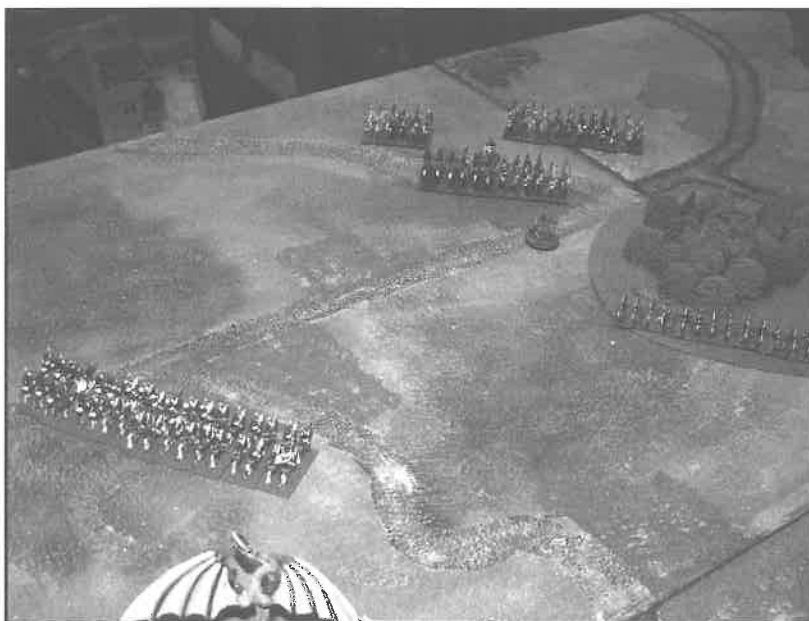
Mike knew that he was going to have to get his troops moving pretty 'sharpish' if he was going to capitalise on the advantage of

in the previous turn and so suffered a -1 Command penalty). Mike had more luck on his right flank and successfully ordered the Bowmen into the relative safety of the woods although unfortunately none of the Knights wanted to move! Not exactly an avalanche of destruction upon the fey ones!

High Elf Turn 2

Determined to take advantage of Mike's rather lacklustre opening move, Erwin charged the Giant Eagles into the flanks of the brigade of Knights on the hill to the south-east using their Initiative. The Reavers

on the High Elf left flank manoeuvred round to bring their bows to bear upon the hapless Bretonnian Knights. The brigade of Spearmen and Archers advanced to the edge of the barrow bringing them into bow range of the Knights. The Wizard again failed to cast *Heavens Fire* to support the missile troops. The ensuing hail of arrows drove the Grail Knights back but failed to confuse them or cause any casualties.



Turn 2 - The Bretonnians are driven back by shooting

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as he had caused
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off but Erwin
wisely withdrew
them rather than
having them
advance into the
second unit of
Knights).



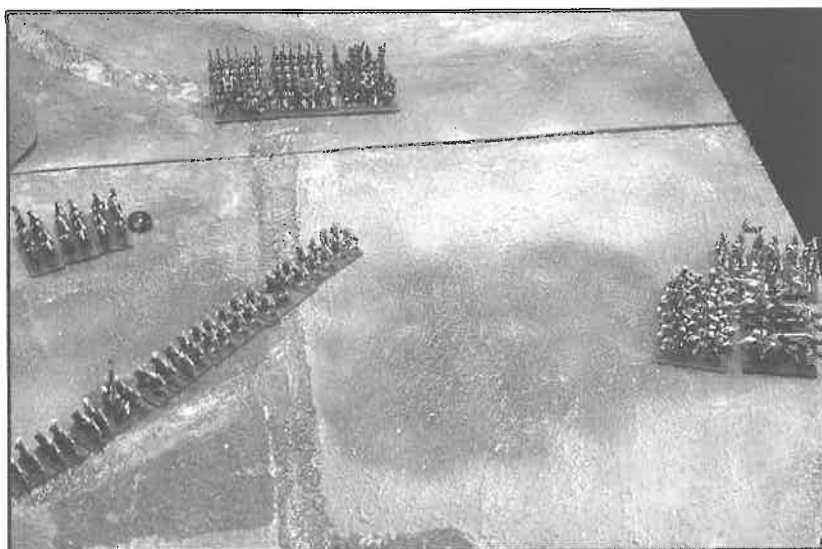
Turn 3 – Reavers charge the stranded Knights

Bretonnian Turn 3

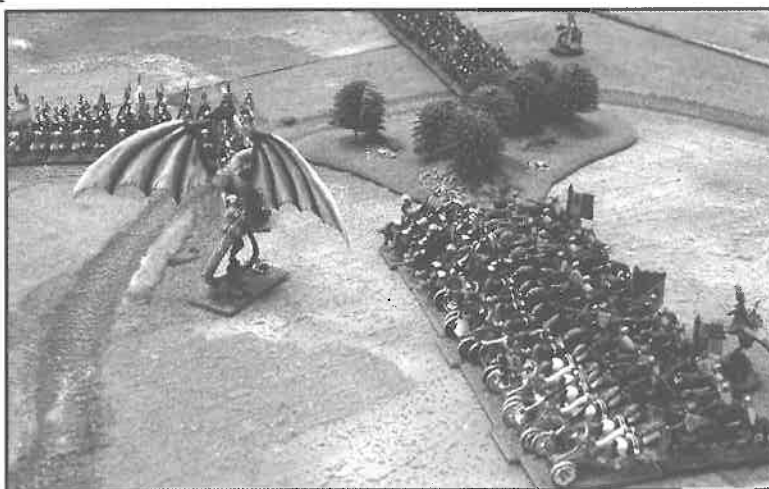
It was only the third turn and things weren't entirely going to plan. Mike felt that he'd lost the initiative and really needed to grab it back if he was going to control the pace and direction of the battle. What Mike really didn't need right now was a fistful of bad Command rolls... Again, the Hero on Pegasus in the south-east failed to order the Squires forward because of the proximity of the pesky Giant Eagles that were really starting to give Mike a headache. Likewise, the other Hero failed to inspire the Bretonnian infantry who just wouldn't budge an inch. On the other Bretonnian flank, the General ordered the solitary unit of Knights (that had been driven out of brigade formation) forward as a threat to the Reavers' flanks but failed the second order to get them to charge. Unfortunately, he failed to successfully move anything else. However, the Bowmen in the woods drove the High Elf Archers back with shooting so there was a little ground gained at least.

High Elf Turn 3

Erwin was more than prepared to exploit poor old Mike's unfortunate dice rolling and again charged the Giant Eagles on Initiative against the second unit of Knights on the hill. Two units of Reavers charged the solitary unit of Knights to the north-east, whilst the Spearmen and Archers advanced in support. The Archers showered the Bretonnian Bowmen in the woods with arrows and managed to drive them back. Both combats were equally successful with the Reavers and the Giant Eagles despatching their foes (the Eagles again miraculously suffered no casualties and the Reavers just lost a stand).



Turn 3 – The High Elves Inexorably advance



Turn 4 – The Bretonnian squires heroically Charge

Bretonnian Turn 4

Things were now starting to look bleak for the Bretonnians, they had lost three units of Knights (all they needed to lose was one more unit of Knights to be forced to withdraw) without really causing very many casualties in return or indeed moving very far from their deployment area. Finally, the Heroes on the Bretonnians' left flank made their first successful Command checks. With two Command checks, the brigade of three units of Squires charged headlong into the High Elf Chariots and Silver Helms. Likewise the Bretonnian infantry managed to advance all the way into the centre of the battlefield after the Hero passed two successful Command checks. The General ordered the surviving Knights on his right flank to retire behind the wood (wise but not entirely noble).



The ensuing combat ended in an eventual stalemate with the Squires causing two stands of Chariots and a single stand of Silver Helms for two stands of Squires – not a bad exchange for the Bretonnians.

High Elf Turn 4

Erwin launched his counter-offensive. The surviving Chariots and Silver Helms on the High Elf right flank to the southeast charged the remaining

Bretonnian Squires. They were supported by the Wizard on the Dragon who attempted to cast *Light of Battle* but failed. The Archers to the north-east unleashed a volley against the Bretonnian Bowmen in the woods and drove them back, deeper into their cover, destroying a stand in the process. In the ensuing Combat phase, the Squires were destroyed but both units of Chariots were reduced to a single stand each.

Bretonnian Turn 5

The battle was turning into a war of attrition and it looked as though desperate measures were needed for Mike to turn things around. The Men-at-arms in the centre were successfully ordered to charge the Silver Helms, near the barrow, in the flank. Meanwhile the Knights, previously skulking behind the woods, were ordered to support

the army centre for one last glorious charge.

The Enchantress cast *Lady's Favour* on the Peasants who moved up to support the Men-at-arms' attack on the Silver Helms. The Men-at-arms destroyed a stand of Silver Helms but had to fall back afterwards, as they couldn't pursue the fast moving cavalry.

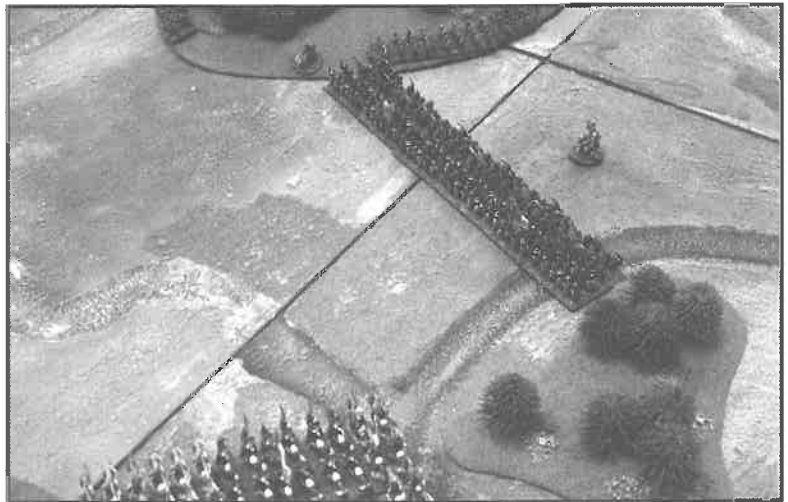
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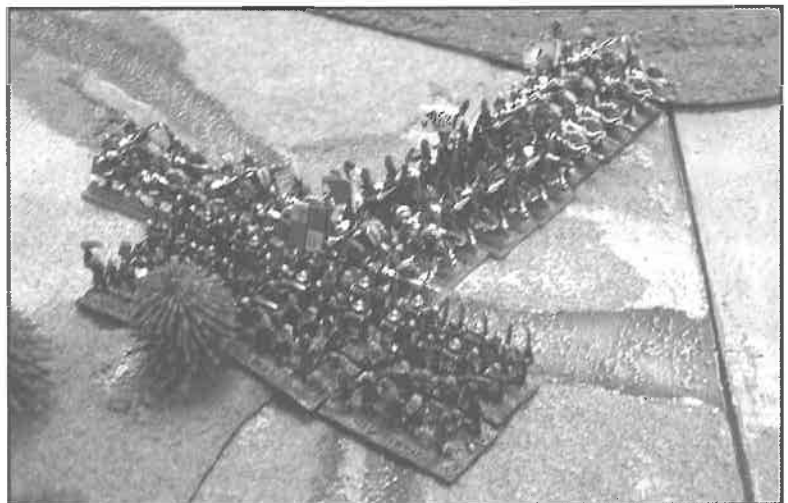
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High Elf Turn 5
Erwin wanted an opportunity to deliver the killing blow to the Bretonnians but in the meantime had to deal with the pesky Commoners who were steadily stripping his units of stands. The Silver Helms in the centre charged the audacious Men-at-arms whilst the other units moved up in support. Missile fire from the Archers this time drove back the Peasants that were creeping forward in the centre and confused them. The Men-at-arms and their supporting Peasants were completely destroyed for the loss of one stand of Silver Helms. The war of attrition continued unabated.

Bretonnian Turn 6
Throwing everything into one last daring charge, Mike ordered his Grail Knights to charge the remaining

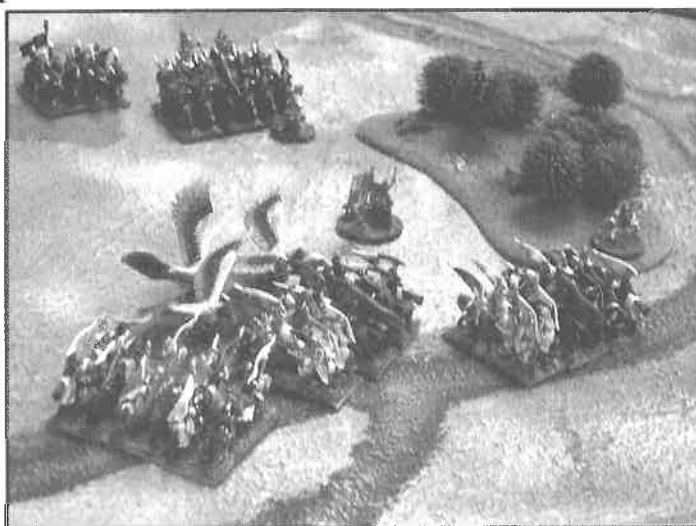


Turn 4 – The Men-at-arms advance in the centre



Turn 5 – Men-At-Arms clash with Silver Helms





Turn 6 – Bretonnian knights charge the hated Giant Eagles

two single stand units of Chariots and two units of Knights into the Giant Eagles. Meanwhile, the remaining Men-at-arms advanced in the centre hoping to cover the flanks of the Knights. The Enchantress cast *Lady's Favour* on the Grail Knights who succeeded in destroying the Chariots and then advanced into a depleted unit of Silver Helms. After losing a stand apiece both units of cavalry fell back. The Knights were

equally successful against the Giant Eagles whom they destroyed also for little loss. At least the Knights had their revenge on the Giant Eagles and their honour regained!

High Elf Turn 6

This was now the last turn of the game and although it had become quite clear that the High Elves had won the game on points Erwin realised his troops were in no position to destroy the Bretonnian Knights and force them to withdraw. Erwin settled for charging the Men-at-arms in the centre, and after destroying them, advancing

into the supporting Peasants and destroying them also.

VICTORY POINTS

High Elves – 855

Bretonians – 290



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OH DEAR. THAT COULD HAVE GONE BETTER...

At least I wasn't forced to withdraw. We fought the game to the end of Turn 6 and Erwin had won comprehensively on Victory points. Well done Erwin, but now the excuses:

1. Erwin moved his Giant Eagles adjacent to my Infantry on his first turn. For two turns, seven units of my army failed to move despite two Heroes issuing orders.
2. I persisted in trying to move the infantry when perhaps I should have moved the two Knights instead and saved them from a mauling by the Giant Eagles.
3. I might have abandoned Plan A and moved the Knights to the opposite flank sooner. When I did so they isolated part of Erwin's army and were highly effective
4. I could not kill Erwin's units. They insisted on running away when they were damaged. There were two units, the Giant Eagles and one of the Silver Helms reduced to a single stand at the end of the game and more should have ended up like this had it not been for those, err... interesting dice rolls!

Overall, the strategy worked. I concentrated on isolating parts of Erwin's army so that I would have a tactical advantage, but after deployment everything failed to happen for me (I won't even mention the combat dice rolls).

It was a great game. I was delighted with the way the scenario worked and Erwin was a splendid opponent. Next time I shall pass those pesky Command rolls and then we shall see, yes, we shall see...



Turn 6 – Grail Knights charge the chariots

"THE EAGLES ARE COMING! THE EAGLES ARE COMING!"

Well, overall everything went according to plan. While I did not manage to force his army to withdraw, the success of my disruption units – Reavers, Eagles and Chariots – more than compensated for this. That said, I probably would have done a few things differently. I probably should have kept my Spearmen more central to my battle line. Positioning them far on my left flank did set them up to counter charge any attack on this flank from Mike's Knights but it did leave them out of action towards the end of the game. At this point, they could have been useful in dealing with Mike's infantry. My General failing lots of orders towards the end of the game did not help this situation and this stalled my reordering my line to respond to Mike's canny repositioning of his remaining Knights on my right flank. In my last turn, I also could have just thrown in one unit of Silver Helms against his infantry as I may have been able to continue the combat long enough to get into the flank of his Knights on an advance. This however was not really in the spirit of the game so I charged the lot in.

Overall, I really enjoyed the game. This is a great scenario and I would recommend it to anyone. Mike is also a great chap to play against and I look forward to another chance to have a game against him. Namárië, Erwin.



WARMUSTER II EVENT REPORT

By Wayne Rozier

Armed with notebook and camera, Steve Hambrook and Rick Priestley travelled down to the second Farnborough Warmaster Tournament – the Warmuster II. This was a four round tournament with variable-sized games and randomly allocated magic item and tactics cards. Each player was to supply three army lists for his chosen army for the day – one 1,100 points standard, legal army and two 500 points armies. These 500 points armies did not have generals and didn't need to comply with the min/maxes of the parent army BUT when combined with the main army (combined total of 1,600 points) the army had to be legal. No magic items could be purchased for any of the armies as these were covered by a card deck, distributed before each game.

The event was held at Elles Hall Community Centre – Farnborough on 18th May 2002. Because there were many games to be played in just one day, registration had to be completed by 9:15 am and the first game commenced by 9:45 am.



The Warmuster II at the Elles hall Community Centre

TOURNAMENT RULES

ARMIES

All the official Warmaster armies from the rulebook and 2002 Annual were used. The Vampire Counts, Goblin army, Witch Hunters and Wood Elves were not eligible (Subject to Notification).

TERRAIN CLARIFICATION

Terrain at Warmuster II was 'as seen'.

Trees that were fixed in place denoted a dense forest that had to be move around with troops possibly becoming disordered. Trees loose on a mat denoted an open wood and the trees could be re-arranged to allow neat troop formations.

Hedges and low walls were linear obstacles and gave *defended* status to troops behind them. High walls and fortifications were just that.

Flat hills were flat hills – troops on a big flat or stepped hill, more than 2cm from an edge suffered the plateau effect – they cannot see troops on a lower elevation (and they can't see you). You can always see troops on other hills of the same elevation or on the edge of higher elevations unless there is a higher elevation obstacle. As for being uphill of enemy chargers or *defended* from shooting, troops must be positioned either on a slope or within 1cm of a slope and the enemy is positioned below you. That means either on a lower elevation, or entirely closer to the edge of the hill.

Walls on hills – when lower than the enemy a wall gave *defended* status, when higher than the enemy and behind the wall it gave *fortified* status.

Nicely shaped or **sculpted hills** were less of a problem for deducing line of sight and who's higher than who but of course not so good for positioned troops in the 'stay put' mode. Blue tack is a wonderful thing!

For simplicity we decided that, **buildings and woods** created a line of sight obstacle on the same line of sight but could be seen over without any shadow of 'dead ground' from a higher line of sight.

Unless placed on a mat, any building or wall was to be regarded as fixed in position – when on a mat the entire mat represented a built up area or difficult terrain – just as with woods the buildings can be relocated to allow troop alignment. If there was a diorama piece that was not on a mat then the feature was as seen – any buildings/walls/stones/etc. were obstacles, everything else on the piece was regarded as open. Fixed position buildings and trees were impassable to all troops – although flyers could go over them.

Rivers were indicated where fordable – to cross at a ford a unit had to start its move (not turn) with at least one stand flush with the river at the point of the ford and in column formation. The unit then had to end its move in any formation and could charge across or into the river. Units that were in rivers/streams were in difficult terrain but did not count as *defended*. Units on the bank of a river were *defended* against units in the river. No penalty is incurred for crossing at



Mike Bolton is unperturbed Mr 'Shaky hands' Man...

bridges. Units on bridges were classified as on a road and therefore in the open.

Roads negated any terrain they crossed, troops on roads count as in the open.

Flyers could land on top of rocky outcrops that have no other means of access.

GAME PROCEDURE

Upon registration, players each took two Magic Item cards and three Tactics cards.

Cards that were out of game sequence had to be played prior to the first game. The rest could be kept for later games. Any cards that were played were used and discarded at the end of the game regardless of whether they were needed. For example – a Dwarf Runesmith who never needed to 'read' that *Dispel Scroll* still consumed it.



An Orc & Goblin army takes to the field



Lex Van Rooy takes on Rick Priestley



The 'Priestley Arrowhead of Doom'!



One of the many splendid armies

GAME 1 – SCOUTS MEET!

This game lasted for one hour and fifteen minutes. A roll-off Determined who moved first and 'before game/setup' cards were played now.

First player deployed. Both supporting 500 point forces were deployed at least 60cm apart on one side of the battlefield and 80cm from the opponents' deployment zone – a general was added.

Second player deployed. Players took it in turns to play cards – normally no more than nine could be played in any one game (five by the first player, four by the second player). Game one had a limit of seven cards. Player two could relocate one of his forces up to 10cm before the game began.

End game. Victory points were totted up and the results delivered to the referee. All played cards were returned to discard pile. New cards were claimed from objectives.

Draw new cards. The winner got one magic and two tactics cards. The loser got two tactics cards. Any cards that were out of game sequence were played now.

GAME 2 – ENCOUNTER.

This game lasted one hour and thirty minutes only. This game was played as a standard pitched battle.

Deployment. 1,600pts was deployed a brigade at a time or as quick as the player's liked.

Players took it in turns to play cards – normally no more than nine could be played in any one game (five by the first player, four by the second player).

End game. Victory points were totted up and the results

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New cards were claimed
from objectives.

Draw new cards. The
winner got one magic
and two tactics cards. The
loser got two tactics
cards. Any cards that
were out of game
sequence were played
now.

**GAME 3 - ADVANCE
GUARD.**

This game lasted one
hour and thirty minutes
only.

First player deploys. A 500 point force was
deployed anywhere beyond 20cm of the
usual deployment zone but not beyond the
centre of the board.

Second player deploys. A 500 point force
was deployed in a similar fashion BUT not
within 60cm of the enemy advance guard. IF
this was not possible then he had to set up
off the table (cannot be the target of any
cards) and had to dice to arrive from turn
one on any flank (dice roll + turn count and
a 4 is a success - so troops would be on
board edge on a 3 from turn 1, a 2 on turn 2
and a 1 on turn 3 - they arrived ready for
orders). Player one set up the main 1,100
point force - then player two followed.
Players had to Dice to see who moved first
and then could play up to nine cards as
standard.

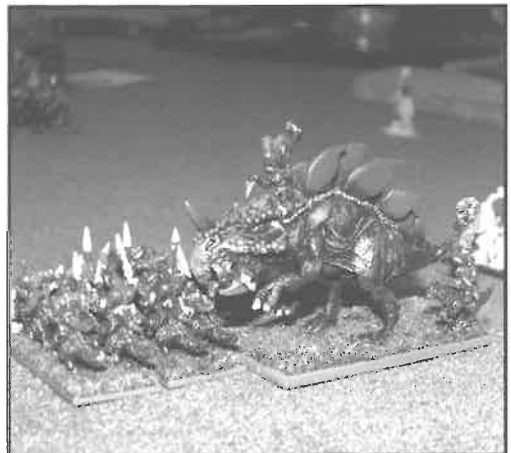
An army was forced to
withdraw if 50% of the
entire army had been
destroyed (this included
the flanking forces).

End game. Victory points
were totted up and the
results delivered to the
referee. All played cards
were returned to discard
pile. New cards were
claimed from objectives.

Draw new cards. The
winner got one magic
and two tactics cards. The
loser got two tactics
cards.



Chris Burnett leads his unstoppable reptilian horde



Chris Burnett's Carnosaur



Wayne - tireless organiser and superhero!



Rick – I don't remember writing that bit!

GAME 4

A Flank Attack or a Mass battle was played. This all depended on time, players' choice and ranking in the event. The top two tables had to play the Flank Attack game. A conclusion was required.

Flank Attack

This game lasted one hour and forty-five minutes. Players diced to see who went first. Player one set up 1,100 pts as normal. Then player two set up his 1,100 pts. Players took it in turns to play cards up to 10 cards (5 each).

On turn two players began to dice for arrivals (+1 for each turn and +1 if the enemy reinforcements were already on

Mass Battle

This game lasted two hours. If both players agreed then they could fight a Mass battle. One central force of 1,100 points was deployed, no closer than 40cm to any flank edge and two 500 point forces – either side of the main force no further than 40cm from a flank. Additionally these troops could set up a bonus distance of 10cm closer to the enemy.

Players took it in turns to play cards up to 11 cards (6 and 5).

THE OUTCOME

1st place – Christian Burnett 79 points.

Stole the day by a long chalk. Or was it that Stegadon? The bloke just can't fail a command test! Can't anybody Hex him! Well done Chris and thanks for the playsheets and scoreboard.

2nd place – Jason Scott Bowman 66pts.

Team mate with Chris B and Craig Merritt thus they stole best team with a combined score of 193.

Joint 3rd place – James Hughes & Paul Harvey 61pts.

Same team with young Rob Fabron. Team total 172.



Another game well underway

Joint 5th – Mike Bolton & Toby McLeod 59pts. They too were team mates and along with young Charles McLeod they made 3rd team place with 163pts.

Joint 7th – Bryan Lynch & Christof Simons 57pts

9th – Anthony Morton 55pts

10th – Justin Curtis 52pts

11th – Martin Turner 51pts

12th – Alec Sharman 50pts (Too much DBM Alec!)

12th – Rob Fabron 50pts

14th – Craig Merritt 48pts

15th – Lex Van Rooy 46pts (I didn't have the heart to take 12 points off for not being painted – bonus pts for making the journey from Holland!)

16th – Charles McLeod 45pts

17th – Tony Hogg 43pts

17th – Rick Priestley 43pts (that's an improvement on last year – poor old Rick came last!)

19th – Nick Cridland 40pts

20th – Alan Brown 35pts (Put up stiff resistance but found Orcs need more than just a Shaman and a Boss to kick 'em about)

Funniest card play of the day: Trigger Happy – must shoot at closest target, friend or foe. Played on a Kislev War Wagon. Ha!ha!

A big thanks goes to Fanatic for supporting the event with Prizes. And an organiser's thanks to all players – yet again a dispute free event.



3rd place – James Hughes & Paul Harvey



1st place – Christian Burnett



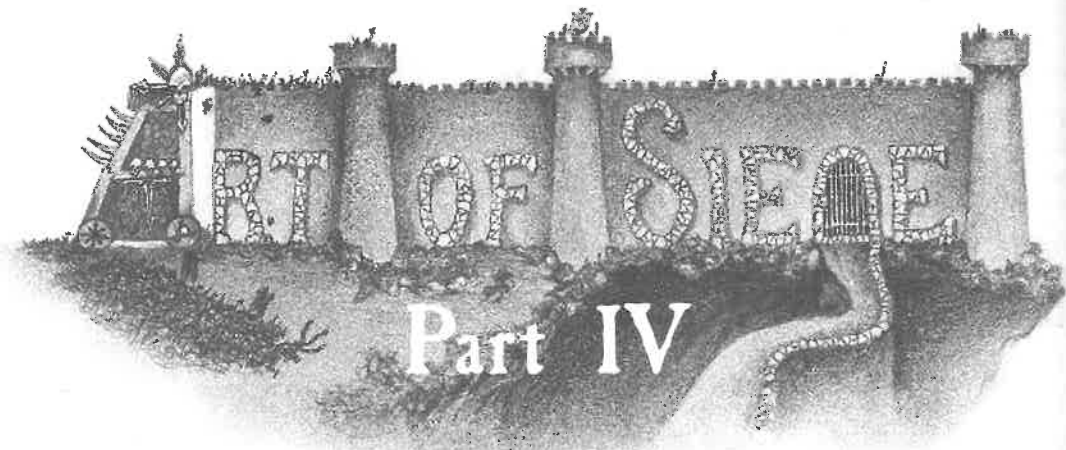
2nd place – Jason Scott Bowman

Next year I promise just three games – honest – Wayne.

Hopefully Wayne will let us into his secret for the special play cards for a future issue of Warmag – Ed.)



The fanatic prize 'grab' was very popular!



Written and developed by Tristan Hoag & Lex Van Rooy.
Logo by Tristan Hoag.

MISSION IMPOSSIBLE

It seems to be getting harder and harder for us to finish this series of articles! In a sense, creating the Art of Siege IS like enduring a siege, the further we go, the harder it is to hold on to the resources needed to bring it to a good end. With Tristan shifting jobs and me organising stuff like the EuroGT (in addition to getting some regular work done!) we haven't had a chance to start the sample game.

This article finalises the basic bits for the Art of Siege; however, we do have the outline ready for a follow-up article that will go into things such as army specific rules, additional equipment, and out-of-the-ordinary building materials and locations.

The siege had gone into its fifth month; both sides were feeling the pressure of trying to keep the troops fed from their dwindling resources. In the town, storehouses were close to empty and the people resorted to eating whatever they could lay their hands upon. Luckily, this meant that the number of rats was also diminishing.

In the camps outside, the besieging forces were in a not too dissimilar situation. Foraging troops often came back empty handed not, and more often still, did not return to the camp at all, but slipped away from a cause thought lost.

Today the wind had shifted east for the first time in months, the cold tang of winter on its breath. Gromnak had realised that being caught outside the protection of the town, and outside his tribe's cosy caverns, would be a bad thing. He summoned his remaining Troll handlers, and told them of their mission...

We commence this instalment with a small recap of some sections from the earlier articles. We will build and expand upon certain issues to bring them inline with the mission outlines towards the end of this article. So let's rewind and load:

RECAP: COMMAND PHASE

During 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.

In addition to the orders described in the second article, there is the *Patrol* order.

Patrol: This command will move a unit into the ready area of the sector with the intention of making a regular sweep of the countryside. This is aimed at preventing the enemy sneaking troops through the Besieger's lines. A unit on *Patrol* can be ordered to join a mission (as it is in the ready area) but this will deprive the sector of an early warning system for some of the Besieger's missions. A unit on *Patrol* orders is automatically returned to camp for the next day's ordering.



Leander Garibaldi was on the bluff overlooking the western sector of the siege; in the distance, he could see the walls and towers of the rebellious city-state. Looking down on the checkerboard of tents in his own camp he could clearly see where the various mercenary companies were hurrying to erect earthworks to defend theirs'. Unfortunately, all the squabbling over the best campsite, nearest the well, and the fight that had broken out over rights to the higher ground had left several holes in their defensive line.

As it was highly unlikely that he could persuade some of the Dogs of War to move their camp (at least not without dipping into his ever diminishing stock of gold) he motioned a captain of his lancers to join him. "Nicolaus, dear boy. Make a rotation for your regiment, I want twenty-four hour patrols in the ready area of this sector to make sure those rebels don't get a messenger out!"

RECAP: SHOOTING

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 Besieger's siege artillery to break down the walls of the castle. The firing of siege artillery as described in the Warmaster book is entirely too effective; if the Besieger's 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 the 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.

Any piece of siege artillery that is inside the fortress can fire in the Shooting phase at an eligible target in any of the adjoining sectors. Remember that siege artillery cannot be targeted against troops, but rather against static targets.

Target	To Hit (D6)
Equipment or fieldworks	5+
Dug-in equipment or (siege) artillery	6+

If a hit is scored on a defended/fortified position that holds troops, then the troops are assumed to be dispersed for that Day and are automatically pulled back into the Camp-area.

In the case of artillery that is considered a normal part of 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 missions on a Siege Day in which they have attacked a wall.

Artillery in the Besieger's army that didn't participated in Bombardment can be used as normal, but can only target troops, not fortifications!

Artillery in the defender's army list falls into two groups – direct fire and indirect fire artillery. Direct fire artillery – cannons and bolt throwers must be deployed on the castle walls and fire like normal. Indirect fire – Stone throwers, etc, will fire from the courtyard, using indirect fire (with direction from the walls or towers). For indirect fire, count any target in range as an eligible target. However, firing will be less accurate than direct-fire, so targets in the open count as being defended and targets that are in defended positions count as *fortified*. This will bring all the normal rules for these situations into play (by extension this also means that should troops find themselves in *fortified* positions in range of indirect fire Artillery during a mission, they cannot be hit!).

Bertram and several of his comrades were straining on the tension rope of the massive trebuchet in the castle courtyard. On the eastern walls and towers, all manner of soldiers were waving and shouting for them to fire the big brute's payload over the wall into some, for him unseen, threat. On the far side of the machine stood the bombardier, busy working some levers and frequently looking up figures in a large tome. With the arm in place and final minute alterations done, the bombardier shouted, "Stand off!" and ran to the firing position to tug on the rope, releasing several of the big stones the crew had put in the sling. For a moment, there was just silence and then creaking of the thick wood of the big machine settling in. This was immediately followed by a loud crash, followed by a collective cheer from the troops manning the wall. Later that night, when eating his meagre rations with some of the other defenders, he heard that their shot had taken out a huge ram that the enemy was trying to move into position against the gate.



RECAP: COMBAT

Unlike the Combat phase in a normal Warmaster turn, the Combat phase of a Siege Day involves actual games of Warmaster being played according to missions dictated by the situations of the siege as a whole. As suggested earlier, some missions will be triggered by occurrences in the siege, such as a breach opening in the wall, while the players, dependant upon the interpretation of the situation, declare others. If a mission is automatically triggered, it will follow the Shooting phase of the Siege Day as normal. If no mission is triggered, then both players have the option of declaring a mission after the Shooting phase, the Besieger declaring first. If neither player desires to declare a mission, then the Siege Day is ended and the next day starts with the Besieger's Command phase as described above.

Ok, with the missions now at hand, let's explain this with an example. Let's look at the mission 'Into the Breach'. Obviously, there is no way that you can declare that mission if there is no breached wall to attack, so the pre-requisite is a destroyed section of wall. This feat could happen in several ways:

1. Bombarding the wall.
2. Using the resource card Ace of Swords.
3. Using a Ram in a normal 'Over the Wall' mission.

As the first two options can both only come about during the Shooting phase, the Besieger would be allowed to play 'Into the breach' as the mission instead of opting for another (note that the Besieger must use 'Into the breach' immediately or he will lose the option to play this mission until the next time a breach occurs!).

Consider the third possible trigger. This implies that the attacker opted to play a normal mission and that during that mission, a situation potentially triggers another mission. When this happens you will automatically trigger the parameters described in the new mission. In the case of the above example, this will probably mean that a lot of troops shift to a new position much nearer to the walls than they actually were in the on-going game. The rationale behind this is that the attacking troops will surge forward when they sense a possible victory.



When a mission 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 mission. The one exception to this is that a player's general will always have the option to move to the sector in which a mission is taking place. The Besieger is only able to start with units that were assigned to the ready area of the relevant sector; the units in 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 missions are played out using the normal rules for Warmaster.

The following considerations should be taken into account. If a unit, for any reason, is 'retreated into camp' prior to a Reserve roll, or before the start of a subsequent mission (see above), it will not be eligible as reserves!



RECAP: AREA

The diagram below is included for each of the missions. The grey box indicates the area that should be represented on the battlefield. In our experience, most of the battles that take place other than those in the 'countryside' can be played on a battlefield with a maximum width of approximately 1.00-1.20 metres. Suggestions concerning this are handled in the Mission Outlines.

Each sector of the Siege map is divided into four areas.

The Castle – for most games this will be the wall of the castle and some area outside. Only for the mission 'The Keep' should the 'full' castle be placed on the table.

Since missions normally relate to just one sector it is suffice to place those parts of the castle that are in that sector. Place elements of the fortifications so that there is a 20cm area between your battlefield edge and the walls (by extension of this rule, there is no 'going around the corner' for the attacker! Although it is thus not necessary to place the side walls it may be more visually attractive).

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.

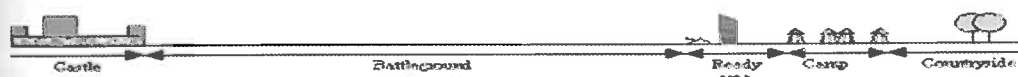
If you use a Siege map that is based upon an actual location, you may find that the battleground is somewhat less abstract in size. I personally suggest that you can allow for less than 80cm between the walls and the ready area, as the attacker's advantage of being closer to the walls will also make him more vulnerable in some of the Defenders missions. From a 'gaming' perspective however, troops cannot start closer to the walls than 60cm, unless a Mission Outline says otherwise.

The besieger's **Ready Area**, which is where the besieging forces will have created their defensive lines. The besieger's **Camp**, where units are held in reserve and can be commanded to gather resources from the surroundings. Both the camp and the ready area are approximately 20cm wide.

Take into consideration the above note on battleground! Both these areas will be highly dependent on the way the Besieger sets up camp and creates his fieldworks too.

Another thing to take into consideration will be the fact that a sector will 'flare' out from the walls and you will have more room to set-up your camp, but on the other hand, will also need to 'guard' a bigger area against infiltrators, etc.

Anything outside of this range is considered the **Countryside**, and is not a part of any particular sector. Any mission that takes place in the countryside can follow any terrain set-up rules you prefer



Siege map showing relevant sections



MISSIONS

Mission format: Several missions will have a basic format and sometimes one or more alternatives.

Objective: The set victory conditions (if any) for the mission.

Set-up: For each of the missions or mission variants there will be a descriptive set-up. Remember that no two sieges will be the same, and distances will vary depending on the Siege map and the simple choices of where to set-up camp and how it will be laid out.

In general, the battlefield should be around 120cm square, and for most of the missions there will be an indication of the minimum distance between troops at the start of the mission.

Troops: As noted before, normally only the troops in a certain sector will be available, but several missions have more specific requirements.

In general, when a mission states the use of basic troops, this implies those unit selections in the army selector that do not have a min/max restriction!

Reserves: If there are any reserves at hand this will be noted here. The following rules count for calling up reserves:

Defender: Units/Brigades from another sector of the castle may be called up as reserves against a mission in a certain sector. The defender can start trying to get reserves in the second turn of the game, and needs an order by one of the characters in the sector of origin of the reserve troops to make them appear. The reserve will appear on the table edge, can shoot, but cannot be move that turn.

Besieger: Units from the camp area can be called upon as reserves in some missions. However, with the following restrictions:

Any unit that was previously 'retired' to the camp (see Art of Siege II) is not eligible as a reserve.

To call up units in reserve you normally need to roll a 5+ on a D6, after which the unit will appear on your base edge, in irregular formation, able to shoot, but not eligible for commands until after the turn it appeared.

Additional Rules: Any additional rules for a specific mission will be described here.



MISSION INDEX

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

Missions fought before the siege properly 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 missions will have a specific condition that needs to be met before they can be declared. These conditions can be dependent (eg, a breach 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!

The mission 'The Keep' is played automatically when the besieger has a FULL unit of infantry within the castle courtyard. This is an occurrence that could happen several times during a siege!

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	Pantry Raid	Camp
	The Keep	Castle		
	Night Attack	Castle		

MISSION OUTLINES

Ambush

Partisans have been gathering in the countryside beyond the besieger's camp and have been continually raiding the besieger's stores and ambushing the foragers. Although normally badly led and ill equipped, these situations can become a real pain for the besieger if the defenders have managed to gather regular troops under a real commander.

Mission format A

This special Mission becomes available after playing the *King of Food* resource card.

Objective: The option of disrupting the enemy's supply lines will have a direct impact on their ability to maintain the siege. The besieger has gathered intelligence on a staging area for the raids that have ravaged the countryside. This mission lasts for a maximum of 8 turns or until the attacker has no more units on the table. Each unit that gets off the table can forage as normal.

Set-up: Set up a 120cm square (or better yet round!) battlefield in a mutually agreeable way, it should have one fixed feature, there should be an area with some buildings in the centre of the battlefield. Loose buildings are preferable over a fixed village terrain piece, as that will prohibit cavalry from entering, since the besieger is setting up in an area 20cm around the centre of the battlefield and will probably consist mostly of cavalry. After the besieger has deployed, the defender can set-up troops in ambush. Troops should start 40cm away from the nearest enemy unit, unless they can deploy outside the line of sight of their opponent (eg, in a building or woods). The defender takes first turn.

Troops:

Defender – 750 points of basic troops for the army chosen.

Besieger – All troops currently out on foraging missions.

Reserves: None

Additional Rules: For this mission one of the characters present for the each side is nominated as General the for purpose of ending the Command phase and game-ending conditions (his Leadership remains the same however).

Besieger units that are totally wiped out in this scenario do not use the rules for restoration as per Art of Siege II, but are permanently lost.

Mission format B

After a successful Breakout Mission

Troops:

Defender – 750 points of basic troops + any troops/characters that usefully broke out from the castle.

Reserves: None

Additional Rules: For this mission only, one of the characters present for the defender is nominated as General and gets Leadership equal to that of the normal general for the race.

Mission format C

Ambushing incoming equipment

Objective: The defender's partisan forces outside the castle have had news of a special piece of equipment being brought in to hasten their defeat. They decide to try to take out the item en-route to the enemy camp. On the other side, the besieger's foraging units have standing orders to look out for the incoming convoy and guard it down the last stretch to camp.

The equipment caravan is represented by three carts and a complement of troops.

Set-up: Set up a battlefield in a mutual agreeable way, it should have one fixed feature; there should be a road roughly down the centre of the table. The besieger sets-up in an area centred on the road, 20cm wide and 40cm deep (it should be at least 80-100cm from the opposite table edge).

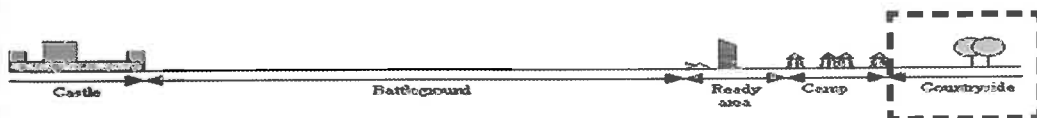
After the besieger has deployed, the defender can set-up troops in ambush. Troops should start no closer than 60cm to the nearest enemy unit, unless they can deploy beyond their opponent's line of sight, eg, in a building or woods. The besieger takes first turn.

Troops:

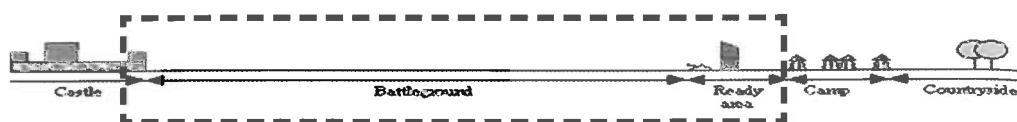
Defender – As per format A or B depending on circumstances.

Besieger – As per format A, half the troops start on table, the rest can join on any table edge, starting turn 2, on a 5+.

Reserves: None



Siege map – Ambush



Siege map – Blockade Run

Additional Rules: For this mission only, one of the characters present for the attacker is nominated as General and gets a Leadership equal to that of the normal general for the race.

If this format is played, assume the equipment is escorted by four units of basic troops taken from the attacker's army list including a Hero (these are NOT kept on after the mission).

Supply carts are considered to be single stand units with a move of 10cm; consecutive orders on a supply cart carry a -2 penalty instead of the normal -1. Carts have 1 Attack, 3 Hits and a 5+ Save.

For each cart destroyed on the table, the deployment of the equipment is delayed by 1+D6 days. If all three carts are destroyed, then the equipment will never arrive.



Blockade Run

Trying to get desperately needed supplies into the castle, the local partisans have timed their sneak through enemy lines to coincide with a sally from the fortress. Will they be able to reach the safety of the castle in time?

Mission format: Basic mission

Objective: During a sally, some supply carts (2+D3) have slipped through the enemy lines. Hard pressed for resources, the defender must get these through the gates intact.

This mission will last until all of the carts are inside the castle or destroyed.

Set-up: the battlefield needs to have the relevant castle section whilst the rest of the layout should be determined by the siege map for the appropriate sections! The defender sets up first, with the supply carts no closer than 50cm to a gate. Other troops can be deployed as desired.

After the defender has deployed, the besieger can deploy his army. These cannot be deployed beyond the edge of the ready area, but can go anywhere in that area and the camp, but no closer than 20cm of enemy troops.

The defender takes the first turn.

Troops:

Besieger – Any troops in the ready area.

Defender – Any troops inside the castle are eligible to be selected for a Sally, in addition, since this mission involves a castle sector, any troops in this sector should be deployed as normal.

Reserves:

Attacker – Any troops within the camp area.

Additional Rules: It is only possible to sally out from a sector of the castle that has a gate (gatehouse and/or sally gate).

All of the defender's forces are considered to return to the castle after the mission.

Supply carts are considered to be single stand units with a move of 10cm; consecutive orders on a supply cart carry a -2 penalty instead of the normal -1. Carts have 1 Attack, 3 Hits and a 5+ Save.

For each cart in the defender's control, at the end of the game, draw a Resource card. The besieger gets a Resource card for every two carts destroyed.



Siege map - Breakout

Breakout

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

Mission format: Special mission, can only be played at the start of the campaign.

Objective: The defender is attempting to break out part of his force to open up some tactical options for later during the campaign. In order to do so, he needs to move troops off of the opposing table edge. This mission lasts for a maximum of 8 turns.



Set-up: The battlefield is set-up to represent the area of the siege map that will eventually hold the besieger's camp and ready area. There should be 60cm between the defender's deployment zone and the attacker's deployment zone.

However, as the troops are just settling in there will be little or no fortifications yet in place. The attacker can deploy a total of 24cm of earthworks in the 40cm area nearest the defender's deployment zone. For each 4cm of defensive works, he needs to nominate a unit for building them. This unit is considered confused for the first turn and in irregular formation.

The defender takes the first turn.

Troops:

Besieger – Any troops in the sector.

Defender – Any troops inside in the campaign roster, other than artillery or machines.

Reserves: None

Additional Rules: Troops that did not attempt to Breakout are considered to fall back to the castle after the mission.

Siege map - Enemy Within



Enemy Within

Through subterfuge or infiltration, the besieger has managed to sneak a unit inside the castle. They have managed to open the gate. Will the besieger 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.

Mission format: Special mission – *King of Swords*.

Objective: The besieger has managed to sneak a unit into the castle that has taken control of the gatehouse and raised the gate. To make things worse, their associates outside the castle were waiting for their signal and are now surging towards the wall.

This mission lasts for a maximum of 8 turns or until the infiltrating unit has been 'shown the door'. Note that getting any other infantry unit into the courtyard will trigger 'The Keep' mission.

Set-up: Start by placing the relevant part of the castle on the battlefield (consider placing it to facilitate running 'The Keep' directly afterwards). Deploy the besieger's unit within (or on) the gatehouse. This unit counts as *Fortified*. Then deploy the other besieging troops 60cm from the walls. Deploy the defenders. The besieger takes the first turn.

Troops:

Besieger – Any troops in the ready area.

Defender – Troops in this section of the castle.

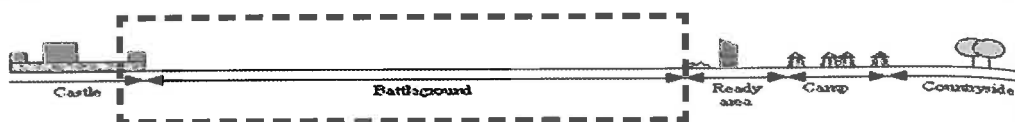
Reserves:

Besieger – Troops in the camp area.

Defender – Any troops in the castle.

Additional Rules: The unit in the gatehouse counts as *fortified* against any attack from inside or outside the castle. As long as it has a stand remaining, it will keep the gate open allowing passage through it into the courtyard.

Any defending unit that is in the courtyard and in contact with the gatehouse, will block access into the courtyard so long as it is not specifically fighting the unit in the gatehouse. The unit in the gatehouse cannot attack outside the structure without giving up its advantage.



Siege map - Feint

Feint

Normally, both players can only execute one mission per turn, the feint allows the besieger to start a normal 'Over the Wall' mission in one sector, and at any time (with or without breaking that one off!), start a second 'Over the Wall' in a different sector.

Mission format: Special mission related to the *Jack of Swords* Resource card.

Objective: Although this mission is similar to 'Over the Wall' there are a few essential differences. In effect, playing the card will allow you to set-up and start an additional mission which will force the defending troops to make decisions on where to use their forces. A well-played feint can break the defender's opposition.

Set-up: Start by placing the relevant part of the castle on the battlefield (consider placing it to facilitate running 'The Keep' directly afterwards). Deploy the defenders, then deploy the attacker's troops no closer than 60cm to the walls. The besieger takes the first turn.

Troops:

Besieger - Any troops in the ready area of this sector.

Defender - Troops in this section of the castle.

Reserves:

Besieger - Troops in the camp area.

Defender - Any troops in the castle.

Additional Rules: None.

Into the Breach

When a section of wall finally comes down the attacking troops try to capitalise on this by rushing troops into the breach. Subsequent missions against a breached wall will be normal 'Over the Wall' missions, as the defenders will have been able to organise their defences and fill the breach with rubble, corpses, etc.

Mission format: Special mission, triggered by Bombardment, on a wall breach during a normal mission or through playing *Ace of Swords*.

Objective: A big chunk of the wall has collapsed! No better moment than now for the besiegers to attack the castle and force their way in.

Set-up: Start by placing the relevant part of the castle on the battlefield but remember to place at least one wall section with the breach! Deploy the defenders, then deploy the besieger's troops on the edge of their ready area (at least 40cm from the walls). The defender takes the first turn.

Troops:

Besieger - Any troops in the ready area of this sector.

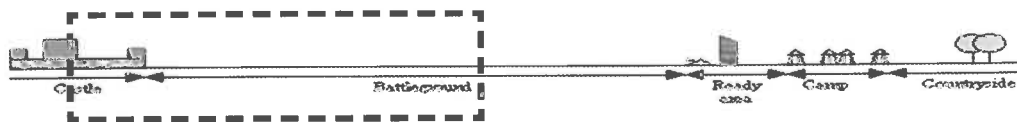
Defender - Troops in this section of the castle.

Reserves:

Besieger - Troops in the camp area.

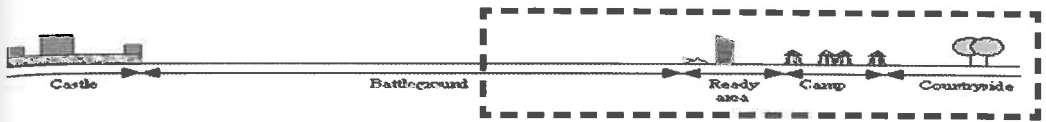
Defender - Any troops in the Castle.

Additional Rules: None.



Siege map - Into the Breach





Siege map - Messenger Run

Messenger Run

The defender is trying to get some messengers to breach the besieger's lines and get news of the siege to his countrymen/liege/lord/allies. A successful messenger run could lead to the timely arrival of a relief force.

Mission format: Basic mission

Objective: The defender is trying to send a messenger through the enemy lines. A successful mission will put one or more messengers en route to the defender's allies and will shorten the time until the siege can be lifted. In game terms, each successful mission will shorten the ten-week victory condition (see Art of Siege III, ending the campaign) by D6 days.

Set-up: This will depend on the besieger having active patrols out. If there is a patrolling force then there should be 60cm between the sally force set-up area and the first objects in the ready area. If there are no patrols out then this distance will only be 40cm. The defender can obviously pick the area he wants to attack so his choice will determine what the besieger needs to put on the battlefield. After the battlefield has been set-up, the besieger deploys his forces on the battlefield. Any troops in the ready area can be set-up anywhere in that area, in irregular formation, except for patrolling forces, which start in regular formation. Any troops in the camp area are set-up in their unit's camp, again, in irregular formation.

The defender takes the first turn.

Troops:

Besieger - Any troops in the ready and/or camp area.

Defender - Any troops inside the castle are eligible to be selected for a sally.

Reserves: None

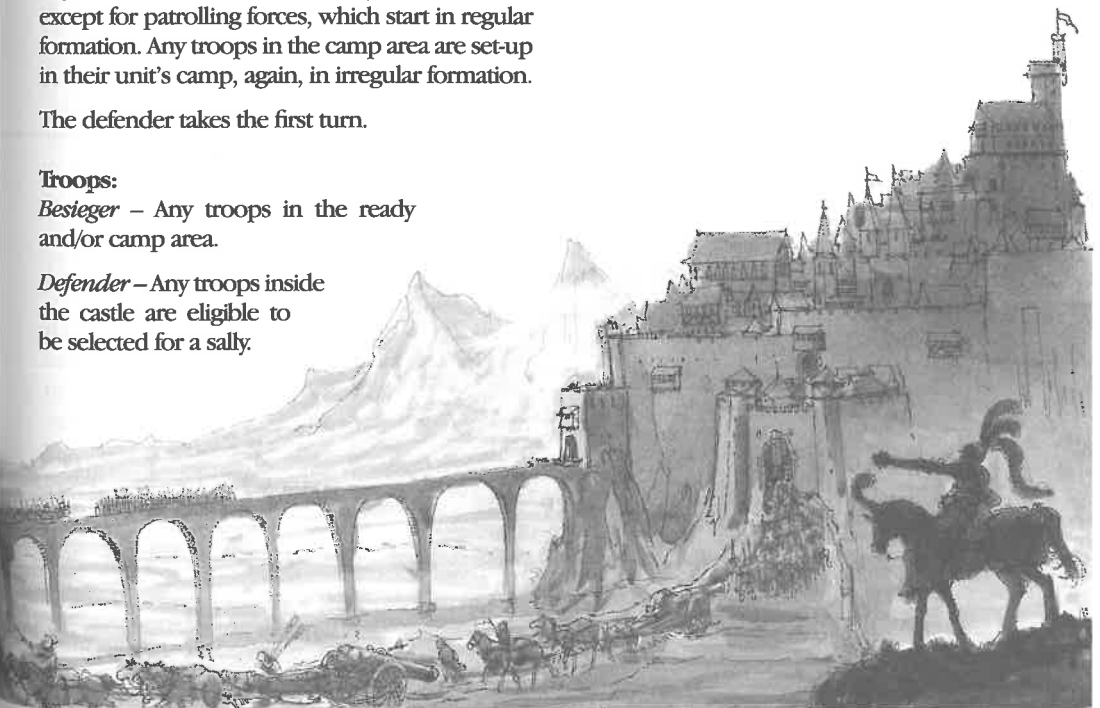
Additional Rules: It is only possible to sally out from a sector of the castle that has a gate (gatehouse and/or sally gate).

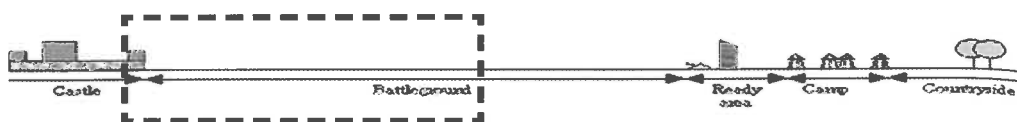
Any unit camp location is considered 'disrupted' when it is 'moved through' by an opponent's unit. A unit with a disrupted camp location must fall back to the camp area and is not eligible for orders the following day.

Any unit camp location is considered 'destroyed' when an opponent's unit remains in it at the end of a turn, or when a fight passes through it. A unit with a destroyed camp location must fall back to the camp area and is not eligible for orders the following three days.

All the defender's forces are considered to return to the castle after the mission.

Before starting the mission, the defender must nominate 1-3 units in his sally force to harbour a messenger (this should be noted down so it can be shown to your opponent after the game). If a nominated unit passes beyond the enemy's camp area it will release the messenger. To represent this, that unit loses a stand for the remainder of the mission. Units that are down to one stand cannot release a messenger.





Siege map - Over the Wall

Over the Wall

This is the most basic of attack missions. The classic siege scenario, where units using all manner of siege equipment will try to gain a foothold on the defences.

Mission format A

Basic mission

Objective: The besieger must get his units over the wall and into the castle. Plain and simple!

Set-up: Start by placing the relevant part of the castle onto the battlefield. Deploy the defenders then deploy the besieger's troops on the edge of their ready area (at least 60cm from the walls). The besieger takes the first turn.



Troops:

Besieger – Any troops in the ready area of this sector.

Defender – Troops in this section of the castle.

Reserves:

Besieger – Troops in the camp area.

Defender – Any troops in the castle.

Additional Rules: None.

Mission format B

Night attack, special mission related to the *Queen of Swords*.

Additional Rules: Defenders can only have one unit on the wall in the sector attacked.

The attackers start at 60cm distance from the wall.

All missile fire is restricted to 15cm.

Stores Raid

The defenders have identified several stockpiles of resources in the besieger's camp. Instead of sallying out to destroy them, they have decided to try to capture some of them and take them back inside the castle.

Mission format: Special mission, upon playing the *Jack of Food* resource card.

Objective: The defender sallies out to try to steal supplies from his besieger's camp. This mission will last a maximum of 6 turns or until one side has no units left to command.

In order to be successful (see Art of Siege III), the defender needs to disrupt or destroy at least three unit camp locations. For every three full locations, the defender gets to draw one card.

Set-up: This will depend upon the attacker having active patrols out. If there is a patrolling force, then there should be 60cm between the sally force set-up area and the first objects in the ready area. If there are no patrols out, then this distance is just 40cm. The defender can pick the area he wants to attack so his choice will determine what units the besieger needs to put onto the battlefield. After the battlefield is set-up, the besieger deploys his forces. Any troops in the ready area can be set-up anywhere in that area, in irregular formation, except for patrolling forces, which start in regular formation. Any troops in the camp area are set-up in their unit's camp, again, in irregular formation.

The defender takes the first turn.

Troops:

Besieger – Any troops in the ready and/or camp area.

Defender – Any troops inside the castle are eligible to be selected for a sally.

Reserves: None

Additional Rules: It is only possible to sally out from a sector of the castle that has a gate (gatehouse and/or sally gate).



Siege map - Stores Raid



Siege map - Relief Force

Any unit camp location is considered 'disrupted' when it is 'moved through' by an opponent's unit. A unit with a disrupted camp location must fall back to the camp area and is not eligible for orders the following day.

Any unit camp location is considered 'destroyed' when an opponent's unit remains in it at the end of a turn, or when a fight passes through it. A unit with a destroyed camp location must fall back to the camp area and is not eligible for orders the following three days.

All the defender's forces are considered to return to the castle after the mission.

Relief Force

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

Mission format: Special mission, becomes available after playing the *Jack of Wood* card.

Objective: The defender tries to lift the siege. If the besieger commits his General to this battle then taking out his General ends the Siege. This mission is played to an eight turn limit.

Set-up: This mission is best played over the length of a battlefield. The ready and camp area should be roughly in the middle of the battlefield, with 60cm between the edge of the camp and the Relief Force set-up area. The remaining battlefield (between ready area and the castle) should be approximately 60cm, if there is actually sufficient room to place the castle then do so.

The defender can pick the area he wants to attack so his choice determines what units the besieger needs to put on the table. After the table is set, the besieger puts his forces on the table. Any troops in the ready area can be deployed anywhere in that area. Any troops in the camp area are deployed in their unit's camp, in irregular formation.

The defender takes the first turn.

Troops:

Besieger - All the troops currently active in that sector.

Defender - A separate 1,000 points force taken from the defender's army selector makes up the relief force. If the defender played a successful Breakout mission at the start of the siege then these points are increased by the amount of points that broke free.

Reserves:

Besieger - Troops in the ready area of adjacent sectors, on a 6, after the first turn.

Defender - Any troops in the castle are eligible for a sally. It will take two successful orders per unit to assemble them outside the (sally port) gate (if the space on the battlefield between the ready area and the castle (battlefield edge) is less than 60cm, add +1 Command for each additional 20cm).

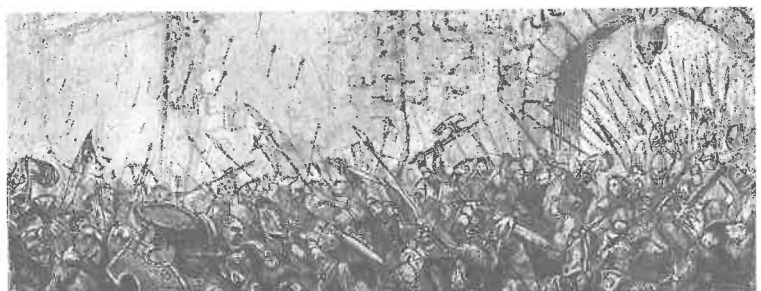
Additional Rules: It is only possible to sally out from a sector of the castle that has a gate (gatehouse and/or sally gate).

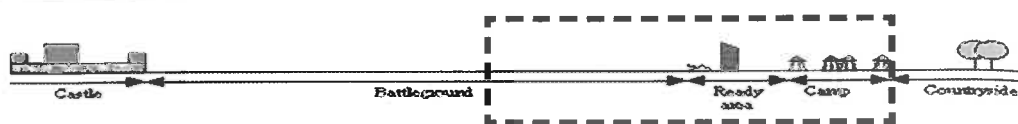
Any unit camp location is considered 'disrupted' when it is 'moved through' by an opponent's unit. A unit with a disrupted camp location must fall back to the camp area and is not eligible for orders the following day.

Any unit camp location is considered 'destroyed' when an opponent's unit remains in it at the end of a turn, or when a fight passes through it. A unit with a destroyed camp location must fall back to the camp area and is not eligible for orders for the following three days.

At the end of the mission, discount any of the troops in the relief force; they will not play any further part in the campaign. If any of the sally forces find themselves in the camp or countryside area at the end of the game, consider this as a successful Breakout.

All of the defender's forces, other than those mentioned above, are considered to return to the castle after the mission.





Siege map – Sally

Sally

Well aware of construction and movement within the besieger's camp, the defenders have decided to sally out to take out siege equipment and other construction sites.

Mission format: Basic mission.

Objective: The defender sallies out to try to destroy/disrupt his besieger's camp. This mission will last a maximum of 6 turns or until one side has no units left to command.

Set-up: This will depend upon the besieger having active patrols out. If there is a patrolling force, then there should be 60cm between the sally force set-up area and the first objects in the ready area. If there are no patrols out, then this distance will be just 40cm. The defender can pick the area he wants to attack so his choice determines what the besieger needs to put on the table. After the battlefield has been set-up, the besieger deploys his forces on the table. Any troops in the ready area can be set-up anywhere within that area, in irregular formation, except for patrolling forces, which start in regular formation. Any troops in the camp area are set-up in their unit's camp, again, in irregular formation.

The defender takes the first turn.

Troops:

Besieger – Any troops in the ready and/or camp area.

Defender – Any troops inside the castle are eligible to be selected for a sally.

Reserves: None

Additional Rules: It is only possible to sally out from a sector of the castle that has a gate (gatehouse and/or sally gate).

Any unit camp location is considered 'disrupted' when it is 'moved over' by an opponent's unit. A unit with a disrupted camp location must fall back to the camp area and is not eligible for orders the following day.

Any unit camp location is considered 'destroyed' when an opponent's unit remains in it at the end of a turn, or when a fight passes over it. A unit with a destroyed camp location must fall back to the camp area and is not eligible for orders for the following three days.

All of the defender's forces are considered to return to the castle after the mission.



Stragglers

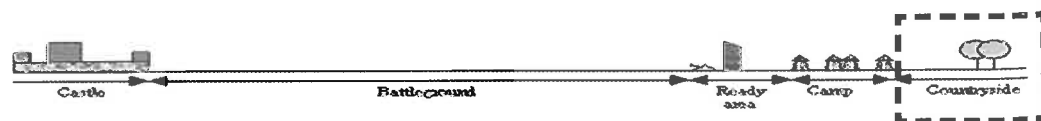
The defenders still have several resources beyond the castle gate.

Any Resource that is lost diminishes the defenders hand of Resource cards for the first turn and adds to the one of the besieger.

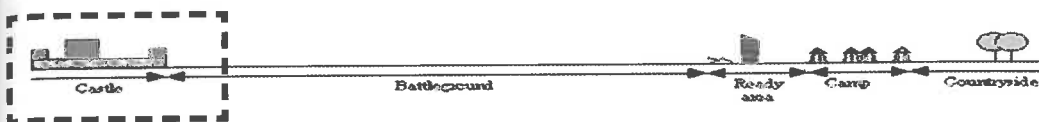
Mission format: Special mission, can only be played at the start of the campaign.

Objective: The attacker's scouts have noticed that the defender is still trying to get resources safely to the castle. The defender must exit his three supply carts from the opposite battlefield edge. This mission lasts for a maximum of 8 turns.

Set-up: The battlefield is set-up to represent some of the nearby countryside that has several farms scattered on the defender's half of the battlefield. At each of the farms, there is a cart being loaded with supplies. The farms are at respectively 60cm, 50cm, 40cm, 30cm and 20 cm from the defender's base edge. They can be set-up anywhere on the battlefield, with the defender starting to place the first one, then alternating with the attacker to place the others. After that, the defender deploys his forces. At each of the farms he can station up to units of whatever he desires. Remaining units are placed in his deployment zone, which extends up to 40cm from his battlefield edge.



Siege map – Stragglers



Siege map - The Keep

The besieger deploys last, and cannot deploy closer than 60cm from any enemy forces.

Troops:

Besieger - 1,500 points from the campaign roster, other than artillery.

Defender - 1,000 points from the campaign roster, other than artillery or machines.

Reserves: None

Additional Rules: Besieger's units that are totally wiped out in this scenario do not use the rules for restoration as per Art of Siege II. If you take the chance to decrease your opponent's hand, you will need to live with the consequences!

All the defender's forces are considered to return to the castle after the mission.

Supply carts are considered to be single stand units with a move of 10 cm; consecutive orders on a supply cart carry a -2 penalty instead of the normal -1. Carts have 1 Attack, 3 Hits and a 5+ Save.

For each cart lost, the defender's starting hand of Resource cards diminishes by one. The attacker gets one Resource card for every two carts he destroys.

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 besieger.

Mission format: This is a basic mission, triggered when the attacker has a full unit of infantry in the castle courtyard.

Objective: The attacker is trying to obtain control of the castle structure nominated as the Keep and/or take out the enemy General. If either of these conditions is met, the castle falls and the attacker wins the siege. As soon as there are no attacking troops in the castle, this mission ends. This mission is played without a turn limit.

Set-up: Mark the position of all troops within 20cm of the walls when the event occurs. Then place the entire castle on the battlefield with at least 20cm between the castle and any battlefield edge (if possible) and re-deploy the troops as they were.

Any of the besieging troops that were not 'marked' may now set-up on the battlefield-edge (no closer than 20cm of the walls). The defender then places troops in those sections of the castle not in place before. The besieger takes the first turn.

Troops:

Besieger - Any troops that were active in the ongoing mission.

Defender - Any troops inside the castle.

Reserves:

Besieger - Any troops in the ready area of any other sector can be activated from the start of the second turn.

Defender - None.

Additional Rules: Besieging troops can open (sally) gates to allow their comrades outside easier access (and obviously defending troops can close them again!). To open or close a gate you need to have a stand adjacent to it. It must spend one full turn adjacent to the gate without fighting (and this includes giving support) to open the gateway. Open gates allow access as per the rules in the original rulebook!

Note: This mission will get a variant format in the advanced rules that will handle sieges of city/towns.

MISSIONS DEBRIEFING

Obviously, there will be more missions that come to mind when you read any literature concerning sieges. As indicated earlier, some missions (like infiltrating a castle) will be more suited to Mordheim/skirmish style games. However, it shouldn't be too hard to set effects into the format as dictated in the Art of Siege (eg, losing a character after a successful assassination or losing the ability to stock resource cards after a storage location is torched).

Feel free to contact us directly or through the gw-warmaster group at Yahoo (ivansoulseeker@yahoo.com.). Heck, we might even get a special Warmaster Siege group set up for future development of additional missions etc!

So, dust off those rams and siege towers, make sure the walls are in good repair and your warehouses are well stocked. And let the Sieges Begin...

The Warmaster Range

These pages have a complete listing of all the models and printed material available for Warmaster. 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

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

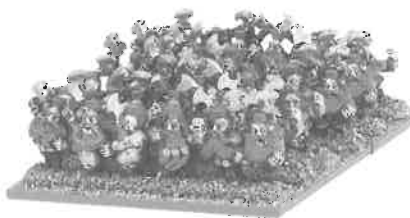
Dark Elves

Dark Elf Spearmen
(1 Command & 5 random strips)
Dark Elf Crossbowmen (6 random strips)
Dark Riders (1 Command & 5 random strips)
Cold One Knights
(1 Command & 5 random strips)
Witch Elves (1 Command & 5 random strips)
Dark Elf Character set
Dark Elf Bolt Throwers (2 complete models)
Harpies (6 random strips)
Corsairs (1 Command & 5 random strips)
Hero on Manticore (1 complete model)

Dwarfs

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

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)
 Forest Goblins (1 Command & 5 random strips)
 Goblin Wolfboyz (1 Command & 5 random strips)
 Forest Goblin Spider Riders
 (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)

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.

Skaven

Clanrats (1 Command & 5 random strips)
 Jezzails (6 random strips)
 Plague Monks (1 Command & 5 random strips)
 Rat Swarms (8 random strips)
 Gutter Runners (6 random strips)
 Rat Ogres (3 random strips)

Warp-Lightning Cannon (2 complete models)
 Doom Wheel (1 complete model)
 Screaming Bell (1 complete model)
 Skaven Character set

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)



Ghouls

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)

ForgeWorld

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

To order call 0044 (0) 115 916 8177

Or visit www.forgeworld.co.uk

FWM900	Blarney Castle	£12/\$20.00
FWM902	Bunratty Castle	£25/\$42.00
FWM904	Stone Tower	£12/\$20.00
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 1,000pts. Contact your local Mail Order department for prices and how to order.

Brettonnia

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

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.

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.

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.

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.

VAMPIRE COUNTS

A Vampire 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.

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.

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.

HIGH ELVES

A High Elf Character set, two units of Spearmen, two units of Archers, one unit of Bolt Throwers, two units of Silver Helms, one unit of Reavers, a Dragon Rider and two units of Chariots.

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.

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.

SKAVEN

A Skaven Character set, two units of Clanrats, two units of Plague Monks, one unit of Jezzails, one unit of Rat Ogres, one unit of Gutter Runners, two units of Rat Swarms, one Doom Wheel and two Warp-Lightning Cannons.

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OF SKINKS AND KROXIGORS...

(Or... How to paint your Lizardmen Army)
By Gene Cochran

Hello again, and welcome to the next Masterclass Painter's Guide to painting your army. With this instalment we will be dealing not only with how to paint a Lizardmen army, but also choosing paint schemes and basic painting techniques to help bring out the fantastic detail in the Warmaster range of models. Here's what we will be looking at:

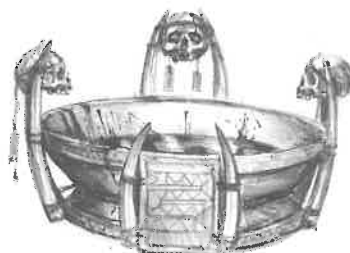
- Picking Lizardmen colours
- Model preparation
- Primers and basecoats
- Base colours, highlights, and details
- Bases

AN INTRODUCTION TO LIZARDMEN

It still amazes me how many different armies are available to the Warmaster player. Even with the limited number of different troop types, there is still a great selection in what army to play, comparable with, if not exceeding, Warhammer. Each army is colourful in its own unique way, in scope and scheme. It's a daunting task to choose, but choose we must.

Lizardmen – they seem simple enough to paint. They are, after all, just Lizards. How hard could it be? Ah, there's the crux of the matter! We're not talking about your everyday generic crocodile or sea turtle here. We are talking about Lizardmen! Take a look in any book on South American reptiles and amphibians and you will see what I mean. Adding to the mix the Mayan, Inca, and Aztec flavour and you have quite literally a rainbow of colours to choose from. Now, let's get to the meat of the matter.

Using the Warhammer background as a basis for selecting how to paint your armies is a good starting point. The Lizardmen Army books from past editions are a great source. For those not familiar with Lizardmen background (gasp!), new generations of Saurus, Skinks, and Kroxigors are 'spawned' in pools in and around the ziggurats whereas Stegadon, Salamanders, Terradons, and Cold Ones are hatched from eggs. Some pools are hidden by undergrowth, others are out in the open, while some are even underground within the temple pyramids themselves. According to the background, every spawning until the end of time is known to the Slann Mage-Priests, though there have been some that were not expected. These unforeseen spawnings usually occur in the ruins of cities and pyramids where all records have been lost or when there is a spectacular event about to occur. Many times these spawnings yield particularly notable heroes and warriors. Slann Mage-Priests eagerly await the advent of each spawning and speculate about the hidden meanings of the colours of each new generation.



Each spawning emerges from the pools with their own characteristic markings. Lizardmen from spawnings more or less at the same time normally emerge very similar in colouration to each other, Saurus and

Kroxigor being one or two shades darker than Skinks. In Warmaster, this characteristic, along with the basing on each stand, will help your army to look like one coherent force and not just a jumbled conglomeration of stands.

Choosing Your Spawnings

Now it's time to pick out your colour schemes and decide if your army will consist of more than one spawning. A good way to do this is to first decide on how many points your army will be and what points value to assign to each spawn. A good force selection can be that every 1,000 points of your army would represent a single spawning. So, if you have a 1,001-2,000 point army selected, you would then have two spawnings. Adding to your base 2,000 points would then constitute a third, fourth, or fifth spawning or colour scheme. Now, onto the units contained in each spawning.

The following is a very simple way to decide what units are in each spawning. Based on an army of 2,000 points, divide your forces up in to chunks of 500-1,000 points each. The older spawnings will have fewer troops than the younger due to deaths caused by earlier battles, etc. In a 2,000 point army, 500 points worth of units would be more than enough to represent the oldest spawning. The units most likely to be found in this older spawning would include Temple Guard, Heroes, and one or two units of Infantry and Cavalry. Now select which colours you wish to use for these troops.

Choosing the colours for the 'Beasts of Burden' can be very interesting. You may decide to paint all of them in the same colour scheme if you like. Once you start, though, you will see that these troops, though not spawned, could also benefit from the same selection process used for the Skinks, et al. Instead of spawnings, use basic zoology and species differentiation (ok, ok, enough, I know, enough with the fancy lingo!). Basically, each unit is painted as a separate species, but with some similarities. So... all Stegadons look the same, as do all Terradons, Carnosaurs, etc.

In my army, the only units that did not adhere to this approach were the Salamanders, sort of! Even though it is not stated as such in the unit description, I painted different stands of Salamanders with different coloured back spines to indicate what type of 'Spit Attack' they represented. So, a back spine painted phosphorescent green indicates it would spit Acid. Those painted fiery orange would 'Spit Fire or Lava', and so on.

Now, what colours do you use for your spawnings? Not trying to pass the buck here, but that is completely up to you. In nature, there is such a vast variety of colouration in the amphibian and reptile species that you could choose any colour combination and turn out a fantastic looking army. What contributes more to the cohesive look of a Warmaster army are the bases.



Gene's Lizardman army

Model Preparation

This may come across as very simplistic in nature, but it's never a bad thing to review the basic steps for prepping models for painting. Here's a basic list of tools you will need:

- Knife/scalpel
- File
- Soap and hot water
- Patience!

As with all miniatures, no matter what the size, shape, or medium, you always need to prepare them for painting. This usually involves the removal of flash left from the moulding process, cleaning off mould lines due to shifting during the casting process, and washing off the residual film of the mould-releasing agent.

Using a sharp knife, remove the little 'wire' looking pieces from the strips. Check for cavities containing flash from the moulding process. Check all the surfaces for edges that look out of place. Use a metal file and make the surfaces smooth and aligned with the surrounding area. Sometimes the miniature sits at a slight angle to the strip. Now line the models up, before you start painting. The last step is cleaning the release agent from the model. This can be accomplished

with a quick rinse with soap and hot water. Dry off the excess water before proceeding to the next step: primer and basecoat.

Primer and Basecoat

There are various ways to prime and basecoat miniatures. You can use flat black primer, acrylic spray, grey brush primer or matte/flat sealant first as a base primer coat. All of these methods are fine. As published in the Warmaster article, 'A Knights Tale' (Warmaster Magazine, issue #9), there is a method of primer and basecoat that not only puts down a base for water based acrylic paint, but also helps with the job of adding highlights and depth to you models. This is called 'Magic Wash' and is a mixture of 50% acrylic floor wax/35% isopropyl alcohol/15% Chaos Black Citadel Paint and is used over a primed base of white. The resulting effect leaves the crevices of the miniature very dark whilst the raised areas remain white or grey in colour. This effect, hand-in-hand with thinning your paint and using multiple coats, results in a greater contrast and depth of colour on your model making a more realistic piece of work. When painting Lizardmen, this is important as it gives the figure a more animal-like appearance, making it more natural looking.

Base Colours, Highlights, and Details

For those of us that paint larger miniatures such as 28mm and 54mm scale, highlighting is a must in order to make the miniature look more realistic. So, why highlight models in 10mm you ask? Of course you can paint your models with a base coat and three or four colours and have a very nice wargaming miniature to be proud of, but what we are doing here is going that little bit further. To do this we treat the miniature in exactly the same way as we would a 28mm figure. With the quality of Warmaster figures this is very easy to do. There is so much detail on most of the figures that you could literally get lost in the detail!

For Lizardmen, we want to pick a shade for highlighting that is close to, but brighter, than the original base colour. Now, when we refer to base colour here, we do not mean base coat. We mean the first coat of paint applied to the model after the magic wash. Now remember, when we apply the base colour, thin the paint first and apply thinner



**Saurus Warriors**

multiple layers, not thick layers. You want the magic wash to show through in the recesses, like a shaded area.

Once the base colour has been applied, let the paint dry. At the same time, thin out your highlight colour. You want it to be the consistency of milk, perhaps a tiny bit thicker. When you apply the highlight, you should be able to see the base colour show through on the edges of the area of application. This is the reason I like Citadel paints when making washes and thinned highlight colours. The content of pigment in Citadel paint is higher than many other companies, so the colour is richer and has a fuller look to it. When applying the base colour or highlight, if you have stray spots in areas that will be of different colours, don't worry. You can go back over those areas. DO NOT try to clean up the stray marks while the paint is wet. Sometimes you will get the colour cleaned up, but you may also just make the problem worse, especially if you have already highlighted the affected area.

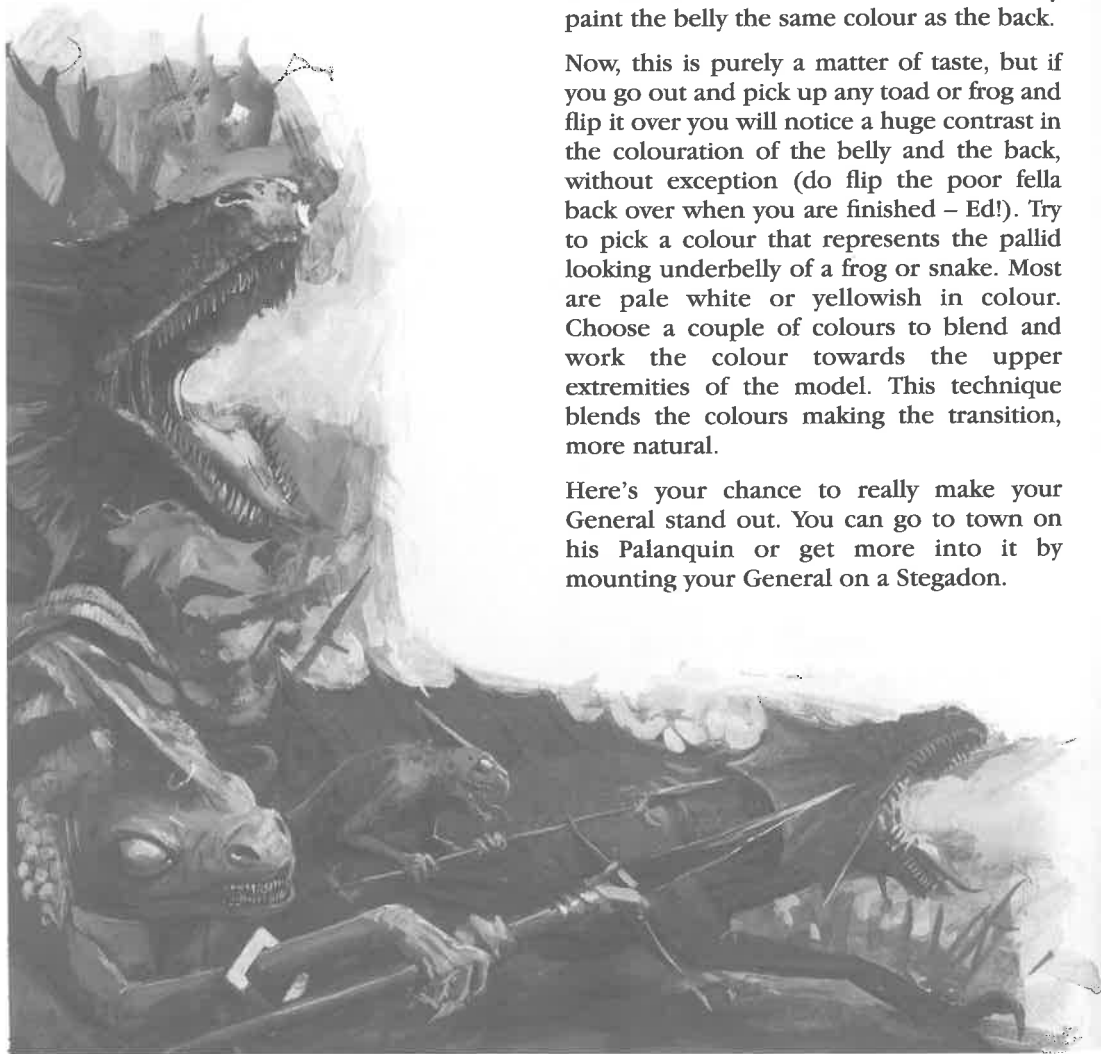
In nature, the way reptiles and amphibians protect themselves from predators is by areas of intense colour that acts as a warning to steer clear. This is done with contrasting colours and markings using reds, oranges, yellows, blues and bright greens. Pick a colour contrast that sticks out, perhaps almost gaudy, in appearance. This contrast can also help in army coherency. Lets say you have two spawnings in your army – olive green and blue. Picking the base colour of red and highlight colour of orange for the Saurus' back scales and Skink crests not only bring together the two spawnings but also adds a sense of cohesion to the Saurus and Skinks.

**Temple Guard**

Taking a look at the beasts of burden and the main spawnings – let's say you have a Hero mounted on a Carnosaur, a unit of Terradons, and a unit of Cold One Riders to add to your army list. For the Beasts we paint the main portion of the body a tannish brown colour, with reddish/maroon back scales. The Cold Ones are painted with an Olive Green lower body with Ultramarine Blue scales. The riders we paint Olive Green with reddish/orange crests or scales. Adding these to bases (covered later in this article) gives an assortment of colours that actually blend together very well.

**A unit of Skinks with Salamanders****Cold One Riders**

Now, onto the details! As noted earlier, Warmaster miniatures are some of the best-detailed figures in 10mm scale. It would be a shame to waste all the work the sculptors put into making these fine models. So, what do you do with so much detail? You take it one step at a time. No rushing allowed! With Lizardmen, many of the details are in the form of jewels, weapons, and bared toothy-grins! There are also totems, loin clothes, banners, and all sorts of added extras if you look close enough. Now, as stated earlier, you can get over-whelmed by so much detail. Just take your time. Use a painting method I believe is called blocking. You use one colour, paint everything that is to be that colour at a time, then move on to the next colour. For jewellery and other such items use a bright copper or gold colour. For Jewels, use any of the assorted bright colours available from Citadel or other fine paint companies.



Painting the totems and banners can be a lot of fun. Take a look in the Warhammer Lizardmen Army book for some ideas. You can also do a search on the Internet for Mayan, Inca, or Aztec totems and get ideas from there on war standards and banners.

The General

Before getting to bases (I promise we are getting there!) I want to take a look at the Army General, the Slann Mage-Priest. Now here's a chance to show off what you know about painting, it is the true canvas for a painter. You can pick



and choose any colour you want to paint him in, but one thing I notice many painters do that makes the model look a bit off – they paint the belly the same colour as the back.

Now, this is purely a matter of taste, but if you go out and pick up any toad or frog and flip it over you will notice a huge contrast in the colouration of the belly and the back, without exception (do flip the poor fella back over when you are finished – Ed!). Try to pick a colour that represents the pallid looking underbelly of a frog or snake. Most are pale white or yellowish in colour. Choose a couple of colours to blend and work the colour towards the upper extremities of the model. This technique blends the colours making the transition, more natural.

Here's your chance to really make your General stand out. You can go to town on his Palanquin or get more into it by mounting your General on a Stegadon.

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When doing the latter it is suggested that you do not use the howdah, though it is more down to personal taste than anything. Not using the howdah allows more of the detail on the throne to be visible when displayed. Add a few extra Skinks and a Kroxigor or two to the base and you have yourself a Slann Mage-Priest to be reckoned with!

Bases

Hoorah! We made it! One of the most important aspects, but the most neglected, of the Warmaster model is the Base. The base can make or break the way a model looks. You can do a 'Golden Demon class' paint job on your miniature, but if the base looks half done it detracts from the whole look and form of the model.

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There are many different materials you can use to finish the base, but here we will talk about the simplest and easiest way to make your bases look outstanding. Here's what you need:

- Fine grain sand
- Tablespoon
- Super glue
- Magic wash (use Citadel Dark Flesh for colour base)
- Green scenic grass (Static Grass optional)

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After you have used a good quality matt or flat sealant to protect your nice new paint job you are ready to base your figures. Set out your strips in the order you want them on the bases. This avoids/prevents strips getting knocked over into superglue or put on the bases in the wrong sequence, etc. Have your fine sand available nearby for application.

Lay the base in front of you; apply a layer of superglue to the centre, working it out



Slann Mage-Priest

towards the edges. Place the strips on the base in the desired order. Now, get the tablespoon and a spoonful of sand and cover the model and stand completely. Let it stand for at least a minute or two to allow the glue to initially set. Once this is done, shake off the excess sand from the model. If there are any empty spots on the edges of the base, apply a layer of glue and re-apply the sand until the level of the sand is even with the base of the strips. Clear the space on the desk in front of you for the next step.

After letting the superglue and sand set, you will find a nice solid base without exposed edges on the strips. Get out your brush and the Dark Flesh Magic Wash (or whatever



Kroxigor



Terradons

colour you decide to use) and paint the sand. The wash should be the consistency of milk and the grains of sand should show through slightly. If they don't show through it's no problem. You can add a step to this process by very lightly drybrushing a white/tan colour on the Dark Brown wash after it dries.

Once the wash is dry, apply some super glue to a couple of spots on the base. Now sprinkle some static grass to those spots. As before, dump the excess.

And that's it folks! You now have a custom painted Lizardmen army unit to the envy of your friends and chagrin of your enemies!

In Conclusion

I hope this has helped those of you with how to get started painting Lizardmen, or any of the other fantastic Warmaster armies. Also, look for the next article in Masterclass Painting dealing with Chaos Nurgle armies, and the new Vampire Counts and Skaven armies.

If you have questions concerning anything in this article or just have a question about painting or Warmaster in general, come visit us at the Yahoo Warmaster Group at <http://groups.yahoo.com/group/gw-warmaster/> or email me at my website at <http://www.siegetower.com/warmaster>.

Check out Gene's characters opposite



Of Skinks & Kroxigor...

Models designed by Colin Grayson & painted by Gene Cochran.

Saurus Brigade



Skink Shaman



Skink Hero



Skink Hero



Saurus Hero



Lord Mazdamundi conversion

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Skaven Screaming Bell (top), Warp-lightning Cannon (bottom left) and Doom Wheel (bottom right) designed by Colin Grayson and painted by Mark Bedford.



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